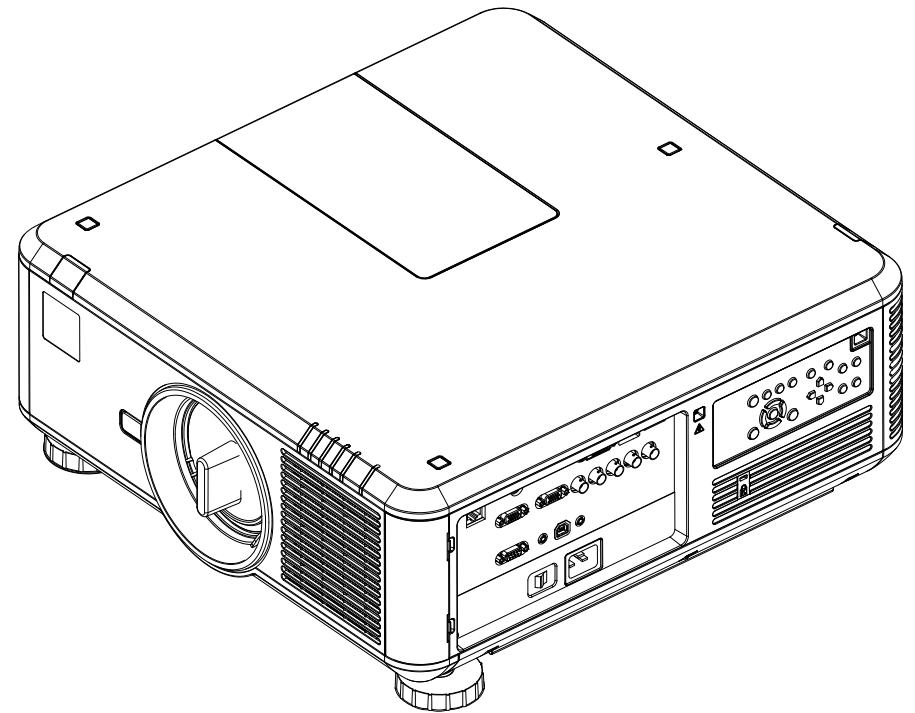


DIGITAL **PROJECTION** **USER MANUAL**

INSTALLATION AND QUICK-START GUIDE
CONNECTION GUIDE
OPERATING GUIDE
REMOTE COMMUNICATIONS GUIDE

E-Vision 7500 Series

High Brightness Digital Video Projector



About This Document

Please follow the instructions in this manual carefully to ensure safe and long-lasting use of the projector.

Keep this manual handy for future reference.

Symbols used in this manual

Many pages in this document have a dedicated area for notes. The information in that area is accompanied by the following symbols:



ELECTRICAL WARNING: this symbol indicates that there is a danger of electrical shock unless the instructions are closely followed.



WARNING: this symbol indicates that there is a danger of physical injury to yourself and/or damage to the equipment unless the instructions are closely followed.



NOTE: this symbol indicates that there is some important information that you should read.

Product revision

Because we at Digital Projection continually strive to improve our products, we may change specifications and designs, and add new features without prior notice.

Legal notice

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Notes

Introduction

Congratulations on your purchase of this Digital Projection product.

Your projector has the following key features:

- Swappable color wheels for high brightness and color critical applications.
- HDMI 1.4 for Side by Side, Frame Packing & Top Bottom 3D formats.
- HDBaseT® enables transmission of uncompressed High Definition Video over standard CAT5e/6 LAN cable.
- Motorized and programmable shift, zoom and focus. Intelligent Lens Memory with 10 user-definable preset positions.
- Control via LAN and RS232.

A serial number is located on the back of the projector. Please record it here:

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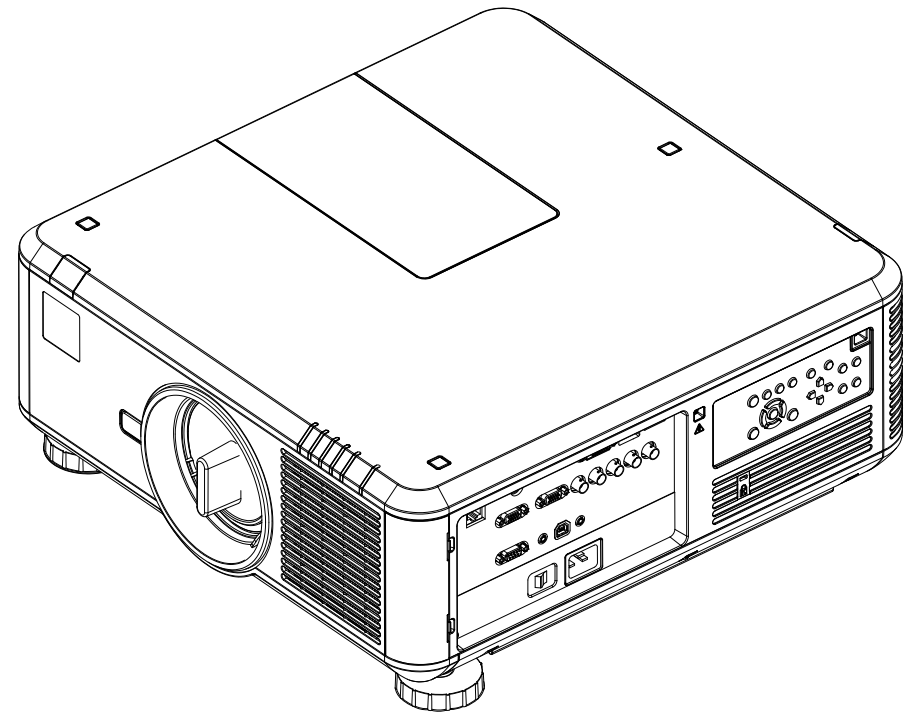
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INSTALLATION AND QUICK-START GUIDE

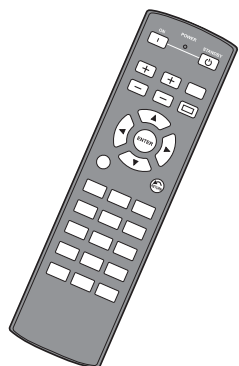
E-Vision 7500 Series

High Brightness Digital Video Projector

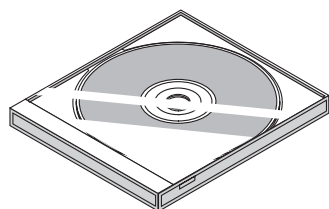


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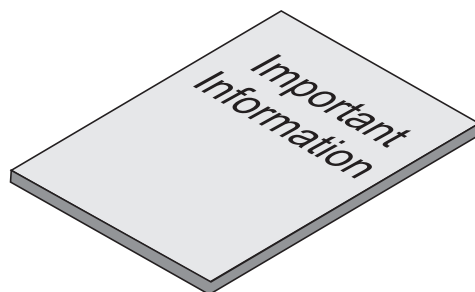
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What's In The Box?

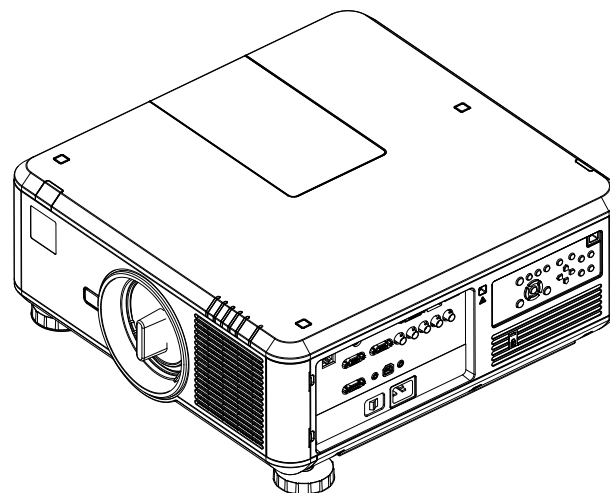
**Remote control
(114-230)**



**User Manual on disc
(115-759)**



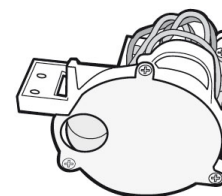
**Important Information
(114-739)**



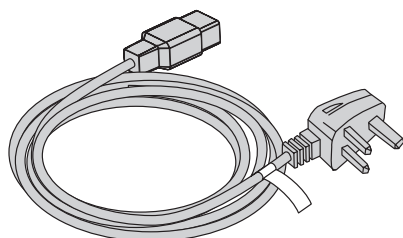
Projector



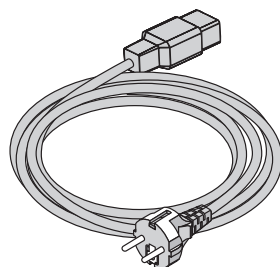
Lens cap



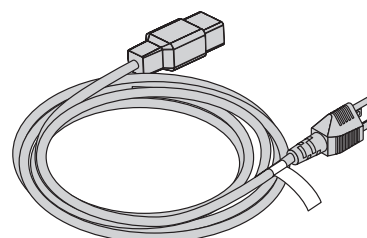
RGBCMY color wheel



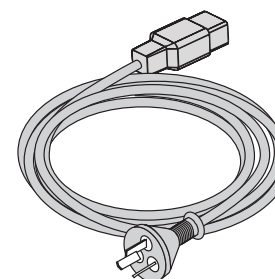
**Power cable,
United Kingdom
(112-814)**



**Power cable,
Europe
(112-816)**



**Power cable,
North America
(112-815)**



**Power cable,
China
(112-817)**

Notes

Make sure your box contains everything listed. If any pieces are missing, contact your dealer.



You should save the original box and packing materials, in case you ever need to ship your projector.



An RYGCWB color wheel, optimized for brightness, is fitted as standard. Use the RGBCMY color wheel for optimized color.

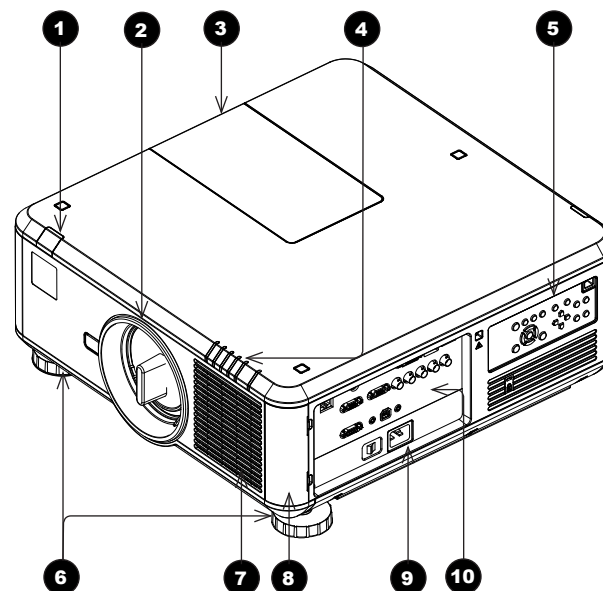


Only one power cable - dependent on the destination territory - will be supplied with the projector.

Projector Overview

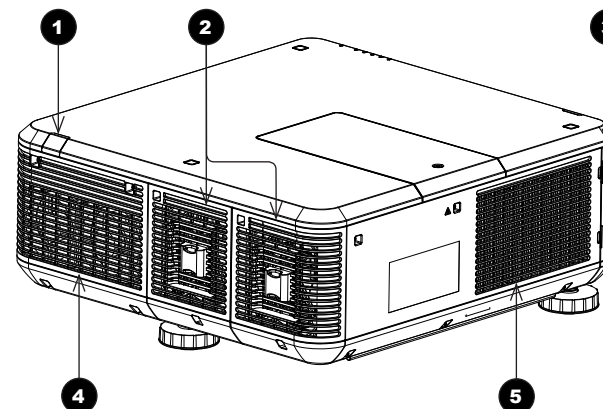
Front view

- 1 Front infra-red window
- 2 Lens
- 3 Color wheel cover
- 4 Indicator panel
- 5 Control panel
- 6 Adjustable feet
- 7 Air inlet
- 8 Air filter cover
- 9 Mains input
- 10 Connection panel



Rear view

- 1 Rear infra-red window
- 2 Lamp covers
- 3 Air filter cover
- 4 Air outlet
- 5 Air inlet



Notes



The air filters should be cleaned or changed regularly, depending on the installation environment.

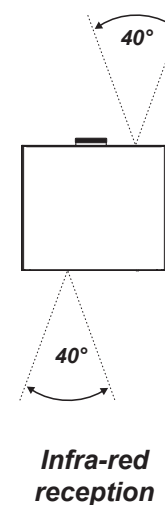
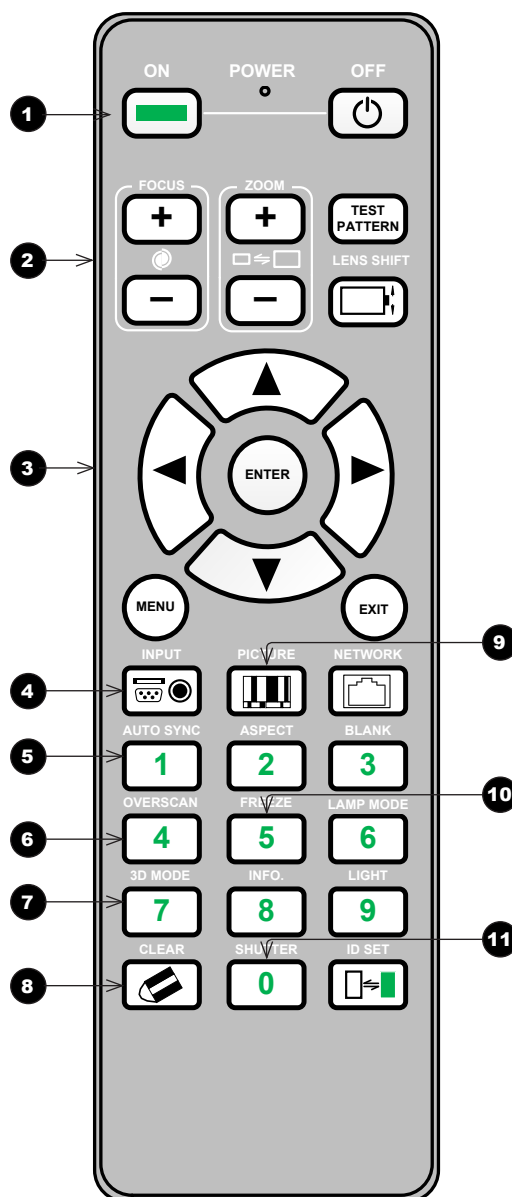
The filters should be changed at the same time as the lamp is changed.



The projector lens is shipped separately.

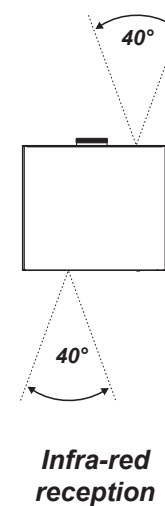
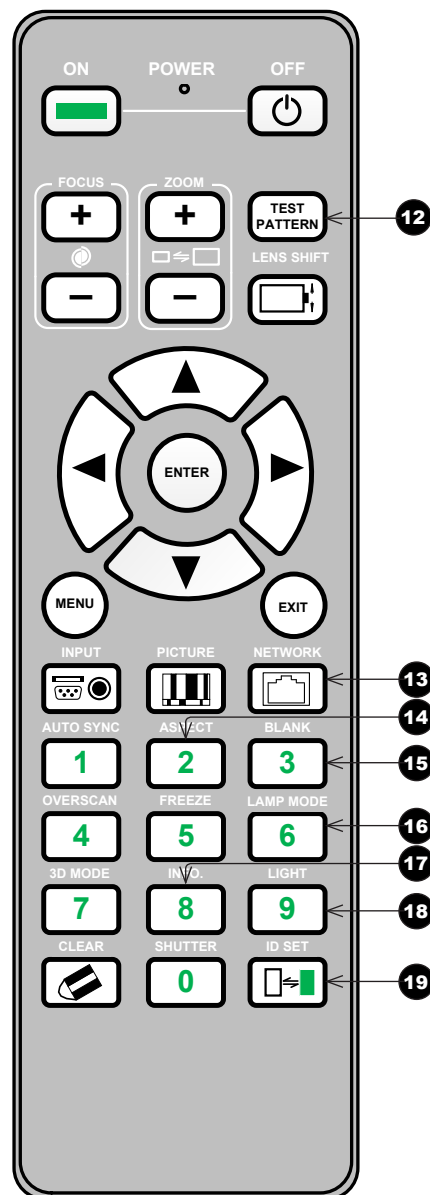
Remote control

- 1** Power ON/OFF
- 2** Lens controls
- 3** Menu controls
Press **MENU** to open the OSD, then use the buttons to navigate.
When the OSD is closed, **ENTER** opens lens controls.
- 4** INPUT
Select input source.
- 5** AUTO SYNC
Re-synchronise with the current input signal.
- 6** OVERSCAN
Select from **Off**, **Crop** and **Zoom**.
- 7** 3D MODE
Access 3D settings.
- 8** CLEAR
Use only with **ID SET**.
- 9** PICTURE
Open the **Picture** menu.
- 10** FREEZE
Freeze the current frame.
- 11** SHUTTER

**Notes**

- The projector can use an infra-red or a wired remote control.
Some of the controls are duplicated on the projector control panel, as shown in the next section.
- For full details of how to use the controls and the menu system, see the **Operating Guide**.

- 12 TEST PATTERN**
Open the list of available test patterns.
- 13 NETWORK**
Access network settings.
- 14 ASPECT**
Change the aspect ratio.
- 15 BLANK**
Image mute.
- 16 LAMP MODE**
Open the **Lamps** menu.
- 17 INFO**
Open the **Service** menu.
- 18 LIGHT**
Illuminate the buttons on the remote control for 10 seconds.
- 19 ID SET**
Hold for 5 seconds to view ID status.
COMBINATION: **ID SET** + number
Set the ID (Hold for 5 seconds)
COMBINATION: **ID SET** + **CLEAR**
Clear the ID (Hold for 5 seconds)



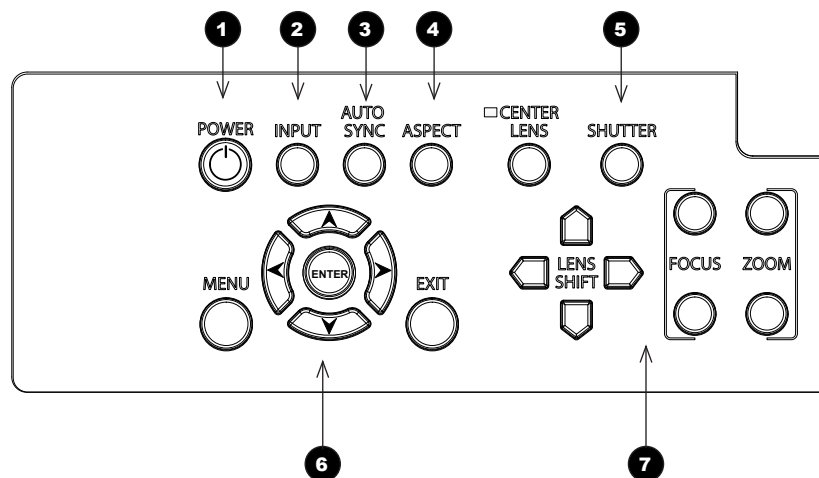
Notes

 To protect the lamps from thermal shock, it will not be possible to change the **Lamp Mode** more than once within five minutes.

 Use the **ID SET** feature to assign discrete ID addresses for up to nine projectors. This will enable you to operate each projector separately with a dedicated remote control.

Control panel

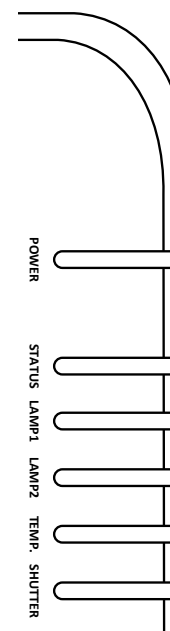
- 1 POWER**
Off or Standby.
- 2 INPUT**
Select input source.
- 3 AUTO SYNC**
Re-synchronise with the current input signal.
- 4 ASPECT**
Change the aspect ratio.
- 5 SHUTTER**
- 6 Menu controls**
- 7 Lens controls**

**Notes**

For full details of how to use the controls and the menu system, see the **Operating Guide**.

Indicators

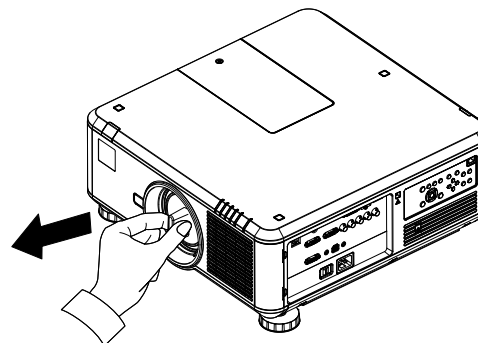
- POWER** *off* = NO POWER
 green = normal RUNNING mode *red* = STANDBY mode
 flashing green = PROJECTOR WARM UP
 flashing amber = PROJECTOR COOL DOWN
- STATUS** *off* = NO ERROR
 flashing red (1 flash) = COVER OPEN *flashing red (4 flashes)* = FAN ERROR
 red = SYSTEM ERROR
- LAMPS 1,2** *off* = OFF
 flashing red = LAMP ERROR *red* = END OF LIFE
 flashing green = LAMP WARM-UP *green* = ON
- TEMP** *off* = NO ERROR *flashing red* = ERROR (temperature)
- SHUTTER** *off* = OPEN *green* = CLOSED



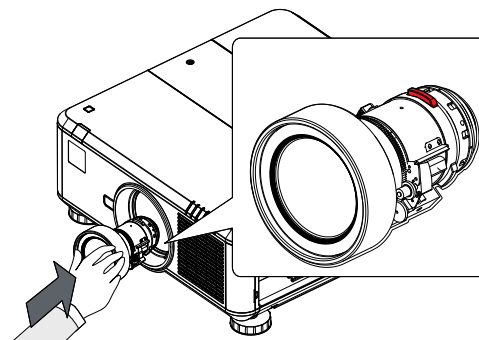
Changing The Lens, Lamps, Filters And Color Wheel

Fitting the lens

1. Remove the lens cap.

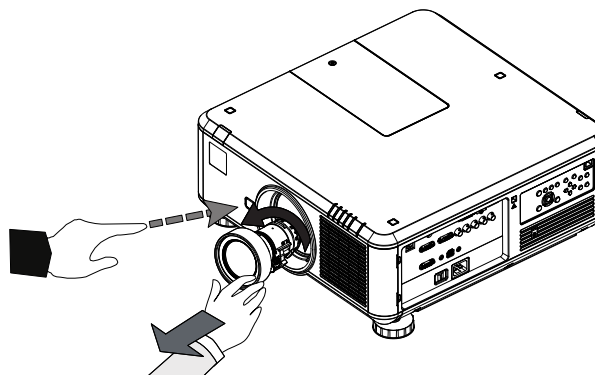


2. Position the lens so that the labels are at the top, and gently insert it all the way into the lens mount.
3. Push the lens in firmly, and turn it clockwise until it clicks into place.



Removing the lens

1. Push in the lens release lever, and turn the lens anti-clockwise.
2. Remove the lens.



Notes

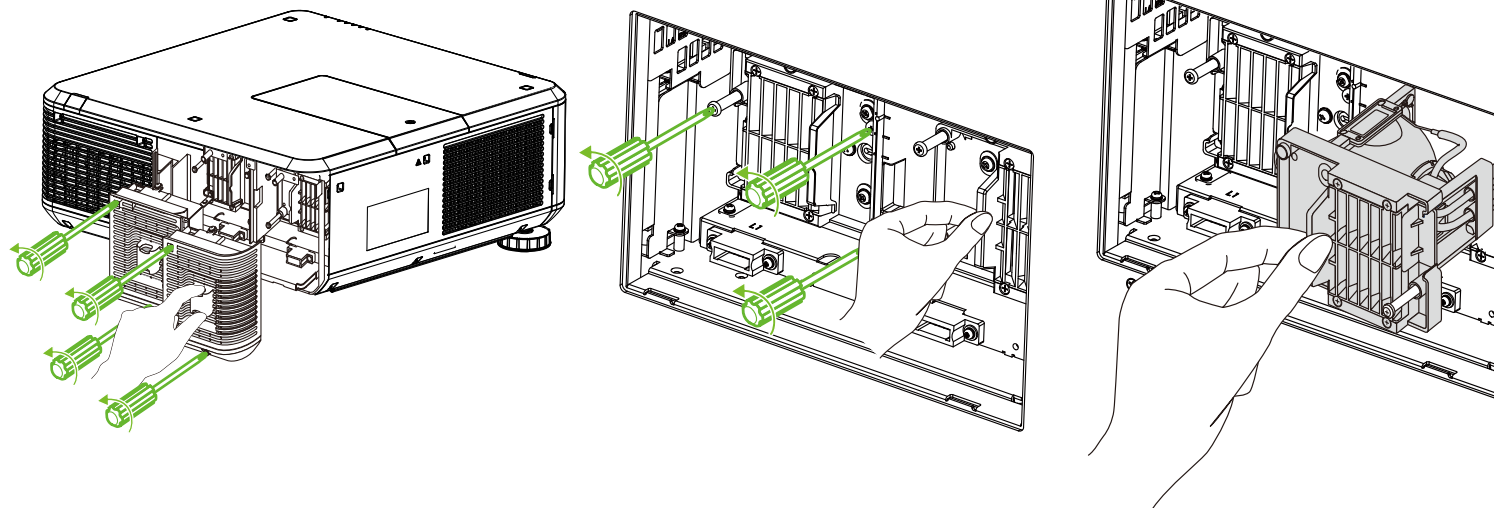


The projector lens is shipped separately.

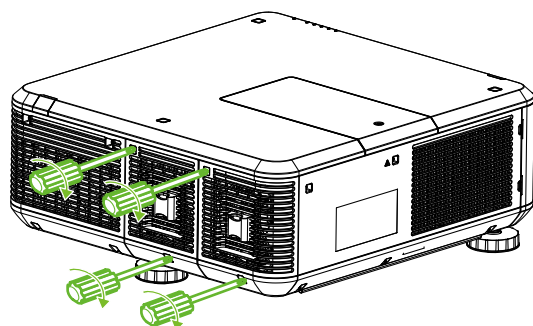


*The **Center Lens** command must be used after a new lens is inserted. See the **Operating Guide** for more details.*

Changing a lamp



1. Unscrew the two captive screws securing the cover for the lamp that needs changing.
2. Open the lamp compartment.
3. Unscrew the three captive screws securing the lamp module.
4. Pull firmly on the handle to remove the lamp module.
5. Insert a new lamp module and fasten the screws.



6. Replace the lamp compartment cover and fasten the screws.

Notes

- ⚠ Always allow the lamp to cool for 5 minutes before:
- disconnecting the power
 - moving the projector
 - changing the lamp

- ⚠ The lamp and color wheel must be changed only by suitably qualified personnel.

- 👉 The projector will shut down if any of the covers are opened whilst in operation.

- 👉 The filters should be changed at the same time as the lamp is changed.

Changing the filters

1. Press the air filter covers, then pull them out as shown in **Fig. 1**.

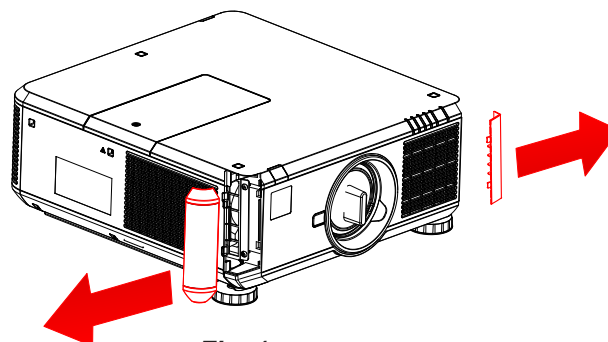


Fig. 1

2. Pull out the old filters as shown in **Fig. 2**.

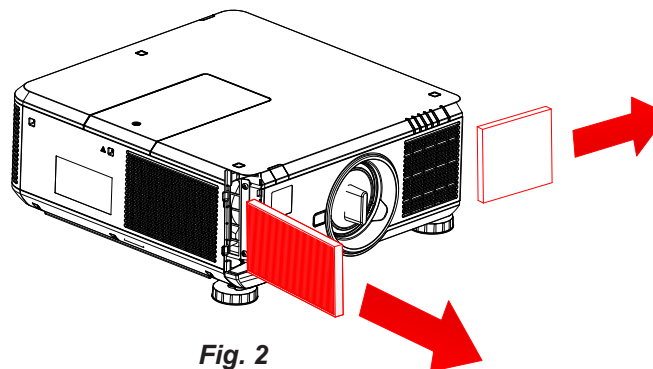


Fig. 2

3. Insert the new filters and close the filter covers as shown in **Fig. 3**.

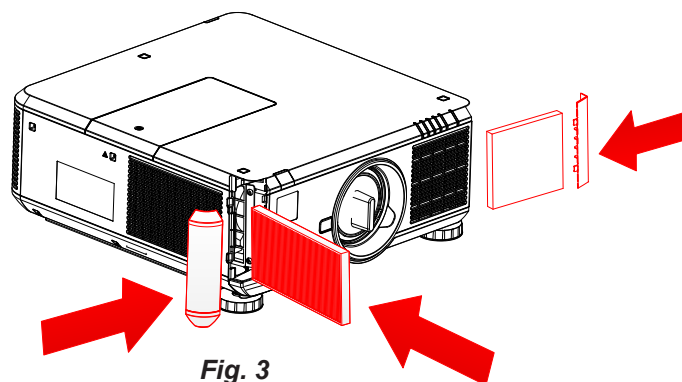
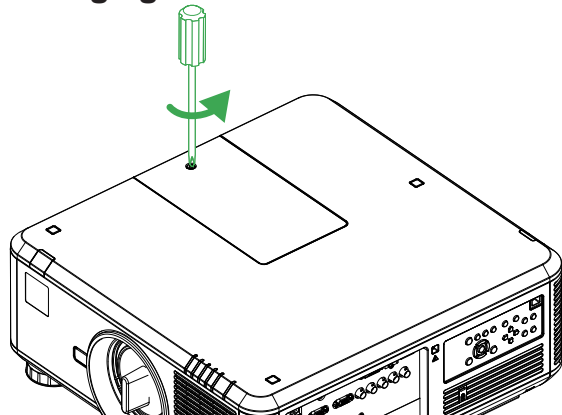
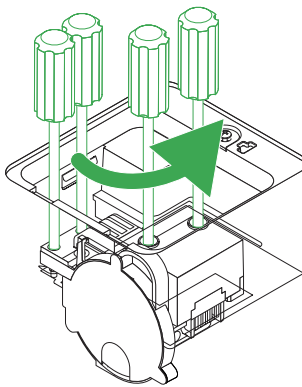
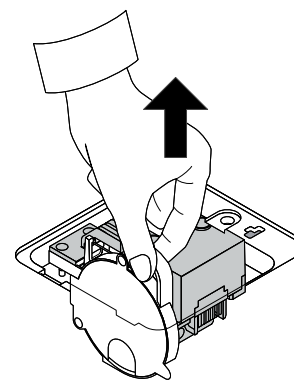


Fig. 3

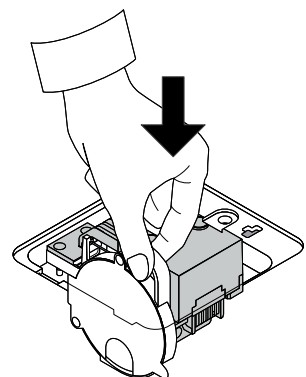
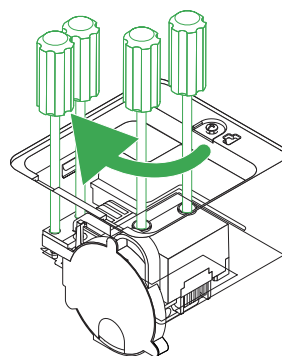
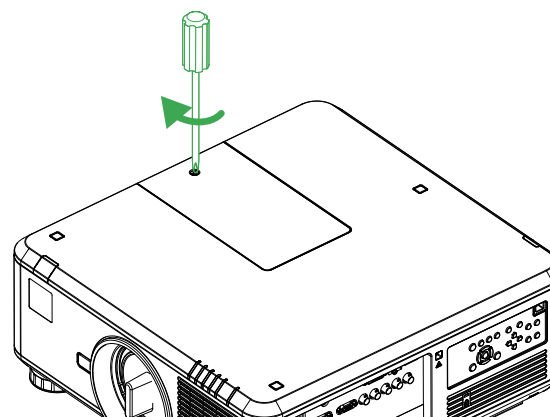
Notes

-  The projector will shut down if any of the covers are opened whilst in operation.
-  The filters should be changed at the same time as the lamp is changed.

Changing the color wheel

**Fig. 1****Fig. 2****Fig. 3**

1. Unscrew the captive screw securing the color wheel compartment cover (**Fig. 1**) and open the compartment.
2. Unscrew the four captive screws securing the color wheel (**Fig. 2**).
3. Remove the color wheel (**Fig. 3**).

**Fig. 4****Fig. 5****Fig. 6**

4. Insert a new color wheel (**Fig. 4**) and fasten the screws (**Fig. 5**).
5. Replace the cover and fasten the screw (**Fig. 6**).

Notes

⚠ The lamp and color wheel must be changed only by suitably qualified personnel.

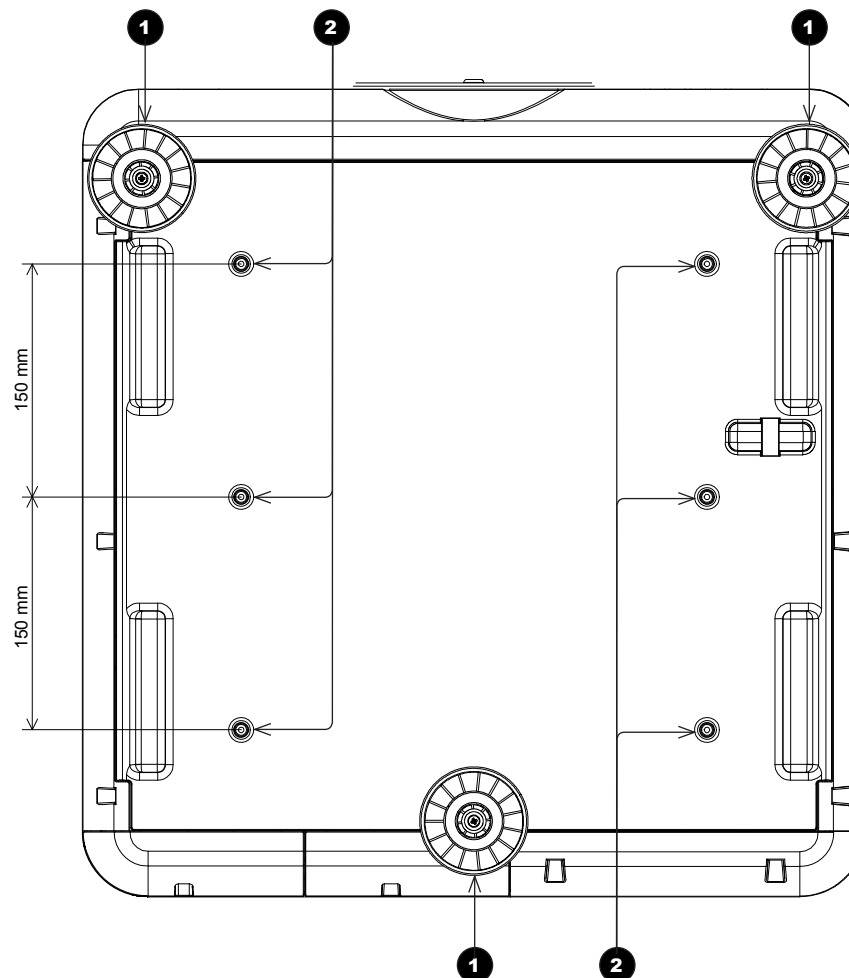
⚠ Allow the projector to cool for 5 minutes before changing the color wheel.

👉 The projector will shut down if any of the covers are opened whilst in operation.

Positioning The Screen And Projector

1. Install the screen, ensuring that it is in the best position for viewing by your audience.
2. Mount the projector, ensuring that it is at a suitable distance from the screen for the image to fill the screen. Set the adjustable feet so that the projector is level, and perpendicular to the screen.

The drawing shows the positions of the feet for table mounting, and the fixing holes for ceiling mounting.



1 Three adjustable feet

2 Six M4 holes for ceiling mount
The screws should not penetrate more than 15 mm into the body of the projector.

Notes

! Always allow the lamp to cool for 5 minutes before:

- disconnecting the power
- moving the projector

! Ensure that there is at least 70 cm (28 in) of space between the ventilation outlets and any wall, and 50 cm (20 in) on all other sides.

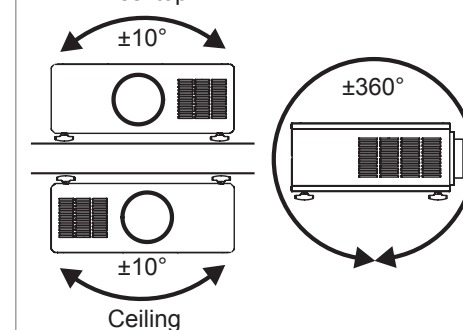
If ceiling mounting, ensure there is 30 cm (12 in) of space between the projector and ceiling.

! Backup safety chains or wires should always be used with ceiling mount installations.

! Do not stack the projectors.

! Do not tilt the projector more than $\pm 10^\circ$ from side to side when in use, as this may cause serious lamp failure, damage the lamp module and cause extra cost on replacement.

Desktop



Operating The Projector

Switching the projector on

1. Connect the power cable between the mains supply and the projector. Switch on at the switch next to the power connector.
2. Wait until the self-test has completed and the **Power** indicator on the projector control panel shows red. The lamp will be off and the projector will be in **STANDBY** mode.
3. Press **POWER**  on the control panel or **POWER ON** on the remote control.

The **Power** indicator on the control panel will flash green for a few seconds whilst the lamp comes up to full brightness. When the projector is ready for use, the **Power** indicator will show steady green.

Selecting an input signal or test pattern

Input signal

1. Connect an image source to the projector. The signal should be automatically detected by the projector, and should be displayed within two or three seconds.
2. If more than one signal is connected, select the input you want to display:
 - Press **INPUT** repeatedly on the control panel or remote control to cycle through the inputs.
 - or use **Input Selection** in the **INPUT** menu.

Test pattern

If you do not have an image source connected to the projector, you can display a test pattern instead:

- Press **TEST PATTERN** repeatedly on the remote control to cycle through the test patterns,
- or select a **Test Pattern** from the **INPUT** menu.

Notes



For full details of how to connect an image source to the projector, see the **Connection Guide**.



For full details of how to use the controls and the menu system, see the **Operating Guide**.



To return to viewing the image from your image source, scroll through the test pattern list to **Off**.

Adjusting the lens

Zoom

- Use the **Zoom +/-** buttons on the control panel or on the remote control to adjust the lens so that the image fills the screen.
or use **Lens Control** in the **ALIGNMENT** menu.

Focus

- Use the **Focus +/-** buttons on the control panel or on the remote control to adjust the lens until the image is sharp.
or use **Lens Control** in the **ALIGNMENT** menu.

Shift

- Use the **LENS SHIFT** buttons , ,  and  on the control panel to adjust the position of the image,
or press the **LENS SHIFT** button on the remote control then use , ,  and  to adjust the position of the image.
or use **Lens Control** in the **ALIGNMENT** menu.

Adjusting the image

Orientation

- This can be set from the **ALIGNMENT** menu.
Select the orientation which suits the positioning of the projector.

Aspect Ratio

- This can be set from the **PICTURE** menu, or from the **ASPECT** button on the remote control or control panel.

Picture

Settings such as **Brightness** and **Contrast** can be set from the **PICTURE** menu.

Notes



For full details of how to use the controls and the menu system, see the *Operating Guide*.

Switching the projector off

1. Press and hold **POWER**  on the control panel or **POWER OFF** on the remote control for 5 seconds.

The lamp will go off, and the **Power** indicator on the control panel will flash amber for a few seconds whilst the lamp cools. The **Power** indicator on the control panel will then show red and the projector will be in **Standby** mode.

2. Switch off at the switch next to the power connector. Disconnect the power cable from the projector.

Notes

Always allow the lamp to cool for 5 minutes before:

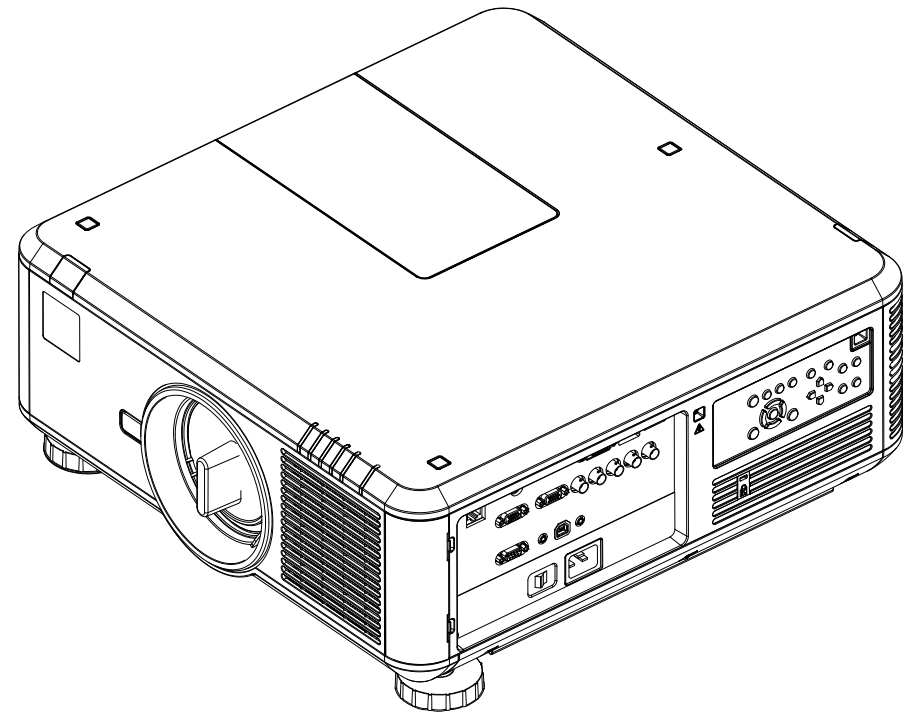
- disconnecting the power
- moving the projector

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DIGITAL **PROJECTION** **CONNECTION GUIDE**

E-Vision 7500 Series

High Brightness Digital Video Projector

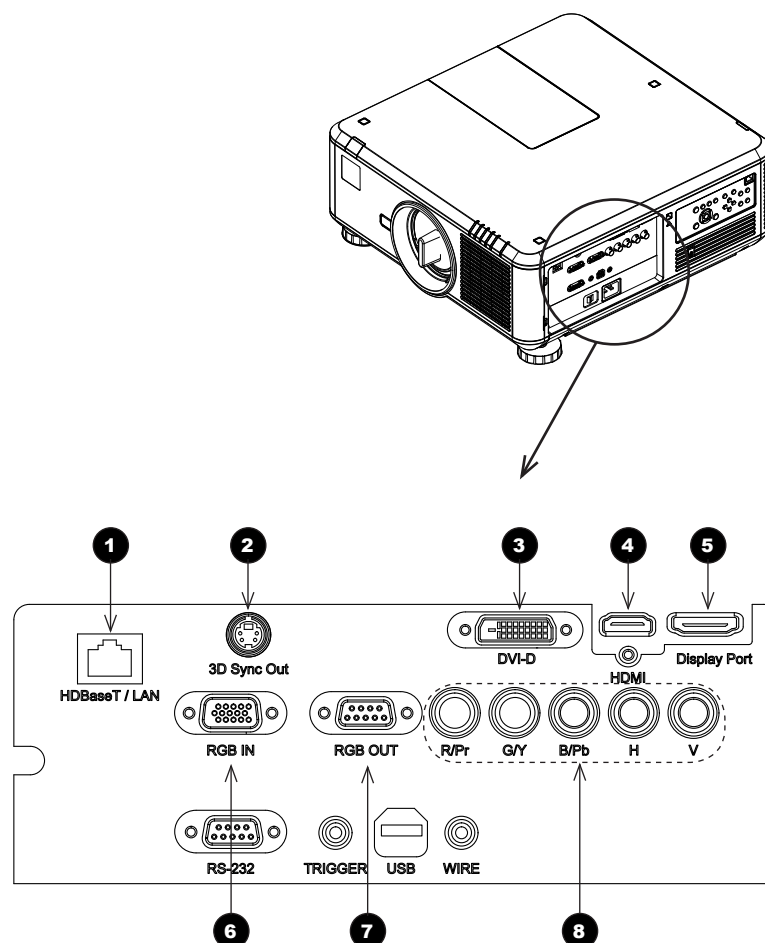


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Signal Inputs And Outputs

- 1 **HDBaseT**
Receives digital input from HDBaseT-compliant devices.
- 2 **3D Sync Out**
Sync output signal. This may be affected by the 3D **Sync Invert** setting in the **CONTROL > 3D** menu. Connect this to your IR emitter or ZScreen.
- 3 **DVI-D**
Connect a **DVI-D** cable to the DVI connector.
- 4 **HDMI**
HDMI 1.4 input. Connect an **HDMI** cable to the connector.
- 5 **DisplayPort**
DisplayPort 1.2 input. Connect a DisplayPort cable to the connector.
- 6 **RGB In**
Receives analog signal from a computer. When using this input, it is best to use a fully wired VGA cable to connect the source to the projector. This will allow the source to determine the projector's capabilities via DDC and show an optimized image. Such cables can be identified as they have a blue connector shell. Use the **INPUT > VGA Setup** menu.
- 7 **RGB Out**
- 8 **Component**
RGBHV, RGsB or RGBS
 - Set **Color Space** in the **INPUT** menu to **Auto** or **RGB-Video**.**YPbPr or YCbCr**
 - Set **Color Space** in the **INPUT** menu to **YPbPr** or **YCbCr**.



Notes

For a complete listing of pin configurations for all signal and control connectors, see **Wiring Details** later in this Guide.

Supported Signal Input Modes

Signal Type	Resolution	Refresh Rate (Hz)	COMPONENT - RGBHV	COMPONENT - YUV	VGA - RGBHV	VGA - YUV	DVI-D (EIA Timing)	HDMI - RGB (EIA Timing)	HDMI - YUV 8-bit (EIA Timing)	Display Port (EIA Timing)	HDBaseT
PC	720x400	70								✓	
	640x480	59.94	✓		✓		✓	✓		✓	✓
	640x480	72								✓	
	640x480	75	✓		✓		✓	✓		✓	✓
	640x480	85	✓		✓		✓	✓			✓
	800x600	56								✓	
	800x600	60.32	✓		✓		✓	✓		✓	✓
	800x600	72								✓	
	800x600	75	✓		✓		✓	✓		✓	✓
	800x600	85.06	✓		✓		✓	✓			✓
	848x480	47.95	✓		✓		✓	✓			✓
	848x480	59.94	✓		✓		✓	✓			✓
	1024x768	60	✓		✓		✓	✓		✓	✓
	1024x768	70								✓	
	1024x768	75.03	✓		✓		✓	✓		✓	✓
	1024x768	85.03	✓		✓		✓	✓			✓
	1280x720	47.95	✓		✓		✓	✓			✓
	1280x768	59.87	✓		✓		✓	✓			✓
	1280x720	60								✓	
	1280x800	59.81	✓		✓		✓	✓			✓
continued on next page...											

Notes

Signal Type	Resolution	Refresh Rate (Hz)	COMPONENT - RGBHV	COMPONENT - YUV	VGA - RGBHV	VGA - YUV	DVI-D (EIA Timing)	HDMI - RGB (EIA Timing)	HDMI - YUV 8-bit (EIA Timing)	Display Port (EIA Timing)	HDBaseT
	1280x960	60	✓		✓		✓	✓			✓
	1280x1024	60.02	✓		✓		✓	✓			✓
	1280x1024	75.02	✓		✓		✓	✓		✓	✓
	1280x1024	85.02	✓		✓		✓	✓			✓
	1366x768	59.79	✓		✓		✓	✓			✓
	1440x900	59.887	✓		✓		✓	✓			✓
	1600x1200	60	✓		✓		✓	✓		✓	✓
	1920x1080	47.95	✓		✓		✓	✓			✓
	1680x1050	59.94	✓		✓		✓	✓			✓
	1920X1200RB	60	✓		✓		✓	✓			✓
	1920X1200	50	✓		✓		✓	✓			✓
	1400x900	60								✓	
	1400X1050	60	✓		✓		✓	✓		✓	✓
Apple Mac	640x480	66.59	✓		✓		✓	✓		✓	✓
	832x624	74.54	✓		✓		✓	✓		✓	✓
	1152x870	75								✓	
NTSC	NTSC (M, 4.43)	59.94									
PAL	PAL (B,G,H,I)	50									
	PAL (N)	50									
	PAL (M)	59.94									
SECAM	SECAM (M)	50									
SDTV	RGBS	50									
continued on next page...											

Notes

Signal Type	Resolution	Refresh Rate (Hz)	COMPONENT - RGBHV	COMPONENT - YUV	VGA - RGBHV	VGA - YUV	DVI-D (EIA Timing)	HDMI - RGB (EIA Timing)	HDMI - YUV 8-bit (EIA Timing)	Display Port (EIA Timing)	HDBaseT
	1440x480i	60						✓	✓	✓	✓
	1440x576i	50						✓	✓	✓	✓
	480i	59.94									
	576i	50									
EDTV	480p	59.94	✓	✓	✓	✓	✓	✓	✓	✓	✓
	576p	50	✓	✓	✓	✓	✓	✓	✓	✓	✓
HDTV	1035i	60	✓	✓	✓	✓					
	1080i	50	✓	✓	✓	✓	✓	✓	✓	✓	✓
	1080i	59.94	✓	✓	✓	✓	✓	✓	✓	✓	✓
	1080i	60	✓	✓	✓	✓	✓	✓	✓	✓	✓
	720p	50	✓	✓	✓	✓	✓	✓	✓	✓	✓
	720p	59.94	✓	✓	✓	✓	✓	✓	✓	✓	✓
	720p	60	✓	✓	✓	✓	✓	✓	✓	✓	✓
	1080p	23.98	✓	✓	✓	✓	✓	✓	✓	✓	✓
	1080p	24	✓	✓	✓	✓	✓	✓	✓	✓	✓
	1080p	25	✓	✓	✓	✓	✓	✓	✓	✓	✓
	1080p	29.97	✓	✓	✓	✓	✓	✓	✓	✓	✓
	1080p	30	✓	✓	✓	✓	✓	✓	✓		✓
	1080p	50	✓	✓	✓	✓	✓	✓	✓	✓	✓
	1080p	59.94	✓	✓	✓	✓	✓	✓	✓	✓	✓
	1080p	60	✓	✓	✓	✓	✓	✓	✓	✓	✓

Notes

Control Connections

1 LAN

- The projector's features can be controlled via a LAN connection, using commands described in the **Remote Communications Guide**.
- Alternatively, use the **Web Configuration Utility** to control the projector.
- Crestron RoomView® Express** built-in. Enabling support staff to remotely take control of classroom technology, perform remote system diagnostics, track projector usage and log network activity.
- Use a crossed LAN cable to connect directly to a computer, or an uncrossed cable to connect to a network hub.

2 RS-232

- The projector's features can be controlled via a serial connection, using the control strings described in the **Remote Communications Guide**.
- Use a null-modem cable to connect directly to a computer, or a straight cable to connect to a modem.

3 Screen trigger

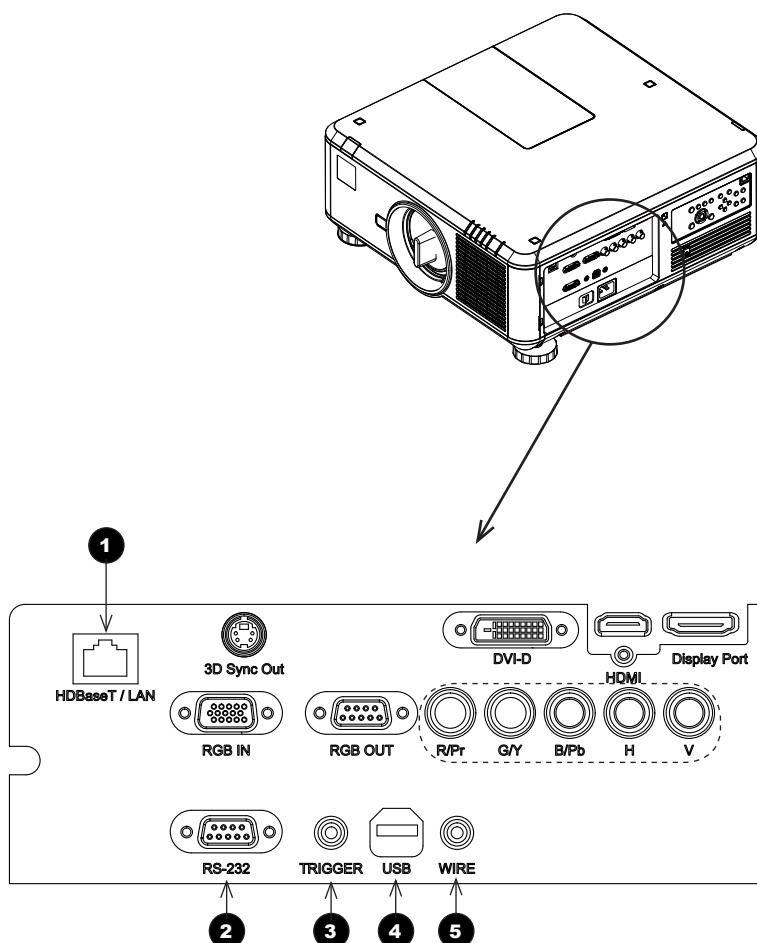
The Trigger output can be connected to an electrically operated screen, automatically deploying the screen when the projector is switched on, or activating curtains when the aspect ratio is changed.

4 USB

Service port for firmware updates only.

5 Wired remote control

Connect the remote control using the remote control cable supplied with the projector.



Notes

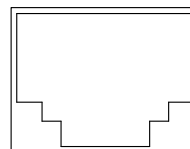
- For a complete listing of pin configurations for all signal and control connectors, see **Wiring Details** later in this Guide.
- For full details of how to use the menu system, see the **Operating Guide**.
- If **Eco Network Power** is set to **Eco**, the LAN connection will be disabled when the projector is in **STANDBY** mode. To enable power on via LAN, set **Eco Network Power** to **Standard**.
- See www.crestron.com for further information on **Crestron RoomView® Express**.
- Plugging in the remote control cable will disable the infra-red.

Wiring Details

Signal inputs and outputs

HDBaseT input

RJ45 socket



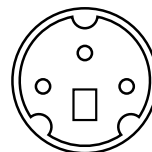
HDBaseT input

3D sync connection

Pin 1 +5V

Pin 2 Ground

Pin 3 Stereo sync



VESA 3-pin Mini DIN

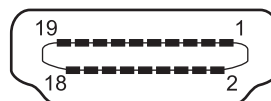
Notes



For full details of all input settings, see the **INPUT menu** in the *Operating Guide*.

HDMI input*19 way type A connector*

1	TMDS Data 2+
2	TMDS Data 2 Shield
3	TMDS Data 2-
4	TMDS Data 1+
5	TMDS Data 1 Shield
6	TMDS Data 1-
7	TMDS Data 0+
8	TMDS Data 0 Shield
9	TMDS Data 0-
10	TMDS Clock+
11	TMDS Clock Shield
12	TMDS Clock-
13	CEC
14	not connected
15	SCL (DDC Clock)
16	SCA (DDC Data)
17	DDC/CEC Ground
18	+5 V Power
19	Hot Plug Detect

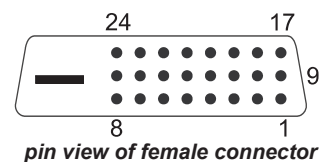
*pin view of panel connector***Notes**

For full details of all input settings, see the **INPUT menu** in the **Operating Guide**.

DVI-D

24 way D-type connector

1	TMDS Data 2-
2	TMDS Data 2+
3	TMDS Data 2 Shield
4	unused
5	unused
6	DDC Clock
7	DDC Data
8	unused
9	TMDS Data 1-
10	TMDS Data 1+
11	TMDS Data 1 Shield
12	unused
13	unused
14	+5 V Power
15	Ground
16	Hot Plug Detect*
17	TMDS Data 0-
18	TMDS Data 0+
19	TMDS Data 0 Shield
20	unused
21	unused
22	TMDS Clock Shield
23	TMDS Clock+
24	TMDS Clock-

**Notes**

For full details of all input settings, see the **INPUT menu** in the **Operating Guide**.

* Hot plug detect (HPD) is fully DVI compliant. DVI sources detect the presence of a display device by providing +5V on pin 14 and looking for +5V on pin 16. Whenever the projector is operational, and 5V is present on pin 14, pin 16 will be held at +5V.

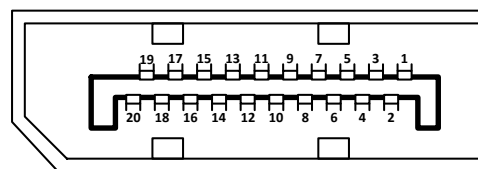
EDID is available even when the projector is switched off.

Operational means that the projector is powered up. Non operational states are powered down and some self test and reprogramming modes.

High Definition Content Protection (HDCP) is supported on this input.

DisplayPort*DisplayPort 1.2*

Pin 1	ML_Lane 0 (p)	Lane 0 (positive)
Pin 2	GND	Ground
Pin 3	ML_Lane 0 (n)	Lane 0 (negative)
Pin 4	ML_Lane 1 (p)	Lane 1 (positive)
Pin 5	GND	Ground
Pin 6	ML_Lane 1 (n)	Lane 1 (negative)
Pin 7	ML_Lane 2 (p)	Lane 2 (positive)
Pin 8	GND	Ground
Pin 9	ML_Lane 2 (n)	Lane 2 (negative)
Pin 10	ML_Lane 3 (p)	Lane 3 (positive)
Pin 11	GND	Ground
Pin 12	ML_Lane 3 (n)	Lane 3 (negative)
Pin 13	CONFIG1	connected to Ground1)
Pin 14	CONFIG2	connected to Ground1)
Pin 15	AUX CH (p)	Auxiliary Channel (positive)
Pin 16	GND	Ground
Pin 17	AUX CH (n)	Auxiliary Channel (negative)
Pin 18	Hot Plug	Hot Plug Detect
Pin 19	Return	Return for Power
Pin 20	DP_PWR	Power for connector (3.3 V 500 mA)

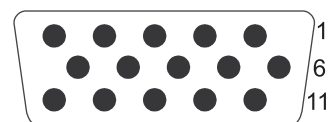
*pin view of connector***Notes**

For full details of all input settings, see the **INPUT menu** in the *Operating Guide*.

VGA

15 way D-type connector

1	R
2	G
3	B
4	unused
5	Digital Ground (H Sync)
6	R Ground
7	B Ground
8	G Ground
9	+5v
10	Digital Ground (V Sync/DDC)
11	unused
12	SDA
13	H Sync
14	V Sync
15	SCL



pin view of female connector

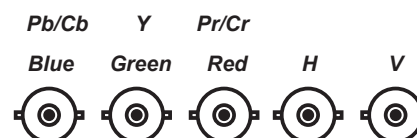
Notes

For full details of all input settings, see the **INPUT** menu in the **Operating Guide**.

COMPONENT

5 x 75 ohm BNC

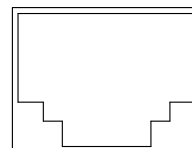
RGBHV	RGsB	YPbPr	YCbCr
Green	Green + Sync	Y	Y
Blue	Blue	Pb	Cb
Red	Red	Pr	Cr
Hsync			
Vsync			



Control connections

LAN connection

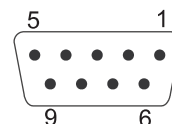
RJ45 socket



LAN connection

RS232 Serial control input

1	unused
2	Received Data (RX)
3	Transmitted Data (TX)
4	unused
5	Signal Ground
6	unused
7	unused
8	unused
9	unused

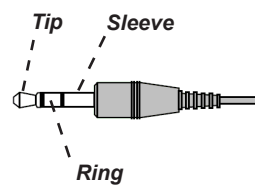


pin view of female connector

Wired Remote control connection

3.5mm mini jack

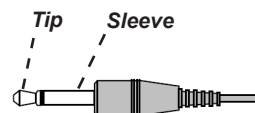
Tip	Not connected
Ring	Signal
Sleeve	Ground



Screen Trigger output

3.5mm mini jack

Tip	Signal
Sleeve	Ground



Notes



For full details of all control settings, see the **CONTROL** menu in the *Operating Guide*.



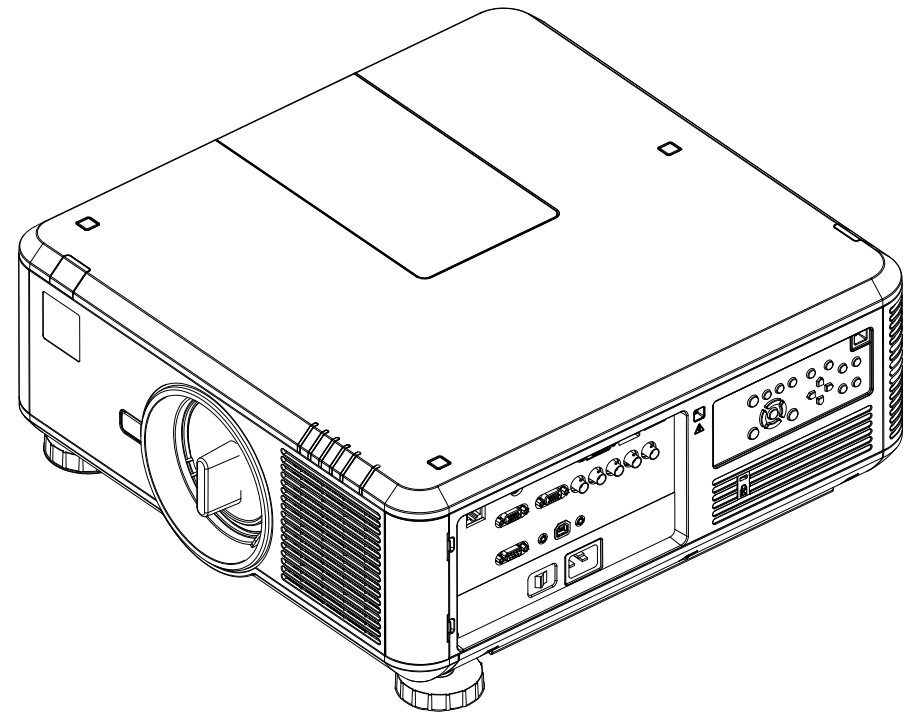
Note that plugging in the remote control cable will disable the infra-red.

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DIGITAL **PROJECTION** **OPERATING GUIDE**

E-Vision 7500 Series

High Brightness Digital Video Projector



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Using The Menu

Use the buttons on the projector control panel or on the remote control, to access the menu system.

- To open the on-screen display (OSD), press **MENU**. To close, press **EXIT/RETURN**.

Navigating the menus

- Select a menu using

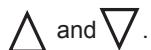


- then open the menu by pressing

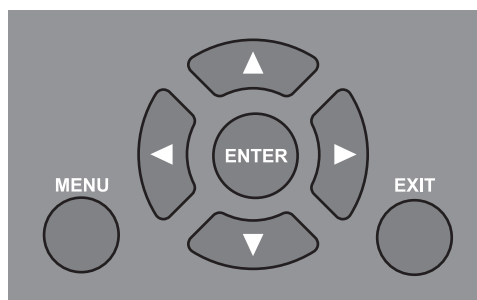


The first item in the menu is highlighted.

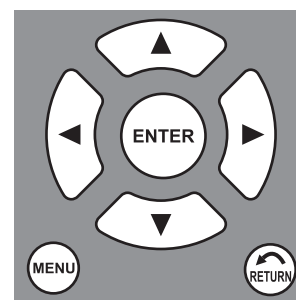
- Select an item in the menu using



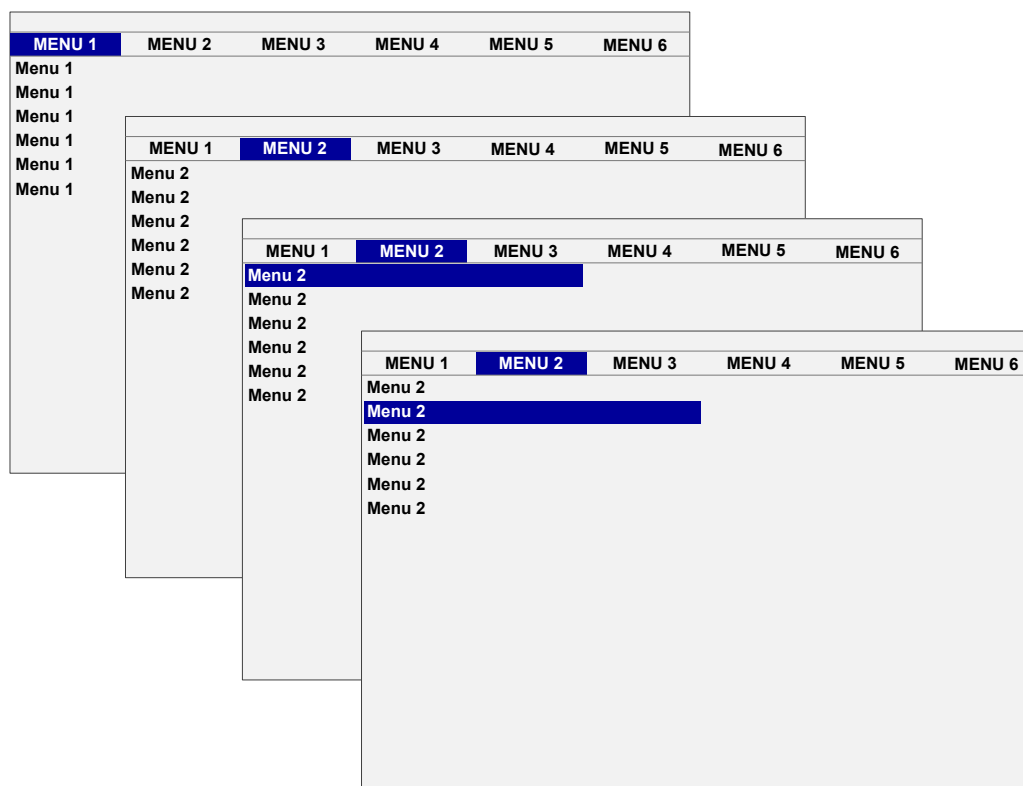
- To open another menu, first close the current menu by pressing **MENU**.



Projector control panel



Remote control



Notes



Some menu options and controls may not be available due to settings in other menus. These will be shaded grey on the actual menu.

Submenus

- Select a submenu using  and .
- then open the submenu by pressing **ENTER**.

The submenu appears *to the right side* of the menu it was called from.

The name of the submenu is shown at the top.

- To close the submenu, press **MENU**.

Sometimes, a submenu leads to a sub-submenu:

- Select the sub-submenu using  and .
- then open it by pressing **ENTER**.

The sub submenu appears *below* the submenu it was called from.

The name of the sub submenu is shown at the top.

- To close the sub submenu, press **MENU**.

MENU 1	MENU 2	MENU 3	MENU 4	MENU 5	MENU 6
Selection		< Item >			
Submenu 1		Enter			
Submenu 2		Enter			
Slider		< 100 >			
Command		Execute			

MENU 1	MENU 2	MENU 3	MENU 4	MENU 5	MENU 6
Selection		< Item >	Submenu 1		
Submenu 1		Enter	Submenu 1 Item		
Submenu 2		Enter	Submenu 1 Item		
Slider		< 100 >	Submenu 1 Item		
Command		Execute	Submenu 1 Item		

MENU 1	MENU 2	MENU 3	MENU 4	MENU 5	MENU 6
Selection		< Item >	Submenu 1		
Submenu 1		Enter	Submenu 1 Item		
Submenu 2		Enter	Submenu 1 Item		
Slider		< 100 >	Sub-submenu	Enter	
Command		Execute	Submenu 1 Item		

MENU 1	MENU 2	MENU 3	MENU 4	MENU 5	MENU 6
Selection		< Item >	Submenu 1		
Submenu 1		Enter	Submenu 1 Item		
Submenu 2		Enter	Submenu 1 Item		
Slider		< 100 >	Sub-submenu	Enter	
Command		Execute	Submenu 1 Item		

Sub-submenu

Sub-submenu Item
Sub-submenu Item
Sub-submenu Item
Sub-submenu Item

Notes

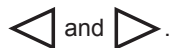


Some menu options and controls may not be available due to settings in other menus. These will be shaded grey on the actual menu.

Selecting parameters

Most parameters are changed by selecting from a list:

- Select from the list using



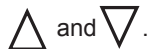
- The change will usually be made immediately.

Sometimes you can open the list in the same way you open a submenu.

- Press **ENTER** to open the list.

The list appears **to the right** of the menu it was called from.

- The item that is currently selected is marked with a block: ■.
- Select from the submenu using



- The change will be made when you press **ENTER** to confirm the selection.

MENU 1	MENU 2	MENU 3	MENU 4	MENU 5	MENU 6
Submenu	Enter				
Selection	< Item 1 >				
Slider	< 100 >				
Command					

MENU 1	MENU 2	MENU 3	MENU 4	MENU 5	MENU 6
Submenu	Enter				
Selection	< Item 2 >				
Slider	< 100 >				
Command	Execute				

MENU 1	MENU 2	MENU 3	MENU 4	MENU 5	MENU 6
Submenu	Enter		Selection		
Selection	Enter		■ Item 1		
Slider	< 100 >		Item 2		
Command	Execute		Item 3		
			Item 4		

Notes



Some menu options and controls may not be available due to settings in other menus. These will be shaded grey on the actual menu.



There may be a short delay when changing some parameters, due to internal processing time.

Sliders

- Use ◀ or ▶ to adjust the value.
The menu will disappear, to be replaced by a slider bar.
- To return to the menu, press **MENU**.

MENU 1	MENU 2	MENU 3	MENU 4	MENU 5	MENU 6
Submenu		Enter			
Selection		< Item 2 >			
Slider		< 100 >			
Command		Execute			

Slider

Commands

- To execute the command, press **ENTER**.
In this example,
- use ◀ or ▶ to move the **blue** highlight to **OK** or **Cancel**,
- then press **ENTER** to confirm your selection.

MENU 1	MENU 2	MENU 3	MENU 4	MENU 5	MENU 6
Submenu		Enter			
Selection		< Item 2 >			
Slider		< 100 >			
Command		Execute			

Confirm

OK Cancel

Notes



Some menu options and controls may not be available due to settings in other menus. These will be shaded grey on the actual menu.

A Tour Of The Menus

INPUT menu

INPUT	PICTURE	LAMPS	ALIGNMENT	CONTROL	SERVICE
Input Selection		Enter			
Test Pattern		Enter			
Color Space		< Auto >			
Input Lock		< Auto >			
Background		< Logo >			
Auto Sync Adjust		< Always >			

Input Selection

- Press **ENTER** to open the **Input Selection** menu, then select an input from the list.

INPUT	PICTURE	LAMPS	ALIGNMENT	CONTROL	SERVICE
Input Selection		Enter		Input Selection	
Test Pattern		Enter		• HDMI	
Color Space		< Auto >		DVI	
Input Lock		< Auto >		VGA	
Background		< Logo >		Component / BNC	
Auto Sync Adjust		< Always >		Display Port	
				HDBase T	

Notes



See also *Using the Menus*, earlier in this guide and *Menu Map*, later in this guide.

INPUT menu *continued***Test Pattern**

- Press **ENTER** to display a Test Pattern.
- Use ◀ or ▶ to scroll through the following Test Patterns:
... Off, Color Bar, Crosshatch, Burst, Red, Green, Blue, White, Black, H Ramp, Uncorrected Red, Uncorrected Green, Uncorrected Blue, Uncorrected White, Uncorrected Black, Off ...
- To return to viewing the image from your image source, use ◀ or ▶ to scroll through the list to **Off**.

INPUT	PICTURE	LAMPS	ALIGNMENT	CONTROL	SERVICE
Input Selection		Enter		Test Pattern	
Test Pattern		Enter		Color Bar	
Color Space	<	Auto	>	Crosshatch	
Input Lock	<	Auto	>	Burst	
Background	<	Logo	>	Red	
Auto Sync Adjust	<	Always	>	Green	
				Blue	
				White	
				Black	
				H Ramp	
				Uncorrected Red	
				Uncorrected Green	
				Uncorrected Blue	
				Uncorrected White	
				Uncorrected Black	
				• Off	

Notes

See also *Using the Menus*, earlier in this guide and *Menu Map*, later in this guide.

Color Space

- Set this to **Auto**, except when the projector has problems selecting between **YCrCb**, **YPbPr**, **RGB-PC** and **RGB-Video**.

Input Lock

- Set this to **Auto**, except when the projector has problems locking on to **48Hz**, **50Hz** and **60Hz** signals.

Background

- Set this to determine what appears on screen when the projector is searching for a valid input source.

Auto Sync Adjust

- Select from
 - Off**: Auto Sync Adjustment is never performed.
 - Auto** – Projector will compare with the previous five signals stored in memory, and then recall those settings if possible.
 - Always** - Projector will perform auto setup every time a new signal source is connected, ignoring any settings in memory.

PICTURE menu**Picture Mode**

- Select one of the Picture modes as required.

Contrast, Brightness, Saturation, Hue

- Adjust the sliders for these settings, as required.

Gamma

- Select one of the Gamma settings as required.

INPUT	PICTURE	LAMPS	ALIGNMENT	CONTROL	SERVICE
Picture Mode	< High Bright >				
Contrast	<	100	>		
Brightness	<	100	>		
Saturation	<	100	>		
Hue	<	100	>		
Gamma	<	Video	>		
Color		Enter			
Sharpness	<	0	>		
Noise Reduction	<	0	>		
Aspect Ratio	<	Letterbox	>		
Overscan	<	Off	>		
VGA Setup		Enter			
Autosync		Execute			

Notes

See also **Using the Menus**, earlier in this guide and **Menu Map**, later in this guide.

PICTURE menu *continued***Color submenu**

- Press **ENTER** to open the Color submenu.

Color Temperature

- Native** gives you the brightest possible image.
- A value between 5000K and 9300K selects the relevant color temperature.

INPUT	PICTURE	LAMPS	ALIGNMENT	CONTROL	SERVICE
Picture Mode	< High Bright >			Color	
Contrast	< 100 >			Color Temperature	< Native >
Brightness	< 100 >			Trim	Enter
Saturation	< 100 >			Hue	Enter
Hue	< 100 >			Saturation	Enter
Gamma	< Video >			Gain	Enter
Color	Enter			White Balance	Enter
Sharpness	< 0 >				
Noise Reduction	< 0 >				
Aspect Ratio	< Letterbox >				
Overscan	< Off >				
VGA Setup	Enter				
Autosync	Execute				

Trim

- Set the **Red**, **Green** and **Blue Lift** and **Gain** settings, to improve the appearance of the projected image.

Trim		
Red Lift	< 0 >	
Green Lift	< 0 >	
Blue Lift	< 0 >	
Red Gain	< 0 >	
Green Gain	< 0 >	
Blue Gain	< 0 >	

Hue, Saturation, Gain

- Set the **Red**, **Green**, **Blue**, **Cyan**, **Magenta** and **Yellow** settings as required.

Hue		
Red	< 0 >	
Green	< 0 >	
Blue	< 0 >	
Cyan	< 0 >	
Magenta	< 0 >	
Yellow	< 0 >	

White Balance

- Set the **Red**, **Green** and **Blue** levels as required.

White Balance		
Red	< 0 >	
Green	< 0 >	
Blue	< 0 >	

Sharpness, Noise Reduction

- Adjust the sliders for these settings, as required.

Notes

See also *Using the Menus*, earlier in this guide and *Menu Map*, later in this guide.

PICTURE menu *continued***Aspect Ratio**

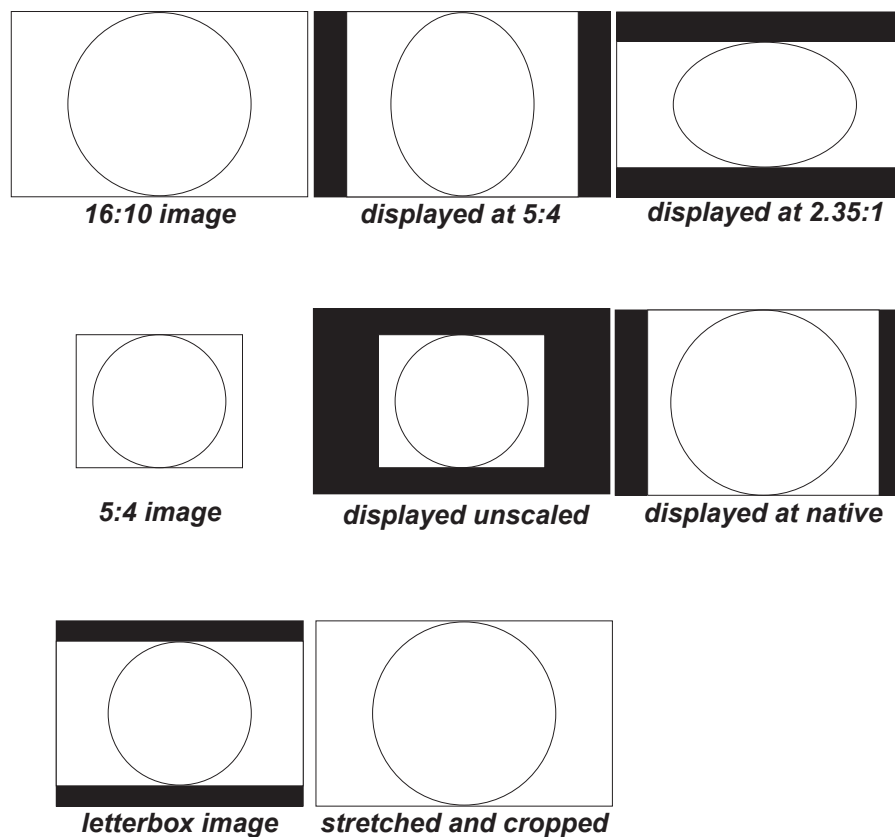
- Set **Aspect Ratio** to suit the incoming video signal.

The **5:4**, **4:3**, **16:10**, **16:9**, **1.88:1** and **2.35:1** settings will stretch the image to the selected aspect ratio, leaving black bars at the top and bottom or sides of the screen, depending on the aspect ratio of the projector.

The **Letterbox** setting can be used where a wide screen image has been supplied in a narrower format with black bars at the top and bottom. The top and bottom of the image will be cropped, and the image stretched to fill the screen.

The **Native** setting will scale the image to fit either the full height or width of the screen, whilst retaining the aspect ratio of the image.

The **Unscaled** setting will display the image pixel for pixel at its supplied resolution, in the centre of the screen. There may be black bars at the top and bottom or sides of the screen, or the image may be cropped, depending on the video signal and the aspect ratio of the projector.

**Notes**

See also **Using the Menus**, earlier in this guide and **Menu Map**, later in this guide.

PICTURE menu *continued***Overscan**

- Set this to **Off**, **On** or **Zoom** as required.

VGA Setup submenu

- Press **ENTER** to open the VGA Setup submenu.

H Total, H Start, H Phase, V Start

- Adjust the sliders for these settings, as required to suit the incoming image.

INPUT	PICTURE	LAMPS	ALIGNMENT	CONTROL	SERVICE
Picture Mode	< High Bright >	VGA Setup			
Contrast	< 100 >	H Total	< 100 >		
Brightness	< 100 >	H Start	< 100 >		
Saturation	< 100 >	H Phase	< 100 >		
Hue	< 100 >	V Start	< 100 >		
Gamma	< Video >				
Color	Enter				
Sharpness	< 0 >				
Noise Reduction	< 0 >				
Aspect Ratio	< Letterbox >				
Overscan	< Off >				
VGA Setup	Enter				
Autosync	Execute				

Auto Sync

- Press **ENTER** to force the projector to re-synchronise with the input signal.

Notes

Overscan is used to compensate for noisy or badly defined image edges, by cropping the image, or increasing the size of the image to force the edges off screen.



You can also press the **AUTO SYNC** button on the remote control or control panel to re-synchronise the image.



See also **Using the Menus**, earlier in this guide and **Menu Map**, later in this guide.

LAMPS menu

Mode

- Set this to **Dual**, **Lamp 1**, **Lamp 2** or **Single** as required.

When the mode is changed, it will not be possible to change it again within five minutes.

Power

- Set this to **Normal** for 100% power, **Eco** for 80% power or **Custom** to enable the Custom Power slider.

High Altitude Mode

- Set this to **On** if it is necessary to have the cooling fans running at high speed.

Custom Power Level

- Set the slider as required.

Lamp Status

- For information only.

INPUT	PICTURE	LAMPS	ALIGNMENT	CONTROL	SERVICE
Mode	<	Dual	>		
Power	<	Normal	>		
High Altitude	<	Off	>		
Custom Power Level	<	100%	>		
Lamp 1 Status	<	On	>		
Lamp 2 Status	<	On	>		

Notes



When **Mode** is set to **Single**, the projector will turn on using the lamp with the least hours of use.



To protect the lamps from thermal shock, it will not be possible to change the **Mode** more than once within five minutes.



The **Power** setting should be set to **Custom** if you want to use the **Custom Power Level** slider.



See also **Using the Menus**, earlier in this guide and **Menu Map**, later in this guide.

ALIGNMENT menu**Projection Mode**

- **Front** and **Rear** define whether the projector is in front of the screen or behind it.
Set to **Ceiling + Front** or **Ceiling + Rear** if the projector is ceiling mounted.

Fan Mode

- Adjusts the fan speeds to optimise cooling when the projector is in vertical orientation.
Set to **Up** or **Down** as appropriate when projecting lens up or down.

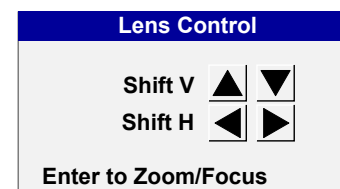
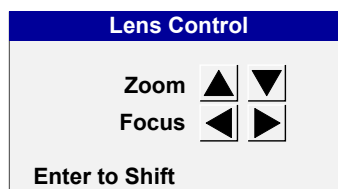
INPUT	PICTURE	LAMPS	ALIGNMENT	CONTROL	SERVICE
Projection Mode	<	Front	>		
Fan Mode	<	Normal	>		
Lens Control		Enter			
Lens Memory		Enter			
Center Lens		Execute			
Keystone	<	0	>		
Digital Alignment		Enter			
H/V Alignment		Enter			

Notes

See also *Using the Menus*, earlier in this guide and *Menu Map*, later in this guide.

Lens Control

1. Press **ENTER** to display the **Lens Control** box.
2. Press **ENTER** again to switch between SHIFT and ZOOM/FOCUS mode.
3. Use ◀, ▶, △ and ▽ to adjust the lens as necessary.



ALIGNMENT menu *continued***Lens Memory submenu**

The current lens position, focus and zoom settings can be saved in one of ten memories, for later recall.

- Press **ENTER** to open the **Lens Memory** submenu.

Save Memory

- Press **ENTER** to open the Save Memory submenu.
- Use Δ and ∇ to select from **Lens Memory 1** to **Lens Memory 10**.
- Press **ENTER** to save the current settings.

Load Memory

- Press **ENTER** to open the Load Memory submenu.
- Use Δ and ∇ to select from **Lens Memory 1** to **Lens Memory 10**.
- Press **ENTER** to recall the saved settings.

Center Lens

- Press **ENTER** to center the lens.

Keystone

- Use the **Keystone** control to correct for any distortion caused by the projector being in a different vertical plane to the screen.

INPUT	PICTURE	LAMPS	ALIGNMENT	CONTROL	SERVICE
Projection Mode	<	Front	>	Lens Memory	
Fan Mode	<	Normal	>	Load Memory	Enter
Lens Control		Enter		Save Memory	Enter
Lens Memory		Enter			
Center Lens		Execute			
Keystone	<	0	>		
Digital Alignment		Enter			
H/V Alignment		Enter			

Notes

See also *Using the Menus*, earlier in this guide and *Menu Map*, later in this guide.



The **Center Lens** command must be used after a new lens is inserted.

ALIGNMENT menu *continued***Digital Alignment submenu**

- Press **ENTER** to open the **Digital Alignment** submenu.

Digital Zoom, Digital Pan, Digital Scan

- Use $\triangle$ and ∇ to select a digital alignment control.
- Set the slider as required.

Reset

- Press **ENTER** to reset all Digital Alignment settings to zero.

INPUT	PICTURE	LAMPS	ALIGNMENT	CONTROL	SERVICE
Projection Mode	<	Front	>	Digital Alignment	
Fan Mode	<	Normal	>	Digital Zoom	< 0 >
Lens Control		Enter		Digital Pan	< 0 >
Lens Memory		Enter		Digital Scan	< 0 >
Center Lens		Execute		Reset	Execute
Keystone	<	0	>		
Digital Alignment		Enter			
H/V Alignment		Enter			

Notes

See also *Using the Menus*, earlier in this guide and *Menu Map*, later in this guide.

H/V Alignment submenu

- Press **ENTER** to open the **H/V Alignment** submenu.

H Zoom, V Zoom, H Shift, V Shift

- Use $\triangle$ and ∇ to select an alignment control.
- Set the slider as required.

Reset

- Press **ENTER** to reset all H/V Alignment settings to zero.

INPUT	PICTURE	LAMPS	ALIGNMENT	CONTROL	SERVICE
Projection Mode	<	Front	>	H/V Alignment	
Fan Mode	<	Normal	>	H Zoom	< 0 >
Lens Control		Enter		V Zoom	< 0 >
Lens Memory		Enter		H Shift	< 0 >
Center Lens		Execute		V Shift	< 0 >
Keystone	<	0	>	Reset	Execute
Digital Alignment		Enter			
H/V Alignment		Enter			



H Shift will only work if the image has been reduced horizontally using H Tuning. Likewise, V Shift will only work once V Tuning has been applied.

CONTROL menu**Eco Network Power**

- Set this to **Standard** or **Eco** as required. In Eco mode, when the projector is in STANDBY mode, the LAN connection is disabled.

Auto Power Off

- Set this to **On** if you want the projector to go into **Standby mode** when no input source is detected for 20 minutes.

Auto Power On

- Set this to **On** if you want the projector to start up immediately when the mains is connected.
- Set this to **Off** if you want the projector to go into **Standby mode** when the mains is connected. In this case, the projector will not start up until the **POWER** button is pressed on the control panel or the remote control.

Projector Control

- Set this to **RS232**, **Network** or **Both** as required.

INPUT	PICTURE	LAMPS	ALIGNMENT	CONTROL	SERVICE
Eco Network Power	<	Standard	>		
Auto Power Off	<	Off	>		
Auto Power On	<	Off	>		
Projector Control	<	Network	>		
Network		Enter			
Startup Logo	<	On	>		
Trigger	<	Auto	>		
Auto Search	<	Off	>		
Dynamic Black	<	On	>		
3D		Enter			
Language		Enter			

Notes

Eco Network Power must be set to **Standard** if you wish to be able to switch the projector on via LAN.



See also **Using the Menus**, earlier in this guide and **Menu Map**, later in this guide.

CONTROL menu *continued***Network submenu**

- Press **ENTER** to open the Network submenu.
- Set **DHCP** to **Off** to enable manual editing of the **IP Address**, **Subnet Mask** and **Gateway** fields. If **DHCP** is **On**, these fields are updated automatically and manual editing is disabled.

INPUT	PICTURE	LAMPS	ALIGNMENT	CONTROL	SERVICE
Eco Network Power	< Standard >			Network	
Auto Power Off	< Off >		IP Address	< 192.168.00.100 >	
Auto Power On	< Off >		Subnet Mask	< 255.255.155.00 >	
Projector Control	< Network >		Gateway	< 192.168.00.254 >	
Network	Enter		DHCP	< Off >	
Startup Logo	< On >		Apply	Execute	
Trigger	< Auto >				
Auto Search	< Off >				
Dynamic Black	< On >				
3D	Enter				
Language	Enter				

Startup Logo

- Set this to **On** if you want the DP logo to show when the projector is first switched on.

Trigger

- Set this to **Auto** if you want the **Trigger** output to be activated when the projector is first switched on.
- Set this to one of the **Aspect Ratio** settings, if you want the **Trigger** output to be activated when the projector is switched to that aspect ratio.

Auto Search

- When this is set to **On**, the projector will search for an alternative input source when the current input source is disconnected
- When this is set to **Off**, the projector will show the DP logo when the current input source is disconnected.

Dynamic Black

- Set this to **On** or **Off** as required.

Notes

See also *Using the Menus*, earlier in this guide and *Menu Map*, later in this guide.



Dynamic Black reduces the overall light output for images that contain a lot of black. This improves the perceived contrast ratio.

CONTROL menu *continued*

3D submenu

- Press **ENTER** to open the 3D menu, then select from the list:

3D Mode

Choose from **DLP-Link** and **IR**, or **Off** to disable 3D.

3D Sync Invert

Set to **On** or **Off** as required.

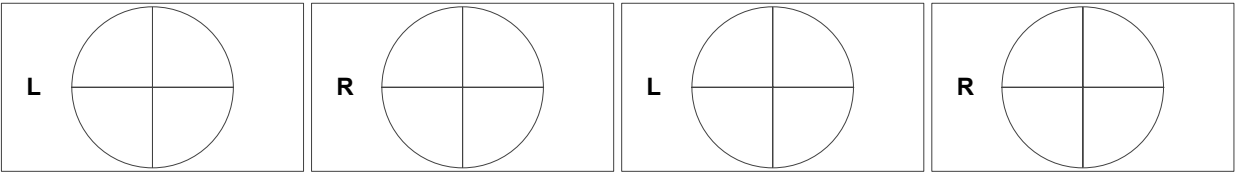
3D Format

Choose from **Frame Sequential**, **Top/Bottom**, **Side by Side** and **Frame Packing**.

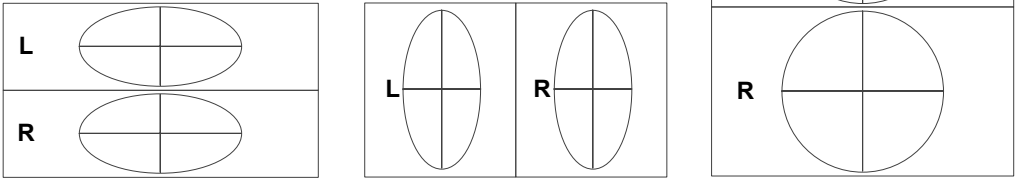
INPUT	PICTURE	LAMPS	ALIGNMENT	CONTROL	SERVICE
Eco Network Power	< Standard >			3D	
Auto Power Off	< Off >		3D Mode	< Off >	
Auto Power On	< Off >		3D Sync Invert	< Off >	
Projector Control	< Network >		3D Format	< Frame Sequential >	
Network	Enter				
Startup Logo	< On >				
Trigger	< Auto >				
Auto Search	< Off >				
Dynamic Black	< On >				
3D	Enter				
Language	Enter				

Notes

 See also *Using the Menus*, earlier in this guide and *Menu Map*, later in this guide.



Frame Sequential



Top-and-Bottom

Side-by-Side

Frame Packing

CONTROL menu *continued***Language submenu**

- Press **ENTER** to open the Language Selection menu, then select a language from the list.

INPUT	PICTURE	LAMPS	ALIGNMENT	CONTROL	SERVICE
Eco Network Power	< Standard >			Language	
Auto Power Off	< Off >		▪ English		
Auto Power On	< Off >		Français		
Projector Control	< Network >		Español		
Network	Enter		Deutsch		
Startup Logo	< On >		Português		
Trigger	< Auto >		简体中文		
Auto Search	< Off >		繁體中文		
Dynamic Black	< On >		日本語		
3D	Enter		한국어		
Language	Enter				

Notes

See also *Using the Menus*, earlier in this guide and *Menu Map*, later in this guide.

SERVICE menu**Information**

- The first part of the menu is for information only.

Blue Only

- Set this to **On** or **Off** as required.

INPUT	PICTURE	LAMPS	ALIGNMENT	CONTROL	SERVICE
Model :		DP-9670-SDPHB			
Serial Number :		C202XXXXY0008			
Software Version :		MD04-0D01-LD06-RE04-SE02-PD03-9B03			
Active Source :		HDMI			
Pixel Clock :		148.65 MHz			
Signal Format :		1080p/50Hz			
H/V Refresh Rate :		H: 56.306 kHz V: 50Hz			
Lamp 1 Time :		44 HRS			
Lamp 2 Time :		45 HRS			
Power On Time :		45 HRS			
Blue Only		< Off >			
Factory Reset		Enter			

Factory Reset

- The projector will ask for confirmation before restoring all settings to factory defaults.
- When the confirmation box appears, use ◀ or ▶ to move the blue highlight to **OK** or **Cancel**, then press **ENTER** to confirm your selection.

**Notes**

See also *Using the Menus*, earlier in this guide and *Menu Map*, later in this guide.



Do NOT do this unless you are sure that you want to restore **ALL** settings to their factory defaults.

Menu Map

Menu Submenus and Controls

INPUT

Input Selection HDMI, DVI, VGA, Component/BNC, Display Port, HDBaseT

Test Pattern Color Bar, Crosshatch, Burst, Red, Green, Blue, White, Black, H Ramp, Uncorrected Red, Uncorrected Green, Uncorrected Blue, Uncorrected White, Uncorrected Black, Off

Color Space Auto, YCbCr, YPbPr, RGB-PC, RGB-Video

Input Lock Auto, 48Hz, 50Hz, 60Hz

Background Logo, Blue, Black, White

Auto Sync Adjust Always, Off, Auto

PICTURE

Picture Mode High Bright, Presentation, Video

Contrast slider, 0 to 200 (100)

Brightness slider, 0 to 200 (100)

Saturation slider, 0 to 200 (100)

Hue slider, 0 to 200 (100)

Gamma Video, Linear, Film, Graphics

Color

Color Temperature Native, 5000K, 6500K, 7800K, 9300K

Trim Red Lift, Green Lift, Blue Lift, Red Gain, Green Gain, Blue Gain: sliders, 0 to 200 (100)

Hue Red, Green, Blue, Cyan, Magenta, Yellow: sliders, 0 to 200 (100)

Saturation Red, Green, Blue, Cyan, Magenta, Yellow: sliders, 0 to 200 (100)

Gain Red, Green, Blue, Cyan, Magenta, Yellow: sliders, 0 to 200 (100)

White Balance Red, Green, Blue: sliders, 0 to 200 (100)

Sharpness slider, 0 to 31 (0)

Noise Reduction slider, 0 to 15 (0)

Aspect Ratio 5:4, 4:3, 16:10, 16:9, 1.88, 2.35, Letterbox, Native, Unscaled

Overscan Off, Crop, Zoom

VGA Setup H Total, H Start, H Phase, V Start: sliders, 0 to 200 (100)

Auto Sync Press **ENTER** to execute

Notes



Some of the information in this menu map is summarised. See the actual menu on the projector for full detail.



Some menu options and controls may not be available due to settings in other menus. These will be shaded grey on the actual menu.



Where it would be helpful, some menu options are described in more detail earlier in this operating guide.



Color Temperature values depend on other settings.

Menu	Submenus and Controls	Notes
LAMPS	Mode <u>Dual</u>, Lamp 1, Lamp 2, Single Power <u>Normal</u>, Eco, Custom Power High Altitude <u>Off</u>, On Custom Power Level 75-100% (<u>100%</u>) Lamp Status Information Only: Lamp 1 On, Off Lamp 2 On, Off	 Some of the information in this menu map is summarised. See the actual menu on the projector for full detail.  Some menu options and controls may not be available due to settings in other menus. These will be shaded grey on the actual menu.  Where it would be helpful, some menu options are described in more detail earlier in this operating guide.
ALIGNMENT	Projection Mode <u>Front</u>, Rear, Ceiling + Front, Ceiling + Rear Fan Mode <u>Normal</u>, Up, Down Lens Control Shift, Zoom/Focus Lens Memory Load Memory Memory 1-10 Save Memory Memory 1-10 Center Lens Press ENTER to execute Keystone Digital Alignment Digital Zoom Digital Pan Digital Scan Reset H/V Alignment H Zoom V Zoom H Shift V Shift Reset	

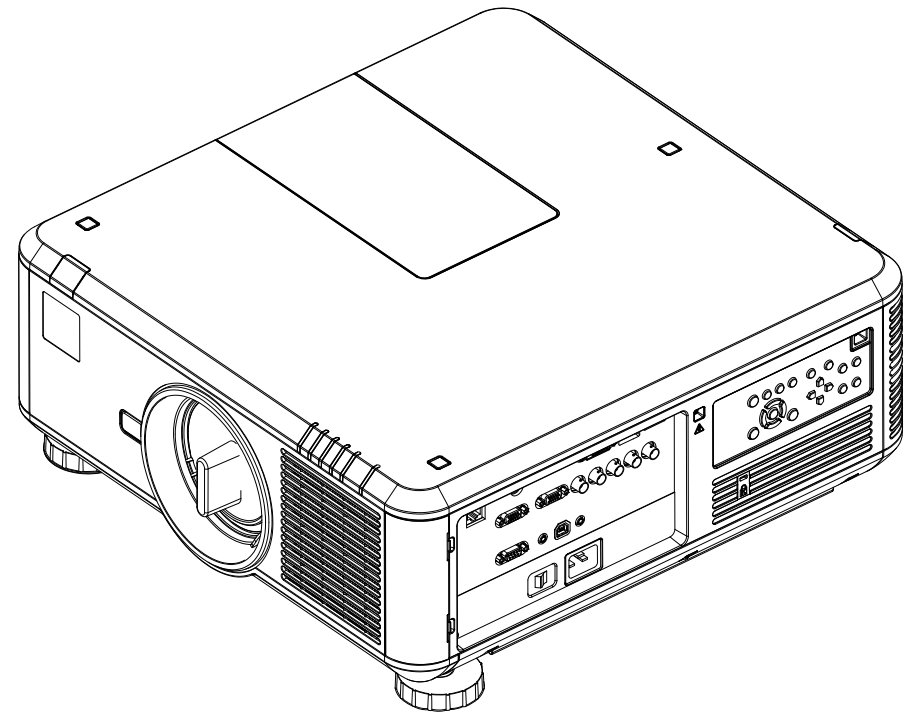
Menu	Submenus and Controls	Notes
CONTROL	Eco Network Power <u>Standard</u>, <u>Eco</u> Auto Power Off On, <u>Off</u> Auto Power On On, <u>Off</u> Projector Control RS232, <u>Network</u>, <u>Both</u> Network - IP Address - Subnet Mask - Gateway - DHCP On, <u>Off</u> - Apply Press ENTER to execute. Startup Logo <u>On</u>, <u>Off</u> Trigger <u>Auto</u>, 5:4, 4:3, 16:10, 16:9, 1.88, 2.35, Letterbox, Native, Unscaled Auto Search On, <u>Off</u> Dynamic Black <u>On</u>, <u>Off</u> 3D 3D Mode <u>Off</u>, DLP-Link, IR 3D Sync Invert On, <u>Off</u> 3D Format <i>Frame Sequential, Top/Bottom, Side by Side, Frame Packing</i> Language <i>Select from list</i>	 Some of the information in this menu map is summarised. See the actual menu on the projector for full detail.  Some menu options and controls may not be available due to settings in other menus. These will be shaded grey on the actual menu.  Where it would be helpful, some menu options are described in more detail earlier in this operating guide.
SERVICE	Information only: <i>Model, Serial Number, Software Version, Active Source, Pixel Clock, Signal Format, H/V Refresh Rate, Lamp 1 Time, Lamp 2 Time, Power On Time</i> Blue Only <u>Off</u>, On Factory Reset Press ENTER to execute.	

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REMOTE COMMUNICATIONS GUIDE

E-Vision 7500 Series

High Brightness Digital Video Projector



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Introduction

The projector can be controlled by using an external control system or a PC via a LAN or RS232 serial interface, using a terminal-emulation program, such as HyperTerminal.

Operation commands

Operation commands simulate menu operations and determine the settings of the projector, and use the following format:

- All commands consist of ASCII text strings starting with the letters 'op', and ending with an ASCII Carriage Return character:
op <operation> <command> [CR]
- The <command> string can take one of the following formats:

	<command>	Description
Set	= <value>	Makes the setting take that value.
Get	?	Asks what the current value is. The value is returned as an ASCII text string.
Increment	+	Adds 1 to the current value.
Decrement	–	Subtracts 1 from the current value.
Execute	(none)	Performs an action.

Examples

op input.sel = 1 [CR] sets the input signal to DVI
 op input.sel ? [CR] asks what is the input signal
 op brightness + [CR] increments the brightness setting
 op contrast – [CR] decrements the contrast setting
 op auto.img [CR] commands the projector to attempt to re-synchronise to the current input source

Key commands

Key commands duplicate remote control key presses and use the following format:

ky <operation>[CR]

Examples

ky testpattern[CR] brings up the list of available test patterns (identical to pressing the TEST PATTERN key on the remote)
 ky input[CR] brings up the list of available input sources (identical to pressing the INPUT key on the remote)
 ky power.off[CR] switches the projector off (identical to pressing the POWER OFF key on the remote)

Notes



*Details of how to connect to the projector, using the serial control or LAN inputs, can be found in the **Connections Guide**.*



Spaces in the commands are necessary.

e.g op input.sel = 1
 NOT opinput.sel=1



The TCP Port number is 7000.



*The **Serial Port** settings are:*

- *Baud rate - 115,200 bps*
- *Data length - 8 bits*
- *Stop bits - one*
- *Parity - none*
- *Flow control - none*

The Operation Commands

<operation>	<command>	<values>	Notes
INPUT menu			
input.sel	= ?	0 = HDMI 1 = DVI 2 = VGA 3 = Component / BNC 4 = DP	Not applicable in STANDBY mode or when Picture Mute is On .
pattern	= ?	0 = Color Bar 1 = Cross Hatch 2 = Burst 3 = Red (TI) 4 = Green (TI) 5 = Blue (TI) 6 = WHITE (TI) 7 = BLACK (TI) 8 = HRamp (TI) 9 = Red (uncorrected) 10 = Green (uncorrected) 11 = Blue (uncorrected) 12 = White (uncorrected) 13 = Black (uncorrected) 14 = Off	Not applicable in STANDBY mode.
color.space	= ?	0 = Auto 1 = YCbCr (Rec. 601) 2 = YPbPr (Rec. 709) 3 = RGB-PC (0-255) 4 = RGB-Video (16-235)	Not applicable in STANDBY mode or without signal locked.
input.lock	= ?	0 = Auto 1 = 48 Hz 2 = 50 Hz 3 = 60 Hz	Not applicable in STANDBY mode or without signal locked.
no.signal	= ?	0 = Logo 1 = Blue 2 = Black 3 = White	Not applicable in STANDBY mode.

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Notes

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<operation>	<command>	<values>	Notes
PICTURE menu			
pic.mode	= ?	0 = High Bright 1 = Presentation 2 = Video	
contrast	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
bright	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
saturat	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked. Only valid when the input is Composite or S-Video .
tint	= ? + -	0 ~ 200	Hue Not applicable in STANDBY mode or without signal locked. Only valid when the input is Composite or S-Video .
gamma	= ?	0 = Film 1 = Graphics 2 = Video 3 = Linear	Not applicable in STANDBY mode or without signal locked.
color.temp	?	0 = Native 1 = 5400K 2 = 6500K 3 = 9300K	Not applicable in STANDBY mode or without signal locked. Not applicable when Color Space is set to Custom . Not applicable when edge blending is on.
red.offset	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
green.offset	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
blue.offset	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
red.gain	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.

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Notes

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<operation>	<command>	<values>	Notes
green.gain	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
blue.gain	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
sharp	= ? + -	0 ~ 31	Not applicable in STANDBY mode or without signal locked.
nr	= ? + -	0 ~ 15	Noise Reduction Not applicable in STANDBY mode or without signal locked.
aspect	= ?	0 = 5:4 1 = 4:3 2 = 16:10 3 = 16:9 4 = 1.88 5 = 2.35 6 = Letterbox 7 = Native 8 = Unscaled	Not applicable in STANDBY mode or without signal locked. Native aspect ratio is not applicable when zoom is set to Zoom .
zoom	= ?	0 = Off 1 = Crop 2 = Zoom	Overscan Not applicable in STANDBY mode or without signal locked. Zoom is not applicable when aspect ratio is set to Native .
h.total	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked. Only applicable when the source is either VGA or Component .
h.pos	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
h.phase	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked. Only applicable when the source is either VGA or Component .
v.pos	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.

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<operation>	<command>	<values>	Notes
auto.img	(execute)		Auto Sync Not applicable in STANDBY mode or without signal locked.
hsg.r.gain	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
hsg.g.gain	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
hsg.b.gain	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
hsg.c.gain	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
hsg.m.gain	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
hsg.y.gain	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
hsg.r.sat	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
hsg.g.sat	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
hsg.b.sat	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
hsg.c.sat	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
hsg.m.sat	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
hsg.y.sat	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
hsg.r.hue	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.

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Notes

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<operation>	<command>	<values>	Notes
hsg.g.hue	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
hsg.b.hue	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
hsg.c.hue	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
hsg.m.hue	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
hsg.y.hue	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
hsg.wr.gain	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
hsg.wg.gain	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
hsg.wb.gain	= ? + -	0 ~ 200	Not applicable in STANDBY mode or without signal locked.
LAMPS menu			
lamps	= ?	0 = Dual 1 = Lamp1 2 = Lamp2 3 = Single	Not applicable in STANDBY mode or when lamp is cooling.
lamp.mode	= ?	0 = Standard 1 = Economy 2 = Custom Power Level	Drive Not applicable in STANDBY mode or without signal locked.
lamp.pwr	= ?	0-31 (75 % ~100.0 %)	Not applicable in STANDBY mode or without signal locked.
altitude	= ?	0 = Off 1 = On	High Altitude Not applicable in STANDBY mode.
lamp1.stat	?	0 = Off 1 = On	Not applicable in STANDBY mode.
lamp2.stat	?	0 = Off 1 = On	Not applicable in STANDBY mode.

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<operation>	<command>	<values>	Notes
ALIGNMENT menu			
proj.mode	= ?	0 = Front 1 = Rear 2 = Ceiling + Front 3 = Ceiling + Rear	Not applicable in STANDBY mode.
fan.pos	= ?	0 = Normal 1 = Up 2 = Down	Not applicable in STANDBY mode.
zoomio	+ -	+ = Zoom out - = Zoom in	Motor command. Not applicable in STANDBY mode.
focus	+ -	+ = Focus Near - = Focus Far	Motor command. Not applicable in STANDBY mode.
vert.offset	+ -	+ = Up - = Down	Vertical Lens Shift Motor command. Not applicable in STANDBY mode.
horiz.offset	+ -	+ = Right - = Left	Horizontal Lens Shift Motor command. Not applicable in STANDBY mode.
lens.load	=	1 ~ 10	Lens Memory Load Not applicable in STANDBY mode.
lens.save	=	1 ~ 10	Lens Memory Save Not applicable in STANDBY mode.
lens.center	(execute)		Not applicable in STANDBY mode.
v.keystone	= ? + -	-80 ~ +80	Not applicable in STANDBY mode.
CONTROL menu			
eco.net.pow	= ?	0 = Off (Standard Standby Mode) 1 = On (ECO Standby Mode)	Eco Network Power
auto.powoff	= ?	0 = Off 1 = On	Not applicable in STANDBY mode.
auto.powon	= ?	0 = Off 1 = On	

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Notes

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<operation>	<command>	<values>	Notes
proj.ctrl	= ?	0 = RS232 only 1 = RJ45 only 2 = RS232 + RJ45	Not applicable when Eco Network Power is on.
net.ipaddr	= ?	<string>	
net.subnet	= ?	<string>	
net.gateway	= ?	<string>	
net.dhcp	= ?	0 = Off 1 = On	
startup.logo	= ?	0 = Off 1 = On	
trig.1	= ?	0 = 5:4 1 = 4:3 2 = 16:10 3 = 16:9 4 = 1.88 5 = 2.35 6 = Letterbox 7 = Native 8 = Unscaled 9 = Auto	If trig.1 is set to Auto , the projector will start sending the trigger as soon as it is switched on. Otherwise the trigger will be sent only when the aspect ratio matches this setting. Not applicable in STANDBY mode.
auto.src	= ?	0 = Off 1 = On	Auto Search Not applicable in STANDBY mode.
dblack	= ?	0 = Off 1 = On	Dynamic Black Not applicable in STANDBY mode.
lang	= ?	0 = English 1 = French 2 = Spanish 3 = German 4 = Portuguese 5 = Chinese Simplified 6 = Chinese Traditional 7 = Japanese 8 = Korean	

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Notes

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<operation>	<command>	<values>	Notes
SERVICE menu			
model	?	<string>	
ser.no	?	<string>	
sw.ver	?	<string>	
pixel.clock	?	<string>	In MHz Not applicable in STANDBY mode or without signal locked.
signal	?	<string>	Not applicable in STANDBY mode or without signal locked.
h.refresh	?	<string>	Not applicable in STANDBY mode or without signal locked.
v.refresh	?	<string>	Not applicable in STANDBY mode or without signal locked.
lamp1.hours	?	<string>	
lamp2.hours	?	<string>	
proj.runtime	?	<string>	
blue.only	= ?	0 = Off 1 = On	
fact.reset	(execute)		Factory reset
Miscellaneous commands			
power.on	(execute)		Power on
power.off	(execute)		Power off (puts projector into Standby mode)
status	?	0 = standby 1 = warm up 2 = imaging 3 = cooling 4 = reset	
errcode	?	<string>	Returns an error code - refer to the Error Codes section below.

Notes

Error Codes

Code	Name	Description
0000	ErrNormal	No Error
0101	ErrFmtInitFail	DMD Init Fail
0102	ErrFmtDADFail	DAD1000 detected thermal or voltage fault
0103	ErrFmtPMDFail	Cannot initialize PMD1000
0104	ErrFmtSEQFail	Cannot enable sequencer
0201	ErrLamp1InitFail	Lamp 1 Init fail (at ignition stage)
0202	ErrLamp1LitFail	Lamp 1 lit fail (lamp is accidentally off)
0203	ErrLamp1OverTemp	Lamp 1 over temperature
0204	ErrLamp1Ovp	Lamp 1 over voltage
0205	ErrLamp1OverLife	Lamp 1 reach end of life
0211	ErrLamp2InitFail	Lamp 2 Init fail (at ignition stage)
0212	ErrLamp2LitFail	Lamp 2 lit fail (lamp is accidentally off)
0213	ErrLamp2OverTemp	Lamp 2 over temperature
0214	ErrLamp2Ovp	Lamp 2 over voltage
0215	ErrLamp2OverLife	Lamp 2 reach end of life
0501	ErrBal1CommFail	Ballast 1 communication error
0502	ErrBal1OverTemp	Ballast 1 over temperature
0511	ErrBal2CommFail	Ballast 2 communication error
0512	ErrBal2OverTemp	Ballast 2 over temperature
0601	ErrFan1InitFail	
0602	ErrFan1Rotate	
0603	ErrFan1Speed	Fan 1 speed error
0611	ErrFan2InitFail	
0612	ErrFan2Rotate	
0613	ErrFan2Speed	Fan 2 speed error
0621	ErrFan3InitFail	
0622	ErrFan3Rotate	
0623	ErrFan3Speed	Fan 3 speed error

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Code	Name	Description
0631	ErrFan4InitFail	
0632	ErrFan4Rotate	
0633	ErrFan4Speed	Fan 4 speed error
0641	ErrFan5InitFail	
0642	ErrFan5Rotate	
0643	ErrFan5Speed	Fan 5 speed error
0651	ErrFan6InitFail	
0652	ErrFan6Rotate	
0653	ErrFan6Speed	Fan 6 speed error
0661	ErrFan7InitFail	
0662	ErrFan7Rotate	
0663	ErrFan7Speed	Fan 7 speed error
0671	ErrFan8InitFail	
0672	ErrFan8Rotate	
0673	ErrFan8Speed	Fan 8 speed error
0681	ErrFan9InitFail	
0682	ErrFan9Rotate	
0683	ErrFan9Speed	Fan 9 speed error
0691	ErrFan10InitFail	
0692	ErrFan10Rotate	
0693	ErrFan10Speed	Fan 10 speed error
06A1	ErrFan11InitFail	
06A2	ErrFan11Rotate	
06A3	ErrFan11Speed	Fan 11 speed error
06B1	ErrFan12InitFail	
06B2	ErrFan12Rotate	
06B3	ErrFan12Speed	Fan 12 speed error
0801	ErrCwSpin	Color Wheel spin error

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Notes

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Code	Name	Description
0802	ErrCwCoverOpen	Color Wheel cover open
0803	ErrCwInit	Color Initial setting fail
1011	ErrInletSensorFail	Air Inlet temp sensor (T1) error
1012	ErrInletSensorOverTemp	T1 over temperature
1031	ErrDMDSensorFail	DMD temp sensor (T2) error
1032	ErrDMDSensorOverTemp	DMD (T2) over temperature
1041	ErrInlet2SensorFail	Air Inlet temp sensor (T3) error
1042	ErrInlet2SensorOverTemp	T3 over temperature
1102	ErrLamp1HousingOpen	Lamp 1 housing open
1112	ErrLamp2HousingOpen	Lamp 2 housing open
1201	ErrThermalBreak1Trig	Thermal break1 open
1211	ErrThermalBreak2Trig	Thermal break2 open
1401	ErrEepromCommFail	EEPROM communication fail
1402	ErrEepromChecksumFail	EEPROM checksum error
2001	ErrMcuI2c1Fail	DDP4422 I2C Port 0 fail
2002	ErrMcuI2c2Fail	DDP4422 I2C Port 1 fail
2103	ErrScalerLoadOsdFail	OSD Load fail
2201	ErrDigitalRx1InitFail	ITX6535 Init fail
2202	ErrDigitalRx1CommFail	ITX6535 communication fail
2301	ErrAdcInitFail	AFE1000 Init fail
2302	ErrAdcCommFail	AFE1000 communication fail
2701	ErrExGpio1InitFail	External GPIO 1 Init fail
2702	ErrExGpio1CommFail	External GPIO 1 communication fail
2711	ErrExGpio2InitFail	External GPIO 2 Init fail
2712	ErrExGpio2CommFail	External GPIO 2 communication fail
2721	ErrExGpio3InitFail	External GPIO 3 Init fail
2722	ErrExGpio3CommFail	External GPIO 3 communication fail
2901	ErrFanDriver1InitFail	Fan Driver 1 (IC9800) Init fail

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Code	Name	Description
2902	ErrFanDriver1CommFail	Fan Driver 1 (IC9800) communication fail
2911	ErrFanDriver2InitFail	Fan Driver 2 (IC9805) Init fail
2912	ErrFanDriver2CommFail	Fan Driver 2 (IC9805) communication fail
2921	ErrFanDriver3InitFail	Fan Driver 3 (IC21) Init fail
2922	ErrFanDriver3CommFail	Fan Driver 3 (IC21) communication fail
2931	ErrFanDriver4InitFail	Fan Driver 4 (PSOC) Init fail
2932	ErrFanDriver4CommFail	Fan Driver 4 (PSOC) communication fail
3011	ErrMotorInitFail	Motor Board Init fail
3012	ErrMotorCommFail	Motor Board communication fail
3101	ErrRj45InitFail	RJ45 Init fail
3102	ErrRj45CommFail	RJ45 communication fail

Notes

The Key Commands

<operation>	Corresponding remote control key
power.on	POWER ON
power.off	POWER OFF
menu	MENU
exit	EXIT
enter	ENTER
up	UP
down	DOWN
left	LEFT
right	RIGHT
nop	no operation (checking if projector is available)

Notes



An input command will return "NA" when the input command is not applicable in some specific conditions.

Web Configuration Utility

Use the embedded Web Configuration Utility to control the projector via a LAN network:

1. Make sure the projector is connected to a remote computer via LAN.
2. From the remote computer, access the default LAN IP address of the projector. The Web Configuration Utility opens.

- 1 **Projector Info**
Shows projector and network information.
- 2 **Alert Mail Settings**
Allows you to set up error warnings and regular status reports by email.
- 3 **Crestron**
Provides access to projector controls

DIGITAL PROJECTION

Model Name DP-9670 SDPHB	
System	
System Status	Power On
Display Source	HDMI
Lamp 1 Hours	3
Lamp 2 Hours	3
Picture Mode	Video
Error Status	No Error
LAN Status	
IP address	192.168.0.1
Subnet mask	255.255.255.0
Default gateway	0.0.0.0
DNS Server	0.0.0.0
MAC address	00:18:23:25:FA:AD
Version	
LAN Version	DRE04
F/W Version	MD07

Notes

If **Eco Network Power** is set to **Eco**, the LAN connection will be disabled when the projector is in **STANDBY** mode. To enable power on via LAN, set **Eco Network Power** to **Standard**.

The default LAN IP address is **XXX.X.XXX**.

If you suspect this has been changed, then you can view the current **Network** settings in the **Control Menu**.

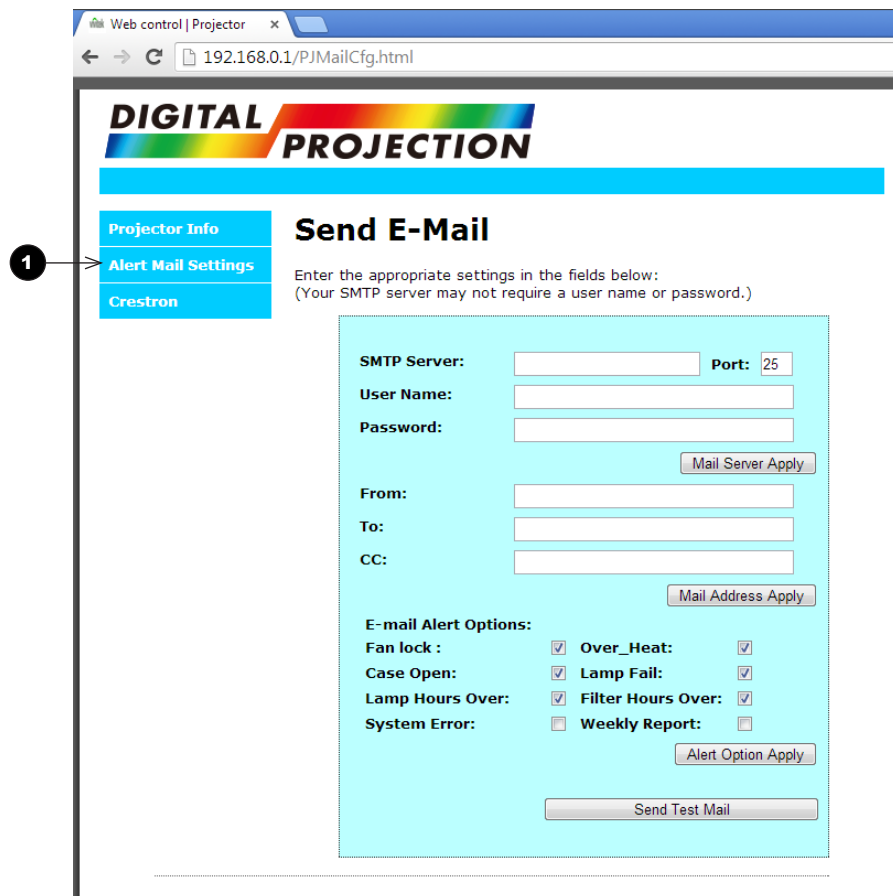
For more information about connecting the projector via LAN, see the **Connection Guide**.

Email settings

To set up email alerts:

1. Navigate to the **Alert Mail Settings** tab **1**.
2. Enter SMTP settings, email addresses and preferences as required.

For assistance with your network settings, consult your network administrator.



Web control | Projector x

192.168.0.1/PJMailCfg.html

DIGITAL PROJECTION

Projector Info

Alert Mail Settings

Crestron

Send E-Mail

Enter the appropriate settings in the fields below:
(Your SMTP server may not require a user name or password.)

SMTP Server: Port:

User Name:

Password:

From:

To:

CC:

E-mail Alert Options:

Fan lock :	☒	Over_Heat:	☒
Case Open:	☒	Lamp Fail:	☒
Lamp Hours Over:	☒	Filter Hours Over:	☒
System Error:	☐	Weekly Report:	☐

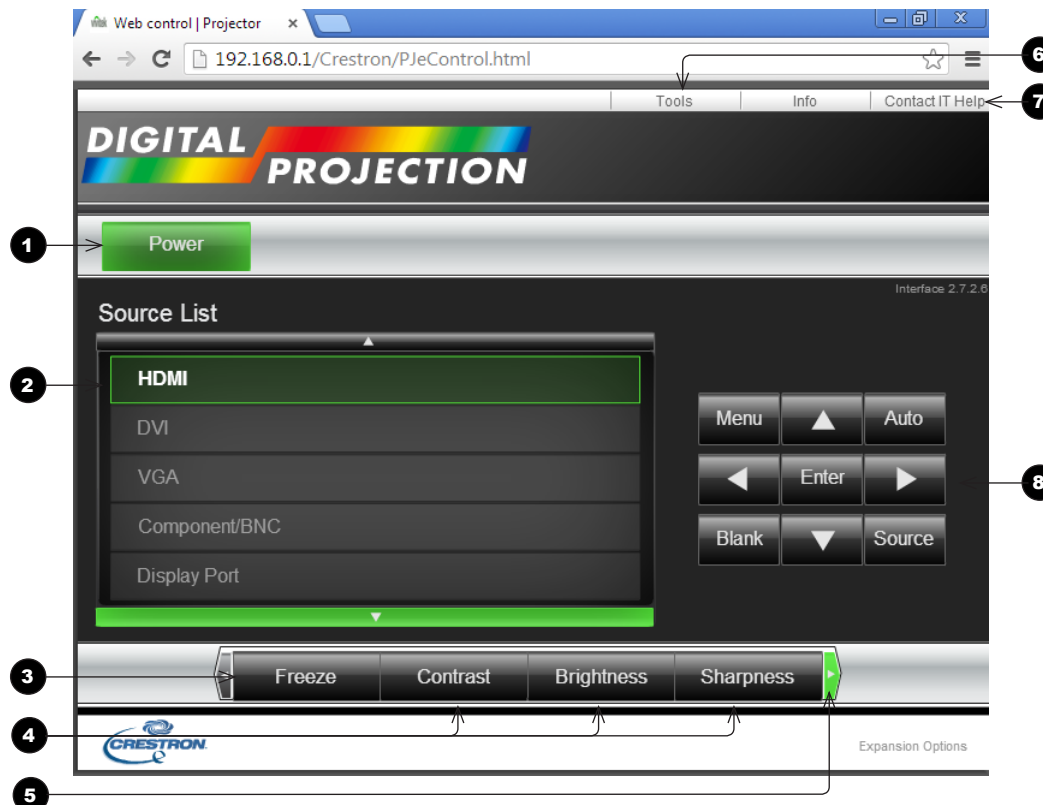
Notes

Projector controls

To access projector controls, navigate to the Crestron page.

From this page you can do the following:

- 1 Power the projector ON/OFF
- 2 Select input source
- 3 Freeze the image
- 4 Adjust image settings: **Contrast, Brightness and Sharpness.**
Click a button to open a slider.
- 5 Zoom and shift the image
Click the edge of the ribbon to access the **Zoom** control.
- 6 Change network settings
Click the **Tools** link.
- 7 Contact Crestron support
Click **Contact IT Help**.
- 8 Access the OSD
Click these buttons as you would press the buttons on your remote control.



Notes

For further information, refer to the Crestron documentation, or visit www.crestron.com