

## Projector Specifications

### General

Type of display	Poly-silicon Thin Film Transistor (TFT), Active Matrix
Lens	F=1.7 to 2.3, f=28 to 37 mm
Zoom ratio	1:1.35
Resolution	1024 × 768 pixels (native format)
Color reproduction	24 bit, 16.7 million colors

Brightness	4000 ANSI lumens in high brightness mode; 3000 ANSI lumens in low brightness mode
Contrast ratio	700:1
Image size	30 to 300 inches
Projection distance	2.5 to 36.5 feet (0.8 to 11.1 meters)
Projection methods	Front, rear, and ceiling mount (upside-down front or rear)
Internal sound system	5 W monaural
Optical aspect ratio	4:3 (horizontal:vertical)
Noise level	36 dB in high brightness mode; 33 dB in low brightness mode
Keystone correction angle	±40° vertical, ±20° horizontal (automatically adjusts vertical angle)

### Projection Lamp

Type	UHE (Ultra High Efficiency)
Power consumption	250 W
Lamp life	About 2000 hours (high brightness mode); 3000 hours (low brightness mode)
Part number	V13H010L22

### Remote Control

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

### Dimensions

Height	4.6 inches (117 mm), feet retracted
Width	16.5 inches (419 mm)
Depth	12.8 inches (325 mm)
Weight	12.3 lb (5.6 kg)

### Mouse Compatibility

Supports USB (Type B)

### Electrical

Rated frequency	50 to 60 Hz
Power supply	100 to 120 VAC, 50/60 Hz 200 to 240 VAC, 50/60 Hz
Power consumption	1.6 to 3.6 A, 50/60 Hz

## Epson PowerLite 7900p Projector

### Environmental

Temperature	Operating: 41 to 104 °F (5 to 40 °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 Part 15B Class B (DoC) UL60950 Third Edition
Canada	ICES-003 Class B CSA C22.2 No. 60950
CE Marking	Directive 73/23/EEC, 89/336/EEC 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, SDTV, NTSC, PAL, or SECAM).

The projector supports these international video standards:

Mode	Refresh rate (Hz)
NTSC	60
NTSC 4:43	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 notebooks, Apple Macintosh<sup>®</sup>, Power Macintosh<sup>®</sup> series (including G3 and G4 systems), PowerBook<sup>®</sup> computers, many iMac<sup>®</sup> and iBook<sup>®</sup> series systems, and high-end workstations such as the Sun<sup>®</sup> SPARCstation.

Although images are displayed at the projector's native resolution of 1024 × 768 pixels, Epson's patented SizeWise<sup>™</sup> chip supports computer display formats.

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 1024 × 768.

Mode	Refresh rate (Hz)	Resolution
VGAEGA	70	640 × 350*
VGA—60	60	640 × 480*
VGA—72	72	640 × 480*
VGA—75	75	640 × 480*
VGA—85	85	640 × 480*
VGA—100	100	640 × 480*
VGA—120	120	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*
SVGA—100	100	800 × 600*
SVGA—120	120	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	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*
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*

Mode	Refresh rate (Hz)	Resolution
MAC13	67	640 × 480*
MAC16	75	832 × 624*
MAC19	75	1024 × 768
MAC21	75	1152 × 870*

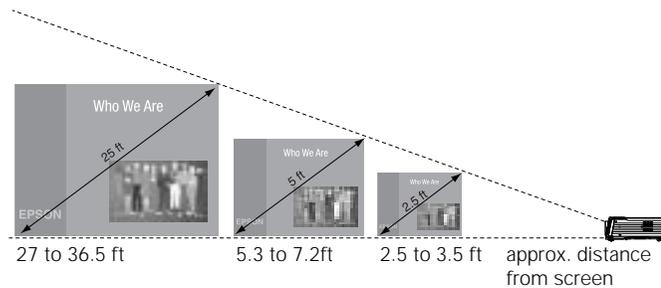
\* The image is resized using Epson's SizeWise Technology.

## Positioning the Projector

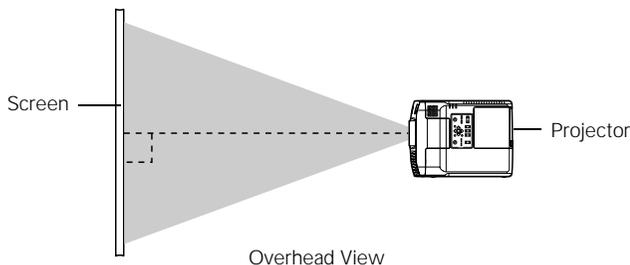
Follow these guideline when deciding where to place the projector:

- Place the projector on a sturdy, level surface.
- Make sure there is plenty of space for ventilation around and under the projector. Do not set it on top of anything that could block the vents under the projector.
- Make sure the projector is within 10 feet of a grounded electrical outlet or extension cord.

Image size increases with distance, but varies depending on how you've adjusted the optical zoom and other settings.



It's best to place the projector directly in front of the center of the screen, facing the screen squarely. If it isn't placed this way, the image will be "keystone" shaped, instead of rectangular.



If you place the projector below screen level, you'll have to tilt it up by extending the front adjustable foot. This also causes the image to lose its rectangular shape. To correct distortion, see "Adjusting the Image Shape" on page 7.

## Calculating Image Size and Projection Distance

Use the formulas below either to 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 if 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 calculating both the minimum and maximum sizes.

*Note: The formulas given here are for when the projector is placed flat, without tilting it up at the screen. If you tilt it up by extending the feet or use electronic keystone correction, your image size may vary.*

### Wide Throw Zoom Lens (V12H004W03)

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 Zoom 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 =**  

$$(((\text{diagonal size} - 1.93) / 20.54) \times 100) / 2.54$$

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## Connecting the Projector

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You can connect the projector to three computer sources or four video sources—up to a total of four sources altogether. You can include an independent sound channel for each source. (See the *Quick Setup* poster or the *User's Guide* for complete setup instructions.)

*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 types of connections are possible, depending on the kinds of signals 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)

#### 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

The projector should automatically detect the correct source.

*Note: If it fails to detect the source, make sure the Computer Input and BNC Input options in the Setting menu are set to Auto. See the User's Guide for more information.*

If necessary, you can switch to the correct source by pressing the corresponding source button on the remote control or projector. See page 5 for details.

### Playing Sound Through the Projector

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

You can use either of these commercially available audio cables:

- ❑ If your computer or video equipment is connected to the Computer or DVI port, use a stereo mini-jack cable.
- ❑ If your equipment is connected to the Video or S-Video port, or to the BNC ports, use an RCA-style audio cable.

### 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 a USB cable to both the projector and your computer. 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 details.

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## Viewing Images on an External Monitor

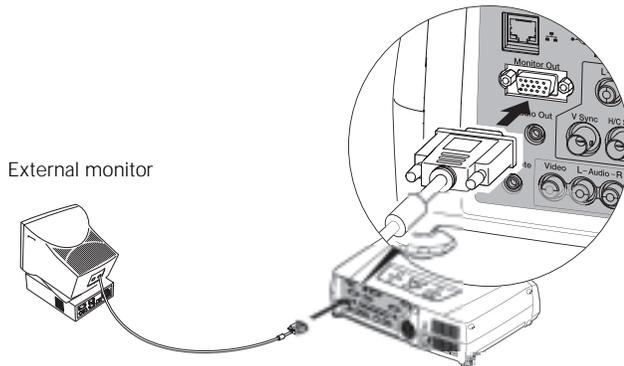
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You can use an external monitor to display images from any connected computer source. This lets you view your presentation close-up, as well as on the projection screen.

*Note: Some LCD monitors may not be able to display the image correctly. If you have trouble displaying the image, connect a multiscan monitor. If you're projecting computer images, make sure the computer's refresh rate is set to 65 Hz or greater.*

*The Monitor Out port will not display images from a video source.*

To use an external monitor, connect it to the projector's Monitor Out port, as shown:



Follow these guidelines when using an external monitor:

- ❑ The monitor displays the currently selected computer source. Press the Preview button on the remote control if you want to display all the active sources at once (see "Previewing Image Sources" on this page).
- ❑ If you want, you can view (or preview) images on the monitor while the projection screen is darkened by pressing the A/V Mute button.
- ❑ You can also view images on the monitor while the projector is in standby mode (plugged in but not turned on). Set the Standby Mode setting to Network ON in the Advanced1 menu.

## Displaying an Image

If you turn on your computer or video equipment before turning on 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 this page).

## Turning On the Projector

1. Remove the lens cap.
2. Plug in the projector.
3. Wait a few seconds until the ⏻ power light stops flashing and turns orange.
4. Press the red ⏻ Power button on top of the projector or on the remote control.

*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 ⏻ power light flashes green as the projector warms up. When the ⏻ power light stops flashing and remains green (in about 20 seconds), 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.

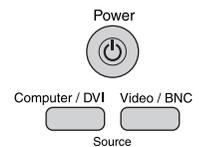
## Selecting the Image Source

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:

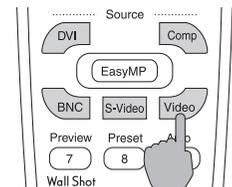
- ❑ The projector has two Source buttons.

Use the Computer/DVI button to switch 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 five Source buttons you can use to switch between equipment connected to the port identified on each button. (The PowerLite 7900p does not support EasyMP.™)



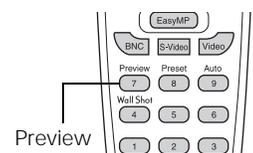
You can preview all sources to help you select the desired source, as described below.

It is recommended that you leave the Computer Input and BNC Input options in the projector's Setting menu set to Auto.

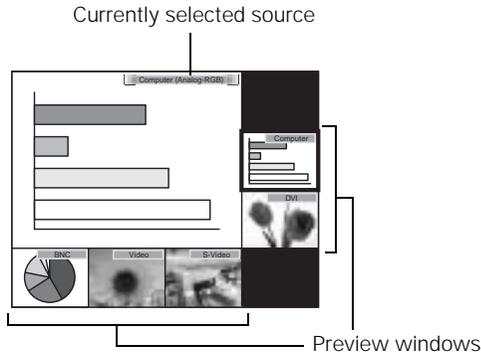
## Previewing Image Sources

You can use the Preview function to help you 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 in the main window, as shown below. All other sources (including the currently selected source) are displayed in smaller preview windows on the right side and at the bottom.



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 buttons 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 highlight surrounds the preview window for the currently selected source. You can use the pointer button on the remote control to highlight a different source, and then press Enter to display it.

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## Troubleshooting Display Problems

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### You Can't Project an Image

If you see a blank screen or a blue screen with the No Signal message, 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 one of the Source buttons on the projector's control panel or 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 Windows notebook computer, press the function key on your keyboard that lets you display on an external monitor. 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.

### The Projector and Computer Don't Display the Same Image

If you don't see the same image on the projection screen and on your computer screen, follow these guidelines.

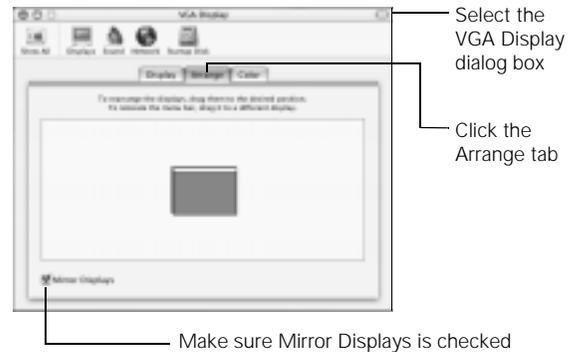
If you're using a Windows notebook computer:

- On most systems, 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 with 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 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.



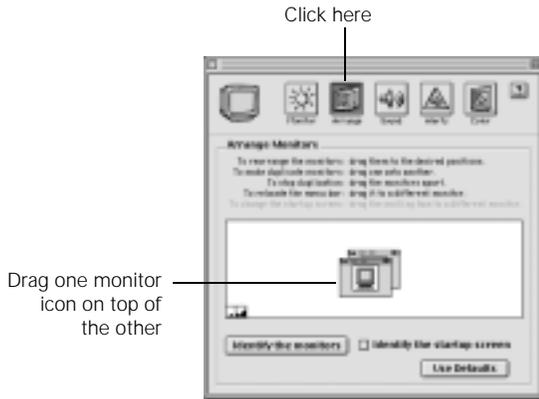
4. Make sure the Mirror Displays checkbox is selected.

If you're using OS 8.6 to 9.x:

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

1. From the Apple menu, select Control Panels, then click Monitors or Monitors and Sound.

- Click the Arrange icon.



- Drag one monitor icon on top of the other.

If the Arrange option isn't available, you may need to select one of the Simulscan resolution settings:

- Click the Monitor icon.



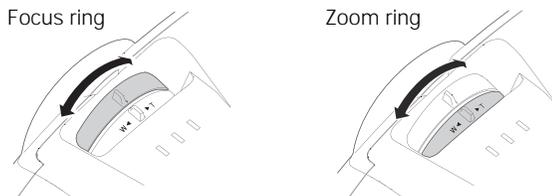
- Select a Simulscan resolution as shown. (Allow a few seconds for the projector to sync up after making the selection.)

## 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.



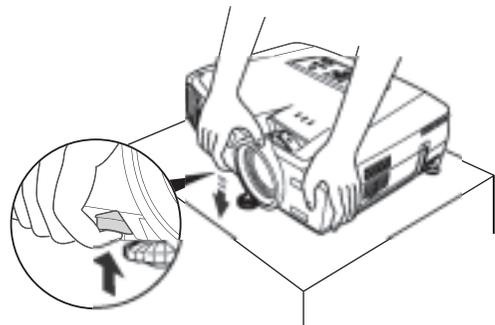
Use the Zoom ring on the projector to reduce or enlarge the projected image. Move the tab toward the W to make it bigger, or toward the T to make it smaller.

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

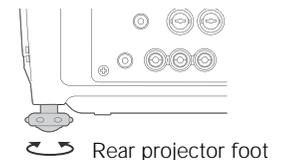
If the image is too low on the screen, you can raise it by adjusting the front foot:

- Stand behind the projector. Press the blue foot release lever up and lift the front of the projector.



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

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

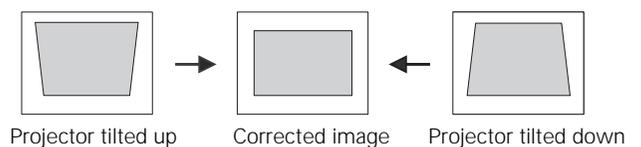


Raising the projector may cause the image to distort or "keystone." See the next section to correct this.

### 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.

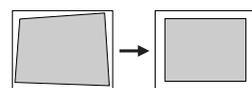
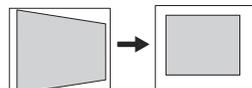
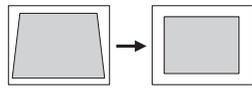
Even if the projector is slightly tilted (within a range of 40° up or down), the projector's automatic keystone correction function detects and corrects vertical keystone distortion.



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 as follows:

- ❑ 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" below).
- ❑ If no two sides of the image are parallel, you can adjust its shape using Quick Corner™ as described below.

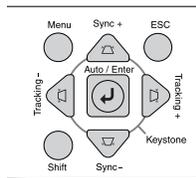


You cannot use both keystone correction and Quick Corner at the same time.

### 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.



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

### Using Quick Corner

When no two sides of the image are parallel, use Quick Corner to correct it.

1. Press the Menu button.
2. Select the Setting menu.
3. From the Setting menu, select Keystone.
4. Select Quick Corner.

You see this screen:

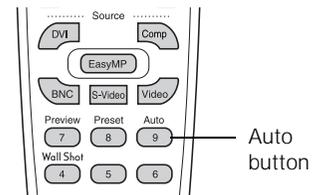


5. Press the Enter button to select the corner you want to adjust.
6. Use the pointer button on the remote control (or the arrow buttons on the projector) to adjust the shape.
7. Repeat steps 5 and 6 as needed to adjust the remaining corners.
8. When done, press the ESC button to exit the menu system.

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).

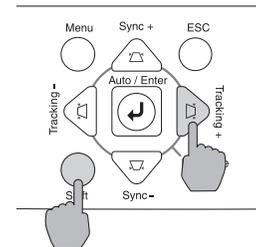
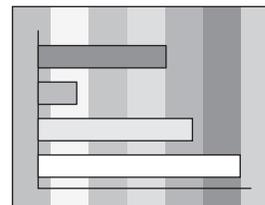


This automatically resets the projector's tracking, sync, resolution, and position settings.

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

The projector should automatically detect the correct source. However, if the image color doesn't look right even after you press the Auto button, try pressing the correct source button to select the source. See page 5 for details.

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.

## Adjusting the Color Mode

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

The following table lists the available color modes.

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

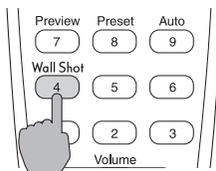
To change the color mode, press the Color Mode button on the remote control until you see the mode you want. The currently selected setting appears in the upper right corner of the screen. You can also use the projector menu system to select the Color Mode in the Video menu.

## Projecting Images Without a Screen

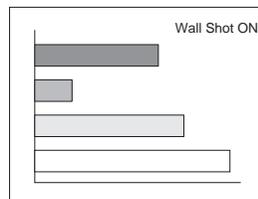
Even if you don't have a screen, you can project images onto surfaces like blackboards and colored walls without loss of image color. Your projector has a sensor that measures the conditions of the projection surface and automatically adjusts the colors and shading of your image.

## Making Initial Color Corrections

Press the Wall Shot button on either the remote control or the projector's control panel while projecting an image.



Wall Shot's status appears in the upper right corner of your screen. Then you see a sequence of colors flash for approximately five seconds while the sensor measures the conditions of the projection surface and adjusts the image.



**Note:** If the status message indicates that Wall Shot is off, press the Wall Shot button again to turn it on.

When you turn off the projector, it stores the correction values obtained by the last Wall Shot measurements. This is useful if you're projecting against the same surface and under the same conditions. To retrieve these corrections, just press the Wall Shot button again while projecting an image.

## Adjusting Color Corrections for a New Surface

Follow these steps to adjust the correction values if you're projecting on a new surface or in a new location:

1. Press the Wall Shot button on the remote control or projector while you're projecting an image. Wait for the Wall Shot status screen.
2. Press the Wall Shot button until you see Wall Shot Readjustment on the status screen.

You see a sequence of colors flash for about five seconds as the projector adjusts the color correction values for the new projection surface.

## 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.)

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.)



# Epson PowerLite 7900p Projector

- Press the  Power button again. The  power light flashes orange for about 30 seconds as the projector cools down. After the projector has cooled, the orange light stays on and the exhaust fan shuts off.

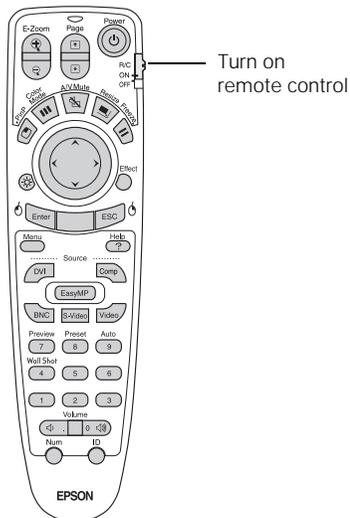
**Caution:** To avoid damaging the projector or lamp, never unplug the power cord when the  power light is green or flashing orange.

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

- If you extended the adjustable front foot, press up on the blue foot release lever and lower the projector to retract it.
- Replace the lens cap and unplug the power cord.
- If you're using the remote control, turn it off to conserve battery power.
- Disconnect any equipment plugged into the projector.

## Using the Remote Control

The remote control lets you access your projector's features from anywhere in the room (up to 30 feet away).



If the projector does not respond to the remote control, make sure batteries are installed and the switch on its side is turned on. Also make sure the projector ID and remote control ID match. (See "Controlling Multiple Projectors" on page 12.)

The projector also might not respond if:

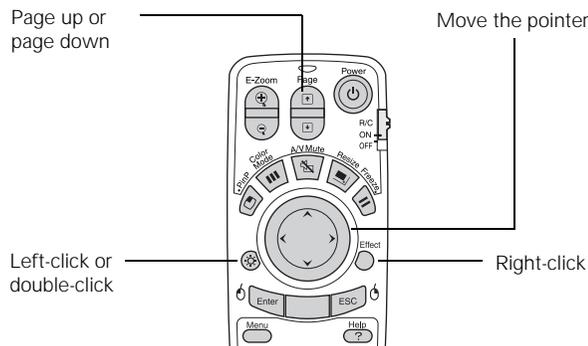
- The batteries are weak
- You're standing at too great a distance from the projector
- A certain type of fluorescent light is present
- A strong light source (such as direct sunlight) shines into the infrared receiver
- Other equipment emitting infrared energy is present

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.
PinP	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	Selects a drawing or pointer tool.
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	Switches to the equipment connected to the corresponding port: DVI, Comp, BNC, S-Video, or Video. (The EasyMP button does not work on this projector.)
Preview	Previews connected sources (see page 5).
Preset	Selects a preset group 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 12.)

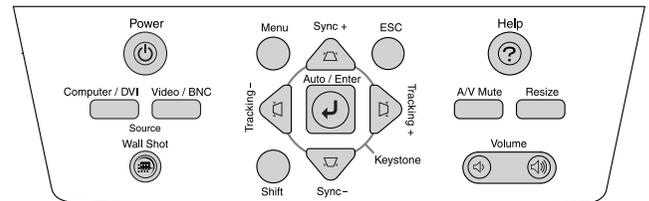
## Using the Remote Control as a Wireless Mouse

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



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

## Using the Control Panel



This table describes the functions of the control panel buttons.

Button	Function
Power	Turns the projector on or off.
Help	Displays the online help menu.
Computer / DVI	Switches between the connected Computer and DVI sources.
Video/BNC	Switches between the connected video and BNC sources (Video, S-Video, and BNC).
Menu	Displays the on-screen menu system.
ESC	Displays the previous menu when you're viewing a menu.
Auto/Enter	Selects an option when the menu or help system is active. When computer images are displayed, press to automatically adjust the image.
Tracking + and -	Eliminates 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.
Sync + and -	Corrects blurriness that may be present in some computer images. Use the 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	Squares an image that is "keystoned" or tapered on the sides after tilting up the projector.
Volume	Increases or decreases the sound.

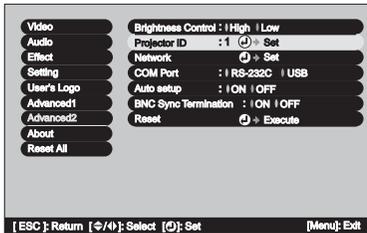
## Controlling Multiple Projectors

If you're using more than one projector, you can control all the projectors—or just selected ones—by using the projector ID system with just one remote control. To operate a projector, you have to set the remote control's ID to match that of the projector. Or you can control all of the projectors simultaneously by setting the remote control's ID to zero.

### 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.

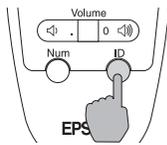


2. Press the right or left side of the pointer button to increase or decrease the ID value.
3. Press Enter to set the value.
4. When done, press ESC to exit the menu system.

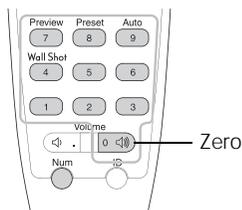
### Setting the Remote Control ID

The remote control's default ID is zero. If you need to change it, follow these steps:

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.



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. 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.

## Using Password Protection

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

You can also create a user's logo for the projector, to be displayed as the startup screen and/or AV/Mute screen. Unauthorized users cannot turn it off or change it. This discourages theft and provides a way to identify the projector should it be stolen.

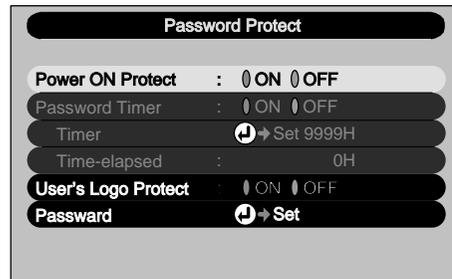
Additionally, to make sure a borrowed projector is returned, you can temporarily disable the password for a set period of time. When that time has elapsed, the password function is reactivated and you must enter the password before you can use the projector.

Follow the instructions below to set the password, and then turn on the password and/or user logo protection.

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

### Setting a Password

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



If a password has already been set, you see the Password Protect Release screen. See "Starting the Projector with a Password" on page 14.

2. Select Password and press Enter. You see the message Change the password?
3. Select Yes and press Enter.

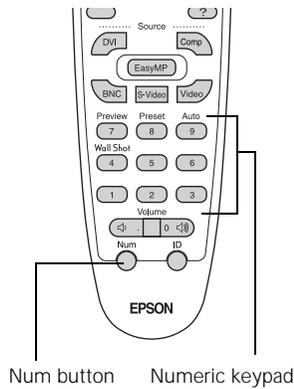
4. Hold down the Num button on the remote control and use the numeric keypad to enter a 4-digit password.

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

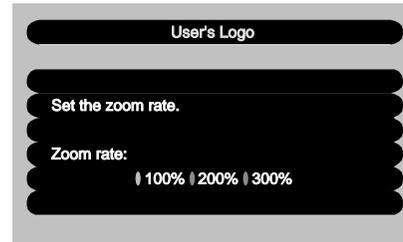
5. After you finish setting the password, press the ESC button to return to the Password Protect menu.

6. Press the Num button to deactivate the numeric keypad.

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



7. When you see this screen, select a zoom rate (display size), and then press Enter.



8. When you see the message Save image as user's logo?, select Yes and press Enter. Saving the logo takes about 15 seconds. Do not use the projector or other sources (computer, video, etc.) while the logo is being saved.
9. When you see the message Completed, press ESC.

### Creating a User's Logo

You can transfer any image on your computer to the projector, and then use it as the startup screen and/or the screen that is displayed when you press the A/V Mute button. The image can be a company logo, slogan, photograph, or any other image you want to use.

Follow these steps to capture the image and transfer it to the projector:

1. Display the image you want to use on the projector. You can use an image from either a computer or video source, such as a VCR.
2. Press the Menu button and select the User's Logo menu.
3. Press Enter to select Execute.

**Note:** If the User's Logo Protect option is ON, you see a message that the logo cannot be recorded. You'll need to disable User's Logo Protect before you can create or change the logo. See the next section, "Turning On the Password and User's Logo."

4. When you see a message asking if you want to use the present image as a user's logo, select Yes and press Enter. A selection box displays over the image.
5. Use the  pointer button on the remote control to select the area of the image you want to use. Once you've selected the area, press Enter.
6. When you see the message Select this image?, choose Yes and press Enter. If you want to change the area selected, select No, press Enter, and repeat steps 4 through 6.

### Turning On the Password and User's Logo

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

1. Press the Freeze button on the remote control for about 5 seconds until you see the Password Protect menu.
2. Select Power ON Protect and press Enter.
3. Select ON and press ESC.
4. If you want to disable the password temporarily, select Timer and press Enter. Then hold down the Num button while you use the numeric keypad to enter the number of hours (from 0 to 9999) you want the password feature disabled. If you want the projector to request the password every time it is turned on, set the timer to 0H.

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

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

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

When this feature is on, the logo appears whenever the projector is turned on (if the No-Signal Msg is set to Logo in the Setting menu) and as the A/V Mute screen (if you selected Logo as the A/V Mute setting in the Setting menu).

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

6. Press Menu to close the Password Protect menu.
7. Turn off the projector and unplug the power cord to enable password protection.

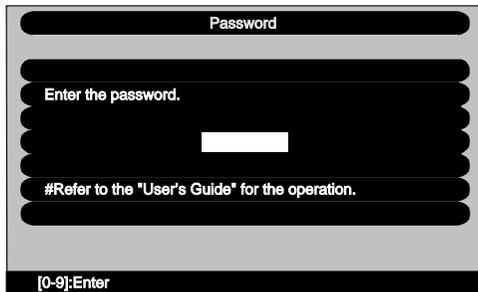
When you turn the projector on again, you will need to enter a password. Follow the instructions in the next section.

### Starting the Projector with a Password

**Caution:**

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

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



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

**Note:** *Press the Num button again to exit numeric keypad mode.*

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

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

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

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## Disabling the Projector's Buttons

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

1. Press the Menu button.
2. Select the Setting menu.
3. Select Operation Lock.
4. Select ON.
5. Select Yes.
6. Press the Menu button to exit the menu system.

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

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## Managing Projectors from a Remote Computer

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The projector's 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 EMP NetworkManager to receive e-mail notifications alerting you to possible problems.
- Use a network management utility running SNMP, such as HP OpenView,™ to manage your facility's equipment from a pre-existing system.

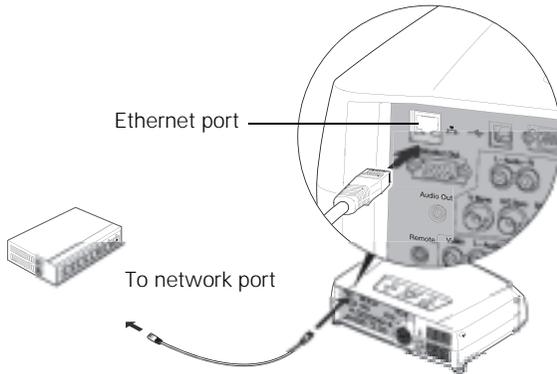
**Note:** *A plug-in is available to allow you to manage your projectors in HP OpenView. Additionally, other SNMP management utilities may be available in the future. Check with Epson for availability.*

Make sure you have installed the 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.)

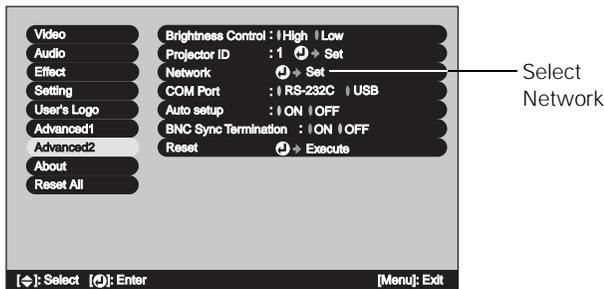
### Setting Up the Network

Connect each projector you want to monitor to your network and configure it with an appropriate IP address.

1. Connect the projector to your network using a commercially available 100baseTX or 10baseT network cable. Plug the cable into the projector's Ethernet port.

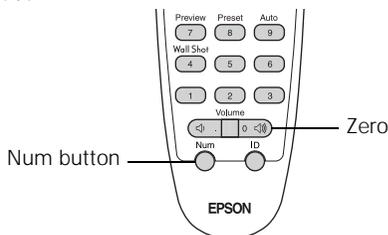


2. Turn on the projector.
3. Press the Menu button on the remote control and select Network from the Advanced2 menu.

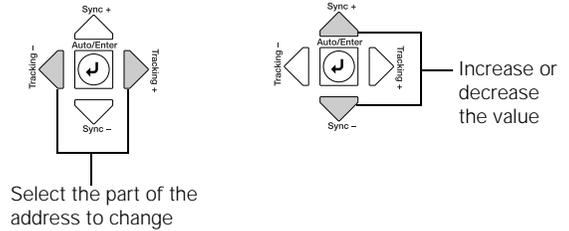


4. If your network assigns addresses automatically, turn on DHCP.
5. If your network does not assign addresses automatically, turn off DHCP and enter the projector's IP Address, Subnet Mask, and Gateway Address, as needed.

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



- 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.



**Note:** If you're a network administrator, you can use the SNMP option to enter a trap IP address. This lets you receive trap alerts for the projectors you're monitoring. If you have HP OpenView, a plug-in is available to allow you to manage your projectors in HP OpenView. Check with your dealer or Epson.

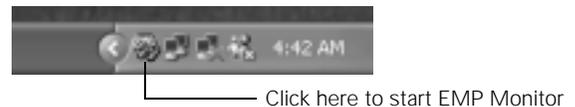
When you finish changing an address in the network menu, press the Enter button (on the remote control) or the Auto/Enter button (on the projector). This stores the value.

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:

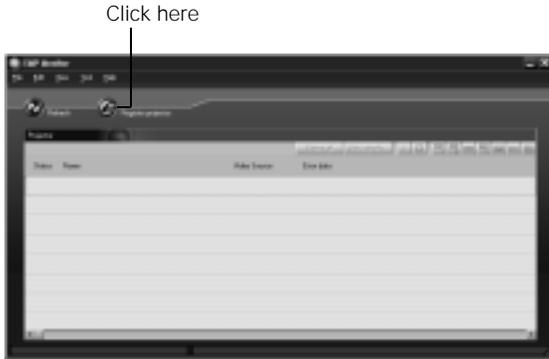


To close EMP Monitor, right-click the program icon shown above, then select Exit.

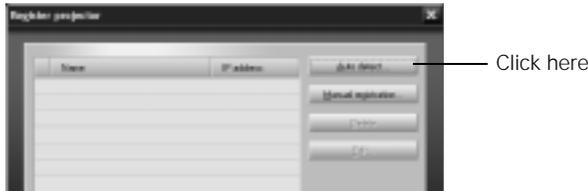
## Registering Projectors in EMP Monitor

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

1. Open EMP Monitor. You see this screen:



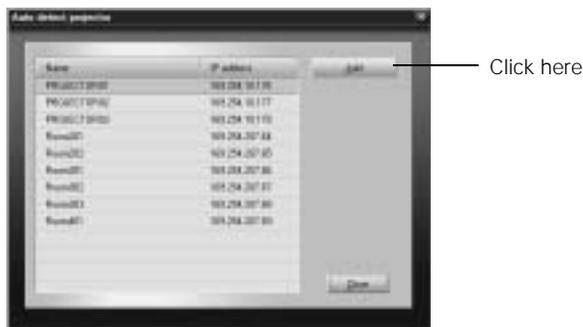
2. Click Register projector. You see this screen:



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:



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, Computer1, or InputA
	Computer2 or InputB
	S-Video
	Video
	D4 (Digital)
	DVI or HDMI (Digital)

*Error icons*

	Lamp replacement notification (the lamp is nearing the end of its life; see page 21)
	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

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.



*Note:* To turn on a projector when it's in standby mode (plugged in but not projecting), you 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 in 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.



2. Select the desired update interval and click OK.

## Using EMP NetworkManager

You can use EMP NetworkManager to configure the projector to send out messages by e-mail, notifying you when a problem occurs with the projector. Before running EMP NetworkManager, make sure you've installed the software as described in the *User's Guide*. Then follow the steps below to create e-mail settings for each projector you want to monitor.

### Selecting the Projectors to Monitor

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

You see the EMP NetworkManager screen. The projectors you've registered through EMP Monitor appear as icons.



2. If you'd like to register a projector manually and you know its IP address, double-click the  Proj(ector) address selection icon.

You see this screen:



3. Enter the projector's IP address and click Add. The projector's icon is added to the EMP NetworkManager screen.

### Setting a Password

You can set a password to restrict access to each projector from EMP NetworkManager:

1. Right-click the icon of the projector whose password you want to set, then select Change Password.



2. Enter a password up to 14 characters in length.

### Creating the E-Mail Settings

1. If EMP NetworkManager is not already running, open it from the Start menu. You see your registered projectors:



2. Double-click the icon for the projector whose e-mail settings you want to create. Enter your password, if you created one.
3. EMP NetworkManager connects to the projector, and you see this screen:



**Note:** The projector must be plugged in (projecting or in standby mode) for you to be able to connect to it. To access a projector in standby mode, you must first select Network ON as the Standby Mode setting in the projector's Advanced1 menu. (See the User's Guide for instructions.)

4. Verify that the network settings are correct. (If DHCP is on, you don't need to verify network settings.)
  - Make any desired changes to the projector's network address configuration (turning off DHCP enables the manual settings).
  - You can give the projector a name up to 15 characters long. Do not include the following symbols: ! @ # \$ % ^ & ' . \_ { } ~.

Naming the projector helps you identify it in EMP Monitor and EMP NetworkManager, especially if you're managing a lot of projectors.

5. Click Mail Notification Settings. You see this screen:



6. Select ON for the Mail Notification setting.
7. Enter the IP address and port number of the SMTP server used for sending e-mail. (The port's default setting is 25, but you can enter any number from 1 to 65535.)
8. Enter up to three destination e-mail addresses where you want the event notification messages to be sent.
9. Click the Setting a Notification Event button next to each address, then select the conditions under which you want a message to be sent.

*Note: A no-signal message is reported when no image signals are being input to a projector. If the projector will not normally be displaying an image, do not select 'no signal' as a condition for which you want a message to be sent.*

10. Click OK, then click OK again. Click Set on the Setup for Network Projector screen and confirm as needed.
11. When you see the test message window, you can send a message with the heading "TEST MAIL" to the addresses you have entered. The projector's name and IP address are included in the body of the message.
12. When you're done making all your projector settings, close EMP NetworkManager. (It does not have to be open for messages to be sent or received.)

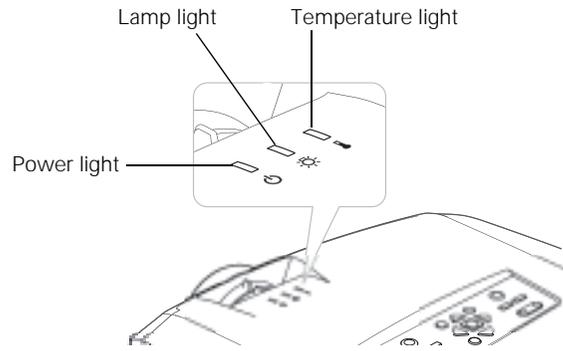
## Understanding the Notification Messages

If a projector experiences a problem, it sends 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 17.

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 able to report the error.*

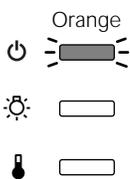
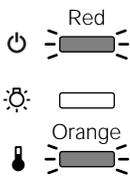
## Projector Status Lights

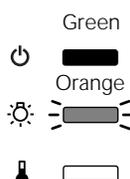
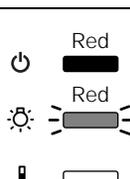
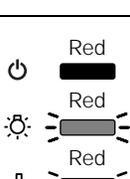


The lights on top of the projector indicate the projector's status and let you know when a problem occurs.

**Key:** = on    = flashing    = off

Light	Description and solution
	If no lights are on, make sure the power cord is connected securely both at the power outlet and the projector. If you have just replaced the lamp, make sure the cover is securely fastened.
Orange 	When the  power light is orange, the projector is in sleep mode. Press the Power button to turn it on.

Light	Description and solution
	<p>When the  power light is flashing green, the projector is warming up. Wait for the image to appear.</p>
	<p>When the  power light is green, the projector is operating normally.</p>
	<p>When the  power light is flashing orange, the projector is cooling down. Do not unplug it until the light stops flashing and remains orange. If you want to turn it back on, wait until the light stops flashing.</p>
	<p>When the power and temperature lights are flashing, the projector is getting too hot and is in rapid cooling mode. You can continue running it in this condition, however, verify that the air filter is not clogged. Clean or replace it as described on page 21.</p> <p>Make sure the room temperature is not above 104 °F (40 °C) and there is plenty of space around and under the projector for ventilation.</p>
	<p>When the power 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.</p> <p>Verify that the air filter is not clogged. Clean or replace it as described on page 21.</p> <p>Make sure the room temperature is not above 104 °F (40 °C) and there is plenty of space around and under the projector for ventilation. Then plug the power cord back in and press the  Power button.</p> <p>If the projector continues to overheat, contact Epson for help.</p>
	<p>When the  power light is red and the temperature light is flashing red, there is a problem with a fan or temperature sensor. Turn off the projector, unplug the power cord and contact Epson for help.</p>

Light	Description and solution
	<p>When the  power light is green and the lamp light is flashing orange, the lamp has been used for at least 1900 hours. To ensure continued operation, you should replace it as soon as possible (see page 21).</p>
	<p>When the  power light is red and the lamp light is flashing red, the lamp has burned out. Replace it as described on page 21.</p> <p>If these lights come on after replacing the lamp, make sure the lamp is fully inserted and the lamp cover is attached.</p>
	<p>If all three lights are red, the projector has an internal problem. Turn off the projector, unplug the power cord and contact Epson for help.</p>

### 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.

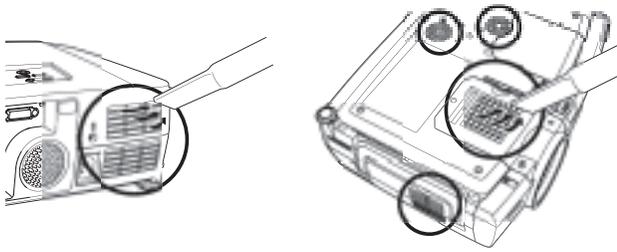
- To remove dirt or dust, wipe the case with a soft, dry, lint-free cloth.
- To remove stubborn dirt or stains, moisten a soft cloth with water and a mild detergent. Then wipe the case.
- Do not use wax, alcohol, benzene, paint thinner, or other chemical cleaning agents. These can damage the case.

## Cleaning the Air Filters and Vents

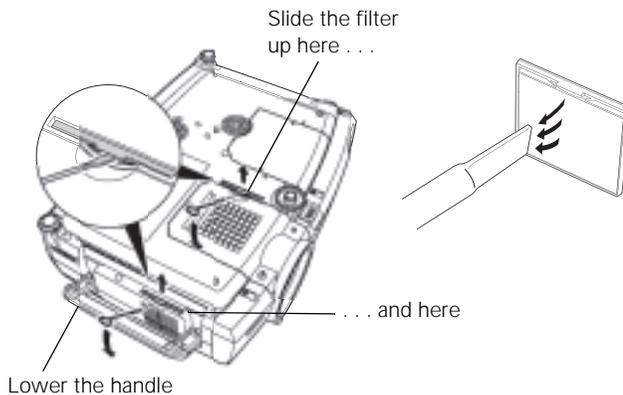
Clean the air filters and air intake vents after every 100 hours of use. If they are not cleaned periodically, they can become clogged with dust, preventing proper ventilation. This can cause overheating and damage the projector.

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 two filters. Slide the filters back into place when you're done.



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. 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 (after about 1900 hours) 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).

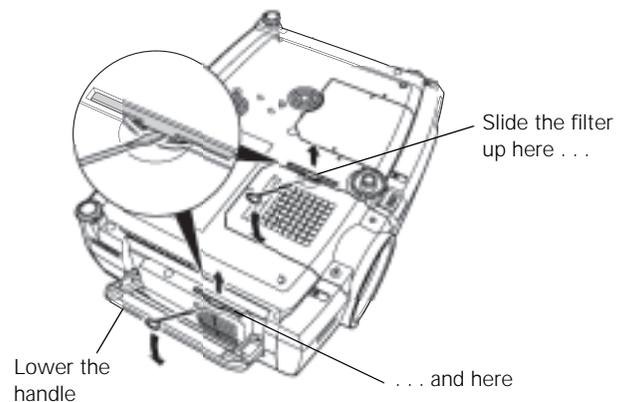
Contact your dealer or call Epson at (800) 873-7766 in the United States for a replacement lamp. Request part number V13H010L22. In Canada, please call (800) 463-7766 for dealer referral.

**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 22).

**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.

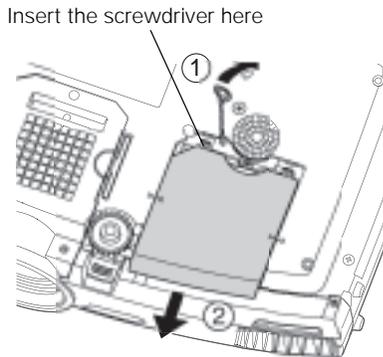
Follow these steps to replace the lamp and air filters:

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.

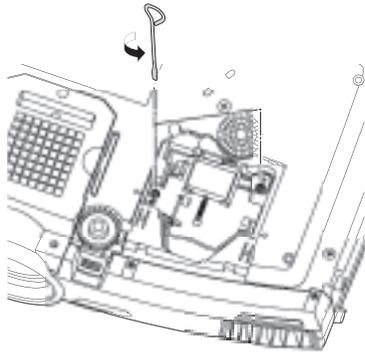


5. Insert the two new air filters. They should click into place.

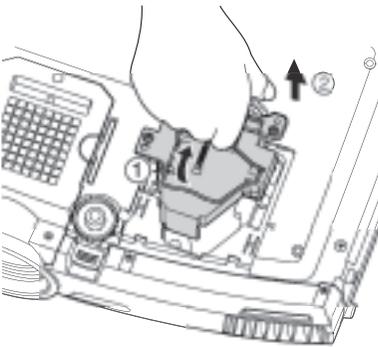
- To remove the lamp cover, insert the screwdriver supplied with the spare lamp (or another flat-tipped screwdriver), into the space beside the air vent to gently lift the lamp cover off.



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



- Grasp the wire handle as shown and pull the lamp straight out.



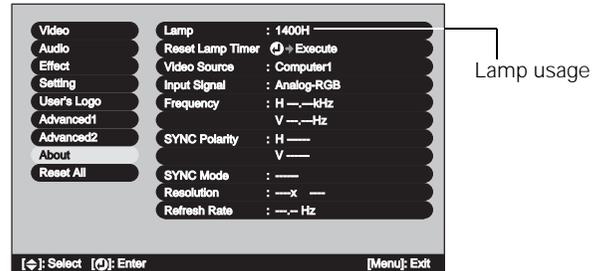
- Gently insert the new lamp.
- Once the lamp is fully inserted, tighten its screws and replace the cover. (The projector won't come on if the lamp cover is loose.)
- Reset the lamp timer as described in the next section.

## Resetting the Lamp Timer

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

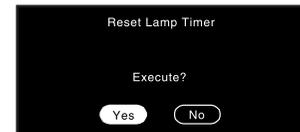
- Press the Menu button on the remote control or the projector's control panel to display the main menu.
- Use the pointer button on the remote control (or the arrow buttons on the projector) to highlight About, then press Enter.

You see this screen:



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

- Select Reset Lamp Timer. You see this prompt:



- Select Yes.
- 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 shipping case is available from Epson; see the following table.)

## Optional Accessories

Product	Part number
Replacement lamp and air filters	V13H010L22
Replacement air filters	V13H134A01
ATA shipping case	ELPKS46
ATA molded hardshell case	ELPKS48
Ceiling mount	ELPMB40
Suspension adapter	ELPMBAPL
False ceiling plate	ELPMBFCP
Adjustable ceiling channel	ELPMBACC
Security bracket/cabling	ELPMBSEC
Middle Throw Zoom Lens	V12H004M03
Wide Throw Zoom Lens	V12H004W03
Long Throw Zoom Lens	V12H004L05
Kensington security lock	ELPSL01
Projection screens: 50-inch portable screen 60-inch portable pop-up screen 80-inch portable pop-up screen 83.6-inch portable pop-up screen	ELPSC06 ELPSC07 ELPSC08 ELPSC09
Macintosh adapter set (includes monitor adapter and desktop adapter)	ELPAP01
Remote control cable set	V12H005C28
DVI-to-DVI digital video cable, 10 ft.	ELPKC20
DVI-to-DFP digital video cable, 10 ft.	ELPKC21
S-Video cable	ELPSV01
Component video cable, 10 ft.	ELPKC19
Distribution amplifier	ELPDA01
High resolution document camera	ELPDC04
High resolution document imager	ELPDC05

You can purchase these accessories from your dealer, by calling EPSON at (800) 873-7766, or by visiting the EPSON Store<sup>SM</sup> at [www.epsonstore.com](http://www.epsonstore.com) (U.S. sales only). In Canada, please call (800) 463-7766 for dealer referral.

## Related Documentation

CPD-18737	Epson PowerLite 7900p <i>User's Guide</i>
CPD-18738	Epson PowerLite 7900p <i>Quick Setup</i> sheet