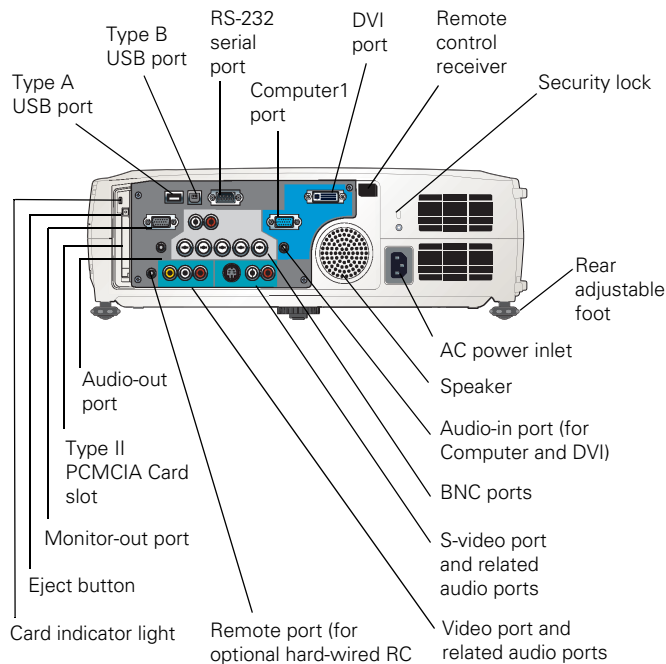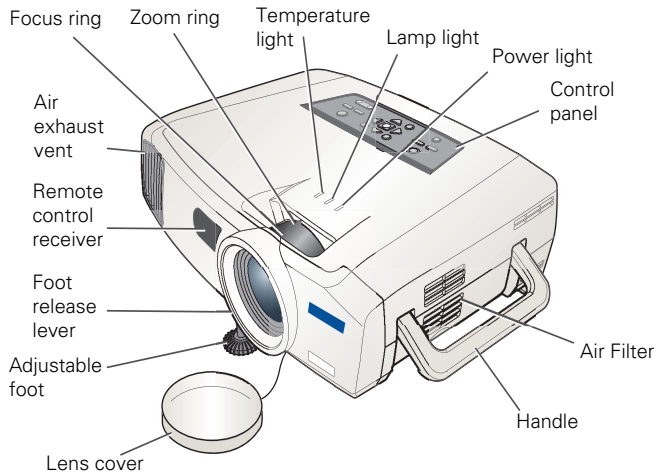# UPDATE

6/17/03

This package provides a new multimedia projector product section to be added to the *EPSON® Product Information Guide*. The table of contents of this section is listed below.

EPSON PowerLite® 7850p

TABLE OF CONTENTS

Focus ring Zoom ring Temperature light Lamp light Power light Control panel

Air exhaust vent

Remote control receiver

Foot release lever

Adjustable foot

Lens cover

Air Filter

Handle

Type B USB port RS-232 serial port DVI port Remote control receiver

Type A USB port Computer1 port Security lock

Audio-out port

Type II PCMCIA Card slot

Monitor-out port

Eject button

Card indicator light

Remote port (for optional hard-wired RC)

Rear adjustable foot

AC power inlet

Speaker

Audio-in port (for Computer and DVI)

BNC ports

S-video port and related audio ports

Video port and related audio ports

Projector Specifications

General

Type of display	Poly-silicon Thin Film Transistor (TFT), active matrix
Size of LCD panels	Diagonal: 1.0 inch (25.4 mm)
Lens	F=1.7 to 2.3, f=28 to 37 mm
Resolution	1024 × 768 pixels (XGA, native format)
Color reproduction	24 bit, 16.8 million colors

Brightness	3500 lumens (ANSI) in low brightness mode 2500 lumens (ANSI) in high brightness mode
Contrast ratio	700:1
Image size	30 to 300 inches
Projection distance	2.6 to 36.1 feet (0.8 to 11 meters)
Projection methods	Front, rear, upside-down front (ceiling mount), and upside-down rear
Internal sound system	5 W monaural
Optical aspect ratio	4:3 (horizontal:vertical)
Zoom ratio	1:1.35
Noise level	36 dB
Keystone correction	Automatic (vertical only); manual adjustment capability ±40° (vertical), ±20° (horizontal)

Projection Lamp

Type	UHE (Ultra High Efficiency)
Power consumption	250 W
Lamp life	About 2000 hours (when Brightness Control set to high) and aabout 3000 hours (when Brightness Control set to low)
Part number	V13H010L22

Remote Control

Range	33 feet (10 meters)
Batteries (2)	Alkaline AA

Mouse Compatibility

Supports USB

Dimensions

Height	4.6 inches (117 mm), feet retracted
Width	16.5 inches (419 mm)
Depth	12.8 inches (325 mm)
Weight	12.8 lb (5.8 kg)

Electrical

Rated frequency	50 to 60 Hz AC
Power supply	100 to 120 VAC, 3.6 A 200 to 240 VAC, 1.6 A
Power consumption	Operating: 350 W Standby: 1.5 W with Network OFF 47 W with Network ON

Environmental

Temperature	Operating: 41 to 95 °F (5 to 35 °C)
	Storage: 14 to 140 °F (–10 to 60 °C)
Humidity	Operating: 20 to 80% RH, non-condensing
	Storage: 10 to 90% RH, non-condensing

Safety

United States	FCC 47CFR Part15B Class B (DoC) UL1950 Rev. 3
Canada	ICES-003 Class B CSA C22.2 No. 950-95 (cUL)
CE Marking	Directive 73/23/EEC, 89/336/EEC EN 55022, EN 55024

Compatible Video Formats

You can use any of the following video sources: VCR, DVD player, camcorder, digital camera, gaming console, or laser disc player. The projector supports composite video, S-video, component video, and RGB video, and it automatically senses the video format (HDTV, NTSC, PAL, or SECAM).

The projector supports these international video standards:

Mode	Refresh rate (Hz)
NTSC	60
NTSC 4:3	60
PAL	50
M-PAL	60
N-PAL	50
PAL—60	60
SECAM	50
HDTV (720p)	60
HDTV (1080i)	60
SDTV (480i)	60
SDTV (480p)	60
SDTV (625i)	50
SDTV (625p)	50

Compatible Computer Display Formats

You can connect the projector to a wide range of computers, including PCs and laptops, Apple Macintosh,® Power Macintosh® series (including G3 and G4 systems), PowerBook® computers, many iMac® and iBook® series systems, and high-end workstations such as the Sun® SPARCstation.™

Although images are displayed at the projector's native resolution of 1024 × 768 pixels, EPSON's patented SizeWise™ chip supports computer display formats ranging from VGA through UXGA.

To project images output from a computer, the computer's external monitor signal must be set at a refresh rate (vertical frequency) that's compatible with the projector; see the following table for compatible formats. For best results, the computer's resolution should be set to match the projector's native resolution (1024 × 768).

Mode	Refresh Rate (Hz)	Resolution
VGAEGA	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*
XGA—60	60	1024 × 768
XGA—70	70	1024 × 768
XGA—75	75	1024 × 768
XGA—85	85	1024 × 768
XGA—100	100	1024 × 768
XGA—120	120	1024 × 768
SXGA1—70	70	1152 × 864*
SXGA1—75	75	1152 × 864*
SXGA1—85	85	1152 × 864*
SXGA1—100	100	1152 × 864*
SXGA2—60	60	1280 × 960*
SXGA2—75	75	1280 × 960*
SXGA2—85	85	1280 × 960*
SXGA3—60	60	1400 × 1050*
SXGA3—75	75	1400 × 1050*
SXGA3—85	85	1400 × 1050*
UXGA—60	60	1600 × 1200*
UXGA—65	65	1600 × 1200*
UXGA—70	70	1600 × 1200*
UXGA—75	75	1600 × 1200*
UXGA—80	80	1600 × 1200*
UXGA—85	85	1600 × 1200*
MAC13	67	640 × 480*
MAC16	75	832 × 624*
MAC19	75	1024 × 768
MAC21	75	1152 × 870*

* The image is resized using EPSON's SizeWise Technology.

Positioning the Projector

Follow these guidelines:

❏ Place the projector on a sturdy, level surface, between 2.6 and 36 feet from the screen. Image size generally increases with distance, but may vary depending on the position of the zoom ring and other settings.

27 to 36.1 ft   7 to 9.5 ft   2.6 to 3.5 ft   Distance from screen
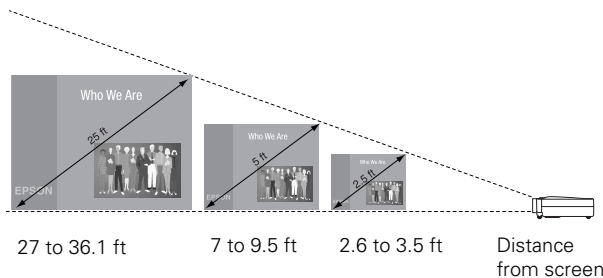
❏ Place it within 10 feet of an electrical outlet or extension cord and 5 feet of your computer or video source.

❏ Allow space for ventilation around and under the projector.

❏ To avoid a keystone shaped image (an image that is wider on one side), place the projector directly in front of the center of the screen, facing the screen squarely.

❏ If possible, place the projector level with the bottom of the screen.

If you place the projector too far below the screen, you may have to tilt it up by extending the front adjustable foot (see page 7). This causes the projected image to lose its shape, but the projector automatically compensates. If the image is still not square, adjust it manually by pressing the Keystone buttons (see page 7) or using Quick Corner (see page 8).

If you place the projector higher than the bottom of the screen, the image will be square, but it won't fill the screen.

Calculating Image Size and Projection Distance

Use the formulas below to find out how large the image will be when you know the distance from projector to screen, or to find out how far from the screen to place the projector if you want an image of a certain size. Since you can change the image size by rotating the zoom ring, formulas are given for calculating both minimum and maximum sizes.

Note: Formulas given here apply only when the image is not tilted. If you tilt the image up by extending the projector's foot or using electronic keystone correction, your image size may vary.

Standard Lens

To determine the diagonal size of an image (in inches) when you know the projection distance:

❏ **Maximum diagonal size =**
$((2.54 \times \text{projection distance}) / 100) \times 36) + 2.13$

❏ **Minimum diagonal size =**
$((2.54 \times \text{projection distance}) / 100) \times 26.84) + 1.29$

To determine the projection distance (in inches) when you know the diagonal size of the screen image:

❏ **Maximum projection distance =**
$((\text{diagonal size} - 1.29) / 26.84) \times 100 / 2.54$

❏ **Minimum projection distance =**
$((\text{diagonal size} - 2.13) / 36) \times 100 / 2.54$

Middle Throw Lens (V12H004M03)

To determine the diagonal size of an image (in inches) when you know the projection distance:

❏ **Maximum diagonal size =**
$((2.54 \times \text{projection distance}) / 100) \times 27.42) + 1.49$
Minimum diagonal size =
$((2.54 \times \text{projection distance}) / 100) \times 20.48) + 1.1$

To determine the projection distance (in inches) when you know the diagonal size of the screen image:

❏ **Maximum projection distance =**
$((\text{diagonal size} - 1.1) / 20.48) \times 100 / 2.54$

❏ **Minimum projection distance =**
$((\text{diagonal size} - 1.49) / 27.42) \times 100 / 2.54$

Long Throw Zoom Lens (V12H004L05)

To determine the diagonal size of an image (in inches) when you know the projection distance:

❏ **Maximum diagonal size =**
$((2.54 \times \text{projection distance}) / 100) \times 20.4) + 1.93$

❏ **Minimum diagonal size =**
$((2.54 \times \text{projection distance}) / 100) \times 15.23) + 1.45$

To determine the projection distance (in inches) when you know the diagonal size of the screen image:

❏ **Maximum projection distance =**
$((\text{diagonal size} - 1.45) / 15.23) \times 100 / 2.54$

❏ **Minimum projection distance =**
$((\text{diagonal size} - 1.93) / 20.54) \times 100 / 2.54$

Connecting the Projector

You can connect the projector to three computer sources or four video sources—up to a total of four sources. You can include an independent sound channel for each source. (See the *User's Guide* for complete setup instructions.) Using EasyMP,® you can also connect over a wireless network, or view images on a memory card or digital camera.

Note: The preview feature lets you see all the sources at a glance, so you can easily switch among them. See page 5.

Types of Connections

The following connections are possible, depending on the signal your equipment generates and its available output ports.

Computer equipment

Output signal	Required cable
Analog RGB video	VGA cable BNC cable VGA-to-BNC cable
DVI	DVI-D dual-link cable (DVI-to-DVI or DFP-to-DVI, available from EPSON; see page 24)

Video equipment

Output signal	Required cable
Composite video	RCA video cable
S-video	S-video cable
Component video—NTSC (YCbCr)	BNC cable
Component video—HDTV (YPbPr)	BNC cable
RGB video	VGA cable BNC cable

Note that the projector's **Computer** and **BNC** ports accept a variety of input signals. If you're connecting to one of these ports, you'll need to make sure that the correct input signal setting is selected, or your image won't display properly.

To change the input signal setting, do the following:

1. After turning on the projector, press the **Menu** button. The menu screen appears.

2. Select the **Setting** menu.

3. Change the **Computer Input** or **BNC Input** setting as needed to match the signal generated by your computer or video equipment. (See the *User's Guide* for more information.)

Playing Sound Through the Projector

You can play sound through the projector's speaker system or you can attach an external speaker system.

To play sound through the projector, use one of the following cables that came with your projector:

❏ If you have a computer or video equipment connected to the **Computer** or **DVI** port, use the stereo mini-jack cable. Connect one end to the correct audio port (see below), and the other end to the audio-output connector on your equipment.

❏ If you have a computer or video equipment connected to the **BNC** ports, or to the **Video** or **S-Video** port, use the the RCA-style audio cable. Connect one end to the jack corresponding to the connected port, and the other end to the audio-output connector on your equipment.

Use to connect external speakers   Use with BNC connection

Use with Video connection   Use with S-video connection   Use with Computer or DVI connection
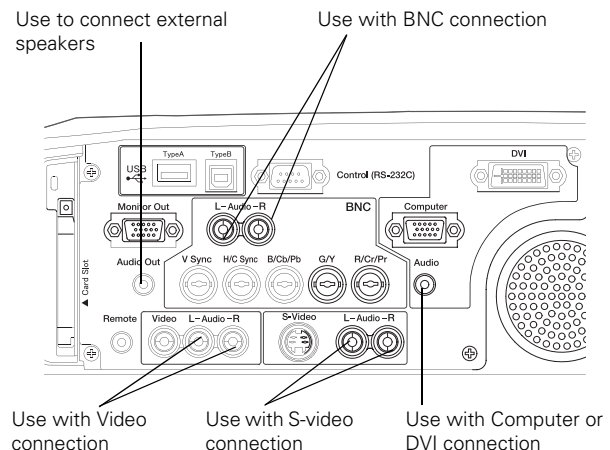
To connect external speakers, use the **Audio Out** port on the back of the projector. You may be able to use a commercially available audio cable with a stereo mini-jack connector on one end and pin jacks on the other, or you may have to purchase a special cable or use an adapter, depending on your stereo system. See the *User's Guide* for more information.

### Using the Remote Control as a Wireless Mouse

If you've connected a computer to the projector, you can use the projector's remote control as a wireless mouse by connecting the USB cable that came with the projector to the projector's **Type B** USB port. The wireless mouse function is supported on systems with a USB port running Windows® XP, 98, 2000, or Me, or Macintosh OS 8.6 to OS X 10.2. See the *User's Guide* for more information.

Starting Up the Projector

If you turn on your computer or video equipment before the projector, the projector automatically selects the connected source. If you turn on the projector first or you have multiple sources connected, you may have to switch to the desired source manually (see "Selecting the Image Source" on page 5).

Turning On the Projector

1. Remove the lens cap.

2. Plug in the projector.

3. Wait a few seconds until the projector's ⏻ power light stops flashing and turns orange.

4. Press the red ⏻ Power button on top of the projector or on the remote control.

Power button
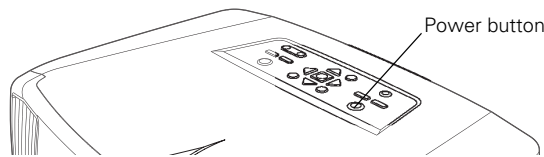
Note: If you're using the remote control, make sure batteries are installed and the power switch on the side of the remote control is turned on.
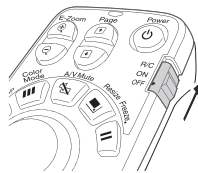
The projector's ⏻ power light flashes green as it warms up, and an image begins to appear after about 30 seconds. When the ⏻ power light stops flashing and remains green, the projector is ready for use.

Warning: Never look into the lens when the lamp is on. This can damage your eyes.

5. 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.

Selecting the Image Source

If multiple devices are connected to the projector, you can use the Source buttons on the projector or the remote control to switch from one source to another:

❏ The projector's control panel has two Source buttons.

Use the Computer/DVI button to switch between EasyMP,™ and between equipment connected to the Computer and DVI ports.
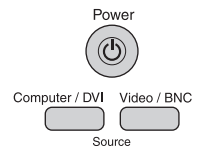
Use the Video/BNC button to switch between equipment connected to the Video, S-Video, and BNC ports.

❏ The remote control has six Source buttons. Use them to switch between equipment connected to the port identified on each button, or select EasyMP to project wirelessly or from a memory card.
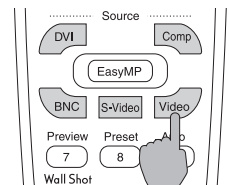
You can preview all sources to help you select the desired source, as described below.

The Computer and BNC ports can be set up to use different input signals, so if you have equipment connected to one of these ports, be sure to select the correct signal to match the equipment you're using. You can change the input signal settings using the projector's menu system as described in "Types of Connections" on page 4.

Previewing Image Sources

Use the preview function to select the image source when you have connected multiple sources to the projector.

1. Press the Preview button on the remote control.

You see the currently selected source displayed on the screen, as shown below. Other sources (including the currently selected source) appear in smaller preview windows on the right and bottom of the screen.

Currently selected source
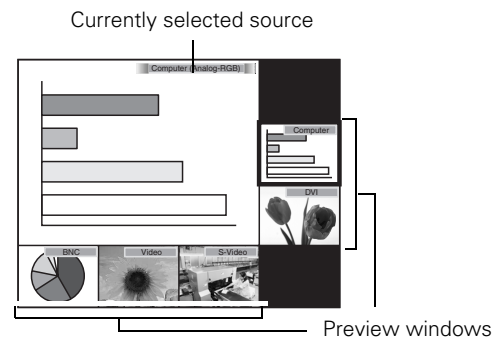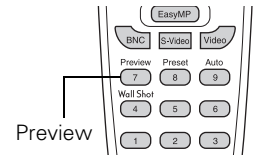
Preview windows

If no equipment is connected to a port, or if there is no incoming signal, the preview window for that source appears blank.

Note: Movies are displayed as still images on the preview screen.

2. Press the corresponding Source button on the remote control to switch to the desired source. Or press the ESC button to exit the preview screen without switching sources.

   Note: A red border surrounds the preview window for the currently selected source. You can use the ◯ pointer button on the remote control to select a different source, and then press Enter to display it.

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, 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.

❏ Try restarting your computer.

❏ Press the correct Source button on top of the projector or on the remote control. (Allow a few seconds for the projector to sync up after pressing the button.)

If you're using a PC laptop:

❏ 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 labeled CRT/LCD. Allow a few seconds for the projector to sync up after 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.

❏ Depending on your computer's video card, you might need to use the Display utility in the Windows® 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 laptop with Macintosh OS X:

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

1. From the Apple menu, select System Preferences, then select Displays.

2. Make sure the VGA Display dialog box is selected.

3. Click the Arrange tab.

Select the VGA Display dialog box

Make sure Mirror Displays is checked
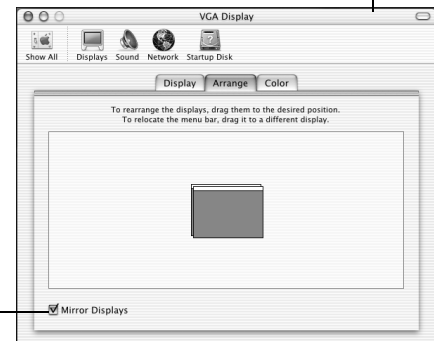
4. Make sure the Mirror Displays checkbox is selected.

If you're using a laptop with Macintosh® OS 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.

Click here

Drag one monitor icon on top of the other
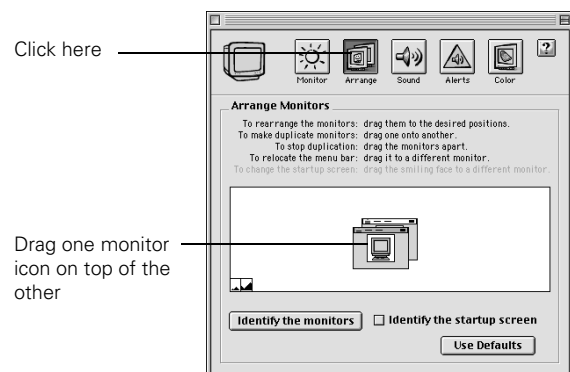
3. Drag one monitor icon on top of the other.

If the Arrange option isn't available, do the following:

1. Click the Monitor icon if necessary.

Click here

Select a Simulscan resolution
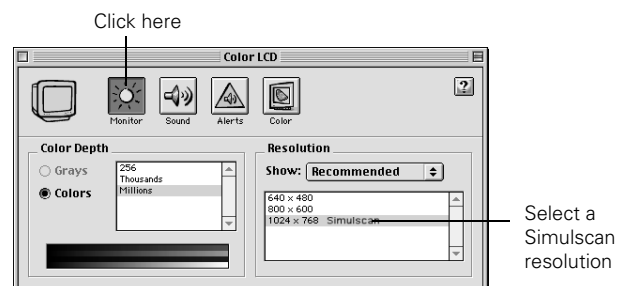
2. Select a Simulscan resolution as shown. (Allow a few seconds for the projector to sync up.)

Adjusting the Image

Once you see your image, you may need to make certain adjustments.

Focusing and Zooming Your Image

Use the focus ring on the projector to sharpen the image.

Use the zoom ring on the projector to reduce or enlarge the image. Move the tab toward the W to make it bigger, or toward the T to make it smaller.

Focus ring   Zoom ring
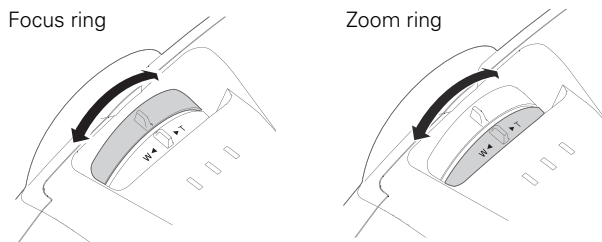
If the image still isn't large enough, you may need to move the projector farther away from the screen. You can also use the E-Zoom buttons on the remote control to zoom in on a portion of the image.

Adjusting the Height of Your Image

If the image is too low on the screen, you can raise it by adjusting the front foot:

1. Stand behind the projector. Press the blue foot release lever up and lift the front of the projector.
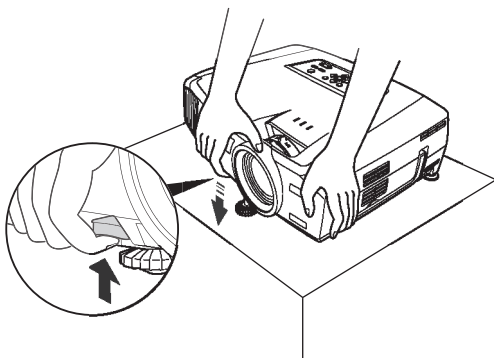
2. Once the image is positioned where you want it, release the lever to lock the foot in position.

3. If necessary, you can fine-tune the height by turning the projector's rear feet.
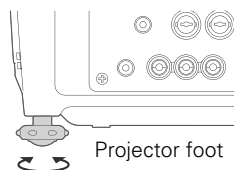
Projector foot

Raising the projector causes the image to distort or "keystone," but you can manually correct the shape as described in the next section.

Adjusting the Image Shape

In most cases, you can maintain a 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 40° up or down), the projector's automatic keystone correction function detects and corrects vertical keystone distortion.

Projector tilted up   Corrected image   Projector tilted down
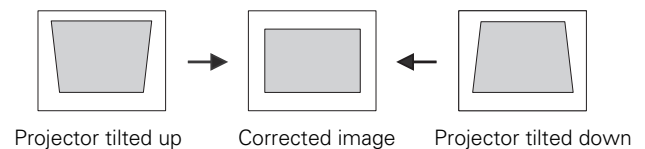
It takes about one second after projection starts for the image to be corrected. During this time, a vertical keystone correction gauge appears on the screen.

If your image is still distorted, you can correct it using either of these methods:

❏ If the image has two parallel sides but is wider on the top, bottom, left, or right, you can correct it using the Keystone keys on the projector's control panel or the Keystone menu (see "Using Keystone Correction" on page 7).

Keystone correction

Keystone correction

❏ If the image has no parallel sides, you can adjust its shape using Quick Corner™ (see page 8).

Quick Corner correction
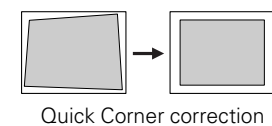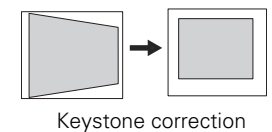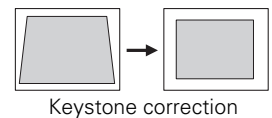
You cannot use both keystone correction and Quick Corner at the same time.

Using Keystone Correction

To adjust your image when it is wider on one side, do one of the following:

❏ Look at the shapes of the icons on the projector's four Keystone buttons. Press the button whose icon is the opposite shape of your screen image. Continue pressing the button until you are satisfied with the shape of the image.

Menu   Sync +   ESC
Auto / Enter
Tracking –   Tracking +
Keystone
Shift   Sync –
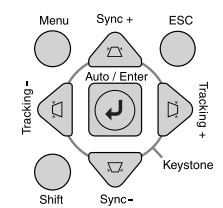
Note: The image will be slightly shorter after adjusting. If it's important to maintain the correct aspect ratio, use the menu system to perform keystone correction, as described below, then adjust the Height setting as needed.

❏ Press the Menu button on the remote control, select the Setting menu, and press Enter. From the Setting menu, select H/V-Keystone in the Keystone menu and press Enter. Select V-Keystone (for vertical keystone distortion) or H-Keystone (for horizontal keystone distortion) and press Enter. Use the ⬡ pointer button on the remote control to adjust the keystone setting as needed.

Using Quick Corner

Use Quick Corner to correct the image shape when it's uneven on all sides.

1. Press the Menu button on the remote control (or on the projector's control panel).

2. Select the Setting menu and press Enter.

3. From the Setting menu, select Keystone and press Enter.

4. Select Quick Corner and press Enter.

   You see this screen:

5. Press the Enter button to select the corner you want to adjust.

6. Use the ⬡ pointer button on the remote control (or the arrow buttons on the projector) to adjust the shape.

7. Repeat steps 5 and 6 as needed to adjust any remaining corners.

8. When done, press the ESC button on the remote control to exit the menu system.
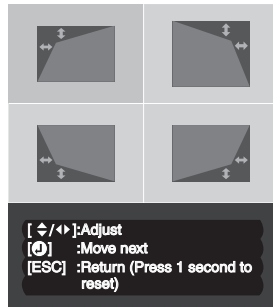
If Quick Corner remains selected in the Keystone menu, the Quick Corner screen appears whenever you press the projector's Keystone buttons. You can then follow steps 5 through 8 above to correct the shape of your image, or press ESC to exit Quick Corner.

Correcting Computer Images

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

Auto button

Note: You must be projecting an image for this button to have any effect. The Auto button works only with computer images.

If vertical stripes appear in the projected image and the Auto button doesn't correct the problem, hold down the Shift button on the projector's control panel while pressing either the Tracking + or the Tracking – button.
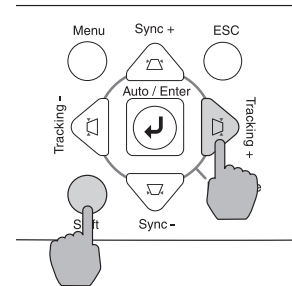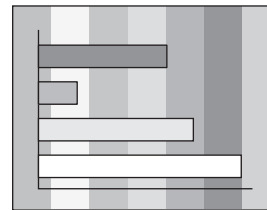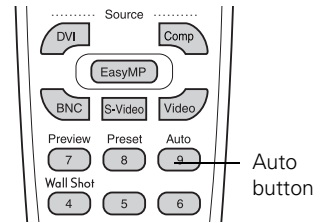
If the image appears fuzzy or flickers and the Auto button doesn't correct the problem, hold down the Shift button while pressing either the Sync + or Sync – button.

Note: Also make sure you have selected the correct Computer or BNC Input option in the Setting menu for your computer. See the User's Guide *for more information.*

Shutting Down the Projector

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

Note: 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 turn off sleep mode using the Sleep Mode option in the Setting menu. If Standby Mode has been set to Network ON (in the Advanced1 menu), the lamp turns off but the projector does not go into full sleep mode. It provides enough operation to allow network access and allow the projector to be monitored or controlled from a remote computer (see page 17).

Follow these steps to turn off the projector:

1. Turn off any equipment plugged into the projector.

2. To turn off the projector, press the red ⏻ 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.)

   Power OFF?

   Please press ⏻ Power key again to power off.

3. Press the ⏻ Power button again. The ⏻ power light flashes orange for about 40 seconds as the projector cools down. After the projector has cooled, the orange light stays on and the exhaust fan shuts off.

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

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

4. If you extended the adjustable front foot, press up on the blue foot release lever to retract it. If you've fine-tuned the height by extending the projector's rear feet, turn them in the opposite direction to retract them.

5. Replace the lens cap and unplug the power cord.

6. If you're using the remote control, turn it off to conserve battery power.

7. Disconnect any equipment plugged into the projector.

Using the Remote Control

The remote control lets you access your projector's features from up to 30 feet away, and from ± 15° above or below and ± 30° left or right of the projector's infrared receiver.

Turn on remote control
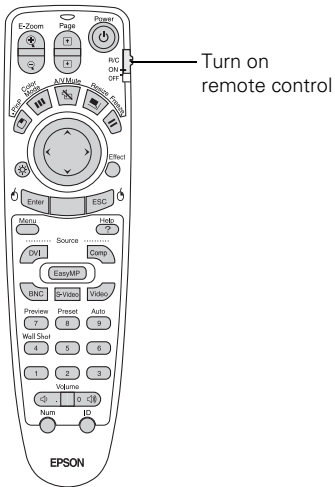
This table summarizes the remote control functions.
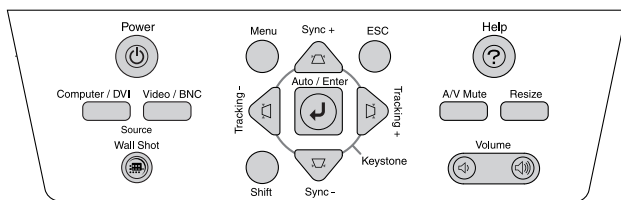
Button	Function
E-Zoom	Zooms in on a portion of your image.
Page	Advances to the next or previous image in a slideshow.
Power	Turns the projector on or off.
P in P	Displays a picture-in-picture image.
Color Mode	Adjusts the vividness of the image color. You can select from several settings, and save a different setting for each computer or video source.
A/V Mute	Turns off audio and video, displaying the black, blue, or user logo background. Press again to turn audio and video back on.
Resize	Adjusts how an image fits into the display area.
Freeze	Halts action. Press again to resume action.
☼	Illuminates the buttons on the remote control.
◯	Navigates menus or controls the mouse pointer when the projector is connected to a computer with the mouse cable.
Effect	Activates the pointer tool. To use a different style pointer, continue pressing the Effect button to select the desired style.
Enter	Selects a highlighted menu option, or functions as the left mouse button when the remote control is used in place of your computer's mouse.
Esc	Displays the previous menu when using the menu system. Functions as the right mouse button when the remote control is used in place of your computer's mouse.
Menu	Displays the on-screen menu system.
Help	Displays the on-screen help system.
Source buttons	Switch to the equipment connected to the corresponding port, or to EasyMP if you are projecting wirelessly or using a memory card.

Button	Function
Preview	Previews connected sources (see page 5).
Preset	Selects a preset selection of options for displaying computer images.
Auto	Optimizes a computer image.
Wall Shot	Adjusts the colors for projecting on a wall, blackboard, or other surface.
Volume	Increases or decreases the sound.
Num	Turns on the numeric keypad. (Press this key until it lights.)
ID	Sets the remote control ID (see "Setting the Remote Control ID" on page 11).

Note: If the projector does not respond to the remote control, make sure batteries are installed and the switch on its side is turned on.

The projector also might not respond if the batteries are weak, you're standing at too great a distance from the projector, 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).

Using the Control Panel

This table summarizes the functions of the buttons on top of the projector.

Button	Function
Power	Turns the projector on or off.
Help	Displays the online help menu.
Computer/ DVI	Switches the source signal among EasyMP and equipment connected to the Computer or DVI ports.
Video/BNC	Switches the source signal among equipment connected to the Video, S-Video, or BNC ports.
Menu	Displays the on-screen menu system.
ESC	Pressing ESC while viewing a menu displays the previous menu.
Auto/Enter	Use as Enter button to select an option when the menu or help system is active. When computer images are displayed, press to auto-adjust the image.
Tracking buttons	Let you manually eliminate vertical banding that may be present in some computer images. Use the Tracking buttons as arrow keys to navigate the on-screen menu and help systems.

| Button	Function
Sync buttons	Let you manually correct blurriness that may be present in some computer images. Use the Sync buttons as arrow keys to navigate the on-screen menu and help systems.
Shift	Press and hold to use the Tracking and Sync buttons.
A/V Mute	Turns off audio and video, displaying the black, blue, or user logo background. Press again to turn audio and video back on.
Resize	Adjusts how an image fits into the display area.
Keystone buttons	Square an image that is keystone-shaped, or wider on one side. (When used while pressing the Shift button, these function as Sync and Tracking buttons; see descriptions above.)
Volume	Increases or decreases the sound.

Controlling Multiple Projectors

If you're using more than one projector for your presentation, you can use the projector's ID system to switch between them using a single remote control. To do this, you need to set a different ID for each projector. During the presentation, it's easy to change the remote control's ID to match that of the projector you want to use. When you want to switch, simply change the remote control's ID to match that of your second projector.

Setting the Projector ID

The projector's default ID is 1. If you need to change it, follow these steps:

1. Access the projector's Advanced2 menu, highlight Projector ID and press Enter.
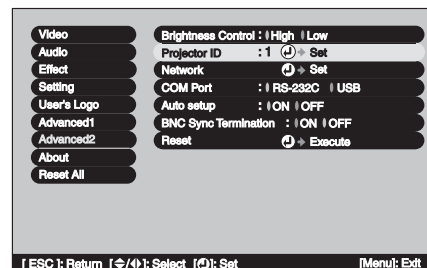
2. Press the right or left side of the ○ pointer button to increase or decrease the ID value.

3. Press Enter to set the value.

4. When done, press ESC to exit the menu system.

Setting the Remote Control ID

The remote control's default ID is zero, which allows it to control any projector (although not switch between projectors). If you want to switch between projectors, follow these steps to change the remote control's ID to match that of the projector:

1. Press the **ID** button on the remote control. You see it light up.
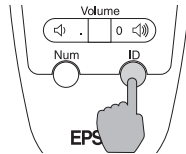
2. Press one of the numbered buttons on the remote control to select the desired ID (0 through 9). Select zero to control all projectors, or select a number to match the ID of the projector(s) you want to operate.

   Zero
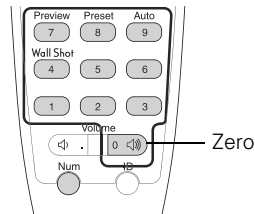
   The **ID** button's light shuts off and the new ID is registered.

If you would like to check the remote control's current ID, press the **ID** button twice in succession. Count the number of flashes; this number corresponds to the remote control's ID. If it doesn't flash, the ID is set to zero.

Presenting Over a Wireless Network

Using EMP NS Connection, you can project images shown on your computer screen directly to your audience without connecting the projector to your computer. Before you begin, make sure you've installed EMP NS Connection from the CD-ROM that came with your projector. See the *User's Guide* for installation instructions.

Note: Your computer must be running Microsoft® Windows XP, 2000, Me or 98. EMP NS Connection does not support Macitnosh.

Starting EasyMP

Before you can connect to the projector wirelessly, you have to switch it to EasyMP mode.

1. Turn on the remote control and the projector. Press the EasyMP button on the remote control to select EasyMP as the source.

2. Locate the EPSON 802.11b card that came with your projector. Insert it with the blue label facing outward.
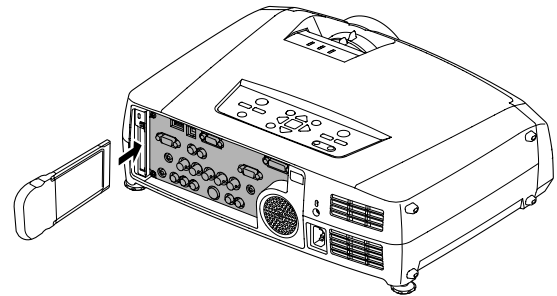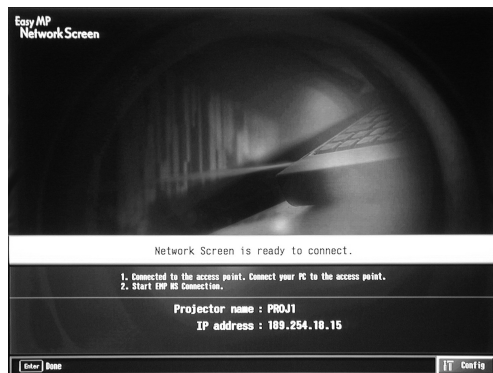
Note: Only the EPSON 802.11b card is guaranteed to work. Other cards may not be compatible.

Depending on whether your projector is set up to connect in Ad Hoc mode or Access Point mode (also called infrastructure mode), you see one of these screens:
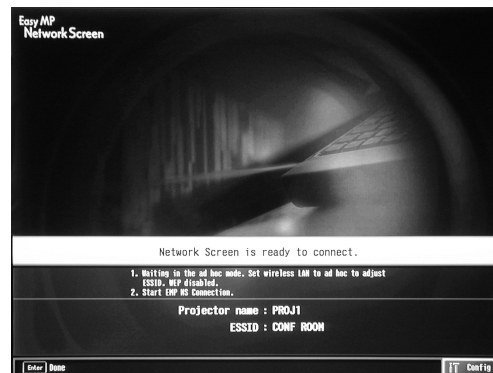
Ad Hoc mode

Access Point mode

If you've already configured the projector for your wireless network, go to "Projecting Wirelessly" on page 15. Otherwise, continue with the next section.

Configuring the Connection

You must configure both the projector and your network card settings to project wirelessly.

You can configure the projector for either of the following modes:

Ad Hoc mode: Lets you connect just one PC or laptop at a time; you need the EPSON 802.11b card and a computer with a wireless network card.

Access Point mode: Lets multiple users access the projector at the same time, or trade off control of the projector; you need the EPSON 802.11b card, a wireless access point, and one or more computers with wireless network cards.

1. On the EasyMP Network Screen, make sure the Config button in the lower right corner is highlighted. Then press Enter on the remote control.

    You see a screen similar to the following:

2. Use the ⊙ pointer button on the remote control to select either **Easy connect mode** (Ad Hoc mode) or **Access Point** mode. Then press Enter.

3. Use the ⊙ pointer button to highlight the **Advanced** button next to the mode you selected, and press Enter.

You see one of these screens:

Ad Hoc mode

Access Point mode

4. Select the appropriate settings for your mode.

    Use the ⊙ pointer button on the remote control to highlight a text box, then press Enter. The outline of the box turns green to indicate you're in input mode. Tilt the ⊙ pointer button up to select individual letters in alphabetical order, or down to select letters in reverse order. Then tilt the ⊙ pointer button right to move to the next character position. When done entering a new setting, press Enter.

    To enter numbers, press the Num button on the remote control. The button lights up to indicate that the numeric keypad is active. Press the Num button again to exit numeric keypad mode. When done entering the setting, press Enter.

Projector name	Give the projector a unique name to make it easy to identify. To rename it, highlight the Clear button and press Enter. Then highlight the text box and press Enter.
ESSID	**Ad Hoc:** Enter an ESSID if your network supports an SSID or ESSID identifier. Otherwise, select Channel. **Access Point:** Enter the name assigned to your access point when it was set up. Remember that the ESSID is case-sensitive.
Password for WEB control	If you want to create a password for remote access, you can enter up to 8 alphanumeric characters.
Projector keyword	Turn this option on if you want to set up a security keyword so that only people in the same room as the projector can access it. When you connect to the projector wirelessly, it displays a four-digit randomized keyword on the screen that you need to enter when prompted.
DHCP (Access Point mode only)	If your access point assigns IP addresses automatically, turn this option on. Otherwise, turn it off and assign an IP address, subnet mask, and gateway address manually.
IP address (Access Point mode only)	Enter the IP address you want to assign the projector. It must be formatted like other addresses on the network; usually the first three segments match the access point's IP address.
Subnet mask. (Access Point mode only)	Enter a subnet mask formatted like other subnet masks on your network.
Gateway address (Access Point mode only)	Enter the IP address that was assigned to your access point when it was set up. If you don't know the address, see "Checking the Gateway IP Address" on page 15.
WEP (Access Point mode only)	If you want to add WEP encryption on the projector for additional security of wireless transmissions, highlight the WEP button on the right of the screen and press Enter.

5. When done making settings, press ESC on the remote control to highlight the OK button at the top of the screen. Then press Enter. Highlight the OK button again and press Enter to return to the main EasyMP Network Screen.

Configuring the Network Settings on Your Computer

Before connecting to the projector wirelessly, make sure the network settings for your computer match the settings you entered for your projector. Also, make sure that the Internet Connection Firewall is disabled. (See your Windows online help system for details.)

1. Access your wireless network Properties window. For example, in Windows XP click Start > Control Panel > Network and Internet Connections. Then double-click the Network Connections icon. You see a screen similar to this:

Right-click and select Properties
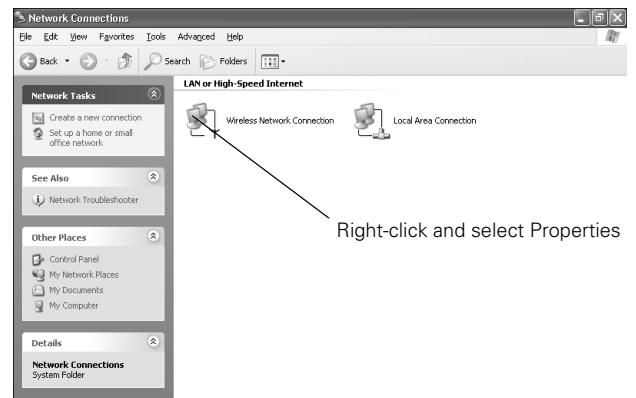
2. Right-click the Wireless Network Connection icon and select Properties. You see a screen like this:

Click here
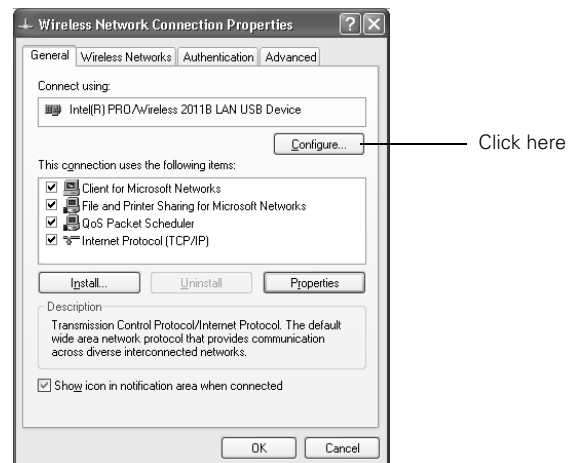
3. Click the **Configure** button. Then click the **Advanced** tab on the screen that appears. You see a screen like this:
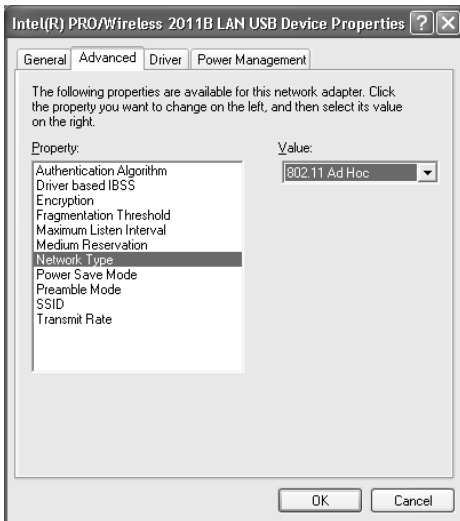
4. **Ad Hoc mode:** Highlight **Network Type** in the Property list and set the Value to **802.11 Ad Hoc**.

   Access Point mode: Highlight **Network Type** and set the Value to **Infrastructure**.

5. **Ad Hoc mode:** Highlight **SSID** and set the Value to match the name you gave the projector's ESSID (for example, **CONF ROOM**). If your network card uses channel mode instead, set the correct channel, 1 to 11, to match that of the projector.

   Access Point mode: Highlight **SSID** and set the Value to match the name assigned to the access point.

6. Highlight **Encryption** and make sure it is disabled.

7. Click the **General** tab and make sure the network card or wireless network device is enabled.

8. **Ad Hoc mode:** Click **OK** to close the network card's properties dialog box. Then go to "Projecting Wirelessly" on page 15.

   Access Point mode: On the General tab, select **Internet Protocol**, then click the **Properties** button. You see this screen:
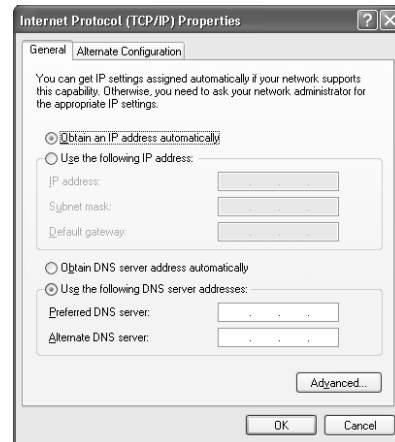
9. If your access point uses DHCP, select **Obtain IP address automatically**. Otherwise, select **Use the following IP address** and enter the required information.

   ❏ **IP address:** Type in the IP address you want to assign to the computer. It must be formatted like other addresses on the network; usually the first three segments (XXX.XXX.XXX) match the access point's IP address.

   ❏ **Subnet mask:** For example, 255.255.255.000, but this too must match how your network was set up.

   ❏ **Default gateway:** Enter the IP address that was assigned to the access point when it was set up.

10. When done, click **OK**.

11. Click the **Wireless Networks** tab. You see this screen:
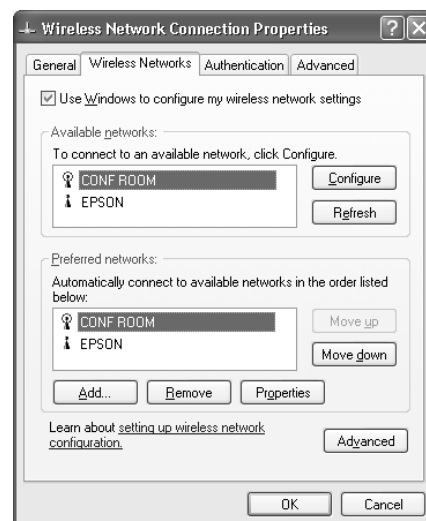
Note: If you don't see this tab, you may need to enable your wireless card or network device by clicking **Configure** *to access the device settings; then follow any instructions on the screen to enable the device.*

12. Verify that you've enabled your computer's connection to the access point. It should be listed as shown above, with the small icon ♀ next to it, indicating a connection.

    If it's not listed, click **Configure** and then type the name of your access point.

13. When done, click **OK**. Continue with "Projecting Wirelessly" on page 15.

Checking the Gateway IP Address

If you're entering IP addresses manually in Access Point mode and need to find out the gateway IP address (the IP address of your access point), make sure the wireless connection to the access point is currently active, as described in the previous section.

Note: If you can't identify the gateway address using this Windows utility, use the administrator's utility software that came with your access point.

1. Access your wireless network Properties window. For example, in Windows XP click **Start > Control Panel > Network and Internet Connections**. Then double-click the **Network Connections** icon.

2. Right-click the **Wireless Network Connection** icon and select **Status**. Then click the **Support** tab.

    The gateway's (access point's) IP address is listed as shown:

Gateway address
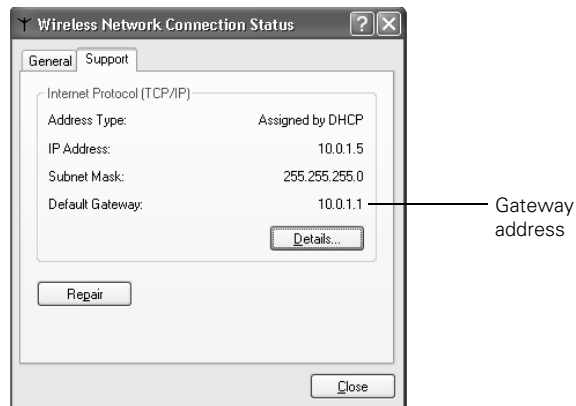
Projecting Wirelessly

Once you've started EasyMP and set up your projector and computer in either Ad Hoc mode or Access Point mode, follow these steps to start NS Connection and project wirelessly.

Note: You must have installed EMP NS Connection from your projector CD-ROM. See the User's Guide *for installation instructions.*

1. Make sure you've inserted the EPSON 802.11b card in the projector's card slot (see page 11). Then select **EMP NS Connection** from the Windows Start menu.

The first time you start NS Connection, you see a dialog box asking you to select your network. Select the IP address for your computer's network adapter card and click **OK**.
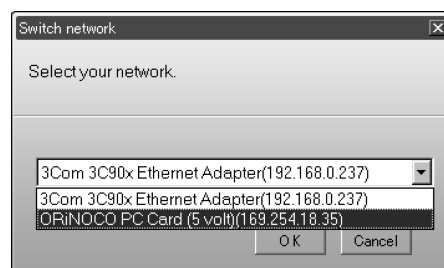
Note: If you don't see your network adapter's IP address, allow a minute for it to appear. If your access point uses DHCP, sometimes it takes a minute for the server to pick up the IP address.

You see the screen below. (If you have previously started NS Connection, this is the first screen you see.)
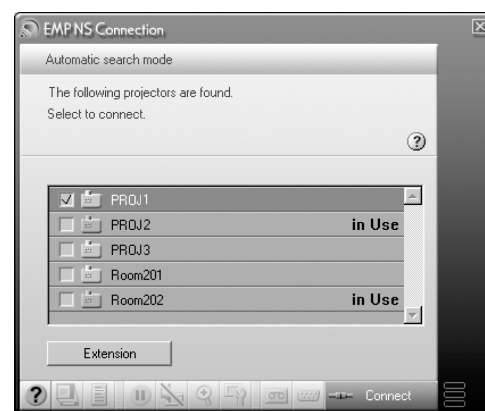
Note: Once you've selected the IP address for your network adapter, you won't see the Switch network dialog box when you start NS Connection. If you want to change to a different network adapter, click Extension *on the EMP NS Connection dialog box, then click* Switch LAN*.*

If the connection is working properly, you see your projector listed. If you have additional projectors on the network, they are also listed, along with their status. The color of the status icon next to each projector's name indicates its status:

❏ Gray: the projector is not connected

❏ Orange: the projector is connected to another computer

❏ Green: the projector is connected to your computer

2. If you don't see your projector, check the following:

❏ Make sure your wireless signal is strong enough to establish a connection (see your computer documentation for details).

❏ Make sure your computer's SSID matches the ESSID you assigned to the projector (for example, CONF ROOM). Remember that both the SSID and ESSID are case-sensitive. If you're using channel mode (Ad Hoc mode only), make sure the channel set for the computer matches that of the projector.

❏ If you're using Access Point mode, make sure the projector and your computer are on the same subnet.

❏ Restart your computer and start NS Connection again.

❏ If you still don't see your projector and you are using Access Point mode, follow the instructions in "Connecting in IP Connect Mode" on page 16 to connect to the projector manually.

3. Once the name of your projector appears, select it and click Connect. If more than one projector is listed, you can select additional ones and connect to them at the same time. If the selected projector is being used by another person, you can still connect to it; doing so automatically disconnects the other user.

4. If you are prompted for a keyword, enter the four-digit number displayed on the EasyMP Network screen and click OK.

5. Once the connection is established, you see your computer's image transmitted to the projection screen, and a floating control bar:

Click here to minimize

6. From the control bar, you can access these NS Connection features:

?	Provides help using NS Connection.
	Lists which projectors are available or in use.
	Lets you access the projector's menu system and the EasyMP menus from an HTML browser window.
	Lets you keep the projected image on the screen, even if the image on your computer or laptop changes.
	Turns off the image and sound.
	Lets you zoom in on a part of the image.
	Lets you change the brightness, keystone angle, contrast, color mode, and other basic settings.
	Lets you switch between the Video, S-Video, and BNC ports.
	Lets you switch between the Computer and DVI ports.
	Flashes three lights in sequence when the computer and projector connection is active.

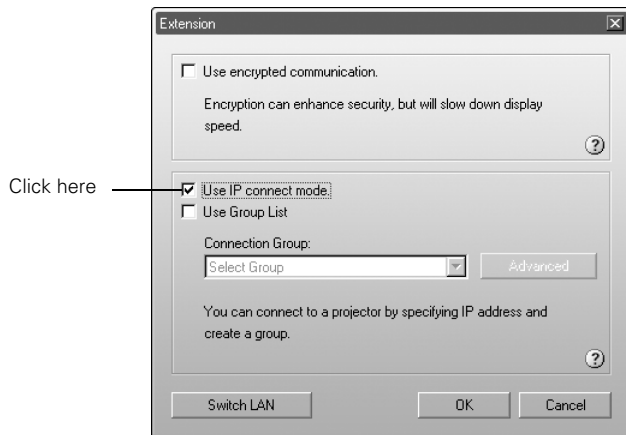7. When done with your presentation, click Disconnect on the control bar.

Connecting in IP Connect Mode

Even if your projector and computer are on a different subnet (Access Point mode only) or connecting over different routers, you can establish a connection manually using IP Connect Mode.
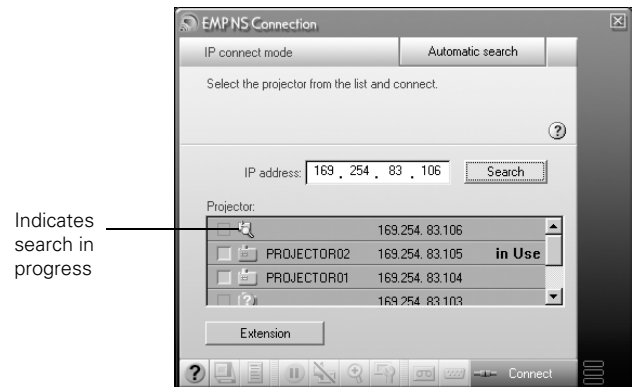
1. Start NS Connection on the computer to which you want to connect. You see this screen:
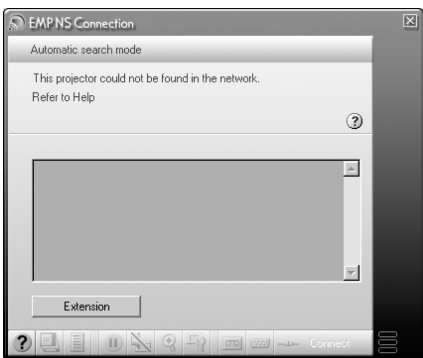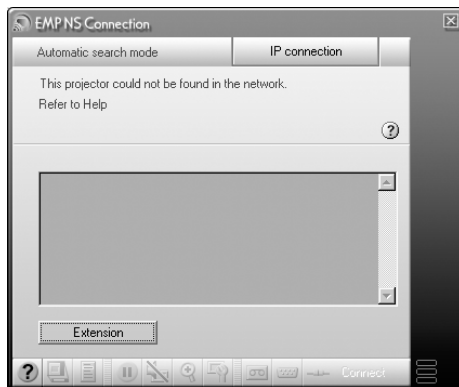
2. Click the **Extension** button. You see this screen:

Click here →

3. Click **Use IP connect mode**, then click **OK**. You see this screen:

4. Click **IP connection**. You see this screen:

5. Enter the projector's IP address and click **Search**.

The IP address appears in the Projector list and a searching icon displays.

Indicates search in progress →

If the search fails to find a projector with the specified IP address, the searching icon turns into a question mark. If this happens, run EasyMP to check the projector's IP address, then repeat this step.

Note: If you still don't see the projector, make sure the Internet Connection Firewall is disabled.

6. Click the projector you want to connect to, then click the **Connect** button. If more than one projector is listed, you can select additional projectors and connect to them at the same time.

7. If you are prompted for a keyword, enter the four-digit number displayed on the EasyMP Network screen and click **OK**.

Managing Projectors from a Remote Computer

The EasyManagement software lets you monitor and control projector(s) from a remote computer. These features are intended for use by network administrators.

❏ Use EMP Monitor to see your projectors' status, switch image sources, and control basic settings.

❏ Use the mail notification function to receive e-mail alerts about possible problems.

❏ Use a network management utility running SNMP, such as HP OpenView,™ to manage your facility's equipment from a pre-existing system.

Note: A plug-in is available to allow you to manage your projectors in HP OpenView. Additionally, other SNMP management utilities may be available in the future. Check with your dealer or EPSON for availability.

If you're using a network management utility running SNMP, you can configure your network to send trap alerts even without a plug-n. See the User's Guide *for more information.*

Make sure you have installed the EMP Monitor software (included on the projector's CD-ROM) on the computer you want to use to monitor your projectors. (See the *User's Guide* for instructions.)

Note: Your computer must be running Microsoft Windows XP, 2000, Me or 98.

Setting Up the Projector on a Wired Network

This section explains how to configure projectors on a wired network. You can also configure projectors for wireless communication. See "Configuring the Connection" on page 12 for details.

1. Insert the PCMCIA LAN card into the card slot on the back of the projector. Then connect the projector to your network using a commercially available 100baseTX or 10baseT network cable.

2. Turn on the projector.

3. Press the Menu button on the remote control and select Network from the Advanced2 menu.

Select Network
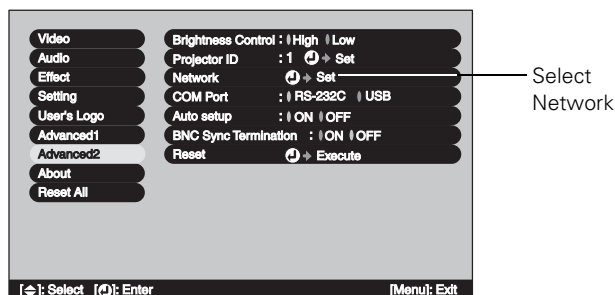
4. If your network assigns addresses automatically, turn on DHCP.

    If your network does not assign addresses automatically, turn off DHCP and enter the projector's IP Address, Subnet Mask, Gateway Address, and MAC Address, as needed.

    ❏ To enter numbers using the remote control, press the Num button until it lights, then use the numeric keypad.

Num button

Zero
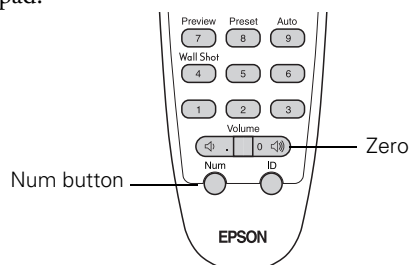
❏ To change the network addresses from the projector's control panel, press the right and left arrow buttons to select the part of the address you want to enter, then use the up and down arrow buttons to increase or decrease the numeric value.

Select the part of the address to change

Increase or decrease the value
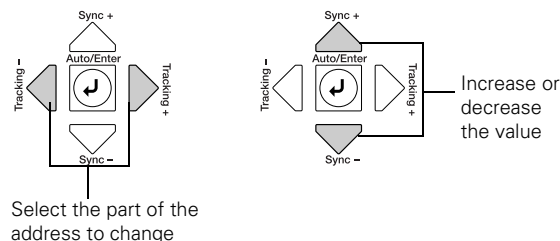
5. When you finish changing an address in the network menu, press the Enter button (on the remote control) or the ↵ Auto/Enter button (on the projector). This stores the value.

6. When you're done making all necessary changes, press ESC to exit the menu system.

Opening and Closing EMP Monitor

To start EMP Monitor, click Start > Programs or All Programs > EPSON Projector > EMP Monitor.

If you've added the program to the Startup programs folder, it may already be open. If so, click the icon in the system tray on the lower-right corner of your screen to display the EMP Monitor window:

Click here to start EMP Monitor

To close EMP Monitor, right-click the program icon shown above, then select Exit.

Registering Projectors in EMP Monitor

Before you can monitor a projector, you have to register it. Follow these steps:

1. Open EMP Monitor. You see this screen:

Click here

2. Click Register projector. You see this screen:

Click here

3. Click Auto detect to locate projectors currently operating on the network. Or click Manual registration and enter the projector's name and network address.
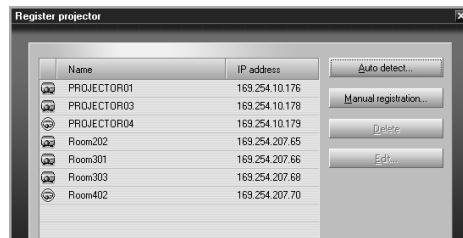
   Note: If Auto detect fails to find the projector, your projector may not be connected or configured correctly for the network.

   Any projectors found on the network are listed:

Click here
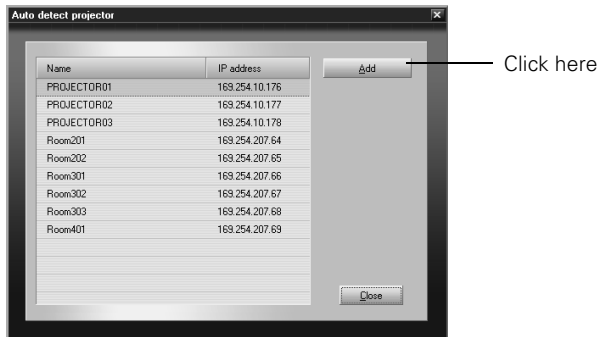
4. Select each projector you want to add by clicking its name and clicking Add. When you're done, click Close.

You see this screen listing all registered projectors:

Note: To delete a projector from the list, highlight the projector name, and click Delete.

5. Click Close. You see the status of each of your registered projectors on the main EMP Monitor screen:
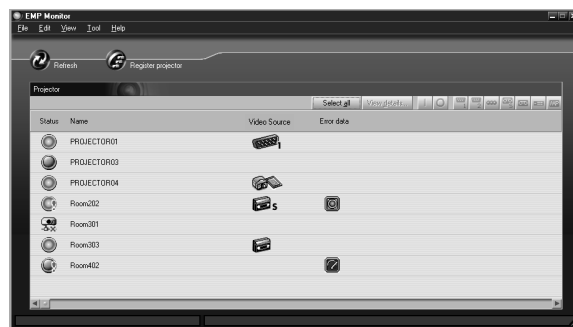
Monitoring Your Projectors

The EMP Monitor screen lets you monitor your projectors using the Status, Video Source, and Error icons shown below. This lets you see which projectors are currently being used, from which source (or port) they are projecting an image, and if a problem occurs.

Status icon   Video Source icon   Error icon
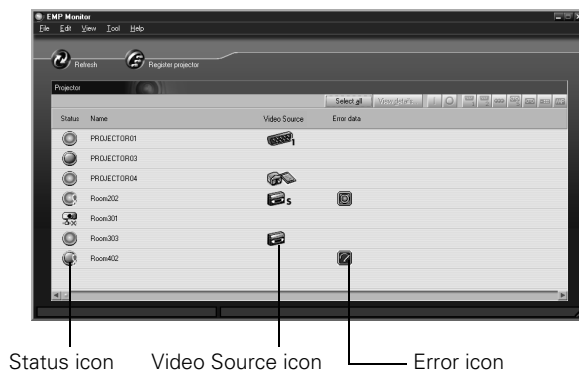
Note: To monitor a projector when it's in standby mode (plugged in but not projecting), you must first select Network ON as the Standby Mode setting in the projector's Advanced1 menu. You can monitor up to 64 projectors.

For detailed status information, select the projector and click View details.

The following tables explain the status, video source, and error icons.

Status icons

|		
⊙	(green)	Projecting; no problems
⊙	(dark)	Turned off; no problems
⊙	(green)	Projecting; problems detected
⊙	(dark)	Turned off; problems detected
📷✗		Network error (for example, not connected to network or power cable disconnected). You may also see this error if Network OFF is selected in Standby Mode.

Video source icons

🔌	Computer
⦿⦿⦿⦿⦿	BNC
📼 S	S-Video
📼	Video
▭	DVI

Error icons

💡	Lamp replacement notification (the lamp is nearing the end of its life; see page 22)
🌡	High-speed cooling in progress (the projector is getting too hot but continues to operate)
🌡	Overheating (projection turned off automatically)
💡	Lamp out or lamp cover open
✺	Fan error
🌡	Sensor error
📷	Internal problem

Controlling Your Projectors

The control buttons in the upper-right of the EMP Monitor screen let you turn the projectors on and off and select video sources. (Hold the mouse pointer over a button to see a description of its meaning.) Make sure you've selected the projector(s) you want to operate before clicking one of the buttons.

Control buttons
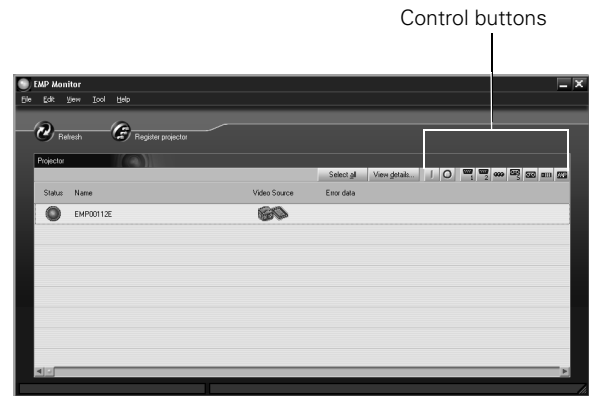
Note: To turn on a projector when it's in standby mode (plugged in but not projecting), first select Network ON *as the* Standby Mode *setting in the projector's Advanced1 menu.*

Configuring the Monitoring Interval

If you need to have the most current status information about your projectors, click the Refresh button on the EMP Monitor screen.

You can also select how often EMP Monitor checks the projector status:

1. From the Tool menu, select Configuration. You see this screen.
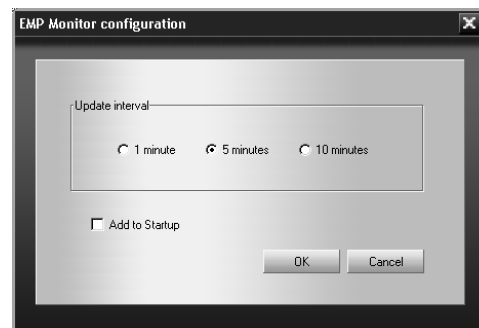
Note: If you want EMP Monitor to run whenever you start your computer, click Add to Startup.

2. Select the desired update interval and click OK.

Understanding the Notification Messages

If a projector experiences a problem, it can send an e-mail message to each of the addresses you provided using EMP NetworkManager. The message includes the heading "EPSON Projector" in the subject line. The body of the message contains the name of the projector, the projector's IP address, and a description of the problem. The problem descriptions are similar to the errors reported by EMP Monitor listed on page 20.

If a plus (+) sign appears before the description, it indicates that a problem has occurred. A minus (−) sign appears when the problem goes away or is resolved.

Note: If a projector develops a critical problem, it may not be possible for it to report the error.

Projector Status Lights

Lamp light   Temperature light

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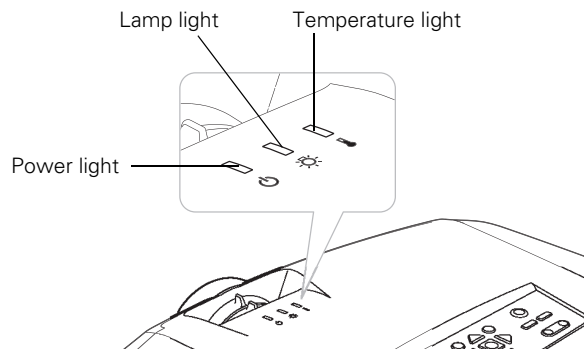
The lights on top of the projector indicate the projector's status and let you know when a problem occurs.

| Light	Description and solution
All lights are off.	Make sure the power cord is connected securely both at the power outlet and the projector. If you've just replaced the lamp, make sure the cover is on (see page 22).
The ⏻ power light is orange.	The projector is in sleep mode. Press the ⏻ Power button to turn it on.
The ⏻ power light is flashing green.	The projector is warming up. Wait for the image to appear.
The ⏻ power light is green.	The projector is operating normally.
The ⏻ power light is flashing orange.	The projector is cooling down. Don't unplug it until the light stops flashing and remains orange. If you want to turn it back on, wait until the light stops flashing.

Light	Description and solution
Both the ⏻ power light and 🌡 temperature lights are flashing orange.	Rapid cooling in progress. Although this is not an abnormal condition, projection stops automatically if the temperature rises higher. Make sure there is plenty of space around and under the projector, and that the air filters and vents are clear.
Both the ⏻ power light and 🌡 temperature lights are red.	The projector has overheated, which turns off the lamp automatically. Wait about 5 minutes for the projector to cool, then unplug the power cord. Make sure room temperature is not above 95 °F (35 °C) and there is plenty of space around and under the projector. Then plug the power cord back in and press the ⏻ Power button to turn the projector on again.
	If it still overheats, check that the air filter isn't clogged. Clean or replace it as described on page 22.
	If the projector still overheats after you clean the air filter, the problem may be caused by damage to the cooling fan or temperature sensor.
	Warning: Except for replacing the lamp or cleaning and replacing the air filters, do not attempt to service the projector yourself.
⏻ Power light is red; 🌡 temperature light is flashing red.	There is a problem with a fan or temperature sensor. Unplug the power cord and contact EPSON for help.
🔆 Lamp light is flashing orange.	It's time to replace the lamp. See page 22 for instructions.
	Warning: If you continue to use the lamp after the replacement warning, there is an increased possibility that the lamp may break.
⏻ Power light is red; 🔆 lamp light is flashing red	The lamp has burned out. Replace it as described on page 22.
	If these lights come on after replacing the lamp, make sure the lamp is fully inserted and the lamp cover is closed.
All lights are red.	The projector has an internal problem. Unplug the power cord and contact EPSON for help.

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 surface.

Caution: Do not use glass cleaner to clean the lens.

Cleaning the Projector

Before you clean the case, first turn off the projector and unplug the power cord.

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

❏ To remove stubborn dirt or stains, moisten a soft cloth with water and a mild detergent. Then wipe the case.

❏ Do not use wax, alcohol, benzene, paint thinner, or other chemical detergents. These can damage the case.

## Cleaning the Air Filters and Vents

Clean the air filters and air intake vents after every 100 hours of use. If they are 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 and unplug the power cord.

2. To clean the intake vents, EPSON recommends using a small vacuum cleaner designed for computers and other office equipment. If you don't have one, gently clean the vents with a soft brush (such as an artist's paintbrush).
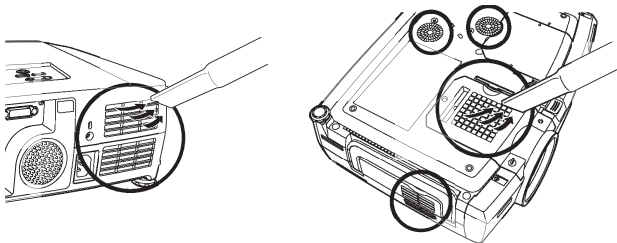
3. Gently turn the projector over and remove the filters from the side and bottom of the projector. Then use a small vacuum cleaner or soft brush to clean the filters. Slide the filters back into place when you're done.

Slide the filter up here . . .

. . . and here

Lower the handle
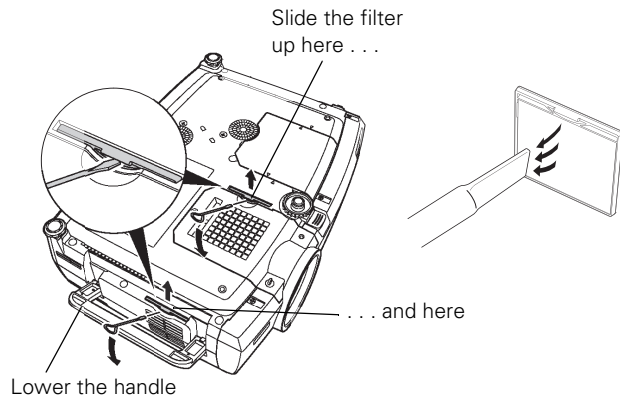
4. If the dirt is difficult to remove or a filter is broken, replace the filters as described below. Contact your dealer or call EPSON at (800) 873-7766 in the United States to obtain new ones. In Canada, please call (800) 463-7766 for dealer referral.

Replacing the Lamp and Air Filters

The life span of the projection lamp is about 2000 hours (high brightness mode) or 3000 hours (low brightness mode). It is time to replace the lamp when:

❏ The projected image gets darker or starts to deteriorate.

❏ The message LAMP REPLACE appears on the screen when the lamp comes on and the ☼ lamp warning light is flashing orange. To maintain projector brightness and image quality, replace the lamp as soon as possible.

❏ The ☼ lamp warning light is flashing red (the lamp is burnt out).

Contact your dealer or call EPSON at (800) 873-7766 in the United States for a replacement lamp. Request part number V13H010L22. In Canada, please call (800) 463-7766 for dealer referral.

Note: When you get a replacement lamp for your projector, new air filters are included. You should replace the filters when you replace the lamp. You can check how long the lamp has been in use (see page 23).

Warning: Let the lamp cool fully 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.

Follow these steps to replace the lamp and air filters:

1. Turn off the projector.

2. When the ⏻ power light stops flashing, unplug the power cord.

3. Let the projector cool for at least half an hour (if it has been on). The lamp is extremely hot immediately after use.

4. Turn the projector upside-down and remove the air filters at the side and bottom of the projector.

Slide the filter up here . . .

Lower the handle

. . . and here
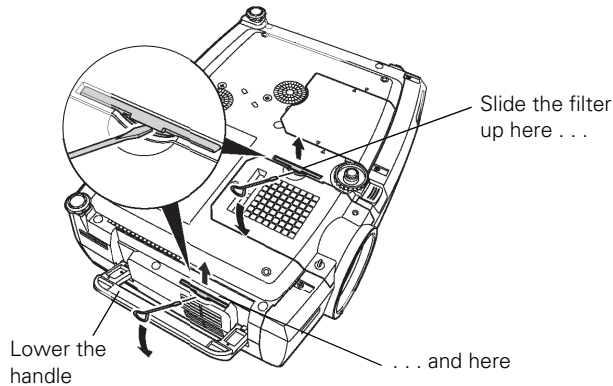
5. Insert the two new air filters. They should click into place.

6. To remove the lamp cover, insert the screwdriver supplied with the spare lamp (or another flat-tipped screwdriver), into the space beside the air vent to gently lift the lamp cover off.

Insert the screwdriver here
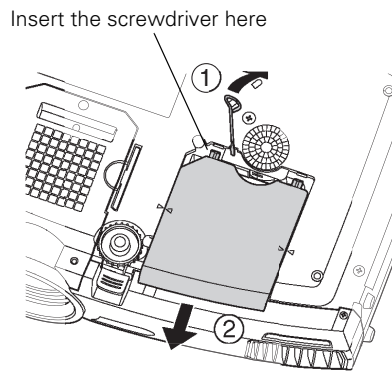
7. Loosen the two screws holding the lamp in place. (You don't need to remove them.)
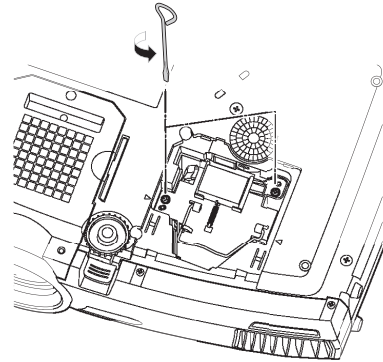
8. Grasp the wire handle as shown and pull the lamp straight out.
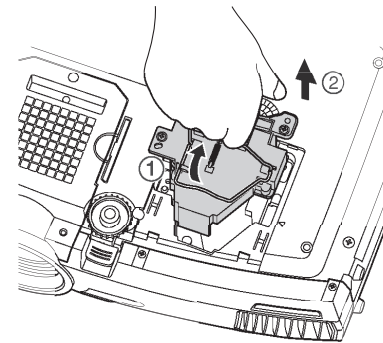
9. Gently insert the new lamp.

10. Once the lamp is fully inserted, tighten its screws and replace the cover. (The projector won't come on if the lamp cover is loose.)

11. Reset the lamp timer as described in the next section.

Resetting the Lamp Timer

After you replace the lamp, you need to reset the lamp timer using the projector's About menu.

1. Press the Menu button on the remote control (or on the projector's control panel). You see the main menu.

2. Use the ◌ pointer button on the remote control (or the arrow buttons on the projector) to highlight About, then press Enter.

You see this screen:

```
Video            Lamp          : 1400H
Audio            Reset Lamp Timer  ⏻→Execute
Effect           Video Source  : Computer1
Setting          Input Signal  : Analog-RGB
User's Logo      Frequency     : H --.--kHz
Advanced1                        V --.--Hz
Advanced2        SYNC Polarity : H -----
About                            V -----
Reset All        SYNC Mode     : -----
                 Resolution    : ---x ----
                 Refresh Rate  : --.-- Hz

[⬍]: Select  [⏻]: Enter                    [Menu]: Exit
```
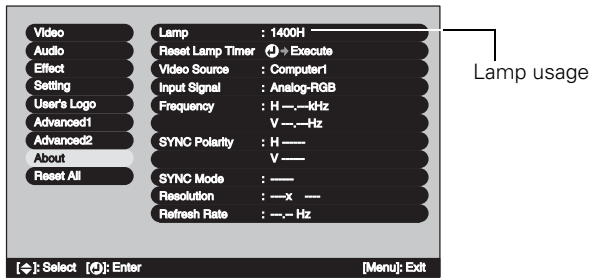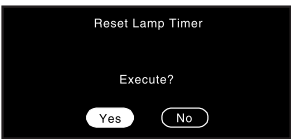
Lamp usage

Note: The lamp usage timer shows 0H *until you've used the lamp for at least 10 hours.*

3. Select Reset Lamp Timer, then press Enter. You see this prompt:

```
Reset Lamp Timer

Execute?

  Yes        No
```

4. Select Yes, then press Enter.

5. When you're finished, press ESC or Menu to exit.

Transporting the Projector

The projector contains many glass and precision parts. Follow these guidelines to prevent injury or damage when transporting it:

❏ When hand-carrying the projector, you should use the handle to carry it only a short distance (for example, to set it on a table).

❏ When shipping the projector for repairs, use the original packaging material if possible. If you do not have the original packaging, use equivalent materials, placing plenty of cushioning around the projector.

❏ When transporting the projector a long distance, first place it in a hard-shell shipping case, and then pack it in a firm box, placing cushioning around the case. (An optional ATA molded hard shell case is available from EPSON; see page 24.)

Note: EPSON shall not be liable for any damages incurred during transportation.

Optional Accessories

Product	Part number
Replacement lamp (includes air filters)	V13H010L22
Air filter replacement	V13H134A01

Carrying cases:
    ATA molded hardshell case
    ATA shipping case
	ELPKS48
	ELPKS46

Ceiling mount Suspension adapter False ceiling plate	ELPMB40 ELPMBAPL ELPMBFCP
Middle Throw Zoom Lens Long Throw Zoom Lens	V12H004M03 V12H004L05
Kensington® security lock	ELPSL01

Portable projection screens:
    50-inch portable screen
    60-inch portable pop-up screen
    80-inch portable pop-up screen
	ELPSC06
	ELPSC07
	ELPSC08

Macintosh adapter set (includes monitor adapter and desktop adapter)	ELPAP01
Remote control cable set	V12H005C28
DVI to DVI digital video cable, 10 ft. DVI to DFP digital video cable, 10 ft.	V12H005C20 V12H005C21
Distribution amplifier	ELPDA01
S-video cable	ELPSV01
High resolution document imager High resolution document camera	ELPDC02 V12H064020

You can purchase these accessories from your dealer, 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) 463-7766 for dealer referral.

Related Documentation

CPD-16397   EPSON PowerLite 7850p *User's Guide*

CPD-16396   EPSON PowerLite 7850p *Quick Setup* sheet