

User's Guide

EH-TW5100

Home Projector



Using Each Guide

The guides for this projector are organized as shown below.

Safety Instructions/Support and Service Guide

Contains information on using the projector safely, as well as a support and service guide, troubleshooting check lists, and so on. Make sure you read this guide before using the projector.



User's Guide (this guide)

Contains information on setting up and basic operations before using the projector, using the Configuration menu, and handling problems and performing routine maintenance.



Quick Start Guide

Contains information on the procedures for setting up the projector. Read this first.



Notations Used in This Guide

Safety Indications

The documentation and the projector use graphical symbols to show how to use the projector safely. The following shows the symbols and their meanings. Please understand and respect these caution symbols in order to avoid injury to persons or property.

Warning

This symbol indicates information that, if ignored, could possibly result in personal injury or even death due to incorrect handling.

Caution

This symbol indicates information that, if ignored, could possibly result in personal injury or physical damage due to incorrect handling.

General Information Indications

Attention

Indicates procedures which may result in damage or malfunctions to occur.

	Indicates additional information and points which may be useful to know regarding a topic.
	Indicates a page where detailed information regarding a topic can be found.
Menu Name	Indicates Configuration menu items. Example: Image - Color Mode
Button Name	Indicates the buttons on the remote control or the control panel. Example:  button

About the Use of "This Product" or "This Projector"

As well as the main projector unit, supplied items or optional extras may be referred to using the phrase "this product" or "this projector".

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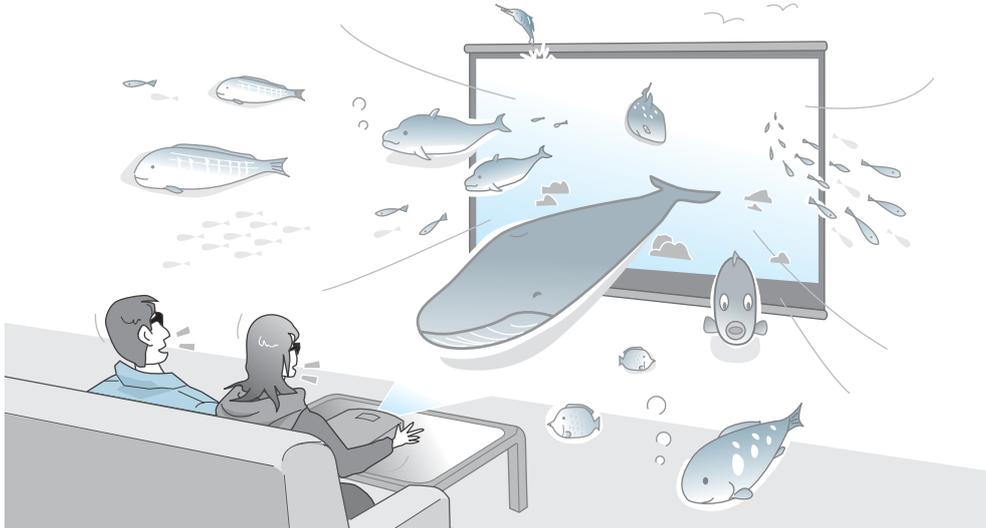
General Notice 82



Projector Features

Dynamic 3D Display

Enjoy 3D contents on Blu-ray and images filmed with a 3D camera through a stunning projection display.  [p.35](#)



High Quality Images from Smartphones

Compatibility with the Mobile High-definition Link (MHL) allows you to enjoy high-quality still images and video from smartphones and tablets accompanied by high-quality sound.

You need an MHL compatible smartphone or tablet and an MHL cable (commercially available).  [p.18](#)

Quick and Easy to Install, Use, and Remove

- Capable of projecting large screen images at a short distance
- Single lever for quick height adjustments
- Since no cooling down is necessary, the projector can be put away as soon as it is not needed

Quick screen adjustments

The horizontal keystone adjuster enables quick adjustment of keystone distortion in video when the projector cannot be setup directly in front of the screen. Slider controlled adjustments make for intuitive control.

 [p.26](#)

Easy Operating Without Cable Connection

Connect to a wireless LAN and you can enjoy images anywhere as no cables are needed.

You need an optional Wireless LAN Unit to connect to a wireless LAN. You also need to download a special application.  [p.19](#)

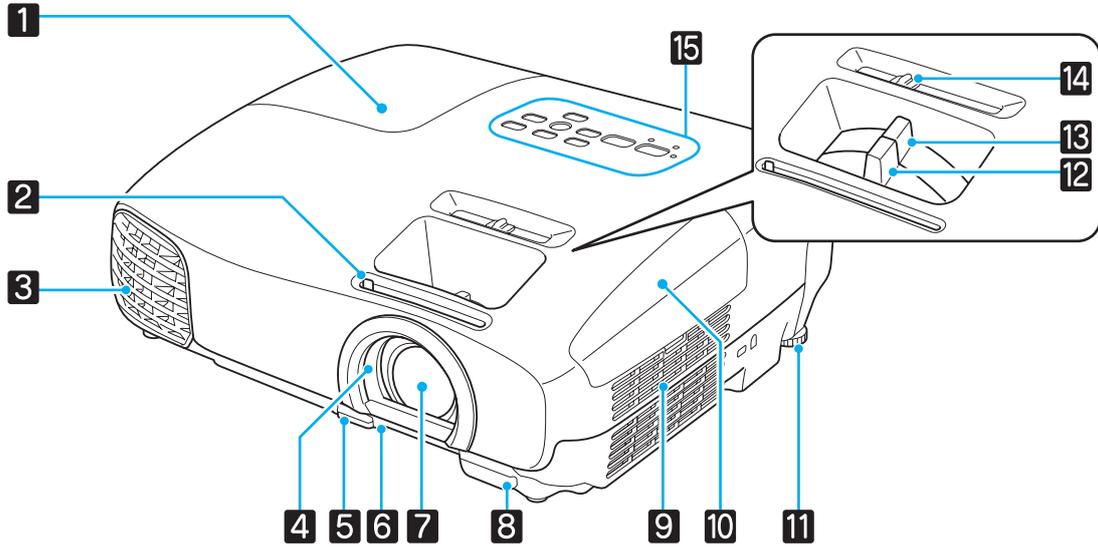
Other Useful Functions

In addition, the following useful functions are provided.

- Since you can play back audio over the built-in speakers, no external speakers are needed.
- You can view slideshows by simply connecting a USB memory to the projector. When a digital camera is connected, you can view the photos on the camera using **Slideshow**.  [p.43](#)

Part Names and Functions

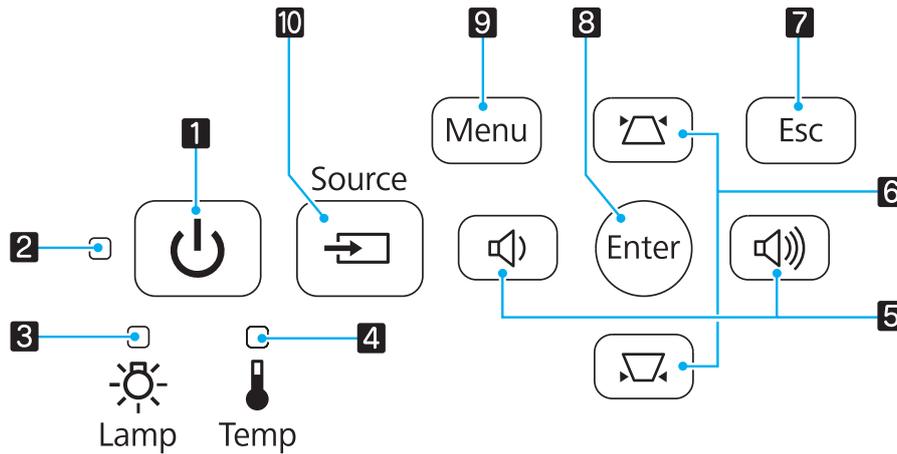
Front/Top



Name		Function
1	Lamp cover	Open when replacing the projector's lamp. p.70
2	A/V mute slide knob	Slide the knob to open and close the lens cover. Close during projection to delete audio and video. p.28
3	Air exhaust vent	Exhaust vent for air used to cool the projector internally. <div style="border: 1px solid black; padding: 5px;"> <p> Caution</p> <p>While projecting, do not put your face or hands near the air exhaust vent, and do not place objects that may become warped or damaged by heat near the vent. Hot air from the air exhaust vent could cause burns, warping, or accidents to occur.</p> </div>
4	Lens cover	Close when not using the projector to protect the lens from being scratched or soiled. p.22
5	Foot adjust lever	Press the foot adjust lever to adjust the height of the front feet. p.25
6	Front adjustable foot	When set up on a surface such as a table, extend the foot to adjust the height of the image. p.25
7	Projector's lens	Images are projected from here.
8	Remote receiver	Receives signals from the remote control. p.21
9	Air intake vent	Intake vent for air used to cool the projector internally.
10	Air filter cover	When replacing the air filter, open this cover and remove the air filter. p.70
11	Rear foot	When set up on a surface such as a table, extend the foot to adjust horizontal tilt. p.25
12	Focus ring	Adjusts the image focus. p.24

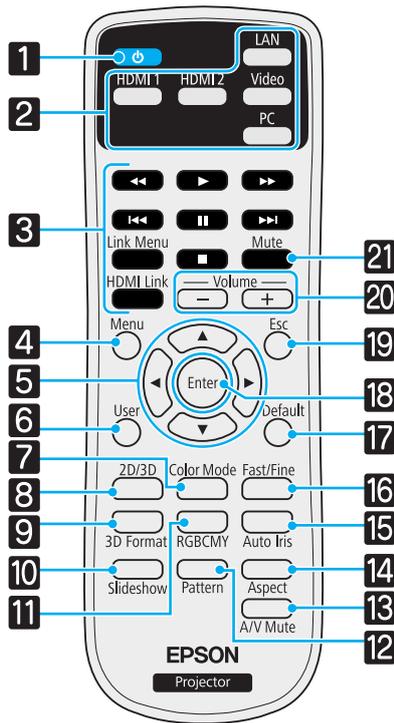
Name	Function
13 Zoom ring	Adjusts the image size. 🖱️ p.24
14 Horizontal keystone adjuster	Performs horizontal keystone correction. 🖱️ p.26
15 Control panel	Control panel on the projector. 🖱️ p.9

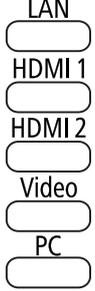
Control Panel

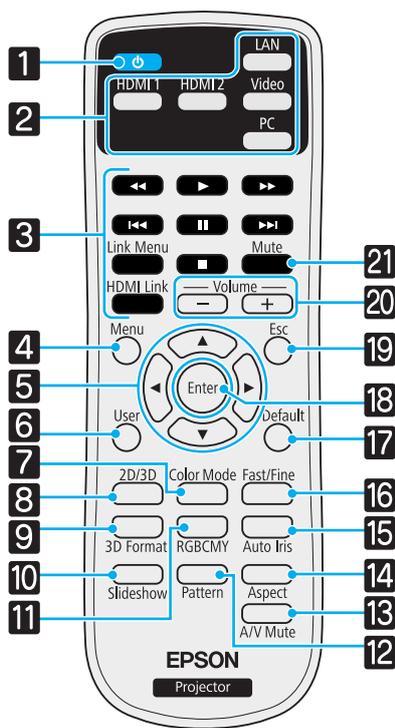


Buttons/Indicators	Function
1	Turns the projector power on or off. 🖱️ p.22 Lit when the projector is on. 🖱️ p.58
2 Operation indicator	Flashes to indicate warm-up in progress or cool-down in progress. Shows the projector's status through a combination of other indicators lit and flashing. 🖱️ p.56
3 Lamp	Flashes orange when it is time to replace the lamp. Shows the projector's errors through a combination of other indicators lit and flashing. 🖱️ p.56
4 Temp	Flashes orange if the internal temperature is too high. Shows the projector's errors through a combination of other indicators lit and flashing. 🖱️ p.56
5	Selects the adjustment value for the volume and for menu items. 🖱️ p.27 Performs horizontal keystone correction when the Keystone screen is displayed. 🖱️ p.26
6	Selects the adjustment value for the keystone correction and for menu items. 🖱️ p.26
7	Return to the previous menu level when a menu is displayed. 🖱️ p.45
8	Selects functions and settings when a menu is displayed. 🖱️ p.45
9	Displays and closes the Configuration menu. On the Configuration menu, you can make adjustments and settings for Signal, Image, Input Signal, and so on. 🖱️ p.45
10	Changes to the image from each input port. 🖱️ p.23

Remote Control

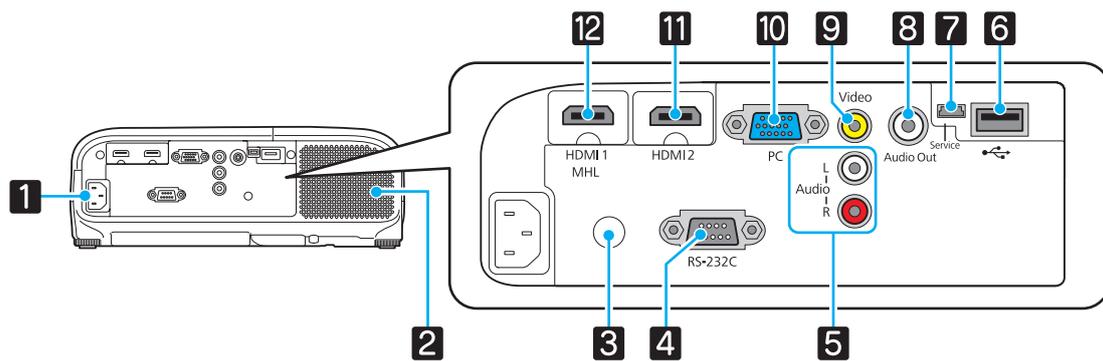


Button	Function
1 	Turns the projector on.  p.22
2 	Changes to the image from each input port.  p.23
3 	This button displays the settings menu for HDMI Link. Other buttons control playback, stop or sound volume adjustments of connected devices compatible with the HDMI CEC or MHL standards.  p.41
4 	Displays and closes the Configuration menu. On the Configuration menu, you can make adjustments and settings for Signal, Image, Input Signal, and so on.  p.45
5 	Selects menu items and adjustment values.  p.45
6 	Performs the function assigned to the user button.  p.49
7 	Changes the Color Mode .  p.29
8 	Changes between 2D and 3D.  p.35
9 	Changes the 3D format. This projector supports the following 3D formats. <ul style="list-style-type: none"> • Frame Packing • Side by Side • Top and Bottom  p.35
10 	Changes to the image from the USB port.  p.43
11 	Adjusts the hue, saturation, and brightness for each RGBCMY color.  p.32



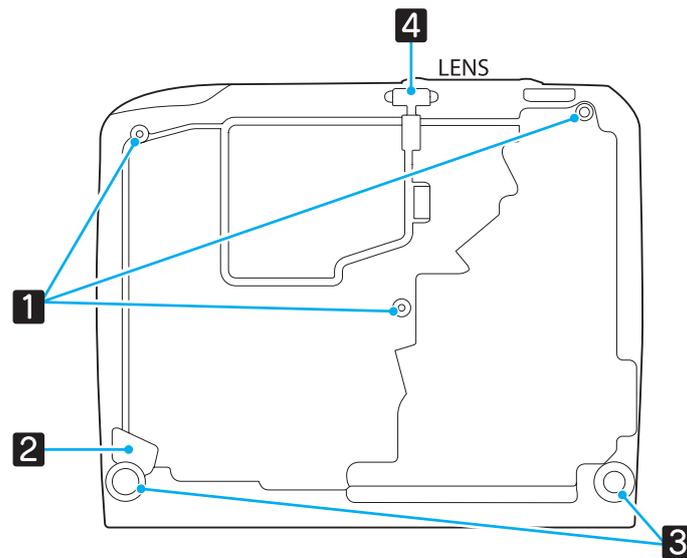
Button	Function
12	Displays and closes the test pattern. p.24
13	Temporarily hides or shows the image and audio. p.28
14	Selects the aspect mode according to the input signal. p.30
15	Sets Auto Iris. p.34
16	This function enables smooth projection of games and other activities. p.34
17	The adjustment value returns to its default value when pressed while the menu's adjustment screen is displayed. p.45
18	When a menu is displayed, it accepts and enters the current selection and moves to the next level. p.45
19	Return to the previous menu level when a menu is displayed. p.45
20	Adjusts the volume. p.27
21	Temporarily mutes or plays the audio. p.28

Rear



Name		Function
1	Power inlet	Connect the power cord. 🖱️ p.22
2	Speaker	The projector's built-in speaker. Outputs audio.
3	Remote receiver	Receives signals from the remote control. 🖱️ p.21
4	RS-232C port	When controlling the projector, connect the projector to a computer with an RS-232C cable. This port is for control use and should not normally be used. 🖱️ p.76
5	Audio (L-R) port	Inputs audio from equipment connected to the Video port or the PC port. 🖱️ p.17
6	USB port	Connects USB devices such as a USB memory device or a digital camera, and projects images as a slideshow. 🖱️ p.18 Also, connects an optional Wireless LAN Unit. 🖱️ p.19
7	Service port	Service port. This is not normally used.
8	Audio Out port	Outputs audio during playback to the external speakers.
9	Video port	Connects to the composite video output port on video equipment. 🖱️ p.17
10	PC port	Connects to the RGB output port on a computer. 🖱️ p.17
11	HDMI2 port	Connects HDMI compatible video equipment and computers. 🖱️ p.17
12	HDMI1 port	Connects HDMI compatible video equipment and computers. 🖱️ p.17 Also, connects MHL compatible smartphones and tablets. 🖱️ p.18

Base

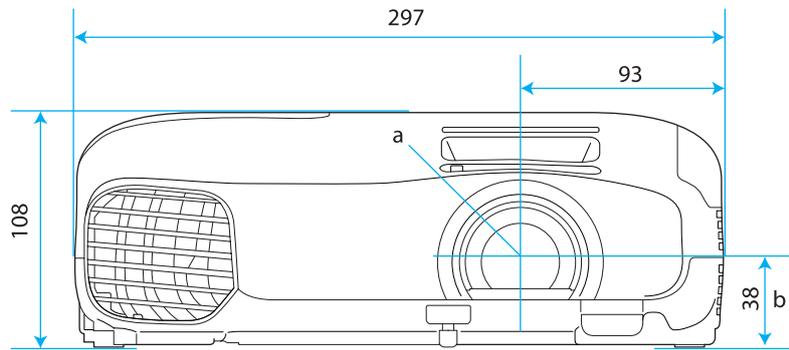


Name		Function
1	Ceiling mount fixing points (three points)	Attaches the optional ceiling mount here when suspending the projector from a ceiling. p.73
2	Security cable fitting	Thread a commercially available theft-prevention wire lock through this opening to secure and lock the projector. p.19
3	Rear foot	When set up on a surface such as a table, extend the foot to adjust horizontal tilt. p.25
4	Front adjustable foot	When set up on a surface such as a table, extend the foot to adjust the height of the image. p.25



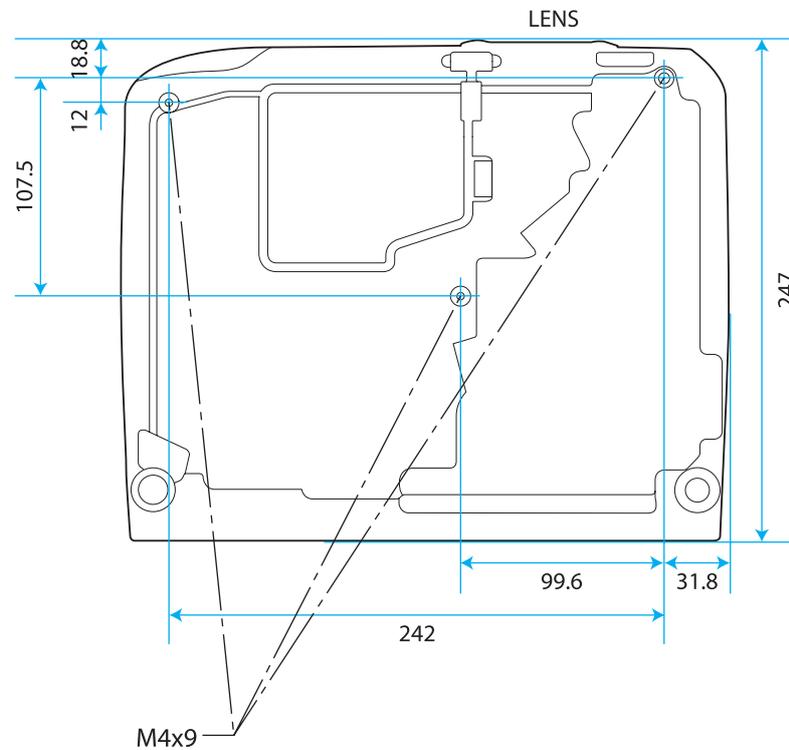
Appearance

Units: mm



a Center of lens

b Distance from center of lens to suspension bracket fixing point





Installing

Various Projection Methods



Warning

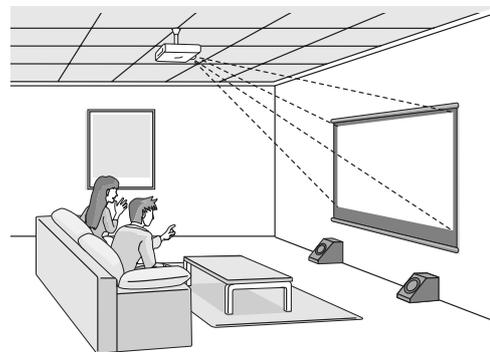
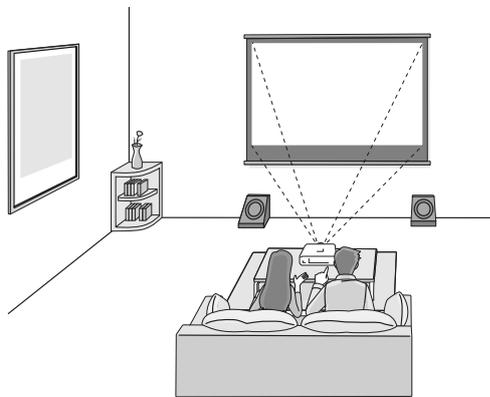
- A special method of installation is required when suspending the projector from a ceiling (ceiling mount). If it is not installed correctly, it could fall causing an accident and injury.
- If you use adhesives, lubricants, or oil on the ceiling mount fixing points to prevent screws from loosening, or if you use things such as lubricants or oils on the projector, the projector case may crack causing it to fall from its ceiling mount. This could cause serious injury to anyone under the projector and also damage the projector.
- Do not setup the projector on its side. This may cause malfunctions to occur.
- Try not to setup the projector in locations subject to high humidity and dust, or in locations subject to smoke from fires or tobacco smoke.

Attention

Clean the air filter once every three months. Clean it more often if the environment is particularly dusty.

☛ p.68

Placing on a table and so on and projecting Suspending from the ceiling and projecting



- When projecting from a ceiling, change **Projection** to a ceiling setting. ☛ **Settings - Projection** p.49
- When the projector cannot be setup directly in front of the screen, you can correct keystone distortion with the horizontal keystone adjuster. ☛ p.26
- When projecting from the ceiling, do not use the horizontal keystone adjuster to adjust the screen, use **V-Keystone** and **H-Keystone** in the Configuration menu. ☛ **Settings - Keystone - H/V-Keystone - V-Keystone/H-Keystone** p.49
When using **V-Keystone** or **H-Keystone**, set **Auto V-Keystone** or **H-Keystone Adjuster** to **Off**.
☛ **Settings - Keystone - Auto V-Keystone/H-Keystone Adjuster** p.49

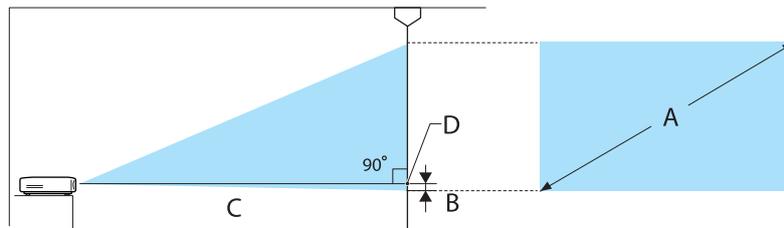
Adjusting the Projection Size

The size of the projection increases as the projector is moved away from the screen.

Use the table below to setup the projector at the optimum position from the screen. The values given here are for your reference only.



The projected screen becomes smaller when correcting keystone distortion. Increase the projection distance to fit the projected screen to the screen size.



B Distance from the center of the lens to the base of the projection screen

D The center of the lens

Unit: cm

16:9 Screen Size		Projection Distance (C)		Distance (B)
A	W x H	Minimum (Wide)	Maximum (Tele)	
60"	130 x 75	162	195	-7
80"	180 x 100	217	261	-9
100"	220 x 120	272	327	-11
120"	270 x 150	327	393	-14
150"	330 x 190	410	492	-17
180"	440 x 250	492	592	-20

Unit: cm

4:3 Screen Size		Projection Distance (C)		Distance (B)
A	W x H	Minimum (Wide)	Maximum (Tele)	
40"	81 x 61	132	159	-6
60"	120 x 90	199	240	-8
80"	160 x 120	266	320	-11
100"	200 x 150	334	401	-14
120"	240 x 180	401	482	-17
150"	300 x 230	502	603	-21
200"	410 x 300	671	806	-28

Connecting a Device

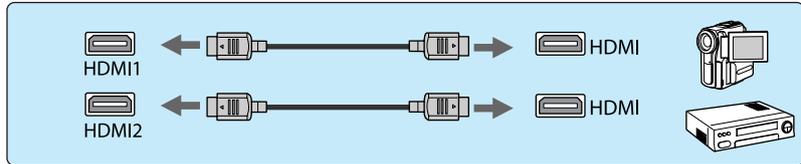
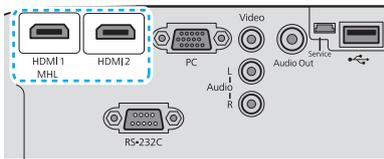
Attention

- Make cable connections before connecting to a power outlet.
- Check the shape of the cable's connector and the shape of the port, and then connect. If you force a connector of a different shape into the port, it could cause damage and a malfunction to occur.

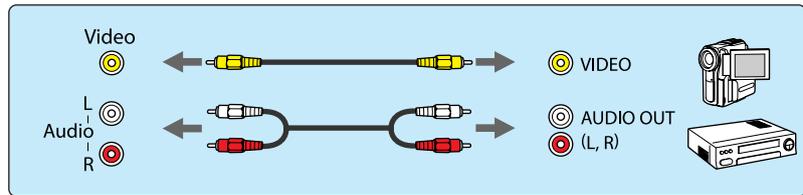
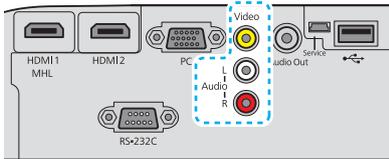
Connecting Video Equipment

To project images from DVD players or VHS video and so on, connect to the projector using one of the following methods.

When using an HDMI cable



When using a video cable

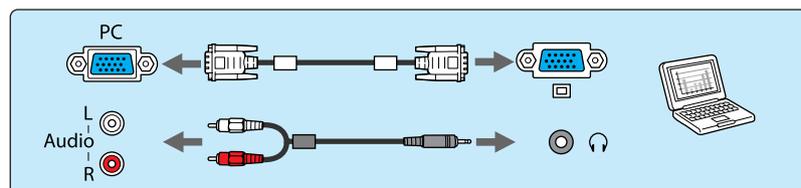
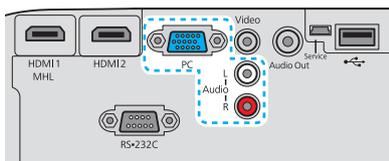


- The cable differs depending on the output signal from the connected video equipment.
- Some types of video equipment are capable of outputting different types of signals. Check the user's guide supplied with the video equipment to confirm which signals can be output.

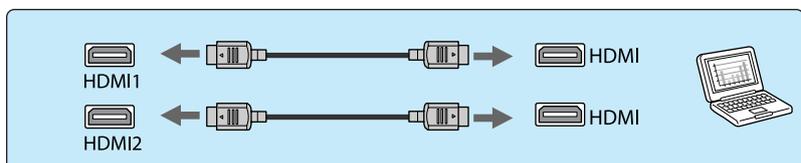
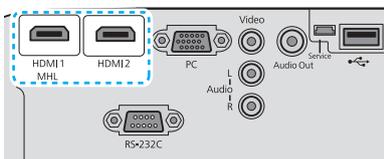
Connecting a Computer

To project images from a computer, connect the computer using one of the following methods.

When using a computer cable



When using an HDMI cable

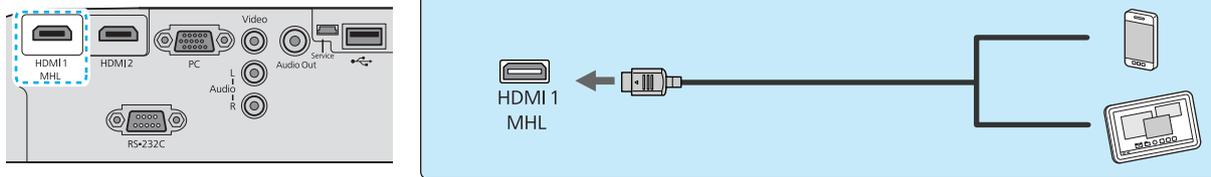


Connecting External Devices

Connecting smartphones or tablets

You can connect MHL compatible smartphones or tablets.

Use an MHL compatible cable to connect the micro USB port of smartphones and tablets to the HDMI1 port on the projector.



You can also view video and listen to music while charging a smartphone or tablet.

Attention

- Be sure to use an MHL compatible cable for making connections. During charging, the smartphone or tablet could generate heat, cause a liquid leak, explode or generate other conditions that could result in a fire.
- When a connection is made using an MHL-HDMI conversion adapter, it may not be possible to charge or control the device from the remote control.

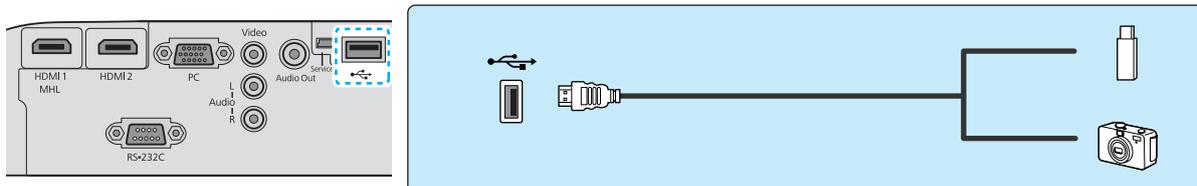


- Some devices use more power during video playback than what is supplied and will therefore not enable charging during video playback or other operations.
- This projector will not charge devices in standby mode or when the battery in a smartphone or tablet is depleted.

Connecting USB devices

You can connect USB devices such as USB memories, and USB compatible digital cameras.

Using the USB cable supplied with the USB device, connect the USB device to the USB (TypeA) port on the projector.



When the USB device is connected, you can project image files on the USB memory or digital camera as a slideshow. [p.43](#)

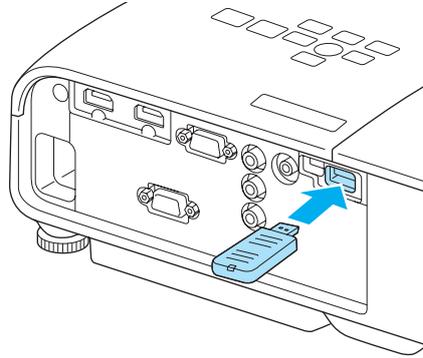
When you have finished projecting, remove USB devices from the projector. For devices with a power switch, make sure you turn them off before disconnecting the USB device.

Attention

- If you use a USB hub, the connection may not operate correctly. Devices such as digital cameras and USB devices should be connected to the projector directly.
- Connect a digital camera using a USB cable specified for use with the device.
- Use a USB cable less than 3 m in length. If the cable exceeds 3 m, slideshow may not function correctly.

Installing Wireless LAN Unit

Install an optional Wireless LAN Unit (ELPAP07) to use the wireless LAN function.
Insert the Wireless LAN Unit in the USB (TypeA) port.



You will need to download the following application to make projection using wireless LAN. For details, consult the download site.

- **Projecting a computer screen over a wireless connection**

EasyMP Network Projection allows you to project a computer screen via a network.

Download EasyMP Network Projection from the following Web site.

<http://www.epson.com>

- **Projecting video from a portable device via a network**

By installing "Epson iProjection" on your smartphone or tablet you can project data on the device wirelessly. This allows you to view images from a smartphone or tablet.

You can download "Epson iProjection" free of charge from App Store or Google Play. Any fees incurred when communicating with the App Store or Google Play are the responsibility of the customer.

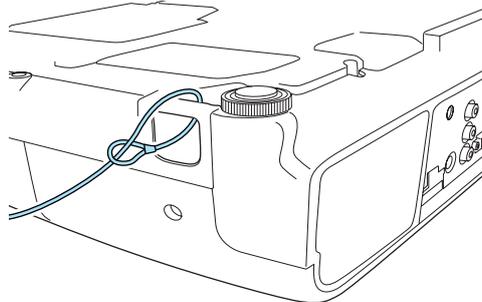


- When the Wireless LAN Unit is left in the projector, set **Wireless LAN Power** to **Off** when it is not in use. This allows you to prevent unauthorized access by third parties.  [p.53](#)
- Use the security setting for Epson iProjection or EasyMP Network Projection in **Quick** mode.  [p.54](#)

Installing the Wire Lock

A commercially available theft-prevention wire lock can be passed through the installation point to secure the projector to a desk or pillar.

See the documentation supplied with the wire lock for locking instructions.



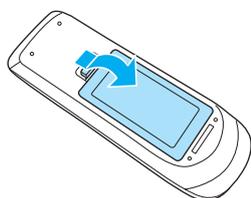
Preparing the Remote Control

Installing the Remote Control Batteries

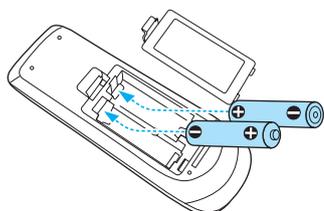
Attention

- Check the positions of the (+) and (-) marks inside the battery holder to ensure the batteries are inserted the correct way.
- You cannot use other batteries except for the AA size manganese or alkaline.

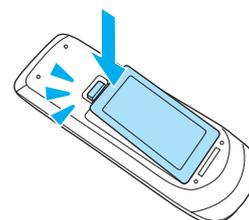
- 1** Remove the battery cover.
While pushing the battery compartment cover catch, lift the cover up.



- 2** Replace the old batteries with new batteries.
Check the polarity of the batteries (+) and (-) before installing.



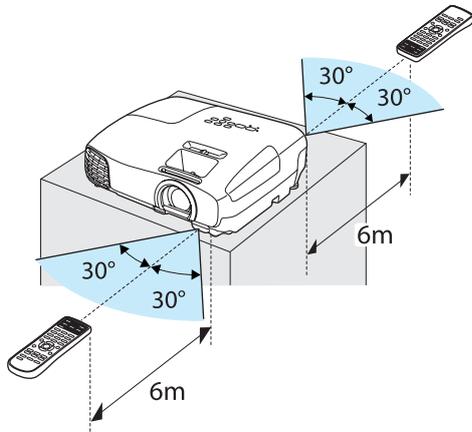
- 3** Reattach the battery cover.
Press the cover until it clicks into place.



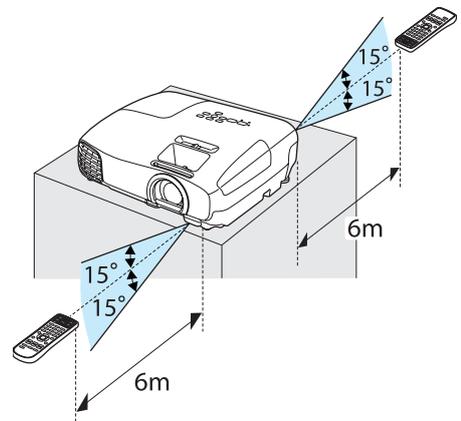
 If delays in the responsiveness of the remote control occur or if it does not operate, it probably means that the batteries are becoming flat. When this happens, replace them with new batteries. Have two AA size manganese or alkaline batteries ready.

Remote Control Operating Range

Operating range (left to right)



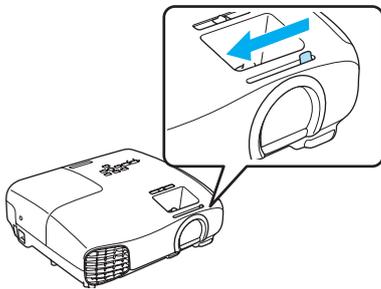
Operating range (top to bottom)



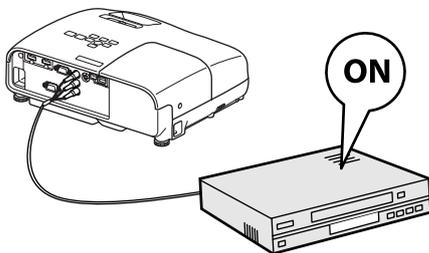
Starting and Ending Projection

Turning on the Projector and Projecting

- 1 Connect the equipment to the projector.
- 2 Connect the power cord.
Connect using the power cord supplied.
- 3 Open the lens cover.



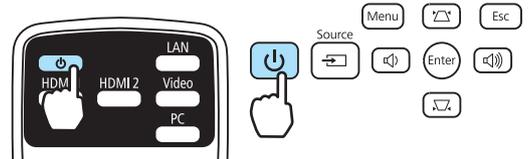
- 4 Turn on the connected equipment.



- 5 Turn on the projector.

Remote control

Control panel



When **Direct Power On** is set to **On**, you can start projecting by simply connecting the power cord to the projector without having to press any buttons. **Extended - Operation - Direct Power On** [p.51](#)

Warning

Do not look into the lens during projection.



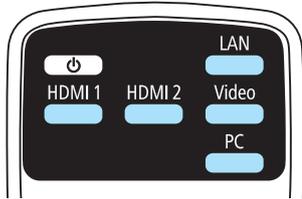
- This projector provides a Child Lock function to prevent children from accidentally turning the power on and a Control Panel Lock function to prevent accidental operations and so on. **Settings - Lock Setting - Child Lock/Control Panel Lock** [p.49](#)
- When using at an altitude of 1500 m or more, set **High Altitude Mode** to **On**. **Extended - Operation - High Altitude Mode** [p.51](#)
- This projector provides an Auto Setup function to automatically select the optimum settings when the input signal for the connected computer image changes. **Signal - Auto Setup** [p.47](#)

If the Target Image is not Projected

If the image is not projected, you can change the source using one of the following methods.

Remote control

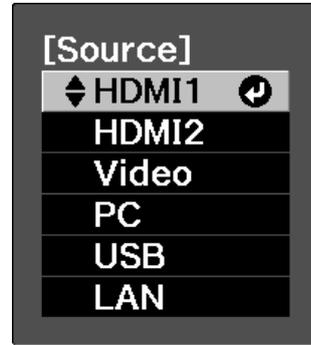
Press the button for the target port.



Control panel

Press the button and select the target port.

Press the button to confirm the selection.

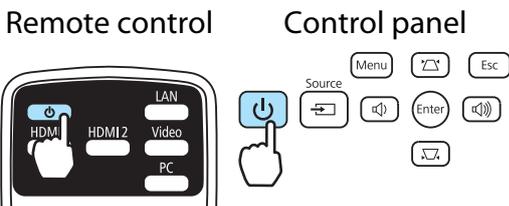


- For video equipment, start playback first and then change the source.
- If the color looks unnatural when changing to a **Video** or **PC** source, check that the port you have connected to is the same as the **Input Signal**. **Extended - Input Signal - Video Signal/PC Signal** p.51

Turning Off

1 Turn off the connected equipment.

2 Press the button on the remote control or the projector's control panel.



A confirmation message is displayed.

3 Press the button again.

Power Off?

Yes : Press button

No : Press any other button

4 Wait until cool-down is complete.
The operation indicator on the projector's control panel stops flashing.

5 Disconnect the power cord.

If the power cord is connected, some electricity is consumed even if no operations are made.

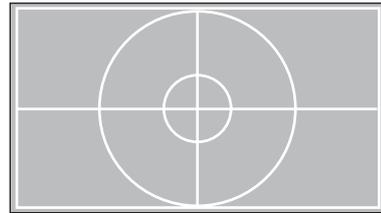
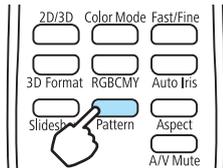
6 Close the lens cover.

Adjusting the Projected Screen

Displaying the Test Pattern

When adjusting the zoom/focus or the projection position just after setting up the projector, you can display a test pattern instead of connecting video equipment.

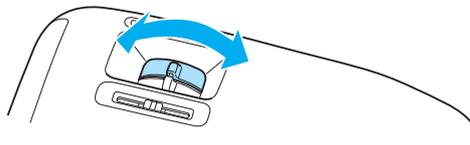
Press the  button on the remote control to display the test pattern.



Press the  button again to end the test pattern display.

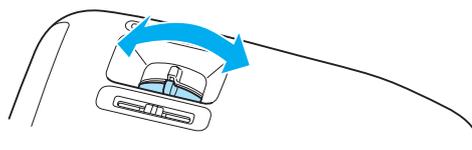
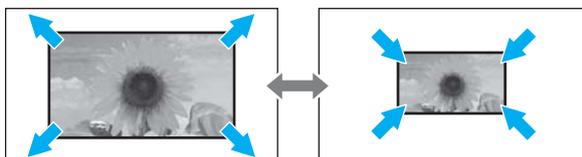
Adjusting the Focus

Turn the focus ring to adjust the focus.



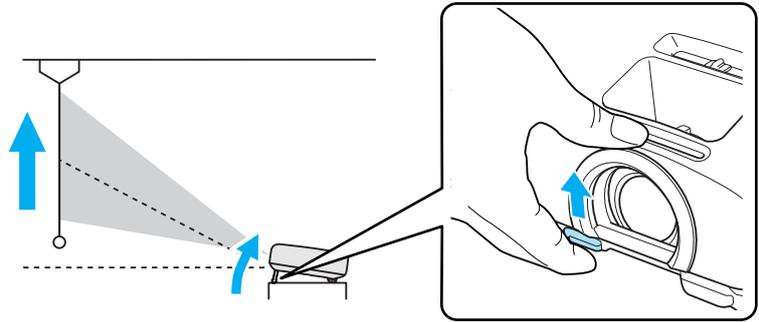
Adjusting the Projection Size (Zoom Adjustment)

Turn the zoom ring to adjust the size of the projected screen.



Adjust the Height of the Image

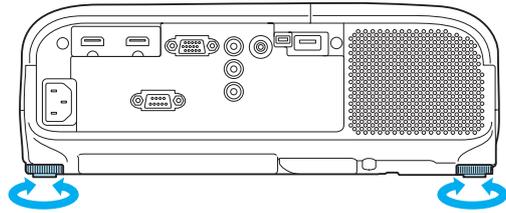
Press the foot adjust lever to extend the front adjustable feet. You can tilt the projector up to 12° to adjust image height.



 It becomes more difficult to focus the higher the tilt angle is. Use a moderate tilt angle.

Adjusting the Projector's Tilt

If the projection screen is tilted (the left and right sides of the projector are at different heights) when the projector is setup on a table, adjust the rear foot so that both sides are level with each other.



Correcting Keystone Distortion

You can correct keystone distortion using one of the following methods.

Correct automatically	Auto V-Keystone	Automatically correct vertical keystone distortion.
Correct manually	H-Keystone Adjuster	Correct horizontal keystone distortion with the horizontal keystone adjuster.
	H/V-Keystone	Manually correct distortion in the horizontal and vertical directions independently.

The projected screen becomes smaller when correcting keystone distortion. Increase the projection distance to fit the projected screen to the screen size.

Correct automatically (Auto V-Keystone)

If the the projector detects movement during installation, vertical keystone distortion is corrected automatically. If the projector detects movement after it has been left in the same position for two seconds or more, the adjustment screen is displayed allowing you to make corrections.

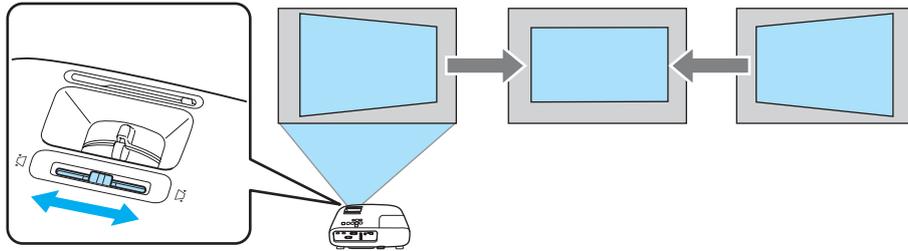
Auto V-Keystone can make effective corrections within a projection angle of 30° top to bottom.



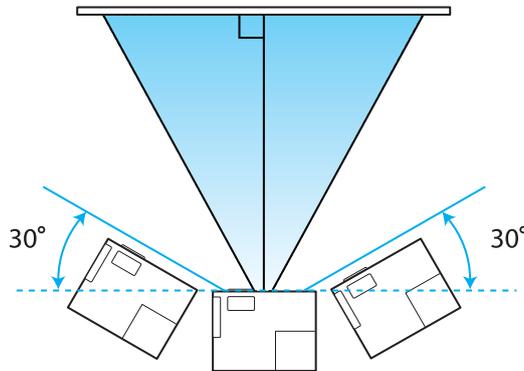
- Auto V-Keystone only functions when **Front** is selected as the **Projection** mode. **Settings - Projection** p.49
- If you do not want to use the Auto V-Keystone function, set **Auto V-Keystone** to **Off**. **Settings - Keystone - Auto V-Keystone** p.49

Correct manually (H-Keystone adjuster)

Move the horizontal keystone adjuster to the right or left to perform horizontal keystone correction.



You can make effective corrections within a projection angle of 30° left to right.



- When using the horizontal keystone adjuster, set **H-Keystone Adjuster** to **On**. **Settings - Keystone - H-Keystone Adjuster** p.49

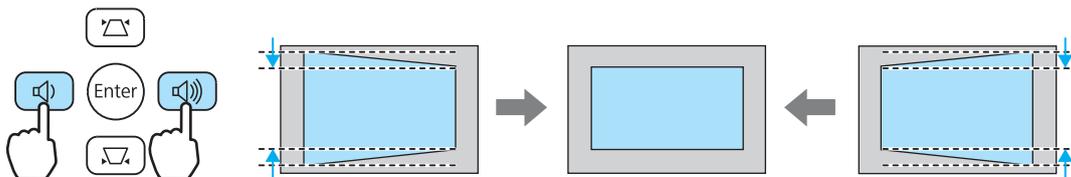
Correct manually (H/V-Keystone)

You can use the buttons on the control panel to correct keystone distortion.

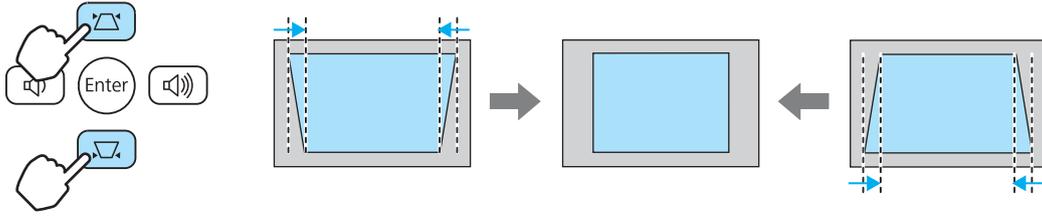
Press the buttons to display the V-Keystone/H-Keystone gauges.

When the gauges are displayed, press the buttons to perform vertical correction, and press the buttons to perform horizontal correction.

When the top or bottom is too wide



When the left or right is too wide

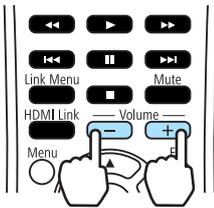


- You can adjust the volume by pressing the buttons when the gauges are not displayed. [p.27](#)
- You can set H/V-Keystone from the Configuration menu. **Settings - Keystone - H/V-Keystone - V-Keystone/H-Keystone** [p.49](#)
- In the factory default, H/V-Keystone is reset when the power is turned off. To retain the setting, set **Auto V-Keystone** and **H-Keystone Adjuster** to **Off**. **Settings - Keystone - Auto V-Keystone/H-Keystone Adjuster** [p.49](#)
- You can make effective corrections within a projection angle of 30° top to bottom and left to right.

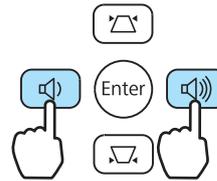
Adjusting the Volume

You can adjust the volume by using the buttons on the remote control or the buttons on the projector's control panel.

Remote control



Control panel



- You can also adjust the volume from the Configuration menu. **Settings - Volume** [p.49](#)
- Under normal conditions, you can adjust the volume of the projector's built-in speaker. However, by connecting an AV system to the projector and setting **HDMI Link** to **On** and **Audio Out Device** to **AV System**, you can adjust the AV system's volume when projecting from **HDMI1** and **HDMI2** sources. [p.41](#)

Caution

Do not start at high volume.

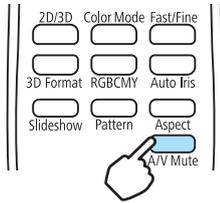
A sudden excessive volume may cause loss of hearing. Always lower the volume before powering off, so that you can gradually increase the volume when you next turn on the power.

Hiding the Image and Muting the Audio Temporarily

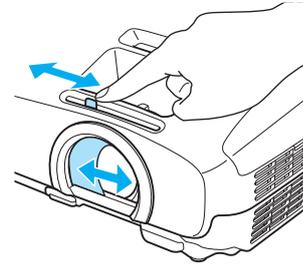
You can use this to temporarily hide the image on the screen and mute the audio.

Press the  or turn the lens cover on and off to turn projection on and off. The audio is also muted or played.

Remote control



Main unit



- Because a movie continues to play even when it is hidden, you cannot return to the point at which you hid the image and muted the audio.
- The  button also switches between muting and playing the audio.
- Under normal conditions, you can adjust the volume of the projector's built-in speaker. However, by connecting an AV system to the projector and setting **HDMI Link** to **On** and **Audio Out Device** to **AV System**, you can adjust the AV system's volume when projecting from **HDMI1** and **HDMI2** sources.

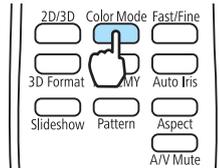
 [p.41](#)

Adjusting the Image

Selecting the Projection Quality (Color Mode)

You can obtain the optimum image quality to suit your surroundings when projecting. The brightness of the image varies depending on the mode selected.

1 Press the  button.



You can make settings from the Configuration menu.  **Image - Color Mode** [p.46](#)

2 Select **Color Mode**.

Press the   buttons from the displayed menu to select **Color Mode**, and then press the  button to confirm the selection.



When projecting 2D images

You can select **Dynamic**, **Living Room**, **Natural**, and **Cinema**. **3D Dynamic** and **3D Cinema** are grayed out and cannot be selected.

When projecting 3D images

You can select **3D Dynamic** and **3D Cinema**. **Dynamic**, **Living Room**, **Natural**, and **Cinema** are grayed out and cannot be selected.

Choices when projecting 2D images

Mode	Application
Dynamic	Ideal for use in a bright room.
Living Room	Ideal for use in a bright room. Images are clear and sharp.
Natural	Ideal for use in a dark room. We recommend performing color adjustment in this mode.  p.32
Cinema	Ideal for watching movies and concerts in a dark room.

Choices when projecting 3D images

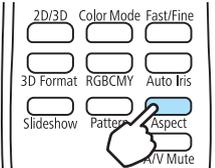
Mode	Application
3D Dynamic	For use when projecting 3D images. Images are bright and sharper than 3D Cinema.
3D Cinema	For use when projecting 3D images.

Switching the Screen Between Full and Zoom (Aspect)

You can change the input signal's type, aspect ratio, and resolution to match the **Aspect** of the projection screen.

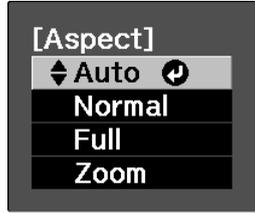
The available **Aspect** varies depending on the image signal currently being projected.

1 Press the  button.



 You can make settings from the Configuration menu. **Signal - Aspect** p.47

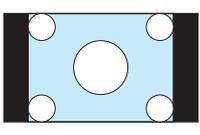
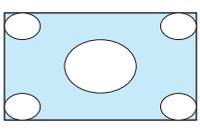
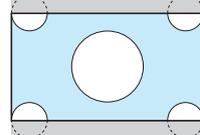
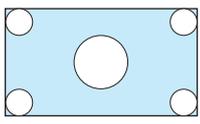
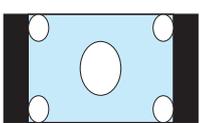
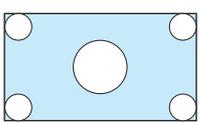
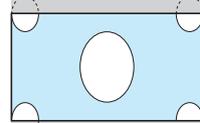
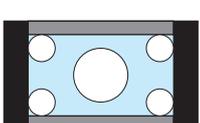
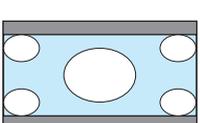
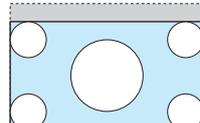
2 Use the   buttons to select the setting name, and then press the  button to confirm the selection.



 **Aspect** may not be available depending on the type of signal.

By normally selecting Auto, the optimum aspect is used to display the input signal. Change the setting if you want to use a different aspect.

The table below shows the image projected on a 16:9 screen.

Input Image	Setting Name (Aspect)		
	Normal	Full	Zoom
4:3 Images			
16:9 Images		When projecting 16:9 images, Full and Zoom cannot be selected.	
Images Recorded Using Squeeze			
Letterbox Images*			

Input Image	Setting Name (Aspect)		
	Normal	Full	Zoom
Notes	Matches the vertical size of the projection panel. The aspect ratio differs depending on the input image.	Uses the entire projection panel.	Retains the aspect ratio of the input signal, and matches the horizontal size of the projection panel. The top and bottom of the image may be truncated.

* The letterbox image used in this explanation is a 4:3 aspect ratio image displayed in 16:9 with black margins at the top and bottom for subtitle placement. The margins at the top and bottom of the screen image are used for subtitles.



Note that using the aspect ratio function of the projector to reduce, enlarge, or split the projected image for commercial purposes or for public viewing may infringe upon the rights of the copyright holder of that image based on copyright law.

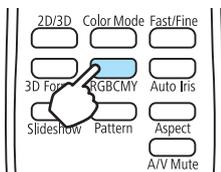
Absolute Color Adjustments

Adjusting Hue, Saturation, and Brightness

You can adjust the hue, saturation, and brightness for each of the R (red), G (green), B (blue), C (cyan), M (magenta), and Y (yellow) colors.

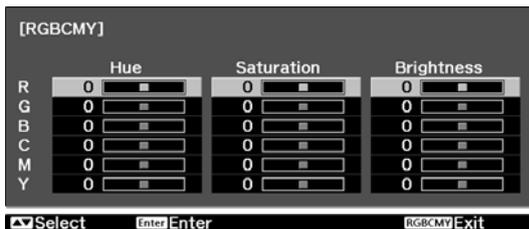
Hue	Adjusts the overall color of the image to be blue, green, or red.
Saturation	Adjusts the overall vividness of the image.
Brightness	Adjusts the overall color brightness of the image.

1 Press the  button.



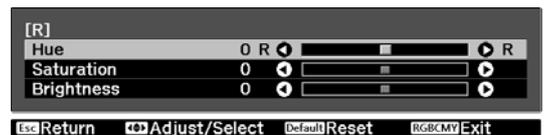
 You can make settings from the Configuration menu. **Image - Advanced - RGBCMY p.46**

2 Use the   buttons to select the color you want to adjust, and then press the  button to confirm the selection.



3 Use the   buttons to select **Hue, Saturation, or Brightness**.

4 Use the   buttons to make adjustments.



Press the  button to adjust another color.

Press the  button to return the adjustments to their default values.

5 Press the  button to exit the menu.

Adjusting the RGB (Offset/Gain)

For the image's brightness, you can adjust the dark areas (Offset) and the bright areas (Gain) for R (red), G (green), and B (blue). The image becomes brighter when moved to the right (positive) and darker when moved to the left (negative).

Offset	When the image is made brighter, shading for the darker sections is more vividly expressed. When the image is made darker, the image appears more full-bodied but shading for the darker sections is harder to distinguish.
Gain	When the image is made brighter, the bright sections become whiter and shading is lost. When the image is made darker, shading for the bright sections is more vividly expressed.

Adjusting the Image

The menu is displayed in the following order.

Image - Advanced - RGB

Use the   buttons to select the item, and then use the   buttons to make the adjustments.



Press the  button to return the adjustments to their default values.

Color Temp.

You can adjust the overall tint of the image. Make adjustments if the image is a little too blue or too red and so on.

The menu is displayed in the following order.

Image - Color Temp.

Use the   buttons to make adjustments.

Blue tints grow stronger as the value is increased, and red tints grow stronger as the value is reduced.



Press the  button to return the adjustments to their default values.



Detailed Image Adjustments

Adjusting the Sharpness

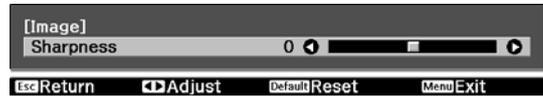
You can make the image clearer.

The menu is displayed in the following order.

Image - Sharpness

Use the buttons to make adjustments.

The image becomes sharper as the value is increased, and becomes softer as the value is decreased.



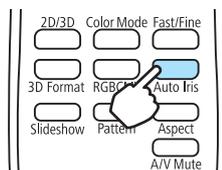
Setting Auto Iris

By automatically setting the luminance according to the brightness of the displayed image, it lets you enjoy deep and rich images.

You can select the luminance adjustment tracking for changes in brightness in the displayed image from **Normal** to **High Speed**.

(Depending on the image, you may hear the auto iris operating, but this is not a malfunction.)

1 Press the button.



You can make settings from the Configuration menu. **Image - Auto Iris** [p.46](#)

2 Use the buttons to select the item, and then press the button to confirm the selection.

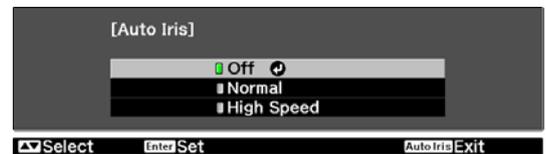
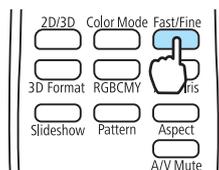


Image Processing

Improves the response speed for images projected at high-speed, such as games.

This is only available when receiving signal input from the Video, HDMI1, or HDMI2 port.

Press the button to switch **Fine** and **Fast**.



- This does not support 3D images.
- If **Image Processing** is set to **Fast**, **Noise Reduction** is fixed at Off.
- You can make settings from the Configuration menu. **Signal - Image Processing** [p.47](#)

Enjoying 3D Images

Setting 3D Images

Set the source to HDMI1 or HDMI2 to view 3D images.

The projector supports following 3D formats.

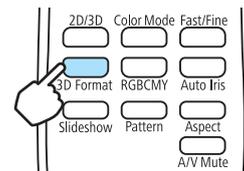
- Frame Packing
- Side by Side
- Top and Bottom

When the projector detects a 3D format

The projector automatically projects a 3D image when detecting a 3D format.

When the projector cannot detect a 3D format

Some 3D TV broadcasts may not contain 3D format signals. If this happens, set the 3D format manually. Press the  button to set the 3D format on the AV device.



- For details on 3D format settings on the AV device, see the documentation supplied with the AV device.
- When the 3D format has not been correctly set up, an image will not be correctly projected as shown below.



If the 3D image cannot be viewed

Check the following if the 3D effect is not displayed correctly, even after setting the 3D formats.

- The synchronization timing for the 3D Glasses may have been inversed. Inverse the synchronization using **Inverse 3D Glasses**, and then try again.  **Signal - 3D Setup - Inverse 3D Glasses p.47**
- The image is not displayed in 3D if **3D Display** is set to **Off**. Press the  button on the remote control.  **Signal - 3D Setup - 3D Display p.47**



- How a 3D image is perceived varies depending on the individual.
- When a 3D image is displayed, a warning about viewing 3D images is displayed. You can turn off this warning by setting **3D Viewing Notice** to **Off**.  **Signal - 3D Setup - 3D Viewing Notice p.47**
- During 3D projection, the following Configuration menu functions cannot be changed. Aspect (set to Normal), Noise Reduction (set to Off), Overscan (set to Off)
- How the 3D image is viewed may change depending on the temperature of the surroundings and how long the lamp has been used. Refrain from using the projector if the image is not projected normally.

Using 3D Glasses

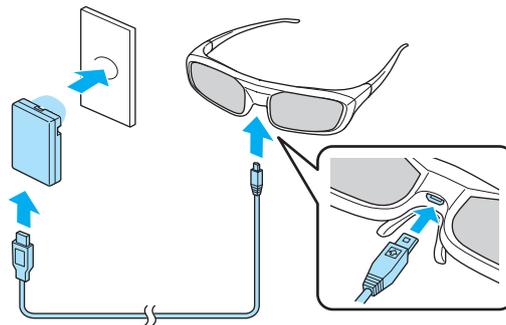
Use the 3D Glasses (ELPGS03) to view 3D images.  [p.73](#)



The 3D Glasses come with protective stickers. Remove the protective stickers before use.

■ Charging the 3D Glasses

Use the USB cable to connect the 3D Glasses to the USB Charging Adapter, and then connect the USB Charging Adapter to an electrical outlet.



You can also charge by connecting the 3D Glasses to the USB (TypeA) port on the rear of the projector with the USB cable (only when the projector is turned on).

Attention

- Only connect to an electrical outlet that uses the voltage displayed on the adapter.
- Note the following points when handling the USB cable.
 - You should not bend, twist, or pull the cable with too much force.
 - You should not modify the cable.
 - You should not perform wiring near an electric heater.
 - You should not use the cable if it is damaged.

■ Pairing 3D Glasses

To create 3D images, the 3D Glasses need to be paired with the projector.

Press the [Pairing] button for a while on the 3D Glasses to start pairing. See the User's Guide for the 3D Glasses for more information.

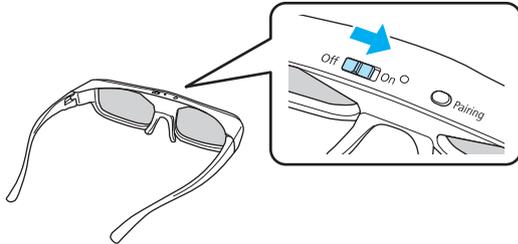


- For 3D Glasses that have not been used, pairing is performed when the 3D Glasses are turned on. You do not need to perform pairing if 3D images can already be viewed correctly.
- Once pairing has been performed, you can view 3D images the next time the devices are turned on.
- You can perform pairing within a range of three meters from the projector. While pairing is being performed, make sure you stay within a range of three meters from the projector. Otherwise, pairing may not be performed correctly.
- If synchronization cannot be performed within 30 seconds, pairing is automatically canceled. When pairing is cancelled, 3D images cannot be viewed because pairing fails.

■ Wearing the 3D Glasses

- 1 Turn on the 3D Glasses by sliding the [Power] switch to On.

The indicator turns on for several seconds, and then turns off.



- 2 Put on the 3D Glasses and enjoy the show.



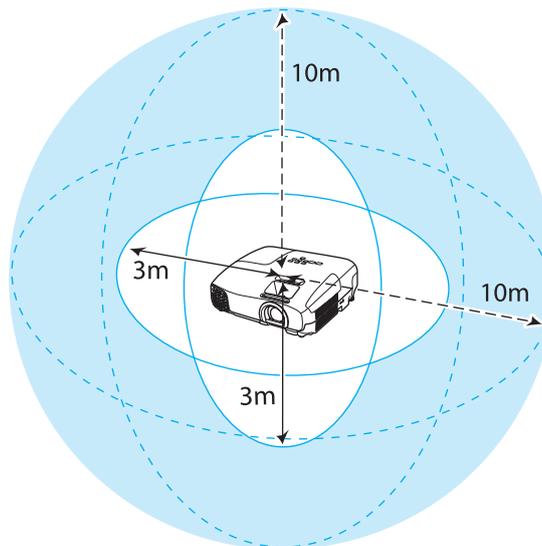
- When you have finished using the 3D Glasses, turn them off by sliding the [Power] switch to Off.
- If the 3D Glasses are not used for at least 30 seconds, they turn off automatically. To turn the 3D Glasses back on, slide the [Power] switch to Off, and then slide it back to On.

Range for Viewing 3D Images

This projector allows you to view 3D images within the range shown in the figure below.

You can view 3D images within a range of 10 meters from the projector.

The distance for pairing is three meters.



- 3D images may not be displayed correctly if there is any interference from other Bluetooth communication devices. Do not use these devices at the same time.
- The communication method for 3D Glasses uses the same frequency (2.4 GHz) as wireless LAN (IEEE802.11b/g) or microwave ovens. Therefore, if these devices are used at the same time, radio wave interference may occur, the image may be interrupted, or communication may not be possible. If you do need to use these devices at the same time, make sure there is enough distance between them and the projector.
- The 3D Glasses for this projector use the active shutter system based on the standards provided by the Full HD 3D Glasses Initiative™.

Warnings Regarding Viewing 3D Images

Note the following important points when viewing 3D images.

Warning

Disassembling or remodeling

- Do not disassemble or remodel the 3D Glasses.
This could cause a fire to occur or the images to appear abnormal when viewing, causing you to feel unwell.

Storage locations

- Do not leave the 3D Glasses or the supplied parts within reach of children.
They could be accidentally swallowed. If anything is accidentally swallowed, contact a doctor immediately.

Wireless (Bluetooth) communication

- Electromagnetic interference may cause medical equipment to malfunction. Before using the device, make sure there is no medical equipment in the vicinity.
- Electromagnetic interference may cause automatically controlled equipment to malfunction which could cause an accident. Do not use the device near automatically controlled equipment such as automatic doors or fire alarms.

Heating

- Do not place the 3D Glasses in a fire, on a heat source, or leave them unattended in a location subject to high temperatures. Because this device has a built-in rechargeable lithium battery, it could cause burns or a fire if it ignites or explodes.

Charging

- When charging, connect the supplied cable to the USB port designated by Epson. Do not charge using other devices as it may cause the battery to leak, overheat, or explode.
- Only use the supplied charging cable to charge the 3D Glasses. Otherwise, it could overheat, ignite, or explode.

Caution

3D Glasses

- Do not drop or press too forcefully on the 3D Glasses.
If the glass sections and so on are broken, an injury could occur. Store the glasses in the soft glasses case.
- Be careful of the edges of the frame when wearing the 3D Glasses.
If it pokes your eye and so on, an injury could occur.
- Do not place your finger in any of the moving sections (such as the hinges) of the 3D Glasses.
Otherwise an injury could occur.

 **Caution**

Wearing 3D Glasses

- Make sure you wear the 3D Glasses correctly.
Do not wear the 3D Glasses upside down.
If the image is not displayed correctly into the right and left eyes, it could cause you to feel unwell.
- Do not wear the glasses unless you are viewing a 3D image.
- How a 3D image is perceived varies depending on the individual. Stop using the 3D function if you feel strange or cannot see in 3D.
Continuing to view the 3D images could cause you to feel unwell.
- Stop wearing the 3D Glasses immediately if they seem abnormal or a malfunction occurs.
Continuing to wear the 3D Glasses could cause an injury or cause you to feel unwell.
- Stop wearing the 3D Glasses if your ears, nose, or temples become red, painful, or itchy.
Continuing to wear the 3D Glasses could cause you to feel unwell.
- Stop wearing the 3D Glasses if your skin feels unusual when wearing the glasses.
In some very rare cases the paint or materials used in the 3D Glasses could cause an allergic reaction.

 **Caution**

Viewing Time

- When viewing 3D images, always take periodic breaks during extended viewing.
Long periods of viewing 3D images may cause eye fatigue.
The amount of time and frequency of such breaks varies from person to person. If your eyes still feel tired or uncomfortable even after taking a break from viewing, stop viewing immediately.

 **Caution**

Watching 3D Images

- If your eyes feel fatigued or uncomfortable when viewing 3D images, stop viewing immediately.
Continuing to view the 3D images could cause you to feel unwell.
- When viewing 3D images be sure to always wear 3D Glasses. Do not attempt to view 3D images without 3D Glasses.
Doing so could cause you to feel unwell.
- Do not place any breakable or fragile objects around you when using 3D Glasses.
3D images may cause you to move your body involuntarily, resulting in damage to nearby items or personal injury.
- Only wear 3D Glasses when viewing 3D images. Do not move around while wearing 3D Glasses.
Your vision may appear darker than normal, causing you to fall or injure yourself.
- Try to stay as level with the viewing screen as possible when viewing 3D images.
Viewing 3D images at an angle reduces the 3D effect and may cause you to feel unwell due to unintended color changes.
- If using 3D Glasses in a room with fluorescent or LED lighting, you may see flashing or flickering throughout the room. If this should occur, reduce the lighting until the flickering goes away or turn off the lights completely when viewing 3D images. In some very rare cases, this flickering could trigger seizures or fainting for some individuals. If you begin to feel uncomfortable or unwell at any time when viewing 3D images, stop immediately.
- Stay at least three times the height of the screen away from the screen when viewing 3D images.
The recommended viewing distance for an 80-inch screen is at least 3 meters, and at least 3.6 meters for a 100-inch screen.
Sitting or standing any closer than the recommended viewing distance may result in eye fatigue.



Caution

Health Risks

- You should not use 3D Glasses if you are sensitive to light, have a heart condition, or are unwell. Doing so could aggravate your pre-existing conditions.



Caution

Recommended Age of Use

- The minimum recommended age to view 3D images is six years old.
- Children under the age of six are still developing and viewing 3D images may cause complications. Consult your doctor if you have any concerns.
- Children viewing 3D images through 3D Glasses should always be accompanied by an adult. It is often difficult to tell when a child is feeling tired or uncomfortable, which could result in them feeling suddenly unwell. Always check with your child to ensure that they are not experiencing any eye fatigue during viewing.

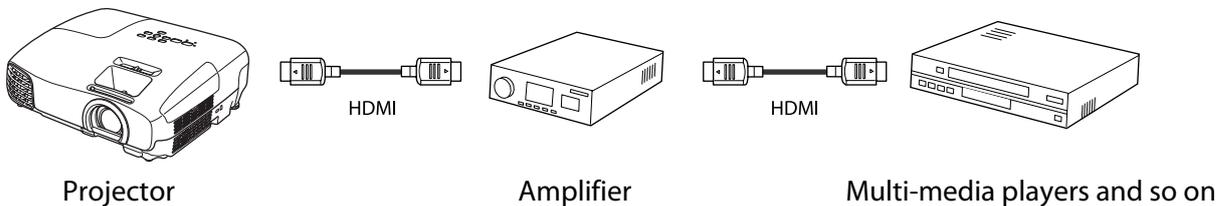
Using the HDMI Link Function

HDMI Link Function

When an AV device that meets the HDMI CEC standards is connected to the projector's HDMI port, you can perform linked operations such as linked power on and volume adjustment for the AV system from one remote control.

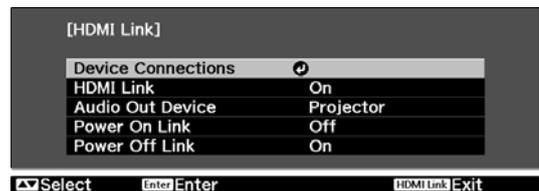
- As long as the AV device meets the HDMI CEC standards, you can use the HDMI link function even if the AV system in-between does not meet the HDMI CEC standards.
- Up to 3 multi-media players that meet the HDMI CEC standards can be connected at the same time.

Connection Example



HDMI Link Settings

By pressing the button on the remote control, and setting **HDMI Link** to **On**, you can operate the following functions.



Function	Explanation
Power On Link	Powers on the projector when content is played back on the connected device. Or, powers on the connected device when the projector is turned on.
Power Off Link	Powers off the connected device when the projector is turned off. <ul style="list-style-type: none"> This only works when the connected device's CEC power link function is enabled. Note that depending on the status of the connected device (for example, if it is recording), the device may not power off.
Audio Out Device	When an AV system is connected, you can set whether to output audio from the projector's speaker, or from the AV system's speaker.
Input Change Link	Changes the input source of the projector to HDMI when content is played back on the connected device.
Connected Devices Operations	You can perform operations such as Play, Stop, Fast Forward, Rewind, Next Chapter, Previous Chapter, and Pause from the remote control for the projector.

- To use the HDMI Link function, you must configure the connected device. See the documentation supplied with the connected device for more information.

Device Connections

You can check the connected devices that are available for HDMI Link, and select on the device you want to project the image from. Devices that can be controlled by HDMI link automatically become the selected device.

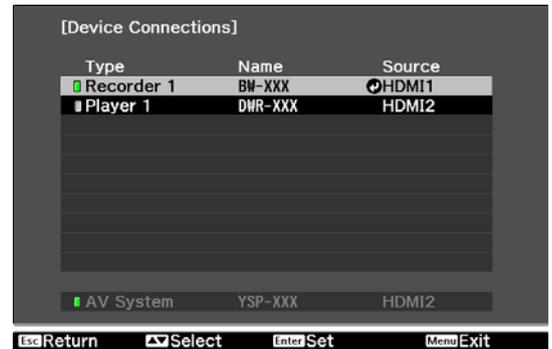
- 1 Press the  button, and then select **Device Connections**.

The **Device Connections** list is displayed.

Devices that have a green icon to their left are linked.

If the device name cannot be determined this field is left blank.

- 2 Select the device you want to operate using the HDMI Link function.



- If the cable does not meet the HDMI standards, operations are not possible.
- Some connected devices or functions of those devices may not operate properly even if they meet the HDMI CEC standards. See the documentation and so on supplied with the connected device for more information.

Playing Back Image Data (Slideshow)

Compatible Data

The following types of files stored on USB storage devices such as USB memories and digital cameras that are connected to the projector's USB port can be displayed as a slideshow.

Slideshow compatible file types

File Type (Extension)	Notes
.jpg	<ul style="list-style-type: none"> • Images using CMYK color mode are not compatible. • Progressive format images are not compatible. • Images with a resolution greater than 8192 x 8192 are not compatible. • Due to the characteristics of JPEG files, images may not be projected clearly if the compression ratio is too high.

Playing a Slideshow

- 1 Connect a USB storage device.
Files are displayed as thumbnails.



To open a folder, select the folder, and then press the  button.

 If thumbnails of the files are not displayed, press the  button on the remote control to change the source.

- 2 Select **Slideshow**.
Use the     buttons to select **Slideshow** at the bottom right of the screen, and then press the  button.
Slideshow starts.

 • To close the Slideshow, disconnect the USB storage device.
• Select an image from the thumbnails and press the  button to enlarge the selected image. Press the   buttons on the remote control when viewing an enlarged image to change between images. You can also rotate the image using the   buttons.

Display Settings for Image Files and Slideshow Operation Settings

You can set the file display order and slideshow operations on the option screen.

1 Use the     buttons to position the cursor over the folder where you want to set display conditions, and then press the  button. Select **Option** from the submenu displayed, and then press the  button.

2 When the option screen is displayed, set each of the items.

Enable settings by positioning the cursor on the target item and pressing the  button. The following table shows the details for each item.

Display Order	You can select to display the files in Name Order or Date Order .
Sort Order	You can select to sort the files In Ascending or In Descending order.
Continuous Play	You can set whether to repeat Slideshow.
Screen Switching Time	When playing a slideshow, you can set the time for a single file to be displayed. You can set a time between Off (0) to 60 seconds. When you set Off , auto play is disabled.
Effect	You can set the screen effects when changing slides.

3 When you have finished making settings, use the     buttons to position the cursor over **OK**, and then press the  button.

The settings are applied.

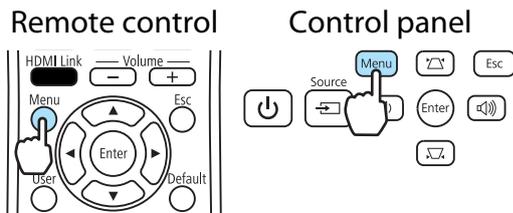
If you do not want to apply the settings, position the cursor on **Cancel**, and then press the  button.

Configuration Menu Functions

Configuration Menu Operations

On the Configuration menu, you can make adjustments and settings for Signal, Image, Input Signal, and so on.

1 Press the  button.



The Configuration menu is displayed.

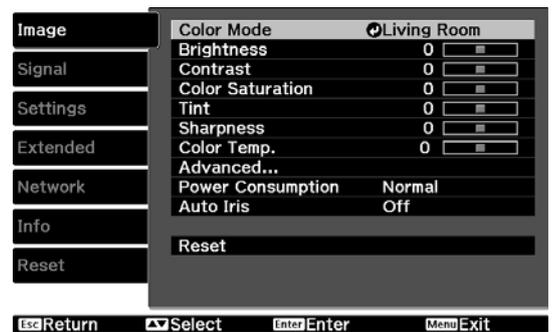
2 Use the   buttons to select the top menu on the left, and then press the  button to confirm the selection.

When you select the top menu on the left, the sub menu on the right changes.



The line at the bottom is a guide for operations.

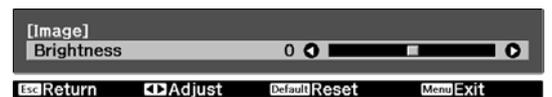
3 Use the   buttons to select the sub menu on the right, and then press the  button to confirm the selection.



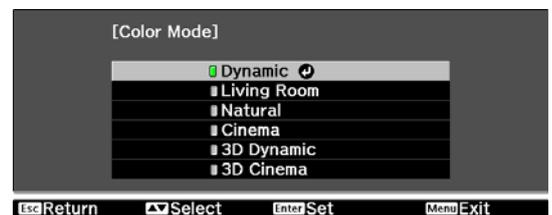
The adjustment screen for the selected function is displayed.

4 Use the     buttons to adjust the settings.

Ex.) Adjustment bar



Ex.) Choices



Press the  button on an item displaying this  icon to change to the selection screen for that item.

Press the  button to return to the previous level.

5 Press the  button to exit the menu.



For items adjusted using an adjustment bar, such as the brightness level, you can press the  button while the adjustment screen is displayed to return the adjustment value to its default value.

Configuration Menu Table

If there is no image signal being input, you cannot adjust items related to the image or signal in the Configuration menu. Note that the items displayed for the image, the signal, and other information vary depending on the image signal being projected.

Image menu

Function	Menu/Settings			Explanation	
Color Mode	Dynamic, Living Room, Natural, Cinema, 3D Dynamic, 3D Cinema			Select a color mode based on your surroundings and the image you are projecting.  p.29	
Brightness				Adjusts the brightness when the image appears too dark.	
Contrast				Adjusts the contrast between light and shade in the images. By increasing the contrast, the images become vivid.	
Color Saturation*				Adjusts the color saturation for the images.	
Tint*				Adjusts the tint for the images.	
Sharpness				Adjusts the image sharpness.	
Color Temp.				Adjusts the tint for the images. The image is tinted blue for high values, and tinted red for low values.	
Advanced	RGB	Offset R/G/B			Adjusts the offset and gain for each R, G, and B color.  p.32
		Gain R/G/B			
	RGBCMY	R/G/B/C/M/Y	Hue, Saturation, Brightness		Adjusts the hue, saturation, and brightness for each R, G, B, C, M, and Y color.  p.32
	EPSON Super White	On, Off			(This can only be set when the Color Mode is set to Natural , Cinema , or 3D Cinema and when receiving signal input from the HDMI1 or HDMI2 ports.) Set this to On if you are experiencing bright over exposure of whites in your image. When set to On , HDMI Video Range settings are disabled.
Power Consumption	Normal, ECO			You can set the lamp brightness to one of two settings. Select ECO if the images being projected are too bright. When ECO is selected, power consumption during projection decreases, and fan rotation noise is reduced.	

Function	Menu/Settings	Explanation
Auto Iris	Off, Normal, High Speed	You can change the luminance adjustment tracking for changes in brightness in the displayed image. Set to Off for no luminance adjustment.  p.34
Reset	Yes, No	You can reset all adjustment values for Image to their default settings.

*This is not displayed when a computer image signal is being input.

Signal menu

No sub menu items are displayed for the signal menu for **USB** signal input.

Function	Menu/Settings	Explanation	
3D Setup* ¹	3D Display	On, Off	Enables or disables the 3D Display function.  p.35
	3D Format	Auto, Side by Side, Top and Bottom, 2D	Sets the 3D format for the input signal. If set to Auto , the format is recognized automatically.
	3D Depth	-10 - 10	Sets the depth for the 3D image.
	Diagonal Screen Size	60 - 300	Sets the projection size for the 3D image. By matching this to the actual size, you can achieve the optimum 3D effect.
	3D Brightness	Low, Medium, High	Sets the brightness for the 3D image.
	Inverse 3D Glasses	Yes, No	Reverses the synchronization timing for the left/right shutters on the 3D Glasses and the left/right images. Enable this function if the 3D effect is not displayed correctly.
	3D Viewing Notice	On, Off	Turns the notice that appears when viewing 3D content on or off.
Aspect* ²	Auto, Normal, Full, Zoom	Selects the aspect mode.  p.30	
Tracking* ² * ³	Varies depending on the input signal.	Adjusts computer images when vertical stripes appear in the images.	
Sync.* ² * ³	0 - 31	Adjusts computer images when flickering, fuzziness, or interference appear in the images. <ul style="list-style-type: none"> Adjusting the Brightness, Contrast, or Sharpness may cause flickering or blurriness. Adjusting the synchronization after adjusting tracking allows for more accurate adjustments. 	
Position* ² * ⁴	   	Adjusts the display position up, down, left, and right when a part of the image is missing so that the whole image is projected.	
Auto Setup* ³	On, Off	Sets whether or not to automatically adjust the image whenever the input signal is changed. When enabled, the tracking, display position, and synchronization are automatically configured.	

Function	Menu/Settings	Explanation
Noise Reduction*2 *5	Off, 1, 2, 3	(This can only be set when Image Processing is set to Fine .) Smooths out rough images. There are three modes available. Select your favorite setting. It is recommended that this is set to Off when viewing image sources in which noise is very low, such as for DVDs.
Overscan*1 *2	Auto, Off, 2%, 4%, 6%, 8%	Changes the output image ratio (the range of the projected image). <ul style="list-style-type: none"> • Off, 2% to 8%: Sets the range of the image. Off projects all ranges. Depending on the image signal you may notice noise at the top and bottom of the image. • Auto: This can only be set when receiving signal input from the HDMI1 or HDMI2 ports. This may be automatically set to Off or 8% depending on the input signal.
HDMI Video Range*1 *2	Auto, Normal, Expanded	(This can only be set when EPSON Super White is set to Off .) When set to Auto , the video level for the DVD input signal to the HDMI1 or HDMI2 ports is automatically detected and set. If you experience under or overexposure when set to Auto , set the video level of the projector to match that of the DVD player's video level. Your DVD player may be set to Normal or Expand. The Auto option is not displayed when connected to a connected device's DVI port.
Image Processing	Fine, Fast	Performs processing to improve the image.  p.34
Reset	Yes, No	Resets all Signal settings except for Diagonal Screen Size, 3D Viewing Notice, Aspect, and Image Processing .

*1 This is only displayed when a HDMI1 or HDMI2 image signal is being input.

*2 Settings are saved for each type of input source or signal.

*3 This is only displayed when a PC image signal is being input.

*4 This cannot be set when an HDMI1 or HDMI2 image signal is being input.

*5 This is not displayed when a PC image signal is being input.

*6 This is not displayed when a Video image signal is being input.

Settings menu

Function	Menu/Settings		Explanation	
Keystone	H/V-Keystone	V-Keystone	-60 - 60	Performs vertical keystone correction.  p.26
		H-Keystone	-60 - 60	Performs horizontal keystone correction.  p.26
	Auto V-Keystone	On, Off		Enables or disables Auto V-Keystone .  p.25
	H-Keystone Adjuster	On, Off		Enables or disables H-Keystone Adjuster .  p.26
Volume	0 - 10		Adjusts the volume.	
HDMI Link	Device Connections	-		Displays a list of devices connected from the HDMI1 or HDMI2 ports.
	HDMI Link	On, Off		Enables or disables the HDMI Link function.
	Audio Out Device	Projector, AV System		When an AV system is connected, you can set whether to output audio from the projector's speaker, or from the AV system's speaker.
	Power On Link	Off, Bidirectional, Device -> PJ, PJ -> Device		Sets the link function when the power is turned on. Set to power on the projector when content is played on a connected device (Bidirectional or Device -> PJ) or to power on a connected device when the projector is turned on (Bidirectional or PJ -> Device).
	Power Off Link	On, Off		Sets whether or not to power off connected devices when the projector is turned off.

Function	Menu/Settings		Explanation
Lock Setting	Child Lock	On, Off	<p>This locks the  button on the projector's control panel to prevent children from turning on the projector by accident. You can turn on the power when locked by holding down the  button for approximately three seconds. You can still turn off the device using the  button, or perform operations with the remote control as usual.</p> <p>If changed, this setting is enabled after you power off the projector and the cool-down process is complete.</p> <p>Note that even if Child Lock is set to On, the projector still turns on when the power cord is connected if Direct Power On is set to On.</p>
	Control Panel Lock	On, Off	<p>When set to On, all buttons on the control panel except for the  button are disabled.  is displayed on the screen if any buttons are pressed. To unlock, press and hold the  button on the control panel for at least 7 seconds.</p> <p>If changed, this setting is enabled once you close the Configuration menu.</p>
Projection	Front, Front/Ceiling, Rear, Rear/Ceiling		<p>Change this setting depending on how the projector is installed.</p> <ul style="list-style-type: none"> • Front: Select if you are projecting in front of the screen. • Front/Ceiling: Select if you are projecting in front of the screen suspended from the ceiling. • Rear: Select if you are projecting to a rear screen from the back. • Rear/Ceiling: Select if you are projecting to a rear screen from the back when the projector is suspended from the ceiling.
User Button	3D Format, 3D Depth, 3D Brightness, Inverse 3D Glasses, Brightness Control, About		<p>Select a Configuration menu item to assign to the  button on the remote control. By pressing the  button, the assigned menu item selection/adjustment screen is displayed, allowing you to make one-touch settings/adjustments.</p>

Function	Menu/Settings	Explanation
Reset	Yes, No	Resets all Settings settings except for Audio Out Device, Power On Link, Power Off Link, Projection, and User Button.

Extended menu

Function	Menu/Settings		Explanation
Operation	Direct Power On	On, Off	You can set up the projector so that projection starts as soon as the power cord is plugged in without any button operations. Note that when this is set to On , projection starts if power is restored after a blackout or other power outage and the power cord is still plugged into the projector.
	Sleep Mode	Off, 5min., 10min., 30min.	If the set time is exceeded and no signal is input, the projector is automatically turned off and enters standby mode. When set to Off , the projector never enters sleep mode. When in standby mode, press the  button on the remote control or the control panel to start projection.
	Illumination	On, Off	Set this to Off if the light from the indicators on the control panel bother you when watching a movie in a dark room.
	High Altitude Mode	On, Off	Set this to On if you are using the projector above an altitude of 1500 meters.
Display	Messages	On, Off	Sets whether or not to display the following messages (On or Off). <ul style="list-style-type: none"> • Item names for image signals, color modes, and aspect ratios. • If the internal temperature is rising when no image signal is being input or an unsupported signal is detected.
	Display Background	Black, Blue, Logo	Selects the screen status when no image signal is being input.
	Startup Screen	On, Off	Sets whether or not to show a startup screen when projection begins (On or Off). If changed, this setting is enabled after you power off the projector and the cool-down process is complete.

Function	Menu/Settings		Explanation
Input Signal	Video Signal	Auto, NTSC, NTSC4.43, PAL, M-PAL, N-PAL, PAL60, SECAM	Sets the signal type depending on the video device connected to the Video port. When set to Auto , the video signal is set automatically. If you notice noise in the image even when set to Auto , or if you are not seeing any image at all, select the correct signal type from the available options.
	PC Signal	Auto, RGB, Component	Sets the output signal for the video device connected to the PC port. When set to Auto , the output signal is set automatically. If you notice unnatural colors when set to Auto , set the appropriate output signal from the available options.
Language	-		Selects the display language.
Reset	Yes, No		Resets all Extended settings except for High Altitude Mode , PC Signal , and Language .

 Network menu

Function	Explanation
Net. Info. - Wireless LAN	Displays the following network settings. <ul style="list-style-type: none"> • Connection Mode • Wireless LAN system • Antenna Level • Projector Name • SSID • DHCP • IP Address • Subnet Mask • Gateway Address • MAC Address • Region Code*
Network Configuration	Displays the screen to set the network.  p.53

* This indicates the region information your Wireless LAN Unit can access. For details, contact the following address.
 [Epson Projector Contact List](#)

Notes on operating the Network menu

Basic operations are made in the same way as when using the Configuration menu. However, be sure to select the **Setup complete** menu to save your settings when done.



- Yes:** Saves the settings and exits the Network menu.
- No:** Exits the Network menu without saving the settings.
- Cancel:** Continues displaying the Network menu.

Soft Keyboard Operations

In the Network menu, the soft keyboard appears when alphanumeric characters are entered. Use the   on the remote control or     on the control panel to select the desired key, and then press the  button to enter. Press **Finish** to confirm your input, or **Cancel** to cancel your input.



- CAPS key:** Switches between uppercase and lowercase letters.
- SYM1/2 key:** Switches the symbol keys.

Basic menu

Function	Explanation
Projector Name	Displays the projector name used to identify the projector when connected to a network. When editing, you can enter up to 16 single-byte alphanumeric characters.

Wireless LAN menu

Function	Menu/Settings	Explanation
Wireless LAN Power	On, Off	Sets whether or not to use a wireless LAN (On or Off). When set to Off , it prevents unauthorized access by others.
Connection Mode	Quick, Advanced	Determines how the wireless LAN is connected. Quick: The projector becomes the access point enabling a computer or smartphone to directly access the projector. Advanced: If a wireless LAN has been set up, connect the projector to the access point.

Function	Menu/Settings	Explanation
Channel	1ch, 6ch, 11ch	(This can only be set when Connection Mode is set to Quick .) Select the frequency bandwidth used by the wireless LAN.
SSID	-	(This can only be set when Connection Mode is set to Advanced .) Enter an SSID. When an SSID is provided for the wireless LAN system in which the projector participates, enter the SSID. You can enter up to 32 single-byte alphanumeric characters.
Search Access Point	-	(This can only be set when Connection Mode is set to Advanced .)  indicates currently connected access points.  indicates the access points where security is set. If you select an access point which has security, Security menu appears.  p.54
IP Settings (This can only be set when Connection Mode is set to Advanced .)	DHCP	Sets whether or not to use DHCP (On or Off). If this is set to On , you cannot set any more addresses.
	IP Address	Inputs the IP address for the projector. The following IP addresses cannot be used. 0.0.0.0, 127.x.x.x, 224.0.0.0 to 255.255.255.255 (where x is a number from 0 to 255)
	Subnet Mask	Inputs the subnet mask for the projector. The following subnet masks cannot be used. 0.0.0.0, 255.255.255.255
	Gateway Address	Inputs the gateway IP address of the projector. The following gateway addresses cannot be used. 0.0.0.0, 127.x.x.x, 224.0.0.0 to 255.255.255.255 (where x is a number from 0 to 255)
SSID Display	On, Off	Sets whether or not to display the SSID on the LAN Standby screen (On or Off).
IP Address Display	On, Off	Sets whether or not to display the IP address on the LAN Standby screen (On or Off).

Security menu

Function	Menu/Settings	Explanation
Security	No, WPA2-PSK, WPA/WPA2-PSK	Sets the security. Select WPA2-PSK in Quick and WPA/WPA2-PSK in Advanced .
Passphrase	-	Inputs the passphrase. A case-sensitive passphrase of at least 8 characters but not exceeding 32 characters can be set. It is recommended to change the passphrase periodically for the purpose of security.

Reset menu

Function	Explanation
Reset network settings.	You can reset all adjustment values for Network to their default settings.

■ Info menu

Function	Explanation
Lamp Hours	Displays the cumulative lamp operating time*.
Source	Displays the source name for the connected equipment currently being projected.
Input Signal	Displays the content of Input Signal set in the Extended menu according to the source.
Resolution	Displays the reception.
Scan Mode	Displays the scan mode.
Refresh Rate	Displays the refresh rate.
3D Format	Displays the 3D format of the signal input during 3D projection (Frame Packing, Side by Side, or Top and Bottom).
Sync Info	Displays the image signal information. This information may be needed if service is required.
Deep Color	Displays deep color.
Video Signal	Displays the settings for Video Signal in the Extended menu.
Status	This is information about errors that have occurred on the projector. This information may be needed if service is required.
Serial Number	Displays the projector's serial number.
Version	Displays the firmware version of the projector.
Event ID	The application error log appears.  p.66

*The cumulative use time is displayed as "0H" for the first 10 hours. 10 hours and above is displayed as "10H", "11H", and so on.

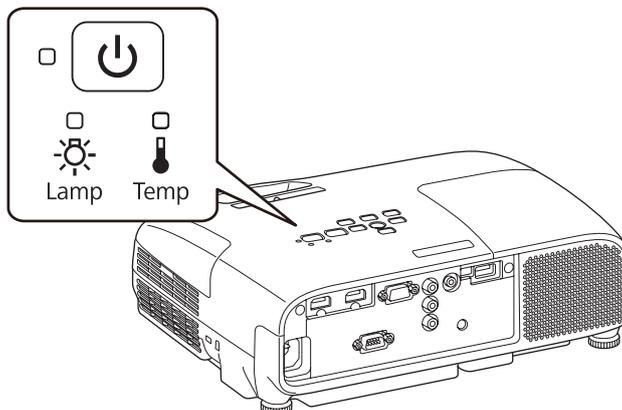
■ Reset menu

Function	Explanation
Reset All	Resets all items in the Configuration menu to their default settings. The following items are not reset to their defaults: PC Signal , Lamp Hours , Language , and all adjustment values for the Network menu.
Reset Lamp Hours	Resets the cumulative lamp hours use time to 0 H . Reset when you replace the lamp.

Problem Solving

Reading the Indicators

You can check the status of the projector from the flashing and lit  ,  (operation indicators),  and  on the control panel.



Refer to the following table to check the projector's status and how to remedy problems shown by the indicators.

Indicator status during an error/warning

 : Lit  : Flashing  : Status maintained  : Off

Indicators	Status	Remedy
  (blue)   (orange)	Replace Lamp	It is time to replace your lamp. Replace the lamp with a new lamp as soon as possible. p.70 The lamp may explode if you continue to use it in this status.
  (blue)   (orange)	High Temp Warning	You can continue projecting. If the temperature rises too high again, projection stops automatically. <ul style="list-style-type: none"> • If the projector is installed next to a wall, make sure there is at least 20 cm between the wall and the projector's exhaust vent. • If the air filter is clogged, clean it. p.68

Indicators	Status	Remedy
 (blue)  (orange)	Internal Error	<p>The projector has malfunctioned. Remove the power plug from the electrical outlet, and contact your local dealer or the nearest Epson repair center.  Epson Projector Contact List</p>
 (blue)  (orange)	Fan Error Sensor Error	
 (blue)  (orange)	Auto Iris Error	
 (blue)  (orange)	Power Err. (Ballast)	
 (blue)  (orange)	Lamp Error Lamp Failure Lamp Cover Open	<p>There is a problem with the lamp, or it failed to turn on.</p> <ul style="list-style-type: none"> • Disconnect the power cord, and then check if the lamp is cracked.  p.70 If it is not cracked, reinstall the lamp and turn on the power. If reinstalling the lamp does not fix the problem, or if the lamp is cracked, remove the power plug from the electrical outlet, and contact your local dealer or the nearest Epson repair center.  Epson Projector Contact List • Check that the lamp cover has been properly closed. • If the air filter is clogged, clean it.  p.68 • When using at an altitude of 1500 m or more, set High Altitude Mode to On.  Extended - Operation - High Altitude Mode p.51

Indicators	Status	Remedy
 (blue)  (orange)	High Temp Error (Overheating)	The internal temperature is too high. <ul style="list-style-type: none"> • The lamp turns off automatically and projection stops. Wait for about five minutes. When the fan has stopped, disconnect the power cord. • If the projector is installed next to a wall, make sure there is at least 20 cm between the wall and the projector's exhaust vent. • If the air filter is clogged, clean it.  p.68 • If turning the power back on does not clear the problem, stop using the projector and remove the power plug from the electrical outlet. Contact your local dealer or the nearest Epson repair center.  Epson Projector Contact List

■ Indicator status during normal operation

 : Flashing  : Lit  : Off

Indicators	Status	Remedy
 (blue)	Standby condition	When you press the  button on the remote control or the control panel, projection starts after a short wait.
 (blue)	Warm-up in progress	Warm-up time is about 30 seconds. The power-off operation is disabled while the projector is warming-up.
	Cool-down in progress	All operations are disabled while the projector is cooling-down. The projector enters standby condition when cool-down is complete. If for any reason the power cord is disconnected during cool-down, wait until the lamp has cooled down sufficiently (about 10 minutes), reconnect the power cord, and then press the  button on the remote control or the control panel.
 (blue)	Projection in progress	The projector is operating normally.



- Under normal operating conditions, the  and  indicators are off.
- When the **Illumination** function is set to **Off**, all indicators are off under normal projection conditions.  **Extended - Operation - Illumination** [p.51](#)

When the Indicators Provide No Help

■ Check the problem

Check the following table to see if your problem is mentioned, and go to the appropriate page for information on handling the problem.

Problem		Page
Problems relating to images	No images appear. Projection does not start, the projection area is completely black, or the projection area is completely blue.	p.59
	Moving images being projected from a computer are not projected.	p.60
	" Not supported " is displayed.	p.60
	" No Signal " is displayed	p.61
	Images are fuzzy or out of focus.	p.61
	Interference or distortion appears in the images.	p.61
	The image is truncated (large) or small, or only a part of the image is projected.	p.62
	Image colors are not right. The whole image appears purplish or greenish, images are black & white, or colors appear dull.*	p.62
	Images appear dark.	p.63
	Projection stops automatically.	p.63
Problems when projection starts	The projector does not turn on.	p.63
Problems with the remote control	The remote control does not respond.	p.64
Problems with 3D	Cannot project correctly in 3D.	p.64
	The 3D image is enlarged and truncated.	p.65
Problems with HDMI	HDMI Link does not function.	p.65
	The device name is not displayed under device connections.	p.65
Problems with USB storage devices	Slideshow does not start	p.65
Other problems	No audio, or the audio is too low.	p.66
	Cannot make settings on the control panel.	p.66
	Cannot access the network via wireless LAN.	p.66

* Because color reproduction differs between monitors and computer LCD screens, the image projected by the projector and the color tones displayed on the monitor may not match, however this is not a fault.

■ Problems relating to images

No images appear

Check	Remedy
Is the projector turned on?	Press the  button on the remote control or the control panel.
Is the power cord connected?	Connect the power cord.
Are the indicators switched off?	Disconnect and then reconnect the projector's power cord. Check that pressing the power button after connection supplies the projector with power.

Check	Remedy
Is an image signal being input?	Check that the connected device is turned on. When Messages is set to On from the Configuration menu, image signal messages are displayed.  Extended - Display - Messages p.51
Is the image signal format setting correct?	When Video is input If nothing is projected even when Video Signal is set to Auto from the Configuration menu, set the signal that matches the connected device.  Extended - Input Signal - Video Signal p.51
	When PC is input If nothing is projected even when PC Signal is set to Auto from the Configuration menu, set the signal that matches the connected device.  Extended - Input Signal - PC Signal p.51
Are the Configuration menu settings correct?	Reset all of the settings.  Reset - Reset All p.55
(Only when projecting computer image signals) Was the connection made while the power of the projector or the computer was already turned on?	If the connection is made while the power is already turned on, the key (Function key and so on) that changes the computer's image signal to external output may not work. Turn off the power for the computer and the projector and then turn it back on again.

Moving images are not displayed

Check	Remedy
(Only when projecting computer image signals) Is the computer's image signal set to external output and to output to the LCD monitor at the same time?	Depending on the computer's specifications, moving images may not be displayed when the computer is set to external output and to the LCD monitor output at the same time. Change it so that the image signal is set to external output only. For the computer's specifications, see the documentation supplied with the computer.

"Not supported" is displayed.

Check	Remedy
Is the image signal format setting correct?	When Video is input If nothing is projected even when Video Signal is set to Auto from the Configuration menu, set the signal that matches the connected device.  Extended - Input Signal - Video Signal p.51
	When PC is input If nothing is projected even when PC Signal is set to Auto from the Configuration menu, set the signal that matches the connected device.  Extended - Input Signal - PC Signal p.51
(Only when projecting computer image signals) Do the image signal's frequency and resolution correspond to the mode?	Check the image signal being input in Resolution from the Configuration menu, and check that it corresponds to the projector's resolution.  p.74

"No Signal" is displayed

Check	Remedy
Are the cables connected correctly?	Check that all the cables required for projection are securely connected.  p.17
Is the correct image input port selected?	Change the image with the source buttons on the remote control, or the  button on the control panel.  p.23
Is the connected device turned on?	Turn on the device.
(Only when projecting computer image signals) Are the image signals being output to the projector?	Change it so that the image signal is set to external output, and not just the computer's LCD monitor. For some models, when the image signals are output externally, they no longer appear on the LCD monitor. For the computer's specifications, see the documentation supplied with the computer. If the connection is made while the power of the projector or the computer is already turned on, the Fn key (Function key) that changes the computer's image signal to external output may not work. Turn the power for the computer and the projector off and then back on again.

Images are fuzzy or out of focus

Check	Remedy
Has the focus been adjusted?	Adjust the focus.  p.24
Is the lens cover closed?	Open the lens cover.  p.22
Is the projector at the correct distance?	Check the recommended projection range.  p.16
Has condensation formed on the lens?	If the projector is suddenly taken from a cold environment to a warm environment, or if sudden ambient temperature changes occur, condensation may form on the surface of the lens, and this may cause the images to appear fuzzy. Set the projector up in the room about one hour before it is used. If the projector is wet from condensation, turn off the projector, disconnect the power cord, and leave it for a while.

Interference or distortion appear in images

Check	Remedy
Is the image signal format setting correct?	When Video is input If nothing is projected even when Video Signal is set to Auto from the Configuration menu, set the signal that matches the connected device.  Extended - Input Signal - Video Signal p.51
	When PC is input If nothing is projected even when PC Signal is set to Auto from the Configuration menu, set the signal that matches the connected device.  Extended - Input Signal - PC Signal p.51
Are the cables connected correctly?	Check that all the cables required for projection are securely connected.  p.17

Check	Remedy
Is an extension cable being used?	If an extension cable is used, electrical interference may affect the signals.
(Only when projecting computer image signals) Are the Sync. and Tracking settings adjusted correctly?	The projector uses automatic adjustment functions to project at the optimum status. However, depending on the signal, some may not be adjusted correctly even after performing self corrections. If this happens, adjust the Tracking and Sync. settings from the Configuration menu. 🖱️ Signal - Tracking/Sync. p.47
(Only when projecting computer image signals) Is the correct resolution selected?	Set the computer so that the signals being output are compatible with the projector. 🖱️ p.74

Part of the image is truncated (large) or small

Check	Remedy
Is the correct Aspect selected?	Press the  button, and then select the Aspect that matches the input signal. 🖱️ Signal - Aspect p.47
Is the image Position adjusted correctly?	Adjust the Position setting from the Configuration menu. 🖱️ Signal - Position p.47
(Only when projecting computer image signals) Is the correct resolution selected?	Set the computer so that the signals being output are compatible with the projector. 🖱️ p.74
Is the 3D Format set to something other than Auto ?	Unless the 3D format of the AV device and 3D Format of the projector are the same, part of the image may not be displayed. Check that Auto is set during 3D video projection. 🖱️ Signal - 3D Setup - 3D Format p.47

Image colors are not right

Check	Remedy
Is the image signal format setting correct?	When Video is input If nothing is projected even when Video Signal is set to Auto from the Configuration menu, set the signal that matches the connected device. 🖱️ Extended - Input Signal - Video Signal p.51 When PC is input If nothing is projected even when PC Signal is set to Auto from the Configuration menu, set the signal that matches the connected device. 🖱️ Extended - Input Signal - PC Signal p.51
Are the cables connected correctly?	Check that all the cables required for projection are securely connected. 🖱️ p.17 For the Video and PC ports, make sure the connector is the same color as the cable port. 🖱️ p.17
Is the contrast adjusted correctly?	Adjust the Contrast setting from the Configuration menu. 🖱️ Image - Contrast p.46
Is the color adjusted correctly?	Adjust the Advanced setting from the Configuration menu. 🖱️ Image - Advanced p.46

Check	Remedy
(Only when projecting images from a video device) Are the color saturation and tint adjusted correctly?	Adjust the Color Saturation and Tint settings from the Configuration menu.  Image - Color Saturation/Tint p.46

Images appear dark

Check	Remedy
Is the image brightness set correctly?	Adjust the Brightness setting from the Configuration menu.  Image - Brightness p.46
Is the contrast adjusted correctly?	Adjust the Contrast setting from the Configuration menu.  Image - Contrast p.46
Is it time to replace the lamp?	When the lamp is nearly ready for replacement, the images become darker and the color quality becomes poorer. When this happens, replace the lamp with a new lamp.  p.70

Projection stops automatically

Check	Remedy
Is Sleep Mode enabled?	If no image signal is being input and no operations are made for the time that is set in advance, the lamp turns off automatically, and the projector enters standby status. The projector returns from standby status when you press the  button on the remote control or the control panel. If you do not want to use Sleep Mode , change the setting to Off .  Extended - Operation - Sleep Mode p.51

Problems when projection starts

The projector does not turn on

Check	Remedy
Is the power turned on?	Press the  button on the remote control or the control panel.
Is Child Lock set to On ?	When Child Lock is set to On from the Configuration menu, hold down the  button on the control panel for approximately three seconds, or perform operations from the remote control.  Settings - Lock Setting - Child Lock p.49
Do the indicators turn on and off when the power cord is touched?	Turn off the projector, and then disconnect and reconnect the projector's power cord. If the problem continues, stop using the projector, remove the power plug from the electrical outlet, and contact your local dealer or the nearest projector information center.  Epson Projector Contact List

■ Problems with the remote control

The remote control does not respond

Check	Remedy
Is the remote control light-emitting area pointing towards the remote receiver on the projector during operation?	Point the remote control towards the remote receiver. Also, check the operating range. 🖱️ p.21
Is the remote control too far from the projector?	Check the operating range. 🖱️ p.21
Is direct sunlight or strong light from fluorescent lamps shining onto the remote receiver?	Set the projector up in a location where strong light does not shine onto the remote receiver.
Are the batteries dead or have the batteries been inserted correctly?	Make sure the batteries are inserted correctly or replace the batteries with new ones if necessary. 🖱️ p.20

■ Problems with 3D

Cannot project correctly in 3D

Check	Remedy
Are the 3D Glasses turned on?	Turn on the 3D Glasses.
Is a 3D image being projected?	If the projector is projecting a 2D image, or if an error occurs on the projector that prevents the 3D image from being projected, you cannot view 3D images even if you are wearing the 3D Glasses.
Is the input image in 3D?	Check that the input image is 3D compatible. Since most TV broadcasts do not contain a 3D format signal, 3D reception must be set manually.
Is 3D Display set to Off ?	If 3D Display is set to Off from the Configuration menu, the projector does not automatically change to 3D even when a 3D image is input. Press the  button. 🖱️ Signal - 3D Setup - 3D Display p.47
Is the correct 3D format set?	The projector automatically selects the appropriate 3D format, but if the 3D image is not displayed correctly, use 3D Format from the Configuration menu to select another format. 🖱️ Signal - 3D Setup - 3D Format p.47
Are you viewing within the reception range?	Check the range within which the 3D Glasses can communicate with the projector, and view within that range. 🖱️ p.37
Has pairing been performed correctly?	See the User's Guide for the 3D Glasses to perform pairing.
Are there any devices that cause radio wave interference in the vicinity?	When using other devices at the same time with the frequency band (2.4 GHz) such as Bluetooth communication devices, wireless LAN (IEEE802.11b/g), or microwave ovens, radio wave interference may occur, the image may be interrupted, or communication may not be possible. Do not use the projector near these devices.

The 3D image is enlarged and truncated

Check	Remedy
Is the correct 3D video format set?	Video may be truncated if an incorrect 3D format is set. Set the correct 3D format.  p.35

 Problems with HDMI

HDMI link does not function

Check	Remedy
Are you using a cable that meets the HDMI standards?	Operations are not possible with cables that do not meet the HDMI standards.
Does the connected device meet the HDMI CEC standards?	If the connected device does not meet the HDMI CEC standards, it cannot be operated even if it is connected to the HDMI port. See the documentation and so on supplied with the connected device for more information. Also, press the  button, and then check if the device is available under Device Connections .  p.42
Are the cables connected correctly?	Check that all the cables required to use HDMI Link are securely connected.  p.41
Is the power for the amplifier or DVD recorder and so on turned on?	Put each device in standby status. See the documentation and so on supplied with the connected device for more information. If you have connected a speaker and so on, set the connected equipment to PCM output.
Was a new device connected, or was the connection changed?	If the CEC function for a connected device needs to be set again, for example when a new device is connected or the connection is changed, you may need to restart the device.
Are many multi-media players connected?	Up to 3 multi-media players that meet the HDMI CEC standards can be connected at the same time.

The device name is not displayed under Device Connections

Check	Remedy
Does the connected device meet the HDMI CEC standards?	If the connected device does not meet the HDMI CEC standards, it is not displayed. See the documentation and so on supplied with the connected device for more information.

 Problems with USB storage devices

Slideshow does not start

Check	Remedy
Is the USB storage device using a security function?	You may not be able to use USB storage devices that incorporate security functions.

Other problems

No audio, or the audio is too low

Check	Remedy
Is the audio cable connected correctly?	Try disconnecting the cable from the Audio (L-R) port, and then reconnecting.
Is the volume too low?	Adjust the volume so that you can hear the audio.  p.27
Is it connected with an HDMI cable?	If no audio is output when connecting via an HDMI cable, set the connected equipment to PCM output.

Cannot make settings on the control panel

Check	Remedy
Is Control Panel Lock set to On ?	If Control Panel Lock is set to On from the Configuration menu, all of the control panel buttons except for  button are disabled. Perform operations from the remote control.  Settings - Lock Setting - Control Panel Lock p.49

Cannot access the network via wireless LAN

Check	Remedy
Is the passphrase correct?	Note that the passphrase is case sensitive; upper case and lower case letters are treated as different characters. If you cannot remember the passphrase, set a new passphrase.
Have you checked the Event ID?	Check the Event ID number and perform the following steps.  Info - Event ID p.55

About Event ID

Check the event ID and perform the remedy given below. If you cannot resolve the problem, contact your local dealer or the nearest Epson repair center.

 [Epson Projector Contact List](#)

Event ID	Cause	Remedy
0432 0435	Failed to startup EasyMP Network Projection.	Restart the projector.
0434 0481 0482 0485	Network communication is unstable.	Check the network communication status, and reconnect after waiting for a while.
0433	An image that was transferred cannot be reproduced.	Restart EasyMP Network Projection.
0484	Communications was cut off from the computer.	
0483 04FE	EasyMP Network Projection ended unexpectedly.	Check the status of network communications. Wait for a while and then try connecting again.

Event ID	Cause	Remedy
0479 04FF	A system error occurred in the projector.	Restart the projector.
0891	The same SSID access point cannot be found.	Set the computer, the access point, and the projector to the same SSID.
0892	WPA and WPA2 authentication type mismatch.	Check the setting of wireless LAN security to see if it is correct.
0894	Communications was cut off because a connection was made to the wrong access point.	Check with the network administrator and follow their instructions.
0898	Failed to acquire the DHCP.	Check the DHCP server to see if it is operating correctly. Turn off DHCP if it is not being used.
0899	Other connection errors	If restarting the projector or EasyMP Network Projection does not solve the problem, contact one of the following contact addresses.  Epson Projector Contact List



Maintenance

Cleaning the Parts

You should clean the projector if it becomes dirty or if the quality of projected images starts to deteriorate.

Warning

Do not use sprays that contain flammable gas to remove dirt and dust from the projector's lens, air filter, and so on. The projector may catch fire due to the high internal temperature of the lamp.

Cleaning the air filter

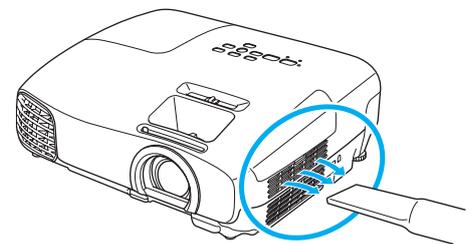
Clean the air filter if dust has accumulated on the air filter or when the following message is displayed. **"The projector is overheating. Make sure nothing is blocking the air vent, and clean or replace the air filter."**

Attention

- If dust collects on the air filter, it can cause the internal temperature of the projector to rise, and this can lead to problems with operation and shorten the optical engine's service life. It is recommended that you clean the air filter at least once every three months. Clean them more often than this if using the projector in a particularly dusty environment.
- Do not rinse the air filter in water. Do not use detergents or solvents.
- Lightly brush the air filter to clean it. If it is brushed too strongly, dust will be ground into the air filter and cannot be removed.

1 Press the  button on the remote control or the control panel to turn off the power, and then disconnect the power cord.

2 Remove any dust on the air filter by using a vacuum cleaner from the front side.



Cleaning the main unit

Clean the projector's surface by wiping it gently with a soft cloth.

If it is particularly dirty, moisten the cloth with water containing a small amount of neutral detergent, and then firmly wring the cloth dry before using it to wipe the surface.

Attention

Do not use volatile substances such as wax, alcohol, or thinner to clean the projector's surface. The quality of the case may change or the paint may peel off.

■ Cleaning the lens

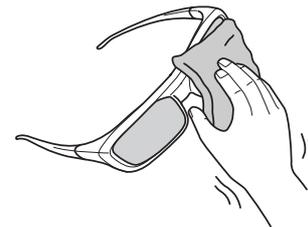
Use a commercially available cloth for cleaning glasses to gently wipe off dirt from the lens.

Attention

Do not rub the lens with harsh materials or handle the lens too roughly as it can easily become damaged.

■ Cleaning the 3D Glasses

Use the cloth supplied to gently wipe off dirt from the lenses of the 3D Glasses.



Attention

- Do not rub the lenses of the glasses with harsh materials or handle the lenses too roughly as they can easily become damaged.
- When maintenance is necessary, disconnect the USB Charging Adapter from the electrical outlet, and check that all cables have been disconnected.



The 3D glasses contain rechargeable batteries. Observe local regulations when you dispose of them.

Replacement Periods for Consumables

■ Air filter replacement period

- If the message is displayed even though the air filter has been cleaned  p.68

■ Lamp replacement period

- The following message is displayed when projection starts
"It is time to replace your lamp. Please contact your Epson projector reseller or visit www.epson.com to purchase."
- The projected image gets darker or starts to deteriorate.



- The lamp replacement message is set to appear after 4900H in order to maintain the initial brightness and quality of the projected images. The message display time changes depending on the usage situation, such as the color mode setting and so on.
If you continue to use the lamp after the replacement period has passed, the possibility that the lamp may explode increases. When the lamp replacement message appears, replace the lamp with a new one as soon as possible, even if it is still working.
- Depending on the characteristics of the lamp and the way it has been used, the lamp may become darker or stop working before the lamp warning message appears. You should always have a spare lamp unit ready in case it is needed.

Replacing Consumables

Replacing the air filter



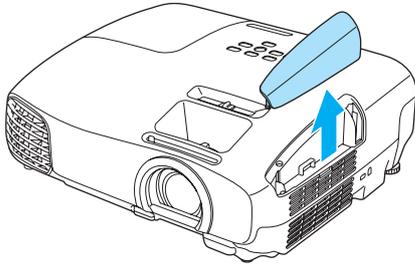
Dispose of used air filters properly in accordance with your local regulations.

Filter frame: ABS

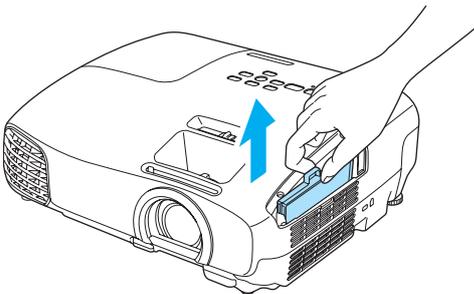
Filter: Polyurethane foam

- 1 Press the  button on the remote control or the control panel to turn off the power, and then disconnect the power cord.

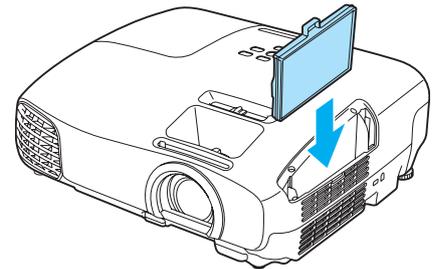
- 2 Open the air filter cover.



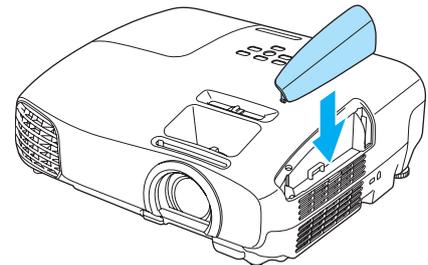
- 3 Remove the old air filter. Grip the air filter cover tab and pull it straight up.



- 4 Install the new air filter. Slide in the air filter until it clicks into place.



- 5 Close the air filter cover.



Replacing the lamp



Warning

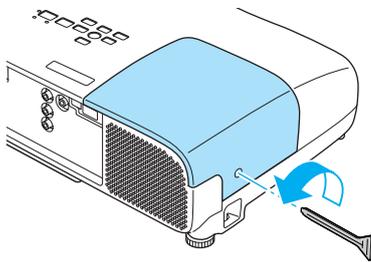
When replacing the lamp because it has stopped illuminating, there is a possibility that the lamp may be broken. If replacing the lamp of a projector that has been suspended from the ceiling, you should always assume that the lamp is cracked, and remove the lamp cover with care. When you open the lamp cover, small shards of glass could fall out. If any shards of glass get into your eyes or mouth, contact a doctor immediately.

 **Caution**

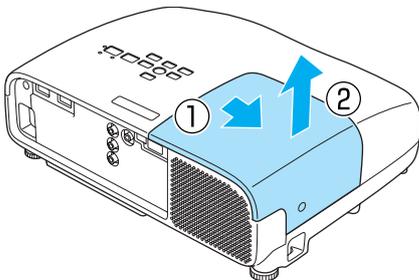
- Do not touch the lamp cover immediately after turning off the projector as it is still hot. Wait until the lamp has cooled down sufficiently before removing the lamp cover. Otherwise, you could get burnt.
- We recommend the use of genuine EPSON option lamps. The use of non-genuine lamps may affect projection quality and safety.
Any damage or malfunction caused by the use of non-genuine lamps may not be covered by Epson's warranty.

1 Press the  button on the remote control or the control panel to turn off the power, and then disconnect the power cord.

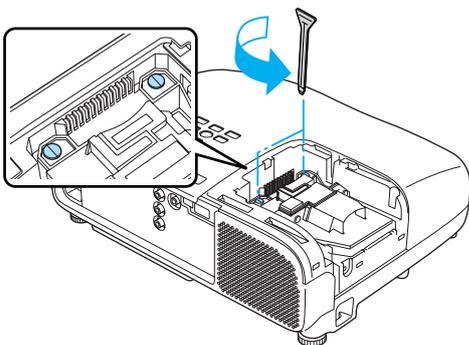
2 Loosen the lamp cover fixing screw.



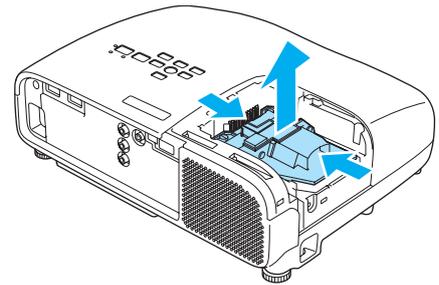
3 Remove the lamp cover.
Slide the lamp cover straight forward and remove it.



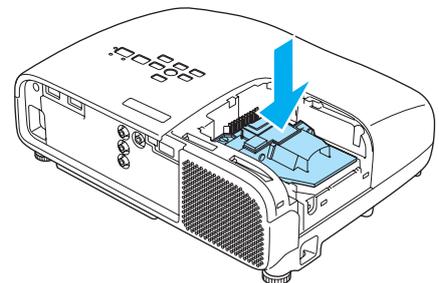
4 Loosen the two lamp fixing screws.



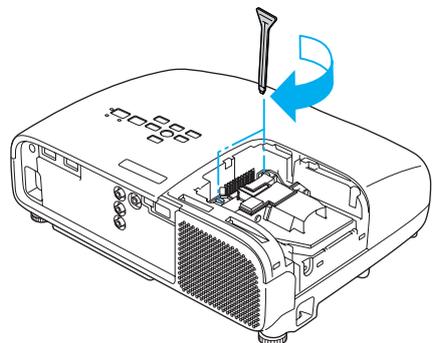
5 Remove the old lamp.
Grip the projection and pull it straight out.



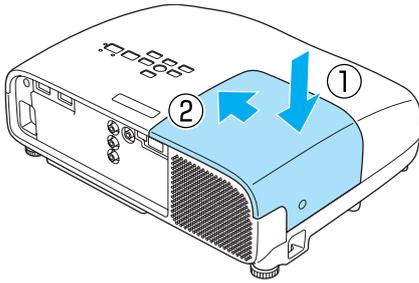
6 Install the new lamp.
Make sure the lamp is facing the correct direction and press it in.



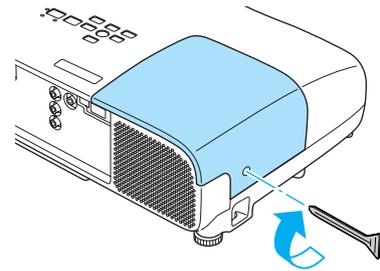
7 Tighten the two lamp fixing screws.



- 8 Replace the lamp cover.
Slide the cover back into place.



- 9 Tighten the lamp cover fixing screw.



Warning

Do not disassemble or remodel the lamp. If a modified or disassembled lamp is installed in the projector and used, it could cause a fire, electric shock, or an accident.

Caution

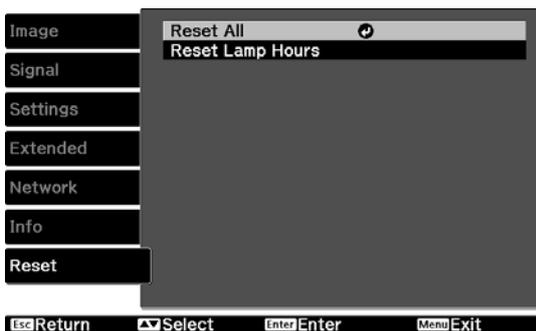
- Make sure you install the lamp and lamp cover securely. If they are not installed correctly, the power does not turn on.
- The lamp contains mercury (Hg). Dispose of used lamps in accordance with your local laws and regulations on disposing of fluorescent tubing.

Resetting lamp hours

After replacing the lamp, make sure you reset the lamp hours.

The projector records how long the lamp is turned on and a message and indicator notify you when it is time to replace the lamp.

- 1 Turn on the power.
- 2 Press the **Menu** button.
The Configuration menu is displayed.
- 3 Select **Reset - Reset Lamp Hours**.
A reset confirmation message is displayed.



- 4 Use the **Left/Right** buttons to select **Yes**, and then press the **Enter** button to execute.

The lamp hours are reset.



Optional Accessories and Consumables

The following optional accessories/consumables are available for purchase if required. This list of optional accessories/consumables is current as of: 2013.6. Details of accessories are subject to change without notice.

Varies depending on country of purchase.

Optional Items

Name	Model No.	Explanation
Ceiling mount*	ELPMB23	Use when installing the projector on a ceiling.
Ceiling pipe 450 (450 mm white)*	ELPFP13	Use when installing the projector on a high ceiling.
Ceiling pipe 700 (700 mm white)*	ELPFP14	
RF system 3D Glasses	ELPGS03	Use when viewing 3D images.
USB Charging Adapter	ELPAC01	Use when charging the 3D Glasses.
Wireless LAN Unit 802.11b/g/n(2.4GHz)	ELPAP07	Use when projecting video from an external device connected to the projector via wireless LAN.

* Special expertise is required to suspend the projector from a ceiling. Contact your local dealer.

Consumables

Name	Model No.	Explanation
Lamp unit	ELPLP78	Use as a replacement for used lamps. (1 lamp)
Air filter	ELPAF32	Use as a replacement for used air filters. (1 air filter)



Supported Resolutions

Computer Signals (Analog RGB)

Signal	Refresh Rate (Hz)	Resolution (dots)
VGA	60	640 x 480
SVGA	60	800 x 600
XGA	60	1024 x 768
SXGA	60	1280 x 960
	60	1280 x 1024
WXGA	60	1280 x 768
	60	1366 x 768
	60	1280 x 800
WXGA++	60	1600 x 900

Composite Video

Signal	Refresh Rate (Hz)	Resolution (dots)
TV (NTSC)	60	720 x 480
TV (SECAM)	50	720 x 576
TV (PAL)	50/60	720 x 576

HDMI1/HDMI2 Input Signal

Signal	Refresh Rate (Hz)	Resolution (dots)
VGA	60	640 x 480
SDTV (480i)	60	720 x 480
SDTV (576i)	50	720 x 576
SDTV (480p)	60	720 x 480
SDTV (576p)	50	720 x 576
HDTV (720p)	50/60	1280 x 720
HDTV (1080i)	50/60	1920 x 1080
HDTV (1080p)	24/30/50/60	1920 x 1080

MHL Input Signal

Signal	Refresh Rate (Hz)	Resolution (dots)
SDTV (480i)	60	720 x 480
SDTV (576i)	50	720 x 576

Signal	Refresh Rate (Hz)	Resolution (dots)
SDTV (480p)	60	720 x 480
SDTV (576p)	50	720 x 576
HDTV (720p)	50/60	1280 x 720
HDTV (1080i)	50/60	1920 x 1080
HDTV (1080p)	24/30	1920 x 1080

3D Input Signal HDMI

Signal	Refresh Rate (Hz)	Resolution (dots)	3D Format		
			Frame Packing	Side by Side	Top and Bottom
HDTV750p (720p)	50/60	1280 x 720	✓	✓	✓
HDTV1125i (1080i)	50/60	1920 x 1080	-	✓	-
HDTV1125p (1080p)	50/60	1920 x 1080	-	✓	-
HDTV1125p (1080p)	24	1920 x 1080	✓	✓	✓

3D Input Signal MHL

Signal	Refresh Rate (Hz)	Resolution (dots)	3D Format		
			Frame Packing	Side by Side	Top and Bottom
HDTV750p (720p)	50/60	1280 x 720	-	✓	✓
HDTV1125i (1080i)	50/60	1920 x 1080	-	✓	-
HDTV1125p (1080p)	50/60	1920 x 1080	-	-	-
HDTV1125p (1080p)	24	1920 x 1080	-	✓	✓



Specifications

Product name		EH-TW5100
Appearance		297 (W) x 108 (H) x 247 (D) mm
Panel Size		0.61" wide
Display method		Polysilicon TFT active matrix
Resolution		1920 (W) x 1080 (H) x 3
Scanning Frequency	Digital	Pixel Clock: 13.5 - 150 MHz
		Horizontal: 15 - 80 kHz
		Vertical: 24, 30, 50 - 85 Hz
	Analog	Pixel Clock: 13.5 - 150 MHz
		Horizontal: 15 - 80 kHz
		Vertical: 24, 50 - 85 Hz
Focus adjustment		Manual
Zoom adjustment		Manual (approx. 1 to 1.2)
Lamp (light source)		UHE lamp 200 W, Model No.: ELPLP78
Power supply		100 to 240 V AC \pm 10%, 50/60 Hz, 3.0 to 1.4 A
Power consumption	100 to 120 V area	Operating: 300 W
		Standby power consumption: 0.28 W
	220 to 240 V area	Operating: 287 W
		Standby power consumption: 0.31 W
Operating altitude		Altitude 0 to 3000 m
Operating temperature		+5 to 35°C* (No condensation)
Storage temperature		-10 to +60°C (No condensation)
Mass		Approx. 2.8 kg
Connectors		PC port x 1, Mini D-Sub15-pin (female) blue
		HDMI port x 2, HDMI For HDCP, For CEC signals, For MHL signals (HDMI1 port only), For linear PCM, Deep Color
		Video port x 1, RCA pin jack
		RS-232C port x 1, D-sub 9-pin (male)
		Audio-L/R port x 1, RCA pin jack
		USB 2.0 TypeA port x 1
		Audio Out port x 1, Stereo mini jack
Speaker		Maximum input 2 W x 1

* The operating temperature is +5 to 30°C at an altitude of 2287 to 3000m.

This product is also designed for IT power distribution system with phase-to-phase voltage 230V.

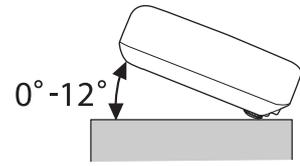
Обладнання відповідає вимогам Технічного регламенту обмеження використання деяких небезпечних

речовин в електричному та електронному обладнанні.



Angle of tilt

If you use the projector tilted at an angle of more than 12°, it could be damaged or cause an accident.



ESC/VP21 Commands

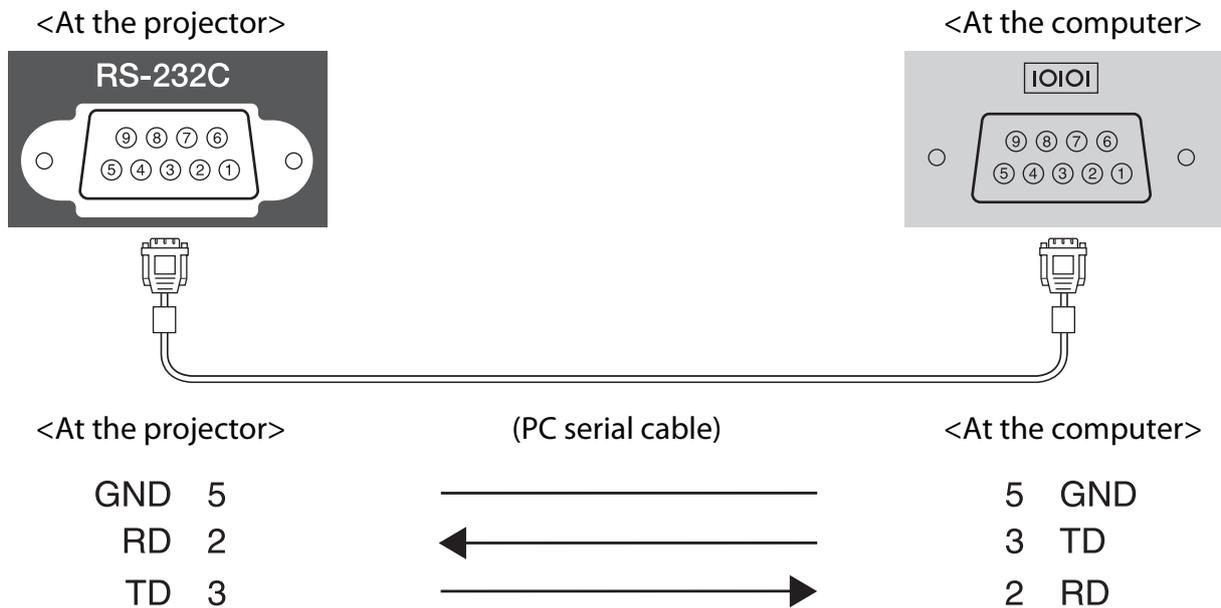
Use of ESC/VP21 enables control of the projector from an external device. For more details, see the following Web site.

<http://www.epson.com>

RS-232C Cable layouts

- Connector shape: D-sub 9-pin (male)
- Projector input port name: RS-232C
- Signal name:

Signal Name	Function
GND	Signal wire ground
TD	Transmit data
RD	Receive data



- Communications protocol
 - Default baud rate setting: 9600 bps
 - Data length: 8 bit
 - Parity: None
 - Stop-bit: 1 bit
 - Flow control: None

DECLARATION of CONFORMITY

According to 47CFR, Part 2 and 15

Class B Personal Computers and Peripherals; and/or

CPU Boards and Power Supplies used with Class B Personal Computers

We: Epson America, Inc.
Located at: 3840 Kilroy Airport Way
MS: 3-13
Long Beach, CA 90806
Tel: 562-981-3840

Declare under sole responsibility that the product identified herein, complies with 47CFR Part 2 and 15 of the FCC rules as a Class B digital device. Each product marketed, is identical to the representative unit tested and found to be compliant with the standards. Records maintained continue to reflect the equipment being produced can be expected to be within the variation accepted, due to quantity production and testing on a statistical basis as required by 47CFR 2.909. Operation is subject to the following two conditions : (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Trade Name: EPSON
Type of Product: LCD Projector
Model: H561C/H562C

FCC Compliance Statement**For United States Users**

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures.

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

WARNING

The connection of a non-shielded equipment interface cable to this equipment will invalidate the FCC Certification or Declaration of this device and may cause interference levels which exceed the limits established by the FCC for this equipment. It is the responsibility of the user to obtain and use a shielded equipment interface cable with this device. If this equipment has more than one interface connector, do not leave cables connected to unused interfaces. Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment.



Glossary

This section briefly explains the difficult terms that are not explained in context in the text of this guide. For details, refer to other commercially available publications.

HDCP	HDCP is an abbreviation for High-bandwidth Digital Content Protection. It is used to prevent illegal copying and protect copyrights by encrypting digital signals sent over DVI and HDMI ports. Because the HDMI port on this projector supports HDCP, it can project digital images protected by HDCP technology. However, the projector may not be able to project images protected with updated or revised versions of HDCP encryption.
HDMI™	An abbreviation for High Definition Multimedia Interface. This is the standard by which HD images and multichannel audio signals are digitally transmitted. HDMI™ is a standard aimed at digital consumer electronics and computers. By not compressing the digital signal, the image can be transferred at the highest quality possible. It also provides an encryption function for the digital signal.
HDTV	An abbreviation for High-Definition Television. This refers to high-definition systems which satisfy the following conditions. <ul style="list-style-type: none"> • Vertical resolution of 720p or 1080i or greater (p = Progressive, i = Interlace) • Screen aspect of 16:9 Dolby Digital audio reception and playback (or output)
MHL	An abbreviation for Mobile High-definition Link, which is a standard high-definition interface that enables high-speed transfer of video signals on mobile devices. It is a standard targeting smartphones and tablets that transfers uncompressed digital signals without loss of quality and also enables simultaneous charging of such devices.
NTSC	An abbreviation for the National Television Standards Committee. A terrestrial analog color broadcasting method. This method is used in Japan, North America, and Latin America.
PAL	An abbreviation for Phase Alternation by Line. A terrestrial analog color broadcasting method. This method is used in various Western European countries (with the exception of France), Asian countries such as China, and Africa.
SDTV	An abbreviation for Standard Definition Television. This refers to standard television systems which do not satisfy the conditions for HDTV High-Definition Television.
SECAM	An abbreviation for SEquential Couleur A Memoire. A terrestrial analog color broadcasting method. This method is used in France, Eastern Europe, the former Soviet Union, the Middle East, Africa, and so on.
SVGA	A screen size standard with a resolution of 800 (horizontal) x 600 (vertical) dots.
SXGA	A screen size standard with a resolution of 1,280 (horizontal) x 1,024 (vertical) dots.
VGA	A screen size standard with a resolution of 640 (horizontal) x 480 (vertical) dots.
XGA	A screen size standard with a resolution of 1,024 (horizontal) x 768 (vertical) dots.
YCbCr	In component image signals for SDTV, Y is the brightness, while Cb and Cr indicate the color difference.
YPbPr	In component image signals for HDTV, Y is the brightness, while Pb and Pr indicate the color difference.
Aspect Ratio	The ratio between an image's length and its height. Screens with a horizontal:vertical ratio of 16:9, such as HDTV screens, are known as wide screens. SDTV and general computer displays have an aspect ratio of 4:3.

Interlace	Transmits information needed to create one screen by sending every other line, starting from the top of the image and working down to the bottom. Images are more likely to flicker because one frame is displayed every other line.
Pairing	Register devices in advance when connecting with Bluetooth devices to ensure mutual communication.



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