ViewSonic®

LS700-4K
DLP Projector
User Guide

IMPORTANT: Please read this User Guide to obtain important information on installing and using your product in a safe manner, as well as registering your product for future service. Warranty information contained in this User Guide will describe your limited coverage from ViewSonic Corporation, which is also found on our web site at http://www.viewsonic.com in English, or in specific languages using the Regional selection box in the upper right corner of our website. “Antes de operar su equipo lea cu idadosamente las instrucciones en este manual”

Model No. VS17455

Compliance Information

FCC Statement

This device complies with part 15 of FCC Rules. 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.

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: You are cautioned that changes or modifications not expressly approved by the party responsible for compliance could void your authority to operate the equipment.

For Canada

CAN ICES-3 (B)/NMB-3(B)

CE Conformity for European Countries

CE The device complies with the EMC Directive 2014/30/EU and Low Voltage Directive 2014/35/EU.

Following information is only for EU-member states:

The mark is in compliance with the Waste Electrical and Electronic Equipment Directive 2012/19/EU (WEEE).



The mark indicates the requirement NOT to dispose the equipment including any spent or discarded batteries or accumulators as unsorted municipal waste, but use the return and collection systems available.

If the batteries, accumulators and button cells included with this equipment, display the chemical symbol Hg, Cd, or Pb, then it means that the battery has a heavy metal content of more than 0.0005% Mercury or more than, 0.002% Cadmium, or more than 0.004% Lead.



Important Safety Instructions

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this unit near water.
6. Clean with a soft, dry cloth.
7. Do not block any ventilation openings. Install the unit in accordance with the manufacturer's instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves, or other devices (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade and the third outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched particularly at plugs. Be sure that the power outlet is located near the unit so that it is easily accessible.
11. Only use attachments/accessories specified by the manufacturer.
12. Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the unit. When a cart is used, use caution when moving the cart/unit combination to avoid injury from tipping over.



13. Unplug this unit when unused for long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the unit has been damaged in any way, such as: if the power-supply cord or plug is damaged, if liquid is spilled onto or objects fall into the unit, if the unit is exposed to rain or moisture, or if the unit does not operate normally or has been dropped.

Declaration of RoHS2 Compliance

This product has been designed and manufactured in compliance with Directive 2011/65/EU of the European Parliament and the Council on restriction of the use of certain hazardous substances in electrical and electronic equipment (RoHS2 Directive) and is deemed to comply with the maximum concentration values issued by the European Technical Adaptation Committee (TAC) as shown below:

Substance	Proposed Maximum Concentration	Actual Concentration
Lead (Pb)	0.1%	< 0.1%
Mercury (Hg)	0.1%	< 0.1%
Cadmium (Cd)	0.01%	< 0.01%
Hexavalent Chromium (Cr^{6+})	0.1%	< 0.1%
Polybrominated biphenyls (PBB)	0.1%	< 0.1%
Polybrominated diphenyl ethers (PBDE)	0.1%	< 0.1%
Bis (2-ethylhexyl) phthalate (DEHP)	0.1%	< 0.1%
Butyl benzyl phthalate (BBP)	0.1%	< 0.1%
Dibutyl phthalate (DBP)	0.1%	< 0.1%
Diisobutyl phthalate (DIBP)	0.1%	< 0.1%

Certain components of products as stated above are exempted under the Annex III of the RoHS2 Directives as noted below:

Examples of exempted components are:

1. Lead in glass of cathode ray tubes.
2. Lead in glass of fluorescent tubes not exceeding 0.2% by weight.
3. Lead as an alloying element in aluminium containing up to 0.4% lead by weight.
4. Copper alloy containing up to 4% lead by weight.
5. Lead in high melting temperature type solders (i.e. lead-based alloys containing 85% by weight or more lead).
6. Electrical and electronic components containing lead in a glass or ceramic other than dielectric ceramic in capacitors, e.g. piezoelectronic devices, or in a glass or ceramic matrix compound.

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Product Registration

To fulfill possible future product needs, and to receive additional product information as it becomes available, please visit your region section on ViewSonic's website to register your product online.
Registering your product will best prepare you for future customer service needs.
Please print this user guide and fill the information in the "For Your Records" section.
For additional information, please see the "Customer Support" section in this guide.

	For Your Records
Product Name:	LS700-4K ViewSonic DLP Projector
Model Number:	VS17455
Document Number:	LS700-4K_UG_ENG Rev.1A
Serial Number:	_____
Purchase Date:	_____

Product disposal at end of product life
The lightsource in this product contains mercury which can be dangerous to you and the environment. Please use care and dispose of in accordance with local, state or federal laws.
ViewSonic respects the environment and is committed to working and living green.
Thank you for being part of Smarter, Greener Computing. Please visit ViewSonic's website to learn more.
USA & Canada: http://www.viewsonic.com/company/green/recycle-program/
Europe: http://www.viewsoniceurope.com/uk/support/recycling-information/
Taiwan: http://recycle.epa.gov.tw/recycle/index2.aspx

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Key safety instructions

Design and testing of your projector have been carried out in compliance with the latest safety standards for information technology (IT) devices. However, it is extremely important for you to follow the instructions provided in this manual and product labels during use to ensure user safety.

Safety Instructions

- **Please read through this manual before using the projector.** Save it for future reference.
- **Do not look straight at the projector lens during operation.** The intense light beam may damage your eyes.
- **Refer servicing to qualified service personnel.**
- **Always open the lens shutter or remove the lens cap when the projector light source has been switched on.**
- In some areas there may be line voltage instability. This projector is designed to operate safely within a mains voltage between 100 to 240 volts AC, but could fail if power cuts or surges of ±10 volts occur. **In areas where the mains voltage may fluctuate or cut out, it is recommended that you connect your projector through a power stabilizer, surge protector or uninterruptible power supply (UPS).**
- Do not block the projection lens with any objects when the projector is under operation as this could cause the objects to become heated and deformed or even cause a fire.
- Do not place the projector on an unstable cart, stand, or cable. The product may fall and sustain serious damage.
- Do not attempt to disassemble this projector. The projector contains high voltage parts that may cause electrocution or death when it comes in contact with the human body. Under no circumstances should you ever undo or remove any other covers. Refer servicing to qualified service personnel.

- Do not place this projector in any of the following environments.
  - Space that is poorly ventilated or confined. Allow at least 50 cm clearance from walls and ensure free flow of air around the projector.
  - Locations where temperatures may become excessively high, such as the inside of a car with all windows rolled up.
  - Locations that are too humid, dusty, or smoky may contaminate optical components, shortening the projector's life span and darkening the image.
  - Locations near fire alarms
  - Locations where temperature exceeds 40°C/104°F.
  - Locations with altitudes greater than 5,000 m (16,500 feet).

- Do not block the ventilation holes. If the ventilation holes are seriously obstructed, overheating inside the projector may result in a fire.
  - Do not place this projector on a blanket, bedding or any other soft surface.
  - Do not cover this projector with a cloth or any other item.
  - Do not place flammable items near the projector.
- Do not step on the projector or place any objects upon it. These acts may damage the projector itself as well as cause accidents or personal injury.
- Do not place liquids near or on the projector. Liquids spilled into the projector may cause damage. If the projector does become wet, please unplug the power cable from the power socket and contact your local repair center for repairs.
- This product can be mounted on a ceiling suspension mount for back projection.

  Use only ceiling suspension mounts that meet the relevant requirements and ensure that the installation is safe.

- When the projector is under operation, you may sense some heated air and odor from its ventilation grill. It is a normal phenomenon and not a product defect.
- Do not use the safety lever during transport or installation purposes. The safety lever should only be used with the anti-theft cables sold on the market.

Safety instructions for ceiling mounting of the projector

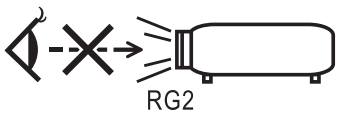
We hope you to have a pleasant user experience with our projector. This is why we're bringing these safety reminders to your attention to prevent possible damage to person and property.

If you intend to mount your projector on the ceiling, we strongly recommend that you use a suitable projector ceiling mount kit and ensure it is securely and safely installed.

There may be safety risks if you fail to use an appropriate projector ceiling mounting kit. Use of inappropriate connectors or screws of the wrong specifications or length may cause the projector to fall from the ceiling.

You can purchase a projector ceiling mounting kit from the projector dealer. We recommend buying a safety harness in addition to the mounting kit. The harness should be securely connected to the anti-theft locking groove on the projector as well as the base of the ceiling mounting support. This will provide additional protection in case the connectors of the mounting support becoming loose.

Like handling any bright light sources, do not directly look at the light beam.



Introduction

Projector features

The projector integrates high-performance optical engine projection and a user-friendly design to deliver high reliability and ease of use. The projector offers the following features:

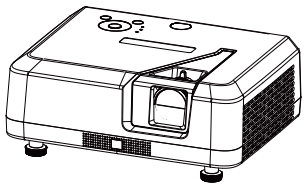
- The color mode provides different options designed for different projectors.
- Compatible with NTSC, PAL, SECAM and HDTV
- D-Sub 15-pin terminal can be connected to analog video
- Equipped with HDMI connection, supports HDCP
- Multi-language On-Screen Display (OSD) menus
- Digital keystone correction to correct distorted images
- RS-232 interface supports serial control
- The power saving mode reduces the lamp power consumption by up to 30% when no input signal is detected for a set length of time.
- Presentation timer for better control of time during presentations
- 3D Ready supported
- Color management can be used to adjust the color according to your preferences
- The screen type correction function can be projected on a variety of pre-set color surfaces
- Switching among Normal, Power Saving and CUSTOM Modes reduces power consumption.
- Quick Auto Search speeding up the signal detecting process
- Activating Power Saving mode will bring power consumption to below 0.5W
- “Network Settings” allows management on the projector state by using a remote computer.
- One-key auto-adjustment to display the best picture quality (applicable to the analog signal only)
- Provides Color Management adjustments for digital / video displays

Shipping contents

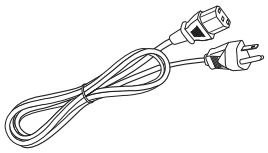
Carefully unpack the product and check that you have all of the items shown below. If any of these items are missing, please contact your place of purchase.

Standard accessories

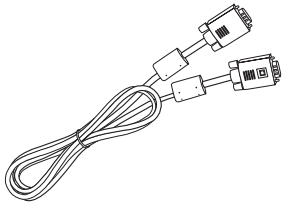
The supplied accessories will be suitable for your region, and may differ from those illustrated.



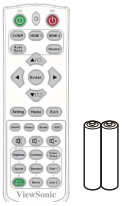
Projector



Power cord



VGA cable



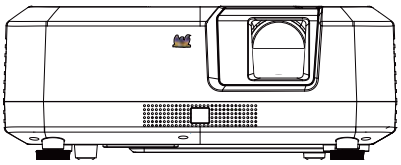
Remote Control and Batteries

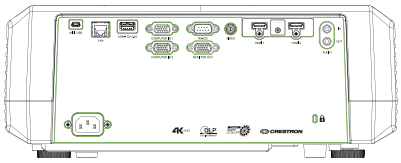


Quick Start Guide

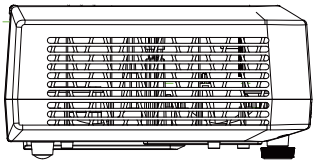
External appearance of the projector

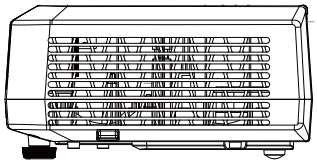
Front/Rear



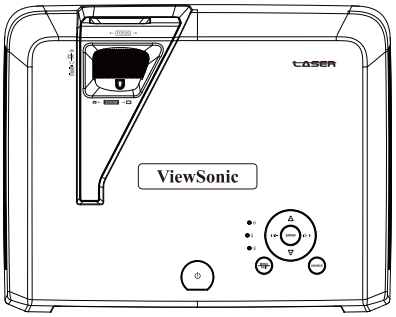


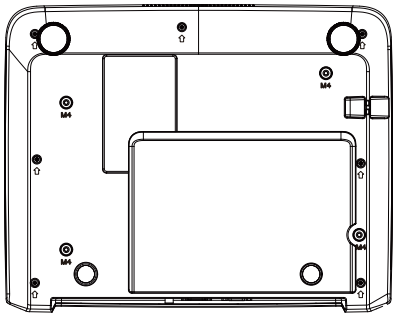
Side





Top/Bottom



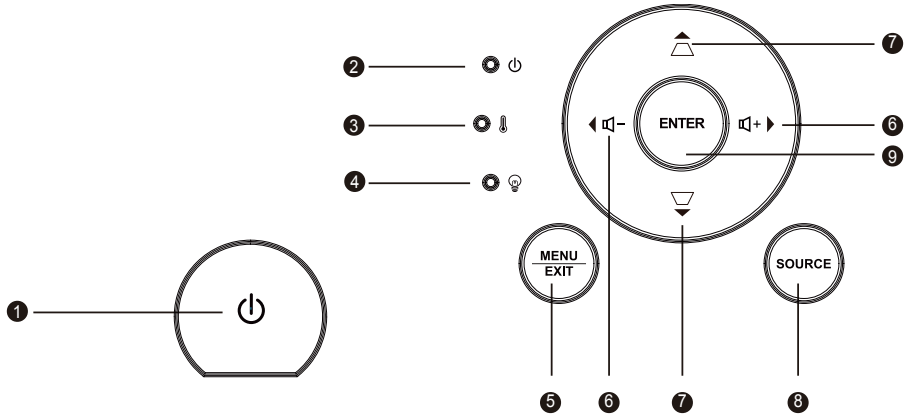


Warning

- **This equipment must be grounded.**
- **You may add power interruption devices in the fixed wiring or plug in the power cable to a nearby socket for convenience. If failures or errors occur during equipment operations, use the power interruption device to cut the power or unplug the power cable from the socket.**

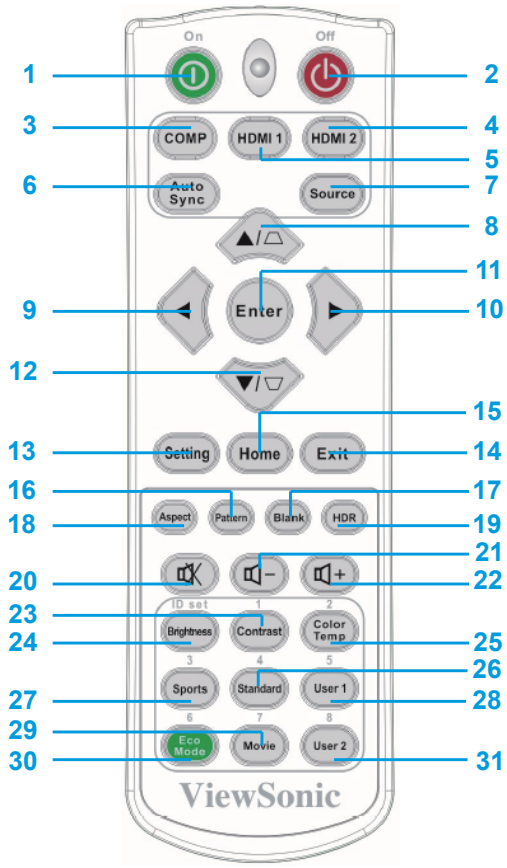
Device control and functions

Projector



1. ⏻
   Turn the projector power on or off.
2. ⏻ **(Power LED indicator)**
   Please refer to “LED Indicator”.
3. 🌡 **(TEMP LED indicator)**
   Please refer to “LED Indicator”.
4. 💡 **(LAMP LED indicator)**
   Please refer to “LED Indicator”.
5. **Menu/Exit**
   Menu: Displays or exits the on-screen display menu.
   Exit: Returns to the previous OSD menu, exits and saves the menu settings.
6. ◀ 🔉− / 🔊+ ▶
   ◀ Left/▶ Right (direction buttons): Selects the required menu item to make adjustments.
   🔉− 🔊+: Adjusts the projector’s sound level.
7. ▲ ⏢ / ▼ ⏢
   ▲ Up/▼ Down (direction buttons): Selects the required menu item to make adjustments.
   ⏢/⏢ (Keystone button): Manually corrects distorted images resulting from an angled projection.
8. **Source**
   A source selection bar displays.
9. **Enter**
   Enter the selected on-screen display (OSD) menu item.

Remote control



1. **On**
   Turn the projector on.
2. **Off**
   Turn the projector off.
3. **COMP**
   Select the D-Sub / component display.
4. **HDMI 2**
   Select the source of the displayed HDMI.
5. **HDMI 1**
   Select the source of the displayed HDMI.
6. **Auto Sync**
   Automatically determine the optimum image timing sequence for the images to be displayed.
7. **Source**
   A source selection bar displays.
8. **12. Keystone button and direction button ⏢ / ⏢**
   Manually corrects distorted images resulting from an angled projection.
   ▲Up/▼Down
   Selects the required menu item to make adjustments.

9. 10. ◀Left/▶Right/
Displays the projector's internal information.

11. **Enter**
    Enter the selected screen to display (OSD) menu item.

13. **Setting**
    Open Menu.

14. **Exit**
    Return to the previous OSD menu to exit and save the menu settings.

15. **Home**
    Back to home page.

16. **Pattern**
    Shows the inbuilt testing screens.

17. **Blank**
    Hide screen image.

18. **Aspect**
    Selects the display aspect ratio.

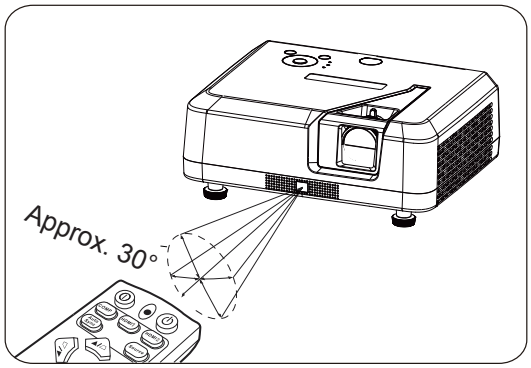
19. **HDR**
    Display HDR menu.

20. **(Mute)**
    Toggles the projector audio between on and off.
21. **– (Volume)**
    Decrease the volume.
22. **+ (Volume+)**
    Increase the volume.
23. **Contrast**
    Adjust contrast.
24. **Brightness**
    Adjust brightness.
25. **Color Temp**
    Adjust color temperature.
26. **Standard**
    Standard mode.
27. **Sports**
    Sports mode.
28. **User 1**
    User mode 1.
29. **Movie**
    Movie mode.
30. **Eco Mode**
    Displays the Lamp Mode option list.
31. **User 2**
    User mode 2.

Remote control effective range

There are infra-red (IR) remote control sensors located at the front and back of the projector. Hold the remote control and maintain a perpendicular angle within 30 degrees with the IR remote control sensor to achieve normal remote control functions. The distance between the remote control and the sensor should not exceed 8 meters (about 26 feet).

Do not place any obstruction in front of the IR sensor on the projector as this may block the IR beam.

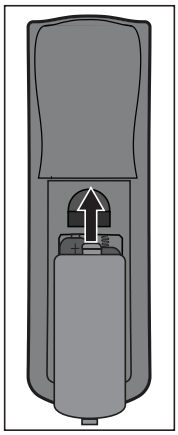


Note

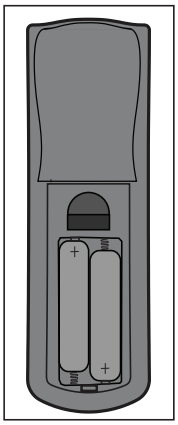
- ***When an intense light source such as sunlight or fluorescent light is used to illuminate the remote sensor, the remote control may not work.***
- ***Operate the remote control where you can see the remote sensor.***
- ***Do not shake or drop the remote control.***
- ***Store the remote control in a cool, dry place.***
- ***Do not spill water on the remote control or place moist objects on it.***
- ***Do not disassemble the remote control.***

Replacing the remote control battery

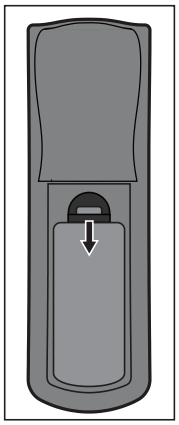
1. To open the battery cover, place the remote control with the backside facing upwards. Press down at the indicated area and then pull the battery lid upwards along the indicated direction.
2. Take out the old batteries (if required) and then place 2 AAA batteries according to the indicated orientation. The positive pole of the battery should be directed at the (+) direction while the negative pole should be directed at the direction.
3. Align the battery cover with the bottom of the remote control and return the cover to its original position to complete the process.



Open the battery cover as shown in the illustration.



Install the battery as shown in the illustration.



Cover the battery cover.

⚠ Warning

- **Avoid keeping the remote control and battery in moist or hot places, such as the kitchen, bathroom, sauna, solarium or car.**
- **Replace only with the same or equivalent type recommended by the battery manufacturer.**
- **Refer to the manufacturer's instructions and local environmental regulations to dispose of old batteries.**
- **Do not throw batteries into fires. There may be danger of an explosion.**
- **If the battery is flat or if you will not be using the remote control for a while, remove the battery to prevent battery leaks from damaging the remote control.**

Projector Positioning

Choosing a location

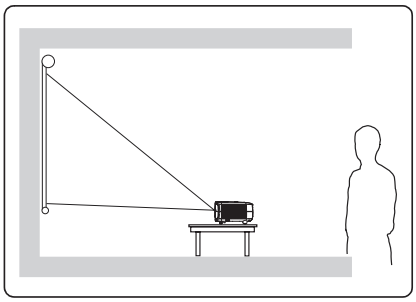
You may refer to the room layout or personal preference to determine the location of installation. Considerations include size and position of the screen, location of a suitable power outlet, as well as the location and distance between the projector and other equipment.

There are 4 potential installation locations for the projector:

1. Front Table

For this location, the projector is placed right in front of the screen. This is the most commonly employed means for placing the projector. It is quick to setup and highly mobile.

After turning on the projector, go to **Basic Settings > Projector Projection** menu and select **Front Table**.

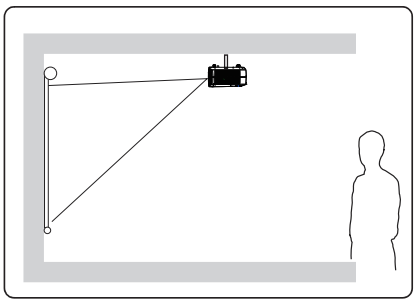


2. Front Ceiling

For this location, the projector is suspended upside-down from the ceiling in front of the screen.

Purchase a Projector Ceiling Mounting Kit from your dealer to mount your projector on the ceiling.

After turning on the projector, go to **Basic Settings > Projector Projection** menu and select **Front Ceiling**.

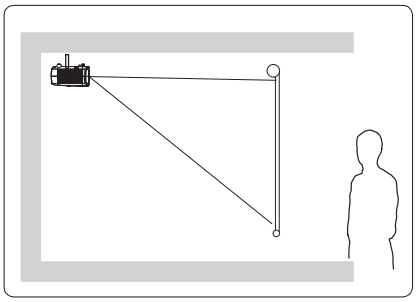


3. Rear Ceiling

For this location, the projector is suspended upside-down from the ceiling behind the screen.

Note: A special rear projection screen and Projector Ceiling Mounting Kit are required for this installation location.

After turning on the projector, go to **Basic Settings > Projector Projection** menu and select **Rear Ceiling**.

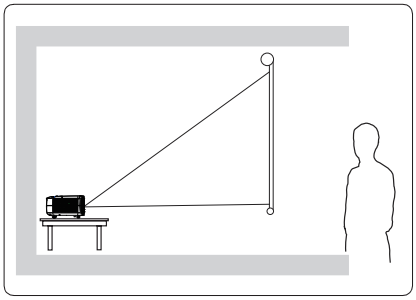


4. Rear Table

For this location, the projector is placed right behind the screen.

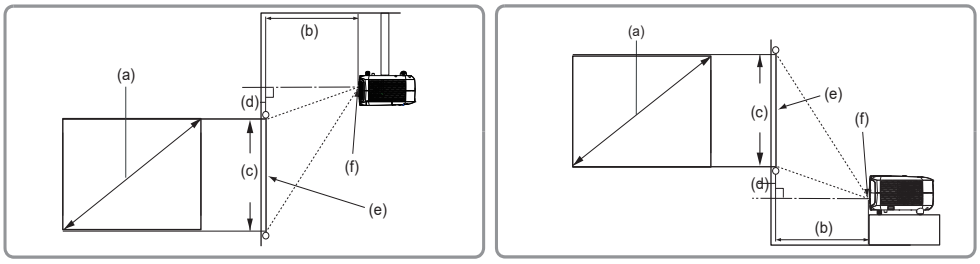
Note: A special rear projection screen is required.

After turning on the projector, go to **Basic Settings > Projector Projection** menu and select **Rear Table**.



Projection Dimension

Refer to the chart below to determine the screen size and projection distance.



(E): Screen (f): lens center

(a) Screen size		Displays an image in 16:9 size on the 16:9 screen									
		(b) Projection distance				(c) Image height		(d) Vertical offset			
		Minimum distance		Maximum distance				Minimum offset		Maximum offset	
Inch	mm	Inch	mm	Inch	mm	Inch	mm	Inch	mm	Inch	mm
60	1524	58	1483	77	1948	29	747	1.6	41	1.6	41
70	1778	68	1738	90	2281	34	872	1.9	48	1.9	48
80	2032	78	1993	103	2613	39	996	2.2	55	2.2	55
90	2286	88	2248	116	2945	44	1121	2.4	62	2.4	62
100	2540	99	2503	129	3278	49	1245	2.7	69	2.7	69
120	3048	119	3012	155	3942	59	1494	3.3	83	3.3	83
150	3810	149	3777	194	4939	74	1868	4.1	104	4.1	104
200	5080	199	5051	260	6601	98	2491	5.4	138	5.4	138
250	6350	249	6325	325	8262	123	3113	6.8	173	6.8	173
300	7620	299	7599	391	9924	147	3736	8.2	207	8.2	207

(a) Screen size		Displays an image in 4:3 size on the 16:9 screen									
		(b) Projection distance				(c) Image height		(d) Vertical offset			
		Minimum distance		Maximum distance				Minimum offset		Maximum offset	
Inch	mm	Inch	mm	Inch	mm	Inch	mm	Inch	mm	Inch	mm
60	1524	53	1358	70	1785	27	686	1.5	38	1.5	38
70	1778	63	1592	82	2090	31	800	1.7	44	1.7	44
80	2032	72	1826	94	2395	36	914	2.0	51	2.0	51
90	2286	81	2059	106	2699	40	1029	2.2	57	2.2	57
100	2540	90	2293	118	3004	45	1143	2.5	63	2.5	63
120	3048	109	2761	142	3615	54	1372	3.0	76	3.0	76
150	3810	136	3463	178	4530	67	1714	3.7	95	3.7	95
200	5080	182	4632	238	6055	90	2286	5.0	127	5.0	127
250	6350	228	5801	298	7580	113	2858	6.2	159	6.2	159
300	7620	274	6971	358	9105	135	3429	7.5	190	7.5	190

There is 3% tolerance among these numbers due to optical component variations. It is recommended that if you intend to permanently install the projector, you should physically test the projection size and distance using the actual projector before you permanently install it, so as to make allowance for this projector's optical characteristics. This will help you determine the exact mounting position so that it best suits your installation location.

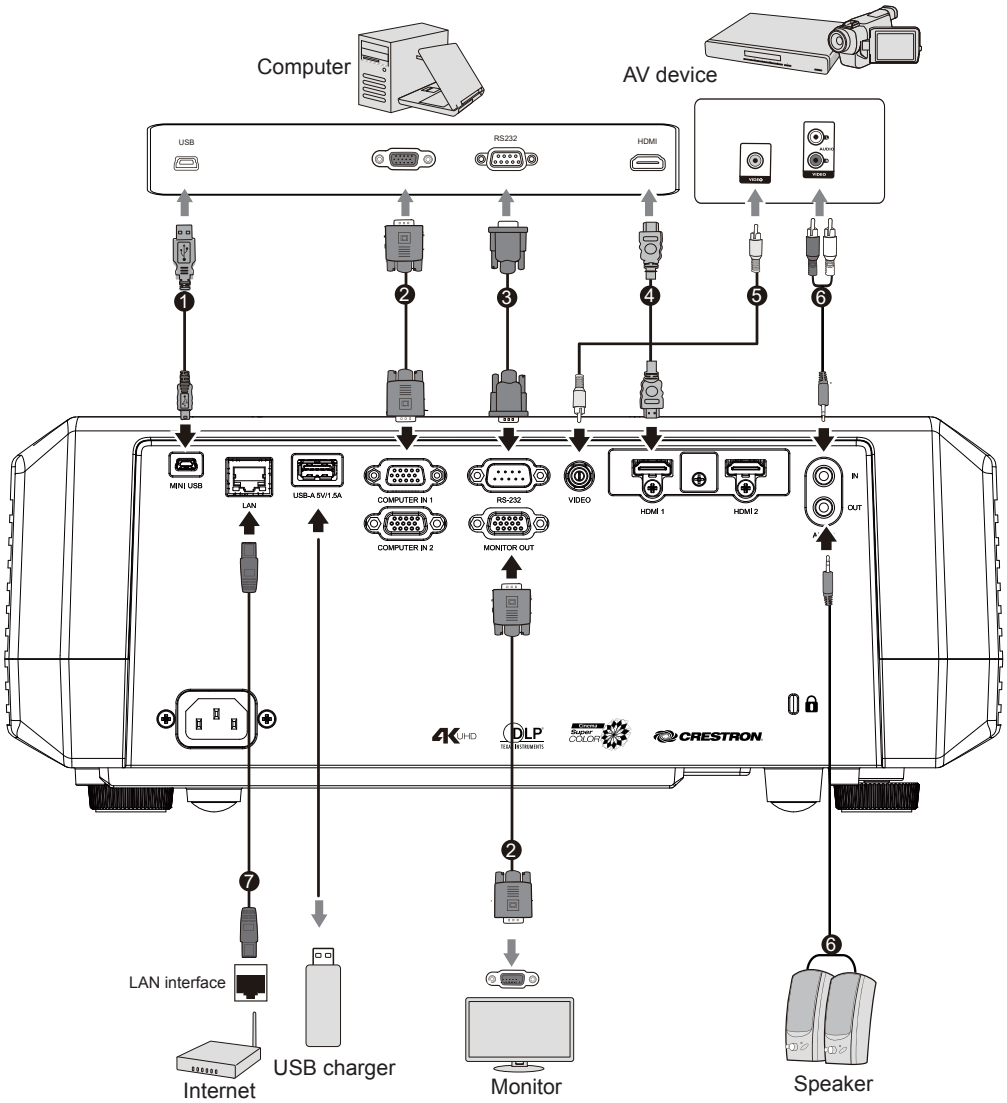
Connection

When connecting a signal source to the projector, be sure to:

1. Turn all devices off before making any connections.
2. Use the correct signal cables for each source.
3. Ensure the cables are firmly inserted.

In the connections shown below, some cables may not be included within the projector packaging (please refer to "Shipping contents").
You may purchase the required signal cables from an electronics store.

The following links and icons are for references only. Connection jacks at the back of the projectors may differ according to the projector model.



1. USB cable (mini-B to type A)	5. Composite video line
2. VGA cable (D-Sub to D-Sub)	6. Audio Cable
3. RS-232 cable	7. RJ45 cable
4. HDMI cable	

Connect to the computer or monitor

Connect to the computer

1. Use the VGA cable provided. Plug one end into the D-Sub output jack at the computer end.
2. Connect the other end of the VGA cable to the COMPUTER signal input jack on the projector.

☞ **Many notebooks have not activated their monitor jack after being connected to the monitor. The user can often press FN + F3 or CRT/LCD button to switch ON/OFF the externally connected monitor. Find the function key labeled with the CRT/LCD or monitor icon on the notebook. Press the FN key and the labeled function key. Please refer to the instruction manual provided with the notebook computer for the combination keys and their functions.**

Connect to the monitor

If you want the display to be shown both on the computer monitor as well as the screen, refer to the following instructions. Connect the VGA cable to the COMPUTER OUT signal output jack on the projector as well as the external display.

1. Connect the projector to the computer as described in the “Connect to the computer” section. Use a suitable VGA cable (only 1 such cable is provided) and connect one end of the cable to the D-Sub input jack on the video display.
2. If the display is provided with a DVI input jack, then connect the DVI end of the VGA-DVI-A cable to the DVI input jack on the video display.
3. Connect the other end of the cable to the COMPUTER OUT jack on the projector.

☞ **The MONITOR OUT output is only available when the COMPUTER 1 is connected to the projector in the standby mode. To use this connection mode, open the Power Management > Active VGA Out function in the Standby Settings menu.**

Connecting to Video source devices

You can connect the projector to any of the following video source device with an output jack:

- HDMI
- Video (composite video)

Only one of the aforementioned connection methods is required to connect the projector to the video source device. However, different connection methods would provide a different video quality. The connection method selected would be determined by the presence of matching jacks on the projector and Video source device:

Best video quality

HDMI is the best video connection method available. If the source device comes with HDMI jacks, you will be able to acquire uncompressed digital video quality.

Please refer to “Connecting to HDMI devices” for details on how to connect the projector to HDMI devices.

If you don’t have any usable HDMI source, the next best video signal would be Component Video (not to be confused with Composite Video). Digital TV tuners and DVD players are provided with Component Video output sockets. If your device includes Component Video, then this would be your primary choice of connection to the (composite) video.

Least video quality

Composite Video is an analog video and will result in a perfectly acceptable, but less than optimal result from your projector, being the least video quality of the available methods described here.

Please refer to “Connecting to composite video source devices” for details on how to connect your projector to composite video devices.

Connecting audio

You can use the speakers of the projector in the presentation or connect other individual speakers to the audio output jack of the projector. Audio output is controlled by the volume and mute setup of the projector.

Connecting to HDMI devices

Use an HDMI cable to establish a connection between the projector and HDMI device.

1. Connect one end of the HDMI cable to the HDMI output jack on the video device.
2. Connect the other end of the cable to the HDMI signal input jack on the projector.

☞ **In the unlikely event that the projector is connected to a DVD player via the projector's HDMI input and the projected picture displays wrong colors, please change the color space to YUV. See "Changing HDMI input settings" for details.**

Connecting to composite video source devices

Examine your Video source device to determine if an unused composite output jack is available:

- If so, you can continue with this procedure.
- If not, you will need to reassess which method to use to connect to the device.

1. Take a Video cable and connect one end to the composite Video output socket of the Video source device.
2. Connect the other end of the video cable to the VIDEO socket on the projector.

☞ **If the selected video image is not displayed after the projector is turned on and the correct video source has been selected, check that the Video source device is turned on and operating correctly. You must also check that the signal cables have been connected correctly.**

Audio playback with the projector

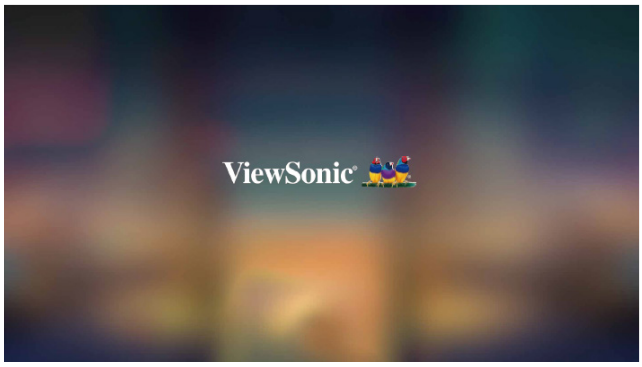
You can use the speaker of the projector in the presentation or connect other individual speakers to the AUDIO OUT jack of the projector.

Operation

Activate the projector

Plug the power cord into the projector and into a wall socket. Turn on the switch on the wall socket (if available).

Press ⏻ Power to switch on the projector.



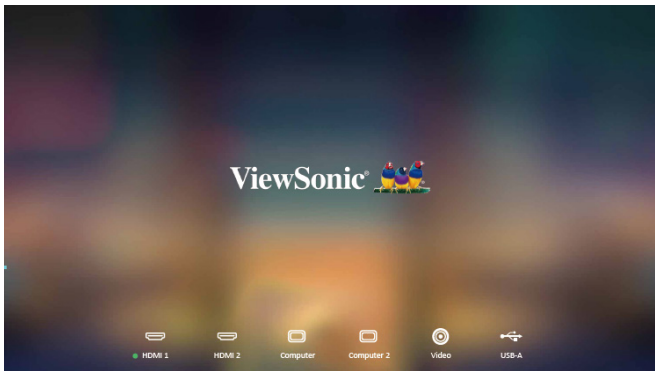
If this is the first time that you've switched on the projector, please refer to on-screen instructions and select your OSD language and Projection mode.





Switch on all connected equipment.

The projector will then begin a search of the input signals. The options indicating green light dots are the signal sources currently available. If the projector fails to detect a valid signal, the screen will display a **[NO SIGNAL]** message until an input signal is found.



You can also press the [Source] key or the shortcut key on the remote control to select the desired input signals. Please refer to “Switching input signal” for the details.

☞ **If the input signal frequency / resolution is outside the operating range of the projector, the blank screen will display the [Out of Range] message. Please change to an input signal which is compatible with the projector's resolution or set the input signal to a lower setting. For more details, please refer to the “Timing chart”.**

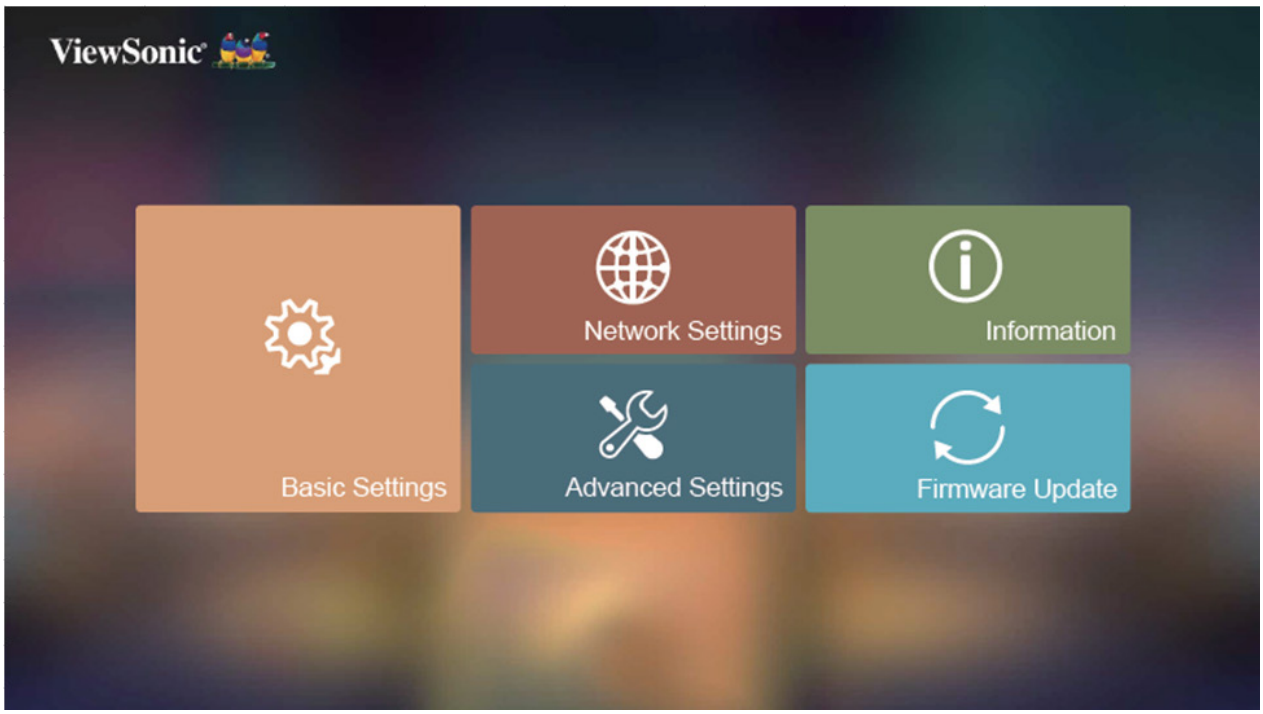
Using the menus

This projector has an on-screen display (OSD) menu function that allows you to change different settings.

☞ **The following OSD screenshot is for reference only. Actual OSD design may differ.**

The following is an overview of the OSD menu.

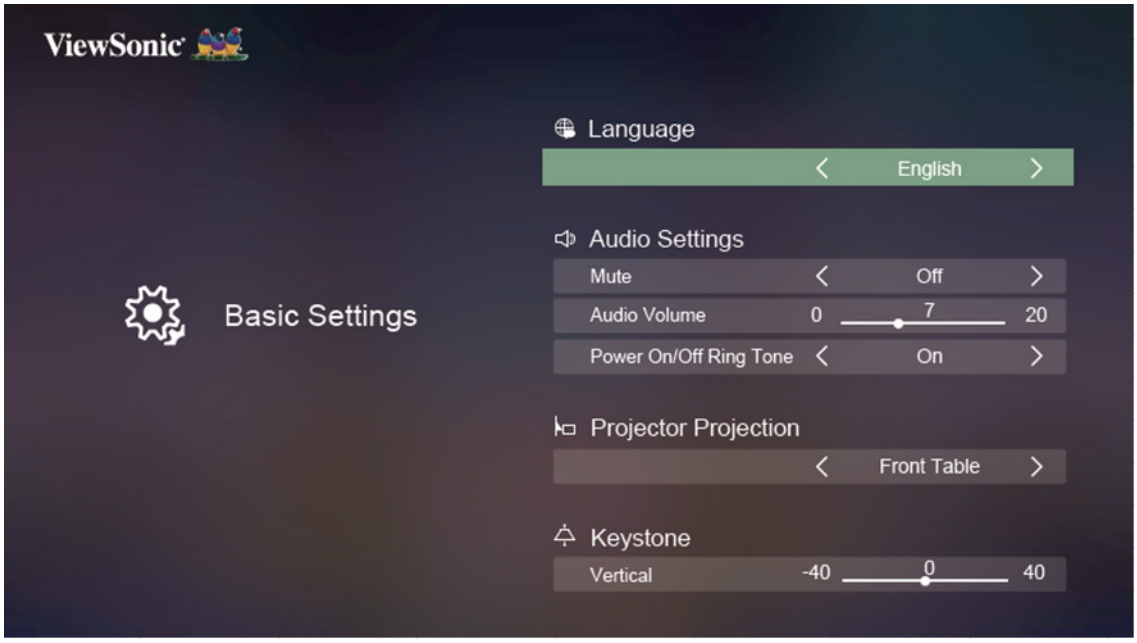
Main menu icon



Use basic settings

When not connected to the signal source

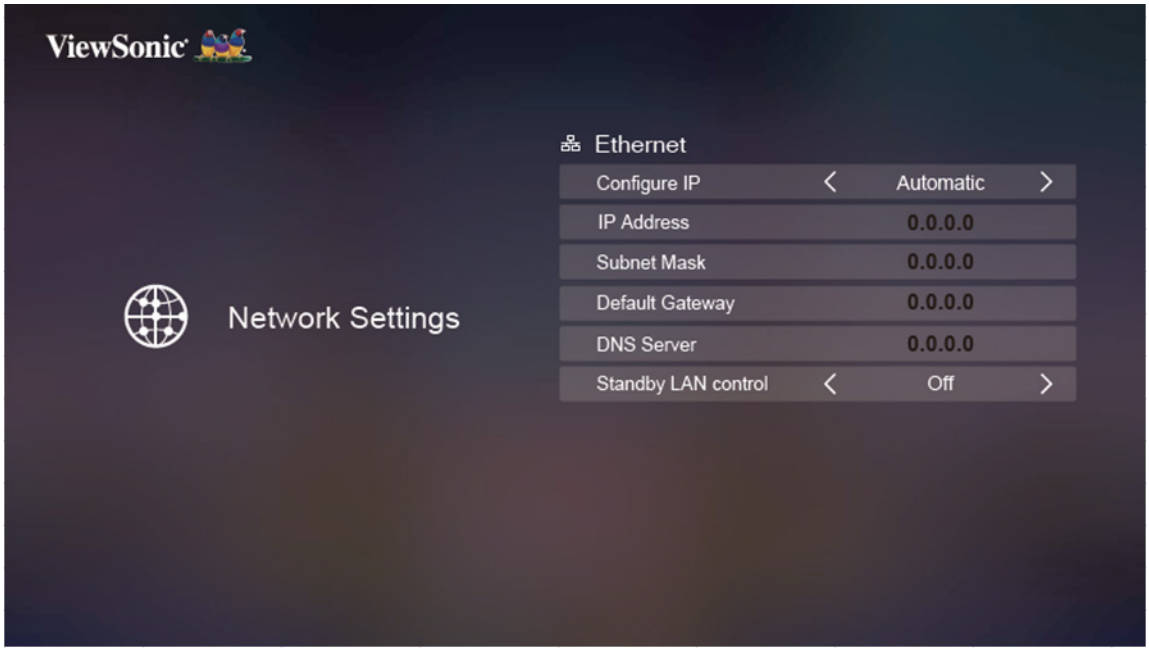
1. Press the [**Setting**] key on the remote control and enter the menu. Then press the ◀/▶ key and select "**Basic Settings**" then press the [**Enter**] key.
2. Press the ▲/▼ key to select the function table.
3. Press the ◀/▶ key, and enter the sub-function table / adjust and set.
4. Press the [**Exit**] key and return to the previous function table or quit.



Use Network setting

When not connected to the signal source

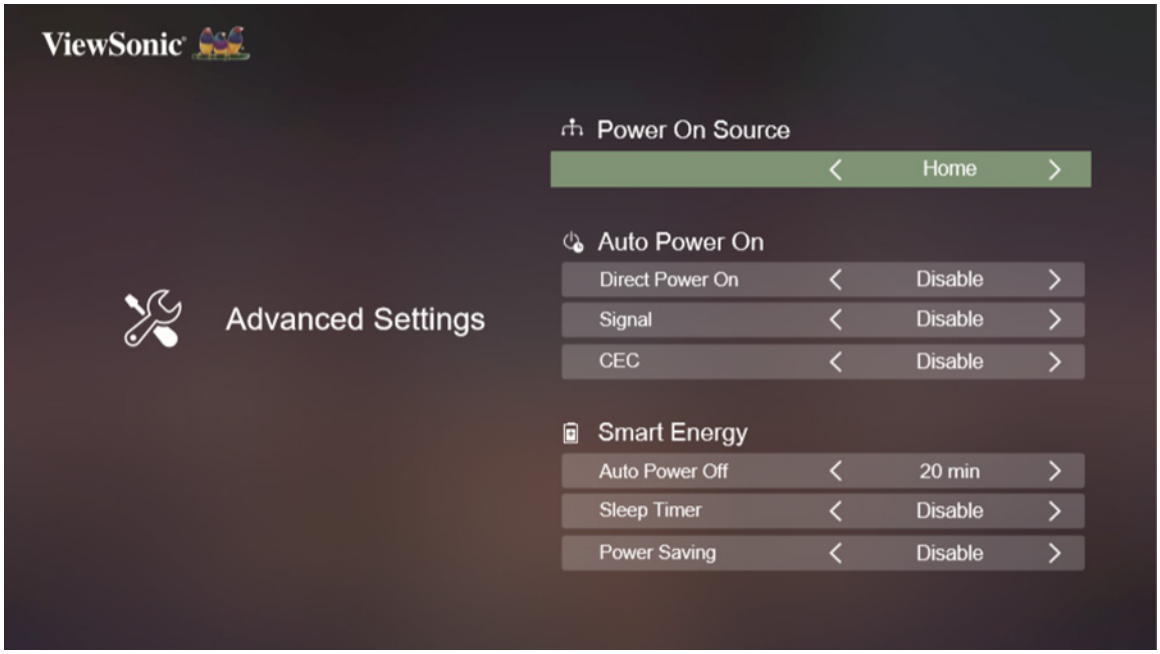
5. Press the [**Setting**] key on the remote control and enter the menu. Then press the ◀/▶ key and select "**Network Settings**" then press the [**Enter**] key.
6. Press the ▲/▼ key to select the function table.
7. Press the ◀/▶ key, and enter the sub-function table / adjust and set.
8. Press the [**Exit**] key and return to the previous function table or quit.



Use Advanced settings

When not connected to the signal source

1. Press the [**Setting**] key on the remote control and enter the menu. Then press the ◀/▶ key and select "**Advanced Settings**" then press the [**Enter**] key.
2. Press the ▲/▼ key to select the function table.
3. Press the ◀/▶ key, and enter the sub-function table / adjust and set.
4. Press the [**Exit**] key and return to the previous function table or quit.



Use Information

When not connected to the signal source

1. Press the [**Setting**] key on the remote control and enter the menu. Then press the ◀/▶ key and select “**Information**” then press the [**Enter**] key.
2. Press the ▲/▼ key to select the function table.
3. Press the ◀/▶ key, and enter the sub-function table / adjust and set.
4. Press the [**Exit**] key and return to the previous function table or quit.

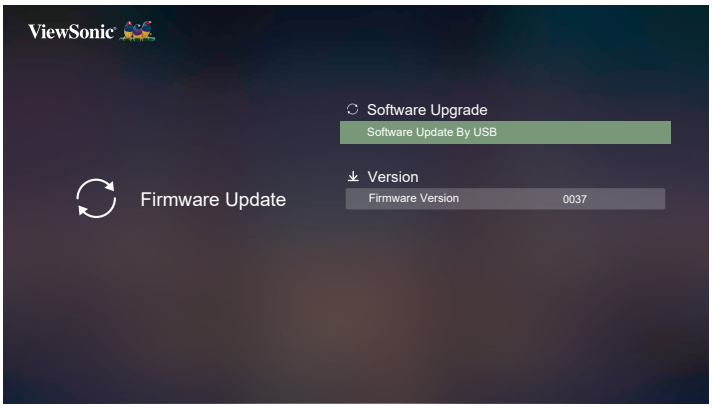


Use Firmware upgrade

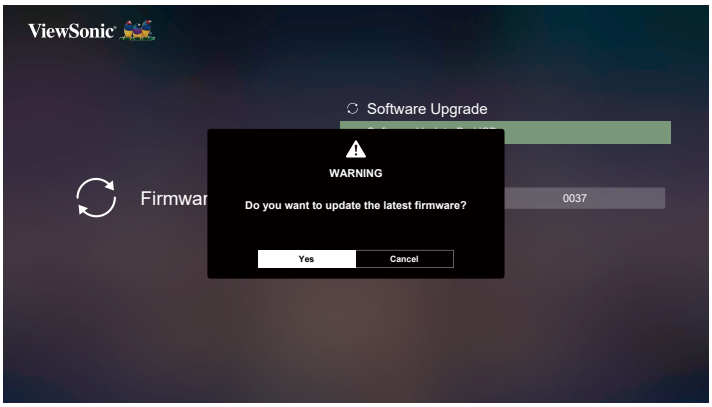
Users can update the firmware by USB, and check the version.

1. Press [**Setting**] on the remote control and enter the menu. Then press ◀/▶ and select "**Software Upgrade**" then press [**Enter**].

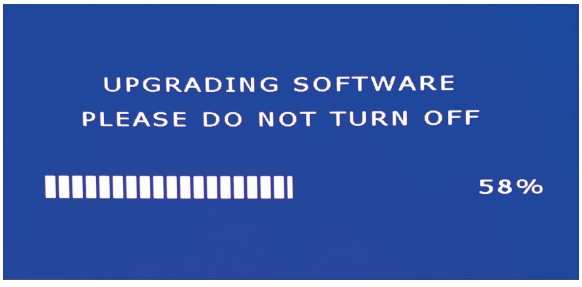
The Firmware update process requires for downloading and copying BIN file to root directory of USB, and then insert it into projector.



2. Once Software Upgrade selected, then a warning message will be displayed on screen.



3. After selecting Yes, update process is starting and a progress bar is indicated accordingly.

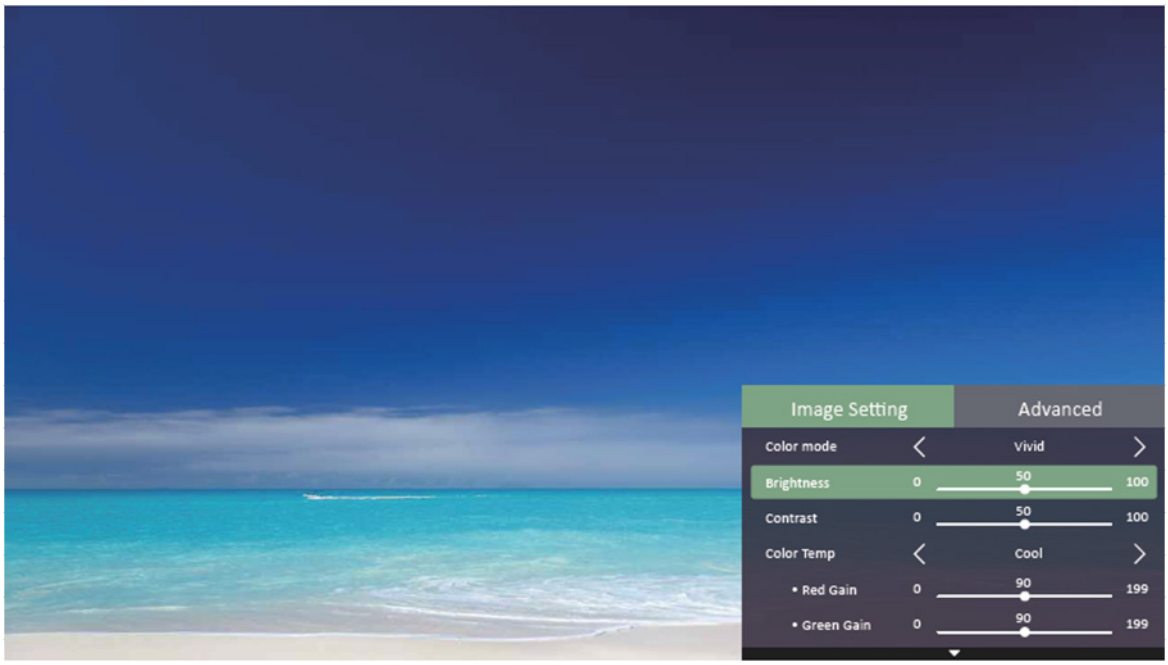


4. Projector will restart automatically once progress bar reaches 100%.
5. After projector restarted automatically, and language options appeared, then you need to manually restart projector again to complete the update procedure.

Use Image settings

When connected to the signal source

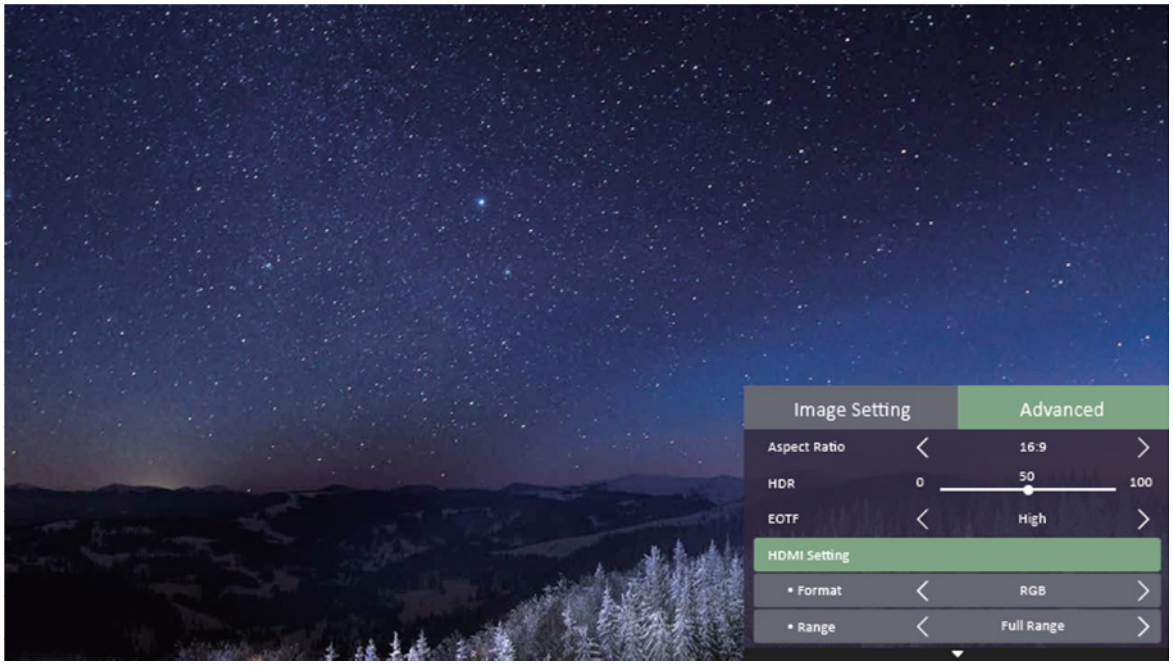
1. Press the [**Setting**] key on the remote control and enter the menu. Then press the ◀/▶ key and select “**Image Setting**” then press the [**Enter**] key.
2. Press the ▲/▼ key to select the function table.
3. Press the ◀/▶ key, and enter the sub-function table / adjust and set.
4. Press the [**Exit**] key and return to the previous function table or quit.



Use Advanced settings (in signal source mode)

When connected to the signal source

1. Press the [**Setting**] key on the remote control and enter the menu. Then press the ◀/▶ key and select "**Advanced**" then press the [**Enter**] key.
2. Press the ▲/▼ key to select the function table.
3. Press the ◀/▶ key, and enter the sub-function table / adjust and set.
4. Press the [**Exit**] key and return to the previous function table or quit.



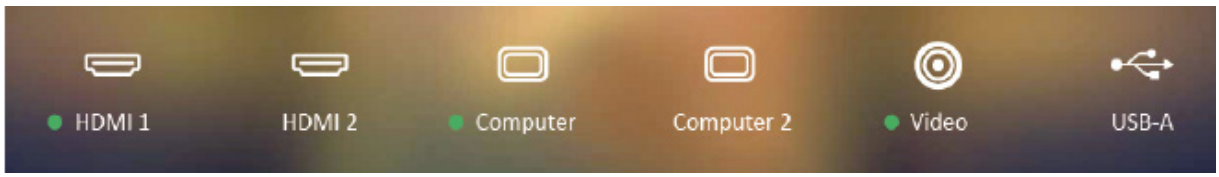
Switching input signal

The projector can be connected to multiple devices at the same time. However, it can only display one full screen at a time.

Please press the signal [**Source**] button on the remote control to search for the available input signals. Then select the desired signal.

1. Press [Source] to display the source selection column.
2. Keep pressing the ◀/▶ until you arrive at the desired signal, then press [**Enter**].

Once the signal source is detected, the green dot near the available signal source icon will light up.



☞ **For display resolutions of this projector, please refer to "Projector specifications".**
To achieve the best image display effects, you should select and use an input signal that outputs at this resolution. Any other resolutions will be scaled by the projector depending upon the aspect ratio setting, which may cause some image distortion or loss of picture clarity. See "Select the aspect ratio" for details.

Changing HDMI input settings

In the unlikely event that you connect the projector to a device (such as DVD or Bluray player) via the projector's HDMI input jack, and the projected picture displays the wrong colors, please change the color space settings to one that complies with the color space settings of the output device.

To perform this operation:

1. After the signal source is connected, press the [**Setting**] key and enter the **Advanced** > **HDMI Setting** menu.
2. Press [**Enter**].
3. Select **Range**, then press ◀/▶ to select a suitable color range according to the color range settings of the output device.
   - **Full**: Changes HDMI color range to 0-255.
   - **Limited**: Changes HDMI color range to 16-235.
   - **Auto**: Sets the projector to automatically detect the HDMI range of the input signal.

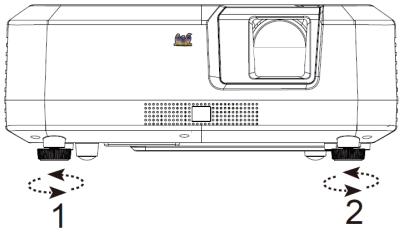
☞ **This function is only available when the HDMI input jack is being used.**

☞ **Please refer to equipment documentation to gain more details on color space and HDMI range settings.**

Adjusting the projected image

Adjusting the projection angle

The projector is furnished with an adjustment support peg. The adjustment support peg may be used to adjust projection height and projection angle along the vertical axis. The user may turn the adjustment support peg to make fine adjustments to projection angle and position of the projected image until it reaches the desired location.

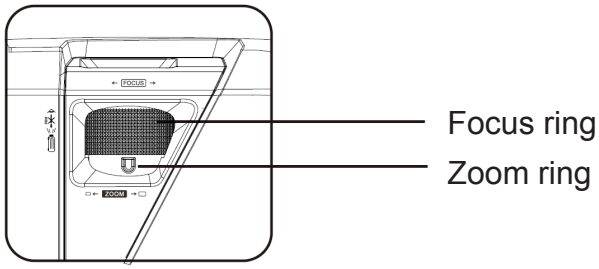


Lift and adjust the feet

If the projector is placed on an uneven surface or where the screen and projector are not perpendicular to each other, the projected image may be subject to keystone (trapezoidal) distortion. For more details on projection calibration, please refer to “Perform keystone correction”.

Auto-adjustments to the image

The focus ring can be used to adjust the image clarity.



1. Turn the zoom ring to adjust the image size.
2. Sharpen the image by rotating the focus ring. It is recommended to use still images for focusing.

Perform keystone correction

Keystone distortion is a problem where the projected image becomes trapezoidal in shape (keystone distortion) as a result of poor projection angle.

To correct this situation, you should adjust projector height and use the following steps to correct the issue manually.

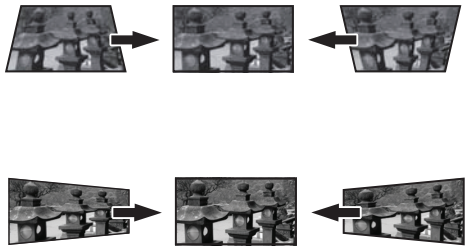
- Using the remote control

1. Press ⏢/⏢ to display the Keystone Correction page.
2. Press ⏢ to initiate Keystone Correction at the top of the image. Press ⏢ to initiate Keystone Correction at the bottom of the image.

- Using the OSD menu

  Open the OSD menu and open **Basic Settings** > **Keystone** menu.

  Adjust values: **-40-40**



Using the CEC function

This projector supports the Consumer Electronics Control (CEC), allowing you to connect to HDMI and achieve synchronized power ON/OFF operations. This means that when a device that also supports CEC is connected to the HDMI input jack of the projector, switching off the power of the projector will also automatically switch off the power of the connected device. Switching on the power of the connected device will also automatically switch on the projector.

Activating the CEC function:

1. Open the OSD menu and enter **Advanced Settings** > **Auto Power On** > **CEC menu**.
2. Press ◀/▶ and select **Enable**.

☞ **To ensure proper operations of the CEC function, please verify that the target device has been connected to the HDMI input jack via an HDMI cable and that the CEC function has been activated.**

☞ **CEC function may not be usable according to the connected equipment.**

Smart energy-saving

Setting Auto Power Off

This function allows the projector to enter sleep mode automatically after the set time, to avoid unnecessary wastage of the light source.

1. Open the OSD menu and enter the **Advanced Settings** > **Smart Energy** > **Auto Power Off** menu, then press ◀/▶ Select time.
2. If the pre-set time length is not suitable for your needs, select **Disable**. The projector will not automatically shut down in a certain time period.

Setting the Sleep Timer

This function allows the projector to enter sleep mode automatically after the set time, to avoid unnecessary wastage of the life of the light source.

1. Open the OSD menu and enter the **Advanced Settings** > **Smart Energy** > **Sleep Timer** menu, then press ◀/▶ Select time.
2. If the length of the pre-set time does not apply to your presentation, select **Disable**. The projector will not automatically shut down in a certain time period.

Set power saving

If no input source is detected after 5 minutes. The projector will reduce power consumption to avoid unnecessary wastage of the life of the light source. You can further decide whether to let the projector turn off after the set time.

1. Open the OSD menu and enter the **Advanced Settings** > **Smart Energy** > **Power Saving** menu, then press ◀/▶ Select **Enable**.
2. When **Enable** is selected, the light source of the projector will be changed to **Eco** mode 5 minutes after no signal is detected. If the projector has not detected the signal after 20 minutes, its light source power will be changed to SuperEco mode.

Light Source Mode

Light Source Mode

Sets the light Source Mode.

- Normal: 100% of the light source power
- Eco: 80% of the light source power

Light Source Hours

Display the duration that the light source has been running for (hours).

Operations at high altitudes

We recommend using the **High Altitude Mode** when the environment is at 1,500 to 3,000 meters above sea level and the temperature is between 5°C to 25°C.

Note
Do not activate High Altitude Mode if the environment is at 0 to 1,500 meters above sea level and the temperature is between 5°C to 35°C.
Activating High Altitude Mode under such circumstances will lead to excessive cooling of the projector.

Activating **High Altitude Mode**:

1. Open the OSD menu and enter **Advanced Settings** > **High Altitude Mode** menu.
2. The confirmation message will be shown, then press ◀/▶ to select **Yes**.
3. Press [Enter].

There is a chance that louder operational noises will be generated when using the projector in **High Altitude Mode**. The reason for this is the increased fan speed necessary to improve overall system cooling and performance.

Using this projector under extreme environments that exceed the aforementioned limits may lead to auto-shutdown designed to prevent overheating of the projector. Under such circumstances, you should switch to **High Altitude Mode** to solve these issues. However, this does not mean that this projector is able to operate under any and all harsh or extreme conditions.

Hiding the image

In order to draw the audience's attention to the presenter, you may press [Blank] to hide the screen image. Press any key on the projector or remote to restore the image. After hiding the image, the lower right corner of the screen will display the text **[Blank]**.

Press the [Blank] key on the remote control, the projector will enter the power-saving mode automatically.

Caution
Do not block the projector lens. The blocking item may be heated to the point of deformation or may even cause a fire.

Optimize images in user mode

Selecting a picture mode

- The projector is preset with several predefined picture modes. You may choose one of these modes that best fits your operating environment and input signal picture type.
- To select an operation mode that suits your need, please follow the steps described below.
- Press [Color Mode] repeatedly until you arrive at the mode you desire.
- Connect to the signal source, then press the [Setting] key to open the menu. Then select **Image Setting** > **Color Mode** menu and press [**Enter**]. Then press ◀/▶ select the desired mode.

Picture modes for different types of signals

The following lists the Picture modes that can be used for different signal types.

1. **Standard mode**: Suitable for normal conditions during the daytime.
2. **Gaming**: Tint suitable for gaming.
3. **Movie Mode**: Applicable for playing colored movies, video clips from digital cameras, or DVs from a PC input in darker (dim) environments to achieve the best viewing effects.
4. **Brightest mode**: Maximizes the brightness of the projected image. This mode is suitable when using projectors in environments such as well-lit rooms where extra-high brightness is required.
5. **Sports mode**: Tint suitable for watching sporting events.
6. **User 1/User 2**: Users can adjust the color according to their preferences.

Note: Switching to **Movie mode** will trigger the filter glass and bring about slight operating sounds.

Fine-tuning of image quality in user modes

You may use several user-defined functions if the projector detects certain signal types. You can make adjustments to these functions based on your needs.

Adjusting Brightness

Enter **Image Setting** > **Brightness** menu and then press ◀/▶.



The higher the value, the brighter the image. And lower the setting, darker the image.

Adjusting this control allows the black area of the image to appear just as black to reveal details within.

Adjusting Contrast

Enter **Image Setting** > **Color Temp** menu and then press ◀/▶.



The higher the value, the greater the contrast. After adjusting **Contrast**, this function may be used to set the peak-white level that matches the input signal and observed environment of your choice.

Selecting a Color Temperature

Enter **Image Setting** > **Color Temp** menu, and then press [**Enter**].

Options available to Color Temperature settings will depend on the choice of the signal type.

1. **6500K**: White colors in the image will be provided with a light red undertone.
2. **7500K**: Maintains a normal white color tone.
3. **9300K**: Provides the highest color temperature.
4. **User:** Customize.

Adjusting Tint

Enter **Image Setting** > **Tint** menu and press ◀/▶ and adjust the value.

The higher the value, the more reddish the picture becomes. The lower the value, the more greenish the picture becomes.

☞ **This function is only available when the input signal is Video.**

Adjust Saturation

Enter **Image Setting** > **Saturation** menu and press ◀/▶.

The lower the set value, the smaller the color saturation. If the value is set too high, the image color will be too strong which will produce an untrue image.

☞ **This function is only available when the input signal is video.**

Adjusting Sharpness

Enter **Image Setting** > **Sharpness** menu and then press ◀/▶.

Higher settings produce sharper images. The lower the value, the softer the picture becomes.

☞ **This function is only available when the input signal is video.**

Adjust Gamma

Enter **Image Setting** > **Gamma** menu then press ◀/▶ and adjust the value.

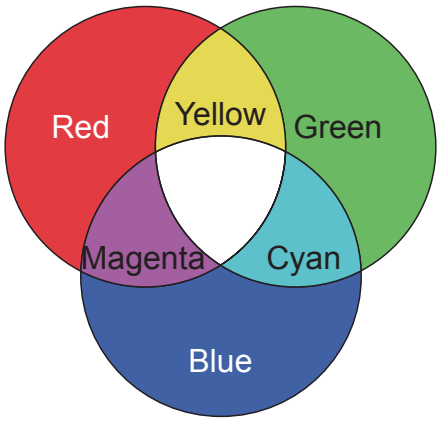
1.8 / 2.0 / 2.2 / 2.35 / 2.5 / sRGB / Cubic, respectively, represent the different gray scale curves.

☞ **This function is only available when the input signal is video.**

Adjusting Brilliant Color

Enter **Image Setting** > **Brilliant Color** menu and press ◀/▶.

This feature utilizes a new color-processing algorithm and system level enhancements to enable higher brightness while providing truer, more vibrant colors of the projected image. Brightness levels of mid-tone areas commonly seen in videos and natural landscapes are increased by more than 50%, allowing the projector to generate images in realistic and true colors. To acquire this quality of images, please select the level you desire. If not required, set this option to **Off**.



Reducing image noise

Enter **Image Setting** > **Noise Reduction** menu, and then press ◀/▶.

This function is capable of reducing image noise generated electrically by different media players. Higher settings will provide lower image noise.

☞ **This function is only available when PC, Video input signals are selected.**

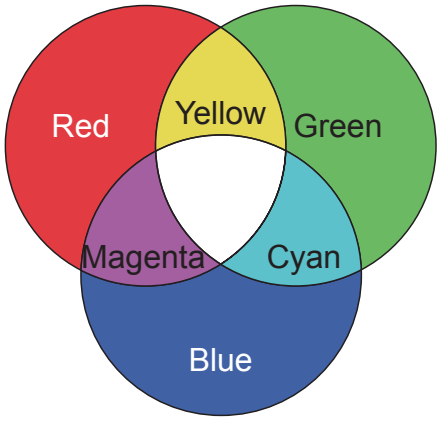
Color Management

Only in permanent installations with controlled lighting levels such as boardrooms, lecture theaters, or home theaters, should color management be considered. Color management provides fine color control adjustment to allow for more accurate color reproduction, should you require it.

If you have purchased a test disc that contains various color test patterns that can be used to test the color presentation of monitors, TVs, and projectors, any image from the disc can be projected on screen and adjusted using the **Color Management** menu.

To adjust the settings:

1. After the signal source is connected, go to **Image Setting** > **Color Management** menu.
2. Press [Enter] to bring up the **Color Management** page.
3. Select **Primary Color** and press ◀/▶ to select any one of the colors from red, yellow, green, cyan, blue, or magenta.
4. Press ▼ to select the **Tint**, then press ◀/▶ to select the range. Enlarging the range will include colors composed of higher proportions of 2 similar colors.
   Please refer to the illustration to the right for how the colors relate to each other.
   For example, if you select red and set the range to 0, you will only select pure red areas of the projected image. Increasing the range will include shades of red closer to yellow and magenta.



5. Press ▼ to select **Saturation**, then press ◀/▶ to adjust its values according to your preferences. The effect of each adjustment will be immediately reflected upon the image.
   For example, if you select Red and set its value at 0, only the saturation of pure red will be affected.

☞ **Saturation is the amount of that color in a video picture. Lower settings produce less saturated colors. A setting of 0 will remove that color from the image entirely. If the saturation is too high, that color will be overpowering and unrealistic.**

6. Press ▼ and select **Gain**, then press ◀/▶ to adjust its values according to your preferences. This affects the contrast level of the primary color selected. The effect of each adjustment will be immediately reflected upon the image.
7. Repeat steps 3 to 6 to carry out other color adjustments.
8. Make sure you have made all of the desired adjustments.
9. Press [Exit] to save the settings and exit.

Fine-tuning of image in user modes

If the projector detects specific types of signals, you can use several customized functions. You can adjust these functions as necessary.

Adjusting Digital zoom

Enter **Image Setting** > **Digital Zoom** menu and press ◀/▶ to adjust the value.

Adjust the option to zoom in or out the image.

Adjusting Position

Enter **Image Setting** > **Position** menu and press ◀/▶ to adjust the value.

Show Position adjustment page. Use the arrow keys when moving the projected images. Each time the key is pressed, the value displayed in the bottom half of the page will change accordingly, until the maximum or minimum.

☞ **This function is only available when the PC input signal is selected.**

☞ **The adjustment range may vary at different time sequences.**

Adjusting Phase

Enter **Image Setting** > **Phase** menu and press ◀/▶ to adjust the value.

Adjust the clock phase to reduce image morphing.



☞ **This function is only available when the PC input signal is selected.**

Adjusting Horizontal size

Enter **Image Setting** > **H. Size** menu and press ◀/▶ to adjust the value.

Adjust the option to change the horizontal width of the image.

☞ **This function is only available when the PC input signal is selected.**

Adjusting Overscan

Enter **Image Setting** > **Overscan** menu and press ◀/▶ to adjust the value.

To prevent an image from partially becoming deformed at the screen edges, the overscan technology has been employed to enlarge the image by 5% or even 10% and extend the deformed image beyond the screen to display only the middle part with good linearity.

Select the aspect ratio

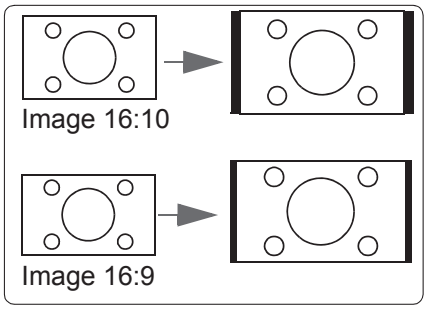
The “Aspect Ratio” is the ratio of the image width against image height. It is 4:3 for most analog TVs and computers, and 16:9 for digital TVs and DVDs. With the emergence of digital signal processing, digital display equipment such as projectors can dynamically stretch the images and display the outputted images with a ratio different from that of the inputted image signals. Change projected image aspect ratio (for any signal source):

1. Connect to the signal source, then press the [Setting] key and enter the menu to open the **Advanced** > **Aspect Ratio** menu.
2. Press ◀/▶ and select an aspect ratio matching the video signal format that meets your display requirements.

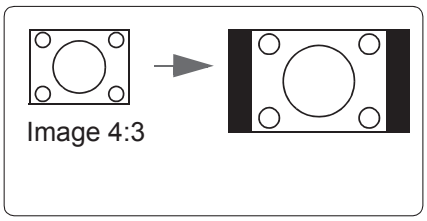
About the aspect ratio

☞ **Choose how to make the screen suitable for the screen:**

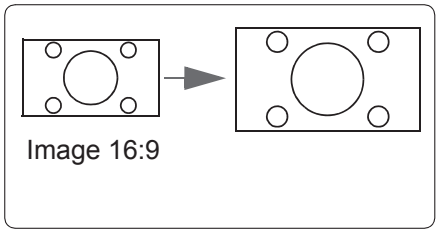
1. **Auto**: Proportional scaling of an image to fit the projector’s natural resolution in its horizontal width. This is suitable where the incoming image is neither in 4:3 nor 16:9 aspect ratios but where you want to make most use of the screen without altering the image’s aspect ratio.



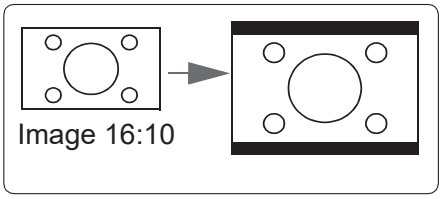
2. **4:3**: Scales a picture so that it is displayed in the center of the screen with a 4:3 aspect ratio. This is most suitable for 4:3 pictures such as those for computer monitors, standard definition TV, and 4:3 aspect DVD movies as these can be displayed without aspect alteration.



3. **16:9**: Scales a picture so that it is displayed in the center of the screen with a 16:9 aspect ratio. This is most suitable for images which are already in a 16:9 aspect such as high definition TV because as these can be displayed without aspect alteration.



4. **16:10**: Scales an image in ratio so that it is displayed in the center of the screen with a 16:10 aspect ratio. This is most suitable for images which are already in a 16:10 aspect as it displays them with out aspect alteration.



5. **Native**: The image is projected as its original resolution, and resized to fit within the display area. For input signals with lower resolutions, the projected image will display smaller than if resized to full screen.

3D functions

This projector also comes with 3D functions that offer greater depth and immersion when viewing 3D movies, videos, sports, and games. You will need a pair of 3D glasses when viewing 3D images and videos.

If the 3D signal comes from an HDMI 1.4a compatible device, this projector will look for a 3D Sync data signal. Once detected, the projector will automatically switch to 3D projection. Under other circumstances, you may need to manually select the 3D Sync format to ensure the proper projection of 3D images.

Selecting 3D Sync formats:

1. Connect the signal source and use the remote control or control panel to open the menu. Select the **Advanced** > **3D Settings** menu.
2. Press [Enter] to bring up the **3D Settings** page.

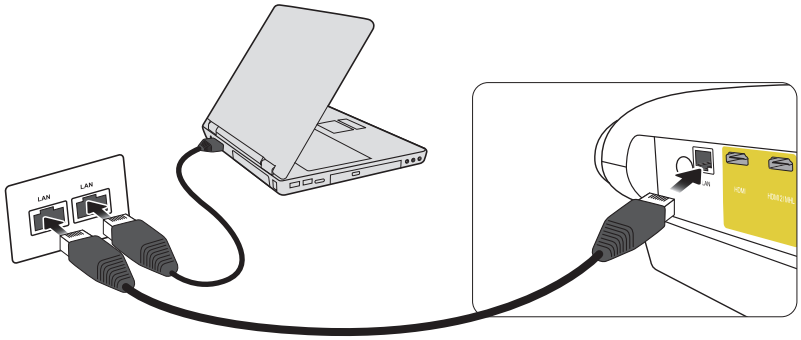
☞ **Once 3D Sync function has been activated:**
• Brightness of the projected image will be reduced.
• Color modes cannot be adjusted.
• Zoom functions can only enlarge the image to a limited degree.
If the 3D image has been severely inverted, you may set the 3D Sync Invert function to [Invert] to correct this problem.

The 3D mode supports the following formats:

Timing	Frame Sequential	Top-Bottom	Side-by-Side
1024x768@60Hz	V	V	V
1280x720@60Hz	V	V	V
1280 x 800 @ 60Hz	V	V	V
1280 x 1024 @ 60Hz	V	V	V
1366 x 768 @ 60Hz	V	V	V
1440 x 900 @ 60Hz	V	V	V
1600 x 1200 @ 60Hz	V	V	V
1920 x 1080 @ 60Hz	V	V	V

Control the projector through the local area network

This projector supports Crestron® software. After correct settings in the wired local area network menu are finished, the projector can be managed on the computer with the browser when the computer and the projector are correctly connected to the same local area network.



(Example of connection)

Configure the wired local area network

If you are in a DHCP environment:

1. Connect one end of the RJ45 cable to the RJ45 local area network input jack of the projector, and connect the other end to the RJ45 port.
2. Open the OSD menu and enter the **Network Settings**.
3. Select DHCP and then press ◀/▶ to select On.
4. Press ▼ to select the Apply and then press [Enter].
5. Please wait for about 15-20 seconds and then re-enter the page of the wired local area network. The IP address, subnet mask, default gateway and DNS server settings will be displayed. Please remember the IP address displayed in the IP address.

☞ **If the IP address still does not display, contact the network administrator.**

☞ **If the RJ45 cable is not correctly connected, the IP address, subnet mask, default gateway and DNS server settings will be displayed as 0.0.0.0. Make sure the cable has been correctly connected and re-execute the above steps.**

☞ **To connect to the projector when the projector is in the standby mode, set the Network Settings > Wired LAN > Standby LAN Control to On.**

If you are in a non-DHCP environment:

1. Repeat the above steps 1-2.
2. Select DHCP and then press ◀/▶ to select **Off.**
3. Contact your ITS administrator for the setting information about IP address, subnet mask, default gateway and DNS server.
4. Press ▼ to select the item you want to modify and then press [Enter].
5. Press ◀/▶ to move the cursor and then press ▲/▼ to input the value.
6. To save the settings, press [Enter]. If you do not want to save the settings, press [Exit].
7. Press ▼ to select Apply and then press [Enter].

☞ **If the RJ45 cable is not correctly connected, the IP address, subnet mask, default gateway and DNS server settings will be displayed as 0.0.0.0. Make sure the cable has been correctly connected and re-execute the above steps.**

☞ **To connect to the projector when the projector is in the standby mode, make sure the DHCP has beens set to Off and the IP address, subnet mask, default gateway and DNS server information have been acquired after the projector is powered on.**

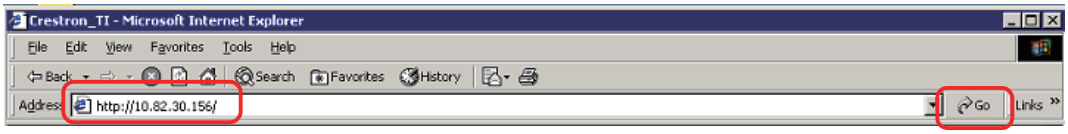
Control the projector with the web browser

If the correct IP address of the projector is acquired, and the projector is powered on or in standby mode, any computer in the same local area network can be used to control the projector.

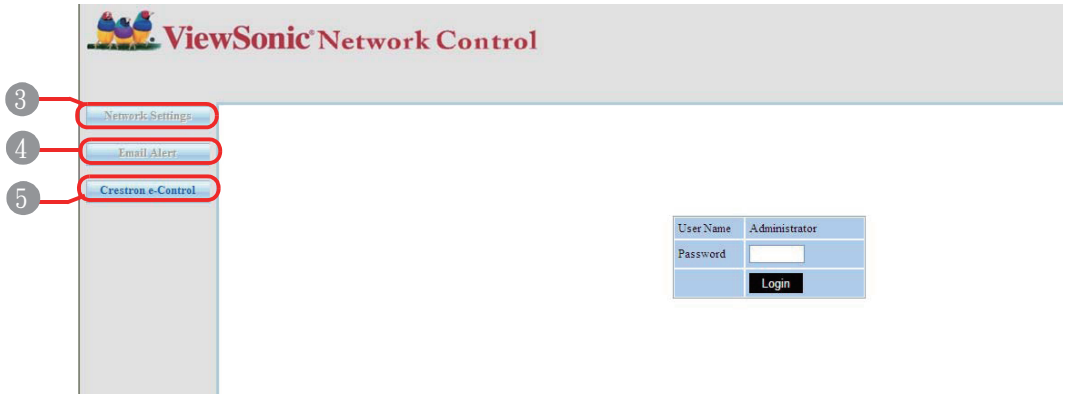
☞ **If Microsoft Internet Explorer is used, make sure the version is 7.0 or higher.**

☞ **The screenshots in this manual are for reference only. Actual OSD design may differ.**

1. Enter the address of the projector in the address bar of your browser and press [Enter].



2. The homepage of “Network Control” is displayed.

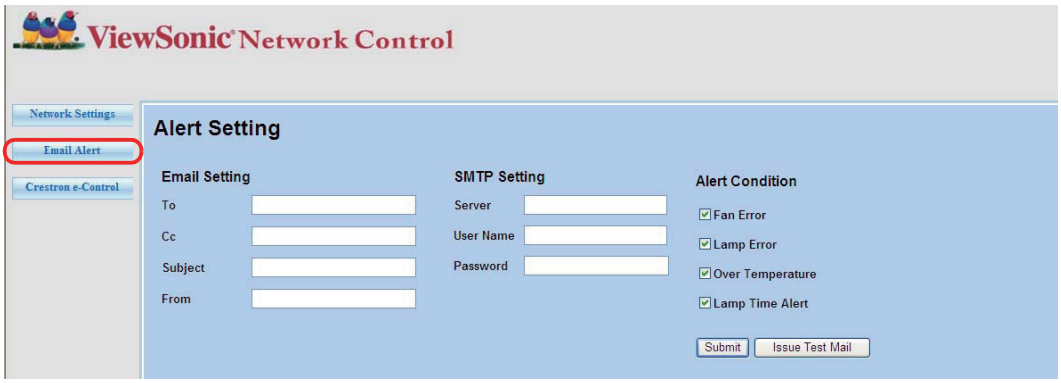


☞ **Access to the Network Settings or Email Alert web page needs the administrator password. The default password is “0000”.**

3. You can adjust AMX and SNMP settings on this page. On the AMX device discovery, the controller connected to the AMX of the same network will find the projector when ON is selected. For details of the AMX Device Discovery, please access the AMX website: http://www.amx.com/.



4. If the projector is connected to the network which supports the SMTP (Simple Mail Transfer Protocol), you can configure it to send alarms via emails when important events occur.



5. Crestron (e-Control) page displays the Crestron e-Control user interface. For details, please refer to “About Crestron e-Control®”.

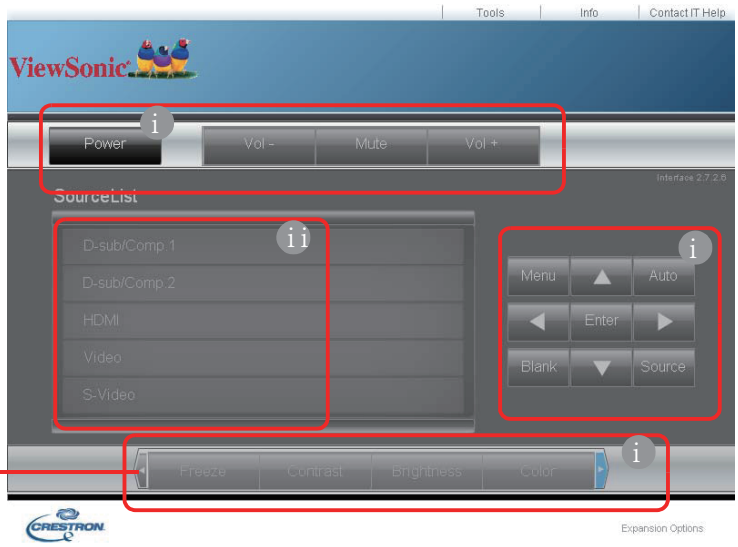
Please note the input length limits in the following table (including space and other punctuation marks):

Type item		Input length	Maximum character
Network Settings	Network	DHCP/Manual	(None)
		IP Address	XXX.XXX.XXX.XXX
		Subnet Mask	XXX.XXX.XXX.XXX
		Gateway	XXX.XXX.XXX.XXX
		DNS Server	XXX.XXX.XXX.XXX
		AMX device discovery	(None)
	Password	Administrator	(None)
		New Password	4
		Confirm Password	4
	SNMP	SysLocation	22
		SysName	22
		SysContact	22
Email Alert	Email Setting	To	40
		Cc	40
		Subject	40
		From	40
	SMTP Setting	Server	30
		User Name	21
		Password	14
	Alert Condition	Fan Error	(None)
		Light source Error	(None)
		Over Temperature	(None)
		Light source Time Alert	(None)
		Submit	(None)
		Issue Test Mail	(None)

/ > < $ % + \ ‘ “ are forbidden.

About Crestron e-Control®

1. The Crestron e-Control® page provides various virtual buttons to control the projector or adjust the projected image.



You can press ◀/▶ to display more buttons.

   i. The functions of those buttons are identical with those on the OSD menu or remote control.

   ii. To switch the input signal source, please click the required signal.

☞ **The Menu button can be used to return to the previous OSD menu, exit and save menu settings.**

☞ **The signal source list may differ from the available interfaces on the projector.**

☞ **The web browser needs some time to perform change synchronization with the projector when the projector control panel or remote control is used to change the OSD menu settings.**

2. The Tools page can be used to manage the projector, configure the LAN control settings, and perform remote network operation security access to the projector.



   i. This part can be used only in the case that the Crestron control system is used. Please contact Creston or refer to its user guide to get a knowledge of the installation information.

   ii. You can name the projector, and record its position and responsible person.

iii. You can adjust the wired local area network.

iv. After setup has finished, the remote network operation access to the projector is protected with a password.

v. After setup has finished, access to the Tools page is protected with a password.

☞ **To avoid mistakes, please input the English letters and digits in the Tools page.**

☞ **After adjustment, press the Send button and the data will be saved in the projector.**

vi. Press [Exit] and then you can return to the remote network operation page.

Please note the input length limits in the following table (including space and other punctuation marks):

Type item	Input length	Maximum character
Crestron Control	IP Address	16
	IP ID	4
	Port	5
Projector	Projector Name	32
	Location	32
	Assigned To	32
Network Configuration	DHCP (Enabled)	(None)
	IP Address	16
	Subnet Mask	16
	Default Gateway	16
	DNS Server	16
User Password	Enabled	(None)
	New Password	26
	Confirm	26
Admin Password	Enabled	(None)
	New Password	26
	Confirm	26

3. The Info page displays the information and status of this projector.



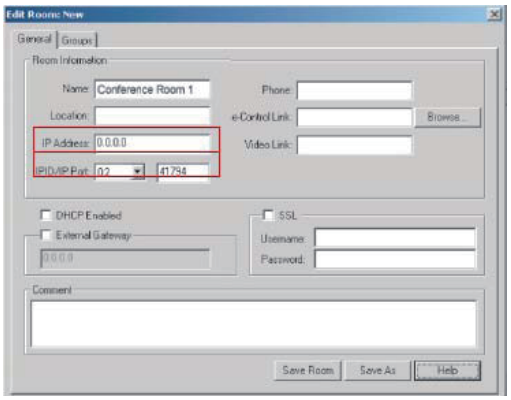
Press [Exit] and then you can return to the remote network operation page.

4. Press “Contact IT Help” button, and then a HELP DESK window will be displayed in the upper right corner of the screen. You can send information to the RoomView™ software administrator / user connected to the same local area network.

   For details, please access http://www.crestron.com and http://www.crestron.com/getroomview.

   **Crestron RoomView

   On the “Edit Room” page, input the IP address (or the host name) as the content displayed in the screen display menu of the projector, and input “02” as the IPID, and input “41794” as the reserved Crestron control port.



   Regarding the Crestron RoomView™ settings and command method, please access the following website to obtain the RoomView™ User Guide and more information: http://www.crestron.com/products/roomview_connected_embedded_projectors_devices/resources.asp

Support PJLink™, SNMP, AMX and Xpanel formats

This projector is compatible with PJLink™, SNMP V.1, AMX or Xpanel V1.10. For details, please respectively refer to the User Guide or access the website to control and manage the projector.

Using the projector under standby mode

A number of projector functions can be used under Standby Mode (plugged in to power but not switched on). To use those functions, please confirm the cables and wires have been correctly connected. Refer to the chapter on cable connections for more information on cable connections.

LAN control

The setting in the Network Settings > Wired LAN > Standby LAN Control menu drives the projector to provide network functions in the standby mode. For details, please refer to “Control the projector through the local area network”.

Switch off the projector

1. Press the ⏻ Power button. A confirmation message will be displayed on screen. The message will disappear if you do not respond within a few seconds.
2. Press the ⏻ Power Button again, and the projector will be turned off. Wait until the fan is completely stopped and unplug the power cord.
3. Disconnect the power cord from the wall socket if the projector will not be used for an extended period of time.

Menu operations

Menu system (When not connected to signal source)

Please note that the on-screen display (OSD) menu may vary according to the type of signal received.

The projector must detect at least one valid signal in order to use the menu items. If no device has been connected to the projector or if no signal has been detected, only a few menu items will be accessible.

Main menu	Sub-menu		Options
1. Basic Settings	Language		
	Audio settings	Mute	On/Off
		Audio Volume	0~20
		Power On/Off Ring Tone	Off/On
	Projector Projection		Front Table / Front Ceiling/ Rear Table/ Rear Ceiling
	Keystone		-40~40
	Pattern		Off/Test Card
	Remote Control Code		1/2/3/4/5/6/7/8
	Baud rate		115200/2400/4800/9600/14400/ 19200/38400/57600
2. Network Settings	Wired LAN	Configure IP	Auto / Manual
		IP Address	0.0.0.0
		Subnet Mask	0.0.0.0
		Default Gateway	0.0.0.0
		DNS Server	0.0.0.0
		Standby LAN Control	Off/On
3. Advanced Settings	Power On Source		Home/HDMI1/HDMI2/VGA1/ VGA2
	Auto Power On	Direct Power On	Disable/Enable
		Signal	Disable/VGA1/HDMI1/All
		CEC	Disable/Enable
	Smart Energy	Auto Power Off	10 min/ 20 min/ 30 min/ Disable
		Sleep Timer	30 min/ 1 hr/ 2 hr/ 3 hr/ 4 hr/ 8 hr/ 12 hr/Disable
		Power Saving	Disable/Enable
	Light Source Mode		Normal 100% / Eco 80%
	High Altitude Mode	Off	
		On	Yes/Cancel
	Reset All Settings		Yes/Cancel

Main menu	Sub-menu	Options
4. Information	· Light Source Hours · System Version · Memory Information · Network Mac Address · IP Address	
5. Firmware Update	Software upgrade	Software Update By USB
	· FW Version	· Firmware Version

Menu system (When connected to signal source)

6. Image Setting	Color Mode		Movie/Sports/Gaming/User 1/ User 2/Brightest/Standard
	Brightness		0~100
	Contrast		-50~50
	Color Temp	7500K/9300K/User/ 6500K	·Red gain 0~199
			·Green gain 0~199
			·Blue gain 0~199
	Tint		-99~99
	Saturation		0~199
	Sharpness		0~31
	Gamma		1.8/2.0/2.2/2.35/2.5/ sRGB/Cubic
	Brilliant Color		1/2/3/4/5/6/7/8/9/10/Off
	Noise Reduction		Off / Low / Mid / High / Auto
	Color Management	·Primary Color	R/G/B/C/M/Y
		·Hue	-99~99
		·Saturation	0~199
		·Gain	5~195
	Digital Zoom		0.8x~2.0x
	Position		X -5~5
			Y -5~5
	Phase		0~100
	H. Size		-15~15
	Overscan		Off/1/2/3/4/5
	Reset Current Color Settings		Reset/Cancel
7. Advanced	Aspect Ratio		16:9/16:10/Native/Auto
	HDR		Auto/SDR
	EOTF		Low / Mid / High
	Frame Interpolation		Off / Low / Mid / High
	HDMI Setting	Range	Limited / Auto / Full
	3D Settings	3D Format	Off / Frame Sequential / Frame Paking / Top-Bottom / Side-by-Side / Auto
		3D Sync Invert	Invert / Disable
		Save 3D Settings	
	Information	·Source ·Resolution ·3D Format ·HDR	

Description of menu

	Functions	Description
1. Basic Settings	**Language**	Set language of the display screen (OSD) menu. Please refer to “Activate the projector” for the details.
	Audio settings	**Mute** **Audio Volume** **Power On/Off Ring Tone** The will be a tone prompt when the projector is powered on or off.
	Projector Projection	Please refer to “Choosing a location” for the details.
	Keystone	Please refer to “Perform keystone correction” for the details.
	Pattern	The projector can display a test pattern. It can help you adjust the image size and focal length to ensure that there is no distortion of the projected images.
	Remote Control Code	Please refer to the “IR control table” for the details.
	Baud rate	Please refer to the “RS232 command table” for the details.
2. Network Settings	**Network Settings**	Please refer to the “Network Settings” for the details.
3. Advanced Settings	**Power On Source**	Please refer to the “Switching input signal” for the details.
	Auto Power On	**Signal** Set whether or not the projector will automatically adjust when it is in standby mode and detects VGA or HDMI signals of 5V power supply. **CEC** Please refer to “Using the CEC function” for the details. **Direct Power On** Once the power is supplied via power cord, the projector can turn on automatically if **“Enable”** has been selected.

	Functions	Description
3. Advanced Settings	**Smart Energy**	**Auto Power Off** Please refer to “Setting Auto Power Off” for the details. **Sleep Timer** Please refer to “Setting the Sleep Timer” for the details. **Power Saving** Please refer to “Set power saving” for the details.
	Light Source Mode	Please refer to the “Light Source Mode” for the details.
	High Altitude Mode	Suitable to operate at high altitudes. Please refer to “Operations at high altitudes” for the details.
	Reset All Settings	Restore all the settings to the factory defaults. **The following settings will be preserved: Keystone / Language / Projector Projection / High Altitude Mode / Remote Control Code / 3D Settings / Network Settings**
4. Information	**Information**	**Light Source Hours** Display the light source hours **System Version** Display the system version **Memory Information** Display the memory information **IP Address** Display the network Mac address
5. Firmware Update	**Software upgrade**	Update the software By **USB**
	Version	**Firmware Version**

	Functions	Description
6. Image Setting	**Color Mode**	Please refer to “Selecting a picture mode” for the details.
	Brightness	Please refer to “Adjusting Brightness” for the details.
	Contrast	Please refer to “Adjusting Contrast” for the details.
	Color Temp	Please refer to “Selecting a Color Temperature” for the details.
	Tint	Please refer to “Adjusting Tint” for the details.
	Saturation	Please refer to “Adjust Saturation” for the details.
	Sharpness	Please refer to “Adjusting Sharpness” for the details.
	Gamma	Please refer to “Adjust Gamma” for the details.
	Brilliant Color	Please refer to “Adjusting Brilliant Color” for the details.
	Noise Reduction	Please refer to “Reducing image noise” for the details.
	Color Management	Please refer to “Color Management” for the details.
	Digital Zoom	Please refer to “Adjusting Digital zoom” for the details.
	Position	Please refer to “Adjusting Position” for the details.
	Phase	Please refer to “Adjusting Phase” for the details.
	H. Size	Please refer to the “Adjusting Horizontal size” for the details.
	Overscan	Please refer to “Adjusting Overscan” for the details.
	Reset Current Color Settings	Restore all the color settings to the factory defaults.
7. Advanced	**Aspect Ratio**	Please refer to “Select the aspect ratio” for the details.
	HDR	The projector supports HDR imaging. The dynamic ranges of the signal sources for the HDMI1 and HDMI2 ports can be automatically detected, and the settings can be optimized to display the contents with various light source conditions.
	EOTF	The image brightness levels can be automatically adjusted according to the input source. The manual selection option is also available to adjust the brightness level and show an image of better quality. **The function is not available when SDR is selected in the HDR menu.**
	Frame Interpolation	Smooth image quality of an object moving at high speed. Especially suitable for users who like fast-paced sport events.
	HDMI Setting	Please refer to “Changing HDMI input settings” for the details.
	3D Settings	Please refer to the “3D functions” for the details.
	Information	Source
		Resolution
		3D Format
		HDR

Maintenance

Care of the projector

Do not attempt to disassemble any part of the projector. Contact your dealer if you need to replace any parts.

Cleaning the lens

You can clean the dust-free glass lens if you notice any dirt or dust on its surface.

- Use a canister of compressed air to remove dust.
- Use a lens cleaning wipe, or a moist cloth with some detergent to clean away any dust or dirt on the dust-free glass.

Note
Do not apply any granule material on the dust-free glass.

Cleaning the projector case

Before cleaning the case, please refer to the proper shutdown procedure described in “Switch off the projector” to shutdown the projector and unplug the power cable.

- To remove dirt or dust, wipe the case with a soft, lint-free cloth.
- To remove stubborn dirt or stains, moisten a piece of soft cloth with water and a neutral pH detergent. Then wipe the case.

Note
Never use wax, alcohol, benzene, thinners, or other chemical-based detergents. These can damage the case.

Storing the projector

Follow the instructions below to store the projector for an extended time:

- Make sure the temperature and humidity of the storage area are within the recommended range for the projector. Please refer to “Specifications” or inquire your dealer for details of the recommended range.
- Retract the projector support pegs.
- Remove the battery from the remote control.
- Pack the projector in its original packaging or equivalent material.

Transporting the projector

It is recommended that you ship the projector within its original packaging or equivalent material.

LED Indicator

Projector status	Power indicator	Temp indicator	Lamp indicator
Stand-by mode	Green Flashing	Off	Off
Normally on	Green	Off	Off
Normal Operations	Green	Off	Off
Temperature Error 1	Green	Red Flashing	Orange
Temperature Error 2	Green	Red Flashing	Off
Fan Error 1	Green	Red Flashing	Green
Fan Error 2	Green	Red Flashing	Green Flashing
Fan Error 3 or 4	Green	Red Flashing	Orange Flashing
Color Wheel Error	Green	Off	Orange
Light bulb abnormal	Green	Off	Red
Heat dissipation state	Green	Green Flashing	Off

Troubleshooting

ⓘ Projector is not shutting down

Cause	Remedy
There is no power from the power cable.	Plug one end of the power cable at the AC inlet of the projector and the other end in the power outlet. If the power outlet has a switch, make sure that it is switched on.
Attempting to turn the projector on again during the cooling process.	Wait until the cooling down process has completed.

ⓘ No picture

Cause	Remedy
Video source is not turned on or is not connected correctly.	Switch the video source on and check that the signal cable is connected correctly.
The projector is not correctly connected to the input signal device.	Check the connection.
The input signal has not been correctly selected.	Select the correct input signal by using the [Source] key on the projector or remote control.

ⓘ Blurred image

Cause	Remedy
The projection lens is not correctly focused.	Use the focus function to adjust lens focus.
The projector and the screen are not aligned properly.	Adjust projection angle and direction as well as the height of the projector where necessary.

ⓘ Remote control does not work

Cause	Remedy
The battery is out of power.	Replace the batteries.
There is an obstacle between the remote control and the projector.	Remove the obstacle.
You are too far away from the projector.	Stand within 8 meters (26 feet) of the projector.
The remote control does not match the remote control code of the projector.	Adjust the remote control code.

Specifications

Projector specifications

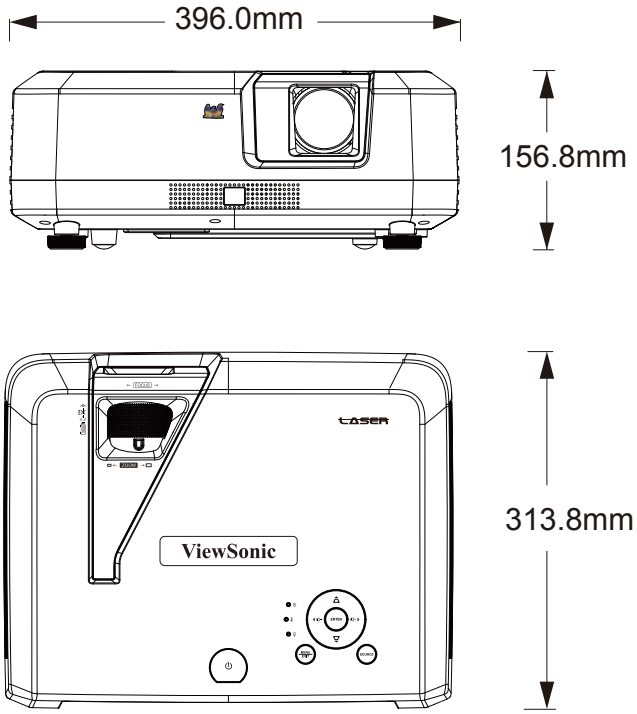
- **All specifications are subject to change without notice.**
- **Not all projector models are available at your location.**

Input Terminals		
1	VGA input (DB 15 pin)	x2
2	HDMI (v1.4 with audio)	x2
3	Video (RCA)	x1
4	Audio input (3.5mm mini jack)	x1
Output Terminals		
1	Audio output (3.5mm mini jack)	x1
2	USB-A 5V/1.5A	x1
3	Speaker	x1
4	VGA output	x1
Control Terminals		
1	RS232 (9 pin 1 type)	x1
2	USB cable (mini B type)	x1
3	LAN	x1

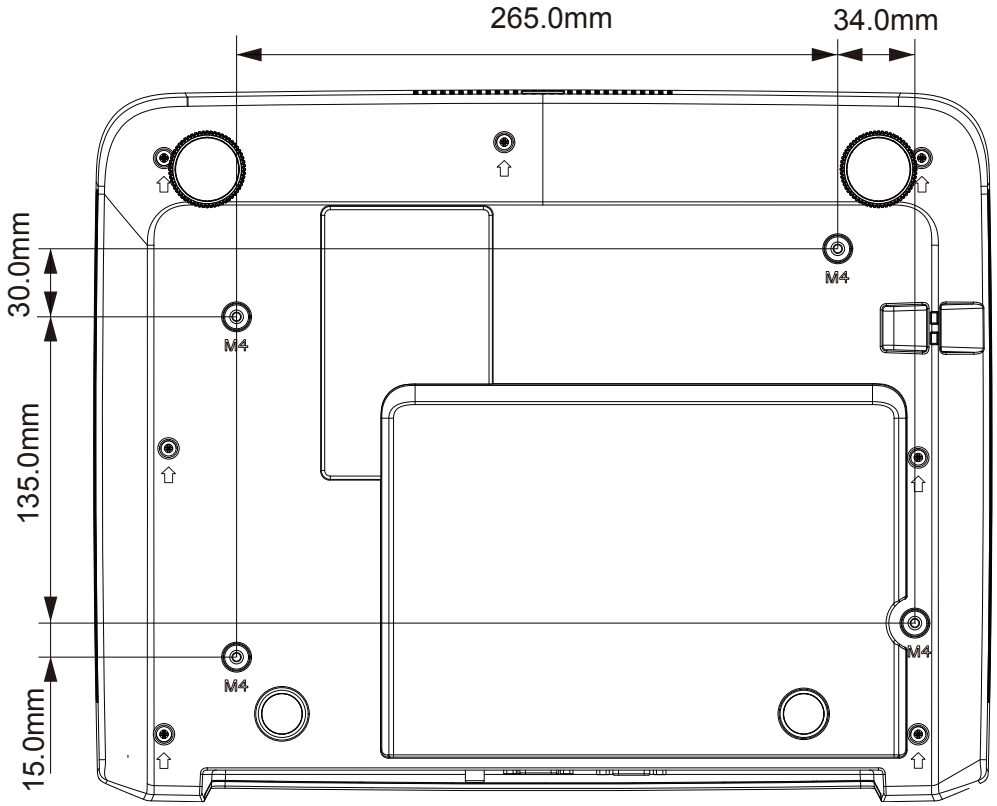
Fuse specifications

The fuse number used on the power PCB board is: F1, and the specifications are: 250V, T6.3AH

Dimensions



Ceiling mount installation



Note: It is recommended to use the M4L8 screw for fixing the projector using the M4 screw hole. (M4/ L8 x 4)

Timing chart

Analog RGB			
Signal	Resolution (pixels)	Aspect Ratio	Refresh rate (Hz)
VGA	640x480	4:3	60
SVGA	800x600	4:3	60
XGA	1024x768	4:3	60
WXGA	1280x800	16:10	60
Quad-VGA	1280x960	4:3	60
SXGA	1280x1024	5:4	60
SXGA+	1400x1050	4:3	60
WXGA+	1440x900	16:10	60
UXGA	1600x1200	4:3	60
HDTV (1080p)	1920x1080	16:9	60

HDMI			
Signal	Resolution (pixels)	Aspect Ratio	Refresh rate (Hz)
VGA	640x480	4:3	60
SVGA	800x600	4:3	60
XGA	1024x768	4:3	60
WXGA	1280x768	15:9	60
	1280x800	16:10	60
	1360x768	16:9	60
	1366x768	16:9	60
Quad-VGA	1280x960	4:3	60
SXGA	1280x1024	5:4	60
SXGA+	1400x1050	4:3	60
WXGA+	1440x900	16:10	60
WSXGA+	1680x1050	16:10	60
4K	3840x2160	16:9	24/25/30/50/60
HDTV (1080p)	1920x1080	16:9	50/60
HDTV (1080i)	1920x1080	16:9	50/60
HDTV (720p)	1280x720	16:9	50/60
SDTV(480p)	720x480	4:3/16:9	60
SDTV(576p)	720x576	4:3/16:9	50
SDTV (480i)	720x480	4:3/16:9	60
SDTV (576i)	720x576	4:3/16:9	50

3D (including HDMI signal)			
Signal	Resolution (pixels)	Aspect Ratio	Refresh rate (Hz)
SVGA	800x600	4:3	60*/120
XGA	1024x768	4:3	60*/120
HD	1280x720	16:9	50*60*
WXGA	1280x800	16:9	60*
☞ *** 60 Hz signals are supported for side by side, Top and Bottom, and Frame Sequential formats.**			

HDMI 3D			
Within frame packing formats			
Signal	Resolution (pixels)	Aspect Ratio	Refresh rate (Hz)
1080p	1920x1080	16:9	23.98/24
720p	1280x720	16:9	50/59.94/60
Within side by side formats			
Signal	Resolution (pixels)	Aspect Ratio	Refresh rate (Hz)
1080i	1920x1080	16:9	50/59.94/60
720p	1280x720	16:9	50/60
Within Top and Bottom formats			
Signal	Resolution (pixels)	Aspect Ratio	Refresh rate (Hz)
1080p	1920x1080	16:9	23.98/24
720p	1280x720	16:9	50/59.94/60

Composite video		
Signal	Aspect Ratio	Refresh rate (Hz)
NTSC	4:3	60
PAL	4:3	50
PAL60	4:3	60

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Appendix

IR control table

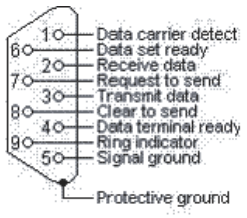
Key	Format	Byte 1	Byte 2	Byte 3	Byte 4
Power ON	NEC-F1	X3	F4	4F	BO
Power Off	NEC-F1	X3	F4	4E	B1
COMP	NEC-F1	X3	F4	41	BE
HDMI 1	NEC-F1	X3	F4	58	A7
HDMI 2	NEC-F1	X3	F4	59	A6
Auto sync	NEC-F1	X3	F4	8	F7
Source	NEC-F1	X3	F4	40	BF
Up/keystone up	NEC-F1	X3	F4	0B	F4
Left	NEC-F1	X3	F4	0E	F1
Enter	NEC-F1	X3	F4	15	EA
Right	NEC-F1	X3	F4	0F	F0
Down/keystone down	NEC-F1	X3	F4	0C	F3
Menu/Setting	NEC-F1	X3	F4	30	CF
Home	NEC-F1	X3	F4	16	E9
Exit	NEC-F1	X3	F4	28	D7
Aspect	NEC-F1	X3	F4	13	EC
Pattern	NEC-F1	X3	F4	55	AA
Blank	NEC-F1	X3	F4	07	F8
HDR	NEC-F1	X3	F4	A0	5F
Mute	NEC-F1	X3	F4	14	EB
Volume-	NEC-F1	X3	F4	83	7C
Volume+	NEC-F1	X3	F4	82	7D
Brightness/ID Set	NEC-F1	X3	F4	60	9F
Contrast/1	NEC-F1	X3	F4	61	9E
Color Temp./2	NEC-F1	X3	F4	66	99
Sports/3	NEC-F1	X3	F4	65	9A
Standard/4	NEC-F1	X3	F4	62	9D
User 1/5	NEC-F1	X3	F4	84	7B
Eco Mode/ 6	NEC-F1	X3	F4	2B	D4
Movie/7	NEC-F1	X3	F4	64	9B
User 2/8	NEC-F1	X3	F4	85	7A

Address Code

Code 1	83F4
Code 2	93F4
Code 3	A3F4
Code 4	B3F4
Code 5	C3F4
Code 6	D3F4
Code 7	E3F4
Code 8	F3F4

RS232 command table

<Pin assignment for this two end>

Pin	Description	Pin	Description	
1	NC	2	RX	
3	TX	4	NC	
5	GND	6	NC	
7	RTSZ	8	CTSZ	
9	NC			

<Interface>

RS-232 protocol	
Baud Rate	115200bps (default)
Data Length	8 bit
Parity check	None
Stop bit	1 bit
flow control	None

<RS232 Command List>

The below table list all RS232 commands frequently used:

No.	Function	Type	Action	Command	Response	The response of Query Read command
1	Power	Write	ON	0x06 0x14 0x00 0x04 0x00 0x34 0x11 0x00 0x00 0x5D	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x01 0x18
2	Power	Write	OFF	0x06 0x14 0x00 0x04 0x00 0x34 0x11 0x01 0x00 0x5E	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17
3	Power	Write	ON/OFF	0x06 0x14 0x00 0x04 0x00 0x34 0x11 0x34 0x00 0x91	0x03 0x14 0x00 0x00 0x00 0x14	
4	Power	Read	Status	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x11 0x00 0x5E	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x01 0x18	
5	Projector Status	Read	Status (Note 7)	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x11 0x26 0x84	Warm up :0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x01 0x18 Cool down :0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x03 0x1A Power On :0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x02 0x19 Power Down :0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17	
6	Reset All Settings	Write	Reset All Settings	0x06 0x14 0x00 0x04 0x00 0x34 0x11 0x02 0x00 0x5F	0x03 0x14 0x00 0x00 0x00 0x14	

No.	Function	Type	Action	Command	Response	The response of Query Read command
7	Projector Position	Write	Rear Table	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x00 0x01 0x5F	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x01 0x18
8	3D Sync	Write	OFF	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x20 0x00 0x7E	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17
9	3D Sync	Write	Auto	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x20 0x01 0x7F	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x01 0x18
10	3D Sync	Write	Frame Sequential	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x20 0x02 0x80	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x02 0x19
11	3D Sync	Write	Frame Packing	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x20 0x03 0x81	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x03 0x1A
12	3D Sync	Write	Top Bottom	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x20 0x04 0x82	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x04 0x1B
13	3D Sync	Write	Side by Side	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x20 0x05 0x83	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x05 0x1C
14	3D Sync	Read	Status	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x12 0x20 0x7F	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17	
15	3D Sync nvert	Write	OFF	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x21 0x00 0x7F	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17
16	3D Sync nvert	Write	ON	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x21 0x01 0x80	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x01 0x18
17	3D Sync nvert	Read	Status	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x12 0x21 0x80	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17	
18	Contrast	Write	Decrease	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x02 0x00 0x60	0x03 0x14 0x00 0x00 0x00 0x14	
19	Contrast	Write	Increase	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x02 0x01 0x61	0x03 0x14 0x00 0x00 0x00 0x14	
20	Contrast I	Read	Get Value	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x12 0x02 0x61	0x05 0x14 0x00 0x04 0x00 0x00 0x00 0x00 0x00 0x18	Refer to value mapping table 3.2.2 (2 byte)
21	Brightness I	Write	Decrease	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x03 0x00 0x61	0x03 0x14 0x00 0x00 0x00 0x14	
22	Brightness I	Write	Increase	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x03 0x01 0x62	0x03 0x14 0x00 0x00 0x00 0x14	
23	Brightness	Read	Get Value	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x12 0x03 0x62	0x05 0x14 0x00 0x04 0x00 0x00 0x00 0x32 0x00 0x4A	Refer to value mapping table 3.2.2 (2 byte)
24	Aspect ratio	Write	Auto	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x04 0x00 0x62	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17
25	Aspect ratio	Write	4:3	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x04 0x02 0x64	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x02 0x19
26	Aspect ratio	Write	16:9	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x04 0x03 0x65	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x03 0x1A
27	Aspect ratio	Write	16:10	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x04 0x04 0x66	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x04 0x1B
28	Aspect ratio	Write	Native	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x04 0x09 0x6B	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x09 0x20
29	Aspect ratio	Write	Cycle	0x06 0x14 0x00 0x04 0x00 0x34 0x13 0x31 0x00 0x90	0x03 0x14 0x00 0x00 0x00 0x14	
30	Aspect ratio	Read	Get Value	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x12 0x04 0x63	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17	
31	Auto Adjust	Write	Execute	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x05 0x00 0x63	0x03 0x14 0x00 0x00 0x00 0x14	Note 6.
32	Horizontal position	Write	Shift Right	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x06 0x01 0x65	0x03 0x14 0x00 0x00 0x00 0x14	

No.	Function	Type	Action	Command	Response	The response of Query Read command
33	Horizontal position	Write	Shift Left	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x06 0x00 0x64	0x03 0x14 0x00 0x00 0x00 0x14	
34	Horizontal position	Read	Get Value	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x12 0x06 0x65	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17	Refer to value mapping table 3.2.1 (1byte)
35	Vertical position	Write	Shift Up	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x07 0x00 0x65	0x03 0x14 0x00 0x00 0x00 0x14	
36	Vertical position	Write	Shift Down	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x07 0x01 0x66	0x03 0x14 0x00 0x00 0x00 0x14	
37	Vertical position	Read	Get Value	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x12 0x07 0x66	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17	Refer to value mapping table 3.2.1 (1byte)
38	Color emperature	Write	Warm	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x08 0x00 0x66	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17
39	Color emperature	Write	Normal	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x08 0x01 0x67	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x01 0x18
40	Color emperature	Write	Cool	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x08 0x03 0x69	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x03 0x1A
41	Color emperature	Read	Get Value	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x12 0x08 0x67	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17	
42	Blank	Write	ON	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x09 0x01 0x68	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x01 0x18
43	Blank	Write	OFF	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x09 0x00 0x67	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17
44	Blank	Read	Status	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x12 0x09 0x68	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17	
45	Keystone-Vertical	Write	Decrease	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x0A 0x00 0x68	0x03 0x14 0x00 0x00 0x00 0x14	
46	Keystone-Vertical	Write	Increase	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x0A 0x01 0x69	0x03 0x14 0x00 0x00 0x00 0x14	
47	Keystone-Vertical	Read	Get value	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x12 0x0A 0x69	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17	Refer to value mapping table 3.2.1 (1byte)
48	Color mode	Write	Brightest	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x0B 0x00 0x69	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17
49	Color mode	Write	Movie	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x0B 0x01 0x6A	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x08 0x1F
50	Color mode	Write	Standard	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x0B 0x04 0x6D	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x04 0x1B
51	Color mode	Write	User1	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x0B 0x18 0x81	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x18 0x2F
52	Color mode	Write	User2	0x06 0x14 0x00 0x04 0x00 0x34 0x12	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x19
53	Color mode	Read	Status	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x12 0x0B 0x6A	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17	
54	Reset current color settings	Write	Reset	0x06 0x14 0x00 0x04 0x00 0x34 0x11 0x2A 0x00 0x87	0x03 0x14 0x00 0x00 0x00 0x14	
55	Primary Color	Write	R	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x10 0x00 0x6E	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17
56	Primary Color	Write	G	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x10 0x01 0x6F	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x01 0x18
57	Primary Color	Write	C	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x10 0x03 0x71	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x03 0x1A
58	Primary Color	Write	M	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x10 0x04 0x72	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x04 0x1B

No.	Function	Type	Action	Command	Response	The response of Query Read command
59	Primary Color	Write	Y	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x10 0x05 0x73	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x05 0x1C
60	Primary Color	Read	Status	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x12 0x10 0x6F	0x05 0x14 0x00 0x04 0x00 0x00 0x00 0x00 0x00 0x18	
61	Hue / Tint	Write	Decrease	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x11 0x00 0x6F	0x03 0x14 0x00 0x00 0x00 0x14	
62	Hue / Tint	Write	Increase	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x11 0x01 0x70	0x03 0x14 0x00 0x00 0x00 0x14	
63	Hue / Tint	Read	Get value	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x12 0x11 0x70	0x05 0x14 0x00 0x04 0x00 0x00 0x00 0x00 0x00 0x18	Refer to value mapping table 3.2.2 (2 byte)
64	Saturation	Write	Decrease	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x12 0x00 0x70	0x03 0x14 0x00 0x00 0x00 0x14	
65	Saturation	Write	Increase	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x12 0x01 0x71	0x03 0x14 0x00 0x00 0x00 0x14	
66	Saturation	Read	Get value	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x12 0x12 0x71	0x05 0x14 0x00 0x04 0x00 0x00 0x00 0x00 0x00 0x18	Refer to value mapping table 3.2.2 (2 byte)
67	Gain	Write	Decrease	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x13 0x00 0x71	0x03 0x14 0x00 0x00 0x00 0x14	
68	Gain	Write	Increase	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x13 0x01 0x72	0x03 0x14 0x00 0x00 0x00 0x14	
69	Gain	Read	Get value	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x12 0x13 0x72	0x05 0x14 0x00 0x04 0x00 0x00 0x00 0x00 0x00 0x18	Refer to value mapping table 3.2.2 (2 byte)
70	Sharpness	Write	Decrease	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x0E 0x00 0x6C	0x03 0x14 0x00 0x00 0x00 0x14	
71	Sharpness	Write	Increase	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x0E 0x01 0x6D	0x03 0x14 0x00 0x00 0x00 0x14	
72	Sharpness	Read	Get value	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x12 0x0E 0x6D	0x05 0x14 0x00 0x04 0x00 0x00 0x00 0x00 0x00 0x18	Refer to value mapping table 3.2.2 (2 byte)
73	Freeze	Write	ON	0x06 0x14 0x00 0x04 0x00 0x34 0x13 0x00 0x01 0x60	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x01 0x18
74	Freeze	Write	OFF	0x06 0x14 0x00 0x04 0x00 0x34 0x13 0x00 0x00 0x5F	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17
75	Freeze	Read	Status	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x13 0x00 0x60	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17	Refer to value mapping table 3.2.1 (1byte)
76	Source input	Write	D-Sub / Comp. 1	0x06 0x14 0x00 0x04 0x00 0x34 0x13 0x01 0x00 0x60	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17
77	Source input	Write	D-Sub / Comp. 2	0x06 0x14 0x00 0x04 0x00 0x34 0x13 0x01 0x08 0x68	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x08 0x1F
78	Source input	Write	HDMI 1	0x06 0x14 0x00 0x04 0x00 0x34 0x13 0x01 0x03 0x63	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x03 0x1A
79	Source input	Write	HDMI 2	0x06 0x14 0x00 0x04 0x00 0x34 0x13 0x01 0x07 0x67	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x07 0x1E
80	Source input	Write	Composite Video	0x06 0x14 0x00 0x04 0x00 0x34 0x13 0x01 0x05 0x65	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x05 0x1C
81	Source input	Read	Status	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x13 0x01 0x61	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17	
82	Mute	Write	ON	0x06 0x14 0x00 0x04 0x00 0x34 0x14 0x00 0x01 0x61	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x01 0x18
83	Mute	Write	OFF	0x06 0x14 0x00 0x04 0x00 0x34 0x14 0x00 0x00 0x60	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17

No.	Function	Type	Action	Command	Response	The response of Query Read command
84	Volume	Write	Write Value	0x06 0x14 0x00 0x04 0x00 0x34 0x13 0x2A 0x11 0x9A	0x03 0x14 0x00 0x00 0x00 0x14	
85	Volume	Read	Get Value	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x14 0x03 0x64	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x01 0x18	Refer to value mapping table 3.2.1 (1byte)
86	Language	Write	English	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x00 0x61	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17
87	Language	Write	Français	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x01 0x62	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x01 0x18
88	Language	Write	Deutsch	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x02 0x63	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x02 0x19
89	Language	Write	Italiano	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x03 0x64	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x03 0x1A
90	Language	Write	Español	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x04 0x65	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x04 0x1B
91	Language	Write	РУССКИЙ	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x05 0x66	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x05 0x1C
92	Language	Write	繁體中文	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x06 0x67	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x06 0x1D
93	Language	Write	简体中文	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x07 0x68	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x07 0x1E
94	Language	Write	日本語	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x08 0x69	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x08 0x1F
95	Language	Write	한국어	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x09 0x6A	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x09 0x20
96	Language	Write	Swidish	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x0a 0x6B	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x0A 0x21
97	Language	Write	Dutch	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x0b 0x6C	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x0B 0x22
98	Language	Write	Turkish	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x0c 0x6D	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x0C 0x23
99	Language	Write	Czech	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x0d 0x6E	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x0D 0x24
100	Language	Write	Portugese	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x0e 0x6F	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x0E 0x25
101	Language	Write	Thai	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x0f 0x70	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x0F 0x26
102	Language	Write	Polish	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x10 0x71	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x10 0x27
103	Language	Write	Finnish	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x11 0x72	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x11 0x28
104	Language	Write	Arabic	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x12 0x73	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x12 0x29
105	Language	Write	Indonesia	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x13 0x74	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x13 0x2A
106	Language	Write	Hindi	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x14 0x75	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x14 0x2B
107	Language	Write	Vie	0x06 0x14 0x00 0x04 0x00 0x34 0x15 0x00 0x15 0x76	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x15 0x2C
108	Language	Read	Status	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x15 0x00 0x62	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17	
109	HDMI Format	Write	RGB	0x06 0x14 0x00 0x04 0x00 0x34 0x11 0x28 0x00 0x85	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17
110	HDMI Format	Write	YUV	0x06 0x14 0x00 0x04 0x00 0x34 0x11 0x28 0x01 0x86	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x01 0x18
111	HDMI Format	Write	Auto	0x06 0x14 0x00 0x04 0x00 0x34 0x11 0x28 0x02 0x87	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x02 0x19

No.	Function	Type	Action	Command	Response	The response of Query Read command
112	HDMI Format	Read	Status	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x11 0x28 0x86	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x00 0x17	
113	HDMI Range	Write	Enhanced	0x06 0x14 0x00 0x04 0x00 0x34 0x11 0x29 0x00 0x86	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17
114	CEC	Write	ON	0x06 0x14 0x00 0x04 0x00 0x34 0x11 0x2B 0x01 0x89	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x01 0x18
115	CEC	Read	Status	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x11 0x2B 0x89	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17	
116	Error status	Read	Status	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x0C 0x0D 0x66	0x05 0x14 0x00 0x16 0x00 0x00 0x00 0x01 0x02 0x03 0x04 0x05 0x06 0x07 0x08 0x09 0x0A 0x0B 0x0C 0x0D 0x0E 0x0F 0x10 0x11 0x01 0x02 0x03 0x04 0x01 0x01 0x02 0xFF	See note 2
117	Brilliant Color	Write	OFF	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x0F 0x00 0x6D	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17
118	Brilliant Color	Write	Color 1	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x0F 0x01 0x6E	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x01 0x18
119	Brilliant Color	Write	Color 2	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x0F 0x02 0x6F	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x02 0x19
120	Brilliant Color	Write	Color 3	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x0F 0x03 0x70	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x03 0x1A
121	Brilliant Color	Write	Color 4	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x0F 0x04 0x71	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x04 0x1B
122	Brilliant Color	Write	Color 5	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x0F 0x05 0x72	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x05 0x1C
123	Brilliant Color	Write	Color 6	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x0F 0x06 0x73	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x06 0x1D
124	Brilliant Color	Write	Color 7	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x0F 0x07 0x74	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x07 0x1E
125	Brilliant Color	Write	Color 8	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x0F 0x08 0x75	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x08 0x1F
126	Brilliant Color	Write	Color 9	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x0F 0x09 0x76	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x09 0x20
127	Brilliant Color	Write	Color 10	0x06 0x14 0x00 0x04 0x00 0x34 0x12 0x0F 0x0A 0x77	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x0A 0x21
128	Brilliant Color	Read	Status	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x12 0x0F 0x6E	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17	
129	Remote Control Code	Write	code 1	0x06 0x14 0x00 0x04 0x00 0x34 0x0C 0x48 0x00 0xA0	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17
130	Remote Control Code	Write	code 2	0x06 0x14 0x00 0x04 0x00 0x34 0x0C 0x48 0x01 0xA1	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x01 0x18
131	Remote Control Code	Write	code 3	0x06 0x14 0x00 0x04 0x00 0x34 0x0C 0x48 0x02 0xA2	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x02 0x19
132	Remote Control Code	Write	code 4	0x06 0x14 0x00 0x04 0x00 0x34 0x0C 0x48 0x03 0xA3	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x03 0x1A
133	Remote Control Code	Write	code 5	0x06 0x14 0x00 0x04 0x00 0x34 0x0C 0x48 0x04 0xA4	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x04 0x1B
134	Remote Control Code	Write	code 6	0x06 0x14 0x00 0x04 0x00 0x34 0x0C 0x48 0x05 0xA5	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x05 0x1C
135	Remote Control Code	Write	code 7	0x06 0x14 0x00 0x04 0x00 0x34 0x0C 0x48 0x06 0xA6	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x06 0x1D

No.	Function	Type	Action	Command	Response	The response of Query Read command
136	Remote Control Code	Write	code 8	0x06 0x14 0x00 0x04 0x00 0x34 0x0C 0x48 0x07 0xA7	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x07 0x1E
137	Remote Control	Read	Status	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x0C 0x48 0xA1	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17	
138	Over Scan	Write	OFF	0x06 0x14 0x00 0x04 0x00 0x34 0x11 0x33 0x00 0x90	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17
139	Over Scan	Write	Value 1	0x06 0x14 0x00 0x04 0x00 0x34 0x11 0x33 0x01 0x91	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x01 0x18
140	Over Scan	Write	Value 2	0x06 0x14 0x00 0x04 0x00 0x34 0x11 0x33 0x02 0x92	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x02 0x19
141	Over Scan	Write	Value 3	0x06 0x14 0x00 0x04 0x00 0x34 0x11 0x33 0x03 0x93	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x03 0x1A
142	Over Scan	Write	Value 4	0x06 0x14 0x00 0x04 0x00 0x34 0x11 0x33 0x04 0x94	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x04 0x1B
143	Over Scan	Write	Value 5	0x06 0x14 0x00 0x04 0x00 0x34 0x11 0x33 0x05 0x95	0x03 0x14 0x00 0x00 0x00 0x14	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x05 0x1C
144	Over Scan	Read	Get Value	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x11 0x33 0x91	0x05 0x14 0x00 0x03 0x00 0x00 0x00 0x00 0x17	
145	Remote Key	Write	Menu	0x02 0x14 0x00 0x04 0x00 0x34 0x02 0x04 0x0F 0x61	0x03 0x14 0x00 0x00 0x00 0x14	
146	Remote Key	Write	Exit	0x02 0x14 0x00 0x04 0x00 0x34 0x02 0x04 0x13 0x65	0x03 0x14 0x00 0x00 0x00 0x14	
147	Remote Key	Write	Top	0x02 0x14 0x00 0x04 0x00 0x34 0x02 0x04 0x0B 0x5D	0x03 0x14 0x00 0x00 0x00 0x14	
148	Remote Key	Write	Bottom	0x02 0x14 0x00 0x04 0x00 0x34 0x02 0x04 0x0C 0x5E	0x03 0x14 0x00 0x00 0x00 0x14	
149	Remote Key	Write	Left	0x02 0x14 0x00 0x04 0x00 0x34 0x02 0x04 0x0D 0x5F	0x03 0x14 0x00 0x00 0x00 0x14	
150	Remote Key	Write	Right	0x02 0x14 0x00 0x04 0x00 0x34 0x02 0x04 0x0E 0x60	0x03 0x14 0x00 0x00 0x00 0x14	
151	Remote Key	Write	Source	0x02 0x14 0x00 0x04 0x00 0x34 0x02 0x04 0x04 0x56	0x03 0x14 0x00 0x00 0x00 0x14	
152	Remote Key	Write	Enter	0x02 0x14 0x00 0x04 0x00 0x34 0x02 0x04 0x15 0x67	0x03 0x14 0x00 0x00 0x00 0x14	
153	Remote Key	Write	Auto	0x02 0x14 0x00 0x04 0x00 0x34 0x02 0x04 0x08 0x5A	0x03 0x14 0x00 0x00 0x00 0x14	
154	Remote Key	Write	My Button	0x02 0x14 0x00 0x04 0x00 0x34 0x02 0x04 0x11 0x63	0x03 0x14 0x00 0x00 0x00 0x14	
155	AMX	Write	AMX response	AMX	AMXB<-SDKClass=VideoProjector><-Make=ViewSonic><-Model=PX800HD>	
156	Operating emperature	Read	Get Value	0x07 0x14 0x00 0x05 0x00 0x34 0x00 0x00 0x15 0x03 0x65	0x05 0x14 0x00 0x0A 0x00 0x00 0x00 0x29 0x01 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x48	See note 1
157	Lamp mode cycle	Write	Lamp mode cycle	0x06 0x14 0x00 0x04 0x00 0x34 0x13 0x36 0x00 0x95	0x03 0x14 0x00 0x00 0x00 0x14	

Note:

1. Operating temperature value format:
   Response : 0x05 0x14 0x00 0x0A 0x00 0x00 0x00 0x29 0x01 0x00 0x00 0x00 0x00 0x00 0x00 0x48(checksum)
   Value : Byte7~Byte10
   0xaa 0xbb 0xcc 0xdd -> HEX2DEC(ddccbbaa)/10 -> real temperature degree
   Ex. “0x29 0x01 0x00 0x00” -> 0x00000129 =297 -> 29.7° C .

2. Error response status：(Only for service debug) :

Response : 0x05 0x14 0x00 0x16 0x00 0x00 0x00 ErrorStatus(20 Items) checksum

1． Item 0 ~17: 1 byte.

2． Item 18 : First burn In error minutes， 4 Bytes.

3． Item 19: Lamp Status，1 Byte.

4． Item 20: Lamp error status，2 Bytes.

Total : 32 Bytes 。

3. When the projector response the code "0x00 0x14 0x00 0x00 0x00 0x14" at the first byte "0x00" , it indicate that function is disable (grey out).
For example when there are no source inputs to projector, the function "Aspect Ratio" is greyed out and can't be controled by user via OSD menu or RC.

4. HDMI Range:

- Enhanced = 0 – 255 steps
- Normal = 16 -235 steps

5. This function is only applied some models due to LAN solution.

Status explanation:

Power On: System is finished all HW/FW settings and ready to work.

Warm Up: System is at initial stage to set and check HW/FW environment. Please do not perform other commands.

Cool Down: System is at final stage to close HW/FW environment. Please do not perform other commands.

Power Off: System is turned off all HW/FW except MCU or LAN functions with LAN standy setting.

*This command is only applied to particular models, please refer to User Guide.

6. The "Mute" function is only active when there is an input source applied.
The "Auto Adjust" function is only active when there is an input source of non-digital type applied, such as VGA/Computer1/D-sub.

Customer Support

For technical support or product service, see the table below or contact your reseller.

Note : You will need the product serial number.

Country/Region	Website	T= Telephone C = CHAT ONLINE	Email
Australia New Zealand	www.viewsonic.com.au	AUS= 1800 880 818 NZ= 0800 008 822	service@au.viewsonic.com
Canada	www.viewsonic.com	T (Toll-Free)= 1-866-463-4775 T (Toll)= 1-424-233-2533	service.ca@viewsonic.com
Europe	www.viewsoniceurope.com	www.viewsoniceurope.com/uk/support/call-desk/	
Hong Kong	www.hk.viewsonic.com	T= 852 3102 2900	service@hk.viewsonic.com
India	www.in.viewsonic.com	T= 1800 419 0959	service@in.viewsonic.com
Korea	ap.viewsonic.com/kr/	T= 080 333 2131	service@kr.viewsonic.com
Latin America (Argentina)	www.viewsonic.com/la/	C= http://www.viewsonic.com/la/soporte/servicio-tecnico	soporte@viewsonic.com
Latin America (Chile)	www.viewsonic.com/la/	C= http://www.viewsonic.com/la/soporte/servicio-tecnico	soporte@viewsonic.com
Latin America (Columbia)	www.viewsonic.com/la/	C= http://www.viewsonic.com/la/soporte/servicio-tecnico	soporte@viewsonic.com
Latin America (Mexico)	www.viewsonic.com/la/	C= http://www.viewsonic.com/la/soporte/servicio-tecnico	soporte@viewsonic.com
Nexus Hightech Solutions, Cincinnati #40 Desp. 1 Col. De los Deportes Mexico D.F. Tel: 55) 6547-6454 55)6547-6484 Other places please refer to http://www.viewsonic.com/la/soporte/servicio-tecnico#mexico			
Latin America (Peru)	www.viewsonic.com/la/	C= http://www.viewsonic.com/la/soporte/servicio-tecnico	soporte@viewsonic.com
Macau	www.hk.viewsonic.com	T= 853 2870 0303	service@hk.viewsonic.com
Middle East	ap.viewsonic.com/me/	Contact your reseller	service@ap.viewsonic.com
Puerto Rico & Virgin Islands	www.viewsonic.com	T= 1-800-688-6688 (English) C= http://www.viewsonic.com/la/soporte/servicio-tecnico	service.us@viewsonic.com soporte@viewsonic.com
Singapore/ Malaysia/Thailand	www.ap.viewsonic.com	T= 65 6461 6044	service@sg.viewsonic.com
South Africa	ap.viewsonic.com/za/	Contact your reseller	service@ap.viewsonic.com
United States	www.viewsonic.com	T (Toll-Free)= 1-800-688-6688 T (Toll)= 1-424-233-2530	service.us@viewsonic.com

Limited Warranty

ViewSonic® Projector

What the warranty covers:
ViewSonic warrants its products to be free from defects in material and workmanship, under normal use, during the warranty period. If a product proves to be defective in material or workmanship during the warranty period, ViewSonic will, at its sole option, repair or replace the product with a like product. Replacement product or parts may include remanufactured or refurbished parts or components.

Limited One (1) year General Warranty
ViewSonic's standard warranty period is one (1) year for any product model in any country, unless a longer warranty period is specified and provided by ViewSonic . Please refer to the ViewSonic website in your country to check the local terms and model variants, and see if the product model in your country is eligible for a longer warranty period.

Limited One (1) year Heavy Usage Warranty:
Under heavy usage settings, where a projector's use includes more than fourteen (14) hours average daily usage, North and South America: One (1) year warranty for all parts excluding the Light Source, one (1) year for labor, and ninety (90) days for the original Light Source from the date of the first consumer purchase; Europe: One (1) year warranty for all parts excluding the Light Source, one (1) year for labor, and ninety (90) days for the original Light Source from the date of the first consumer purchase.
Other regions or countries: Please check with your local dealer or local ViewSonic office for the warranty information.
Light Source warranty subject to terms and conditions, verification and approval. Applies to manufacturer's installed Light Source only. All accessory Light Source purchased separately are warranted for 90 days.

Who the warranty protects:
This warranty is valid only for the first consumer purchaser.

What the warranty does not cover:
1. Any product on which the serial number has been defaced, modified or removed.
2. Damage, deterioration, failure, or malfunction resulting from:
   a. Accident, abuse, misuse, neglect, fire, water, lightning, or other acts of nature, improper maintenance, unauthorized product modification, or failure to follow instructions supplied with the product.
   b. Operation outside of product specifications.
   c. Operation of the product for other than the normal intended use or not under normal conditions.
   d. Repair or attempted repair by anyone not authorized by ViewSonic.
   e. Any damage of the product due to shipment.
   f. Removal or installation of the product.
   g. Causes external to the product, such as electric power fluctuations or failure.
   h. Use of supplies or parts not meeting ViewSonic's specifications.
   i. Normal wear and tear.
   j. Any other cause which does not relate to a product defect.
3. Removal, installation, and set-up service charges.

How to get service:

1. For information about receiving service under warranty, contact ViewSonic Customer Support (please refer to “Customer Support” page). You will need to provide your product’s serial number.
2. To obtain warranted service, you will be required to provide (a) the original dated sales slip, (b) your name, (c) your address, (d) a description of the problem, and (e) the serial number of the product.
3. Take or ship the product freight prepaid in the original container to an authorized ViewSonic service center or ViewSonic.
4. For additional information or the name of the nearest ViewSonic service center, contact ViewSonic.

Limitation of implied warranties:

There are no warranties, express or implied, which extend beyond the description contained herein including the implied warranty of merchantability and fitness for a particular purpose.

Exclusion of damages:

ViewSonic’s liability is limited to the cost of repair or replacement of the product. ViewSonic shall not be liable for:

1. Damage to other property caused by any defects in the product, damages based upon inconvenience, loss of use of the product, loss of time, loss of profits, loss of business opportunity, loss of goodwill, interference with business relationships, or other commercial loss, even if advised of the possibility of such damages.
2. Any other damages, whether incidental, consequential or otherwise.
3. Any claim against the customer by any other party.

Effect of local law:

This warranty gives you specific legal rights, and you may also have other rights which vary from local authority. Some local governances do not allow limitations on implied warranties and/or do not allow the exclusion of incidental or consequential damages, so the above limitations and exclusions may not apply to you.

Sales outside the U.S.A. and Canada:

For warranty information and service on ViewSonic products sold outside of the U.S.A. and Canada, contact ViewSonic or your local ViewSonic dealer.
The warranty period for this product in mainland China (Hong Kong, Macao and Taiwan Excluded) is subject to the terms and conditions of the Maintenance Guarantee Card.
For users in Europe and Russia, full details of warranty provided can be found in www.viewsoniceurope.com under Support/Warranty Information.

Projector Warranty Term Template In UG
VSC_TEMP_2005

Mexico Limited Warranty

ViewSonic® Projector

What the warranty covers:

ViewSonic warrants its products to be free from defects in material and workmanship, under normal use, during the warranty period. If a product proves to be defective in material or workmanship during the warranty period, ViewSonic will, at its sole option, repair or replace the product with a like product. Replacement product or parts may include remanufactured or refurbished parts or components & accessories.

How long the warranty is effective:

ViewSonic's standard warranty period is one (1) year for any product model in any country, unless a longer warranty period is specified and provided by ViewSonic . Please refer to the ViewSonic website in your country to check the local terms and model variants, and see if the product model in your country is eligible for a longer warranty period.

Who the warranty protects:

This warranty is valid only for the first consumer purchaser.

What the warranty does not cover:

1. Any product on which the serial number has been defaced, modified or removed.
2. Damage, deterioration or malfunction resulting from:
   a. Accident, misuse, neglect, fire, water, lightning, or other acts of nature, unauthorized product modification, unauthorized attempted repair, or failure to follow instructions supplied with the product.
   b. Any damage of the product due to shipment.
   c. Causes external to the product, such as electrical power fluctuations or failure.
   d. Use of supplies or parts not meeting ViewSonic's specifications.
   e. Normal wear and tear.
   f. Any other cause which does not relate to a product defect.
3. Any product exhibiting a condition commonly known as "image burn-in" which results when a static image is displayed on the product for an extended period of time.
4. Removal, installation, insurance, and set-up service charges.

How to get service:

For information about receiving service under warranty, contact ViewSonic Customer Support (Please refer to the attached Customer Support page). You will need to provide your product's serial number, so please record the product information in the space provided below on your purchase for your future use. Please retain your receipt of proof of purchase to support your warranty claim.

For Your Records

Product Name: _____ Model Number: _____

Document Number: _____ Serial Number: _____

Purchase Date: _____ Extended Warranty Purchase? _____(Y/N)

If so, what date does warranty expire? _____

1. To obtain warranty service, you will be required to provide (a) the original dated sales slip, (b) your name, (c) your address, (d) a description of the problem, and (e) the serial number of the product.
2. Take or ship the product in the original container packaging to an authorized ViewSonic service center.
3. Round trip transportation costs for in-warranty products will be paid by ViewSonic.

Limitation of implied warranties:

There are no warranties, express or implied, which extend beyond the description contained herein including the implied warranty of merchantability and fitness for a particular purpose.

Exclusion of damages:

ViewSonic's liability is limited to the cost of repair or replacement of the product. ViewSonic shall not be liable for:

1. Damage to other property caused by any defects in the product, damages based upon inconvenience, loss of use of the product, loss of time, loss of profits, loss of business opportunity, loss of goodwill, interference with business relationships, or other commercial loss, even if advised of the possibility of such damages.
2. Any other damages, whether incidental, consequential or otherwise.
3. Any claim against the customer by any other party.
4. Repair or attempted repair by anyone not authorized by ViewSonic.

Contact Information for Sales & Authorized Service (Centro Autorizado de Servicio) within Mexico:	
Name, address, of manufacturer and importers: México, Av. de la Palma #8 Piso 2 Despacho 203, Corporativo Interpalmas, Col. San Fernando Huixquilucan, Estado de México Tel: (55) 3605-1099 http://www.viewsonic.com/la/soporte/index.htm	
NÚMERO GRATIS DE ASISTENCIA TÉCNICA PARA TODO MÉXICO: 001.866.823.2004	
Hermosillo: Distribuciones y Servicios Computacionales SA de CV. Calle Juarez 284 local 2 Col. Bugambilias C.P: 83140 Tel: 01-66-22-14-9005 E-Mail: disc2@hmo.megared.net.mx	***Villahermosa:*** Compumantenimietnos Garantizados, S.A. de C.V. AV. GREGORIO MENDEZ #1504 COL, FLORIDA C.P. 86040 Tel: 01 (993) 3 52 00 47 / 3522074 / 3 52 20 09 E-Mail: compumantenimientos@prodigy.net.mx
Puebla, Pue. (Matriz): RENTA Y DATOS, S.A. DE C.V. Domicilio: 29 SUR 721 COL. LA PAZ 72160 PUEBLA, PUE. Tel: 01(52).222.891.55.77 CON 10 LINEAS E-Mail: datos@puebla.megared.net.mx	***Veracruz, Ver.:*** CONEXION Y DESARROLLO, S.A DE C.V. Av. Americas # 419 ENTRE PINZÓN Y ALVARADO Fracc. Reforma C.P. 91919 Tel: 01-22-91-00-31-67 E-Mail: gacosta@qplus.com.mx
Chihuahua Soluciones Globales en Computación C. Magisterio # 3321 Col. Magisterial Chihuahua, Chih. Tel: 4136954 E-Mail: Cefeo@soluglobales.com	***Cuernavaca*** Compusupport de Cuernavaca SA de CV Francisco Leyva # 178 Col. Miguel Hidalgo C.P. 62040, Cuernavaca Morelos Tel: 01 777 3180579 / 01 777 3124014 E-Mail: aquevedo@compusupportcva.com
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Guerrero Acapulco GS Computación (Grupo Sesicomp) Progreso #6-A, Colo Centro 39300 Acapulco, Guerrero Tel: 744-48-32627	***Monterrey:*** Global Product Services Mar Caribe # 1987, Esquina con Golfo Pérsico Fracc. Bernardo Reyes, CP 64280 Monterrey N.L. México Tel: 8129-5103 E-Mail: aydeem@gps1.com.mx
MERIDA: ELECTROSER Av Reforma No. 403Gx39 y 41 Mérida, Yucatán, México CP97000 Tel: (52) 999-925-1916 E-Mail: rrrb@sureste.com	***Oaxaca, Oax.:*** CENTRO DE DISTRIBUCION Y SERVICIO, S.A. de C.V. Murguía # 708 P.A., Col. Centro, 68000, Oaxaca Tel: 01(52)95-15-15-22-22 Fax: 01(52)95-15-13-67-00 E-Mail. gpotai2001@hotmail.com
Tijuana: STD Av Ferrocarril Sonora #3780 L-C Col 20 de Noviembre Tijuana, Mexico	***FOR USA SUPPORT:*** ViewSonic Corporation 14035 Pipeline Ave. Chino, CA 91710, USA Tel: 800-688-6688 (English); 866-323-8056 (Spanish); E-Mail: http://www.viewsonic.com

Projector Mexico Warranty Term Template In UG
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