

# 视频投影机

## 使用说明书

使用本产品前请先仔细阅读本书，并妥善保管以便将来参考。

VPL-VW300ES

**4K** **SXRD** **HDMI**  
Silicon X-tal Reflective Display

## 警告

为减少火灾或电击危险，请勿让本设备受到雨淋或受潮。

为防止触电严禁拆开机壳，维修请咨询具备资格人士。

此设备必须接地。

### 警告

在安装此设备时，要在固定布线中配置一个易于使用的断电设备，或者将电源插头与电气插座连接。此电气插座必须靠近该设备并且易于使用。

在操作设备时如果发生故障，可以切断断电设备的电源以断开设备电源，或者断开电源插头。



标识含义：加贴该标识的设备仅按非热带气候条件进行安全设计与评估，因此，仅适用于在非热带气候条件下安全使用，在热带气候条件下使用时，可能有安全隐患。



标识含义：加贴该标识的设备仅按海拔2000m进行安全设计与评估，因此，仅适用于在海拔2000m以下安全使用，在海拔2000m以上使用时，可能有安全隐患。

本设备包含型号核准代码为：  
CMIIT ID: 2014DJ5026 的无线电发射模块。

中国国内使用无线局域网（无线LAN）时的注意

- ① 不得擅自更改发射频率、加大发射功率（包括额外加装射频功率放大器），不得擅自外接天线或改用其它发射天线。
- ② 使用时不得对各种合法的无线电业务产生有害干扰；一旦发现有干扰现象时，应立即停止使用，并采取措施消除干扰后方可继续使用。
- ③ 使用微功率无线电设备，必须忍受各种无线电业务的干扰或工业、科学及医疗应用设备的辐射干扰。
- ④ 不得在飞机和机场附近使用。

### 主要技术参数及其指标值

频率范围：2400 - 2483.5 MHz

频率容限：≤ 20ppm

占用带宽：≤ 2MHz

发射功率：≤ 20dBm (EIRP)

杂散发射限值：≤ -30dBm

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# 使用前须知

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## 安全须知

- 请检查本机的工作电压是否与当地的供电电压一致。
- 万一有液体或固体落入机壳内，请按下本机的电源插头，并请专业技术人员检查后再使用。
- 数日不使用本机时，请将本机的电源插头从墙上电源插座拔出。
- 拔电源线时，请手持插头将其拔出。切勿拉扯电线本身。
- 墙上电源插座应安装于设备附近使用方便的地方。
- 即使本机的电源已经关闭，只要其插头还连接在墙上电源插座上，本机便未脱离交流电源。
- 投影灯点亮时，请不要直视镜头。
- 请不要将手或物品放在通风孔附近。排出的空气较热。

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## 防止内部蓄热须知

用 I/⏻（开机 / 待机）开关关闭电源后，在冷却扇还在运转时，请勿将本机的电源插头从墙上电源插座上拔出。

## 注意

投影机装备有通风孔（进气和排气）。请勿堵塞通风孔或将任何物品放在通风孔旁边，否则可能发生内部蓄热，造成影像质量下降或损坏投影机。

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## 重新包装须知

请保存原有的包装箱和包装材料，以便在运输设备时可随时使用。为尽量保护好机体，请用出厂时使用的包装箱重新包装本机。

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## 安全注意事项

- 您只能使用 3D 眼镜观看 3D 视频影像。
- 如果观察到抖动或闪烁，请关闭室内照明。
- 儿童须在成人适当监管的情况下使用。
- 弯折镜架时，小心不要让手指被 3D 眼镜的铰链夹住。
- 请勿掉落或改装 3D 眼镜。
- 如果眼镜破碎，请使碎片远离口或眼睛。

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## 关于废弃产品的处理

请不要将废弃的产品与一般生活垃圾一同弃置。正确处置废弃的产品有助于避免对环境 and 人类健康造成潜在的负面影响。具体的处理方法请遵循当地的规章制度。

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## 关于 LCD 投影机

本 LCD 投影机采用高精密度技术制造。然而，可能会在 LCD 投影机的图像上持续显示微小的黑点和 / 或亮点（红色、蓝色或绿色）。这是制造过程的正常结果，不代表故障。并且，当您使用多台 LCD 投影机投影在一个屏幕上时，即使是相同型号，投影机间的色彩再现可能会有不同，因为各个投影机的色彩平衡可能设置各异。

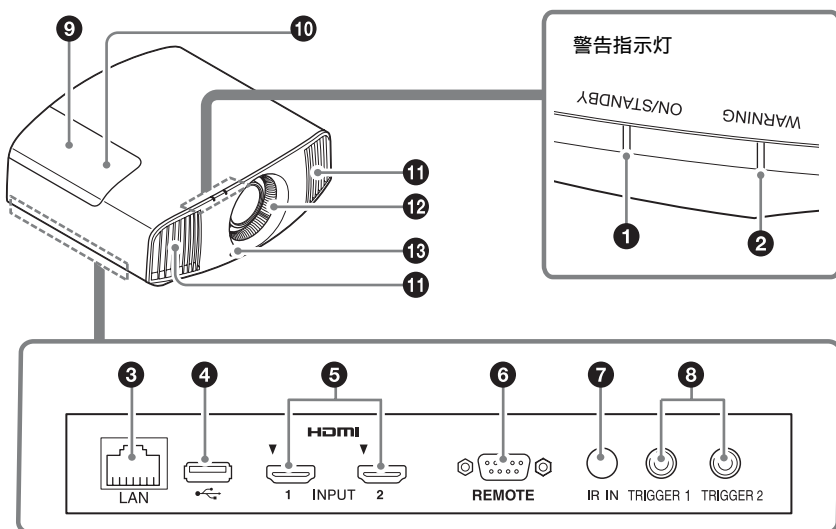
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## 关于湿气凝结

如果投影机安装地的室温急剧变化，或如果突然将投影机从寒冷的地方搬到温暖的地方，投影机中可能会出现湿气凝结。由于湿气凝结可能会造成故障，所以在调节空调温度设定时请小心。如果出现湿气凝结，请让投影机保持开启状态约两小时后再使用。

SONY 不对任何因传输设备安全措施操作不当、传输规格导致不可避免的数据泄露或任何种类的安全问题造成的损坏负责。

## 前面 / 右侧



### 警告指示灯

- ① ON/STANDBY 指示灯（第 46 页）
- ② 警告指示灯（第 46 页）

### 连接器

- ③ LAN 连接器（第 40 页）

#### 注意

为安全起见，请勿将可能有过高电压的外围设备配线用连接器连接到本端口上。按照本端口的说明操作。

- ④ USB 连接器（第 48 页）
- ⑤ HDMI 1/HDMI 2 连接器（第 15 页）
- ⑥ REMOTE 连接器  
连接到电脑等，用于遥控。

- ⑦ IR IN 连接器  
输入信号以控制本机。

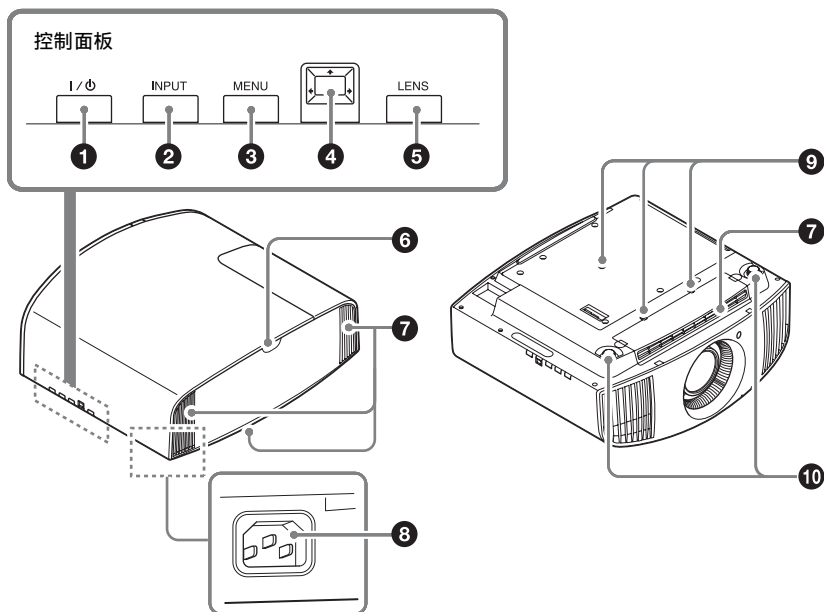
- ⑧ TRIGGER 1/TRIGGER 2 连接器  
（第 36 页）

### 其他

- ⑨ 投影灯盖（第 48 页）
- ⑩ 3D Sync 发射器  
位于投影灯盖内。
- ⑪ 通风孔（排气）
- ⑫ 通风孔（进气）（第 50 页）
- ⑬ 遥控探测器（第 11 页）

# 后面 / 左侧 / 底部

控制面板上的按钮名称与遥控器上的相同。



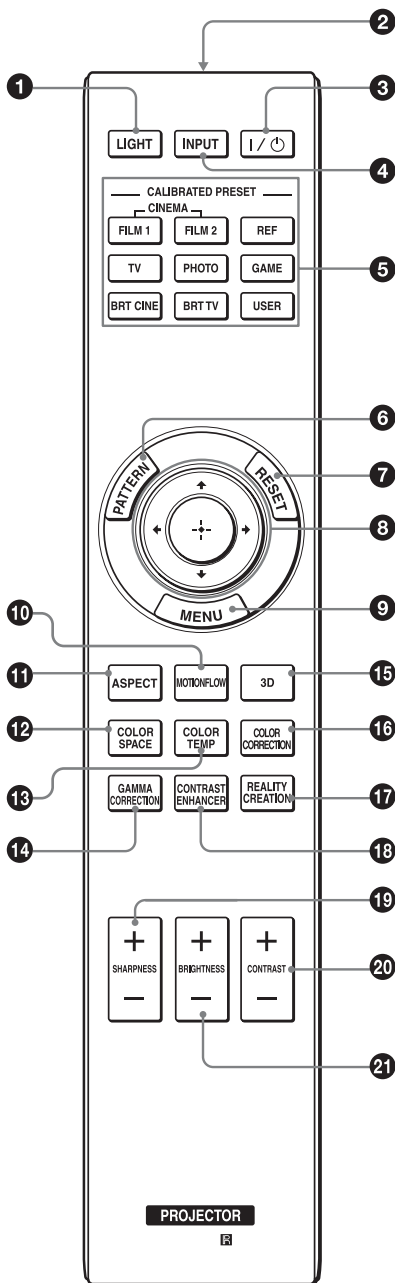
## 控制面板

- ❶ I/⏻（开机 / 待机）按钮（第 11 页）
- ❷ INPUT 按钮（第 17 页）
- ❸ MENU 按钮（第 23 页）
- ❹ ↑/↓/←/→（箭头）/ □（确定）按钮（第 23 页）
- ❺ LENS 按钮（第 11 页）

## 其他

- ❻ 遥控探测器（第 11 页）
- ❼ 通风孔（进气）（第 50 页）
- ❽ AC IN 插孔（第 11 页）
- ❾ 投影机悬挂支架安装孔（第 66 页）
- ❿ 前撑脚（可调节）（第 14 页）

# 遥控器



- ❶ LIGHT 按钮  
照亮遥控器上的按钮。
- ❷ 红外发射器
- ❸ I/ON (开机 / 待机) 按钮 (第 11 页)
- ❹ INPUT 按钮 (第 17 页)
- ❺ CALIBRATED PRESET 按钮 (第 22 页)
- ❻ PATTERN 按钮 (第 12 页)
- ❼ RESET 按钮 (第 24 页)
- ❽ ↑/↓/←/→ (箭头) / ⏻ (确定) 按钮 (第 23 页)
- ❾ MENU 按钮 (第 23 页)
- ❿ MOTIONFLOW 按钮 (第 26 页)
- ⓫ ASPECT 按钮 (第 19 页)
- ⓬ COLOR SPACE 按钮 (第 29 页)
- ⓭ COLOR TEMP 按钮 (第 27 页)
- ⓮ GAMMA CORRECTION 按钮 (第 28 页)
- ⓯ 3D 按钮 (第 18 页)
- ⓰ COLOR CORRECTION 按钮 (第 28 页)
- ⓱ REALITY CREATION 按钮 (第 26 页)
- ⓲ CONTRAST ENHANCER 按钮 (第 26 页)
- ⓳ SHARPNESS +/- 按钮 (第 27 页)
- ⓴ CONTRAST +/- 按钮 (第 26 页)
- ⓵ BRIGHTNESS +/- 按钮 (第 26 页)

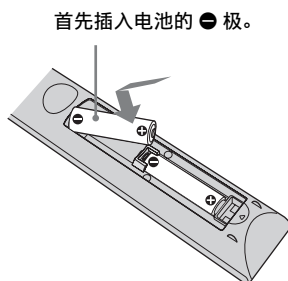
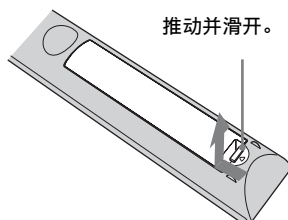
## 步骤 1：安装投影机前的准备

### 检查随机附件

检查包装箱，确认其中包含如下物品：

- 遥控器 RM-PJ28 (1)
  - AA (R6) 尺寸锰电池 (2)
  - 镜头盖 (1)
- 购买投影机时，镜头盖装在镜头上。  
使用投影机前请拆下镜头盖。
- 交流电源线 (投影机用) (1)
  - 使用说明书 (本手册) (1)

### 将电池插入遥控器



### 注意

如果更换的电池不正确，就会有爆炸的危险。只更换同一类型或制造商推荐的电池型号。

处理电池时，必须遵守相关地区或国家的法律。

### 安装电池

附送两节 AA (R6) 遥控器电池。

为避免爆炸危险，请使用 AA (R6) 锰电池或碱性电池。

### 电池使用安全须知

- 不得将电池充电。
- 不得将电池投入火中，加热、分解或改造。
- 应使用指定种类的电池。
- 应使用推荐期限内的电池。
- 应按极性正确安装电池。
- 应及时取出耗尽电池。
- 不得将电池新旧混用。
- 不得将电池弃于水、海水，或弄湿。
- 不得将电池放在小孩容易触及的地方。
- 严禁直接焊接电池。
- 应正确安装电池以防止电池短路。

### 有关操作遥控器的注意事项

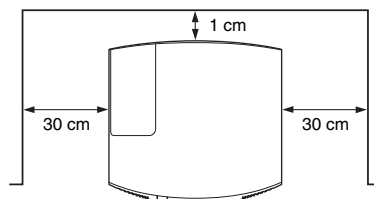
- 操作遥控器时请小心。不要掉落或践踏遥控器，或将任何种类的液体溅到遥控器上。
- 请勿将遥控器放在热源附近、受阳光直射的地方或潮湿的房间内。

### 不当安装

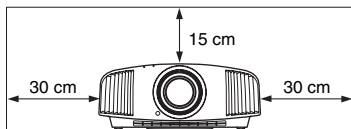
不要将本机放在如下位置，否则会造成故障或损坏本机。

### 靠近墙壁

为了保持本机的性能和可靠性，请如图所示在墙壁和本机之间留出空间。



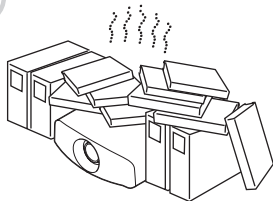




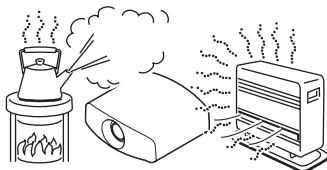
从本机或其他设备的通风孔或空调机排出的气体，可能会造成屏幕晃动。切勿将本机安装在这些设备的通风孔或空调机所排出气体能够到达本机正面的地方。

### 通风不良的场所

请在本机周围留出 30 cm 以上的空间。

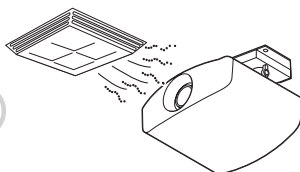


### 热和潮湿的场所

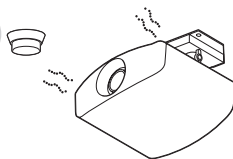


### 受空调的冷暖风直接吹拂的场所

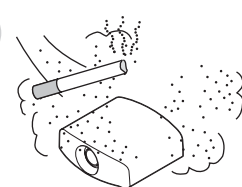
在这样的场所安装本机可能会由于水气凝结或温度升高而导致本机故障。



热或烟雾传感器附近  
可能会造成传感器失灵。



### 多尘、多烟雾的场所



## 不正确使用

请不要在使用本机期间进行下述任何操作。

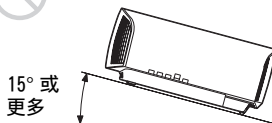
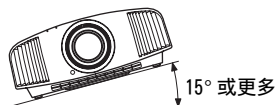
### 向前面 / 后面及左侧 / 右侧倾斜

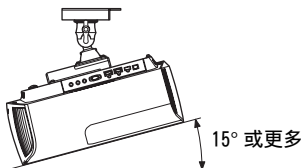
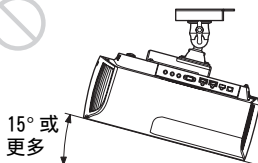
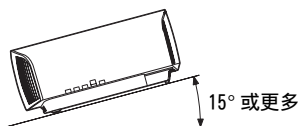
请避免在倾斜角度大于 15 度的状态下使用本机。

请勿将本机安装在水平表面或天花板以外的任何位置。在这样的地方安装本机可能会导致色彩不均匀或降低投影灯功能的可靠性。


如果本机向上或向下倾斜，则屏幕上的影像可能会呈梯形。

将本机放置在镜头与屏幕平行的位置。





### 在高海拔地区安装本机时

当在海拔 1500 米或更高的地区使用本机时，请将设置  菜单中的“冷却设定”设定为“高位”（第 31 页）。当在高海拔地区使用本机时，如果没有设定此模式，可能会产生不良的效果，诸如降低某些组件的可靠性。

### 在天花板上安装本机的安全注意事项

- 切勿自行在天花板上安装投影机或进行移动。务必咨询 Sony 专业技术人员（收费）。
- 在天花板上安装本机时，务必使用防坠绳等以防止本机掉落。请委托经验丰富的承包商或安装人员进行安装。

### 对于经销商

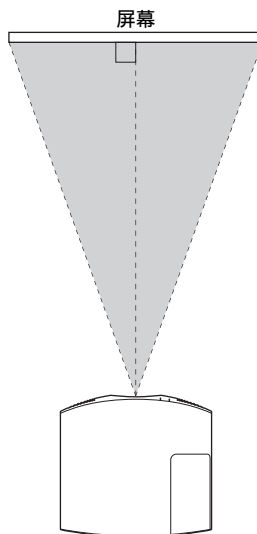
- 在天花板上安装投影机时，务必使用 Sony 支架或推荐的同等支架进行安装。
- 将本机牢固安装到天花板的同时务必牢固固定机壳盖。

## 步骤 2：安装投影机

本机与屏幕之间的安装距离根据屏幕尺寸不同或是否使用镜头移位功能而异。安装本机时使其符合屏幕尺寸。有关本机和屏幕之间的距离（投影距离）和所投影视频尺寸的详细内容，请参见“投影距离和镜头移位范围”（第 61 页）。

- 1 将本机放置在镜头与屏幕平行的位置。

### 顶视图



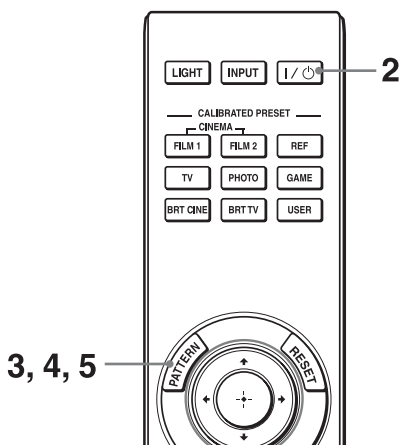
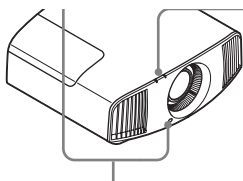
- 2 将影像投影在屏幕上并进行调整，使影像匹配于屏幕（第 11 页）。

### 注意


当在不平整的表面上使用屏幕时，根据屏幕与本机之间的距离或变焦放大倍数的不同，偶尔可能会在屏幕上出现条纹图案。这并非本机的故障。

## 步骤 3：调整图像位置

在屏幕上投影影像，然后调整图像位置。



### 提示

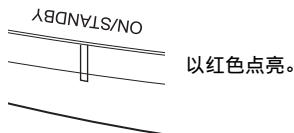
- 在本机侧面板上的 I/⏻（开机 / 待机）、INPUT、MENU、和 （控制杆）按钮与遥控器上的相应按钮具有相同功能。LENS 按钮的作用与遥控器上的 PATTERN 按钮的作用相同。
- 当调节镜头时，每按一次本机上的 LENS 按钮，镜头调节功能会在“透镜焦点”、“透镜变点”和“透镜移位”之间切换。

FOCUS → ZOOM → SHIFT  
↑

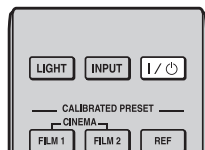
### 注意

根据本机安装位置的不同，您可能无法使用遥控器控制本机。此种情况下，请将遥控器指向本机或屏幕的遥控探测器。

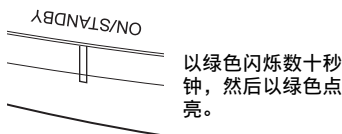
- 将交流电源线连接至本机之后，请将交流电源线插入墙上的电源插座。  
ON/STANDBY 指示灯以红色点亮，然后本机进入待机模式。



- 按 I/⏻（开机 / 待机）按钮接通本机电源。

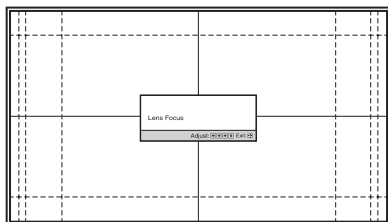
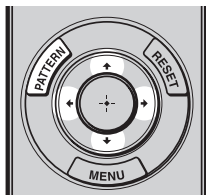


ON/STANDBY 指示灯以绿色闪烁，然后以绿色点亮。



### 3 调整对焦。

反复按 PATTERN 按钮显示透镜焦点调整窗口（测试图案）。然后通过按  $\uparrow/\downarrow/\leftarrow/\rightarrow$  按钮调整图像的对焦。



#### 提示

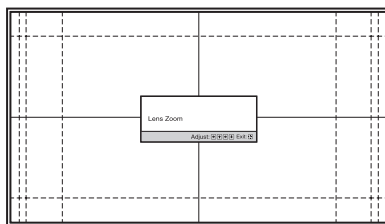
- 当安装设定 菜单上的“透镜控制”设定为“关”时，无法调整透镜（FOCUS、ZOOM 或 SHIFT）（第 36 页）。
- 当功能设定 菜单上的“测试图案”设定为“关”时，不显示测试图案（第 34 页）。

#### 注意

使用遥控器或本机控制面板上的按钮调节镜头。切勿通过直接用手转动镜头进行调节，否则可能会造成本机损坏或故障。

### 4 调整图像尺寸。

反复按 PATTERN 按钮显示透镜变点调整窗口（测试图案）。然后通过按  $\uparrow/\downarrow/\leftarrow/\rightarrow$  按钮调整图像的尺寸。

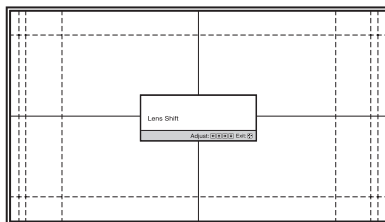


要使图像变大，按  $\uparrow/\rightarrow$ 。

要使图像变小，按  $\downarrow/\leftarrow$ 。

### 5 调整图像位置。

反复按 PATTERN 按钮显示透镜移位调整窗口（测试图案）。然后通过按  $\uparrow/\downarrow/\leftarrow/\rightarrow$  按钮调整到图像的适合位置。



#### 提示

每次按  $\odot$  按钮时，测试图案消失。

#### 注意

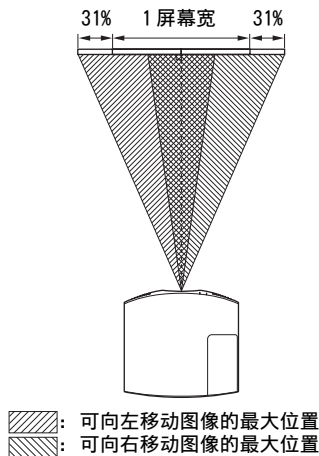
当调整窗口位置时，请勿触摸镜头装置，否则手指可能会被活动部件夹住。

## 要调整水平方向的位置时

按  $\leftarrow/\rightarrow$ 。

以镜头中央为中心，投影在屏幕上的图像最大可向右或向左移动屏幕宽度的 31%。

### 顶视图

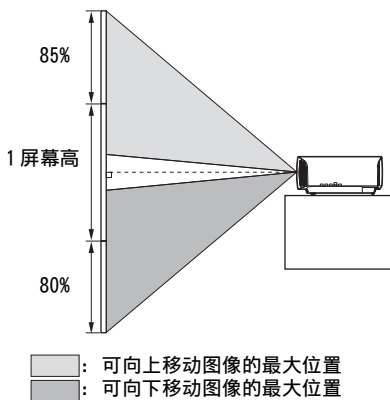


## 要调整垂直方向的位置时

按  $\uparrow/\downarrow$ 。

以镜头中央为中心，投影在屏幕上的图像最大可向上移动屏幕高度的 85% 或向下移动 80%。

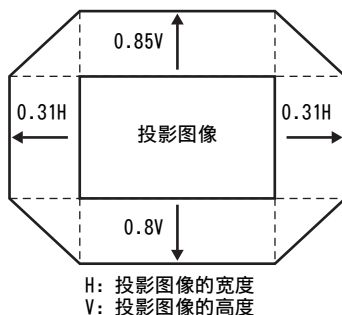
### 侧视图

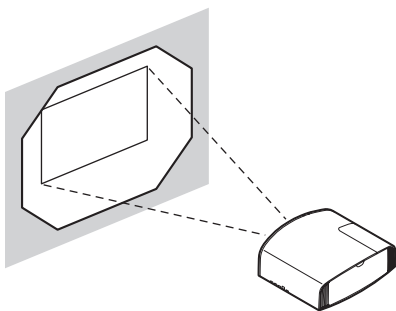


### 注意

只能在下图所示的八角形区域范围内移动投影在屏幕上的图像。有关详细说明，请参见“投影距离和镜头移位范围”（第 61 页）。

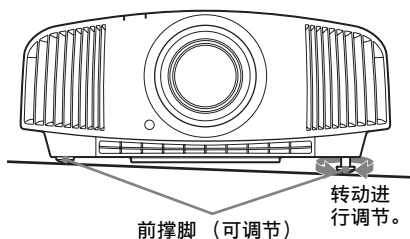
### 投影图像的移动范围





### 要调整安装表面的倾斜度时

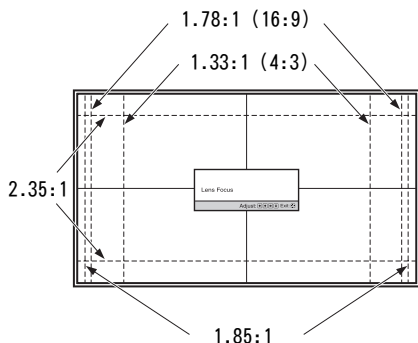
如果将本机安装在不平坦的表面，请使用前撑脚（可调节）保持本机处于水平状态。



### 注意

- 如果本机向上或向下倾斜，则投影的影像可能会呈梯形。
- 转动前撑脚（可调节）时，小心不要夹住手指。

### 镜头调整窗口（测试图案）



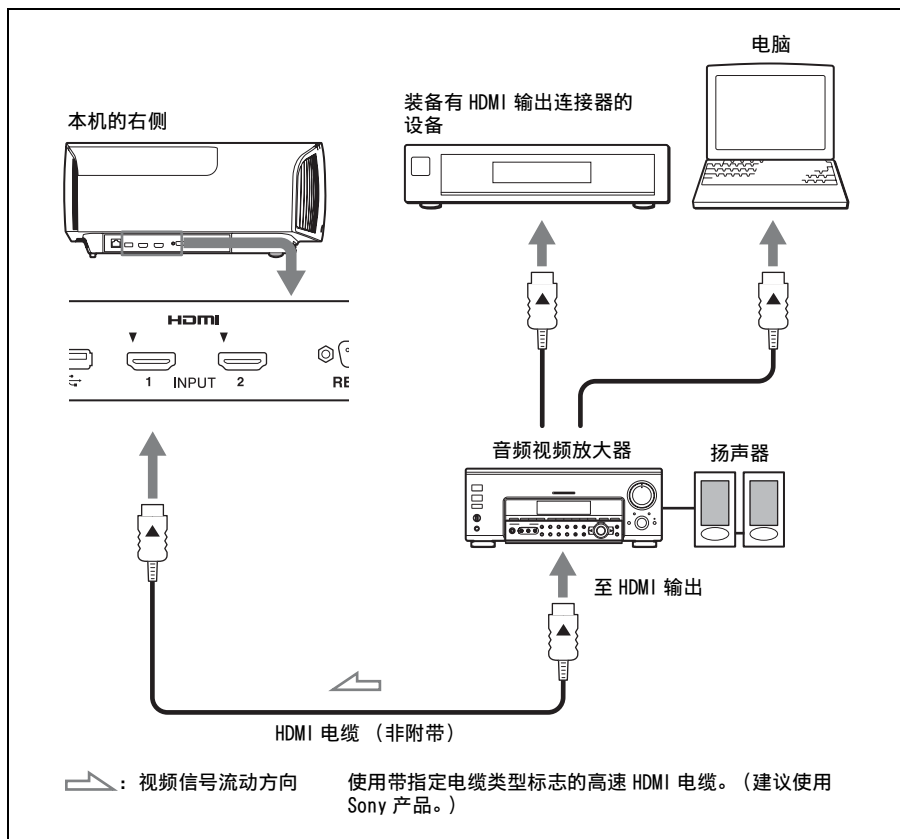
虚线表示各纵横比的屏幕尺寸。

## 步骤 4：连接至视频设备或电脑

通过将装备有 HDMI 输出的 DVD 播放机 / 录像机、Blu-ray Disc 播放器 / 录像机或 PlayStation® 连接至本机的 HDMI 输入，能够欣赏到高品质图像。

当进行连接时，请务必进行下述操作：

- 进行任何连接前关闭所有设备。
- 正确使用各连接用的电缆。
- 正确地插入电缆插头；插头连接不牢固时可能会导致故障或图像质量下降。在拔出电缆时，务必拔插头，不可拉扯电缆本身。
- 请参照所连接设备的使用说明书。



## 注意

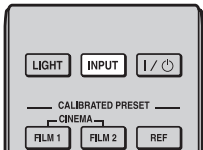
- 使用高速 HDMI 电缆。使用标准 HDMI 电缆时，可能无法正确显示 1080p、DeepColor、3D 视频和 4K 视频的影像。
- 将 HDMI 电缆连接至本机时，请确保本机的 HDMI 输入端口上部的 ▼ 标记与电缆连接器上的 ▲ 标记位于相同位置。
- 如果使用 HDMI 电缆连接至本机的设备的图像不正确，请检查所连接设备的设置。
- 如果将电脑（例如笔记本类型）设定为同时向电脑显示器和本设备输出信号，本设备的图像可能不会正确显示。将电脑设定为仅向外接显示器输出信号。有关详细说明，请参见随电脑附带的电脑使用说明书。有关电脑的设置，请向电脑的制造商咨询。



本节介绍如何操作本机以观看来自与本机相连接的设备的图像。还介绍如何按照您的喜好调整图像质量。

投影图像

- 1 打开本机和与本机相连的设备的电源。
- 2 按 INPUT 按钮在屏幕上显示输入选择窗口。



- 3 选择您要用来显示图像的设备。  
反复按 INPUT 按钮或按 // (确定) 按钮选择用于投影的设备。



示例：要观看来自连接在本机的 HDMI 1 连接器上的视频设备的图像时。

要观看来自下述设备的图像时	按 INPUT 以显示
连接在 HDMI 1 连接器上的设备	HDMI 1
连接在 HDMI 2 连接器上的设备	HDMI 2

提示  
当设置 菜单中的“状态”设定为“关”时，不会显示输入选择窗口。按 INPUT 按钮依次在输入端子之间进行切换。

关闭电源

- 1 按 (开机 / 待机) 按钮。  
屏幕上出现“电源关闭？”信息。
- 2 在信息消失前再次按 (开机 / 待机) 按钮。  
ON/STANDBY 指示灯以绿色闪烁，冷却扇将继续运转以减少内部蓄热。  
  
冷却扇停止运转，且 ON/STANDBY 指示灯从绿色闪烁变为保持红色亮起。

电源完全关闭，之后您可以断开电源线连接。

**注意**  
切勿在指示灯闪烁时断开电源线连接。您可以通过按住 (开机 / 待机) 按钮约 1 秒钟关闭本机，而不需要执行以上步骤。

## 观看 3D 影像

可使用选购的 3D 眼镜 (TDG-BT500A) 欣赏 3D 游戏和 3D Blu-ray Disc 中的扣人心弦的 3D 影像。

- 1 打开与本机相连的兼容 3D 功能的 HDMI 设备，然后播放 3D 内容。  
有关如何播放 3D 内容的详细说明，请参见相连设备的使用说明书。
- 2 打开本机的电源，然后将 3D 影像投射到屏幕上。  
有关投射影像的详细说明，请参见“投影图像”（第 17 页）。
- 3 打开 3D 眼镜的电源，然后舒适佩戴。  
有关使用 3D 眼镜的详细说明，请参见“使用 3D 眼镜”（第 18 页）。


### 提示

- “2D-3D 显示选择”的出厂默认设定为“自动”，该设定可允许本机检测到 3D 信号时自动投射 3D 影像。
- 若要将 3D 影像转换为 2D 影像，请将“2D-3D 显示选择”设定为“2D”（第 33 页）。

### 注意

- 视信号类型而定，可能无法显示 3D 影像。将“2D-3D 显示选择”设定为“3D”，并将“3D 格式”设定为“并排”或“上下”，以匹配您所要观看的 3D 内容的格式（第 33 页）。
- 在通信范围内使用 3D 眼镜（第 18 页）。
- 每个人对 3D 影像的感知都有所差异。
- 当使用环境温度较低时，3D 效果可能会下降。

### 调节 / 设定 3D 功能

通过按遥控器上的 3D 按钮或使用功能设定  菜单的“3D 设定”可以调节 / 设定 3D 功能。详细说明，请参见“3D 设定”（第 33 页）。

## 使用 3D 眼镜

- 1 打开 3D 眼镜，注册到本机。  
有关如何注册 3D 眼镜的详细说明，请参见随 3D 眼镜附带的使用说明书。
- 2 戴上 3D 眼镜。
- 3 转向屏幕。

### 使用注意事项

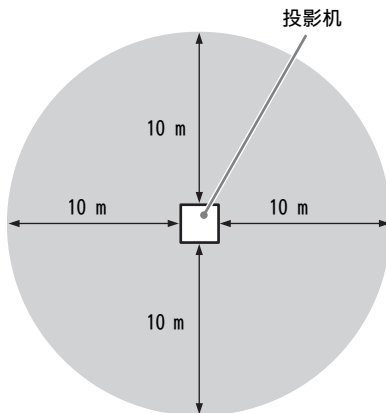
以下情况可能引发误操作：

- 观看位置离投影机太远
- 本机附近有其他通信装置，如无线局域网（IEEE802.11 b/g/n）或带宽 2.4 GHz 的微波

### 3D 眼镜通信范围

下图表示 3D 眼镜的通信范围。如果试图在通信范围以外的距离观看 3D 影像，或将本机安装在通信范围以外的位置，则 3D 眼镜可能无法正确显示影像。此外，可变角度和距离根据屏幕类型、室内环境和本机的安装环境而变化。

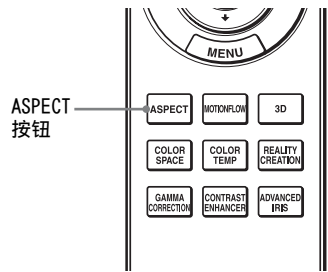
### 俯视图或侧视图

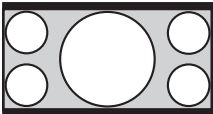

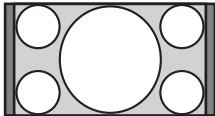


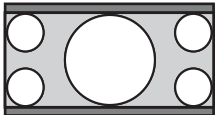


# 根据视频信号选择纵横比

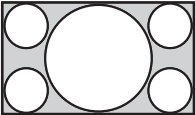
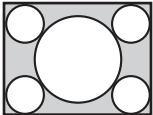
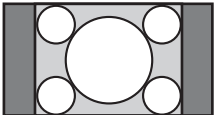
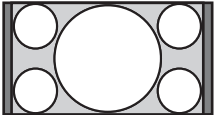
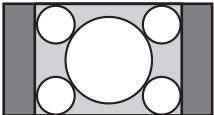

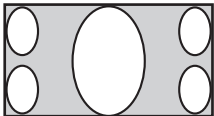
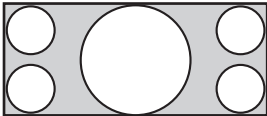
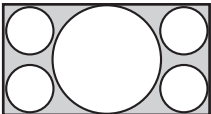
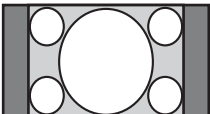
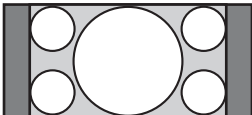
您可以选择最适合所接收视频信号的纵横比。

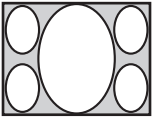
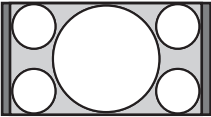
按 ASPECT。  
每按一次该按钮可选择“纵横比”设置。您还可以使用菜单选择纵横比（第 30 页）。



原始影像	建议的设置和生成的影像
<div><p>1.85:1</p><p>压缩 1.85:1</p></div>	<div><p>1.85:1 放大</p></div>
<div><p>2.35:1</p><p>压缩 2.35:1</p></div>	<div><p>2.35:1 放大</p></div>

投影

原始影像	建议的设置和生成的影像
 <p>1.78:1 (16:9)</p>  <p>1.33:1 (4:3)</p>  <p>1.33:1 (4:3), 带侧面板</p>	<p>标准</p>  
 <p>2.35:1</p>	<p>垂直拉伸</p>  <p>↓</p>  <p>使用变形透镜时</p>
 <p>16:9</p>	<p>挤压</p>  <p>↓</p>  <p>使用变形透镜时</p>

原始影像	建议的设置和生成的影像
 <p>压缩</p>	<p>拉伸</p> 

### 注意

- 可选纵横比模式因输入信号而异（第 58 页）。
- 无法为来自电脑的输入信号或分辨率为  $4096 \times 2160$ （第 53 页）的输入信号选择纵横比。

### 关于切换“纵横比”设置的注意事项

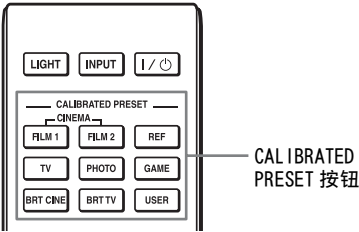
- 选择纵横比模式应考虑到，改变原始图像的纵横比将会使图像的外观与原始影像不同。
- 请注意，如果以营利或公共观赏为目的使用本机，因切换纵横比而改变原始图像可能会侵犯图像作者或制作者受法律保护的权利。



# 选择图像观看模式

可以选择最适合视频源或房间环境的图像观看模式。  
可分别为 2D/3D 保存和使用不同的预设模式。

按 CALIBRATED PRESET 按钮之一。



设定项目	说明
CINEMA FILM 1 (电影胶片 1)	图像质量适合于再现典型正片电影的高度动态和清晰影像。
CINEMA FILM 2 (电影胶片 2)	图像质量适合于再现典型影剧院的丰富色调和色彩。
REF (参考)	图像质量设定适合于忠实再现原始影像质量，或无需调整即可欣赏图像质量。
TV (TV)	图像质量适合于观看电视节目、体育、音乐会等。
PHOTO (照片)	非常适合投影以数码照相机拍摄的静止影像。
GAME (游戏)	图像质量适合于玩游戏，色彩绚丽且响应迅速。
BRT CINE (明亮电影)	图像质量适合于在客厅等明亮环境中观看电影。
BRT TV (明亮 TV)	图像质量适合于在客厅等明亮环境中观看电视节目、体育、音乐会和其他视频影像。
USER (用户)	按照您的喜好调整图像质量，然后保存设定。出厂默认设定与“参考”相同。

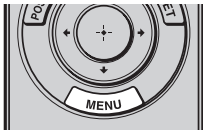
# 使用菜单

本节介绍如何使用菜单进行各种调整和设定。

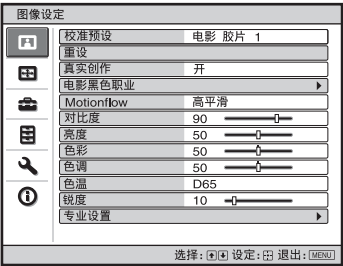
## 通过菜单操作

本机装备有屏幕显示菜单，可用来进行多种调整和设定。如果选择项目名称带有箭头 (▶) 的项目，会出现设定项目的下一个菜单窗口。

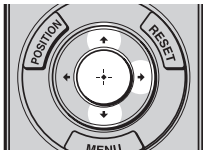
### 1 按 MENU。



出现菜单窗口。



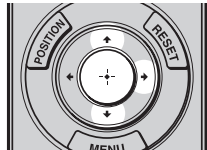
### 2 按 ↑/↓ 选择一个菜单项目，然后按 → 或 ◂。



出现可以使用所选菜单进行设定或调整的项目。当前选择的项目显示为白色。



### 3 按 ↑/↓ 选择您想要设定或调整的项目，然后按 → 或 ◂。



设定项目显示在弹出菜单、设定菜单、调整菜单或下一个菜单窗口中。

### 弹出菜单

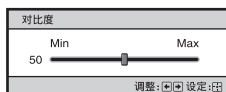
设定项目



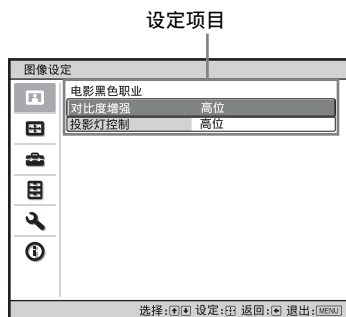
### 设定菜单



## 调整菜单



## 下一个菜单窗口



## 4 对项目进行设定或调整。

### 当改变调节量时

若要增大数值，按  $\uparrow/\rightarrow$ 。

若要减小数值，按  $\downarrow/\leftarrow$ 。

按  $\odot$  可存储设置并恢复原来的菜单画面。

### 修改设置时

按  $\uparrow/\downarrow$  改变设置。

按  $\odot$  可恢复原来的画面。

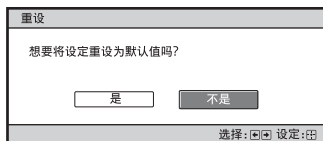
根据所选项目的不同，您可以使用  $\leftarrow$  恢复原来的画面。

## 要清除菜单时

按 MENU。

## 要重设被调整过的图像设定值时

从图像设定  $\text{P}$  菜单中选择“重设”。



当出现屏幕显示时，用  $\leftarrow$  选择“是”并按  $\odot$ 。

下述所有设定被重设为出厂预设值：  
图像设定  $\text{P}$  菜单上的“真实创作”、“电影黑色职业”、“Motionflow”、“对比度”、“亮度”、“色彩”、“色

调”、“色温”、“锐度”和“专业设置”

## 要重设被调整过的项目时

在菜单画面中选择一个项目，然后显示弹出菜单、设定菜单或调整菜单。

按遥控器上的 RESET 以仅将所选设定重设为出厂预设值。

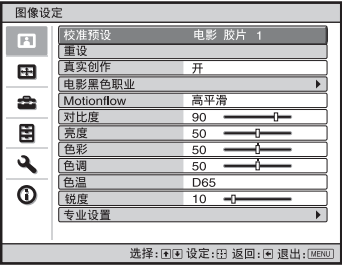
### 注意

仅当选择了调整菜单或设定菜单时，遥控器上的 RESET 按钮有效。



# 图像设定菜单

图像设定菜单用于调整图像。



## 注意

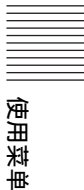
根据输入信号的类型，可能无法使用这些项目。有关详细说明，请参见“输入信号和可调整 / 设定项目”（第 55 页）。

括号中的项目名称代表遥控器上所印的项目名称。

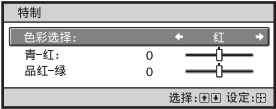
设定项目	说明
校准预设 [CALIBRATED PRESET]	<p>可以选择最适合视频源类型或环境的图像观看模式。 可分别为 2D/3D 保存和使用不同的预设模式。</p> <p><b>电影胶片 1：</b> 图像质量适合于再现典型正片电影的高度动态和清晰影像。</p> <p><b>电影胶片 2：</b> 图像质量适合于再现典型影剧院的丰富色调和色彩。</p> <p><b>参考：</b> 图像质量设定适合于忠实再现原始影像质量，或无需调整即可欣赏图像质量。</p> <p><b>TV：</b> 适合观看电视节目、体育比赛、音乐会和其他影像的图像质量。</p> <p><b>照片：</b> 非常适合投影用数码相机拍摄的静止图像。</p> <p><b>游戏：</b> 适合玩游戏时精美色彩和快速响应的图像质量。</p> <p><b>明亮电影：</b> 适合在客厅等明亮环境中观看电影的图像质量。</p> <p><b>明亮 TV：</b> 适合在客厅等明亮环境中观看电视节目、体育比赛、音乐会和其它视频影像的图像质量。</p> <p><b>用户：</b> 按照您的喜好调整图像质量，然后保存设置。出厂默认设定与“参考”相同。</p> <p><b>提示</b> 对图像质量设置所做的任何调整即被保存到各输入。</p>
重设	<p>将所有当前选择的校准预设模式设置重设为预设值（第 24 页）。</p> <p><b>提示</b> 重设操作不会影响“色温”的特制 1 至特制 5 项目所保存的设置。</p>

设定项目	说明
真实创作 [REALITY CREATION]	<p>调节图像的细节和杂讯处理。（超分辨率功能）</p> <p><b>开：</b>调整“真实创作”设置。</p> <p><b>数据库：</b>选择“标准”或“Mastered in 4K”。</p> <p>“Mastered in 4K”提供 Sony 影视娱乐有限公司发布的适合 Blu-ray Disc™ “Mastered in 4K”的图像质量。</p> <p><b>分辨率：</b>当增加设置值时，图像的纹理和细节变得更加清晰。</p> <p><b>杂讯过滤：</b>当增加设置值时，杂讯（图像粗糙程度）变得不明显。</p> <p><b>测试：开 / 关：</b>在特定频率变更“开”和“关”，检查“真实创作”效果。</p> <p><b>提示</b></p> <p>测试期间的状态显示位置与“菜单位置”设置（第 31 页）一起运行。</p> <p><b>关：</b>不应用“真实创作”功能。</p>
电影黑色职业	
对比度增强 [CONTRAST ENHANCER]	<p>根据场景自动修正明暗部分的等级以优化对比度。</p> <p>增加图像锐度，使图像富有动态。</p> <p><b>高位 / 中位 / 低位：</b>可以调整对比度增强设定。</p> <p><b>关：</b>不应用对比度增强功能。</p>
投影灯控制	<p>切换投影灯输出。</p> <p><b>高位：</b>增加亮度，并投影更明亮的图像。</p> <p><b>低位：</b>降低亮度，并通过将亮度调至最低来增强黑色。</p> <p><b>提示</b></p> <p>设定“低位”减小冷却扇的噪音，同时也可降低能耗，使投影灯寿命更长。</p>
Motionflow [MOTIONFLOW]	<p><b>高平滑：</b>提供更平滑的图像移动；对基于胶片的内容尤其有效。</p> <p><b>低平滑：</b>为标准使用提供更平滑的图像移动。</p> <p><b>脉冲：</b>再现原始画质。提供影院般的画质，可能会闪烁。</p> <p><b>组合：</b>维持高速图像内容亮度的同时减少动作模糊。</p> <p><b>True Cinema：</b>以原始帧率再现图像（例如以每秒 24 帧创建的动画）。</p> <p><b>关：</b>不应用“Motionflow”功能。</p> <p><b>提示</b></p> <ul style="list-style-type: none"> <li>如果已选的“高平滑”、“低平滑”、“脉冲”、“组合”或“True Cinema”导致图像失真，则选择“关”。</li> <li>视图像内容而定，可能即使更改了设置也无法直观地看到效果。</li> </ul>
对比度 [CONTRAST]	<p>调整对比度。</p> <p>更高的值将增加图像的锐度；更低的值将降低锐度。</p> <p>可以通过按遥控器上的 CONTRAST +/- 进行调整。</p>
亮度 [BRIGHTNESS]	<p>调整图像的亮度。</p> <p>设定值越高，图像越亮。设定值越低，图像越暗。</p> <p>可以通过按遥控器上的 BRIGHTNESS +/- 进行调整。</p>
色彩	<p>调整色彩浓度。</p> <p>设定值越高，浓度越高。设定值越低，浓度越低。</p>

设定项目	说明
色调	调整色调。 设定值越高，图像越偏绿色。设定值越低，图像越偏红色。
色温 [COLOR TEMP]	调整色温。 <b>D93:</b> 与电视机一般使用的 9300 K 色温等同。赋予白色蓝色色调。 <b>D75:</b> 与作为辅助标准光源使用的 7500 K 色温等同。赋予“D93”和“D65”之间的一个中间色调。 <b>D65:</b> 与作为标准光源使用的 6500 K 色温等同。赋予白色红色色调。 <b>D55:</b> 与作为辅助标准光源使用的 5500 K 色温等同。赋予白色更偏红的色调。 <b>特制 1 至 5:</b> 可以调整、设定和存储您喜好的色温。 出厂预设设置如下。 <b>特制 1:</b> 与“D93”色温设置相同。 <b>特制 2:</b> 与“D75”色温设置相同。 <b>特制 3:</b> 与“D65”色温设置相同。 <b>特制 4:</b> 与“D55”色温设置相同。 <b>特制 5:</b> 优先处理亮度的设定。
锐度 [SHARPNESS]	使图像的轮廓变得清晰，或减少杂讯。 设定值越高，图像越清晰。设定值越低，图像越柔和，因此可减少杂讯。 可以通过按遥控器上的 SHARPNESS +/- 进行调整。
专业设置	
NR（降噪）	减少图像的粗糙程度或杂讯。 <b>自动:</b> 检测噪声等级以自动减少图像的粗糙程度或杂讯。 <b>高位 / 中位 / 低位:</b> 根据输入信号源的粗糙程度或杂讯选择设定。 <b>关:</b> 不应用 NR（降噪）功能。  <b>提示</b> 视输入信号源而定，用“自动”可能无法精确检测噪声等级。如果图像不接受“自动”，则从“高位”、“中位”、“低位”或“关”中选择一个设定。
MPEG NR（MPEG 降噪）	降低块噪声和蚊式噪声，特别是数字信号中的。 <b>自动:</b> 检测噪声等级以自动减少图像的块噪声和蚊式噪声。 <b>高位 / 中位 / 低位:</b> 根据输入信号源的块噪声和蚊式噪声选择设定。 <b>关:</b> 不应用 MPEG NR（MPEG 降噪）功能。  <b>提示</b> 视输入信号源而定，用“自动”可能无法精确检测噪声等级。如果图像不接受“自动”，则从“高位”、“中位”、“低位”或“关”中选择一个设定。
缓和色阶	缓和图像平面部分的色阶。 <b>高位 / 中位 / 低位:</b> 可以调整缓和色阶效果。 <b>关:</b> 不应用缓和色阶功能。
电影模式	根据您所选择的电影信号源，设定播放用的设置。 <b>自动:</b> 适合再现原始图像运动。通常将此项设定为“自动”。 <b>关:</b> 不自动检测视频信号，以逐行扫描格式播放图像。



设定项目	说明
伽玛校正 [GAMMA CORRECTION]	<p>调整图像色调的响应特性。            可以从下述 10 种选项中选择您喜好的色调。</p> <p>1.8: 亮      产生整体上较亮的图像。</p> <p>2.0</p> <p>2.1</p> <p>2.2</p> <p>2.4</p> <p>2.6: 暗      产生整体上较暗的图像。</p> <p><b>伽玛 7:</b> 通过强调较暗的部分产生较清晰的图像。</p> <p><b>伽玛 8:</b> 产生比伽玛 7 更亮的图像。在明亮的环境（例如客厅）观看时选择此项。</p> <p><b>伽玛 9:</b> 产生比伽玛 8 更明亮的图像。</p> <p><b>伽玛 10:</b> 增加图像锐度。在明亮的环境（例如客厅）观看电视节目等时选择此项。</p> <p><b>关:</b> 不应用“伽玛校正”功能。</p>
色彩校正 [COLOR CORRECTION]	<p><b>开:</b> 调整已选颜色的色调、色彩或亮度。            重复以下说明的步骤 ① 和 ② 指定目标色彩。</p> <p>① 按 <b>↑/↓</b> 选择“色彩选择”，然后按 <b>←/→</b> 以从“红”、“黄”、“绿”、“青”、“蓝”和“品红”中选择想要调整的色彩。</p> <div data-bbox="535 671 812 798" data-label="Image"> </div> <p>② 观看投影图像时，按 <b>↑/↓</b> 选择“色调”、“饱和度”或“亮度”，然后按照您的喜好使用 <b>←/→</b> 进行调整。</p> <p><b>关:</b> 不应用“色彩校正”效果。</p>
纯白色	<p>强调生动的白色。</p> <p><b>高位 / 低位:</b> 可以调整“纯白色”效果。</p> <p><b>关:</b> 不应用“纯白色”效果。</p>
x.v.Color	<p>当将本机连接到支持 x.v.Color 的设备并播放 x.v.Color 视频信号时，设定该项目。</p> <p><b>开:</b> 可以播放 x.v.Color 视频信号。</p> <p><b>关:</b> 不应用“x.v.Color”功能。</p> <p>有关 x.v.Color 详细说明，请参见“关于 x.v.Color”（第 48 页）。</p> <p><b>提示</b>            将 x.v.Color 设定为“开”将禁用伽玛调整。</p>

设定项目	说明
彩色空间 [COLOR SPACE]	<p>转换彩色空间。</p> <p><b>BT.709:</b> ITU-R BT.709 彩色空间，用于高清电视播送或 Blu-ray Disc。彩色空间相当于 sRGB。</p> <p><b>彩色空间 1:</b> 适合观看电视节目和体育比赛、音乐会等视频影像的彩色空间。</p> <p><b>彩色空间 2:</b> 适合在客厅等明亮环境中观看电视节目、体育比赛、音乐会和其它视频影像的彩色空间。</p> <p><b>彩色空间 3:</b> 适合在客厅等明亮环境中观看电影的彩色空间。</p> <p><b>特制:</b> 可以调整彩色空间设定。</p> 
输入延迟减少	<p>减少视频显示的延迟。</p> <p><b>开:</b> 减少残像，重现流畅的快速移动视频图像。</p> <p><b>关:</b> 关闭输入延迟减少功能。</p> <p><b>提示</b> 当“输入延迟减少”设定为“开”时，无法设定 Motionflow、NR 和 MPEG NR。</p>

# 屏幕设定菜单

可以设定图像尺寸、纵横比模式等。



## 注意

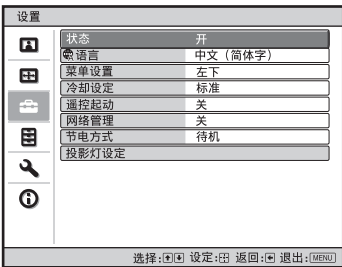
根据输入信号的类型，可能无法使用这些项目。有关详细说明，请参见“输入信号和可调整 / 设定项目”（第 55 页）。

括号中的项目名称代表遥控器上所印的项目名称。

设定项目	说明
纵横比 [ASPECT]	<p>您可以设定显示当前输入信号的图像的纵横比（第 19 页）。仅当输入除 4096 × 2160 分辨率以外的视频信号时，您才可以设定此功能。</p> <p><b>1.85:1 放大：</b>以原始纵横比显示 1.85:1 纵横比图像，该图像被放大，因此屏幕顶部和底部不会出现黑带。</p> <p><b>2.35:1 放大：</b>以原始纵横比显示 2.35:1 纵横比图像，该图像被放大，因此屏幕顶部和底部的黑带尽可能小。</p> <p>当从安装设定  菜单的“触发器选择 1/2”选择“2.35:1 放大”时，将从 TRIGGER 1 或 TRIGGER 2 连接器输出 12V 信号（第 36 页）。</p> <p><b>标准：</b>以原始纵横比显示输入视频，该视频被放大以充满屏幕。此模式适合观看 1.78:1（16:9）和 1.33:1（4:3）视频。</p> <p><b>垂直拉伸：</b>这是使用市售的变形透镜通过 2.35:1 屏幕观看 2.35:1 视频的最合适模式。</p> <p>当从安装设定  菜单的“触发器选择 1/2”选择“垂直拉伸”时，将从 TRIGGER 1 或 TRIGGER 2 连接器输出 12V 信号（第 36 页）。</p> <p><b>挤压：</b>通过此设定，当使用市售的变形镜头时，将以正确的纵横比显示 1.78:1（16:9）和 1.33:1（4:3）视频。</p> <p><b>拉伸：</b>将已被压缩为 1.33:1（4:3）的视频显示为 1.78:1（16:9）纵横比。</p> <p><b>提示</b></p> <ul style="list-style-type: none"><li>选择“垂直拉伸”或“挤压”时，请在安装设定  菜单的“变形透镜”中选择变形镜头类型。</li><li>可选纵横比模式因输入信号而异（第 58 页）。</li><li>无法为来自电脑的输入信号或分辨率为 4096 × 2160（第 53、54、58 页）的输入信号选择纵横比。</li></ul>

# 设置菜单

设置菜单用于改变出厂预设设定等。



设定项目	说明
状态	设定是否显示屏幕显示。 设定为“关”以关闭除某些菜单、关闭电源时的信息和警告信息以外的屏幕显示。
语言	选择在菜单中和屏幕显示时所用的语言。可使用的语言为：英语、荷兰语、法语、意大利语、德语、西班牙语、葡萄牙语、俄语、瑞典语、挪威语、日语、汉语（简体中文）、汉语（繁体中文）、韩国语、泰国语和阿拉伯语。
菜单位置	您可以改变在屏幕上显示菜单的位置。 左下：在屏幕的左下方显示菜单。 中：在屏幕中央显示菜单。
冷却设定	设置本机以便在当前大气压力下工作。 高位：当在海拔 1500 m 以上的高度使用本机时使用此设定。 标准：在通常海拔高度使用本机时，使用此设定。  <b>提示</b> 当此项目设定为“高位”时，由于冷却扇的速度变快，冷却扇的噪音稍微增大。
遥控启动	设定遥控启动设定。 开：可以从连接至网络的 PC 或终端打开电源。 关：关闭遥控启动功能。  <b>提示</b> • 若要使用此功能，应将本机预先连接到网络（第 38 页）。 • 若要用遥控启动功能打开电源，应从 PC 或终端发送特定指令。有关详细说明，请向 Sony 专业技术人员咨询。  <b>注意</b> 当遥控启动设定为“开”时，待机电源要求将提高。当网络管理设定为“开”时，遥控启动设定自动设定为“关”，且无法更改设定。

设定项目	说明
网络管理	<p><b>开：</b>当连接到网络且持续与投影机控制设备通信时，设定此项。</p> <p><b>注意</b></p> <p>当网络管理设定为“开”时，网络功能将持续启用。正常使用时，请将网络管理设定为“关”。如果设定为“开”，耗电量会增加。</p>
节电方式	<p>设定节电方式。</p> <p><b>待机：</b>如果 10 分钟没有信号输入，电源将自动关闭且投影机进入待机模式。</p> <p><b>关：</b>禁用节电功能。</p>
投影灯设定	<p>更换投影灯时，设置想要的投影灯设定（第 48 页）。</p>



# 目 功能设定菜单

功能设定菜单用于改变本机的各种功能设置。



设定项目	说明
3D 设定	可改变 3D 功能的设定。
2D-3D 显示选择	<p>用于在“2D”和“3D”之间切换影像。</p> <p><b>自动：</b>在输入带有 3D 信息 * 的 HDMI 信号时，显示 3D 影像。在输入其它信号时，显示 2D 影像。</p> <p><b>3D：</b>根据“3D 格式”中所选择的 3D 系统显示 3D 影像。但是，当带有 3D 信息的 HDMI 信号输入本机时，将根据这些 HDMI 信号的 3D 系统显示 3D 影像。</p> <p><b>2D：</b>显示 2D 影像。</p> <p>* 3D 信息为附加信息，用于区分 3D。有些 HDMI 信号带有附加信息以区分 3D，而有些 HDMI 信号则没有。</p> <p><b>3D 格式：</b>当输入的 HDMI 信号不含 3D 信息时，设定 3D 系统。</p> <p><b>模拟 3D：</b>将 2D 影像转换为 3D 影像。只可对输入的 HD 信号进行此设定。</p> <p>根据视频源而定，模拟 3D 功能的效果可能会受到限制。</p> <p>每个人对 3D 影像的感知都有所差异。</p> <p><b>并排：</b>选择此项将 3D 影像并排显示为两个相似影像。</p> <p><b>上下：</b>选择此项将 3D 影像显示为上下两个相似影像。</p> <p><b>提示</b></p> <ul style="list-style-type: none"><li>• 对于某些视频源，无法将“2D-3D 显示选择”设定为“3D”。关于可用的 3D 信号，请参见“兼容的 3D 信号”（第 56 页）。</li><li>• 视屏幕尺寸（建议 100 至 120 英寸）和视频源而定，模拟 3D 功能的效果可能会受到限制。</li><li>• 显示 3D 影像时，菜单显示也会带有叠影效果，最好使用 3D 眼镜进行观看。</li></ul>
3D 亮度	<p>用于调节观看 3D 影像时的图像亮度。</p> <p>您可以选择亮度“高位”或“标准”。</p>

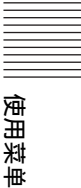
设定项目	说明
3D 深度调节	<p>用于调节屏幕上 3D 影像的深度。仅当选择了“模拟 3D”以外的 3D 格式时，才可进行此设定。</p> <p style="text-align: center;">深度    -2    -1    0    +1    +2</p> <p style="text-align: center;">前面   ←    标准    →   深度</p> <p>建议您将“3D 深度调节”设定为“0”。视“3D 深度调节”的设定而定，可能很难感觉到 3D 影像效果。</p>
模拟 3D 效果	<p>用于调节将 2D 内容转换为 3D 影像时的 3D 效果。可在“高位”、“中位”和“低位”之中选择效果。</p> <p><b>提示</b> 每个人对于由模拟 3D 功能转换而来的 3D 影像感知会有所差异。</p>
动态范围	<p>设定 HDMI 1 和 HDMI 2 连接器的视频输入电平。</p> <p><b>自动：</b>自动设定视频输入电平。</p> <p><b>有限：</b>对 16-235 的信号设定视频输入电平。</p> <p><b>全屏幕：</b>对 0-255 的信号设定视频输入电平。</p> <p><b>注意</b> 如果未正确设定所连接 HDMI 设备的视频输出设定，则视频的亮部和暗部可能会显得过亮或过暗。</p>
测试图案	<p>根据设置显示测试图案。</p> <p><b>开：</b>使用“透镜焦点”、“透镜变点”和“透镜移位”调整镜头时，所使用的屏幕上出现测试图案。</p> <p><b>关：</b>不出现测试图案。</p> <p><b>提示</b> 为使您能够轻松地调整对焦，在显示测试图案期间，仅以绿色显示。</p>
设定锁定	<p>锁定菜单项目设定，以防操作错误（第 35 页）。</p> <p><b>关：</b>取消设定锁定。</p> <p><b>等级 A：</b>组 1 项目（下）未显示在菜单中，为不可用。</p> <p><b>等级 B：</b>组 1 和组 2 项目（下）未显示在菜单中，为不可用。</p>

组 1

图像设定菜单
重设
真实创作
对比度增强
投影灯控制
Motionflow
对比度
亮度
色彩
色调
色温
锐度
NR
MPEG NR
缓和色阶
电影模式
迦玛校正
色彩校正
纯白色
x.v.Color
彩色空间

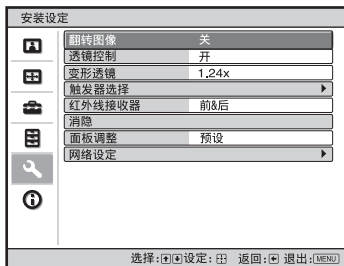
组 2

设置菜单
状态
语言
菜单位置
冷却设定
遥控起动
网络管理
投影灯设定
功能设定菜单
动态范围
测试图案
安装设定菜单
翻转图像
透镜控制
变形透镜
触发器选择
红外线接收器
消隐
面板调整
网络设定



## 🔧 安装设定菜单

安装设定菜单用于改变安装设定。



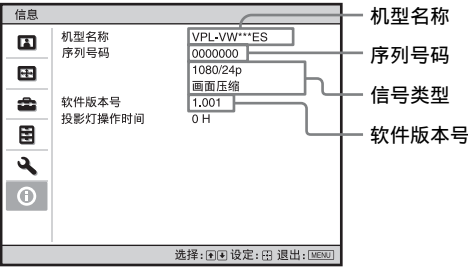
设定项目	说明
翻转图像	在屏幕上水平和 / 或垂直翻转图像。 <b>HV</b> : 水平和垂直翻转图像。 <b>H</b> : 水平翻转图像。 <b>V</b> : 垂直翻转图像。 <b>关</b> : 图像不翻转。 进行后方投影安装或天花板安装时, 请使用此项目。
透镜控制	避免任何错误的镜头操作, 如“透镜焦点”、“透镜变点”和“透镜移位”。 <b>开</b> : 启用镜头调整。 <b>关</b> : 阻止镜头调整。
变形透镜	选择符合变形镜头转换比的设置。 <b>1.24x</b> : 当使用水平比为 1.24 × 的变形镜头时选择此项。 <b>1.32x</b> : 当使用水平比为 1.32 × 的变形镜头时选择此项。
触发器选择	切换 TRIGGER 1/TRIGGER 2 连接器的输出功能。 <b>关</b> : 关闭 TRIGGER 连接器功能。 <b>电源</b> : 当本机的电源开启时, 从 TRIGGER 1/TRIGGER 2 连接器输出 12 V 信号。当本机处于待机状态时, TRIGGER 1/TRIGGER 2 连接器不会输出任何信号。 <b>垂直拉伸</b> : 与“纵横比”设定的“垂直拉伸”配合使用 (第 30 页) 并从 TRIGGER 1 或 TRIGGER 2 连接器输出 12 V 信号。 <b>2.35:1 放大</b> : 与“纵横比”设置的“2.35:1 放大” (第 30 页) 配合使用并从 TRIGGER 1 或 TRIGGER 2 连接器输出 12 V 信号。
红外线接收器	选择本机前后的遥控探测器 (红外线接收器)。 <b>前 &amp; 后</b> : 激活前后双方的探测器。 <b>前</b> : 仅激活前面的探测器。 <b>后</b> : 仅激活后面的探测器。

设定项目	说明
消隐	<p>此功能允许您在屏幕的四个方向内调整可显示区域。</p> <p>使用 <b>↑/↓</b> 按钮突出显示 “左侧”、“右侧”、“顶部” 或 “底部”，以选择要调整的边缘。</p> <p>使用 <b>←/→</b> 按钮调整消隐值。</p>

设定项目	说明
	<p>当选择“区域”时：用 <b>←/→</b> 按钮选择要调整的水平位置（H 位置），用 <b>↑/↓</b> 按钮选择要调整的垂直位置（V 位置），然后按 <b>↻</b>。</p> <div data-bbox="514 209 835 346" data-label="Image"> </div> <p>用 <b>←/→</b> 按钮设定水平方向（H 方向）的调整量，用 <b>↑/↓</b> 按钮设定垂直方向（V 方向）的调整量。通过按 <b>↻</b>，您可以再次选择要调整的位置。</p> <div data-bbox="514 446 835 584" data-label="Image"> </div> <p><b>重置：</b>返回出厂设置。  <b>预设：</b>已预设优化数据。</p> <p><b>注意</b>  根据以上进行的调整，色彩可能会变得不均匀或分辨率可能发生变化。</p>
网络设定	执行互联网协议设置。
IPv4 设置	<p><b>IP 地址设置：</b>选择 IP 地址设置方式。  <b>自动（DHCP）：</b>从路由器等 DHCP 服务器自动指定 IP 地址。  <b>手动：</b>手动指定 IP 地址。  当“IP 地址设置”选择为“手动”时，通过 <b>←/→</b> 按钮选择项目并通过 <b>↑/↓</b> 按钮输入数值。输入所有项目后，选择“应用”，然后按 <b>↻</b> 按钮。将注册输入的设置。</p> <p><b>IP 地址：</b>设置本机的 IP 地址。  <b>子网掩码：</b>设置本机的子网掩码。  <b>默认网关：</b>设置本机的默认网关。  <b>MAC 地址：</b>显示本机的 MAC 地址。此项无法更改。  <b>应用：</b>启用手动设置的 IP 地址。</p>
IPv6 信息	<p>显示 IPv6 信息。  设置 IPv6 IP 地址时，请在网络浏览器上进行设置（第 40 页）。</p>

# 信息菜单

信息菜单显示机型名称、序列号码、输入信号的类型、软件版本号以及投影灯的累计使用时间。



项目	说明
机型名称	显示机型名称。
序列号码	显示序列号码。
信号类型	显示输入信号的类型。当输入带有 3D 信息的输入信号时，会显示输入信号的类型和 3D 格式。
软件版本号	显示软件版本号。
投影灯操作时间	显示投影灯已经点亮的时间（总使用时间）。

## 注意

您无法调整或改变以上各项显示内容。

## 有关预设存储器

本机内有默认影像数据，可根据“预设信号”（第 53 页）（预设存储器）中显示的信号正确调整输入信号的预设数据。输入预设信号时本机自动检测信号类型，并从预设存储器中调用该信号的数据调整该信号以获得合适图像。信号类型在信息 **i** 菜单中显示。

## 注意

视电脑输入信号而定，部分屏幕可能会被隐藏或显示不正确。

连接到网络可操作以下功能：

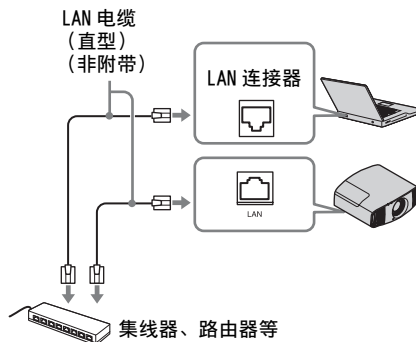
- 通过网络浏览器检查本机的当前状态。
- 对本机进行网络设定。
- 通过控制协议（SDAP [Advertisement]、SDCP [PJ Talk]、DDDP [AMX]、Crestron RoomView、Control4）进行网络监视和控制。

## 注意

- 当通过网络连接本投影机时，请咨询网络管理员。网络必须受到安全保护。
- 当使用连接到网络的本投影机时，通过网络浏览器访问控制窗口并更改访问限制的出厂预设值（第 41 页）。建议定期更改密码。
- 当完成网络浏览器上的设定时，关闭网络浏览器以便注销。
- 用于以下说明的菜单显示可能因使用的型号而异。
- 支持的网络浏览器为 Internet Explorer 8/9/10/11。
- 菜单仅显示英文。
- 从电脑访问本机时，如果电脑的浏览器设定为 [使用代理服务器]，请单击勾选标记，设定为不通过代理服务器访问。
- AMX DDDP 不兼容 IPv6。
- 当本机开启时，这些网络功能可用。

## 通过网络浏览器显示本机的控制窗口

### 1 连接 LAN 电缆。



### 2 使用安装设定 菜单上的“网络设定”（第 38 页）设定本机的网络设定。

### 3 启动电脑上的网络浏览器，在地址字段输入以下内容，然后按电脑上的 Enter 键。

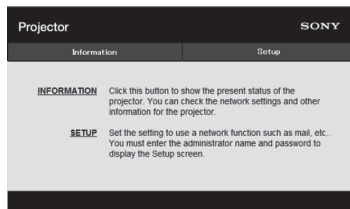
http://xxx.xxx.xxx.xxx  
(xxx.xxx.xxx.xxx: 本机的 IP 地址)

#### 通过 IPv6 地址连接时

http://[xxxx:xxxx:-xxxx]

可以在安装设定 菜单上的“网络设定”下确认本机的 IP 地址。

网络浏览器中出现以下窗口：



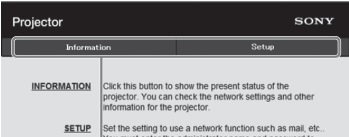


一旦进行网络连接后，只有执行本程序的步骤 3 才能打开控制窗口。

# 操作控制窗口

## 切换页面

单击一个页面切换按钮显示想要的设定页面。



页面切换按钮

## 设定访问限制

可以限制用户访问任何特殊页面。

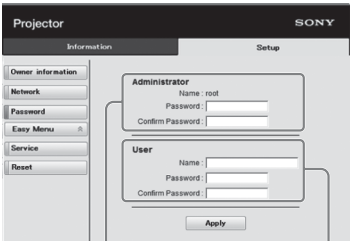
**Administrator:** 允许访问所有页面

**User:** 允许访问除 Setup 页面以外的所有页面

在 Setup 页面的 [Password] 设定访问限制。

首次访问 Setup 页面时，请在认证对话框的用户名称框中输入“root”，在密码框中输入“Projector”。

Administrator 中的 Name 预设为“root”。



[Administrator] 的输入区域

[User] 的输入区域

当您更改密码时，请在删除所设定的密码（\*\*\*\*\*）后输入新密码。

### 注意

如果您忘记了密码，请咨询 Sony 公司专业技术人员。

## 确认本机相关信息

可以在 Information 页面上确认本机的当前设置。



Projector		SONY
Information		Setup
<b>Information</b>		
PROJECTOR	Model Name	
	Serial No.	9999999
	Location	
STATUS	Power Input	
	POWER ON HDMI	
NETWORK	IPv4	
	IP Address Setup	Auto (DHCP)
	IP Address	
	Subnet Mask	
	Default Gateway	
	IPv6	
	IPv6 Address Setup	Auto
	IPv6 Address	
	IPv6	0
	Default Gateway	
MAC Address		
		<a href="#">Refresh</a>

信息区域




故障排除

如果发现本机工作不正常，请使用下述说明尝试诊断并解决问题。如果问题依然存在，请向 Sony 专业技术人员咨询。

电源

症状	原因和对策	页码
无法接通电源。	如果用  （开机 / 待机）按钮关闭电源并在短时间后重新接通电源，电源可能无法接通。大约 1 分钟后，接通电源。	-
	关严投影灯盖，然后牢固地拧紧螺丝。	49
	检查警告指示灯。	46
电源突然关闭。	检查设置  菜单中的“节电方式”是否设定为“待机”。	32
	将“节电方式”设定为“关”。	32


图像设定

症状	原因和对策	页码
无图像。	检查连接电缆是否正确连接到外接设备。	15
	视外接设备而定，本机可能无法通过 HDMI 1 连接器正常运行。这种情况下，使用 HDMI 2 连接器，然后选择输入。	
	使用 INPUT 按钮正确选择输入源。	17
影像带有叠影。	检查电脑信号是否设置为输出到外接显示器。如果笔记本电脑等信号输出到其显示器和外接显示器，则可能无法正确显示外接显示器的影像。将电脑设定为仅向外接显示器输出信号。	-
	影像采用 3D 形式显示。使用 3D 眼镜观看 3D 影像，然后将“2D-3D 显示选择”设定为“3D”。	18, 33
	若要将 3D 影像转换为 2D 影像，请将“2D-3D 显示选择”设定为“2D”。	
视频的亮部和暗部显得过亮或过暗。	当输入 HDMI 标准以外的信号电平时可能会发生这种现象。切换所连接设备的输出电平，或切换本机功能设定  菜单的动态范围。	34
图像太暗。	正确地调整图像设定  菜单的“对比度”或“亮度”。	26
图像不清晰。	调整对焦。	12
	镜头上有水气凝聚。接通本机电源并放置约 2 小时。	-
字符或图像的色彩不正确。	在安装设定  菜单的“面板调整”中选择想要的彩色基准。	37


错误处理

症状	原因和对策	页码
屏幕上留有图像。 (残留影像)	长时间显示高对比度的非活动影像后，屏幕上可能会有些残留影像。这种现象是暂时的。将电源关闭一段时间后，残留影像将会消失。	—

## 屏幕显示

症状	原因和对策	页码
不出现屏幕显示。	将设置  菜单中的“状态”设定为“开”。	31
	查看 ON/STANDBY 指示灯是否以绿色点亮。当 ON/STANDBY 指示灯以绿色闪烁时，本机正在开机。请等待，直至指示灯停止闪烁并保持绿色点亮。	11
屏幕上的机型名称不消失。	可能在购买时设定了本机的展示模式。请向当地的经销商或 Sony 专业技术人员咨询。	—


## 遥控器

症状	原因和对策	页码
遥控器不工作。	电池可能没电了。换上新电池。	—
	按照正确的极性插入电池。	—
	如果遥控探测器附近有荧光灯管，本机可能会工作异常或发生错误操作。	—
	确认本机上遥控探测器的位置。	5, 6
	将安装设定  菜单上的“红外线接收器”设定为“前&后”。	36

## 3D 影像

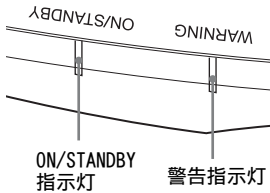
症状	原因和对策	页码
影像看上去不像 3D 影像。	查看 3D 眼镜的电源是否开启。	18
	确认 3D 眼镜中的电池是否即将耗尽或充满电。	—
	将“2D-3D 显示选择”设定为“自动”或“3D”。	33
	查看输入信号是否兼容 3D 信号。	56
	视所连 AV 选择器 /AV 放大器 / 外接设备而定，可能不会输入 3D 信号。如果未输入 3D 信号，请确认 AV 选择器 /AV 放大器 / 外接设备的规格和 / 或设定。	—
	当观看位置与本机太远时，3D 眼镜可能无法正常显示影像。	18
	屏幕尺寸不合适。降低变焦倍数，或从远离屏幕的位置观看影像。	61
	有关详细说明，请参见“使用 3D 眼镜”的“使用注意事项”。	18

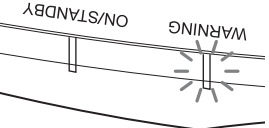
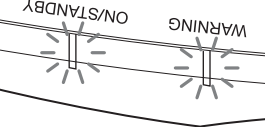
## 其他

症状	原因和对策	页码
冷却扇噪音大。	检查设置  菜单中“冷却设定”的设定。	31
	确认房间温度不会太高。	—
	检查本机的安装要求。 为维持投影机组件产品的可靠性，当房间温度高于标准温度时，冷却扇的转速会升高。冷却扇的噪音会稍微增大。合适的正常温度为 25° C。	—
无法调整镜头移位。	无法超出移动范围调整镜头移位。请在移动范围内调整镜头移位。	13, 61

# 警告指示灯

如果投影机有故障，则 ON/STANDBY 或警告指示灯点亮或闪烁。



闪烁 / 点亮指示灯	闪烁次数	原因和对策
 (以红色闪烁)	两次	关严投影灯盖，然后牢固地拧紧螺丝（第 49 页）。
	三次	投影灯的温度异常高。关闭电源并等待投影灯冷却，然后再次打开电源。如果症状仍然存在，则投影灯可能已达到了使用寿命。这种情况下，请更换为新的投影灯（第 48 页）。
 (以红色闪烁)      (以红色闪烁) 两个指示灯均闪烁	两次	内部温度异常高。检查并确认通风孔是否被物品堵塞或是否正在高海拔高度使用本机。
	三次	冷却扇损坏。请向 Sony 专业技术人员咨询。


**注意**  
当上述以外的警告指示灯开始闪烁，即使进行上述操作后症状也不消失时，请向 Sony 专业技术人员咨询。

# 信息一览表

## 警告信息

症状	原因和对策	页码
操作温度过高！将在 1 分钟之后关灯。	关闭电源。 检查并确认没有物品堵塞通风孔。	— 5, 6
频率在接受范围之外！	频率超出规定范围。输入本机频率接收范围内的信号。	53
请更换灯泡。	已到达更换投影灯的时间了。更换投影灯。 更换投影灯后如果再次出现同样的信息，表明投影灯更换处理尚未完成。请检查投影灯更换处理步骤。 <b>注意</b> 要删除此信息时，按遥控器或本机控制面板上的任意按钮。	48
投影机温度过高。如果正在高海拔地区使用投影机，冷却设定应该为“高位”。	检查并确认没有物品堵塞通风孔。 当在高海拔地区使用本机时，请将“冷却设定”设定为“高位”。 <b>注意</b> 当本机内部的温度仍然很高时，“冷却设定”将在 1 分钟后切换为“高位”，然后冷却扇的速度变快。	5, 6 31
设定为节电模式。投影机将在 1 分钟之后自动进入待机模式。	“节电方式”设定为“待机”。 <b>注意</b> 如果没有信号输入，电源将在 1 分钟后关闭，且投影机进入待机模式。	32

## 注意信息

症状	原因和对策	页码
x 	所选的输入端无信号输入。请检查连接。	15
不适用！	请按适当的按钮。 用该按钮激活的操作当前被禁止使用。	—
设定锁定启用。	将“设定锁定”设定为“等级 A”或“等级 B”。	34

## 更新软件

可以下载文件以更新本机的软件。将下载的文件复制到您的 USB 存储器，将 USB 存储器插入到本机的 USB 端子，然后执行更新。

若要使用更新后的功能，则将 USB 存储设备插入已连接互联网的 PC 中。

从以下 Sony 网站下载更新文件：

<http://www.pro.sony.eu/pro/article/projectors-home-cinema-article>  
网站上也有说明如何安装更新。

## 关于 x.v.Color

- “x.v.Color”是能够基于 xvYCC 规格实现广泛色彩空间的产品常用名称，并且是 Sony Corporation 的商标。
- xvYCC 是视频信号用扩展色域色彩空间的技术规格的国际标准。xvYCC 的色域比当前的电视系统所使用 sRGB 的色域更加宽广。

## 关于模拟 3D 功能

- 使用模拟 3D 功能时，应考虑到显示的影像可能与原始影像不同，因为此功能可转换视频影像。
- 请注意，如果将本机用于盈利或公开放映，则通过转换为模拟 3D 将 2D 影像显示为 3D 影像可能会造成对作者或制作人的侵权，而这些权利是受到法律保护的。

## 更换投影灯

用作光源的投影灯具有一定的使用寿命。当投影灯变暗、图像的色彩平衡异常或屏幕上出现“请更换灯泡。”信息时，表明投影灯可能已经达到其使用寿命。请及时更换新的投影灯（非附带）。

开始工作所需要的工具：

- 投影机灯泡 LMP-H230（选购）
- 标准十字螺丝刀
- 布（防止擦伤用）

### 注意

- 用 I/O（开机 / 待机）按钮关闭本机的电源后，投影灯的温度仍然很高。如果触摸投影灯，手指可能会被烫伤。更换投影灯时，请至少等候 1 个小时让投影灯冷却。
- 请勿触摸镜头表面。如果触摸了镜头表面，请用软布擦去指纹。
- 本机安装在天花板上时，更换投影灯时需格外小心。
- 更换天花板上本机的投影灯时，请勿站在投影灯盖正下方。拆卸投影灯门（内盖）时，避免扭绞。如果投影灯爆炸，碎片可能会造成人身伤害。
- 拆下投影灯单元时，令投影灯单元处于水平状态，然后将其径直拉出。请勿倾斜投影灯单元。如果在倾斜状态下拉出投影灯单元，万一投影灯损坏，碎片可能散落并导致人身伤害。

### 注意

- 请务必使用指定的投影机灯泡进行更换。如果使用指定投影机灯泡之外的投影灯，本机可能发生故障。
- 在更换投影灯之前，请务必关闭本机电源并拔下电源线，然后检查 ON/STANDBY 指示灯是否已经熄灭。

1 关闭本机电源并拔下交流电源线。

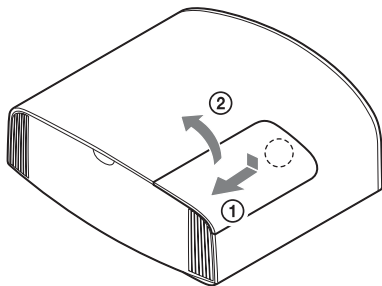
2 当在诸如桌子一类的平坦的表面上放置本机时，为防止表面擦伤，请铺上一块布。将本机放在布上。

### 注意

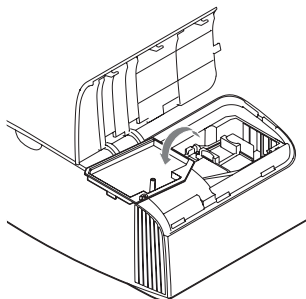
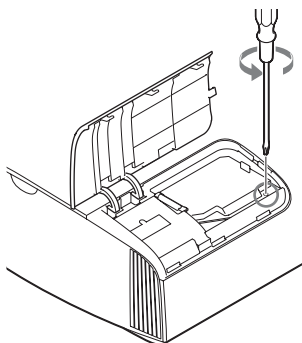
请务必将本机放在平稳的表面。



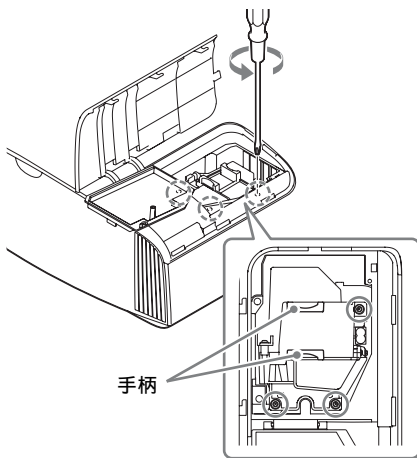
- 3 按投影灯盖图示 ① 部位，同时滑动 ②，然后打开 ② 投影灯盖。



- 4 用十字螺丝刀拧松投影灯门（内盖）螺丝，然后打开投影灯门。



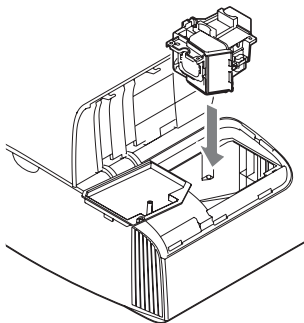
- 5 用十字螺丝刀拧松投影灯上的 3 个螺丝。抓握手柄，然后将投影灯径直地拉出。



**注意**

- 请勿拧松除 3 个指定螺丝以外的螺丝。
- 请通过手柄拿住投影灯进行拆卸和安装。

- 6 通过手柄将新投影灯牢固地推入到底，然后拧紧 3 个螺丝。

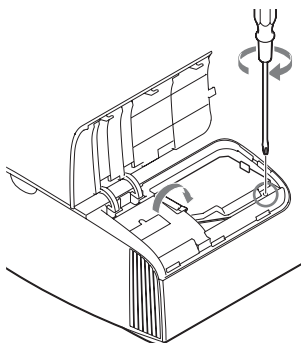


**注意**

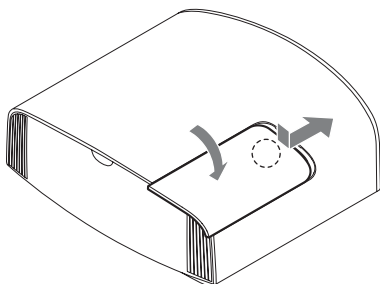
请小心不要触摸本机内部的光学器件。

其他

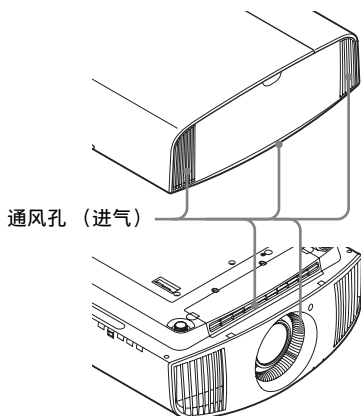
- 7 关上投影灯门（内盖），然后拧紧螺丝。



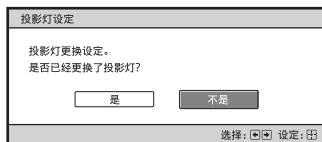
- 8 关上投影灯盖。



- 9 用一块软布擦掉通风孔（进气）上的灰尘。



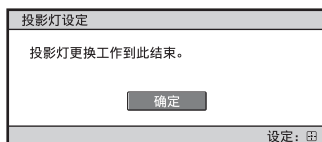
- 10 接通本机的电源，然后在设置菜单上选择投影灯设定项目。会出现下面的菜单画面。



#### 提示

如果“设定锁定”设定为“等级B”，则设定为“关”一次。

- 11 选择“是”。



#### 注意

请勿将手放进投影灯更换插槽，也不要让任何液体或其它物品落入插槽内，以免触电或发生火灾。

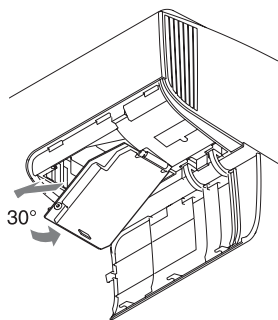
#### 注意

- 如果投影灯没有牢固安装到位，本机将不会接通电源。
- 如果投影灯盖没有关严，本机将不会接通电源。
- 要取消显示在屏幕上的信息时，请按遥控器上的按钮或本机控制面板上的按钮。

#### 天花板安装时更换破碎投影灯的注意事项

如果投影灯破碎，投影灯碎片可能散落并导致人身伤害。

在天花板上安装本机时，请将投影灯门（内盖）抬起打开 30 度后，慢慢水平滑动拆下。避免扭绞投影灯门（内盖）。



### 注意

本投影机内含水银。根据您所居住的地区不同，废弃荧光灯管的处理规定各异。请遵照您所在地区的废物处理方针。

## 清洁

### 清洁机壳

- 若要清除机壳上的灰尘，请用软布轻轻擦拭。如果灰尘较顽固，请用稍蘸稀释的中性洗涤剂的软布擦拭。
- 请勿使用任何类型的研磨垫、碱 / 酸清洁剂、擦洗粉或挥发溶剂（如酒精、苯、稀释剂或杀虫剂）。
- 用干净的布清洁本机。用脏布擦拭可能会擦伤本机。
- 如果使用这些材料或长时间与橡胶或塑料原料接触，可能会损坏屏幕表面和机壳原料。

# 规格

项目	说明
显示系统	SXRD 面板、投影系统
显示设备	有效显示区域尺寸
	0.74 英寸（18.8 mm）SXRD
	像素数
	26542080 像素（8847360 像素× 3）
投影镜头	2.06 倍变焦镜头（电动） f = 21.7 mm 至 44.7 mm F3.0 至 F4.0
光源	超高压投影灯泡 230 W 型
屏幕尺寸	60 英寸至 300 英寸（1524 mm 至 7620 mm）（对角线测量）
接受的数字信号	480/60p、576/50p、720/60p、720/50p、1080/60i、1080/50i、1080/60p、1080/50p、1080/24p、3840 × 2160/24p、3840 × 2160/25p、3840 × 2160/30p、3840 × 2160/50p、3840 × 2160/60p、4096 × 2160/24p、4096 × 2160/25p、4096 × 2160/30p、4096 × 2160/50p、4096 × 2160/60p
HDMI（2 个输入），符合 HDCP*	RGB Y Pb/Cb Pr/Cr
其他输入 / 输出	TRIGGER（2 个连接器）
	微型插孔，DC 12 V，最大 100 mA
	REMOTE
	RS-232C: D-sub 9 芯（雌）
	LAN
	RJ45，10BASE-T/100BASE-TX
	IR IN
	微型插孔
	USB
	DC 5 V，最大 500 mA
外部尺寸（宽 / 高 / 深）	495.6 mm × 195.3 mm × 463.6 mm（不含突出部分）
质量	约 14 kg
电源要求	交流 100 V 至 240 V，4.0 A 至 1.7 A，50/60 Hz
功耗	340 W
待机电源要求	0.5 W（当“遥控起动”设定为“关”时） 1.0 W（当“遥控起动”设定为“开”时）
操作温度	5℃ 至 35℃
操作湿度	35% 至 85%（无结露）
存放温度	-20℃ 至 +60℃
存放湿度	10% 至 90%
随机附件	请参阅第 8 页的“检查随机附件”。

项目	说明
选购附件	投影机灯泡：LMP-H230（用于更换） 投影机悬挂支架：PSS-H10 主动式 3D 眼镜：TDG-BT500A

**注意**

- \* 仅 HDMI 2 输入兼容 HDCP 2.2。
- 质量和尺寸的值近似值。
- 某些选购附件并非在所有国家和地区有售。请与当地 Sony 授权经销商确认。
- 本说明书中的附件信息截至 2014 年 11 月。

本机和其选购附件的设计和规格如有变更，恕不另行通知。

**预设信号**

下表显示您可以使用本机进行投影的信号和视频格式。  
当输入下述预设信号以外的信号时，图像可能无法正常显示。

预设存储 器号码	预设信号（分辨率）		行频 (kHz)	场频 (Hz)	同步
5	480/60p	480/60p (逐行 NTSC) (720 × 480p)	31.470	60.000	—
6	576/50p	576/50p (逐行 PAL) (720 × 576p)	31.250	50.000	—
7	1080/60i	1080/60i (1920 × 1080i)	33.750	60.000	—
8	1080/50i	1080/50i (1920 × 1080i)	28.130	50.000	—
10	720/60p	720/60p (1280 × 720p)	45.000	60.000	—
11	720/50p	720/50p (1280 × 720p)	37.500	50.000	—
12	1080/60p	1080/60p (1920 × 1080p)	67.500	60.000	—
13	1080/50p	1080/50p (1920 × 1080p)	56.260	50.000	—
14	1080/24p	1080/24p (1920 × 1080p)	26.973	23.976	—
18	720/60p (画面压缩)	720/60p (1280 × 720p)	90.000	60.000	—
19	720/50p (画面压缩)	720/50p (1280 × 720p)	75.000	50.000	—
20	1080/24p (画面压缩)	1080/24p (1920 × 1080p)	53.946	23.976	—
26	640 × 480	VESA 60	31.469	59.940	H- 负、V- 负
32	800 × 600	VESA 60	37.879	60.317	H- 正、V- 正

其他

预设存储器 器号码	预设信号（分辨率）		行频 (kHz)	场频 (Hz)	同步
37	1024 × 768	VESA 60	48.363	60.004	H- 负、V- 负
45	1280 × 960	VESA 60	60.000	60.000	H- 正、V- 正
47	1280 × 1024	VESA 60	63.974	60.013	H- 正、V- 正
50	1400 × 1050	SXGA+	65.317	59.978	H- 负、V- 正
55	1280 × 768	1280 × 768/60	47.776	59.87	H- 负、V- 正
71	1920 × 1080/ 60i (画面压缩)	1080/60i (1920 × 1080i)	67.500	60.000	—
72	1920 × 1080/ 50i (画面压缩)	1080/50i (1920 × 1080i)	56.250	50.000	—
74	3840 × 2160/ 60p*	3840 × 2160/60p (3840 × 2160)	135.000	60.000	—
75	3840 × 2160/ 50p*	3840 × 2160/50p (3840 × 2160)	112.500	50.000	—
76	4096 × 2160/ 60p*	4096 × 2160/60p (4096 × 2160)	135.000	60.000	—
77	4096 × 2160/ 50p*	4096 × 2160/50p (4096 × 2160)	112.500	50.000	—
78	4096 × 2160/ 30p	4096 × 2160/30p (4096 × 2160)	67.500	30.000	—
79	4096 × 2160/ 25p	4096 × 2160/25p (4096 × 2160)	56.250	25.000	—
93	3840 × 2160/ 24p	3840 × 2160/24p (3840 × 2160)	53.946	23.976	—
94	3840 × 2160/ 25p	3840 × 2160/25p (3840 × 2160)	56.25	25	—
95	3840 × 2160/ 30p	3840 × 2160/30p (3840 × 2160)	67.4325	29.97	—
96	4096 × 2160/ 24p	4096 × 2160/24p (4096 × 2160)	54	24	—

\* 仅可用于 YUV420 格式信号。

各输入信号的预设存储器号码

数字信号

信号	预设存储器号码
分量信号（HDMI 1、2 连接器）	5 至 8, 10 至 14, 18 至 20, 71、72、74 至 79, 93 至 96
视频 GBR 信号（HDMI 1、2 连接器）	5 至 8, 10 至 14, 18 至 20, 71、72、78、79、93 至 96
电脑信号（HDMI 1、2 连接器）	10 至 13*、26、32、37、45、47、50、55

\* 某些从电脑输入的数码信号可能显示为分量或视频 GBR 信号的预设存储器号码。

输入信号和可调整 / 设定项目

根据输入信号的不同，菜单中可调整的项目有所不同。下表列出这些项目。无法调整 / 设定的项目不显示在菜单中。

图像设定菜单

项目	输入信号		
	分量信号	视频 GBR 信号	电脑信号
真实创作	●	●	—
对比度增强	●（不包括预设存储器号码 74 至 79 和 93 至 96）	●（不包括预设存储器号码 78、79 和 93 至 96）	—
投影灯控制	●	●	●
Motionflow	●（不包括预设存储器号码 19）	●（不包括预设存储器号码 19）	—
对比度	●	●	●
亮度	●	●	●
色彩	●	●	—
色调	●	●	—
色温	●	●	●
锐度	●	●	—
NR	●（不包括预设存储器号码 18 至 20、71、72、74 至 79 和 93 至 96）	●（不包括预设存储器号码 18 至 20、71、72、78、79 和 93 至 96）	—
MPEG NR	●（不包括预设存储器号码 18 至 20、71、72、74 至 79 和 93 至 96）	●（不包括预设存储器号码 18 至 20、71、72、78、79 和 93 至 96）	—
缓和色阶	●（不包括预设存储器号码 18 至 20、71、72、74 至 79 和 93 至 96）	●（不包括预设存储器号码 18 至 20、71、72、78、79 和 93 至 96）	—
电影模式	●（不包括预设存储器号码 5、6、10 至 14、18 至 20、74 至 79 和 93 至 96）	●（不包括预设存储器号码 5、6、10 至 14、18 至 20、78、79 和 93 至 96）	—
伽玛校正	●	●	●
色彩校正	●	●	●
纯白色	●	●	●
x.v.Color	●	—	—
彩色空间	●	●	●

●: 可调整 / 能设定  
—: 不可调整 / 不能设定

其他

屏幕设定菜单

项目	输入信号		
	分量信号	视频 GBR 信号	电脑信号
纵横比 *1	●（不包括预设存储器号码 76 至 79 和 96）	●（不包括预设存储器号码 78、79 和 96）	—

●: 可调整 / 能设定

—: 不可调整 / 不能设定

\*1: 有关更多详细说明, 请参见 “纵横比模式” (第 58 页) 中的表格。

**注意**

当连接诸如 HDMI 电缆等电缆时, 请在信息 ⓘ 菜单 (第 39 页) 和 “数字信号” (第 54 页) 中查看信号的类型, 并查看可调节 / 能设定的项目。

兼容的 3D 信号

本机接受以下 3D 信号类型。

分辨率	3D 信号格式
720/60p、720/50p	并排格式
	上下格式 *
	画面压缩 *
1080/60i、1080/50i	并排格式
	画面压缩
1080/24P	并排格式
	上下格式 *
	画面压缩 *
1080/60p、1080/50p	并排格式
	上下格式

\*: HDMI 标准的指定 3D 格式。

3D 信号和可调整 / 设定项目

根据 3D 信号的不同, 菜单上的某些项目可能无法调整 / 设定。  
无法调整的项目不显示在菜单中。下表列出这些项目。

项目	3D 信号			
	720/60p、720/50p	1080/60i、1080/50i	1080/24p	1080/60p、1080/50p
真实创作	●	●	●	●
投影灯控制	●	●	●	●
Motionflow*1	●	●	●	●
NR	—	—	—	—
MPEG NR	—	—	—	—





纵横比模式

可选择的项目根据输入信号的类型或 3D 格式而异。  
有关详细说明，请参见下表。无法选择的项目在菜单中不显示。

2D

可接受的信号	4096 × 2160	3840 × 2160	1920 × 1080 1280 × 720	720 × 480 720 × 576	其他
预设存储器号码 (第 53 页)	76 至 79、 96	74、75、93 至 95	7、8、10 至 14	5, 6	26, 32, 37, 45, 47, 50, 55
1.85:1 放大	—	—	●	●	—
2.35:1 放大	—	●	●	●	—
标准	●*1	●	●	●	●*1
垂直拉伸	—	—	●	●	—
挤压	—	—	●	●	—
拉伸	—	—	—	●	—

\*1: 因为固定为标准，所以菜单中不显示。

3D

可接受的信号	1920 × 1080, 1280 × 720			
3D 格式	并排	上下	画面压缩	模拟 3D
预设存储器号码 (第 53 页)	7、8、10 至 14	10 至 14	18 至 20、71、 72	7、8、10 至 14
1.85:1 放大	●	●	●	●
2.35:1 放大	●	●	●	●
标准	●	●	●	●
垂直拉伸	●	●	●	●
挤压	●	●	●	●
拉伸	—	—	—	—

Motionflow

可选择的项目根据输入信号的类型或 3D 格式而异。  
有关详细说明，请参见下表。无法选择的项目在菜单中不显示。

2D

可接受的信号	1920 × 1080 1280 × 720 720 × 480 720 × 576	3840 × 2160 4096 × 2160	其他
预设存储器号码（第 53 页）	5 至 8, 10 至 14	74 至 79, 93 至 96	26, 32, 37, 45, 47, 50, 55
高平滑	●	—	—
低平滑	●	—	—
脉冲	●	●	—
组合	●	—	—
True Cinema	●	—	—

3D

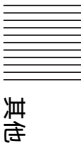
可接受的信号	1920 × 1080, 1280 × 720							
3D 格式	画面压缩			上下			并排	模拟 3D
预设存储器号码（第 53 页）	18	19	20, 71, 72	10, 12	11, 13	14	7, 8, 10 至 14	7, 8, 10 至 14
高平滑	—	—	●	—	—	●	●	●
低平滑	—	●	●	—	●	●	●	●
脉冲	—	—	—	—	—	—	—	—
组合	—	—	—	—	—	—	—	—
True Cinema	—	—	—	—	—	—	—	—

可调整 / 设定项目的存储条件

分别为每个输入连接器存储各个可调节 / 设定项目。有关更多详细说明，请参见下表。

各输入信号的预设存储器号码

输入	预设存储器号码
HDMI 1 (2D)	5 至 8, 10 至 14, 26、32、37、45、47、50、55、74 至 79, 93 至 96
HDMI 2 (2D)	
HDMI 1 (3D)	7、8、10 至 14, 18 至 20、71、72
HDMI 2 (3D)	



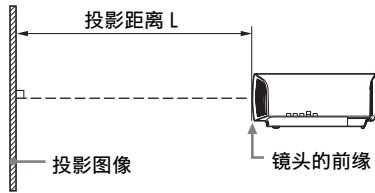
規格

图像设定菜单

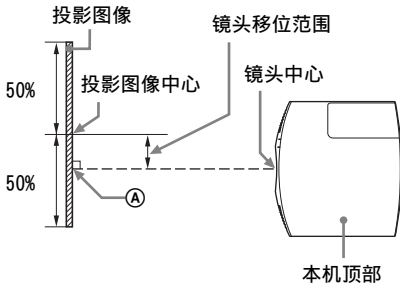
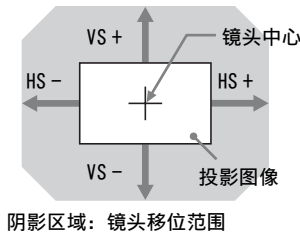
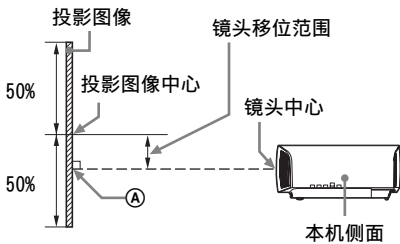
项目	存储条件
校准预设	用于各输入连接器
重设	用于各输入连接器和校准预设
真实创作	
对比度增强	
投影灯控制	
Motionflow	
对比度	
亮度	
色彩	
色调	
色温	
D93-D55	
特制 1-5	
增益 R	用于各色温、特制 1-5
增益 G	
增益 B	
偏置 R	
偏置 G	
偏置 B	
锐度	用于各输入连接器和校准预设
NR	
MPEG NR	
缓和色阶	
电影模式	
伽玛校正	
色彩校正	
纯白色	
x.v.Color	
彩色空间	

# 投影距离和镜头移位范围

投影距离是指镜头的前缘与投影面之间的距离。



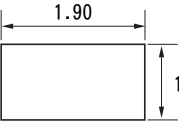
镜头移位范围用百分比（%）表示镜头从投影图像的中心起可以移位的距离。当图中的点 ①（从镜头中心起始的直线与投影图像直角交叉的点）与投影图像的中心对齐时，镜头移位范围被当作 0%，投影图像的总宽度或总高度被当作是 100%。



- VS +: 垂直镜头移位范围（向上）[%]
- VS -: 垂直镜头移位范围（向下）[%]
- HS +: 水平镜头移位范围（向右）[%]
- HS -: 水平镜头移位范围（向左）[%]

其他

以 1.90:1（原始全屏显示 17:9）格式投影时



投影距离

单位: m

投影影像尺寸		投影距离 L
对角线	宽度×高度	
80 英寸（2.03 m）	1.80 × 0.95	2.32 - 4.77
100 英寸（2.54 m）	2.25 × 1.18	2.90 - 5.97
120 英寸（3.05 m）	2.70 × 1.42	3.49 - 7.18
150 英寸（3.81 m）	3.37 × 1.78	4.38 - 8.98
200 英寸（5.08 m）	4.49 × 2.37	5.85 - 11.99

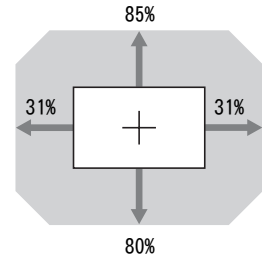
投影距离公式

D: 投影影像尺寸（对角线）

单位: m

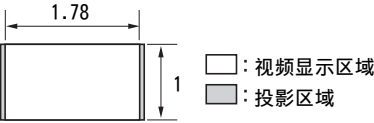
投影距离 L（最短距离）	投影距离 L（最长距离）
$L = 0.029432 \times D - 0.0434$	$L = 0.060197 \times D - 0.0420$

镜头移位范围



$$VS + = 85 - 2.742 \times (HS + \text{或} HS -) [\%]$$
$$VS - = 80 - 2.742 \times (HS + \text{或} HS -) [\%]$$
$$HS + = HS - = 31 - 0.365 \times (VS + \text{或} VS -) [\%]$$

以 1.78:1（16:9）格式投影时



投影距离

单位: m

投影影像尺寸		投影距离 L
对角线	宽度×高度	
80 英寸（2.03 m）	1.77 × 1.00	2.44 - 5.01
100 英寸（2.54 m）	2.21 × 1.25	3.05 - 6.28
120 英寸（3.05 m）	2.66 × 1.49	3.67 - 7.55
150 英寸（3.81 m）	3.32 × 1.87	4.60 - 9.44
200 英寸（5.08 m）	4.43 × 2.49	6.15 - 12.61

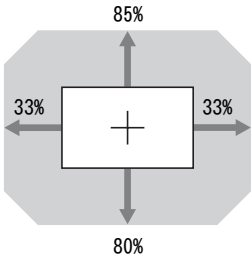
投影距离公式

D: 投影影像尺寸（对角线）

单位: m

投影距离 L（最短距离）	投影距离 L（最长距离）
$L = 0.030934 \times D - 0.0434$	$L = 0.063269 \times D - 0.0420$

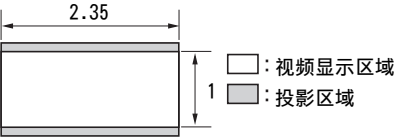
镜头移位范围



$$\begin{aligned}VS + &= 85 - 2.576 \times (HS + \text{或 } HS -) [\%] \\VS - &= 80 - 2.576 \times (HS + \text{或 } HS -) [\%] \\HS + &= HS - = 33 - 0.388 \times (VS + \text{或 } VS -) [\%]\end{aligned}$$

其他

以 2.35:1 格式投影时



投影距离

单位: m

投影影像尺寸		投影距离 L
对角线	宽度×高度	
80 英寸 (2.03 m)	1.87 × 0.80	2.41 - 4.96
100 英寸 (2.54 m)	2.34 × 0.99	3.02 - 6.22
120 英寸 (3.05 m)	2.80 × 1.19	3.64 - 7.47
150 英寸 (3.81 m)	3.51 × 1.49	4.55 - 9.35
200 英寸 (5.08 m)	4.67 × 1.99	6.08 - 12.48

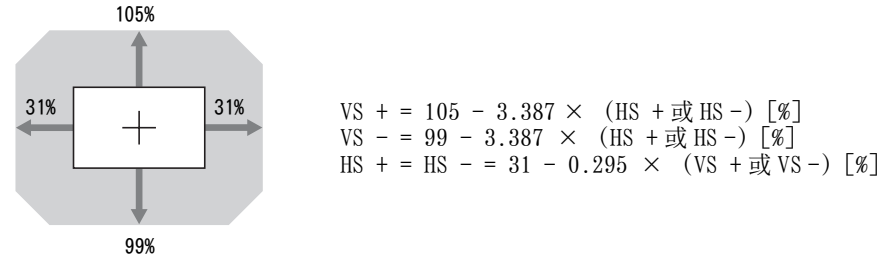
投影距离公式

D: 投影影像尺寸 (对角线)

单位: m

投影距离 L (最短距离)	投影距离 L (最长距离)
$L = 0.030617 \times D - 0.0434$	$L = 0.062621 \times D - 0.0420$

镜头移位范围

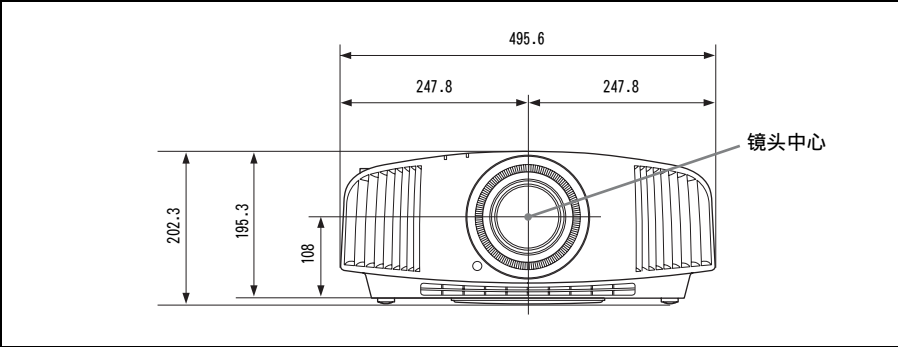




# 尺寸

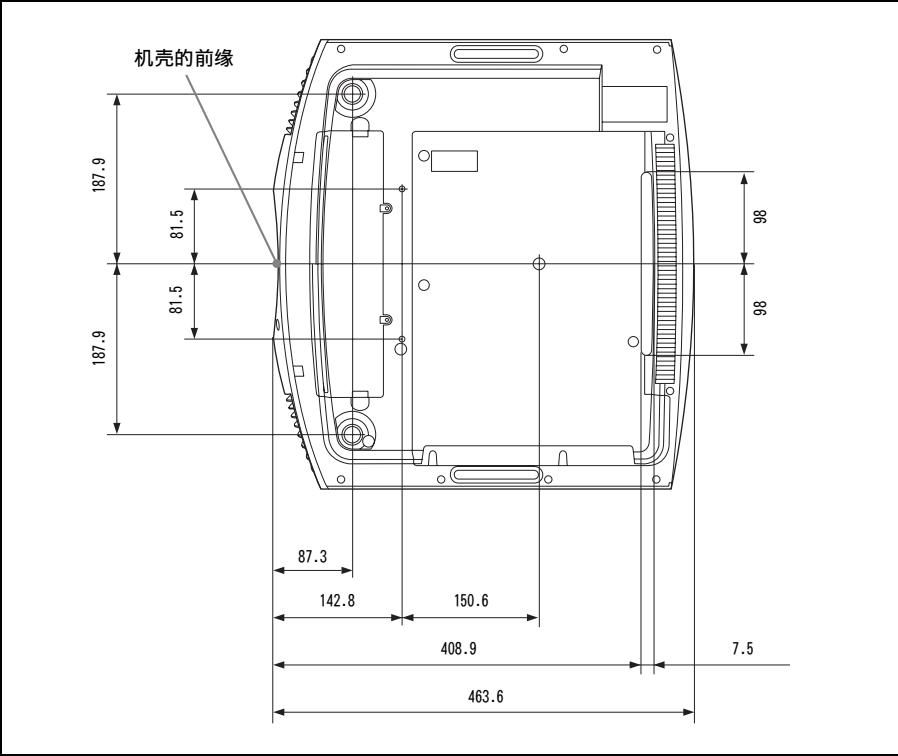
前面

单位: mm



底部

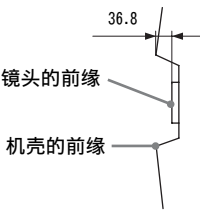
单位: mm



其他

镜头的前缘与机壳的前缘之间的距离

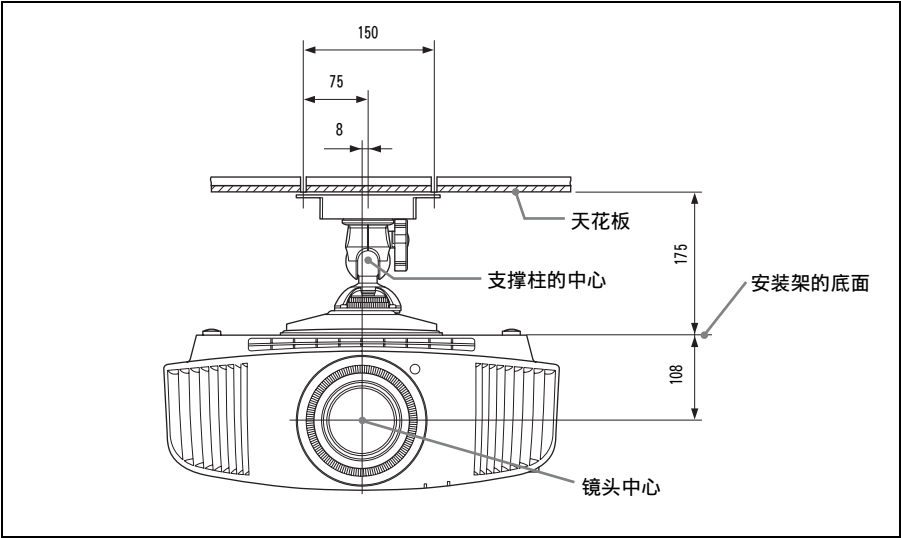
单位：mm



安装 PSS-H10 投影机悬挂支架

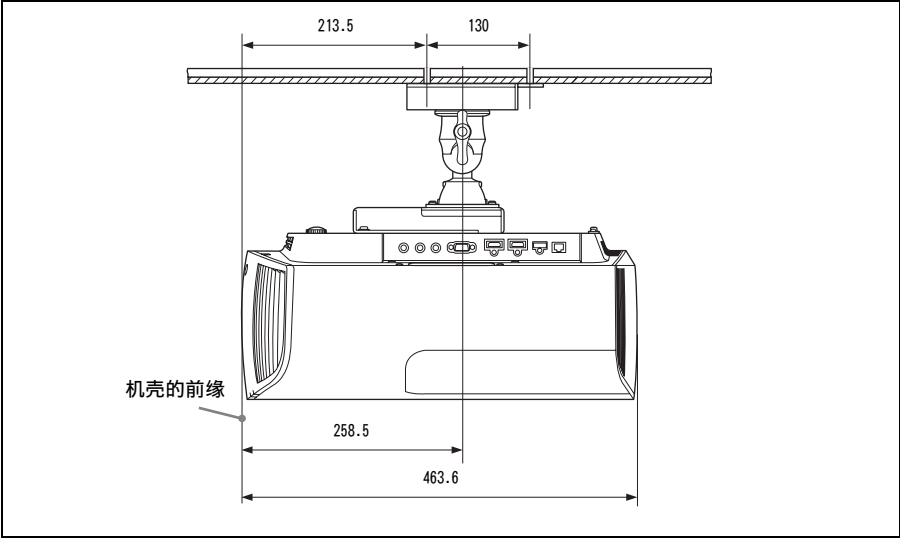
前视图

单位：mm



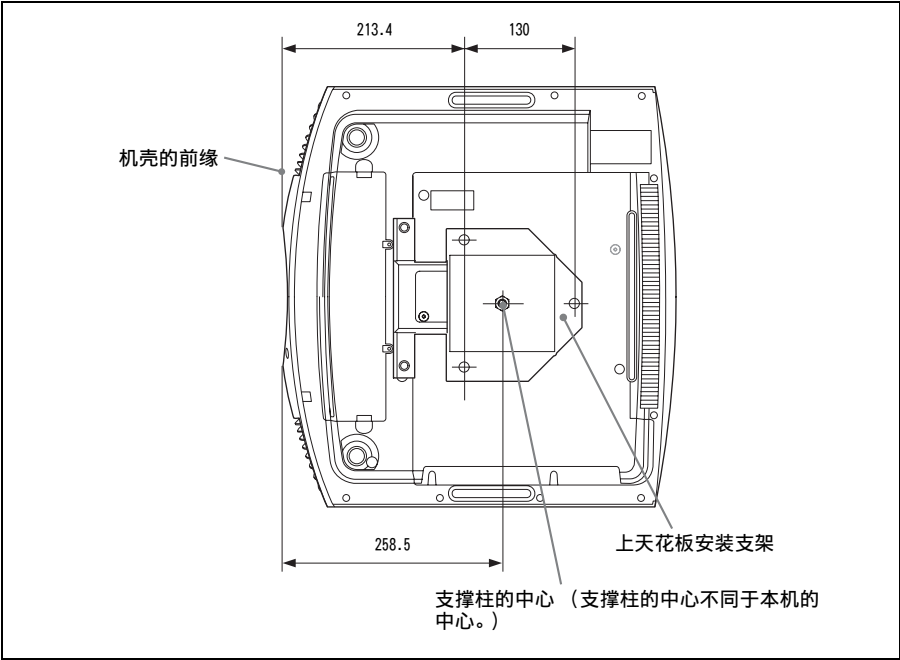
侧视图

单位：mm



顶视图

单位：mm



其他

# 本产品所使用软件的 声明和许可

## GPL/LGPL 许可软件

本产品中使用的 GPL 可执行文件和 LGPL 库遵守 GPL/LGPL 许可协议，该协议作为本文档的一部分：

### 组件清单：

linux-kernel  
alsa-lib  
busybox  
crypto  
directfb  
dosfstools  
e2fsprogs  
exceptionmonitor  
fuse  
gdisk  
glib  
glibc  
iptables  
libmicrohttpd  
libnuma (in numactl)  
procps  
pump-autoip  
XZ utils

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#### 商标信息

- “PlayStation” 是 Sony Computer Entertainment Inc. 的注册商标。
- HDMI、HDMI 标志和 High-Definition Multimedia Interface 是 HDMI Licensing LLC 的商标或注册商标。
- “Blu-ray” 和 “Blu-ray Disc” 是 Blu-ray Disc Association 的商标。

HDMI 控制是采用 HDMI CEC（消费者电子控制）规格的 HDMI 标准相互控制功能。本投影机支持 HDMI 标准的 DeepColor、x.v.Color、LipSync、3D 信号和电脑输入信号。它还支持 HDCP。







## 产品中有害物质的名称及含量

使用环境条件：  
参考使用说明书中的工作条件

部件名称	有害物质					
	铅 (Pb)	汞 (Hg)	镉 (Cd)	六价铬 (Cr (VI))	多溴联苯 (PBB)	多溴二苯醚 (PBDE)
实装基板	×	○	○	○	○	○
外壳	×	○	○	○	○	○
光学组件	×	×	○	○	○	○
附属品	×	○	○	○	○	○

本表格依据 SJ/T 11364 的规定编制。

○：表示该有害物质在该部件所有均质材料中的含量均在 GB/T 26572 规定的限量要求以下。

×：表示该有害物质至少在该部件的某一均质材料中的含量超出 GB/T 26572 规定的限量要求。

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