EPSON®

EMP-735™

EasyMP™

Operation Guide

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Preparing a Presentation (Using EMP SlideMaker2)

Here, we will describe the methods for creating and sending scenarios.

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Files that Can be Included in Scenarios

Any of the following file types can be merged into a single file to create a scenario.

Type	File Type (Extension)	Notes
PowerPoint	.ppt	Microsoft PowerPoint 2000/2002
Graphics	.bmp	
	.jpg	Any version. However, CMYK colour formats and progressive formats cannot be played back.
Movie	.mpg	MPEG2-PS If the movie exceeds a maximum size of 720 × 480, or is not in the same form as a DVD (sequence header arranged for each GOP) it cannot be played back. The reproducible audio format is MPEG-1 Layer 2. Linear PCM and AC-3 audio cannot be played back. It is recommended that memory cards used be of the CompactFlash format, or a card type hard disk drive. Correct reproduction may not be possible if using memory cards other than those mentioned above. Additionally, if a CompactFlash card with a slow access speed is used, correct reproduction may not be possible and the audio track may skip or cut out. Depending on the contents, the screen or the sound may be disturbed.
Audio	.wav	PCM, 22.05/44.1/48.0kHz, 8/16bit

Tip :

- *The following slide transition effects and animation settings on the PowerPoint "Slideshow" menu are reflected in a scenario.*
  - *Fly* • *Blinds* • *Box* • *Checkerboard* • *Crawl* • *Dissolve*
  - *Peek* • *Random Bars* • *Spiral* • *Split* • *Stretch*
  - *Strips* • *Swivel* • *Wipe* • *Zoom*

  Effects and animations other than those listed above can be placed using the "Cut" command.
- *In the event that the graphics and movie files in the table on the left are to be played back as file units, they need not be made into scenarios. After saving the file to a memory card, direct playback and projection with the CardPlayer function is possible when the memory card is inserted into the projector.* ☛ *p.30*

The following table indicates whether scenarios created by the included software of other projectors can be opened by EMP SlideMaker2 of this projector.

Projector	Software	Can be opened
EMP-7850	EMP SlideMaker2	Yes
EMP-8150/8150NL	EMP Scenario	No
EMP-715/505	EMP SlideMaker	No

Creating and Sending a Scenario

In this guide, a "scenario" refers to a combination of PowerPoint and graphics files arranged in a projection order and saved as a single file. Scenarios are created with EMP SlideMaker2.
Using EMP SlideMaker2, it is possible to easily and efficiently prepare presentation material by extracting the necessary parts of files, and arranging them in order without editing the original files.

The created scenario is sent to the memory card inserted in the computer. Insert the memory card in the card slot of the projector and project the scenario using the EasyMP CardPlayer mounted on the projector.

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Creating a Scenario

Verify the following points before creating a scenario.

The data that is combined to create a scenario, such as PowerPoint, graphics and movie files, must be created in advance.

Only file types listed under "Files that Can be Included in Scenarios" can be used. ☛ p.3

1 Start Windows on the computer, then select "Start" - "Programs" (or, "All Programs") - "EPSON Projector" - "EMP SlideMaker2".
EMP SlideMaker2 starts, and the scenario properties are displayed.

2 Enter each of the items on the following table, then click the "OK" button.

Scenario Name	This becomes the file name and scenario folder name of the created scenario. This must be entered. Up to eight capital letters and numbers can be entered. Keep this item and the scenario folder directory in the next item to within a maximum of 127 characters all told.
Scenario Folder	Specify where to create the scenario folder to be used whilst creating the scenario. A scenario folder is created in the directory specified here.
Configure BGM	Click to select to play background music during scenario playback. The audio file (WAVE format) selection screen is displayed if this is selected. On this screen, select the file to be used as the background music. After selecting the audio file, play the file by clicking the "▶" button on the right. Stop playback by clicking the "■" button.
Background Color	Selects the background for graphic data in the scenario.
Image Quality	EMP SlideMaker2 changes each slide in a PowerPoint file to a JPEG file and saves it. Use this item to select the image quality to be used during conversion to JPEG files. A characteristic of JPEG files is that, when the compression ratio is high, image quality is worse than JPEG files of lower compression. However, highly compressed files are smaller, and take less time to project. Using this setup item, the compression ratio grows progressively higher going from "Highest image quality" to "High Quality" and "Standard". Therefore, when "Highest image quality" is selected, a high-quality, large JPEG file is saved. When "Standard" is selected, the image quality is lower than for the other settings, but the JPEG file is smaller. If a JPEG file is included directly into a scenario, any of the above image quality settings will become invalid for that image, and the compression ratio of the original file is used.

Tip :
Previously set content can be modified by "File" - "Properties".

3 Select the files to use in the scenario.

In the Folders window, click the desired folder to display a list of the files within the folder in the Files window.

For graphics files, click the file icon in the Files window to display the contents of the file in the Thumbnails window.
For movie files, icons will be displayed in the Thumbnails window.
Double-click the file icon in the Files window to display the selected file in the Scenarios window.

You can incorporate PowerPoint files in scenarios using the following two methods.

- Incorporate all slides in a PowerPoint file

1. Double-click the desired PowerPoint file in the Files window.
2. Click "OK" after checking the message. The slideshow is performed automatically. If you press the [Esc] key on the keyboard, the slideshow will be terminated. In this case, only the slides which were shown are incorporated into the scenario.
3. Click anywhere in the screen after completing the slideshow.
   All slides contained in a file are displayed in the Scenarios window.
   After a file is included in a scenario using the above procedure, the animations set in PowerPoint are maintained. Therefore, the animations will operate effectively during projection of the scenario using CardPlayer.

- Include only the necessary slides whilst referring to thumbnails

1. Click the file icon in the Files window.
2. Double-click the thumbnails to be included in the scenario.
   The desired slide is displayed in the Scenarios window.
   After a slide is included in a scenario using the above procedure, any animations set in PowerPoint are disabled.

Slides using animation are displayed in the cell as ".EMA" in the Scenarios window. Slides without animation are displayed in the cell as ".JPG" in the Scenarios window. Clicking ".EMA" cells displays an Animation verification window for each animation operation.

Tip :

- *Thumbnails cannot be displayed if PowerPoint is not installed on the computer.*
- *Although animations can be set in the Properties screen of EMP SlideMaker2, animations set in advance in PowerPoint will operate more smoothly when played in the scenario. To set animations in PowerPoint slides, we recommend it be set within PowerPoint. Use the Properties screen of EMP SlideMaker2, to include animation in a graphic, or to include animation in a slide in a scenario without maintaining the animation.* ☛ *p.15*
- *The following PowerPoint animations can be used in a scenario.*
  - *Fly* • *Blinds* • *Box* • *Checkerboard* • *Crawl* • *Dissolve*
  - *Peek* • *Random Bars* • *Spiral* • *Split* • *Stretch* • *Strips*
  - *Swivel* • *Wipe* • *Zoom*

  Animations other than those above can be placed by the "Cut" command.

4 Finish the scenario by adding or deleting files and slides, or changing their order.

The content displayed in the Scenarios window is projected from the beginning when projected by the CardPlayer in the projector.

- To add files and slides:
  Drag-and-drop a file displayed in the Files window or a PowerPoint slide displayed in the Thumbnails window, to the desired location in the Scenarios window.
- To add multiple slides:
  Click the slides to be added in the Thumbnails window. All clicked slides are selected. Clicking a selected slide a second time will release the selection. After selecting all the slides to add, drag-and-drop one of the selected slides to the desired location in the Scenarios window. The selected slides are all added to the scenario.
- To add two or more graphic files:
  While holding down the [Ctrl] key click on the icon of each file you wish to add from the Files window, one by one. Each file you click on is selected. To cancel the selection, click anywhere in the white area outside of the file icons. To add all of the selected files, click on one of the files and drag and drop it into the place you want to add the files in the Scenario window. All of the selected files are added to the scenario.
- To delete slides:
  To delete, use the mouse to right-click on a cell to delete, and select "Cut" in the displayed menu (shortcut menu).

- Changing the slide order:
  Change by dragging-and-dropping the cells to move within the Scenarios window, or display the shortcut menu and change by selecting "Cut" and then "Paste".

It is possible to add the desired files and slides to the Scenarios window using drag and drop.

Tip :

- *See Help for the functions of each of the menus in EMP SlideMaker2.*
- *Use "Save" or "Save As" to save your scenario when you are still working on it. However if you save the scenario to a memory card you will not be able to play it back with EasyMP CardPlayer. Use "Send Scenario" when saving to a memory card.*

Sending a Scenario

To project a created scenario using the projector, it is necessary to send the scenario to the memory card using "Send Scenario" in EMP SlideMaker2.

Designate a memory card inserted into the card drive of the computer as the send destination.

It is also possible to set automatic projection and continuous projection of a scenario at projector startup. The automatic projection function is called "autorun".

Tip :

- *When "Send Scenario" is performed, the scenario file is saved in the memory card under the name "scenario name.sit". In addition, a folder with the same name as the scenario is created and each screen is converted to graphics files and saved according to the image quality settings.*
- *If you use "Send Scenario" without saving, a folder with the same name as the scenario name and a "scenario name.sit" file are created in the scenario folder. Each screen is converted to graphics files and saved in the created folder according to the image quality settings.*

1 After the scenario is complete, select "Scenario Option" - "Send Scenario".
Insert into a card adapter if a card adapter is needed.

2 A dialogue box for designating the destination drive is displayed. Select the drive where the memory card is inserted and click "OK".

3 A confirmation message is displayed. Click the "OK" button.

4 Upon completion of transfer, a message is displayed confirming whether autorun setup is to be performed. To set up autorun or continuous play, click the "OK" button and perform the following steps. To set nothing, close out by clicking the "Cancel" button.

5 All scenario files within the memory card are displayed in the Scenario List on the left.

In the case of automatic projection at projector power ON, click the desired scenario name in the Scenario List, and click the ">>" button. The scenario is displayed in the Autorun Scenario List on the right, and is set as an autorun file. To automatically go back to the beginning once the scenario projection has finished, select the desired scenario in the Scenario List and select "Revive".

Tip :

- *Autorun can be set even if "Scenario Option" - "Edit Autorun" is selected.*
- *Autorun setting cannot be designated in the EasyMP CardPlayer.*
- *If there are two or more files set for autorun, they will be played back in order on the Autorun Scenarios List.*

6 Insert the memory card from the senario sending function in the projector, and use CardPlayer on the projector to project the scenario.
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What Do You Do When ...

Create a Scenario Easily

To turn a single PowerPoint file into a scenario, simply drag and drop the PowerPoint file icon onto the EMP SlideMaker2 program icon on the desktop to create a scenario.

Tip :

- *Scenarios cannot be created in this way when EMP SlideMaker2 is running. Be sure to close EMP SlideMaker2 first.*
- *The name "Scnxxxx" (xxxx are numbers) is given to the created scenario. The image quality of the scenario is set to "Standard". The image quality can be changed in the scenario settings dialogue box displayed by selecting "File" - "Properties". For details concerning image quality, see "Creating a Scenario".* ☛ *p.5*
- *In the event that multiple PowerPoint files are selected and dragged-and-dropped onto the EMP SlideMaker2 program icon, only the file whose icon is pointed at by the mouse cursor will be made into a scenario.*
- *When easy scenario creation is performed, the scenario will be created from all the slides in the PowerPoint file. If there are slides you do not wish to project, right-click those cells and select "Inactive".*
- *The following PowerPoint animations can be used in a scenario.*

• *Fly*	• *Blinds*	• *Box*	• *Checkerboard*	• *Crawl*	• *Dissolve*
• *Peek*	• *Random Bars*	• *Spiral*	• *Split*	• *Stretch*	
• *Strips*	• *Swivel*	• *Wipe*	• *Zoom*		

Animations other than those above can be placed by the "Cut" command.

To Verify the Scenario Projection Status on a Computer

It is possible to verify on a computer how a created scenario will project when played back on a projector by using the CardPlayer. All the structural elements of the scenario such as graphics, animation, background music, etc. will be played.

1 Open the scenario to verify in EMP SlideMaker2.

2 Select "Scenario Option" - "Scenario Preview".

3 The Scenario Preview screen is displayed. Operate the scenario referring to the following table.

Stop	Stop play and return to the first slide.
Pause	Temporarily stops the slides when "Automatically" is selected for the scenario.
Play	Starts the scenario preview. In addition, this restarts stopped or paused scenarios. The following slide is displayed when the scenario behavior is set to "On mouse click".
Rewind	Returns the slide to the one previous to the currently displayed slide or returns the screen previous to the animation being executed. The animation effects are not performed upon return.
Fast Forward (FF)	Shows the next slide (one after the current slide) or shows the screen after animation execution. At this time the animation effects are not executed.
Volume	Performs volume control. Sets the level of the background music.
Status Bar	Displays the state of progress of the scenario on a bar. At first there is no bar display, and then the bar extends from left to right as the scenario progresses. The scenario ends at the rightward end of the bar.

4 After verification is complete, click the "✕" button at the top right of the screen to close the Scenario Preview screen.

Animation Settings

In EMP SlideMaker2, PowerPoint animation effects and similar effects can be set for each cell in the scenario. It is possible to set and project projection times and animations for each divided frame for slides with animations set in PowerPoint.
In this case, right-click the desired animation in the Animation verification window, then click "Cell Properties".

Tip :
Include files for animations set in advance in PowerPoint to produce smoother animation when playing the scenario. To set animations in PowerPoint slides, we recommend these be set within PowerPoint. Use the method described here to set an animation in an image file, or to set animation in a slide included in a scenario without maintaining the animation.

1 Right-click the desired cell or animation, and select "Cell Properties".
To apply the same settings to multiple cells or animations, select multiple cells by clicking whilst holding down the [Shift] key or the [Ctrl] key, and then right-clicking to select "Cell Properties".

2 Displays the Properties screen. Set the items in the following table, then click the "OK" button.

Advance	You can set a transition time between 0 and 1800 seconds when "Automatically" is selected. In manual operation, switch by pressing the [Page down] or [Page up] buttons on the remote control during projection.
Animation Effects	Selects the effects during screen transition when changing screens during projection. Selects the "direction" for the selected animation. The following are examples of the effects. Slide In: Screen transition from a designated direction. Box In: Screen transition from the inside.

Showing the Presentation (Using the CardPlayer)

Here, we will describe how to project a scenario sent to a memory card by EMP SlideMaker2, and how to project graphics and movie files.

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Files that Can be Projected by the CardPlayer

The following files can be projected using CardPlayer.

Type	File Type (Extension)	Notes
Scenario	.sit	These are scenario files created by sending scenarios. Also plays audio (.wav) files set as BGM at the time of scenario creation. Scenarios created in EMP SlideMaker included with the EMP-735 and the EMP-715/505 can also be played.
Graphics	.bmp	Only 24-bit colour files can be played.
	.jpg	Any version. However, projection is not possible for CMYK colour formats, progressive formats, and items with a resolution in excess of 2560 × 1920.
	.png	Projection is not possible for items with a resolution in excess of 1024 × 768.
Movie	.mpg	MPEG2-PS. If the movie exceeds a maximum size of 720 × 480, or is not in the same form as a DVD (sequence header arranged for each GOP) it cannot be played back. The reproducible audio format is MPEG-1 Layer 2. Linear PCM and AC-3 audio cannot be played back. It is recommended that memory cards used be of the CompactFlash format, or a card type hard disk drive. Correct reproduction may not be possible if using memory cards other than those mentioned above. Additionally, if a CompactFlash card with a slow access speed is used, correct reproduction may not be possible and the audio track may skip or cut out. Depending on the contents, the screen or the sound may be disturbed.
DPOF	.mrk	For DPOF version 1.10, only files named AUTPLAYx.mrk (where x is a number between 0-9) can be projected.

Tip :

- *JPEG files with the extension ".jpeg" and MPEG files with the extension ".mpeg" cannot be projected.*
- *Regarding projecting JPEG files, the image will not be projected clearly if compression is set too high.*

Using the CardPlayer

Use the EasyMP "CardPlayer" to play scenarios, graphics and Movie files stored on a memory card inserted in the projector. Here, we will explain how to use the CardPlayer.

Starting the CardPlayer

Start the CardPlayer by using the following procedure.

1 Insert the memory card into the card slot of the projector.

2 Press the [Power] button on the remote control to turn the projector on.

3 Repeatedly press the [Comp/EasyMP] button on the remote control until "EasyMP" displays at the top right of the image.
The CardPlayer will start and will display the contents of the memory card.

Tip :

- *If you want to stop playback, press the [ESC] button.*
- *If there is a scenario set as "autorun" in the memory card, that scenario will be given priority and be played first.*
- *If the memory card is not inserted in the card slot on the projector, the following screen is displayed. If the memory card is installed, the screen from step 3 displays.*

- *Depending on the JPEG file, some thumbnails may not appear. In this event, an file icon is displayed.*

Closing CardPlayer

1 Press the [▲] [▼] [◄] and [►] button on the remote control up and align the cursor with the "EJECT" button on the screen.

2 Press the [Enter] button on the remote control.
CardPlayer shuts down and the following screen is displayed.

3 Remove the memory card from the card slot.

CardPlayer Basic Operation

CardPlayer has the following two operation modes:

- "Guide mode" : Displays the Easy Menu for file operation. Play files and set options by selecting items in the Easy Menu.
- "Quick mode" : Plays files, opens folders, select slides to move during scenario editing, and select the move destination by pressing the [Enter] button on the remote control without using the Easy Menu.

"Guide mode" is the initial setting.
See "Setting Display Conditions and Operation Mode" to set the operation mode. ☛ p.33
See "Quick Mode Operation" for operation of the Quick mode. ☛ p.24

Easy Menu Operation (Guide Mode)

Here we will explain the procedures for playing scenarios and graphics using the Easy Menu.

1 Press the [▲], [▼] [◄], or [►] buttons on the remote control to position the cursor on the file or folder you want to access.
If all the files or folders are not displayed on the current screen, press the [Page Down] button on the remote control. The next page is similarly displayed by placing the cursor on the "Next page" button and then pressing [Enter] button

on the remote control. To return to the previous screen, press the [Page up] button on the remote control, or position the cursor on the "Previous page" button and press [Enter] button on the remote control.

2 Press the [Enter] button on the remote control.

This displays the Easy Menu.

Tip :

The operation mode will become "Quick mode" when a scenario or graphic and Movie is played, or a folder opened, by pressing the [Enter] button. ☛ *p.24*

The items displayed on the Easy Menu differ according to the selection.

When a Scenario is Selected

Play Scenario	Plays the scenario. ☛ p.26
Edit Scenario	Displays the edit scenario screen. ☛ p.28
Cancel	Closes the Easy Menu without doing anything.

When a Graphics File is Selected

View Image	Plays the graphic. ☛ p.30
Cancel	Closes the Easy Menu without doing anything.

When a Movie File is Selected

Play Movie	Plays the movie. ☛ p.30
Cancel	Closes the Easy Menu without doing anything.

When a Folder is Selected

Open Folder	Opens a folder and displays the files within the folder. Select the folder icon in the upper left, press the [Enter] button, select "Up one level" and then press the [Enter] button to return control to the prior screen, before a folder was opened.
Play Slideshow	Plays the graphics and/or movie files inside the folder in order. ☛ p.31 Scenarios cannot be played back correctly during slideshow reproduction. If you wish to play back a scenario, select the scenario file and perform "Play Scenario"
Options	Displays the options setting screen. Set display conditions and operation mode for playing back slideshows in Card Player. ☛ p.33
Cancel	Closes the Easy Menu without doing anything.

Quick Mode Operation

In the quick mode you can execute the main functions directly by pressing [Enter] on the remote control. Press the [ESC] button on the remote control to display the Easy Menu, making it possible to execute other functions.

When Selecting Folders or Files

[Enter]	Folder: Open Scenarios, Graphics · Movie: Play
[ESC]	Display Easy Menu

Scenario Being Edited

[Enter]	Select slides to move, select move destination
[ESC]	Display Easy Menu

Rotating the Image

Images in JPEG format reproduced by CardPlayer can be rotated in 90 degree increments. JPEG images reproduced during slideshow execution can also be rotated. Rotate JPEG images in the following way.

1 Reproduce images or scenarios in JPEG format, or perform a slide show.

For reproduction of JPEG format images, ☛ "Playing Graphics and Movie Files" p.30 .
For playing scenarios, ☛ "Projecting Scenarios" p.26 .
For slideshows, ☛ "Playing all Graphics and Movie Files within a Folder in Order (Slideshow)" p.31 .

2 When a JPEG image is being reproduced, Press the [◄] [►] button on the remote control, to the left or right.
The screen rotates when the button is Pressed in a certain derection, as follows.

Projecting Scenarios

Here, we will describe the method for playing a scenario sent to a memory card, operations during scenario playback, and editing a scenario.

Playing a Scenario

The scenario was sent to a memory card by the scenario sending function in EMP SlideMaker2. ☛ p.11

Tip :

Autorun and continuous play can be set in the scenario. *☛ p.11*

1 Start the CardPlayer. ☛ p.20

This displays the content of the inserted memory card.

2 Press the [▲], [▼], [◄], and [►] buttons on the remote control to position the cursor on the scenario folder that is to play.

3 Press the following buttons on the remote control depending on the operation mode in use.

Guide mode : Press the [Enter] button to display the Easy Menu. Press the [▲] and [▼] buttons, then select "Play Scenario" and press the [Enter] button.

Quick mode : Press the [Enter] button.

4 Play the scenario. If "Advance" is set to "Automaticaly", once play has continued to the end, control returns to the file list screen. If "Revive" is selected, the scenario will repeat from the beginning.
See "Operation During a Presentation" for how to operate the scenario when "Advance" is set to "On mouse click" and how to cancel and stop.

Tip :
Change the projection order and display/hide settings in the edit scenario screen.
☛ *p.28*

Operation During a Presentation

The following operations using the remote control are possible whilst playing a scenario.

Screen Switching	Proceed to the next screen by pressing [Enter] or [Page down]. Return to the previous screen by pressing [Page up].
Stop Play	The message "Do you want to quit playing the scenario?" is displayed when you press the [ESC] button. Close by selecting the "Exit" button and pressing the [Enter] button. Continue play by selecting the "Return" button and pressing the [Enter] button.

The following functions of the projector can similarly be used when projecting a scenario or graphics file with CardPlayer. For details concerning the various functions, see the "Freeze", "A/V Mute", and "E-Zoom" in the *EMP-735 User's Guide.*

- Freeze
- A/V Mute
- E-Zoom

Editing a Scenario

You can change the projection order of slides and toggle display/hide for slides within the scenarios on the memory card inserted in the projector.

1 Press the [▲], [▼], [◄], and [►] buttons on the remote control to position the cursor on the scenario to edit.

2 Press the following buttons on the remote control depending on the operation mode in use.

Guide mode : Press the [Enter] button to display the Easy Menu. Select "Edit Scenario" in the menu, and press the [Enter] button.

Quick mode : Press the [ESC] button to display the Easy Menu. Select "Edit Scenario" in the menu, and press the [Enter] button.

3 This displays the edit scenario screen.

Position the cursor on the desired slide. Proceed with Step 4 to change the slide order, and proceed with Step 6 to hide slides.

4 Press the following buttons on the remote control depending on the operation mode in use.

Guide mode : Press the [Enter] button to display the Easy Menu. Select "Move Files" in the menu, and press the [Enter] button.

Quick mode : Position the cursor on the slide to be moved and press the [Enter] button.

5 Position the cursor on the destination and press the [Enter] button on the remote control.

6 In order not to display a page, position the cursor on the desired slide, and depending on the operation mode being used, press the following buttons on the remote control .

Guide mode : Press the [Enter] button to display the Easy Menu. In the menu, select "Show/Hide" and press the [Enter] button.

Quick mode : Press the [ESC] button to display the Easy Menu. In the menu, select "Show/Hide" and press the [Enter] button.

7 To exit editing, press the [▲] button on the remote control, position the cursor on the "OK" button, and press the [Enter] button on the remote control.

The scenario is saved with the edited content, and the display returns to the file list screen.

In order not to save the changes, position the cursor on the "Cancel" button and press the [Enter] button on the remote control.

Playing Graphics and Movie Files

There are two ways to view images saved on a memory card by using the CardPlayer function.

- View graphics or movie files
  This is a function for playing and projecting the contents of a graphics file.
- Ordered play of graphics and movie files within a folder (Slideshow)
  This is a function for projecting the file contents within a folder, in order, one file at a time.

Caution :
The memory card is accessed frequently when playing back movie files. If you remove the memory card during this time, CardPlayer may not operate correctly.

Playing Graphics and Movie Files

1 Start the CardPlayer. ☛ p.20
This displays the content of the inserted memory card.

2 Press the [▲], [▼], [◄], and [►] buttons on the remote control to position the cursor on the file to play.

3 Press the following buttons on the remote control depending on the operation mode in use.

Guide mode : Press the [Enter] button to display the Easy Menu. Select "View Image" or "Play Movie" in the menu, and press the [Enter] button.

Quick mode : Press the [Enter] button.

4 Play the graphics or movie files. Pressing the [Enter] or [ESC] buttons on the remote control returns the display to the file list screen.

Tip :
JPEG format images can be rotated during projection. ☛ *p.24*

Playing all Graphics and Movie Files within a Folder in Order (Slideshow)

You can project the graphics files in a folder one at a time, in order. This function is called "Slideshow". Execute the slideshow by the following procedure.

Tip :
You can set display conditions such as continuous play, and transition effects. ☛ *p.33*

1 Start the CardPlayer. ☛ p.20
This displays the content of the inserted memory card.

2 Press the [▲], [▼], [◄], and [►] buttons, to position the cursor on the folder of the slideshow to perform.

3 Press the following buttons on the remote control depending on the operation mode in use.

Guide mode : Press the [Enter] button to display the Easy Menu. Select "Play Slideshow" in the menu, and press the [Enter] button.

Quick mode : Press the [ESC] button to display the Easy Menu. Select "Play Slideshow" in the menu, and press the [Enter] button.

4 This runs the slideshow, each of the graphics and movie files in the folder is played, in order.

After play has continued to the end, control automatically returns to the file list screen. The slideshow will repeat from the beginning once play has completed when "Continuous Play" is "ON". ☛ p.33

Just as with a scenario, it is possible to proceed to the next screen, return to the previous screen, or stop playback during projection of a slideshow.

☛ "Operation During a Presentation" p.27

Setting Display Conditions and Operation Mode

You can set the display conditions and operation mode for slideshow play. The content for display conditions that can be set is: Continuous Play, Screen switching time, Display order, Effect, and Mode switching.

1 Press the [▲], [▼], [◄], or [►] buttons on the remote control to position the cursor on the folder where display conditions are to be set.

2 Press the following buttons on the remote control depending on the operation mode in use.

Guide mode : Press the [Enter] button to display the Easy Menu. Select "Options" on the menu, and press the [Enter] button.

Quick mode : Press the [ESC] button to display the Easy Menu. Select "Options" on the menu, and press the [Enter] button.

3 Set each of the items.

Enable settings by positioning the cursor on the desired item and pressing the [Enter] button on the remote control.

Details for of the items are given below.

Continuous Play	Indicates whether to perform the slideshow repetitively.
Screen switching time	After the time designated here has elapsed, the next file is displayed. If "No" is selected, the slideshow will proceed to the next file when either the [Enter] or [Page Down] key is pressed on the remote control.
Display order	Sets the order of the files to be displayed.
Effect	This sets the effects to apply when displaying file content.
Mode Switching	Switches the operation mode in CardPlayer. The initial setting is "Guide mode". See "Easy Menu Operation (Guide Mode)" (☛ p.22) for "Guide mode" operations. See "Quick Mode Operation" (☛ p.24) for "Quick mode" operations.

4 Position the cursor on the "OK" button by pressing the [▲] button on the remote control, then press the [Enter] button.

The settings are applied.

If you do not wish to apply the settings, position the cursor on the "Cancel" button and press the [Enter] button.

Advanced Operations

Here, we will describe how to manage the setting of a projector connected to a computer on a network.

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TOP

Setting, Monitoring and Controlling from a Computer

When a computer and the projector are connected by a wireless LAN or by a wired LAN, the following projector setting changes and administration are possible from the computer via the network.

- Setting network functions and controlling the projector using a Web browser. (EasyWeb)
- Monitoring and controlling the projector using EMP Monitor. (During access point mode or Wired LAN connection mode connection).
- Obtaining projector status and network settings, controlling the projector, and messaging errors using SNMP and the SNMP manager program (During access point mode or Wired LAN connection mode connection).

Here we will explain the above three methods.

Changing Settings Using a Web Browser (EasyWeb)

You can setup and control the projector using the Web browser of a computer that is connected to the projector via a network. Setup and control operations can be performed remotely if this function is used.

Use Microsoft Internet Explorer 5.0 or later as the Web browser.

Tip :

- *Setup and control are possible using a Web browser if "Standby Mode" is "Network ON" in the "Advanced" menu of the projector's configuration menu, even if the projector is in standby mode (when the Power indicator is lit orange).*
- *If the Web browser you are using is set up to connect via a proxy server, the EasyWeb cannot be displayed. Please set the browser so it does not use a proxy server, if you wish to view this page.*

Displaying the EasyWeb

Display the browser page for setup and control by either of the following procedures.

Using the EMP NS Connection Tools

1 Connects a computer to the projector via a network.
☛"Connecting Using Easy Connect Mode " and "Connecting in Access Point Mode or Wired LAN Connect Mode" in the *EasyMP Setup Guide*

2 Click the "Projector Operation URL Display" icon in the EMP NS Connection toolbar.

The password input screen is displayed.

3 Enter the password then click "OK". If password has not been set, click "OK" without entering anything.
This starts the Web browser and displays the EasyWeb

Entering the IP Address of the Projector

When the projector's Network advanced settings have been set to "Access point mode", the projector's IP address can be input by the following steps, and EasyWeb can be opened.

1 Start the Web browser on the computer.

2 Enter the IP address of the projector in the address input box of the Web browser, and press the [Enter] key on the computer keyboard.
EasyWeb is displayed.

Projector Setup

It is possible to apply setup items in the configuration menu of the projector and the Network advanced setting screen of the Network Screen. The settings are reflected in the configuration menu and the Network advanced settings screen of the Network Screen.

Configuration of Menu Items that can not be set by the Web Browser

All configuration menu items can be set with the exception of the following items.

- Registering a user's logo in the "User's Logo" menu
- "Advanced" - "Language", "Link21L"
- "About" - "Reset Lamp Timer"
- "Reset All"

The items available on each menu are the same as on the configuration menu of the projector. ☛ "Using the Configuration Menu Functions" in the *User's Guide*

Network setup items that can be set by the Web browser

All Network Screen settings can be changed, however, the "MAC address" setting will not be displayed.

Tip :
When connected to a wired LAN, "Wired LAN Settings" will not displayed.

The content of the various items is the same as that of the Network advanced setting screen of Network Screen. ☛"Connecting Using Easy Connect Mode" and "Connecting in Access Point Mode or Wired LAN Connection Mode" in the *EasyMP Setup Guide*

The WEP encryption setting from the Web browser can be keyed in not only in hexadecimal, but also in text. The method for setting the WEP encryption by keying in text differs depending on the access point. For this reason, please check with the administrator of the network you are joining. Then, please first select "Text 1" as the input "Format" before attempting to setup the WEP encryption. Try "TEXT2" and "TEXT3" if "TEXT1" does not provide proper encoding.

If "128bit" is selected in "WEP encryption", you can only select "0" as the Key ID. If "40bit" is selected, you can select either "0", "1", "2", or "3".

Projector Control

Projector control uses EasyRemote at the bottom of the EasyWeb.

The functions of each of the icons are explained below.

Comp/ EasyMP	This switches between images from the Computer/Component Video port and the EasyMP screen.
S-Video/ Video	This switches the signal source being input from the S-Video port and the Video port.
Freeze	This pauses the image. However, audio does not stop. Click again to release the pause. This is the same as the Freeze function on the projector.
A/V mute	This temporarily hides images and stops audio. Click again to release. This is the same as the A/V Mute function on the projector.
Power	This turns the projector power ON and OFF.

Monitoring and Control Using EMP Monitor

When the projector and a computer are connected with the wireless LAN Access point mode, or Wired LAN connection mode, EMP Monitor can be used to check the statuses of multiple projectors that are connected to the network and to carry out operations such as turning the power for the projectors on and off and changing the signal sources, all using a single computer. If there are several projectors that have been set up in different classrooms or meeting rooms, for instance, they can all be started at once and monitored by a single operator.

Tip :

- *A maximum of 64 projectors can be collectively monitored and controlled.*
- *Setup and control are possible using the EMP Monitor if "Standby Mode" is "Network ON" in the "Advanced" menu of the projector's configuration menu, even if the projector is in standby mode (when the power is off).*

Check the following points before starting up EMP Monitor.

- EMP Monitor must be installed in the computer to be used for monitoring and control. ☛"Installing EasyMP Software" in the *EasyMP Setup Guide*
- Configure the network settings to establish connections between the projectors and the computer via Access point mode, or Wired LAN connection mode. ☛ "Connecting in Access Point Mode or Wired LAN connection mode" in the *EasyMP Setup Guide*
- If using Windows 2000/NT4.0/XP, the computer must be started up in Administrator mode.

1 In Windows, select "Start" - "Programs" (or, "All Programs") -"EPSON Projector" - "EMP Monitor".
The EMP Monitor starts.

2 Click the "Resister projector" button during initial start-up after installing the EMP Monitor, or to register additional projectors. Continue with Step 8 if all projectors are registered.

3 Click the "Auto detect" button.

The names of the projectors currently connected to the network are displayed.

Tip :

The manual registration function is expedient if the IP address of the projector is known. Pressing the "Manual registration" button displays the following Manually register projector screen. Input the IP address and click the "Confirm" button. Click the "Add" button after the projector name is displayed. This adds the projector name to the Register projector screen.

4 Select the projector to be monitored or controlled, then click the "Add" button.

5 Proceed with Step 4 if there are other projectors to monitor.

6 Add all the projectors to be monitored, and then click the "Close" button.
The display returns to the Register projector screen, and the added projector names are displayed.

7 Register all the selected projectors, and then click the "Close" button.
To deselect a projector registered for monitoring, select that projector, and delete it by clicking the "Delete" button.

: Projectors Registered by the Manual Registration Function

: Projectors Registered by the Auto-detection Function

Tip :

If the IP addresses for projectors that have been registered using the manual registration function have changed, you can select the Projector name and then click "Edit" to change the IP address. The "Edit" button cannot be used for projectors registered by the auto-detect function.

8 The status of each of the respective registered projectors is displayed.
Once registered, the status of a registered projector will be displayed automatically at subsequent startups of the EMP Monitor.

The display content is as shown in the following table.

Status	The projector status is displayed as the following icons:	
		Power on, no error
		Power on, error
		Power off, no error
		Power off, error
		Network Error (The projector is not connected to the network, the power cable is not plugged in, or another error has occurred.)
Name	This displays the projector names.	
Video source	This displays the selected video source.	
		Computer, Componento Video
		S-Video
		Video
		EasyMP

Error data	If an error is detected for a projector, the status will be displayed as one of the following icons.	
		Lamp burnout warning Replace the lamp. ☛ See "Appendices - Replacing the Lamp" in the *User's Guide*.
		High-speed cooling in progress Lamp problem High internal temperature (overheating) Internal problem Fan error Temperature sensor error ☛ "Using the Indicators" in the *User's Guide* to remedy problems.

9 It is possible to turn power ON/OFF and switch input sources for registered projectors simultaneously. Select the projectors to be controlled, and click the desired operation button.

To select all the registered projectors, click the "Select All" button. Furthermore, just as in Windows file selection, it is possible to click the top of a range, then click the bottom whilst pressing the [Shift] key on the keyboard to select everything in between. Selection and deselection can be performed by alternately clicking whilst pressing the [Ctrl] key.

The buttons and their operation are shown below.

"View details" button	This displays detailed information for the selected projector.
Power ON	Turns the projector power on.
Power OFF	Turns the projector power off.
Computer	This switches the video signal to a computer or component video.
S-Video	This switches the video signal to S-Video.
Video	This switches the video signal to composite video.
EasyMP	This switches the video signal to EasyMP.

10 To end, select "File" - "Close" or click the "✕" button.

Using the Mail Notification Function to Report Problems

If settings for the mail notification function have been made, notification messages can be sent to a computer with a preset e-mail address to alert the operator at the computer, that a problem or warning has occured with a projector, By using this function, the operator can be notified of problems with projectors even at locations that are removed from the projector.

- *Up to a maximum of three notification destinations (addresses) can be recorded, and notification messages can be sent to all three destinations at once.*
- *If a critical problem develops with a projector which causes it to suddenly stop working, it may not be possible for the projector to send a message notifying an operator of the problem.*
- *If "Standby Mode" in the projector's "Advanced1" menu is set to "Network ON", monitoring can be carried out even when the projector is in standby mode (when the power is off).*

Before using the Mail Notification Function, check the following point.

- Network settings have been made to enable the computer and projector to connect via Access point mode or Wired LAN connection mode.
  ☛ "Connecting in Access Point Mode or Wired LAN Connection Mode" in the *EasyMP Setup Guide*

Mail Notification Settings

Mail notification settings are made on the mail screen of the Network Screen Access point mode advanced settings screen, or the Wired LAN connection advanced settings screen. ☛ "Connecting in Access Point Mode or Wired LAN Connection Mode" in the *EasyMP Setup Guide*

If a Problem Notification is Sent by Mail

If an e-mail message with "EPSON Projector" in the subject line is sent to the IP addresses that have been set as mail notification destinations, the message is a notification message saying that there is a problem with the projector.

The following information will be contained in the body of the message.

Line 1 : The name of the projector where the problem has occurred

Line 2 : The IP address that has been set for the projector where the problem has occurred

Line 3 : Details of the problem

The details of the problem are listed on separate lines. The following table shows the details that are given in the message for each item.

Message*/Cause	Remedy
Internal error	☛ "Using the Indicators" in the *User's Guide*.
Fan related error	
Sensor error	
Lamp cover is open.	
Lamp timer failure	
Lamp out	
Internal temperature error	
High-speed cooling in progress	
Lamp replacement notification	
No-signal	No video signals are being input to the projector. Check the connection status or check that the power for the signal source is turned on.

*A (+) or (–) will be appended to the start of the message.
(+): When a projector problem has occurred
(–): When a projector problem has been solved

Management Using SNMP

When the projector and a computer are connected with the wireless LAN access point mode or wired LAN connection mode, it is possible to perform projector monitoring, control, and error messaging from the computer using SNMP and the SNMP manager program.

For details, please contact one of the service offices provided in the catalog.

Tip :

- *The administrative function using SNMP uses a SNMP management program. For this reason, it should be used by a person familiar with networks, such as a network administrator.*
- *The administrative function using SNMP can only be used when connected via wireless LAN in Access point mode. It cannot be used on a wireless LAN in Easy connect mode.*

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