

DLP® Projector

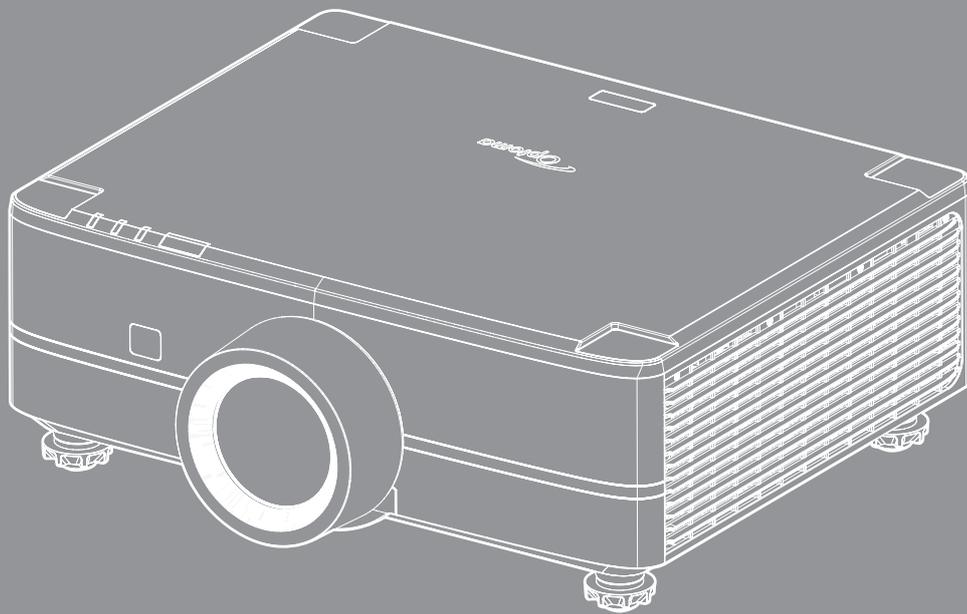


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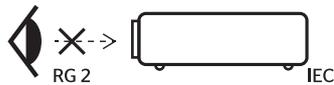
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SAFETY

| | |
|---|---|
|  | The lightning flash with arrow head within an equilateral triangle is intended to alert the user to the presence of uninsulated “dangerous voltage” within the product’s enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons. |
|  | The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance. |

Please follow all warnings, precautions and maintenance as recommended in this user manual.

Important Safety Instruction



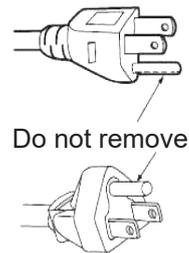
- Do not stare into the beam, RG2.
As with any bright source, do not stare into the direct beam, RG2 IEC 62471-5:2015.
- Do not block any ventilation openings. To ensure reliable operation of the projector and to protect from overheating, it is recommended to install the projector in a location that does not block ventilation. As an example, do not place the projector on a crowded surface. Do not put the projector in an enclosure such as a book case or a cabinet that restricts air flow.
- To reduce the risk of fire and/or electric shock, do not expose the projector to rain or moisture. Do not install near heat sources such as radiators, heaters, stoves or any other apparatus such as amplifiers that emits heat.
- Do not let objects or liquids enter the projector. They may touch dangerous voltage points and short out parts that could result in fire or electric shock.
- Do not use under the following conditions:
 - In extremely hot, cold or humid environments.
 - (i) Ensure that the ambient room temperature is within 5°C ~ 40°C (41°F ~ 104°F)
 - (ii) Relative humidity is 10% ~ 85%
 - In areas susceptible to excessive dust and dirt.
 - Near any appliance generating a strong magnetic field.
 - In direct sunlight.
- Do not use the unit if it has been physically damaged or abused. Physical damage/abuse would be (but not limited to):
 - Unit has been dropped.
 - Power supply cord or plug has been damaged.
 - Liquid has been spilled on to the projector.
 - Projector has been exposed to rain or moisture.
 - Something has fallen in the projector or something is loose inside.
- Do not place the projector on an unstable surface. The projector may fall over resulting in injury or the projector may become damaged.
- Do not block the light coming out of the projector lens when in operation. The light will heat the object and could melt, cause burns or start a fire.
- Please do not open or disassemble the projector as this may cause electric shock.
- Do not attempt to service the unit yourself. Opening or removing covers may expose you to dangerous voltages or other hazards. Please call Optoma before you send the unit for repair.
- See projector enclosure for safety related markings.

- The unit should only be repaired by appropriate service personnel.
- Only use attachments/accessories specified by the manufacturer.
- Do not look straight into the projector lens during operation. The bright light may harm your eyes.
- When switching the projector off, please ensure the cooling cycle has been completed before disconnecting power. Allow 90 seconds for the projector to cool down.
- Turn off and unplug the power plug from the AC outlet before cleaning the product.
- Use a soft dry cloth with mild detergent to clean the display housing. Do not use abrasive cleaners, waxes or solvents to clean the unit.
- Disconnect the power plug from the AC outlet if the product will not be used for a long period of time.
- Do not setup the projector in places where it might be subjected to vibration or shock.
- Do not touch the lens with bare hands.
- Remove battery/batteries from remote control before storage. If the battery/batteries are left in the remote for long periods, they may leak.
- Do not use or store the projector in places where smoke from oil or cigarettes may be present, as it can adversely affect the quality of the projector performance.
- Please follow the correct projector orientation installation as non standard installation may affect the projector performance.
- Use a power strip and/or surge protector. As power outages and brown-outs can KILL devices.



Warning: Do not remove the earthing pin on the mains plugs. This apparatus is equipped with a three prong earthing type mains plug. This plug will only fit an earthing-type mains socket. This is a safety feature. If you are unable to insert the plug into the mains socket, contact an electrician. Do not defeat the purpose of the earthing plug.

CAUTION: This equipment is equipped with a three-pin grounding-type power plug. Do not remove the grounding pin on the power plug. This plug will only fit a grounding-type power outlet. This is a safety feature. If you are unable to insert the plug into the outlet, contact an electrician. Do not defeat the purpose of the grounding plug.



- These requirements apply to consumer products containing button batteries or coin cells batteries. They do not apply to products that by virtue of their dedicated purpose and instructions are not intended to be used in locations where they may be accessed by children, such as products for dedicated professional use or commercial use in locations where children are not normally or typically present.
- Ground the power cord:
 - This device is designed to be used with the power cord grounded. Failure to ground the power cord may result in electric shock. Ensure the power cord is properly grounded and directly connected to a wall outlet.
 - Do not use a 2-pin adapter.
- Disclaimer: Operating this equipment in residential areas may cause radio interference.

Laser Radiation Safety Information

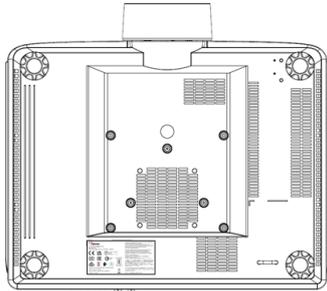
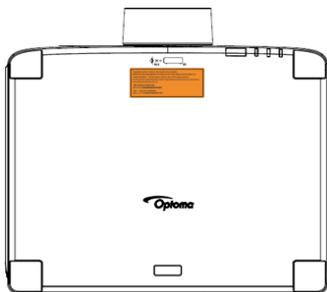
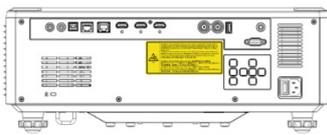
To ensure safe operation, read all laser safety precautions before installing and operating the projector.

- This projector is class 1 laser product of IEC/EN 60825-1:2014 and risk group 2 with the requirements of IEC 62471-5:2015.
- Complies with 21 CFR 1040.10 and 1040.11 except for conformance as a Risk Group 2 LIP as defined in IEC 62471-5:Ed.1.0. For more information see Laser Notice No. 57, dated May 8, 2019.
- IEC 60825-1:2014/EN 60825-1:2014+A11:2021/EN 50689:2021 class 1 consumer laser product, IEC 62741-5:2015 risk group 2.
- This product must not be used in residential areas.
- This product may cause interference if used in residential areas. Such use must be avoided unless the user takes special measures to reduce electromagnetic emissions to prevent interference to the reception of radio and television broadcasts.
- Possibly hazardous optical radiation emitted from this product.
- This projector has built-in Class 4 laser module. Disassembly or modification is very dangerous and should never be attempted.
- Any operation or adjustment not specifically instructed in the user manual creates the risk of hazardous laser radiation exposure.
- Do not open or disassemble the projector as this may cause damage by the exposure of laser radiation.
- Do not stare into beam when the projector is on. The bright light may result in permanent eye damage.
- When turning on the projector, make sure no one within projection range is looking at the lens.
- Without following the control, adjustment or operation procedure may cause damage by the exposure of laser radiation.
- Adequate instructions for assembly, operation, and maintenance, including clear warnings concerning precautions to avoid possible exposure to laser and collateral radiation in excess of the accessible emission limits in Class 2.
- The Class A digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulation.
- We recommend you install this projector above the reach of children.
- Notice is given to supervise children and to never allow them to stare into the projector beam at any distance from the projector.
- Notice is given to use caution when using the remote control for starting the projector while in front of the projection lens.
- Notice is given to the user to avoid the use of optical aids such as binoculars or telescopes inside the beam.

CAUTION: Use of controls, adjustments, or performance of procedures other than those specified herein may result in hazardous radiation exposure.

Product Safety Labels and Location

Light Beam Related Safety Labels and Location

| Label Name | Label Image | Label Location |
|---------------------|---|--|
| Specification Label |  <p>Note: Spec label varies by region (for reference only).</p> |  |
| Warning Label |  |  |
| Warning Label |  |  |

3D Safety Information

Please follow all warnings and precautions as recommended before you or your child use the 3D function.



Warning

- Children and teenagers may be more susceptible to health issues associated with viewing in 3D and should be closely supervised when viewing these images.

Photosensitive Seizure Warning and Other Health Risks

- Some viewers may experience an epileptic seizure or stroke when exposed to certain flashing images or lights contained in certain Projector pictures or video games. If you suffer from, or have a family history of epilepsy or strokes, please consult with a medical specialist before using the 3D function.
- Even those without a personal or family history of epilepsy or stroke may have an undiagnosed condition that can cause photosensitive epileptic seizures.
- Pregnant women, the elderly, sufferers of serious medical conditions, those who are sleep deprived or under the influence of alcohol should avoid utilizing the unit's 3D functionality.
- If you experience any of the following symptoms, stop viewing 3D pictures immediately and consult a medical specialist: (1) altered vision; (2) lightheadedness; (3) dizziness; (4) involuntary movements such as eye or muscle twitching; (5) confusion; (6) nausea; (7) loss of awareness; (8) convulsions; (9) cramps; and/ or (10) disorientation. Children and teenagers may be more likely than adults to experience these symptoms. Parents should monitor their children and ask whether they are experiencing these symptoms.
- Watching 3D projection may also cause motion sickness, perceptual after effects, disorientation, eye strain and decreased postural stability. It is recommended that users take frequent breaks to lessen the potential of these effects. If your eyes show signs of fatigue or dryness or if you have any of the above symptoms, immediately discontinue use of this device and do not resume using it for at least thirty minutes after the symptoms have subsided.
- Watching 3D projection while sitting too close to the screen for an extended period of time may damage your eyesight. The ideal viewing distance should be at least three times the screen height. It is recommended that the viewer's eyes are level with the screen.
- Watching 3D projection while wearing 3D glasses for an extended period of time may cause a headache or fatigue. If you experience a headache, fatigue or dizziness, stop viewing the 3D projection and rest.
- Do not use the 3D glasses for any other purpose than for watching 3D projection.
- Wearing the 3D glasses for any other purpose (as general spectacles, sunglasses, protective goggles, etc.) may be physically harmful to you and may weaken your eyesight.
- Viewing in 3D projection may cause disorientation for some viewers. Accordingly, DO NOT place your 3D PROJECTOR near open stairwells, cables, balconies, or other objects that can be tripped over, run into, knocked down, broken or fallen over.

Cleaning the Lens

- Before cleaning the lens, be sure to turn off the projector and unplug the power cord to allow it to completely cool down.
- Use a compressed air tank to remove the dust.
- Use a special cloth for cleaning lens and gently wipe the lens. Do not touch the lens with your fingers.
- Do not use alkaline/acid detergents or volatile solvents such as alcohol for cleaning lens. If the lens is damaged due to the cleaning process, it is not covered by the warranty.



Warning

- Do not use a spray containing flammable gases to remove dust or dirt from the lens. This may cause a fire due to excessive heat inside the projector.
- Do not clean the lens if the projector is warming up as this may cause the lens' surface film to peel off.
- Do not wipe or tap the lens with a hard object.

Copyright

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The information in this document is subject to change without notice. The manufacturer makes no representations or warranties with respect to the contents hereof and specifically disclaims any implied warranties of merchantability or fitness for any particular purpose. The manufacturer reserves the right to revise this publication and to make changes from time to time in the content hereof without obligation of the manufacturer to notify any person of such revision or changes.

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HDBaseT™ and the HDBaseT Alliance logo are trademarks of the HDBaseT Alliance.

All other product names used in this manual are the properties of their respective owners and are Acknowledged.

FCC

This Equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this device does cause harmful interference to radio or television reception, which can be determined by turning the device off and on is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the device and receiver.
- Connect the device into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/television technician for help.

Notice: Shielded cables

All connections to other computing devices must be made using shielded cables to maintain compliance with FCC regulations.

Caution

Changes or modifications not expressly approved by the manufacturer could void the user's authority, which is granted by the Federal Communications Commission, to operate this projector.

Operation Conditions

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. This device may not cause harmful interference and
2. This device must accept any interference received, including interference that may cause undesired operation.

Notice: Canadian users

This Class A digital apparatus complies with Canadian ICES-003.

Remarque à l'intention des utilisateurs canadiens

Cet appareil numérique de la classe A est conforme à la norme NMB-003 du Canada.

Declaration of Conformity for EU countries

- EMC Directive 2014/30/EU (including amendments)
- Low Voltage Directive 2014/35/EU
- Radio Equipment Directive 2014/53/EU (if product has RF function)
- RoHS Directive 2011/65/EU

WEEE



Disposal instructions

Do not throw this electronic device into the trash when discarding. To minimize pollution and ensure utmost protection of the global environment, please recycle it.

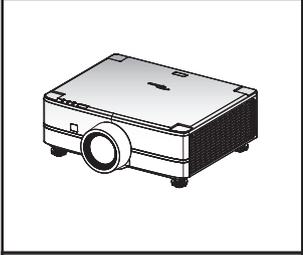
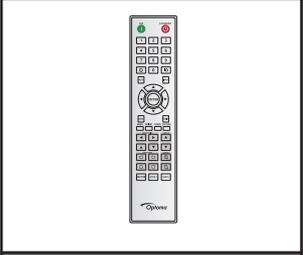
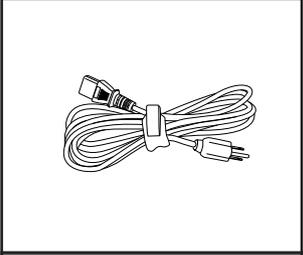
INTRODUCTION

Package Overview

Carefully unpack and verify that you have the items listed below under standard accessories. Some of the items under optional accessories may not be available depending on the model, specification and your region of purchase. Please check with your place of purchase. Some accessories may vary from region to region.

The warranty card is only supplied in some specific regions. Please consult your dealer for detailed information.

Standard Accessories

| | | | |
|---|---|--|--|
|  |  |  | <input checked="" type="checkbox"/> Warranty Card(**) <input checked="" type="checkbox"/> Quick Start User Manual |
| Projector | Remote control(*) | AC power cord | Documentation |

Note:

- (*) The remote control requires two AAA batteries. See “Install / Replacing Remote Control Batteries” on page 24 for more information.
- (**) For European warranty information, please visit www.optoma.com.



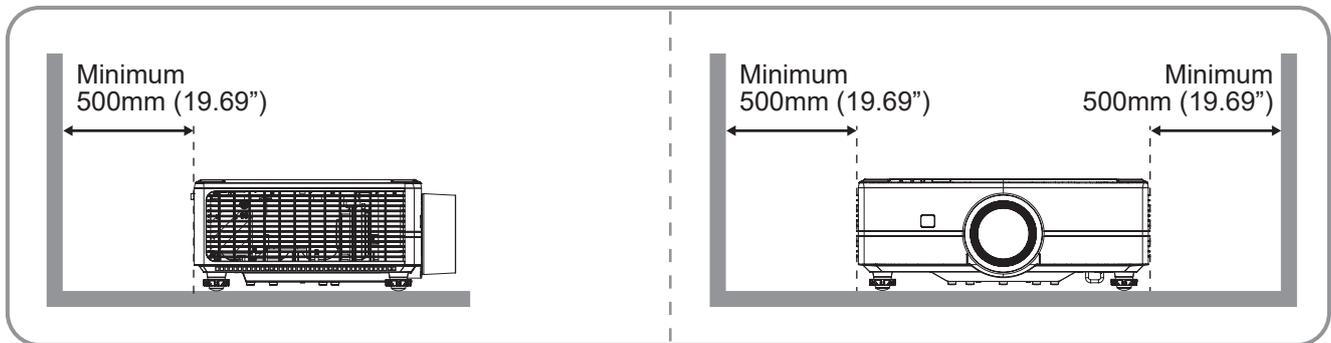
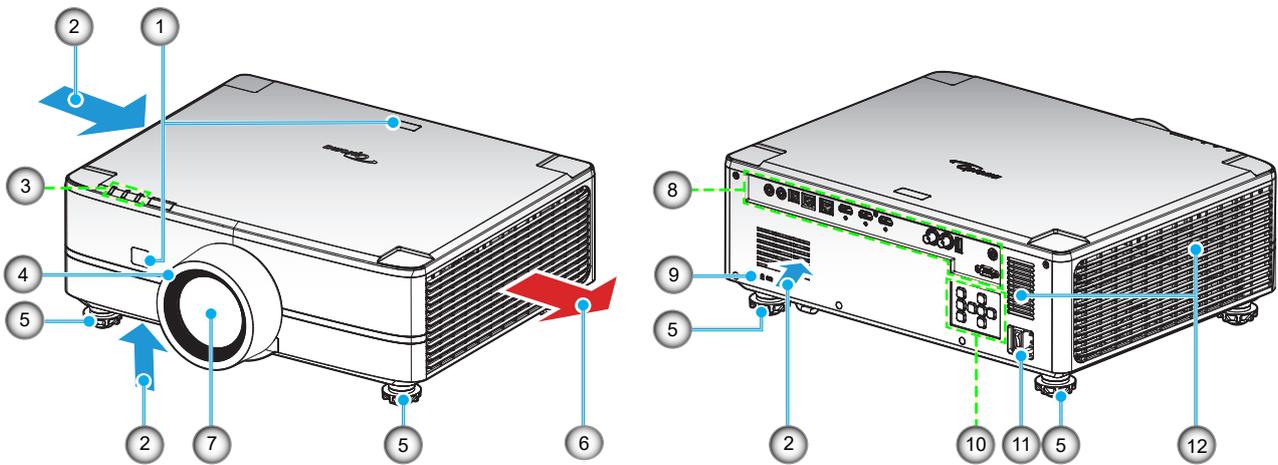
Please scan the OPAM warranty QR code or visit the following URL:
www.optomausa.com/OPAM/warranty



Please scan the Asia-Pacific QR code or visit the following URL:
<https://www.optoma.com/support/download>

INTRODUCTION

Product Overview



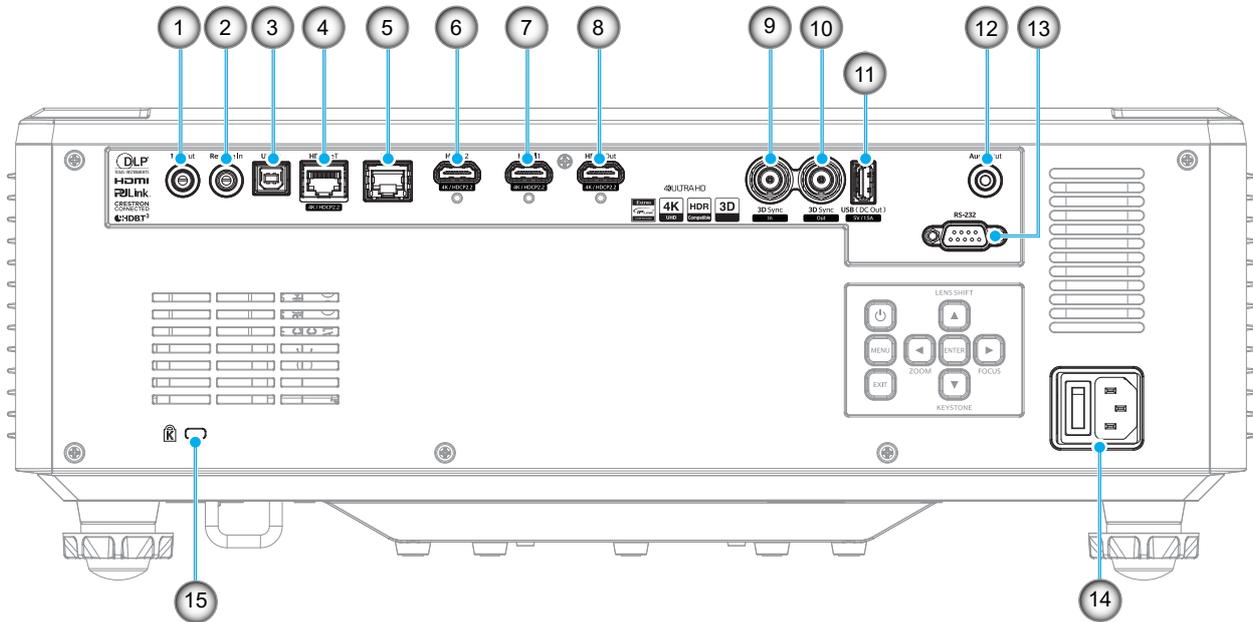
Note:

- Do not block projector intake and exhaust vents.
- When operating the projector in an enclosed space, allow at least 500mm (19.69") clearance around the intake and exhaust vents.

| No. | Item | No. | Item |
|-----|-----------------------------|-----|-----------------------------|
| 1. | IR Receivers | 7. | Projection Lens |
| 2. | Ventilation (Inlet) | 8. | Input / Output |
| 3. | LED Indicators | 9. | Kensington™ Lock Port |
| 4. | Deco Ring (1.6x lens model) | 10. | Control Panel |
| 5. | Tilt-Adjustment Foot | 11. | Power Socket / Power Switch |
| 6. | Ventilation (Outlet) | 12. | Speakers |

INTRODUCTION

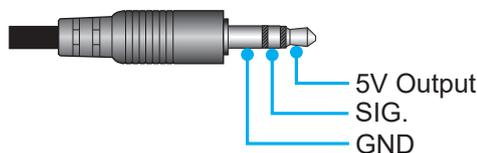
Connections



| No. | Item | Cable | Example Connections ¹ |
|-----|--|--|-------------------------------------|
| 1. | 12V Out Connector | 12V Trigger Cable | Motorized screen, Curtain, etc |
| 2. | Remote In Connector | Wired Remote Control Cable or IR Receiver Cable (3.5mm TRS type ²) | RCU |
| 3. | USB Connector | USB (A to B) Cable | Computer |
| 4. | HDBaseT Connector | RJ-45 Cable | Media Play |
| 5. | LAN Connector | RJ-45 Cable | Local or Company Network |
| 6. | HDMI 2 Connector | HDMI Cable | Computer, Game, Console, Media Play |
| 7. | HDMI 1 Connector | HDMI Cable | Computer, Game, Console, Media Play |
| 8. | HDMI Out Connector | HDMI Cable | Screen |
| 9. | 3D Sync In Connector | 3D Sync Cable | Computer |
| 10. | 3D Sync Out Connector | 3D Emitter Cable | 3D Emitter |
| 11. | USB Connector (Power 5V---1.5A) ³ | USB (A to A) Cable | USB 5V Out |
| 12. | Audio Out Connector | Audio Out Cable | Speaker, Media Play |
| 13. | RS-232C Connector | RS232 Cable | Computer |
| 14. | Power Socket / Power Switch | Power Cord | Projector |
| 15. | Kensington™ Lock Port | Protection Cable | Projector |

Note:

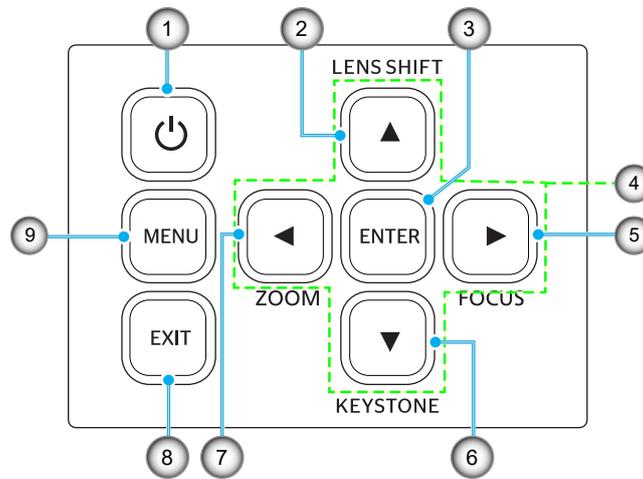
1. These are just a few examples of what you can connect. There may be more options available for each port.
2. 3.5mm TRS type.



3. Not recommended for charging a cell phone.

INTRODUCTION

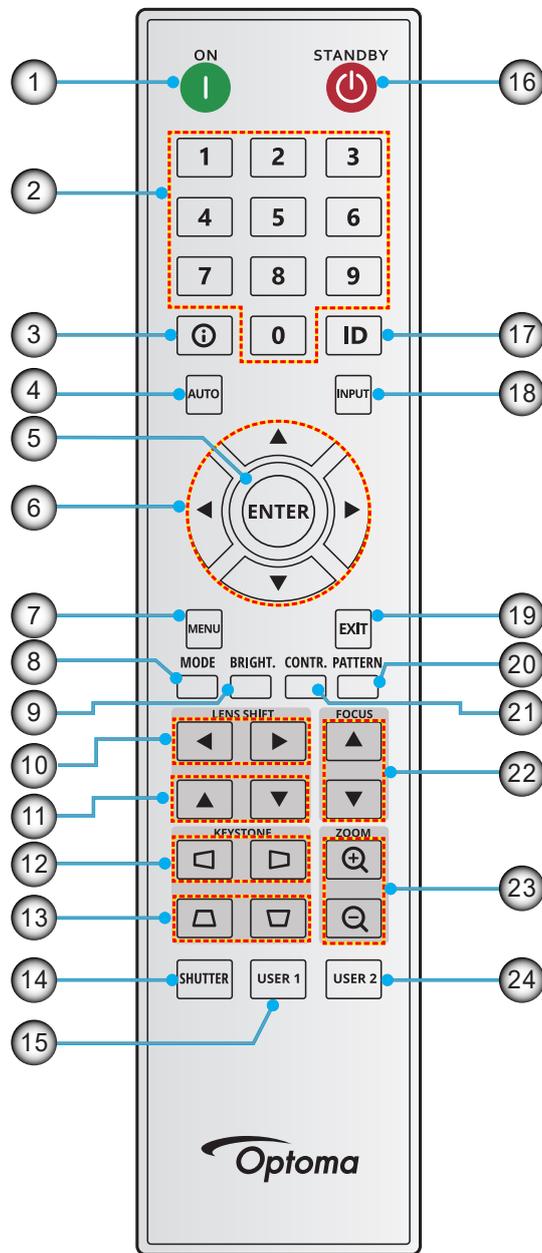
Keypad



| No. | Button | Function |
|-----|------------------------------|--|
| 1. | Power Button | Turns the projector on or off. |
| 2. | Lens Shift | Adjust the lens vertical / horizontal position. |
| 3. | Enter | Confirm the settings. |
| 4. | Four Directional Select Keys | Navigation keys. |
| 5. | Focus | Adjust the image focus. |
| 6. | Keystone Correction | Adjust the keystone correction. |
| 7. | Zoom | Adjust the image size. |
| 8. | Exit | Returns to previous menu or exit menu if at top level. |
| 9. | Menu | Shows the main menu on screen. |

INTRODUCTION

Remote control



| No. | Button | Function |
|-----|-------------|---|
| 1. | Power On | Turn the projector on. |
| 2. | Number Keys | Input numbers (0-9). |
| 3. | Info | Display information on the screen image. |
| 4. | Auto | Automatically synchronize the projector to an input source. |
| 5. | Enter | Press to confirm the selection. |
| 6. | Arrow Keys | Use arrow keys to navigate through the menu or select the appropriate settings. |
| 7. | Menu | Show the main menu on the screen. |
| 8. | Mode | Press to select the preset display mode. |
| 9. | Brightness | Set the brightness of the image. |

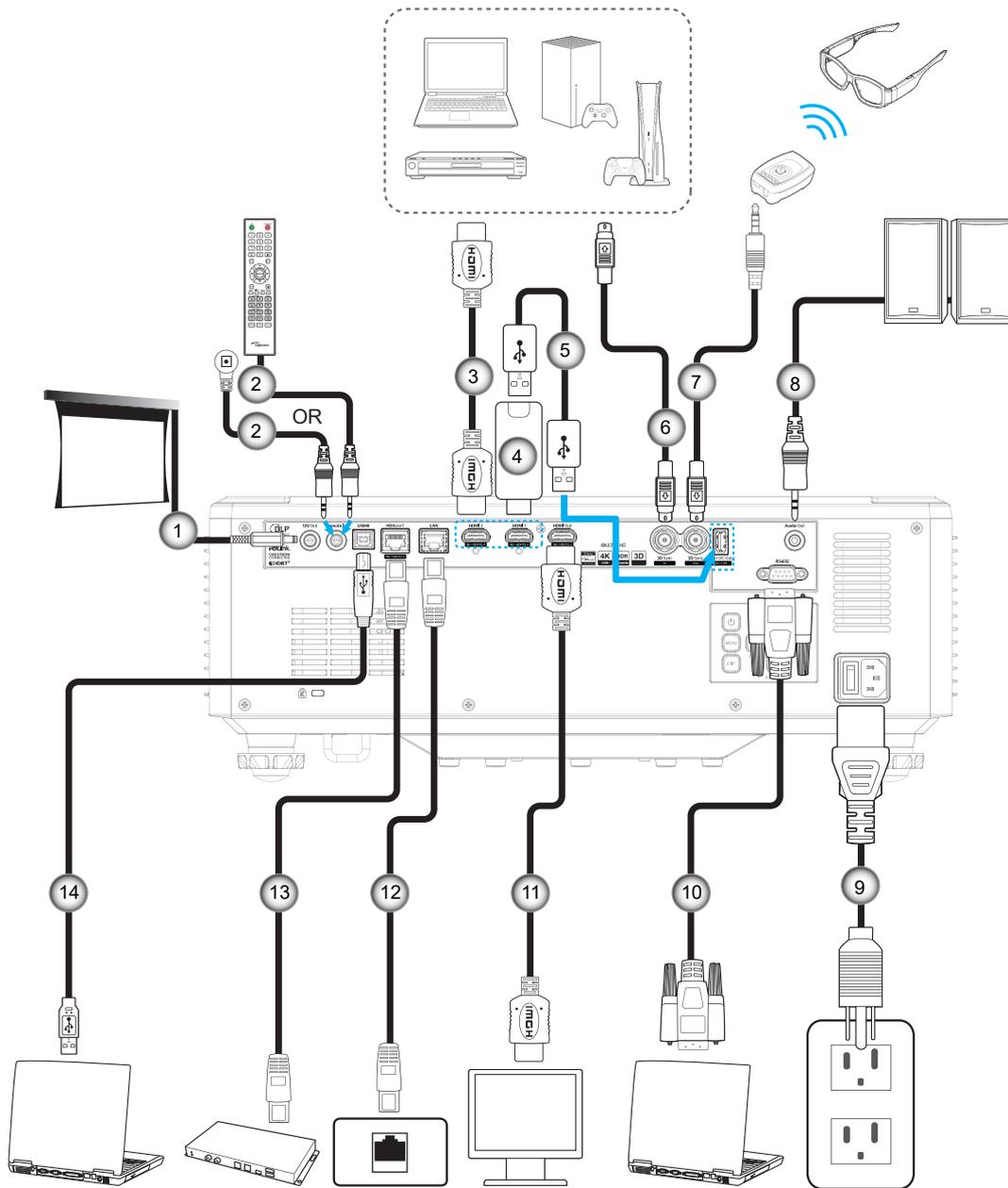
INTRODUCTION

| No. | Button | Function |
|-----|-------------------------|---|
| 10. | Lens Shift (Horizontal) | Adjust the image position horizontally. |
| 11. | Lens Shift (Vertical) | Adjust the image position vertically. |
| 12. | Keystone (Horizontal) | Adjust a horizontally keystone image. |
| 13. | Keystone (Vertical) | Adjust a vertically keystone image. |
| 14. | Shutter | Momentarily turn off/on the screen (AV Mute). |
| 15. | User 1 | Press to assign custom functions. See user guide for more info. |
| 16. | Standby | Turn the projector off. |
| 17. | ID | Set the projector address. |
| 18. | Input | Select an input source manually. |
| 19. | Exit | Back to previous menu. |
| 20. | Pattern | Display test pattern. |
| 21. | Contrast | Set the contrast of the image. |
| 22. | Focus | Adjust the image focus. |
| 23. | Zoom | Adjust the image size. |
| 24. | User 2 | Press to assign custom functions. See user guide for more info. |

Note: Some keys may have no function for models that do not support these features.

SETUP AND INSTALLATION

Connecting Sources to the Projector



| No. | Item |
|-----|--|
| 1. | 12V DC Jack |
| 2. | Wired Remote Control Cable or IR Receiver Cable (3.5mm TRS type) |
| 3. | HDMI Cable |
| 4. | HDMI Dongle |
| 5. | USB (A to A) Cable |

| No. | Item |
|-----|------------------|
| 6. | 3D Sync Cable |
| 7. | 3D Emitter Cable |
| 8. | Audio Out Cable |
| 9. | Power Cord |
| 10. | RS232 Cable |

| No. | Item |
|-----|--------------------|
| 11. | HDMI Cable |
| 12. | RJ-45 Cable |
| 13. | RJ-45 Cable |
| 14. | USB (A to B) Cable |

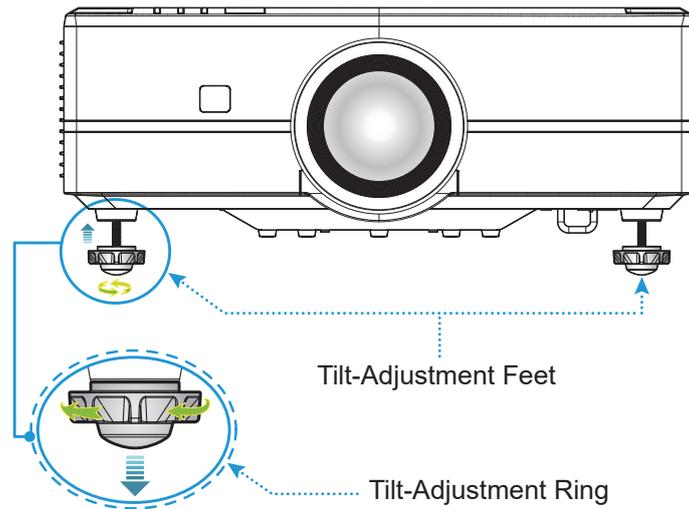
SETUP AND INSTALLATION

Adjusting the Projector Image

Adjusting the Projector's Height

The projector is equipped with elevator feet for adjusting the image height.

1. Locate the adjustable foot you wish to adjust on the underside of the projector.
2. Rotate the adjustable foot clockwise or counterclockwise to raise or lower the projector.



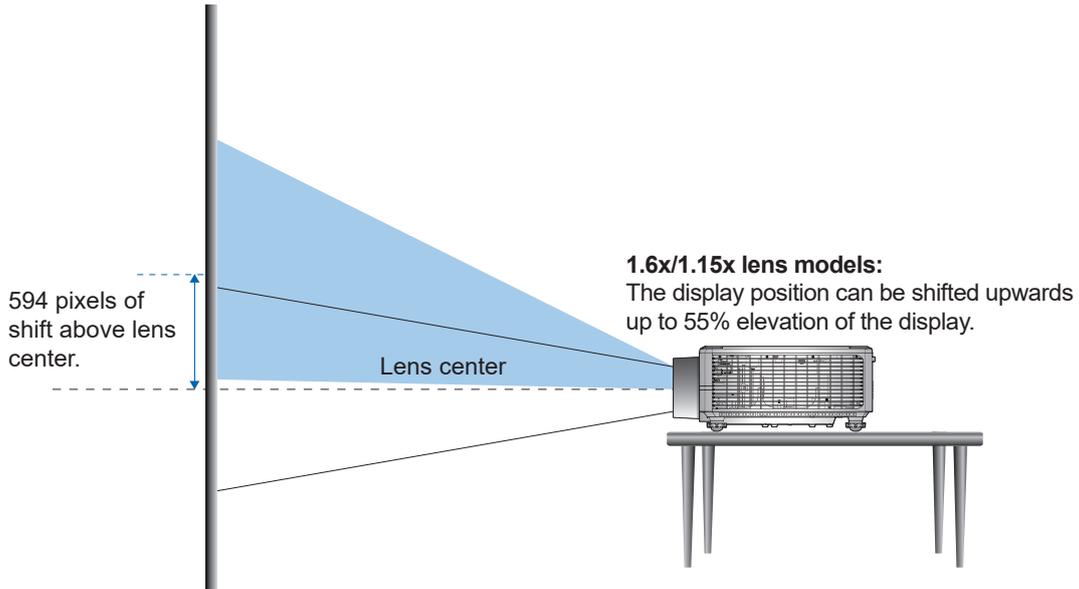
SETUP AND INSTALLATION

Adjusting the Projection Image Shift

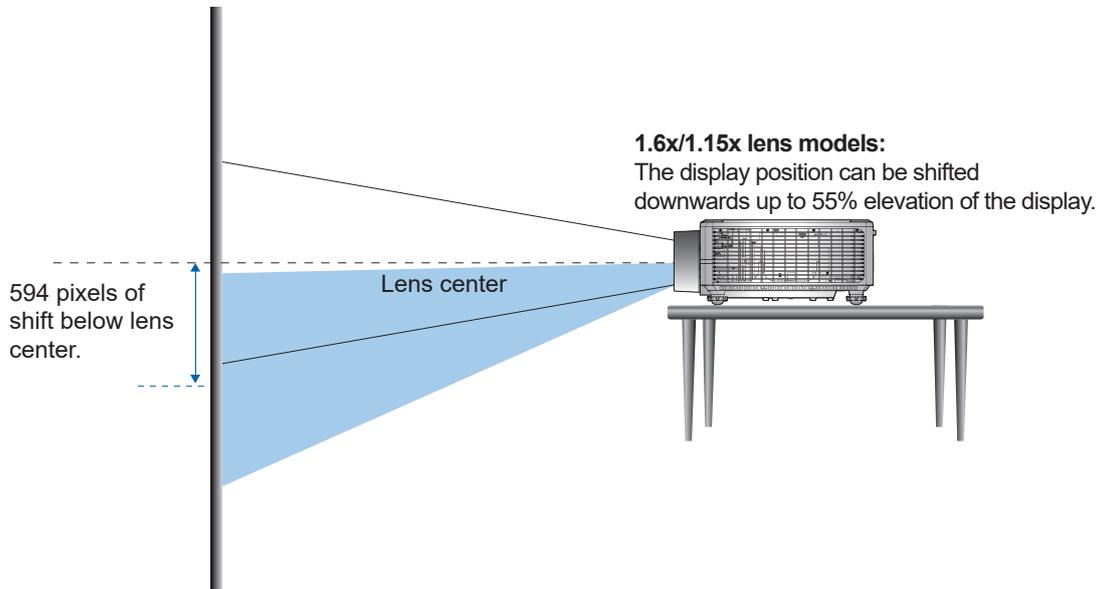
The projection lens can be moved up, down, right, and left with the motor-driven lens shift function. This function makes the positioning of images easy on the screen. Lens shift is generally expressed as a percentage of the image height or width, see below illustration.

Vertical / Horizontal Lens Shift

When the lens is shifted to top:

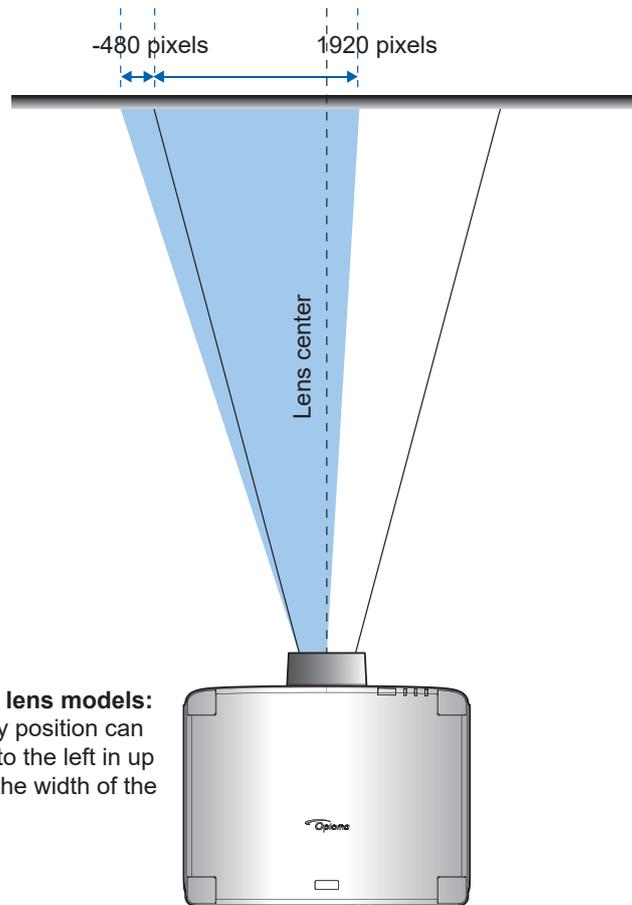


When the lens is shifted to bottom:



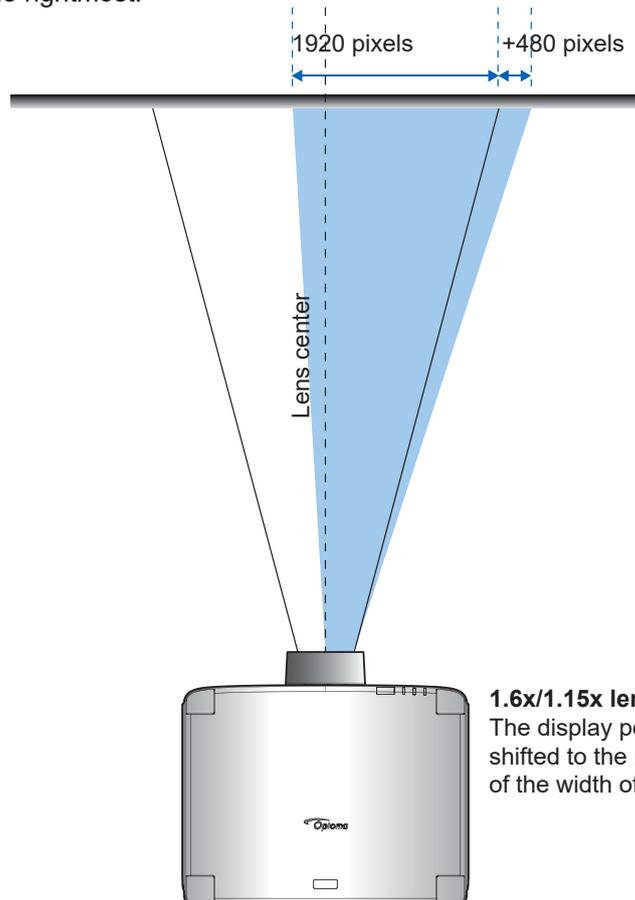
SETUP AND INSTALLATION

When the lens is shifted to the leftmost:



1.6x/1.15x lens models:
The display position can be shifted to the left in up to 25% of the width of the display.

When the lens is shifted to the rightmost:

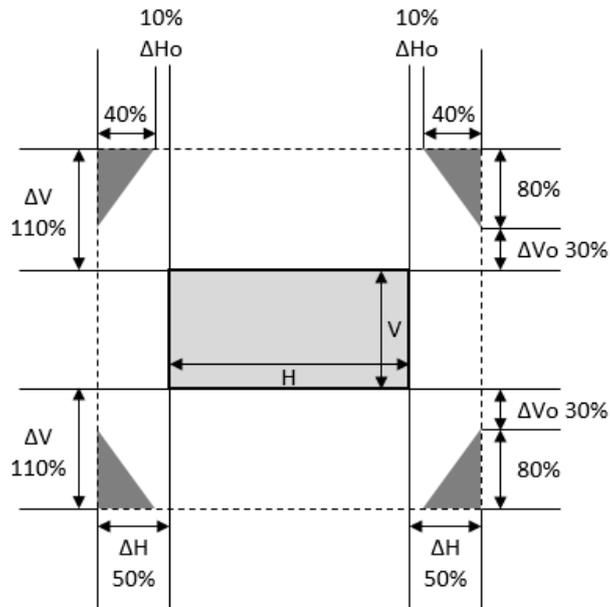


1.6x/1.15x lens models:
The display position can be shifted to the right in up to 25% of the width of the display.

SETUP AND INSTALLATION

Lens Shift Range

| Lens Type | Lens Shift Range (1/2 image) | | | |
|------------------------|------------------------------|------------|--------------|--------------|
| | ΔH | ΔV | ΔH_o | ΔV_o |
| 1.6x/1.15x lens models | 50% | 110% | 10% | 30% |



Note:

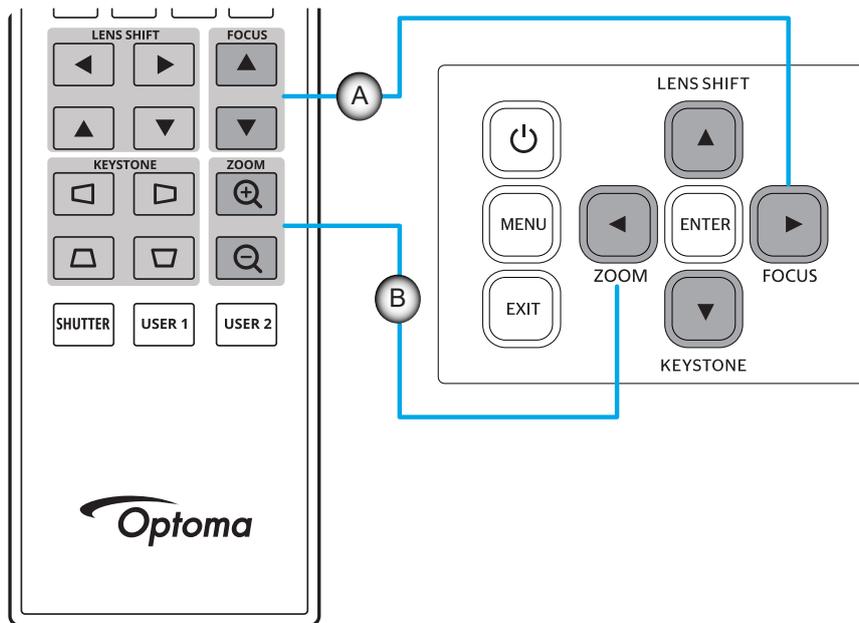
- ΔH : The lens shift range in horizontal direction when the lens is at the center.
- ΔV : The lens shift range in vertical direction when the lens is at the center.
- ΔH_o : The lens shift range without vignetting in horizontal direction when the lens is at the top center or the bottom center.
- ΔV_o : The lens shift range without vignetting in vertical direction when the lens is at the middle right or the middle left.
- V : Height of the projected image.
- H : Width of the projected image.
-  Projected image.
-  When the lens is shifted beyond the described range of operation, screen edges may become darker or image may become out of focus.

SETUP AND INSTALLATION

Adjusting the Projector's Zoom and Focus

Use the remote control or projector keypad to adjust the zoom and focus of the projected image.

- To adjust the image focus, press **Focus** and the ▲▼ buttons until the image is sharp and legible. **(A)**
- To adjust the image size, press **Zoom** and the 🔍🔍 buttons on the remote control or ◀▶ on the keypad to get the required image size. **(B)**



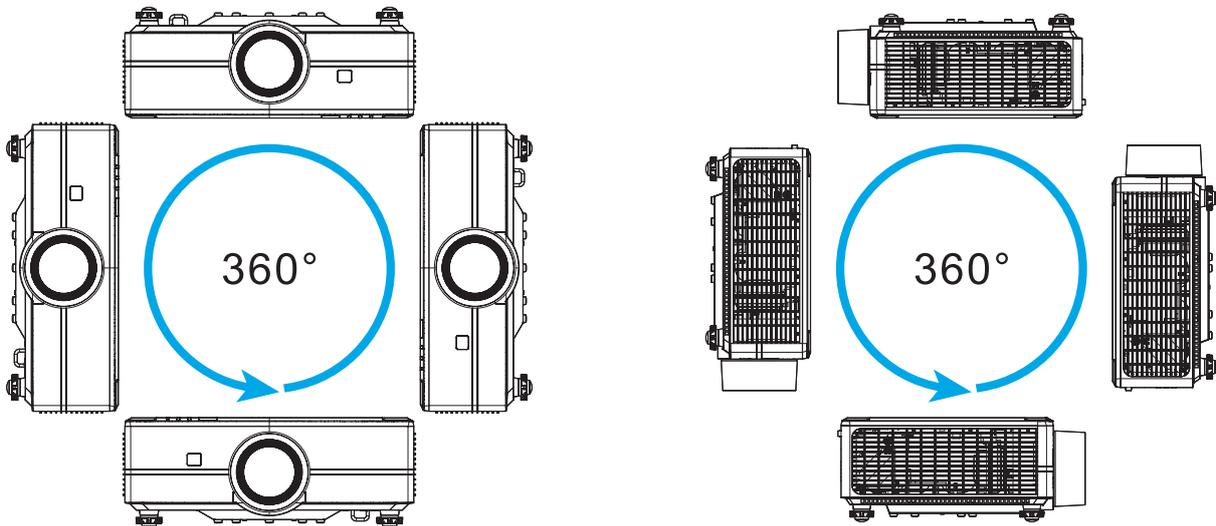
SETUP AND INSTALLATION

Adjusting the Projector Position

When you select a position for the projector, consider the size and shape of your screen, the location of your power outlets, and the distance between the projector and the rest of your equipment.

Follow these general guidelines:

- Position the projector on a flat surface at a right angle to the screen. The 1.6x/1.5x lens models projector (with the standard lens) must be at least 50 inch (1.6x: 1.33m/1.15x: 0.69m) from the projection screen.
- Position the projector to the desired distance from the screen. The distance from the lens of the projector to the screen, the zoom setting, and the video format determine the size of the projected image.
- Lens throw ratio:
 - 1.6x lens model: 1.25 ~ 2.0
 - 1.15x lens model: 0.65 ~ 0.75
- 360 degrees free orientation operation.



- When installing multiple projectors, keep at least 1000mm (39.4") space between the adjacent projectors.
- For ceiling/wall mount installations, make sure to leave 15 mm (0.6") between the ceiling mount and the bottom intake vents of the projector.

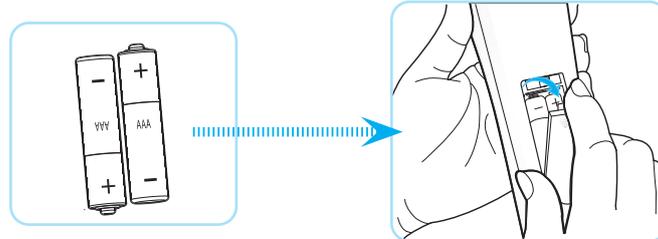
SETUP AND INSTALLATION

Remote Setup

Install / Replacing Remote Control Batteries

Two AAA size batteries are supplied for the remote control.

1. Remove the battery cover on the back of the remote control.
2. Insert AAA batteries in the battery compartment as illustrated.
3. Replace back cover on remote control.



Note: Replace only with the same or equivalent type batteries.

CAUTION

Improper use of batteries can result in chemical leakage or explosion. Be sure to follow the instructions below.

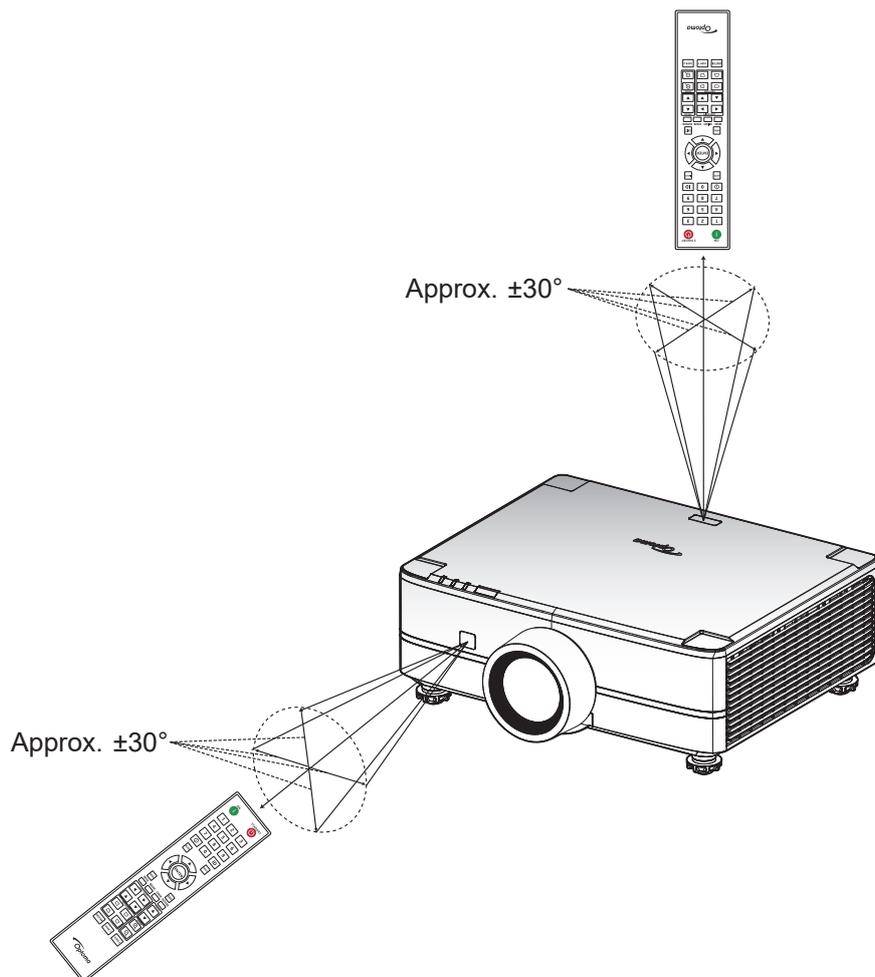
- Do not mix batteries of different types. Different types of batteries have different characteristics.
- Do not mix old and new batteries. Mixing old and new batteries can shorten the life of new batteries or cause chemical leakage in old batteries.
- Remove batteries as soon as they are depleted. Chemicals that leak from batteries that come in contact with skin can cause a rash. If you find any chemical leakage, wipe thoroughly with a cloth.
- The batteries supplied with this product may have a shorter life expectancy due to storage conditions.
- If you will not be using the remote control for an extended period of time, remove the batteries.
- When you dispose of the batteries, you must obey the law in the relative area or country.

SETUP AND INSTALLATION

Remote Control Effective Range

Infra-Red (IR) remote control sensor is located on the top and front of the projector. Ensure to hold the remote control at an angle within 30 degrees perpendicular to the projector's IR remote control sensor to function correctly. The distance between the remote control and the sensor should not be longer than 12 meters (39.4 feet) when holding not longer than 15 meters (49.2 feet) when aiming the sensor at 0°.

- Make sure that there are no obstacles between the remote control and the IR sensor on the projector that might obstruct the infra-red beam.
- Make sure the IR transmitter of the projector/remote control is not being shined by sunlight or fluorescent lamps directly.
- Please keep the remote controller away from fluorescent lamps for over 2 m or the remote controller might become malfunction.
- If the remote control is close to Inverter-Type fluorescent lamps, it might become ineffective from time to time.
- If the remote control and the projector are within a very short distance, the remote control might become ineffective.
- When you aim at the screen, the effective distance is less than 5 m from the remote control to the screen and reflecting the IR beams back to the projector. However, the effective range might change according to screens.

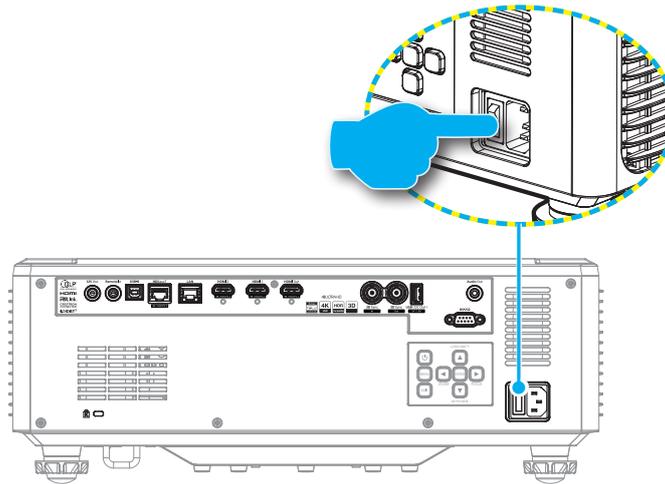


USING THE PROJECTOR

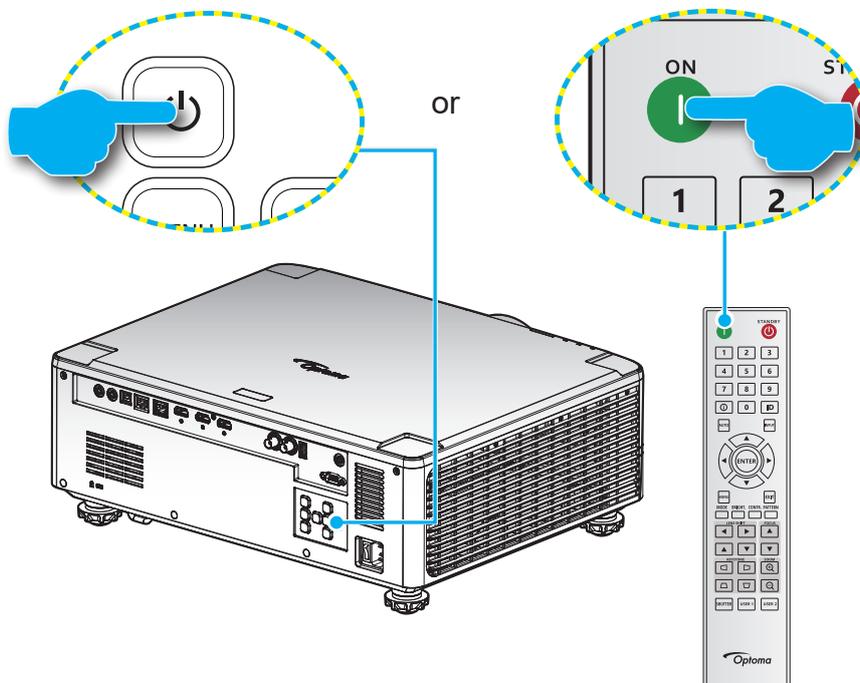
Powering On / Off the Projector

Powering On

1. Securely connect the power lead and signal/source cable. When connected, the power LED will turn red.
2. Set the power switch to the “I” (On) position and wait until the “⏻” button on the projector keypad is solid red.



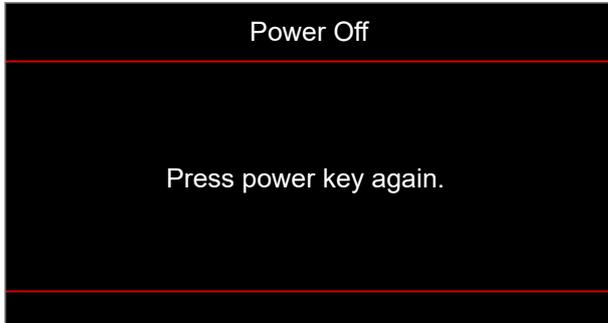
3. Turn on the projector by pressing the “⏻” button on the projector keypad or remote control. During startup the power LED is flashing red and during normal operation, the power LED is solid green.



USING THE PROJECTOR

Powering Off

1. Turn off the projector by pressing the “⏻” button on the projector keypad or the | button on the remote control. The following message will be displayed:



2. Press the ⏻ or | button again to confirm, otherwise the message will disappear after 15 seconds. When you press the ⏻ or | button for the second time, the projector will shut down.
3. During the cooling cycle, the power LED is flashing green. When the power LED turns solid red, this indicates the projector has entered standby mode. If you wish to turn the projector back on, you must wait until the cooling cycle has finished and the projector has entered standby mode. When the projector is in standby mode, simply press the “⏻” button on the projector or the remote control again to turn on the projector.
4. Disconnect the power cord from the electrical outlet and the projector.

Note:

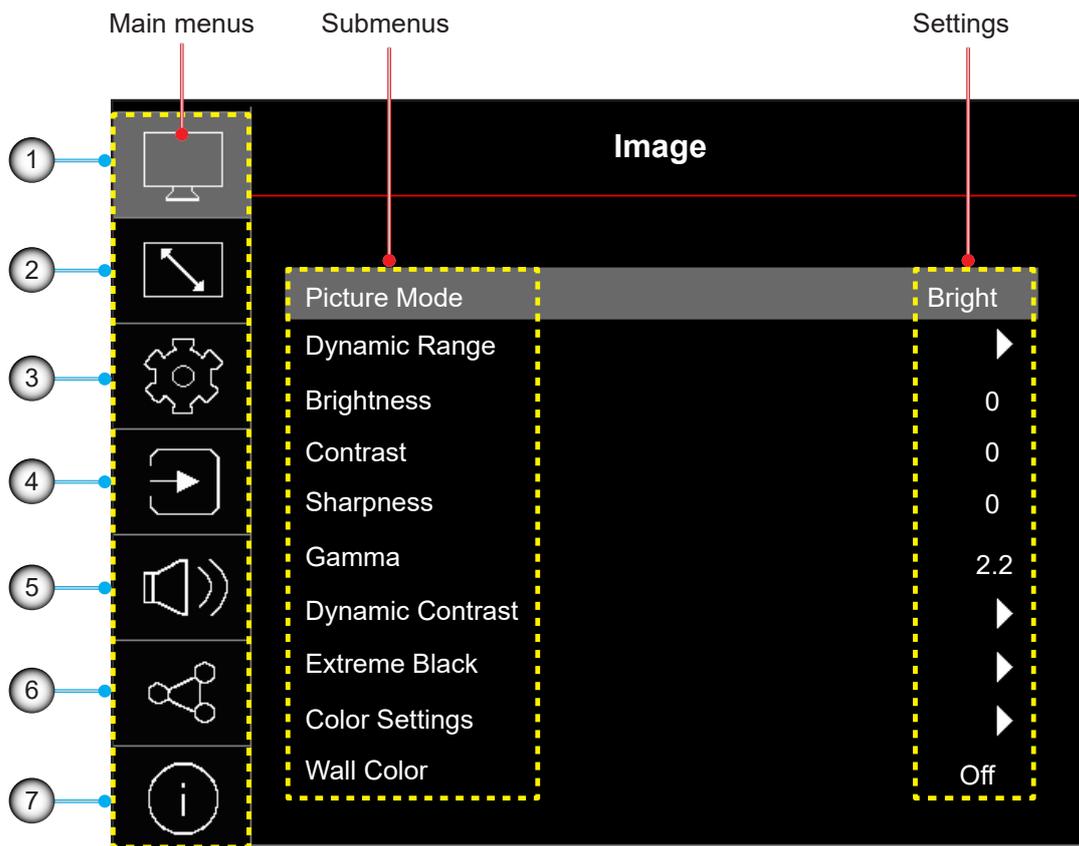
- *It is not recommended that the projector is turned on immediately, right after a power off procedure.*
- *By default, the projector turns off automatically after 20 minutes of inactivity. You can modify the idle time length in “Auto Power off (min.)” menu in “Device Setup → Power Settings”. If you want the projector to enter standby mode instead, disable auto power off and set the sleep time interval in “Device Setup → Power Settings → Sleep Timer (min.)”.*

USING THE PROJECTOR

Menu navigation and features

The projector has multilingual on-screen display (OSD) menus that allow you to make image adjustments and change a variety of settings.

1. To open the OSD menu, press the **Menu** key on the remote control or projector keypad.
2. To select a main menu or sub menu, use the **▲▼** buttons to highlight it. Then, press the **Enter** button to enter the sub menu.
3. Press the **Exit** button to return to the previous menu or exit the OSD menu if at top level.
4. Setting methods to adjust the function value or selection an option.
 - To adjust the slide bar values, highlight the function, and use the **◀▶** buttons to change value.
 - To check or uncheck a checkbox, highlight the function, and press **Enter**.
 - To input a number or symbol, highlight the number or symbol, and use the **▲▼** buttons to make a selection. You can also use the number keys on the remote control or keypad.
 - To select a function option, use the **▲▼◀▶** buttons to make the selection. If no **Enter** icon shows at the navigation bar, the highlighted option is automatically applied. If there is an **Enter** icon at the navigation bar, press **Enter** to confirm your selection.



| No | Item | No | Item |
|----|---------------------|----|--------------------|
| 1. | Image menu | 5. | Audio menu |
| 2. | Display menu | 6. | Communication menu |
| 3. | Device setup menu | 7. | Information menu |
| 4. | Input settings menu | | |

USING THE PROJECTOR

OSD menu tree

| Main Menu | Sub Menu 2 | Sub Menu 3 | Sub Menu 4 | Sub Menu 5 | Sub Menu 6 | Values | | |
|-----------|----------------|--------------------|-------------------|---------------|------------|------------------------------|---------------|----------------------------|
| Image | Picture Mode | | | | | Vivid | | |
| | | | | | | HDR | | |
| | | | | | | HLG | | |
| | | | | | | Cinema | | |
| | | | | | | sRGB | | |
| | | | | | | Bright | | |
| | | | | | | DICOM SIM. | | |
| | | | | | | Blending | | |
| | | | | | | 3D | | |
| | | | | | | High Frame Rate | | |
| | | Dynamic Range | HDR | | | | Off | |
| | | | | | | Auto [default] | | |
| | | | HDR Picture Mode | | | | 0 ~ 10 | |
| | | Brightness | | | | | 0 ~ 100 | |
| | | Contrast | | | | | 0 ~ 100 | |
| | | Sharpness | | | | | 1 ~ 15 | |
| | | Gamma | | | | | Film | |
| | | | | | | | Graphics | |
| | | | | | | | 1.8 | |
| | | | | | | | 2.0 | |
| | | | | | | | 2.2 | |
| | | | | | | | 2.4 | |
| | | | | | | | 2.6 | |
| | | | | | | | Vivid | |
| | | | | | | | 3D | |
| | | | | | | | Blackboard | |
| | | | | | | DICOM SIM. | | |
| | | Dynamic Contrast | Dynamic Black | | | | Off [default] | |
| | | | | | | | On | |
| | | | | Speed | | | | 1 ~ 160 [default: 160] |
| | | | | Strength | | | | 0 ~ 3 [default: 3] |
| | | | | Level | | | | 50% ~ 100% [default: 100%] |
| | | | | Extreme Black | | | | Off [default] |
| | | | | | | | On | |
| | | AV Mute Timer | | | | 0.0s ~ 10.0s [default: 0.0s] | | |
| | | Black Signal Level | | | | 0 ~ 5 [default: 0] | | |
| | Color Settings | Color | | | | 0 ~ 100 | | |
| | | | Tint | | | | 0 ~ 100 | |
| | | | BrilliantColor™ | | | | 0 ~ 10 | |
| | | | Color Temperature | | | | Warm | |
| | | | | | | | Standard | |
| | | | | | Cool | | | |
| | | | | | Cold | | | |

USING THE PROJECTOR

| Main Menu | Sub Menu 2 | Sub Menu 3 | Sub Menu 4 | Sub Menu 5 | Sub Menu 6 | Values |
|--------------|----------------|-----------------------|----------------|------------|------------|-----------------------|
| Image | Color Settings | Color Matching | Red | Hue | | 0 ~ 254 |
| | | | | Saturation | | 0 ~ 254 |
| | | | | Luminance | | 0 ~ 254 |
| | | | | Reset | | Yes |
| | | | | | | Cancel [default] |
| | | | Green | Hue | | 0 ~ 254 |
| | | | | Saturation | | 0 ~ 254 |
| | | | | Luminance | | 0 ~ 254 |
| | | | | Reset | | Yes |
| | | | | | | Cancel [default] |
| | | | Blue | Hue | | 0 ~ 254 |
| | | | | Saturation | | 0 ~ 254 |
| | | | | Luminance | | 0 ~ 254 |
| | | | | Reset | | Yes |
| | | | | | | Cancel [default] |
| | | | Cyan | Hue | | 0 ~ 254 |
| | | | | Saturation | | 0 ~ 254 |
| | | | | Luminance | | 0 ~ 254 |
| | | | | Reset | | Yes |
| | | | | | | Cancel [default] |
| | | | Magenta | Hue | | 0 ~ 254 |
| | | | | Saturation | | 0 ~ 254 |
| | | | | Luminance | | 0 ~ 254 |
| | | | | Reset | | Yes |
| | | | | | | Cancel [default] |
| | | | Yellow | Hue | | 0 ~ 254 |
| | | | | Saturation | | 0 ~ 254 |
| | | | | Luminance | | 0 ~ 254 |
| | | | | Reset | | Yes |
| | | | | | | Cancel [default] |
| | | | White | Red | | 0 ~ 254 |
| | | | | Green | | 0 ~ 254 |
| | | | | Blue | | 0 ~ 254 |
| | | | | Reset | | Yes |
| | | | | | | Cancel [default] |
| | | | White Balance | Red Gain | | 0 ~ 100 [default: 50] |
| Green Gain | | 0 ~ 100 [default: 50] | | | | |
| Blue Gain | | 0 ~ 100 [default: 50] | | | | |
| Red Offset | | 0 ~ 100 [default: 50] | | | | |
| Green Offset | | 0 ~ 100 [default: 50] | | | | |
| Blue Offset | | 0 ~ 100 [default: 50] | | | | |
| Color Space | (HDMI Input) | | Auto [default] | | | |
| | | | RGB (0 ~ 255) | | | |
| | | | RGB (16 ~ 235) | | | |
| | | | YUV | | | |

USING THE PROJECTOR

| Main Menu | Sub Menu 2 | Sub Menu 3 | Sub Menu 4 | Sub Menu 5 | Sub Menu 6 | Values | |
|----------------------|-----------------------|-------------------|------------|------------|------------------|----------------------------|-------------------------|
| Image | Wall Color | | | | | Off [default] | |
| | | | | | | Blackboard | |
| | | | | | | Light Yellow | |
| | | | | | | Light Green | |
| | | | | | | Light Blue | |
| | | | | | | Pink | |
| | | | | | Gray | | |
| | 3D Setup | 3D Mode | | | | | Off [default] |
| | | | | | | | Auto |
| | | 3D Sync Type | | | | | DLP-link [default] |
| | | | | | | | 3D Sync |
| | | 3D Format | | | | | Auto |
| | | | | | | | Frame Packing |
| | | | | | | | Side by Side |
| | | | | | | | Top and Bottom |
| | | 3D Sync Invert | | | | | Frame Sequential |
| | | | | | | | Off [default] |
| | 3D Sync Out | | | | | On | |
| | | | | | | To Emitter [default] | |
| | Reset | | | | | To Next Projector | |
| | | | | | Yes | | |
| Reset | | | | | Cancel [default] | | |
| | | | | | Yes | | |
| Display | Light Source Settings | Light Source Mode | | | | Normal [default] | |
| | | | | | | Eco Mode | |
| | | | | | | Constant Luminance | |
| | | | | | | Constant Power | |
| | | Brightness Level | | | | 10% ~ 100% [default: 100%] | |
| | Gaming Mode | | | | | Off [default] | |
| | | | | | | On | |
| | Aspect Ratio | | | | | 4:3 | |
| | | | | | | 16:9 | |
| | | | | | | 21:9 | |
| | | | | | | LBX | |
| | | | | | | Auto [default] | |
| | Digital Zoom | | | | | Native | |
| | Image Shift | Horizontal | | | | | 80 ~ 180 [default: 100] |
| | | | | | | | 0 ~ 100 [default: 50] |
| | Geometric Correction | Vertical | | | | | 0 ~ 100 [default: 50] |
| | | | | | | 0 ~ 40 [default: 20] | |
| Geometric Correction | V Keystone | | | | | 0 ~ 40 [default: 20] | |
| | | | | | | 0 ~ 40 [default: 20] | |

USING THE PROJECTOR

| Main Menu | Sub Menu 2 | Sub Menu 3 | Sub Menu 4 | Sub Menu 5 | Sub Menu 6 | Values | | |
|-----------|----------------------|--------------------|------------------------|------------|------------|---|--|---|
| Display | Geometric Correction | 4-Corner | Top Left | | | | | |
| | | | Top Right | | | | | |
| | | | Bottom Left | | | | | |
| | | | Bottom Right | | | | | |
| | | Warping | | | | Off [default] On | | |
| | | Warping Adjustment | | | | (Adjust Pattern) | | |
| | | Grid Color | | | | Green [default] Magenta Red Cyan | | |
| | | | | | | Yes Cancel [default] | | |
| | | | Edge Mask | | | | 0 ~ 10 [default: 0] | |
| | | | Reset | | | | Yes Cancel [default] | |
| | Device Setup | Test Pattern | | | | | Off [default] Green Grid Magenta Grid White Grid White Black Red Green Blue Yellow Magenta Cyan ANSI Contrast 4x4 Color bar 4K Full screen | |
| | | | Projection Orientation | Ceiling | | | Auto [default] On Off | |
| | | | | | Rear | | Off [default] On | |
| | | | Language | | | | | English [default] Deutsch Français Italiano Español Português Polski Nederlands Norsk 繁體中文 |

USING THE PROJECTOR

| Main Menu | Sub Menu 2 | Sub Menu 3 | Sub Menu 4 | Sub Menu 5 | Sub Menu 6 | Values | |
|----------------|-----------------------|--------------|------------|------------|------------|--------------------------|-------------------------|
| Device Setup | Language | | | | | 简体中文 | |
| | | | | | | 日本語 | |
| | | | | | | 한국어 | |
| | | | | | | Русский | |
| | | | | | | Magyar | |
| | | | | | ไทย | | |
| Menu Settings | Menu Location | | | | | Top Left | |
| | | | | | | Top Right | |
| | | | | | | Center [default] | |
| | | | | | | Bottom Left | |
| | | | | | | Bottom Right | |
| | Menu Timer | | | | | | Off |
| | | | | | | | 5s |
| | | | | | | | 10s [default] |
| | | | | | | | 20s |
| | | | | | | | 30s |
| | | | | | | | 60s |
| | Information Hide | | | | | | Off [default] |
| | | | | | | | On |
| | High Altitude | | | | | | Off [default] |
| | | | | | | | On |
| Lens Settings | Focus | | | | | [Focus for adjust] | |
| | | | | | | [Zoom for adjust] | |
| | Lens Function | | | | | | Lock |
| | | | | | | | Unlock [default] |
| | Lens Shift | | | | | [Pattern for adjust] | |
| | Lens Calibration | | | | | | Yes |
| | | | | | | | Cancel [default] |
| | Lens Shift Memory | Save Memory | | | | | Memory 1 ~ Memory 5 |
| | | Apply Memory | | | | | Memory 1 ~ Memory 5 |
| | | Clear Memory | | | | | Yes |
| | Reset | | | | | | Cancel [default] |
| | | | | | | | Yes |
| Power Settings | Direct Power On | | | | | Off [default] | |
| | | | | | | On | |
| | Signal Power On | | | | | | Off [default] |
| | | | | | | | On |
| | Auto Power Off (min.) | | | | | 0, 2 ~ 180 [default: 20] | |
| | Sleep Timer (min.) | | | | | 0 ~ 960 [default: 0] | |
| | Power Mode (Standby) | | | | | | Eco |
| | | | | | | | Active |
| | 12V Trigger | | | | | | Communication [default] |
| | | | | | | | Off [default] |
| Reset | | | | | | On | |
| | | | | | | Yes | |
| | | | | | | Cancel [default] | |

USING THE PROJECTOR

| Main Menu | Sub Menu 2 | Sub Menu 3 | Sub Menu 4 | Sub Menu 5 | Sub Menu 6 | Values | |
|--------------|---------------------|--------------------|------------|------------|------------|--|--|
| Device Setup | OMS | | | | | [Pop-up Binding Dialog box] [Display binding information] | |
| | Shutter | Startup | | | | Shutter Off [default] Shutter On | |
| | Security | Security | | | | Off [default] On | |
| | | Security Timer | Month | | | 0 ~ 35 [default: 0] | |
| | | | Day | | | 0 ~ 29 [default: 0] | |
| | | | Hour | | | 0 ~ 23 [default: 0] | |
| | | Change Password | | | | | |
| | Keypad Lock | | | | | Off [default] On | |
| | Keypad LED Settings | | | | | Off On [default] | |
| | Startup Logo | Change Logo | | | | Default Neutral | |
| | Background Color | | | | | | None |
| | | | | | | | Blue |
| | | | | | | | Red |
| | | | | | | | Green |
| | | | | | | | Grey |
| | | | | | | | White |
| | | | | | | Logo | |
| | User Data | Save All Settings | | | | | Memory 1 ~ Memory 5 [default: Memory 1] |
| | | Load All Settings | | | | | Memory 1 ~ Memory 5 [default: Memory 1] |
| | System Update | Auto | | | | | Off [default] On |
| | | Auto Download | | | | | Off On [default] |
| | | Update | | | | | Yes Cancel [default] |
| | | | | | | | |
| | Device Reset | Reset OSD | | | | | Yes Cancel [default] |
| | | Reset All Settings | | | | | Yes Cancel [default] |
| | | Reset Selective | Image | | | | Yes Cancel [default] |
| | | | Display | | | | Yes Cancel [default] |
| | | | | | | | |

USING THE PROJECTOR

| Main Menu | Sub Menu 2 | Sub Menu 3 | Sub Menu 4 | Sub Menu 5 | Sub Menu 6 | Values | |
|----------------|---------------|-----------------|------------|------------|------------|---------------------|------------------|
| Device Setup | Device Reset | Reset Selective | Setup | | | Yes | |
| | | | | | | Cancel [default] | |
| | | | Input | | | Yes | |
| | | | | | | Cancel [default] | |
| | | | Audio | | | Yes | |
| | | | | | | Cancel [default] | |
| Input Settings | Auto Source | | | | | Off | |
| | | | | | | On [default] | |
| | Quick Resync | | | | | | Off |
| | | | | | | | On [default] |
| | | | | | | | On [default] |
| | Active Inputs | | | | | | HDMI 1 [default] |
| | | | | | | | HDMI 2 |
| | | | | | | | HDBaseT |
| | EDID Settings | HDMI 1 EDID | | | | | 1.4 |
| | | | | | | | 2.0 [default] |
| | | HDMI 2 EDID | | | | | 1.4 |
| | | | | | | | 2.0 [default] |
| | HDBaseT EDID | | | | | 1.4 | |
| | | | | | | 2.0 [default] | |
| HDMI Out | | | | | | HDMI 1 [default] | |
| | | | | | | HDMI 2 | |
| Reset | | | | | | Yes | |
| | | | | | | Cancel [default] | |
| Audio | Volume | | | | | 0 ~ 10 [default: 5] | |
| | | | | | | Off [default] | |
| | Mute | | | | | | On |
| | | | | | | | On |
| | Audio Output | | | | | | Auto [default] |
| | | | | | | | Internal Speaker |
| Reset | | | | | | Line Out | |
| | | | | | | Yes | |
| Communication | Device ID | | | | | Cancel [default] | |
| | | | | | | 0 ~ 99 [default: 0] | |
| | IR Function | Front | | | | | Off |
| | | | | | | | On [default] |
| | Top | | | | | | Off |
| | | | | | | | On [default] |
| HDBaseT | | | | | | Off [default] | |
| | | | | | | On | |

USING THE PROJECTOR

| Main Menu | Sub Menu 2 | Sub Menu 3 | Sub Menu 4 | Sub Menu 5 | Sub Menu 6 | Values | |
|---------------|-----------------|-------------------|------------|------------|------------------|---|---|
| Communication | Remote Settings | Remote Code | | | | 0 ~ 99 [default: 0] | |
| | | Quick Switch Code | | | | Off [default] 1 ~ 9 | |
| | Remote Settings | User1 | | | | | HDMI 1 |
| | | | | | | | HDMI 2 |
| | | | | | | | Color Matching |
| | | | | | | | Color Temperature |
| | | | | | | | Projection Orientation |
| | | | | | | | Light Source Mode |
| | | | | | | | Freeze Screen |
| | | | | | | | Network setup |
| | | | | | | | Reset Selective |
| | | User2 | | | | | HDMI 1 |
| | | | | | | | HDMI 2 |
| | | | | | | | Color Matching |
| | | | | | | | Color Temperature |
| | | | | | | | Projection Orientation |
| | | | | | | | Light Source Mode |
| | | | | | | | Freeze Screen |
| | | | | | | | Network setup |
| | | | | | | | Reset Selective |
| | LAN | LAN Interface | | | | | RJ-45 [default] |
| | | | | | | | HDBaseT |
| | | Network Status | | | | | Connected [read only] |
| | | | | | | | Disconnected [read only] |
| | | MAC Address | | | | | [read only] |
| | | DHCP | | | | | Off [default] |
| | | | | | | | On |
| | | IP Address | | | | | ---.---.---.--- [default: 192.168.0.100] |
| | | Subnet Mask | | | | | ---.---.---.--- [default: 255.255.255.0] |
| | | Gateway | | | | | ---.---.---.--- [default: 192.168.0.51] |
| DNS 1 | | | | | | ---.---.---.--- [default: 0.0.0.0] | |
| DNS 2 | | | | | | ---.---.---.--- [default: 0.0.0.0] | |
| Apply | | | | | | Yes | |
| | | | | | | Cancel [default] | |
| Reset | | | | | | Yes | |
| | | | | | Cancel [default] | | |
| Control | Crestron | | | | | Off | |
| | | | | | | On [default] | |
| | IP Address | | | | | ---.---.---.--- [default: 192.168.0.2] | |
| | IP ID | | | | | 2 ~ 255 [default: 5] | |
| | Port | | | | | 0 ~ 65535 [default: 41794] | |

USING THE PROJECTOR

| Main Menu | Sub Menu 2 | Sub Menu 3 | Sub Menu 4 | Sub Menu 5 | Sub Menu 6 | Values | |
|---------------|-------------------|------------------|------------|------------|------------------|------------------|--|
| Communication | Control | Crestron Setup | | | | Yes | |
| | | | Apply | | | Cancel [default] | |
| | | PJ Link | | | | Off | |
| | | | | | | On [default] | |
| | | Extron | | | | Off | |
| | | | | | | On [default] | |
| | | AMX | | | | Off | |
| | | | | | | On [default] | |
| | Telnet | | | | Off | | |
| | | | | | On [default] | | |
| | Baud Rate | | | | | Off | |
| | | | | | | On [default] | |
| | | | | | | 9600 | |
| | | | | | | 19200 | |
| | Reset | | | | | 38400 | |
| | | | | | 57600 | | |
| | | | | | 115200 [default] | | |
| | | | | | Yes | | |
| Information | Regulatory | | | | | Cancel [default] | |
| | Serial Number | | | | | | |
| | Source Info. | Source | | | | | |
| | | Resolution | | | | | |
| | | Signal Format | | | | | |
| | | Pixel Clock | | | | | |
| | | Refresh Rate | | | | | |
| | | Color Bit Depth | | | | | |
| | | Color Gamut | | | | | |
| | | Color Space | | | | | |
| | Picture Mode | | | | | | |
| | Light Source Mode | | | | | | |
| | Device ID | | | | | | |
| | Remote Code | | | | | | |
| | System Status | Standby Mode | | | | | |
| | | Projection Hours | | | | | |
| | | Total Hours | | | | | |
| | | Normal | | | | | |
| | | Eco Mode | | | | | |
| | | Custom Power | | | | | |
| | Ambient Temp. | | | | | | |

USING THE PROJECTOR

| Main Menu | Sub Menu 2 | Sub Menu 3 | Sub Menu 4 | Sub Menu 5 | Sub Menu 6 | Values |
|-------------|---------------|-------------------|------------|------------|------------|--------|
| Information | System Status | System Temp. | | | | |
| | Control | Crestron | | | | |
| | | Extron | | | | |
| | | PJ Link | | | | |
| | | AMX | | | | |
| | | Telnet | | | | |
| | | HTTP | | | | |
| | LAN | LAN Interface | | | | |
| | | MAC Address | | | | |
| | | Network Status | | | | |
| | | DHCP | | | | |
| | | IP Address | | | | |
| | | Subnet Mask | | | | |
| | | Gateway | | | | |
| | | DNS 1 | | | | |
| | DNS 2 | | | | | |
| | FW Version | Main Version | | | | |
| | | F-MCU Version | | | | |
| | | A-MCU Version | | | | |
| | | LAN Version | | | | |
| | | Formatter Version | | | | |
| | | HDBaseT Version | | | | |

USING THE PROJECTOR

Image menu

Learn how to configure image settings.

Submenus

- Picture Mode
- Dynamic Range
- Brightness
- Contrast
- Sharpness
- Gamma
- Dynamic Contrast
- Color Settings
- Wall Color
- 3D Setup

Picture Mode

There are several predefined display modes that you can choose from to suit your viewing preference. Each mode has been fine-tuned by our expert colour team to ensure superior colour performance for wide range of content.

Vivid

In this mode, the color saturation and brightness are well-balanced. Choose this mode for playing games.

HDR / HLG

Decodes and displays High Dynamic Range (HDR) / Hybrid Log Gamma (HLG) content for the deepest blacks, brightest whites, and vivid cinematic color using REC.2020 color gamut. This mode will be automatically enabled if HDR/HLG is set to Auto (and HDR/HLG Content is sent to projector – 4K UHD Blu-ray, 1080p/4K UHD HDR/HLG Games, 4K UHD Streaming Video). While HDR/HLG mode is active, other display modes (Cinema, Reference, etc.) cannot be selected as HDR/HLG delivers color that is highly accurate, exceeding the color performance of the other display modes.

Cinema

Provides the best balance of detail and colors for watching movies.

sRGB

Standardized accurate color.

Bright

This mode is suitable for environments where extra-high brightness is required, such as using the projector in well-lit rooms.

DICOM SIM.

This mode has been created for viewing greyscale images, perfect for viewing X-rays and scans during medical training.

Blending

When using multiple projectors, this mode can eliminate the visible banding and create a single bright, high resolution image across the screen.

3D

Optimized settings for watching 3D content.

Note: *To experience the 3D effect, you will need to have compatible DLP Link 3D glasses. See 3D section for more information.*

USING THE PROJECTOR

High Frame Rate

High Frame Rate (HFR) refers to higher frame rates than typical prior practice.

Note:

- *The High Frame Rate mode only supports input resolutions of 1080P at 120/240Hz, with an output refresh rate of 240Hz.*
- *The system will automatically detect the input signal and switch to this mode. It is generally not available for manual use.*

User

Based on Vivid, users can adjust color settings and save them.

Note:

- *When 3D mode is selected, the Vivid, HDR, HLG, Cinema, sRGB, Bright, DICOM SIM., Blending, High Frame Rate, and User mode will be unavailable.*
- *When Blending mode is selected, the HDR, HLG, 3D, and High Frame Rate mode will be unavailable.*

HDR

Best for playing HDR videos.

Dynamic Range

Configure the HDR (High Dynamic Range) setting and its effect when displaying video from 4K Blu-ray players and streaming devices.

HDR

- **Off:** Turn off HDR Processing. When set to Off, the projector will NOT decode HDR content.
- **Auto:** Auto detect HDR signal.

HDR Brightness

Adjust the brightness of the HDR.

Brightness

Adjust the luminous brightness of the projected image to adapt to different ambient light.

Contrast

Adjust the contrast ratio of the projected image. The contrast controls the degree of difference between the lightest and darkest parts of the image.

Sharpness

Adjust the clarity of details in the projected image to make the image clearer and sharper.

Gamma

Select an appropriate gamma value to optimize the image conformance to different input sources.

Film

Best for home theater setting.

Graphics

Best for projecting photos from PC input.

1.8 / 2.0 / 2.2 / 2.4 / 2.6

Select a preset gamma value to adjust the image performance. In general, the smaller the value, the brighter the dark areas of the image will become. The standard gamma value is 2.2.

USING THE PROJECTOR

Vivid

Best for playing games. In this mode, color saturation and brightness are well-balanced.

3D

Best for playing 3D videos.

Blackboard

Best for projecting on to a blackboard.

DICOM SIM.

Best for projecting monochrome medical images, such as X-ray diagram.

Note: *When Blending mode is selected, only gamma 2.2 is supported.*

HDR

Best for playing HDR videos.

Dynamic Contrast

Set up the Dynamic Contrast to maximize the contrast for dark content.

Dynamic Black

Enable this function to automatically adjust the contrast ratio for video sources. It improves the black level in dark scenes by reducing the light output.

Speed

Adjust the speed of the light source correction. The value ranges from 1 to 160. A lower value makes the correction slower and less aggressive while a higher value results in the faster correction.

Strength

Set the strength of the dynamic contrast adjustment. The value ranges from 0 to 3, the higher the value the stronger the correction.

Level

Adjust the light source when the brightness level of the current content gets lower than the set value. The value ranges from 50% to 100%. The higher the value, the larger the range to adjust the light source.

Extreme Black

Enable this function to automatically increase the contrast ratio by turning off the laser light when black image is detected.

AV Mute Timer

Set a timer for the laser light to turn off after detecting black content. The set value ranges from 0s to 10s.

Black Signal Level

Set a black level value as the threshold for the Real Black function. The value can be adjusted from 0% to 5%, with 0 being the darkest black and 5 being the brightest.

Note:

- *When Dynamic Black is turned on, the Extreme Black will be unavailable.*
- *When Extreme Black is turned on, the Dynamic Black will be unavailable.*

USING THE PROJECTOR

Color Settings

Configure the color settings of the projected image to improve the color performance.

Color

Adjust the saturation of the selected color. The value indicates the color shifts from or towards the white in the center of the chromaticity diagram.

Tint

Adjust the color balance of red and green in video images.

BrilliantColor™

This adjustable item utilizes a new color-processing algorithm and enhancements to enable higher brightness while providing true, more vibrant colors in picture.

Color Temperature

Adjust the color temperature of the projected image. The available options are Warm, Standard, Cool, or Cold.

Color Matching

Change the color of a projected image by adjusting each color component in the image. The adjustable color includes Red, Green, Blue, Cyan, Yellow, and Magenta (R / G / B / C / Y / M).

- **Red / Green / Blue / Cyan / Magenta / Yellow:** Select a color for further adjustment.
 - **Hue:** Adjust the hue of the selected color. The value reflects the number of degrees of rotation around the chromaticity diagram from the original color. Increasing value indicates counterclockwise rotation, and decreasing value, clockwise rotation.
 - **Saturation:** Adjust the saturation of the selected color. The value indicates the color shifts from or towards the white in the center of the chromaticity diagram.
 - **Luminance:** Adjust the luminance of the selected color. Increase the value to brighten the image (add white to a color) or decrease the value to darken the image (add black to a color).
 - **Reset:** Reset the Red, Green, Blue, Cyan, Magenta, or Yellow color to factory default values.
- **White:** Adjust the white color performance via setting the Red, Green, and Blue values.
 - **Red / Green / Blue:** Adjust the red, green, and blue colors to optimize the white color performance.

White Balance

Adjust the white balance of the projected image via gain and offset. Gain and offset are individual controls for each RGB channels used to set greyscale. The Gains calibrate the color of the dark parts and Bias calibrate the white parts.

- **Red / Green / Blue Gain:** Adjust the color of the image's bright areas.
- **Red / Green / Blue Offset:** Adjust the color of the image's dark areas.

Color Space

Select a color space that has been specifically tuned for the input signal. The available options are Auto (default), RGB (0 ~ 255), RGB (16 ~ 235), and YUV.

Note: When 3D, High Frame Rate, or Blending mode is selected, the Color Temperature will be unavailable.

Wall Color

Set the wall color of the projector to achieve best color performance for a specific wall. The available options are Off, Blackboard, Light Yellow, Light Green, Light Blue, Pink, and Gray.

3D Setup

3D video file combines two slightly different images (frames) of the same scene representing the different views that the left and right eyes see. When these frames are displayed fast enough and viewed with 3D glasses synchronized with the left and right frames, the viewer's brain then assemble the separate images into a single 3D image. 3D Menu provides options to set up the 3D functions to correctly display 3D videos.

USING THE PROJECTOR

3D Mode

- **Off:** Select “Off” to turn off 3D mode.
- **Auto:** Select “Auto” to turn on 3D mode.

3D Sync Type

Select a proper 3D technology according to how the 3D sync signal is processed.

- **DLP-Link:** Select DLP-Link when the 3D sync signal is generated by the DLP Link technology built into the projector. DLP Link works only with the glasses that are compatible with DLP 3D technology and the 3D function is enabled.
- **3D Sync:** Select 3D Sync when the 3D sync out signal is sent to an emitter or another projector through the 3D sync out port.

Note: 3D Sync out does not support 3D frame delay.

3D Format

Use this option to select the appropriate 3D format content.

- **Auto:** When a 3D identification signal is detected, the 3D format is selected automatically.
- **Frame Packing:** Display 3D signal in “Frame Packing” format.
- **Side by Side:** Display 3D signal in “Side-by-Side” format.
- **Top and Bottom:** Display 3D signal in “Top and Bottom” format.
- **Frame Sequential:** Display 3D signal in “Frame Sequential” format.

3D Sync Invert

Use this option to enable/disable the 3D sync invert function.

3D Sync Out

Set up the transmission of the 3D sync output signal.

- **To Emitter:** Send the 3D sync signal to the emitter connected to the 3D sync out port.
- **To Next Projector:** Send the 3D sync signal to next projector when using multiple projectors.

Reset

Reset the function settings to factory default values.

Note:

- *When Blending mode is selected, the 3D Sync Type, 3D Sync Invert, and 3D Sync Out will be unavailable.*
- *This projector is a 3D ready projector with DLP-Link 3D solution.*
- *Please ensure that 3D glasses are in use for DLP-Link 3D content before enjoying your video.*
- *This projector supports frame sequential (page-flip) 3D via HDMI1/HDMI2 ports.*
- *To enable 3D mode, the input frame rate should be set to 60Hz only, lower or higher frame rate is not supported.*
- *To reach the best performance, resolution 1920x1080 is recommended, please note that 4K (3840x2160) resolution is not supported in 3D mode.*

Reset

Reset all the image settings to factory default values.

USING THE PROJECTOR

Display menu

Learn how to configure the settings to properly project images according to your installation circumstances.

Submenus

- Light Source Settings
- Gaming Mode
- Aspect Ratio
- Digital Zoom
- Image Shift
- Geometric Correction
- Edge Mask

Light Source Settings

Set up the light source to control the projector brightness.

Light Source Mode

Select a light source mode depending on the installation requirements. The available options are Normal, Eco Mode, Constant Luminance, and Constant Power.

Brightness Level

Adjust the brightness level from 10% to 100%.

Note:

- *Normal: Brightness Level is fixed at 100% and cannot be adjusted.*
- *Eco Mode: Brightness Level is fixed at 50% and cannot be adjusted.*
- *Constant Luminance: Brightness Level can only be adjusted from 50% to 80%.*
- *Constant Power: Brightness Level can be adjusted from 10% to 100%.*

Gaming Mode

Enable this feature to reduce response times (input latency) during gaming to 4.5 ms (1080p120Hz). All geometric correction settings (example: Keystone, Four Corners) will be disabled when Gaming Mode is enabled. For more information is below.

Note:

- *The input lag by signals is described in the following table:*
- *The values in the table can vary slightly.*

| Source Timing | Gaming Mode | Output Resolution | Input Lag | Frame |
|---------------|-------------|-------------------|-----------|-------------|
| 1080p60 | On | 2160p | 16.9 ms | ~1 frame |
| 1080p120 | On | 2160p | 8.9 ms | ~0.5 frame |
| 1080p240 | On | 2160p | 4.5 ms | ~0.25 frame |
| 4K60 | On | 2160p | 16.8 ms | ~1 frame |
| 1080p60 | Off | 2160p | 25.22 ms | ~1.5 frame |
| 1080p120 | Off | 2160p | 12.8 ms | ~0.8 frame |
| 1080p240 | Off | 2160p | 6.4 ms | ~0.4 frame |
| 4K60 | Off | 2160p | 50.2 ms | ~3 frame |

USING THE PROJECTOR

Aspect Ratio

Set the aspect ratio of the projected image. The available options are 4:3, 16:9, 21:9, LBX, Auto, or Native. Select Auto to display the detected image size.

- **4:3:** This format is for 4:3 input sources.
- **16:9:** This format is for 16:9 input sources, like HDTV and DVD enhanced for Wide screen TV.
- **21:9:** This format is for 21:9 input source, like HDTV and DVD enhanced for Wide screen TV.
- **LBX:** This format is for non-16x9, letterbox source and if you use external 16x9 lens to display 2.35:1 aspect ratio in full resolution.
- **Auto:** Automatically selects the appropriate display format.
- **Native:** This format displays the original image without any scaling.

Note: *Native setting is not available when the input resolution is lower than 1080p.*

Digital Zoom

Use to reduce or magnify an image on the projection screen. Digital Zoom is not the same as optical zoom and can result in degradation of image quality.

Note: *Zoom settings are retained on power cycle of the projector.*

Image Shift

Adjust the projected image position.

Horizontal

Use the ◀ and ▶ buttons to adjust the projected image position horizontally.

Vertical

Use the ▲ and ▼ buttons to adjust the projected image position vertically.

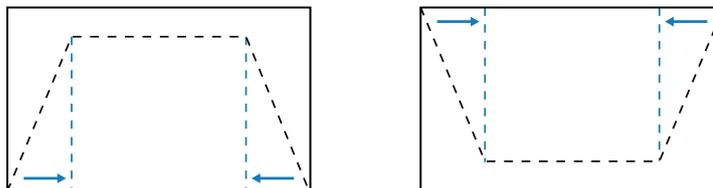
Note: *When 3D mode is selected, the Image Shift will be unavailable.*

Geometric Correction

Configure the geometric settings to reshape the image for different projection surfaces.

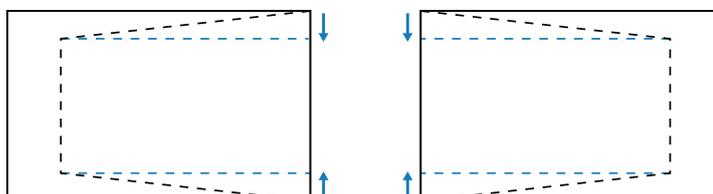
V Keystone

Adjust image distortion vertically and make a squarer image. Vertical keystone is used to correct a keystone image shape in which the top and bottom are slanted to one of the sides. This is intended when for use with vertically on-axis applications.



H Keystone

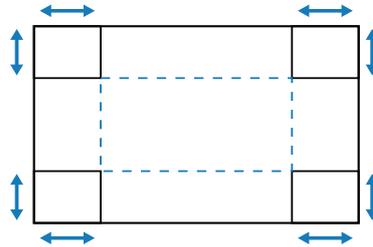
Adjust image distortion horizontally and make a squarer image. Horizontal keystone is used to correct a keystone image shape in which the left and right borders of the image are unequal in length. This is intended for use with vertically on-axis applications.



USING THE PROJECTOR

4-Corner

Reshape the image by moving the 4 corners of the image to have it fit a specific projection surface.

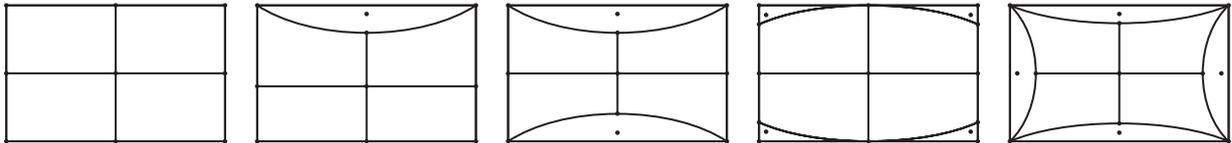


Warping

Enable or disable the warping function.

Warping Adjustment

Use warping to adjust the image to align with the border of the projection surface (screen) or to eliminate image distortion (caused by an uneven surface).



Note: *Warping adjustment only supports 5x3 grid points.*

Grid Color

Select a grid color for warp and blend pattern between Green, Magenta, Red, and Cyan.

Reset

Reset geometric correction settings to factory default values.

Edge Mask

The edge blending function allows you to hide one or multiple edges of the projected image. You can use this function to remove the video encoding noise on the edges of the video images.

Note: *When 3D mode is turned on, the Edge Mask will be unavailable.*

Reset

Reset all the display settings to factory default values.

USING THE PROJECTOR

Device Setup menu

Learn how to configure the system settings for the projector.

Submenus

- Test Pattern
- Projection Orientation
- Language
- Menu Settings
- High Altitude
- Lens Settings
- Power Settings
- OMS
- Shutter
- Security
- Keypad Lock
- Keypad LED Settings
- Startup Logo
- Background Color
- User Data
- System Update

Test Pattern

Select a test pattern. The available options are Off, Green Grid, Magenta Grid, White Grid, White, Black, Red, Green, Blue, Yellow, Magenta, Cyan, ANSI Contrast 4x4, Color bar, and 4K Full screen.

Projection Orientation

Change the image direction by selecting a proper projection mode.

Ceiling

Enable the function for ceiling mount installation.

Rear

Check the function for rear projection.

Language

Select a language for the OSD menu. The available languages are English, German, French, Italian, Spanish, Portuguese, Polish, Dutch, Norwegian, Traditional Chinese, Simplified Chinese, Japanese, Korean, Russian, Hungarian, and Thai.

Menu Settings

Menu Location

Select the menu location from Top Left, Top Right, Center, Bottom Left, and Bottom Right.

Note: Due to the limitation of hardware, the update of Bottom Left & Right OSD will become slower.

Menu Timer

Set the length of time the menu displays on the screen.

Information Hide

Enable or disable the corner information messages, such as input source, IP address, and so on.

USING THE PROJECTOR

High Altitude

Select On to increase the fan speed. To ensure the image quality and prevent damage to the projector, enable High Altitude mode in high temperature, high humidity, or high altitude environment.

Lens Settings

Configure the lens settings to adjust the image quality and position.

Focus

Use the ▲ and ▼ buttons to adjust the focus of the projected image.

Zoom

Use the ⊕ and ⊖ buttons to adjust the size of the projected image.

Lens Function

Lock the lens to prevent the lens motors from moving, which disables all lens functions.

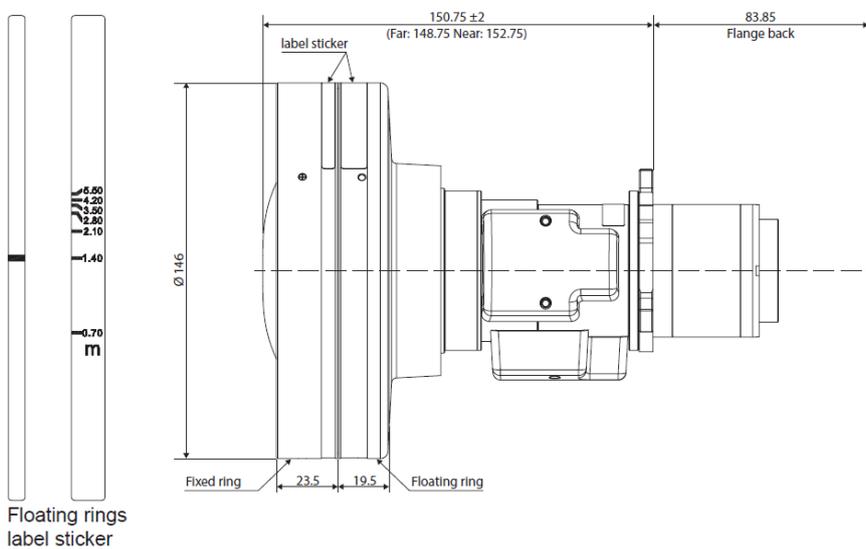
Note: When Lens Function is turned on, the Focus, Zoom, Lens Shift, Lens Calibration, and Lens Shift Memory will be unavailable.

Lens Shift

Use the ▲, ▼, ◀, ▶ right buttons to adjust the lens position to shift the projected area.

Note: 1.15x lens model floating ring

- For better optical performance, manually adjust the floating ring before adjusting Zoom & Focus.
- Floating ring's label scale shows the projection distance.
- The projection distance is from the projector lens to the screen. For example, if the distance between the screen and the projector lens is 1.4 m, adjust the floating ring scale to "1.40" for better performance.



Lens Calibration

Calibrate the lens position to return it to the center.

USING THE PROJECTOR

Lens Shift Memory

This projector can save up to five lens settings, which records the lens position.

- **Save Memory:** Select a record from 1 to 5 to save the current lens settings.
- **Apply Memory:** Select a record from 1 to 5 to apply the lens settings.
- **Clear Memory:** Clear the saved lens records.

Note:

- *Process the lens calibration before setup lens shift memory.*
- *Performing a lens calibration will clear the saved lens records.*
- *When the lens calibration is not completed, the lens shift memory will be unavailable.*

Reset

Reset the lens settings to factory default values.

Power Settings

Configure the projector's power settings.

Direct Power On

Choose "On" to activate Direct Power mode. The projector will automatically power on when AC power is supplied, without pressing the "Power" key on the projector keypad or on the remote control.

Signal Power On

Turn on this function to have the projector automatically turning on when connected to HDMI input sources. It only applies to the standby projector set to Communication mode.

Auto Power Off (min.)

Set an interval timer for the projector to automatically turn off if no signal is detected within the specified time period. Press the ◀ and ▶ buttons to add or reduce time, 1 minutes for each press.

Sleep Timer (min.)

Set an interval timer for the projector to automatically turn off after operating for the specified amount of time.

Power Mode (Standby)

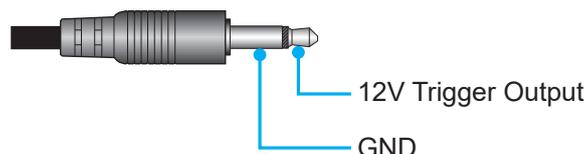
Setup the projector's standby mode.

- **Eco:** Minimum power consumption (0.5 Watt) which does not allow network control.
- **Active:** Low power consumption (< 2 Watt) which allows the LAN module to enter sleep mode and supports to be woken by Wake on LAN (WoL). When the LAN module is woken by WoL, the projector is ready to receive commands over the network.
- **Communication:** More power consumption that allows controlling the projector over the network.

12V Trigger

Use this function to enable or disable the trigger.

Note: 3.5mm TS type mini jack that outputs 12V 200mA (max.) for relay system control.



Reset

Reset the power settings to factory default values.

USING THE PROJECTOR

OMS (Optoma Management Suite)

Control the projector with OMS. For more information, please visit <https://onlinemanual.optoma.com/>.

Shutter

Set up the shutter behavior.

Startup

Select the shutter behavior when turning on the projector.

- **Shutter Off:** Projector projects images normally after being powered on.
- **Shutter On:** Projector automatically turns on shutter after being powered on

Security

Set up security verification to protect the projector.

Security

Select On to protect the projector with a password.

Note:

- *For the first time use security function, please enter a password when security function turned on.*
- *Non first time use security function, please enter previous password to verify when security function turned on again.*

Security Timer

Specify the length of time the projector can be used without the password. Once the timer counts to 0, the user must enter a password to use the projector. The timer restarts every time the projector is turned on.

Change Password

Change the projector password.

Note: *In the last minute before reaching a specified timer, including Auto Power Off, Sleep Timer, and Security Timer, an on-screen message will pop up warning that the projector shuts down in 60 seconds. Press any button on the remote control or projector keypad to reset the timer and the projector remains on.*

Keypad Lock

When the keypad lock function is “On”, the Keypad will be locked. However, the projector can be operated by the remote control. By selecting “Off”, you will be able to reuse the Keypad.

USING THE PROJECTOR

Keypad LED Settings

Enable or disable the keypad LED.

Startup Logo

Set up the logo for the startup screen.

Change Logo

Change the logo for the startup screen. Apart from the Default logo, user can select from Default and Neutral.

- **Default:** The projector default logo.
- **Neutral:** The logo is not displayed on the startup screen.

Background Color

Set a background color to display when no input signal is detected. The available options are None, Blue, Red, Green, Grey, White, and Logo.

User Data

User can save the projector settings as user data and reload the settings later.

Save All Settings

Save all of the projector settings as user data. User can save up to 5 records.

Load All Settings

Load the previously saved user data.

System Update

Update the system automatically or manually.

Auto

System checks for new updates automatically every time it is connected to the Internet.

Auto Download

When both “Auto” and “Auto Download” are On, new updates will be downloaded automatically when the projector is restarted.

Note:

1. *When new updates are automatically downloaded, there will be no prompts.*
2. *When the Power Off button is pressed, if the download is complete, a prompt to update will pop up*
3. *Select the Update option to start the update.*

Update

Manually update the system firmware.

Device Reset

Reset the settings to factory default values.

Reset OSD

Reset OSD settings to default values.

Reset All Settings

Reset all projector settings to default values.

Reset Selective

Reset the settings of one of the main menus. User can choose from Image, Display, Setup, Input, Audio, and Communication.

USING THE PROJECTOR

Input Settings menu

Learn how to configure the projector input settings.

Submenus

- Auto Source
- Quick Resync
- Active Inputs
- EDID Settings
- HDMI Out

Auto Source

When Auto Source is enabled, the projector automatically detects and selects the input signal. Once an input source is selected, press the Input button on the remote control or keypad to switch to other available sources. When the function is disabled, pressing Input will bring up the Active Inputs submenu.

Quick Resync

Set the quick resync feature.

Active Inputs

Select an input signal from the source list. The available input sources are HDMI1, HDMI2, and HDBaseT.

EDID Settings

Set the EDID compatibility.

HDMI 1 EDID / HDMI 2 EDID

When receiving a HDMI signal, set the projector's EDID compatibility to display the signal correctly. Select 1.4 for the input devices with HDMI 1.4, or 2.0 for HDMI 2.0 devices.

HDBaseT EDID

When receiving a HDMI signal via HDBaseT, set the projector's EDID compatibility to display the signal correctly. Select 1.4 for the input devices with HDMI 1.4, or 2.0 for HDMI 2.0 devices.

HDMI Out

Set the HDMI 1 or HDMI 2 port to output the signal.

Reset

Reset all the input settings to factory default values.

USING THE PROJECTOR

Audio menu

Learn how to configure audio settings.

Submenus

- Volume
- Mute
- Audio Output

Volume

Adjust the volume level.

Mute

Turn off or turn on the projector sound.

Audio Output

Select the audio output between Internal Speaker and Line Out.

Reset

Reset all the audio settings to factory default values.

USING THE PROJECTOR

Communication menu

Communication menu is used to configure the settings that allow the projector to communicate with other projectors or control devices.

Submenus

- Device ID
- IR Function
- Remote Settings
- LAN
- HDBaseT Control
- Control
- Baud Rate

Device ID

Assign an ID code for the projector from 00 to 99. Use this code as the projector ID when controlling the projector by RS232, Telnet or other control methods.

IR Function

Set the remote receiver for the projector to control the communication between the projector and the IR remote.

Front

Enable or disable the front remote receiver.

Top

Enable or disable the top remote receiver.

HDBaseT

Select On to set the HDBaseT terminal as the remote receiver.

Remote Settings

Configure the settings of the Infra-Red (IR) remote control.

Remote Code

Press and hold the remote control ID key. When all the key lights turn on, press the number key 00-99 to assign a number. When all key lights flash rapidly twice, the remote control code has been changed. At this time, release the remote control ID key.

Quick Switch Code

The IR receiving function of the projector can be temporarily deactivated by hot key (0 ~ 9) to avoid the IR interference between projectors. The remote ID needs to be set to All.

User 1 / User 2

Assign a function to the User 1 and User 2 buttons on the remote control. It allows you to use the function easily without going through the OSD menus. The available functions are HDMI 1, HDMI 2, Color Matching, Color Temperature, Projection Orientation, Light Source Mode, Freeze Screen, Network, and Reset Selective.

LAN

Configure the projector's network settings.

LAN Interface

To avoid clash, specify the LAN interface to RJ-45 or HDBaseT.

Network Status

Display the network connection status. (Read only)

MAC Address

Display the MAC address. (Read only)

USING THE PROJECTOR

DHCP

Turn on DHCP to automatically acquire IP address, subnet mask, gateway, and DNS.

IP Address

Assign the projector's IP address.

Subnet Mask

Assign the projector's subnet mask.

Gateway

Assign the projector's gateway.

DNS 1/DNS 2

Assign the projector's DNS 1/DNS 2.

Apply

Apply the wired network settings.

Note: *If you have adjusted the settings for DHCP, IP Address, Subnet Mask, Gateway, DNS1/2, please be sure to execute "Apply" so that the system will apply any changes to the network settings.*

Reset

Reset the network settings to default factory values.

Control

This projector can be controlled remotely by a computer or other external devices through wired network connection. It allows the user to control one or more projectors from a remote control center, such as powering the projector on or off, and adjusting the image brightness or contrast.

Use the Control submenu to select a control device for the projector.

Crestron

Control the projector with Crestron controller and related software (Port: 41794).

For more information, please visit <http://www.crestron.com>.

- **Crestron Setup:** Setup the Crestron IP Address, IPID, and Port. Then select Crestron Setup Apply to save the modifications.

Note: *Crestron settings on the OSD only support Crestron V1 functions. If you want to configure Crestron V2 functions or more detailed settings, you need to go to the web page to set them.*

PJ Link

Control the projector with PJLink Class2 commands (Port: 4352).

For more information, please visit <http://pjlink.jbmia.or.jp/english>.

Extron

Control the projector with Extron devices (Port: 2023).

For more information, please visit <http://www.extron.com>.

AMX

Control the projector with AMX devices (Port: 9131).

For more information, please visit <http://www.amx.com>.

Note: *Only supports AMX Discovery function.*

Telnet

Control the projector using RS232 commands through Telnet connection (Port: 23).

For more information, refer to "Using RS232 command by Telnet" on page 58.

USING THE PROJECTOR

HTTP

Control the projector with web browser (Port: 80).

For more information, refer to “Overview of the web control panel” on page 57.

Note:

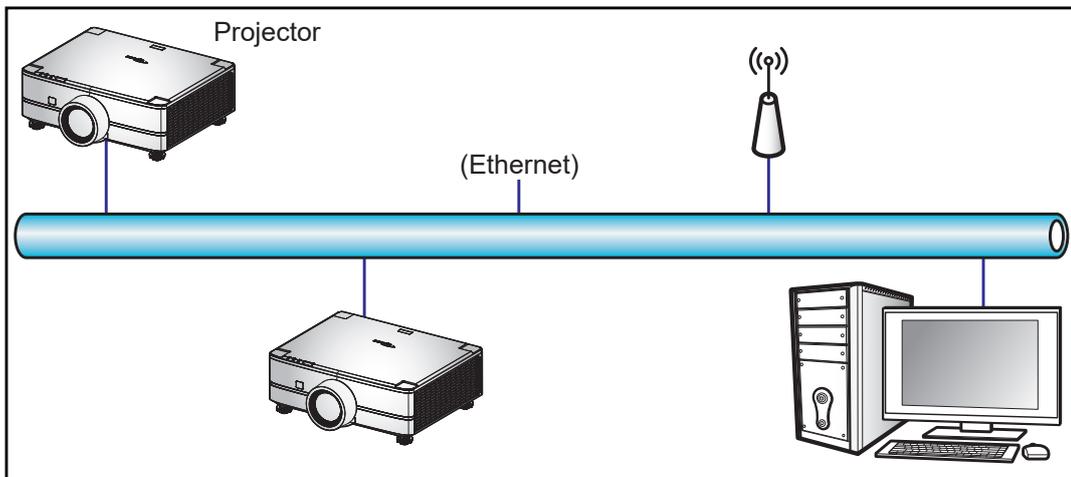
- *Crestron is a registered trademark of Crestron Electronics, Inc. of the United States.*
- *Extron is a registered trademark of Extron Electronics, Inc. of the United States.*
- *AMX is a registered trademark of AMX LLC of the United States.*
- *PJLink applied for trademark and logo registration in Japan, the United States of America, and other countries by JBMIA.*
- *For more information about the various types of external devices which can be connected to the LAN / RJ45 port and remotely control the projector, as well as the supported commands for these external devices, please contact the Support-Service directly.*
- *Support OMSC and OMSL. For more information, please contact the Support-Service directly.*

Setup Network Control

LAN RJ45 function

For simplicity and ease of operation, the projector provides diverse networking and remote management features.

The LAN / RJ45 function of the projector through a network, such as remotely manage: Power On / Off, brightness, and contrast settings.



Wired LAN terminal functionalities

This projector can be controlled by using a PC (laptop) or other external device via LAN / RJ45 port and compatible with Crestron / Extron / AMX (Device -Discovery) / PJLink.

The projector is supported by the specified commands of the Crestron Electronics controller and related software, for example RoomView®.

Using the web control panel

The web control panel allows the user to configure various projector settings using a web browser from any personal computer or mobile devices.

System Requirements

To use the web control panel, make sure your devices and software meet the minimum system requirements

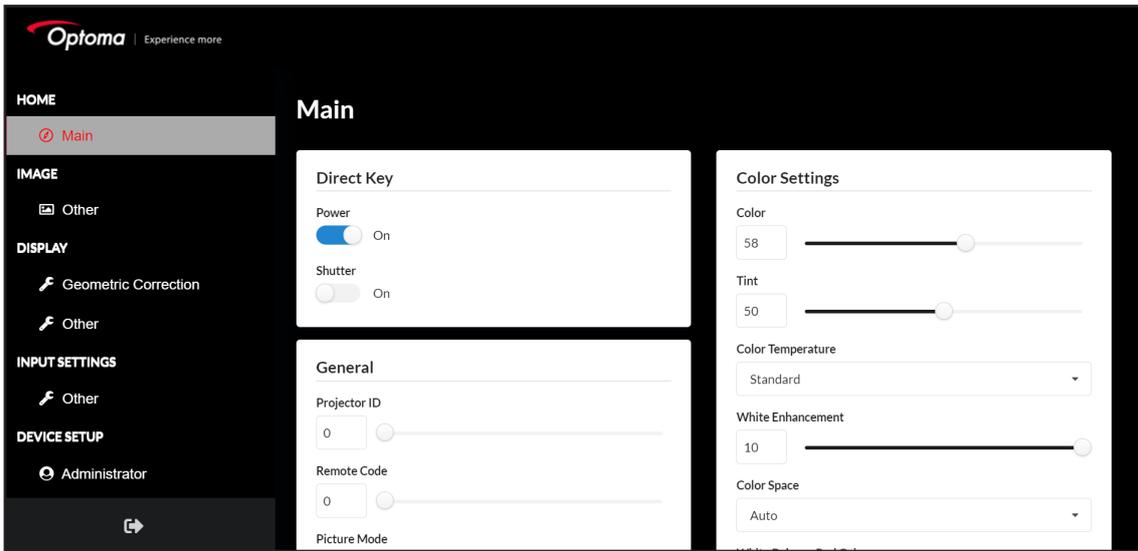
- RJ45 cable (CAT-5e)
- PC, laptop, mobile phone, or tablet installed with a web browser

USING THE PROJECTOR

- Compatible web browsers
 - Microsoft Edge 40 or higher version
 - Firefox 57 or higher version
 - Chrome 63 or higher version

Overview of the web control panel

Configure the projector settings using web browser.



| Menu | Description |
|----------------|--|
| HOME | View the projector information and firmware version details. |
| IMAGE | To configure image settings. |
| DISPLAY | To configure the settings to properly project images according to your installation circumstances. |
| INPUT SETTINGS | To configure the projector input settings. |
| DEVICE SETUP | To configure the system settings for the projector. |
| COMMUNICATION | Communication menu is used to configure the settings that allow the projector to communicate with other projectors or control devices. |
| INFORMATION | View the projector information about its status and settings. The projector information is read only. |

USING THE PROJECTOR

Accessing the web control panel

When network is available, connect the projector and the computer to the same network. Use the projector address as the web URL to open the web control panel in a browser.

1. Check the projector address using the OSD menu.
 - Setup: **Control** → **LAN** → **IP Address**.
2. Open a web browser and type the projector address in the address bar.
3. The web page redirects to the web control panel.
4. In the Username field, type the username: admin (first time login).

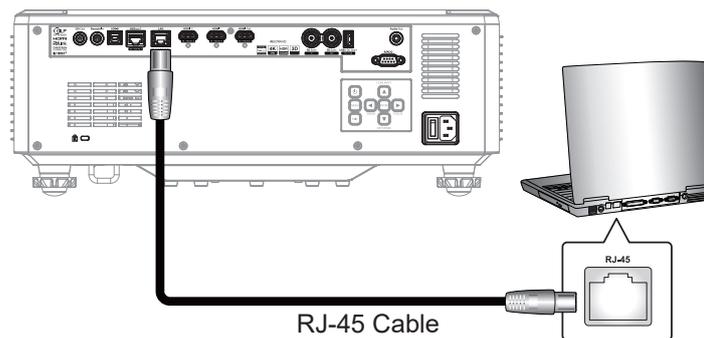
Note:

- *When logging in for the first time, you don't need to enter a password.*
- *It is needed to change the username and password once you have logged in. It is also advised to use a strong password.*

When network is not available, refer to “Directly connect the projector to a computer” on page 58.

Directly connect the projector to a computer

When network is not available, connect the projector to the computer directly using a RJ-45 cable, and configure the network settings manually.



1. Assign IP address to the projector
 - From the OSD menu, select **LAN > DHCP**.
 - Turn off DHCP, and manually set the projector's IP Address, Subnet Mask, and Gateway.
 - Press **Enter** to confirm the settings.
2. Assign IP address to the computer
 - Set the Default Gateway and Subnet Mask of the computer to match the projector.
 - Set the IP address of the computer to match the first three numbers of the projector.
For example, if the projector IP address is 192.168.0.100, set the computer IP address to 192.168.0.xxx, where xxx is not 100.
3. Open a web browser and type the projector address in the address bar.
4. The web page redirects to the web control panel.

Using RS232 command by Telnet

This projector supports using RS232 commands through Telnet connection.

1. Set up a direct connection between the projector and computer. Refer to *Directly connect the projector to a computer* on page 58.
2. Disable the firewall on the computer.
3. Open the command dialogue on the computer. For Windows 7 operating system, select **Start > All Programs > Accessories > Command Prompt**.
4. Input the command “telnet ttt.xxx.yyy.zzz 23”.
Replace “ttt.xxx.yyy.zzz” with the projector IP address.
5. Press **Enter** on the computer keyboard.

USING THE PROJECTOR

Specification for RS232 by Telnet

- Telnet: TCP
- Telnet port: 23 (contact service team for more details)
- Telnet utility: Windows “TELNET.exe” (console mode).
- Disconnection for RS232-by-Telnet control normally: Close
- Below are the limitations for using Windows Telnet utility directly after TELNET connection is ready:
 - There is less than 50 bytes for successive network payload for Telnet-Control application.
 - There is less than 26 bytes for one complete RS232 command for Telnet-Control.
 - Minimum delay for next RS232 command must be more than 200 (ms).Information menu.

Baud Rate

Set the baud rate for Serial Port In and Serial Port Out. The available options are 9600, 19200, 38400, 57600, and 115200 (default).

Reset

Reset all control settings to default factory values.

Information menu

View the projector information about its status and settings. The projector information is read only.

Submenus

- Regulatory
- Serial Number
- Source Info.
- Light Source Mode
- Device ID
- Remote Code
- System Status
- Control
- LAN
- FW Version

Regulatory

Display the projector model name.

Serial Number

Display the projector serial number.

Source Info.

Source

Display the current input signal of the projector.

- **Resolution:** Display the resolution of the current input signal source of the projector.
- **Signal Format:** Display the format of the current input signal source of the projector.
- **Pixel Clock:** Display the pixel clock of the projector’s current input signal source.
- **Refresh Rate:** Display the horizontal and vertical refresh frequency of the projector’s current input signal source.
- **Color Bit Depth:** Displays the color depth of the current input signal.
- **Color Gamut:** Displays the Color Gamut of the current input signal.
- **Color Space:** Display the color space of the projector’s current input signal source.
- **Picture Mode:** Displays the Picture mode used by the projector’s current input signal.

USING THE PROJECTOR

Light Source Mode

Display the current Light Source Mode setting of the projector.

Device ID

Display the current Device ID setting of the projector.

Remote Code

Display the current remote code setting of the projector.

System Status

Display the projector system status information.

Standby Mode

Display the current standby mode setting of the projector.

Projection Hours

Display the total projector usage hours.

Total Hours

Displays the total laser usage time of the projector in Normal, Eco and Custom Power modes.

Normal

Displays the total laser usage time of the projector in Normal mode.

Eco Mode

Displays the total laser usage time of the projector in Eco mode.

Custom Power

Displays the total laser usage time of the projector in Custom Power mode.

Ambient Temp.

Display the current ambient temperature of the projector.

System Temp.

Display the current system temperature of the projector.

Control

Display projector control setting information.

Crestron

Display the current Crestron on or off setting of the projector.

Extron

Display the current Extron on or off setting of the projector.

PJLink

Display the current PJLink on or off setting of the projector.

AMX

Display the current AMX on or off setting of the projector.

Telnet

Display the current Telnet on or off setting of the projector.

HTTP

Display the current HTTP on or off setting of the projector.

LAN

Display the projector network setting information.

LAN Interface

Display the current LAN interface settings of the projector.

MAC Address

Display the projector MAC address information.

Network Status

Display the projector network connection status.

DHCP

Display the projector DHCP settings.

IP Address

Display the current IP address of the projector.

Subnet Mask

Display the current Subnet Mask of the projector.

Gateway

Display the current Gateway of the projector.

DNS 1/ DNS 2

Display the current DNS1 and DNS2 address of the projector.

FW Version

Display the projector Main, F-MCU, A-MCU, LAN, Formatter, HDBaseT firmware version information.

ADDITIONAL INFORMATION

Compatible Resolutions

Digital

| HDMI 2.0 / HDBaseT | | | |
|--------------------|-----------------|--------------------------|------------------------|
| Established Timing | Standard Timing | Detail Timing | Supported Video Timing |
| 1024x768 @60Hz | 1024x768 @120Hz | 3840x2160 @60Hz (Native) | 1280x720 @50Hz |
| 1024x768 @70Hz | 1280x800 @75Hz | 1920x1080 @60Hz | 1280x720 @60Hz |
| 1024x768 @75Hz | 1280x1024 @60Hz | 2560x1080 @60Hz | 1280x720 @120Hz |
| 1152x870 @75Hz | 1360x765 @60Hz | 1920x1080 @240Hz | 1920x1080 @24Hz |
| 1280x1024 @75Hz | 1400x1050 @60Hz | | 1920x1080 @25Hz |
| | 1600x1200 @60Hz | | 1920x1080 @50Hz |
| | 1680x1050 @60Hz | | 1920x1080 @60Hz |
| | 1920x1200 @60Hz | | 1920x1080i @50Hz |
| | | | 1920x1080i @60Hz |
| | | | 1920x1080 @120Hz |
| | | | 2560x1080 @24Hz |
| | | | 2560x1080 @25Hz |
| | | | 2560x1080 @30Hz |
| | | | 2560x1080 @50Hz |
| | | | 2560x1080 @60Hz |
| | | | 3840x2160 @24Hz |
| | | | 3840x2160 @25Hz |
| | | | 3840x2160 @30Hz |
| | | | 3840x2160 @50Hz |
| | | | 3840x2160 @60Hz |
| | | | 4096x2160 @24Hz |
| | | | 4096x2160 @25Hz |
| | | | 4096x2160 @30Hz |
| | | | 4096x2160 @50Hz |

ADDITIONAL INFORMATION

| HDMI 1.4 / HDBaseT | | | |
|--------------------|-----------------|--------------------------|------------------------|
| Established Timing | Standard Timing | Detail Timing | Supported Video Timing |
| 1024x768 @60Hz | 1024x768 @120Hz | 720x480 @59Hz | 1280x720 @50Hz |
| 1024x768 @70Hz | 1280x800 @75Hz | 1366x768 @59Hz | 1280x720 @60Hz |
| 1024x768 @75Hz | 1280x1024 @60Hz | 1920x540 @60Hz | 1280x720 @120Hz |
| 1152x870 @75Hz | 1360x765 @60Hz | 1920x1080 @60Hz (Native) | 1920x1080i @50Hz |
| 1280x1024 @75Hz | 1400x1050 @60Hz | 1920x1200 @59Hz | 1920x1080i @60Hz |
| | 1600x1200 @60Hz | 2560x1080 @60Hz | 1920x1080 @24Hz |
| | 1680x1050 @60Hz | | 1920x1080 @25Hz |
| | 1920x1200 @60Hz | | 1920x1080 @50Hz |
| | | | 1920x1080 @60Hz |
| | | | 1920x1080 @120Hz |
| | | | 2560x1080 @24Hz |
| | | | 2560x1080 @25Hz |
| | | | 2560x1080 @30Hz |
| | | | 2560x1080 @50Hz |
| | | | 2560x1080 @60Hz |
| | | | 3840x2160 @24Hz |
| | | | 3840x2160 @25Hz |
| | | | 3840x2160 @30Hz |
| | | | 4096x2160 @24Hz |
| | | | 4096x2160 @25Hz |
| | | | 4096x2160 @30Hz |

True 3D video compatibility

| Input Resolutions | HDMI 1.4a 3D Input | Input timing | |
|----------------------|--------------------|--------------------|----------------|
| | | 1280 x 720P @ 50Hz | Top and Bottom |
| 1280 x 720P @ 60Hz | Top and Bottom | | |
| 1280 x 720P @ 50Hz | Frame Packing | | |
| 1280 x 720P @ 60Hz | Frame Packing | | |
| 1920 x 1080P @ 24Hz | Top and Bottom | | |
| 1920 x 1080P @ 24Hz | Frame Packing | | |
| 1920 x 1080i @ 50Hz | Side by Side | | |
| 1920 x 1080i @ 60Hz | Side by Side | | |
| 800 x 600 @ 120Hz | Frame Sequential | | |
| 1024 x 768 @ 120Hz | Frame Sequential | | |
| 1280 x 720 @ 120Hz | Frame Sequential | | |
| 1280 x 800 @ 120Hz | Frame Sequential | | |
| 1920 x 1080P @ 60Hz | Frame Sequential | | |
| 1920 x 1080P @ 120Hz | Frame Sequential | | |
| 1920 x 1200 @ 60Hz | Frame Sequential | | |

Note: If 3D input is 1080p@24Hz, the DMD should replay with integral multiple with 3D mode.

ADDITIONAL INFORMATION

RS232 Port Setting and Signals Connection

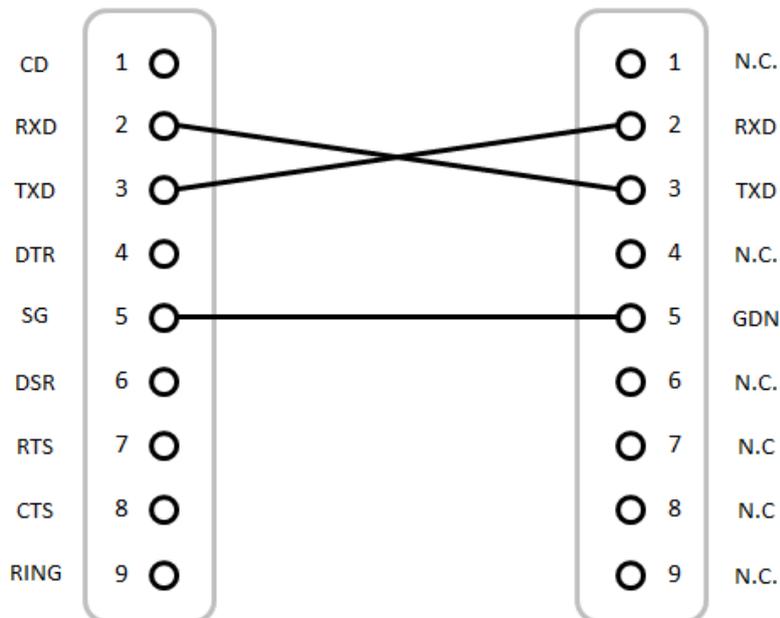
RS232 Port Setting

| Items | Method |
|----------------------|----------------------------|
| Communication Method | Asynchronous Communication |
| Baud Rate | 115200 |
| Data Bits | 8 bits |
| Parity | None |
| Stop Bits | 1 |
| Flow Control | None |

RS232 Signals Connection

Computer COM Port
(D-Sub 9-pin connector)

Projector COM Port
(D-Sub 9-pin connector)



Note: RS232 shell is grounded.

ADDITIONAL INFORMATION

Image Size and Projection Distance

1.6x lens model

The size of projected images is 50 ~ 300 inches (1.36 ~ 13.35 m)

| Screen Size 16:9 (W x H) | | | | | | Projector Distance | | | |
|--------------------------|------|-------|------|--------|------|--------------------|------|-------|-------|
| Diagonal Length of Image | | Width | | Height | | Wide | | Tele | |
| inch | m | inch | m | inch | m | inch | m | inch | m |
| 50 | 1.27 | 43.6 | 1.11 | 24.5 | 0.62 | 53.5 | 1.36 | 85.8 | 2.18 |
| 60 | 1.52 | 52.3 | 1.33 | 29.4 | 0.75 | 64.6 | 1.64 | 103.5 | 2.63 |
| 70 | 1.78 | 61.0 | 1.55 | 34.3 | 0.87 | 75.7 | 1.92 | 121.3 | 3.08 |
| 80 | 2.03 | 69.7 | 1.77 | 39.2 | 1.00 | 86.8 | 2.20 | 138.6 | 3.52 |
| 90 | 2.29 | 78.4 | 1.99 | 44.1 | 1.12 | 97.9 | 2.49 | 156.3 | 3.97 |
| 100 | 2.54 | 87.1 | 2.21 | 49.0 | 1.25 | 109.0 | 2.77 | 174.0 | 4.42 |
| 120 | 3.05 | 104.6 | 2.66 | 58.8 | 1.49 | 131.2 | 3.33 | 209.1 | 5.31 |
| 150 | 3.81 | 130.7 | 3.32 | 73.5 | 1.87 | 164.5 | 4.18 | 261.8 | 6.65 |
| 180 | 4.57 | 156.8 | 3.98 | 88.2 | 2.24 | 198.0 | 5.03 | 314.6 | 7.99 |
| 200 | 5.08 | 174.3 | 4.43 | 98.0 | 2.49 | 219.9 | 5.59 | 349.6 | 8.88 |
| 250 | 6.35 | 217.8 | 5.53 | 122.5 | 3.11 | 275.4 | 7.00 | 437.8 | 11.12 |
| 300 | 7.62 | 261.4 | 6.64 | 147.1 | 3.74 | 330.9 | 8.41 | 525.6 | 13.35 |

1.15x lens model

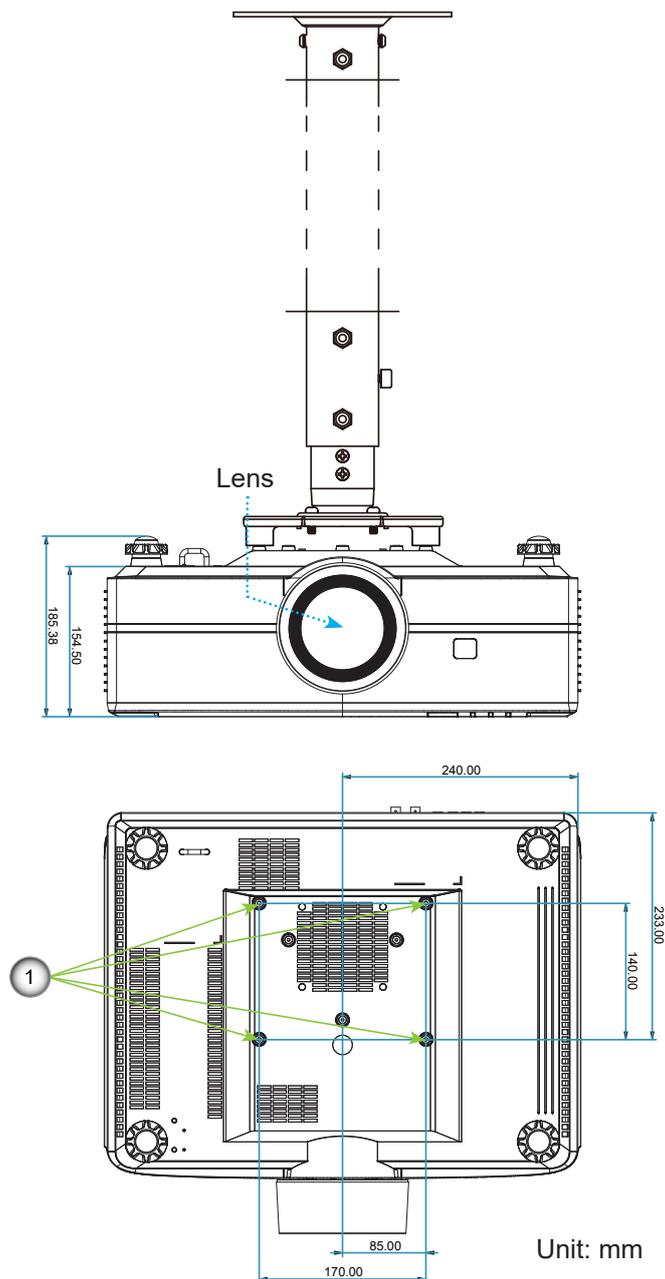
The size of projected images is 50 ~ 1000 inches (0.70 ~ 17.04 m)

| Screen Size 16:9 (W x H) | | | | | | Projector Distance | | | |
|--------------------------|-------|-------|-------|--------|-------|--------------------|-------|-------|-------|
| Diagonal Length of Image | | Width | | Height | | Wide | | Tele | |
| inch | m | inch | m | inch | m | inch | m | inch | m |
| 50 | 1.27 | 43.6 | 1.11 | 24.5 | 0.62 | 27.6 | 0.70 | 32.1 | 0.81 |
| 60 | 1.52 | 52.3 | 1.33 | 29.4 | 0.75 | 33.4 | 0.85 | 38.8 | 0.99 |
| 70 | 1.78 | 61.0 | 1.55 | 34.3 | 0.87 | 39.2 | 1.00 | 45.5 | 1.16 |
| 80 | 2.03 | 69.7 | 1.77 | 39.2 | 1.00 | 45.0 | 1.14 | 52.3 | 1.33 |
| 90 | 2.29 | 78.4 | 1.99 | 44.1 | 1.12 | 50.9 | 1.29 | 59.0 | 1.50 |
| 100 | 2.54 | 87.2 | 2.21 | 49.0 | 1.25 | 56.7 | 1.44 | 65.7 | 1.67 |
| 120 | 3.05 | 104.6 | 2.66 | 58.8 | 1.49 | 68.3 | 1.74 | 79.2 | 2.01 |
| 150 | 3.81 | 130.7 | 3.32 | 73.5 | 1.87 | 85.8 | 2.18 | 99.3 | 2.52 |
| 180 | 4.57 | 156.9 | 3.98 | 88.2 | 2.24 | 103.3 | 2.62 | 119.5 | 3.04 |
| 200 | 5.08 | 174.3 | 4.43 | 98.1 | 2.49 | 114.9 | 2.92 | 133.0 | 3.38 |
| 250 | 6.35 | 217.9 | 5.53 | 122.6 | 3.11 | 144.0 | 3.66 | 166.6 | 4.23 |
| 300 | 7.62 | 261.5 | 6.64 | 147.1 | 3.74 | 173.1 | 4.40 | 200.2 | 5.09 |
| 500 | 12.70 | 435.8 | 11.07 | 245.1 | 6.23 | 289.6 | 7.35 | 334.7 | 8.50 |
| 600 | 15.24 | 522.9 | 13.28 | 294.2 | 7.47 | 347.8 | 8.83 | 402.0 | 10.21 |
| 700 | 17.78 | 610.1 | 15.50 | 343.2 | 8.72 | 406.0 | 10.31 | 469.3 | 11.92 |
| 800 | 20.32 | 697.3 | 17.71 | 392.2 | 9.96 | 464.2 | 11.79 | 536.5 | 13.63 |
| 900 | 22.86 | 784.4 | 19.92 | 441.2 | 11.21 | 522.5 | 13.27 | 603.8 | 15.34 |
| 1000 | 25.40 | 871.6 | 22.14 | 490.3 | 12.45 | 580.7 | 14.75 | 671.0 | 17.04 |

ADDITIONAL INFORMATION

Ceiling Mount Installation

1. To prevent damage to your projector, please use the Optoma ceiling mount.
2. If you wish to use a third party ceiling mount kit, please ensure the screws used to attach a mount to the projector meet the following specifications:
 - Screw type: M4*4
 - Minimum screw length: 8 mm

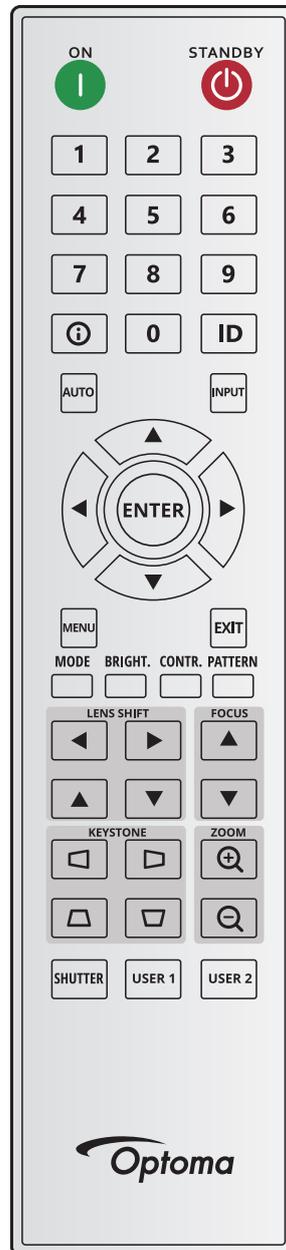


Note:

1. *Mounting holes for ceiling mount.*
2. *Please note that damage resulting from incorrect installation will void the warranty.*

ADDITIONAL INFORMATION

IR remote codes



| Key Legend | Key Position | Repeat Format | Address | | Data | | Description |
|------------|--------------|---------------|---------|--------|--------|--------|-----------------------------------|
| | | | Byte 1 | Byte 2 | Byte 3 | Byte 4 | |
| ON (I) | 1 | F1 | 32 | CD | 2 | FD | Press to turn on the projector. |
| OFF (⏻) | 2 | F1 | 32 | CD | 2E | D1 | Press to turn off the projector. |
| 1 | 3 | F1 | 32 | CD | 72 | 8D | Use as numeric keypad number "1". |
| 2 | 4 | F1 | 32 | CD | 73 | 8C | Use as numeric keypad number "2". |
| 3 | 5 | F1 | 32 | CD | 74 | 8B | Use as numeric keypad number "3". |
| 4 | 6 | F1 | 32 | CD | 75 | 8A | Use as numeric keypad number "4". |
| 5 | 7 | F1 | 32 | CD | 77 | 88 | Use as numeric keypad number "5". |
| 6 | 8 | F1 | 32 | CD | 78 | 87 | Use as numeric keypad number "6". |

ADDITIONAL INFORMATION

| Key Legend | Key Position | Repeat Format | Address | | Data | | Description |
|-------------------|--------------|---------------|---------|--------|--------|--------|--|
| | | | Byte 1 | Byte 2 | Byte 3 | Byte 4 | |
| 7 | 9 | F1 | 32 | CD | 79 | 86 | Use as numeric keypad number "7". |
| 8 | 10 | F1 | 32 | CD | 80 | 7F | Use as numeric keypad number "8". |
| 9 | 11 | F1 | 32 | CD | 81 | 7E | Use as numeric keypad number "9". |
| Info (i) | 12 | F1 | 32 | CD | 82 | 7D | Press to display source image information. |
| 0 | 13 | F1 | 32 | CD | 25 | DA | Use as numeric keypad number "0". |
| ID | 14 | F1 | 32 | CD | A7 | 58 | Press to set remote ID. |
| Auto | 15 | F1 | 32 | CD | 4 | FB | Press to automatically synchronize the projector to the input source. |
| Input | 16 | F1 | 32 | CD | 18 | E7 | Press to select an input signal. |
| UP (▲) | 17 | F1 | 32 | CD | 0F | F0 | Press to select items or make adjustments to our selection. |
| LEFT (◀) | 18 | F1 | 32 | CD | 11 | EE | Press to select items or make adjustments to our selection. |
| Enter | 19 | F1 | 32 | CD | 14 | EB | Press to confirm your item selection. |
| RIGHT (▶) | 20 | F1 | 32 | CD | 10 | EF | Press to select items or make adjustments to our selection. |
| DOWN (▼) | 21 | F1 | 32 | CD | 12 | ED | Press to select items or make adjustments to our selection. |
| Menu | 22 | F1 | 32 | CD | 0E | F1 | Press to display the on-screen display menus for projector. |
| Exit | 23 | F1 | 32 | CD | 2A | D5 | Press to return to previous level or exit menus if at top level. |
| Mode | 24 | F1 | 32 | CD | 5 | FA | Press to select the preset display mode. |
| Bright. | 25 | F1 | 32 | CD | 28 | D7 | Press to adjust amount of light in the image. |
| Contr. | 26 | F1 | 32 | CD | 29 | D6 | Press to adjust difference between dark and light. |
| Pattern | 27 | F1 | 32 | CD | 58 | A7 | Press to display a test pattern. |
| Lens Shift ◀ | 28 | F1 | 32 | CD | 41 | BE | Press to adjust the position of the image horizontally. |
| Lens Shift ▶ | 29 | F1 | 32 | CD | 42 | BD | |
| Focus ▲ | 30 | F1 | 32 | CD | 86 | 79 | Press to adjust focus to improve image clarity as desired. |
| Lens Shift ▲ | 31 | F1 | 32 | CD | 34 | CB | Press to adjust the position of the image vertically. |
| Lens Shift ▼ | 32 | F1 | 32 | CD | 32 | CD | Press to adjust the position of the image vertically. |
| Focus ▼ | 33 | F1 | 32 | CD | 26 | D9 | Press to adjust focus to improve image clarity as desired. |
| Keystone ◻ | 34 | F1 | 32 | CD | 87 | 78 | Press to adjust the horizontal keystone. |
| Keystone ◻ | 35 | F1 | 32 | CD | 51 | AE | Press to adjust the horizontal keystone. |
| Zoom ⊕ | 36 | F1 | 32 | CD | 52 | AD | Press to adjust zoom to achieve a desired image size. |
| Keystone ◻ | 37 | F1 | 32 | CD | 53 | AC | Press to adjust the vertical keystone. |
| Keystone ◻ | 38 | F1 | 32 | CD | 54 | AB | Press to adjust the vertical keystone. |
| Zoom ⊖ | 39 | F1 | 32 | CD | 55 | AA | Press to adjust zoom to achieve a desired image size. |
| Shutter (AV Mute) | 40 | F1 | 32 | CD | 56 | A9 | Press to hide/unhide the screen picture. |
| User 1 | 41 | F1 | 32 | CD | 57 | A8 | Press to assign user functions. Please refer to "Remote Setup" on page 24. |
| User 2 | 42 | F1 | 32 | CD | 27 | D8 | Press to assign user functions. Please refer to "Remote Setup" on page 24. |

ADDITIONAL INFORMATION

Troubleshooting

If you experience a problem with your projector, please refer to the following information. If a problem persists, please contact your local reseller or service center.

Image problems

- ❓ *No image appears on-screen*
 - Ensure all the cables and power connections are correctly and securely connected as described in the *Setup and Installation* section.
 - Ensure the pins of connectors are not crooked or broken.
 - Ensure that the Shutter (AV Mute) feature is not turned on.
- ❓ *Image is out of focus*
 - Press the **Focus ▲** or **Focus ▼** button on the remote control or projector keypad to adjust the focus until the image is sharp and legible.
 - Make sure the projection screen is between the required distance from the projector. (Please refer to *Image size and projection distance* page 65).
- ❓ *The image is stretched when displaying 16:10 DVD title*
 - When you play anamorphic DVD or 16:10 DVD, the projector will show the best image in 16:10 format on projector side.
 - If you play 4:3 format DVD title, please change the format as 4:3 in projector OSD.
 - Please setup the display format as 16:10 (wide) aspect ratio type on your DVD player.
- ❓ *Image is too small or too large*
 - Press the **Zoom ⊕** or **Zoom ⊖** button on the remote control or projector keypad to adjust the projected image size.
 - Move the projector closer to or further from the screen.
 - From the OSD menu, select **Display > Aspect Ratio** to change the aspect ratio.
- ❓ *Image has slanted sides:*
 - If possible, reposition the projector so that it is centered on the screen and below the bottom of the screen.
 - Press the **Keystone**  buttons on the remote control to adjust the screen shape.
- ❓ *Image is reversed*
 - From the OSD menu, select **Device Setup > Projection Orientation > Rear** to reverse the image so you can project from behind a translucent screen.

Other problems

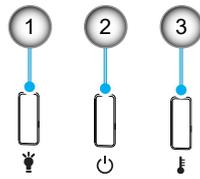
- ❓ *The projector stops responding to all controls*
 - If possible, turn off the projector, then unplug the power cord and wait at least 20 seconds before reconnecting power.

Remote control problems

- ❓ *If the remote control does not work*
 - Check that the operating angle of the remote control is pointed within $\pm 30^\circ$ to the IR receivers on the projector.
 - Make sure there are not any obstructions between the remote control and the projector. Move to within 6 meters (19.7 feet) of the projector.
 - Make sure batteries are inserted correctly.
 - Replace batteries if they are exhausted.

ADDITIONAL INFORMATION

LED Indicators and Lightning Messages



| No. | Item |
|-----|-----------|
| 1. | Light LED |
| 2. | Power LED |
| 3. | Temp LED |

| Status | Light LED | Power LED | | Temp LED |
|-----------------------|------------------------------------|------------------------------------|--|--|
| | Red | Red | Green | Red |
| Standby | N/A | Steady light | N/A | N/A |
| Power On | N/A | N/A | Steady light | N/A |
| Warning Up Start | N/A | Flashing (1 sec off / 1 sec on) | N/A | N/A |
| Cooling Down Start | N/A | N/A | Flashing (0.5 sec off / 0.5 sec on) | N/A |
| AV Mute | Flashing (1 sec off / 1 sec on) | N/A | Steady light | N/A |
| Error (Power Failure) | Steady light | N/A | N/A | Steady light |
| Error (Fan Failure) | N/A | N/A | N/A | Flashing (3 sec on / 3 sec off) |
| Error (DIM Power) | N/A | N/A | N/A | Flashing (0.5 sec off / 0.5 sec on) |
| Error (Over Temp) | N/A | N/A | N/A | Steady light |
| Error (LD Over Temp) | N/A | N/A | N/A | Steady light |
| OPFU Mode | Steady light | Steady light | Steady light | Steady light |

Note: The light off for 10min when projector into upgrade process and All LED Flashing (3 sec off/ 3 sec on)

ADDITIONAL INFORMATION

Specifications

| Optical | Description |
|---------------------|--|
| Technology | 0.65" S450 4K UHD with 4-way XPR actuator |
| Display resolution | 4K UHD 3840 x 2160 |
| Maximum resolution | 3840 x 2160 @ 60Hz for HDMI |
| Lens | Throw ratio <ul style="list-style-type: none">• 1.6x lens model: 1.25 ~ 2.0• 1.15x lens model: 0.65 ~ 0.75 F-stop <ul style="list-style-type: none">• 1.6x lens model: 2.0 ~ 2.4• 1.15x lens model: 2.0 ~ 2.1 Focal length <ul style="list-style-type: none">• 1.6x lens model: 18.72 ~ 29.59• 1.15x lens model: 9.69 ~ 11.19 |
| Offset | 0 |
| Image size | <ul style="list-style-type: none">• 1.6x lens model: 50" ~ 300" (mechanical travel) (optimized@120")• 1.15x lens model: 50" ~ 1000" (mechanical travel) (optimized@100") |
| Projection distance | <ul style="list-style-type: none">• 1.6x lens model: 1.33m ~ 13.06m (mechanical travel)• 1.15x lens model: 0.7m ~ 16.6m (mechanical travel) |
| Input Interface | <ul style="list-style-type: none">• HDMI in 2.0 x 2• HDBaseT x 1• 3D Sync in x 1 |
| Output Interface | <ul style="list-style-type: none">• HDMI out 2.0 x 1• USB type-A x 1 for power USB 5V/1.5A• SD Sync out x 1• Audio out x 1 |
| Control Interface | <ul style="list-style-type: none">• USB type-B x 1 for service• LAN x 1• 12V Trigger x 1• Wired Remote x 1• RS232 control x 1 |
| Colour | 1073.4 Million color |
| Scan rate | <ul style="list-style-type: none">• Horizontal scan rate: 15.375 ~ 91.146 KHz• Vertical scan rate: 24 ~ 85 Hz (120Hz for 3D feature) |
| Speaker | 10W x 2 |
| Power consumption | Normal mode (typical) <ul style="list-style-type: none">• 530W ± 15% @ 110Vac• 520W ± 15% @ 220Vac ECO mode (typical) <ul style="list-style-type: none">• 285W ± 15% @ 110Vac• 280W ± 15% @ 220Vac |
| Power requirement | AC 100 ~ 240V ±10%, 50/60Hz |
| Input current | 6.5A |

ADDITIONAL INFORMATION

| Optical | Description |
|---------------------------|--|
| Installation orientations | Front, Rear, Ceiling, Rear-top |
| Dimensions (W x D x H) | 1.6x lens model: <ul style="list-style-type: none">• Without feet: 486 x 432.5 x 176 mm (19.1 x 17.0 x 6.9 inches)• With feet: 486 x 432.5 x 185.5 mm (19.1 x 17.0 x 7.3 inches) 1.15x lens model: <ul style="list-style-type: none">• Without feet: 486 x 427.5 x 176 mm (19.1 x 16.8 x 6.9 inches)• With feet: 486 x 427.5 x 185.5 mm (19.1 x 16.8 x 7.3 inches) |
| Weight | <ul style="list-style-type: none">• 1.6x lens model: 13.5 Kg ± 0.3 Kg (29.76 lbs ± 0.66 lbs)• 1.15x lens model: 13.2 Kg ± 0.3 Kg (29.10 lbs ± 0.66 lbs) |
| Environmental | Operating in 5 ~ 40°C, 10% to 85% humidity (non-condensing) |

Note: All specifications are subject to change without notice.

ADDITIONAL INFORMATION

RS232 protocol function list

Baud Rate : 115200

Data Bits: 8

Parity: None

Stop Bits: 1

Flow Control : None

UART16550 FIFO: Disable

■ Write Command

| | | | | | | | | |
|-----------|------------------------|---|---------|---|---|-------|----------|-----------------|
| ~ | X | X | X | X | X | | n | CR |
| Lead Code | Projector ID | | Command | | | space | variable | carriage return |
| Prefix | 00~99 (Default: 00) | | 000~999 | | | | 0~9999 | suffix |

Pass:

Fail:

■ Read Command

| | | | | | | | | |
|-----------|------------------------|---|---------|---|---|-------|----------|-----------------|
| ~ | X | X | X | X | X | | n | CR |
| Lead Code | Projector ID | | Command | | | space | variable | carriage return |
| Prefix | 00~99 (Default: 00) | | 000~999 | | | | 0~9999 | suffix |

Response Format

Pass: Fail:

■ System Automatically Send

| | | | | |
|---|---|---|---|----------|
| I | N | F | O | n |
| | | | | Variable |

Note: There is a <CR> after all ASCII commands. 0D is the HEX code for <CR> in ASCII code.

ADDITIONAL INFORMATION

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | n value | Write Command | | | Read Command | | | | | | |
|---------|------------------|--------------------|------------|---------|---------|---------------|-----------|--------|--------------|-----------|------|---|---|-------|-------|
| | | | | | | Command | Set Para. | Pass | Command | Cmd Value | Pass | | | | |
| Image | Picture Mode | [None] | | | | | | | XX123 | 1 | | O | k | 0 | |
| | | Vivid | | | | | XX20 | 16 | | XX123 | 1 | | O | k | 16 |
| | | HDR | | | | | XX20 | 25 | | XX123 | 1 | | O | k | 25 |
| | | HLG | | | | | XX20 | 25 | | XX123 | 1 | | O | k | 25 |
| | | Cinema | | | | | XX20 | 3 | | XX123 | 1 | | O | k | 3 |
| | | SRGB | | | | | XX20 | 4 | | XX123 | 1 | | O | k | 4 |
| | | Depth | | | | | XX20 | 2 | | XX123 | 1 | | O | k | 2 |
| | | DICOM SIM. | | | | | XX20 | 13 | | XX123 | 1 | | O | k | 13 |
| | | Blending | | | | | XX20 | 19 | | XX123 | 1 | | O | k | 19 |
| | | BD | | | | | XX20 | 9 | | XX123 | 1 | | O | k | 9 |
| | High Frame Rate | | | | | XX20 | 18 | | XX123 | 1 | | O | k | 18 | |
| | User | | | | | XX20 | 5 | | XX123 | 1 | | O | k | 5 | |
| | Dynamic Range | HDR | Off | | | | XX565 | 0 | | XX291 | 1 | | O | k | 0 |
| | | HDR Brightness | Auto | | | | XX565 | 0 | | XX291 | 1 | | O | k | 1 |
| | | | 0~10 | | | | XX288 | 0~10 | | | | | | | |
| | Brightness | 0~100 | | | | | XX21 | 0~100 | | XX125 | 1 | | O | k | 0~100 |
| | | 0~100 | | | | | XX22 | 0~100 | | XX126 | 1 | | O | k | 0~100 |
| | Contrast | 0~100 | | | | | XX23 | 1~15 | | | | | | | |
| | | 0~100 | | | | | XX35 | 3 | | | | | | | |
| | Sharpness | 0~15 | | | | | XX35 | 3 | | | | | | | |
| | | 0~15 | | | | | XX35 | 3 | | | | | | | |
| | | 0~15 | | | | | XX35 | 3 | | | | | | | |
| | | 0~15 | | | | | XX35 | 5 | | | | | | | |
| | | 0~15 | | | | | XX35 | 6 | | | | | | | |
| | | 0~15 | | | | | XX35 | 7 | | | | | | | |
| | | 0~15 | | | | | XX35 | 12 | | | | | | | |
| | | 0~15 | | | | | XX35 | 8 | | | | | | | |
| | | 0~15 | | | | | XX35 | 23 | | | | | | | |
| | | 0~15 | | | | | XX35 | 9 | | | | | | | |
| | | 0~15 | | | | | XX35 | 10 | | | | | | | |
| | Gamma | 0~15 | | | | | XX35 | 11 | | | | | | | |
| | | 0~15 | | | | | XX35 | 11 | | | | | | | |
| | | 0~15 | | | | | XX35 | 11 | | | | | | | |
| | | 0~15 | | | | | XX35 | 11 | | | | | | | |
| | | 0~15 | | | | | XX35 | 11 | | | | | | | |
| | | 0~15 | | | | | XX35 | 11 | | | | | | | |
| | | 0~15 | | | | | XX35 | 11 | | | | | | | |
| | | 0~15 | | | | | XX35 | 11 | | | | | | | |
| | | 0~15 | | | | | XX35 | 11 | | | | | | | |
| | | 0~15 | | | | | XX35 | 11 | | | | | | | |
| | Dynamic Contrast | Dynamic Black | Off | | | | XX191 | 0 | | | | | | | |
| | | On | | | | | XX191 | 1 | | | | | | | |
| | | Speed | 0~160 | | | | XX193 | 1~160 | | | | | | | |
| | | Strength | 0~3 | | | | XX254 | 0~3 | | | | | | | |
| | | Level | 50%~100% | | | | XX255 | 50~100 | | | | | | | |
| | | Extreme Black | Off | | | | XX218 | 0 | | | | | | | |
| | | On | | | | | XX218 | 1 | | | | | | | |
| | | AV Mute Timer | 0.0s~10.0s | | | | XX256 | 0~20 | | | | | | | |
| | | Black Signal Level | 0~5 | | | | XX257 | 0~5 | | | | | | | |
| | | Color | 0~100 | | | | XX45 | 0~100 | | XX292 | 1 | | O | k | 0~100 |
| | Color Settings | Time | 0~100 | | | | XX44 | 0~100 | | XX393 | 1 | | O | k | 0~100 |
| | | BrilliantColor** | 0~10 | | | | XX34 | 1~10 | | XX294 | 1 | | O | k | 0~10 |
| | | Warm | | | | | XX36 | 4 | | XX128 | 1 | | O | k | 3 |
| | | Standard | | | | | XX36 | 1 | | XX128 | 1 | | O | k | 0 |
| | | Cool | | | | | XX36 | 2 | | XX128 | 1 | | O | k | 1 |
| | | Cold | | | | | XX36 | 3 | | XX128 | 1 | | O | k | 2 |
| | | None | | | | | XX327 | 0~254 | | XX491 | 1 | | O | k | 0~254 |
| | | Saturation | 0~254 | | | | XX333 | 0~254 | | XX491 | 2 | | O | k | 0~254 |
| | | Luminance | 0~254 | | | | XX339 | 0~254 | | XX491 | 3 | | O | k | 0~254 |
| | | Reset | | | | | | | | | | | | | |
| | None | | | | | XX328 | 0~254 | | XX492 | 1 | | O | k | 0~254 | |
| | Saturation | 0~254 | | | | XX334 | 0~254 | | XX492 | 2 | | O | k | 0~254 | |
| | Luminance | 0~254 | | | | XX340 | 0~254 | | XX492 | 3 | | O | k | 0~254 | |
| | Reset | | | | | | | | | | | | | | |
| | None | | | | | XX329 | 0~254 | | XX493 | 1 | | O | k | 0~254 | |
| | Saturation | 0~254 | | | | XX335 | 0~254 | | XX493 | 2 | | O | k | 0~254 | |
| | Luminance | 0~254 | | | | XX341 | 0~254 | | XX493 | 3 | | O | k | 0~254 | |
| | Reset | | | | | | | | | | | | | | |
| | None | | | | | XX330 | 0~254 | | XX494 | 1 | | O | k | 0~254 | |
| | Saturation | 0~254 | | | | XX336 | 0~254 | | XX494 | 2 | | O | k | 0~254 | |
| | Luminance | 0~254 | | | | XX342 | 0~254 | | XX494 | 3 | | O | k | 0~254 | |
| | Reset | | | | | | | | | | | | | | |
| | None | | | | | XX332 | 0~254 | | XX495 | 1 | | O | k | 0~254 | |
| | Saturation | 0~254 | | | | XX338 | 0~254 | | XX495 | 2 | | O | k | 0~254 | |
| | Luminance | 0~254 | | | | XX344 | 0~254 | | XX495 | 3 | | O | k | 0~254 | |
| | Reset | | | | | | | | | | | | | | |
| | None | | | | | XX331 | 0~254 | | XX496 | 1 | | O | k | 0~254 | |
| | Saturation | 0~254 | | | | XX337 | 0~254 | | XX496 | 2 | | O | k | 0~254 | |
| | Luminance | 0~254 | | | | XX343 | 0~254 | | XX496 | 3 | | O | k | 0~254 | |
| | Reset | | | | | | | | | | | | | | |
| | None | | | | | XX345 | 0~254 | | XX497 | 1 | | O | k | 0~254 | |
| | Red | | | | | XX346 | 0~254 | | XX497 | 2 | | O | k | 0~254 | |
| | Green | | | | | XX347 | 0~254 | | XX497 | 3 | | O | k | 0~254 | |
| | Blue | | | | | XX347 | 0~254 | | XX497 | 3 | | O | k | 0~254 | |
| | Reset | | | | | | | | | | | | | | |

Note: Some commands are not supported, it depends on models.

ADDITIONAL INFORMATION

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | n value | Write Command | | | Read Command | | | |
|--------------------|-----------------------|--------------------------|---------------------|-------------------|---------|---------------|-----------|-----------|--------------|---------------|---------------|---------------|
| | | | | | | CMD | Set Value | Set Range | CMD | CMD Value | Pass | |
| Image | Color Settings | White Balance | Reset All (CU Only) | | | XX215 | 1 | | XX498 | 1 | O K 0~100 | |
| | | | Red Gain | 0~100 | | XX224 | 0~100 | | XX498 | 2 | O K 0~100 | |
| | | | Green Gain | 0~100 | | XX225 | 0~100 | | XX498 | 3 | O K 0~100 | |
| | | | Blue Gain | 0~100 | | XX226 | 0~100 | | XX498 | 4 | O K 0~100 | |
| | | | Red Offset | 0~100 | | XX227 | 0~100 | | XX499 | 1 | O K 0~100 | |
| | | Green Offset | 0~100 | | XX228 | 0~100 | | XX499 | 2 | O K 0~100 | | |
| | | Blue Offset | 0~100 | | XX229 | 0~100 | | XX499 | 3 | O K 0~100 | | |
| | | Color Space (HDMI Input) | Auto | | | XX237 | 1 | | XX295 | 1 | O K 1 | |
| | | RGB (ID-255) | | | | XX237 | 2 | | XX295 | 1 | O K 2 | |
| | | RGB (16-235) | | | | XX237 | 3 | | XX295 | 1 | O K 3 | |
| | YUV | | | | XX237 | 4 | | XX295 | 1 | O K 4 | | |
| | Off | | | | XX237 | 5 | | XX295 | 1 | O K 5 | | |
| | Blackboard | | | | XX237 | 6 | | XX295 | 1 | O K 6 | | |
| | Light Yellow | | | | XX237 | 7 | | XX296 | 1 | O K 7 | | |
| | Light Green | | | | XX237 | 8 | | XX296 | 1 | O K 8 | | |
| | Light Blue | | | | XX237 | 9 | | XX296 | 1 | O K 9 | | |
| | Pink | | | | XX237 | 10 | | XX296 | 1 | O K 10 | | |
| | Gray | | | | XX237 | 11 | | XX296 | 1 | O K 11 | | |
| | 3D Setup | 3D Mode | Off | | | XX230 | 0 | | XX297 | 1 | O K 0 | |
| | | | Auto | | | XX230 | 4 | | XX297 | 1 | O K 4 | |
| | | 3D Sync Type | DLP Link | | | XX230 | 1 | | XX298 | 1 | O K 1 | |
| | | | 3D Sync | | | XX230 | 3 | | XX298 | 1 | O K 3 | |
| | | 3D Format | Auto | | | XX405 | 0 | | | | | |
| | | | Frame Packing | | | XX405 | 7 | | | | | |
| | | | SBS | | | XX405 | 1 | | | | | |
| | | | Top and Bottom | | | XX405 | 2 | | | | | |
| | | | Frame Sequential | | | XX405 | 3 | | | | | |
| | | | Off | | | XX231 | 1 | | | | | |
| | 3D Sync Invert | On | | | XX231 | 0 | | | | | | |
| | 3D Sync Out | To Emitter | | | XX232 | 0 | | | | | | |
| To Next Projector | | | | XX232 | 1 | | | | | | | |
| Reset | | | | XX234 | 1 | | | | | | | |
| Display | Light Source Settings | Light Source Mode | Normal | | | XX110 | 1 | | XX241 | 1 | O K 1 | |
| | | | Eco Mode | | | XX110 | 2 | | XX241 | 1 | O K 2 | |
| | | | Constant Luminance | | | XX110 | 6 | | XX241 | 1 | O K 6 | |
| | | Constant Power | | | XX110 | 7 | | XX241 | 1 | O K 7 | | |
| | | Brightness Level | 10%-100% | | | XX245 | 10~100 | | XX281 | 1 | O K 10~100 | |
| | Gaming Mode | On | | | XX220 | 0 | | XX233 | 1 | O K 0 | | |
| | | 4:3 | | | XX220 | 1 | | XX233 | 1 | O K 1 | | |
| | | 16:9 | | | XX220 | 2 | | XX233 | 1 | O K 2 | | |
| | Aspect Ratio | 21:9 | | | XX220 | 16 | | XX233 | 1 | O K 16 | | |
| | | LBX | | | XX220 | 5 | | XX233 | 1 | O K 5 | | |
| | | Auto | | | XX220 | 7 | | XX233 | 1 | O K 7 | | |
| | Digital Zoom | Native | | | XX220 | 6 | | XX233 | 1 | O K 6 | | |
| | | 80~180 | | | XX220 | 80~180 | | XX233 | 9 | O K 80~180 | | |
| | Image Shift | Horizontal | 0~100 | | | XX263 | 0~100 | | XX543 | 1 | O K 0~100 | |
| | | Vertical | 0~100 | | | XX264 | 0~100 | | XX543 | 2 | O K 0~100 | |
| | Geometric Correction | Keystone | Keystone | 0~40 | | | XX266 | 0~40 | | XX543 | 3 | O K 0~40 |
| | | | Keystone | 0~40 | | | XX265 | 0~40 | | XX543 | 4 | O K 0~40 |
| | | 4-Corner | Top Left | right (0~1152) | 0 | | XX268 | 1 | | XX558 | 1 | O K 0~1152 |
| | | | | left (0~1152) | 0 | | XX268 | 2 | | XX558 | 1 | O K 0~1152 |
| | | | | up (0~648) | 0 | | XX268 | 3 | | XX558 | 2 | O K 0~648 |
| | | | | down (0~648) | 0 | | XX268 | 4 | | XX558 | 2 | O K 0~648 |
| | | | Top Right | right (2688~3839) | 3839 | | XX268 | 5 | | XX558 | 3 | O K 2688~3839 |
| | | | | left (2688~3839) | 3839 | | XX268 | 6 | | XX558 | 3 | O K 2688~3839 |
| | | | | up (0~648) | 0 | | XX268 | 7 | | XX558 | 4 | O K 0~648 |
| | | | | down (0~648) | 0 | | XX268 | 8 | | XX558 | 4 | O K 0~648 |
| | | | Bottom Left | right (0~1152) | 0 | | XX268 | 9 | | XX558 | 5 | O K 0~1152 |
| | | | | left (0~1152) | 0 | | XX268 | 10 | | XX558 | 5 | O K 0~1152 |
| | | | | up (1512~2159) | 2159 | | XX268 | 11 | | XX558 | 6 | O K 1512~2159 |
| | | | | down (1512~2159) | 2159 | | XX268 | 12 | | XX558 | 6 | O K 1512~2159 |
| | | Bottom Right | right (2688~3839) | 3839 | | XX268 | 13 | | XX558 | 7 | O K 2688~3839 | |
| left (2688~3839) | | | 3839 | | XX268 | 14 | | XX558 | 7 | O K 2688~3839 | | |
| up (1512~2159) | | | 2159 | | XX268 | 15 | | XX558 | 8 | O K 1512~2159 | | |
| down (1512~2159) | | | 2159 | | XX268 | 16 | | XX558 | 8 | O K 1512~2159 | | |
| Warping | | Off | | | XX142 | 0 | | XX380 | 1 | O K 0 | | |
| On | | | | | XX142 | 3 | | XX380 | 1 | O K 3 | | |
| Warping Adjustment | (Adjust Pattern) | | | | | | | | | | | |
| | Green | | | | XX143 | 1 | | XX379 | 1 | O K 1 | | |
| Grid Color | Magenta | | | | XX143 | 2 | | XX379 | 1 | O K 2 | | |
| | Red | | | | XX143 | 3 | | XX379 | 1 | O K 3 | | |
| | Cyan | | | | XX143 | 4 | | XX379 | 1 | O K 4 | | |
| Reset | | | | | XX561 | 1 | | | | | | |

Note: Some commands are not supported, it depends on models.

ADDITIONAL INFORMATION

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | n value | Write Command | | | Read Command | | | | | |
|--------------|-------------------------|------------------------|--|---------------------|---------|---------------|-----------|--------|--------------|-----------|-------|------|--|-------|
| | | | | | | Command | Set Para. | Pass | Command | CMD Value | Pass | | | |
| Device Setup | Edge Mask | 0~10 | | | | *X061 | 0~10 | | *X078 | 1 | 0 | 0~10 | | |
| | Freeze Screen (CU Only) | Unfreeze | | | | *X004 | 0 | | *X077 | 1 | 0 | 0 | | |
| | Freeze Screen (CU Only) | Freeze | | | | *X021 | 1 | | *X077 | 1 | 0 | 1 | | |
| | Reset | | | | | *X195 | 0 | | | | | | | |
| | Test Pattern | Off | | | | | *X195 | 3 | | | | | | |
| | | Green Grid | | | | | *X195 | 4 | | | | | | |
| | | Magenta Grid | | | | | *X195 | 1 | | | | | | |
| | | White | | | | | *X195 | 2 | | | | | | |
| | | Black | | | | | *X195 | 11 | | | | | | |
| | | Red | | | | | *X195 | 5 | | | | | | |
| | | Green | | | | | *X195 | 6 | | | | | | |
| | | Blue | | | | | *X195 | 7 | | | | | | |
| | | Yellow | | | | | *X195 | 8 | | | | | | |
| | | Magenta | | | | | *X195 | 9 | | | | | | |
| | | Cyan | | | | | *X195 | 10 | | | | | | |
| | | ANSI Contrast 4x4 | | | | | *X195 | 14 | | | | | | |
| | | Color bar | | | | | *X195 | 13 | | | | | | |
| | | OK Full screen | | | | | *X195 | 16 | | | | | | |
| | | Projection Orientation | Ceiling | Auto | | | | *X023 | 3 | | *X070 | 1 | 0 | 3 |
| | | | On | | | | | *X023 | 1 | | *X070 | 1 | 0 | 1 |
| | Off | | | | | | *X023 | 0 | | *X070 | 1 | 0 | 0 | |
| | Off | | | | | | *X024 | 0 | | *X071 | 1 | 0 | 0 | |
| | Rear | On | | | | | *X024 | 1 | | *X071 | 1 | 0 | 1 | |
| | Language | English | | | | | *X070 | 1 | | *X099 | 1 | 0 | 1 | |
| | | Deutsch | | | | | *X070 | 2 | | *X099 | 1 | 0 | 2 | |
| | | Français | | | | | *X070 | 3 | | *X099 | 1 | 0 | 3 | |
| | | Italiano | | | | | *X070 | 4 | | *X099 | 1 | 0 | 4 | |
| | | Español | | | | | *X070 | 5 | | *X099 | 1 | 0 | 5 | |
| | | Português | | | | | *X070 | 6 | | *X099 | 1 | 0 | 6 | |
| | | Polski | | | | | *X070 | 7 | | *X099 | 1 | 0 | 7 | |
| | | Nederlands | | | | | *X070 | 8 | | *X099 | 1 | 0 | 8 | |
| | | Norsk | | | | | *X070 | 10 | | *X099 | 1 | 0 | 10 | |
| | | 繁體中文 | | | | | *X070 | 13 | | *X099 | 1 | 0 | 13 | |
| | | 简体中文 | | | | | *X070 | 14 | | *X099 | 1 | 0 | 14 | |
| | | 日本語 | | | | | *X070 | 15 | | *X099 | 1 | 0 | 15 | |
| | | 한국어 | | | | | *X070 | 16 | | *X099 | 1 | 0 | 16 | |
| | | Русский | | | | | *X070 | 17 | | *X099 | 1 | 0 | 17 | |
| | | Magyar | | | | | *X070 | 18 | | *X099 | 1 | 0 | 18 | |
| | | 其他 | | | | | *X070 | 21 | | *X099 | 1 | 0 | 21 | |
| | Menu Settings | Menu Location | Top Left | | | | *X072 | 1 | | | | | | |
| | | | Top Right | | | | *X072 | 2 | | | | | | |
| | | | Center | | | | *X072 | 3 | | | | | | |
| | | | Bottom Left | | | | *X072 | 4 | | | | | | |
| | | Menu Timer | 1s | | | | | *X072 | 5 | | | | | |
| | | | 5s | | | | | *X072 | 6 | | | | | |
| | | | 10s | | | | | *X072 | 7 | | | | | |
| | | | 30s | | | | | *X072 | 8 | | | | | |
| | | Information Hide | Off | | | | | *X072 | 9 | | | | | |
| | | | On | | | | | *X072 | 10 | | | | | |
| | | | Off | | | | | *X072 | 11 | | | | | |
| | | | On | | | | | *X072 | 12 | | | | | |
| | High Altitude | Off | | | | | *X101 | 0 | | *X150 | 22 | 0 | 0 | |
| | | On | | | | | *X101 | 1 | | *X150 | 22 | 0 | 1 | |
| | Lens Settings | Focus | - | | | | *X308 | 1 | | | | | | |
| | | Zoom | + | | | | *X307 | 1 | | | | | | |
| | | Lens Function | Lock | | | | | *X349 | 1 | | *X045 | 4 | 0 | 0 |
| | | | Unlock | | | | | *X349 | 2 | | *X045 | 4 | 0 | 1 |
| | | | Up | | | | | *X84 | 3 | | | | | |
| | | | Down | | | | | *X84 | 4 | | | | | |
| | | Lens Shift | Left | | | | | *X84 | 5 | | | | | |
| | | | Right | | | | | *X84 | 6 | | | | | |
| | | Lens Calibration | | | | | *X020 | 1 | | | | | | |
| | | Lens Shift Memory | Save Memory | Memory 1 ~ Memory 5 | | | | *X360 | 1~5 | | | | | |
| | | | Load Memory | Memory 1 ~ Memory 5 | | | | *X359 | 1~5 | | | | | |
| | | | Clear Memory | Memory 1 ~ Memory 5 | | | | *X361 | 1 | | *X044 | 1 | 0 | 1~5 |
| | Reset | | | | | | *X176 | 1 | | | | | | |
| | Schedule (CU Only) | Date and Time | | | | | | | | | | | | |
| | | Schedule Mode | Off | | | | *X284 | 0 | | *X043 | 1 | 0 | YYYYMMDDhhmm (201210051750) | |
| | | Schedule Mode | On | | | | *X284 | 1 | | *X044 | 1 | 0 | 1 | |
| | | View Today | Monday / Tuesday / Wednesday / Thursday / Friday / Saturday / Sunday | | | | | | | *X043 | 2 | 0 | d=2~Tuesday d=3~Wednesday d=4~Thursday d=5~Friday d=6~Saturday d=7~Sunday | |
| | Reset Schedule | | | | | | *X284 | 9 | | | | | | |
| | Power Settings | Direct Power On | Off | | | | *X105 | 0 | | *X085 | 1 | 0 | 0 | |
| | | Direct Power On | On | | | | *X105 | 1 | | *X085 | 1 | 0 | 1 | |
| | | Signal Power On | Off | | | | *X113 | 0 | | *X085 | 2 | 0 | 0 | |
| | | Signal Power On | On | | | | *X113 | 1 | | *X085 | 2 | 0 | 1 | |
| | | Auto Power Off (min.) | 0 ~ 180 | | | | *X106 | 0~180 | | *X087 | 1 | 0 | 0~180 | |
| | | Sleep Timer (min.) | 0 ~ 960 | | | | *X107 | 0~960 | | *X088 | 1 | 0 | 0~960 | |
| | | Power Mode (Standby) | Eco | | | | *X114 | 0 | | *X150 | 16 | 0 | 0 | |
| | | Power Mode (Standby) | Active | | | | *X114 | 1 | | *X150 | 16 | 0 | 1 | |
| | | Power Mode (Standby) | Communication | | | | *X114 | 3 | | *X150 | 16 | 0 | 3 | |
| | | 12V Trigger | Off | | | | *X192 | 0 | | *X089 | 1 | 0 | 0 | |
| | 12V Trigger | On | | | | *X192 | 1 | | *X089 | 1 | 0 | 1 | | |
| | Reset | | | | | | *X177 | 1 | | | | | | |
| | Shutter | Startup | Shutter Off | | | | *X269 | 0 | | *X090 | 1 | 0 | 0 | |
| | | Startup | Shutter On | | | | *X269 | 1 | | *X090 | 1 | 0 | 1 | |
| | Security | Security | Off | | | | *X78 | 0~minn | | *X091 | 1 | 0 | 0 | |
| | | | On | | | | *X78 | 1~minn | | *X091 | 1 | 0 | 1 | |
| | | | Month | 0~35 | | | *X037 | 00~35 | | *X044 | 1 | 0 | 00~35 | |
| | | Security Timer | Day | 0~29 | | | | *X038 | 00~29 | | *X044 | 2 | 0 | 00~29 |
| | | | Hour | 0~23 | | | | *X039 | 00~23 | | *X044 | 3 | 0 | 00~23 |
| | | | Change Password | | | | | *X77 | *MMDDHH | | | | | |
| | | | | | | *X406 | minn~minn | | | | | | | |

Note: Some commands are not supported, it depends on models.

ADDITIONAL INFORMATION

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | n value | Write Command | | | Read Command | | | | | | |
|---------------|---------------------|--------------------|---------------------|---------|---------|---------------|-----------|--------|--------------|-----------|------|------|---|---|-----|
| | | | | | | CMD | Set Para. | Pass | CMD | CMD Value | Pass | Pass | | | |
| Device Setup | Keypad Lock | Off | | | | *XX103 | 0 | | *XX392 | 1 | | O | K | 0 | |
| | | On | | | | *XX103 | 1 | | *XX392 | 1 | | O | K | 1 | |
| | Keypad LED Settings | Off | | | | *XX362 | 0 | | *XX393 | 1 | | O | K | 0 | |
| | | On | | | | *XX362 | 1 | | *XX393 | 1 | | O | K | 1 | |
| | Startup Logo | Change Logo | Default | | | | *XX82 | 1 | | *XX395 | 1 | | O | K | 1 |
| | | | Neutral | | | | *XX82 | 3 | | *XX395 | 1 | | O | K | 3 |
| | Background Color | | None | | | | *XX104 | 0 | | *XX396 | 1 | | O | K | 0 |
| | | | Blue | | | | *XX104 | 1 | | *XX396 | 1 | | O | K | 1 |
| | | | Red | | | | *XX104 | 3 | | *XX396 | 1 | | O | K | 3 |
| | | | Green | | | | *XX104 | 4 | | *XX396 | 1 | | O | K | 4 |
| | | | Grey | | | | *XX104 | 6 | | *XX396 | 1 | | O | K | 6 |
| | | | White | | | | *XX104 | 5 | | *XX396 | 1 | | O | K | 5 |
| | | | Logo | | | | *XX104 | 7 | | *XX396 | 1 | | O | K | 7 |
| | User Data | Save all settings | Memory 1 ~ Memory 5 | | | | *XX258 | 1~5 | | *XX397 | 1 | | O | K | 1~5 |
| | | Load all settings | Memory 1 ~ Memory 5 | | | | *XX259 | 1~5 | | *XX397 | 1 | | O | K | 1~5 |
| | System Update | Auto | Off | | | | *XX168 | 0 | | *XX158 | 1 | | O | K | 0 |
| | | | On | | | | *XX168 | 1 | | *XX158 | 1 | | O | K | 1 |
| | | | Off | | | | *XX168 | 3 | | *XX158 | 1 | | O | K | 3 |
| | | | On | | | | *XX168 | 4 | | *XX158 | 1 | | O | K | 4 |
| | Device Reset | Reset DSD | | | | | *XX168 | 9 | | *XX158 | 1 | | O | K | 9 |
| | | Reset All Settings | | | | | *XX546 | 1 | | | | | | | |
| | Input Setup | Auto Source | Off | | | | *XX112 | 1 | | | | | | | |
| | | | On | | | | *XX112 | 1 | | | | | | | |
| | | Quick Resync | Off | | | | *XX509 | 1 | | | | | | | |
| | | | On | | | | *XX509 | 1 | | | | | | | |
| Active Inputs | | (None) | | | | *XX173 | 1 | | | | | | | | |
| | | HDMI 1 | | | | *XX179 | 1 | | | | | | | | |
| | | HDMI 2 | | | | *XX176 | 1 | | | | | | | | |
| | | HDBaseT | | | | *XX180 | 1 | | | | | | | | |
| EDID Settings | | HDMI 1 EDID | 1.4 | | | | *XX181 | 1 | | | | | | | |
| | | | 2 | | | | *XX563 | 1 | | | | | | | |
| | 1.4 | | | | | *XX563 | 1 | | | | | | | | |
| | 2 | | | | | *XX563 | 1 | | | | | | | | |
| HDMI Out | HDMI 1 | 1.4 | | | | *XX236 | 1 | | | | | | | | |
| | | 2 | | | | *XX236 | 2 | | | | | | | | |
| Audio | Reset | Volume | | | | *XX237 | 1 | | | | | | | | |
| | | Mute | | | | | *XX237 | 2 | | | | | | | |
| | Audio Output | Internal Speaker | Line Out | | | | *XX238 | 1 | | | | | | | |
| | | | Line Out | | | | *XX238 | 2 | | | | | | | |
| | Communication | Device ID | 0~99 | | | | *XX309 | 5 | | | | | | | |
| | | | 0~99 | | | | *XX309 | 6 | | | | | | | |
| | | IR Function | Front | Off | | | | *XX178 | 1 | | | | | | |
| | | | | On | | | | *XX178 | 1 | | | | | | |
| | | Remote Settings | Quick Switch Code | 1~9 | | | | *XX81 | 0~10 | | | | | | |
| | | | | 1~9 | | | | *XX81 | 0~10 | | | | | | |

Note: Some commands are not supported, it depends on models.

ADDITIONAL INFORMATION

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | n value | Write Command | | Read Command | | |
|-------------------|----------------------|------------------------|------------------------------|--------------------------|---------|---------------------|------------------------|---|----------------------------------|--------|
| | | | | | | Command | Set Para. | Command | Pass | |
| Communication | Remote Settings | User 1 | HDMI 1 | | | *XX117 | 8 | *XX394 | 1 | O k 8 |
| | | | HDMI 2 | | | *XX117 | 9 | *XX394 | 1 | O k 9 |
| | | | Color Matching | | | *XX117 | 13 | *XX394 | 1 | O k 13 |
| | | | Color Temperature | | | *XX117 | 4 | *XX394 | 1 | O k 4 |
| | | | Projection Orientation | | | *XX117 | 14 | *XX394 | 1 | O k 14 |
| | | | Light Source Mode | | | *XX117 | 15 | *XX394 | 1 | O k 15 |
| | | | Freeze Screen | | | *XX117 | 17 | *XX394 | 1 | O k 17 |
| | | | Network Setup | | | *XX117 | 20 | *XX394 | 1 | O k 20 |
| | | | Reset Selective | | | *XX117 | 21 | *XX394 | 1 | O k 21 |
| | | | HDMI 1 | | | *XX118 | 8 | *XX394 | 2 | O k 8 |
| | | HDMI 2 | | | *XX118 | 9 | *XX394 | 2 | O k 9 | |
| | | Color Matching | | | *XX118 | 13 | *XX394 | 2 | O k 13 | |
| | | Color Temperature | | | *XX118 | 4 | *XX394 | 2 | O k 4 | |
| | | Projection Orientation | | | *XX118 | 14 | *XX394 | 2 | O k 14 | |
| | | Light Source Mode | | | *XX118 | 15 | *XX394 | 2 | O k 15 | |
| | | Freeze Screen | | | *XX118 | 17 | *XX394 | 2 | O k 17 | |
| | | Network Setup | | | *XX118 | 20 | *XX394 | 2 | O k 20 | |
| | | Reset Selective | | | *XX118 | 21 | *XX394 | 2 | O k 21 | |
| | | LAN Interface | | | RJ-45 | | *XX460 | 1 | O k 1 | |
| | | | | | HDBaseT | | *XX460 | 2 | O k 2 | |
| | Network Status | | | (read only) Connected | | | | O k 1 | | |
| | | | | (read only) Disconnected | | | | O k 0 | | |
| | MAC Address | | | (read only) | | | | O k min:nnn:nnn:nnn | | |
| | DHCP | | | Off | | *X0461 | 0 | O k 17 | | |
| | | | | On | | *X0461 | 1 | O k 1 | | |
| | IP Address | | | | | | | O k min:nnn:nnn:nnn | | |
| | Subnet Mask | | | | | | | O k min:nnn:nnn:nnn | | |
| | Gateway | | | | | | | O k min:nnn:nnn:nnn | | |
| | DNS 1 | | | | | | | O k min:nnn:nnn:nnn | | |
| | DNS 2 | | | | | | | O k min:nnn:nnn:nnn | | |
| | Apply | | | | | | | | | |
| | Reset | | | | | *X0462 | 9 | | | |
| | Crestron | | | Off | | *X0463 | 1 | O k 0 | | |
| | | | | On | | *X0464 | 0 | O k 1 | | |
| | IP Address | | | | | *X0465 | 1 *min:nnn:nnn:nnn | O k min:nnn:nnn:nnn | | |
| | IP2 | | | | | *X0466 | 2 *min:nnn:nnn:nnn | O k min:nnn:nnn:nnn | | |
| | Port | | | 0-65535 | | *X0467 | 1 *min:nnn | O k 0-65535 | | |
| | Crestron Setup Apply | | | | | *X0468 | 9 | | | |
| | PI Link | | | Off | | *X0469 | 0 | O k 0 | | |
| | | | | On | | *X0469 | 1 | O k 1 | | |
| | Extron | | | Off | | *X0455 | 0 | O k 0 | | |
| | | | | On | | *X0455 | 1 | O k 1 | | |
| | AMX | | | Off | | *X0457 | 0 | O k 0 | | |
| | | | | On | | *X0457 | 1 | O k 1 | | |
| | Teinert | | | Off | | *X0458 | 0 | O k 0 | | |
| | | | | On | | *X0458 | 1 | O k 1 | | |
| | HTTP | | | Off | | *X0459 | 0 | O k 0 | | |
| | | | | On | | *X0459 | 1 | O k 1 | | |
| | Baud Rate | | | 9600 | | | | O k 9600 | | |
| | | | | 19200 | | | | O k 19200 | | |
| | | | | 38400 | | | | O k 38400 | | |
| | | | | 57600 | | | | O k 57600 | | |
| | | | | 115200 | | | | O k 115200 | | |
| | Reset | | | | | *X1351 | 1 | | | |
| | Regulatory | | | | | | | O k min:nnn | | |
| | Serial Number | | | | | | | O k min:nnnnnnnnnnnnnnnnnn | | |
| | Source Info. | Source | | | | | | O k min_nm (e.g. OKHDMI) | | |
| | | Signal Format | | | | | | O k min_nm (e.g. OK1920x1080) | | |
| | | Pixel Clock | | | | | | O k min:nnnnnnnnnnnnnnnnnn (e.g. 91.2020 HDR) | | |
| | | Refresh Rate | | | | | | O k min_nm | | |
| | | Color Bit Depth | | | | | | O k min_nm | | |
| | | Color Gamut | | | | | | O k min_nm (e.g. sRGB) | | |
| | | Color Space | a=1 Auto | | | | | | O k a=1 Auto | |
| | | | a=2 RGB (RGB (D-255)* | | | | | | O k a=2 RGB (RGB (D-255)* | |
| | | | a=3 Vivid | | | | | | O k a=3 Vivid | |
| | | | a=4 RGB(16 - 235)* | | | | | | O k a=4 RGB(16 - 235)* | |
| | | | a=5 Rec709 | | | | | | O k a=5 Rec709 | |
| | | Picture Mode | a=1 Presentation | | | | | | O k a=1 Presentation | |
| | | | a=2 Bright | | | | | | O k a=2 Bright | |
| | | | a=3 Cinema | | | | | | O k a=3 Cinema | |
| | | | a=4 sRGB(Reference/Standard) | | | | | | O k a=4 sRGB(Reference/Standard) | |
| | a=5 User 1 | | | | | | | O k a=5 User 1 | | |
| | a=6 User 2 / 3D User | | | | | | | O k a=6 User 2 / 3D User | | |
| | a=9 3D | | | | | | | O k a=9 3D | | |
| | a=10 DICOM S.M. | | | | | | | O k a=10 DICOM S.M. | | |
| | a=14 Vivid (Photo) | | | | | | | O k a=14 Vivid (Photo) | | |
| | a=19 Blending | | | | | | | O k a=19 Blending | | |
| | a=21 HDR | | | | | | O k a=21 HDR | | | |
| | Light Source Mode | | | | | | | | | |
| | Device ID | | | | | | | | | |
| | Remote Code | | | | | | | | | |
| | System Status | Standby Mode | | | | | | O k 00-99 | | |
| | | Projection Hours | | | | | | O k 00-99 | | |
| | | Total Hours | | | | | | O k 00-99 | | |
| | | Normal | | | | | | O k 16 | | |
| | | Eco Mode | | | | | | O k 21 | | |
| | | Custom Power | | | | | | O k min:nnnn (min:nn: hour digits) | | |
| | | Ambient Temp. | | | | | | O k min:nnnn (min:nn: hour digits) | | |
| | | Custom Temp. | | | | | | O k min:nnnn (min:nn: hour digits) | | |
| | | Crestron | | | | | | O k 18 | | |
| | | Extron | | | | | | O k min_nm (e.g. OK48) | | |
| | PI Link | | | | | | O k min_nm (e.g. OK48) | | | |
| | AMX | | | | | | O k min_nm (e.g. OK48) | | | |
| | Teinert | | | | | | O k min_nm (e.g. OK48) | | | |
| | HTTP | | | | | | O k min_nm (e.g. OK48) | | | |
| | LAN | LAN Interface | | | | | | O k a=0 Off; a=1 On | | |
| | | MAC Address | | | | | | O k a=0 Off; a=1 On | | |
| | | Network Status | | | | | | O k a=0 Off; a=1 On | | |
| | | DHCP | | | | | | O k a=0 Off; a=1 On | | |
| | | IP Address | | | | | | O k a=0 Off; a=1 On | | |
| Subnet Mask | | | | | | | O k a=0 Off; a=1 On | | | |
| Gateway | | | | | | | O k a=0 Off; a=1 On | | | |
| DNS 1 | | | | | | | O k a=0 Off; a=1 On | | | |
| DNS 2 | | | | | | | O k a=0 Off; a=1 On | | | |
| Main Version | | | | | | | O k a=0 Off; a=1 On | | | |
| MCU Version | | | | | | O k a=0 Off; a=1 On | | | | |
| FW Version | | | | | | O k a=0 Off; a=1 On | | | | |
| LAN Version | | | | | | O k a=0 Off; a=1 On | | | | |
| Formatter Version | | | | | | O k a=0 Off; a=1 On | | | | |
| HDBaseT Version | | | | | | O k a=0 Off; a=1 On | | | | |

Note: Some commands are not supported, it depends on models.

ADDITIONAL INFORMATION

| Power | | Light Source Life | | | | | Input Source | | | Firmware Version | | | | Display Mode | | |
|---------------|--|--------------------------------|---|---|---|----------------------------------|--------------|---|--|------------------|---|---|-------------------------------------|----------------------------------|---|--|
| a | | b | b | b | b | b | c | c | | d | d | d | d | e | e | |
| a=0 Power Off | | Light Source Life = nnnn | | | | | cc=00 None | | | # | # | # | # | ee=00 None | | |
| a=1 Power On | | Calucalte by each mode formula | | | | | cc=01 DVI | | | | | | | ee=01 Presentation (Old: Cinema) | | |
| | | | | | | cc=02 VGA1 | | | | | | | ee=02 Bright | | | |
| | | | | | | cc=03 VGA2 | | | | | | | ee=03 Cinema (Old: Movie/Photo) | | | |
| | | | | | | cc=04 S-Video | | | | | | | ee=04 sRGB\Reference\Standard | | | |
| | | | | | | cc=05 Video | | | | | | | ee=05 User(1) | | | |
| | | | | | | cc=06 BNC | | | | | | | ee=06 User2 | | | |
| | | | | | | cc=07 HDMI 1 | | | | | | | ee=07 Blackboard | | | |
| | | | | | | cc=08 HDMI 2 | | | | | | | ee=08 Classroom | | | |
| | | | | | | cc=09 Wireless | | | | | | | ee=09 3D | | | |
| | | | | | | cc=10 Complant | | | | | | | ee=10 DICOM SIM. | | | |
| | | | | | | cc=11 Flash drive | | | | | | | ee=11 Film | | | |
| | | | | | | cc=12 Network Display(Presenter) | | | | | | | ee=12 Game | | | |
| | | | | | | cc=13 USB Display | | | | | | | ee=13 Cinema | | | |
| | | | | | | cc=14 HDMI 3 | | | | | | | ee=14 Vivid | | | |
| | | | | | | cc=15 DisplayPort | | | | | | | ee=15 ISF Day | | | |
| | | | | | | cc=16 HDBaseT | | | | | | | ee=16 ISF Night | | | |
| | | | | | | cc=17 Multimedia | | | | | | | ee=17 ISF 3D | | | |
| | | | | | | cc=18 Android | | | | | | | ee=18 Blending | | | |
| | | | | | | cc=19 Slot in PC | | | | | | | ee=21 HDR | | | |
| | | | | | | cc=20 HDMI Front | | | | | | | ee=22 HDR SIM. | | | |
| | | | | | | cc=21 USB Type C1 | | | | | | | ee=23 Super Bright | | | |
| | | | | | | cc=22 3G-SDI | | | | | | | ee=24 (Alexa auto check 2D/3D User) | | | |
| | | | | | | cc=23 3G-SDI 2 | | | | | | | ee=25 HLG | | | |
| | | | | | | cc=24 HDMI 4 | | | | | | | | | | |
| | | | | | | cc=25 USB Type C2 | | | | | | | | | | |

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