Projector Parts

Control panel (see below)
Security lock
Zoom ring
Focus ring
Lamp cover
Remote control sensor

Foot release lever
Front adjustable foot
Lens cap
Air exhaust vent

Computer/Component Video ports and related audio ports
USB port for wireless mouse
S-Video port
Video port
Remote control sensor
Speaker

Power inlet
Audio Out port
Rear adjustable foot
Monitor Out port
RS-232 port
Video/S-Video audio ports

Control Panel

Power light
Menu button
Keystone buttons
Esc button
Power button
Enter button

Lamp light
Temperature light
Source Search button
Volume buttons
Help button

Remote Control Buttons

⊖ reduces the zoomed image
⊕ zooms in on (enlarges) selected area
Selects menu items and settings, and scrolls the image

Selects a menu option or displays the next screen or menu
Turns projector on or off

Cancels current function or displays previous menu or screen
Turns off audio and video

Selects computer or component video source
Freezes the current image

Displays or hides projector menus

Selects S-Video source

Selects a color mode

Adjusts computer images to the optimum settings
Selects Video source
Changes the aspect ratio from 4:3 to 16:9

Projector Specifications

General

Type of display	Poly-silicon Thin Film Transistor (TFT) active matrix with Micro Lens Array
Lens	F=1.6, 18.4 to 22.12 mm
Resolution	82c: 1024 × 768 pixels (XGA) 62c: 800 × 600 pixels (SVGA)
Color reproduction	Full color, 16.77 million colors
Brightness (ANSI)	2000 lumens (High brightness mode) 1500 lumens (Low brightness mode)
Contrast ratio	400:1
Image size	30 to 300 inches (0.8 to 7.6 meters)
Projection distance	2.8 to 35.4 feet (0.9 to 10.8 meters)
Projection methods	Front, rear, ceiling
Focus adjustment	Manual

Zoom adjustment	Manual (optical)
Internal sound system	5 W monaural
Optical aspect ratio	4:3 (horizontal:vertical)
Zoom ratio	1:1.2
Noise level	36 dB (High brightness mode) 30 dB (Low brightness mode)
Keystone correction angle	Automatic ± 30° vertical (maximum)

Projection Lamp

Type	UHE (Ultra High Efficiency)
Power consumption	170 W
Lamp life	About 2000 hours (High brightness) About 3000 hours (Low brightness)
Part number	V13H010L34

Remote Control

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

Mouse Compatibility

Supports USB

Dimensions

Height	3.4 inches (86 mm) 3.9 inches (98 mm) with feet extended
Width	12.9 inches (327 mm)
Depth	9.7 inches (246 mm)
Weight	5.9 lb (2.7 kg)

Electrical

Rated frequency	50/60 Hz
Power supply	100 to 120 VAC, 2.9 A 200 to 240 VAC, 1.2 A
Power consumption	Operating: 250 W Standby: 4 W

Environmental

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

Altitude	Up to 4,921 feet (1,500 m) in standard operating mode, or up to 7,500 feet (2,286 m) with high altitude fan mode enabled

Safety

United States	FCC 47CFR Part 15B Class B (DoC) UL60950 Third Edition
Canada	ICES-003 Class B CSA C22.2 No. 60950 (cUL)
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

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, SDTV, NTSC, PAL, or SECAM).

The projector supports the following international video standards.

Mode	Refresh rate (Hz)
NTSC	60
NTSC 4:3	60
PAL	50
M-PAL	60
N-PAL	50
PAL60	60
SECAM	50
TV525i	60
TV625i	50
SDTV480p	60
SDTV480p	50
HDTV720p	60
HDTV720p	50
HDTV1080i	60
HDTV1080i	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 r ate (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	
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
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

Positioning the Projector

Follow these guidelines to get the best results when projecting:

❏ Place the projector on a sturdy, level surface, between 2.8 and 35.4 feet from the screen.

❏ Make sure there is plenty of space for ventilation around and under the projector.

❏ Make sure the projector is within 6 feet (1.8 meters) of a grounded electrical outlet or extension cord and within 5 feet (1.5 meters) of the image source.

❏ Face the projector squarely toward the screen.

The projector supports 4 viewing setups, as shown below. If it is installed in a rear or overhead position, you need to select the correct projection option from the Extended menu after you turn it on.
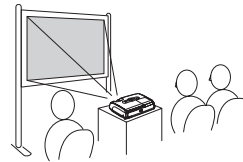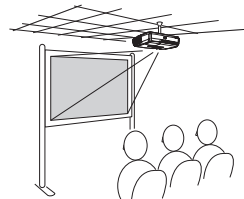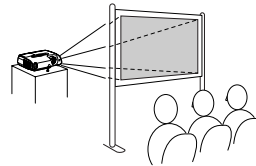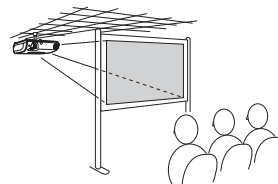
Table
Convenient for temporary front projection. Choose **Front** from the menu.

Front/Ceiling
Professional installation recommended. Choose **Front/Ceiling** from the menu.

Rear
For permanent installation behind a translucent screen. Choose **Rear** from the menu.

Rear/Ceiling
Professional installation behind a translucent screen recommended. Choose **Rear/Ceiling** from the menu.

If the projector is tilted in the front or the back, you may need to adjust the image shape; see page 7.

Image Size and Projection Distance

The distance between the projector and the screen determines the basic size of the projected image, as shown below. The diagram shows approximately how big your image will be, based on where you set up the projector. Because other adjustments—such as those made with the Resize and keystone buttons—also affect the size of the image, the numbers shown in the illustration should be considered as general guidelines, not exact measurements.
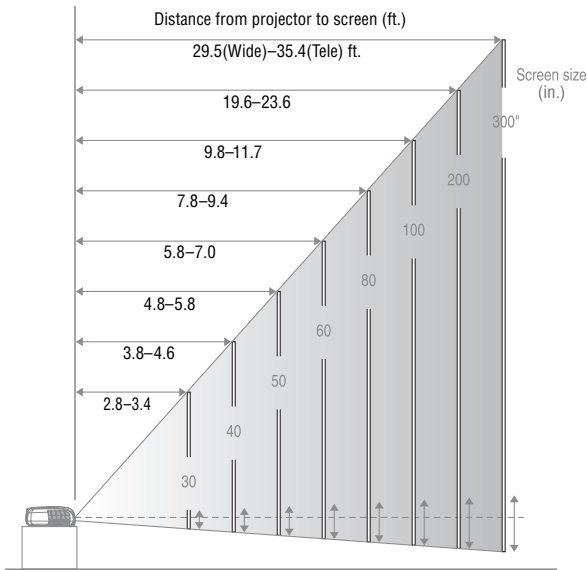
Use the formulas given below to either find out how large your image will be when you know the distance from the projector to the screen, or to find out how far from the screen to place the projector when you want an image of a certain size. Since the size of the image can be changed by rotating the zoom ring, formulas are given for both the minimum and maximum sizes.

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

❏ Wide: Maximum diagonal size (inches) = 10.126246 × distance (feet) + 1.166113

❏ Tele: Maximum diagonal size (inches) = 8.443213 × distance (feet) + 0.916898

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

❏ Wide: Maximum projection distance (feet) = 0.09875 × diagonal size (inches) - 0.11516

❏ Tele: Maximum projection distance (feet) = 0.11844 × diagonal size (inches) - 0.1086

Turning On the Projector

Make sure your projector and other equipment are set up and connected correctly. Then turn on your 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 6.

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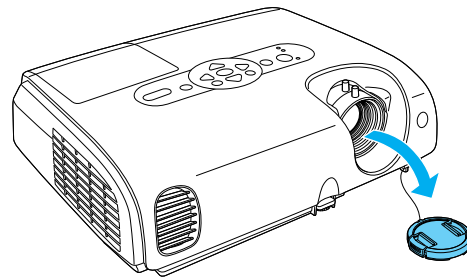
2. Connect one end of the power cord to the projector's power inlet. Then connect the other end to an electrical outlet.

   The Power light on top of the projector turns orange.

3. Turn on your computer or video source if they are not on already.

4. Press the ⏻ Power button on top of the projector or on the remote control.
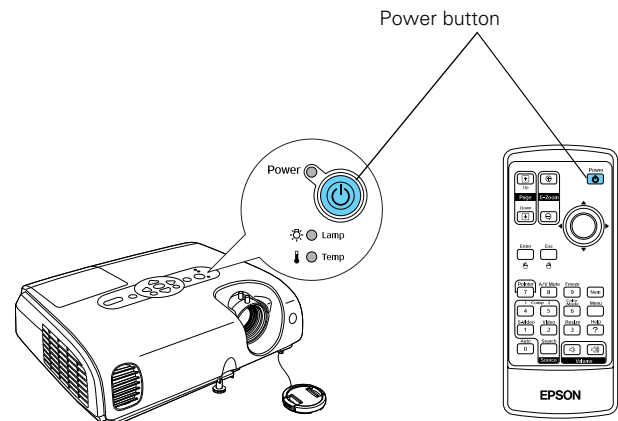
The projector beeps once and the Power light flashes green as the projector warms up, then an image begins to appear. When the Power light stops flashing and remains green, the projector is ready for use.

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 message that 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. Then press the Play button on your DVD player or other device.

❏ If you are prompted to enter a password, see the *User's Guide*.

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

If a projected image fails to appear, see "You Can't Project an Image" below.

When you're done projecting, turn off the projector as described on page 6. Shutting down the projector correctly prevents premature lamp failure and possible damage from overheating.

You Can't Project an Image

If you don't see the image you are trying to project, try the following:

❏ Make sure the cables are connected correctly.

❏ Make sure the Power light is green and not flashing and the lens cap is off.

❏ If you've connected more than one computer and/or video source, you may need to press the Source Search button on the projector's control panel or the Search button on the remote control to select the correct source. (Allow a few seconds for the projector to sync up after pressing the button.)

❏ If you're using a notebook PC, see the next section.

The Projector and Notebook Don't Display the Same Image

If you're projecting from a notebook, and you can't see your image on the projection screen and on your notebook at the same time, follow these guidelines.

If you're using a notebook PC with Windows:

❏ On most notebooks, there's a function key that lets you toggle between the LCD screen and the projector, or display on both at the same time. It may be labeled CRT/LCD or have an icon such as ⬛/◻. You may have to hold down the Fn key while pressing it. Allow a few seconds for the projector to sync up after changing the setting.

❏ If the function key doesn't permit you to display simultaneously on both screens, you should check your monitor settings to make sure both the LCD screen and the external monitor port are enabled.

From the Control Panel, open the Display utility. In the Display Properties dialog box, click the Settings tab, then click Advanced. The method for adjusting the settings varies by brand; you may need to click a Monitor tab, then make sure the external Monitor port is set as your primary display and/or 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 notebook to display on the projector screen as well as the LCD screen. 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 notebook 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.)

Turning Off the Projector

When you've finished using the projector, follow the recommended procedure to shut it down.

Note:
When the projector has not received any input signals for 30 minutes, it automatically turns off the 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, plug it in and press the ⏻ Power *button. You can turn sleep mode on or off using the Extended menu.*

1. If you're using a computer, shut it down first; otherwise you may not be able to see your computer's display to shut it down properly.

2. To turn off the projector, press the ⏻ Power button on the projector or remote control.

   You see this confirmation message:

   (If you don't want to turn it off, press any other button or wait a few seconds until the message disappears.)

   Power Off?

   Yes: Press ⏻ button
   No : Press any other button

3. Press the ⏻ Power button again. The projector beeps twice, the lamp is turned off, and the Power light turns orange.

   Note:
   With Epson's exclusive Instant Off™ technology there's no cool-down period, so you can pack up and go immediately after turning off the projector.

   If you want to turn the projector on again, 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.

Foot
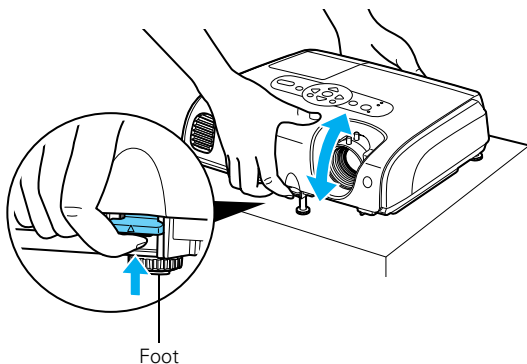
5. Turn off and disconnect any equipment plugged into the projector.

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

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

7. If you won't be using the projector for a while, store it in the soft case that came with it or in another protective case.

Selecting the Image Source

You can connect the projector to multiple video sources simultaneously. Then use these buttons on the projector or remote control to switch between them:

❏ Comp1
Press this button to move through the following sources: Computer1 (Auto), Computer1 (RGB), and Computer1 (Component Video).

❏ Comp2
Press this button to move through the following sources: Computer2 (Auto), Computer2 (RGB), and Computer2 (Component Video).

❏ S-Video
Press to select S-Video.

❏ Video
Press to select Video.

You can also press the Source Search button on the remote control or projector until the correct image is projected.

After you select a source, the screen goes dark for a moment before the image appears. The name of the source appears briefly on the screen.
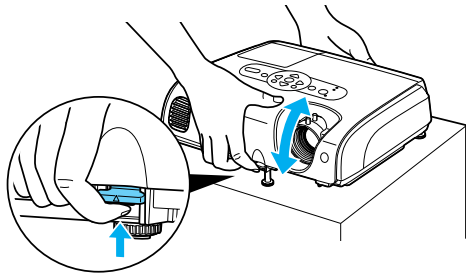
Adjusting the Image

The following sections describe how to adjust the displayed image.
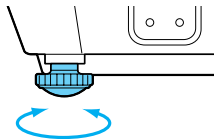
Adjusting the Height of the Image

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

1. Stand behind the projector. Press the foot release button and lift the front of the projector. This unlocks the foot.

2. Raise the projector until the image is positioned where you want it, then release the button to lock the foot in place.

3. If you need to straighten the image, rotate the foot in the back of the projector to raise or lower the side.

If the image is no longer rectangular after raising it, see "Adjusting the Image Shape" in the next column.

Focusing the Image

Rotate the focus ring to sharpen the image.

Focus ring

Note: If a computer image is still out of focus, you can increase the clarity by pressing the Auto *button on the remote control.*

Rotate the zoom ring to reduce or enlarge the image.

Zoom ring
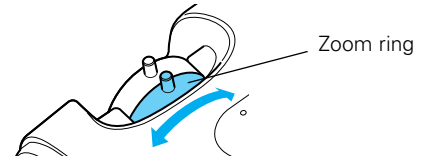
You can also change the image size by moving the projector closer to or farther away from the screen. You can use the E-Zoom buttons on the remote control to zoom in on a portion of the image, as described on page 8.

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. This automatically resets the projector's tracking, sync, resolution, and position settings. You must be projecting a computer 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.

Adjusting the Image Shape

The projector automatically corrects images that are distorted when the projector is tilted up or down (up to a 30° tilt). The Keystone window appears on the screen while the projector makes the correction. If the projected image still isn't rectangular or has a "keystone" shape, do one or more of the following:

❏ If your image looks like ☐ or ☐ , you've placed the projector off to one side of the screen, at an angle. Move it directly in front of the center of the screen, facing it squarely.

❏ If your image looks like ☐ or ☐ , the Auto Keystone feature may have been disabled or you may need to manually adjust the keystone correction value. (Auto Keystone is not available when you're using ceiling or rear projection.) Follow the steps below:

  ❏ To turn on Auto Keystone, press the Menu button on the remote control. Use the pointer button on the remote control (or the arrow buttons on the projector) to select the Settings menu, then press Enter. If Auto Keystone is OFF, use the ◉ pointer button to highlight this option and press Enter. Select ON in the Auto Keystone window that appears and press Enter to save your changes. Exit the menu by pressing Menu button.

❏ To manually adjust the keystone correction value, press the ⌁ or ⌁ button on the projector to correct the shape of the image. After correction, your image will be slightly smaller.
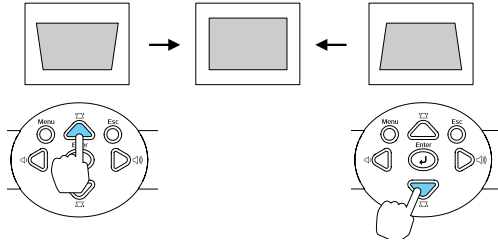
You can also make keystone adjustments using the projector's Settings menu.

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.

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.

Adjusting the Brightness

The brightness of an image depends on the source from which you are projecting and the amount of light in the room. If the image is too bright or not bright enough, there are two ways to adjust it:

❏ Change the Brightness setting in the Image menu.

❏ Select Low or High as the Brightness Control setting in the Settings menu. Low brightness mode extends the life of the lamp and decreases the fan noise.

Selecting the Color Mode

You may want to adjust the color mode to optimize the color and brightness for the type of image you're projecting and the environment in which you're projecting it.
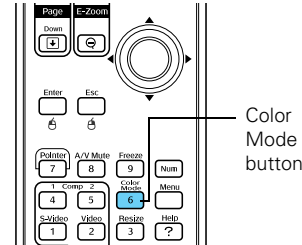
If you're projecting computer or RGB video images, the default color mode is Presentation, which is appropriate for presentations in bright rooms.

The following table lists the color modes available.

Color mode	Description
Photo	Best for projecting still images with vivid color in a bright room (computer input only).
Sports	Best for watching TV in a bright room (component, S-Video, or composite video input only).
Presentation	Use when you're projecting a presentation in a bright room.
Theatre	Use when projecting movies in a dark room.
Game	Best for playing video games in a bright room.
sRGB	Use when projecting computer images conforming to the sRGB color standard.
Blackboard	Use when you need to project against a green blackboard.

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 change the color mode in the Image menu.

Adjusting the Volume

You can use the buttons on the remote control or projector to increase or decrease the volume for both the projector's built-in speaker and external speakers connected to the projector. Press the ◁)) button to increase the volume, or the ◁) button to decrease it. A volume gauge appears on the screen while the volume is being adjusted.

Volume controls
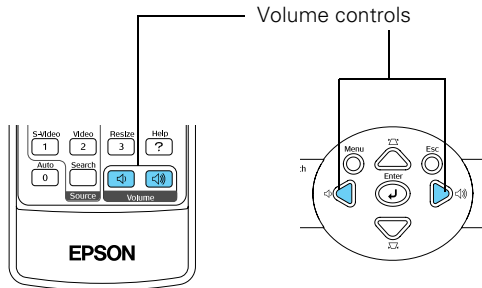
Note:
*You can also adjust the volume using the projector's Settings menu.*

Selecting the Aspect Ratio

The aspect ratio is the ratio between an image's width and its height. Standard images have an aspect ratio of 4:3 and HDTV images usually have an aspect ratio of 16:9. If your video source is 16:9, you can change the aspect ratio to view the video in 16:9 wide-screen format.
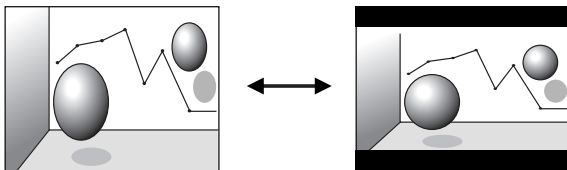
Note:
You must be projecting component, composite, or S-Video images to change the aspect ratio. You can also change the aspect ratio using the projector's Signal menu. See the User's Guide *for details.*

Press the Resize button on the remote control to change the aspect ratio.

Resize button
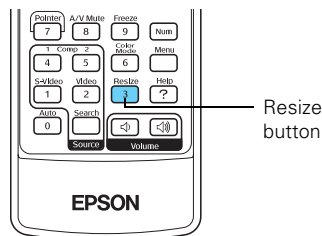
Turning Off the Picture and Sound

Press the A/V Mute button on the remote control to darken your screen and turn off the sound. When you're ready to resume, press A/V Mute again.

If you press the button while projecting from a video source, and you don't pause the video, it continues to play even though you can't see or hear it. When you press the A/V Mute button again to resume, the playback does not resume at the exact point you paused it.

Note: You can make the blank screen blue, instead of black, whenever you press the A/V Mute *button by selecting it as the background color in the Extended > Display menu. You can also 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.*

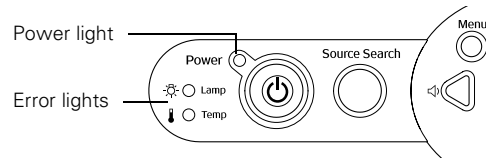## Stopping the Action

Press the Freeze button to stop the action in your video or computer image and keep the current image on the screen. The sound will continue, however. Also, because the source continues to transmit signals, you won't be able to resume the action from the point at which you paused it.

Press the Freeze button or press Esc to restart the action.

Projector Status Lights

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

Power light

Error lights

Power light	Lamp light	Temp light	Description
Red	Flashing red	Flashing red	The projector has an internal error. Turn it off and unplug it. Contact Epson for help.
Red	Off	Flashing red	There is a problem with the fan or a sensor. Turn off the projector and unplug it. Contact Epson for help.
Red	Flashing red	Off	The lamp is burned out, broken, or not installed correctly, or the lamp cover is open. Close the cover or replace or reseat the lamp, if necessary, as described on page 12.
—	Flashing orange	Off	Replace the lamp with a new one as soon as possible; see page 12 for instructions. If you continue to use the lamp, it may break.
Red	Off	Red	The projector has overheated and turned itself off. Let it cool for about five minutes, then turn it back on. Make sure there is plenty of space around and under the projector for ventilation. Also clean the air filter and air exhaust vents. If it continues to overheat, you may need to replace the air filter.
Flashing red	Off	Flashing orange	The projector is too hot. Make sure the temperature surrounding the projector does not exceed 95 °F (35 °C) and there is plenty of space around and under the projector for ventilation. Clean the air filter and air vents, if necessary.
Orange	Off	Off	The projector is in standby or sleep mode. You can unplug it or press the ⏻ Power button to turn it on.
Flashing green	Off	Off	The projector is warming up. Wait for the image to appear.
Green	Off	Off	The projector is operating normally.
Flashing orange	Off	Off	The projector is shutting down. Wait for the light to stop flashing and remain orange before unplugging it.

Using the Remote Control

The remote control lets you access the projector's features from anywhere in the room—up to 20 feet away. (This distance may be shorter if the remote control batteries are low.)

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

❏ You are not within 20 feet (6 meters), or not within 30° to the left or right of the front or rear sensor or 15° above or below it

❏ The battery is weak or not installed correctly

❏ Ambient light is too bright

❏ A fluorescent light is shining into the infrared receiver

❏ A strong light source (such as direct sunlight) is shining into the infrared receiver

❏ Other equipment emitting infrared energy is present (such as a radiant room heater)

### 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 slideshow-style presentations (such as PowerPoint) from up to 20 feet (6 meters) away.

To control your computer with the remote, make sure you have connected your computer to the projector with a USB cable.

❏ 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 double-click, press the Enter button twice.

❏ To right-click, press the Esc button.

❏ To click and drag, press down and hold the Enter button and use the ◎ pointer button to drag the pointer.

Left-click or double-click

Move the pointer

Display the pointer

Right-click
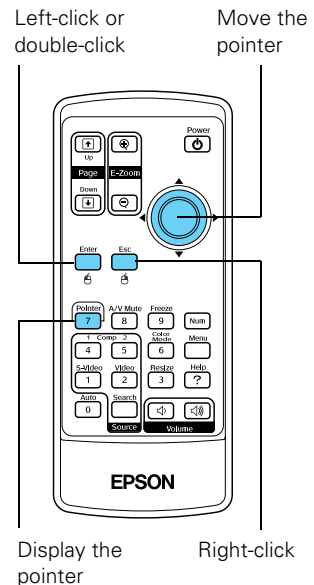
❏ To advance slides in a PowerPoint presentation in Slide Show mode, press the Page Down or Enter button on the remote control. Press the Page Up or Esc button to go back a slide.

Page Down   Page U p
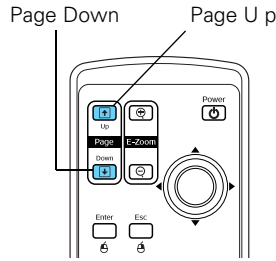
Replacing Remote Control Batteries

When the batteries run out, follow the steps below to replace them. The remote requires two AAA alkaline 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 remote control for a long period of time.*
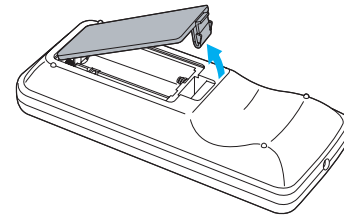
1. Press in the tab to remove the battery cover.
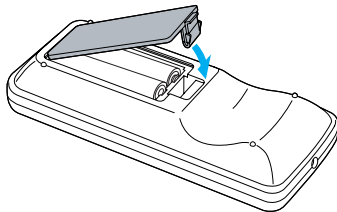
2. Remove the old batteries, then insert the new ones as shown.
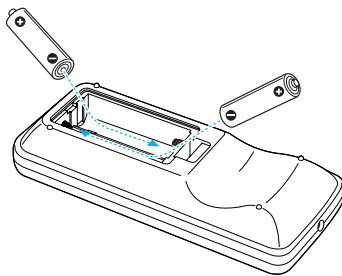
3. Replace the battery cover. Make sure it clicks into place.

Cleaning the Projector Case

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

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

❏ To remove stubborn dirt or stains, clean the case using a soft cloth moistened with water and a neutral detergent. Dry it using a separate cloth.

Caution:
Do not use alcohol, benzene, thinner, wax, or other chemicals; these can damage the case.

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 and do not spray liquid of any kind directly on the lens. Spray the lens cleaner on a soft cloth and then gently wipe the lens with the cloth.

Cleaning and Replacing the Air Filter

Clean the air filter and the air intake and exhaust vents on the projector 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. When the filter and vent are clogged, the projector displays the message The projector is overheated.

To clean the air filter, air intake, and air exhaust vents, follow these steps:

1. Turn off the projector, and unplug the power cord.

2. Turn the projector upside-down and clean the air filter and air intake vent. Epson recommends using a small vacuum cleaner designed for computers and other office equipment. If you don't have one, gently clean them using a very soft brush (such as an artist's brush).
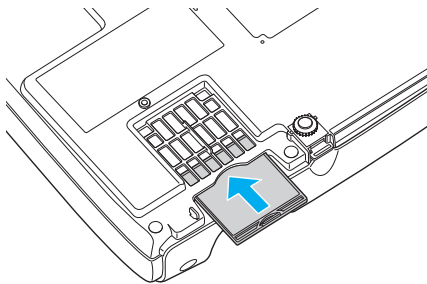

Air vent
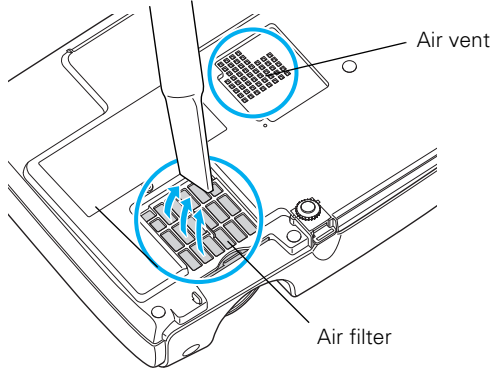
Air filter

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 14 for ordering information.

3. If you need to replace the filter, slide it off, as shown.
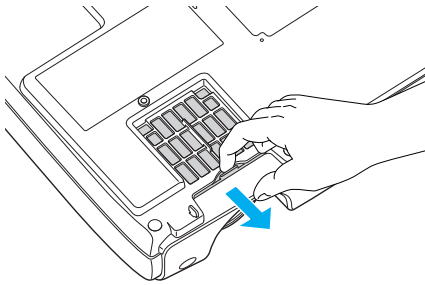
4. Align the new filter carefully and slide it in until it clicks into place.

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 ☼ Lamp light is flashing orange.

❑ The message Replace the Lamp appears on the screen when the lamp comes on. To maintain projector brightness and image quality, replace the lamp as soon as possible.

See page 14 for ordering information and request part number V13H010L34.

Note:
You can check to see how many hours the lamp has been used using the Info menu. See your on-screen User's Guide *for instructions.*

Follow these steps to replace the lamp:

1. Press the ⏻ Power button twice to turn off the projector. When you hear the projector beep twice, unplug the power cord.

2. 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. If the lamp breaks, handle the shards carefully to avoid injury.*

3. Use the screwdriver included with the replacement lamp to loosen the screw holding the lamp cover on top of the projector. Then slide the cover out and lift it off.
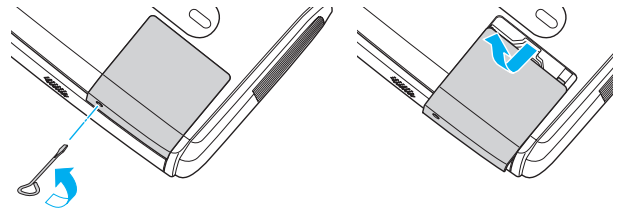
4. Use the screwdriver to loosen the two screws holding the lamp in place. (You can't remove the screws.)

Loosen these screws
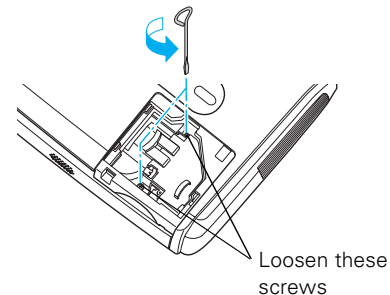
5. Hold the lamp as shown and pull it straight out.
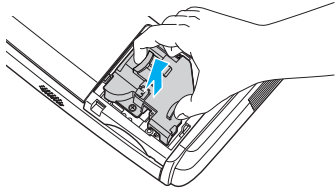
Note:
Ⓗⓖ *The lamp(s) in this product contain mercury. Please consult your state and local regulations regarding disposal or recycling. Do not put in the trash.*

6. Gently insert the new lamp. If it doesn't fit easily, make sure it's facing the correct way.

   Caution:
   Do not touch the glass portion of the lamp assembly. Touching the glass could result in premature lamp failure.
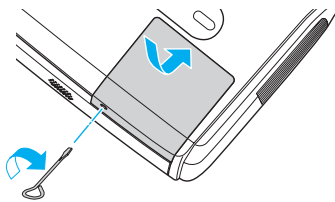
7. Once the lamp is fully inserted, tighten its screws.
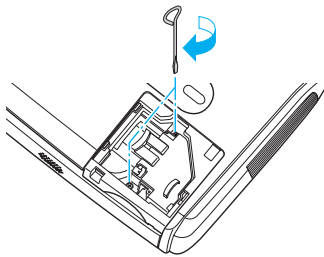
Note:
Be sure to seat the lamp fully and secure the lamp cover. If the lamp is not properly installed or the cover is loose, the lamp will not turn on.

8. Lower the lamp cover into place. Then slide the cover closed and tighten the screw.

9. Reset the lamp timer as described on page 13.

Resetting the Lamp Timer

You must reset the lamp timer after replacing the lamp to clear the Replace the Lamp warning message. Follow these steps:

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 or projector and select the Reset menu. Then press Enter. You see the following:
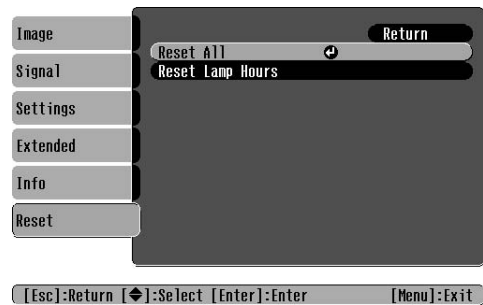
3. Select the Reset Lamp Hours option and press Enter. You see the following:

4. Select Yes and press Enter.

5. Press Esc to return to the main menu or Menu to exit the menu system.

Transporting the Projector

The projector contains many glass and precision parts. If you need to transport it, please follow these packing guidelines to prevent damage to the projector:

❏ 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 as freight or checked luggage, first put it in the supplied carrying case, then pack it in a firm box, placing plenty of cushioning around the case.

❏ When you are hand-carrying the projector, be sure to use the supplied carrying case or another protective case.

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

Optional Accessories

You can purchase the following 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.

Product	Part number
Replacement lamp	V13H010L34
Air filter set (includes 2 filters)	V13H134A08
Samsonite® wheeled soft case for projector and notebook PC	ELPKS35-S
Samsonite soft shoulder case with notebook PC compartment	ELPKS43
Component video cable S-Video cable	ELPKC19 ELPSV01
Distribution amplifier	ELPDA01
50-inch portable screen 60-inch portable pop-up screen 80-inch portable pop-up screen 83.6-inch hanging pull-down screen	ELPSC06 ELPSC07 ELPSC08 ELPSC09
Image presentation camera ELPDC05	V12H162020
Kensington® security lock	ELPSL01

Product	Part number
Ceiling mount (gyro lock with suspension adapter)	ELPMBUNI
False ceiling plate	ELPMBFCP
Suspension adapter	ELPMBAPL
Security bracket/cabling for gyro lock mounts	ELPMBSEC
Adjustable ceiling channel	ELPMBACC

Related Documentation

CPD-20550   *Epson PowerLite 62c/82c Quick Setup* poster

CPD-20548   CD-ROM containing the *Epson PowerLite 62c/82c User's Guide*