

## Multimedia Projector

EB-W16SK

# Startup Guide

.....  
This guide explains how to stack two projectors one on top of the other, and then project as one image. Please read this guide before getting started.



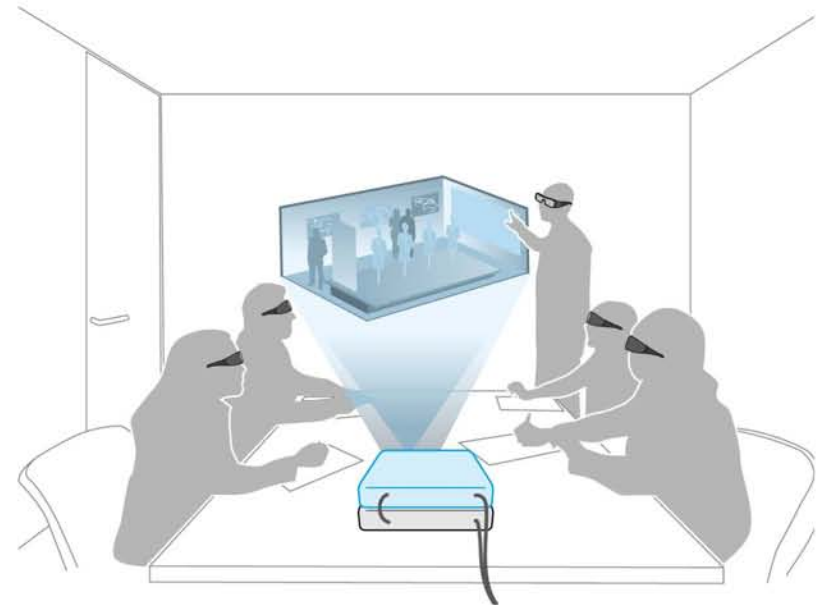
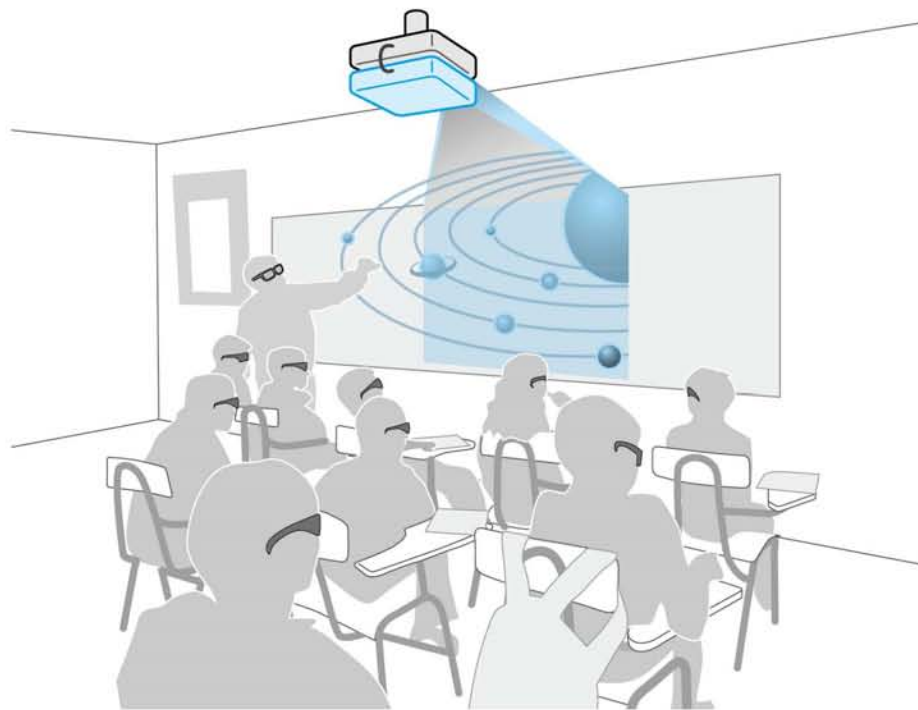
## With This Projector You Can...

### Stacking Two Projectors

Superimpose images from two projectors to project as one image (stack projection).

By using this stacked projection, you can realize a brighter, clearer image.

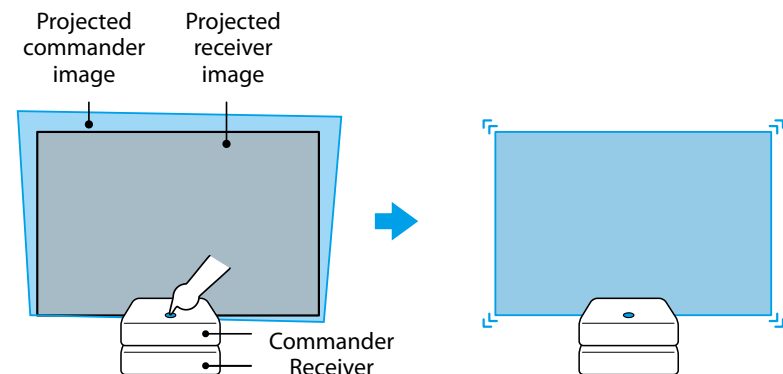
This also allows large screen projection of 3D images that can be viewed by a large audience.



## Easily Superimposing Two Images

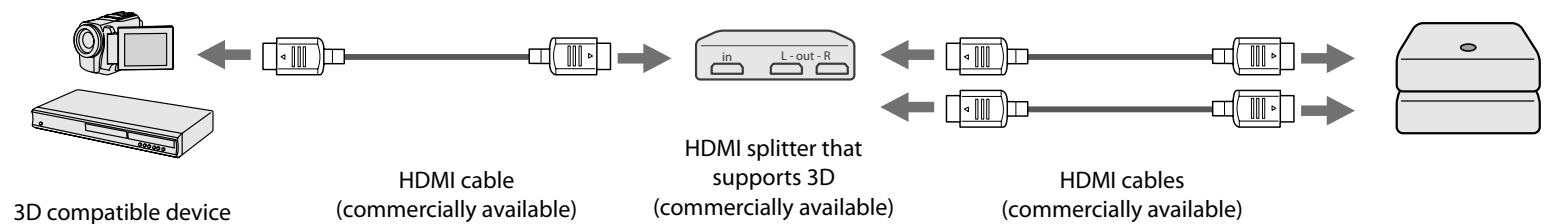
This device comes equipped with a function that allows you to easily superimpose two images.

See "Projecting Images" on page 14 for more information on superimposing images.

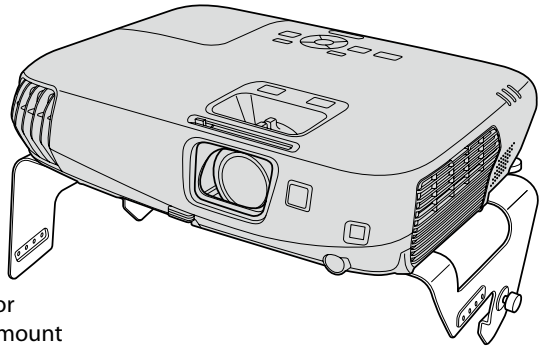


## Projecting Realistic 3D Images

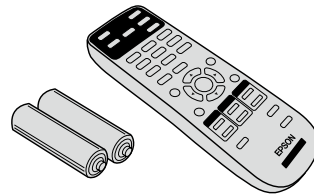
Project stunning 3D content from media such as 3D Blu-ray discs or 3D games.



## Checking the Accessories

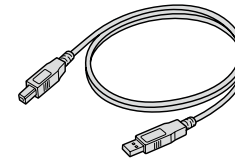


Projector  
and stacker mount  
(commander)

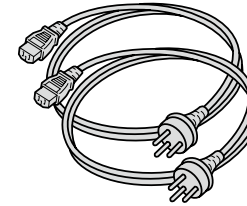


AA manganese  
batteries  
(for remote control)

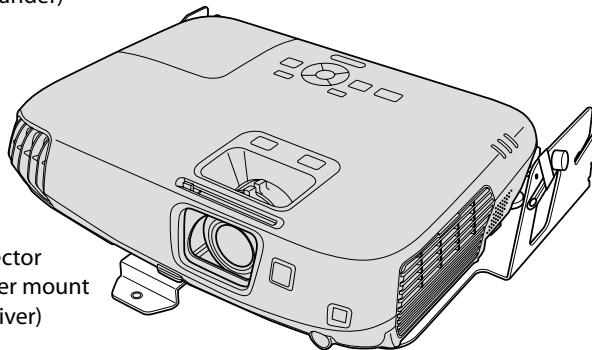
Remote control



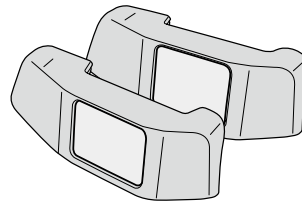
USB cable  
approx. 30 cm



Power cables  
approx. 1.8 m (2)



Projector  
and stacker mount  
(receiver)



Polarizers (2)



To secure polarizer  
M3 screws (2)



Adjustable  
feet (3)



Marking  
sticker



3D Glasses  
(passive polarized)



Document CD-ROM



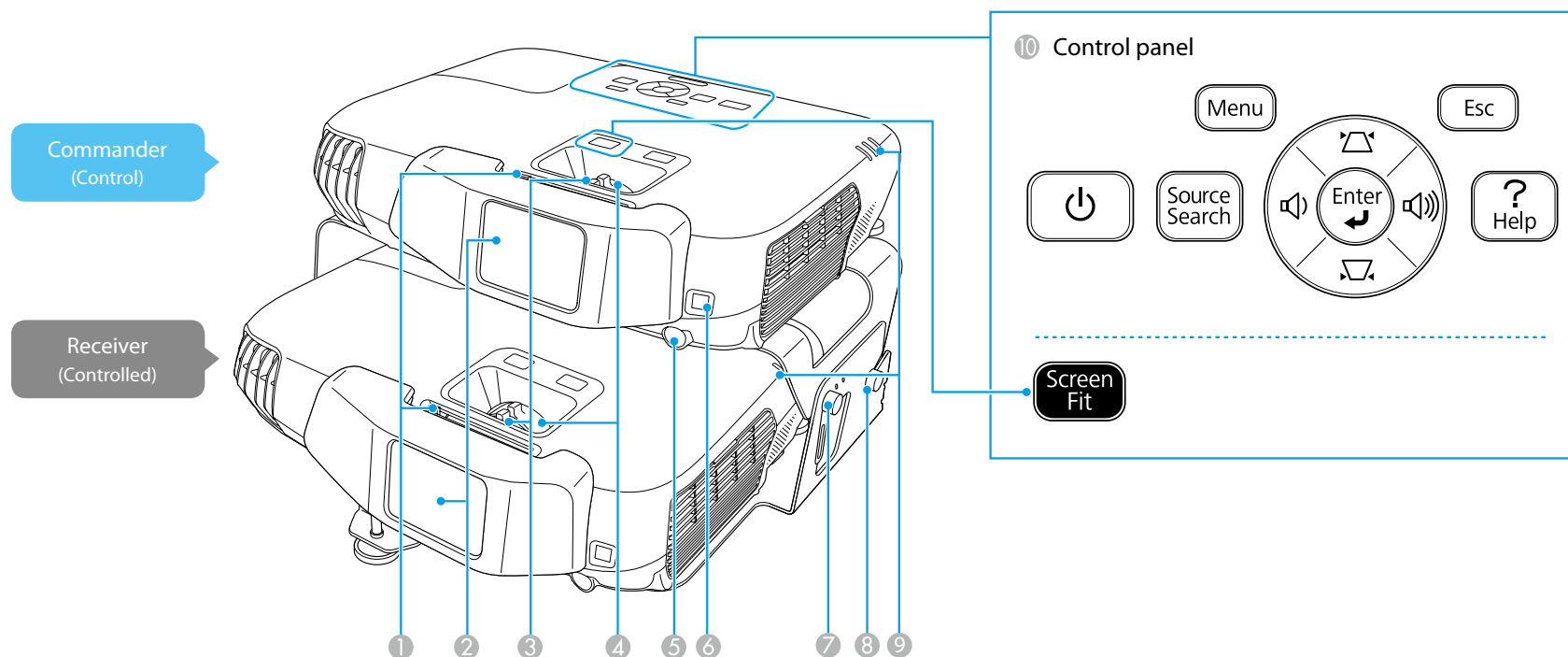
Password  
protect sticker



Startup Guide (this guide)

## Part Names and Functions (Front/Top)

When two projectors are assembled in a stacked configuration (one on top of the other), the projector on top is called the “Commander”, and the projector on the bottom is called the “Receiver”. When suspended from a ceiling, the projector on top is the receiver, and the projector on the bottom is the commander. The commander controls the receiver, and the projectors are linked together. You can operate both projectors at the same time from the commander’s control panel.



- 1 A/V mute slide knob
- 2 Polarizer
- 3 Focus ring

- 4 Zoom ring
- 5 Remote receiver
- 6 Sensor

- 7 Stacker angle adjustment section
- 8 Stacker mount connector
- 9 Indicators

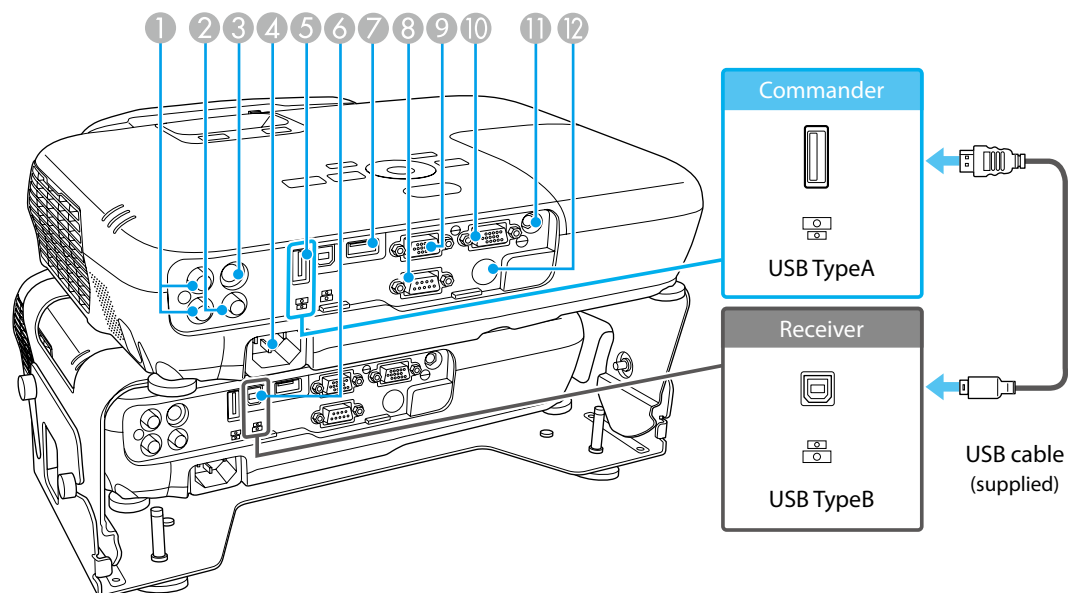
- 10 Control panel

\* See the *User's Guide* for more information.

## Part Names and Functions (Rear/Base)

You need to use a supplied USB cable to link the commander and the receiver.

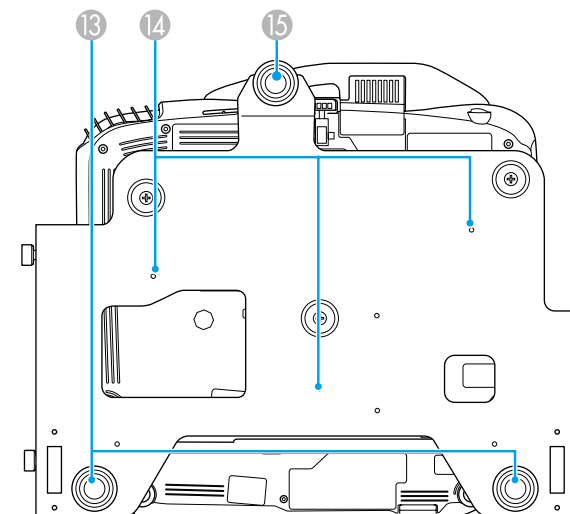
### Rear



\* This explanation of the rear uses the commander as an example.

- |                  |                   |                              |
|------------------|-------------------|------------------------------|
| ① Audio-L/R port | ⑤ USB(TypeA) port | ⑨ Computer1 port             |
| ② Video port     | ⑥ USB(TypeB) port | ⑩ Monitor Out/Computer2 port |
| ③ S-Video port   | ⑦ HDMI port       | ⑪ Audio Out port             |
| ④ Power inlet    | ⑧ RS-232C port    | ⑫ Remote receiver            |

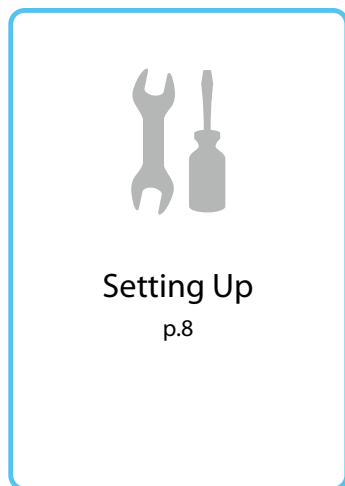
### Base



- |  |
|--|
| ⑬ Rear feet                                  |
| ⑭ Ceiling mount fixing points (three points) |
| ⑮ Front adjustable foot                      |

\* You cannot use the commander's USB(TypeB) port. Also, you cannot use the receiver's USB(TypeA) port, RS-232C port, or the remote receiver. See the *User's Guide* for more information.

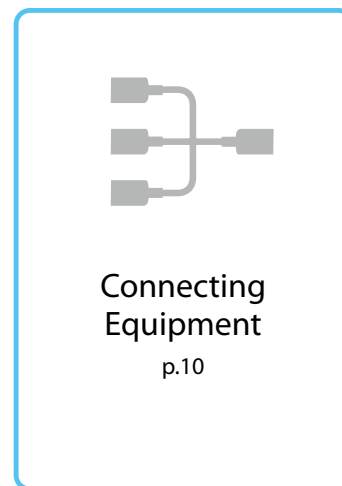
## Work Flow



For ceiling mount installation only

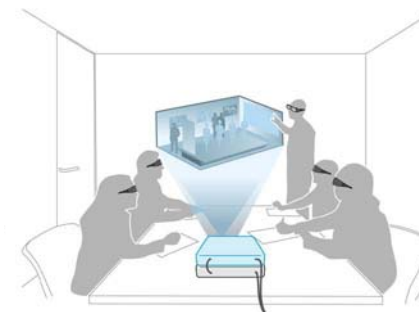
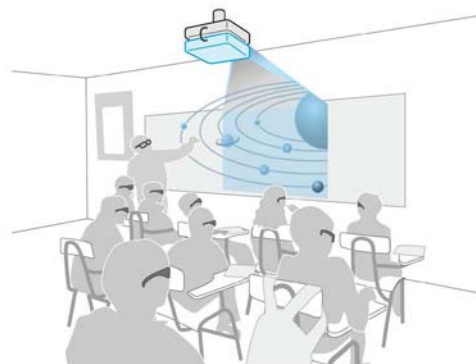
You need the optional ceiling mount (ELPMB23) when suspending the projectors from a ceiling. See the *User's Guide* supplied with the ceiling mount for more information on attaching and installing the ceiling mount.

\* Special expertise is required to suspend the projector from a ceiling. Contact your local dealer or the nearest address provided in the Epson Projector Contact List.



This guide explains the following connection methods. See the *User's Guide* for information on other connection methods.

- Connecting to a computer
  - Connecting with computer cables
  - Connecting with HDMI cables
- Connecting to video equipment
  - Connecting with HDMI cables







## Setting Up

### Stacking and installing the commander and the receiver

Use the stacker mounts to create a stacked configuration (one projector on top of the other).

#### **Warning**

When assembling a stacked configuration, make sure you follow these steps. If the steps are not followed correctly, the product could fall, or your fingers could get caught, which could cause an injury.

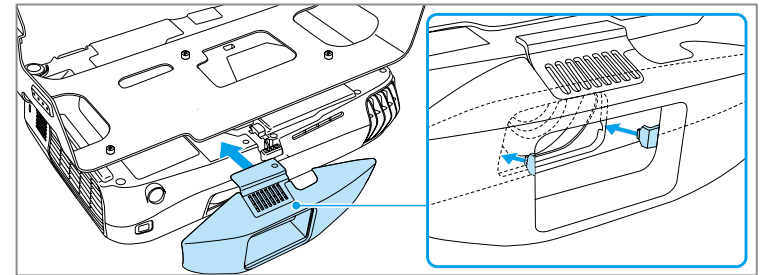
#### **1** Attach the polarizers to the commander and the receiver.



There is a number on the base of the projectors, stacker mounts, and polarizers. Make sure the numbers match when assembling.

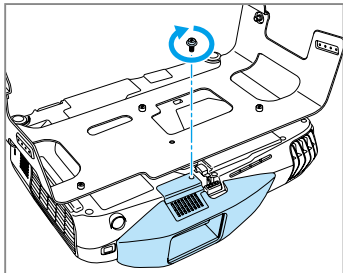
Commander **1**

Receiver **2**

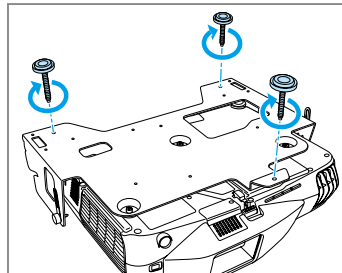


Turn over the commander and the receiver, and then attach the polarizers. Press until they click into place.

#### **2** Attach the feet (when setting up on a desk).

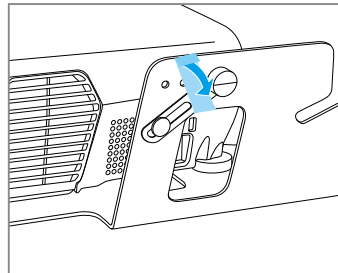


Secure the polarizers for the commander and the receiver with the screws supplied.

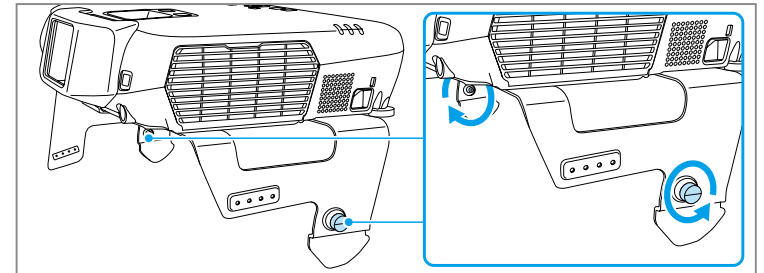


Attach the front foot (one) and the rear feet (two) to the base of the receiver. Turn the feet to extend and retract to adjust the horizontal tilt.

#### **3** Stack the commander and the receiver.



Carefully remove the protective tape from the stack angle adjustment screws, and then remove the screws. (on the left and right)

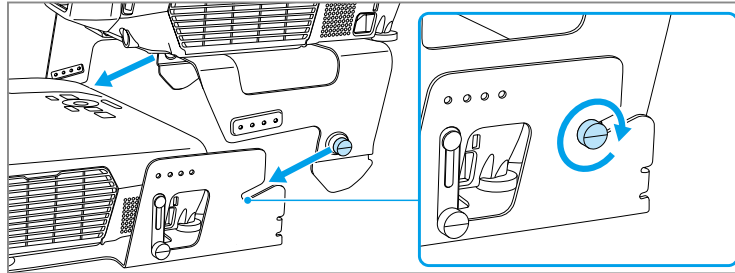


Loosen the screws for the commander's stacker mount connector. (on the left and right)




**⚠ Caution**

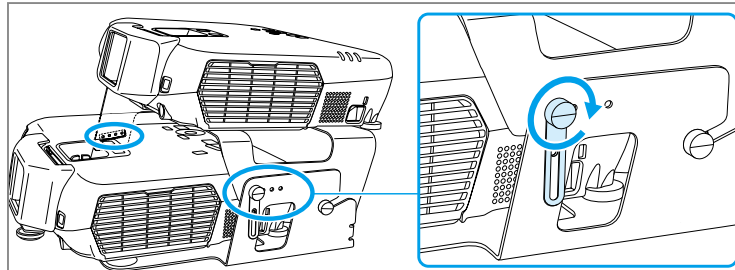
When attaching the commander to the receiver, be careful not to trap your fingers.




Attach the commander to the receiver. Place the commander's screws into the gap in the receiver's mount, and then tighten the screws. (on the left and right)

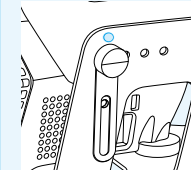
**4** Secure the stacker angle adjustment section with screws.

 There are screw holes numbered 1 to 4 on the left and right of the stacker mount. You can change the commander's projection angle by changing the position secured by the screw. See "Screen Size and Projection Distance" on page 18 to determine which screw hole to use.

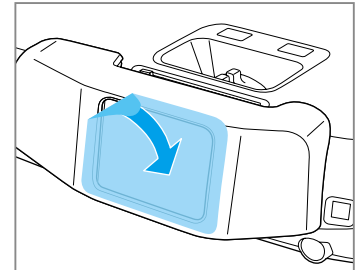


Place the screws into the holes, and then tighten them. (on the left and right)

 Stick a marking sticker on the position where the screw is secured. You can then use these marks (on the left and right) when reassembling.



**5** Remove the protective film from the polarizers.



Remove the clear protective film from the polarizers.

## Connecting Equipment

### Connecting the commander and the receiver


You need to connect a USB cable to link the commander and the receiver.

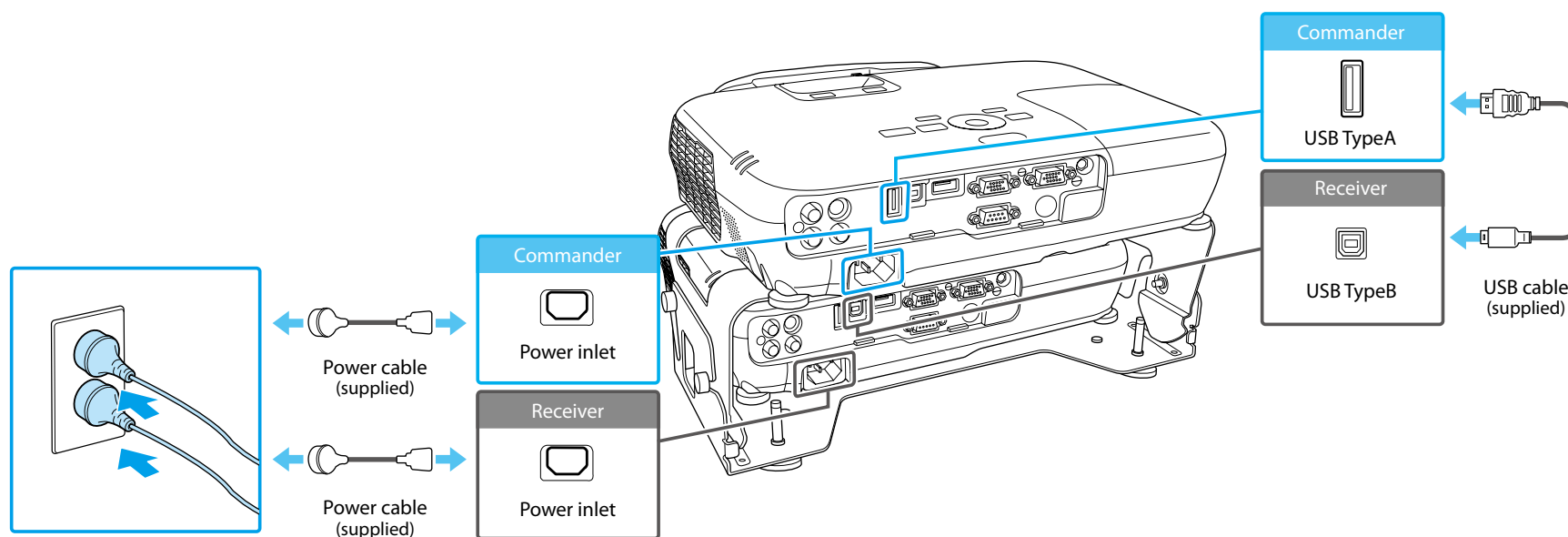
First, connect the power cables and the USB cable.

- 1 Plug in the power cables for the commander and the receiver.

- 2 Connect the commander and the receiver with the USB cable.

Connect the commander's USB(TypeA) port to the receiver's USB(TypeB) port with a USB cable.

 The projectors will not be linked if the wrong USB ports are connected with the USB cable.





## Connecting to a computer

Connecting with computer cables

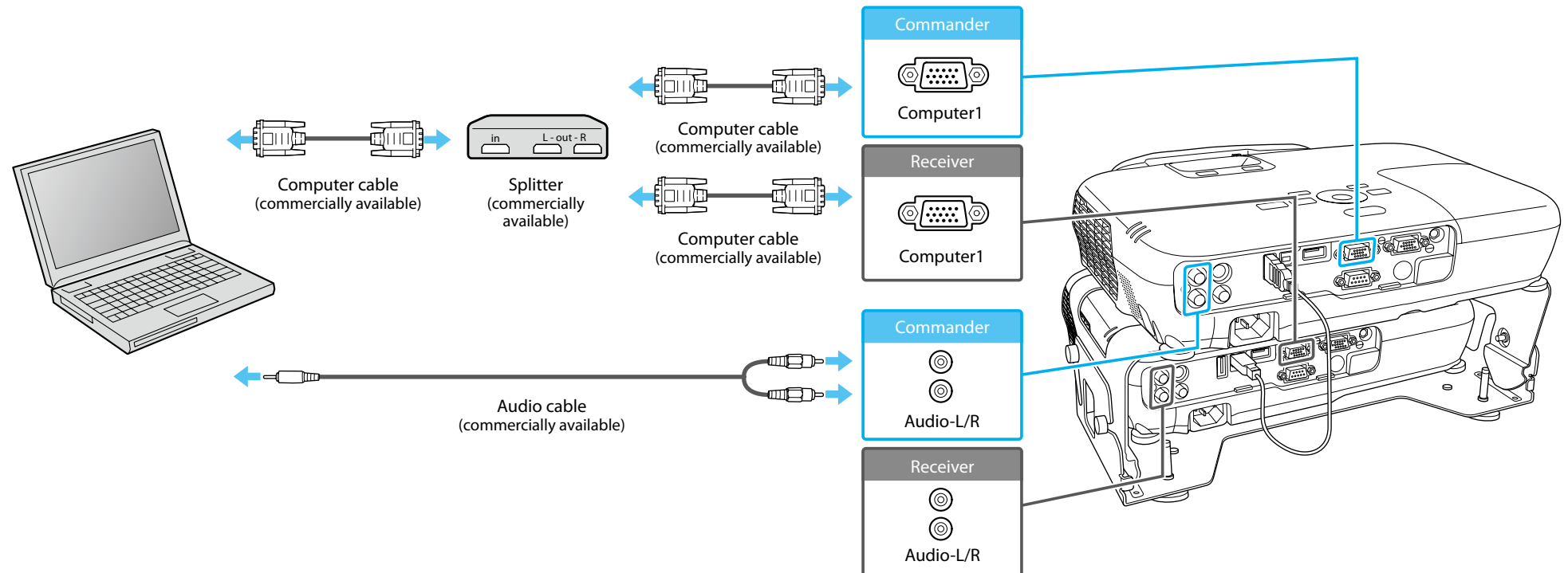


- First, check that the commander and the receiver are connected with a USB cable.
- Prepare the following items.
  - Computer cables (available in local stores x3)
  - Audio cable (available in local stores) \*When outputting audio
  - Splitter (available in local stores)

- 1 Connect the splitter to the computer with a computer cable.
- 2 Connect the commander and the receiver to the splitter with computer cables.

- 3 Connect the commander or receiver to the computer with an audio cable.

Audio is output from the connected projector.





## Connecting to a computer

Connecting with HDMI cables

When viewing 3D images, make sure you use HDMI cables and an HDMI splitter that support 3D signals.

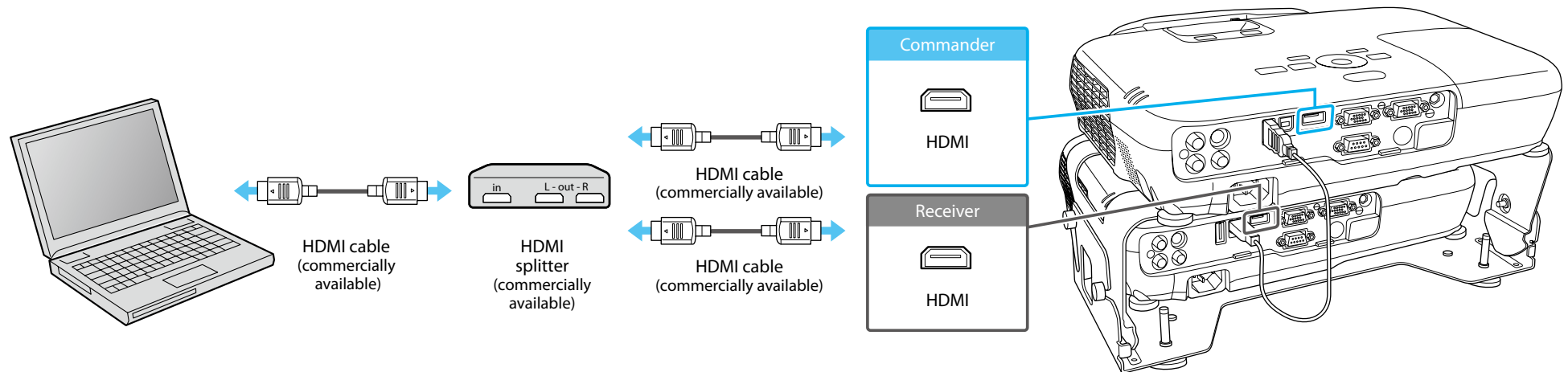


- First, check that the commander and the receiver are connected with a USB cable.
- Prepare the following items.
  - HDMI cables (available in local stores x3)
  - HDMI splitter (available in local stores)

**1** Connect the splitter to the computer with an HDMI cable.

**2** Connect the commander and the receiver to the splitter with HDMI cables.

You can send the computer's audio with the projected image.





## Connecting to video equipment

Connecting with HDMI cables

When viewing 3D images, make sure you use HDMI cables and an HDMI splitter that support 3D signals.

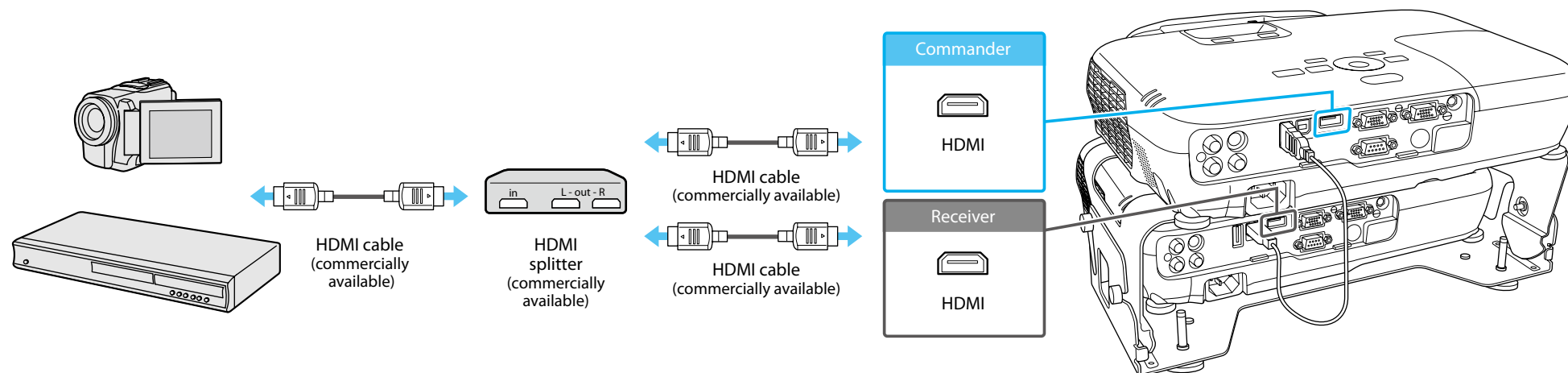


- First, check that the commander and the receiver are connected with a USB cable.
- Prepare the following items.
  - HDMI cables (available in local stores x3)
  - HDMI splitter (available in local stores)

**1** Connect the splitter to the video equipment with an HDMI cable.

**2** Connect the commander and the receiver to the splitter with HDMI cables.

You can send the computer's audio with the projected image.





## Projecting Images

.....  
Superimposing the images from the commander and the receiver  
.....

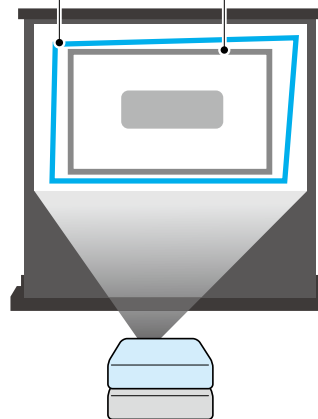
.....  
Superimpose two images. Perform after setting up.  
.....



When suspending the projectors from a ceiling, change the Projection mode before superimposing the images. You can change the Projection mode by holding down the [A/V Mute] button on the remote control for about five seconds.

## Superimposing Images

Commander frame (white) Receiver frame (green)



### Adjusting the Focus

Match the focus for the commander and the receiver.

### Determining the size of the receiver's frame

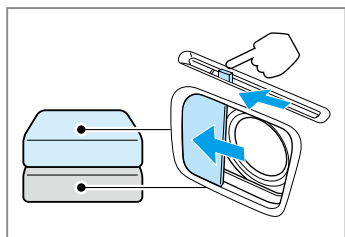
Adjust the receiver's projection size to fit the screen.

### Surrounding the receiver's frame with the commander's frame

Adjust the commander's frame (white) so that it is outside the receiver's frame (green).

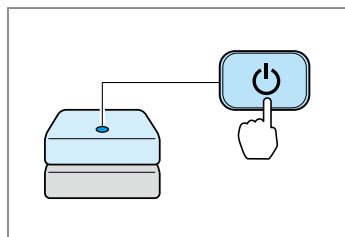
The screens fit together.

- 1 Open the A/V mute slides.



Open the A/V mute slides on the commander and the receiver.

- 2 Turn on the projectors.

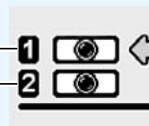


Press the [P] button on the commander's control panel. The commander and the receiver turn on.

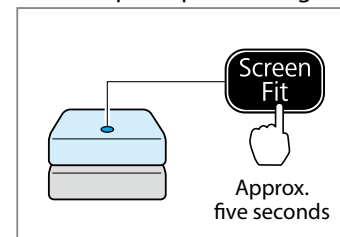


- Pressing buttons on the control panel operates the commander and the receiver. Perform projector operations from the commander's control panel.
- The following icon is displayed when turning on. The projector indicated by the arrow is the subject of the displayed message.

Commander  
Receiver

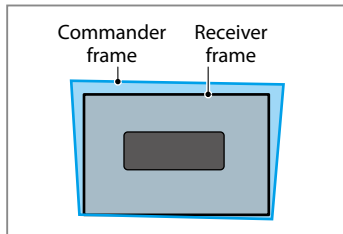


- 3 Display the screen to adjust the superimposed images.

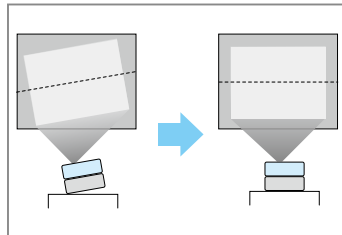


Hold down the [Screen Fit] button for about five seconds. The adjustment top screen is displayed.

#### 4 Adjust the projection position.

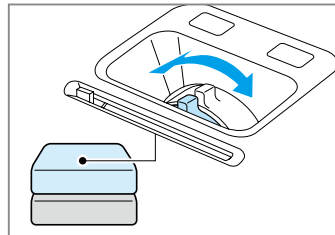


The white frame is used to adjust the commander, and the green frame is used to adjust the receiver.

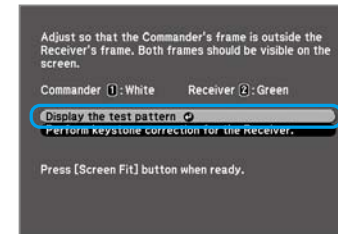


Extend or retract the feet to adjust the position. The rear feet adjust the horizontal tilt and the front foot adjusts the height. When suspended from a ceiling, see the *User's Guide* supplied with the ceiling mount.

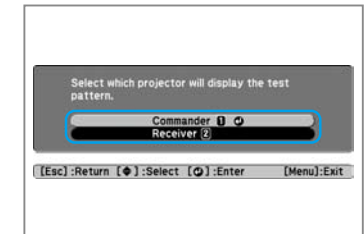
#### 5 Adjust the focus for the commander and the receiver.



Use the commander's focus ring to adjust the focus for the projected image.

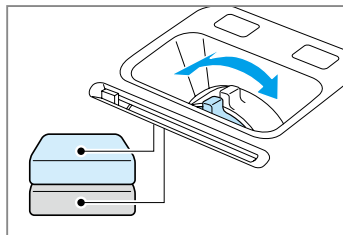


Select **Display the test pattern**, and then press the [↩] button.

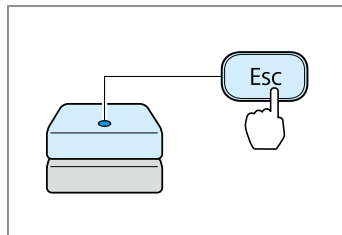


Select the projector you want to adjust, and then press the [↩] button. The test pattern is displayed.

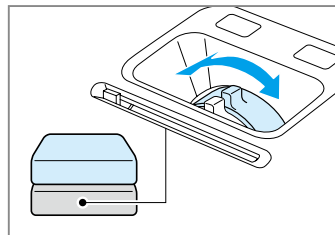
#### 6 Adjust the projection size for the receiver.



Use the focus ring on the projector you want to adjust.



Press the [Esc] button. When you have finished correcting the focus for the commander and the receiver, press the [Esc] button again.

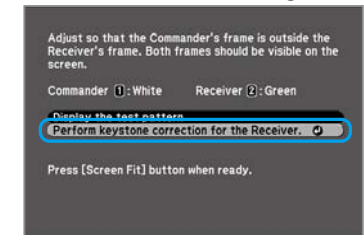


Use the receiver's zoom ring to adjust the receiver's frame (green) to the projection size you want.

#### Adjustment point

Do not maximize the zoom for the receiver because the commander's frame needs to be larger than the receiver's frame. See "Screen Size and Projection Distance" on page 18 to determine the projection size.

#### 7 Correct keystone distortion for the receiver's frame (green).

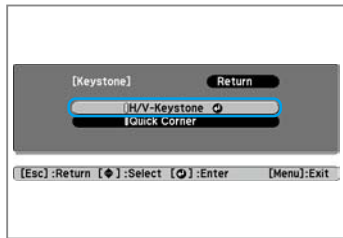


Select **Perform keystone correction for the Receiver**.

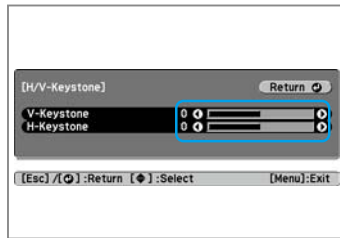


### Correcting using H/V-Keystone

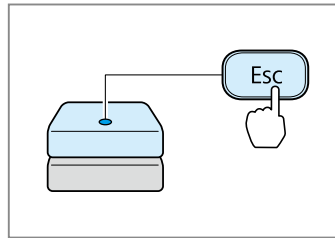
Correct keystone distortion for the receiver's frame (green).



Select **H/V-Keystone**.



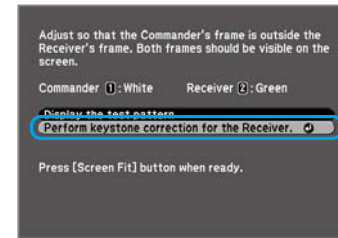
Use the [↖] [↗] buttons to select the direction you want to correct, and then press the [↵] [↶] buttons to make corrections.



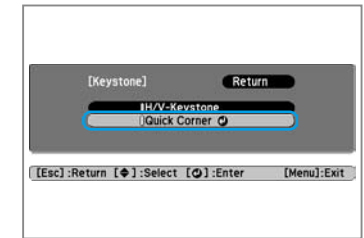
Press the [Esc] button to finish making settings. When you have finished making corrections, press the [Esc] button until the top screen is displayed.

### Correcting using Quick Corner

Correct the four corners of the receiver's frame (green) individually.

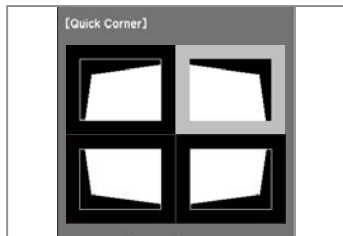


Select **Perform keystone correction for the Receiver**.

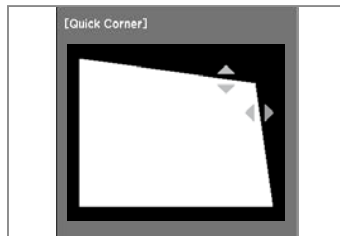


Select **Quick Corner**.

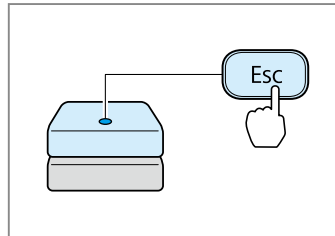
## 8 Adjust the projection size for the commander's frame (white).



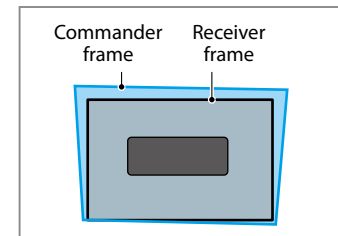
Use the [↖] [↗] [↵] [↶] buttons to select the corner you want to correct, and then press the [↵] button.



Use the [↖] [↗] [↵] [↶] buttons to correct the position of the corners. Correct each corner as necessary.



Press the [Esc] button to finish making settings. When you have finished making corrections, press the [Esc] button until the top screen is displayed.

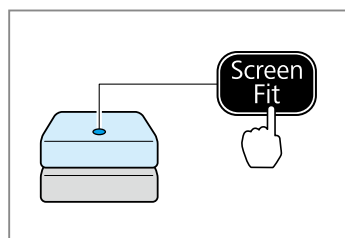


Use the commander's zoom ring to adjust the commander's frame (white) so that it is outside the receiver's frame (green).

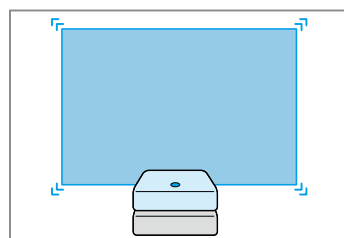
### Adjustment point

- You can improve the image quality by minimizing the difference in size between the receiver's frame (green) and the commander's frame (white).
- The images can still be superimposed even if the commander's frame is outside the screen.

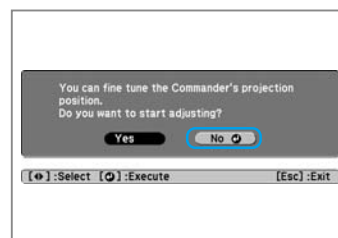
## 9 Superimpose two images.



Press the [Screen Fit] button.



The images from the commander and the receiver are automatically superimposed.

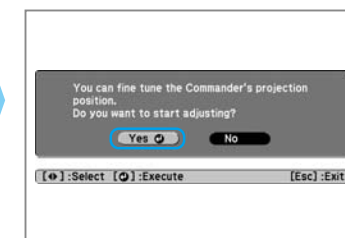


When you have finished making adjustments, select **No**, and then press the [↩] button.



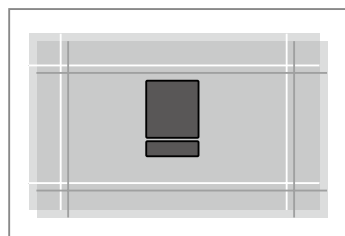
If you need to fine tune the superimposed images

## 1 Adjust both projected images manually.



If you need to make fine adjustments, select **Yes**, and then press the [↩] button. The manual adjustment screen is displayed.

## 2 Correct the four corners individually.

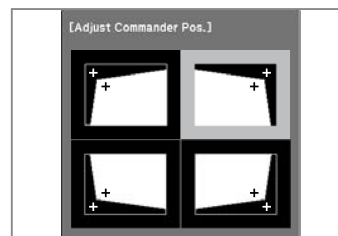


The white pattern is for adjusting the commander, and the green pattern is for adjusting the receiver.

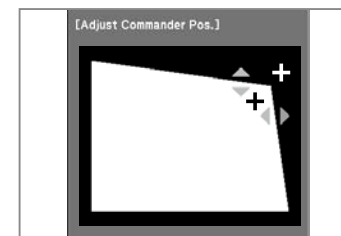


### Adjustment point

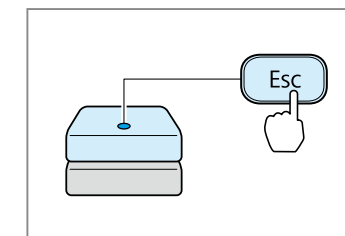
When adjusting each corner individually, adjust so that the white and green patterns overlap to create one pattern.



Use the [↶] [↷] [↵] [↹] buttons to select the corner you want to correct, and then press the [↩] button.

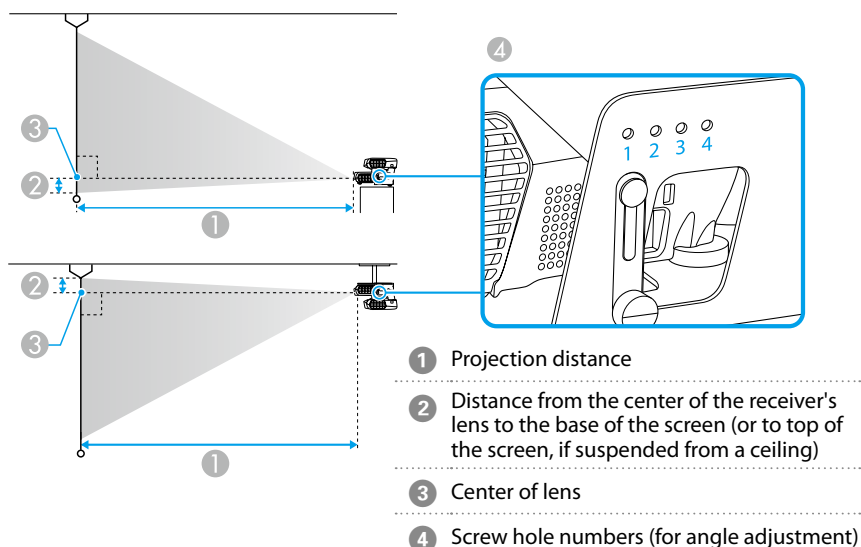


Use the [↶] [↷] [↵] [↹] buttons to correct the position of the corners. Correct each corner as necessary.



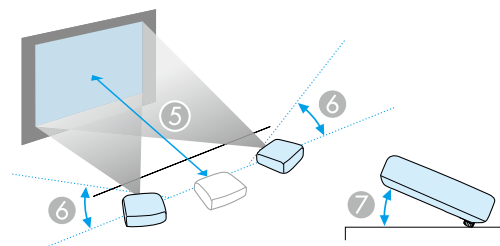
Press the [Esc] button to finish making settings.

## Screen Size and Projection Distance



When viewing 3D images, you can use screen sizes up to 120".

### Range for superimposing two images



#### • Silver screen

Screen Size	5	6	7
Up to 120"	Approx. 250 - 380cm	Approx. 10°	Approx. 10°

#### • White walls and so on

Screen Size	5	6	7
Up to 150"	Approx. 250 - 470cm	Approx. 15°	Approx. 15°

Unit: cm

4:3 Screen Size		1 Minimum to Maximum	2	4
80"	160x120	281 - 306	-11	No.4
90"	180x140	316 - 345	-12	No.3
100"	200x150	351 - 383	-14	
110"	220x170	387 - 422	-15	No.2
120"	240x180	422 - 461	-16	
130"	260x200	458 - 499	-18	No.1
140"	280x210	493 - 538	-19	
150"	300x230	529 - 577	-20	

16:9 Screen Size		1 Minimum to Maximum	2	4
80"	180x100	255 - 278	-4	No.4
90"	200x110	287 - 313	-5	
100"	220x130	319 - 348	-5	No.3
110"	240x140	351 - 383	-6	
120"	270x150	383 - 418	-7	No.2
130"	290x160	415 - 453	-7	
140"	310x170	447 - 488	-8	No.1
150"	330x190	479 - 523	-8	









16:10 Screen Size		1 Minimum to Maximum	2	4
80"	170x110	248 - 270	-10	No.4
90"	190x120	279 - 304	-11	
100"	220x130	310 - 338	-12	No.3
110"	240x150	341 - 372	-13	
120"	260x160	373 - 407	-14	No.2
130"	280x180	404 - 441	-16	
140"	300x190	435 - 475	-17	No.1
150"	320x200	467 - 509	-18	

# About the LED Indicators













The LED indicators change according to the status of the commander and the receiver.

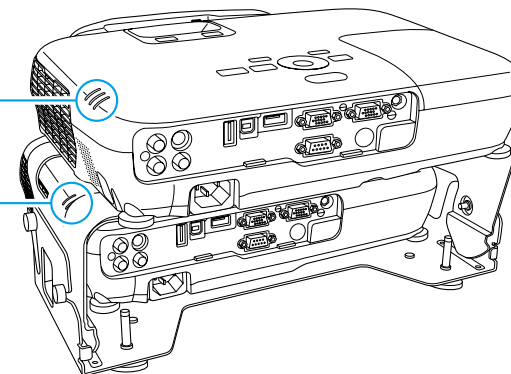
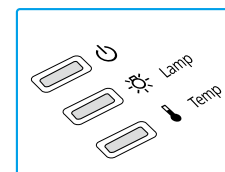
 Lit
  Flashing
  Off










## Indicator status during normal operation

Orange  	Standing by	Press  to start projection.
Green  	Warm-up in progress	 is unavailable for about 30 seconds.
Green  	Projection in progress	The projector is operating normally.

## Indicator status during an error/warning

Red  Red  Red 	Internal Error	Disconnect the power cable from the electrical outlet, and contact your local dealer of the nearest address provided in the Epson Projector Contact List.
Red  Red  Red 	Fan Error Sensor Error	
Red  Red  Red 	High Temp Error Wait for about five minutes, and then disconnect the power cable from the electrical outlet.	Check the following two points. • If the projectors are installed next to a wall, move it away from the wall. • Clean or replace the air filter.
Red  Orange  Orange 	High Temp Warning	



Red  Red  Red 	Lamp Error Lamp Failure	Check the following three points. • Remove the lamp and check that it is not cracked. If it is not cracked, reinstall the lamp and turn on the projector. If it is cracked, contact your local dealer or the nearest address provided in the Epson Projector Contact List. • Check that the lamp and the lamp cover are securely installed. • Clean the air filter.
Orange  Orange  Orange 	Replace Lamp	Replace it with a new lamp as soon as possible. The lamp may explode if you continue to use it in this status.
Red  Red  Red 	Auto Iris Error Power Err.	Disconnect the power cable from the electrical outlet, and request maintenance.

If the error continues to occur after checking the points above, disconnect the power cable from the electrical outlet, and contact your local dealer or the nearest address provided in the Epson Projector Contact List on the Document CD-ROM.