

# SHARP®

入门

## 多媒体投影机

型号

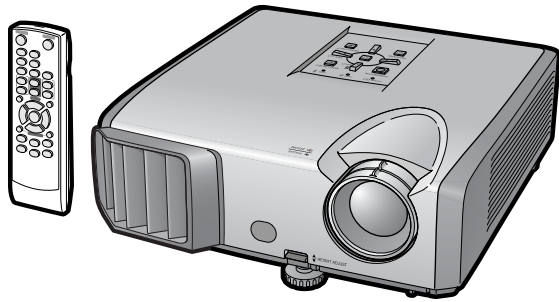
# XG-K230XA

快速启动

设置

## 使用说明书

连接



基本操作

有用的功能



# PJLink™

附录

在使用本投影机之前，务请仔细阅读本使用说明书。

# 入门

中文

## 注意

- 请记下并保存好印于投影机底部的型号和产品序列号码，以备投影机遗失或被盗时报警之用。
- 在丢弃包装箱之前，请确认已按第11页之“随机附件”清单对箱内物品作了仔细的核对。

型号：

产品序列号码：

## 警告：



因为是高亮度光源，所以切勿凝视或直视光束。特别注意勿让儿童直接凝视光束。

## 警告：

为减少起火或触电的危险，请勿将投影机置于遭受雨淋或受潮气侵袭之处。

	<p><b>注意</b></p> <p>因为有触电之危险， 所以除专门指定供用户保养螺钉之外，请勿拆卸其他螺钉。</p>	
<p>注意：为减少触电的危险，请勿卸下罩壳。 除灯泡组件之外，无用户可以自行修理之部件。 请委托获得修理资格之专业人员进行修理。</p>		



等边三角形中一端有箭头之闪电标记，用于警示用户，表示产品外壳内有足以使人产生触电危险之裸露的“危险电压”。



三角形中之惊叹号标记，用于警示用户，表示该处有关于本产品之重要操作或维护（修理）的有关指示说明。

## 警告：

此为A级产品，在生活环境中，该产品可能会造成无线电干扰。在这种情况下，可能需要用户对其干扰采取切实可行的措施。

## 关于本产品之处置

本产品使用铅锡合金之焊锡，以及含有少量水银之灯泡。出于环境保护之考虑，这些器材之处置应遵守规定。关于处置或回收之资料，请垂询当地主管部门。

## 有关灯泡更换的注意事项

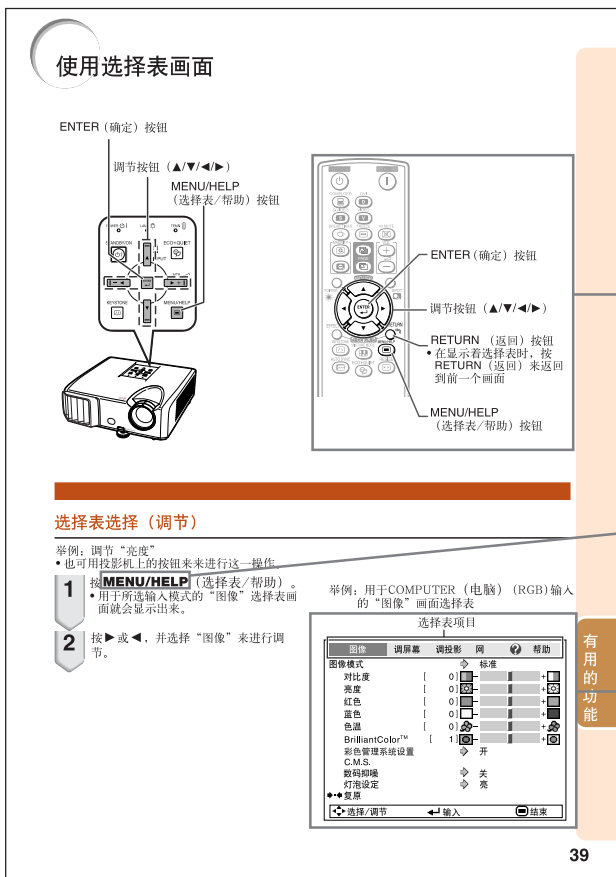
请参阅第55页之“更换灯泡”。

本SHARP牌投影机使用 DLP® 芯片。这个非常精密的显示屏包含了786,432个像素（微反射镜）。与任何大屏幕电视机、视频系统和摄像机等高技术电子设备一样，都有该设备必须满足的某个可接受的公差。

本设备有一些在可接受的公差范围内的坏像素，使图像画面出现坏点。这并不影响图像的质量或本设备的使用寿命。

# 如何阅读本使用说明书

- 根据型号不同，规格也会略有不同。但是，全部型号的产品都可以用同样的方式连接和操作。
- 在本使用说明书中，为便于解说而将插图和画面显示适当简化，因而或许会与实际画面略有不同。



本操作中使用的按钮

本操作步骤使用的按钮

屏幕显示

有用的功能

**资料** .....指示使用投影机时的安全措施。

**注** .....指示关于设置和操作投影机的附加信息。

## 用作将来参考

保养

故障排除

索引

➔ 第52页

➔ 第60和61页

➔ 第65页

# 目录

## 准备

### 入门

如何阅读本使用说明书	3
目录	4
重要的安全措施	6
设置指南	10
附件	11
部件名称与功能	12
投影机	12
后视图	13
插入电池	15
遥控器的有效范围	15

### 快速启动

快速启动	16
设置与投射	16

### 设置

设置投影机	18
设置投影机	18
标准设置（前面投射）	18
安装于天花板上时的设置	18
投影模式	19
屏幕尺寸和投射距离	20

### 连接

将投影机连接到其他设备	21
用电脑来控制投影机	24
连接电源线	25

## 使用

### 基本操作

打开或关闭投影机电源	26
打开投影机电源	26
关闭电源 （使投影机进入待机模式）	26
投射影像	27
关于设置指南	27
调节投射影像	27
校正梯形失真	29
切换输入模式	30
调节音量	30
暂时显示黑屏并关闭声音	30
改变尺寸模式	31

### 有用的功能

用遥控器操控	33
显示和设置暂停定时器	33
显示指标	33
使用聚光功能	33
切换节能 + 静音模式	33
自动同步（自动同步调节）	34
使活动影像静止	34
选择图像模式	34
显示图像的放大部分	34
将遥控器用作无线电脑鼠标	35
选择表项目	36
使用选择表画面	39
选择表选择（调节）	39
图像调节（“图像”选择表）	41
选择图像模式	41
调节影像	42
调节色温	42
调节彩色	42
渐进（逐行）	43
减少影像噪声（数码抑噪）	43
灯泡设定	43
调节投射的影像 （“屏幕调节”选择表）	44
设置改变尺寸模式	44
调节影像位置	44
梯形失真校正	44
设置屏幕显示	44
选择背景影像	45
选择设置指南	45
反转或颠倒投射影像	45
选择屏幕显示语言	45
调节投影机功能 （“投影调节”选择表）	46
自动同步（自动同步调节）	46
自动关机功能	46
自动重新启动功能	46
待机模式	46
设置确认音（确认音）	46
扬声器设置	46
音频输入	47
选择传输速率（RS-232C）	47
设置风扇模式	47
系统锁功能	47
检查灯泡寿命状态	48
键锁功能	48

设置投影机的网路环境 （“网络”选择表） .....	49
设置密码 .....	49
DHCP客户设置 .....	50
设置TCP/IP .....	50
确认投影机资讯 .....	50
用“帮助”选择表排除故障 .....	51
使用“帮助”选择表功能 .....	51

## 参考

### 附录

保养 .....	52
保养指示灯 .....	53
关于灯泡 .....	55
灯泡 .....	55
关于灯泡的注意事项 .....	55
更换灯泡 .....	55
拆卸和安装灯泡组件 .....	56
使灯泡计时器复原 .....	57
存放投影机 .....	58
如何使用存放包 .....	58
电脑兼容性图表 .....	59
故障排除 .....	60
请求SHARP公司的帮助 .....	62
规格 .....	63
尺寸 .....	64
索引 .....	65

### 附录 2

#### 设置指南

# 重要的安全措施

**注意：** 在操作本机之前请通读这些指示，并保存这些指示以备以后使用。

电力本身具有多种用途。尽管在设计制造本投影仪的过程中，为阁下的安全做了种种考虑。但是，使用不当仍可能会导致电击或火灾。为使本投影仪的安全措施免遭失效，在安装、使用与修理时，请遵守以下基本规定。

## 1. 阅读指示

在操作本投影仪之前，应阅读全部关于安全与操作之指示。

## 2. 保管指示

应将安全与操作之指示妥为保管以备后用。

## 3. 留意警告事项

投影仪上与操作指示中的警告事项特别要首先遵守。

## 4. 遵照指示

要遵照所有的操作与使用指示来进行运作。

## 5. 清扫

在清扫之前，要将本机之电源插头从电源插座中拔出。切勿使用液体清洁剂或喷雾清洁剂，请用湿布来擦拭。

## 6. 附件

请勿使用非本产品制造商所推荐之附件，否则可能会产生危险。

## 7. 水与潮湿

勿在靠近有水之处或潮湿环境中使用本投影机，例如靠近浴缸、洗涤槽、厨房水池、或洗衣盆等，或在潮湿的地下室中，或在游泳池附近，或与此类似的地方。

## 8. 其他附属品

勿将本投影机置于不稳定的推车、座架、三脚架、托架或桌子上，以防投影机倒下，严重伤害儿童或成人、并且使投影机本身严重毁损。只能使用由制造商推荐、或与本投影机一起出售之推车、座架、三脚架、托架、或桌子。本投影机之任何方式安装，都必须遵守制造商之指示，并且使用制造商所推荐之安装附属品。

## 9. 搬运

在移动投影机与推车的整体组合时，务必十分小心。突然的急停、过度用力、以及不平坦的地面都有使投影机与推车的整体组合翻倒的危险。



## 10. 通风

机壳上之缝隙与洞孔为通风之用，以确保投影机可靠运行、并防止投影机内部过热。切勿将投影机置于床、沙发、地毯、或其他类似物品上面而使这些散热孔被覆盖或堵塞。除非另有良好通风、或已经遵照了制造商之专门指示，否则本投影机不可放置于类似书柜或机器架子等封闭的箱柜内。

## 11. 电源

本投影机只能使用说明标签上所规定类型之电源。如果不清楚房间里的电源种类，请问问本投影机之经销商或当地电力公司。如果要想用电池或其他电源来运行本投影机，则请参阅相应之运行指示。

## 12. 接地线与极性

本机配备有下列几种插头之一。如果插头不能插入电源插座，请与电工联系。

- a. 两线插头（主线）。
  - b. 带接地端的三线接地型插头（主线）。
- 这种插头只能插入接地型的电源插座。

## 13. 保护电源线

勿将电源线置于易受行人践踏或易被物品挤压之处，特别要注意电源插头、电源插座处之电线、以及从投影机引出电线之处。

## 14. 雷电

为了在打雷闪电时、或长期无人照应时、或长期不使用时更好保护本投影机，在这些情况下请将电源插头从电源插座中拔出，断开电源线。这样可以防止由于雷电或电源电压涌动而导致投影机损坏。

**15. 过负荷**

勿使墙上的电源插座、延长电线、拖线板插座超过负荷，否则可能会有火灾或电击之危险。

**16. 物体或液体之侵入**

决不可让任何物件从散热孔进入投影机内，因为进入机内之物件可能触及危险电压或使零件短路，由此引起电击或火灾。也决不可让任何液体溅落到投影机上。

**17. 修理**

不要试图自行修理本投影机，因为开启或卸下投影机罩会使阁下暴露于危险电压或其他危害之中。应请专业人员来检修。

**18. 当损坏需要修理时**

如果发生如下情况，请拔下投影机之电源插头，并委托具有修理资格之专业技师进行修理：

- a. 如果电源线或电源插头损坏。
- b. 如果有液体已经溅落到投影机，或有物件已经落入投影机内。
- c. 如果投影机已经被雨淋或水浇。
- d. 如果按照操作指示进行操作后投影机仍然不能正常运作。请仅仅调校操作指示所述之操控零件。因为如果不适当地调校了其他操控零件，就可能损坏投影机，从而常常要请具有修理资格之专业技师花费更多时间来将投影机恢复正常运行。
- e. 如果投影机以任何方式跌落或破损。
- f. 如果投影机之性能出现明显异常，则表示需要修理了。

**19. 更换零件**

当有零件需要更换时，请确认修理人员已经使用制造商所规定之更换零件、或与原来零件具有同样性能之零件进行了更换。未经认可的代用品可能会造成火灾、电击或其他危险的后果。

**20. 安全检查**

本投影机进行了任何修理之后，请要求修理技师进行安全检查，以确认本投影机具有正常之运行条件。

**21. 墙上安装或天花板上安装**

根据制造商的推荐，本机只能安装在墙上或天花板上。

**22. 热源**

本投影机之安置位置须远离热源，如取暖器、热记录器、火炉、或其他发热物件（包括扩音机）。

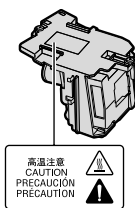
- DLP®和DLP标记是德州仪器公司(Texas Instruments)的注册商标以及BrilliantColor™是德州仪器公司(Texas Instruments)的商标。
- Microsoft®和Windows®是微软公司(Microsoft Corporation)在美国以及（或者）其他国家的注册商标。
- PC/AT是国际商用机器公司(International Business Machines Corporation)在美国的注册商标。
- Adobe® Reader®是美国Adobe公司(Adobe Systems Incorporated)的商标。
- Macintosh®是苹果电脑公司(Apple Computer, Inc.)在美国以及（或者）其他国家的注册商标。
- PJLink是在日本、美国和/或其他国家/地区的注册商标或应用程序商标。
- 所有其他的公司或产品名称分别是相应公司的商标或注册商标。
- 本机中的某些IC芯片包含机密和/或商业秘密，所有权属于Texas Instruments（德州仪器公司）。因此您不能复制、修改、改编、破译、散布、反向工程、反汇编或反编译它的内容。



## 在设置本投影机时，请遵守以下安全措施。

### 关于灯泡组件的注意事项

- 如果灯泡破裂，则可能产生玻璃碎片。万一灯泡破裂，请与就近SHARP公司授权的投影机经销商或服务中心接洽、联系更换事宜。  
请参阅第55页之“关于灯泡”。



### 关于投影机安装的注意事项

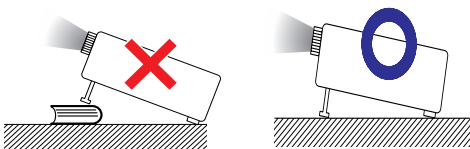
- 为尽量减少修理和保养次数、并保持高质量的影像，SHARP公司建议应避免将投影机安装在潮湿、多尘或有烟雾的地方。如果投影机处于这样的环境下，那么就必须更加频繁地清洁风口和镜头。只要定期清洁投影机，在这样的环境下使用也不会缩短投影机的使用寿命。投影机内部的清洁只能由SHARP公司授权的投影机经销商或服务中心来进行。

不要将投影机安放在阳光直射的地方或光线明亮的地方。

- 投影屏幕应放置在不受阳光或室内光线直射的地方。光线直接照在投影屏幕上会使颜色变淡，使观看困难。在阳光充足或明亮的室内安装投影屏幕时，请拉上窗帘，调暗灯光。

### 关于放置投影机的注意事项

- 请将投影机放置于平坦的地方，其倾斜程度须在调校脚的调节范围之内（9度）。



- 购买投影机之后，在首次打开电源时，从通风孔中可能会散发出淡淡的气味。这是正常现象，并非故障。在投影机经过一段时间使用之后，这种气味就会消失。

在高山等海拔甚高之处使用本投影机时（在海拔约为1,500米或更高的地方）

- 在空气稀薄之高海拔地区使用本投影机时，请将“风扇模式”设置为“高”。否则会影响光学系统的使用寿命。

### 关于投影机放置在高处部位的警告

- 当投影机放置在高处部位时，必须注意小心地固定，防止投影机跌落造成人身伤害事故。

勿使投影机遭受强烈冲击和（或）震动。

- 要保护镜头，勿使其表面受到碰撞或损伤。

须偶尔让眼睛休息一下。

- 长时间连续观看投影屏幕会使眼睛疲劳。请务必让眼睛偶尔休息一下。

避免置于温度极高之处。

- 投影机的工作温度为+5℃~+35℃。
- 投影机的存放温度为-20℃~+60℃。

请勿堵塞排风口和进风口。

- 排风口与最靠近的墙或物体之间至少应留出30厘米的距离。
- 请务必确认进风口和排风口未被堵塞。
- 如果冷却风扇出现故障，那么保护电路就会自动使投影机进入待机模式，防止造成过热损坏。这并不表明有故障。（参阅第53和54页）  
请从墙上插座中拔出投影机的电源线，并至少等待10分钟。将投影机放置于进风口与排风口不受阻挡的地方，然后重新插上电源线、并打开投影机。这样就会使投影机恢复到正常运行状态。

### 关于使用本投影机之注意事项

- 如果打算长时间不使用投影机，或者在搬移投

影机之前，请务必先将电源插头从电源插座中拔出，并将连接到本机之其他所有电线全部卸下。

- 如果在冷却风扇仍在运转时拔出了电源插头，那么投影机的某些部位可能仍然很热。所以，在搬动投影机时务必多加小心。
- 切勿抓握镜头来搬运投影机。
- 存放投影机时，务必将镜头盖装到在投影机上。（参阅第12页）
- 勿使投影机受到阳光直射或将其置于热源近旁，否则会使机壳颜色改变或导致塑胶盖子变形。

### 其他连接的设备

- 当要将电脑或其他音像设备连接到投影机上时，请先从交流电源插座中拔出投影机的电源线，关闭要连接的设备的电源，然后再进行连接。
- 有关如何进行连接的事项，请参阅投影机 and 将要连接的设备的使用说明书。

### 在其他国家使用本投影机

- 使用投影机所在的地区或国家不同，电源电压

和插头形状可能会有不同。在海外使用本投影机时，请务必根据所在国家选用合适的电源线。

### 温度监视功能



- 如果由于安装问题或通风口堵塞而使投影机变得过热，“X”和“温度”就会在图像的左下角点亮。如果温度继续上升，那么灯泡将会关闭，投影机上的温度警告指示灯就会闪烁，经过60秒钟的冷却时间之后，投影机就会进入待机模式。详情请参阅第53页“保养指示灯”一节。

### 资料

- 冷却风扇调节内部温度，其运行是自动控制的。在投影机运行时，由于风扇速度变化，风扇的声音可能会有变化。这并不表示有故障。



# 设置指南

请参考附录2中的设置指南获取详情。

连接插脚的分配 .....	2
RS-232C规格和指令设置 .....	4
设置投影机的网络环境 .....	9
通过LAN控制投影机 .....	15
用RS-232C或远端登入设置投影机 .....	20
通过LAN 复原投影机的灯泡计时器 .....	30
故障排除 .....	32

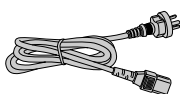
## 随机附件



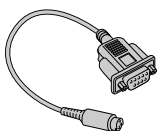
遥控器



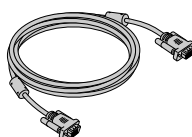
2枚R-6电池  
(“AA”尺寸, UM/SUM-3,  
HP-7或同类产品)



电源线\*  
1.8 m



DIN-D-sub RS-232C 转接头  
15 cm



RGB电缆  
3.0 m



镜头盖 (装于镜头上)



存放包

- 使用说明书 (本使用说明书)

## 选购附件

- |                                  |                      |
|----------------------------------|----------------------|
| ■ 灯泡组件                           | AN-F212LP            |
| ■ 天花板安装转接器                       | AN-60KT              |
| ■ 天花板安装单元                        | AN-TK201 <用于AN-60KT> |
|                                  | AN-TK202 <用于AN-60KT> |
| ■ 遥控接收器                          | AN-MR2               |
| ■ 3个RCA插头到15针微型D-sub插头电缆 (3.0 m) | AN-C3CP2             |



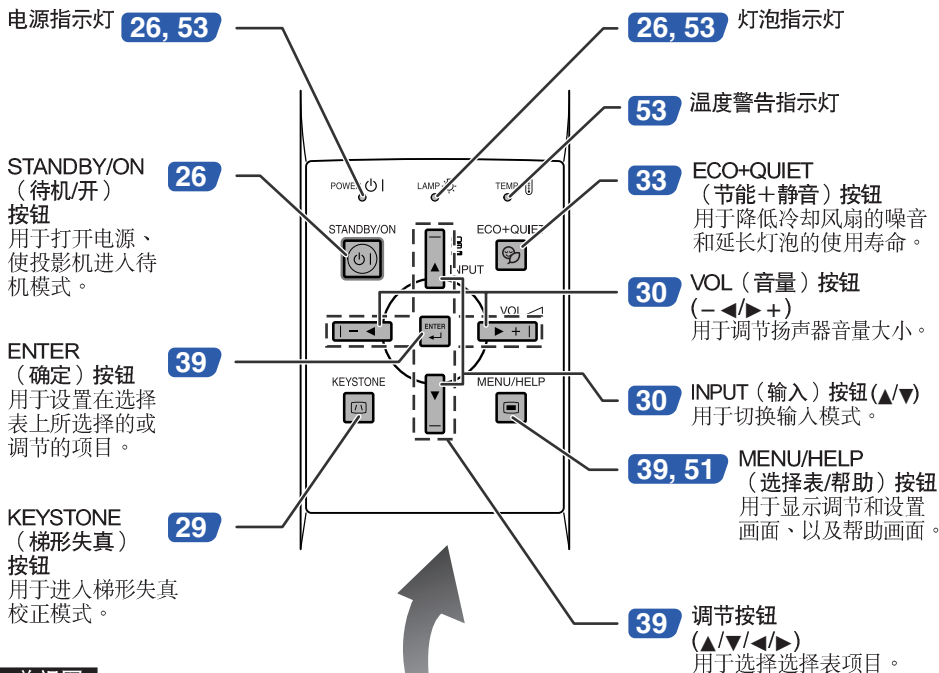
注  
• 在某些地区可能买不到某些选购附件。请与就近SHARP公司授权的投影机经销商或服务中心接洽。

# 部件名称与功能

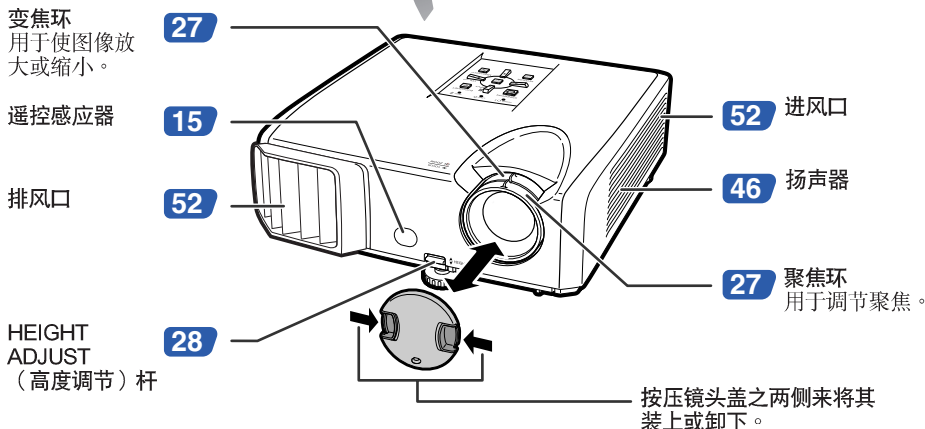
中的数字是本说明书中解释该主题的主要页码。

## 投影机

### 顶视图



### 前视图



中的数字是本说明书中解释该主题的主要页码。

## 后视图

### 端子

AUDIO (音频) 1 输入端子

COMPUTER/COMPONENT (电脑/色差信号) 输入端子

用于电脑RGB和色差信号的端子。

DVI-I 输入端子

用于输入 DVI 数码信号、电脑RGB信号和色差信号。

AUDIO OUT (音频输出) 端子

连接到音频输入端子的设备上的音频输出端子。

LAN (区域网络) 端子

用于通过网络用电脑控制投影机的端子。

MONITOR OUT

(监视器输出) 端子

(电脑RGB信号、色差信号和DVI模拟信号的输出端子。COMPUTER/COMPONENT (电脑/色差信号) 和DVI-I共用) 用于连接监视器的端子。

S-VIDEO (S-视频) 输入端子

用于连接带有S-视频端子的视频设备。

RS-232C端子

在用电脑操控本投影机时所用的端子。

USB端子

与电脑USB端子相连的端子,用于将附带的遥控器用作电脑鼠标。

AUDIO (音频) 2 输入端子

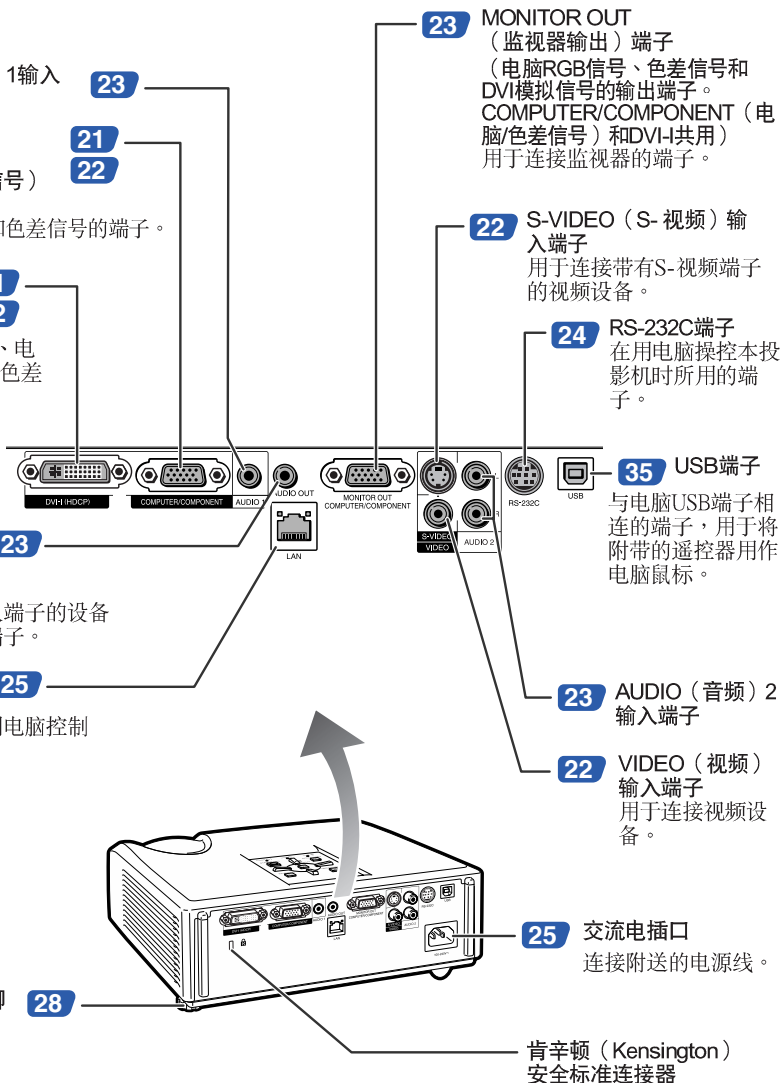
VIDEO (视频) 输入端子 用于连接视频设备。

交流电插口

连接附送的电源线。

后调校脚

肯辛顿 (Kensington) 安全标准连接器



### 使用肯辛顿 (Kensington) 锁

- 本机有一个与“肯辛顿微救助安全系统” (Kensington MicroSaver Security System) 组合使用的肯辛顿 (Kensington) 安全标准连接器。关于使用该系统来确保投影机安全的使用说明, 请参阅随同该系统一起提供的信息。

# 部件名称与功能（续）

**STANDBY (待机) 按钮** **26**

用于将投影机进入待机模式。

**COMPUTER (电脑), DVI, S-VIDEO (S-视频), VIDEO (视频) 按钮** **30**

用于切换到相应的输入模式。

**BREAK TIMER (暂停定时器) 按钮** **33**

用于显示出中断时间。

**MAGNIFY (放大) 按钮** **34**

用于放大 / 缩小图像的某个部分。

**PAGE UP/PAGE DOWN (上翻页/下翻页) 按钮** **35**

(使用USB接线或选购的遥控接收器) 进行USB连接时, 与电脑键盘上[Page Down] 和[Page Up] 钮的作用相同。

**POINTER (指标) 按钮** **33**

用于显示指标。

**MOUSE (鼠标) / 调节按钮(▲/▼/◀/▶)** **35**

- (使用USB接线或选购的遥控接收器) 进行USB连接时, 用于移动电脑光标。
- 用于选择和调节选择表项目。

**L-CLICK/EFFECT (鼠标左键/效果) 按钮** **35**

- (使用USB接线或选购的遥控接收器) 进行USB连接时, 用作鼠标左键。
- 用于更改指标和聚光区域。

**KEystone (梯形失真) 按钮** **29**

用于进入梯形失真校正模式。

**AUTO SYNC (自动同步) 按钮** **34**

在与电脑连接时, 用于自动调节影像。

**ECO+QUIET (节能+静音) 按钮** **33**

用于降低冷却风扇的噪音和延长灯泡的使用寿命。

**ON (开) 按钮** **26**

用于打开电源。

**FREEZE (静止) 按钮** **34**

用于使影像静止。

**AV MUTE (音像消音) 按钮** **30**

用于暂时显示黑屏幕并关闭声音。

**VOL +/- (音量) 按钮** **30**

用于调节扬声器音量大小。

**SPOT (聚光) 按钮** **33**

用于显示聚光灯。

**ENTER (确定) 按钮** **39**

用于设置在选择表上所选择的或调节的项目。

**R-CLICK/RETURN (鼠标右键/返回) 按钮** **35**

**39**

- (使用USB接线或选购的遥控接收器) 进行USB连接时, 用作鼠标右键。
- 在操作选择表时用于返回到前一个选择画面。

**MENU/HELP (选择表/帮助) 按钮** **39**

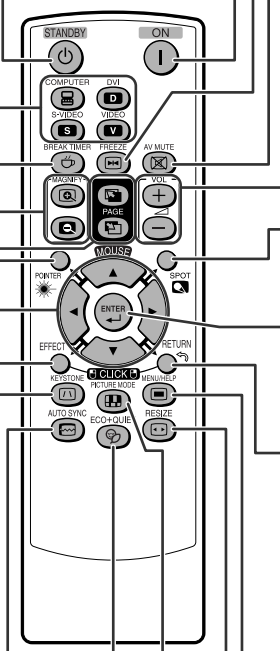
**51** 用于显示调节和设置画面、以及帮助画面。

**RESIZE (改变尺寸) 按钮** **31**

用于切换屏幕尺寸 (正常、边框等)。

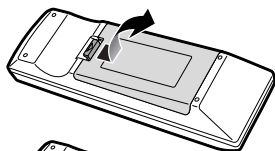
**PICTURE MODE (图像模式) 按钮** **34**

用于选择合适的图像。



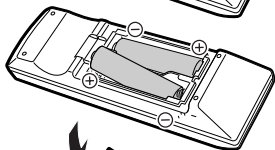
## 插入电池

**1** 按盖子上的凸起并沿箭头方向取下盖子。

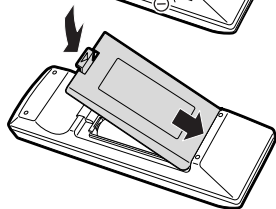


**2** 插入电池。

- 插入电池，要确保电池的极性与电池舱内的⊕和⊖标记一致。



**3** 将盖子的下部凸起插入开口，然后压低盖子直至其发出喀嗒一声到位。



若电池使用不当则会导致漏液或爆炸，故请遵守下述注意事项。



### 注意

- 若不能正确更换电池，则可能引起爆炸。只能用碱性电池或锰电池进行更换。
- 插入电池，要确保电池的极性与电池舱内的⊕和⊖标记一致。
- 不同类型的电池有不同的特性，因此不可将不同类型的电池混合使用。
- 请勿将新电池与旧电池混合使用。否则可能会缩短新电池的使用寿命，或使旧电池漏液。
- 电池电量耗尽之后请将其从遥控器中取出，因为将耗尽之电池留在其中会导致电池漏液。
- 从电池中漏出之液体对皮肤有害，因此必须用布先擦拭，然后再将其去除干净。
- 根据保存情况不同，本投影机附属之电池可能会在短期内耗尽。请务必尽快用新电池进行替换。
- 如果将在较长时期内不使用遥控器，那么请将电池从遥控器内取出。
- 在丢弃已耗尽之电池时，请遵守当地政府之有关规定（法令）。

## 废电池请回收

### 遥控器的有效范围

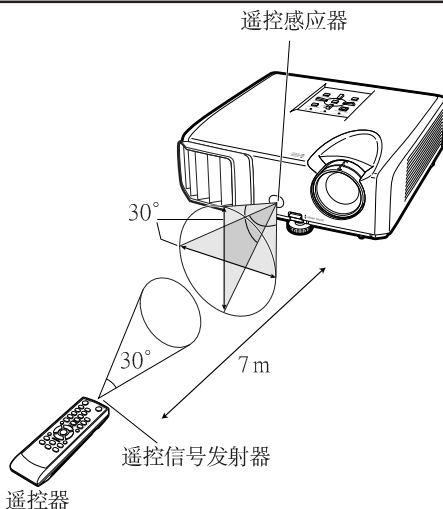
在如图所示的范围内，可用遥控器来控制投影机。

#### 注

- 从遥控器发射的信号能从屏幕上反射回来，以便操作。但信号的有效距离可能会由于屏幕材料不同而有所不同。

#### 在使用遥控器时

- 务必不能使遥控器跌落、或将其置于潮湿或高温之处。
- 在荧光灯下遥控器可能会产生故障。如果出现这种情况，那么请将投影机从荧光灯附近移开。



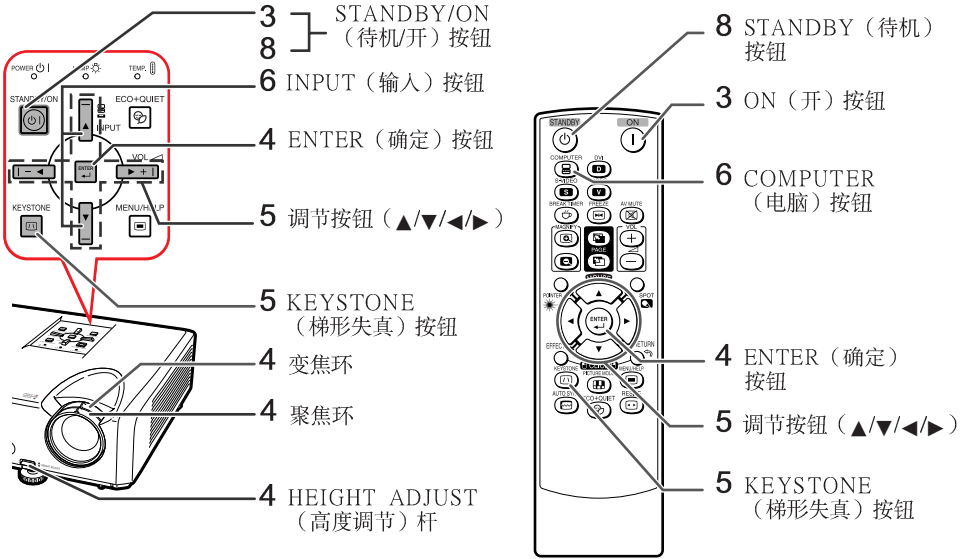


# 快速启动

本节对基本操作进行说明（投影机与电脑连接）。详情请参阅下面对于各步骤进行说明的页码。

## 设置与投射

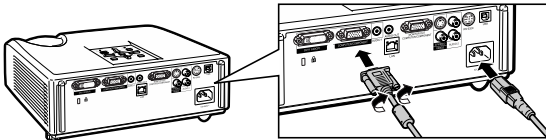
本节举例说明投影机与电脑的连接。



### 1. 将投影机面朝墙或屏幕放置

➔ 第18页

### 2. 将投影机连接到电脑上，并将电源线插入投影机上的交流电插口中



当连接电脑以外的其他设备时，请参阅第22和23页。

➔ 第21, 24, 25页

### 3. 卸下镜头盖，并打开投影机电源



在投影机上 在遥控器上



➔ 第26页

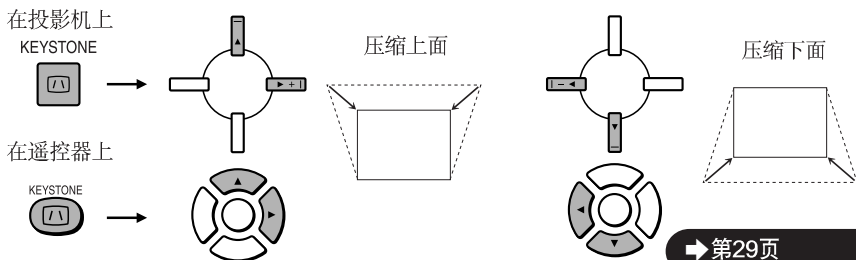
## 4. 用设置指南来调节投射的影像

- 1 打开投影机电源之后，就会显示出设置指南。（当“设置指南”设置为“开”时。参阅第 45 页）
- 2 按照设置指南中的步骤，调节聚焦、高度（角度）、以及画面尺寸。
- 3 在调节聚焦、高度（角度）和画面尺寸之后，请按**ENTER**（确定）来结束设置指南。

➔ 第27, 28页

## 5. 校正梯形失真

用梯形失真校正功能来校正梯形失真。



➔ 第29页

## 6. 选择INPUT（输入）模式

用投影机上的**INPUT**（输入）按钮或遥控器上的**COMPUTER**（电脑）按钮，选择“COMPUTER”。



- 按投影机上的**INPUT**（输入）按钮时，便会出现输入清单。按▲/▼切换INPUT（输入）模式。

➔ 第30页

## 7. 打开电脑电源

## 8. 关闭投影机电源

按下投影机上的**STANDBY/ON**（待机/开）按钮或遥控器上的**STANDBY**（待机）按钮，然后在显示出确认消息时再一次按下该按钮，来使投影机进入待机模式。



➔ 第26页

# 设置投影机

## 设置投影机

为获得最佳影像，请将投影机置于与屏幕垂直的位置，投影机的搁脚要放在水平且平坦之处。这样设置，就不再需要进行梯形失真校正，并得到最佳之影像品质。（参阅第29页）

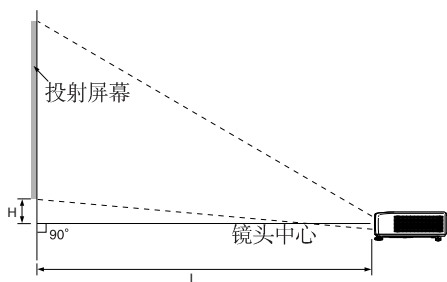
## 标准设置（前面投射）

- 根据想要的图像尺寸，将投影机放置在离开投射屏幕所需距离的地方。（参阅第20页）



## 标准设置举例

### 侧视图

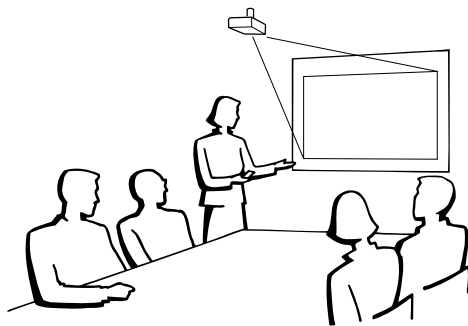


### 注

- 关于“屏幕尺寸和投射距离”的其他资讯，请参阅第20页。

## 安装于天花板上时的设置

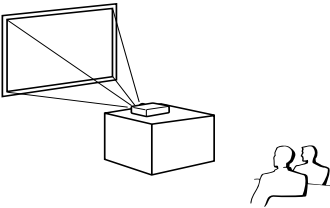
- 如果安装于天花板上，那么建议使用选购之SHARP天花板安装转接器及天花板安装单元。在安装投影机之前，请与就近SHARP公司授权的投影机经销商或服务中心接洽，以获取所推荐之天花板安装转接器及天花板安装单元（单独出售）。



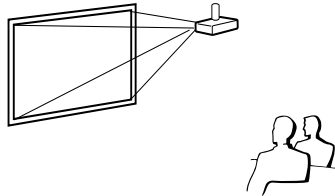
## 投影模式

投影机可使用下图所示4种投影模式中之任意一种。请选择最符合所用的投射设置之模式。（可以在“屏幕调节”选择表中设置“投影”模式。请参阅第45页。）

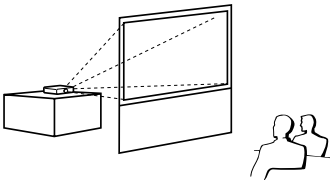
- 安装于桌面上，前面投射  
[选择表项目→“前面”]



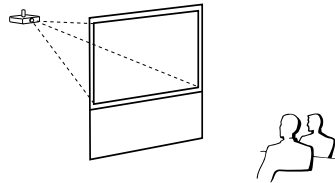
- 安装于天花板上，前面投射  
[选择表项目→“天花板+前面”]



- 安装于桌面上，后面投射  
（使用半透明屏幕）  
[选择表项目→“后面”]

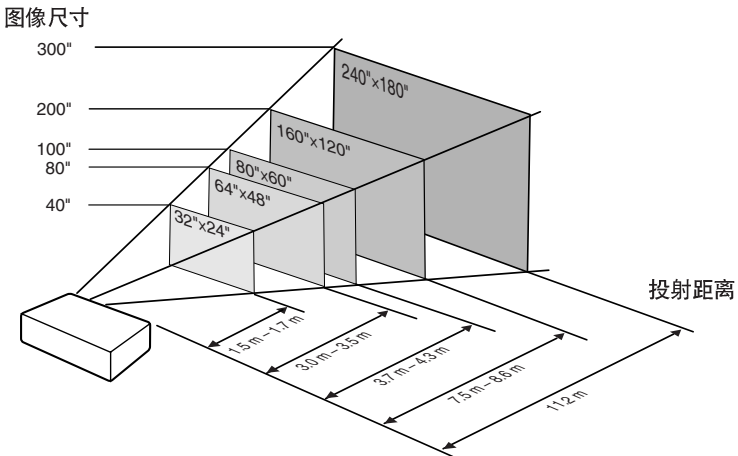


- 安装于天花板上，后面投射  
（使用半透明屏幕）  
[选择表项目→“天花板+后面”]



## 投射影像尺寸与投射距离关系的表示

举例：4:3 信号输入（正常模式）



# 设置投影机（续）

## 屏幕尺寸和投射距离

### 4:3 信号输入（正常模式）

图像（投射屏幕）尺寸			投射距离 [L]		镜头中心到影像底部的距离 [H]
对角线 [χ]	宽度	高度	最近 [L1]	最远 [L2]	
300" (762 cm)	610 cm (240")	457 cm (180")	11.2 m (36' 10")	—	19 cm (7 <sup>9</sup> / <sub>16</sub> ")
250" (635 cm)	508 cm (200")	381 cm (150")	9.4 m (30' 9")	10.8 m (35' 5")	16 cm (6 <sup>19</sup> / <sub>64</sub> ")
200" (508 cm)	406 cm (160")	305 cm (120")	7.5 m (24' 7")	8.6 m (28' 4")	13 cm (5 <sup>3</sup> / <sub>64</sub> ")
150" (381 cm)	305 cm (120")	229 cm (90")	5.6 m (18' 5")	6.5 m (21' 3")	10 cm (3 <sup>25</sup> / <sub>32</sub> ")
120" (305 cm)	244 cm (96")	183 cm (72")	4.5 m (14' 9")	5.2 m (17' 0")	8 cm (3 <sup>1</sup> / <sub>32</sub> ")
100" (254 cm)	203 cm (80")	152 cm (60")	3.7 m (12' 3")	4.3 m (14' 2")	6 cm (2 <sup>39</sup> / <sub>64</sub> ")
80" (203 cm)	163 cm (64")	122 cm (48")	3.0 m (9' 10")	3.5 m (11' 4")	5 cm (2 <sup>1</sup> / <sub>64</sub> ")
70" (178 cm)	142 cm (56")	107 cm (42")	2.6 m (8' 7")	3.0 m (9' 11")	4 cm (1 <sup>49</sup> / <sub>64</sub> ")
60" (152 cm)	122 cm (48")	91 cm (36")	2.2 m (7' 4")	2.6 m (8' 6")	4 cm (1 <sup>39</sup> / <sub>64</sub> ")
40" (102 cm)	81 cm (32")	61 cm (24")	1.5 m (4' 11")	1.7 m (5' 8")	3 cm (1 <sup>1</sup> / <sub>64</sub> ")

χ: 图像尺寸（对角线）（英寸/cm）

L: 投射距离（m/英尺）

L1: 最短投射距离（m/英尺）

L2: 最长投射距离（m/英尺）

H: 镜头中心到影像底部的距离（cm/英寸）

用于计算图像尺寸与投射距离的公式

[m/cm]

L1 (m) = 0.03745χ

L2 (m) = 0.04323χ

H (cm) = 0.064χ

[英尺/英寸]

L1 (英尺) = 0.03745χ / 0.3048

L2 (英尺) = 0.04323χ / 0.3048

H (英寸) = 0.064χ / 2.54

### 16:9 信号输入（伸展模式）

图像（投射屏幕）尺寸			投射距离 [L]		镜头中心到影像底部的距离 [H]	影像位置的调节范围 [S]
对角线 [χ]	宽度	高度	最近 [L1]	最远 [L2]		
250" (635 cm)	553 cm (218")	311 cm (123")	10.2 m (33' 6")	11.8 m (38' 8")	69 cm (27 <sup>19</sup> / <sub>64</sub> ")	±52 cm (±20 <sup>27</sup> / <sub>64</sub> ")
200" (508 cm)	443 cm (174")	249 cm (98")	8.2 m (26' 9")	9.4 m (30' 11")	55 cm (21 <sup>53</sup> / <sub>64</sub> ")	±42 cm (±16 <sup>11</sup> / <sub>32</sub> ")
150" (381 cm)	332 cm (131")	187 cm (74")	6.1 m (20' 1")	7.1 m (23' 2")	42 cm (16 <sup>3</sup> / <sub>8</sub> ")	±31 cm (±12 <sup>1</sup> / <sub>4</sub> ")
120" (305 cm)	266 cm (105")	149 cm (59")	4.9 m (16' 1")	5.7 m (18' 7")	33 cm (13 <sup>3</sup> / <sub>32</sub> ")	±25 cm (±9 <sup>13</sup> / <sub>16</sub> ")
100" (254 cm)	221 cm (87")	125 cm (49")	4.1 m (13' 5")	4.7 m (15' 5")	28 cm (10 <sup>59</sup> / <sub>64</sub> ")	±21 cm (±8 <sup>11</sup> / <sub>64</sub> ")
80" (203 cm)	177 cm (70")	100 cm (39")	3.3 m (10' 9")	3.8 m (12' 4")	22 cm (8 <sup>47</sup> / <sub>64</sub> ")	±17 cm (±6 <sup>17</sup> / <sub>32</sub> ")
60" (152 cm)	133 cm (52")	75 cm (29")	2.4 m (8' 0")	2.8 m (9' 3")	17 cm (6 <sup>35</sup> / <sub>64</sub> ")	±12 cm (±4 <sup>29</sup> / <sub>32</sub> ")
40" (102 cm)	89 cm (35")	50 cm (20")	1.6 m (5' 4")	1.9 m (6' 2")	11 cm (4 <sup>23</sup> / <sub>64</sub> ")	±8 cm (±3 <sup>17</sup> / <sub>64</sub> ")

χ: 图像尺寸（对角线）（英寸/cm）

L: 投射距离（m/英尺）

L1: 最短投射距离（m/英尺）

L2: 最长投射距离（m/英尺）

H: 镜头中心到影像底部的距离（cm/英寸）

S: 影像位置的可调范围（cm/英寸） 参阅第44页。

用于计算图像尺寸与投射距离的公式

[m/cm]

L1 (m) = 0.0408χ

L2 (m) = 0.0471χ

H (cm) = 0.27727χ

S (cm) = ±0.20754χ

[英尺/英寸]

L1 (英尺) = 0.0408χ / 0.3048

L2 (英尺) = 0.0471χ / 0.3048

H (英寸) = 0.27727χ / 2.54

S (英寸) = ±0.20754χ / 2.54



- 关于“投射距离[L]”和“镜头中心到影像底部的距离[H]”，请参阅第18页。
- 上图中的值允许有一个误差余量。

# 将投影机连接到其他设备

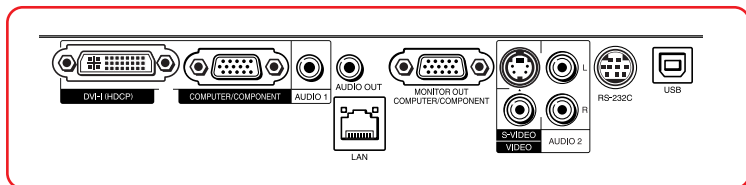
在连接之前，请务必从交流电源插座中拔出投影机的电源线，并关闭要连接设备的电源。在完成全部连接之后，先打开投影机电源，然后打开其他设备的电源。在与电脑连接时，请务必在完成全部连接之后才最后打开电脑的电源。



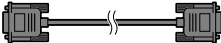


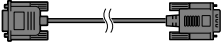

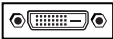
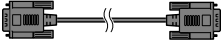
## 注意：

在打开所连接的设备之前，请务必在投影机选择合适的输入模式。

- 关于连接和电缆的更多详情，请参阅所连接设备的使用说明书。
- 可能还需要未在下面列出来的其他电缆或连接插头。

## 投影机上的端子



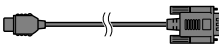


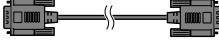

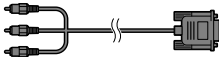
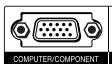

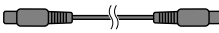


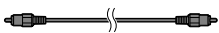

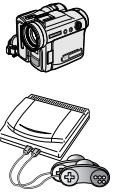
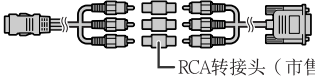
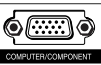
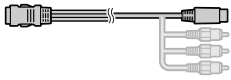

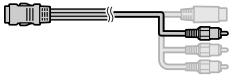



设备	所连接设备上的端子	接线	投影机上的端子
 电脑	RGB 输出端子 	RGB 接线（附送） 	COMPUTER/ COMPONENT 
	RGB 输出端子 	DVI 到15 针微型D-sub 接线（市售） 	DVI-I 
	DVI 数码输出端子 	DVI 数码接线（市售） 	

## 注

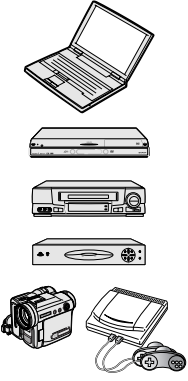

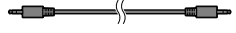


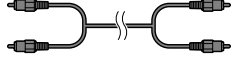





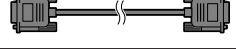



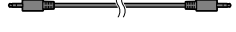


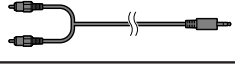
- 关于与本投影机兼容的电脑信号清单，请参阅第59页“电脑兼容性图表”。如果使用未在表中列举的电脑信号，那么可能会使某些功能失效。
- 使用某些Macintosh（苹果）电脑时，可能会需要Macintosh适配器。请与就近Macintosh（苹果）电脑经销商接洽。
- 取决于所用的电脑，如果电脑上的外部输出端口没有打开，那么有可能不能投射影像（例如，使用SHARP笔记本电脑时，需要同时按下“Fn”和“F5”键）。请参阅电脑使用说明书上的有关说明，来打开电脑上的外部输出端口。

# 将投影机连接到其他设备（续）

设备	所连接设备上的端子	接线	投影机上的端子
视频设备 	HDMI 输出端子 	HDMI到DVI接线（市售） 	DVI-I 
	DVI 数码输出端子 	DVI数码接线（市售） 	
	色差视频输出端子 	3 RCA到15针微型D-sub接线（选构件，AN-C3CP2型） 	COMPUTER/ COMPONENT 
	S-视频输出端子 	S-视频接线（市售） 	S-VIDEO 
	视频输出端子 	视频接线（市售） 	VIDEO 
摄像机/视频游戏机 	色差视频输出端子	用于摄像机或视频游戏机的接线/ 3 RCA到15针微型D-sub接线（选构件，AN-C3CP2型）  RCA转接头（市售）	COMPUTER/ COMPONENT 
	S-视频输出端子	用于摄像机或视频游戏机的接线 	S-VIDEO 
	视频输出端子	用于摄像机或视频游戏机的接线 	VIDEO 

## 注

- 投影机连接到带有HDMI输出端子的视频设备上时，仅视频信号可以输入投影机。（连接AUDIO（音频）输入端子输入音频。）
- 根据视频设备或HDMI到DVI数码接线的规格的不同，信号传输可能会无法正常进行。（HDMI的规格并不支持所有使用HDMI到DVI数码接线与带有HDMI数码输出端子的视频设备之间的连接。）
- 关于连接相容性的详情，请参阅视频设备制造商提供的关于DVI连接的支持信息。
- 将具有21针RGB输出(Euro-scart)端子的视频设备连接到投影机时，请使用商店有售的适合该投影机端子的接线。
- 投影机不支持通过Euro-scart的RGBC信号。

设备	所连接设备上的端子	接线	投影机上的端子	
音设备 	ø3.5 mm 音频输出端子 	ø3.5mm的立体声或单声道音频接线 (市售或Sharp维修部件QCNWGA038WJPZ) 	AUDIO 1 	
	RCA 音频输出端子 	RCA音频接线 (市售) 	用于摄像机或视频游戏机的接线 	AUDIO 2 
	音频输出端子 			
监视器 	RGB 输入端子 	RGB接线 (附送或市售) 	MONITOR OUT  MONITOR OUT COMPUTER/COMPONENT	
放大器 	ø3.5 mm 音频输入端子 	ø3.5mm的立体声或单声道音频接线 (市售或Sharp维修部件QCNWGA038WJPZ) 	AUDIO OUT 	
	RCA音频输入端子 	ø3.5 mm 立体声微型插口到RCA 音频接线 (市售) 		

 注

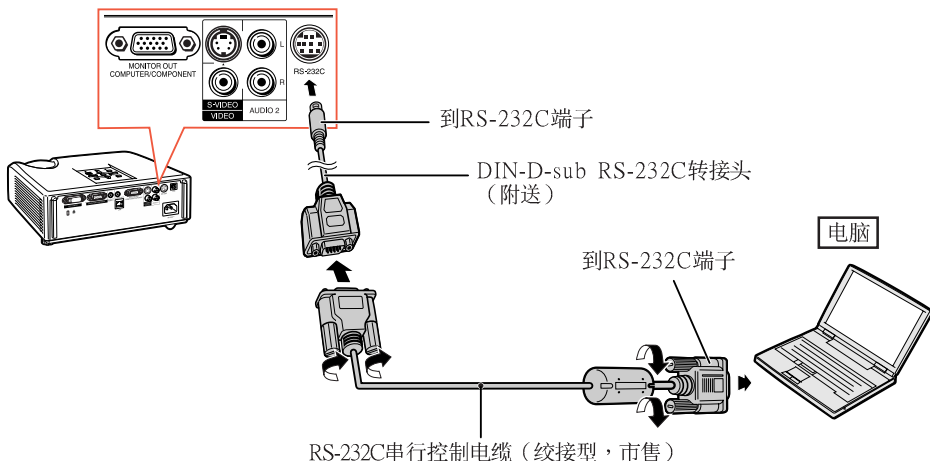
- 在使用ø3.5mm单声道音频接线时，其音量为使用ø3.5mm立体声音频接线时的一半。
- “投影调节”选择表上的“音频输入”可以选择“Audio 1”或“Audio 2”。(参阅第47页)
- 可将RGB信号和色差信号输出到监视器。



# 用电脑来控制投影机

用DIN-D-sub RS-232C转接头和一条RS-232C串行控制电缆（绞接型，市售）将投影机上的RS-232C端子连接到电脑时，就可以用电脑来操控投影机并检查投影机的状态。有关“RS-232C规格和指令设置”，请参阅附录2中的“设置指南”。

用RS-232C串行控制电缆和DIN-D-sub RS-232C转接头连接到电脑时



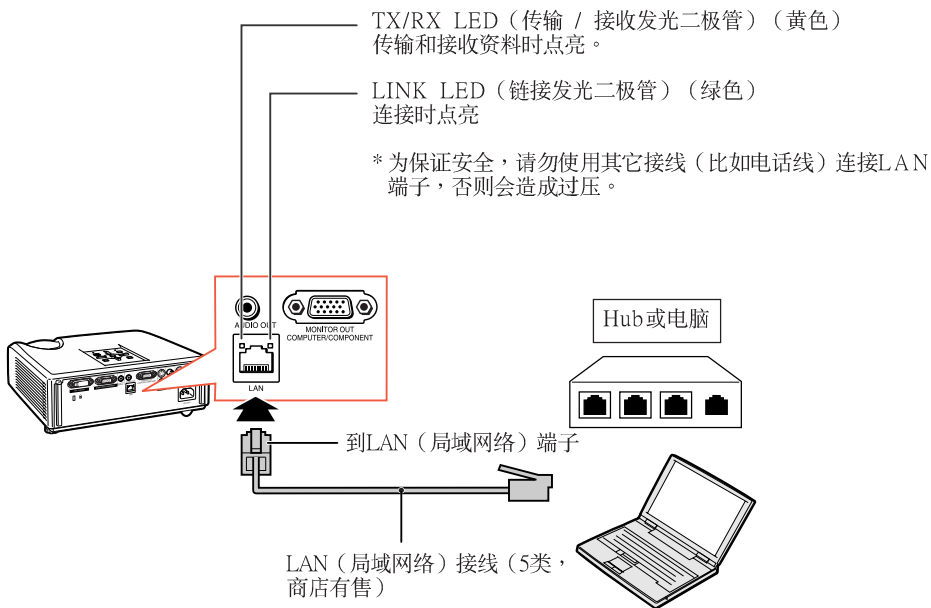
## 注

- 如果未能正确设置电脑端子，那么RS-232C功能可能不能操作。详情请参阅电脑的使用说明书。
- 有关“连接插脚的分配”和“RS-232C规格和指令设置”，请参阅附录2中“设置指南”的第2到8页。

## 资料

- 请勿将RS-232C电缆连接到除了电脑上的RS-232C端子之外的其他端口，否则可能会损坏电脑或投影机。
- 在打开着电源之时，请勿将RS-232C串行控制电缆连接到电脑或从电脑上卸下，否则可能会损坏电脑。

## 用LAN（局域网）接线连接到LAN（局域网）端子时

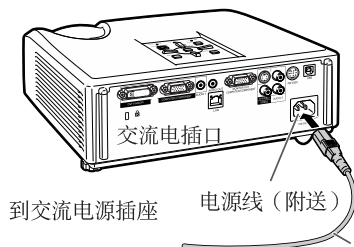


注

- 连接到集线器时，请使用5类（CAT.5）直连线（商店有售）。
- 连接到电脑时，请使用5类（CAT.5）双绞线（商店有售）。

## 连接电源线

将附带的电源线插入投影机后面的交流电插口。然后插入到交流电源插座中。



# 打开或关闭投影机电源

## 打开投影机电源

请注意，在进行如下所示操作之前，需要先完成到外部设备和电源插座之连接。（参阅第21到25页）

卸下镜头盖，并按下投影机上的**STANDBY/ON**（待机/开）按钮，或遥控器上的**ON**（开）按钮。

- 电源指示灯点亮绿色。
- 灯泡指示灯点亮后，投影机准备开始工作。

### 注

#### 关于灯泡指示灯

灯泡指示灯点亮，指示出灯泡的状态。

绿色：灯泡点亮。

绿色闪烁：灯泡正在预热或关闭。

红色：灯泡不正常地关闭或灯泡应该更换。

- 当在投影机上进行切换时，在灯泡刚点亮后的瞬间，影像可能会轻微闪烁。这是正常的运行，因为灯泡控制电路正在稳定灯泡的输出特性。不应认为这是不正常的运行。
- 如果投影机被置于待机模式，接着又立即再次将其打开，那么灯泡可能需等待一些时间之后才开始投射。
- 当设置了“系统锁”时，就会显示出键代码输入框。如果要取消键代码设定，那么请先输入已经设置的键代码。详情请参阅第47页。

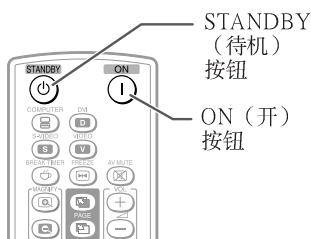
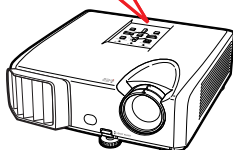
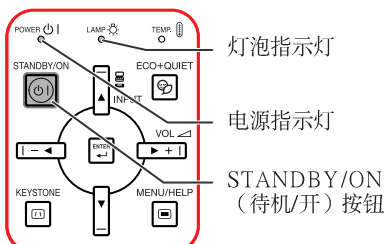
## 关闭电源（使投影机进入待机模式）

按投影机上的**STANDBY/ON**（待机/开）或遥控器上的**STANDBY**（待机），然后在显示着确认信息时再一次按该按钮，使投影机进入待机模式。

- 投影机在冷却过程中无法打开。

### 资料

- 当“自动重新启动”设置为“开”时：当投影机打开时，如果将电源插头从电源插座中拔出或关闭断路器，那么当将电源插头插入交流电源插座或打开断路器时，投影机会自动打开。（参阅第46页）
- 本机出厂时设置的默认语言是汉语。如果想要将屏幕显示更改为另一种语言，那么请按照第45页所述步骤重新设置语言。



### 屏幕显示（确认信息）

进入待机模式？

是：再按一次

否：请等待

### 资料

- 直接关机功能：即使冷却风扇仍在运转，也可将电源插头从电源插座中拔出。

# 投射影像

## 关于设置指南

在打开投影机电源之后，就会显示出设置指南来帮助您设置投影机。

引导项目

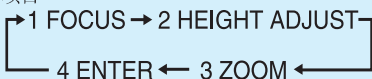
- 1 FOCUS（聚焦）
- 2 HEIGHT ADJUST（高度调节）
- 3 ZOOM（变焦）

按**ENTER**（确定），来退出设置指南画面。



注

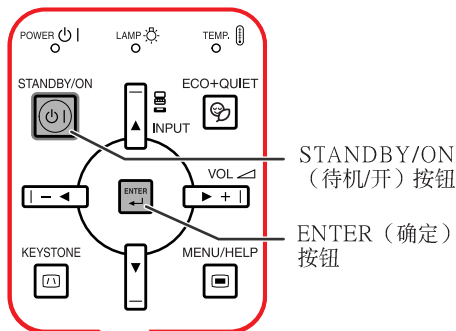
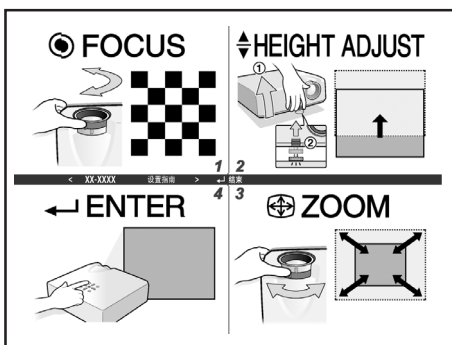
- 设置指南画面自动按照如下顺序以高亮来显示项目：



但是，可以调节聚焦、高度（角度）、或变焦，无视以高亮显示的项目。

- 如果不希望下一次再显示出设置指南，那么请将“选择表”-“屏幕调节”-“设置指南”设置为“关”。（参阅第45页）

## 设置指南画面



STANDBY/ON  
（待机/开）按钮

ENTER（确定）  
按钮

## 调节投射影像

### 1 调节聚焦

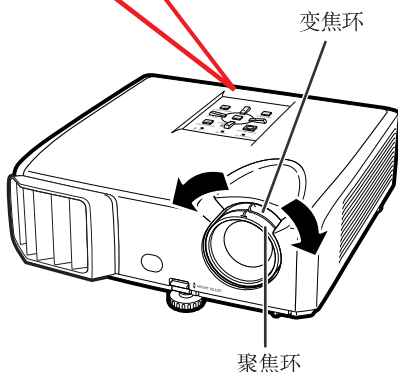
可用投影机上的聚焦环来调节聚焦。

一边观看投射的影像，一边转动聚焦环调节聚焦。

### 2 调节画面尺寸

可用投影机上的变焦环来调节画面尺寸。

旋转变焦环，来放大或缩小画面尺寸。



# 投射影像（续）

## 3 调节高度

可用投影机前面和后面的调校脚来调节投影机的高度。

当屏幕比投影机更高时，可调节投影机来使投射的影像更高。

- 1 一边向上抬起HEIGHT ADJUST（高度调节）杆，同时向上抬起投影机，以调节其高度。

- 2 在很好地调节了高度之后，将手从投影机上的HEIGHT ADJUST（高度调节）杆上松开。

- 投影机可在所放置表面9度的范围内调节角度。

- 3 调节后调校脚，使投影机处于水平位置。

- 投影机可在标准位置的±2度范围内调节。

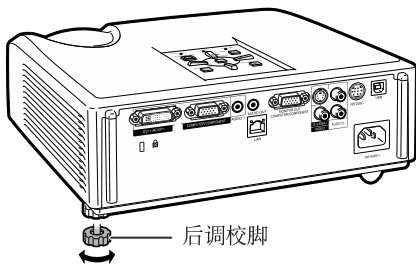
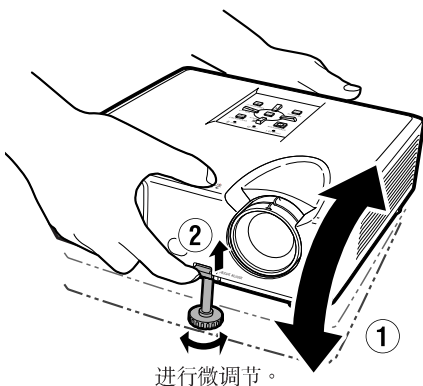
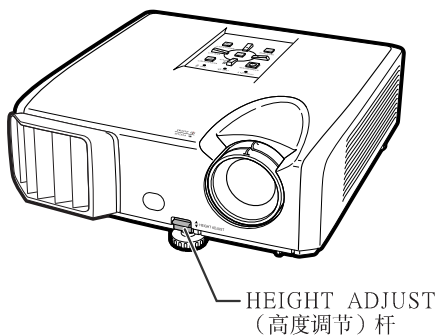


注

- 在调节投影机的高度时，会出现梯形失真。请按照梯形失真校正所述之步骤来校正失真。（参阅第29和44页）

### 资料

- 当前调校脚伸出时，请勿在投影机上施加太大的压力。
- 在放下投影机时要小心，不要将手指夹在调校脚和投影机之间。
- 在抬高或搬动投影机时，须牢牢地握住投影机。
- 请勿握住镜头部份。



## 校正梯形失真

当影像从屏幕的顶部或底部与屏幕成某一角度向屏幕投射时，投射的影像就会出现梯形失真。用于校正梯形失真的功能，称作梯形失真校正。



注

- 梯形失真校正的最大调节角度约为±40度，而且屏幕设置的最大角度也可以约为±40度（当改变尺寸模式设置为“正常”时）。（参阅第31页）

**1** 按下**KEYSTONE**（梯形失真）按钮，进入梯形失真校正模式。

- 也可用投影机上的**KEYSTONE**（梯形失真）按钮，来显示出梯形失真校正模式的屏幕显示。

**2** 按▲/▶或◀/▼，来调节梯形失真校正。

- 也可用投影机上的调节按钮来调节梯形失真校正。

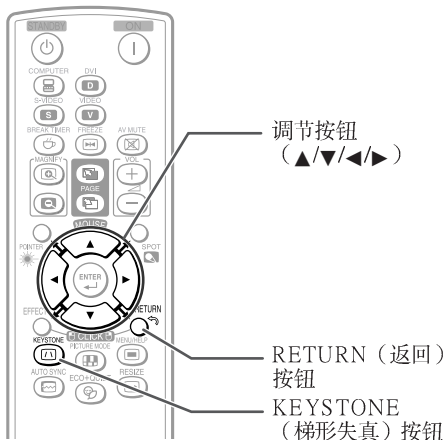


注

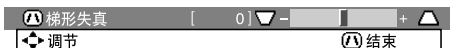
- 当梯形失真校正模式的屏幕显示正显示在画面上时，按下**RETURN**（返回）就返回到默认设置。

**3** 按**KEYSTONE**（梯形失真）。

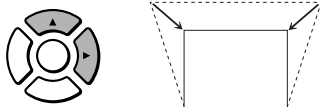
- 梯形失真校正模式的屏幕显示就会消失。
- 也可使用投影机上的**KEYSTONE**（梯形失真）。



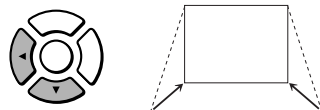
屏幕显示（梯形失真校正模式）



压缩上部。  
（将滑条按照+方向移动。）



压缩下部。  
（将滑条按照-方向移动。）



### 资料

- 当用梯形失真校正功能来调节影像时，影像上的直线和边缘可能会出现锯齿形状。

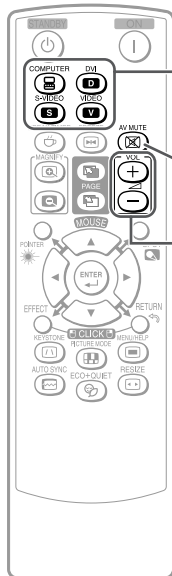
# 投射影像（续）

## 切换输入模式

选择适合于所连接的设备的输入模式。

按遥控器上的**COMPUTER**（电脑），**DVI**，**S-VIDEO**（S-视频）或**VIDEO**（视频），来选择输入模式。

- 当按投影机上的**INPUT**（输入）或遥控器上的**DVI**时，会出现**INPUT**（输入）清单。  
按▲/▼切换**INPUT**（输入）模式。



**COMPUTER**（电脑），**DVI**，**S-VIDEO**（S-视频），**VIDEO**（视频）按钮

**AV MUTE**（音像消音）按钮

**VOL +/-**（音量）按钮

## 调节音量

按遥控器上的**VOL + / -** 或投影机上的 **-◀/▶+**，来调节音量。

### 注

- 按**VOL - / -◀**会使音量减小。
- 按**VOL + / ▶+**会使音量增大。
- 当投影机连接到外部设备时，外部设备的音量根据投影机的音量而改变。在打开或关闭投影机电源时或改变输入信号时，请将投影机的音量调节到最小。
- 当投影机连接到外部设备而又不想从投影机上的扬声器来输出声音时，请将“投影调节”选择表中的“扬声器”设置为“关”。（参阅第46页）

### 屏幕显示



## 暂时显示黑屏并关闭声音

按遥控器上的**AV MUTE**（音像消音），来暂时显示出黑屏幕、并将声音关闭。

### 注

- 再按一次**AV MUTE**（音像消音），就会重新恢复投射影像。

### 屏幕显示



## 改变尺寸模式

利用本功能可修改或自己定义改变尺寸模式，使输入影像更便于观赏。根据输入信号的不同，可以选择想要的图像。

按**RESIZE**（改变尺寸）。

- 关于在选择表画面上进行设置的方法，请参阅第44页。



### 电脑

	主要解析度	正常	全屏	原样显示	边框	伸展
4:3 宽高比	SVGA (800 × 600)	1024 × 768	—	800 × 600	768 × 576	1024 × 576
	XGA (1024 × 768)			—		
	SXGA (1152 × 864)			1152 × 864		
	UXGA (1600 × 1200)			1600 × 1200		
其他宽高比	SXGA (1280 × 1024)	968 × 768	1024 × 768	1280 × 1024	720 × 576	1024 × 576
	1280 × 720	1024 × 576		1280 × 720	—	
	1360 × 768	1024 × 578		1360 × 768	—	
	1366 × 768	1024 × 576		1366 × 768	—	
	1280 × 768	1024 × 614		1280 × 768	960 × 576	
	1280 × 800	1024 × 640		1280 × 800	922 × 576	

输入信号		用于 4:3 屏幕			用于 16:9 屏幕	
电脑	图像类型	正常	全屏	原样显示	边框	伸展
低于 XGA 的解像度	 4:3 宽高比		—*2		 *1	 *1
XGA				 —*2		
高于 XGA 的解像度						
SXGA (1280 × 1024)	 5:4 宽高比					
1280 × 720	 16:9 宽高比	 *1			—*2	—*2
1360 × 768 1366 × 768						
1280 × 768	 16:10 宽高比	 *1			 *1	 *1
1280 × 800						

■：不能投射图像的被截断部分

⋯⋯：信号在屏幕之外的区域



























\*1 对于此类图像，可以使用图像移动功能。


\*2 与正常模式相同。




# 投射影像 (续)

## 视频/DTV

输入信号		用于 4:3 屏幕			用于 16:9 屏幕	
视频/DTV	图像类型	正常	区域变焦	垂直伸展	边框	伸展
480I, 480P, 576I, 576P, NTSC, PAL, SECAM	 4:3 宽高比				 *1	 *1
	 挤压				 *1	 *1
	 信箱				 *1	 *1
720P, 1035I, 1080I, 1080P	 16:9 宽高比					
540P	 16:9 宽高比	 *1			—*2	—*2
	 (在 16:9 屏幕上的 4:3 宽高比)	 *1				

 : 不能投射图像的被截断部分

 : 图像不包括在原来的信号内的部分

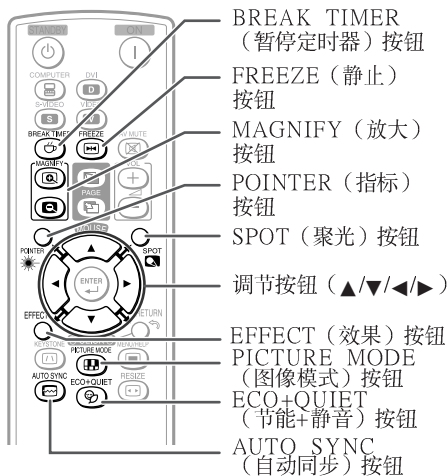
\*1 对于此类图像, 可以使用图像移动功能。

\*2 与正常模式相同。

## 关于版权

- 当使用改变尺寸功能来选择与电视节目或视频影像原有的长宽比不同的影像尺寸时, 那么影像看起来就会与原来的样子有些不同。所以, 在选择影像尺寸时, 要对此有所注意。
- 用于商业目的或在咖啡厅、酒店、饭店等处公开显示影像时, 如果使用改变尺寸或梯形失真校正功能来压缩或伸展影像, 那么可能会对版权持有者在法律上构成版权侵权。因此, 在使用时请务必严加注意。

# 用遥控器操控



## 显示指标

1 按遥控器上的**POINTER** (指标) 和 ▲/▼/◀/▶ 移动指标。

- 按**EFFECT** (效果) 更改指标图标 (5种类型)。



2 再按一次**POINTER** (指标)。

- 指标便会消失。

## 显示和设置暂停定时器

1 按 **BREAK TIMER** (暂停定时器)。

- 定时器从5分钟开始倒计时。

屏幕显示



2 按▲/▼/◀/▶，来调节暂停时间的长度。

- 用▲或▶来增加  
5分钟 → 6分钟 → 60分钟
- 用◀或▼来减少  
4分钟 → 3分钟 → 1分钟
- 用可以用1分钟为单位来设置暂停时间 (最多60分钟)。

取消暂定时间显示功能

按**BREAK TIMER** (暂停定时器)。

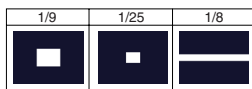
注

- 当投影机正在运行“自动同步”、“静止”或“AV消音”功能时，暂停定时器就不起作用。

## 使用聚光功能

1 按遥控器上的**SPOT** (聚光) 和▲/▼/◀/▶移动聚光区域。

- 按**EFFECT** (效果) 更改聚光区域尺寸 (3种类型)。



2 再按一次按**SPOT** (聚光)。

- 聚光区域便会消失。

## 切换节能 + 静音模式

可以按**ECO+QUIET** (节能+静音) 按钮来切换节能+静音模式的开关状态。

- 将节能+静音模式设为“开”时，冷却风扇的声音会降低，功耗会减少，灯泡寿命也会延长。

注

- 关于节能+静音模式之详情，请参阅第43页之“灯泡设定”。

## 用遥控器操控（续）

### 自动同步（自动同步调节）

在打开投影机电源之后，当检测到输入信号时，自动同步功能就会起作用。

按**AUTO SYNC**（自动同步），用自动同步功能来手动调节。



注

- 当采用自动同步调节功能而未能获得最佳影像时，请使用帮助选择表来进行手动调节。（参阅第51页）

### 使活动影像静止

#### 1 按**FREEZE**（静止）。

- 投射的影像被定格。

#### 2 再按一次**FREEZE**（静止），就恢复到来自当前所连接设备的活动影像。

### 选择图像模式

可为投影机选择合适的图像模式，例如电影或视频游戏。

按**PICTURE MODE**（图像模式）。

- 用当按下**PICTURE MODE**（图像模式）时，图像模式按照如下顺序改变：

→标准→讲演→影院→游戏→sRGB\*



注

- 关于图像模式之详情，请参阅第41页。

\* 只有当输入RGB信号时，才会显示出“sRGB”。

### 显示图像的放大部分

可以放大投影图像的图形、表格和其他部分。适用于提供更详细的解说。

#### 1 按遥控器上的**MAGNIFY**（放大）按钮。

- 放大图像。
- 按**MAGNIFY**或**MAGNIFY**（放大）按钮放大或缩小投影的图像。



注

按**MAGNIFY**按钮。

×1 ×2 ×3 ×4

按**MAGNIFY**按钮。

- 可以用▲、▼、◀或▶按钮改变放大的图像的位置。

#### 2 按遥控器上的**RETURN**（返回）按钮取消操作。

- 放大然后恢复到×1。



注

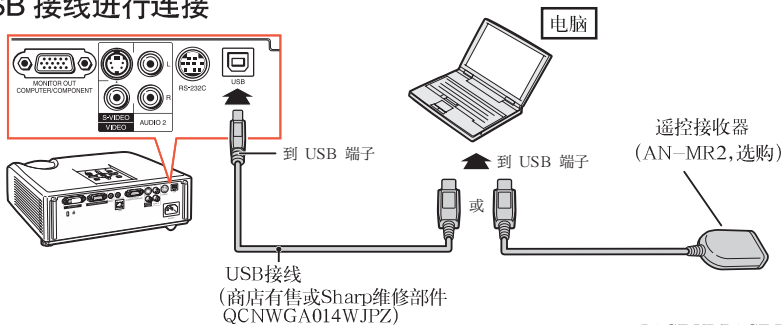
- 根据输入信号的不同，可选放大倍率有所差别。
- 在下列情况时，图像将恢复到正常尺寸（×1）。
  - 切换输入模式时。
  - 已经按了**RETURN**（返回）按钮时。
  - 输入信号改变时。
  - 输入信号的解像度和刷新率（帧频）改变时。
  - 改变尺寸模式改变时。
  - 图像模式改变时。
  - 渐进模式改变时。

## 将遥控器用作无线电脑鼠标

用 USB 接线将投影机连接到电脑上时，可以将遥控器用作电脑鼠标。

如果因电脑距离投影机太远而无法通过 USB 接线进行连接，通过另售的遥控接收器 (AN-MR2, 选购)，便可以使用遥控器来操控投影机。有关详情，请参阅该接收器的使用说明书。

### 用 USB 接线进行连接



连接后，可以按下面的方法操作鼠标。

#### ■ 移动光标时

按 MOUSE (鼠标) / 调节按钮 (▲/▼/◀/▶)。

#### ■ 左键按一下时

按 L-CLICK (鼠标左键) 按钮。

#### ■ 右键按一下时

按 R-CLICK (鼠标右键) 按钮。

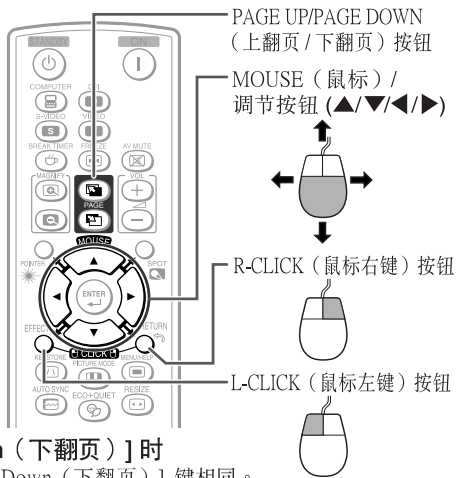
#### ■ 当您的电脑仅支持单键鼠标 (例如 Macintosh 电脑) 时

按 L-CLICK (鼠标左键) 或 R-CLICK (鼠标右键) 按钮。

L-CLICK (鼠标左键) 和 R-CLICK (鼠标右键) 有共同的功能。

#### ■ 使用 [Page Up (上翻页)] 或 [Page Down (下翻页)] 时

与电脑键盘上的 [Page Up (上翻页)] 或 [Page Down (下翻页)] 键相同。按 PAGE UP (上翻页) 或 PAGE DOWN (下翻页) 按钮。



#### 注

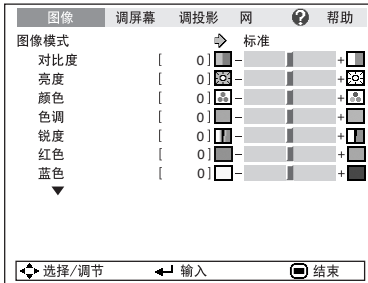
- 该功能仅在 Microsoft® Windows® OS 和 Mac OS® 操作系统下工作。但是，下列不支持 USB 的操作系统除外：
  - Windows® 95 以前的版本。
  - Windows® NT 4.0 以前的版本。
  - Mac OS® 8.5 以前的版本。
- 当显示项目选择表屏幕时，不能使用本功能。
- 确认电脑能识别 USB 连接。

# 选择表项目

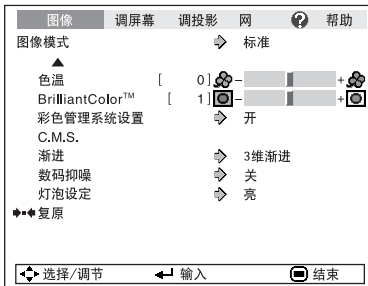
以下列举可在投影机中设置的项目。

## “图像”选择表

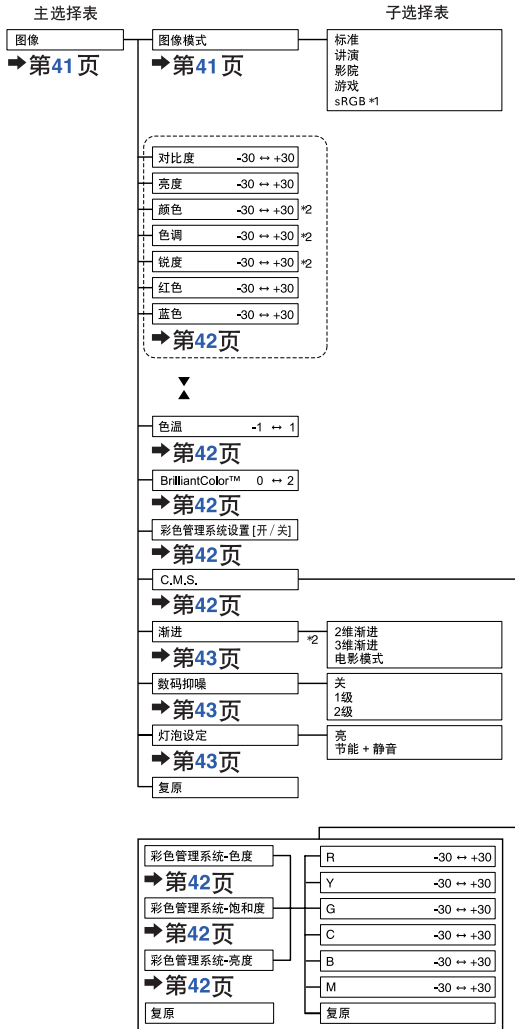
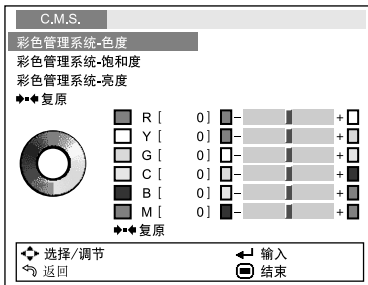
### 第1页



### 第2页



## “C.M.S.”

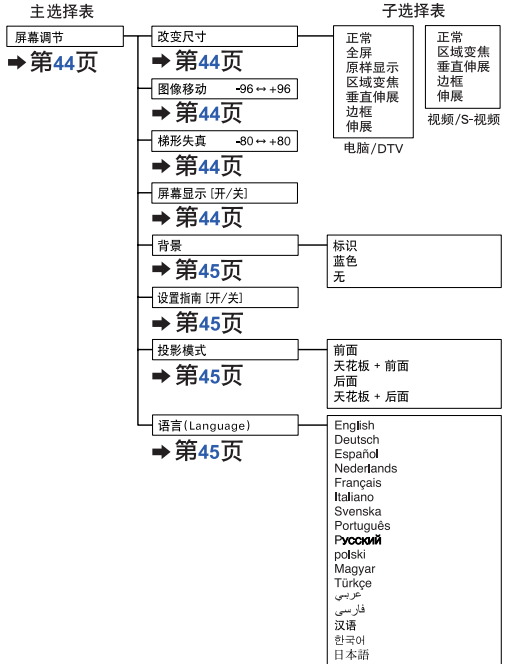


\*1 当通过COMPUTER (电脑)或DVI来输入RGB信号时的项目

\*2 当通过COMPUTER (电脑)或DVI来输入色差视频信号、或选择S-VIDEO (S-视频)或VIDEO (视频)时的项目

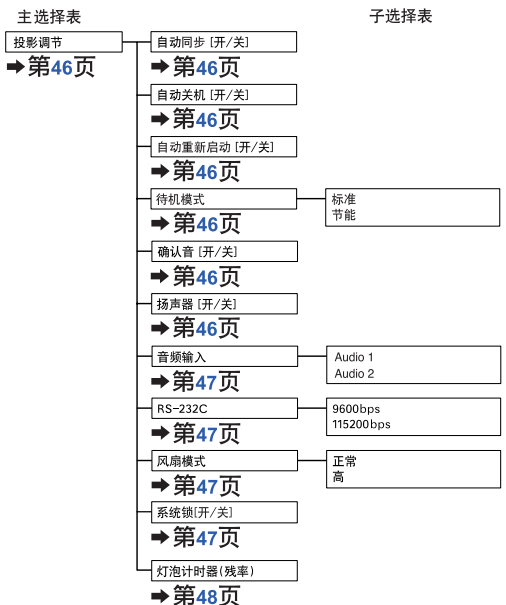
## “屏幕调节”选择表

图	屏幕调节	调投影	网	帮助
改变尺寸		↕	边框	
图像移动	[ 0 ]	▢	—	+ ▢
梯形失真	[ 0 ]	▽	—	+ ▽
屏幕显示		↕	开	
背景		↕	标识	
设置指南		↕	开	
投影模式		↕	前面	
语言(Language)		↕	汉语	
⏪ 选择/调节      ← 输入      ⏩ 结束				



## “投影机调节 (投影调节)”选择表

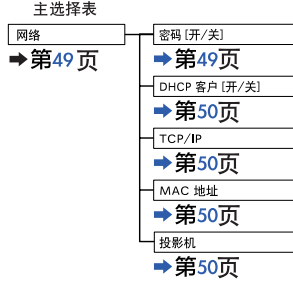
图	调屏幕	投影调节	网	帮助
自动同步		↕	开	
自动关机		↕	开	
自动重新启动		↕	开	
待机模式		↕	标准	
确认音		↕	开	
扬声器		↕	开	
音频输入		↕	Audio 1	
RS-232C		↕	9600bps	
风扇模式		↕	正常	
系统锁		↕	关	
灯泡计时器(残率)	[ 0 ]小时	[ 0 ]分	( 100%)	
⏪ 选择/调节      ← 输入      ⏩ 结束				



# 选择表项目（续）

## “网络”选择表

图	调屏幕	调投影	网络	帮助
密码			关	
DHCP 客户			关	
TCP/IP				
MAC 地址	XX : XX : XX : XX : XX : XX			
投影机	XX-XXXX			
选择/调节		← 输入		结束



## “帮助”选择表

图	调屏幕	调投影	网	帮助
<ul style="list-style-type: none"> <li>• 无图像或音频</li> <li>• 垂直条纹或闪烁图像出现</li> <li>• 数据图像没有位于中间</li> <li>• 彩色很淡或不丰富</li> <li>• 图像发暗</li> <li>• 图像失真</li> <li>• 重设所有调节到工厂设置</li> </ul>				
选择		← 输入		结束

## 可用“帮助”选择表来设置的项目

### “帮助”选择表 → 第51页

- 垂直条纹或闪烁图像出现
  - 自动同步
  - 时钟
  - 相位
- 数据图像没有位于中间
  - 自动同步
  - 水平位置
  - 垂直位置
- 彩色很淡或不丰富
  - COMPUTER/COMPONENT (电脑 / 色差信号) 或 DVI 输入
  - 信号类型：自动/RGB/色差信号
  - S-VIDEO (S-视频) 或 VIDEO (视频) 输入
  - 视频制式：自动/PAL/SECAM/NTSC3.58/NTSC4.43/FAL-M/PAL-N/FAL-60
  - DVI (数码) 输入
  - 动态范围：自动/标准/增强

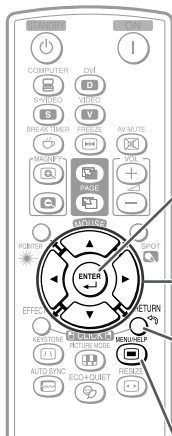
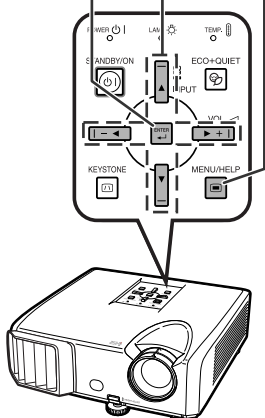
\* 根据输入信号和选择的输入模式不同，可选的项目也会不同。

# 使用选择表画面

ENTER（确定）按钮

调节按钮（▲/▼/◀/▶）

MENU/HELP  
（选择表/帮助）按钮



ENTER（确定）按钮

调节按钮（▲/▼/◀/▶）

RETURN（返回）按钮  
• 在显示着选择表时，按  
RETURN（返回）来返回  
到前一个画面。

MENU/HELP  
（选择表/帮助）按钮

## 选择表选择（调节）

举例：调节“亮度”

• 也可用投影机上的按钮来进行这一操作。

**1** 按**MENU/HELP**（选择表/帮助）。

• 用于所选输入模式的“图像”选择表画面就会显示出来。

**2** 按▶或◀，并选择“图像”来进行调节。

举例：用于**COMPUTER**（电脑）（RGB）输入的“图像”画面选择表

选择表项目

图像	调屏幕	调投影	网	帮助
图像模式		标准		
对比度	[ 0 ]	+		
亮度	[ 0 ]	+		
红色	[ 0 ]	+		
蓝色	[ 0 ]	+		
色温	[ 0 ]	+		
BrilliantColor™	[ 1 ]	+		
彩色管理系统设置		开		
C.M.S.		关		
数码抑噪		亮		
灯泡设定				
◆◆复原				
◆选择/调节	← 输入			结束

有用的功能



# 使用选择表画面（续）

**3** 按▲或▼，并选择“亮度”来进行调节。

- 所选的项目以高亮显示。

一边观看，一边调节投射的影像

按ENTER（确定）。

- 被选择的项目（例如，“亮度”）就原样在画面底部显示出来。
- 在按▲或▼时，会显示出后续项目（“红色”在“亮度”之后）。



- 再按一次ENTER（确定），来返回到前一个画面。

**4** 按◀或▶，来调节所选的项目。

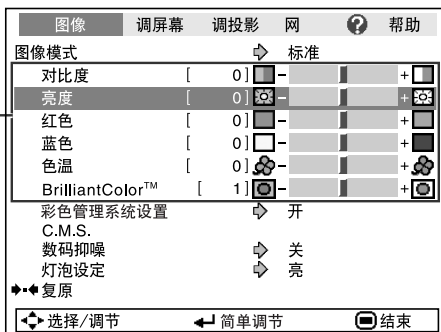
- 调节的状态被保存起来。

**5** 按MENU/HELP（选择表/帮助）。

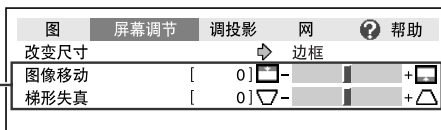
- 菜单画面就会消失。



- 当投影机正在运行“自动同步”、“暂停定时器”、“静止”、或“A V 消音”功能时，选择表按钮不起作用。

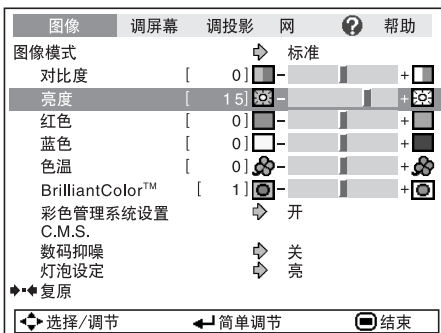


要调节的项目



↑ ↓ 按ENTER（确定）。

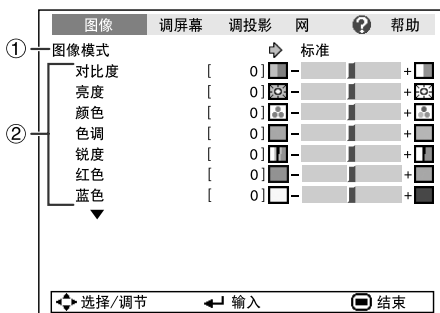
项目原样显示出来



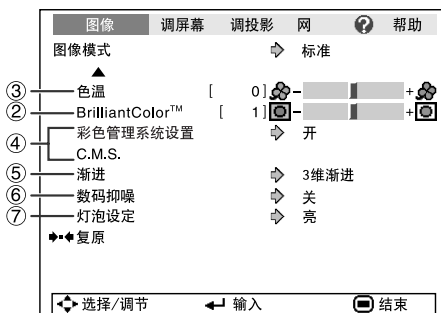
# 图像调节 (“图像” 选择表)

选择表操作→第39页

## ▶ 第1页



## ▶ 第2页



## ① 选择图像模式

可选的项目	说明	当选择图像模式时每个项目的默认设置		
		色温	BrilliantColor™	灯泡设定
标准	标准影像	0	1	亮度
讲演	增强影像某些部份的亮度，从而具有更强的表现能力。	0	2	亮度
影院	使投射的影像具有自然色调。	-1	0	节能 + 静音
游戏	使投射的影像更加鲜艳。	0	1	亮度
*sRGB	用于高保真地再现来自电脑的影像。	—	—	亮度

- 只有当输入RGB信号时，才会显示出“sRGB”。
- 可将“图像”选择表中的每一个项目设置或调节到自己喜欢的程度。所做的任何变更都会保存在记忆体中。

### 注

- 也可按遥控器上的**PICTURE MODE** (图像模式)，来选择图像模式。(参阅第34页)
  - \*sRGB是由IEC (国际电工技术委员会) 制订的关于彩色再现的一项国际标准。因为IEC已经确定了固定的彩色范围，所以，当选择了“sRGB”时，就会根据一幅原始影像而将影像以自然的色调显示出来。
- 关于sRGB功能的更多信息，请访问“<http://www.srgb.com/>”网站。
- 当选择了“sRGB”时，就不能设置“红色”、“蓝色”、“色温”、“BrilliantColor™”项目。

### 资料

- 当选择了“sRGB”时，投射的影像可能会变得比较暗，但是这并不是故障。

# 图像调节 (“图像”选择表) (续)

选择表操作 → 第39页

## ② 调节影像

调节项目	◀按钮	▶按钮
对比度	减弱对比度。	增强对比度。
亮度	减小亮度。	增大亮度。
颜色*1	减小颜色浓度。	增强颜色浓度。
色调*1	使肤色略带紫色。	使肤色略带绿色。
锐度*1	减小锐度。	增大锐度。
红色*2	减弱红色。	增强红色。
蓝色*2	减弱蓝色。	增强蓝色。
BrilliantColor™*2*3	要使其效果更弱。	要使其效果更强。

\*1在RGB输入模式下不显示。


\*2当选择了“sRGB”时，不能调节/设置。

\*3BrilliantColor™使用德州仪器公司(Texas Instruments)的BrilliantColor™技术。随着BrilliantColor™值的增大，影像变得更明亮，而彩色再现仍保持在一个很高的水准。

### 注

- 当选择了“sRGB”时，就不能设置“红色”、“蓝色”、“BrilliantColor™”和“色温”。
- 如果要重新设置所有的调节项目，那么请选择“复原”、并按ENTER(确定)。

## ③ 调节色温

可选的项目	说明
-1	用于降低色温，获取更加暖色调的、色彩偏红类似于白炽灯光的影像。 
0	
1	

### 注

- “色温”中的值仅适用于一般的标准情况。

## ④ 调节彩色

本功能可调节组成色轮的6种主要颜色中的每一种颜色，改变其“色度”、“饱和度”或“亮度”。

可选的项目	说明
彩色管理系统-色度	设置主要颜色的色度。
彩色管理系统-饱和度	设置主要颜色的饱和度。
彩色管理系统-亮度	设置主要颜色的亮度。
复原	所有颜色的“色度”、“饱和度”和“亮度”都复原到工厂出货时的设置。

调节“色度”、“饱和度”或“亮度”。

- 1 将“图像”选择表中的“彩色管理系统设置”选为“开”，然后按ENTER(确定)。
- 2 选择“图像”选择表中的“C.M.S.”，然后按ENTER(确定)。
- 3 按下▲、或▼，选择“色度”、“饱和度”或“亮度”，然后按ENTER(确定)。
- 4 用▲、或▼来选择想要调节的颜色，并用◀或▶调节该颜色。

调节“色度”的例子

主要颜色	◀按钮	▶按钮
R(红色)	更接近于洋红色	更接近于黄色
Y(黄色)	更接近于红色	更接近于绿色
G(绿色)	更接近于黄色	更接近于青色
C(青色)	更接近于绿色	更接近于蓝色
B(蓝色)	更接近于青色	更接近于洋红色
M(洋红色)	更接近于蓝色	更接近于红色

- 当选择了“饱和度”时，被选的颜色就会变得：
  - ◀：更浅。▶：更深。
- 当选择了“亮度”时，被选的颜色就会变得：
  - ◀：更暗。▶：更亮。
- 如果要每一种颜色都调节到工厂出货时默认的设置值，那么请选择“复原”，并按ENTER(确定)。

## ⑤ 渐进（逐行）

可选的项目	说明
2维渐进	在观赏体育运动等快速活动的影像时很有用。
3维渐进	对于更清楚地显示戏剧和记录影片等运动相对缓慢的影像很有用。
电影模式	清楚地再现电影源*影像。将用3-2下拉（NTSC和PAL60Hz）或2-2下拉（PAL50Hz和SECAM）增强技术转换为渐进（逐行）模式影像的电影影像，用最佳影像显示出来。

\* 电影源信号是一种以电影原来每秒钟24幅画面的方式原样编码录制的数字视频录像。本投影机能将这种电影源信号转换为NTSC和PAL60Hz制式的60帧/秒、或PAL50Hz和SECAM制式的50帧/秒的渐进（逐行）视频，从而播放出高清晰度影像。

### 注

- 对于NTSC或PAL60Hz，即使设置了3维渐进模式，当输入电影源信号时，还是会自动启用3-2下拉增强。
- 如果影像模糊或有杂波，那么请切换到最佳模式。

### 资料

- 该功能用于使用COMPUTER/COMPONENT或DVI输入的480i和576i信号。
- 该功能用于所有S-VIDEO和VIDEO输入的信号。

## ⑥ 减少影像噪声（数码抑噪）

视频数码抑噪(DNR)提供具有最少噪声和串色的高质量图像。

可选的项目	说明
关	不激活数码抑噪功能。
1级	设置数码抑噪，便于浏览更清晰的图像。
2级	

### 注

在以下情况，将“数码抑噪”设置为“关”：

- 影像模糊不清时。
- 运动影像的轮廓和颜色出现拖尾时。
- 投射信号较弱的电视广播时。

## ⑦ 灯泡设定

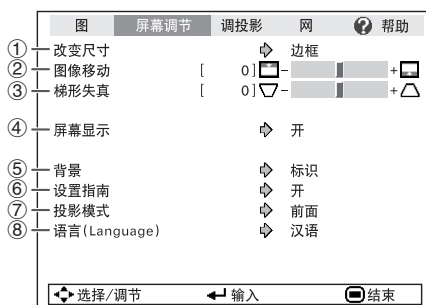
可选的项目	亮度和功率消耗
节能+静音	约60%
亮度	100%

### 注

- 在节能+静音模式时，风扇的声音和电力消耗要比在亮度模式时小。（如图表所示，投影的亮度减小。）

# 调节投射的影像（“屏幕调节”选择表）

选择表操作→第39页



## ① 设置改变尺寸模式

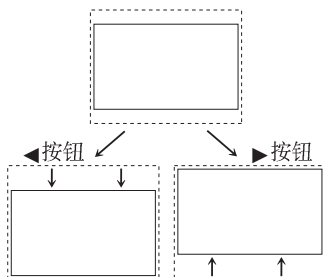


注

- 关于改变尺寸模式的详情，请参阅第31和32页。
- 也可按遥控器上的**RESIZE**（改变尺寸），来设置改变尺寸模式。（参阅第31页）

## ② 调节影像位置

可垂直移动投射的影像。



注

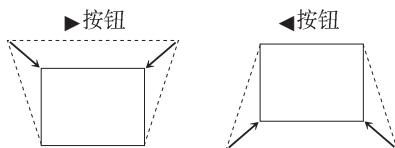
- 本功能仅在某些改变尺寸模式下起作用。（参阅第31页和第32页。）

## ③ 梯形失真校正

当影像从屏幕的顶部或底部与屏幕成某一角度向屏幕投射时，投射的影像就会出现梯形失真。用于校正梯形失真的功能，称作梯形失真校正。

在“屏幕调节”选择表上选择“梯形失真”，并用滑条进行调节。

关于梯形失真校正之详情，请参阅第29页。



注

- “梯形失真校正”的最大调校角度约为 $\pm 40$ 度（当“改变尺寸”设置为“正常”时）。
- 也可按遥控器或投影机上的**KEYSTONE**（梯形失真）来调节梯形失真校正。

## ④ 设置屏幕显示

可选的项目	说明
开	显示出屏幕显示的全部内容。
关	不显示输入/音量/音像消音/静止/自动同步/改变尺寸/图像模式/节能+静音/放大/“按了无效的操作按钮”。

## ⑤ 选择背景影像

可选的项目	说明
标识	SHARP公司的标记画面
蓝色	蓝屏幕
无	—

## ⑥ 选择设置指南

可选的项目	说明
开	在打开投影机电源时使设置指南显示出来。
关	不显示设置指南。

## ⑦ 反转或颠倒投射影像

可选的项目	说明
前面	正常影像（从屏幕前面投射的影像）
天花板+前面	颠倒影像（用上下颠倒的投影机从屏幕前面投射的影像）
后面	反转影像（从屏幕后面或用反射镜投射的影像）
天花板+后面	反转和颠倒影像（用反射镜投射）

关于投影模式之详情，请参阅第19页。

## ⑧ 选择屏幕显示语言

本投影机能在17种语言中切换屏幕显示语言。

English  
Deutsch  
Español  
Nederlands  
Français  
Italiano  
Svenska  
Português  
Русский  
polski  
Magyar



▲  
Türkçe  
عربي  
فارسی  
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日本語

# 调节投影机功能（“投影调节”选择表）

选择表操作→第39页

图	调屏幕	投影调节	网	帮助
①	自动同步	开		
②	自动关机	开		
③	自动重新启动	开		
④	待机模式	标准		
⑤	确认音	开		
⑥	扬声器	开		
⑦	音频输入	Audio 1		
⑧	RS-232C	9600bps		
⑨	风扇模式	正常		
⑩	系统锁	关		
⑪	灯泡计时器(残率)	0]小时	[ 0]分( 100%)	

选择/调节    输入    结束

## ① 自动同步（自动同步调节）

可选的项目	说明
开	在连接到电脑时，当打开投影机电源或切换输入信号时，就会出现自动同步调节。
关	不会自动进行自动同步调节。



注

- 自动同步调节也是通过按遥控器上的**AUTO SYNC**（自动同步）按钮进行调节的。
- 自动同步调节可能需要一些时间才能完成，这取决于连接到投影机的电脑的影像。
- 如果用自动同步调节不能得到最佳影像，那么请用手动调节。（参阅第51页）

## ② 自动关机功能

可选的项目	说明
开	如果超过15分钟没有检测到输入信号，那么投影机就会自动进入待机状态。
关	自动关机功能就会被禁用。



注

- 当自动关机功能设置为“开”时，在投影机进入待机模式之前的5分钟，画面上会显示出“X分钟后进入待机模式”，告知剩余的时间有多少分钟。

## ③ 自动重新启动功能

可选的项目	说明
开	当投影机打开时，如果将电源插头从电源插座中拔出或关闭断路开关，那么当将电源插头插入交流电源插座或打开断路开关时，投影机自动打开。
关	当将电源插头插入交流电源插座或打开断路开关时，投影机不会自动打开。

## ④ 待机模式

当设置为“节能”时，功率消耗会在待机状态下降低。

可选的项目	说明
节能	在待机模式下，监视器输出、RS-232C和网络功能被关闭。
标准	即使投影机处在待机模式下，监视器输出、RS-232C和网络功能仍处于活性状态。

## ⑤ 设置确认音（确认音）

可选的项目	说明
开	当投影机电源打开或关闭时，会发出一个确认音。
关	不发出确认音。

## ⑥ 扬声器设置

可选的项目	说明
开	音频信号从内置扬声器输出。
关	音频信号不从内置扬声器输出。

## ⑦ 音频输入

本功能用于为每个输入模式选择合适的音频输入端子组合。

可选的项目	说明
Audio 1	AUDIO (音频) 1 输入端子用作音频输入端子。
Audio 2	AUDIO (音频) 2 输入端子用作音频输入端子。

## ⑧ 选择传输速率 (RS-232C)

请确认投影机 and 电脑两者都设置了同样的传输速率 (波特率)。

可选的项目	说明
9600bps	传输速率低。
	↑ ↓
115200bps	传输速率高。

## ⑨ 设置风扇模式

本功能改变风扇转速。

可选的项目	说明
正常	适用于正常环境。
高	当投影机在海拔约1,500米以上使用时，请选择该功能。

当“风扇模式”设置为“高”时，风扇的转速高，风扇的杂音也变大。

## ⑩ 系统锁功能

本功能可防止投影机被非法使用。一旦该功能启动，那么在每次打开投影机电源时用户都必须输入正确的键代码。建议将键代码记录在只有合法用户才能看到的安全之处。

### 资料

- 如果丢失或忘记了键代码，那么请与就近 SHARP 公司授权的投影机经销商或服务中心接洽 (参阅第62页)。即使还在产品保修期内，重新设置键代码也是需要另外付费的。

## 设置或更改键代码

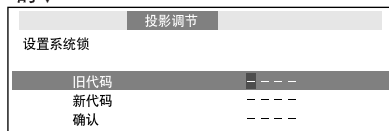
1 选择“系统锁”，然后按**ENTER** (确定) 或▶。

2 选择“下一步”，然后按**ENTER** (确定)。

- 显示出要求输入键代码的画面。

3 按遥控器或投影机上的4个按钮，在“旧代码”处输入预设的键代码。

- 首次设定键代码时，请按4次投影机上的▼。



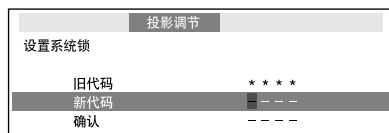
### 注

- 如果输入了错误的键代码，那么光标就会返回到“旧代码”的第一个位置。
- 预先设置的键代码是投影机上的4个▼按钮。当4次按下▼按钮时，输入键代码的画面就会消失。

4 按遥控器或投影机上的4个按钮，在“新代码”框中输入新的键代码。

### 注

- 如下按钮不能用作键代码：**STANDBY/ON** (待机/开)，**ON** (开)，**STANDBY** (待机)，**ENTER** (确定)，**L-CLICK** (左键)，**R-CLICK** (右键)/**RETURN** (返回)和**MENU/HELP** (选择表/帮助)
- 系统锁功能会将遥控器或投影机上的每一个按钮识别为一个单独的按钮，即使它们的按钮名称相同也没有关系。如果在设置键代码时使用了投影机上的按钮，那么就不能用遥控器来取消键代码。





# 调节投影机功能（“投影调节”选择表）（续）

**5** 在“确认”处输入同样的键代码。



## 取消已经设置的键代码

- 在上述步骤4和步骤5中，按4次投影机上的▼。
- 当设置了“系统锁”时
- 当设置了“系统锁”时，在打开电源时就会显示出键代码输入画面。当出现该画面时，请输入正确的键代码来启动投影机。

### 输入键代码的画面

系统锁

## ⑪ 检查灯泡寿命状态

可以确认灯泡的累计使用时间和灯泡的剩余寿命（百分比）。

灯泡使用条件	剩余的灯泡寿命	
	“残率”	
	100%	5%
仅在“灯泡设定”设置于“节能+静音”的情况下操作	约4,000小时	约200小时
仅在“灯泡设定”设置于“亮度”的情况下操作	约2,000小时	约100小时



- 当灯泡寿命只剩下5%的时候，建议更换灯泡。
- 根据使用条件不同，灯泡寿命可能会有不同。

## 键锁功能

### 锁定投影机上的操控按钮

使用本功能来锁定投影机上的操控按钮。

#### ■ 锁定操控按钮

当正在打开投影机的电源时，按住投影机上的**ENTER**（确定）按钮约5秒钟。

#### 屏幕显示

键锁功能开

- 键锁功能不影响用遥控器上的按钮进行操作。
- 当投影机正在预热时，不能使用键锁功能。

#### ■ 取消键锁

按住投影机上的**ENTER**（确定）按钮约5秒钟。

#### 屏幕显示

键锁功能关

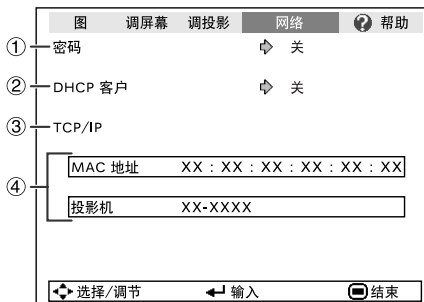
- 当投影机处于待机模式时，可以同时按住投影机上的**ENTER**（确定）和**STANDBY/ON**（待机/开）按钮约5秒钟，来解除键锁。

## 资料

- 当投影机处于下列状态时键锁功能不能设定：显示着“设置指南”或选择表画面时、待机模式、正在预热、正在改变输入信号、运行“自动同步”功能、在“静止”模式下、或者正在预热显示出“系统锁”画面时。

# 设定投影机的网络环境（“网络”选择表）

选择表操作→第39页



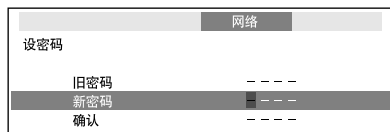
## ① 设置密码

如果不想让别人更改“网络”选择表的设定，那么请设置密码。

### ■ 设置密码

- 1 选择“密码”，然后按**ENTER**（确定）或**▶**。

• 显示出要求输入密码的画面。



- 2 按**▲**或**▼**，来设置“新密码”中的第一个数字，然后按**▶**。

- 3 输入剩下的3个数字，然后按**ENTER**（确定）。

• 如果要返回到前面一个数字，请按**◀**。

- 4 在“确认”中输入同样的密码，然后按**ENTER**（确定）。

• “密码”的状态改变为“开”。

### ✎ 注

- 一旦设定了密码之后，那么就必须输入密码，才能更改“网络”选择表的设置。

### ■ 更改密码

- 1 选择“密码”，然后按**ENTER**（确定）或**▶**。

• 显示出要求输入密码的画面。

- 2 使用**▲**、**▼**、**▶**和**◀**在“旧密码”中输入密码，然后按**ENTER**（确定）。

- 3 使用**▲**、**▼**、**▶**和**◀**在“新密码”中输入密码，然后按**ENTER**（确定）。

- 4 使用**▲**、**▼**、**▶**和**◀**在“确认”中再一次输入同样的密码，然后按**ENTER**（确定）。

### ✎ 注

- 如果不再需要用密码来保护“网络”选择表的设置，那么在步骤3和4中，不输入新密码就直接按**ENTER**（确定）。
- 如果要取消密码设置，那么请按**RETURN**（返回）。

## 如果忘记了密码

如果忘记了密码，那么请执行如下操作来删除密码，然后再设置新密码。

在投影机上，按



### ✎ 注

- 如果按住**ENTER**（确定）5秒钟以上，那么投影机上的操作按钮就会被锁定。（参阅第48页。）
- 不能使用遥控器上的按钮来删除密码。

# 设置投影机的网络环境（“网络”选择表）（续）

选择表操作→第39页

## ② DHCP客户设置

在打开投影机电源之前，请先连接好局域网电缆。否则，DHCP客户功能就不起作用。

可选的项目	说明
开	自动获得TCP/IP网络的配置参数。
关	手动设置TCP/IP。

将“DHCP客户”选择为“开”。接着会显示出“正在获取IP地址...”，然后就显示出选择表画面。请确认TCP/IP画面上的“IP地址”、“子网掩码”和“网关设置”的参数。

如果DHCP服务器不可用，那么就显示出“得不到IP地址。”。

在此情况下，请手动设置TCP/IP。（参阅项目③。）

## ③ 设置TCP/IP

手动设置TCP/IP。

1 将“DHCP客户”选择为“关”，然后按**ENTER**（确定）。

2 选择“TCP/IP”，然后按**ENTER**（确定）。

3 使用▲、▼、▶和◀输入“IP地址”，然后按**ENTER**（确定）。

网络	
设TCP/IP	
IP地址	192.168.150.002
子网掩码	255.255.255.000
网关设置	000.000.000.000

4 使用▲、▼、▶和◀输入“子网掩码”，然后按**ENTER**（确定）。

5 使用▲、▼、▶和◀输入“网关设置”，然后按**ENTER**（确定）。

可选的项目	说明
IP地址	出厂默认设定：192.168.150.002 输入适合网络的IP地址。
子网掩码	出厂默认设定：255.255.255.000 将子网掩码设为与电脑和网络上的设备的子网掩码相同。
网关设置	出厂默认设定：000.000.000.000 *不使用时，设为“000.000.000.000”。



注

- 确认当前网络的分段（IP地址组）以避免设定与其他网络设备或电脑重复的IP地址。如果在具有“192.168.150.XXX”IP地址的网络中没有使用“192.168.150.002”，则不必改变投影机的IP地址。
- 有关每一设定的详情，请与网络管理员联系。

## ④ 确认投影机资讯

可以确认MAC地址和投影机名称。

显示项目	说明
MAC地址	显示投影机的MAC地址。
投影机	显示投影机名。



注

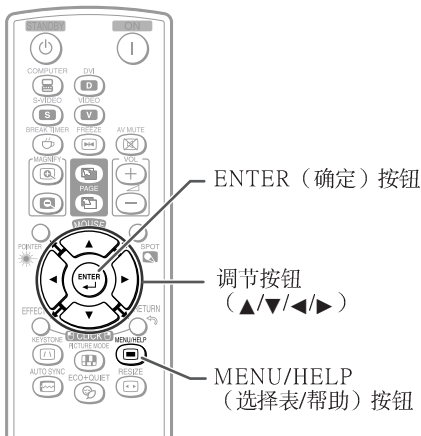
- 关于如何更改投影机名称的资讯，请参阅附录2中的“设置指南”。

# 用“帮助”选择表排除故障

使用本功能可帮助排除在使用中出现的问题。

## 使用“帮助”选择表功能

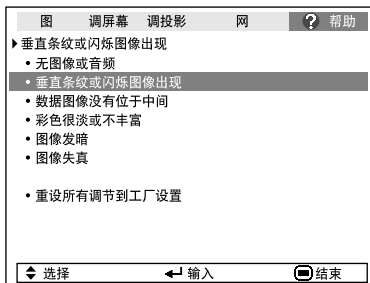
举例：当出现图像闪烁时在投射出电脑RGB信号时，操作解决图像闪烁。



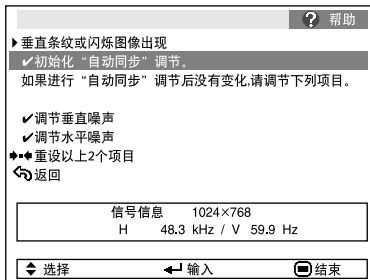
1 按**MENU/HELP**（选择表/帮助）。

2 按**◀**或**▶**来选择“帮助”，然后按**ENTER**（确定）。

3 按**▲**或**▼**来选择“帮助”选择表上的“垂直条纹或闪烁图像出现”，然后按**ENTER**（确定）。



按**ENTER**（确定）。



4 选择“初始化“自动同步”调节”，然后按**ENTER**（确定）。

5 如果影像没有改善，那么请选择“调节水平噪声”，然后按**ENTER**（确定）。

6 按**◀**或**▶**，来调节。



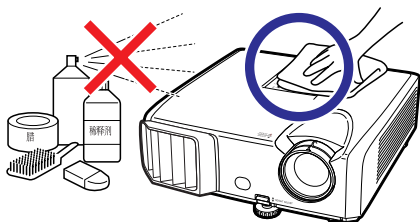
### 注

- 可调节有检查标记(✓)的项目。
- 根据输入信号或所选择的设置不同，“帮助”选择表中的项目也会有不同。
- 如果问题不能解决，那么请参阅“故障排除”（参阅第60和61页）。
- 在“图像模式”中选择了“sRGB”时，“彩色很淡或不丰富”项目就不会显示出来。这表示不能改变输入信号类型。

# 保养

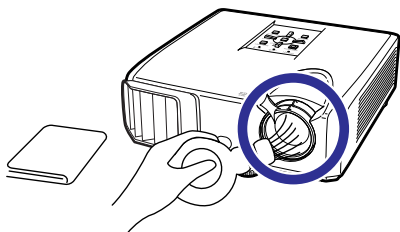
## 清洁投影机

- 在清扫投影机之前，请确认已将电源线从电源插座中拔出。
- 机壳和操作面板由塑料制成。请勿使用苯或稀释剂，否则会损坏外壳装潢。
- 请勿在投影机上使用杀虫剂等挥发性溶液。请勿将橡胶或塑料制品长时间附著于投影机上。塑料中的某些成分可能会使投影机的质量或装潢受损。
- 请用柔软的法兰绒布轻轻擦除污垢。
- 若污垢不易清除，那么请用布在用水稀释后的中性清洁剂中浸湿、并充分拧干后，再擦拭投影机。强性清洁剂可能会使投影机上的涂层褪色、变形或损坏。在使用之前，请务必在投影机上不引人注目的小地方先做试验。



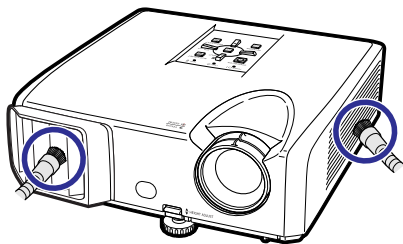
## 清洁镜头

- 用市售的吹风机或擦镜纸（用于眼镜和照相机镜头）来清洁镜头。请勿使用任何液体类型的清洁剂，否则可能损坏镜头表面的镀膜。
- 因为镜头表面很容易损坏，请务必小心勿使镜头受到刮擦或碰撞。



## 清洁排风口和进风口

- 用真空吸尘器从排风口和进风口上将灰尘吸除。



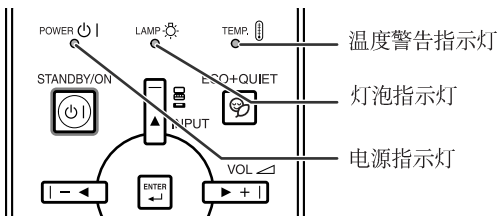
## 资料

- 如果想在投影机运行期间清扫通风口，那么请务必先按投影机上的**STANDBY/ON**（待机/开）或遥控器上的**STANDBY**（待机），使投影机进入待机模式。在冷却风扇停止转动之后，再清扫通风口。

# 保养指示灯

- 投影机上的警告指示灯（电源指示灯、灯泡指示灯、温度警告指示灯）用来指示投影机内部所产生的问题。
- 如果出现问题，温度警告指示灯或灯泡指示灯就会以红色点亮，并且投影机就会进入待机模式。在投影机进入待机模式之后，请按照下述步骤进行操作。

顶视图



## 关于温度警告指示灯





温度

如果由于通风口堵塞或安装位置不妥而导致投影机内部温度上升，图像的左下角上就会亮起“温度”。如果温度继续升高，那么灯泡就会熄灭，并且温度警告指示灯就会闪烁，冷却风扇将转动，然后投影机就会进入待机模式。在出现“温度”之后，请务必执行第54页所述的措施。

## 关于灯泡指示灯



更换灯泡

- 当灯泡寿命的剩余时间达到或少于5%时，屏幕上就会显示出（黄色）和“更换灯泡”。当灯泡寿命变为0%时，就会变成（红色），灯泡就会自动熄灭，然后投影机就会自动进入待机模式。此时，灯泡指示灯就会以红色点亮。
- 如果不更换灯泡而第4次试图打开投影机电源，那么投影机的电源就不再被打开了。

## 投影机上的指示灯

电源指示灯	红色点亮	正常（待机）
	绿色点亮	正常（电源开）
	红色闪烁	不正常（参阅第54页）
	绿色闪烁	正常（冷却）
灯泡指示灯	绿色点亮	正常
	绿色闪烁	灯泡正在预热。
	红色点亮	灯泡不正常地关闭或需要更换。（参阅第54页）
温度警告指示灯	关	正常
	红色点亮	内部温度异常高。（参阅第54页）

## 保养指示灯（续）

	保养指示灯		问题	原因	可能的解决办法
	正常	不正常			
温度警告指示灯	关	红色点亮（待机）	内部温度异常高。	• 通风口堵塞	• 将投影机放到通风良好之处。（参阅第8页）  • 将投影机送到就近SHARP公司授权的投影机经销商或服务中心修理。
				• 冷却风扇损坏 • 内部电路故障 • 通风口堵塞	
灯泡指示灯	绿色点亮（当灯泡正在预热或正在关闭时绿色闪烁。）	红色点亮（待机）	灯泡不亮。	• 灯泡不正常地关闭	• 从交流电源插座中拔出电源线，然后重新插上。  • 小心地更换灯泡。（参阅第55页） • 将投影机送到就近SHARP公司授权的投影机经销商或服务中心修理。 • 更换灯泡时操作必须十分小心。 • 可靠地装好灯泡组件盖子。
			已到更换灯泡的时间了。	• 灯泡剩余寿命只剩下5%或更少	
			灯泡不亮。	• 灯泡烧坏 • 灯泡电路故障	
电源指示灯	绿色点亮/红色点亮 绿色闪烁（冷却）	红色闪烁	投影机电源打开时，电源指示灯以红色闪烁。	• 灯泡组件盖子没有盖好。	• 即使灯泡组件盖子已安装牢固，如果电源指示灯仍然红色闪烁，那么请与就近SHARP公司授权的投影机经销商或服务中心接洽请求帮助。



### 资料

- 如果温度警告指示灯点亮、并且投影机进入待机模式，那么请按照上述可能的解决办法进行操作，然后在插入电源线、并再次打开电源之前，请等待到投影机完全冷却下来。（至少10分钟）
- 在使用投影机时，如果由于断电或某些其他原因而导致电源短暂关闭、并接着又立即恢复供电，那么灯泡指示灯就会以红色点亮，并且灯泡可能不点亮。在此情况下，请从交流电源插座中拔出电源线，然后重新将电源线插入交流电源插座，接着再次打开电源。
- 冷却风扇具有保持投影机内部温度恒定的功能，该功能是在自动控制下运行的。在运行时，由于冷却风扇的速度可能改变，所以风扇的声音也可能有变化，这不是故障。

# 关于灯泡

## 灯泡

- 当灯泡的剩余寿命达到或少于5%时，或当注意到图像和颜色的质量有明显下降时，建议此时应更换灯泡（单独出售）。可用屏幕显示来检查灯泡寿命（百分比）。（参阅第48页）
- 在购买本投影机之处、就近SHARP公司授权的投影机经销商或服务中心购买AN-F212LP型更换用的灯泡。

## 关于灯泡的注意事项

- 本投影机使用高压水银灯泡。如果发出巨大响声，那么可能表示灯泡已失效。灯泡失效会有多种原因，例如强烈冲击、冷却不当、表面划伤、或随使用时间推移灯泡性能退化等。灯泡到失效为止的时间很大程度上取决于每个灯泡本身和（或）使用条件、以及使用频繁程度。重要的是要注意灯泡失效经常会引起灯泡破裂。
- 当灯泡更换指示灯和屏幕显示图标点亮时，即使灯泡看起来还正常运行，也建议立即用新灯泡进行更换。
- 如果灯泡破裂，那么玻璃碎屑可能会散落在投影机内。此时，建议与就近SHARP公司授权的投影机经销商或服务中心接洽，确保安全操作。
- 如果灯泡破裂，那么玻璃碎屑可能会散落在灯罩内，灯泡内的气体可能会从排风口进入室内。因为该灯泡内的气体含有水银，所以若灯泡破裂，就应使房间良好通风，避免暴露于释放出的气体中。万一接触该气体，那么请尽快找医生就诊。

## 更换灯泡



- 刚使用完投影机后，请勿立即从投影机中取出灯泡组件。此时灯泡非常热，接触灯泡可能会引起燃烧或伤害。
  - 电源线断开后至少要等 1 小时之后再取下灯泡，使灯泡表面完全冷却下来。
  - 按照本节所述说明小心更换灯泡。\*如果需要，也可委托就近SHARP公司授权的投影机经销商或服务中心更换灯泡。
- \* 如果更换后新灯泡不亮，那么请将投影机送到就近SHARP公司授权的投影机经销商或服务中心修理。



# 关于灯泡（续）

## 拆卸和安装灯泡组件

### 警告！

- 刚使用后，请勿将灯泡组件从投影机中取出。灯泡和灯泡周围的部件会非常热，可能引起燃烧或伤害。

### 资料

- 请勿接触灯泡组件上的玻璃表面或投影机内部。
- 为避免受伤和损坏灯泡，请务必仔细地按照下述步骤进行操作。
- 除灯泡组件盖子和灯泡组件用的螺钉之外，请勿拧松其他螺钉。

**1** 按投影机上的**STANDBY/ON**（待机/开）或遥控器上的**STANDBY**（待机），使投影机进入待机模式。

- 等到冷却风扇停转。

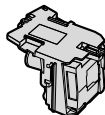
**2** 断开电源线。

- 从交流电插口中拔出电源线。
- 等待灯泡完全冷却下来（约1小时）。

**3** 拆卸灯泡组件盖子。

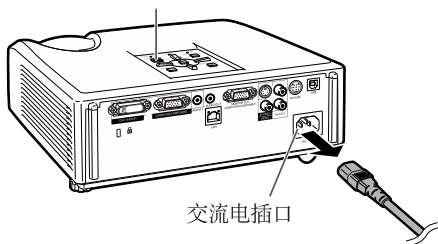
- 将投影机翻过来。松开固定灯泡组件盖子上的用户保养螺钉(①)。卸下灯泡组件盖子(②)。

选购的附件



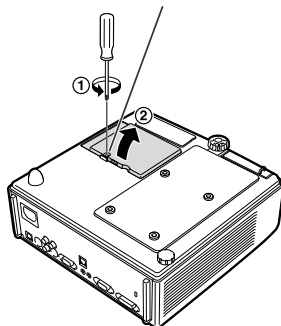
灯泡组件  
AN-F212LP

STANDBY/ON（待机/开）按钮



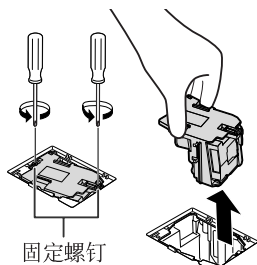
交流电插口

用户保养螺钉  
（用于灯泡组件盖子）



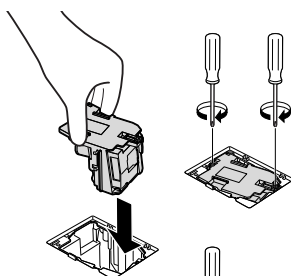
## 4 拆卸灯泡组件。

- 从灯泡组件上卸下固定螺钉。握住灯泡组件，沿箭头所示方向将其拉出。此时，请将灯泡组件保持水平状态，不要倾斜。



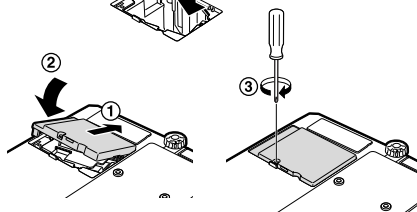
## 5 插入新的灯泡组件。

- 将灯泡组件可靠地按入到灯泡组件舱内。拧紧固定螺钉。



## 6 重新装上灯泡组件盖子。

- 对齐灯泡组件盖子上的凸片(①)，一边按凸片(②)、一边将其放入并盖好。然后拧紧用户保养螺钉(③)，固定灯泡组件盖子。



### 资料

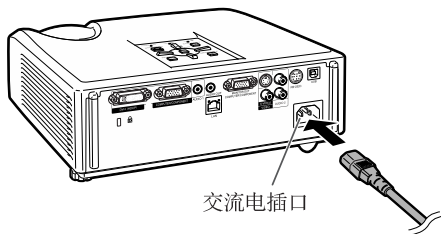
- 如果灯泡组件和灯泡组件盖子安装得不正确，那么即使电源线连接到了投影机上，投影机的电源也不能打开。

## 使灯泡计时器复原

更换灯泡后，请使灯泡计时器复原。

### 资料

- 请务必注意，只有在更换灯泡时才能使灯泡计时器复原。如果使灯泡计时器复原而又继续使用同一个灯泡，这就可能引起灯泡损坏或爆炸。

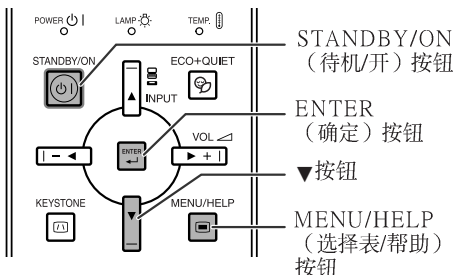


## 1 连接电源线。

- 将电源线插入到投影机上的交流电插口中。

## 2 使灯泡计时器复原。

- 在按住投影机上的 **MENU/HELP**（选择表/帮助）、**ENTER**（确定）和 **▼** 的同时，按投影机上的 **STANDBY/ON**（待机/开）。
- “LAMP 0000H” 就会显示出来，表示灯泡计时器已经复原。



# 存放投影机

## 如何使用存放包

存放投影机时，请将镜头盖盖在镜头上，然后将投影机放入所提供的存放包中。

**1** 打开存放包的盖。

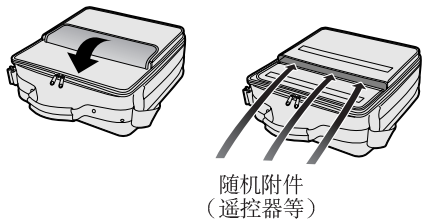
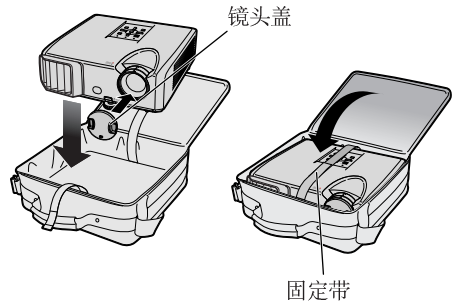
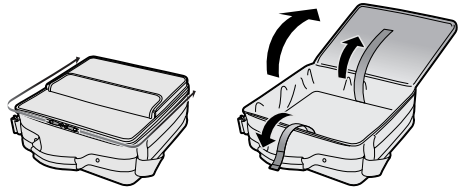
**2** 将投影机放入存放包内。

### 资料

- 将投影机放入存放包之前，请确认投影机已充分冷却。
- 将投影机放入存放包之前，请确认冷却风扇已经停止运转。
- 务必将镜头盖盖在镜头上以保护镜头。
- 请将投影机镜头面向提手放入存放包。
- 务必用固定带固定投影机。
- 请勿将存放盒暴露于直射阳光下或置于热源靠近。否则存放盒可能会变色或变形。

**3** 盖上存放包的盖。

**4** 将附件放入存放包的前袋中。



# 电脑兼容性图表

## 电脑

- 支持多种信号  
行频：15-110 kHz，  
帧频：45-85 Hz，

- 像素时钟：12-170 MHz  
同步信号：与TTL电平兼容  
与绿色信号上的同步兼容

下面是符合VESA标准的电脑模式的清单。但本投影机也支持非VESA标准的其他信号。

PC/MAC	分辨率	行频 (kHz)	帧频 (Hz)	VESA标准	支持 DVI-D	显示		
PC	VGA	640 × 350	27.0	60		✓	提高档次显示	
			31.5	70				
			37.5	85	✓			
		640 × 400	27.0	60				
			31.5	70				
			37.9	85	✓			
		720 × 350	27.0	60				
			31.5	70				
			27.0	60				
	31.5		70					
	37.9		85	✓				
	26.2		50					
	640 × 480	31.5	60	✓				
		34.7	70					
		37.9	72	✓				
		37.5	75	✓				
		43.3	85	✓				
		31.4	50					
		35.2	56	✓				
		37.9	60	✓				
		46.6	70	✓				
	SVGA	800 × 600	48.1	72	✓			
			46.9	75	✓			
			53.7	85	✓			
			40.3	50				
			48.4	60	✓			
			56.5	70	✓			
			60.0	75	✓			
			68.7	85	✓			
			45.0	60	✓			
	WXGA	1280 × 720	47.8	60	✓			
			49.7	60	✓			
			62.8	75	✓			
47.7			60	✓				
47.8			60	✓				
55.0			60					
SXGA	1152 × 864	66.2	70					
		67.5	75	✓				
		64.0	60	✓				
		80.0	75	✓				
		64.0	60	✓				
		65.3	60	✓				
SXGA+	1400 × 1050	65.3	60	✓				
		75.0	60	✓				
UXGA	1600 × 1200	75.0	60	✓				
MAC 13"	VGA	640 × 480	34.9	67		提高档次显示		
MAC 16"	SVGA	832 × 624	49.7	75		真实显示		
MAC 19"	XGA	1024 × 768	60.2	75		智能压缩		
MAC 21"	SXGA	1152 × 870	68.7	75		智能压缩		






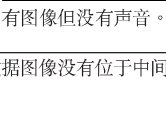
## 注

- 当本投影机接收 640×350 VESA 格式VGA 信号时，屏幕上会显示出“640×400”。
- 使电脑的输出分辨率与上表“显示”栏中的“真实显示”的分辨率一致，即可获得最佳之影像品质。
- 当电脑的“屏幕解晰度”不同于投射影像的分辨率时，请按以下步骤进行操作。
  - 请参阅“帮助”选择表中对于“数据图像没有位于中间”的“选择解晰度”部分，选择与电脑的“屏幕解晰度”中的分辨率相同的分辨率。
  - 随所用电脑的不同，输出信号可能不会忠实地显示“屏幕解晰度”的调节情况。请检查电脑信号输出设置。如果无法改变该设置，建议您将分辨率设为与“显示”栏中“真实显示”的分辨率一致。

## DTV

信号	行频 (kHz)	帧频 (Hz)	支持 DVI-D (与 HDCP 相容)	信号	行频 (kHz)	帧频 (Hz)	支持 DVI-D (与 HDCP 相容)
480I	15.7	60		720P	45.0	60	✓
480P	31.5	60	✓	1035I	33.8	60	✓
540P	33.8	60		1080I	28.1	50	✓
576I	15.6	50		1080I	33.8	60	✓
576P	31.3	50	✓	1080P	56.3	50	✓
720P	37.5	50	✓	1080P	67.5	60	✓

# 故障排除

问题	检查	页
 <p>没有图像和声音，或投影机不能启动。</p>	<ul style="list-style-type: none"> <li>• 投影机的电源线没有插入到墙上的插座中。</li> </ul>	25
	<ul style="list-style-type: none"> <li>• 到外部连接设备的电源没有打开。</li> </ul>	–
	<ul style="list-style-type: none"> <li>• 所选的输入模式错误。</li> </ul>	30
	<ul style="list-style-type: none"> <li>• 接到投影机上的电缆连接得不正确。</li> </ul>	21–25
	<ul style="list-style-type: none"> <li>• 遥控器电池已耗尽。</li> </ul>	15
	<ul style="list-style-type: none"> <li>• 连接笔记本电脑时，没有设置外部输出。</li> </ul>	21
	<ul style="list-style-type: none"> <li>• 灯泡组件盖子安装得不正确。</li> </ul>	56, 57
 <p>能听到声音，但没有图像 (或图像发暗)。</p>	<ul style="list-style-type: none"> <li>• 在投影机中选择“DVI-D”输入模式之前，如果打开了所连接的DVI数字设备，那么可能无法正常投射影像或根本无法显示。在打开所连接的设备之前，请务必在投影机上选择合适的输入模式。</li> </ul>	21
	<ul style="list-style-type: none"> <li>• 接到投影机上的电缆连接得不正确。</li> </ul>	21–25
	<ul style="list-style-type: none"> <li>• “亮度”设置在最小的位置。</li> </ul>	42
 <p>彩色很淡或不丰富。</p>	<ul style="list-style-type: none"> <li>• 取决于正在使用的电脑，可能只有当电脑的信号输出设置切换到外部输出时，投影机才能投射出影像。关于切换电脑信号输出设置的详情，请参阅电脑的使用说明书。</li> </ul>	–
	<ul style="list-style-type: none"> <li>• 图像调节设置得不正确。</li> <li>• 调节“图像模式”中的“颜色”和“色调”，并降“BrilliantColor™”的值。</li> </ul>	42
 <p>图像模糊；出现杂波。</p>	<ul style="list-style-type: none"> <li>• (仅视频输入)</li> <li>• 视频输入系统设置得不正确。</li> </ul>	51
	<ul style="list-style-type: none"> <li>• 调节聚焦。</li> </ul>	27
 <p>图像模糊；出现杂波。</p>	<ul style="list-style-type: none"> <li>• 投射距离超出了聚焦范围。</li> </ul>	20
	<ul style="list-style-type: none"> <li>• 镜头上有雾。如果将投影机从一个较冷的房间搬到一个温暖的房间，或者如果投影机突然被加热，那么在镜头表面可能就会结雾，影像就会变得模糊。在此情况下，在使用投影机之前，请将投影机至少放置一个小时。如果已经结雾，那么请将电源线从墙上的电源插座中拔出，并等待直到结雾消失为止。</li> </ul>	–
	<ul style="list-style-type: none"> <li>• (仅电脑输入)</li> <li>• 进行同步调节 (“时钟”和“相位”调节)</li> <li>• 可能由于电脑的原因引起杂波。</li> </ul>	51
	<ul style="list-style-type: none"> <li>• 可能由于电脑的原因引起杂波。</li> </ul>	–
 <p>有图像但没有声音。</p>	<ul style="list-style-type: none"> <li>• 接到投影机上的电缆连接得不正确。</li> </ul>	21–25
	<ul style="list-style-type: none"> <li>• 音量设置在最小的位置。</li> <li>• 当投影机连接到外部设备而音量又设置为最小时，那么即使将外部设备的音量调大，也不能输出声音。</li> </ul>	30
	<ul style="list-style-type: none"> <li>• “扬声器”设置为“关”。</li> </ul>	46
<p>数据图像没有位于中间。</p>	<ul style="list-style-type: none"> <li>• 选择“帮助”选择表上的“数据图像没有位于中间”，并进行必要的调节。</li> </ul>	51
	<ul style="list-style-type: none"> <li>• 由于您所使用的电脑的缘故，输出的解像度信号可能同您的设定不同。详情请参阅电脑的使用说明书。</li> </ul>	–

问题	检查	页
偶尔听到机壳内发出异常响声。	<ul style="list-style-type: none"> <li>如果图像正常，那么声音是由于室内温度变化引起机壳收缩所致。这不会影响运行或性能。</li> </ul>	-
投影机上的保养指示灯点亮或红灯闪烁。	<ul style="list-style-type: none"> <li>参阅“保养指示灯”。</li> </ul>	53
不能用投影机上的STANDBY/ON（待机/开）来打开投影机电源或将投影机置于待机模式。	<ul style="list-style-type: none"> <li>设置了键锁。 如果键锁设置为“开”，那么所有的按钮就都被锁定了。</li> </ul>	48
对于COMPUTER（色差信号）/DVI（色差信号），图像为绿色。	<ul style="list-style-type: none"> <li>改变输入信号类型设置。</li> <li>如果不能选择输入信号类型，那么请在“图像模式”中选择除了“sRGB”以外的其他项目之后，再在“帮助”选择表中选择“彩色很淡或不丰富”，然后再选择一个输入信号类型。</li> </ul>	51 41, 51
对于COMPUTER(RGB)/DVI(RGB)，图像为粉红色（无绿色）。		
图像太亮且发白。	<ul style="list-style-type: none"> <li>图像调节设置得不正确。</li> </ul>	42
冷却风扇的噪声变大。	<ul style="list-style-type: none"> <li>当投影机内的温度升高时，冷却风扇就转得更快。</li> </ul>	8, 9 52, 53, 54
即使打开了投影机电源之后，灯泡也不亮。	<ul style="list-style-type: none"> <li>灯泡指示灯以红色点亮。 请更换灯泡。</li> </ul>	53, 56
正在投射时灯泡突然熄灭。		
影像有时候闪烁。	<ul style="list-style-type: none"> <li>投影机上的电缆连接得不正确，或所连接的设备工作不正常。</li> <li>请选择“帮助”选择表中的“垂直条纹或闪烁图像出现”，并进行必要的调节。</li> <li>如果经常发生这种情况，那么请更换灯泡。</li> </ul>	21-25 51 56
灯泡需要很长时间才能点亮。	<ul style="list-style-type: none"> <li>灯泡最终是要更换的。 当剩余的灯泡寿命接近于结束时，请更换灯泡。</li> </ul>	56
图像发暗。		
遥控器不能使用。	<ul style="list-style-type: none"> <li>在操作遥控器时，要将遥控器指向投影机上的遥控感应器。</li> <li>遥控器可能离开投影机太远。</li> <li>如果直射的阳光或其他强光照射在投影机的遥控感应器上，那么请将投影机搬移到不会受到这样的强光影响的地方。</li> </ul>	15
	<ul style="list-style-type: none"> <li>电池可能耗尽，或者没有正确装入。请确认电池已经正确装入，或插入新电池。</li> </ul>	15

本机装备了微电脑，其性能会由于不正确的操作或干扰而受到不良影响。若发生这种情况，请将本机的电源插头拔出，等待5分钟以上之后再将其插入。



## 请求 SHARP 公司的帮助

如果在设定或操作本投影机时遇到问题，请先按第60页和第61页的“故障排除”一节所述进行检查。如果使用说明书没能解决问题，请与下面列出的 SHARP 服务部门联系。

中国      夏普商贸（中国）有限公司  
800-988-1818  
<http://www.sharp.cn>

# 规格

型号	XG-K230XA	
显示设备	0.55" DLP芯片	
分辨率	XGA(1024 x 768)	
镜头	F值	F2.5 - 2.6
	变焦	手动, x 1.15(f=20.4 - 23.5mm)
	聚焦	手动
输入端子	DVI-D (与HDCP相容)	x 1
	RGB/色差信号 (15针微型D-sub)	x 1
	S-视频 (4针微型DIN)	x 1
	视频 (RCA)	x 1
	音频 (ø 3.5 mm立体声微型插口)	x 1
	音频 (RCA)	x 1(L/R)
输出端子	RGB/色差信号 (15针微型D-sub)	x 1
	音频 (ø 3.5 mm立体声微型插口)	x 1(可变音频输出)
其他控制器	USB (B型)	x 1
	RS-232C (9针微型DIN)	x 1
亮度	3000流明*	
对比度	2200:1*	
扬声器	2W (单声道)	
投射灯泡	250W	
额定电压	交流100-240V	
额定频率	50/60Hz	
输入电流	3.4A	
电力消耗 (待机)	326W(2.9W)用交流100V	
	316W(3.4W)用交流240V	
工作温度	+5°C到+35°C	
外壳	塑料	
尺寸 (仅主机)	270 (宽) x 89(高) x 265(深)mm	
重量	2.9Kg	



## 注

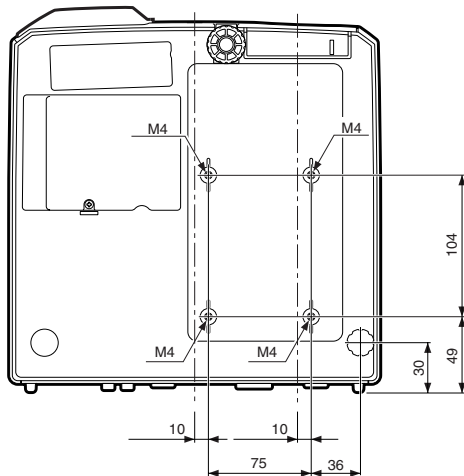
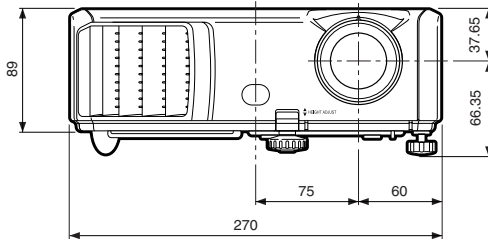
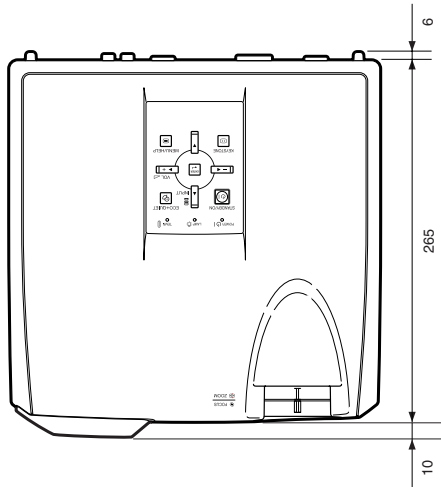
\*)基于ISO21118标准:表示的是量产品的平均值,出厂时的下限值是此标称值的80% (亮度:2400流明)。

作为不断改进产品的政策的一部分,SHARP 保留在不事先通知的情况下因改进产品而改变设计及规格。效能规格指标表示产品的额定数值,其可能会依个别产品而有差异。



# 尺寸

单位：毫米



# 索引

AUDIO (音频) 1、2端子 .....	23
AUDIO OUT (音频输出) 端子 .....	23
AUTO SYNC (自动同步) 按钮 .....	34
AV MUTE (音像消音) 按钮 .....	30
BREAK TIMER (暂停定时器) 按钮 .....	33
BrilliantColor™ .....	42
C.M.S. ....	42
COMPUTER (电脑) 按钮 .....	30
COMPUTER/COMPONENT (电脑/色差信号) 输入端子 .....	21, 22
DHCP客户 .....	50
DIN-D-sub RS-232C转接头 .....	24
DVI按钮 .....	30
DVI-I输入端子 .....	21, 22
ECO+QUIET (节能+静音) 按钮 .....	33
ENTER (确定) 按钮 .....	39
FREEZE (静止) 按钮 .....	34
HEIGHT ADJUST (高度调节) 杆 .....	28
INPUT (输入) 模式 .....	30
KEystone (梯形失真) 按钮 .....	29
LAN (局域网) 端子 .....	25
L-CLICK/EFFECT (鼠标左键/效果) 按钮 .....	33, 35
MAC地址 .....	50
MAGNIFY (放大) 按钮 .....	34
MENU/HELP (选择表/帮助) 按钮 .....	39, 51
MONITOR OUT (监视器输出) 端子 .....	23
MOUSE (鼠标) / 调节按钮 .....	35, 39
ON (开) 按钮 .....	26
PAGE DOWN (下翻页) 按钮 .....	35
PAGE UP (上翻页) 按钮 .....	35
PICTURE MODE (图像模式) 按钮 .....	34
POINTER (指标) 按钮 .....	33
R-CLICK/RETURN (鼠标右键/返回) 按钮 .....	35, 39
RESIZE (改变尺寸) 按钮 .....	31
RGB接线 .....	21
RS-232C端子 .....	24
SPOT (聚光) 按钮 .....	33
STANDBY (待机) 按钮 .....	26
STANDBY/ON (待机/开) 按钮 .....	26
S-VIDEO (S-视频) 按钮 .....	30
S-VIDEO (S-视频) 端子 .....	22
TCP/IP .....	50
USB 端子 .....	35
VIDEO (视频) 按钮 .....	30
VIDEO (视频) 端子 .....	22
VOL (音量) 按钮 .....	30
帮助 .....	51
背景 .....	45
变焦环 .....	27
边框 .....	31, 32
垂直伸展 .....	32
垂直位置 .....	38, 51
存放包 .....	58
待机模式 .....	46
灯泡 .....	55
灯泡计时器 (残率) .....	47
灯泡设定 .....	43
灯泡指示灯 .....	53
灯泡组件 .....	56
电池 .....	15
电源线 .....	25
电源指示灯 .....	53
对比度 .....	42
风扇模式 .....	47
附件 .....	11
改变尺寸 .....	31, 44
更换灯泡 .....	55, 56
红色 .....	42
后调校脚 .....	28
减少影像噪声 (数码抑噪) .....	43
交流电插口 .....	25
渐进 (逐行) .....	43
键代码 .....	47
键锁 .....	48
进风口 .....	12, 52
镜头盖 .....	12
聚焦环 .....	27
青辛顿 (Kensington) 安全标准连接器 .....	13
宽高比 .....	34
蓝色 .....	42
亮度 .....	42
排风口 .....	12, 52
屏幕尺寸和投射距离 .....	20
屏幕调节 .....	45
屏幕显示 .....	45
前调校脚 .....	28
区域变焦 .....	32
全屏 .....	31
确认音 .....	46
锐度 .....	42
色调 .....	42
色温 (彩色温度) .....	42
设置指南 .....	27, 45
伸展 .....	31, 32
水平位置 .....	38, 51
随机附件 .....	11
梯形失真校正 .....	29, 44
调节按钮 .....	39
投影模式 .....	19, 45
投影调节 .....	46
图像调节 .....	41
图像模式 .....	34, 41
网络 .....	49
温度警告指示灯 .....	53
系统锁 .....	47
选购附件 .....	11
颜色 .....	42
扬声器 .....	46
遥控感应器 .....	15
遥控器 .....	14
音频输入 .....	47
影像移动 .....	44
语言 (屏幕显示语言) .....	44
原样显示 .....	31
正常 .....	31, 32
自动重新启动 .....	46
自动关机 .....	46
自动同步 (自动同步调节) .....	34, 38, 46, 51

# SHARP®

## 多媒体投影机

### 型号

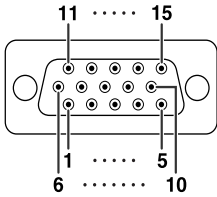
# XG-K230XA

# 设置指南

连接插脚的分配 .....	2	不保存设置退出 ([Q]Quit Unchanged) .....	24
RS-232C 规格和指令设置 .....	4	IP 地址设置 ([1]IP Address) .....	25
设置投影机的网络环境 .....	9	子网掩码设置 ([2]Subnet Mask) .....	25
1.将投影机连接到电脑上 .....	10	默认网关设置 ([3]Default Gateway) .....	25
2.设置电脑的 IP 地址 .....	11	用户名设置 ([4]User Name) .....	25
3.设置投影机的网络环境 .....	13	密码设置 ([5>Password) .....	26
通过 LAN 控制投影机 .....	15	RS-232C 波特率设置 ([6]RS-232C Baud Rate) .....	26
用 Internet Explorer (5.0 版或更高的版本)		投影机名设置 ([7]Projector Name) .....	26
控制投影机 .....	15	DHCP 客户端设置 ([8]DHCP Client) .....	26
确认投影机状态 (Status) .....	16	断开所有连接 ([D]Disconnect All) .....	27
控制投影机 (Control) .....	16	进入 ADVANCED SETUP MENU	
设置和调节投影机 (Settings & Adjustments) .....	17	([A]Advanced Setup) .....	27
安全性设置 (Network-Security) .....	17	设置自动注销时间 (ADVANCED[1]	
进行网络的一般设置 (Network-General) .....	18	Auto Logout Time) .....	27
发生错误时的发送邮件设置		数据端口设置 (ADVANCED[2]Data Port) .....	27
(Mail-Originator Settings) .....	18	进行网络 Ping 测试	
设置发生错误时要发送邮件的错误项目和目的地		(ADVANCED[5]Network Ping Test) .....	28
地址 (Mail-Recipient Settings) .....	19	接受 IP 地址设置 (ADVANCED[6]	
设置在发生错误时显示的错误项目和 URL		Accept IP Addr(1)-[8]Accept IP Addr(3)) .....	28
(Service & Support-Access URL) .....	19	接受所有 IP 地址	
用 RS-232C 或远程登录设置投影机 .....	20	(ADVANCED[9]Accept All IP Addr) .....	28
使用 RS-232C 时 .....	20	搜寻端口设置 (ADVANCED[0]Search Port) .....	29
使用远程登录时 .....	21	返回到默认设置	
SETUP MENU (设置菜单) (主菜单) .....	22	(ADVANCED[!]Restore Default Setting) .....	29
ADVANCED SETUP MENU (高级设置菜单) .....	22	返回到主菜单	
浏览设置细节列表 ([V]View All Setting) .....	23	(ADVANCED[Q]Return to Main Menu) .....	29
设置项目 .....	23	通过 LAN 复原投影机的灯泡计时器 .....	30
保存设置并退出 ([S]Save & Quit) .....	24	故障排除 .....	32

# 连接插脚的分配

COMPUTER/COMPONENT输入端子以及COMPUTER/COMPONENT输出端子：15针微型D-sub凹型插座



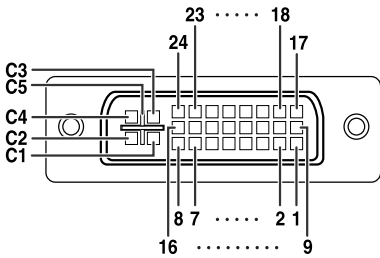
## COMPUTER (电脑) 输入/输出

针脚号	信号
1.	视频输入 (红)
2.	视频输入 (绿/绿色同步)
3.	视频输入 (蓝)
4.	不连接
5.	不连接
6.	地 (红)
7.	地 (绿/绿色同步)
8.	地 (蓝)
9.	不连接
10.	接地
11.	不连接
12.	双向数据
13.	水平同步信号: TTL电平
14.	垂直同步信号: TTL电平
15.	数据时钟

## COMPONENT (色差信号) 输入/输出

针脚号	信号
1.	PR (CR)
2.	Y
3.	PB (CB)
4.	不连接
5.	不连接
6.	地 (PR)
7.	地 (Y)
8.	地 (PB)
9.	不连接
10.	不连接
11.	不连接
12.	不连接
13.	不连接
14.	不连接
15.	不连接

DVI-I端子：29针端子



## · DVI 数码输入

针脚号	信号	针脚号	信号
1.	T.M.D.S 数据 2-	16.	热拔插侦测
2.	T.M.D.S 数据 2+	17.	T.M.D.S 数据 0-
3.	T.M.D.S 数据 2 屏蔽	18.	T.M.D.S 数据 0+
4.	不连接	19.	T.M.D.S 数据 0 屏蔽
5.	不连接	20.	不连接
6.	DDC 时钟	21.	不连接
7.	DDC 数据	22.	T.M.D.S 时钟屏蔽
8.	不连接	23.	T.M.D.S 时钟+
9.	T.M.D.S 数据 1-	24.	T.M.D.S 时钟-
10.	T.M.D.S 数据 1+	C1.	不连接
11.	T.M.D.S 数据 1 屏蔽	C2.	不连接
12.	不连接	C3.	不连接
13.	不连接	C4.	不连接
14.	+5V 电源	C5.	接地
15.	接地		

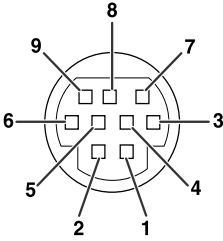
## · DVI 模拟RGB 输入

针脚号	信号	针脚号	信号
1.	不连接	16.	热拔插侦测
2.	不连接	17.	不连接
3.	不连接	18.	不连接
4.	不连接	19.	不连接
5.	不连接	20.	不连接
6.	DDC 时钟	21.	不连接
7.	DDC 数据	22.	不连接
8.	帧频	23.	不连接
9.	不连接	24.	不连接
10.	不连接	C1.	模拟输入红
11.	不连接	C2.	模拟输入绿 (绿色同步)
12.	不连接	C3.	模拟输入蓝
13.	不连接	C4.	行频 (复合同步)
14.	+5V 电源	C5.	接地
15.	接地		

## · DVI 模拟色差输入

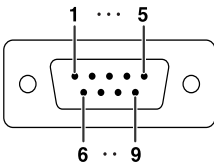
针脚号	信号	针脚号	信号
1.	不连接	16.	不连接
2.	不连接	17.	不连接
3.	不连接	18.	不连接
4.	不连接	19.	不连接
5.	不连接	20.	不连接
6.	不连接	21.	不连接
7.	不连接	22.	不连接
8.	不连接	23.	不连接
9.	不连接	24.	不连接
10.	不连接	C1.	模拟输入 Pr/Cr
11.	不连接	C2.	模拟输入 Y
12.	不连接	C3.	模拟输入 Pb/Cb
13.	不连接	C4.	不连接
14.	不连接	C5.	接地
15.	接地		

RS-232C端子：9针微型DIN凹型插座



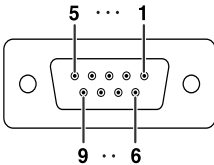
插脚序号	信号	名称	入/出	参考
1.				不连接
2.	RD	接收数据	输入	连接到内部电路
3.	SD	发送数据	输出	连接到内部电路
4.				不连接
5.	SG	信号地线		连接到内部电路
6.				不连接
7.	RS	请求发送		连接到内部电路的CS
8.	CS	清除发送		连接到内部电路的RS
9.				不连接

RS-232C端子：DIN-D-sub RS-232C转接头的9针D-sub凸型插头



插脚序号	信号	名称	入/出	参考
1.				不连接
2.	RD	接收数据	输入	连接到内部电路
3.	SD	发送数据	输出	连接到内部电路
4.				不连接
5.	SG	信号地线		连接到内部电路
6.				不连接
7.	RS	请求发送		连接到内部电路的CS
8.	CS	清除发送		连接到内部电路的RS
9.				不连接

RS-232C电缆推荐连接：9针D-sub凹型插座



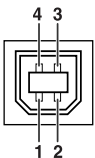
插脚序号	信号	插脚序号	信号
1.	CD	1.	CD
2.	RD	2.	RD
3.	SD	3.	SD
4.	ER	4.	ER
5.	SG	5.	SG
6.	DR	6.	DR
7.	RS	7.	RS
8.	CS	8.	CS
9.	CI	9.	CI

## 注

●根据所用的控制器材不同，可能需要将控制器材的第4插脚与第6插脚连接起来（例如电脑）。

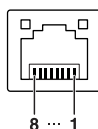


USB 端子：B 型USB 端子



针脚号	信号	名称
1.	VCC	USB 电源
2.	USB-	USB 数据 -
3.	USB+	USB 数据 +
4.	SG	信号接地

LAN 端子：LAN (RJ-45)



针脚号	信号	针脚号	信号
1.	TX+	5.	RX-
2.	TX-	6.	
3.	RX+	7.	
4.		8.	

# RS-232C 规格和指令设置

## 电脑控制

将 RS-232C 串行控制接线（绞接型，商店有售）连接到投影机，就可以用电脑来控制投影机。（连接请参阅投影机使用说明书的第 24 页。）

## 通信条件

让电脑的串行端口与下列设置一致。

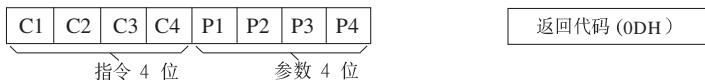
信号格式：符合 RS-232C 标准。	奇偶校正位：无
波特率*：9,600 bps/115,200 bps	停止位：1 位
数据长度：8 位	流控制：无

\*将投影机的波特率设为与电脑使用的波特率相同。

## 基本格式

来自电脑的指令按下列顺序发送：指令、参数和返回代码。投影机处理来自电脑的指令后，将响应代码发送给电脑。

指令格式



响应代码格式



### 资料

- 当使用来自电脑的 RS-232C 指令来控制投影机时，要在打开电源之后至少等待 30 秒钟，然后再发送指令。
- 发送输入选择或图像调节指令并接收到“O K”（确定）响应代码之后，投影机可能需要一段时间来处理指令。投影机仍然在处理首个指令时，如果发送另一指令，则可能接收到“ERR”（错误）响应代码。此时，请尝试重新发送第二个指令。
- 当要发送不止一条的指令时，要在来自投影机的前一条指令的响应码得到验证之后，再发送下一条指令。
- “POWR????”、“TABN \_\_\_ 1”、“TLPS \_\_\_ 1”、“TPOW \_\_\_ 1”、“TLPN \_\_\_ 1”、“TLTT \_\_\_ 1”、“TLTM \_\_\_ 1”、“TLTL \_\_\_ 1”、“TNAM \_\_\_ 1”、“MNRD \_\_\_ 1”、“PJNO \_\_\_ 1”
  - 当投影机接收到如上所示的特殊指令时：
    - \* 屏幕显示不会消失。
    - \* “自动关机”的时间不会被重新设置（不会复原）。
  - 特殊指令用于需要连续查询的应用程式。

### 注

- 如果在参数栏中有一条“下横线”（\_），那么请输入一个空格。
- 如果在参数栏中有一个“星号”（\*），那么请输入一个“控制内容”下括弧中所示范围内的数值。

PJLink™ 相容：

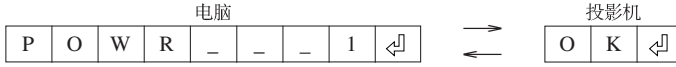
本产品符合 PJLink 1 类标准，可执行所有 1 类指令。

经确认，本产品符合 PJLink 标准规格 1.00 版本。

有关详情，请访问“<http://pjlink.jbmia.or.jp/english/>”。

指令

举例：在打开投影机电源时，进行如下设置。



控制内容		指令	参数	返回			
				电源开	待机模式 (或30秒启动时间)		
电源	开	P O W R	- - - 1	OK (正确) 或ERR (错误)	OK		
	关	P O W R	- - - 0	OK	OK (正确) 或ERR (错误)		
	状态	P O W R	? ? ? ?	1	0		
投影机状况		T A B N	- - - 1	0: 正常 1: 高温 8: 灯泡残率5%或更小 16: 灯泡烧坏 32: 灯泡点亮失败	0: 正常 1: 高温 2: 风扇错误 4: 盖打开 8: 灯泡残率5%或更小 16: 灯泡烧坏 32: 灯泡点亮失败 64: 温度极高		
	灯泡	T L P S	- - - 1	0: 关, 1: 开, 2: 重设, 3: 等待, 4: 灯泡错误	0: 关, 4: 灯泡错误		
灯泡	电源状态	T P O W	- - - 1	1: 开, 2: 冷却	0: 待机		
	数量	T L P N	- - - 1	1			
	使用时间 (小时)	T L T T	- - - 1	0-9999(整数)			
	使用时间 (分钟)	T L T M	- - - 1	0.15, 30, 45			
	残率 (百分比)	T L T L	- - - 1	0% - 100%(整数)			
	名	T N A M	- - - 1	XGK230XA			
名	型号名称核对	M N R D	- - - 1	XG-K230XA			
	投影机名设定1 (最初的4个字符)*1	P J N 1	* * * *	OK (正确) 或ERR (错误)			
	投影机名设定2 (中间的4个字符)*1	P J N 2	* * * *	OK (正确) 或ERR (错误)			
	投影机名设定3 (最后的4个字符)*1	P J N 3	* * * *	OK (正确) 或ERR (错误)			
	投影机名核对	P J N 0	- - - 1	投影机名			
输入改变	电脑	I R G B	- - - 1	OK (正确) 或ERR (错误)	ERR (错误)		
	DVI	I R G B	- - - 2	OK (正确) 或ERR (错误)	ERR (错误)		
		I B D S	- - - 1	OK (正确) 或ERR (错误)	ERR (错误)		
		I B D S	- - - 2	OK (正确) 或ERR (错误)	ERR (错误)		
		I B D S	- - - 3	OK (正确) 或ERR (错误)	ERR (错误)		
	S-视频	I V E D	- - - 1	OK (正确) 或ERR (错误)	ERR (错误)		
	视频	I V E D	- - - 2	OK (正确) 或ERR (错误)	ERR (错误)		
	输入RGB检查	I R G B	? ? ? ?	1: 电脑, 2: DVI或ERR (错误)	ERR (错误)		
	输入视频检查	I V E D	? ? ? ?	1: S-视频, 2: 视频或ERR (错误)	ERR (错误)		
	输入模式检查	I M O D	? ? ? ?	1: RGB, 2: 视频	ERR (错误)		
输入检查	I C H K	? ? ? ?	1: 电脑 2: DVI 3: S-视频 4: 视频	ERR (错误)			
音量	音量 (0-60)	V O L A	- - * *	OK (正确) 或ERR (错误)	ERR (错误)		
	音量大/小 (-10-+10)	V O U D	- - * *	OK (正确) 或ERR (错误)	ERR (错误)		
梯形失真	-80-+80	K E Y S	* * * *	OK (正确) 或ERR (错误)	ERR (错误)		
AV消音	开	I M B K	- - - 1	OK (正确) 或ERR (错误)	ERR (错误)		
	关	I M B K	- - - 0	OK (正确) 或ERR (错误)	ERR (错误)		
静止	开	F R E Z	- - - 1	OK (正确) 或ERR (错误)	ERR (错误)		
	关	F R E Z	- - - 0	OK (正确) 或ERR (错误)	ERR (错误)		
自动同步	开始	A D J S	- - - 1	OK (正确) 或ERR (错误)	ERR (错误)		
改变尺寸	电脑	正常	R A S R	- - - 1	OK (正确) 或ERR (错误)	ERR (错误)	
		伸展	R A S R	- - - 2	OK (正确) 或ERR (错误)	ERR (错误)	
		原样显示	R A S R	- - - 3	OK (正确) 或ERR (错误)	ERR (错误)	
		全屏	R A S R	- - - 5	OK (正确) 或ERR (错误)	ERR (错误)	
		边框	R A S R	- - - 6	OK (正确) 或ERR (错误)	ERR (错误)	
		区域变焦	R A S R	- - - 10	OK (正确) 或ERR (错误)	ERR (错误)	
		垂直伸展	R A S R	- - - 11	OK (正确) 或ERR (错误)	ERR (错误)	
		DVI	正常	R B S R	- - - 1	OK (正确) 或ERR (错误)	ERR (错误)
			伸展	R B S R	- - - 2	OK (正确) 或ERR (错误)	ERR (错误)
	原样显示		R B S R	- - - 3	OK (正确) 或ERR (错误)	ERR (错误)	
	全屏		R B S R	- - - 5	OK (正确) 或ERR (错误)	ERR (错误)	
	边框		R B S R	- - - 6	OK (正确) 或ERR (错误)	ERR (错误)	
	区域变焦		R B S R	- - - 10	OK (正确) 或ERR (错误)	ERR (错误)	
	垂直伸展		R B S R	- - - 11	OK (正确) 或ERR (错误)	ERR (错误)	

# RS-232C 规格和指令设置

控制内容			指令	参数	返回		
					电源开	待机模式 (或30秒启动时间)	
改变尺寸	S-视频	正常	R A S V	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
		伸展	R A S V	-- -- 2	OK (正确) 或ERR (错误)	ERR (错误)	
		边框	R A S V	-- -- 3	OK (正确) 或ERR (错误)	ERR (错误)	
		区域变焦	R A S V	-- 1 0	OK (正确) 或ERR (错误)	ERR (错误)	
	视频	垂直伸展	R A S V	-- -- 1 1	OK (正确) 或ERR (错误)	ERR (错误)	
		正常	R B S V	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
		伸展	R B S V	-- -- 2	OK (正确) 或ERR (错误)	ERR (错误)	
		边框	R B S V	-- -- 3	OK (正确) 或ERR (错误)	ERR (错误)	
		区域变焦	R B S V	-- -- 1 0	OK (正确) 或ERR (错误)	ERR (错误)	
		垂直伸展	R B S V	-- 1 1	OK (正确) 或ERR (错误)	ERR (错误)	
全部重设		A L R E	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)		
电脑输入	图像模式	标准	R A P S	-- 1 0	OK (正确) 或ERR (错误)	ERR (错误)	
		讲演	R A P S	-- 1 1	OK (正确) 或ERR (错误)	ERR (错误)	
		影院	R A P S	-- 1 2	OK (正确) 或ERR (错误)	ERR (错误)	
		游戏	R A P S	-- 1 3	OK (正确) 或ERR (错误)	ERR (错误)	
		sRGB	R A P S	-- 1 4	OK (正确) 或ERR (错误)	ERR (错误)	
	对比度	-30 - +30	R A P I	-- * * *	OK (正确) 或ERR (错误)	ERR (错误)	
		亮度	R A B R	-- * * *	OK (正确) 或ERR (错误)	ERR (错误)	
		红色	R A R D	-- * * *	OK (正确) 或ERR (错误)	ERR (错误)	
		蓝色	R A B E	-- * * *	OK (正确) 或ERR (错误)	ERR (错误)	
		颜色	R A C O	-- * * *	OK (正确) 或ERR (错误)	ERR (错误)	
		色调	R A T I	-- * * *	OK (正确) 或ERR (错误)	ERR (错误)	
		饱和度	R A S H	-- * * *	OK (正确) 或ERR (错误)	ERR (错误)	
		色温	R A C T	-- * * *	OK (正确) 或ERR (错误)	ERR (错误)	
		BrilliantColor™	R A W E	-- -- *	OK (正确) 或ERR (错误)	ERR (错误)	
		渐进	2维渐进	R A I P	-- -- 0	OK (正确) 或ERR (错误)	ERR (错误)
	3维渐进		R A I P	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
	电影模式		R A I P	-- -- 2	OK (正确) 或ERR (错误)	ERR (错误)	
	数码抑噪	关	R A N R	-- -- 0	OK (正确) 或ERR (错误)	ERR (错误)	
		1级	R A N R	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
		2级	R A N R	-- -- 2	OK (正确) 或ERR (错误)	ERR (错误)	
	图像复原		R A R E	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
			I A S I	-- -- 0	OK (正确) 或ERR (错误)	ERR (错误)	
	信号类型	自动	I A S I	-- -- 0	OK (正确) 或ERR (错误)	ERR (错误)	
		RGB	I A S I	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
		色差信号	I A S I	-- -- 2	OK (正确) 或ERR (错误)	ERR (错误)	
	音频输入	Audio 1	R A A I	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
		Audio 2	R A A I	-- -- 2	OK (正确) 或ERR (错误)	ERR (错误)	
	DVI输入	图像模式	标准	R B P S	-- 1 0	OK (正确) 或ERR (错误)	ERR (错误)
			讲演	R B P S	-- 1 1	OK (正确) 或ERR (错误)	ERR (错误)
			影院	R B P S	-- 1 2	OK (正确) 或ERR (错误)	ERR (错误)
			游戏	R B P S	-- 1 3	OK (正确) 或ERR (错误)	ERR (错误)
			sRGB	R B P S	-- 1 4	OK (正确) 或ERR (错误)	ERR (错误)
		对比度	-30 - +30	R B P I	-- * * *	OK (正确) 或ERR (错误)	ERR (错误)
			亮度	R B B R	-- * * *	OK (正确) 或ERR (错误)	ERR (错误)
			红色	R B R D	-- * * *	OK (正确) 或ERR (错误)	ERR (错误)
			蓝色	R B B E	-- * * *	OK (正确) 或ERR (错误)	ERR (错误)
			颜色	R B C O	-- * * *	OK (正确) 或ERR (错误)	ERR (错误)
			色调	R B T I	-- * * *	OK (正确) 或ERR (错误)	ERR (错误)
			饱和度	R B S H	-- * * *	OK (正确) 或ERR (错误)	ERR (错误)
			色温	R B C T	-- * * *	OK (正确) 或ERR (错误)	ERR (错误)
			BrilliantColor™	R B W E	-- -- *	OK (正确) 或ERR (错误)	ERR (错误)
			渐进	2维渐进	R B I P	-- -- 0	OK (正确) 或ERR (错误)
		3维渐进		R B I P	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)
		电影模式		R B I P	-- -- 2	OK (正确) 或ERR (错误)	ERR (错误)
		数码抑噪	关	R B N R	-- -- 0	OK (正确) 或ERR (错误)	ERR (错误)
1级			R B N R	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
2级			R B N R	-- -- 2	OK (正确) 或ERR (错误)	ERR (错误)	
图像复原			R B R E	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
			I B S I	-- -- 0	OK (正确) 或ERR (错误)	ERR (错误)	
信号类型		自动	I B S I	-- -- 0	OK (正确) 或ERR (错误)	ERR (错误)	
		RGB	I B S I	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
		色差信号	I B S I	-- -- 2	OK (正确) 或ERR (错误)	ERR (错误)	
音频输入		Audio 1	R B A I	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
		Audio 2	R B A I	-- -- 2	OK (正确) 或ERR (错误)	ERR (错误)	
动态范围		自动	H M B D	-- -- 0	OK (正确) 或ERR (错误)	ERR (错误)	
		标准	H M B D	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
		增强	H M B D	-- -- 2	OK (正确) 或ERR (错误)	ERR (错误)	



控制内容			指令	参数	返回		
					电源开	待机模式 (或30秒启动时间)	
S-视频输入	图像模式	标准	V A P S	--1 0	OK (正确) 或ERR (错误)	ERR (错误)	
		讲演	V A P S	--1 1	OK (正确) 或ERR (错误)	ERR (错误)	
		影院	V A P S	--1 2	OK (正确) 或ERR (错误)	ERR (错误)	
	游戏	V A P S	--1 3	OK (正确) 或ERR (错误)	ERR (错误)		
		对比度	-30 ~ +30	V A P I	--* * *	OK (正确) 或ERR (错误)	ERR (错误)
		亮度	-30 ~ +30	V A B R	--* * *	OK (正确) 或ERR (错误)	ERR (错误)
	红色	-30 ~ +30	V A R D	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
	蓝色	-30 ~ +30	V A B E	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
	颜色	-30 ~ +30	V A C O	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
	色调	-30 ~ +30	V A T I	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
	锐度	-30 ~ +30	V A S H	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
	色温	-1 ~ +1	V A C T	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
	BrilliantColor™	0 ~ +2	V A W E	--* *	OK (正确) 或ERR (错误)	ERR (错误)	
	渐进	2 维渐进	V A I P	--0	OK (正确) 或ERR (错误)	ERR (错误)	
		3 维渐进	V A I P	--1	OK (正确) 或ERR (错误)	ERR (错误)	
		电影模式	V A I P	--2	OK (正确) 或ERR (错误)	ERR (错误)	
	数码降噪	关	V A N R	--0	OK (正确) 或ERR (错误)	ERR (错误)	
		1级	V A N R	--1	OK (正确) 或ERR (错误)	ERR (错误)	
		2级	V A N R	--2	OK (正确) 或ERR (错误)	ERR (错误)	
	图像复原		V A R E	--1	OK (正确) 或ERR (错误)	ERR (错误)	
	音频输入	Audio 1	V A A I	--1	OK (正确) 或ERR (错误)	ERR (错误)	
		Audio 2	V A A I	--2	OK (正确) 或ERR (错误)	ERR (错误)	
	视频输入	图像模式	标准	V B P S	--1 0	OK (正确) 或ERR (错误)	ERR (错误)
			讲演	V B P S	--1 1	OK (正确) 或ERR (错误)	ERR (错误)
			影院	V B P S	--1 2	OK (正确) 或ERR (错误)	ERR (错误)
		游戏	V B P S	--1 3	OK (正确) 或ERR (错误)	ERR (错误)	
			对比度	-30 ~ +30	V B P I	--* * *	OK (正确) 或ERR (错误)
亮度			-30 ~ +30	V B B R	--* * *	OK (正确) 或ERR (错误)	ERR (错误)
红色		-30 ~ +30	V B B D	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
蓝色		-30 ~ +30	V B B E	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
颜色		-30 ~ +30	V B C O	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
色调		-30 ~ +30	V B T I	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
锐度		-30 ~ +30	V B S H	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
色温		-1 ~ +1	V B C T	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
BrilliantColor™		0 ~ +2	V B W E	--* *	OK (正确) 或ERR (错误)	ERR (错误)	
渐进		2 维渐进	V B I P	--0	OK (正确) 或ERR (错误)	ERR (错误)	
		3 维渐进	V B I P	--1	OK (正确) 或ERR (错误)	ERR (错误)	
		电影模式	V B I P	--2	OK (正确) 或ERR (错误)	ERR (错误)	
数码降噪		关	V B N R	--0	OK (正确) 或ERR (错误)	ERR (错误)	
		1级	V B N R	--1	OK (正确) 或ERR (错误)	ERR (错误)	
		2级	V B N R	--2	OK (正确) 或ERR (错误)	ERR (错误)	
图像复原			V B R E	--1	OK (正确) 或ERR (错误)	ERR (错误)	
音频输入		Audio 1	V B A I	--1	OK (正确) 或ERR (错误)	ERR (错误)	
		Audio 2	V B A I	--2	OK (正确) 或ERR (错误)	ERR (错误)	
彩色管理系统设置		开	C M C S	--1	OK (正确) 或ERR (错误)	ERR (错误)	
		关	C M C S	--0	OK (正确) 或ERR (错误)	ERR (错误)	
C.M.S		色度	红色	C M H R	--* * *	OK (正确) 或ERR (错误)	ERR (错误)
			黄色	C M H Y	--* * *	OK (正确) 或ERR (错误)	ERR (错误)
			绿色	C M H G	--* * *	OK (正确) 或ERR (错误)	ERR (错误)
	青色		C M H C	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
	蓝色		C M H B	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
	洋红色		C M H M	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
	饱和度	复原	C M R E	--2	OK (正确) 或ERR (错误)	ERR (错误)	
		红色	C M S R	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
		黄色	C M S Y	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
		绿色	C M S G	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
		青色	C M S C	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
		蓝色	C M S B	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
	亮度	洋红色	C M S M	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
		复原	C M R E	--3	OK (正确) 或ERR (错误)	ERR (错误)	
		红色	C M V R	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
		黄色	C M V Y	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
		绿色	C M V G	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
		青色	C M V C	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
	垂直位置	蓝色	C M V B	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
		洋红色	C M V M	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
		复原	C M R E	--4	OK (正确) 或ERR (错误)	ERR (错误)	
		C.M.S.全部复原	C M R E	--1	OK (正确) 或ERR (错误)	ERR (错误)	
		时钟	-150 ~ +150	I N C L	--* * *	OK (正确) 或ERR (错误)	ERR (错误)
		相位	-30 ~ +30	I N P H	--* * *	OK (正确) 或ERR (错误)	ERR (错误)
	水平位置	-150 ~ +150	I A H P	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
	垂直位置	-60 ~ +60	I A V P	--* * *	OK (正确) 或ERR (错误)	ERR (错误)	
	同步微调调节重设		I A R E	--1	OK (正确) 或ERR (错误)	ERR (错误)	

# RS-232C 规格和指令设置

控制内容		指令	参数	返回		
				电源开	待机模式 (或30秒启动时间)	
图像移动	-96 -- +96	L N D S	-- * -- *	OK (正确) 或ERR (错误)	ERR (错误)	
屏幕显示	开	I M D I	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
	关	I M D I	-- -- 0	OK (正确) 或ERR (错误)	ERR (错误)	
视频制式	自动	M E S Y	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
	PAL	M E S Y	-- -- 2	OK (正确) 或ERR (错误)	ERR (错误)	
	SECAM	M E S Y	-- -- 3	OK (正确) 或ERR (错误)	ERR (错误)	
	NTSC4.43	M E S Y	-- -- 4	OK (正确) 或ERR (错误)	ERR (错误)	
	NTSC1.58	M E S Y	-- -- 5	OK (正确) 或ERR (错误)	ERR (错误)	
	PAL-M	M E S Y	-- -- 6	OK (正确) 或ERR (错误)	ERR (错误)	
	PAL-N	M E S Y	-- -- 7	OK (正确) 或ERR (错误)	ERR (错误)	
	PAL-60	M E S Y	-- -- 8	OK (正确) 或ERR (错误)	ERR (错误)	
背景选择	标识	I M B G	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
	蓝色	I M B G	-- -- 3	OK (正确) 或ERR (错误)	ERR (错误)	
	无	I M B G	-- -- 4	OK (正确) 或ERR (错误)	ERR (错误)	
灯泡设定	亮度	T H M D	-- -- 0	OK (正确) 或ERR (错误)	ERR (错误)	
	节能 + 静音	T H M D	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
自动同步	开	A A D J	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
	关	A A D J	-- -- 0	OK (正确) 或ERR (错误)	ERR (错误)	
自动关机功能	开	A P O W	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
	关	A P O W	-- -- 0	OK (正确) 或ERR (错误)	ERR (错误)	
自动重新启动	开	A R E S	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
	关	A R E S	-- -- 0	OK (正确) 或ERR (错误)	ERR (错误)	
待机模式	标准	M O U T	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
	节能	M O U T	-- -- 0	OK (正确) 或ERR (错误)	ERR (错误)	
投影模式	反向	开	I M R E	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)
		关	I M R E	-- -- 0	OK (正确) 或ERR (错误)	ERR (错误)
	倒置	开	I M I N	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)
		关	I M I N	-- -- 0	OK (正确) 或ERR (错误)	ERR (错误)
语言	English	M E L A	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
	Deutsch	M E L A	-- -- 2	OK (正确) 或ERR (错误)	ERR (错误)	
	Español	M E L A	-- -- 3	OK (正确) 或ERR (错误)	ERR (错误)	
	Nederlands	M E L A	-- -- 4	OK (正确) 或ERR (错误)	ERR (错误)	
	Français	M E L A	-- -- 5	OK (正确) 或ERR (错误)	ERR (错误)	
	Italiano	M E L A	-- -- 6	OK (正确) 或ERR (错误)	ERR (错误)	
	Svenska	M E L A	-- -- 7	OK (正确) 或ERR (错误)	ERR (错误)	
	日本語	M E L A	-- -- 8	OK (正确) 或ERR (错误)	ERR (错误)	
	Português	M E L A	-- -- 9	OK (正确) 或ERR (错误)	ERR (错误)	
	汉语	M E L A	-- 1 0	OK (正确) 或ERR (错误)	ERR (错误)	
	한국어	M E L A	-- 1 1	OK (正确) 或ERR (错误)	ERR (错误)	
	Русский	M E L A	-- 1 2	OK (正确) 或ERR (错误)	ERR (错误)	
	عربي	M E L A	-- 1 3	OK (正确) 或ERR (错误)	ERR (错误)	
	polski	M E L A	-- 1 4	OK (正确) 或ERR (错误)	ERR (错误)	
	Türkçe	M E L A	-- 1 5	OK (正确) 或ERR (错误)	ERR (错误)	
	فارسی	M E L A	-- 1 6	OK (正确) 或ERR (错误)	ERR (错误)	
	Magyer	M E L A	-- 1 7	OK (正确) 或ERR (错误)	ERR (错误)	
	设置指南	开	S E G U	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)
关		S E G U	-- -- 0	OK (正确) 或ERR (错误)	ERR (错误)	
确认音	开	S S N D	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
	关	S S N D	-- -- 0	OK (正确) 或ERR (错误)	ERR (错误)	
内置扬声器	开	A S P K	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
	关	A S P K	-- -- 0	OK (正确) 或ERR (错误)	ERR (错误)	
RGB频率检查	水平	T F R Q	-- -- 1	kHz (***) 或ERR (错误)	ERR (错误)	
	垂直	T F R Q	-- -- 2	Hz (***) 或ERR (错误)	ERR (错误)	
风扇模式	正常	H L M D	-- -- 0	OK (正确) 或ERR (错误)	ERR (错误)	
	高	H L M D	-- -- 1	OK (正确) 或ERR (错误)	ERR (错误)	
灯泡计时器复原 *3		L P R E	0 0 0 1	ERR (错误)	OK (正确) 或ERR (错误)	

- \*1 在设置投影机名称时，以PJN1、PJN2和PJN3的顺序发送指令。
- \*2 仅发送“TRGB\_ \_ 2”指令并接收到“OK”响应代码之后，才能发送该指令。
- \*3 灯泡计时器复原指令仅在待机模式下可以使用。

# 设置投影机的网络环境

本节描述通过网络使用投影机的基本步骤。

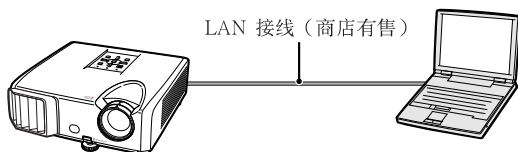
如果已经构建了网络，可能需要变更设置值。在这种情况下，请与网络管理员联系。

您可以在投影机和电脑上进行网络设置。以下是在电脑上进行设置的步骤。

## 电脑上的网络设置

### 1. 将投影机连接到电脑上

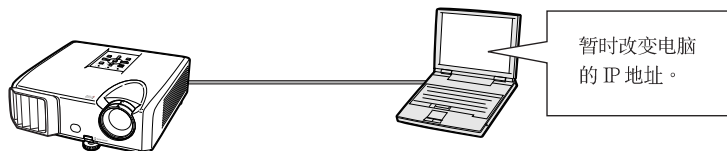
用 LAN 接线（5 类，双绞线）建立投影机与电脑之间的连接。



➡ 第 10 页

### 2. 设置电脑的 IP 地址

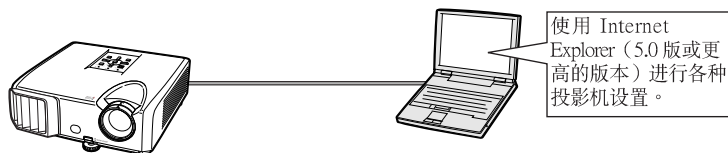
调整电脑的 IP 设置，与投影机建立点对点的通信。



➡ 第 11, 12 页

### 3. 设置投影机的网络连接

调整投影机的网络设置，使其与您所使用的网络相一致。



➡ 第 13 页

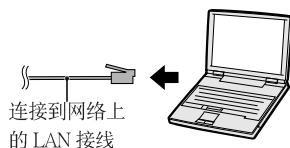
- Microsoft®、Windows® 和 Windows Vista® 为 Microsoft Corporation 公司在美国和/或其他国家的注册商标。
- PJLink 是在日本、美国和/或其他国家/地区的注册商标或应用程序商标。
- 其他公司或产品的所有名称为其各自公司的商标或注册商标。

## 设置投影机的网络环境

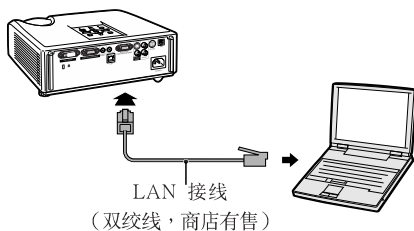
### 1. 将投影机连接到电脑上

在电脑和投影机之间建立点对点连接。您可以通过商店有售的 LAN 接线（UTP 接线、5 类双绞线）通过电脑配置投影机。

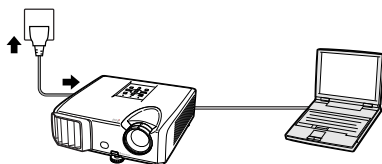
**1** 从当前网络上断开电脑的 LAN 接线。



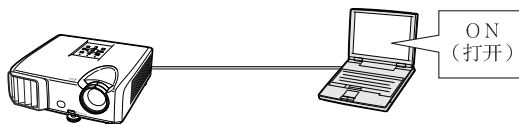
**2** 将商店有售的 LAN 接线（UTP 接线、5 类双绞线）的一端连接到投影机 LAN 端子，将接线的另一端连接到电脑的 LAN 端子。



**3** 将电源线插入投影机的交流电插口。



**4** 打开电脑的电源。



#### 资料

确认投影机后面的 LINK 灯点亮。如果 LINK 灯不亮，请检查下列各点：

- LAN 接线是否正确连接。
- 投影机和电脑的电源开关是否都已打开。

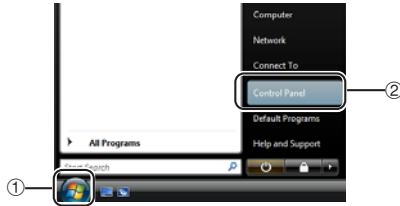
这就完成了连接。现在进到“2. 设置电脑的 IP 地址”。

## 2. 设置电脑的 IP 地址

下面描述如何在 Windows Vista®下进行设定。

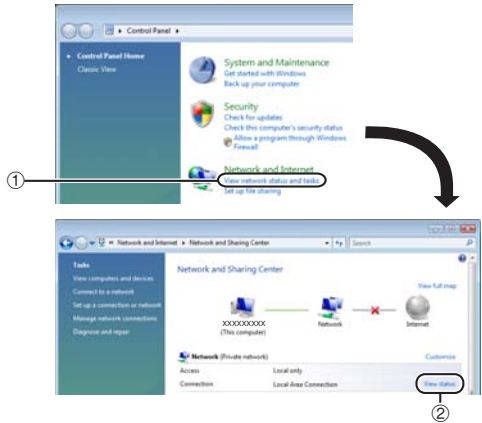
**1** 用电脑管理员账户登录网络。

**2** 按一下“start”（开始），然后按一下“Control Panel”（控制面板）。



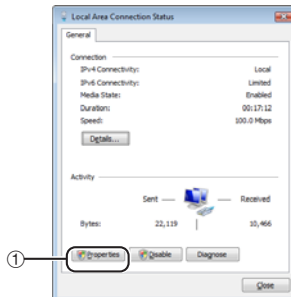
**3** 按一下“Network and Internet”（网络和互联网连接）的“View network status and tasks”（查看网络状态和任务），然后在新视窗中按一下“View status”（查看状态）。

- 本说明书在 Category View（分类视图）中使用实例进行说明，如果您使用的是 Classic View（经典视图），请按两下“Network and Sharing Center”（网络与共享中心）。



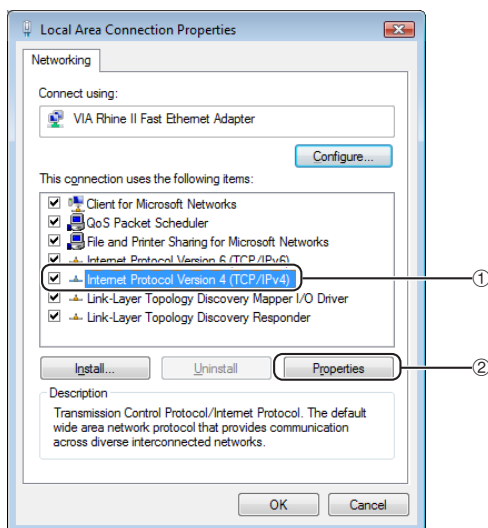
**4** 按一下“Properties”（属性）。

- 显示用户名账户控制的显示时，按一下“Continue”（继续）。



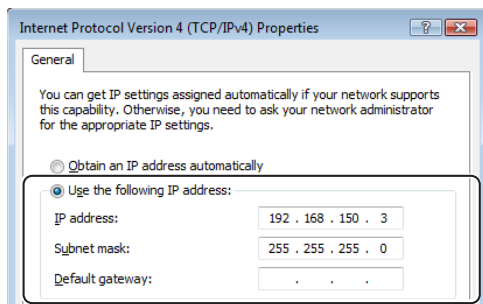
## 设置投影机的网络环境

- 5** 按一下“Internet Protocol Version 4 (TCP/IPv4)”（4版网际网络协议 (TCP/IPv4)），然后按一下“Properties”（属性）按钮。



- 6** 确认或改变设置电脑的 IP 地址。

- ① 确认并记下当前的“IP address”（IP 地址）、“Subnet mask”（子网掩码）和“Default gateway”（默认网关）。请务必记下当前的 IP 地址、子网掩码和默认网关，因为随后您将用它们重新进行设置。
- ② 暂时将它们设为如下值：  
IP address (IP 地址)：192.168.150.3  
Subnet mask (子网掩码)：255.255.255.0  
Default gateway (默认网关)：（不输入任何值。）



### 注

- 投影机的出厂预设值如下：  
DHCP Client (DHCP 客户)：OFF (关)  
IP address (IP 地址)：192.168.150.2  
Subnet mask (子网掩码)：255.255.255.0  
Default gateway (默认网关)：0.0.0.0

- 7** 设置后，按一下“OK”（确定）按钮，然后重新启动电脑。

确认或设置后，进到“3. 设置投影机的网络环境”。

### 3. 设置投影机的网络环境

设置与当前网络相容的投影机 IP 地址和子网掩码等项目。

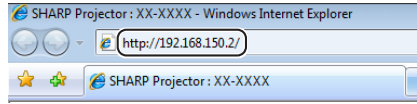
将投影机上的各个项目设为以下内容。（关于设置方法，请参阅投影机使用说明书第50页。）

DHCP 客户：关

IP 地址：192.168.150.002

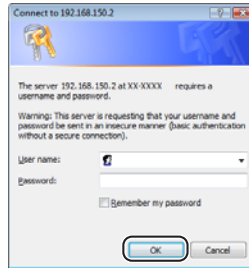
子网掩码：255.255.255.000

**1** 启动 Internet Explorer（5.0 版或更高的版本），在“Address”（地址）栏内输入“http://192.168.150.2/”，然后按“Enter”键。



**2** 如果还没有设置用户名和密码，则按一下“OK”（确定）按钮。

- 如果已经设置了用户名和密码，则输入用户名和密码，然后按一下“OK”（确定）按钮。
- 如果三次输入错误的用户名和密码，则显示错误信息。
- 使用Internet Explorer 7时，可能会显示其他设置画面。在这种情况下，请对设置画面作适当调整。



**3** 出现如右图所示的画面，按一下“TCP/IP”。



## 设置投影机的网络环境

### 4 出现 TCP/IP 设置画面，准备进行投影机的网络设置。

项目	设置实例/备注
New Password (新密码)	您可以设置密码来保护TCP/IP设置。
DHCP Client (DHCP 客户)	选择“ON”（开）或“OFF”（关）来确定是否使用DHCP客户端。
IP Address (IP 地址)	可在“DHCP Client”（DHCP客户）设为“OFF”（关）时设置此项目。 出厂默认设置：192.168.150.2 输入适合网络的 IP 地址。
Subnet Mask (子网掩码)	可在“DHCP Client”（DHCP客户）设为“OFF”（关）时设置此项目。 出厂默认设置：255.255.255.0 将子网掩码设为与电脑和网络上的设备的子网掩码相同。
Default Gateway (默认网关)	可在“DHCP Client”（DHCP客户）设为“OFF”（关）时设置此项目。 出厂默认设置：0.0.0.0 *不使用时，设为“0.0.0.0”。
DNS Server (DNS 服务器)	出厂默认设置：0.0.0.0 *不使用时，设为“0.0.0.0”。

#### 注

- 确认当前网络的分段（IP 地址组）以避免设置与其他网络设备或电脑重复的 IP 地址。如果在具有“192.168.150.XXX” IP 地址的网络中没有使用“192.168.150.2”，则不必改变投影机的 IP 地址。
- 有关每一设置的详情，请与网络管理员联系。

### 5 按一下“Apply”（应用）按钮。

### 6 出现设置值。确认这些值的设置是正确的，然后按一下“Confirm”（确认）按钮。

- 关闭浏览器。
- 这就完成了网络设置。
- 设置了项目后，等待 10 秒钟然后重新访问。
- 将设置电脑的 IP 地址改回您在第 12 页步骤 6-① 中记下的原地址，然后将电脑和投影机连接到网络上。

#### Network - TCP/IP

New Password	<input type="text"/> (4 digits)
Reconfirm	<input type="text"/>

This password is for protection of the TCP/IP setting.

DHCP Client	<input checked="" type="radio"/> OFF <input type="radio"/> ON
IP Address	<input type="text" value="192"/> <input type="text" value="168"/> <input type="text" value="150"/> <input type="text" value="2"/>
Subnet Mask	<input type="text" value="255"/> <input type="text" value="255"/> <input type="text" value="255"/> <input type="text" value="0"/>
Default Gateway	<input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/> * "0.0.0.0" means "Using no default gateway."
DNS Server	<input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/> * "0.0.0.0" means "Using no DNS server."

#### Network - TCP/IP

New Password	<input type="text"/> (4 digits)
Reconfirm	<input type="text"/>

This password is for protection of the TCP/IP setting.

DHCP Client	<input checked="" type="radio"/> OFF <input type="radio"/> ON
IP Address	<input type="text" value="192"/> <input type="text" value="168"/> <input type="text" value="150"/> <input type="text" value="2"/>
Subnet Mask	<input type="text" value="255"/> <input type="text" value="255"/> <input type="text" value="255"/> <input type="text" value="0"/>
Default Gateway	<input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/> * "0.0.0.0" means "Using no default gateway."
DNS Server	<input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/> * "0.0.0.0" means "Using no DNS server."

#### Network - TCP/IP

The TCP/IP settings will be changed as below.

DHCP Client : OFF  
IP Address : 192.168.150.2  
Subnet Mask : 255.255.255.0  
Default Gateway : 0.0.0.0  
DNS Server : 0.0.0.0

Do you want to change the TCP/IP settings?

After you click "Confirm", if you want to continue to operate this projector via the network, please wait for 10 seconds and then re-access to "192.168.150.2".



# 通过 LAN 控制投影机

投影机连接到网络上后，在 Internet Explorer（5.0 版或更高的版本）的“Address”（地址）栏内输入投影机的 IP 地址，通过网络上的电脑启动设置画面对投影机进行网络设置。

## 用 Internet Explorer（5.0 版或更高的版本）控制投影机

在开始操作前完成外部设备的连接。（参阅投影机使用说明书的第 21-25 页。）

完成交流电源线的连接。（参阅投影机使用说明书的第 25 页。）

### 注

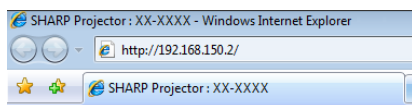
- 将投影机连接到 LAN 上时，请使用商店有售的 LAN 接线（UTP 接线、5 类双绞线）。将投影机连接到集线器上时，请使用直连线。

**1** 在电脑上启动 Internet Explorer（5.0 版或更高的版本）。

**2** 在“Address”（地址）栏内输入“http://”，其后输入在第 14 页中设置的投影机 IP 地址和“/”，然后按“Enter”键。

- 将投影机上的“DHCP Client”（DHCP 客户）设为“OFF”（关）时，IP 地址为 192.168.150.2。如果在“3. 设置投影机的网络环境”（第 13-14 页）中没有改变 IP 地址，则输入“http://192.168.150.2/”。

**3** 出现控制投影机的画面，准备进行各种状态条件的确认、控制和设置。



## 确认投影机状态 (Status)

### Status

Sharp XX-XXXX (192.168.150.2)	
MAC Address	XXXXXXXXXXXX
Power	ON
Condition	Normal
Lamp Timer	1hour(s) 15minute(s)
Lamp Life	99%
Input	COMPUTER
Signal Info	1024x768 (H 48.3kHz / V 60.0 Hz)
Serial Number	

在该画面上，您可以确认投影机的状态。可以确认下列项目：

- MAC Address (MAC 地址)
- Power (电源)
- Condition (条件)
- Lamp Timer (灯泡计时器)
- Lamp Life (灯泡残率)
- Input (输入)
- Signal Info (信号信息)
- Serial Number (序列号)

### 注

- 如果在画面显示完成前按一下“Refresh”（刷新）按钮，则会显示一错误信息（“Server Busy Error”（服务器忙错误））。请等待片刻，然后重新操作。
- 有关每一项的详情，请参阅投影机的使用说明书。

## 控制投影机 (Control)

### Control

Power	<input type="radio"/> STANDBY <input checked="" type="radio"/> ON
Input Select	COMPUTER <input type="button" value="v"/>
Volume	1 <input type="button" value="v"/>
AV Mute	<input checked="" type="radio"/> OFF <input type="radio"/> ON

在该画面上，您可以进行投影机的控制。您可以控制下列项目：

- Power (电源)
- Input Select (输入选择)
- Volume (音量)
- AV Mute (AV 消音)

### 注

- 如果在画面显示完成前按一下“Refresh”（刷新）按钮，则会显示一错误信息（“Server Busy Error”（服务器忙错误））。请等待片刻，然后重新操作。
- 投影机预热时，您不能操作本页。
- 投影机处于待机模式时，您只能控制“Power ON”（打开电源）。
- 有关每一项的详情，请参阅投影机的使用说明书。

## 设置和调节投影机

### (Settings & Adjustments)

实例：显示COMPUTER（电脑）的“Picture”（图像）画面。

#### Settings & Adjustments -Picture COMPUTER

Picture Mode	Presentation
CLR Temp	0
BrilliantColor™	2
Lamp Setting	Bright

Reset

Signal Type	Auto
-------------	------

Refresh

在这些画面上，您可以进行投影机的设置或调节。您可以设置或调节下列项目：

- Picture Mode（图像模式）
- CLR Temp（色温）
- BrilliantColor™（投影机模式）
- Progressive (Video)（渐进（视频））
- DNR
- Lamp Setting（灯泡设定）
- Resolution Setting（解像度设定）
- Signal Type (Computer, DVI)（信号类型（电脑，DVI））
- Video System (Video)（视频制式（视频））
- Dynamic Range (DVI)（动态范围（DVI））
- Resize（改变尺寸）
- OSD Display（屏幕显示）
- Background（背景）
- Setup Guide（设置指南）
- Projection Mode（投影模式）
- OSD Language（屏幕显示语言）
- Auto Sync（自动同步）
- Auto Power Off（自动关机）
- Auto Restart（自动重新启动）
- System Sound（确认音）
- Internal Speaker（内置扬声器）
- Audio Input（音频输入）
- RS-232C Speed（RS-232C 速度）
- Fan Mode（风扇模式）
- All Reset（全部重设）

#### 注

- 如果在画面显示完成前按一下“Refresh”（刷新）按钮，则会显示一错误信息（“Server Busy Error”（服务器忙错误））。稍等待片刻，然后重新操作。
- 投影机预热时，您不能操作本页。
- 有关每一项目的详情，请参阅投影机的使用说明书。
- 有关“All Reset”（全部重设）中初始化的项目的详情，请参阅投影机的使用说明书。（网络设定项目不会被初始化。）

## 安全性设置

### (Network-Security)

#### Network - Security

User Name	<input type="text"/>
	(MAX 8 characters)
Password	<input type="text"/>
	(MAX 8 characters)

This user name / password is for accessing via Web browser and Telnet  
 \*You will need to re-login with the new user name / new password after you change the user name / password.

Accept IP Address	<input checked="" type="radio"/> All IP Addresses
	<input type="radio"/> From only specific IP addresses
	Address 1 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
	Address 2 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
	Address 3 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

Apply

Refresh

在该画面上，您可以进行与安全性有关的设置。

项目	描述
User Name（用户名）	用于安全保护的用户名设置。
Password（密码）	用于安全保护的密码设置。
Accept IP Address（接受 IP 地址）	最多可以设置三个允许连接到投影机上的 IP 地址。
All IP Addresses（所有 IP 地址）	连接到投影机上的 IP 地址设置没有限制。
From only specific IP addresses（从指定的 IP 地址）	为了改善安全性，只允许用“Address 1-3”设置的 IP 地址连接到投影机。

#### 注

- “User Name”（用户名）和“Password”（密码）最多为 8 个字符。
- 可以输入下列字符：  
a-z, A-Z, 0-9, -, \_

## 进行网络的一般设置

(Network-General)

### Network - General

Projector Name	○○○○○○○ (MAX 12 characters)
Auto Logout Time	5 minute(s) (0-65535) * If the set value is made 0, the Auto Logout function is disabled.
Data Port	10002 (1025-65535)
Search Port	5006 (1025-65535)

Apply

Refresh

在该画面上，您可以进行与网络有关的一般设置。

项目	描述
Projector Name (投影机名)	设置投影机名。
Auto Logout Time (自动注销时间)	可以以分钟为单位（从 1 到 65535 分钟）设置投影机自动断开网络的时间。如果设置值为 0，则自动注销功能禁用。
Data Port (数据端口)	设置与投影机交换资料时所使用的 TCP 端口号。（从 1025 到 65535）
Search Port (端口查寻)	设置查寻投影机时使用的端口号。（从 1025 到 65535）

按一下“Apply”（应用）按钮后，出现设置值。确认这些值设定正确，然后按一下“Confirm”（确认）按钮。

### 注

- 设置项目后，请等待 10 秒钟，然后重新访问。
- 投影机名最多为 12 个字符。
- 可以输入下列字符：  
A-Z, 0-9, -, \_ , ( , ) , 空格  
(输入“a-z”时，自动转换成“A-Z”。)

## 发生错误时的发送邮件设置

(Mail-Originator Settings)

### Mail - Originator Settings

SMTP Server	<input type="text"/> (MAX 64 characters)
Originator E-mail Address	<input type="text"/> (MAX 64 characters)
Originator Name	<input type="text"/> (MAX 64 characters)

Apply

Refresh

在该画面上，您可以进行投影机已经发生错误时发送邮件报告发生错误的设置。

项目	设置实例/备注
SMTP Server	设置传输邮件的 SMTP 服务器地址。 例 1 : 192.168.150.253 (SMTP 服务器) 例 2 : smtp.123.sharp.co.jp * 使用域名时，进行 DNS 服务器设置。
Originator E-mail Address	设置投影机的邮件地址。此处设置的电子邮件地址为寄件人电子邮件地址。 (寄件人电子邮件地址)
Originator Name	设置发件人姓名。此处的姓名设置出现在发生错误时发送邮件的(寄件人姓名) “Originator Name”栏内。

### 注

- “SMTP Server”（SMTP 服务器）、“Originator E-mail Address”（寄件人电子邮件地址）和“Originator Name”（寄件人姓名）最多为 64 个字符。
- 可以输入下列字符：  
SMTP 服务器和寄件人电子邮件地址：a-z, A-Z, 0-9, !, #, \$, %, &, \*, +, -, /, =, ?, ^, {, |, }, ~, \_ , ' , . , @ , ` (对于寄件人电子邮件地址只能输入“@”一次。)  
寄件人姓名：a-z, A-Z, 0-9, -, \_ , ( , ) , 空格
- 如果第 13 页和第 14 页上的“3. 设置投影机的网络环境”中的设置不正确，将不会发送电子邮件。

## 设定发生错误时要发送邮件的错误项目和目的地地址

(Mail - Recipient Settings)

### Mail - Recipient Settings

Recipient Addresses	E-mail Address (MAX 64 characters)	Error Mail				Test
		Lamp	Temp	Fan	Cover	
1	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Test"/>
2	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Test"/>
3	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Test"/>
4	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Test"/>
5	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Test"/>

在该画面上，您可以设置投影机发生错误时要发送报告的邮件目的地和错误项目。

项目	描述
E-mail Address (电子邮件地址)	设置发送错误通知邮件的地址。最多可设置 5 个地址。
Error Mail (Lamp, Temp, Fan, Cover) (错误邮件 (灯泡、温度、风扇、灯罩))	根据复选框内复选的错误项目发送错误邮件。
Test (测试)	发送测试邮件。使您能够确认发送邮件的设置是否正确。

#### 注

- 邮件地址最多为 64 个字符。
- 可以输入下列字符：  
a-z, A-Z, 0-9, !, #, \$, %, &, \*, +, -, /, =, ?, ^, {, |, }, ~, \_ , ' , , , . , @ , ` (只能输入“@”一次。)
- 有关错误项目的详情，请参阅投影机的使用说明书。

## 设定在发生错误时显示的错误项目和URL

(Service & Support - Access URL)

### Service & Support - Access URL Registration

Access URL	E-mail Address (MAX 64 characters)	Condition				Test
		Always	Lamp	Temp	Fan	
1	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Test"/>
2	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Test"/>
3	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Test"/>
4	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Test"/>
5	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Test"/>

在该画面上，您可以设置在投影机发生错误时显示的错误项目和URL。

项目	描述
Access URL (接入URL)	设置在发生错误时显示的URL。最多可设置 5 个位址。
Condition (Always, Lamp, Temp, Fan, Cover) (状态 (始终、灯泡、温度、风扇、灯罩))	在发生复选框中复选的错误时显示URL。
Test (测试)	测试性显示设置的URL站点。可让您确认URL站点是否正确显示。

### 发生错误时的显示示例

#### Status

Sharp XX-XXXX (192.168.150.2)	
MAC Address	XXXXXXXXXXXX
Power	STANDBY
Condition	The cooling fan is not operating.
	Access URL 1 <a href="http://www.sharp-world.com/projector/">http://www.sharp-world.com/projector/</a>
Lamp Timer	1hour(s) 15minute(s)
Lamp Life	99%
Input	----
Signal Info	----
Serial Number	1234567

# 用 RS-232C 或远程登录设置投影机

用 RS-232C 或远程登录将投影机连接到电脑上，在电脑上打开 SETUP MENU（设置菜单）进行投影机的各种设置。

## 使用 RS-232C 时

**1** 启动通用终端仿真程式。

**2** 如下设置通用终端仿真程式的 RS-232C 端口。

Baud Rate（波特率）：9600 bps\*  
Data Length（数据长度）：8bit（位）  
Parity Bit（奇偶校正位）：None（无）  
Stop Bit（停止位）：1 bit（位）  
Flow Control（流控制）：None（无）

\* 这是出厂默认设置。如果投影机波特率的值已经改变，请根据投影机上的改变值在此处设定波特率。

**3** 输入“PJS11234”并按“Enter”键。

**4** 显示“OK”（确定）。输入“PJS25678”并在 10 秒钟内按“Enter”键。

**5** 显示“User Name:”（用户名）。输入用户名并按“Enter”键。

• 如果还没有设置用户名，则只按“Enter”键。

**6** 显示“Password:”（密码）。输入密码并按“Enter”键。

• 如果还没有设置密码，则只按“Enter”键。

**7** 输入“setup”（设置）并按“Enter”键。

• 显示 SETUP MENU。

### ▼ SETUP MENU

```
-----SETUP MENU-----  
[1]IP Address      [2]Subnet Mask    [3]Default Gateway  
[4]User Name      [5]Password  
[6]RS-232C Baud Rate [7]Projector Name [8]DHCP Client  
[A]Advanced Setup [D]Disconnect All  
[V]View All Setting [S]Save & Quit    [Q]Quit Unchanged  
  
setup>
```



### 注

- 出厂默认设置没有设置用户名和密码。
- 如果三次输入不正确的用户名或密码，则退出 SETUP MENU。

## 使用远端登入时

**1** 按一下 Windows®桌面“Start”（开始）按钮，选择“Run”（运行）。

**2** 在打开的文字框中输入“telnet 192.168.150.2”。（如果投影机的 IP 地址为 192.168.150.2）

**3** 按一下“OK”（确定）按钮。

**4** 显示“User Name:”（用户名）。输入用户名并按“Enter”键。

- 如果还没有设置用户名，则只按“Enter”键。

**5** 显示“Password:”（密码）。输入密码并按“Enter”键。

- 如果还没有设置密码，则只按“Enter”键。

**6** 输入“setup”（设置）并按“Enter”键。

- 显示 SETUP MENU。

### ▼SETUP MENU

```

-----SETUP MENU-----
[1]IP Address      [2]Subnet Mask    [3]Default Gateway
[4]User Name      [5]Password
[6]RS-232C Baud Rate [7]Projector Name [8]DHCP Client
[A]Advanced Setup [D]Disconnect All
[V]View All Setting [S]Save & Quit    [Q]Quit Unchanged

setup>
  
```

### 注

- 如果 IP 地址已改变，则在第 2 步输入新的 IP 地址。
- 出厂默认设置没有设置用户名和密码。
- 如果在第 4、5 步三次输入不正确的用户名或密码，则退出 SETUP MENU。

## SETUP MENU (设置菜单)

(主菜单)

### ▼SETUP MENU

-----SETUP MENU-----		
[1]IP Address	[2]Subnet Mask	[3]Default Gateway
[4]User Name	[5]Password	
[6]RS-232C Baud Rate	[7]Projector Name	[8]DHCP Client
[A]Advanced Setup	[D]Disconnect All	
[V]View All Setting	[S]Save & Quit	[Q]Quit Unchanged

setup>

#### [1]IP Address (IP 地址)

IP 地址设置。(第 25 页)

#### [2]Subnet Mask (子网掩码)

子网掩码设置。(第 25 页)

#### [3]Default Gateway (默认网关)

默认网关设置。(第 25 页)

#### [4]User Name (用户名)

(出厂默认设置: 不需要)

用于安全保护的用户名设置。(第 25 页)

#### [5>Password (密码) (出厂默认设置: 不需要)

用于安全保护的密码设置。(第 26 页)

#### [6]RS-232C Baud Rate (RS-232C 波特率)

(出厂默认设置: 9600 bps)

RS-232C 端口的波特率设置。(第 26 页)

#### [7]Projector Name (投影机名)

可以指定投影机名。(第 26 页)

#### [8]DHCP Client (DHCP 客户)

DHCP 客户端设置。(第 26 页)

#### [A]Advanced Setup (高级设置)

进入 ADVANCED SETUP MENU。(第 27 页)

#### [D]Disconnect All (断开所有连接)

断开所有连接。(第 27 页)

#### [V]View All Setting (浏览所有设置)

显示所有设置值。(第 23 页)

也可以和 ADVANCED SETUP MENU 一起使用。

#### [S]Save & Quit (保存并退出)

保存设置值并退出菜单。(第 24 页)

#### [Q]Quit Unchanged (不保存退出)

不保存设置值退出菜单。(第 24 页)

### 注

- 将投影机上的“DHCP Client”(DHCP 客户) 设为“OFF”(关)时:  
IP address (IP 地址): 192.168.150.2  
Subnet mask (子网掩码): 255.255.255.0  
Default gateway (默认网关): 0.0.0.0

## ADVANCED SETUP MENU

(高级设置菜单)

### ▼ADVANCED SETUP MENU

***** ADVANCED SETUP MENU *****		
[1]Auto Logout Time	[2]Data Port	
[5]Network Ping Test		
[6]Accept IP Addr(1)	[7]Accept IP Addr(2)	[8]Accept IP Addr(3)
[9]Accept All IP Addr	[0]Search Port	

[!]Restore Default Setting  
[Q]Return to Main Menu

advanced>

#### [1]Auto Logout Time (自动注销时间)

(出厂默认设置: 5 分钟)

设置自动断开网络连接的时间。(第 27 页)

#### [2]Data Port (数据端口) (出厂默认设置:

10002)

设置 TCP 端口号, 进行资料交换时使用该端口号。(第 27 页)

#### [5]Network Ping Test (网络 Ping 测试)

可以确定投影机和电脑等之间的网络连接是否正常工作。(第 28 页)

#### [6]Accept IP Addr(1) (接受 IP 地址 (1))

#### [7]Accept IP Addr(2) (接受 IP 地址 (2))

#### [8]Accept IP Addr(3) (接受 IP 地址 (3))

#### [9]Accept All IP Addr (接受所有 IP 地址)

(出厂默认设置: 接受所有 IP 地址)

为改善安全性, 可以设置三个允许连接到投影机上的 IP 地址。可以用 [9] Accept All IP Addr (接受所有 IP 地址) 取消设置了的 IP 地址。(第 28 页)

#### [0]Search Port (查寻端口)

(出厂默认设置: 5006)

设置查寻投影机时使用的端口号。(第 29 页)

#### [!]Restore Default Setting (恢复默认设置)

将所有可以用菜单设置的设置值恢复到默认状态。(第 29 页)

#### [Q]Return to Main menu (返回到主菜单)

返回到主 SETUP MENU。(第 29 页)



在 SETUP MENU（设置菜单）上，输入要选择的项目号或项目符号。设置时，输入要设置的细节。一次设置一个项目，设置结束时予以保存。

## 浏览设置细节列表

### [V]View All Setting

#### ▼ SETUP MENU

```

-----SETUP MENU-----
[1]IP Address      [2]Subnet Mask  [3]Default Gateway
[4]User Name      [5>Password
[6]RS-232C Baud Rate [7]Projector Name [8]DHCP Client
[A]Advanced Setup [D]Disconnect All
[V]View All Setting [S]Save & Quit [Q]Quit Unchanged

(Setup>)
Model Name       : XX-XXXX
Projector Name   : XX-XXXX
MAC Address      : XX:XX:XX:XX:XX:XX
DHCP Client      : Disable
IP Address       : 192.168.150.2
Subnet Mask      : 255.255.255.0
Default Gateway  : Not Used
RS-232 Baud Rate : 9600 bps
Password         : Not Required
***** (Advanced Status) *****
Data Port        : 10002
Accept IP Address : Accept All
Auto Logout Time : 5 minutes
Search Port      : 5006
    
```

- ① 输入“v”并按“Enter”键。  
显示所有设置值(\*)。

## 设置项目

实例：设定 IP 地址时（将 192.168.150.2 改为 192.168.150.3）

#### ▼ SETUP MENU

```

-----SETUP MENU-----
[1]IP Address      [2]Subnet Mask  [3]Default Gateway
[4]User Name      [5>Password
[6]RS-232C Baud Rate [7]Projector Name [8]DHCP Client
[A]Advanced Setup [D]Disconnect All
[V]View All Setting [S]Save & Quit [Q]Quit Unchanged

(Setup>)
IP Address       : 192.168.150.2
Please Enter      : 192.168.150.3
(change) ->     : 192.168.150.3

-----SETUP MENU-----
[1]IP Address      [2]Subnet Mask  [3]Default Gateway
[4]User Name      [5>Password
[6]RS-232C Baud Rate [7]Projector Name [8]DHCP Client
[A]Advanced Setup [D]Disconnect All
[V]View All Setting [S]Save & Quit [Q]Quit Unchanged

(Setup>)
Model Name       : XX-XXXX
Projector Name   : XX-XXXX
MAC Address      : XX:XX:XX:XX:XX:XX
DHCP Client      : Disable
IP Address       : 192.168.150.3
Subnet Mask      : 255.255.255.0
Default Gateway  : Not Used
RS-232 Baud Rate : 9600 bps
Password         : Not Required
***** (Advanced Status) *****
Data Port        : 10002
Accept IP Address : Accept All
Auto Logout Time : 5 minutes
Search Port      : 5006
    
```

- ① 输入“1”（要设置的项目号），然后按“Enter”键。  
显示当前 IP 地址(\*1)。
- ② 输入要设置的 IP 地址并按“Enter”键。  
变更后显示 IP 地址(\*2)。
- ③ 输入“v”并按“Enter”键以核对设置细节列表。  
IP 地址改变(\*3)。

### 注

- 可以忽略设定细节列表的校验。
- 设置细节保存后才有效。（第 24 页）
- 如果输入无效的项目号，则显示一错误信息（“Parameter Error!”（参数错误））。

## 保存设置并退出

### ([S]Save & Quit)

保存设置值并退出菜单。

#### ▼ SETUP MENU

```
-----SETUP MENU-----
[1]IP Address      [2]Subnet Mask    [3]Default Gateway
[4]User Name       [5]Password
[6]RS-232C Baud Rate [7]Projector Name [8]DHCP Client
[A]Advanced Setup  [D]Disconnect All
[V]View All Setting [S]Save & Quit    [Q]Quit Unchanged

[setup>s]
All Connection will be disconnect.
Continue(y/n)? y
Apply New setting...Done.
```

- ① 输入“s”并按“Enter”键。
- ② 输入“y”并按“Enter”键。

## 不保存设置退出

### ([Q]Quit Unchanged)

不保存设置值退出菜单。

#### ▼ SETUP MENU

```
-----SETUP MENU-----
[1]IP Address      [2]Subnet Mask    [3]Default Gateway
[4]User Name       [5]Password
[6]RS-232C Baud Rate [7]Projector Name [8]DHCP Client
[A]Advanced Setup  [D]Disconnect All
[V]View All Setting [S]Save & Quit    [Q]Quit Unchanged

[setup>q]
Quit Without Saving(y/n)? y
Setting Unchanged.
```

- ① 输入“q”并按“Enter”键。
- ② 输入“y”并按“Enter”键。

说明每一项的设置步骤。有关基本步骤，请参阅第 23 页上的“设置项目”。

## IP 地址设置

### ([1]IP Address)

IP 地址设置。

setup>1		①
IP Address	:192.168.150.2	
Please Enter	:192.168.150.3	②
(change)	→ 192.168.150.3	*

- ① 输入“1”并按“Enter”键。
- ② 输入要设置的数值并按“Enter”键。  
改变后显示 IP 地址(\*)。

## 子网掩码设置

### ([2]Subnet Mask)

设置子网掩码。

setup>2		①
Subnet Mask	:255.255.255.0	
Please Enter	:255.0.0.0	②
(change)	→ 255.0.0.0	*

- ① 输入“2”并按“Enter”键。
- ② 输入要设置的数值并按“Enter”键。  
改变后显示子网掩码(\*)。

## 默认网关设置

### ([3]Default Gateway)

设置默认网关。

setup>3		①
note: "0.0.0.0" means "Using no default gateway."		
Gateway Address	:0.0.0.0	
Please Enter	:192.168.150.1	②
(change)	→ 192.168.150.1	*

- ① 输入“3”并按“Enter”键。
- ② 输入要设置的数值并按“Enter”键。  
改变后显示网关地址(\*)。



注

- 如果投影机的 IP 地址、子网掩码或网关的值已经通过远程登录改变，则由于电脑网络设置的原因，电脑无法连接到投影机上。

## 用户名设置

### ([4]User Name)

使用用户名进行安全保护。

setup>4		①
User Name	:	
Please Enter	:XX-XXXX	②
(change)	→ XX-XXXX	*

- ① 输入“4”并按“Enter”键。
- ② 输入用户名并按“Enter”键。  
显示设置的用户名(\*)。



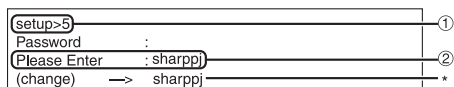
注

- 用户名最多为 8 个字符。
- 可以输入下列字符：  
a-z, A-Z, 0-9, -, , \_
- 在默认状态，没有设置用户名。

## 密码设置

### ([5]Password)

用密码进行安全保护。



- ① 输入“5”并按“Enter”键。
- ② 输入密码并按“Enter”键。  
显示设置的密码(\*)。

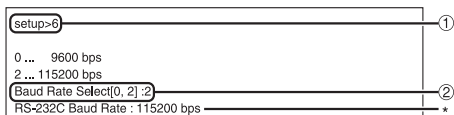
#### 注

- 密码最多为 8 个字符。
- 可以输入下列字符：  
a-z, A-Z, 0-9, -, , \_
- 在默认状态，没有设置密码。

## RS-232C 波特率设置

### ([6]RS-232C Baud Rate)

设置 RS-232C 端子的波特率。



- ① 输入“6”并按“Enter”键。
- ② 选择并输入 0 或 2，然后按“Enter”键。  
显示设置的波特率(\*)。

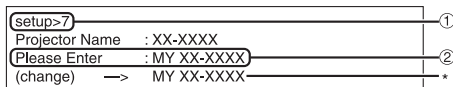
#### 注

- 将投影机的波特率设为与电脑所用的波特率相同。

## 投影机名设置

### ([7]Projector Name)

可以指定投影机名。



- ① 输入“7”并按“Enter”键。
- ② 输入投影机名。  
显示设置的投影机名(\*)。

#### 注

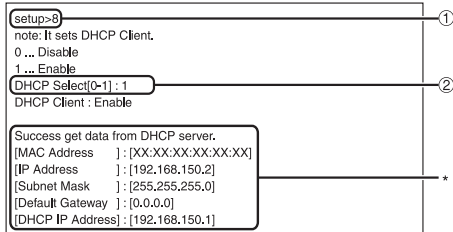
- 投影机名最多为 12 个字符。
- 可以输入下列字符：  
A-Z, 0-9, -, , \_ , ( , ) , 空格  
(输入“a-z”时，自动转换成“A-Z”。)
- 与可以用 RS-232C 指令“PJN0”、“PJN1”、“PJN2”和“PJN3”确认或设置的名字相同。

## DHCP 客户端设置

### ([8]DHCP Client)

将 DHCP 客户端设为“Enable”（启用）或“Disable”（禁用）。

例如：将 DHCP 客户端设为“Enable”（启用）时

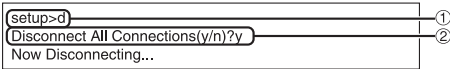


- ① 输入“8”并按“Enter”键。
- ② 输入“1”并按“Enter”键。  
显示获得的数值(\*)。

## 断开所有连接

### [D]Disconnect All

可以断开投影机当前识别的所有 TCP/IP 连接。即使由于出现问题使 COM 重定向端口在繁忙状态下被锁定，也可以通过进行这种断开强制其返回就绪状态。



- ① 输入“d”并按“Enter”键。
- ② 输入“y”并按“Enter”键。



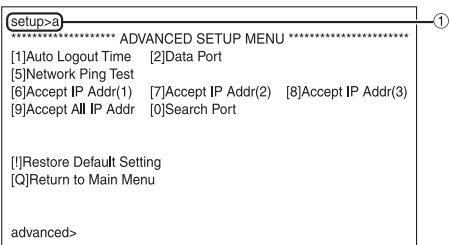
#### 注

- 如果执行断开所有连接，通过网络的连接将被强行断开。

## 进入 ADVANCED SETUP MENU

### [A]Advanced Setup

进入 ADVANCED SETUP MENU（高级设置菜单）。

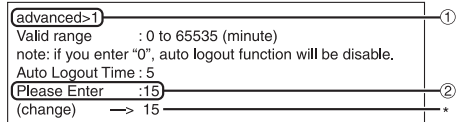


- ① 输入“a”并按“Enter”键。

## 设置自动注销时间

### [ADVANCED][1]Auto Logout Time

如果经过某一固定时间后没有输入，则投影机自动用自动注销功能断开网络连接。可以以分钟为单位设置投影机自动断开连接的时间（从 1 分钟到 65535 分钟）。



- ① 输入“1”并按“Enter”键。
- ② 输入数值并按“Enter”键。  
显示设置的数值(\*)。

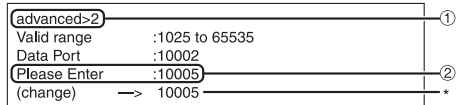


#### 注

- 如果设置值为 0，则自动注销功能不起作用。
- 如果输入无效的数字，将显示一错误信息（“Parameter Error!”（参数错误!）），且画面返回到 ADVANCED SETUP MENU（高级设置菜单）。

## 数据端口设置 (A DVANCED[2]Data Port)

设定 TCP 端口号。可以在 1025 到 65535 的范围内进行设置。



- ① 输入“2”并按“Enter”键。
- ② 输入数值并按“Enter”键。  
显示设置的数值(\*)。



#### 注

- 根据需要进行设置。一般情况下，使用出厂默认设置。

## 进行网络 Ping 测试

(ADVANCED[5]Network Ping Test)

可以确定投影机和电脑等之间的网络连接是否工作正常。

```
advanced>5
Ping Test IP addr :192.168.150.1
Please Enter :192.168.150.152
(change) -> 192.168.150.152
32 bytes from 192.168.150.152: icmp_seq = 1, time = 0 ms
32 bytes from 192.168.150.152: icmp_seq = 2, time = 0 ms
32 bytes from 192.168.150.152: icmp_seq = 3, time = 0 ms
32 bytes from 192.168.150.152: icmp_seq = 4, time = 0 ms
```

- ① 输入“5”并按“Enter”键。
- ② 输入要测试设备的 IP 地址并按“Enter”键。  
显示输入的 IP 地址(\*1)。  
显示测试结果(\*2)。

### 注

- 如果不输入 IP 地址按“Enter”键，则使用以前输入的 Ping 测试 IP 地址。
- 如果连接有错，则显示“Error: No answer”（错误：无应答），并在 5 秒钟后重试。在这种情况下，请确认投影机和电脑的设置，并与网络管理员联系。

## 接受 IP 地址设置

(ADVANCED[6]Accept IP Addr(1) - [8] Accept IP Addr(3))

通过仅允许指定的 IP 地址连接来改善投影机的安全性。可以设置三个允许连接到投影机的 IP 地址。

```
advanced>6
Accept IP Addr(1) :0.0.0.0
Please Enter :192.168.150.152
(change) -> 192.168.150.152
```

- ① 输入“6”、“7”或“8”并按“Enter”键。
- ② 输入数值并按“Enter”键。  
显示设置的数值(\*)。

### 注

- 要使当前设置的接受 IP 地址无效，请输入“0.0.0.0”。
- 如果设置了一个或多个接受 IP 地址，则不允许未设置的 IP 地址连接。可以用“[9]Accept All IP Addr”（[9]接受所有 IP 地址）来取消设置。

## 接受所有 IP 地址

(ADVANCED[9]Accept All IP Addr)

用“Accept IP Addr”（接受所有 IP 地址）删除 IP 地址。

```
advanced>9
Accept All IP Addresses(y/n)? y
```

- ① 输入“9”并按“Enter”键。
- ② 输入“y”并按“Enter”键。

### 注

- 在输入“y”的时间点，“Accept IP Addr(1)-(3)”（接受 IP 地址(1)-(3)）复位为“0.0.0.0”。
- 如果输入“n”，则设置不改变。

## 查寻端口设置

(ADVANCED[0]Search Port)

设置从网络查寻投影机时所用的端口号。

```

advanced>0
Please Enter Port Number for Search from Computer.
Valid range      : 1025 to 65535
Search Port      : 5006
Please Enter      : 5004
(change)         -> 5004
    
```

- ① 输入“0”并按“Enter”键。
- ② 输入数值并按“Enter”键。  
显示设置的数值(\*)。



注

- 根据需要设置。一般情况下，使用出厂默认设置。

## 返回到默认设置

(ADVANCED[!]Restore Default Setting)

将所有可以用菜单设置的设置值返回到默认状态。

```

advanced>!
Restore All Setting to Default(y/n)? y
— User Setting Initialized —
    
```

- ① 输入“!”并按“Enter”键。
- ② 输入“y”并按“Enter”键。



注

- 如果投影机的 IP 地址、子网掩码或网关的值已经通过远程登录恢复为默认设置，则由于电脑网络设置的原因，电脑无法连接到投影机上。

## 返回到主菜单

(ADVANCED[q]Return to Main Menu)

返回到主 SETUP MENU（设置菜单）。

```

advanced>q
-----
                SETUP MENU
-----
[1]IP Address      [2]Subnet Mask  [3]Default Gateway
[4]User Name       [5>Password
[6]RS-232C Baud Rate [7]Projector Name [8]DHCP Client
[A]Advanced Setup  [D]Disconnect All
[V]View All Setting [S]Save & Quit    [Q]Quit Unchanged

setup>
    
```

- ① 输入“q”并按“Enter”键。  
返回到 SETUP MENU。

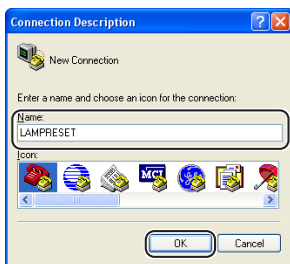
# 通过 LAN 复原投影机的灯泡计时器

投影机连接到网络时，可使用通信程式发送复原灯泡计时器的指令。以下通过Windows® XP操作系统举例说明。使用Windows Vista®时，请参照以下步骤使用其他通信程序，因为Windows Vista®未配有HyperTerminal（超级终端）。

**1** 按一下“Start”（开始）－“All Programs”（程序）－“Accessories”（附件）－“Communications”（通讯）－“HyperTerminal”（超级终端）。

- 如果尚未安装HyperTerminal（超级终端），则请参阅电脑的使用说明书。
- 根据电脑设置的不同，可能需要输入地区代码和其他详情。请根据需要输入资料。

**2** 在“Name”（名称）栏内输入名称，然后按一下“OK”（确定）。



**3** 如果要求输入地区代码，则请在“Area code”（区号）栏内进行输入。从“Connect using”（连接时使用）下拉菜单内选择“TCP/IP (Winsock)”，然后按一下“OK”（确定）。

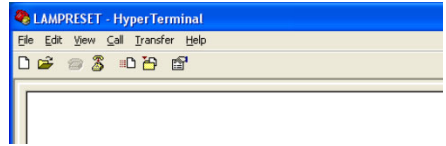


**4** 在“Host address”（主机地址）栏内输入投影机的IP地址（请参阅投影机“网络”菜单上的“TCP/IP”），然后在“Port number”（端口号）栏内输入投影机的资料连接端口（“10002”是出厂默认设置），然后按一下“OK”（确定）。

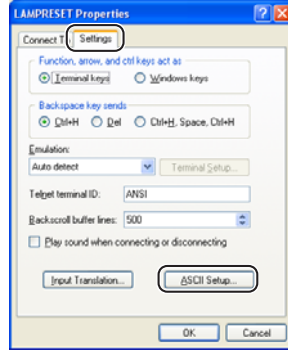




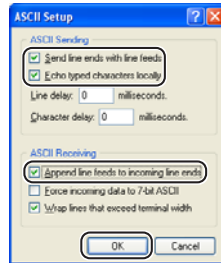
5 按一下“File”（文件）菜单上的“Properties”（属性）。



6 按一下“Settings”（设置）标签，然后按一下“ASCII Setup”（ASCII码设置）。



7 选择“Send line ends with line feeds”（以换行符作为发送行末尾）、“Echo typed characters locally”（本地回车键入的字符）和“Append line feeds to incoming line ends”（将换行符附加到传入行末尾）旁边的选择方块，然后按一下“OK”（确定）。

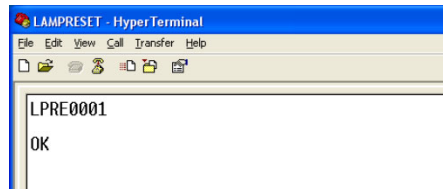


- 随即出现LAMPRESET（灯泡复原）内容视窗，然后按一下“OK”（确定）。

8 如果投影机设置了用户名和/或密码，则请输入用户名和密码。

9 发送灯泡复原指令“LPRE0001”。

- 该指令仅在投影机处于待机模式时才能发送。
- 接收到“OK”（确定）时，表明灯泡已经成功复原。



10 关闭HyperTerminal（超级终端）。

## 不能建立与投影机的通信

### 用串行连接方式连接投影机时

- ◀ 检查投影机和电脑的 RS-232C 端口或商店有售控制器的 RS-232C 端口是否正确连接。
- ◀ 检查 RS-232C 接线是否为绞接型接线。
- ◀ 检查与电脑或商店有售控制器设置对应的投影机 RS-232C 端口的设置。

### 用网络 (LAN) 连接方式将投影机连接到电脑上时

- ◀ 检查接线接口是否牢固地插入投影机的 LAN 端子。
- ◀ 检查接线是否牢固地插入电脑或网络设备（如集线器）的 LAN 端口。
- ◀ 检查 LAN 接线是否是 5 类接线。
- ◀ 将投影机直接连接到电脑上时，请检查 LAN 接线是否是双绞线接线。
- ◀ 将投影机与网络设备（如集线器）连接时，请检查 LAN 接线是否是直连线。
- ◀ 检查网络设备（如投影机和电脑之间的集线器）的电源是否已经打开。

### 检查电脑和投影机的网络设置

- ◀ 检查投影机的下列网络设置。
  - IP 地址  
检查投影机的 IP 地址是否和网络上的 IP 地址有重复。
  - 子网掩码  
投影机的网关设置为“0.0.0.0”（不使用）时，或投影机的网关设置和电脑的默认网关设置相同时：
    - 投影机和电脑的子网掩码应该相同。
    - 投影机和电脑的网络地址应该相同。

（实例）

当投影机的 IP 地址为“192.168.150.2”，且子网掩码为“255.255.255.0”时，电脑的 IP 地址应为“192.168.150.X”（X=3-254），子网掩码应为“255.255.255.0”。
  - 网关  
当投影机的网关设置为“0.0.0.0”（不使用）时，或当投影机的网关设置和电脑的默认网关设置相同时：
    - 投影机和电脑的子网掩码应该相同。
    - 投影机和电脑的网络地址应该相同。

（实例）

当投影机的 IP 地址为“192.168.150.2”，且子网掩码为“255.255.255.0”时，电脑的 IP 地址应为“192.168.150.X”（X=3-254），子网掩码应为“255.255.255.0”。



#### 注

- 将投影机上的“DHCP Client”（DHCP 客户）设为“OFF”（关）时：  
IP address（IP 地址）：192.168.150.2  
Subnet mask（子网掩码）：255.255.255.0  
Gateway address（网关地址）：0.0.0.0（不使用）
- 对于投影机的网络设置，请参阅第 13 页。

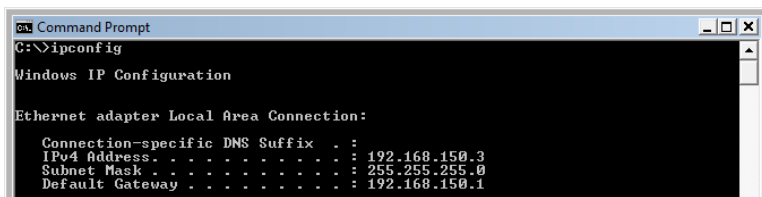
◀ 采取下列步骤检查电脑的网络设置。

1. 开启命令提示符。
  - 在 Windows® 2000 的情况下：按顺序按一下“start”（开始）→“Programs”（程序）→“Accessories”（附件）→“Command Prompt”（命令提示符）。
  - 在 Windows® XP、Windows Vista® 的情况下：按顺序按一下“start”（开始）→“All Programs”（所有程序）→“Accessories”（附件）→“Command Prompt”（命令提示符）。
2. 启动命令提示符后，输入命令“ipconfig”，按“Enter”键。

 注

- 即使进行电脑的网络设置后，也可能无法建立起通信。在这种情况下，请重新启动电脑。

C:\>ipconfig



```
Command Prompt
C:\>ipconfig

Windows IP Configuration

Ethernet adapter Local Area Connection:

    Connection-specific DNS Suffix . . . : 
    IP Address . . . . . : 192.168.150.3
    Subnet Mask . . . . . : 255.255.255.0
    Default Gateway . . . . . : 192.168.150.1
```

 注

- Ipconfig 使用实例
  - C:\>ipconfig /?            显示如何使用“ipconfig.exe”。
  - C:\>ipconfig            显示设置的 IP 地址、子网掩码和默认网关。
  - C:\>ipconfig /all        显示与 TCP/IP 有关所有设置。

3. 要返回到 Windows® 画面，输入“exit”（退出）并按“Enter”键。

## 故障排除

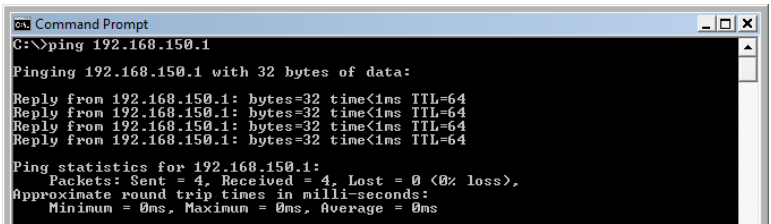
- ◀ 用“PING”命令检查“TCP/IP”协议工作是否正常。另外还要检查是否设置了IP地址。
  1. 打开命令提示符。
    - 在 Windows® 2000 的情况下：按顺序按一下“start”（开始）→ “Programs”（程序）→ “Accessories”（附件）→ “Command Prompt”（命令提示符）。
    - 在 Windows® XP、Windows Vista® 的情况下：按顺序按一下“start”（开始）→ “All Programs”（所有程序）→ “Accessories”（附件）→ “Command Prompt”（命令提示符）。
  2. 启动命令提示符后，输入“PING”。

输入实例 C:\>ping XXX.XXX.XXX.XXX

应该输入带有要连接到某一设备（例如投影机）IP 地址的“XXX.XXX.XXX.XXX”。
  3. 连接正常时，显示如下。

（由于操作系统类型的原因，画面可能稍有不同。）

〈实例〉当连接到某一设备的IP地址为“192.168.150.1”时



```
Command Prompt
C:\>ping 192.168.150.1

Pinging 192.168.150.1 with 32 bytes of data:

Reply from 192.168.150.1: bytes=32 time<1ms TTL=64
Reply from 192.168.150.1: bytes=32 time<1ms TTL=64
Reply from 192.168.150.1: bytes=32 time<1ms TTL=64
Reply from 192.168.150.1: bytes=32 time<1ms TTL=64

Ping statistics for 192.168.150.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms
```

4. 不能发送命令时，则显示“Request time out”（请求超时）。

再次检查网络设置。

如果仍不能正确建立通信，请与网络管理员联系。
5. 要返回到 Windows® 画面，输入“exit”（退出）并按“Enter”键。

### 由于忘记了用户名或密码而不能连接。

- ◀ 初始化设置。（参阅投影机使用说明书的第51页。）
- ◀ 初始化后，再次进行设置。

Before using the projector, please read this operation manual carefully.

# Introduction

ENGLISH

## IMPORTANT

- For your assistance in reporting the loss or theft of your Projector, please record the Model and Serial Number located on the bottom of the projector and retain this information.
- Before recycling the packaging, please ensure that you have checked the contents of the carton thoroughly against the list of "Supplied accessories" on page 11.

**Model No.:**



**Serial No.:**

**WARNING:** High brightness light source. Do not stare into the beam of light, or view directly. Be especially careful that children do not stare directly into the beam of light.



**WARNING:** To reduce the risk of fire or electric shock, do not expose this product to rain or moisture.

See bottom of projector.

	<b>CAUTION</b> <b>RISK OF ELECTRIC SHOCK.</b> <b>DO NOT REMOVE SCREWS</b> <b>EXCEPT SPECIFIED USER</b> <b>SERVICE SCREW.</b>	
<b>CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK,</b> <b>DO NOT REMOVE COVER.</b> <b>NO USER-SERVICEABLE PARTS EXCEPT LAMP UNIT.</b> <b>REFER SERVICING TO QUALIFIED SERVICE</b> <b>PERSONNEL.</b>		



The lightning flash with arrowhead symbol, 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 or electric shock to persons.



The exclamation point within a triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.

**WARNING:**

This is a Class A product. In a domestic environment this product may cause radio interference in which case the user may be required to take adequate measures.

**PRODUCT DISPOSAL**

This product utilizes tin-lead solder, and lamp containing a small amount of mercury. Disposal of these materials may be regulated due to environmental considerations. For disposal or recycling information, please contact your local authorities.

**Caution Concerning Lamp Replacement**

See "Replacing the Lamp" on page [55](#).

This SHARP projector uses a DLP® chip. This very sophisticated panel contains 786,432 pixels (micromirrors). As with any high technology electronic equipment such as large screen TVs, video systems and video cameras, there are certain acceptable tolerances that the equipment must conform to.

This unit has some inactive pixels within acceptable tolerances which may result in inactive dots on the picture screen. This will not affect the picture quality or the life expectancy of the unit.

# How to Read this Operation Manual

- The specifications are slightly different, depending on the model. However, you can connect and operate all models in the same manner.
- In this operation manual, the illustration and the screen display are simplified for explanation, and may differ slightly from the actual display.

## Using the Men

**u Screen**

### Menu Selections (Adjustments)

Example: Adjusting "Bright".

- This operation can also be performed by using the buttons on the projector.

- 1 Press **MENU/HELP**.  
• The "Picture" menu screen for the selected input mode is displayed.
- 2 Press **▶** or **◀** and select "Picture" to adjust.

Example: "Picture" screen menu for COMPUTER (RGB) input

Menu item				
Picture	SCR	PRJ	Net	Help
Picture Mode	[	0	Standard	]
Contrast	[	0	[Progressive Bar]	]
Bright	[	0	[Progressive Bar]	]
Red	[	0	[Progressive Bar]	]
Blue	[	0	[Progressive Bar]	]
CLR Temp	[	0	[Progressive Bar]	]
BrilliantColor™	[	1	[Progressive Bar]	]
C.M.S. Setting	[	On		]
C.M.S.				
DNR			Off	
Lamp Setting			Bright	
◆◆ Reset				
SEL/ADJ.	ENTER		END	

39

Buttons used in this operation

Button used in this step

On-screen display

Useful Features

**Info** ..... Indicates safeguards for using the projector.

**Note** ..... Indicates additional information for setting up and operating the projector.

## For Future Reference

Maintenance

➔ P. 52

Troubleshooting

➔ PP. 60 and 61

Index

➔ P. 65

# Contents

## Preparing

### Introduction

---

How to Read this Operation Manual	3
Contents	4
IMPORTANT SAFEGUARDS	6
SETUP GUIDE	10
Accessories	11
Part Names and Functions	12
Projector	12
Rear View	13
Inserting the Batteries	15
Usable Range	15

### Quick Start

---

Quick Start	16
Setup and Projection	16

### Setup

---

Setting up the Projector	18
Setting up the Projector	18
Standard Setup (Front Projection)	18
Ceiling-mount Setup	18
Projection (PRJ) Mode	19
Screen Size and Projection Distance	20

### Connections

---

Connecting the Projector to Other Equipment	21
Controlling the Projector by a Computer	24
Connecting the Power Cord	25

## Using

### Basic Operation

---

Turning the Projector On/Off	26
Turning the Projector on	26
Turning the Power off (Putting the Projector into Standby Mode)	26
Image Projection	27
About the Setup Guide	27
Adjusting the Projected Image	27
Correcting Trapezoidal Distortion	29
Switching the Input Mode	30
Adjusting the Volume	30
Displaying the Black Screen and Turning off the Sound Temporarily	30
Resize Mode	31

### Useful Features

---

Operating with the Remote Control	33
Displaying and Setting the Break Timer	33
Displaying the Pointer	33
Using the Spot Function	33
Switching the Eco+Quiet Mode	33
Auto Sync (Auto Sync Adjustment)	34
Freezing a Moving Image	34
Selecting the Picture Mode	34
Displaying an Enlarged Portion of an Image	34
Using the Remote Control as the Wireless Computer Mouse	35
Menu Items	36
Using the Menu Screen	39
Menu Selections (Adjustments)	39
Picture Adjustment ("Picture" Menu)	41
Selecting the Picture Mode	41
Adjusting the Image	42
Adjusting the Color Temperature	42
Adjusting the Colors	42
Progressive	43
Reducing Image Noise (DNR)	43
Lamp Setting	43
Adjusting the Projected Image ("SCR - ADJ" Menu)	44
Setting the Resize Mode	44
Adjusting the Image Position	44
Keystone Correction	44
Setting the On-screen Display	44
Selecting the Background Image	45
Selecting the Setup Guide	45
Reversing/Inverting Projected Images	45
Selecting the On-screen Display Language	45
Adjusting the Projector Function ("PRJ - ADJ" Menu)	46
Auto Sync (Auto Sync Adjustment)	46
Auto Power Off Function	46
Auto Restart Function	46
STANDBY Mode	46
Setting the Confirmation Sound (System Sound)	46
Speaker Setting	46
Audio Input	47
Selecting the Transmission Speed (RS-232C)	47
Fan Mode Setting	47
System Lock Function	47
Checking the Lamp Life Status	48
Keylock Function	48
Setting up the Projector Network Environment ("Network" menu)	49



Setting a Password .....	49
DHCP Client Setting .....	50
TCP/IP Setting .....	50
Confirming the Projector Information... ..	50
<b>Troubleshooting with the</b>	
<b>“Help” Menu .....</b>	<b>51</b>
Utilizing the “Help” Menu Functions ....	51

## Reference

## Appendix

---

Maintenance .....	52
Maintenance Indicators .....	53
Regarding the Lamp .....	55
Lamp .....	55
Caution Concerning the Lamp .....	55
Replacing the Lamp .....	55
Removing and Installing the	
Lamp Unit .....	56
Resetting the Lamp Timer .....	57
Storing the Projector .....	58
How to Use the Storage Case .....	58
Computer Compatibility Chart .....	59
Troubleshooting .....	60
For SHARP Assistance .....	62
Specifications .....	63
Dimensions .....	64
Index .....	65

### Appendix 2 Setup Guide

# IMPORTANT SAFEGUARDS

**CAUTION:** Please read all of these instructions before you operate this product and save these instructions for later use.

Electrical energy can perform many useful functions. This product has been engineered and manufactured to assure your personal safety. BUT IMPROPER USE CAN RESULT IN POTENTIAL ELECTRICAL SHOCK OR FIRE HAZARDS. In order not to defeat the safeguards incorporated in this product, observe the following basic rules for its installation, use and servicing.

## 1. Read Instructions

All the safety and operating instructions should be read before the product is operated.

## 2. Retain Instructions

The safety and operating instructions should be retained for future reference.

## 3. Heed Warnings

All warnings on the product and in the operating instructions should be adhered to.

## 4. Follow Instructions

All operating and use instructions should be followed.

## 5. Cleaning

Unplug this product from the wall outlet before cleaning. Do not use liquid cleaners or aerosol cleaners. Use a damp cloth for cleaning.

## 6. Attachments

Do not use attachments not recommended by the product manufacturer as they may cause hazards.

## 7. Water and Moisture

Do not use this product near water—for example, near a bath tub, wash bowl, kitchen sink, or laundry tub; in a wet basement; or near a swimming pool; and the like.

## 8. Accessories

Do not place this product on an unstable cart, stand, tripod, bracket, or table. The product may fall, causing serious injury to a child or adult, and serious damage to the product. Use only with a cart, stand, tripod, bracket, or table recommended by the manufacturer, or sold with the product. Any mounting of the product should follow the manufacturer's instructions, and should use a mounting accessory recommended by the manufacturer.

## 9. Transportation

A product and cart combination should be moved with care. Quick stops, excessive force, and uneven surfaces may cause the product and cart combination to overturn.



## 10. Ventilation

Slots and openings in the cabinet are provided for ventilation to ensure reliable operation of the product and to protect it from overheating, and these openings must not be blocked or covered. The openings should never be blocked by placing the product on a bed, sofa, rug, or other similar surface. This product should not be placed in a built-in installation such as a bookcase or rack unless proper ventilation is provided or the manufacturer's instructions have been adhered to.

## 11. Power Sources

This product should be operated only from the type of power source indicated on the marking label. If you are not sure of the type of power supply to your home, consult your product dealer or local power company. For products intended to operate from battery power, or other sources, refer to the operating instructions.

## 12. Grounding or Polarization

This product is provided with one of the following types of plugs. If the plug should fail to fit into the power outlet, please contact your electrician.

Do not defeat the safety purpose of the plug.

- Two-wire type (mains) plug.
- Three-wire grounding type (mains) plug with a grounding terminal.  
This plug will only fit into a grounding type power outlet.

## 13. Power-Cord Protection

Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to cords at plugs, convenience receptacles, and the point where they exit from the product.

## 14. Lightning

For added protection for this product during a lightning storm, or when it is left unattended and unused for long periods of time, unplug it from the wall outlet and disconnect the cable system. This will prevent damage to the product due to lightning and power-line surges.

**15. Overloading**

Do not overload wall outlets, extension cords, or integral convenience receptacles as this can result in a risk of fire or electric shock.

**16. Object and Liquid Entry**

Never push objects of any kind into this product through openings as they may touch dangerous voltage points or short-out parts that could result in a fire or electric shock. Never spill liquid of any kind on the product.

**17. Servicing**

Do not attempt to service this product yourself as opening or removing covers may expose you to dangerous voltage or other hazards. Refer all servicing to qualified service personnel.

**18. Damage Requiring Service**

Unplug this product from the wall outlet and refer servicing to qualified service personnel under the following conditions:

- When the power-supply cord or plug is damaged.
- If liquid has been spilled, or objects have fallen into the product.
- If the product has been exposed to rain or water.
- If the product does not operate normally by following the operating instructions. Adjust only those controls that are covered by the operating instructions, as an improper adjustment of other controls may result in damage and will often require extensive work by a qualified technician to restore the product to normal operation.
- If the product has been dropped or damaged in any way.
- When the product exhibits a distinct change in performance, this indicates a need for service.

**19. Replacement Parts**

When replacement parts are required, be sure the service technician has used replacement parts specified by the manufacturer or have the same characteristics as the original part. Unauthorized substitutions may result in fire, electric shock, or other hazards.

**20. Safety Check**

Upon completion of any service or repairs to this product, ask the service technician to perform safety checks to determine that the product is in proper operating condition.

**21. Wall or Ceiling Mounting**

This product should be mounted to a wall or ceiling only as recommended by the manufacturer.

**22. Heat**

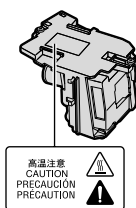
This product should be situated away from heat sources such as radiators, heat registers, stoves, or other products (including amplifiers) that produce heat.

- DLP® and the DLP logo are registered trademarks of Texas Instruments and BrilliantColor™ is a trademark of Texas Instruments.
- Microsoft® and Windows® are registered trademarks of Microsoft Corporation in the United States and/or other countries.
- PC/AT is a registered trademark of International Business Machines Corporation in the United States.
- Adobe® Reader® is a trademark of Adobe Systems Incorporated.
- Macintosh® is a registered trademark of Apple Computer, Inc. in the United States and/or other countries.
- PJLink is a registered trademark or an application trademark in Japan, the United States and/or other countries/regions.
- All other company or product names are trademarks or registered trademarks of their respective companies.
- Some IC chips in this product include confidential and/or trade secret property belonging to Texas Instruments. Therefore you may not copy, modify, adapt, translate, distribute, reverse engineer, reverse assemble or discompile the contents thereof.

## Observe the following safeguards when setting up your projector.

### Caution concerning the lamp unit

- Potential hazard of glass particles if lamp ruptures. In case of lamp rupture, contact your nearest Sharp Authorized Projector Dealer or Service Center for replacement. See “Regarding the Lamp” on page 55.



### Caution concerning the setup of the projector

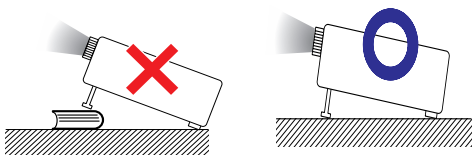
- For minimal servicing and to maintain high image quality, SHARP recommends that this projector be installed in an area free from humidity, dust and cigarette smoke. When the projector is subjected to these environments, the vents and lens must be cleaned more often. As long as the projector is regularly cleaned, use in these environments will not reduce the overall operation life of the unit. Internal cleaning should only be performed by a Sharp Authorized Projector Dealer or Service Center.

### Do not set up the projector in places exposed to direct sunlight or bright light.

- Position the screen so that it is not in direct sunlight or room light. Light falling directly on the screen washes out the colors, making viewing difficult. Close the curtains and dim the lights when setting up the screen in a sunny or bright room.

### Caution regarding placing of the projector

- Place the projector on a level site within the adjustment range (9 degrees) of the adjustment foot.



- After the projector is purchased, a faint smell from the vent may appear when the power is first turned on. This is normal and is not a malfunction. It will disappear after the projector is used for a while.

### When using the projector in high-altitude areas such as mountains (at altitudes of approximately 1,500 meters or more)

- When you use the projector in high-altitude areas with thin air, set “Fan Mode” to “High”. Neglecting this can affect the longevity of the optical system.

### Warning about placing the projector in a high position

- When placing the projector in a high position, make certain it is carefully secure to avoid personal injury caused by the projector falling down.

### Do not subject the projector to hard impact and/or vibration.

- Protect the lens so as not to hit or damage the surface of the lens.

### Rest your eyes occasionally.

- Continuously watching the screen for long hours will cause eye strain. Take regular breaks to rest your eyes.

### Avoid locations with extremes of temperature.

- The operating temperature of the projector is from +5°C to +35°C.
- The storage temperature of the projector is from -20°C to +60°C.

### Do not block the exhaust and intake vents.

- Allow at least 30 cm of space between the exhaust vent and the nearest wall or obstruction.
- Ensure that the intake vent and the exhaust vent are not obstructed.
- If the cooling fan becomes obstructed, a protection circuit will automatically put the projector into standby mode to prevent overheat damage. This does not indicate a malfunction. (See pages 53 and 54.) Remove the projector power cord from the wall outlet and wait at least 10 minutes. Place the projector where the intake and exhaust vents are not blocked, plug the power cord back in and turn on the projector. This will return the projector to the normal operating condition.

### Caution regarding usage of the projector

- If you are not to use the projector for a long time or before moving the projector, make certain you unplug the power cord from the wall outlet, and disconnect any other cables connected to it.
- If the power cord is unplugged while the cooling fan is running, some parts of the projector may still be hot. Use caution when handling the projector.
- Do not carry the projector by holding the lens.
- When storing the projector, ensure you attach the lens cap to the projector. (See page 12.)
- Do not expose the projector to direct sunlight or place next to heat sources. Doing so may affect the cabinet color or cause deformation of the plastic cover.

### Other connected equipment


- When connecting a computer or other audio-visual equipment to the projector, make the connections AFTER unplugging the power cord of the projector from the AC outlet and turning off the equipment to be connected.
- Please read the operation manuals of the projector and the equipment to be connected for instructions on how to make the connections.

### Using the projector in other countries

- The power supply voltage and the shape of the plug may vary depending on the region or country you are using the projector in. When using the projector overseas, make sure you use an appropriate power cord for the country you are in.

### Temperature monitor function



- If the projector starts to overheat due to setup problems or blockage of the air vents, “” and “TEMP.” will illuminate in the lower left corner of the picture. If the temperature continues to rise, the lamp will turn off, the temperature warning indicator on the projector will blink, and after a 60-second cooling-off period the projector will enter standby mode. Refer to “Maintenance Indicators” on page 53 for details.

### Info

- The cooling fan regulates the internal temperature, and its performance is automatically controlled. The sound of the fan may change during projector operation due to changes in the fan speed. This does not indicate malfunction.



# SETUP MANUAL

Refer to the “**SETUP GUIDE**” contained on the **Appendix 2** for details.

Connecting Pin Assignments .....	2
RS-232C Specifications and Commands .....	4
Setting up the Projector Network Environment .....	9
Controlling the Projector via LAN .....	15
Setting up the Projector Using RS-232C or Telnet .....	20
Resetting the Lamp Timer of the Projector via LAN .....	30
Troubleshooting .....	32

# Accessories

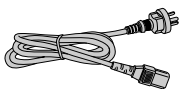
## Supplied accessories



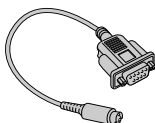
Remote control



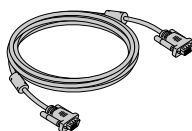
Two R-6 batteries  
("AA" size, UM/SUM-3,  
HP-7 or similar)



Power cord\*  
1.8 m



DIN-D-sub RS-232C adaptor  
15 cm



RGB cable  
3.0 m



Lens cap (attached)



Storage case

- Operation manual (this manual )

## Optional accessories

- |  |                        |
|--|------------------------|
| ■ Lamp unit                                | AN-F212LP              |
| ■ Ceiling-mount adaptor                    | AN-60KT                |
| ■ Ceiling-mount unit                       | AN-TK201 <for AN-60KT> |
|  | AN-TK202 <for AN-60KT> |
| ■ Remote receiver                          | AN-MR2                 |
| ■ 3 RCA to mini D-sub 15 pin cable (3.0 m) | AN-C3CP2               |

### Note

- Some of the optional accessories may not be available depending on the region. Please check with your nearest Sharp Authorized Projector Dealer or Service Center.

# Part Names and Functions

Numbers in **[ ]** refer to the main pages in this operation manual where the topic is explained.

## Projector

### Top View

Power indicator

**26, 53**

**26, 53** Lamp indicator

STANDBY/ON button

**26**

**53** Temperature warning indicator

For turning the power on and putting the projector into standby mode.

**33** ECO+QUIET button  
For lowering the noise of the cooling fan and extending the lamp life.

ENTER button

**39**

For setting items selected or adjusted on the menu.

**30** VOL (Volume) buttons (-◀/▶+)  
For adjusting the speaker sound level.

KEystone button

**29**

For entering the Keystone Correction mode.

**30** INPUT buttons (▲/▼)  
For switching input mode.

**39, 51** MENU/HELP button  
For displaying adjustment and setting screens, and help screen.

**39** Adjustment buttons (▲/▼/◀/▶)  
For selecting menu items.

### Front View

Zoom ring

**27**

For enlarging/reducing the picture.

Remote control sensor

**15**

**52** Intake vent

Exhaust vent

**52**

**46** Speaker

HEIGHT ADJUST lever

**28**

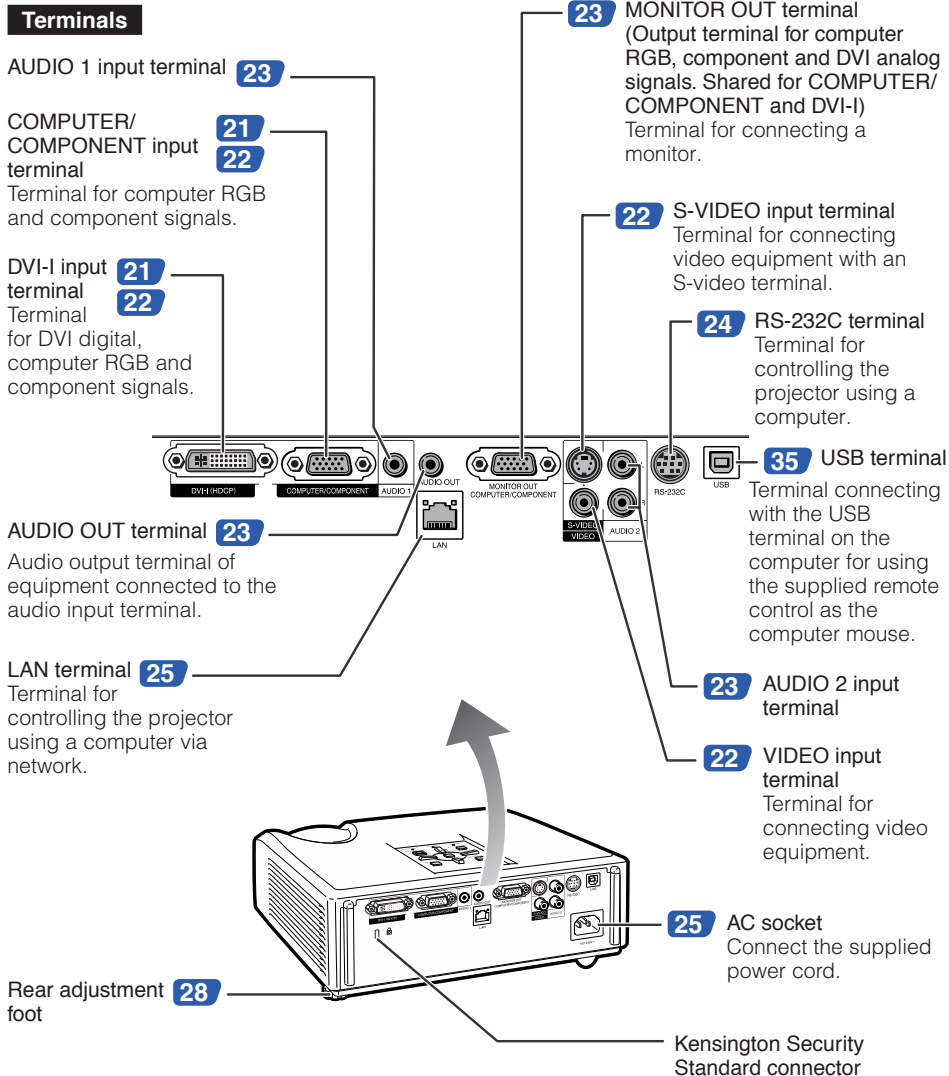
**27** Focus ring  
For adjusting the focus.

Push both sides of the lens cap to attach or remove.



Numbers in    refer to the main pages in this operation manual where the topic is explained.

## Rear View



### Using the Kensington Lock

- This projector has a Kensington Security Standard connector for use with a Kensington MicroSaver Security System. Refer to the information that came with the system for instructions on how to use it to secure the projector.

# Part Names and Functions (Continued)

## STANDBY button **26**

For putting the projector into the standby mode.

## COMPUTER, DVI, **30**

S-VIDEO, VIDEO buttons  
For switching to the respective input modes.

## BREAK TIMER button **33**

For displaying the break time.

## MAGNIFY buttons **34**

For enlarging/reducing part of the image.

## PAGE UP/PAGE **35**

DOWN buttons

Same as the [Page Down] and [Page Up] keys on a computer keyboard, when with the USB connection (using a USB cable or the optional remote receiver).

## POINTER button **33**

For displaying the pointer.

## MOUSE/Adjustment **35**

buttons (▲/▼/◀/▶) **39**

- For moving the computer cursor when with the USB connection (using a USB cable or the optional remote receiver).
- For selecting and adjusting menu items.

## L-CLICK/EFFECT **35**

button **33**

- For the Left click when with the USB connection (using a USB cable or the optional remote receiver).
- For changing the pointer or spot area.

## KEYSTONE button **29**

For entering the Keystone Correction mode.

## AUTO SYNC button **34**

For automatically adjusting images when connected to a computer.

## ECO+QUIET button **33**

For lowering the noise of the cooling fan and extending the lamp life.

## **26** ON button

For turning the power on.

## **34** FREEZE button

For freezing images.

## **30** AV MUTE button

For temporarily displaying a black screen and turning off the sound.

## **30** VOL +/- (Volume) buttons

For adjusting the speaker sound level.

## **33** SPOT button

For displaying the spotlight.

## **39** ENTER button

For setting items selected or adjusted on the menu.

## **35** R-CLICK/RETURN **39** button

- For the Right click when with the USB connection (using a USB cable or the optional remote receiver).
- For returning to the previous menu screen during menu operations.

## **39** MENU/HELP button

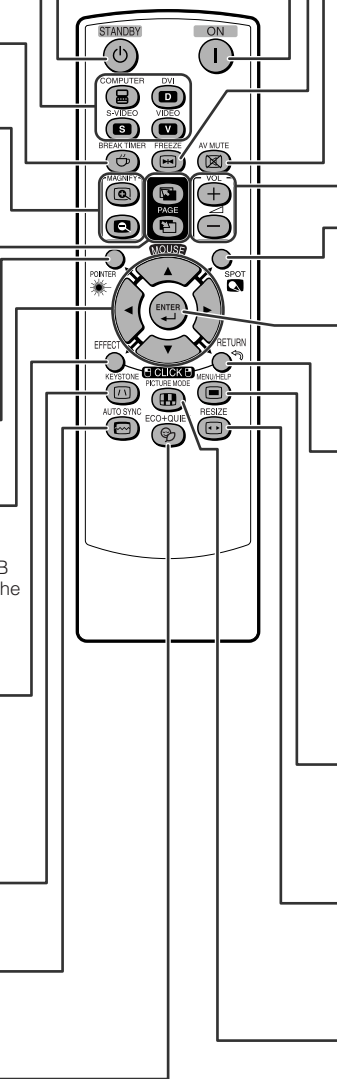
**51** For displaying adjustment and setting screens, and help screen.

## **31** RESIZE button

For switching the picture size (NORMAL, BORDER, etc.).

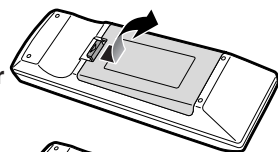
## **34** PICTURE MODE button

For selecting the appropriate picture.



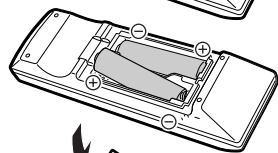
## Inserting the Batteries

**1** Pull down the tab on the cover and remove the cover towards the direction of the arrow.

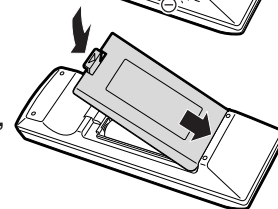


**2** Insert the batteries.

- Insert the batteries making sure the polarities correctly match the ⊕ and ⊖ marks inside the battery compartment.



**3** Insert the lower tab of the cover into the opening, and lower the cover until it clicks in place.



**Incorrect use of the batteries may cause them to leak or explode. Please follow the precautions below.**



### Caution

- Danger of explosion if battery is incorrectly replaced. Replace only with alkaline or manganese batteries.
- Insert the batteries making sure the polarities correctly match the ⊕ and ⊖ marks inside the battery compartment.
- Batteries of different types have different properties, therefore do not mix batteries of different types.
- Do not mix new and old batteries.
- This may shorten the life of new batteries or may cause old batteries to leak.
- Remove the batteries from the remote control once they have run out, as leaving them in can cause them to leak.
- Battery fluid from leaked batteries is harmful to skin, therefore ensure you wipe them first and then remove them using a cloth.
- The batteries included with this projector may run down in a short period, depending on how they are kept. Be sure to replace them as soon as possible with new batteries.
- Remove the batteries from the remote control if you will not be using the remote control for a long time.
- Comply with the rules (ordinance) of each local government when disposing of worn-out batteries.

## Usable Range

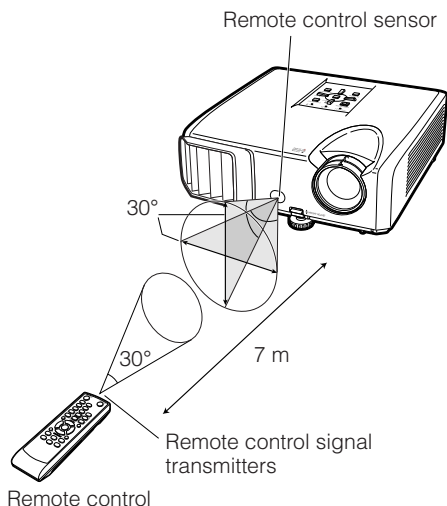
The remote control can be used to control the projector within the ranges shown in the illustration.

### Note

- The signal from the remote control can be reflected off a screen for easy operation. However, the effective distance of the signal may differ depending on the screen material.

### When using the remote control

- Ensure that you do not drop it or expose it to moisture or high temperature.
- The remote control may malfunction under a fluorescent lamp. In this case, move the projector away from the fluorescent lamp.

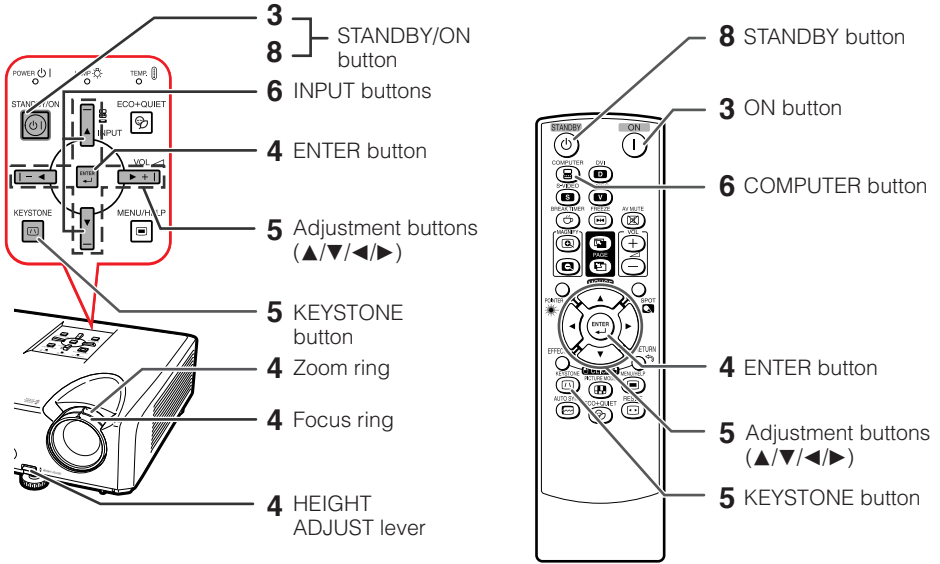


# Quick Start

This section shows the basic operation (projector connecting with the computer). For details, see the page described below for each step.

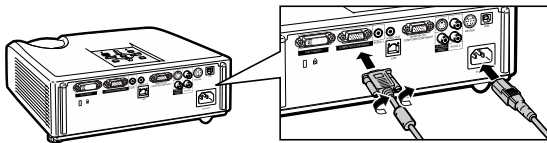
## Setup and Projection

In this section, connection of the projector and the computer is explained using one example.



**1. Place the projector facing a wall or a screen** → P. 18

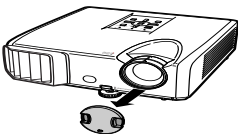
**2. Connect the projector to the computer and plug the power cord into the AC socket of the projector**



When connecting equipment other than a computer, see pages **22** and **23**.

→ PP. 21, 24, 25

**3. Remove the lens cap and turn the projector on**



On the projector

On the remote control



→ P. 26

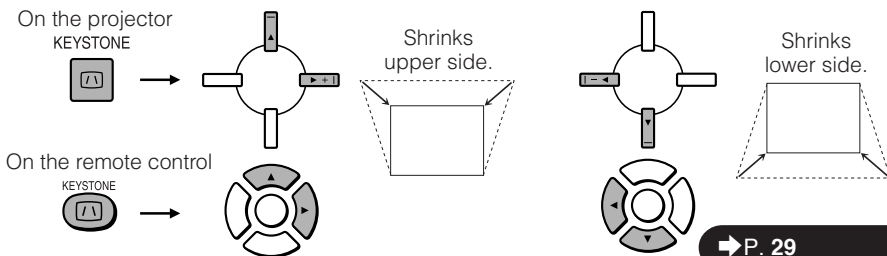
## 4. Adjust the projected image with the Setup Guide

- 1 After the projector turns on, the Setup Guide appears.  
(When "Setup Guide" is set to "On". See page 45.)
- 2 Follow the steps in the Setup Guide and adjust the focus, height (angle) and picture size.
- 3 After adjusting the focus, height (angle) and picture size, press **ENTER** to finish the Setup Guide.

➔ P. 27, 28

## 5. Correct trapezoidal distortion

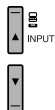
Correcting trapezoidal distortion using Keystone Correction.



## 6. Select the INPUT mode

Select the "COMPUTER" using **INPUT** on the projector or **COMPUTER** on the remote control.

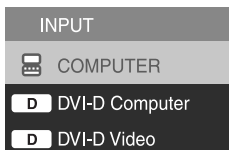
On the projector



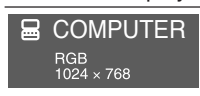
On the remote control



INPUT list



On-screen display (RGB)



- When you press **INPUT** on the projector, the INPUT list appears.  
Press ▲/▼ to switch the INPUT mode.

➔ P. 30

## 7. Turn the computer on

## 8. Turn the power off

Press **STANDBY/ON** on the projector or **STANDBY** on the remote control, and then press the button again while the confirmation message is displayed to put the projector into standby mode.

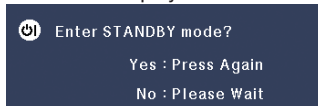
On the projector



On the remote control



On-screen display



➔ P. 26

# Setting up the Projector

## Setting up the Projector

For optimal image quality, position the projector perpendicular to the screen with the projector's feet flat and level. Doing so will eliminate the need for Keystone correction and provide the best image quality. (See page 29.)

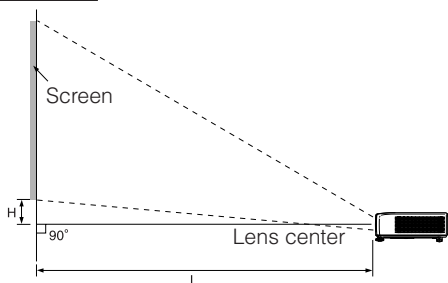
### Standard Setup (Front Projection)

- Place the projector at the required distance from the screen according to the desired picture size. (See page 20.)



### Example of standard setup

#### Side View

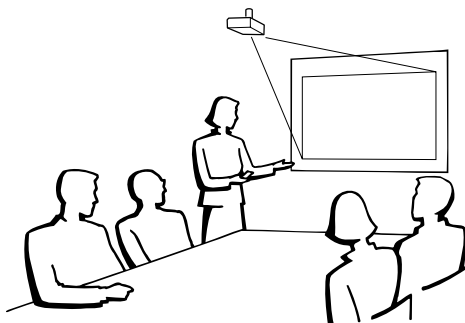


#### Note

- Refer to page 20 for additional information concerning "Screen Size and Projection Distance".

### Ceiling-mount Setup

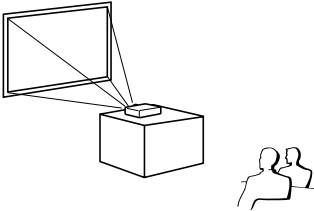
- It is recommended that you use the optional Sharp ceiling-mount adaptor and unit for this installation. Before mounting the projector, contact your nearest Sharp Authorized Projector Dealer or Service Center to obtain the recommended ceiling-mount adaptor and unit (sold separately).



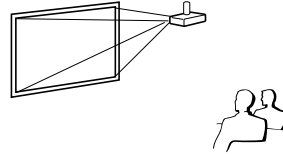
## Projection (PRJ) Mode

The projector can use any of the 4 projection modes shown in the diagram below. Select the mode most appropriate for the projection setting in use. (You can set the PRJ mode in "SCR-ADJ" menu. See page 45.)

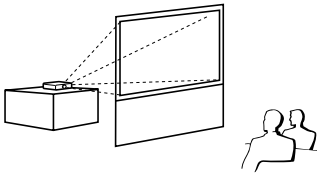
- Table mounted, front projection  
[Menu item → "Front"]



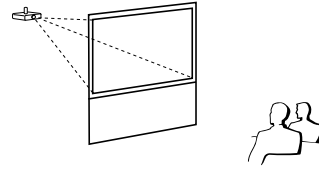
- Ceiling mounted, front projection  
[Menu item → "Ceiling + Front"]



- Table mounted, rear projection  
(with a translucent screen)  
[Menu item → "Rear"]

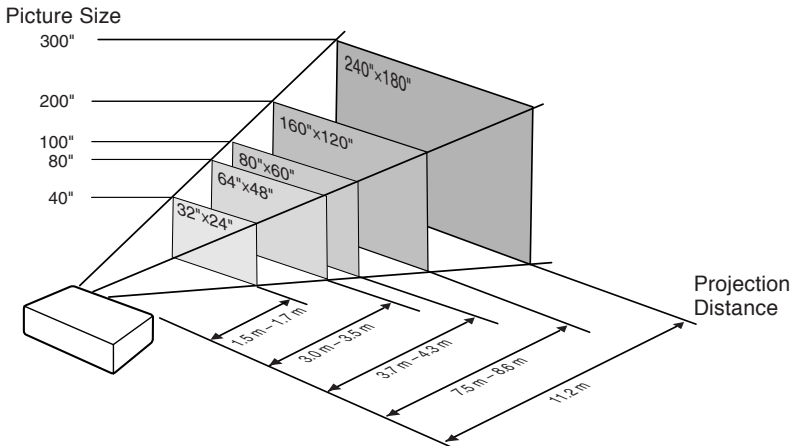


- Ceiling mounted, rear projection  
(with a translucent screen)  
[Menu item → "Ceiling + Rear"]



## Indication of the Projection Image Size and Projection Distance

Example: 4:3 Signal Input (Normal Mode)



# Setting up the Projector (Continued)

## Screen Size and Projection Distance

### 4:3 Signal Input (Normal Mode)

Picture (Screen) size			Projection distance [L]		Distance from the lens center to the bottom of the image [H]
Diag. [x]	Width	Height	Minimum [L1]	Maximum [L2]	
300" (762 cm)	610 cm (240")	457 cm (180")	11.2 m (36' 10")	—	19 cm (7 <sup>9</sup> / <sub>16</sub> ")
250" (635 cm)	508 cm (200")	381 cm (150")	9.4 m (30' 9")	10.8 m (35' 5")	16 cm (6 <sup>19</sup> / <sub>64</sub> ")
200" (508 cm)	406 cm (160")	305 cm (120")	7.5 m (24' 7")	8.6 m (28' 4")	13 cm (5 <sup>3</sup> / <sub>64</sub> ")
150" (381 cm)	305 cm (120")	229 cm (90")	5.6 m (18' 5")	6.5 m (21' 3")	10 cm (3 <sup>25</sup> / <sub>32</sub> ")
120" (305 cm)	244 cm (96")	183 cm (72")	4.5 m (14' 9")	5.2 m (17' 0")	8 cm (3 <sup>1</sup> / <sub>32</sub> ")
100" (254 cm)	203 cm (80")	152 cm (60")	3.7 m (12' 3")	4.3 m (14' 2")	6 cm (2 <sup>39</sup> / <sub>64</sub> ")
80" (203 cm)	163 cm (64")	122 cm (48")	3.0 m (9' 10")	3.5 m (11' 4")	5 cm (2 <sup>1</sup> / <sub>64</sub> ")
70" (178 cm)	142 cm (56")	107 cm (42")	2.6 m (8' 7")	3.0 m (9' 11")	4 cm (1 <sup>49</sup> / <sub>64</sub> ")
60" (152 cm)	122 cm (48")	91 cm (36")	2.2 m (7' 4")	2.6 m (8' 6")	4 cm (1 <sup>39</sup> / <sub>64</sub> ")
40" (102 cm)	81 cm (32")	61 cm (24")	1.5 m (4' 11")	1.7 m (5' 8")	3 cm (1 <sup>1</sup> / <sub>64</sub> ")

x: Picture size (diag.) (in/cm)

L: Projection distance (m/ft)

L1: Minimum projection distance (m/ft)

L2: Maximum projection distance (m/ft)

H: Distance from the lens center to the bottom of the image (cm/in)

The formula for picture size and projection distance

**[m/cm]**

L1 (m) = 0.03745x

L2 (m) = 0.04323x

H (cm) = 0.064x

**[Feet/inches]**

L1 (ft) = 0.03745x / 0.3048

L2 (ft) = 0.04323x / 0.3048

H (in) = 0.064x / 2.54

### 16:9 Signal Input (Stretch Mode)

Picture (Screen) size			Projection distance [L]		Distance from the lens center to the bottom of the image [H]	Adjustable range of image position [S]
Diag. [x]	Width	Height	Minimum [L1]	Maximum [L2]		
250" (635 cm)	553 cm (218")	311 cm (123")	10.2 m (33' 6")	11.8 m (38' 8")	69 cm (27 <sup>19</sup> / <sub>64</sub> ")	± 52 cm (± 20 <sup>27</sup> / <sub>64</sub> ")
200" (508 cm)	443 cm (174")	249 cm (98")	8.2 m (26' 9")	9.4 m (30' 11")	55 cm (21 <sup>53</sup> / <sub>64</sub> ")	± 42 cm (± 16 <sup>11</sup> / <sub>32</sub> ")
150" (381 cm)	332 cm (131")	187 cm (74")	6.1 m (20' 1")	7.1 m (23' 2")	42 cm (16 <sup>3</sup> / <sub>8</sub> ")	± 31 cm (± 12 <sup>1</sup> / <sub>4</sub> ")
120" (305 cm)	266 cm (105")	149 cm (59")	4.9 m (16' 1")	5.7 m (18' 7")	33 cm (13 <sup>3</sup> / <sub>32</sub> ")	± 25 cm (± 9 <sup>13</sup> / <sub>16</sub> ")
100" (254 cm)	221 cm (87")	125 cm (49")	4.1 m (13' 5")	4.7 m (15' 5")	28 cm (10 <sup>59</sup> / <sub>64</sub> ")	± 21 cm (± 8 <sup>1</sup> / <sub>64</sub> ")
80" (203 cm)	177 cm (70")	100 cm (39")	3.3 m (10' 9")	3.8 m (12' 4")	22 cm (8 <sup>47</sup> / <sub>64</sub> ")	± 17 cm (± 6 <sup>17</sup> / <sub>32</sub> ")
60" (152 cm)	133 cm (52")	75 cm (29")	2.4 m (8' 0")	2.8 m (9' 3")	17 cm (6 <sup>35</sup> / <sub>64</sub> ")	± 12 cm (± 4 <sup>29</sup> / <sub>32</sub> ")
40" (102 cm)	89 cm (35")	50 cm (20")	1.6 m (5' 4")	1.9 m (6' 2")	11 cm (4 <sup>23</sup> / <sub>64</sub> ")	± 8 cm (± 3 <sup>17</sup> / <sub>64</sub> ")

x: Picture size (diag.) (in/cm)

L: Projection distance (m/ft)

L1: Minimum projection distance (m/ft)

L2: Maximum projection distance (m/ft)

H: Distance from the lens center to the bottom of the image (cm/in)

S: Adjustable range of image position (cm/in) See page 44.

The formula for picture size and projection distance

**[m/cm]**

L1 (m) = 0.0408x

L2 (m) = 0.0471x

H (cm) = 0.27727x

S (cm) = ± 0.20754x

**[Feet/inches]**

L1 (ft) = 0.0408x / 0.3048

L2 (ft) = 0.0471x / 0.3048

H (in) = 0.27727x / 2.54

S (in) = ± 0.20754x / 2.54



#### Note

- Refer to page 18 concerning "Projection distance [L]" and "Distance from the lens center to the bottom of the image [H]".
- Allow a margin of error in the values in the diagrams above.



# Connecting the Projector to Other Equipment

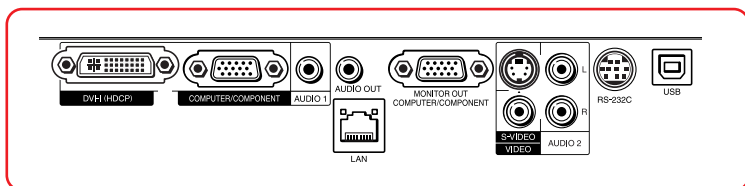
Before connecting, ensure that the power cord of the projector is unplugged from the AC outlet and turn off the equipment to be connected. After making all connections, turn on the projector and then the other pieces of equipment. When connecting a computer, ensure that it is the last equipment to be turned on after all the connections are made.



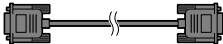
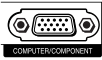

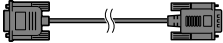


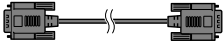

## IMPORTANT:

Ensure that the appropriate input mode has been selected on the projector before you turn on the connected equipment.

- For more details of connection and cables, refer to the operation manual of the connecting equipment.
- You may need other cables or connectors not listed below.

## Terminals on the Projector



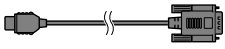


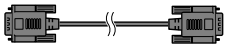

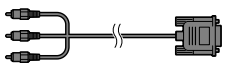


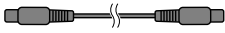


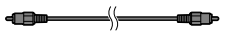

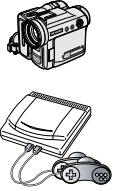

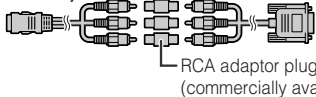
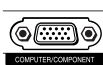

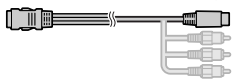


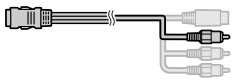



Equipment	Terminal on connected equipment	Cable	Terminal on the projector
	<b>RGB output terminal</b> 	<b>RGB cable (supplied)</b> 	<b>COMPUTER/COMPONENT</b> 
	<b>RGB output terminal</b> 	<b>mini D-sub 15 pin to DVI cable (commercially available)</b> 	<b>DVI-I</b> 
	<b>DVI digital output terminal</b> 	<b>DVI Digital cable (commercially available)</b> 	<b>DVI-I (D/CP)</b> 

## Note

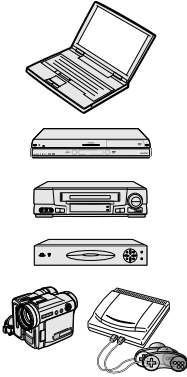

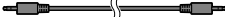


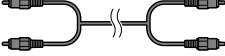

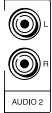


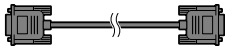


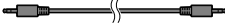

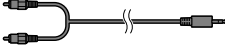
- See page 59 "Computer Compatibility Chart" for a list of computer signals compatible with the projector. Use with computer signals other than those listed may cause some of the functions to not work.
- A Macintosh adaptor may be required for use with some Macintosh computers. Contact your nearest Macintosh Dealer.
- **Depending on the computer you are using, an image may not be projected unless the computer's external output port is switched on (e.g. Press "Fn" and "F5" keys simultaneously when using a SHARP notebook computer).** Refer to the specific instructions in your computer's operation manual to enable your computer's external output port.

# Connecting the Projector to Other Equipment (Continued)

Equipment	Terminal on connected equipment	Cable	Terminal on the projector
<b>Video equipment</b> 	<b>HDMI output terminal</b> 	<b>HDMI to DVI cable (commercially available)</b> 	<b>DVI-I</b> 
	<b>DVI digital output terminal</b> 	<b>DVI Digital cable (commercially available)</b> 	
	<b>Component video output terminal</b> 	<b>3 RCA to mini D-sub 15 pin cable (optional, AN-C3CP2)</b> 	<b>COMPUTER/COMPONENT</b> 
	<b>S-video output terminal</b> 	<b>S-video cable (commercially available)</b> 	<b>S-VIDEO</b> 
	<b>Video output terminal</b> 	<b>Video cable (commercially available)</b> 	<b>VIDEO</b> 
<b>Camera/Video game</b> 	<b>Component video output terminal</b> 	<b>Cables for a camera or a video game/3 RCA to mini D-sub 15 pin cable (optional, AN-C3CP2)</b>  RCA adaptor plug (commercially available)	<b>COMPUTER/COMPONENT</b> 
	<b>S-video output terminal</b> 	<b>Cables for a camera or a video game</b> 	<b>S-VIDEO</b> 
	<b>Video output terminal</b> 	<b>Cables for a camera or a video game</b> 	<b>VIDEO</b> 

## Note

- While the projector is connected to video equipment that has an HDMI output terminal, only the video signal can be input to the projector. (Connect the AUDIO input terminal for audio input.)
- Depending on specifications of video equipment or HDMI to DVI digital cable, the signal transmission may not work properly. (The HDMI specification does not support all connections to video equipment that has HDMI digital output terminal using HDMI to DVI digital cable.)
- For details on compatibility for connection, see support information on DVI connection provided by the video equipment manufacturer.
- When you connect video equipment with a 21-pin RGB output (Euro-scart) to the projector, use a commercially available cable that fits in the projector terminal you want to connect.
- The projector does not support RGBC signals via the Euro-scart.

Equipment	Terminal on connected equipment	Cable	Terminal on the projector	
<b>Audio equipment</b> 	<b>ø3.5 mm audio output terminal</b> 	<b>ø3.5 mm stereo or mono audio cable (commercially available or available as Sharp service part QCNWGA038WJPZ)</b> 	<b>AUDIO 1</b> 	
	<b>RCA audio output terminal</b> 	<b>RCA audio cable (commercially available)</b> 	<b>Cables for a camera or a video game</b> 	<b>AUDIO 2</b> 
	<b>Audio output terminal</b>			
<b>Monitor</b> 	<b>RGB input terminal</b> 	<b>RGB cable (supplied or commercially available)</b> 	<b>MONITOR OUT</b> 	
<b>Amplifier</b> 	<b>ø3.5 mm audio input terminal</b>	<b>ø3.5 mm stereo or mono audio cable (commercially available or available as Sharp service part QCNWGA038WJPZ)</b> 	<b>AUDIO OUT</b> 	
	<b>RCA audio input terminal</b>	<b>ø3.5 mm stereo minijack to RCA audio cable (commercially available)</b> 		

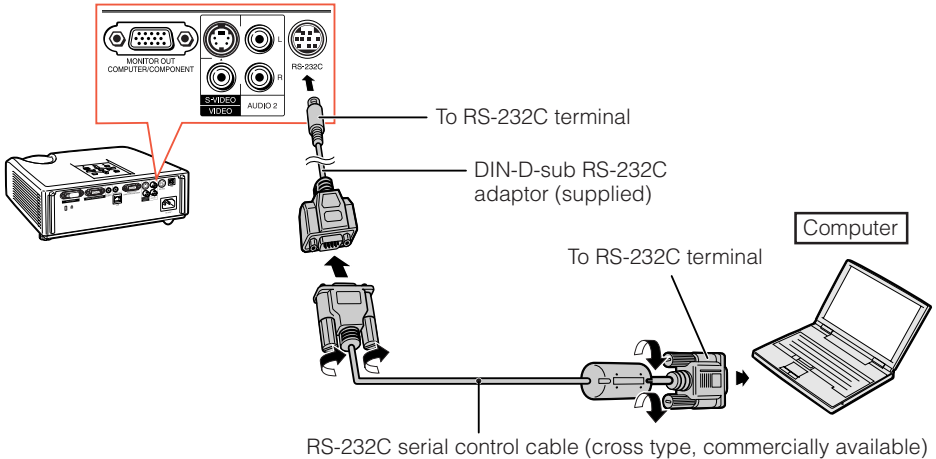
 **Note**

- When using the ø3.5 mm mono audio cable, the volume level will be half of when using the ø3.5 mm stereo audio cable.
- You can select "Audio 1" or "Audio 2" for "Audio Input" in the "PRJ-ADJ" menu. (See page 47.)
- RGB signals and Component signals can be output to the monitor.

# Controlling the Projector by a Computer

When the RS-232C terminal on the projector is connected to a computer with a DIN-D-sub RS-232C adaptor and an RS-232C serial control cable (cross type, commercially available), the computer can be used to control the projector and check the status of the projector. Refer to the “SETUP GUIDE” contained on the Appendix 2.

## When connecting to a computer using an RS-232C serial control cable and a DIN-D-sub RS-232C adaptor



### Note

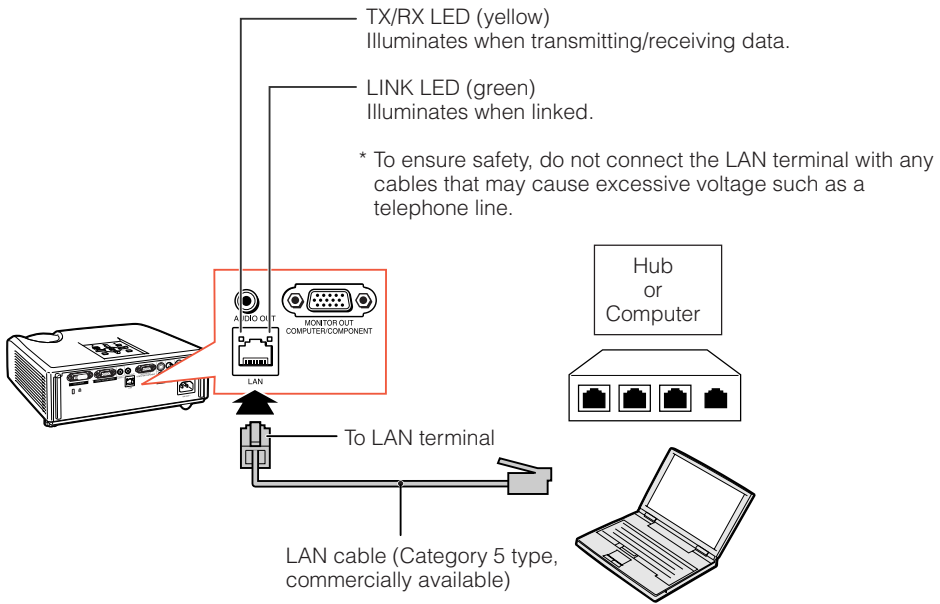
- The RS-232C function may not operate if your computer terminal is not correctly set up. Refer to the operation manual of the computer for details.
- Refer to pages **2** to **8** of the “SETUP GUIDE” contained on the Appendix 2 for “Connecting Pin Assignments” and “RS-232C Specifications and Commands”.



### Info

- Do not connect the RS-232C cable to a port other than the RS-232C terminal on the computer. This may damage your computer or projector.
- Do not connect or disconnect an RS-232C serial control cable to or from the computer while it is on. This may damage your computer.

### When connecting to the LAN terminal using a LAN cable

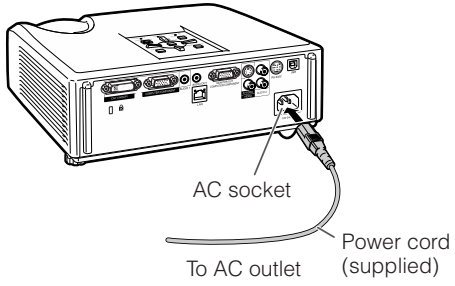


**Note**

- When connecting to a hub, use a straight-through Category 5 (CAT.5) type cable (commercially available).
- When connecting to a computer, use a cross-over Category 5 (CAT.5) type cable (commercially available).

### Connecting the Power Cord

Plug the supplied power cord into the AC socket on the rear of the projector. Then plug into AC outlet.



# Turning the Projector On/Off

## Turning the Projector on

Note that the connections to external equipment and power outlet should be done before performing the operations written below. (See pages 21 to 25.)

Remove the lens cap and press **STANDBY/ON** on the projector or **ON** on the remote control.

- The power indicator illuminates green.
- After the lamp indicator illuminates, the projector is ready to start operation.

### Note

#### About the Lamp Indicator

The lamp indicator illuminates to indicate the status of the lamp.

**Green:** The lamp is on.

**Blinking in green:** The lamp is warming up.

**Red:** The lamp is shut down abnormally or the lamp should be replaced.

- When switching on the projector, a slight flickering of the image may be experienced within the first minute after the lamp has been illuminated. This is normal operation as the lamp's control circuitry is stabilising the lamp output characteristics. It should not be regarded as faulty operation.
- If the projector is put into standby mode and immediately turned on again, the lamp may take some time to start projection.
- When System Lock is set, the keycode input box appears. To cancel the keycode setting, input the keycode that you have already set. See page 47 for details.

## Turning the Power off (Putting the Projector into Standby Mode)

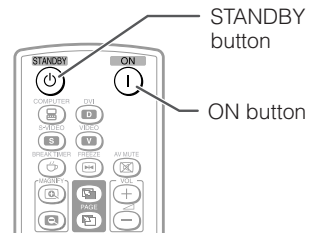
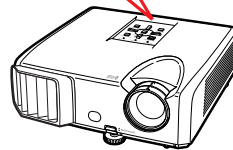
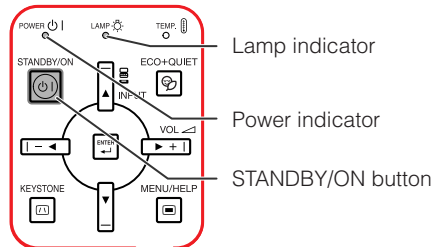
Press **STANDBY/ON** on the projector or **STANDBY** on the remote control, then press that button again while the confirmation message is displayed, to put the projector into standby mode.

- The projector cannot be turned on while cooling.

### Info

#### When "Auto Restart" is set to "On":

- If the power cord is unplugged from the outlet or the breaker switch is turned off when the projector is on, then the projector automatically turns on when the power cord is plugged into the AC outlet or the breaker switch is turned on. (See page 46.)
- Chinese is the factory default language. If you want to change the on-screen display to another language, change the language according to the procedure on page 45.



On-screen display (confirmation message)



Enter STANDBY mode?

Yes : Press Again

No : Please Wait

### Info

#### Direct Power Off function:

- You can unplug the power cord from the AC outlet even if the cooling fan is still running.

# Image Projection

## About the Setup Guide

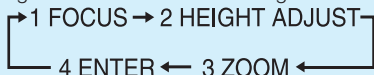
After turning on the projector, the Setup Guide screen appears to assist you with projector setup.

- Guidance items
- 1 FOCUS
- 2 HEIGHT ADJUST
- 3 ZOOM

Press **ENTER** to exit the Setup Guide screen.

### Note

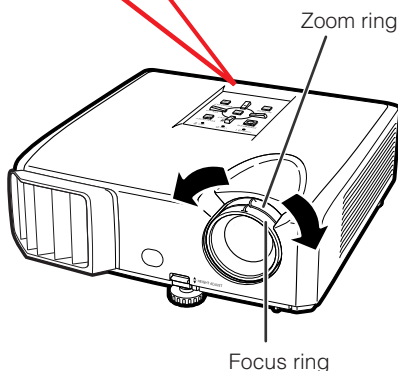
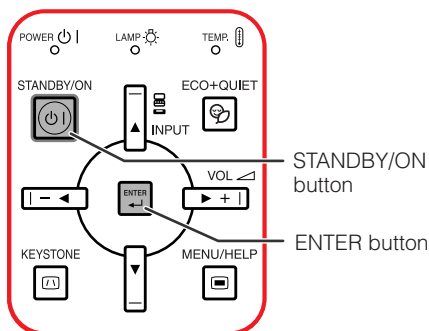
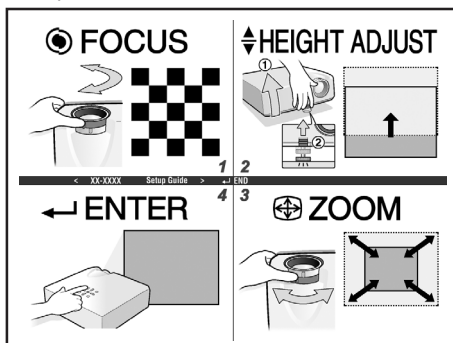
- The Setup Guide screen automatically highlights the items in the following order:



However, you can adjust the focus, height (angle), or zoom regardless of the highlighted item.

- If you do not want to display the Setup Guide for the next time, set "Menu" - "SCR - ADJ" - "Setup Guide" to "Off". (See page 45.)

Setup Guide screen



## Adjusting the Projected Image

### 1 Adjusting the Focus

You can adjust the focus with the focus ring on the projector.

Rotate the focus ring to adjust the focus while watching the projected image.

### 2 Adjusting the Picture Size

You can adjust the picture size using the zoom ring on the projector.

Rotate the zoom ring to enlarge or shrink the picture size.

# Image Projection (Continued)

## 3 Adjusting the Height

The height of the projector can be adjusted using the adjustment feet at the front and rear of the projector.

When the screen is above the projector, the projection image can be made higher by adjusting the projector.

**1** Lift the projector to adjust its height while lifting the HEIGHT ADJUST lever.

**2** Remove your hands from the HEIGHT ADJUST lever of the projector after its height has been finely adjusted.

- The angle of projection is adjustable up to 9 degrees from the surface on which the projector is placed.

**3** Use the rear adjustment foot to make the projector level.

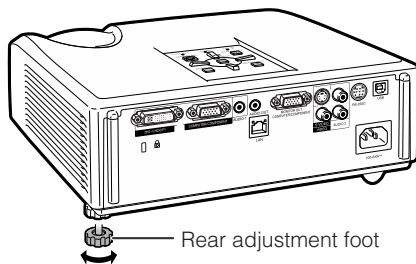
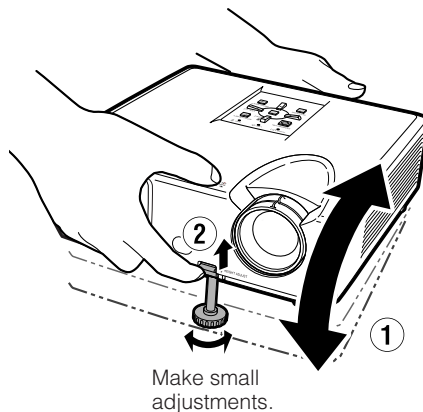
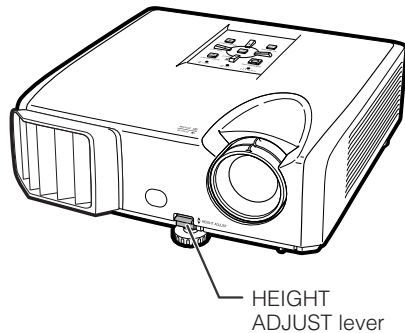
- The projector is adjustable  $\pm 2$  degrees from the standard position.

### Note

- When adjusting the height of the projector, trapezoidal distortion occurs. Follow the procedures in Keystone Correction to correct the distortion. (See pages 29 and 44.)

### Info

- Do not apply too much pressure on the projector when the front adjustment foot comes out.
- When lowering the projector, be careful not to get your fingers caught in the area between the adjustment foot and the projector.
- Hold the projector firmly while lifting or carrying.
- Do not hold by the lens area.





## Correcting Trapezoidal Distortion

When the image is projected either from the top or from the bottom towards the screen at an angle, the image becomes distorted trapezoidally. The function for correcting trapezoidal distortion is called **Keystone Correction**.

### Note

- The Keystone Correction can be adjusted up to an angle of approximately  $\pm 40$  degrees and the screen can also be set up to an angle of approximately  $\pm 40$  degrees (when the resize mode is set to "NORMAL" (see page 31)).

### 1 Press **KEYSTONE** to enter the Keystone Correction mode.

- You can also display the on-screen display of the Keystone Correction mode with **KEYSTONE** on the projector.

### 2 Press **▲/▶** or **◀/▼** to adjust the Keystone Correction.

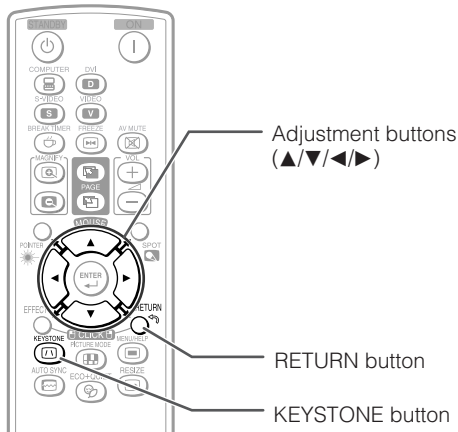
- You can also adjust the Keystone Correction using the adjustment buttons on the projector.

### Note

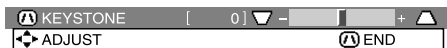
- To return to the default setting, press **RETURN** while the on-screen display of the Keystone Correction mode is on the screen.

### 3 Press **KEYSTONE**.

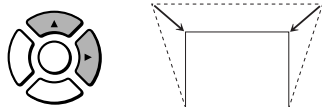
- The on-screen display of the Keystone Correction mode will disappear.
- You can also use **KEYSTONE** on the projector.



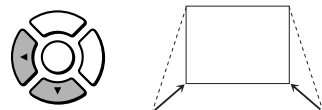
### On-screen display (Keystone Correction mode)



Shrinks upper side.  
(Move the slide bar in the + direction.)



Shrinks lower side.  
(Move the slide bar in the - direction.)



### Info

- While adjusting the image using Keystone Correction, straight lines and the edges of the image may appear jagged.

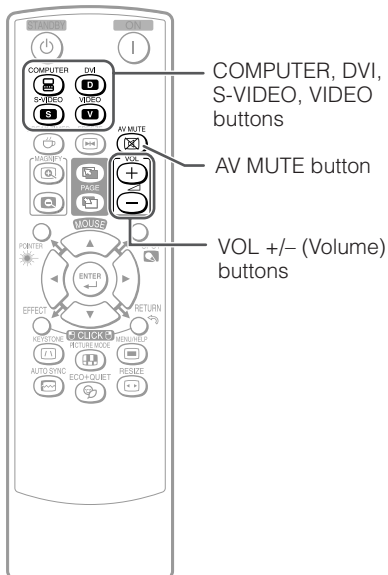
# Image Projection (Continued)

## Switching the Input Mode

Select the appropriate input mode for the connected equipment.

Press **COMPUTER**, **DVI**, **S-VIDEO** or **VIDEO** on the remote control to select the input mode.

- When you press **INPUT** on the projector or **DVI** on the remote control, the INPUT list appears. Press **▲/▼** to switch the INPUT mode.



## Adjusting the Volume

Press **VOL +/-** on the remote control or **-◀▶+** on the projector to adjust the volume.

### Note

- Pressing **VOL-/-◀** will lower the volume.
- Pressing **VOL+/>▶+** will raise the volume.
- When the projector is connected to external equipment, the volume level of the external equipment changes in accordance with the volume level of the projector. Set the projector's volume to the lowest level when turning the projector on/off or when changing the input signal.
- When you do not want to output the sound from the projector's speaker while the projector is connected to external equipment, set "Speaker" in "PRJ-ADJ" menu to "Off". (See page 46.)

On-screen display



## Displaying the Black Screen and Turning off the Sound Temporarily

Press **AV MUTE** on the remote control to temporarily display a black screen and turn off the sound.

### Note

- Pressing **AV MUTE** again will turn the projected image back on.

On-screen display

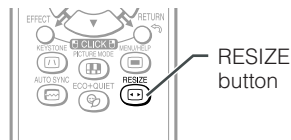


## Resize Mode

This function allows you to modify or customize the resize mode to enhance the input image. Depending on the input signal, you can choose a desired image.

### Press **RESIZE**.

- See page 44 for setting on menu screen.



RESIZE button

## COMPUTER

	Main resolution	NORMAL	FULL	DOT BY DOT	BORDER	STRETCH
4:3 aspect ratio	SVGA (800 × 600)	1024 × 768	—	800 × 600	768 × 576	1024 × 576
	XGA (1024 × 768)			—		
	SXGA (1152 × 864)			1152 × 864		
	UXGA (1600 × 1200)			1600 × 1200		
Other aspect ratios	SXGA (1280 × 1024)	968 × 768	1024 × 768	1280 × 1024	720 × 576	1024 × 576
	1280 × 720	1024 × 576		1280 × 720	—	
	1360 × 768	1024 × 578		1360 × 768	—	
	1366 × 768	1024 × 576		1366 × 768	—	
	1280 × 768	1024 × 614		1280 × 768	960 × 576	
	1280 × 800	1024 × 640		1280 × 800	922 × 576	

Input signal		For 4:3 screen			For 16:9 screen	
Computer	Image type	NORMAL	FULL	DOT BY DOT	BORDER	STRETCH
Resolution lower than XGA	 4:3 aspect ratio		— *2		 *1	 *1
XGA				 *2		
Resolution higher than XGA						
SXGA (1280 × 1024)	 5:4 aspect ratio					
1280 × 720	 16:9 aspect ratio	 *1			— *2	— *2
1360 × 768 1366 × 768						
1280 × 768	 16:10 aspect ratio	 *1			 *1	 *1
1280 × 800					 *1	 *1

■: Cutout area on which images cannot be projected



























⋯⋯⋯: Area where the signals are off screen



\*1 The Image Shift function can be used for these images.

\*2 Same as NORMAL mode.

# Image Projection (Continued)

## VIDEO/DTV

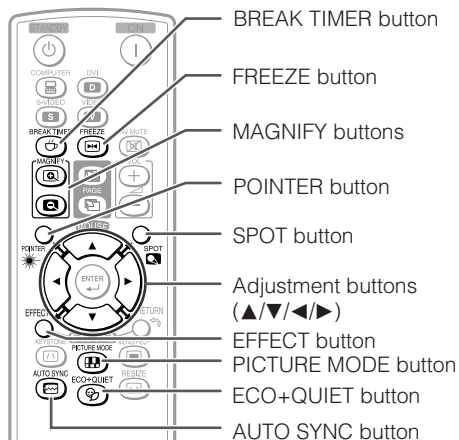
Input signal		For 4:3 screen			For 16:9 screen	
Video/DTV	Image type	NORMAL	AREA ZOOM	V-STRETCH	BORDER	STRETCH
480I, 480P, 576I, 576P, NTSC, PAL, SECAM	 4:3 aspect ratio				 *1	 *1
	 Squeeze				 *1	 *1
	 Letter box					 *1
720P, 1035I, 1080I, 1080P	 16:9 aspect ratio					
540P	 16:9 aspect ratio	 *1			 *2	 *2
	 (4:3 aspect ratio in 16:9)	 *1				

 : Cutout area on which images cannot be projected  
 : Area on which the image is not included in the original signals  
 \*1 The Image Shift function can be used for these images.  
 \*2 Same as NORMAL mode.

## About Copyrights

- When using the RESIZE function to select an image size with a different aspect ratio to a TV program or video image, the image will look different from its original appearance. Keep this in mind while choosing an image size.
- The use of the Resize or Keystone Correction function to compress or stretch the image for commercial purposes/public displays in a café, hotel, etc. may be an infringement of copyright protected by law for copyright holders. Please use caution.

# Operating with the Remote Control



## Displaying and Setting the Break Timer

- 1 Press **BREAK TIMER**.
  - The timer starts to count down from 5 minutes.

On-screen display



- 2 Press **▲/▼/◀▶** to adjust the length of the break time.
  - **Increases with ▲ or ▶**  
5 minutes → 6 minutes → 60 minutes
  - **Shortens with ◀ or ▼**  
4 minutes → 3 minutes → 1 minute
  - The break time can be set in units of one minute (up to 60 minutes).

Canceling the break timer display function

Press **BREAK TIMER**.

### Note

- Break Timer does not function while the projector is operating the "Auto Sync", "FREEZE" or "AV MUTE" functions.

## Displaying the Pointer

- 1 Press **POINTER** and press **▲/▼/◀▶** on the remote control to move the pointer.
  - Press **EFFECT** to change the pointer icon (5 types).

Star	Finger1	Finger2	Heart	Underline

- 2 Press **POINTER** again.
  - The pointer will disappear.

## Using the Spot Function

- 1 Press **SPOT** and press **▲/▼/◀▶** on the remote control to move the spot area.
  - Press **EFFECT** to change the spot area size (3 types).

1/9	1/25	1/8

- 2 Press **SPOT** again.
  - The spot area will disappear.

## Switching the Eco+Quiet Mode

Press **ECO+QUIET** to switch the Eco+Quiet mode between on and off.

- When the Eco+Quiet Mode is set to "ON", the sound of the cooling fan will turn down, the power consumption will decrease, and the lamp life will extend.

### Note

- Refer to "Lamp Setting" on page 43 for details of the Eco+Quiet mode.

# Operating with the Remote Control (Continued)

## Auto Sync (Auto Sync Adjustment)

Auto Sync function works when detecting input signal after the projector turns on.

Press **AUTO SYNC** to manually adjust with Auto Sync function.



### Note

- When the optimum image cannot be achieved with Auto Sync adjustment, use the help menu for manual adjustments. (See page 51.)

## Freezing a Moving Image

- 1 Press **FREEZE**.
  - The projected image is frozen.

- 2 Press **FREEZE** again to return to the moving image from the currently connected device.

## Selecting the Picture Mode

You can select the appropriate picture mode for the projected image, such as movie or video game.

Press **PICTURE MODE**.

- When pressing **PICTURE MODE**, the picture mode changes in the following order:

STANDARD → PRESENTATION → MOVIE → GAME → sRGB\*



### Note

- See page 41 for details on the picture mode.

\* "sRGB" is displayed only when RGB signal is input.

## Displaying an Enlarged Portion of an Image

Graphs, tables and other portions of projected images can be enlarged. This is helpful when providing more detailed explanations.

- 1 Press **MAGNIFY** on the remote control.

- Enlarges the image.
- Pressing **MAGNIFY** or **MAGNIFY** enlarges or reduces the projected image.



### Note

Press **MAGNIFY**.

x1 x2 x3 x4

Press **MAGNIFY**.

- You can change the location of the enlarged image using **UP**, **DOWN**, **LEFT** and **RIGHT**.

- 2 Press **RETURN** on the remote control to cancel the operation.

- The magnification then returns to x1.



### Note

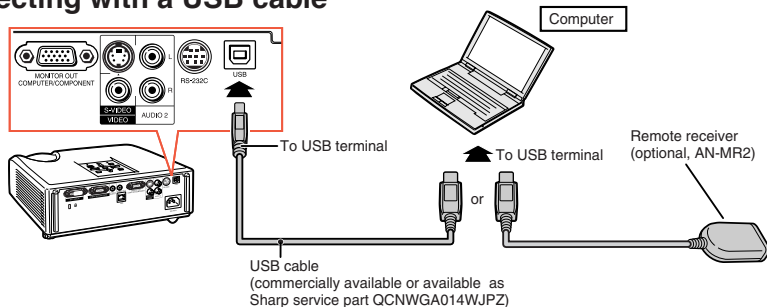
- The selectable magnifications differ depending on the input signal.
- In the following cases, the image will return to the normal size (x1).
  - When switching the INPUT mode.
  - When **RETURN** has been pressed.
  - When the input signal is changed.
  - When the input signal resolution and refresh rate (vertical frequency) change.
  - When the Resize mode is changed.
  - When the Picture mode is changed.
  - When the Progressive mode is changed.

## Using the Remote Control as the Wireless Computer Mouse

When connecting the projector and the computer with a USB cable, you can use the remote control as the computer mouse.

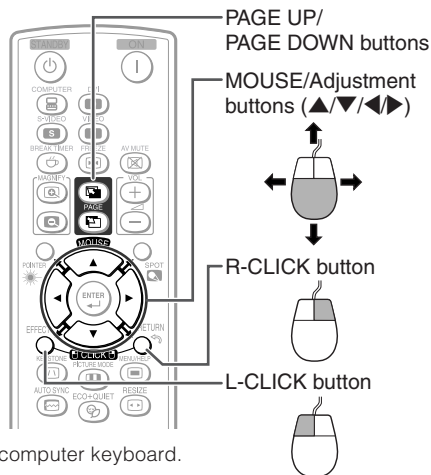
If the computer is placed too far away from the projector to be connected via the USB cable, the remote receiver (optional, AN-MR2) makes it possible to operate the projector with the remote control. For details, see the operation manual of the receiver.

### Connecting with a USB cable



The mouse pointer can be operated in the following way after it is connected.

- **When moving the cursor**  
Press MOUSE/Adjustment buttons (▲/▼/◀/▶).
- **When left-clicking**  
Press L-CLICK.
- **When right-clicking**  
Press R-CLICK.
- **When your computer supports only a one-click mouse (such as Macintosh)**  
Press L-CLICK or R-CLICK.  
L-CLICK and R-CLICK have common function.
- **When using [Page Up] or [Page Down]**  
Same as the [Page Up] and [Page Down] keys on a computer keyboard.  
Press PAGE UP or PAGE DOWN.



#### Note

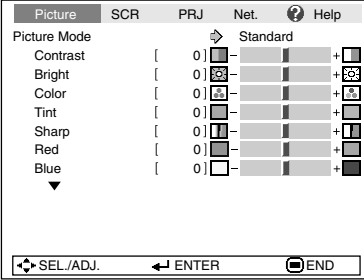
- This function only works with the Microsoft® Windows® OS and Mac OS®. However, this function does not work with the following operation systems that do not support USB.
  - Versions earlier than Windows® 95
  - Versions earlier than Windows® NT4.0
  - Versions earlier than Mac OS® 8.5
- You cannot use this function when displaying the menu screen.
- Confirm that the computer recognizes the USB connection.

# Menu Items

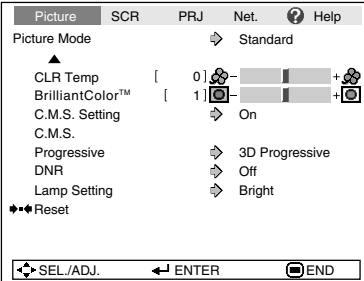
The following shows the items that can be set in the projector.

## “Picture” menu

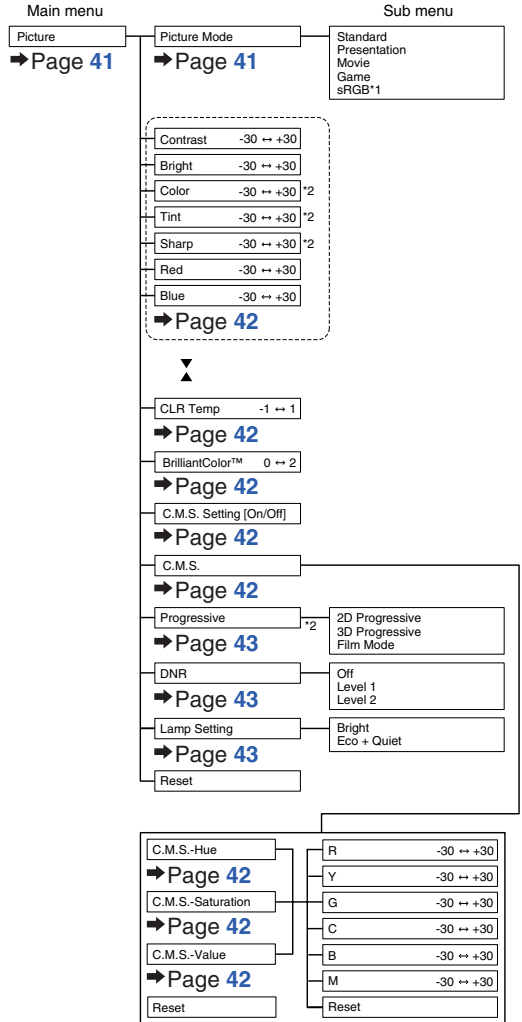
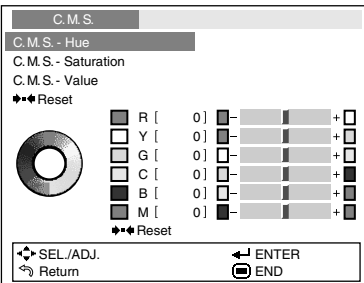
PAGE 1



PAGE 2



## “C.M.S.”



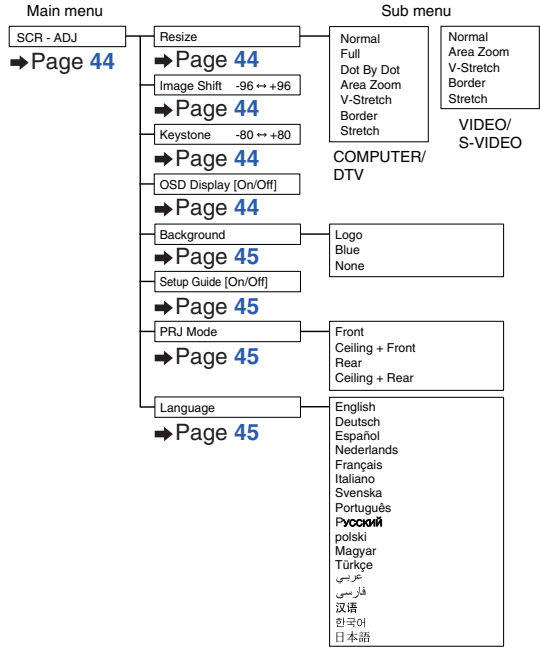
\*1 Items when inputting RGB signal through COMPUTER or DVI.

\*2 Items when inputting component signal through COMPUTER or DVI, or when selecting S-VIDEO or VIDEO.



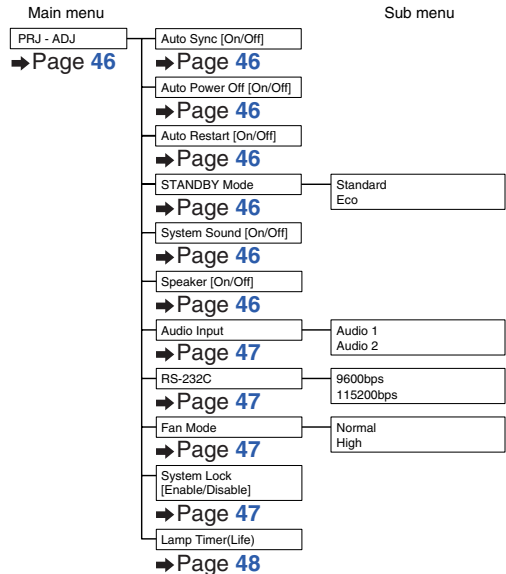
## “Screen adjustment (SCR-ADJ)” menu

Pict.	SCR-ADJ	PRJ	Net.	Help
Resize			Border	
Image Shift	[ 0 ]			
Keystone	[ 0 ]			
OSD Display			On	
Background			Logo	
Setup Guide			On	
PRJ Mode			Front	
Language			English	
⏪ SEL./ADJ.    ⏩ ENTER    ⏹ END				



## “Projector adjustment (PRJ-ADJ)” menu

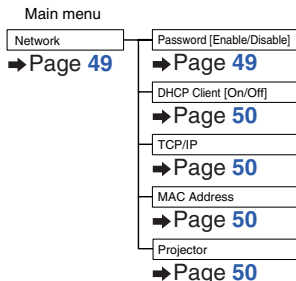
Pict.	SCR	PRJ-ADJ	Net.	Help
Auto Sync			On	
Auto Power Off			On	
Auto Restart			On	
STANDBY Mode			Standard	
System Sound			On	
Speaker			On	
Audio Input			Audio 1	
RS-232C			9600bps	
Fan Mode			Normal	
System Lock			Disable	
Lamp Timer(Life) [ 0 ] h    [ 0 ] min (100%)				
⏪ SEL./ADJ.    ⏩ ENTER    ⏹ END				



# Menu Items (Continued)

## “Network” menu

Pict.	SCR	PRJ	Network	? Help
Password			Disable	
DHCP Client			Off	
TCP/IP				
MAC Address XX : XX : XX : XX : XX : XX				
Projector XX-XXXX				
⏏ SEL./ADJ.    ← ENTER    ⏏ END				



## “Help” menu

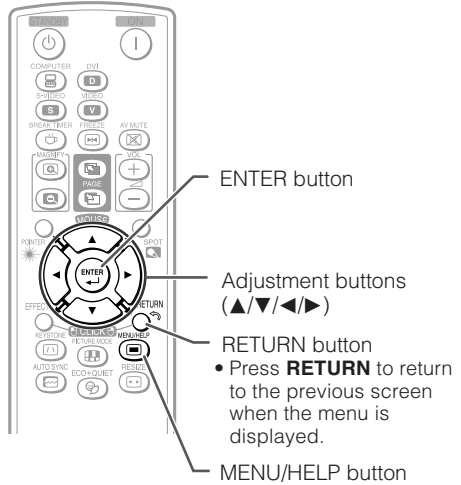
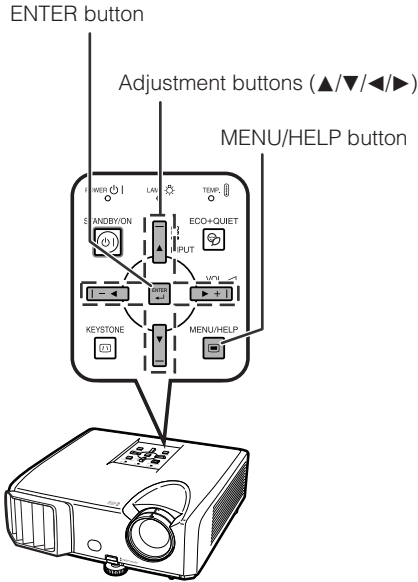
Pict.	SCR	PRJ	Net.	? Help
<ul style="list-style-type: none"> <li>• There is no picture or audio</li> <li>• Vertical stripes or flickering image appear</li> <li>• Data image is not centered</li> <li>• Color is faded or poor</li> <li>• Picture is dark</li> <li>• The image is distorted</li> <li>• Reset all adjustments to default settings</li> </ul>				
⏏ SEL.    ← ENTER    ⏏ END				

## The items you can set with the “Help” menu

“Help” menu → Page 51

- Vertical stripes or flickering image appear
    - Auto Sync
    - Clock
    - Phase
  - Data image is not centered
    - Auto Sync
    - H-Pos
    - V-Pos
  - Color is faded or poor
    - COMPUTER/COMPONENT or DVI input
      - Signal type: Auto/RGB/Component
    - S-VIDEO or VIDEO input
      - Video System: Auto/PAL/SECAM/NTSC3.58/NTSC4.43/PAL-M/PAL-N/PAL-60
    - DVI (Digital) input
      - Dynamic range: Auto/Standard/Enhanced
- \* The selectable items vary depending on the input signal and the selected input mode.

# Using the Menu Screen



## Menu Selections (Adjustments)

Example: Adjusting “Bright”.

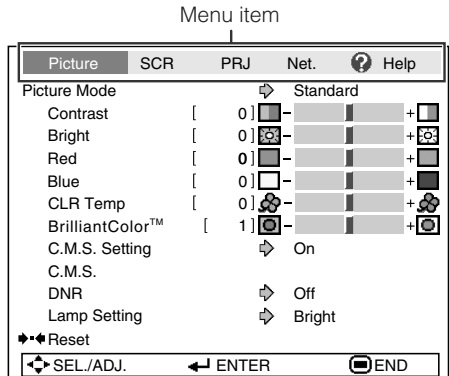
- This operation can also be performed by using the buttons on the projector.

**1 Press MENU/HELP.**

- The “Picture” menu screen for the selected input mode is displayed.

**2 Press ▶ or ◀ and select “Picture” to adjust.**

Example: “Picture” screen menu for COMPUTER (RGB) input



# Using the Menu Screen (Continued)

## 3 Press ▲ or ▼ and select “Bright” to adjust.

- The selected item is highlighted.

## To adjust the projected image while watching it Press ENTER.

- The selected item (e.g. “Bright”) is displayed by itself at the bottom of the screen.
- When pressing ▲ or ▼, the following item (“Red” after “Bright”) will be displayed.



### Note

- Press **ENTER** again to return to the previous screen.

## 4 Press ◀ or ▶ to adjust the item selected.

- The adjustment is stored.

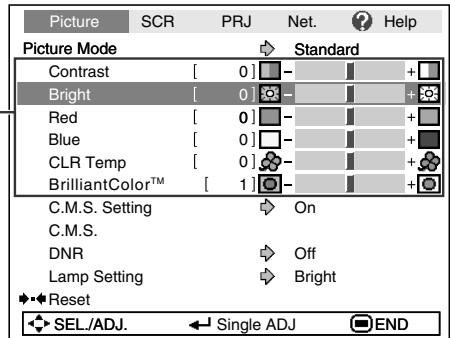
## 5 Press MENU/HELP.

- The menu screen will disappear.

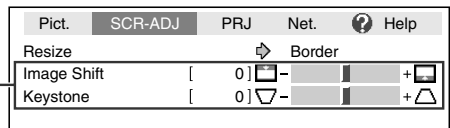


### Note

- Menu buttons do not function while the projector is operating the “Auto Sync”, “Break Timer”, “FREEZE”, or “AV MUTE” functions.

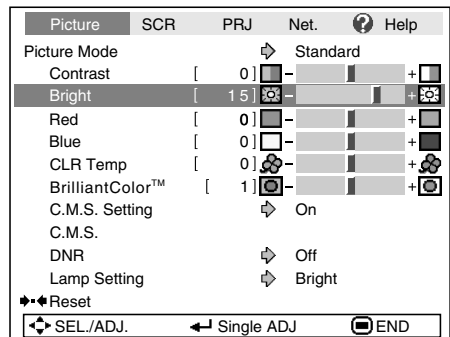


Items to be adjusted



Press **ENTER**.

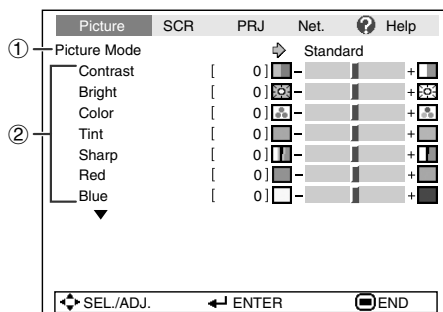
The item displayed by itself



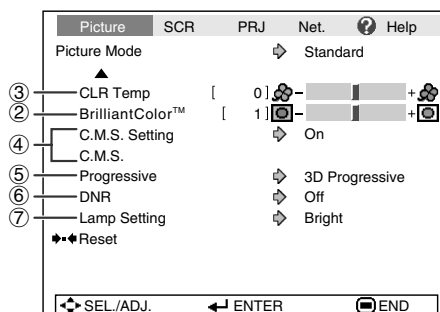
# Picture Adjustment (“Picture” Menu)

Menu operation → Page 39

## ▶ PAGE1



## ▶ PAGE2



## ① Selecting the Picture Mode

Selectable items	Description	The default settings of each item when selecting Picture Mode		
		CLR Temp	BrilliantColor™	Lamp Setting
Standard	For standard image	0	1	Bright
Presentation	Brightens portions of image for more enhanced presentations.	0	2	Bright
Movie	Gives natural tint to the projected image.	-1	0	Eco + Quiet
Game	Gives sharpness to the projected image.	0	1	Bright
*sRGB	For high fidelity reproduction of images from a computer.	-	-	Bright

- “sRGB” is displayed only when RGB signal is input.
- You can set or adjust each item in the “Picture” menu to your preference. Any changes you make are retained in memory.

### Note

- You can also press **PICTURE MODE** on the remote control to select the picture mode. (See page 34.)
- \*sRGB is an international standard of color reproduction regulated by the IEC (International Electrotechnical Commission). As the fixed color area has been decided by the IEC, the images are displayed in a natural tint based on an original image, when “sRGB” is selected. For additional information about the sRGB function, visit “<http://www.srgb.com/>”. You cannot set the items, “Red”, “Blue”, “CLR Temp”, “BrilliantColor™”, when “sRGB” is selected.

### Info

- When “sRGB” is selected, the projected image may become dark, but this does not indicate a malfunction.

# Picture Adjustment (“Picture” Menu) (Continued)

Menu operation → Page 39

## ② Adjusting the Image

Adjustment items	◀ button	▶ button
Contrast	For less contrast.	For more contrast.
Bright	For less brightness.	For more brightness.
Color*1	For less color intensity.	For more color intensity.
Tint*1	For making skin tones purplish.	For making skin tones greenish.
Sharp*1	For less sharpness.	For more sharpness.
Red*2	For weaker red.	For stronger red.
Blue*2	For weaker blue.	For stronger blue.
BrilliantColor™*2 *3	For making the effect weaker.	For making the effect stronger.

\*1 Not displayed in the RGB input mode.

\*2 Not adjustable/selectable when selecting “sRGB”.

\*3 BrilliantColor™ uses Texas Instruments’ BrilliantColor™ technology. As the BrilliantColor™ level is increased, the image becomes brighter while the color reproduction is kept at a high level.

### Note

- “Red”, “Blue”, “BrilliantColor™” and “CLR Temp” cannot be set when “sRGB” is selected.
- To reset all adjustment items, select “Reset” and press **ENTER**.

## ③ Adjusting the Color Temperature

Selectable items	Description
-1	For lower color temperature for warmer, reddish incandescent-like images.
0	↕
1	For higher color temperature for cooler, bluish, fluorescent-like images.

### Note

- Values on “CLR Temp” are only for general standard purposes.

## ④ Adjusting the Colors

This function adjusts each of the six main colors that comprise the color wheel, altering their “Hue”, “Saturation”, or “Value”.

Selectable items	Description
C.M.S.-Hue	Sets the hue of the main colors.
C.M.S.-Saturation	Sets the saturation of the main colors.
C.M.S.-Value	Sets the brightness of the main colors.
Reset	The adjustments of “Hue”, “Saturation” and “Value” of all colors are reset to the default setting.

Adjusting “Hue”, “Saturation”, or “Value”.

- 1 Select “On” for “C.M.S. Setting” in the “Picture” menu and then press **ENTER**.
- 2 Select “C.M.S.” in the “Picture” menu and then press **ENTER**.
- 3 Press ▲ or ▼ to select either “Hue”, “Saturation”, or “Value” and then press **ENTER**.
- 4 Select the color to be adjusted with ▲ or ▼ and adjust it with ◀ or ▶.

Example of adjusting the “Hue”

Main colors	◀ button	▶ button
R (Red)	Closer to magenta	Closer to yellow
Y (Yellow)	Closer to red	Closer to green
G (Green)	Closer to yellow	Closer to cyan
C (Cyan)	Closer to green	Closer to blue
B (Blue)	Closer to cyan	Closer to magenta
M (Magenta)	Closer to blue	Closer to red

- When “Saturation” is selected, the selected color becomes  
◀: lighter. ▶: thicker.
- When “Value” is selected, the selected color becomes  
◀: darker. ▶: brighter.
- To reset the adjustment values of each color to the default settings, select “Reset” and press **ENTER**.

## ⑤ Progressive

Selectable items	Description
2D Progressive	Useful to display fast-moving images such as sports.
3D Progressive	Useful to display relatively slow-moving images such as drama and documentary more clearly.
Film Mode	Reproduces the image of film source* clearly. Displays the optimized image of film transformed with three-two pull down (NTSC and PAL60Hz) or two-two pull down (PAL50Hz and SECAM) enhancement to progressive mode images.

\* The film source is a digital video recording with the original encoded as is at 24 frames/second. The projector can convert this film source to progressive video at 60 frames/second with NTSC and PAL60Hz or at 50 frames/second with PAL50Hz and SECAM to play back a high-definition image.

### Note

- In NTSC or PAL60Hz, even if the 3D Progressive mode has been set, the three-two pull down enhancement will be enabled automatically when the film source has been entered.
- When the image is blurred or noisy, switch to the optimal mode.

### Info

- This function is available for 480I and 576I signals using COMPUTER/COMPONENT or DVI input.
- This function is available for all signals with S-VIDEO and VIDEO input.

## ⑥ Reducing Image Noise (DNR)

Video digital noise reduction (DNR) provides high quality images with minimal dot crawl and cross color noise.

Selectable items	Description
Off	The DNR function is not activated.
Level 1	Sets the DNR level for viewing a clearer picture.
Level 2	

### Note

Set "DNR" to "Off" in the following cases:

- When the image is blurry.
- When the contours and colors of moving images drag.
- When TV broadcasts with weak signals are projected.

## ⑦ Lamp Setting

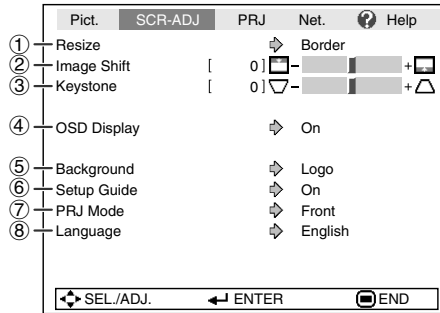
Selectable items	Brightness and Power consumption
Eco + Quiet	Approx. 60%
Bright	100%

### Note

- In the Eco + Quiet mode, the fan sound and power consumption are lower than those in the Bright mode. (Projection brightness decreases as shown in the chart.)

# Adjusting the Projected Image (“SCR - ADJ” Menu)

Menu operation → Page 39



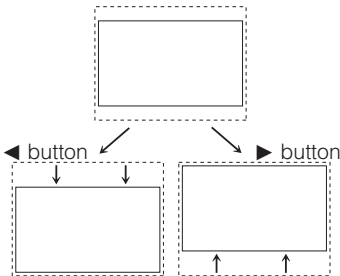
## ① Setting the Resize Mode

### Note

- For details of the Resize mode, see pages 31 and 32.
- You can also press **RESIZE** on the remote control to set the resize mode. (See page 31.)

## ② Adjusting the Image Position

You can move the projected image vertically.



### Note

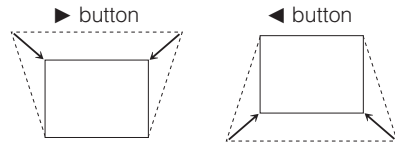
- This function only works in some RESIZE modes. (See pages 31 and 32.)

## ③ Keystone Correction

When the image is projected either from the top or from the bottom towards the screen at an angle, the image becomes distorted trapezoidally. The function for correcting trapezoidal distortion is called Keystone Correction.

Select “Keystone” on the “SCR-ADJ” menu and adjust with the slide bar.

See page 29 for details of Keystone Correction.



### Note

- The Keystone Correction can be adjusted up to an angle of approximately  $\pm 40$  degrees (when “Resize” is set to “Normal”).
- You can also press **KEYSTONE** on the remote control or on the projector to adjust Keystone Correction.

## ④ Setting the On-screen Display

Selectable items	Description
On	All on-screen displays are displayed.
Off	INPUT/VOLUME/AV MUTE/FREEZE/AUTO SYNC/RESIZE/PICTURE MODE/ECO+QUIET/MAGNIFY/ “An invalid button has been pressed.” are not displayed.



## ⑤ Selecting the Background Image

Selectable items	Description
Logo	Sharp logo screen
Blue	Blue screen
None	—

## ⑥ Selecting the Setup Guide

Selectable items	Description
On	Displaying the Setup Guide when turning the projector on.
Off	Not displaying the Setup Guide.

## ⑦ Reversing/Inverting Projected Images

Selectable items	Description
Front	Normal image (Projected from the front of the screen)
Ceiling + Front	Inverted image (Projected from the front of the screen with an inverted projector)
Rear	Reversed image (Projected from the rear of the screen or with a mirror)
Ceiling + Rear	Reversed and inverted image (Projected with a mirror)

See page 19 for details of Projection (PRJ) Mode.

## ⑧ Selecting the On-screen Display Language

The projector can switch the on-screen display language among 17 languages.

English  
Deutsch  
Español  
Nederlands  
Français  
Italiano  
Svenska  
Português  
Русский  
polski  
Magyar

▲  
Türkçe  
عربي  
فارسي  
汉语  
한국어  
日本語

# Adjusting the Projector Function (“PRJ - ADJ” Menu)

Menu operation → Page 39

	Pict.	SCR	PRJ-ADJ	Net.	Help
①			Auto Sync	↕ On	
②			Auto Power Off	↕ On	
③			Auto Restart	↕ On	
④			STANDBY Mode	↕ Standard	
⑤			System Sound	↕ On	
⑥			Speaker	↕ On	
⑦			Audio Input	↕ Audio 1	
⑧			RS-232C	↕ 9600bps	
⑨			Fan Mode	↕ Normal	
⑩			System Lock	↕ Disable	
⑪			Lamp Timer(Life)	[ 0 ] h [ 0 ] min (100%)	

SEL/ADJ.   
 ENTER   
 END

## ① Auto Sync (Auto Sync Adjustment)

Selectable items	Description
On	Auto Sync adjustment will occur when the projector is turned on or when the input signals are switched, when connected to a computer.
Off	Auto Sync adjustment is not automatically performed.

### Note

- Auto Sync adjustment is also performed by pressing **AUTO SYNC** on the remote control.
- The Auto Sync adjustment may take some time to complete, depending on the image of the computer connected to the projector.
- When the optimum image cannot be achieved with Auto Sync adjustment, use manual adjustments. (See page 51.)

## ② Auto Power Off Function

Selectable items	Description
On	When no input signal is detected for more than 15 minutes, the projector will automatically enter standby mode.
Off	The Auto Power Off function will be disabled.

### Note

- When the Auto Power Off function is set to “On”, 5 minutes before the projector enters standby mode, the message “Enter STANDBY mode in X min.” will appear on the screen to indicate the remaining minutes.

## ③ Auto Restart Function

Selectable items	Description
On	If the power cord is unplugged from the outlet or the breaker switch is turned off when the projector is on, then the projector automatically turns on when the power cord is plugged into the AC outlet or the breaker switch is turned on.
Off	The projector does not turn on automatically when the power cord is plugged into the AC outlet or the breaker switch is turned on.

## ④ STANDBY Mode

When set to “Eco”, power consumption is reduced in standby mode.

Selectable items	Description
Eco	The monitor output, RS-232C and Network functions are switched off in standby mode.
Standard	The monitor output, RS-232C and Network functions are activated even if the projector is in standby mode.

## ⑤ Setting the Confirmation Sound (System Sound)

Selectable items	Description
On	A confirmation sound is made when the projector turns on/off.
Off	No confirmation sound is made.

## ⑥ Speaker Setting

Selectable items	Description
On	The audio signal is output from the internal speaker.
Off	The audio signal is not output from the internal speaker.

## ⑦ Audio Input

This function allows you to select an appropriate combination of audio input terminals for each input mode.

Selectable items	Description
Audio 1	The AUDIO 1 input terminal is used as an audio input terminal.
Audio 2	The AUDIO 2 input terminal is used as an audio input terminal.

## ⑧ Selecting the Transmission Speed (RS-232C)

Make sure that both the projector and computer are set for the same baud rate.

Selectable items	Description
9600bps	Transmission speed is slow.
	↑↓
115200bps	Transmission speed is rapid.

## ⑨ Fan Mode Setting

This function changes the fan rotation speed.

Selectable items	Description
Normal	Suitable for normal environments.
High	Select this when using the projector at altitudes of approximately 1,500 meters (4,900 feet) or more.

When “Fan Mode” is set to “High”, the fan rotation speeds up, and the fan noise becomes louder.

## ⑩ System Lock Function

This function prevents unauthorized use of the projector. Once this function is activated, users must enter the correct keycode each time the projector is turned on. **We suggest you record the keycode in a safe place where only authorized users have access.**

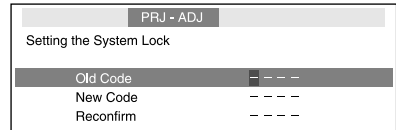


### Info

- If you lose or forget your keycode, contact your nearest Sharp Authorized Projector Dealer or Service Center (see page 62). Even if the product warranty is valid, the keycode reset will incur a charge.

## ■ Setting/Changing the keycode

- Select “System Lock”, then press **ENTER** or **▶**.
- Select “Next”, then press **ENTER**.
  - The screen for entering the keycode appears.
- Press the 4 buttons on the remote control or on the projector to enter the preset keycode in “Old Code”.
  - When setting the keycode for the first time, press **▼** on the projector for four times.



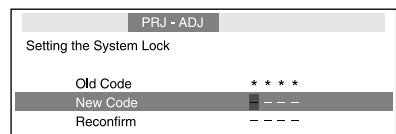
### Note

- If you input a wrong keycode, the cursor returns to the first point of the “Old Code”.
- The preset keycode is 4 **▼** buttons on the projector. When you press the **▼** button four times, the keycord input screen disappears.

- Press the 4 buttons on the remote control or on the projector to enter the new keycode in “New Code”.

### Note

- You cannot use the following buttons for keycode: **STANDBY/ON, ON, STANDBY, ENTER, L-CLICK, R-CLICK/RETURN and MENU/HELP**
- System lock function recognizes each button on the remote control or on the projector as an individual button, even if they share the same button name. If you used the buttons on the projector in setting your keycode, the keycode cannot be canceled with the remote control.**



# Adjusting the Projector Function (“PRJ - ADJ” Menu) (Continued)

**5** Enter the same keycode in “Reconfirm”.

## Note

To cancel the keycode that you have already set

- Press ▼ on the projector for four times in steps 4 and 5 above.

When the System Lock is set

- When System Lock is set, the keycode input screen appears after the power is turned on. When it appears, enter the right keycode to start projection.

Input screen for keycode

System Lock - □ □ □ □

## 11 Checking the Lamp Life Status

You can confirm the cumulative lamp usage time and the remaining lamp life (percentage).

Lamp usage condition	Remaining lamp life		
	“Life”	100%	5%
Operated exclusively with Lamp Setting set to “Eco +Quiet”	Approx. 4,000 hours	Approx. 200 hours	
Operated exclusively with Lamp Setting set to “Bright”	Approx. 2,000 hours	Approx. 100 hours	

## Note

- It is recommended that the lamp be changed when the remaining lamp life becomes 5%.
- The lamp life may vary depending on the usage condition.

## Keylock Function

### Locking the Operation Buttons on the Projector

Use this function to lock the operation buttons on the projector.

#### Locking the Operation Buttons

Hold down **ENTER** on the projector for about 5 seconds while the projector is being turned on.

On-screen display

Keylock function ON

- The keylock function does not affect the operation with the remote control buttons.
- You cannot use the keylock function while the projector is warming up.

#### Taking the Keylock off

Hold down **ENTER** on the projector for about 5 seconds.

On-screen display

Keylock function OFF

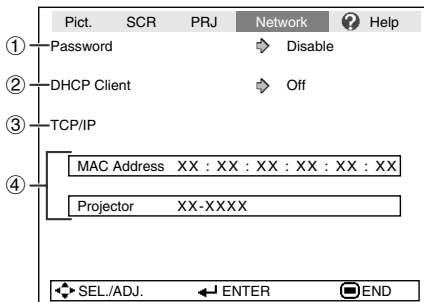
- When the projector is in standby mode, you can release the keylock by holding down **ENTER** and **STANDBY/ON** on the projector simultaneously for about 5 seconds.

## Info

- Keylock cannot be set while the projector is: displaying the “Setup Guide” or “Menu” screens, in standby mode, warming up, changing input signals, operating “Auto Sync” function, in “FREEZE” mode or on the “System Lock” screen during warming up.

# Setting up the Projector Network Environment (“Network” menu)

Menu operation → Page 39



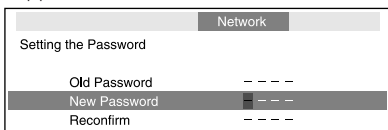
## ① Setting a Password

If you do not want others to change the setting for the “Network” menu, set a password.

### ■ Setting a Password

#### 1 Select “Password”, then press **ENTER** or **▶**.

- The screen for entering the password appears.



#### 2 Press **▲** or **▼** to set the first digit in “New Password”, then press **▶**.

#### 3 Enter the remaining 3 digits, then press **ENTER**.

- To return to the previous digit, press **◀**.

#### 4 Enter the same password in “Reconfirm”, then press **ENTER**.

- The status for “Password” changes to “Enable”.



#### Note

- Once after the password is set, you must enter the password to change the “Network” menu settings.

#### 2

Enter the password in “Old Password” using **▲**, **▼**, **▶** and **◀**, then press **ENTER**.

#### 3

Enter the password in “New Password” using **▲**, **▼**, **▶** and **◀**, then press **ENTER**.

#### 4

Enter the same password again in “Reconfirm” using **▲**, **▼**, **▶** and **◀**, then press **ENTER**.



#### Note

- If you do not need the password protection for the “Network” menu settings anymore, press **ENTER** without entering new password in steps 3 and 4.
- To cancel the password settings, press **RETURN**.

### If you forget the password

If you forget the password, perform the following procedure to delete it, then set a new password.

#### On the projector, press



#### Note

- If **ENTER** is held down for more than 5 seconds, the operation buttons on the projector will be locked. (See page 48.)
- You cannot use the buttons on the remote control to delete the password.

### ■ Changing the Password

#### 1 Select “Password”, then press **ENTER** or **▶**.

- The screen for entering the password appears.

# Setting up the Projector Network Environment (“Network” menu) (Continued)

Menu operation → Page 39

## ② DHCP Client Setting

Connect the LAN cable before turning the projector on. If not, the DHCP Client function does not work.

Selectable items	Description
On	Obtains configuration parameters for TCP/IP network automatically.
Off	Sets the TCP/IP manually.

Select “On” for “DHCP Client”. “Obtaining IP Address...” appears, then the menu screen appears. Confirm the parameters of IP Address, Subnet Mask and Gateway on the TCP/IP screen.

If the DHCP server is not available, “Could not obtain IP Address.” appears.

In this case, set the TCP/IP manually. (See the item ③.)

## ③ TCP/IP Setting

Set the TCP/IP manually.

**1** Select “Off” for “DHCP Client”, then press **ENTER**.

**2** Select “TCP/IP”, then press **ENTER**.

**3** Enter “IP Address” using **▲**, **▼**, **▶** and **◀**, then press **ENTER**.

Setting the TCP/IP	
IP Address	1 9 2 . 1 6 8 . 1 5 0 . 0 0 2
Subnet Mask	2 5 5 . 2 5 5 . 2 5 5 . 0 0 0
Gateway	0 0 0 . 0 0 0 . 0 0 0 . 0 0 0

**4** Enter “Subnet Mask” using **▲**, **▼**, **▶** and **◀**, then press **ENTER**.

**5** Enter “Gateway” using **▲**, **▼**, **▶** and **◀**, then press **ENTER**.

Selectable items	Description
IP Address	Factory default setting: 192.168.150.002 Enter an IP address appropriate for the network.
Subnet Mask	Factory default setting: 255.255.000 Set the subnet mask to the same as that of the computer and equipment on the network.
Gateway	Factory default setting: 000.000.000 * When not in use, set to “000.000.000.000”.

### Note

- Confirm the existing network’s segment (IP address group) to avoid setting an IP address that duplicates the IP addresses of other network equipment or computers. If “192.168.150.002” is not used in a network with an IP address of “192.168.150.XXX”, you don’t have to change the projector IP address.
- For details about each setting, consult your network administrator.

## ④ Confirming the Projector Information

You can confirm the MAC address and projector name.

Displayed items	Description
MAC Address	The MAC address of the projector is displayed.
Projector	The projector name is displayed.

### Note

- For information on how to change the projector name, see “SETUP GUIDE” contained on the Appendix 2.

# Troubleshooting with the “Help” Menu

This function advises you to solve the problems during usage.

## Utilizing the “Help” Menu Functions

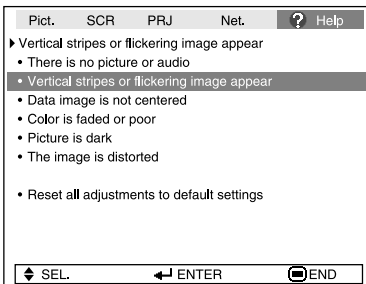
Example: When image flickering appears

Operation to solve image flickering when projecting the computer RGB signal.

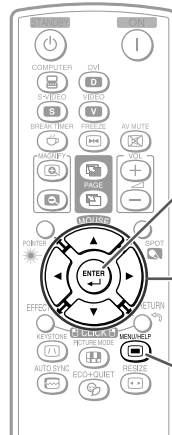
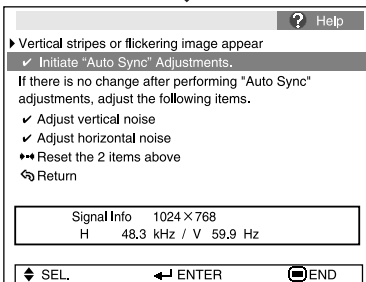
**1** Press **MENU/HELP**.

**2** Press **◀** or **▶** to select “Help”, then press **ENTER**.

**3** Press **▲** or **▼** to select “Vertical stripes or flickering image appears” on Help menu, then press **ENTER**.



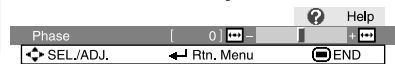
Press **ENTER**.



**4** Select “Initiate “Auto Sync” Adjustments”, then press **ENTER**.

**5** If the image is not improved, select “Adjust horizontal noise”, then press **ENTER**.

**6** Press **◀** or **▶** to adjust.



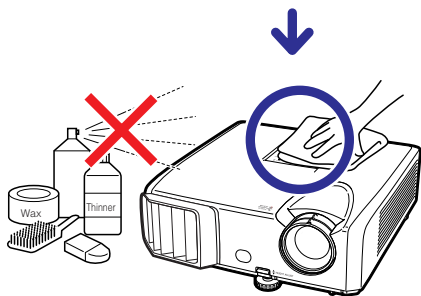
### Note

- You can adjust the items with check marks (✓).
- The items in the “Help” menu change, depending on the input signal or setting that you have selected.
- If the problem is not solved, refer to “Troubleshooting” (see pages 60 and 61).
- When selecting “sRGB” in “Picture Mode”, the item “Color is faded or poor” is not displayed. This means you cannot change input signal types.

# Maintenance

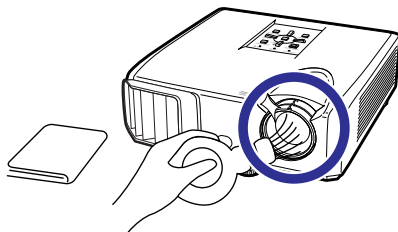
## Cleaning the projector

- Ensure that you have unplugged the power cord before cleaning the projector.
- The cabinet as well as the operation panel is made of plastic. Avoid using benzene or thinner, as these can damage the finish on the cabinet.
- Do not use volatile agents such as insecticides on the projector.  
Do not attach rubber or plastic items to the projector for long periods.  
The effects of some of the agents in the plastic may cause damage to the quality or finish of the projector.
- Wipe off dirt gently with a soft flannel cloth.
- When the dirt is hard to remove, soak a cloth in a mild detergent diluted with water, wring the cloth well and then wipe the projector.  
Strong cleaning detergents may discolor, warp or damage the coating on the projector. Make sure to test on a small, inconspicuous area on the projector before use.



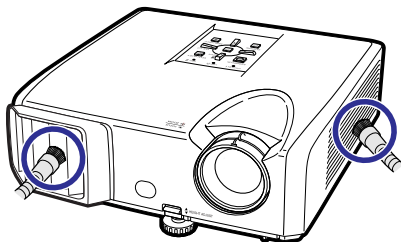
## Cleaning the lens

- Use a commercially available blower or lens cleaning paper (for glasses and camera lenses) for cleaning the lens. Do not use any liquid type cleaning agents, as they may wear off the coating film on the surface of the lens.
- As the surface of the lens can easily get damaged, be careful not to scrape or hit the lens.



## Cleaning the exhaust and intake vents

- Use a vacuum cleaner to clean dust from the exhaust vent and the intake vent.



## Info

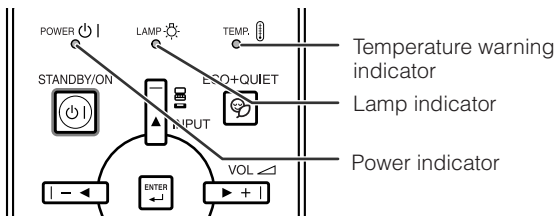
- If you want to clean the air vents during projector operation, ensure you press **STANDBY/ON** on the projector or **STANDBY** on the remote control and put the projector into standby mode. After the cooling fan has stopped, clean the vents.



# Maintenance Indicators

- The warning lights (power indicator, lamp indicator and temperature warning indicator) on the projector indicate problems inside the projector.
- If a problem occurs, either the temperature warning indicator or the lamp indicator will illuminate red, and the projector will enter standby mode. After the projector has entered standby mode, follow the procedures given below.

## Top View





### About the temperature warning indicator



If the temperature inside the projector increases, due to blockage of the air vents, or the setting location, "TEMP." will illuminate in the lower left corner of the picture. If the temperature keeps on rising, the lamp will turn off and the temperature warning indicator will blink, the cooling fan will run, and then the projector will enter standby mode. After "TEMP." appears, ensure you perform the measures described on page 54.

### About the lamp indicator



- When the remaining lamp life becomes 5% or less,  (yellow) and "Change The Lamp" will be displayed on the screen. When the percentage becomes 0%, it will change to  (red), the lamp will automatically turn off and then the projector will automatically enter standby mode. At this time, the lamp indicator will illuminate in red.
- **If you try to turn on the projector a fourth time without replacing the lamp, the projector will not turn on.**

### Indicators on the Projector

Power indicator	Red on	Normal (Standby)
	Green on	Normal (Power on)
	Red blinks	Abnormal (See page 54.)
	Green blinks	Normal (Cooling)
Lamp indicator	Green on	Normal
	Green blinks	The lamp is warming up.
	Red on	The lamp is shut down abnormally or requires to be changed. (See page 54.)
Temperature warning indicator	Off	Normal
	Red on	The internal temperature is abnormally high. (See page 54.)

# Maintenance Indicators (Continued)

	Maintenance indicator		Problem	Cause	Possible Solution
	Normal	Abnormal			
Temperature warning indicator	Off	Red on (Standby)	The internal temperature is abnormally high.	<ul style="list-style-type: none"> <li>Blocked air intake</li> </ul>	<ul style="list-style-type: none"> <li>Relocate the projector to an area with proper ventilation. (See page 8.)</li> </ul>
				<ul style="list-style-type: none"> <li>Cooling fan breakdown</li> <li>Internal circuit failure</li> <li>Clogged air intake</li> </ul>	<ul style="list-style-type: none"> <li>Take the projector to your nearest Sharp Authorized Projector Dealer or Service Center (see page 62) for repair.</li> </ul>
Lamp indicator	Green on (Green blinks when the lamp is warming up or turning off.)	Red on	The lamp does not illuminate.	<ul style="list-style-type: none"> <li>The lamp is shut down abnormally.</li> </ul>	<ul style="list-style-type: none"> <li>Disconnect the power cord from the AC outlet, and then connect it again.</li> </ul>
			Time to change the lamp.	<ul style="list-style-type: none"> <li>Remaining lamp life becomes 5% or less.</li> </ul>	<ul style="list-style-type: none"> <li>Carefully replace the lamp. (See page 55.)</li> <li>Take the projector to your nearest Sharp Authorized Projector Dealer or Service Center (see page 62) for repair.</li> <li>Please exercise care when replacing the lamp.</li> <li>Securely install the cover.</li> </ul>
		Red on (Standby)	The lamp does not illuminate.	<ul style="list-style-type: none"> <li>Burnt-out lamp</li> <li>Lamp circuit failure</li> </ul>	
Power indicator	Green on/ Red on  Green blinks (Cooling)	Red blinks	The power indicator blinks in red when the projector is on.	<ul style="list-style-type: none"> <li>The lamp unit cover is open.</li> </ul>	<ul style="list-style-type: none"> <li>If the power indicator blinks in red even when the lamp unit cover are securely installed, contact your nearest Sharp Authorized Projector Dealer or Service Center (see page 62) for advice.</li> </ul>



## Info

- If the temperature warning indicator illuminates, and the projector enters standby mode, follow the possible solutions above and then wait until the projector has cooled down completely before plugging in the power cord and turning the power back on. (At least 10 minutes.)
- If the power is turned off for a brief moment due to power outage or some other cause while using the projector, and the power supply recovers immediately after that, the lamp indicator will illuminate in red and the lamp may not be lit. In this case, unplug the power cord from the AC outlet, replace the power cord in the AC outlet and then turn the power on again.
- The cooling fan keeps the internal temperature of the projector constant and this function is controlled automatically. The sound of the cooling fan may change during operation because the fan speed may change and this is not a malfunction.

# Regarding the Lamp

## Lamp

- It is recommended that the lamp (sold separately) be replaced when the remaining lamp life becomes 5% or less, or when you notice a significant deterioration in the picture and color quality. The lamp life (percentage) can be checked with the on-screen display. (See page 48.)
- Purchase a replacement lamp of type AN-F212LP from your place of purchase, nearest Sharp Authorized Projector Dealer or Service Center.

### IMPORTANT NOTE TO U.S. CUSTOMERS:

The lamp included with this projector is backed by a 90-day parts and labor limited warranty. All service of this projector under warranty, including lamp replacement, must be obtained through a Sharp Authorized Projector Dealer or Service Center. For the name of the nearest Sharp Authorized Projector Dealer or Service Center, please call toll-free: 1-888-GO-SHARP (1-888-467-4277).

**Hg LAMP CONTAINS MERCURY** For State Lamp Disposal Information

[www.lamprecycle.org](http://www.lamprecycle.org) or 1-800-BE-SHARP

U.S.A. ONLY

## Caution Concerning the Lamp

- This projector utilizes a pressurized mercury lamp. A loud sound may indicate lamp failure. Lamp failure can be attributed to numerous sources such as: excessive shock, improper cooling, surface scratches or deterioration of the lamp due to a lapse of usage time. The period of time up to failure largely varies depending on the individual lamp and/or the condition and the frequency of use. It is important to note that failure can often result in the bulb cracking.
- When the lamp replacement indicator and on-screen display icon are illuminated, it is recommended that the lamp be replaced with a new one immediately, even if the lamp appears to be operating normally.
- Should the lamp break, there is also a possibility that glass particles may spread inside of the projector. In such a case, it is recommended you contact your nearest Sharp Authorized Projector Dealer or Service Center to assure safe operation.
- Should the lamp break, the glass particles may spread inside the lamp cage or gas contained in the lamp may be vented into the room from the exhaust vent. Because the gas in this lamp includes mercury, ventilate the room well if the lamp breaks and avoid all exposure to the released gas. In case of exposure to the gas, consult a doctor as soon as possible.

## Replacing the Lamp



### Caution

- Do not remove the lamp unit from the projector right after use. The lamp will be very hot and may cause burns or injury.
  - Wait at least one hour after the power cord is disconnected to allow the surface of the lamp unit to fully cool before removing the lamp unit.
  - **Carefully change the lamp by following the instructions described in this section. \* If you wish, you may have the lamp replaced at your nearest Sharp Authorized Projector Dealer or Service Center.**
- \* If the new lamp does not light after replacement, take your projector to the nearest Sharp Authorized Projector Dealer or Service Center for repair.

# Regarding the Lamp (Continued)

## Removing and Installing the Lamp Unit

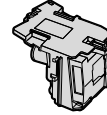
### Warning!

- Do not remove the lamp unit from the projector right after use. The lamp and parts around the lamp will be very hot and may cause burns or injury.

### Info

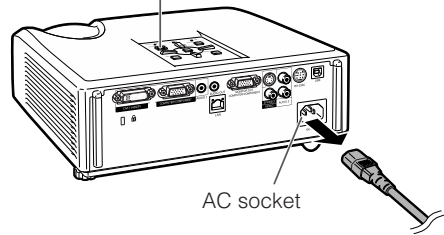
- Do not touch the glass surface of the lamp unit or the inside of the projector.
- To avoid injury to yourself and damage to the lamp, make sure you carefully follow the steps below.
- Do not loosen other screws except for the lamp unit cover and lamp unit.

Optional  
accessory



Lamp unit  
AN-F212LP

STANDBY/ON button



**1** Press **STANDBY/ON** on the projector or **STANDBY** on the remote control to put the projector into standby mode.

- Wait until the cooling fan stops.

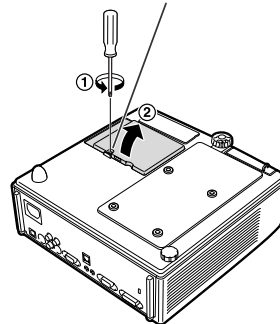
**2** Disconnect the power cord.

- Unplug the power cord from the AC socket.
- Leave the lamp until it has fully cooled down (about 1 hour).

**3** Remove the lamp unit cover.

- Turn the projector over. Loosen the user service screw (1) that secures the lamp unit cover. Remove the lamp unit cover (2).

User service screw  
(for lamp unit cover)



#### 4 Remove the lamp unit.

- Loosen the securing screws from the lamp unit. Hold the lamp unit and pull it in the direction of the arrow. At this time, keep the lamp unit horizontal and do not tilt it.

#### 5 Insert the new lamp unit.

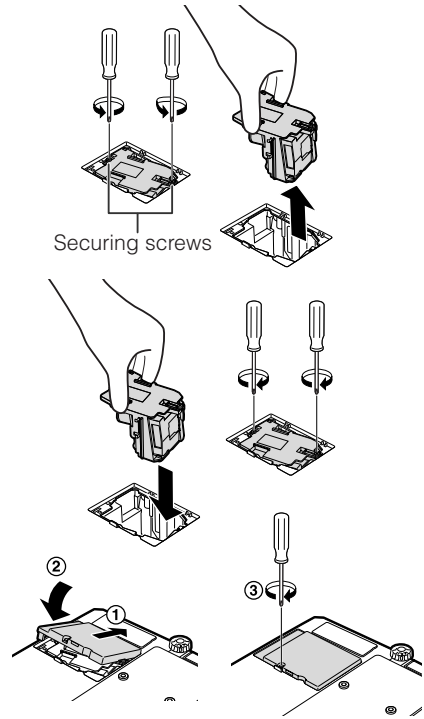
- Press the lamp unit firmly into the lamp unit compartment. Fasten the securing screws.

#### 6 Replace the lamp unit cover.

- Align the tab on the lamp unit cover (1) and place it while pressing the tab (2) to close it. Then tighten the user service screw (3) to secure the lamp unit cover.

#### Info

- If the lamp unit and lamp unit cover are not correctly installed, the power will not turn on, even if the power cord is connected to the projector.

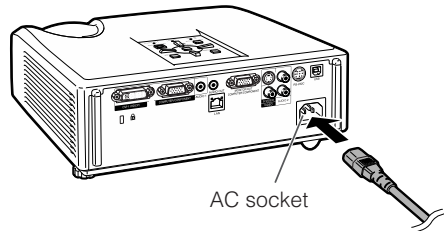


## Resetting the Lamp Timer

Reset the lamp timer after replacing the lamp.

#### Info

- Make sure to reset the lamp timer only when replacing the lamp. If you reset the lamp timer and continue to use the same lamp, this may cause the lamp to become damaged or explode.

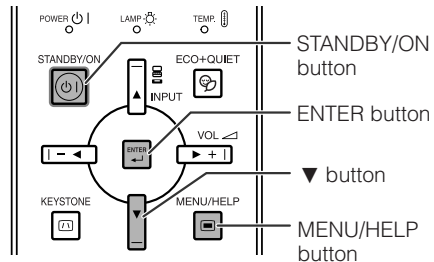


#### 1 Connect the power cord.

- Plug the power cord into the AC socket of the projector.

#### 2 Reset the lamp timer.

- While simultaneously holding down **MENU/HELP**, **ENTER** and **▼** on the projector, press **STANDBY/ON** on the projector.
- "LAMP 0000H" is displayed, indicating that the lamp timer is reset.

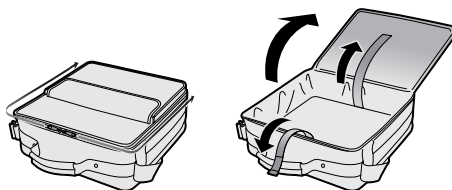


# Storing the Projector

## How to Use the Storage Case

When storing the projector, attach the lens cap to the lens, and place it in the supplied storage case.

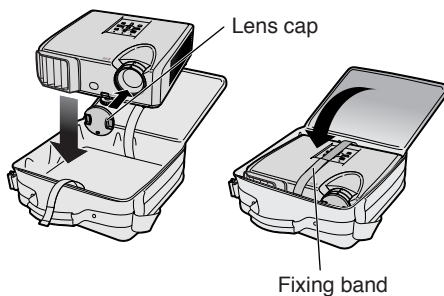
**1** Open the cover of the storage case.



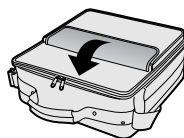
**2** Place the projector into the storage case.

### Info

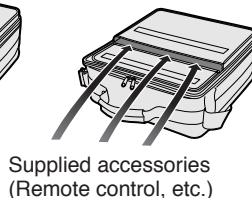
- Ensure the projector has cooled down sufficiently before placing it in the case.
- When you place the projector into the storage case, make sure that the cooling fan has stopped.
- Ensure the lens cap is attached to the lens for protection.
- **Place the projector into the storage case with the lens facing the handle.**
- Ensure the projector is held in place by using the fixing band.
- Do not expose the storage case to direct sunlight or near heat sources. The storage case may change color or become deformed.



**3** Close the cover of the storage case.



**4** Place the accessories in the front pocket of the storage case.



# Computer Compatibility Chart

## Computer

- Multiple signal support
- Horizontal Frequency: 15-110 kHz,
- Vertical Frequency: 45-85 Hz,
- Pixel Clock: 12-170 MHz
- Sync signal: Compatible with TTL level
- Compatible with sync on green signal

The following is a list of modes that conform to VESA. However, this projector supports other signals that are not VESA standards.

PC/MAC	Resolution	Horizontal Frequency (kHz)	Vertical Frequency (Hz)	VESA Standard	DVI-D Support	Display	
PC	VGA	640 × 350	27.0	60		✓	
			31.5	70			
			37.5	85	✓		
		640 × 400	27.0	60			
			31.5	70	✓		
			37.9	85	✓		
	VGA	720 × 350	27.0	60		✓	
			31.5	70			
			27.0	60			
		720 × 400	31.5	70			
			37.9	85	✓		
			26.2	50			
	VGA	640 × 480	31.5	60	✓	✓	
			34.7	70			
			37.9	72	✓		
			37.5	75	✓		
			43.3	85	✓		
			31.4	50			
		SVGA	800 × 600	35.2	56		✓
				37.9	60		✓
				46.6	70		
				48.1	72		✓
				46.9	75		✓
				53.7	85		✓
	XGA	1024 × 768	40.3	50		✓	
			48.4	60	✓		
			56.5	70	✓		
			60.0	75	✓		
			68.7	85	✓		
			45.0	60			
	WXGA	1280 × 720	47.8	60	✓	✓	
			49.7	60	✓		
			62.8	75	✓		
		1360 × 768	47.7	60	✓		
			47.8	60			
			55.0	70			
	SXGA	1152 × 864	66.2	70		✓	
			67.5	75	✓		
			64.0	60	✓		
		1280 × 1024	80.0	75	✓		
64.0			60				
65.3			60				
SXGA+	1400 × 1050	75.0	60	✓			
	1600 × 1200	64.0	60	✓			
MAC 13"	VGA	640 × 480	34.9	67			
MAC 16"	SVGA	832 × 624	49.7	75		Upscale	
MAC 19"	XGA	1024 × 768	60.2	75		True	
MAC 21"	SXGA	1152 × 870	68.7	75		Intelligent Compression	




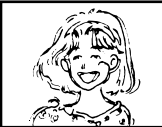
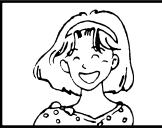
## Note

- When this projector receives 640×350 VESA format VGA signals, "640 × 400" appears on the screen.
- Optimum image quality will be achieved by matching your computer's output resolution to the resolution that corresponds to "True" in the "Display" column shown above.
- When "Screen resolution" of the computer is different from the resolution displayed on the projected image, follow the procedures shown below.
  - Refer to "Select the resolution" for "Data image is not centered" on the Help menu and select the same resolution as the resolution in "Screen resolution" of the computer.
  - Depending on the computer you are using, the output signal may not be faithful to the "Screen resolution" adjustment. Check the settings of the computer's signal output. If the settings cannot be changed, it is recommended that the resolution be set to the one that corresponds to "True" in the "Display" column.

## DTV

Signal	Horizontal Frequency (kHz)	Vertical Frequency (Hz)	DVI-D Support (Compatible with HDCP)	Signal	Horizontal Frequency (kHz)	Vertical Frequency (Hz)	DVI-D Support (Compatible with HDCP)
480I	15.7	60		720P	45.0	60	✓
480P	31.5	60	✓	1035I	33.8	60	✓
540P	33.8	60		1080I	28.1	50	✓
576I	15.6	50		1080I	33.8	60	✓
576P	31.3	50	✓	1080P	56.3	50	✓
720P	37.5	50	✓	1080P	67.5	60	✓

# Troubleshooting

Problem	Check	Page
 <p>No picture and no sound or projector does not start.</p>	<ul style="list-style-type: none"> <li>• Projector power cord is not plugged into the wall outlet. <b>25</b></li> <li>• Power to the external connected devices is off. –</li> <li>• The selected input mode is wrong. <b>30</b></li> <li>• Cables are incorrectly connected to the projector. <b>21–25</b></li> <li>• Remote control battery has run out. <b>15</b></li> <li>• External output has not been set when connecting notebook computer. <b>21</b></li> <li>• The lamp unit cover is not installed correctly. <b>56, 57</b></li> <li>• If the connected DVI digital equipment is turned on before the “DVI-D” input mode is selected on the projector, the image may not be projected properly or may not be displayed at all. Ensure that the appropriate input mode has been selected on the projector before you turn on the connected equipment. <b>21</b></li> </ul>	
 <p>Sound is heard but no picture appears (or picture is dark).</p>	<ul style="list-style-type: none"> <li>• Cables are incorrectly connected to the projector. <b>21–25</b></li> <li>• “Bright” is set to minimum position. <b>42</b></li> <li>• Depending on the computer you are using, an image may not be projected unless the signal output setting of the computer is switched to the external output. Refer to the computer’s operation manual for how to switch its signal output settings. –</li> </ul>	
 <p>Color is faded or poor.</p>	<ul style="list-style-type: none"> <li>• Image adjustments are incorrectly set. <b>42</b></li> <li>• Make adjustments of “Color” and “Tint” in “Picture Mode” and lower the “BrilliantColor™” value.</li> </ul> <p>(Video Input only)</p> <ul style="list-style-type: none"> <li>• Video input system is incorrectly set. <b>51</b></li> </ul>	
 <p>Picture is blurred; noise appears.</p>	<ul style="list-style-type: none"> <li>• Adjust the focus. <b>27</b></li> <li>• The projection distance exceeds the focus range. <b>20</b></li> <li>• There is fog on the lens. If the projector is carried from a cold room into a warm room, or if it is suddenly heated, condensation may form on the surface of the lens and the image will become blurred. Set up the projector at least one hour before it is to be used. If condensation should form, remove the power cord from the wall outlet and wait for it to clear. –</li> </ul> <p>(Computer Input only)</p> <ul style="list-style-type: none"> <li>• Perform Synchronization Adjustments (“Clock” and “Phase” Adjustment) <b>51</b></li> <li>• Noise may appear depending on the computer. –</li> </ul>	
 <p>Picture appears but no sound is heard.</p>	<ul style="list-style-type: none"> <li>• Cables are incorrectly connected to the projector. <b>21–25</b></li> <li>• Volume is set to minimum. <b>30</b></li> <li>• When the projector is connected to an external device and the volume is set to minimum, the sound is not output even if you turn up the volume of the external device.</li> </ul> <ul style="list-style-type: none"> <li>• “Speaker” is set to “Off”. <b>46</b></li> </ul>	
<p>Data image is not centered.</p>	<ul style="list-style-type: none"> <li>• Select “Data image is not centered” in the “Help” menu and make the necessary adjustments. <b>51</b></li> <li>• Depending on the computer you are using, the output resolution signal may be different from the one you have set. For details, refer to the operation manual of the computer. –</li> </ul>	



Problem	Check	Page
An unusual sound is occasionally heard from the cabinet.	<ul style="list-style-type: none"> <li>If the picture is normal, the sound is due to cabinet shrinkage caused by room temperature changes. This will not affect operation or performance.</li> </ul>	–
Maintenance indicator on the projector illuminates or blinks in red.	<ul style="list-style-type: none"> <li>See "Maintenance Indicators".</li> </ul>	<b>53</b>
The projector cannot be turned on or put into the standby mode using <b>STANDBY/ON</b> on the projector.	<ul style="list-style-type: none"> <li>The keylock is set. If the keylock is set to "ON", all the buttons are locked.</li> </ul>	<b>48</b>
Picture is green on COMPUTER (Component)/ DVI (Component).	<ul style="list-style-type: none"> <li>Change the input signal type setting.</li> <li>When you cannot select an input signal type, select "Color is faded or poor" in the "Help" menu, after selecting an item other than "sRGB" in "Picture Mode", and then select an input signal type.</li> </ul>	<b>51</b> <b>41, 51</b>
Picture is pink (no green) on COMPUTER (RGB)/ DVI (RGB).		
Picture is too bright and whitish.	<ul style="list-style-type: none"> <li>Image adjustments are incorrectly set.</li> </ul>	<b>42</b>
The cooling fan becomes noisy.	<ul style="list-style-type: none"> <li>When temperature inside the projector increases, the cooling fan runs faster.</li> </ul>	<b>8, 9</b> <b>52, 53, 54</b>
The lamp does not light up even after the projector turns on.	<ul style="list-style-type: none"> <li>The lamp indicator is illuminating in red. Replace the lamp.</li> </ul>	<b>53, 56</b>
The lamp suddenly turns off during projection.		
The image sometimes flickers.	<ul style="list-style-type: none"> <li>Cables are incorrectly connected to the projector or the connected equipment works improperly.</li> <li>Select "Vertical stripes or flickering image appear" in the "Help" menu and make the necessary adjustments.</li> <li>If this happens frequently, replace the lamp.</li> </ul>	<b>21–25</b>
		<b>51</b>
		<b>56</b>
The lamp needs much time to turn on.	<ul style="list-style-type: none"> <li>The lamp will eventually need to be changed. While the remaining lamp life draws to a close, replace the lamp.</li> </ul>	<b>56</b>
Picture is dark.		
The remote control cannot be used.	<ul style="list-style-type: none"> <li>Operate the remote control while pointing it at the projector's remote control sensor.</li> <li>The remote control may be too far away from the projector.</li> <li>If direct sunlight or a strong fluorescent lamp is shining on the projector's remote control sensor, place the projector where it will not be affected by strong light.</li> </ul>	<b>15</b>
		<ul style="list-style-type: none"> <li>The batteries may be depleted or inserted incorrectly. Make sure the batteries are inserted correctly or insert new ones.</li> </ul>

This unit is equipped with a microprocessor. Its performance could be adversely affected by incorrect operation or interference. If this should happen, unplug the Unit and plug it in again after more than 5 minutes.



## For SHARP Assistance

If you encounter any problems during setup or operation of this projector, first refer to the “Troubleshooting” section on pages 60 and 61. If this operation manual does not answer your question, please contact the SHARP Service departments listed below.

China Sharp Electronics Sales (China) Co.,Ltd.

800-988-1818

<http://www.sharp.cn>

# Specifications

Model		XG-K230XA
Display device		0.55" DLP chip
Resolution		XGA(1024 x 768)
Lens	F number	F2.5 - 2.6
	Zoom	Manual, x 1.15(f=20.4 - 23.5mm)
	Focus	Manual
Input terminal	DVI-I (Compatible with HDCP)	x 1
	RGB/Component (mini D-sub 15 pin)	x 1
	S-Video (mini DIN 4 pin)	x 1
	Video (RCA)	x 1
	Audio (ø 3.5 mm stereo minijack)	x 1
	Audio (RCA)	x 1 (L/R)
Output terminal	RGB/Component (mini D-sub 15 pin)	x 1
	Audio (ø 3.5 mm stereo minijack)	x 1 (variable audio output)
Control, others	USB (Type B)	x 1
	RS-232C (mini DIN 9 pin)	x 1
Brightness		3000Lm*
Contrast		2200:1*
Speaker		2W (Mono)
Projection lamp		250W
Rated voltage		AC 100-240V
Rated frequency		50/60Hz
Input current		3.4A
Power consumption (Standby)		326W(2.9W) with AC 100V
		316W(3.4W) with AC 240V
Operation temperature		+5°C to +35°C
Cabinet		Plastic
Dimensions (main body only)		270(W) x 89(H) x 265(D)mm
Weight (approx.)		2.9Kg

## Note:

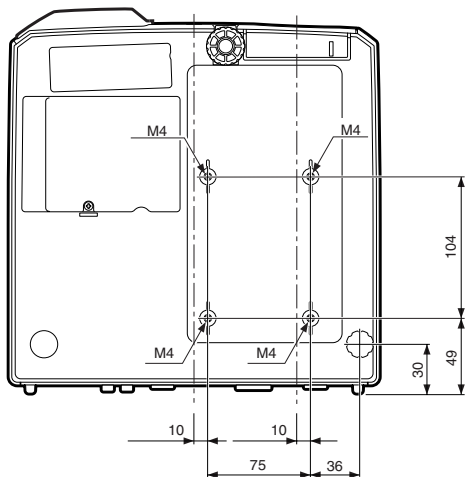
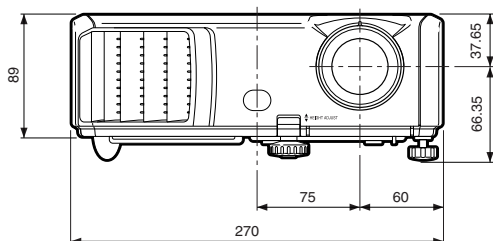
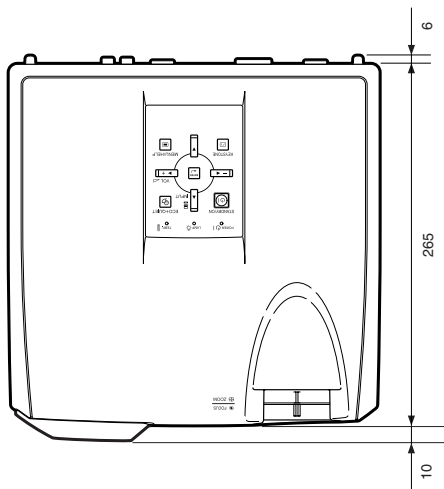
\*) ISO21118 conformed: Above values are the average figures of mass-production. The minimum value when the product is shipped out from the factory is 80% of the above values. Brightness is 2400Lm.

*As a part of policy of continuous improvement, SHARP reserves the right to make design and specification changes for product improvement without prior notice. The performance specification figures indicated are nominal values of production units. There may be some deviations from these values in individual units.*



# Dimensions

Units: mm



# Index

Accessories .....	11	MAC Address .....	50
AC socket .....	25	MAGNIFY buttons .....	34
Adjustment buttons .....	39	MENU/HELP button .....	39, 51
AREA ZOOM .....	32	MONITOR OUT terminal .....	23
Aspect ratio .....	31	MOUSE/Adjustment buttons .....	35, 39
Audio Input .....	47	Network .....	49
AUDIO 1, 2 terminal .....	23	NORMAL .....	31, 32
AUDIO OUT terminal .....	23	ON button .....	26
Auto Power Off .....	46	Optional accessories .....	11
Auto Restart .....	46	OSD Display .....	44
Auto Sync (Auto Sync adjustment) .....	34, 38, 46, 51	PAGE DOWN button .....	35
AUTO SYNC button .....	34	PAGE UP button .....	35
AV MUTE button .....	30	Password .....	49
Background .....	45	Picture Adjustment .....	41
Batteries .....	15	Picture Mode .....	34, 41
Blue .....	42	PICTURE MODE button .....	34
BORDER .....	31, 32	POINTER button .....	33
BREAK TIMER button .....	33	Power cord .....	25
Bright .....	42	Power indicator .....	53
BrilliantColor™ .....	42	PRJ - ADJ .....	46
CLR Temp (Color Temperature) .....	42	PRJ Mode .....	19, 45
C.M.S. .....	42	Progressive .....	43
Color .....	42	R-CLICK/RETURN button .....	35, 39
COMPUTER button .....	30	Rear adjustment foot .....	28
COMPUTER/COMPONENT input terminal .....	21, 22	Red .....	42
Contrast .....	42	Remote control .....	14
DHCP Client .....	50	Remote control sensor .....	15
DIN-D-sub RS-232C adaptor .....	24	Replacing the lamp .....	55, 56
DNR .....	43	Resize .....	31, 44
DOT BY DOT .....	31	RESIZE button .....	31
DVI button .....	30	RGB cable .....	21
DVI-I input terminal .....	21, 22	RS-232C terminal .....	24
ECO+QUIET button .....	33	SCR - ADJ .....	44
ENTER button .....	39	Screen Size and Projection Distance .....	20
Exhaust vent .....	12, 52	Setup Guide .....	27, 45
Fan Mode .....	47	Sharp .....	42
Focus ring .....	27	Speaker .....	46
FREEZE button .....	34	SPOT button .....	33
Front adjustment foot .....	28	STANDBY button .....	26
FULL .....	31	STANDBY Mode .....	46
HEIGHT ADJUST lever .....	28	STANDBY/ON button .....	26
Help .....	51	Storage case .....	58
H-Pos .....	38, 51	STRETCH .....	31, 32
Image shift .....	44	Supplied accessories .....	11
INPUT modes .....	30	S-VIDEO button .....	30
Intake vent .....	12, 52	S-VIDEO terminal .....	22
Kensington Security Standard connector .....	13	System Lock .....	47
Keycode .....	47	System Sound .....	46
Keylock .....	48	TCP/IP .....	50
KEYSTONE button .....	29	Temperature warning indicator .....	53
Keystone Correction .....	29, 44	Tint .....	42
Lamp .....	55	USB terminal .....	35
Lamp indicator .....	53	VIDEO button .....	30
Lamp Setting .....	43	VIDEO terminal .....	22
Lamp Timer (Life) .....	48	VOL (Volume) buttons .....	30
Lamp unit .....	56	V-Pos .....	38, 51
Language (on-screen display language) .....	45	V-STRETCH .....	32
LAN terminal .....	25	Zoom ring .....	27
L-CLICK/EFFECT button .....	33, 35		
Lens Cap .....	12		



# Multimedia PROJECTOR

## MODEL

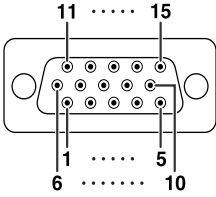
# XG-K230XA

# SETUP GUIDE

<b>Connecting Pin Assignments .....</b>	<b>2</b>	Quit without Saving Settings ([Q]Quit Unchanged) ..	24
<b>RS-232C Specifications and Commands .....</b>	<b>4</b>	IP Address Setting ([1]IP Address) .....	25
<b>Setting up the Projector Network Environment ...</b>	<b>9</b>	Subnet Mask Setting ([2]Subnet Mask) .....	25
1. Connecting the Projector to a Computer .....	10	Default Gateway Setting ([3]Default Gateway) ....	25
2. Setting an IP Address for the Computer .....	11	User Name Setting ([4]User Name) .....	25
3. Setting up a Network Connection for the Projector ..	13	Password Setting ([5>Password) .....	26
<b>Controlling the Projector via LAN .....</b>	<b>15</b>	RS-232C Baud Rate Setting	
Controlling the Projector Using Internet Explorer		([6]RS-232C Baud Rate) .....	26
(Versions 5.0 or later) .....	15	Projector Name Setting ([7]Projector Name) .....	26
Confirming the Projector Status (Status) .....	16	DHCP Client Setting ([8]DHCP Client) .....	26
Controlling the Projector (Control) .....	16	Disconnecting All Connections	
Setting and Adjusting the Projector		([D]Disconnect All) .....	27
(Settings & Adjustments) .....	17	Entering ADVANCED SETUP MENU	
Setting the Security (Network – Security) .....	17	([A]Advanced Setup) .....	27
Making General Settings for the Network		Setting Auto Logout Time	
(Network – General) .....	18	(ADVANCED[1]Auto Logout Time) .....	27
Setting for Sending E-mail when an Error Occurs		Data Port Setting (ADVANCED[2]Data Port) .....	27
(Mail – Originator Settings) .....	18	Carrying out Network Ping Test	
Setting Error Items and Destination Addresses		(ADVANCED[5]Network Ping Test) .....	28
to which E-mail is to be Sent when an		Setting of Accept IP Address (ADVANCED[6]Accept	
Error Occurs (Mail – Recipient Settings) ...	19	IP Addr(1) – [8]Accept IP Addr(3)) .....	28
Setting Error Items and the URL that are to be		Accepting All IP Addresses	
Displayed when an Error Occurs		(ADVANCED[9]Accept All IP Addr) .....	28
(Service & Support – Access URL) .....	19	Setting of Search Port	
<b>Setting up the Projector Using RS-232C or Telnet ....</b>	<b>20</b>	(ADVANCED[0]Search Port) .....	29
When Connecting Using RS-232C .....	20	Return to Default Settings	
When Connecting Using Telnet .....	21	(ADVANCED[1]Restore Default Setting) .....	29
SETUP MENU (Main Menu) .....	22	Return to Main Menu	
ADVANCED SETUP MENU .....	22	(ADVANCED[Q]Return to Main Menu) .....	29
View Setting Detail List ([V]View All Setting) .....	23	<b>Resetting the Lamp Timer of the Projector</b>	
Set Items .....	23	<b>via LAN .....</b>	<b>30</b>
Save Settings and Quit ([S]Save & Quit) .....	24	<b>Troubleshooting .....</b>	<b>32</b>

# Connecting Pin Assignments

## COMPUTER/COMPONENT input and COMPUTER/COMPONENT output Terminals : mini D-sub 15 pin female connector



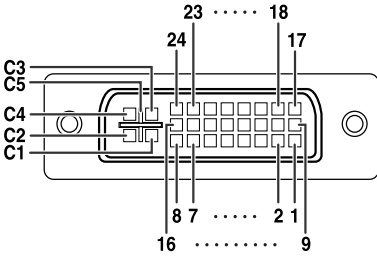
### COMPUTER Input/Output

Pin No.	Signal
1.	Video input (red)
2.	Video input (green/sync on green)
3.	Video input (blue)
4.	Not connected
5.	Not connected
6.	Earth (red)
7.	Earth (green/sync on green)
8.	Earth (blue)
9.	Not connected
10.	GND
11.	Not connected
12.	Bi-directional data
13.	Horizontal sync signal: TTL level
14.	Vertical sync signal: TTL level
15.	Data clock

### COMPONENT Input/Output

Pin No.	Signal
1.	PR (CR)
2.	Y
3.	PB (CB)
4.	Not connected
5.	Not connected
6.	Earth (PR)
7.	Earth (Y)
8.	Earth (PB)
9.	Not connected
10.	Not connected
11.	Not connected
12.	Not connected
13.	Not connected
14.	Not connected
15.	Not connected

## DVI-I Terminal : 29 pin connector



### DVI Digital Input

Pin No.	Signal
1.	T.M.D.S data 2-
2.	T.M.D.S data 2+
3.	T.M.D.S data 2 shield
4.	Not connected
5.	Not connected
6.	DDC clock
7.	DDC data
8.	Not connected
9.	T.M.D.S data 1-
10.	T.M.D.S data 1+
11.	T.M.D.S data 1 shield
12.	Not connected
13.	Not connected
14.	+5V power
15.	Ground

Pin No.	Signal
16.	Hot plug detection
17.	T.M.D.S data 0-
18.	T.M.D.S data 0+
19.	T.M.D.S data 0 shield
20.	Not connected
21.	Not connected
22.	T.M.D.S clock shield
23.	T.M.D.S clock+
24.	T.M.D.S clock-
C1.	Not connected
C2.	Not connected
C3.	Not connected
C4.	Not connected
C5.	Ground

### DVI Analog RGB Input

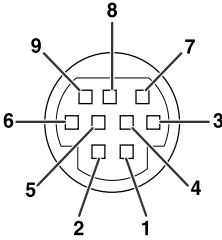
Pin No.	Signal	Pin No.	Signal
1.	Not connected	16.	Hot plug detection
2.	Not connected	17.	Not connected
3.	Not connected	18.	Not connected
4.	Not connected	19.	Not connected
5.	Not connected	20.	Not connected
6.	DDC clock	21.	Not connected
7.	DDC data	22.	Not connected
8.	Vertical sync	23.	Not connected
9.	Not connected	24.	Not connected
10.	Not connected	C1.	Analog input Red
11.	Not connected	C2.	Analog input Green (Sync On Green)
12.	Not connected	C3.	Analog input Blue
13.	Not connected	C4.	Horizontal sync (Composite Sync)
14.	+5V power	C5.	Ground
15.	Ground		

### DVI Analog Component Input

Pin No.	Signal	Pin No.	Signal
1.	Not connected	16.	Not connected
2.	Not connected	17.	Not connected
3.	Not connected	18.	Not connected
4.	Not connected	19.	Not connected
5.	Not connected	20.	Not connected
6.	Not connected	21.	Not connected
7.	Not connected	22.	Not connected
8.	Not connected	23.	Not connected
9.	Not connected	24.	Not connected
10.	Not connected	C1.	Analog input Pr/Cr
11.	Not connected	C2.	Analog input Y
12.	Not connected	C3.	Analog input Pb/Cb
13.	Not connected	C4.	Not connected
14.	Not connected	C5.	Ground
15.	Ground		

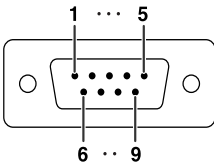
# Connecting Pin Assignments

## RS-232C Terminal : mini DIN 9 pin female connector



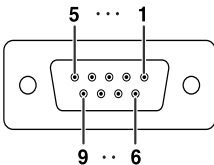
Pin No.	Signal	Name	I/O	Reference
1.				Not connected
2.	RD	Receive Data	Input	Connected to internal circuit
3.	SD	Send Data	Output	Connected to internal circuit
4.				Not connected
5.	SG	Signal Ground		Connected to internal circuit
6.				Not connected
7.	RS	Request to Send		Connected to CS in internal circuit
8.	CS	Clear to Send		Connected to RS in internal circuit
9.				Not connected

## RS-232C Terminal : D-sub 9 pin male connector of the DIN-D-sub RS-232C adaptor



Pin No.	Signal	Name	I/O	Reference
1.				Not connected
2.	RD	Receive Data	Input	Connected to internal circuit
3.	SD	Send Data	Output	Connected to internal circuit
4.				Not connected
5.	SG	Signal Ground		Connected to internal circuit
6.				Not connected
7.	RS	Request to Send		Connected to CS in internal circuit
8.	CS	Clear to Send		Connected to RS in internal circuit
9.				Not connected

## RS-232C Cable recommended connection : D-sub 9 pin female connector



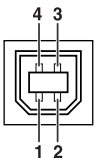
Pin No.	Signal	Pin No.	Signal
1.	CD	1.	CD
2.	RD	2.	RD
3.	SD	3.	SD
4.	ER	4.	ER
5.	SG	5.	SG
6.	DR	6.	DR
7.	RS	7.	RS
8.	CS	8.	CS
9.	CI	9.	CI

### Note

- Depending on the controlling device used, it may be necessary to connect Pin 4 and Pin 6 on the controlling device (e.g. computer).

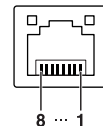


## USB Terminal : Type B USB connector



Pin No.	Signal	Name
1.	VCC	USB power
2.	USB-	USB data-
3.	USB+	USB data+
4.	SG	Signal Ground

## LAN Terminal : LAN (RJ-45)



Pin No.	Signal	Pin No.	Signal
1.	TX+	5.	RX-
2.	TX-	6.	
3.	RX+	7.	
4.		8.	



# RS-232C Specifications and Commands

## Computer control

A computer can be used to control the projector by connecting an RS-232C serial control cable (cross type, commercially available) to the projector. (See page 24 of the projector's operation manual for connection.)

## Communication conditions

Set the serial port settings of the computer to match that of the table.

Signal format: Conforms to RS-232C standard.

Parity bit: None

Baud rate\*: 9,600 bps / 115,200 bps

Stop bit: 1 bit

Data length: 8 bits

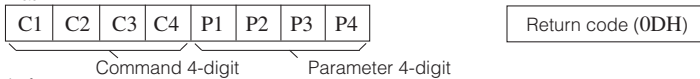
Flow control: None

\*Set the projector's baud rate to the same rate as used by the computer.

## Basic format

Commands from the computer are sent in the following order: command, parameter, and return code. After the projector processes the command from the computer, it sends a response code to the computer.

Command format



Response code format

Normal response

Problem response (communication error or incorrect command)



### Info

- When controlling the projector using RS-232C commands from a computer, wait for at least 30 seconds after the power has been turned on, and then transmit the commands.
- After sending an input selection or picture adjustment command and then receiving an "OK" response code, the projector may take some time to process the command. If a second command is sent while the projector is still processing the first command, you may receive an "ERR" response code. If this happens, try resending the second command.
- When more than one code is being sent, send each command only after the response code for the previous command from the projector is verified.
- "POWER????", "TABN \_\_\_ 1", "TLPS \_\_\_ 1", "TPOW \_\_\_ 1", "TLPN \_\_\_ 1", "TLTT \_\_\_ 1", "TLTM \_\_\_ 1", "TLTL \_\_\_ 1", "TNAM \_\_\_ 1", "MNRD \_\_\_ 1", "PJNO \_\_\_ 1"
  - When the projector receives the special commands shown above:
    - \* The on-screen display will not disappear.
    - \* The "Auto Power Off" timer will not be reset.
  - The special commands are available for applications that require continuous polling.



### Note

- If an underbar ( \_ ) appears in the parameter column, enter a space.
- If an asterisk (\*) appears in the parameter column, enter a value in the range indicated in brackets under Control Contents.

PJLink™ Compliant:

This product conforms with the PJLink standard Class 1 and all Class 1 commands are implemented.

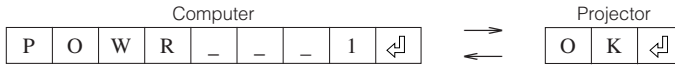
This product conforms with the PJLink standard specification version 1.00.

For additional information, visit "<http://pjlink.jbmia.or.jp/english/>".

# RS-232C Specifications and Commands

## Commands

Example: When turning on the projector, make the following setting.



CONTROL CONTENTS		COMMAND	PARAMETER	RETURN		
				Power ON	Standby mode (or 30-second startup time)	
Power	On	P O W R	_ _ _ 1	OK or ERR	OK	
	Off	P O W R	_ _ _ 0	OK	OK or ERR	
	Status	P O W R	? ? ? ?	1	0	
Projector Condition		T A B N	_ _ _ _ 1	0: Normal 1: Temp High 8: Lamp Life 5% or less 16: Lamp Burn-out 32: Lamp Ignition Failure	0: Normal 1: Temp High 2: Fan Error 4: Cover Open 8: Lamp Life 5% or less 16: Lamp Burn-out 32: Lamp Ignition Failure 64: Temp Abnormally High	
Lamp	Status	T L P S	_ _ _ _ 1	0:Off, 1:On, 2:Retry 3:Waiting, 4:Lamp Error	0:Off, 4:Lamp Error	
	Power Status	T P O W	_ _ _ _ 1	1:On, 2:Cooling	0:Standby	
	Quantity	T L P N	_ _ _ _ 1	1		
	Usage Time(Hour)	T L T T	_ _ _ _ 1	0 – 9999(Integer)		
	Usage Time(Minute)	T L T M	_ _ _ _ 1	0, 15, 30, 45		
	Life(Percentage)	T L T L	_ _ _ _ 1	0% – 100%(Integer)		
Name	Model Name Check	T N A M	_ _ _ _ 1	XGK230XA		
	Model Name Check	M N R D	_ _ _ _ 1	XG-K230XA		
	Projector Name Setting 1 (First 4 characters) *1	P J N 1	* * * *	OK or ERR		
	Projector Name Setting 2 (Middle 4 characters) *1	P J N 2	* * * *	OK or ERR		
	Projector Name Setting 3 (Last 4 characters) *1	P J N 3	* * * *	OK or ERR		
	Projector Name Check	P J N 0	_ _ _ _ 1	Projector Name		
	Input Change	Computer	I R G B	_ _ _ _ 1	OK or ERR	ERR
DVI		DVI	I R G B	_ _ _ _ 2	OK or ERR	ERR
		DVI-D-Computer select *2	I B D S	_ _ _ _ 1	OK or ERR	ERR
		DVI-D-Video select *2	I B D S	_ _ _ _ 2	OK or ERR	ERR
		DVI-Analog select *2	I B D S	_ _ _ _ 3	OK or ERR	ERR
S-Video		I V E D	_ _ _ _ 1	OK or ERR	ERR	
Video		I V E D	_ _ _ _ 2	OK or ERR	ERR	
Input RGB Check		I R G B	? ? ? ?	1: Computer, 2: DVI or ERR	ERR	
Input Video Check		I V E D	? ? ? ?	1: S-Video, 2: Video or ERR	ERR	
Input Mode Check		I M O D	? ? ? ?	1: RGB, 2: Video	ERR	
Input Check		I C H K	? ? ? ?	1: Computer 2: DVI 3: S-Video 4: Video	ERR	
Volume		Volume(0 – 60)	V O L A	_ _ _ * *	OK or ERR	ERR
	Volume up/down(-10 – +10)	V O U D	_ _ _ * *	OK or ERR	ERR	
Keystone	-80 – +80	K E Y S	* * * *	OK or ERR	ERR	
AV Mute	On	I M B K	_ _ _ _ 1	OK or ERR	ERR	
	Off	I M B K	_ _ _ _ 0	OK or ERR	ERR	
Freeze	On	F R E Z	_ _ _ _ 1	OK or ERR	ERR	
	Off	F R E Z	_ _ _ _ 0	OK or ERR	ERR	
Auto Sync	Start	A D J S	_ _ _ _ 1	OK or ERR	ERR	
Resize	Computer	Normal	R A S R	_ _ _ _ 1	OK or ERR	ERR
		Stretch	R A S R	_ _ _ _ 2	OK or ERR	ERR
		Dot By Dot	R A S R	_ _ _ _ 3	OK or ERR	ERR
		Full	R A S R	_ _ _ _ 5	OK or ERR	ERR
		Border	R A S R	_ _ _ _ 6	OK or ERR	ERR
		Area Zoom	R A S R	_ _ _ _ 1	OK or ERR	ERR
		V-Stretch	R A S R	_ _ _ _ 1	OK or ERR	ERR
	DVI	Normal	R B S R	_ _ _ _ 1	OK or ERR	ERR
		Stretch	R B S R	_ _ _ _ 2	OK or ERR	ERR
		Dot By Dot	R B S R	_ _ _ _ 3	OK or ERR	ERR
		Full	R B S R	_ _ _ _ 5	OK or ERR	ERR
		Border	R B S R	_ _ _ _ 6	OK or ERR	ERR
		Area Zoom	R B S R	_ _ _ _ 1	OK or ERR	ERR
		V-Stretch	R B S R	_ _ _ _ 1	OK or ERR	ERR

# RS-232C Specifications and Commands

CONTROL CONTENTS			COMMAND	PARAMETER	RETURN		
					Power ON	Standby mode (or 30-second startup time)	
Resize	S-Video	Normal	R A S V	-- 1	OK or ERR	ERR	
		Stretch	R A S V	-- 2	OK or ERR	ERR	
		Border	R A S V	-- 3	OK or ERR	ERR	
		Area Zoom	R A S V	-- 1 0	OK or ERR	ERR	
		V-Stretch	R A S V	-- 1 1	OK or ERR	ERR	
	Video	Normal	R B S V	-- 1	OK or ERR	ERR	
		Stretch	R B S V	-- 2	OK or ERR	ERR	
		Border	R B S V	-- 3	OK or ERR	ERR	
		Area Zoom	R B S V	-- 1 0	OK or ERR	ERR	
		V-Stretch	R B S V	-- 1 1	OK or ERR	ERR	
ALL Reset			A L R E	-- 1	OK or ERR	ERR	
Computer INPUT	Picture Mode	Standard	R A P S	-- 1 0	OK or ERR	ERR	
		Presentation	R A P S	-- 1 1	OK or ERR	ERR	
		Movie	R A P S	-- 1 2	OK or ERR	ERR	
		Game	R A P S	-- 1 3	OK or ERR	ERR	
		sRGB	R A P S	-- 1 4	OK or ERR	ERR	
	Contrast	-30 ~ +30	R A P I	-- * * *	OK or ERR	ERR	
	Bright	-30 ~ +30	R A B R	-- * * *	OK or ERR	ERR	
	Red	-30 ~ +30	R A R D	-- * * *	OK or ERR	ERR	
	Blue	-30 ~ +30	R A B E	-- * * *	OK or ERR	ERR	
	Color	-30 ~ +30	R A C O	-- * * *	OK or ERR	ERR	
	Tint	-30 ~ +30	R A T I	-- * * *	OK or ERR	ERR	
	Sharp	-30 ~ +30	R A S H	-- * * *	OK or ERR	ERR	
	CLR Temp	-1 ~ +1	R A C T	-- * * *	OK or ERR	ERR	
	BrilliantColor™	0 ~ +2	R A W E	-- * * *	OK or ERR	ERR	
	Progressive	2D Progressive	R A I P	-- 0	OK or ERR	ERR	
		3D Progressive	R A I P	-- 1	OK or ERR	ERR	
		Film Mode	R A I P	-- 2	OK or ERR	ERR	
	DNR	Off	R A N R	-- 0	OK or ERR	ERR	
		Level 1	R A N R	-- 1	OK or ERR	ERR	
		Level 2	R A N R	-- 2	OK or ERR	ERR	
	Picture Reset		R A R E	-- 1	OK or ERR	ERR	
	Signal Type	Auto	I A S I	-- 0	OK or ERR	ERR	
		RGB	I A S I	-- 1	OK or ERR	ERR	
		Component	I A S I	-- 2	OK or ERR	ERR	
	Audio Input	Audio 1	R A A I	-- 1	OK or ERR	ERR	
		Audio 2	R A A I	-- 2	OK or ERR	ERR	
	DVI INPUT	Picture Mode	Standard	R B P S	-- 1 0	OK or ERR	ERR
			Presentation	R B P S	-- 1 1	OK or ERR	ERR
			Movie	R B P S	-- 1 2	OK or ERR	ERR
			Game	R B P S	-- 1 3	OK or ERR	ERR
sRGB			R B P S	-- 1 4	OK or ERR	ERR	
Contrast		-30 ~ +30	R B P I	-- * * *	OK or ERR	ERR	
Bright		-30 ~ +30	R B B R	-- * * *	OK or ERR	ERR	
Red		-30 ~ +30	R B R D	-- * * *	OK or ERR	ERR	
Blue		-30 ~ +30	R B B E	-- * * *	OK or ERR	ERR	
Color		-30 ~ +30	R B C O	-- * * *	OK or ERR	ERR	
Tint		-30 ~ +30	R B T I	-- * * *	OK or ERR	ERR	
Sharp		-30 ~ +30	R B S H	-- * * *	OK or ERR	ERR	
CLR Temp		-1 ~ +1	R B C T	-- * * *	OK or ERR	ERR	
BrilliantColor™		0 ~ +2	R B W E	-- * * *	OK or ERR	ERR	
Progressive		2D Progressive	R B I P	-- 0	OK or ERR	ERR	
		3D Progressive	R B I P	-- 1	OK or ERR	ERR	
		Film Mode	R B I P	-- 2	OK or ERR	ERR	
DNR		Off	R B N R	-- 0	OK or ERR	ERR	
		Level 1	R B N R	-- 1	OK or ERR	ERR	
		Level 2	R B N R	-- 2	OK or ERR	ERR	
Picture Reset			R B R E	-- 1	OK or ERR	ERR	
Signal Type		Auto	I B S I	-- 0	OK or ERR	ERR	
		RGB	I B S I	-- 1	OK or ERR	ERR	
		Component	I B S I	-- 2	OK or ERR	ERR	
Audio Input		Audio 1	R B A I	-- 1	OK or ERR	ERR	
		Audio 2	R B A I	-- 2	OK or ERR	ERR	
Dynamic Range		Auto	H M B D	-- 0	OK or ERR	ERR	
		Standard	H M B D	-- 1	OK or ERR	ERR	
		Enhanced	H M B D	-- 2	OK or ERR	ERR	

# RS-232C Specifications and Commands

CONTROL CONTENTS			COMMAND	PARAMETER	RETURN			
					Power ON	Standby mode (or 30-second startup time)		
S-Video INPUT	Picture Mode	Standard	V	A P S	-- 1 0	OK or ERR	ERR	
		Presentation	V	A P S	-- 1 1	OK or ERR	ERR	
		Movie	V	A P S	-- 1 2	OK or ERR	ERR	
		Game	V	A P S	-- 1 3	OK or ERR	ERR	
	Contrast	-30 ~ +30	V	A P I	-- * * *	OK or ERR	ERR	
	Bright	-30 ~ +30	V	A B R	-- * * *	OK or ERR	ERR	
	Red	-30 ~ +30	V	A R D	-- * * *	OK or ERR	ERR	
	Blue	-30 ~ +30	V	A B E	-- * * *	OK or ERR	ERR	
	Color	-30 ~ +30	V	A C O	-- * * *	OK or ERR	ERR	
	Tint	-30 ~ +30	V	A T I	-- * * *	OK or ERR	ERR	
	Sharp	-30 ~ +30	V	A S H	-- * * *	OK or ERR	ERR	
	CLR Temp	-1 ~ +1	V	A C T	-- * * *	OK or ERR	ERR	
	BrilliantColor™	0 ~ +2	V	A W E	-- * * *	OK or ERR	ERR	
	Progressive	2D Progressive	V	A I P	-- -- 0	OK or ERR	ERR	
		3D Progressive	V	A I P	-- -- 1	OK or ERR	ERR	
		Film Mode	V	A I P	-- -- 2	OK or ERR	ERR	
	DNR	Off	V	A N R	-- -- 0	OK or ERR	ERR	
		Level 1	V	A N R	-- -- 1	OK or ERR	ERR	
		Level 2	V	A N R	-- -- 2	OK or ERR	ERR	
	Picture Reset		V	A R E	-- -- 1	OK or ERR	ERR	
	Audio Input	Audio 1	V	A A I	-- -- 1	OK or ERR	ERR	
		Audio 2	V	A A I	-- -- 2	OK or ERR	ERR	
	Video INPUT	Picture Mode	Standard	V	B P S	-- 1 0	OK or ERR	ERR
			Presentation	V	B P S	-- 1 1	OK or ERR	ERR
Movie			V	B P S	-- 1 2	OK or ERR	ERR	
Game			V	B P S	-- 1 3	OK or ERR	ERR	
Contrast		-30 ~ +30	V	B P I	-- * * *	OK or ERR	ERR	
Bright		-30 ~ +30	V	B B R	-- * * *	OK or ERR	ERR	
Red		-30 ~ +30	V	B R D	-- * * *	OK or ERR	ERR	
Blue		-30 ~ +30	V	B B E	-- * * *	OK or ERR	ERR	
Color		-30 ~ +30	V	B C O	-- * * *	OK or ERR	ERR	
Tint		-30 ~ +30	V	B T I	-- * * *	OK or ERR	ERR	
Sharp		-30 ~ +30	V	B S H	-- * * *	OK or ERR	ERR	
CLR Temp		-1 ~ +1	V	B C T	-- * * *	OK or ERR	ERR	
BrilliantColor™		0 ~ +2	V	B W E	-- * * *	OK or ERR	ERR	
Progressive		2D Progressive	V	B I P	-- -- 0	OK or ERR	ERR	
		3D Progressive	V	B I P	-- -- 1	OK or ERR	ERR	
		Film Mode	V	B I P	-- -- 2	OK or ERR	ERR	
DNR		Off	V	B N R	-- -- 0	OK or ERR	ERR	
		Level 1	V	B N R	-- -- 1	OK or ERR	ERR	
		Level 2	V	B N R	-- -- 2	OK or ERR	ERR	
Picture Reset			V	B R E	-- -- 1	OK or ERR	ERR	
Audio Input		Audio 1	V	B A I	-- -- 1	OK or ERR	ERR	
		Audio 2	V	B A I	-- -- 2	OK or ERR	ERR	
C.M.S. Setting		On	C	M C S	-- 1 1	OK or ERR	ERR	
		Off	C	M C S	-- 0 0	OK or ERR	ERR	
C.M.S.	Hue	Red	C	M H R	-- * * *	OK or ERR	ERR	
		Yellow	C	M H Y	-- * * *	OK or ERR	ERR	
		Green	C	M H G	-- * * *	OK or ERR	ERR	
		Cyan	C	M H C	-- * * *	OK or ERR	ERR	
		Blue	C	M H B	-- * * *	OK or ERR	ERR	
		Magenta	C	M H M	-- * * *	OK or ERR	ERR	
	Saturation	Reset	C	M R E	-- -- 2	OK or ERR	ERR	
		Red	C	M S R	-- * * *	OK or ERR	ERR	
		Yellow	C	M S Y	-- * * *	OK or ERR	ERR	
		Green	C	M S G	-- * * *	OK or ERR	ERR	
		Cyan	C	M S C	-- * * *	OK or ERR	ERR	
		Blue	C	M S B	-- * * *	OK or ERR	ERR	
	Value	Magenta	C	M S M	-- * * *	OK or ERR	ERR	
		Reset	C	M R E	-- -- 3	OK or ERR	ERR	
		Red	C	M V R	-- * * *	OK or ERR	ERR	
		Yellow	C	M V Y	-- * * *	OK or ERR	ERR	
		Green	C	M V G	-- * * *	OK or ERR	ERR	
		Cyan	C	M V C	-- * * *	OK or ERR	ERR	
	C.M.S. All Reset	Blue	C	M V B	-- * * *	OK or ERR	ERR	
		Magenta	C	M V M	-- * * *	OK or ERR	ERR	
		Reset	C	M R E	-- -- 4	OK or ERR	ERR	
			C	M R E	-- -- 1	OK or ERR	ERR	
	Clock	-150 ~ +150	I	N C L	-- * * *	OK or ERR	ERR	
	Phase	-30 ~ +30	I	N P H	-- * * *	OK or ERR	ERR	
H-position	-150 ~ +150	I	A H P	-- * * *	OK or ERR	ERR		
V-position	-60 ~ +60	I	A V P	-- * * *	OK or ERR	ERR		
Fine Sync Adjustment Reset		I	A R E	-- -- 1	OK or ERR	ERR		

# RS-232C Specifications and Commands

CONTROL CONTENTS		COMMAND	PARAMETER	RETURN	
				Power ON	Standby mode (or 30-second startup time)
Image Shift	-96 ~ +96	L N D S	* * *	OK or ERR	ERR
OSD Display	On	I M D I	-- 1	OK or ERR	ERR
	Off	I M D I	-- 0	OK or ERR	ERR
Video System	Auto	M E S Y	-- 1	OK or ERR	ERR
	PAL	M E S Y	-- 2	OK or ERR	ERR
	SECAM	M E S Y	-- 3	OK or ERR	ERR
	NTSC4.43	M E S Y	-- 4	OK or ERR	ERR
	NTSC3.58	M E S Y	-- 5	OK or ERR	ERR
	PAL-M	M E S Y	-- 6	OK or ERR	ERR
	PAL-N	M E S Y	-- 7	OK or ERR	ERR
	PAL-60	M E S Y	-- 8	OK or ERR	ERR
Background	Logo	I M B G	-- 1	OK or ERR	ERR
	Blue	I M B G	-- 3	OK or ERR	ERR
	None	I M B G	-- 4	OK or ERR	ERR
Lamp Setting	Bright	T H M D	-- 0	OK or ERR	ERR
	Eco + Quiet	T H M D	-- 1	OK or ERR	ERR
Auto Sync	On	A A D J	-- 1	OK or ERR	ERR
	Off	A A D J	-- 0	OK or ERR	ERR
Auto Power Off	On	A P O W	-- 1	OK or ERR	ERR
	Off	A P O W	-- 0	OK or ERR	ERR
Auto Restart	On	A R E S	-- 1	OK or ERR	ERR
	Off	A R E S	-- 0	OK or ERR	ERR
STANDBY Mode	Standard	M O U T	-- 1	OK or ERR	ERR
	Eco	M O U T	-- 0	OK or ERR	ERR
PRJ Mode	Reverse	On	I M R E	-- 1	OK or ERR
		Off	I M R E	-- 0	OK or ERR
	Invert	On	I M I N	-- 1	OK or ERR
		Off	I M I N	-- 0	OK or ERR
Language	English	M E L A	-- 1	OK or ERR	ERR
	Deutsch	M E L A	-- 2	OK or ERR	ERR
	Español	M E L A	-- 3	OK or ERR	ERR
	Nederlands	M E L A	-- 4	OK or ERR	ERR
	Français	M E L A	-- 5	OK or ERR	ERR
	Italiano	M E L A	-- 6	OK or ERR	ERR
	Svenska	M E L A	-- 7	OK or ERR	ERR
	日本語	M E L A	-- 8	OK or ERR	ERR
	Português	M E L A	-- 9	OK or ERR	ERR
	汉语	M E L A	-- 10	OK or ERR	ERR
	한국어	M E L A	-- 11	OK or ERR	ERR
	Русский	M E L A	-- 12	OK or ERR	ERR
	عربي	M E L A	-- 13	OK or ERR	ERR
	polski	M E L A	-- 14	OK or ERR	ERR
	Türkçe	M E L A	-- 15	OK or ERR	ERR
	فارسی	M E L A	-- 16	OK or ERR	ERR
	Magyer	M E L A	-- 17	OK or ERR	ERR
Setup Guide	On	S E G U	-- 1	OK or ERR	ERR
	Off	S E G U	-- 0	OK or ERR	ERR
System Sound	On	S S N D	-- 1	OK or ERR	ERR
	Off	S S N D	-- 0	OK or ERR	ERR
Internal Speaker	On	A S P K	-- 1	OK or ERR	ERR
	Off	A S P K	-- 0	OK or ERR	ERR
RGB Frequency Check	Horizontal	T F R Q	-- 1	kHz(*** * or ERR)	ERR
	Vertical	T F R Q	-- 2	Hz(*** * or ERR)	ERR
Fan Mode	Normal	H L M D	-- 0	OK or ERR	ERR
	High	H L M D	-- 1	OK or ERR	ERR
Lamp Timer Reset *3		L P R E 0 0 0 1	ERR	OK or ERR	

\*1 For setting the projector name, send the commands in the order of PJN1, PJN2 and PJN3.

\*2 This command should be sent only after the "IRGB \_ \_ \_ 2" command is sent and an "OK" response code is received.

\*3 The Lamp Timer Reset command is available only in standby mode.

# Setting up the Projector Network Environment

This section describes the basic procedure for using the projector via the network.

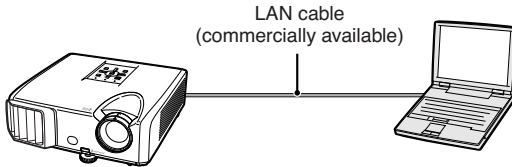
If the network is already constructed, the projector's network settings may need to be changed. Please consult your network administrator for assistance with these settings.

You can make network settings both on the projector and on the computer. The following procedure is for making settings on the computer.

## Network settings on the computer

### 1. Connecting the projector to a computer

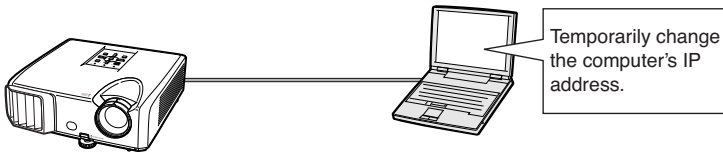
Connect a LAN cable (Category 5, cross-over type) between the computer and projector.



→Page 10

### 2. Setting an IP address for the computer

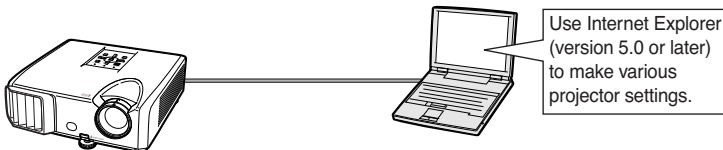
Adjust the IP settings of the computer to enable one-to-one communications with the projector.



→Pages 11, 12

### 3. Setting up a network connection for the projector

Adjust the projector network settings to conform to your network.



→Page 13

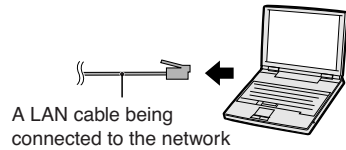
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- PJLink is a registered trademark or an application trademark in Japan, the United States and/or other countries/regions.
- All other company or product names are trademarks or registered trademarks of their respective companies.

# Setting up the Projector Network Environment

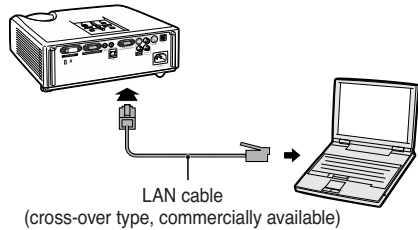
## 1. Connecting the Projector to a Computer

Establishing a one-to-one connection from the projector to a computer. Using a commercially available LAN cable (UTP cable, Category 5, cross-over type) you can configure the projector via the computer.

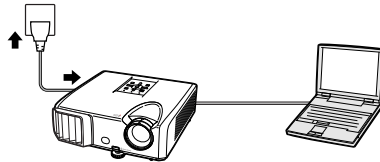
**1** Disconnect the computer's LAN cable from the existing network.



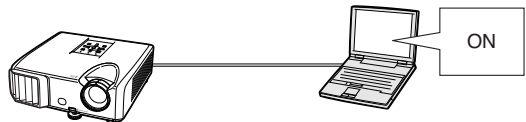
**2** Connect a commercially available LAN cable (UTP cable, Category 5, cross-over type) to the projector's LAN terminal and connect the other end of the cable to the computer's LAN terminal.



**3** Plug the power cord into the AC socket of the projector.



**4** Turn on the computer.



### Info

Confirm that the LINK LED on the rear of the projector illuminates. If the LINK LED does not illuminate, check the following :

- The LAN cable is properly connected.
- The power switches of both the projector and the computer are on.

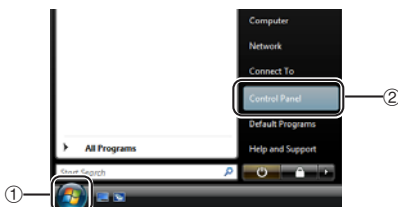
This completes the connection. Now proceed to “**2. Setting an IP Address for the Computer**”.

## 2. Setting an IP Address for the Computer

The following describes how to make settings in Windows Vista®.

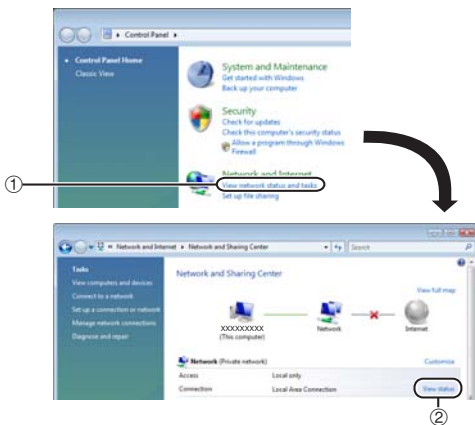
**1** Log on the network using the administrator's account for the computer.

**2** Click "start", and click "Control Panel".



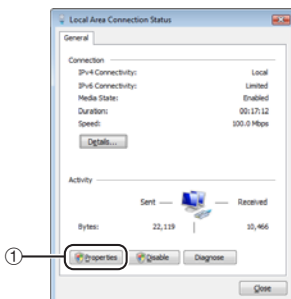
**3** Click "View network status and tasks" of "Network and Internet", and click "View status" in the new window.

- This manual uses examples to explain the operations in Category View. If you are using Classic View, double-click "Network and Sharing Center".



**4** Click "Properties".

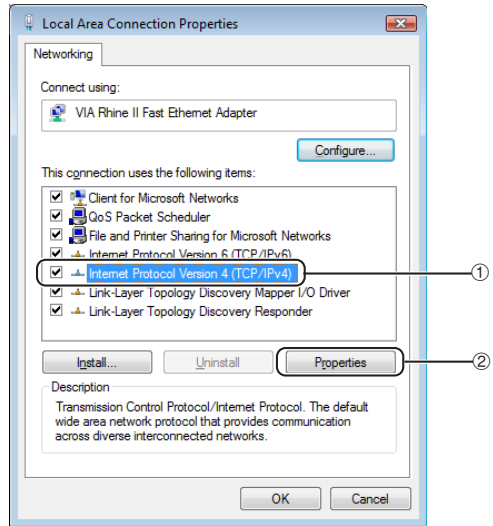
- When the user account control display is displayed, Click "Continue".





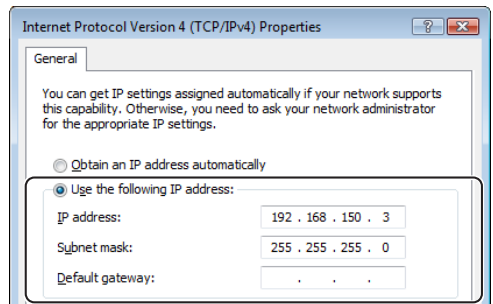
## Setting up the Projector Network Environment

- 5** Click “Internet Protocol Version 4 (TCP/IPv4)”, and click the “Properties” button.



- 6** Confirm or change an IP address for the setup computer.

- ① Confirm and note the current IP address, Subnet mask and Default gateway.  
Make sure to note the current IP address, Subnet mask and Default gateway as you will be required to re-set them later.
- ② Set temporarily as follows :  
**IP address : 192.168.150.3**  
**Subnet mask : 255.255.255.0**  
**Default gateway : (Do not input any values.)**



### Note

- The factory default settings for the projector are as follows:  
DHCP Client : OFF  
IP address : 192.168.150.2  
Subnet mask : 255.255.255.0  
Default gateway : 0.0.0.0

- 7** After setting, click the “OK” button, and then restart the computer.

After confirming or setting, proceed to “3. Setting up Network Connection for the Projector”.

## 3. Setting up a Network Connection for the Projector

Settings for such items as the projector's IP address and subnet mask are compatible with the existing network.

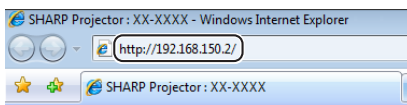
Set each item on the projector as follows. (See page 50 of the projector's operation manual for setting.)

DHCP Client : Off

IP Address : 192.168.150.002

Subnet Mask : 255.255.255.000

**1** Start Internet Explorer (version 5.0 or later) on the computer, and enter "http://192.168.150.2/" in "Address", and then press the "Enter" key.



**2** If a user name and a password have not yet been set, just click the "OK" button.

- If a user name and a password have been set, input the user name and the password, and click the "OK" button.
- If the user name or password is entered incorrectly three times, an error message will be displayed.
- When you are using Internet Explorer 7, other setup screen may be displayed. In this case, make the proper adjustments for the setup screen.



**3** When the screen as shown on the right appears, click "TCP/IP".



# Setting up the Projector Network Environment

## 4 The TCP/IP setting screen appears, ready for network settings for the projector.

Items	Setting example / Remarks
New Password	You can set the password to protect the TCP/IP setting.
DHCP Client	Select "ON" or "OFF" to determine whether to use DHCP Client.
IP Address	You can set this item when "DHCP Client" is set to "OFF". Factory default setting: 192.168.150.2 Enter an IP address appropriate for the network.
Subnet Mask	You can set this item when "DHCP Client" is set to "OFF". Factory default setting: 255.255.255.0 Set the subnet mask to the same as that of the computer and equipment on the network.
Default Gateway	You can set this item when "DHCP Client" is set to "OFF". Factory default setting: 0.0.0.0 * When not in use, set to "0.0.0.0".
DNS Server	Factory default setting: 0.0.0.0 * When not in use, set to "0.0.0.0".

### Note

- Confirm the existing network's segment (IP address group) to avoid setting an IP address that duplicates the IP addresses of other network equipment or computers. If "192.168.150.2" is not used in the network having an IP address of "192.168.150.XXX", you don't have to change the projector IP address.
- For details about each setting, consult your network administrator.

## 5 Click the "Apply" button.

## 6 The set values appear. Confirm that the values are set properly, and then click the "Confirm" button.

- Close the browser.
- This completes the network settings.
- After setting items, wait for 10 seconds and then re-access.
- Change the IP address of the setting computer back to its original address, which you have noted down in Step 6-① on page 12, and then connect the computer and the projector to the network.

### Network - TCP/IP

New Password	<input type="text"/>
	(4 digits)
Reconfirm	<input type="text"/>

This password is for protection of the TCP/IP setting.

DHCP Client	<input checked="" type="radio"/> OFF <input type="radio"/> ON
IP Address	<input type="text" value="192"/> <input type="text" value="168"/> <input type="text" value="150"/> <input type="text" value="2"/>
Subnet Mask	<input type="text" value="255"/> <input type="text" value="255"/> <input type="text" value="255"/> <input type="text" value="0"/>
Default Gateway	<input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/> * "0.0.0.0" means "Using no default gateway."

DNS Servers	<input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/> * "0.0.0.0" means "Using no DNS server."
-------------	---

### Network - TCP/IP

New Password	<input type="text"/>
	(4 digits)
Reconfirm	<input type="text"/>

This password is for protection of the TCP/IP setting.

DHCP Client	<input checked="" type="radio"/> OFF <input type="radio"/> ON
IP Address	<input type="text" value="192"/> <input type="text" value="168"/> <input type="text" value="150"/> <input type="text" value="2"/>
Subnet Mask	<input type="text" value="255"/> <input type="text" value="255"/> <input type="text" value="255"/> <input type="text" value="0"/>
Default Gateway	<input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/> * "0.0.0.0" means "Using no default gateway."

DNS Server	<input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/> * "0.0.0.0" means "Using no DNS server."
------------	---

### Network - TCP/IP

The TCP/IP settings will be changed as below.

DHCP Client : OFF  
IP Address : 192.168.150.2  
Subnet Mask : 255.255.255.0  
Default Gateway : 0.0.0.0  
DNS Server : 0.0.0.0

Do you want to change the TCP/IP settings?

After you click "Confirm", if you want to continue to operate this projector via the network, please wait for 10 seconds and then re-access to "192.168.150.2".

# Controlling the Projector via LAN

After connecting the projector to your network, enter the projector IP address in “Address” on Internet Explorer (version 5.0 or later) using a computer on the network to start a setup screen that will enable control of the projector via the network.

## Controlling the Projector Using Internet Explorer (Version 5.0 or later)

Complete connections to external equipment before starting the operation. (See pages 21-25 of the projector’s operation manual.)  
Complete the AC cord connection. (See page 25 of the projector’s operation manual.)

### Note

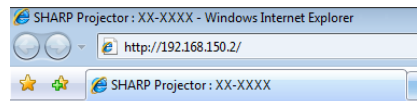
- When connecting the projector to the LAN, use a commercially available LAN cable (UTP cable, Category 5, cross-over type). When connecting the projector to a hub, use a straight-through cable.

**1** Start Internet Explorer (version 5.0 or later) on the computer.

**2** Enter “http://” followed by the projector IP address set by the procedure on page 14 followed by “/” in “Address”, and then press the “Enter” key.

- When “DHCP Client” is set to “OFF” on the projector, IP address is 192.168.150.2. If you did not change the IP address in “3. Setting up a Network Connection for the Projector” (pages 13-14), enter “http://192.168.150.2”.

**3** A screen for controlling the projector appears, ready for performing various status conditions, control, and settings.



## Controlling the Projector via LAN

### Confirming the Projector Status (Status)

#### Status

Sharp XX-XXXX (192.168.150.2)	
MAC Address	XXXXXXXXXXXX
Power	ON
Condition	Normal
Lamp Timer	1hour(s) 15minute(s)
Lamp Life	99%
Input	COMPUTER
Signal Info	1024x768 (H 48.3kHz / V 60.0 Hz)
Serial Number	

Refresh

On this screen, you can confirm the projector status. You can confirm the following items :

- MAC Address
- Power
- Condition
- Lamp Timer
- Lamp Life
- Input
- Signal Info
- Serial Number

#### Note

- If you click the “Refresh” button before the screen is displayed completely, an error message (“Server Busy Error”) will be displayed. Wait for a moment and then operate again.
- For details about each item, refer to the projector’s operation manual.

### Controlling the Projector (Control)

#### Control

Power	<input type="radio"/> STANDBY <input checked="" type="radio"/> ON
Input Select	COMPUTER
Volume	1
AV Mute	<input checked="" type="radio"/> OFF <input type="radio"/> ON

Refresh

On this screen, you can perform projector control. You can control the following items :

- Power
- Input Select
- Volume
- AV Mute

#### Note

- If you click the “Refresh” button before the screen is displayed completely, an error message (“Server Busy Error”) will be displayed. Wait for a moment and then operate again.
- You cannot operate this page while the projector is warming up.
- While the projector is in standby mode, you can only control “Power ON”.
- For details about each item, refer to the projector’s operation manual.

## Setting and Adjusting the Projector (Settings & Adjustments)

Example: "Picture" screen display for COMPUTER Settings & Adjustments -Picture COMPUTER

Picture Mode	Presentation
CLR Temp	0
BrilliantColor™	2
Lamp Setting	Bright

Reset

---

Signal Type	Auto
-------------	------

Refresh

On these screens, you can make projector settings or adjustments. You can set or adjust the following items :

- Picture Mode
- CLR Temp
- BrilliantColor™
- Progressive (Video)
- DNR
- Lamp Setting
- Resolution Setting
- Signal Type (Computer, DVI)
- Video System (Video)
- Dynamic Range (DVI)
- Resize
- OSD Display
- Background
- Setup Guide
- Projection Mode
- OSD Language
- Auto Sync
- Auto Power Off
- Auto Restart
- System Sound
- Internal Speaker
- Audio Input
- RS-232C Speed
- Fan Mode
- All Reset

### Note

- If you click the "Refresh" button before the screen is displayed completely, an error message ("Server Busy Error") will be displayed. Wait for a moment and then operate again.
- You cannot operate this page while the projector is warming up.
- For details about each item, refer to the projector's operation manual.
- For details about the items that will be initialized in "All Reset", refer to the projector's operation manual. (The network setting items will not be initialized.)

## Setting the Security (Network – Security)

Network - Security

User Name	<input type="text"/>
	(MAX 8 characters)
Password	<input type="password"/>
	(MAX 8 characters)

This user name / password is for accessing via Web browser and Telnet.  
 \*You will need to re-login with the new user name / new password after you change the user name / password.

Accept IP Address	<input checked="" type="radio"/> All IP Addresses
	<input type="radio"/> From only specific IP addresses
	Address 1 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
	Address 2 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
	Address 3 <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

Apply

Refresh

On this screen, you can make settings relating to security.

Items	Description
User Name	Setting of user name for security protection.
Password	Setting of password for security protection.
Accept IP Address	It is possible to set up to three IP addresses allowing connection to the projector.
All IP Addresses	No limits are set to IP addresses connecting to the projector.
From only specific IP addresses	For security improvement, only an IP address set by "Address 1-3" can be connected to the projector.

### Note

- User Name and Password can be up to 8 characters.
- You can input the characters below : a-z, A-Z, 0-9, -, \_

## Controlling the Projector via LAN

### Making General Settings for the Network (Network - General)

#### Network - General

Projector Name	<input type="text" value="XXXXXXXX"/> (MAX 12 characters)
Auto Logout Time	<input type="text" value="5"/> minute(s) (0-65535) * If the set value is made 0, the Auto Logout function is disabled.
Data Port	<input type="text" value="10002"/> (1025-65535)
Search Port	<input type="text" value="5006"/> (1025-65535)

On this screen, you can make general settings relating to the network.

Items	Description
Projector Name	Setting the projector name.
Auto Logout Time	Setting the time interval in which the projector will be automatically disconnected from the network in units of a minute (from 1 to 65535 minutes). If the set value is made 0, the Auto Logout function is disabled.
Data Port	Setting the TCP port number used when exchanging data with the projector (from 1025 to 65535).
Search Port	Setting the port number used when searching for the projector (from 1025 to 65535).

After clicking the “Apply” button, the set values appear. Confirm that the values are set properly, and then click the “Confirm” button.

#### Note

- After setting items, wait for 10 seconds and then re-access.
- Projector Name can be up to 12 characters.
- You can input the characters below :  
A-Z, 0-9, -, \_ , ( , ) , space  
(When “a-z” are input, they are converted to “A-Z” automatically.)

### Setting for Sending E-mail when an Error Occurs (Mail - Originator Settings)

#### Mail - Originator Settings

SMTP Server	<input type="text"/> (MAX 64 characters)
Originator E-mail Address	<input type="text"/> (MAX 64 characters)
Originator Name	<input type="text"/> (MAX 64 characters)

On this screen, you can make settings for sending e-mail to report when the projector has generated an error.

Items	Setting example / Remarks
SMTP Server	Setting an SMTP server address for e-mail transmission. e.g.1 : 192.168.150.253 e.g.2 : smtp123.sharp.co.jp * When using a domain name, make settings for the DNS server.
Originator E-mail Address	Setting the projector's e-mail address. The e-mail address set here becomes Originator E-mail Address.
Originator Name	Setting the sender's name. The name set here appears in the “Originator Name” column of the body of the message.

#### Note

- SMTP Server, Originator E-mail Address and Originator Name can be up to 64 characters.
- You can input the characters below:  
SMTP Server and Originator E-mail Address : a-z, A-Z, 0-9, !, #, \$, %, &, \*, +, -, /, =, ?, ^, {, |, }, ~, \_ , ' , . , @ , ` (You can input “@” only one time for “Originator E-mail Address”.)  
Originator Name : a-z, A-Z, 0-9, -, \_ , ( , ) , space
- If the settings of “3. Setting up a Network Connection for the Projector” on pages 13 and 14 are incorrectly set, e-mail will not be sent.

## Setting Error Items and Destination Addresses to which E-mail is to be Sent when an Error Occurs (Mail – Recipient Settings)

### Mail - Recipient Settings

Recipient Addresses	E-mail Address (MAX 64 characters)	Error Mail				Test
		Lamp	Temp	Fan	Cover	
1	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Test"/>
2	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Test"/>
3	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Test"/>
4	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Test"/>
5	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Test"/>

On this screen, you can input e-mail destinations to which error notification (error items) e-mails are sent.

Items	Description
E-mail Address	Set addresses to which error notification e-mail is sent. You can set up to five addresses.
Error Mail (Lamp, Temp, Fan, Cover)	Error e-mail is sent on the error items checked in their check boxes.
Test	Send test e-mail. This allows you to confirm that the settings for e-mail transmission are properly set.



### Note

- E-mail Address can be up to 64 characters.
- You can input the characters below :  
a-z, A-Z, 0-9, !, #, \$, %, &, \*, +, -, /, =, ?, ^, {, |, }, ~, ~, ', ,, @, `
- (You can input "@" only one time.)
- For details about error items, refer to the projector's operation manual.

## Setting Error Items and the URL that are to be Displayed when an Error Occurs (Service & Support – Access URL)

### Service & Support - Access URL Registration

Access URL	Condition (MAX 64 characters)	Always				Test
		Lamp	Temp	Fan	Cover	
1	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Test"/>
2	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Test"/>
3	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Test"/>
4	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Test"/>
5	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Test"/>

On this screen, you can make settings of the URL and error items that are to be displayed when the projector has generated an error.

Items	Description
Access URL	Set the URL that is to be displayed when an error occurs. You can set up to five addresses.
Condition (Always, Lamp, Temp, Fan, Cover)	The URL is displayed when an error checked in their check boxes occurs.
Test	The set URL site is test-displayed. This allows you to confirm that the URL site is properly displayed.

### Example of the display when an error occurs Status

Sharp XX-XXXX (192.168.150.2)	
MAC Address	XXXXXXXXXXXXXX
Power	STANDBY
The cooling fan is not operating.	
Condition	Access URL
	1 <a href="http://www.sharp-world.com/projector/">http://www.sharp-world.com/projector/</a>
Lamp Timer	1hour(s) 15minute(s)
Lamp Life	99%
Input	----
Signal Info	----
Serial Number	1234567



# Setting up the Projector Using RS-232C or Telnet

Connect the projector to a computer using RS-232C or Telnet, and open the SETUP MENU on the computer to carry out various settings for the projector.

## When Connecting Using RS-232C

**1** Launch general purpose terminal emulator.

**2** Input settings for the RS-232C port of the terminal emulator as follows.

Baud Rate : 9600 bps\*  
Data Length : 8 bit  
Parity Bit : None  
Stop Bit : 1 bit  
Flow Control : None

\* This is the factory default setting. If the value of Baud Rate for the projector has been changed, set Baud Rate here according to the changed value on the projector.

**3** Input "PJS11234" and press the "Enter" key.

**4** "OK" is displayed. Input "PJS25678" and press the "Enter" key within 10 seconds.

**5** "User Name:" is displayed. Input the user name and press the "Enter" key.

• If a user name has not yet been set, just press the "Enter" key.

**6** "Password:" is displayed. Input the password and press the "Enter" key.

• If a password has not yet been set, just press the "Enter" key.

**7** Input "setup" and press the "Enter" key.

• SETUP MENU will be displayed.

### ▼SETUP MENU

```
-----SETUP MENU-----  
[1]IP Address      [2]Subnet Mask      [3]Default Gateway  
[4]User Name      [5]Password  
[6]RS-232C Baud Rate [7]Projector Name  [8]DHCP Client  
[A]Advanced Setup [D]Disconnect All  
[V]View All Setting [S]Save & Quit     [Q]Quit Unchanged  
  
setup>
```



### Note

- User name and password are not set in the factory default settings.
- If the user name or password is entered incorrectly three times, SETUP MENU will be quit.

## When Connecting Using Telnet

**1** Click “Start” from the Windows® desktop and select “Run”.

**2** Enter “telnet 192.168.150.2” in the text box that opens up. (If the IP address of the projector is 192.168.150.2.)

**3** Click the “OK” button.

**4** “User Name:” is displayed. Input the user name and press the “Enter” key.

- If a user name has not yet been set, just press the “Enter” key.

**5** “Password:” is displayed. Input the password and press the “Enter” key.

- If a password has not yet been set, just press the “Enter” key.

**6** Input “setup” and press the “Enter” key.

- SETUP MENU will be displayed.

### ▼SETUP MENU

```
-----SETUP MENU-----
[1]IP Address      [2]Subnet Mask    [3]Default Gateway
[4]User Name      [5]Password
[6]RS-232C Baud Rate [7]Projector Name [8]DHCP Client
[A]Advanced Setup [D]Disconnect All
[V]View All Setting [S]Save & Quit    [Q]Quit Unchanged

setup>
```

#### Note

- If the IP address has been changed, be sure to enter the new IP address in step 2.
- User name and password are not set in the factory default settings.
- If the user name or password is entered incorrectly three times in steps 4 or 5, SETUP MENU will be quit.

# Setting up the Projector Using RS-232C or Telnet

## SETUP MENU (Main Menu)

### ▼ SETUP MENU

-----SETUP MENU-----		
[1]IP Address	[2]Subnet Mask	[3]Default Gateway
[4]User Name	[5]Password	
[6]RS-232C Baud Rate	[7]Projector Name	[8]DHCP Client
[A]Advanced Setup	[D]Disconnect All	
[V]View All Setting	[S]Save & Quit	[Q]Quit Unchanged
set up>		

#### [1] IP Address

IP address settings. (Page 25)

#### [2] Subnet Mask

Subnet mask settings. (Page 25)

#### [3] Default Gateway

Default gateway settings. (Page 25)

#### [4] User Name (Factory default setting : Not Required)

Setting of user name for security protection. (Page 25)

#### [5] Password (Factory default setting : Not Required)

Setting of password for security protection. (Page 26)

#### [6] RS-232C Baud Rate (Factory default setting : 9600 bps)

Baud rate settings for the RS-232C terminals. (Page 26)

#### [7] Projector Name

It is possible to assign a projector name. (Page 26)

#### [8] DHCP Client

DHCP Client settings. (Page 26)

#### [A] Advanced Setup

Enters ADVANCED SETUP MENU. (Page 27)

#### [D] Disconnect All

Disconnect all connections. (Page 27)

#### [V] View All Setting

Displays all setting values. (Page 23)

Can also be used with ADVANCED SETUP MENU.

#### [S] Save & Quit

Save set values and quit menu. (Page 24)

#### [Q] Quit Unchanged

Quit menu without saving setting values. (Page 24)



#### Note

- When “DHCP Client” is set to “OFF” on the projector:

IP address : 192.168.150.2

Subnet mask : 255.255.255.0

Default gateway : 0.0.0.0

## ADVANCED SETUP MENU

### ▼ ADVANCED SETUP MENU

***** ADVANCED SETUP MENU *****		
[1]Auto Logout Time	[2]Data Port	
[5]Network Ping Test		
[6]Accept IP Addr(1)	[7]Accept IP Addr(2)	[8]Accept IP Addr(3)
[9]Accept All IP Addr	[0]Search Port	
[!]Restore Default Setting		
[Q]Return to Main Menu		
advanced>		

#### [1] Auto Logout Time (Factory default setting : 5 minutes)

Setting of time until automatic disconnection of network connection. (Page 27)

#### [2] Data Port (Factory default setting : 10002)

Setting the TCP port number used when exchanging data. (Page 27)

#### [5] Network Ping Test

It is possible to confirm that a network connection between the projector and a computer etc. is working normally. (Page 28)

#### [6] Accept IP Addr(1)

#### [7] Accept IP Addr(2)

#### [8] Accept IP Addr(3)

#### [9] Accept All IP Addr (Factory default setting : Accept All)

For improved security, it is possible to set up to three IP addresses allowing connection to the projector. Set IP addresses can be cancelled using [9] Accept All IP Addr. (Page 28)

#### [0] Search Port (Factory default setting : 5006)

Setting the port number used when searching for the projector. (Page 29)

#### [!] Restore Default Setting

Restores all setting values that can be set using the menu to the default state. (Page 29)

#### [Q] Return to Main Menu

Return to the main SETUP MENU. (Page 29)

# Setting up the Projector Using RS-232C or Telnet

Enter number or symbol of item to be selected on the SETUP MENU. When setting, input the details to be set. Setting is carried out one item at a time, and saved at the end.

## View Setting Detail List ([V] View All Setting)

### ▼SETUP MENU

```
-----SETUP MENU-----
[1]IP Address      [2]Subnet Mask  [3]Default Gateway
[4]User Name      [5]Password
[6]RS-232C Baud Rate [7]Projector Name [8]DHCP Client
[A]Advanced Setup [D]Disconnect All
[V]View All Setting [S]Save & Quit [Q]Quit Unchanged

setup>v
Model Name       : XX-XXXX
Projector Name   : XX-XXXX
MAC Address      : XX:XX:XX:XX:XX:XX
DHCP Client      : Disable
IP Address       : 192.168.150.2
Subnet Mask      : 255.255.255.0
Default Gateway  : Not Used
RS-232 Baud Rate : 9600 bps
Password         : Not Required
***** (Advanced Status) *****
Data Port        : 10002
Accept IP Address : Accept All
Auto Logout Time : 5 minutes
Search Port      : 5006
```

- ① Enter “v” and press the “Enter” key.  
Display all setting values(\*).

## Set Items

Example: When setting IP Address (change from 192.168.150.2 to 192.168.150.3)

### ▼SETUP MENU

```
-----SETUP MENU-----
[1]IP Address      [2]Subnet Mask  [3]Default Gateway
[4]User Name      [5]Password
[6]RS-232C Baud Rate [7]Projector Name [8]DHCP Client
[A]Advanced Setup [D]Disconnect All
[V]View All Setting [S]Save & Quit [Q]Quit Unchanged

setup>1
IP Address       : 192.168.150.2
Please Enter     : 192.168.150.3
(change) -> 192.168.150.3

-----SETUP MENU-----
[1]IP Address      [2]Subnet Mask  [3]Default Gateway
[4]User Name      [5]Password
[6]RS-232C Baud Rate [7]Projector Name [8]DHCP Client
[A]Advanced Setup [D]Disconnect All
[V]View All Setting [S]Save & Quit [Q]Quit Unchanged

setup>v
Model Name       : XX-XXXX
Projector Name   : XX-XXXX
MAC Address      : XX:XX:XX:XX:XX:XX
DHCP Client      : Disable
IP Address       : 192.168.150.3
Subnet Mask      : 255.255.255.0
Default Gateway  : Not Used
RS-232 Baud Rate : 9600 bps
Password         : Not Required
***** (Advanced Status) *****
Data Port        : 10002
Accept IP Address : Accept All
Auto Logout Time : 5 minutes
Search Port      : 5006
```

- ① Enter “1” (number of item to be set), and press the “Enter” key.  
Display current IP address (\*1).
- ② Enter IP address to be set and press the “Enter” key.  
Display IP address after change (\*2).
- ③ Enter “v” and press the “Enter” key to verify setting detail list.  
IP address is being changed (\*3).

### Note

- Verification of setting detail list can be omitted.
- Setting details are not effective until they have been saved. (Page 24)
- If an invalid number is entered, an error message (“Parameter Error!”) will be displayed.

## Setting up the Projector Using RS-232C or Telnet

### Save Settings and Quit ([S] Save & Quit)

Save set values and quit menu.

#### ▼SETUP MENU

```
-----SETUP MENU-----
[1]IP Address      [2]Subnet Mask    [3]Default Gateway
[4]User Name       [5]Password
[6]RS-232C Baud Rate [7]Projector Name [8]DHCP Client
[A]Advanced Setup  [D]Disconnect All
[V]View All Setting [S]Save & Quit    [Q]Quit Unchanged

setup>s
All Connection will be disconnect.
Continue(y/n)? y
Apply New setting...Done.
```

- ① Enter “s” and press the “Enter” key.
- ② Enter “y” and press the “Enter” key.

### Quit without Saving Set- tings ([Q]Quit Unchanged)

Quit menu without saving setting values.

#### ▼SETUP MENU

```
-----SETUP MENU-----
[1]IP Address      [2]Subnet Mask    [3]Default Gateway
[4]User Name       [5]Password
[6]RS-232C Baud Rate [7]Projector Name [8]DHCP Client
[A]Advanced Setup  [D]Disconnect All
[V]View All Setting [S]Save & Quit    [Q]Quit Unchanged

setup>q
Quit Without Saving(y/n)? y
Setting Unchanged.
```

- ① Enter “q” and press the “Enter” key.
- ② Enter “y” and press the “Enter” key.

## Setting up the Projector Using RS-232C or Telnet

The setting procedure for each item will be explained. For the basic procedure, please refer to “Set Items” on page 23.

### IP Address Setting ([1]IP Address)

Setting of IP address.

```
setup>1
IP Address      :192.168.150.2
Please Enter    :192.168.150.3
(change)      -> 192.168.150.3 *
```

- 1 Enter “1” and press the “Enter” key.
- 2 Enter numerical value to be set and press the “Enter” key.  
Display IP address after change (\*).

### Subnet Mask Setting ([2] Subnet Mask)

Setting subnet mask.

```
setup>2
Subnet Mask    :255.255.255.0
Please Enter    :255.0.0.0
(change)      -> 255.0.0.0 *
```

- 1 Enter “2” and press the “Enter” key.
- 2 Enter numerical value to be set and press the “Enter” key.  
Display subnet mask after change (\*).

### Default Gateway Setting ([3]Default Gateway)

Setting default gateway.

```
setup>3
note: "0.0.0.0" means "Using no default gateway."
Gateway Address :0.0.0.0
Please Enter    :192.168.150.1
(change)      -> 192.168.150.1 *
```

- 1 Enter “3” and press the “Enter” key.
- 2 Enter numerical value to be set and press the “Enter” key.  
Display gateway address after change (\*).



#### Note

- If the values for IP Address, Subnet Mask or Gateway of the projector have been changed via Telnet, the computer cannot be connected to the projector depending on the computer's network settings.

### User Name Setting ([4]User Name)

Carrying out security protection using user name.

```
setup>4
User Name      :
Please Enter    :XX-XXXX
(change)      -> XX-XXXX *
```

- 1 Enter “4” and press the “Enter” key.
- 2 Enter user name and press the “Enter” key.  
Display set user name (\*).



#### Note

- User name can be up to 8 characters.
- You can input the characters below :  
a-z, A-Z, 0-9, -, \_
- In the default state, user name is not set.

## Setting up the Projector Using RS-232C or Telnet

### Password Setting ([5]Password)

Carrying out security protection using password.

```
setup>5
Password :
Please Enter : sharpj
(change)  -> sharpj
```

- 1 Enter "5" and press the "Enter" key.
- 2 Enter password and press the "Enter" key.  
Display set password (\*).

#### Note

- Password can be up to 8 characters.
- You can input the characters below :  
a-z, A-Z, 0-9, -, \_
- In the default state, the password is not set.

### RS-232C Baud Rate Setting ([6]RS-232C Baud Rate)

Setting of baud rate for RS-232C terminals.

```
setup>6
0 ... 9600 bps
2 ... 115200 bps
Baud Rate Select[0, 2] : 2
RS-232C Baud Rate : 115200 bps
```

- 1 Enter "6" and press the "Enter" key.
- 2 Select and enter the number 0 or 2 and press the "Enter" key.  
Display set baud rate (\*).

#### Note

- Set the projector's baud rate to the same rate as that used by the computer.

### Projector Name Setting ([7]Projector Name)

It is possible to assign a projector name.

```
setup>7
Projector Name : XX-XXXX
Please Enter : MY XX-XXXX
(change)  -> MY XX-XXXX
```

- 1 Enter "7" and press the "Enter" key.
- 2 Enter projector name.  
Display set projector name (\*).

#### Note

- Projector name can be up to 12 characters.
- You can input the characters below :  
A-Z, 0-9, -, \_, (,), space  
(When "a-z" are input, they are converted to "A-Z" automatically.)
- It is the same as the name which can be confirmed or set, using RS-232C commands "PJN0", "PJN1", "PJN2" and "PJN3".

### DHCP Client Setting ([8]DHCP Client)

Setting DHCP Client to "Enable" or "Disable".

Example: When setting DHCP Client to "Enable"

```
setup>8
note: It sets DHCP Client.
0 ... Disable
1 ... Enable
DHCP Select[0-1] : 1
DHCP Client : Enable

Success get data from DHCP server.
[MAC Address ] : [XX:XX:XX:XX:XX:XX]
[IP Address ] : [192.168.150.2]
[Subnet Mask ] : [255.255.255.0]
[Default Gateway ] : [0.0.0.0]
[DHCP IP Address] : [192.168.150.1]
```

- 1 Enter "8" and press the "Enter" key.
- 2 Enter "1" and press the "Enter" key.  
Display the obtained values (\*).

## Disconnecting All Connections ([D]Disconnect All)

It is possible to disconnect all the TCP/IP connections currently recognized by the projector. Even if the COM Redirect port is fixed in the Busy status due to a problem, it is possible to force the Ready status back by carrying out this disconnection.

```

setup>d
-----
Disconnect All Connections(y/n)?y
Now Disconnecting...
    
```

- ① Enter “d” and press the “Enter” key.
- ② Enter “y” and press the “Enter” key.



### Note

- If Disconnect All is performed, the connection to the projector via network will be forcibly disconnected.

## Entering ADVANCED SETUP MENU ([A]Advanced Setup)

Enters ADVANCED SETUP MENU.

```

setup>a
-----
***** ADVANCED SETUP MENU *****
[1]Auto Logout Time  [2]Data Port
[5]Network Ping Test
[6]Accept IP Addr(1)  [7]Accept IP Addr(2)  [8]Accept IP Addr(3)
[9]Accept All IP Addr  [0]Search Port

[!]Restore Default Setting
[Q]Return to Main Menu

advanced->
    
```

- ① Enter “a” and press the “Enter” key.

## Setting Auto Logout Time (ADVANCED[1]Auto Logout Time)

If there is no input after a fixed time, the projector automatically disconnects network connection using the Auto Logout function. It is possible to set the time until the projector is automatically disconnected in units of a minute (from 1 to 65535 minutes).

```

advanced>1
-----
Valid range      :0 to 65535 (minute)
note: if you enter "0", auto logout function will be disable.
Auto Logout Time :5
Please Enter     :15
(change)       -> 15
    
```

- ① Enter “1” and press the “Enter” key.
- ② Enter numerical value and press the “Enter” key. Display set numerical value (\*).



### Note

- If the set value is made 0, the Auto Logout function is disabled.
- If an invalid number is entered, an error message (“Parameter Error!”) will be displayed and the screen returns to the ADVANCED SETUP MENU.

## Data Port Setting (ADVANCED[2]Data Port)

Setting of TCP port number. It is possible to set in the range of 1025 to 65535.

```

advanced>2
-----
Valid range      :1025 to 65535
Data Port        :10002
Please Enter      :10005
(change)       -> 10005
    
```

- ① Enter “2” and press the “Enter” key.
- ② Enter numerical value and press the “Enter” key. Display set numerical value (\*).



### Note

- Set according to need. Normally, use with the factory default setting.



## Carrying out Network Ping Test (ADVANCED[5]Network Ping Test)

It is possible to confirm that a network connection between the projector and a computer etc. is working normally.

```
advanced>5
Ping Test IP addr :192.168.150.1
Please Enter :192.168.150.152
(change)    -> 192.168.150.152
32 bytes from 192.168.150.152: icmp_seq = 1, time = 0 ms
32 bytes from 192.168.150.152: icmp_seq = 2, time = 0 ms
32 bytes from 192.168.150.152: icmp_seq = 3, time = 0 ms
32 bytes from 192.168.150.152: icmp_seq = 4, time = 0 ms
```

- 1 Enter "5" and press the "Enter" key.
- 2 Enter IP address of device to be tested and press the "Enter" key.  
Display entered IP address (\*1).  
Display test result (\*2).

### Note

- If the "Enter" key is pressed without entering an IP address, the Ping Test IP address used previously is entered.
- If there is a fault with the connection, "Error: No answer" is displayed after a 5 second retry. In this case, please confirm the settings for the projector and the computer, and contact your network administrator.

## Setting of Accept IP Address (ADVANCED[6]Accept IP Addr(1) - [8]Accept IP Addr(3))

It is possible to improve security of the projector by allowing connection from only a prescribed IP address. It is possible to set up to three IP addresses allowing connection to the projector.

```
advanced>6
Accept IP Addr(1) : 0.0.0.0
Please Enter : 192.168.150.152
(change)    -> 192.168.150.152
```

- 1 Enter "6", "7" or "8" and press the "Enter" key.
- 2 Enter numerical value and press the "Enter" key.  
Display set numerical value (\*).

### Note

- To invalidate the Accept IP Address being currently set, enter "0.0.0.0".
- If there is one or more Accept IP Addr being set, no connections are allowed from IP addresses that are not yet set. They can be cancelled using [9]Accept All IP Addr.

## Accepting All IP Addresses (ADVANCED[9]Accept All IP Addr)

Removes IP addresses set with "Accept IP Addr".

```
advanced>9
Accept All IP Addresses(y/n)? y
```

- 1 Enter "9" and press the "Enter" key.
- 2 Enter "y" and press the "Enter" key.

### Note

- At the point in time where "y" was entered, the numerical values for Accept IP Addr(1)-(3) are reset to "0.0.0.0".
- If "n" is entered, setting is not altered.

## Setting of Search Port (ADVANCED[0]Search Port)

Sets the port number used when searching for the projector from the network.

```

advanced>0
Please Enter Port Number for Search from Computer.
Valid range      : 1025 to 65535
Search Port      : 5006
Please Enter      : 5004
(change)         -> 5004
    
```

- ① Enter "0" and press the "Enter" key.
- ② Enter numerical value and press the "Enter" key. Display set numerical value (\*).



### Note

- Set according to need. Normally, use with the factory default setting.

## Return to Default Settings (ADVANCED[!]Restore Default Setting)

Returns all menu setting values to the default state.

```

advanced>!
Restore All Setting to Default(y/n)? y
— User Setting Initialized —
    
```

- ① Enter "!" and press the "Enter" key.
- ② Enter "y" and press the "Enter" key.



### Note

- If the values for IP Address, Subnet Mask or Gateway of the projector have been returned to the default settings via Telnet, the computer cannot be connected to the projector depending on the computer's network settings.

## Return to Main Menu (ADVANCED[q]Return to Main Menu)

Returns to the main SETUP MENU.

```

advanced>q
-----SETUP MENU-----
[1]IP Address      [2]Subnet Mask    [3]Default Gateway
[4]User Name      [5>Password
[6]RS-232C Baud Rate [7]Projector Name [8]DHCP Client
[A]Advanced Setup  [D]Disconnect All
[V]View All Setting [S]Save & Quit    [Q]Quit Unchanged

setup>
    
```

- ① Enter "q" and press the "Enter" key. Returns to the SETUP MENU.

# Resetting the Lamp Timer of the Projector via LAN

When the projector is connected to a network, you can use the communications program to send a command to reset the lamp timer. The example below uses Windows® XP as the operating system. When you use Windows Vista®, use other communications program referring to the following steps, because Windows Vista® does not come with HyperTerminal.

## 1 Click “Start” – “All Programs” – “Accessories” – “Communications” – “HyperTerminal”.

- If you do not have HyperTerminal installed, see the operation manual of your computer.
- Depending on the settings of your computer, you may be required to enter your area code and other details. Enter the information as required.

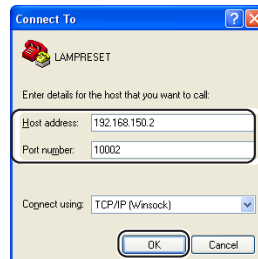
## 2 Enter a name in the “Name” field, and click “OK”.



## 3 If you are required to enter the area code, enter it in the “Area code” field. From the “Connect using” drop-down menu, select “TCP/IP (Winsock)”, and click “OK”.



## 4 Enter the IP address of the projector in the “Host address” field (see “TCP/IP” on the “Network” menu of the projector), and enter the data port of the projector in the “Port number” field (“10002” is the factory default setting), and click “OK”.



## Resetting the Lamp Timer of the Projector via LAN

**5** Click “Properties” on the “File” menu.

**6** Click the “Settings” tab, and then click “ASCII Setup”.

**7** Select the check boxes next to “Send line ends with line feeds”, “Echo typed characters locally”, and “Append line feeds to incoming line ends”, and click “OK”.

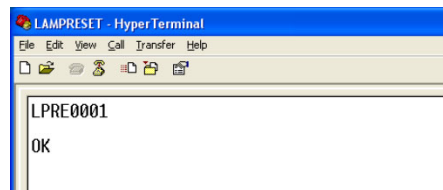
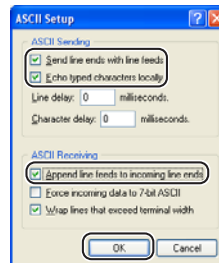
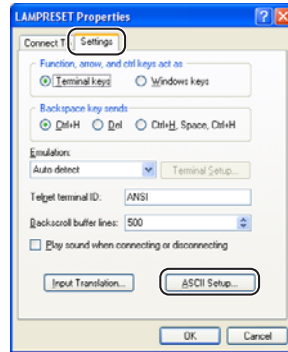
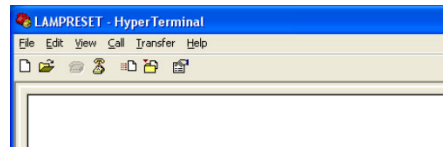
- The LAMPRESET Properties window appears, click “OK”.

**8** If a user name and/or password is set for the projector, enter the user name and password.

**9** Send the lamp reset command “LPRE0001”.

- This command can only be sent when the projector is in standby mode.
- When “OK” is received, this indicates that the lamp was successfully reset.

**10** Close HyperTerminal.



## Communication cannot be established with the projector

### When connecting the projector using serial-connection

- ◀ Check that the RS-232C terminal of the projector and a computer or the commercially available controller are connected correctly.
- ◀ Check that the RS-232C cable is a cross-over cable.
- ◀ Check that the RS-232C port setting for the projector corresponds to the setting for the computer or the commercially available controller.

### When connecting the projector to a computer using network (LAN)-connection

- ◀ Check that the cable's connector is firmly inserted in the LAN terminal of the projector.
- ◀ Check that the cable is firmly inserted into a LAN port for a computer or a network device such as a hub.
- ◀ Check that the LAN cable is a Category 5 cable.
- ◀ Check that the LAN cable is a cross-over cable when connecting the projector to a computer directly.
- ◀ Check that the LAN cable is a straight-through cable when connecting the projector with a network device such as a hub.
- ◀ Check that the power supply is turned on for the network device such as a hub between the projector and a computer.

### Check the network settings for the computer and the projector

- ◀ Check the following network settings for the projector.
  - IP Address  
Check that the IP address for the projector is not duplicated on the network.
  - Subnet Mask  
When the gateway setting for the projector is "0.0.0.0" (Not Used), or the gateway setting for the projector and the default gateway setting for the computer are the same:
    - The subnet masks for the projector and the computer should be the same.
    - The IP address parts shown by the subnet mask for the projector and the computer should be the same.  
(Example)  
When the IP address is "192.168.150.2" and the subnet mask is "255.255.255.0" for the projector, the IP address for the computer should be "192.168.150.X" (X=3-254) and the subnet mask should be "255.255.255.0".
  - Gateway  
When the gateway setting for the projector is "0.0.0.0" (Not Used), or the gateway setting for the projector and the default gateway setting for the computer are the same:
    - The subnets for the projector and the computer should be the same.
    - The IP address parts shown by the subnet mask for the projector and the computer should be the same.  
(Example)  
When the IP address is "192.168.150.2" and the subnet mask is "255.255.255.0" for the projector, the IP address for the computer should be "192.168.150.X" (X=3-254) and the subnet mask should be "255.255.255.0".



#### Note

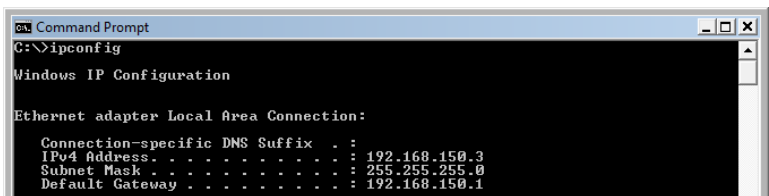
- When "DHCP Client" is set to "OFF" on the projector  
IP address : 192.168.150.2  
Subnet mask : 255.255.255.0  
Gateway address : 0.0.0.0 (Not Used)
- For network settings for the projector, refer to page 13.

- Take the following steps for checking the network settings for the computer.
  - Open a command prompt.
    - In the case of Windows® 2000: click “start” → “Programs” → “Accessories” → “Command Prompt” in order.
    - In the case of Windows® XP, Windows Vista®: click “start” → “All Programs” → “Accessories” → “Command Prompt” in order.
  - After launching the command prompt, enter the command “ipconfig”, and press the “Enter” key.

### Note

- Communication may not be established even after carrying out the network settings for the computer. In such cases, restart your computer.

C:\>ipconfig



```
Command Prompt
C:\>ipconfig

Windows IP Configuration

Ethernet adapter Local Area Connection:

    Connection-specific DNS Suffix  . : 
    IPv4 Address. . . . . : 192.168.150.3
    Subnet Mask . . . . . : 255.255.255.0
    Default Gateway . . . . . : 192.168.150.1
```

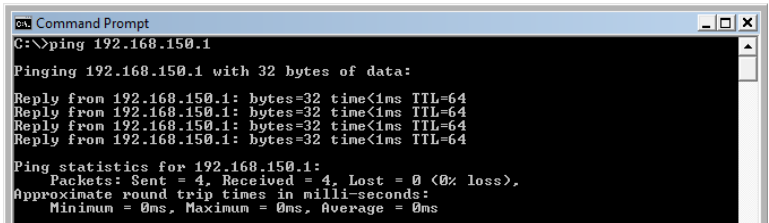
### Note

- Usage examples of ipconfig
  - C:\>ipconfig /? displays how to use “ipconfig.exe”.
  - C:\>ipconfig displays the set IP address, subnet mask and default gateway.
  - C:\>ipconfig /all displays all the setting information related to TCP/IP.

- To return to the Windows® screen, enter “exit” and press the “Enter” key.

## Troubleshooting

- ◀ Check if the “TCP/IP” protocol is operating correctly using the “PING” command. Also, check if an IP address is set.
  1. Open a command prompt.
    - In the case of Windows® 2000: click “start” → “Programs” → “Accessories” → “Command Prompt” in order.
    - In the case of Windows® XP, Windows Vista®: click “start” → “All Programs” → “Accessories” → “Command Prompt” in order.
  2. After launching the command prompt enter a command “PING”.  
Entry example C:\>ping XXX.XXX.XXX.XXX  
“XXX.XXX.XXX.XXX” should be entered with an IP address to be connected to, such as the projector.
  3. When connecting normally, the display will be as follows.  
(The screen may be slightly different depending on the OS type.)  
<Example> when the IP address connected to is “192.168.150.1”



```
Command Prompt
C:\>ping 192.168.150.1

Pinging 192.168.150.1 with 32 bytes of data:

Reply from 192.168.150.1: bytes=32 time<1ms TTL=64
Reply from 192.168.150.1: bytes=32 time<1ms TTL=64
Reply from 192.168.150.1: bytes=32 time<1ms TTL=64
Reply from 192.168.150.1: bytes=32 time<1ms TTL=64

Ping statistics for 192.168.150.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms
```

4. When a command cannot be sent, “Request time out” will be displayed.  
Check the network setting again.  
If communication can still not be established properly, contact your network administrator.
5. To return to the Windows® screen, enter “exit” and then press the “Enter” key.

### A connection cannot be made because you have forgotten your user name or your password.

- ◀ Initialize the settings. (See page 51 of the projector’s operation manual.)
- ◀ After the initialization, carry out setting again.

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