



Pro Cinema LS10500 User's Guide

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Pro Cinema LS10500 User's Guide

Welcome to the Pro Cinema LS10500 *User's Guide*.

For a printable PDF copy of this guide, [click here](#).

Introduction to Your Projector

Refer to these sections to learn more about your projector and this manual.

[Projector Features](#)

[Notations Used in the Documentation](#)

[Where to Go for Additional Information](#)

[Projector Part Locations](#)

Projector Features

The Pro Cinema LS10500 projector include these special features:

Bright, high-resolution projection system

- Up to 1500 lumens of color brightness (color light output) and 1500 lumens of white brightness (white light output)

Note: Color brightness (color light output) and white brightness (white light output) will vary depending on usage conditions. Color light output measured in accordance with IDMS 15.4; white light output measured in accordance with ISO 21118.

- 1080p native resolution
- Images up to 300 inches (7.62 m) for projection on any wall or screen
- Laser light source provides Absolute black level and precision detail
- Super-resolution enhances low resolution images to 1920 × 1080 and sharpens blurred images
- 4K Enhancement projects 4K images using 4K Enhancement Technology, creating ultra-high definition images

Full 3D projection

- Active 3D projection with RF active shutter glasses
- Supports side-by-side, top-and-bottom, and frame packing 3D formats

Flexible connectivity

- Two HDMI ports for video device or computer connections
- Watch output from both HDMI sources simultaneously with Picture-In-Picture mode

Easy-to-use setup and operation features

- Laser light source provides up to 30,000 hours of operation
- Powered lens memory function for maintaining constant height for up to five different aspect ratios
- Vertical and horizontal lens shift, and vertical keystone correction buttons for flexible projector placement
- 2.1× optical zoom ratio for improved zooming capability

[Product Box Contents](#)

[Additional Components](#)

[Optional Equipment and Replacement Parts](#)

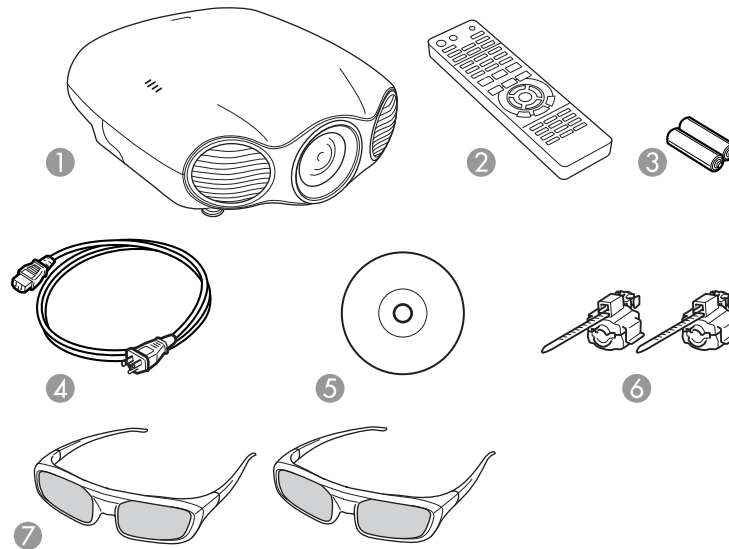
[Warranty and Registration Information](#)

Parent topic: [Introduction to Your Projector](#)

Product Box Contents

Save all the packaging in case you need to ship the projector. Always use the original packaging (or equivalent) when shipping.

Make sure your projector box included all of these parts:



- 1 Projector
- 2 Remote control
- 3 Remote control batteries (two AA alkaline)
- 4 Power cord
- 5 Projector documentation CD
- 6 HDMI cable clips (2)
- 7 3D glasses (2 pairs)

Parent topic: [Projector Features](#)

Additional Components

Depending on how you plan to use the projector, you may need to obtain additional components.

Note: To connect a Mac that does not include a compatible video output port, you need to obtain an adapter that allows you to connect to an input port on the projector. Contact Apple for compatible adapter options. To connect a smartphone or tablet, you may need to obtain an adapter that allows you to connect to the projector. This allows you to mirror your smartphone or tablet screens, watch movies, and more. Contact your device manufacturer for compatible adapter options.

Unless listed as available from Epson in this table, see your local computer or electronics dealer for purchase information.

Signal or connection type	Additional component necessary
Composite video	RCA-style video or A/V cable
HDMI	Compatible HDMI cable Available for purchase from Epson or an authorized Epson reseller. Note: Older Mac computers (2009 and earlier) may not support HDMI audio.

Signal or connection type	Additional component necessary
3D	Compatible HDMI cable and active shutter 3D glasses Available for purchase from Epson or an authorized Epson reseller. Note: If your video source is a 3D Blu-ray disc, you also need a Blu-ray player that supports 3D playback. See your local computer or electronics dealer for purchase information.
Audio from certain ports	Commercially available audio cable compatible with your device
Additional audio	Speakers, an audio video receiver, or a video source with speaker connections, and the cables necessary for connecting them to the projector
VGA	To connect a computer through its VGA port to the projector's VGA video port, you need a VGA computer cable.

Parent topic: [Projector Features](#)

Optional Equipment and Replacement Parts

You can purchase screens, other optional accessories, and replacement parts from an Epson authorized reseller. To find the nearest reseller, call 800-GO-EPSON (800-463-7766) in the U.S. or 800-807-7766 in Canada. Or you can purchase online at epsonstore.com (U.S. sales) or epsonstore.ca (Canadian sales).

Epson offers the following optional accessories and replacement parts for your projector:

Option or part	Part number
Replacement air filter	V13H134A39
RF 3D glasses (ELPGS03)	V12H548006
Projector ceiling mount	CHF2500
Belkin PureAV HDMI audio video cable, 6 ft	AV22300-06
Belkin PureAV HDMI audio video cable, 3 ft	AV22300-03
Belkin Pro Series VGA/SVGA cable, 10 ft	F3H982-10

In addition to the accessories listed above, 1-year and 2-year extended service plans are available.

Parent topic: [Projector Features](#)

Related tasks

[Replacing the Air Filter](#)

Warranty and Registration Information

Your projector comes with a basic warranty that lets you project with confidence. For details, see the warranty brochure that came with your projector.

In addition, Epson offers free Extra Care Home Service. In the unlikely event of an equipment failure, you won't have to wait for your unit to be repaired. Instead, Epson will ship you a replacement unit anywhere in the United States, Canada, or Puerto Rico. See the Extra Care Home Service brochure for details.

Register your product online using the projector CD or at this site: epson.com/webreg

Registering also lets you receive special updates on new accessories, products, and services.

Parent topic: [Projector Features](#)

Notations Used in the Documentation

Follow the guidelines in these notations as you read your documentation:

- **Warnings** must be followed carefully to avoid bodily injury.
- **Cautions** must be observed to avoid damage to your equipment.
- **Notes** contain important information about your projector.
- **Tips** contain additional projection information.

Parent topic: [Introduction to Your Projector](#)

Where to Go for Additional Information

Need quick help on using your projector? Here's where to look for help:

- epson.com/support (U.S) or epson.ca/support (Canada)

View FAQs (frequently asked questions) and e-mail your questions to Epson technical support 24 hours a day.

- If you still need help after checking this manual and any other sources listed here, you can use the Epson PrivateLine Support service to get help fast. For details, see "Where to Get Help".

Parent topic: [Introduction to Your Projector](#)

Projector Part Locations

Check the projector part illustrations to learn about the parts on your projector.

[Projector Parts - Front/Top](#)

[Projector Parts - Rear](#)

[Projector Parts - Interface Ports](#)

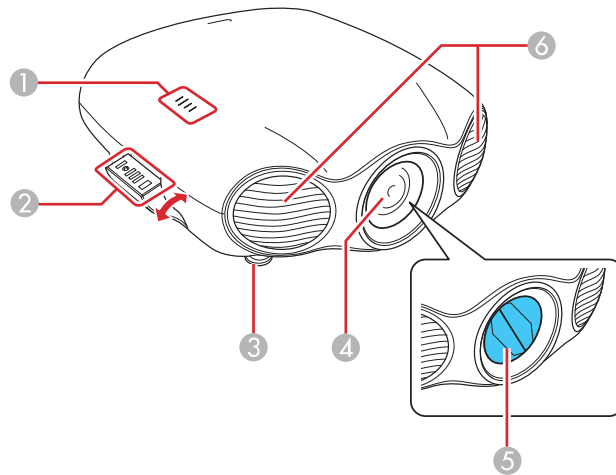
[Projector Parts - Base](#)

[Projector Parts - Control Panel and Projector Lights](#)

[Projector Parts - Remote Control](#)

Parent topic: [Introduction to Your Projector](#)

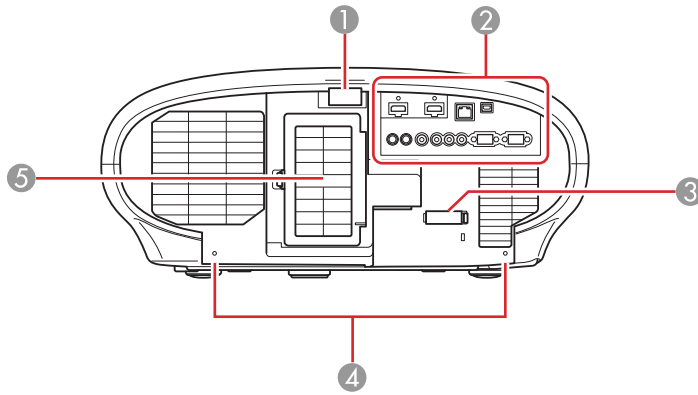
Projector Parts - Front/Top



- 1 Projector status lights
- 2 Control panel (adjustable position)
- 3 Front adjustable foot
- 4 Lens
- 5 Lens shutter
- 6 Air exhaust vents

Parent topic: [Projector Part Locations](#)

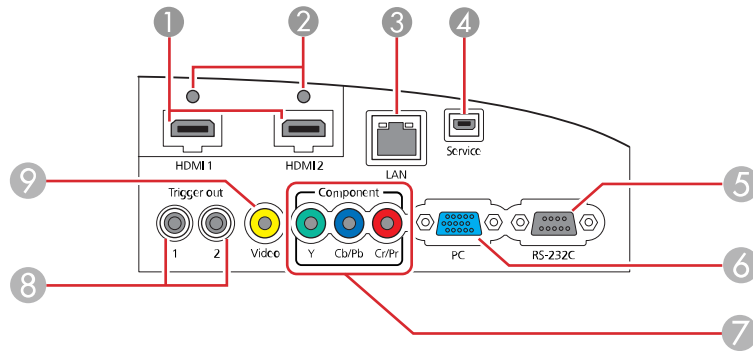
Projector Parts - Rear



- 1 Remote receiver
- 2 Projector ports
- 3 Cable clamp
- 4 Cable cover screw holes
- 5 Air intake/air filter cover

Parent topic: [Projector Part Locations](#)

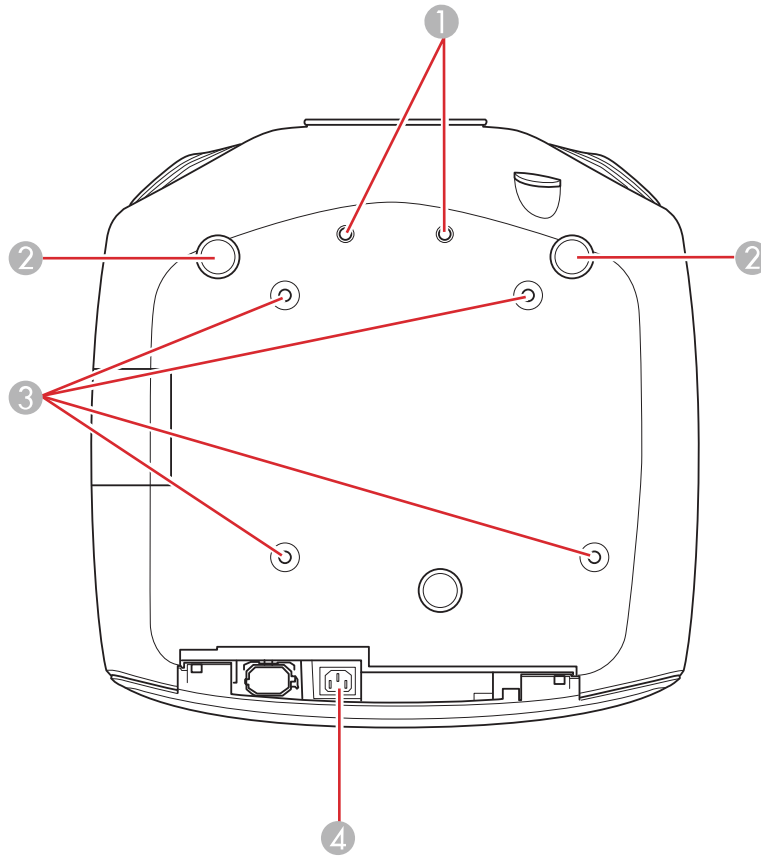
Projector Parts - Interface Ports



- 1 **HDMI1** and **HDMI2** ports
- 2 HDMI cable clip slots
- 3 **LAN** port
- 4 **Service** port
- 5 **RS-232C** port
- 6 **PC** port (VGA)
- 7 **Component** ports
- 8 **Trigger out 1** and **Trigger out 2** ports
- 9 **Video** port

Parent topic: [Projector Part Locations](#)

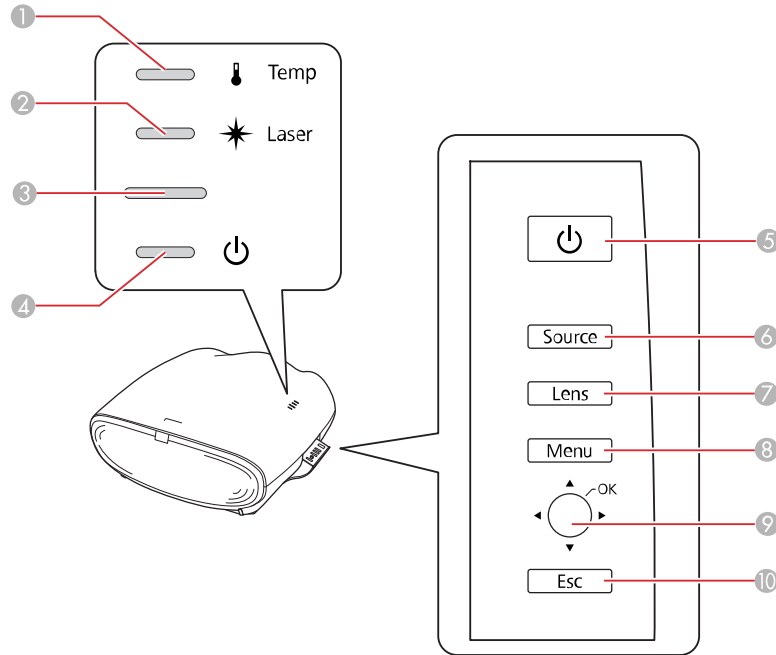
Projector Parts - Base



- 1 Screw holes for anamorphic lens
- 2 Adjustable front feet
- 3 Mounting bracket holes
- 4 Power inlet

Parent topic: [Projector Part Locations](#)

Projector Parts - Control Panel and Projector Lights



- 1 **Temp** light
- 2 **Laser** light
- 3 Status light
- 4 Power light
- 5 Power button
- 6 **Source** button (cycles through the list of sources)
- 7 **Lens** button (cycles through the lens adjustment options)
- 8 **Menu** button (accesses configuration menus)
- 9 Directional thumbstick and **OK** button (push in for **OK** button; thumbstick controls menu selection and keystone adjustment)
- 10 **Esc** button (cancels/exits function)

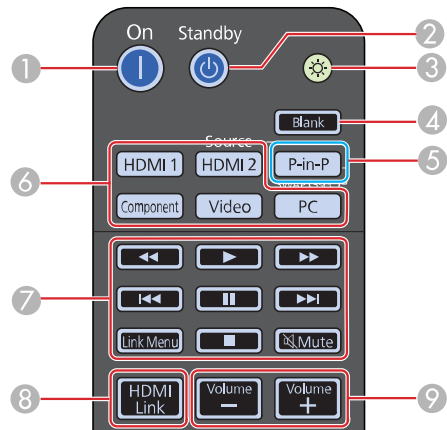
Parent topic: [Projector Part Locations](#)

Related references

[Projector Light Status](#)

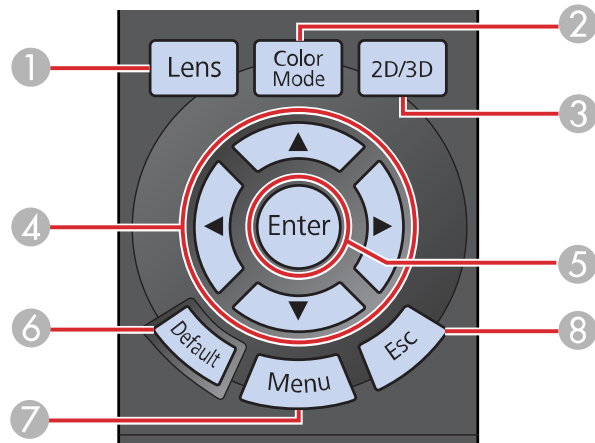
Projector Parts - Remote Control

Top buttons



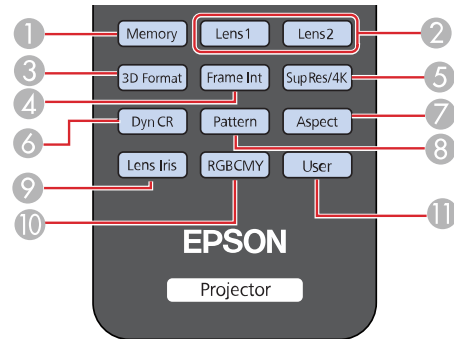
- 1 **On** button (turns on projector)
- 2 **Standby** button (stops projection and closes the lens shutter)
- 3 Illumination button (lights the remote control)
- 4 **Blank** button (turns off video projection)
- 5 **P-in-P** button (controls the Picture-in-Picture mode for HDMI inputs)
- 6 Source buttons (select specific video input sources)
- 7 HDMI Link control buttons (control playback and other features of connected devices that support the HDMI CEC standard)
- 8 **HDMI Link** button (displays the HDMI Link settings menu)
- 9 **Volume** up/down buttons (adjust volume for devices connected via HDMI Link)

Center buttons



- 1 **Lens** button (cycles through the lens adjustment options)
- 2 **Color Mode** button (selects display modes)
- 3 **2D/3D** button (cycles between 2D and 3D modes)
- 4 Arrow buttons (move through on-screen options)
- 5 **Enter** button (selects options)
- 6 **Default** button (returns selected setting to default value)
- 7 **Menu** button (accesses projector menu system)
- 8 **Esc** button (cancels/exits functions)

Bottom buttons



- 1 **Memory** button (accesses the Memory menu)
- 2 **Lens 1** and **Lens 2** buttons (load a saved lens position)
- 3 **3D Format** button (changes the 3D format)
- 4 **Frame Int** button (adjusts the Frame Interpolation setting)
- 5 **SupRes/4K** button (reduces blurring around the edges of images when viewing 3D content, or adjusts the 4K Enhancement setting for ultra-high-definition images)
- 6 **Dyn Cr** button (adjusts the Dynamic Contrast setting)
- 7 **Aspect** button (selects the image aspect ratio)
- 8 **Pattern** button (displays a test pattern)
- 9 **Lens Iris** button (adjusts the contrast of the image by restricting the amount of light entering the lens)
- 10 **RGBCMY** button (adjusts hue, saturation, and brightness for each RGBCMY color)
- 11 **User** button (customizable for different functions)

Parent topic: [Projector Part Locations](#)

Setting Up the Projector

Follow the instructions in these sections to set up your projector for use.

[Projector Placement](#)

[Removing and Attaching the Cable Cover](#)

[Projector Connections](#)

[Securing Cables with the Cable Clamp](#)

[Installing Batteries in the Remote Control](#)

Projector Placement

You can place the projector on almost any flat surface to project an image.

You can also install the projector in a ceiling mount if you want to use it in a fixed location.

Keep these considerations in mind as you select a projector location:

- Place the projector on a sturdy, level surface or install it using a compatible mount.
- Leave plenty of space around and under the projector for ventilation, and do not place it on top of or next to anything that could block the vents.
- Position the projector within reach of a grounded electrical outlet or extension cord.

[Projector Setup and Installation Options](#)

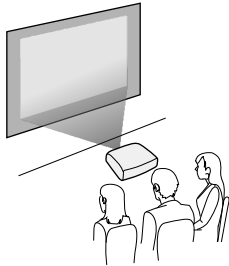
[Projection Distance](#)

Parent topic: [Setting Up the Projector](#)

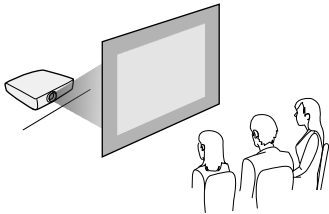
Projector Setup and Installation Options

You can set up or install your projector in the following ways:

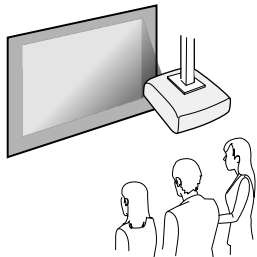
Front



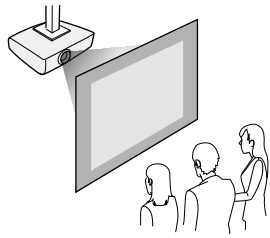
Rear



Front Ceiling



Rear Ceiling



Wherever you set up the projector, make sure to position it squarely in front of the center of the screen, not at an angle, if possible. If the projector cannot be centered in front of the screen, use lens shift to reposition the image instead of using keystone correction for better image quality.

If you project from the ceiling or from the rear, be sure to select the correct **Projection** option in the projector's menu system.

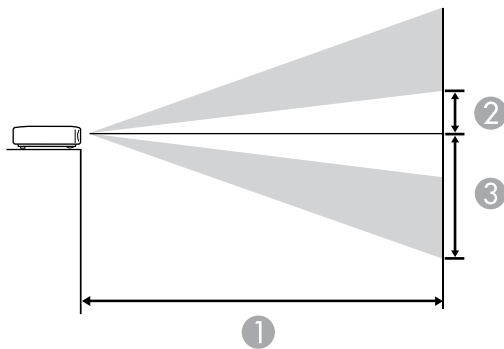
Parent topic: [Projector Placement](#)

Projection Distance

The distance at which you place the projector from the screen determines the approximate size of the image. The image size increases the farther the projector is from the screen, but can vary depending on the zoom factor, aspect ratio, and other settings.

Use the tables here to determine approximately how far to place the projector from the screen based on the size of the projected image. (Conversion figures may have been rounded up or down.)

You can also use the projector Throw Distance Calculator at epson.com/support (U.S.) or epson.ca/support (Canada).



4:3 Aspect Ratio Image or Screen

Screen or image size	Projection distance (1) Wide to Tele	Offset from lens center (2)	Offset from lens center (3)
40 inches (101.6 cm)	53.9 to 115.7 inches (137 to 294 cm)	9.4 inches (24 cm)	33.5 inches (85 cm)
60 inches (152.4 cm)	81.5 to 174.8 inches (207 to 443 cm)	14.6 inches (37 cm)	50.4 inches (128 cm)
80 inches (203.2 cm)	109 to 232.7 inches (277 to 591 cm)	19.3 inches (49 cm)	67.3 inches (171 cm)
100 inches (254 cm)	137 to 291.3 inches (348 to 740 cm)	24 inches (61 cm)	83.9 inches (213 cm)
120 inches (304.8 cm)	164.6 to 350 inches (418 to 889 cm)	28.7 inches (73 cm)	100.8 inches (256 cm)
150 inches (381 cm)	205.9 to 437.8 inches (523 to 1112 cm)	35.8 inches (91 cm)	126 inches (320 cm)
200 inches (508 cm)	275.2 to 583.9 inches (699 to 1483 cm)	48 inches (122 cm)	168.1 inches (427 cm)

16:9 Aspect Ratio Image or Screen

Screen or image size	Projection distance (1) Wide to Tele	Offset from lens center (2)	Offset from lens center (3)
40 inches (101.6 cm)	43.7 to 94.5 inches (111 to 240 cm)	7.9 inches (20 cm)	27.6 inches (70 cm)
60 inches (152.4 cm)	66.5 to 142.1 inches (169 to 361 cm)	11.8 inches (30 cm)	41.3 inches (105 cm)
80 inches (203.2 cm)	89 to 189.8 inches (226 to 482 cm)	15.7 inches (40 cm)	54.7 inches (139 cm)

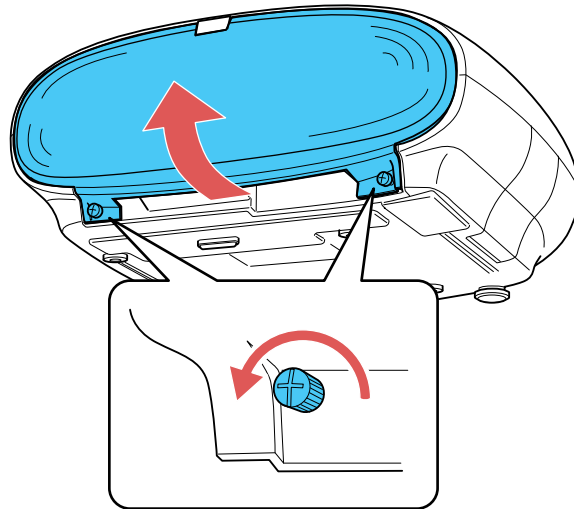
Screen or image size	Projection distance (1) Wide to Tele	Offset from lens center (2)	Offset from lens center (3)
100 inches (254 cm)	111.4 to 237.8 inches (283 to 604 cm)	19.7 inches (50 cm)	68.5 inches (174 cm)
120 inches (304.8 cm)	134.3 to 285.4 inches (341 to 725 cm)	23.6 inches (60 cm)	82.3 inches (209 cm)
150 inches (381 cm)	168.1 to 357.5 inches (427 to 908 cm)	29.5 inches (75 cm)	103.2 inches (262 cm)
180 inches (457.2 cm)	202 to 429.1 inches (513 to 1090 cm)	35.4 inches (90 cm)	123.6 inches (314 cm)

Parent topic: [Projector Placement](#)

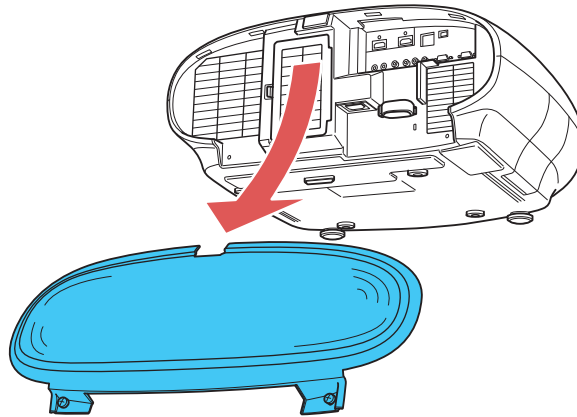
Removing and Attaching the Cable Cover

Before you can connect equipment to your projector, you need to remove the cable cover.

1. Use a screwdriver to remove both of the cable cover screws.



2. Lift off the cable cover.



To attach the cable cover, slide it into position and tighten the screws with a screwdriver.

Parent topic: [Setting Up the Projector](#)

Projector Connections

See these sections to connect the projector to a variety of projection sources.

Caution: If you will use the projector at altitudes above 4921 feet (1500 m), turn on **High Altitude Mode** to ensure the projector's internal temperature is regulated properly.

[Connecting to Video Sources](#)

[Connecting to Computer Sources](#)

[Connecting to External Speakers](#)

[Connecting to a Trigger Out Port](#)

Parent topic: [Setting Up the Projector](#)

Connecting to Video Sources

Follow the instructions in these sections to connect video devices to the projector.

[Connecting to an HDMI Video Source](#)

[Attaching and Removing the HDMI Cable Clips](#)

[Connecting to a Component Video Source](#)

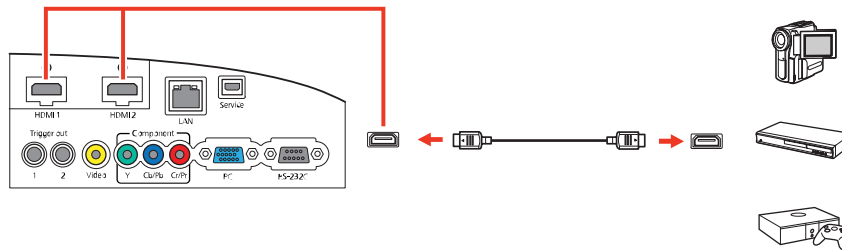
[Connecting to a Composite Video Source](#)

Parent topic: [Projector Connections](#)

Connecting to an HDMI Video Source

If your video source has an HDMI port, you can connect it to the projector using an optional HDMI cable. The HDMI connection provides the best image quality.

1. Connect the HDMI cable to your video source's HDMI output port.
2. Connect the other end to one of the projector's HDMI ports.



Note: If you connected a game console, it may take a few seconds for your image to appear when you switch to the game console's input source. To reduce the potential lag in response time to game commands, set your game console's output format to a progressive signal of 480p, 720p, or higher. See your game console documentation for instructions.

You can also select the **Fast** Image Processing setting to reduce lag time.

Note: When an audio/video source that meets the HDMI CEC standard is connected to the projector's HDMI port, you can use the projector's remote control to control certain features of the linked device by pressing the **HDMI Link** button on the remote control and setting **HDMI Link** to **On**.

Parent topic: [Connecting to Video Sources](#)

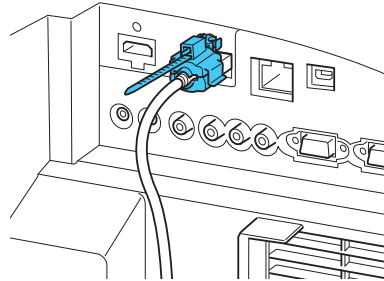
Related tasks

[Attaching and Removing the HDMI Cable Clips](#)

Attaching and Removing the HDMI Cable Clips

You can install the HDMI cable clips that came with your projector to provide additional support to the HDMI cables that you connect.

1. Plug in the HDMI cable.
2. Insert the end of the cable clip anchor into the cable clip slot near the **HDMI** port.



3. Place the open cable clip around the HDMI cable, but don't lock it into place.
4. Slide the cable clip onto the anchor and lock the clip onto the HDMI connector.
5. Repeat these steps for the second cable clip, if necessary.

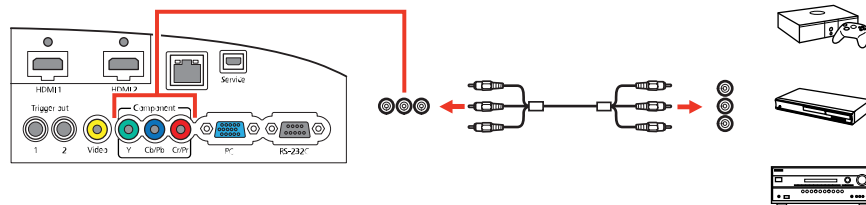
To remove a cable clip, open the clip and disconnect the HDMI cable. Then pinch the sides of the cable clip anchor and carefully pull it out of the cable clip slot.

Parent topic: [Connecting to Video Sources](#)

Connecting to a Component Video Source

If your video source has component video ports, you can connect it to the projector using an optional component video cable. Depending on your component ports, you may need to use an adapter cable along with a component video cable.

1. Connect the component connectors to your video source's color-coded component video output ports, usually labeled **Y**, **Pb**, **Pr** or **Y**, **Cb**, **Cr**. If you are using an adapter, connect these connectors to your component video cable.
2. Connect the other end to the projector's color-coded **Component** video input ports.



Note: If you connected a game console, it may take a few seconds for your image to appear when you switch to the game console's input source. To reduce the potential lag in response time to game commands, set your game console's output format to a progressive signal of 480p, 720p, or higher. See your game console documentation for instructions.

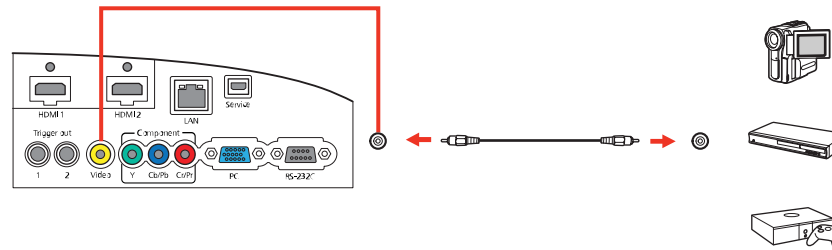
You can also select the **Fast** Image Processing setting to reduce lag time.

Parent topic: [Connecting to Video Sources](#)

Connecting to a Composite Video Source

If your video source has a composite video port, you can connect it to the projector using an optional RCA-style video or A/V cable.

1. Connect the cable with the yellow connector to your video source's yellow video output port.
2. Connect the other end to the projector's **Video** port.



Parent topic: [Connecting to Video Sources](#)

Connecting to Computer Sources

Follow the instructions in these sections to connect a computer to the projector.

[Connecting to a Computer for VGA Video](#)

[Connecting to a Computer for HDMI Video](#)

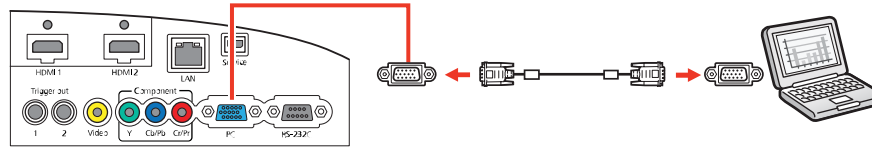
Parent topic: [Projector Connections](#)

Connecting to a Computer for VGA Video

You can connect the projector to your computer using a VGA computer cable.

Note: To connect a Mac that includes only a Mini DisplayPort, Thunderbolt port, or Mini-DVI port for video output, you need to obtain an adapter that allows you to connect to the projector's VGA video port. Contact Apple for compatible adapter options.

1. If necessary, disconnect your computer's monitor cable.
2. Connect the VGA computer cable to your computer's monitor port.
3. Connect the other end to a **PC** port on the projector.



4. Tighten the screws on the VGA connector.

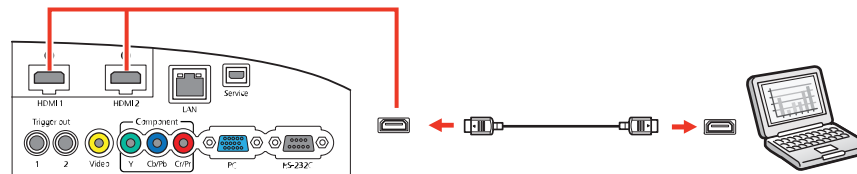
Parent topic: [Connecting to Computer Sources](#)

Connecting to a Computer for HDMI Video

If your computer has an HDMI port, you can connect it to the projector using an optional HDMI cable.

Note: To connect a Mac that includes only a Mini DisplayPort, Thunderbolt port, or Mini-DVI port for video output, you need to obtain an adapter that allows you to connect to the projector's **HDMI** port. Contact Apple for compatible adapter options.

1. Connect the HDMI cable to your computer's HDMI output port.
2. Connect the other end to one of the projector's HDMI ports.



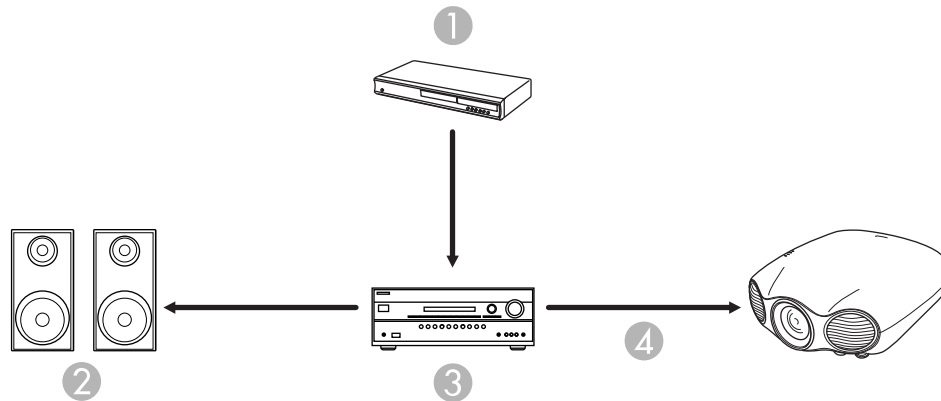
Parent topic: [Connecting to Computer Sources](#)

Related tasks

[Attaching and Removing the HDMI Cable Clips](#)

Connecting to External Speakers

To add sound, you can connect your video source and speakers to an audio video receiver, then connect the receiver to the projector using one of the receiver's compatible video outputs (an HDMI connection provides the best image quality, if available). You can also connect speakers to any video source that has its own speaker connections.



- 1 Video source
- 2 Surround sound speakers
- 3 Receiver
- 4 Video cable

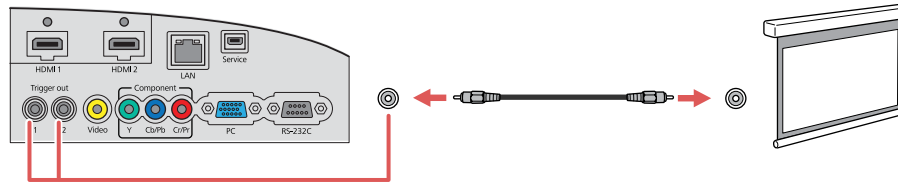
Parent topic: [Projector Connections](#)

Connecting to a Trigger Out Port

You can connect your projector to external devices such as motorized screens that support a trigger signal. When active, a 12V signal is sent to the connected device while the projector is powered on.

1. Connect a 3.5 mm stereo mini-jack cable to the external device's trigger port. See your device's documentation for details.

2. Connect the other end to one of the projector's **Trigger Out** ports.



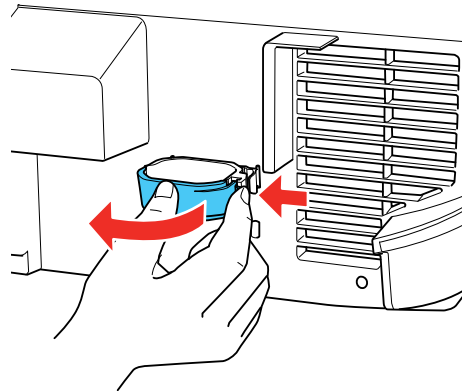
3. Turn on the **Trigger Out** setting in the projector's **Settings** menu.

Parent topic: [Projector Connections](#)

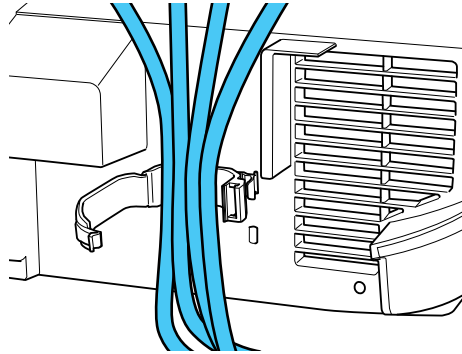
Securing Cables with the Cable Clamp

You can use the cable clamp on the back of the projector to secure any connected cables.

1. Press the tab to open the cable clamp.

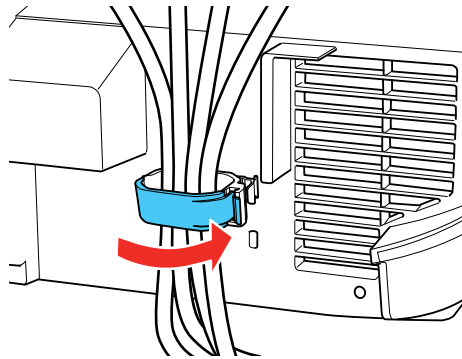


2. Gather any connected cables together and move them into the cable clamp.



Note: Do not include the power cord in the cable clamp.

3. Close the cable clamp and press the tab until it clicks into place.



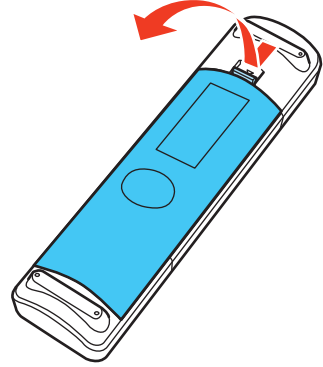
Parent topic: [Setting Up the Projector](#)

Installing Batteries in the Remote Control

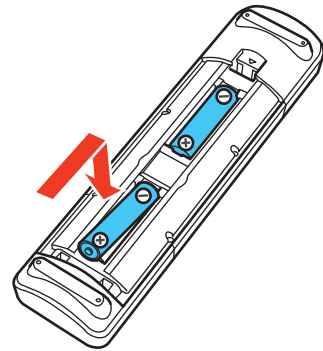
The remote control uses the two AA batteries that came with the projector.

Caution: Use only the type of batteries specified in this manual. Do not install batteries of different types, or mix new and old batteries.

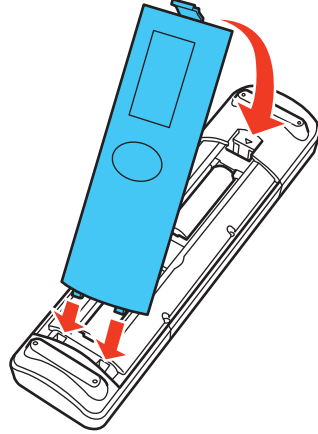
1. Remove the battery cover.



2. Insert the batteries with the + and – ends facing as shown.



3. Replace the battery cover and press it down until it clicks into place.



Warning: Dispose of used batteries according to local regulations. Do not expose batteries to heat or flame. Keep batteries out of the reach of children; they are choking hazards and are very dangerous if swallowed.

Parent topic: [Setting Up the Projector](#)

Related tasks

[Replacing the Remote Control Batteries](#)

Using the Projector on a Network

Follow the instructions in these sections to set up your projector for use on a network.

[Wired Network Monitoring and Control](#)

[Setting Up Projector Network E-Mail Alerts](#)

[Setting Up Network Monitoring](#)

[Controlling a Networked Projector Using a Web Browser](#)

Wired Network Monitoring and Control

You can monitor, configure, and control your projector through a wired network. You can also send email alerts from the projector when a problem occurs. To do this, you connect the projector to your network, and then set up your projector and computer for network monitoring.

[Connecting to a Wired Network](#)

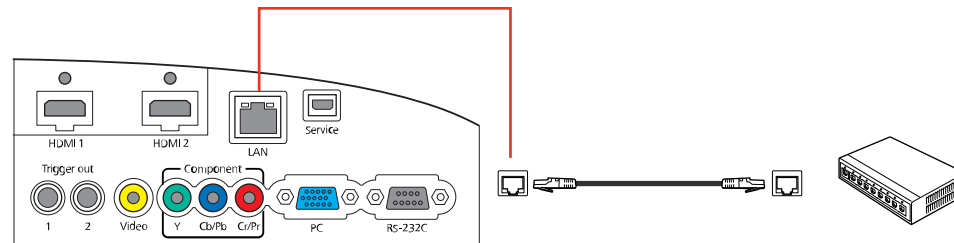
[Selecting Wired Network Settings](#)

Parent topic: [Using the Projector on a Network](#)

Connecting to a Wired Network

To connect the projector to a wired local area network (LAN), use a 100Base-TX or 10Base-T network cable. To ensure proper data transmission, use a Category 5 shielded cable or better.

1. Connect one end of the network cable to your network hub, switch, or router.
2. Connect the other end of the cable to the projector's **LAN** port.



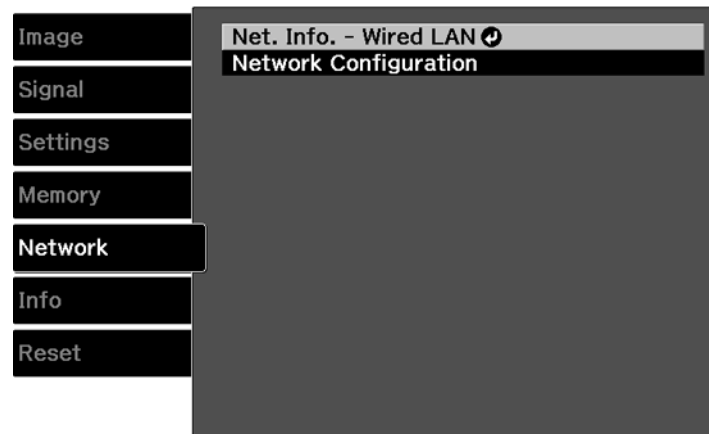
Parent topic: [Wired Network Monitoring and Control](#)

Selecting Wired Network Settings

Before you can project from computers on your network, you must select the network settings for the projector using its menu system.

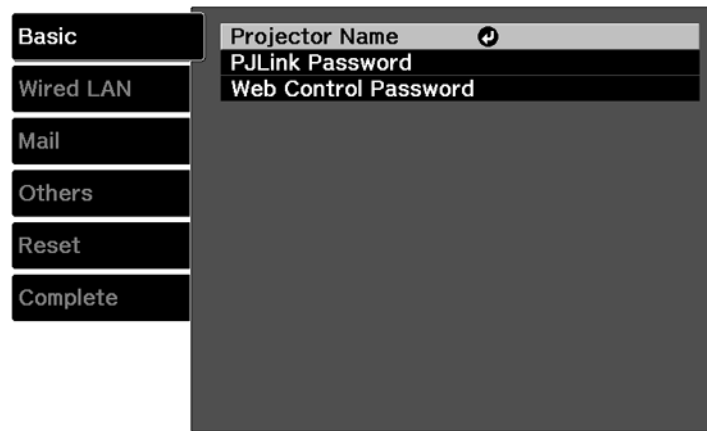
Note: Make sure you already connected the projector to your wired network using the **LAN** port.

1. Turn on the projector.
2. Press the **Menu** button.
3. Select the **Network** menu and press **Enter**.



4. Select **Network Configuration** and press **Enter**.

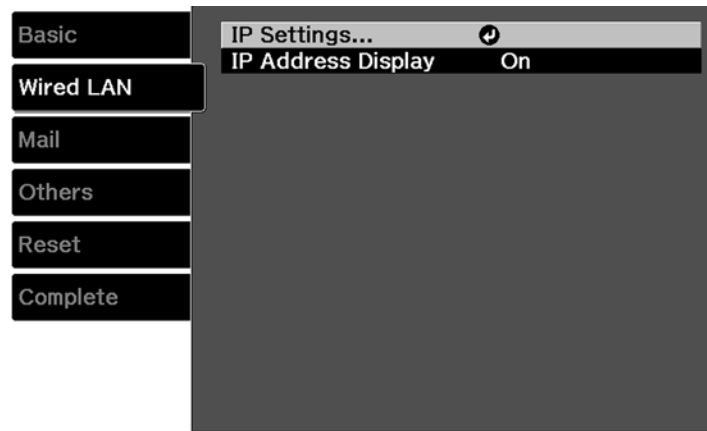
5. Select the **Basic** menu and press **Enter**.



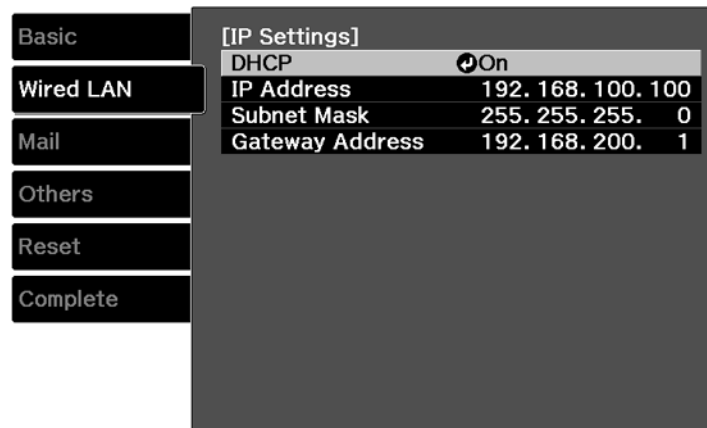
6. Select the following basic options as necessary:
 - **Projector Name** lets you enter a name up to 16 alphanumeric characters long to identify the projector over the network.
 - **PJLink Password** lets you enter a password up to 32 alphanumeric characters long for using the PJLink protocol for projector control.
 - **Web Control Password** lets you enter a password up to 8 alphanumeric characters long for accessing the projector over the web. (Default user name is **EPSONWEB**; default password is **admin**.)

Note: Use the displayed keyboard to enter the name, passwords and keyword. Press the arrow buttons on the remote control to highlight characters and press **Enter** to select them.

7. Select the **Wired LAN** menu and press **Enter**.



8. Select **IP Settings** and press **Enter**.



9. Select your IP Settings as necessary:
- If your network assigns addresses automatically, turn on the **DHCP** setting.

- If you must set addresses manually, turn off **DHCP** and enter the projector's **IP Address**, **Subnet Mask**, and **Gateway Address** as needed. When manually entering IP Settings, you cannot use restricted IP addresses.

Note: To highlight the numbers you want from the displayed keyboard, press the arrow buttons on the remote control. To select a highlighted number, press **Enter**.

10. To prevent display of the IP address on the standby screen, turn off **IP Address Display**.
11. When you finish selecting settings, select **Complete** and follow the on-screen instructions to save your settings and exit the menus.

[Restricted IP Addresses](#)

Parent topic: [Wired Network Monitoring and Control](#)

Restricted IP Addresses

When manually entering IP Settings, you cannot use these ranges of IP addresses:

Setting	Restricted IP addresses
IP Address	0.0.0.0 127.x.x.x 192.0.2.x 224.0.0.0 to 255.255.255.255
Subnet Mask	0.0.0.0 255.255.255.255
Gateway Address	0.0.0.0 197.x.x.x 224.0.0.0 to 255.255.255.255

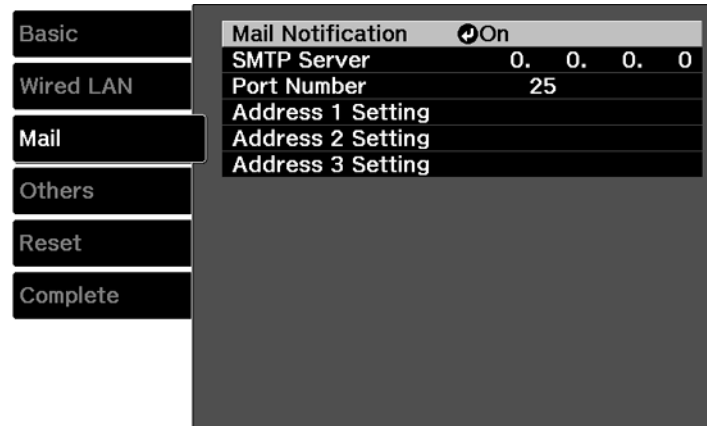
Parent topic: [Selecting Wired Network Settings](#)

Setting Up Projector Network E-Mail Alerts

You can set up the projector to send you an e-mail alert over the network if there is a problem with the projector.

1. Press the **Menu** button.

2. Select the **Network** menu and press **Enter**.
3. Select **Network Configuration** and press **Enter**.
4. Select the **Mail** menu and press **Enter**.



5. Turn on **Mail Notification**.
6. Enter the IP address for the **SMTP Server** option.
Note: Do not use these addresses: 127.x.x.x or 224.0.0.0 through 255.255.255.255 (where x is a number from 0 to 255).
7. Select a number for the SMTP server **Port Number**, from 1 to 65535 (default is 25).
8. Choose an **Address** field, enter the e-mail address, and select the alerts you want to receive there. Repeat for up to three addresses.

Note: Your e-mail address can be up to 64 alphanumeric characters long. You can only enter 32 characters via the projector menu. To enter more than 32 characters, use the web configuration page to enter the e-mail address.

9. When you finish selecting settings, select **Complete** and follow the on-screen instructions to save your settings and exit the menus.

Note: If a critical problem causes a projector to shut down, you may not receive an e-mail alert.

[Network Projector E-mail Alert Messages](#)

Parent topic: [Using the Projector on a Network](#)

Network Projector E-mail Alert Messages

When a problem occurs with a networked projector, and you selected to receive e-mail alerts, you receive an e-mail containing the following information:

- **Epson Projector** on the subject line
- The name of the projector experiencing a problem
- The IP address of the affected projector
- Detailed information about the problem

Note: If a critical problem causes a projector to shut down, you may not receive an e-mail alert.

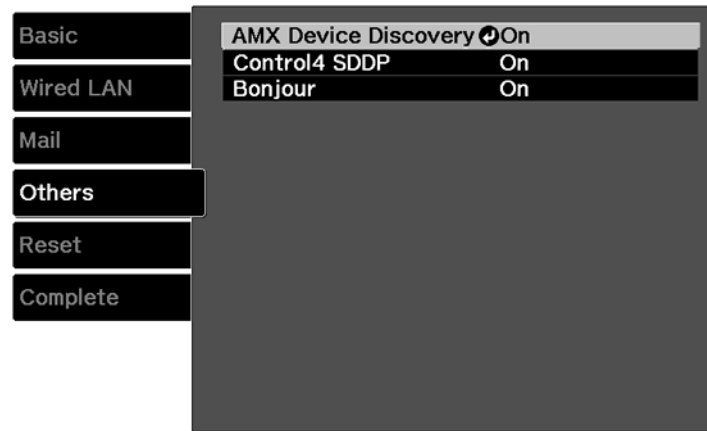
Parent topic: [Setting Up Projector Network E-Mail Alerts](#)

Setting Up Network Monitoring

Network administrators can install monitoring software on network computers so they can monitor projectors. If your network uses this software, you can set up the projector for monitoring.

1. Press the **Menu** button.
2. Select the **Network** menu and press **Enter**.
3. Select **Network Configuration** and press **Enter**.

4. Select the **Others** menu and press **Enter**.



5. If your network environment uses an AMX controller, turn on the **AMX Device Discovery** setting to allow the projector to be detected.
6. If your network environment uses a Control4 or Control4 SDDP controller, turn on the **Control4 SDDP** setting to allow the projector to be detected.
7. If you are connecting to a network using Bonjour, turn on the **Bonjour** setting.
8. When you finish selecting settings, select **Complete** and follow the on-screen instructions to save your settings and exit the menus.

Parent topic: [Using the Projector on a Network](#)

Controlling a Networked Projector Using a Web Browser

Once you have connected your projector to your network, you can select projector settings and control projection using a compatible web browser. This lets you access the projector remotely.

Note: The web setup and control features support Microsoft Internet Explorer 8, 9, or 10, and Safari on networks that do not use a proxy server for connection. You cannot select all of the projector menu settings or control all projector functions using a web browser.

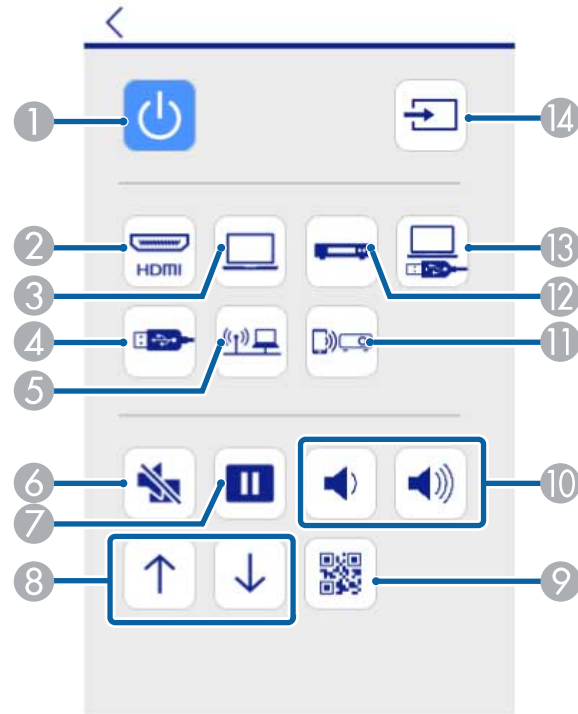
Note: If you set Standby Mode to **Communication On**, you can use a web browser to select settings and control projection even if the projector is in standby mode.

1. Make sure the projector is turned on.
2. Start your web browser on a computer or device connected to the network.
3. Type the projector's IP address into the browser's address box and press the computer's **Enter** key.

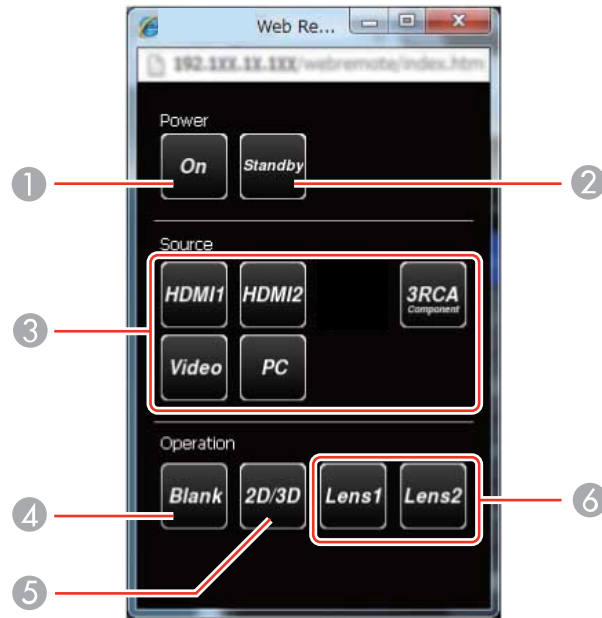
Note: You may need to log in before you see the Web Control screen. If you see a log in window, enter your user name and password. (The default user name is **EPSONWEB** and the default password is **admin**.)

You see the Web Control screen.

Note: If you connect from a web browser on a smartphone or tablet, a screen with two options is displayed. Select **remote** to display the Web Remote page, or select **config** to display the Web Control page.



4. To select projector menu settings, select the name of the menu and follow the on-screen instructions.
5. To control projection remotely, select the **Web Remote** option.
You see a screen like this:



- 1 Turns the projector on
- 2 Turns the projector off
- 3 Selects **HDMI1**, **HDMI2**, **3RCA** (component), **Video**, and **PC** port sources
- 4 **Blank** button control
- 5 Switches between 2D and 3D projection
- 6 Loads a saved lens position

6. Select the icon corresponding to the projector function you want to control.

Parent topic: [Using the Projector on a Network](#)

Using Basic Projector Features

Follow the instructions in these sections to use your projector's basic features.

[Turning On the Projector](#)

[Turning Off the Projector](#)

[Viewing 3D Images](#)

[Selecting the Language for the Projector Menus](#)

[Adjusting the Image Height](#)

[Image Shape](#)

[Resizing the Image with the Zoom Feature](#)

[Focusing the Image with the Lens Button](#)

[Adjusting the Color Convergence \(Panel Alignment\)](#)

[Remote Control Operation](#)

[Selecting an Image Source](#)

[Projection Modes](#)

[Image Aspect Ratio](#)

[Color Mode](#)

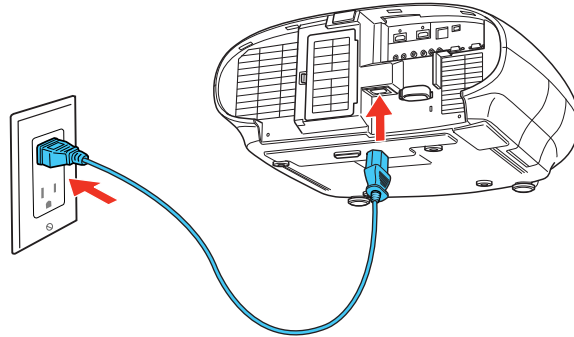
[Changing the Super-resolution/4K Enhancement Setting](#)

[Using Picture in Picture](#)

Turning On the Projector

Turn on the computer or video equipment you want to use before you turn on the projector so it can display the image source.

1. Connect the power cord to the projector's power inlet.



2. Plug the power cord into an electrical outlet.

Note: With **Direct Power On** turned on, the projector turns on as soon as you plug it in.

3. Press the power button on the projector or the **On** button on the remote control to turn on the projector.

The shutter opens and the status light flashes blue as the projector warms up. Once the projector is warmed up, the status light stops flashing and turns blue.

Warning: Never look into the projector lens when the laser is on. This can damage your eyes and is especially dangerous for children.

If you do not see a projected image right away, try the following:

- Turn on the connected computer or video device.
- Insert a DVD or other video media and press the play button, if necessary.
- Press the **Source** button on the projector to detect the video source, or press a source button on the remote control.

Parent topic: [Using Basic Projector Features](#)

Related references

[Projector Feature Settings - Settings Menu](#)

Turning Off the Projector

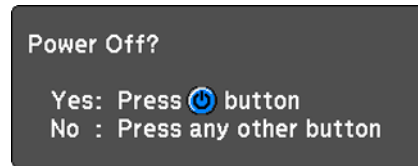
Before turning off the projector, shut down any computer connected to it so you can see the computer display during shutdown.

Note: Turn off this product when not in use to prolong the life of the projector. Laser life will vary depending upon mode selected, environmental conditions, and usage. Brightness decreases over time.

Note: When using the Blank feature, the laser is still on. To turn off the laser, turn off the projector.

1. Press the power button on the projector or the **Standby** button on the remote control.

The projector displays a shutdown confirmation screen.

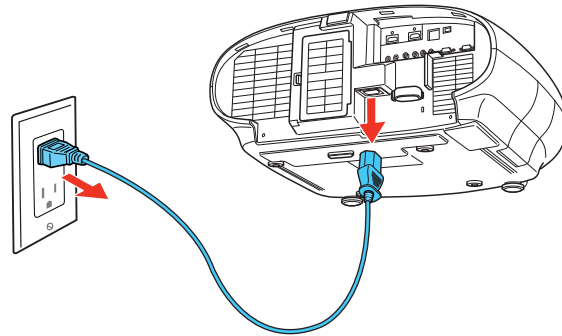


2. Press the power button on the projector or the **Standby** button on the remote control again. (To leave it on, press any other button.)

The shutter closes, the laser turns off, and the status light turns off.

Caution: Do not turn the projector on immediately after turning it off. Turning the projector on and off frequently may shorten the life of the laser.

3. To transport or store the projector, make sure light is off, then unplug the power cord.



Caution: To avoid damaging the projector or laser, never unplug the power cord when the Status light is on or flashing.

Parent topic: [Using Basic Projector Features](#)

Related references

[Projector Feature Settings - Settings Menu](#)

Viewing 3D Images

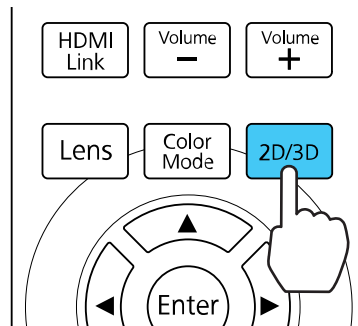
You can view 3D images using your projector. Viewing 3D images requires a 3D-compatible video device, a compatible HDMI cable, and a pair of Epson RF 3D glasses. You can also convert 2D images to 3D using the **2D-to-3D Conversion** setting in your projector's **Signal > 3D Setup** menu.

You can purchase Epson RF 3D glasses from an Epson authorized reseller. To find the nearest reseller, call 800-GO-EPSON (800-463-7766) in the U.S. or 800-807-7766 in Canada. Or you can purchase online at epsonstore.com (U.S. sales) or epsonstore.ca (Canadian sales).

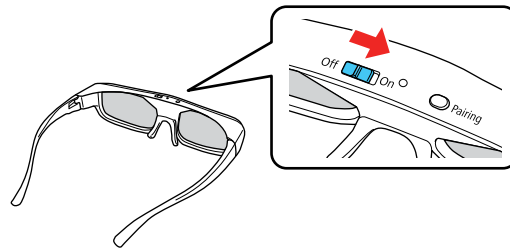
1. Connect a 3D-compatible video device to the projector using a compatible HDMI cable.
2. Turn on the video device, then turn on the projector.
3. Begin playback from the video device.

Note: Make sure you set the video device to play content in 3D mode.

4. Press the **2D/3D** button on the remote control to activate 3D mode, if necessary.



5. Slide the power switch on the 3D glasses to the **On** position.



6. Put on the 3D glasses. If you do not see a 3D image, pair the glasses with the projector.

Note: If you change the video source or you are not within range of your projector, the glasses enter standby mode and the status light flashes green. Slide the power switch on the glasses to the **Off** position and then back to the **On** position to resume 3D viewing.

[Pairing the 3D Glasses with the Projector](#)

[Charging the 3D Glasses](#)

[3D Viewing Range](#)

Parent topic: [Using Basic Projector Features](#)

Related references

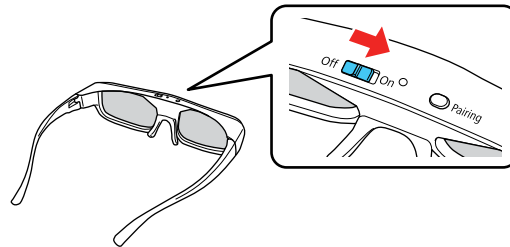
[Input Signal Settings - Signal Menu](#)

Optional Equipment and Replacement Parts

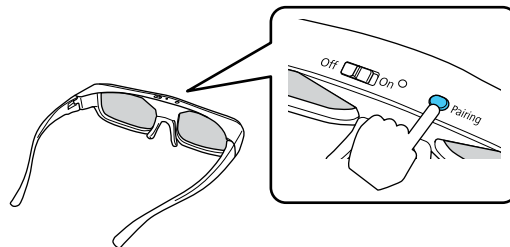
Pairing the 3D Glasses with the Projector

Pair the glasses with the projector to establish communication between them for 3D viewing.

1. Turn on the projector.
2. Set the image source to HDMI on the projector.
3. Project a 3D image.
4. Slide the power switch on the 3D glasses to the **On** position.



5. Move the glasses within 10 feet (3 m) of the projector and hold down the **Pairing** button for at least three seconds.



The status light on the glasses flashes green and red. If pairing is successful, the light turns green for 10 seconds and then turns off.

Parent topic: [Viewing 3D Images](#)

Related references

[Optional Equipment and Replacement Parts](#)

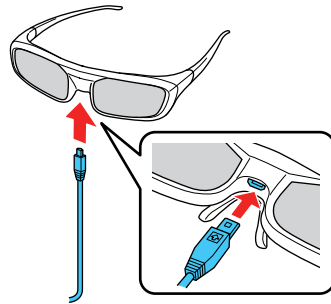
Related tasks

[Selecting an Image Source](#)

Charging the 3D Glasses

When the status light on the glasses flashes red to indicate a low battery, it is time to charge the glasses.

1. Connect the smaller end of the charging cable to the port on the bridge of the glasses.



Note: Make sure you connect the cable in the correct orientation or you may damage the glasses or cable.

2. Do one of the following:
 - Plug the other end of the charging cable into a powered USB port on a computer or other device.
 - Plug the other end of the charging cable into a USB-to-AC adapter with the following specifications:
 - Input: 100-240V, ~0.15A, 50-60Hz
 - Output: 5V=1A

The glasses are fully charged when the status light on the glasses stays green.

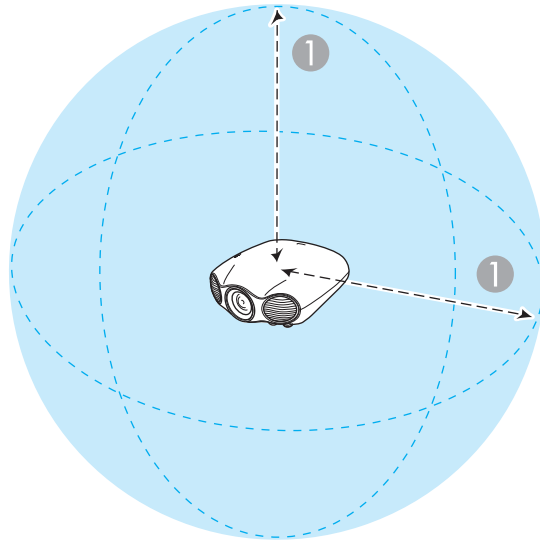
Parent topic: [Viewing 3D Images](#)

Related references

[Optional Equipment and Replacement Parts](#)

3D Viewing Range

When you view 3D images, make sure you are positioned within the viewing range shown here.



1 32 ft (10 m)

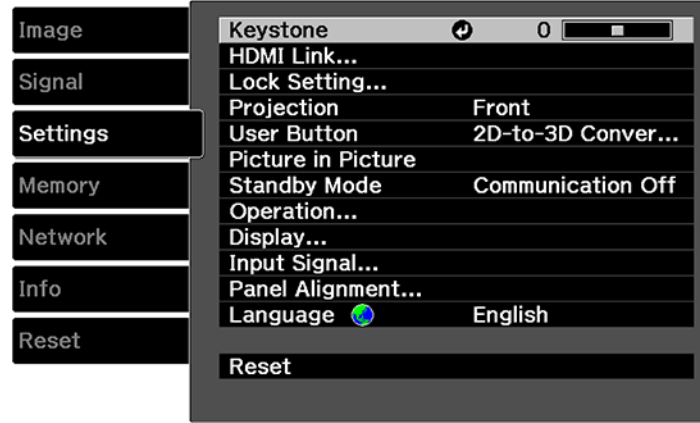
Parent topic: [Viewing 3D Images](#)

Selecting the Language for the Projector Menu

If you want to view the projector's menus and messages in another language, you can change the Language setting.

1. Turn on the projector.
2. Press the **Menu** button.

3. Select the **Settings** menu and press **Enter**.



4. Select the **Language** setting and press **Enter**.
5. Select the language you want to use and press **Enter**.
6. Press **Menu** or **Esc** to exit the menus.

Parent topic: [Using Basic Projector Features](#)

Related references

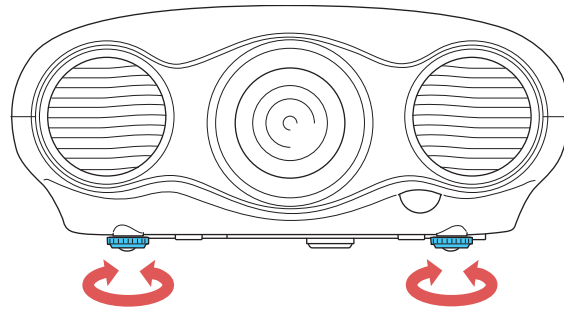
[Projector Feature Settings - Settings Menu](#)

Adjusting the Image Height

If you are projecting from a table or other flat surface, and the image is too high or low, you can adjust the image height using the projector's adjustable feet.

1. Turn on the projector and display an image.

2. If the image is tilted, rotate the front feet to adjust their height.



3. To adjust the position of the projected image further, press the **Lens** button on the remote control or projector until **Adjust Lens Shift** appears on the screen.

If the projected image is unevenly rectangular, you need to adjust the image shape.

[Adjusting the Image Position Using Lens Shift](#)

Parent topic: [Using Basic Projector Features](#)

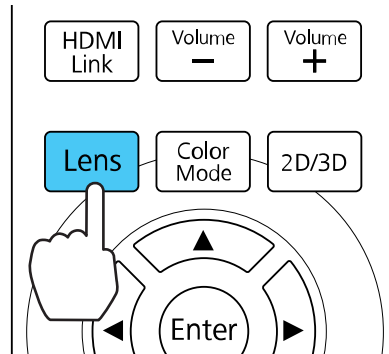
Adjusting the Image Position Using Lens Shift

If you cannot install the projector directly in front of the screen, you can adjust the position of the projected image using the lens shift feature.

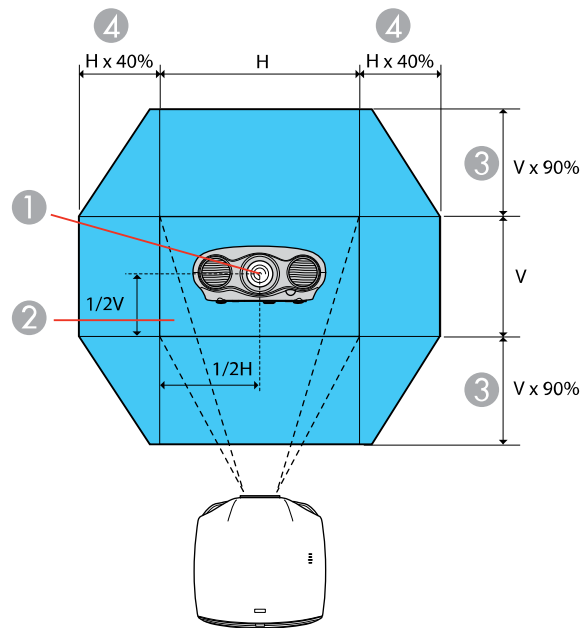
Note: Wait 30 minutes after turning on the projector before setting the focus, zoom, and lens shift for maximum accuracy.

1. Turn on the projector and display an image.

2. Press the **Lens** button on the control panel or remote control.



3. Press the **Lens** button repeatedly until **Adjust Lens Shift** appears on the screen.
4. Press the arrow buttons to adjust the position of the projected image as necessary.



- 1 Center of lens
- 2 Projected image when lens shift is set in the center
- 3 Maximum vertical range (V × 90%)
- 4 Maximum horizontal range (H × 40%)

Note: You cannot move the image to both the horizontal and vertical maximum values.

5. When you are finished, press the **Esc** button on the control panel or remote control.

Note: When adjusting the image height, position the image lower than where you want it to be and then move it up. This will help prevent the image from moving down after adjustment.

Parent topic: [Adjusting the Image Height](#)

Image Shape

You can project an evenly rectangular image by placing the projector directly in front of the center of the screen and keeping it level. If you place the projector at an angle to the screen, or tilted up or down, you may need to correct the image shape for the best display quality.

[Adjusting Image Shape Using the Control Panel Thumbstick](#)

Parent topic: [Using Basic Projector Features](#)

Adjusting Image Shape Using the Control Panel Thumbstick

You can use the thumbstick on the projector's control panel to correct the shape of an image that is unevenly rectangular on the sides.

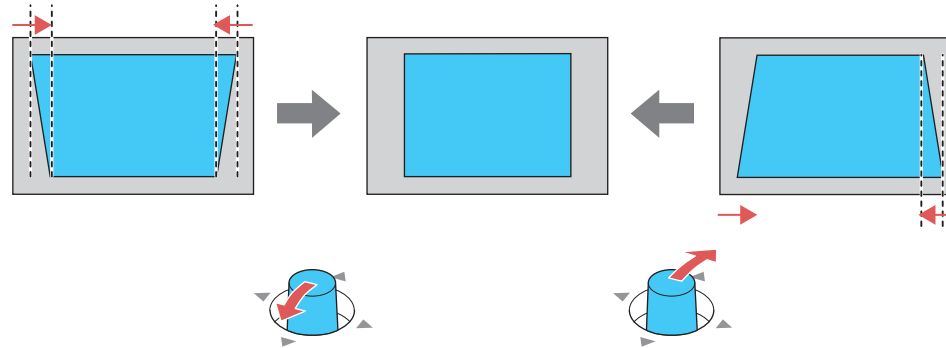
Note: To provide the best possible image quality, adjust the projector's position to correct the image shape. If this isn't possible, use keystone correction to correct the image shape.

Note: Keystone corrections are most effective within a projection angle of 30° from top to bottom.

1. Turn on the projector and display an image.

Note: You can display a pattern to aid in adjusting the projected image using the Settings menu.

2. Move the thumbstick on the control panel up or down to display the keystone adjustment sliders, then continue moving the thumbstick up or down to adjust the image shape.



3. Push in the thumbstick on the control panel to set the keystone value.
After correction, your image is slightly smaller.

Note: If the projector is installed out of reach, you can also correct the image shape with the remote control using the **Keystone** settings in the projector menus.

Parent topic: [Image Shape](#)

Related references

[Projector Feature Settings - Settings Menu](#)

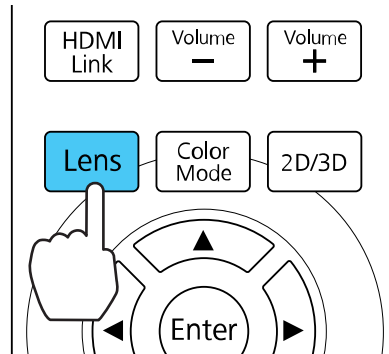
Resizing the Image with the Zoom Feature

You can adjust the size of the projected image using the zoom feature.

Note: Wait 30 minutes after turning on the projector before setting the focus, zoom, and lens shift for maximum accuracy.

1. Turn on the projector and display an image.

2. Press the **Lens** button on the control panel or remote control.



3. Press the **Lens** button repeatedly until **Adjust Zoom** is displayed on the screen.
4. To resize the image, press and hold the left or right arrow button on the projector's remote control or use the thumbstick on the control panel.
5. Press the **Esc** button on the control panel or remote control when finished.

Parent topic: [Using Basic Projector Features](#)

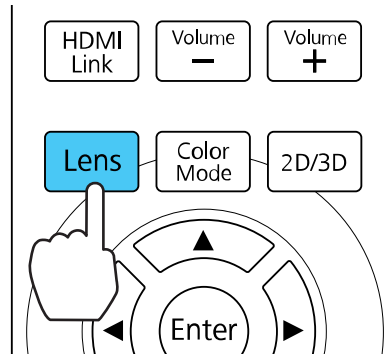
Focusing the Image with the Lens Button

You can adjust the sharpness of the projected image using the focus feature.

Note: Wait 30 minutes after turning on the projector before setting the focus, zoom, and lens shift for maximum accuracy.

1. Turn on the projector and display an image.

2. Press the **Lens** button on the control panel or remote control.



3. Press the **Lens** button repeatedly until **Adjust Focus** is displayed on the screen.
4. To focus the image, press and hold the left or right arrow button on the projector's remote control or use the thumbstick on the control panel.
5. Press the **Esc** button on the control panel or remote control when finished.

Parent topic: [Using Basic Projector Features](#)

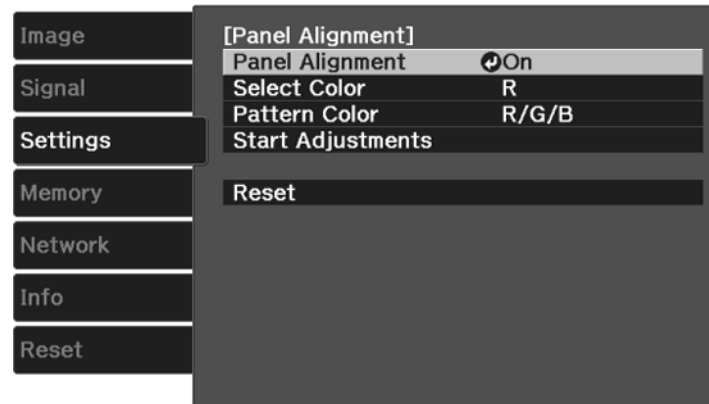
Adjusting the Color Convergence (Panel Alignment)

You can use the Panel Alignment feature to manually adjust the color convergence (the alignment of the red, green and blue colors) in the projected image.

Note: Allow your projector to warm up for at least 10 to 15 minutes and make sure the image is in focus before you use the Panel Alignment feature. For best results, project an image sized at least 60 inches (152 cm) diagonally on a projection surface that is not colored or textured.

1. Turn on the projector.
2. Press the **Menu** button.
3. Select the **Settings** menu and press **Enter**.

4. Select the **Panel Alignment** setting and press **Enter**.

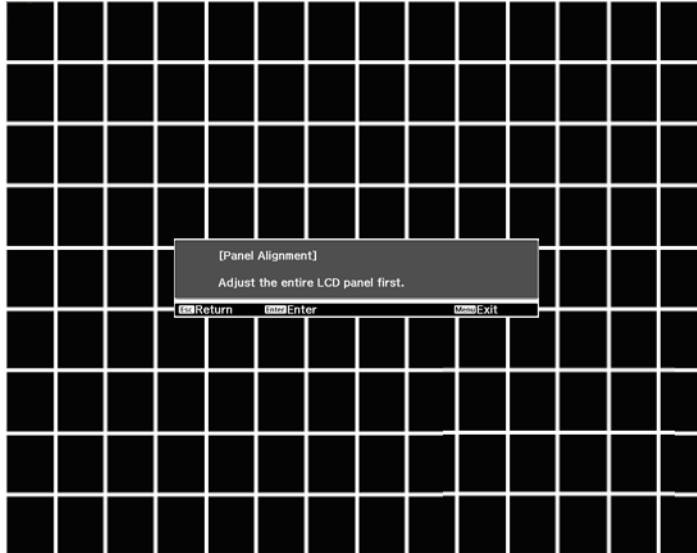


5. Select the **Panel Alignment** setting and press **Enter**.
6. Select **On** and press **Enter**.
7. Select the **Select Color** setting and choose one of the following:
 - **R** to adjust the red color convergence.
 - **B** to adjust the blue color convergence.

Note: You can only adjust the red or blue color convergence. Green is the standard color panel and cannot be adjusted.

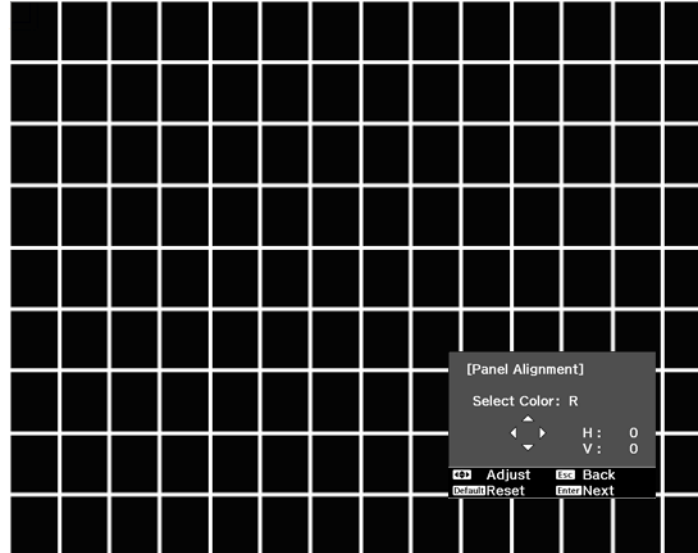
8. Select the **Pattern Color** setting and press **Enter**.
9. Select the pattern you want to use and press **Enter**.
10. Select **Start Adjustments** and press **Enter**.

You see this screen:



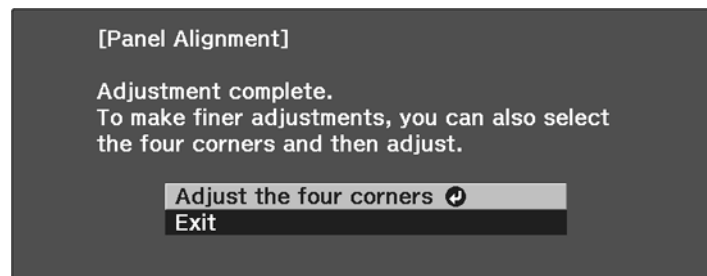
11. Press **Enter**.

You see a screen like this:



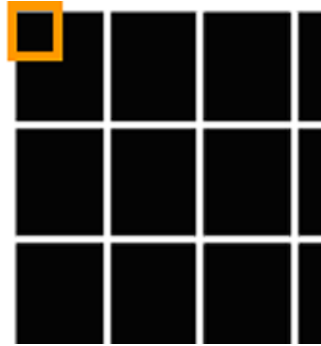
12. Use the arrow buttons on the remote control to adjust the color alignment of the color you selected for the **Select Color** setting.
13. When you are finished adjusting the screen, press **Enter**.

You see this screen:



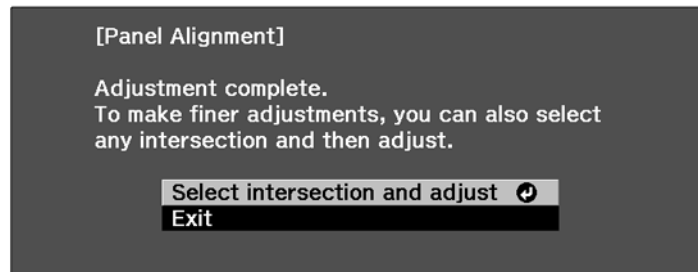
Note: Your adjustments affect the gridlines in the entire screen. To fine-tune your adjustments, continue with the next steps.

14. Select **Adjust the four corners** and press **Enter**. (Otherwise, select **Exit** and press **Enter**.)
15. Use the arrow buttons on the remote control to adjust the color alignment in the corner of the screen highlighted by the orange box.



16. Press the **Enter** button to move to the next corner of the screen.
17. When you are finished adjusting each corner of the screen, press **Enter**.

You see this screen:



18. Do one of the following:
 - If your projector's panel alignment is now correct, select **Exit** and press **Enter** to return to the Panel Alignment menu.
 - If your projector needs additional panel alignment, select **Select intersection and adjust** and press **Enter**. Use the arrow keys on the remote control to highlight the corner of any misaligned box on the screen and press **Enter**. Repeat this step as necessary.

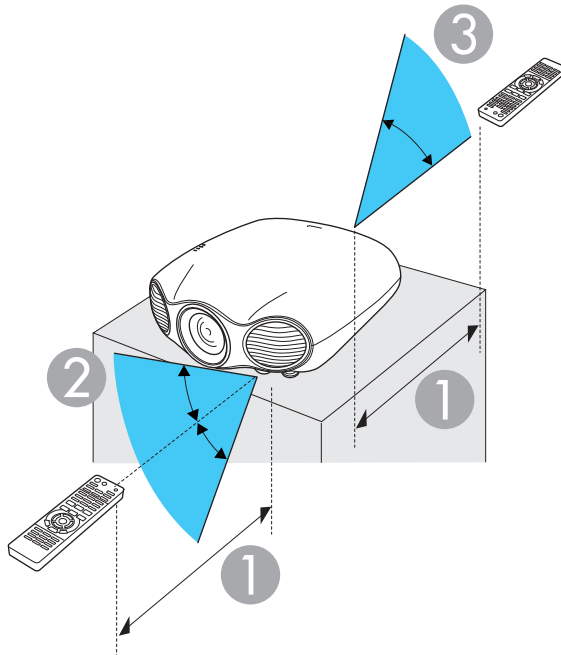
Parent topic: [Using Basic Projector Features](#)

Remote Control Operation

The remote control lets you control the projector from almost anywhere in the room. You can point it at the screen, or the front or back of the projector.

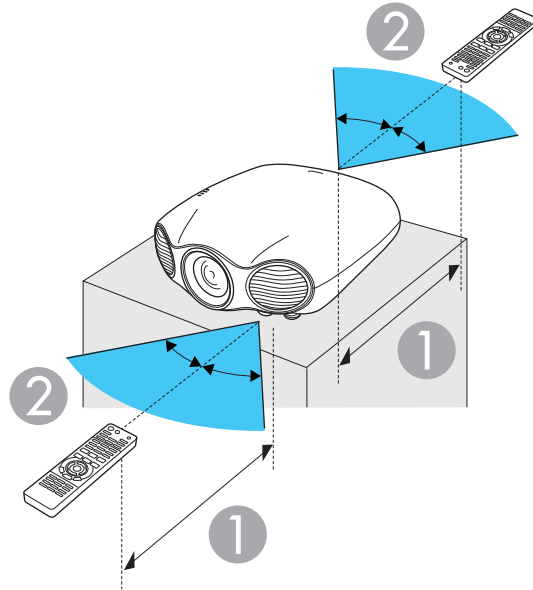
Make sure that you aim the remote control at the projector's receivers within the distance and angles listed here.

Vertical



- 1 32 feet (10 m)
- 2 $\pm 30^\circ$
- 3 60°

Horizontal



1 32 feet (10 m)

2 $\pm 30^\circ$

Note: Avoid using the remote control in conditions with bright fluorescent lights or in direct sunlight, or the projector may not respond to commands. If you will not use the remote control for a long time, remove the batteries.

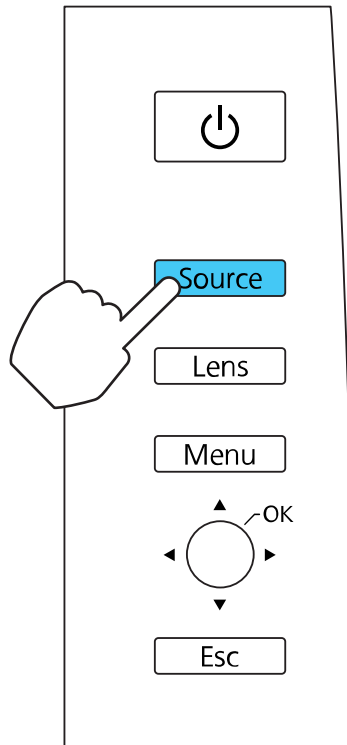
Parent topic: [Using Basic Projector Features](#)

Selecting an Image Source

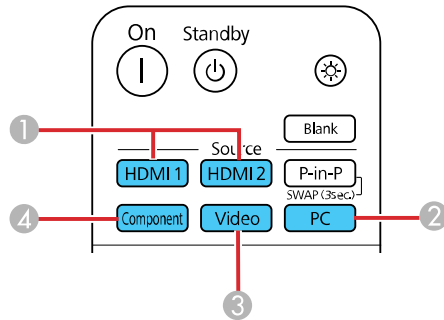
If you connected multiple image sources to the projector, such as a computer and DVD player, you may want to switch from one image source to the other.

1. Make sure the connected image source you want to use is turned on.
2. For video image sources, insert a DVD or other video media and press its play button, if necessary.

3. Do one of the following:
- Press the **Source** button on the projector until you see the image from the source you want.



- Press the button for the source you want on the remote control.



- 1 HDMI port sources
- 2 **PC** port (VGA) source
- 3 Composite video source
- 4 Component video source

Parent topic: [Using Basic Projector Features](#)

Projection Modes

Depending on how you positioned the projector, you may need to change the projection mode so your images project correctly.

- **Front** (default setting) lets you project from a table in front of the screen.
- **Front/Ceiling** flips the image over top-to-bottom to project upside-down from a ceiling or wall mount.
- **Rear** flips the image horizontally to project from behind a translucent screen.
- **Rear/Ceiling** flips the image over top-to-bottom and horizontally to project from the ceiling and behind a translucent screen.

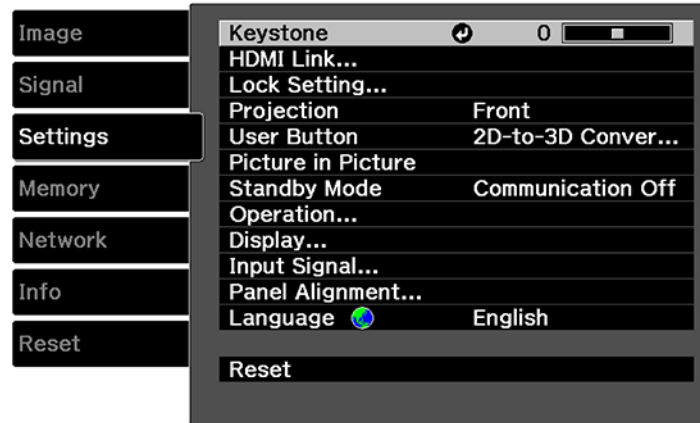
[Changing the Projection Mode Using the Menus](#)

Parent topic: [Using Basic Projector Features](#)

Changing the Projection Mode Using the Menus

You can change the projection mode to flip the image over top-to-bottom and/or left-to-right using the projector menus.

1. Turn on the projector and display an image.
2. Press the **Menu** button.
3. Select the **Settings** menu and press **Enter**.



4. Select the **Projection** setting and press **Enter**.
5. Select a projection mode and press **Enter**.
6. Press **Menu** or **Esc** to exit the menus.

Parent topic: [Projection Modes](#)

Related references

[Projector Feature Settings - Settings Menu](#)

Image Aspect Ratio

The projector can display images in different width-to-height ratios called aspect ratios. Normally the input signal from your video source determines the image's aspect ratio. However, for certain images you can change the aspect ratio to fit your screen by pressing a button on the remote control.

If you always want to use a particular aspect ratio for a certain video input source, you can select it using the projector's menus.

Changing the Image Aspect Ratio

Available Image Aspect Ratios

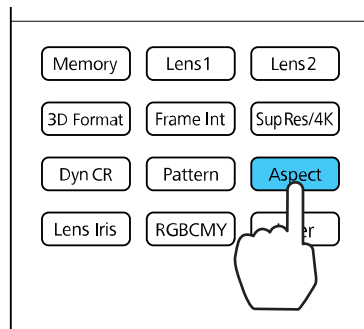
Parent topic: [Using Basic Projector Features](#)

Changing the Image Aspect Ratio

You can change the aspect ratio of the displayed image to resize it.

Note: For HDMI sources, the input signal determines the image's aspect ratio.

1. Turn on the projector and switch to the image source you want to use.
2. Press the **Aspect** button on the remote control.



A list of the available aspect ratios appears.

3. To cycle through the available aspect ratios for your input signal, press the up or down arrow button.
4. Press **Enter** to select the aspect ratio.

Parent topic: [Image Aspect Ratio](#)

Related references

[Input Signal Settings - Signal Menu](#)

Available Image Aspect Ratios

You can select the following image aspect ratios, depending on the input signal from your image source.

Note: When the projector is in 3D mode, the aspect ratio is automatically set to **Normal**.

Note: Black bands and cropped images may project in certain aspect ratios, depending on the aspect ratio and resolution of your input signal.

Aspect ratio setting	Description
Auto	Automatically sets the aspect ratio according to the input signal.
Normal	Displays images using the full projection area and maintains the aspect ratio of the image.
Zoom	Displays images using the full width of the projection area and maintains the aspect ratio of the image.
Full	Displays images using the full width of the projection area, but does not maintain the aspect ratio.

You can also select two modes that can be used with a third-party anamorphic lens.

Aspect ratio setting	Description
Anamorphic Wide	Displays CinemaScope content using an anamorphic lens.
Horiz. Squeeze	Stretches the horizontal aspect of the input signal to project across the entire screen using an anamorphic lens.

Note: The **Auto** aspect ratio setting is available only for HDMI image sources.

Parent topic: [Image Aspect Ratio](#)

Color Mode

The projector offers different Color Modes to provide optimum brightness, contrast, and color for a variety of viewing environments and image types. You can select a mode designed to match your image and environment, or experiment with the available modes.

If you always want to use a particular color mode for a certain video input source, you can select it using the projector menus.

[Changing the Color Mode](#)

[Available Color Modes](#)

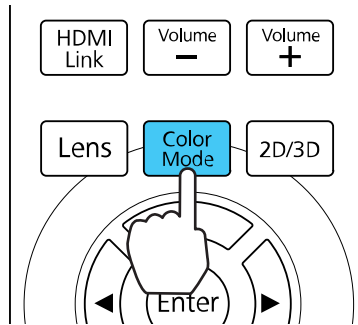
[Adjusting the Lens Iris](#)

Parent topic: [Using Basic Projector Features](#)

Changing the Color Mode

You can change the projector's Color Mode using the remote control to optimize the image for your viewing environment.

1. Turn on the projector and switch to the image source you want to use.
2. If you are projecting from a DVD player or other video source, insert a disc or other video media and press the play button, if necessary.
3. Press the **Color Mode** button on the remote control to change the Color Mode.



A list of available Color Modes appears.

4. To cycle through all the available Color Modes for your input signal, press the up or down arrow button.
5. Press **Enter** to select a Color Mode.

Parent topic: [Color Mode](#)

Related references

[Image Quality Settings - Image Menu](#)

Available Color Modes

You can set the projector to use these Color Modes, depending on the input source you are using:

2D Images

Color Mode	Description
Dynamic	Best for projecting in a bright room

Color Mode	Description
Bright Cinema	Best for projecting in a room with closed curtains
Natural	Best for projecting in a dark room; perform color adjustment
Cinema	Best for movies and concerts projected in a dark room
B&W Cinema	Use for projecting in black and white
Digital Cinema	Uses the same color spectrum as digital cinema movie theaters
Adobe RGB	Best when projecting images using the Adobe RGB color space

3D Images

Color Mode	Description
3D Dynamic	Best for projecting in a bright room
3D Cinema	Best for movies projected in a dark room

Parent topic: [Color Mode](#)

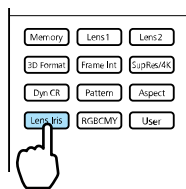
Related tasks

[Changing the Color Mode](#)

Adjusting the Lens Iris

In certain color modes, you can reduce the amount of light in the projection lens and adjust the brightness of the content you project using the remote control.

1. Turn on the projector and switch to the image source you want to use.
2. Press the **Lens Iris** button on the remote control.



3. Press the left or right arrow buttons on the projector's remote control to make adjustments.

Note: Reducing the value increases the intensity of the colors in the image. The default values and settings differ based on the Color Mode settings and the zoom lens position.

4. Press **Menu** or **Esc** to exit the menus.

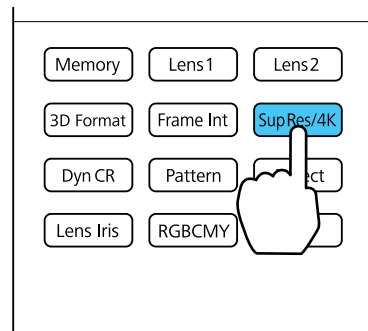
Parent topic: [Color Mode](#)

Changing the Super-resolution/4K Enhancement Setting

You can adjust the strength of the **Super-resolution/4K** setting to enhance image details.

Note: You cannot use Super-resolution when converting 2D images to 3D images, or when a computer image is displayed. When projecting 3D images, you can use Super-resolution only with 1080p/24 Hz/frame packing signals. You cannot use 4K Enhancement when projecting 3D images.

1. Turn on the projector and switch to the image source you want to adjust.
2. Press the **Sup Res/4K** button on the remote control.



Note: You can also select the **Super-resolution/4K** setting in the Signal menu.

A list of the available settings appears.

3. Press the up or down arrow buttons on the projector's remote control to select one of these settings:
 - Select a Super-resolution value of **1** to **5** to sharpen blurred images and enhance image details by increasing the resolution of the image signal.

- Select a 4K Enhancement value of **4K-1** to **4k-5** to display 4K images (3840 × 2160) using 4K Enhancement Technology with super resolution processing to create ultra high-definition images.

4. Press the **Sup Res/4K** button again to exit.

Parent topic: [Using Basic Projector Features](#)

Related references

[Input Signal Settings - Signal Menu](#)

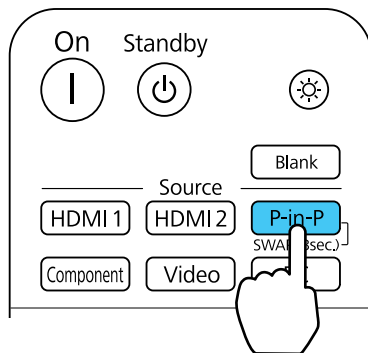
[Supported Video Display Formats](#)

Using Picture in Picture

You can use Picture in Picture mode to view two image sources simultaneously.

Note: You can display only HDMI video sources when using Picture in Picture mode. You cannot use Picture in Picture while projecting 3D or 4K images.

1. Turn on the projector and switch to the HDMI image source you want to use.
2. Press the **P-in-P** button on the remote control.



The second HDMI video source appears as a sub-screen in the corner of the image.

Note: Press the **Menu** button on the remote control to adjust picture-in-picture options.

3. To swap the main screen and sub-screen video sources, press and hold the **P-in-P** button for at least three seconds.

4. Press the **P-in-P** button again to exit.

[Available Picture in Picture Options](#)

Parent topic: [Using Basic Projector Features](#)

Related references

[Projector Feature Settings - Settings Menu](#)

Available Picture in Picture Options

You can adjust the following options by pressing the **Menu** button on the remote control while using Picture in Picture:

Setting	Description
Subscreen Size	Adjusts the size of the sub-screen
Subscreen Position	Adjusts the location of the sub-screen
Swap Main/Sub	Switches the video source displayed on the main screen with the source displayed on the sub-screen
Exit Picture in Picture	Exits picture-in-picture mode

Parent topic: [Using Picture in Picture](#)

Adjusting Projector Features

Follow the instructions in these sections to use your projector's feature adjustments.

[Shutting Off the Picture Temporarily](#)

[Locking the Projector's Buttons](#)

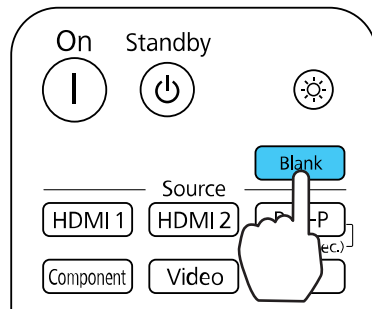
[Saving Settings to Memory and Using Saved Settings](#)

[Saving the Lens Position and Using Saved Lens Positions](#)

Shutting Off the Picture Temporarily

You can temporarily turn off the projected picture if you want to redirect your audience's attention during a presentation. Any video action continues to run, however, so you cannot resume projection at the point that you stopped it.

1. Press the **Blank** button on the remote control to temporarily stop projection.



2. To turn the picture back on, press the **Blank** button again.

Parent topic: [Adjusting Projector Features](#)

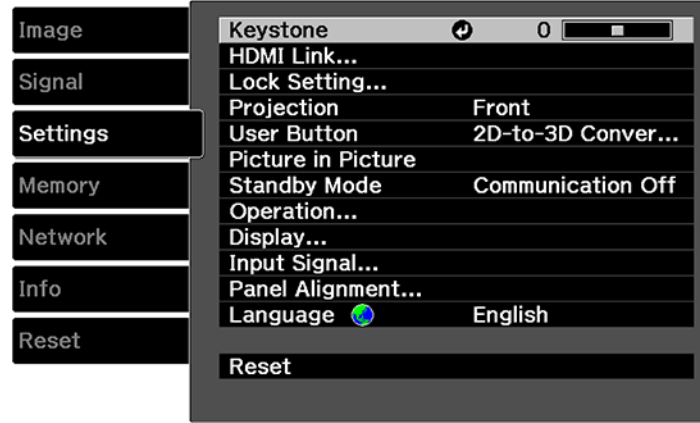
Locking the Projector's Buttons

You can lock the buttons on the projector's control panel to prevent anyone from using the projector.

Note: You can use the remote control to control the projector when the control panel buttons are locked.

1. Press the **Menu** button.


2. Select the **Settings** menu and press **Enter**.



3. Select the **Lock Setting** setting and press **Enter**.

4. Select one of these lock types and press **Enter**:


- To lock the focus, zoom, and lens shift settings, select **Lens Lock**.

Note: The  lock icon is displayed on the screen if the **Lens** button is pressed while this setting is enabled.

- To lock the projector's power button, select **Child Lock**. To turn the projector on, you must press the power button for longer than three seconds.

Note: Child Lock does not prevent the projector from turning on when the power cord is connected and the **Direct Power On Setting** is set to **On**.

- To lock all buttons except the power button, select **Control Panel Lock**.

Note: The  lock icon is displayed on the screen if any control panel buttons are pressed while this setting is enabled.

You see a confirmation prompt.

5. Select **Yes** and press **Enter**.

- Restart the projector for the lock settings to take effect.

[Unlocking the Projector's Buttons](#)

Parent topic: [Adjusting Projector Features](#)

Related references

[Projector Feature Settings - Settings Menu](#)

Unlocking the Projector's Buttons

If the projector's buttons have been locked, hold the **Enter** button on the projector's control panel for seven seconds to unlock them.

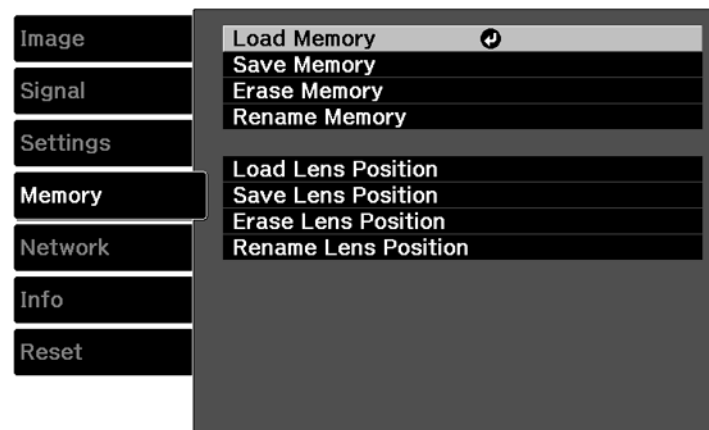
Parent topic: [Locking the Projector's Buttons](#)

Saving Settings to Memory and Using Saved Settings

You can save customized settings for each of your video inputs and then select the saved settings whenever you want to use them.

- Turn on the projector and display an image.
- Press the **Menu** button.
- Select the **Memory** menu and press **Enter**.

You see this screen:



4. Select one of the following options:
 - **Load Memory:** Overwrites your current settings with saved settings
 - **Save Memory:** Saves your current settings to memory (10 memories with different names are available)

Note: A memory name that has already been used is indicated by a green mark. Saving over a previously saved memory overwrites the settings with your current settings.
 - **Erase Memory:** Erases the selected memory settings
 - **Rename Memory:** Renames a saved memory
5. Press **Esc** to exit.

Parent topic: [Adjusting Projector Features](#)

Related references

[Projector Memory Options - Memory Menu](#)

Saving the Lens Position and Using Saved Lens Positions

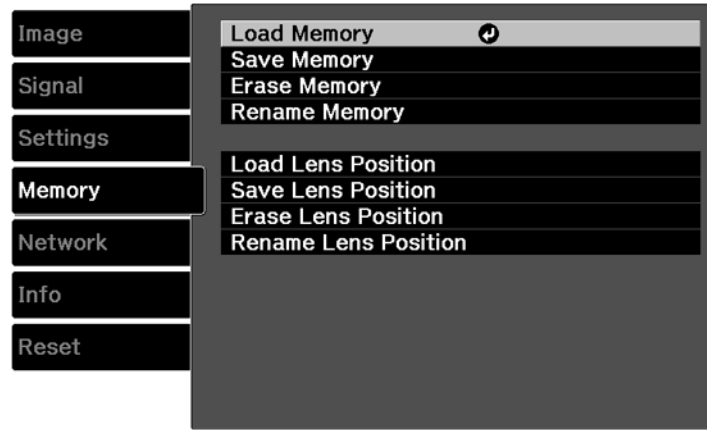
You can save the focus, zoom, and lens shift settings and then select the saved settings whenever you want to use them.

1. Turn on the projector and display an image.
2. Adjust the focus, zoom, and lens shift settings.
3. Press the **Menu** button.

Note: You can also press the **Memory** button on the remote control to access the Memory menu directly.

4. Select the **Memory** menu and press **Enter**.

You see this screen:



5. Select one of the following options:

- **Load Lens Position:** Overwrites your current focus, zoom, and lens shift settings with saved settings

Note: You can load the saved settings from **Memory1** or **Memory2** by pressing the **Lens1** or **Lens2** buttons on the remote control.

- **Save Lens Position:** Saves your current focus, zoom, and lens shift settings to memory (10 memories with different names are available)

Note: A memory name that has already been used is indicated by a green mark. Saving over a previously saved memory overwrites the settings with your current settings.

- **Erase Lens Position:** Erases the selected lens position settings
- **Rename Lens Position:** Renames a saved lens position (12 characters maximum)

6. Press **Esc** to exit.

Parent topic: [Adjusting Projector Features](#)

Adjusting the Menu Settings

Follow the instructions in these sections to access the projector menu system and change projector settings.

[Using the Projector's Menus](#)

[Image Quality Settings - Image Menu](#)

[Input Signal Settings - Signal Menu](#)

[Projector Feature Settings - Settings Menu](#)

[Projector Memory Options - Memory Menu](#)

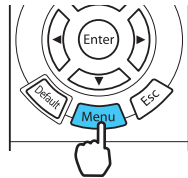
[Projector Information Display - Info Menu](#)

[Projector Reset Options - Reset Menu](#)

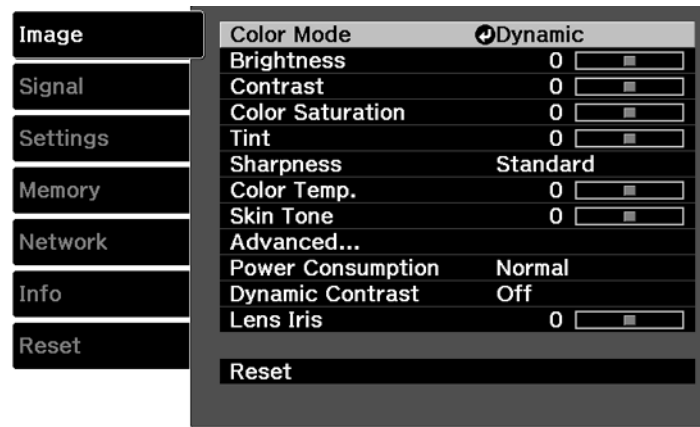
Using the Projector's Menus

You can use the projector's menus to adjust the settings that control how your projector works. The projector displays the menus on the screen.

1. Press the **Menu** button on the control panel or remote control.



You see the menu screen displaying the Image menu settings.



2. Press the up or down arrow button to move through the menus listed on the left. The settings for each menu are displayed on the right.

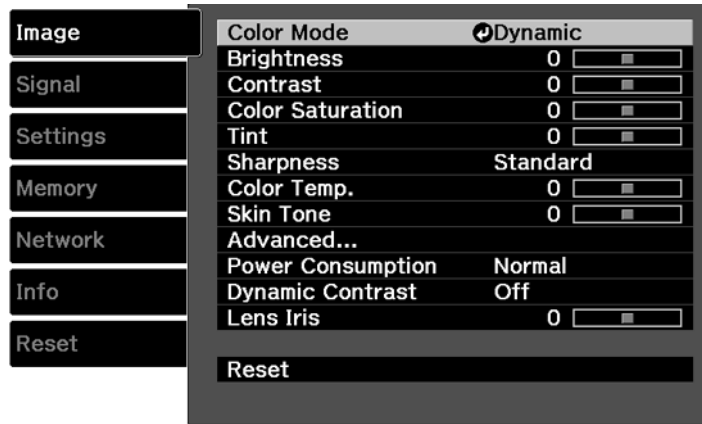
Note: The available settings depend on the current input source.

3. To change settings in the displayed menu, press **Enter**.
4. Press the up or down arrow button to move through the settings.
5. Change the settings using the buttons listed on the bottom of the menu screens.
6. To return all the menu settings to their default values, select **Reset**.
7. When you finish changing settings on a menu, press **Esc**.
8. Press **Menu** or **Esc** to exit the menus.

Parent topic: [Adjusting the Menu Settings](#)

Image Quality Settings - Image Menu

Settings on the Image menu let you adjust the quality of your image for the input source you are currently using. The available settings depend on the currently selected input source.



To change settings for an input source, make sure the source is connected and select that source.

Setting	Options	Description
Color Mode	Dynamic Bright Cinema Natural Cinema B&W Cinema Digital Cinema Adobe RGB 3D Dynamic 3D Cinema	Adjusts the vividness of image colors for various image types and environments Not all Color Modes are available on all models.
Brightness	Varying levels available	Lightens or darkens the overall image

Setting	Options	Description
Contrast	Varying levels available	Adjusts the difference between light and dark areas of the image
Color Saturation	Varying levels available	Adjusts the intensity of the image colors.
Tint	Varying levels available	Adjusts the balance of green to magenta tones in the image.
Sharpness	Standard: Varying levels available Advanced: Thin Line Enhancement Thick Line Enhancement Vert. Line Enhancement Horiz. Line Enhancement	Adjusts the sharpness or softness of image details
Color Temp. (color temperature)	-3 to 6 (10 increments) or 5000K to 10000K	Sets the overall color tone; higher values tint the image blue and lower values tint the image red; for certain color modes, the settings change to 5000K - 10000K
Skin Tone	Varying levels available	Makes fine adjustments to the color tone; higher values tint the image green and lower values tint the image red

Setting	Options	Description
Advanced	Gamma RGB RGBCMY EPSON Super White	Selects various detailed color settings Gamma: adjusts the gamma levels of the image. Select Customized to adjust the gamma while viewing the image or a graph. RGB: adjusts the dark areas (Offset) and bright areas (Gain) of the image for each color RGBCMY: adjusts the hue, saturation, and brightness for each color EPSON Super White: reduces over-exposure of whites in your image; can be set only when Color Mode is set to certain color modes
Power Consumption	High Medium ECO	Selects the brightness mode of the projector High: sets maximum brightness Medium: sets reduced brightness ECO: reduces brightness and fan noise, and saves power and laser life
Dynamic Contrast	Off Normal High Speed	Adjusts the luminance of the image to improve contrast by tracking changes in image brightness
Lens Iris	Varying levels available	Adjusts the contrast of the image by controlling the amount of light entering the lens

Note: The **Brightness** setting does not affect laser brightness. To change the laser brightness mode, use the **Power Consumption** setting.

Parent topic: [Adjusting the Menu Settings](#)

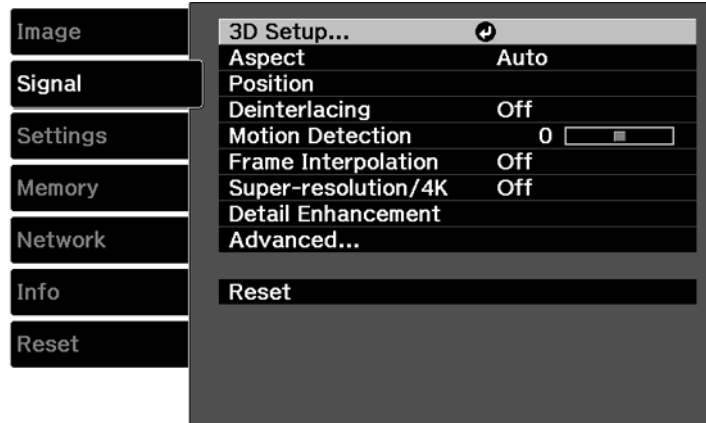
Related tasks

[Changing the Color Mode](#)

[Adjusting the Lens Iris](#)

Input Signal Settings - Signal Menu

Normally the projector detects and optimizes the input signal settings automatically. If you need to customize the settings, you can use the Signal menu. The available settings depend on the currently selected input source.



To change settings for an input source, make sure the source is connected and select that source.

Setting	Options	Description
3D Setup	3D Display 2D-to-3D Conversion 3D Format 3D Depth Diagonal Screen Size Inverse 3D Glasses 3D Viewing Notice	Selects various 3D options for 3D image sources 3D Display: enables 3D mode 2D-to-3D Conversion: converts 2D images to 3D; set 3D Format to Auto or 2D 3D Format: selects the 3D format 3D Depth: sets the depth for the 3D image Diagonal Screen Size: selects the actual size of the screen to maximize the 3D effect Inverse 3D Glasses: reverses the images projected for the left and right eyes (enable only if 3D images do not display correctly) 3D Viewing Notice: enables the viewing notice displayed when using 3D mode
Aspect	See the list of available aspect ratios	Sets the aspect ratio (width-to-height ratio) for the selected input source
Tracking	Varying levels available	Adjusts signal to eliminate vertical stripes in computer images from the PC input port
Sync.	Varying levels available	Adjusts signal to eliminate fuzziness or flickering in computer images; for best results, adjust the Tracking setting before adjusting the Sync. setting to improve the accuracy of the adjustments

Setting	Options	Description
Position	Up, down, left, right	Adjusts the image location on the screen
Deinterlacing	Off Video Film/Auto	Sets whether to convert interlaced-to-progressive signals for certain video image types Off: for fast-moving video images Video: for most video images Film/Auto: for movies, computer graphics, and animation
Motion Detection	1 to 5	Selects how the image is converted to a progressive signal; if you experience problems with still image quality or flickering video, select a lower setting for still images or a higher setting for fast-moving video content
Frame Interpolation	Off Low Normal High	Smooths fast moving video by comparing consecutive frames and inserting an intermediate frame between them; when projecting a 4K image, Frame Interpolation is available only when a 1080p/24 Hz signal is input

Setting	Options	Description
Super-resolution/4K	Off 1 to 5 4K-1 to 4K-5	Sharpens blurred images resulting from increasing resolution Super-resolution (1 to 5): reduces blurring when the image resolution is increased to 1920 × 1080 4K Enhancement (4K-1 to 4K-5): projects 4K images (3840 × 2160), using super-resolution processing to create ultra-high-definition images Cannot be set when computer image signal is input, or when converting 2D images to 3D images
Detail Enhancement	Range Strength	Enhances details to create clear outlines Range: higher settings increase the affected area around the outline Strength: higher settings create a stronger effect
Auto Setup	On Off	Automatically optimizes computer image quality

Setting	Options	Description
Advanced	Noise Reduction Setup Level Overscan HDMI Video Range Color Space Dynamic Range EDID Image Processing	<p>Noise Reduction: reduces flickering in analog images in three levels</p> <p>Setup Level: adjusts the level at which dark areas of the image are rendered black; leave this setting at 0% for most video equipment or check your video equipment specifications</p> <p>Overscan: changes the projected image ratio to make the edges visible by a selectable percentage or automatically</p> <p>HDMI Video Range: sets the video range to match the setting of the device connected to an HDMI input port</p> <p>Color Space: sets the conversion system for the color space</p> <p>Dynamic Range: selects HDR (High Dynamic Range) mode</p> <p>EDID: describes the display capabilities of video sources; select EDID1 for HDR mode</p> <p>Image Processing: adjusts how images are processed; select Fast to display images quicker; select Fine to display images in higher quality</p>

Note: The **Reset** setting does not reset the **Diagonal Screen Size**, **3D Viewing Notice**, **Aspect**, and **Image Processing** settings.

Parent topic: [Adjusting the Menu Settings](#)

Related concepts

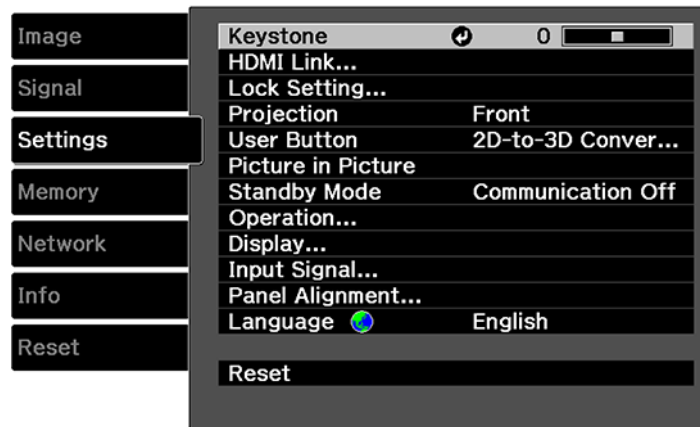
[Image Aspect Ratio](#)

Related tasks

[Changing the Super-resolution/4K Enhancement Setting](#)

Projector Feature Settings - Settings Menu

Options on the Settings menu let you customize various projector features.



Setting	Options	Description
Keystone	Varying levels available	Adjusts vertical image shape to rectangular

Setting	Options	Description
HDMI Link	Device Connections HDMI Link Power On Link Power Off Link	<p>Adjusts the HDMI Link options that allow the projector remote to control HDMI-connected devices that support the CEC standard</p> <p>Device Connections: lists the devices connected to the HDMI1 and HDMI2 ports</p> <p>HDMI Link: enables or disables the HDMI Link function</p> <p>Power On Link: controls what happens when you turn on the projector or a linked device</p> <ul style="list-style-type: none"> • PJ -> Device or Bidirectional: turns on the linked device when the projector is turned on • Device -> PJ or Bidirectional: turns on the projector when the linked device is turned on <p>Power Off Link: controls whether linked devices are turned off when the projector is turned off</p>
Lock Setting	Lens Lock Child Lock Control Panel Lock	<p>Controls projector button locking to secure the projector</p> <p>Lens Lock: locks the focus, zoom, and lens shift settings</p> <p>Child Lock: locks the power button</p> <p>Control Panel Lock: locks all buttons except the power button</p>

Setting	Options	Description
Projection	Front Front/Ceiling Rear Rear/Ceiling	Selects the way the projector faces the screen so the image is oriented correctly
User Button	2D-to-3D Conversion 3D Depth Inverse 3D Glasses Power Consumption Info Detail Enhancement	Assigns a menu option to the User button on the remote control for one-touch access
Picture in Picture	See the list of available Picture in Picture options	Adjusts the size and location of the sub-screen, swaps sources and exits Picture in Picture mode
Standby Mode	Communication Off Communication On	Selects whether monitoring and control operations can occur over a network when the projector is in Standby Mode Communication Off: projector cannot be controlled in standby mode Communication On: lets you control the projector in standby mode

Setting	Options	Description
Operation	Direct Power On Sleep Mode Illumination Trigger Out 1 Trigger Out 2 High Altitude Mode Lens Adjustment Mode	Selects various operation options Direct Power On: lets you turn on the projector without pressing the power button Sleep Mode: automatically places the projector in standby mode after an interval of inactivity Illumination: turns off the lights on the projector Trigger Out: outputs a DC 12V signal from the Trigger Out ports whenever the projector is turned on; Anamorphic Wide outputs voltage to both Trigger Out ports when Aspect is set to Anamorphic Wide or Horiz. Squeeze High Altitude Mode: regulates the projector's operating temperature at altitudes above 4921 feet (1500 m) Lens Adjustment Mode: decreases or increases the amount of lens movement for focus, zoom, and lens shift adjustments using the arrow buttons

Setting	Options	Description
Display	Menu Position Menu Color Messages Display Background Startup Screen Standby Confirmation	Selects various display options Menu Position: adjusts the location where the menu is displayed Menu Color: selects the color of the menu Messages: controls whether messages are displayed on the screen Display Background: selects the screen color or logo to display when no signal is received Startup Screen: controls whether a special screen appears when the projector starts up Standby Confirmation: displays a confirmation message after pressing the Standby button on the remote control
Input Signal	Video Signal Component	Selects the input signals for certain ports Video Signal: specifies the signal type from input sources connected to the Video port or select Auto to detect the signal automatically Component: specifies the signal type from input sources connected to the Component port or select Auto to detect the signal automatically

Setting	Options	Description
Panel Alignment	Panel Alignment Select Color Pattern Color Start Adjustments Reset	Corrects color misalignment in the projected image Panel Alignment: enables adjustments for color convergence (the alignment of the red and blue colors in the projected image) Select Color: specifies the color convergence to correct Pattern Color: specifies the color pattern used during panel alignment Start Adjustments: starts the Panel Alignment feature Reset: resets to the default values
Language	Various languages available	Selects the language for projector menus and message displays (not changed by Reset option)

Note: The Reset setting does not reset the following settings: **Power On Link**, **Power Off Link**, **Projection**, **User Button**, **Standby Mode**, **High Altitude Mode**, **Component**, or **Language**.

Parent topic: [Adjusting the Menu Settings](#)

Related concepts

[Projector Placement](#)

Related tasks

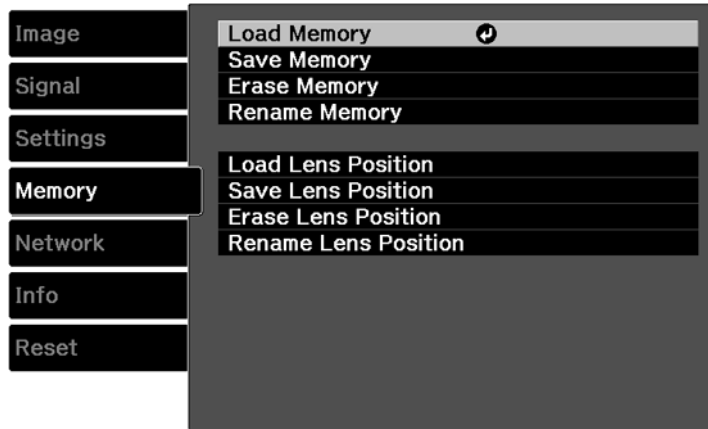
[Adjusting Image Shape Using the Control Panel Thumbstick](#)

[Locking the Projector's Buttons](#)

[Using Picture in Picture](#)

Projector Memory Options - Memory Menu

Your projector comes with 10 memory locations where you can save customized settings for each of your video inputs to obtain the best picture quality.



Setting	Description
Load Memory	Displays the list of customized settings entries that you have created; select an entry and press Enter on the remote control to load it
Save Memory	Saves the current projector settings to the projector's memory
Erase Memory	Displays the list of customized settings entries that you have created; select an entry and press Enter on the remote control to erase it
Rename Memory	Displays the list of customized settings entries that you have created; select an entry and press Enter on the remote control to rename it
Load Lens Position	Loads lens adjustment values saved with the Save Lens Position setting
Save Lens Position	Saves the focus, zoom, and lens shift adjustments as a lens position entry
Erase Lens Position	Deletes the saved lens position entry

Setting	Description
Rename Lens Position	Renames a saved lens position entry

Parent topic: [Adjusting the Menu Settings](#)

Related tasks

[Saving Settings to Memory and Using Saved Settings](#)

Projector Information Display - Info Menu

You can display information about the projector and input sources by viewing the Info menu. However, you cannot change any settings in the menu.

Image	Operation Hours	0 H
Signal	Source	Component
	Input Signal	RGB
	Resolution	1920 x 1080
Settings	Scan Mode	Interlace
	Refresh Rate	0.00 Hz
Memory	3D Format	Frame Packing
	Sync Info	SGNN 00000
Network	Color Depth	0 bit 4:4:4
	Color Format	BT.709 SDR
Info	Status	----
	Serial Number	ABCD11122334
Reset	Version	V100

Note: Available settings depend on the current input source. The laser usage timer does not register any hours until you have used the laser for at least 10 hours.

Information item	Description
Operation Hours	Displays the number of hours (H) the laser has been used
Source	Displays the name of the port to which the current input source is connected
Input Signal	Displays the input signal setting of the current input source
Resolution	Displays the resolution of the current input source

Information item	Description
Scan Mode	Displays the scan mode
Refresh Rate	Displays the refresh rate of the current input source
3D Format	Displays the 3D format of the signal
Sync Info	Displays information that may be needed by a service technician
Color Depth	Displays the color depth
Color Format	Displays information about the color space and dynamic range
Video Signal	Displays the video signal format of the current input source
Status	Displays information about projector problems that may be needed by a service technician
Serial Number	Displays the projector's serial number
Version	Displays the projector's firmware version

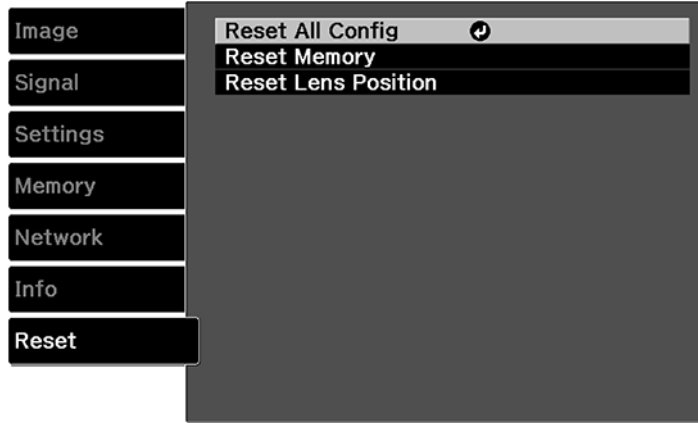
Parent topic: [Adjusting the Menu Settings](#)

Projector Reset Options - Reset Menu

You can reset most of the projector settings to their default values using the **Reset All** option on the Reset menu.

You can reset all memory entries using the **Reset Memory** option.

You can erase all saved lens position entries using the **Reset Lens Position** option.



You cannot reset the following settings using the **Reset All** option:

- **Input Signal - Component**
- **Panel Alignment**
- **Language**
- Memory settings
- Saved lens position settings
- **Operation Hours**

Parent topic: [Adjusting the Menu Settings](#)

Maintaining and Transporting the Projector

Follow the instructions in these sections to maintain your projector and transport it from place to place.

[Projector Maintenance](#)

[Transporting the Projector](#)

Projector Maintenance

Your projector needs little maintenance to keep working at its best.

You may need to clean the lens periodically, and clean the air filter and air vents to prevent the projector from overheating due to blocked ventilation.

The only parts you should replace are the air filter and remote control batteries. If any other part needs replacing, contact Epson or an authorized Epson servicer.

This projector uses a sealed laser light source which does not need servicing and cannot be replaced.

Warning: Before cleaning any part of the projector, turn it off and unplug the power cord. Never open any cover on the projector, except as specifically explained in this manual. Dangerous electrical voltages in the projector can injure you severely.

Warning: Do not try to service this product yourself, except as specifically explained in this manual. Refer all other servicing to qualified servicers.

[Cleaning the Lens](#)

[Cleaning the 3D Glasses](#)

[Cleaning the Projector Case](#)

[Air Filter and Vent Maintenance](#)

[Replacing the Remote Control Batteries](#)

Parent topic: [Maintaining and Transporting the Projector](#)

Cleaning the Lens

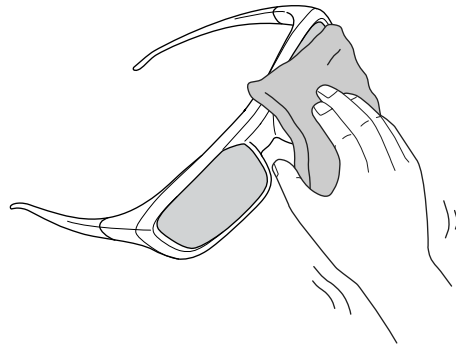
Do not touch the projector lens. If the lens needs to be cleaned, contact Epson support.

Parent topic: [Projector Maintenance](#)

Cleaning the 3D Glasses

To remove dust, dirt, smudges, or fingerprints from the glasses, use a soft, dry, lint-free cloth.

Note: Unplug any charging cables from the glasses before cleaning them.



Caution: Do not use paper towels or any other abrasive materials to clean the glasses.

Parent topic: [Projector Maintenance](#)

Cleaning the Projector Case

Before cleaning the projector case, turn off the projector and unplug the power cord.

- To remove dust or dirt, use a soft, dry, lint-free cloth.
- To remove stubborn dirt, use a soft cloth moistened with water and mild soap. Do not spray liquid directly on the projector.

Caution: Do not use wax, alcohol, benzine, paint thinner, or other chemicals to clean the projector case. These can damage the case. Do not use canned air, or the gases may leave a residue.

Parent topic: [Projector Maintenance](#)

Air Filter and Vent Maintenance

Regular filter maintenance is important to maintaining your projector. Your Epson projector is designed with an easily accessible, user-replaceable filter to protect your projector and make regular maintenance simple. Filter maintenance intervals will depend on the environment.

If regular maintenance is not performed, your Epson projector will notify you when the temperature inside the projector has reached a high level. Do not wait until this warning appears to maintain your projector filter as prolonged exposure to high temperatures may reduce the life of your projector or laser.

Damage due to the failure to properly maintain the projector or its filter may not be covered by the projector's Limited Warranty.

[Cleaning the Air Filter](#)

[Replacing the Air Filter](#)

Parent topic: [Projector Maintenance](#)

Related references

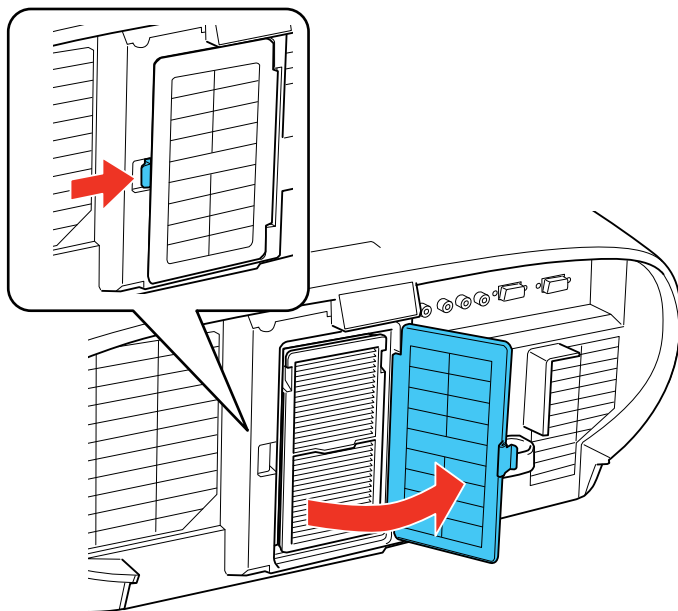
[Projector Light Status](#)

Cleaning the Air Filter

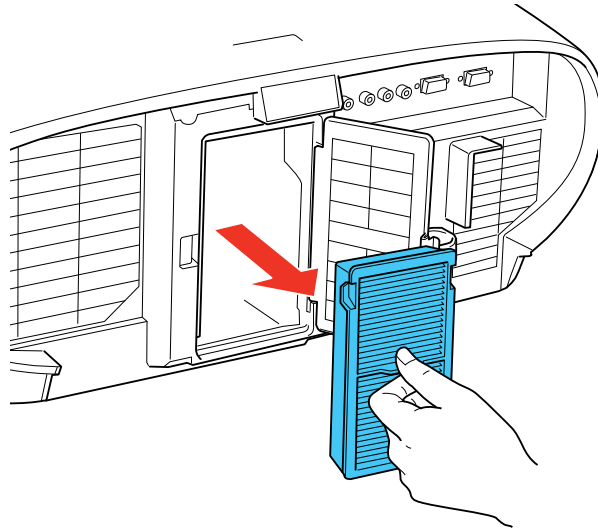
You need to clean the projector's air filter in the following situations:

- The filter or vents get dusty.
 - You see a message telling you to clean it.
1. Turn off the projector and unplug the power cord.
 2. Remove the cable cover if it is attached.

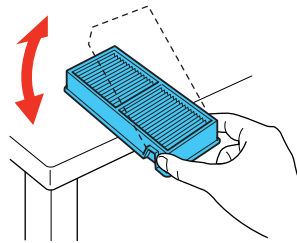
3. Press the tab on the air filter cover and pull to open the cover.



4. Pull the air filter out of the projector.

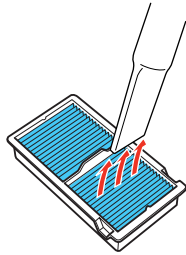


5. Tap each side of the air filter 4 to 5 times to shake off any excess dust.



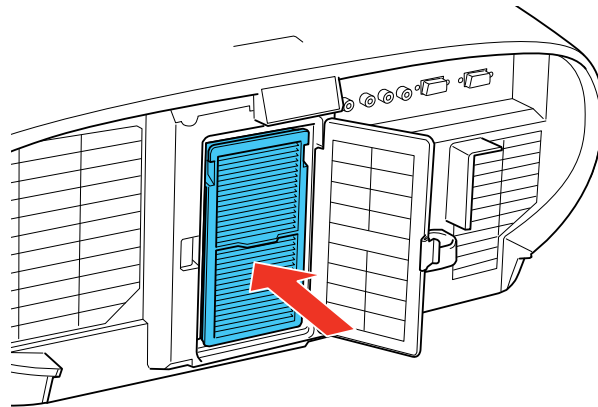
Caution: Do not use excessive force when tapping the air filter, or it may crack and become unusable. Do not rinse the air filter in water, or use any detergent or solvent to clean it. Do not use canned air; the gases may leave a residue, or push dust and debris into the projector's optics or other sensitive areas.

6. Vacuum the front of the air filter (the side with the tabs) to remove any remaining dust.

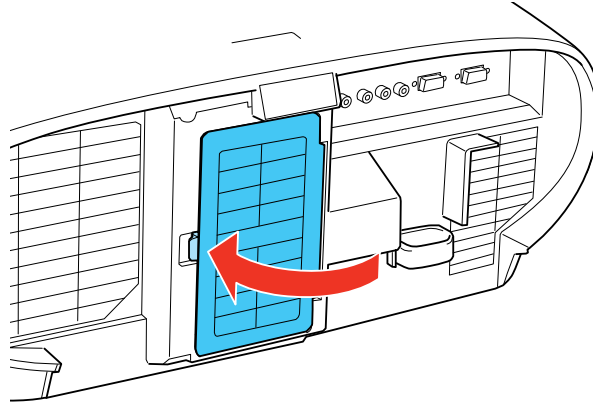


Note: If dust is difficult to remove or the air filter is damaged, replace the air filter.

7. Place the air filter back in the projector as shown.



8. Close the air filter cover and press until it clicks into place.



9. Replace the cable cover if necessary.

Parent topic: [Air Filter and Vent Maintenance](#)

Replacing the Air Filter

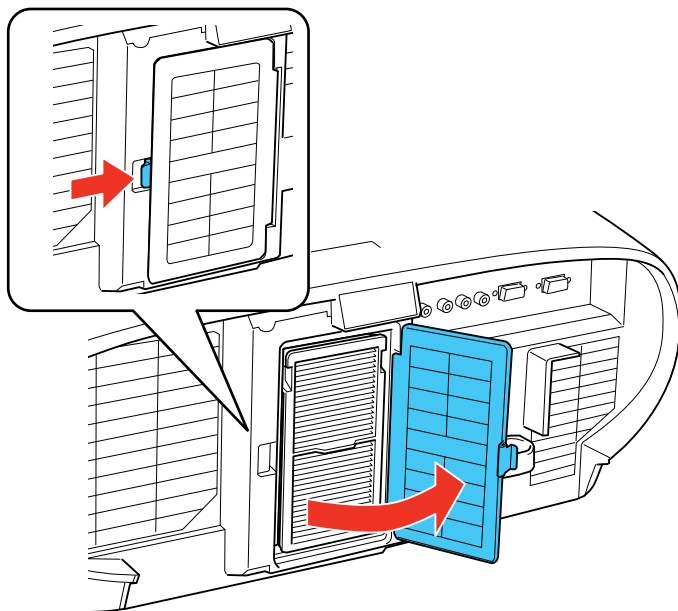
You need to replace the air filter in the following situations:

- After cleaning the air filter, you see a message telling you to clean or replace it
- The air filter is torn or damaged

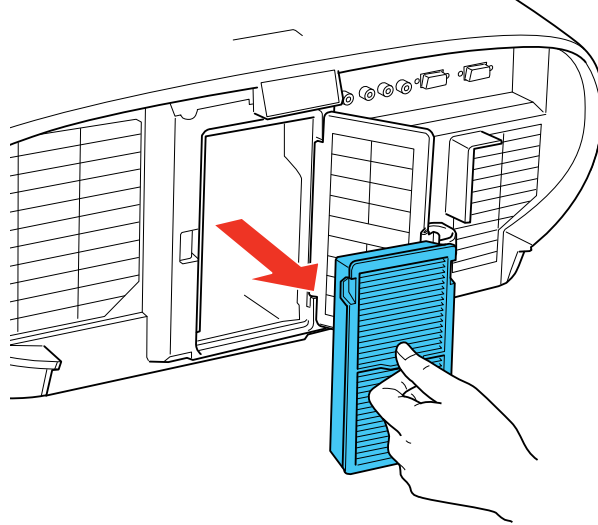
You can replace the air filter while the projector is mounted to the ceiling or placed on a table.

1. Turn off the projector and unplug the power cord.
2. Remove the cable cover, if necessary.

3. Press the tab on the air filter cover and pull to open the cover.

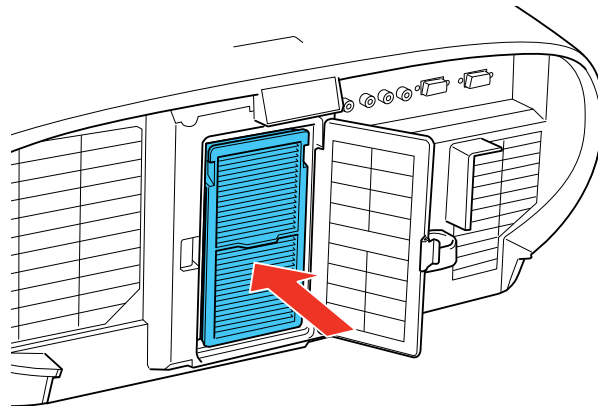


4. Pull the air filter out of the projector.

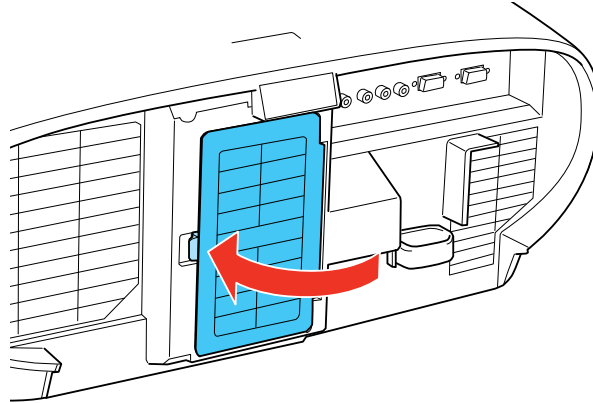


Note: Air filters contain polypropylene. Dispose of used air filters according to local regulations.

5. Place the new air filter in the projector as shown.



6. Close the air filter cover and press until it clicks into place.



7. Replace the cable cover, if necessary.

Parent topic: [Air Filter and Vent Maintenance](#)

Related references

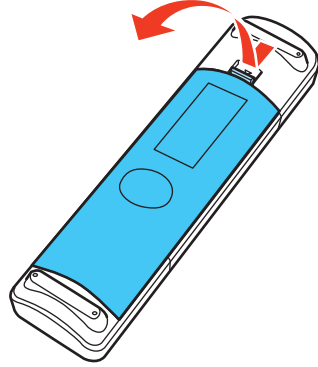
[Optional Equipment and Replacement Parts](#)

Replacing the Remote Control Batteries

The remote control uses two AA manganese or alkaline batteries. Replace the batteries as soon as they run out.

Caution: Use only the type of batteries specified in this manual. Do not install batteries of different types, or mix new and old batteries.

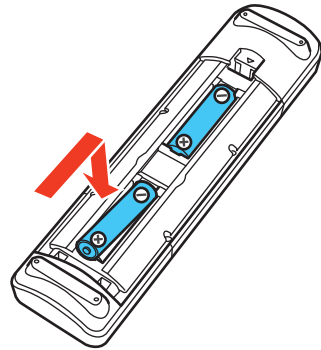
1. Remove the battery cover as shown.



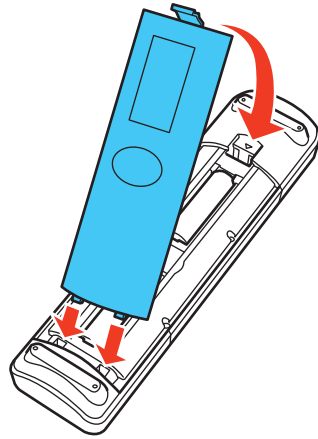
2. Remove the old batteries.

Warning: If the battery fluid has leaked, wipe it away with a soft cloth and avoid getting the fluid on your hands. If it gets on your hands, wash them immediately to avoid injury.

3. Insert the batteries with the + and – ends facing as shown.



4. Replace the battery cover and press it down until it clicks into place.



Warning: Dispose of used batteries according to local regulations. Do not expose batteries to heat or flame. Keep batteries out of the reach of children; they are choking hazards and are very dangerous if swallowed.

Parent topic: [Projector Maintenance](#)

Transporting the Projector

The projector contains precision parts, some of which are glass. Follow these guidelines to transport, ship, or store the projector safely:

- Remove any equipment connected to the projector.
- Make sure the control panel is closed.
- When transporting the projector a long distance or as checked luggage, pack it in a firm box with cushioning around it and mark the box "Fragile."
- When shipping the projector for repairs, place it in its original packing materials, if possible, or use equivalent materials with cushioning around the projector. Mark the box "Fragile."

Note: Epson shall not be liable for any damages incurred during transportation.

Warning: The projector is heavy and should be carried or moved by two people.

Parent topic: [Maintaining and Transporting the Projector](#)

Solving Problems

Check the solutions in these sections if you have any problems using the projector.

[Projection Problem Tips](#)

[Projector Light Status](#)

[Solving Image Problems](#)

[Solving Projector or Remote Control Operation Problems](#)

[Solving Network Problems](#)

[Where to Get Help](#)

Projection Problem Tips

If the projector is not working properly, try turning it off and unplugging it. Then plug it back in and turn it on.

If this does not solve the problem, check the following:

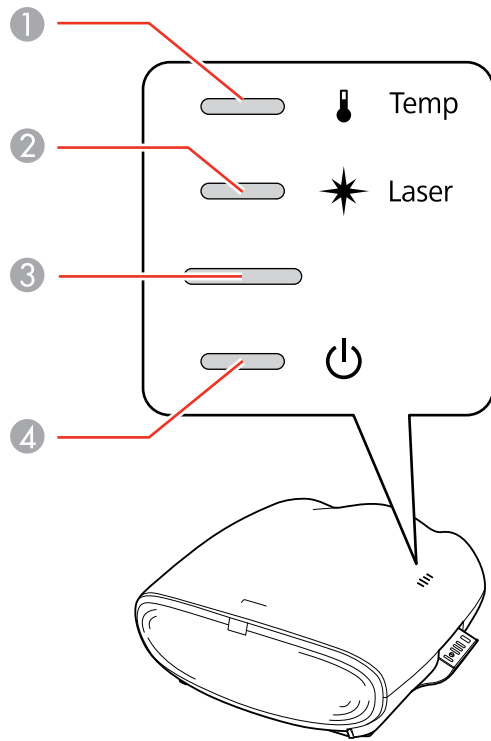
- The lights on the projector may indicate what the problem is.
- The solutions in this manual can help you solve many problems.

If none of these solutions help, you can contact Epson for technical support.

Parent topic: [Solving Problems](#)

Projector Light Status

The lights on the projector indicate the projector status and let you know when a problem occurs. Check the status and color of the lights and look for a solution in the table here.



- 1 **Temp** light
- 2 **Laser** light
- 3 Status light
- 4 Power light

Power light	Status light	Laser light	Temp light	Status and solution
Blue	Blue	Off	Off	Normal operation

Power light	Status light	Laser light	Temp light	Status and solution
Blue	Flashing blue	Off	Off	Warming up; wait for an image to appear or Shutting down; when the status light stops flashing, you can unplug the projector
Off	Off	Off	Off	Standby or sleep mode
Blue	Off	Off	Off	Standby mode (with Communication On)
Flashing blue	Varies	Varies	Flashing orange	Projector is too hot <ul style="list-style-type: none"> • Make sure that the vents and air filter are not clogged with dust or obstructed by nearby objects • Clean or replace the air filter • Make sure the environmental temperature is not too hot
Off	Flashing blue	Off	Orange	Projector has overheated and turned off; leave it turned off until it cools down, then do the following: <ul style="list-style-type: none"> • Make sure that the vents and air filter are not clogged with dust or obstructed by nearby objects • Clean or replace the air filter • If the problem persists, unplug the projector and contact Epson for help

Power light	Status light	Laser light	Temp light	Status and solution
Off	Flashing blue	Orange	Off	Laser has a problem or failed to turn on <ul style="list-style-type: none"> • Clean or replace the air filter • If operating the projector at high altitude, turn on High Altitude Mode • If the problem persists, unplug the projector and contact Epson for help
Off	Flashing blue	Off	Flashing orange	A fan or sensor has a problem; turn the projector off, unplug it, and contact Epson for help
Off	Flashing blue	Flashing orange	Flashing orange	Cinema filter, static iris, or lens shutter error; turn the projector off, unplug it, and contact Epson for help
Off	Flashing blue	Orange	Orange	Laser driver error; turn the projector off, unplug it, and contact Epson for help
Off	Flashing blue	Flashing orange	Off	Internal projector error; turn the projector off, unplug it, and contact Epson for help
Flashing blue	Flashing blue	Flashing orange	Flashing orange	Fatal error; turn the projector off, unplug it, and contact Epson for help

Note: If the lights display a pattern not listed in the table above, turn the projector off, unplug it, and contact Epson for help.

Parent topic: [Solving Problems](#)

Related tasks

[Cleaning the Air Filter](#)

[Replacing the Air Filter](#)

Solving Image Problems

Check the solutions in these sections if you have any problems with projected images.

[Solutions When No Image Appears](#)

[Solutions When "No Signal" Message Appears](#)

[Solutions When "Not Supported" Message Appears](#)

[Solutions When Only a Partial Image Appears](#)

[Solutions When the Image is Not Rectangular](#)

[Solutions When the Image Contains Noise or Static](#)

[Solutions When the Image is Fuzzy or Blurry](#)

[Solutions When the Image Brightness or Colors are Incorrect](#)

[Solutions When Using HDMI Link](#)

[Solutions to Panel Alignment Problems](#)

[Solutions When a 3D Image Does Not Display Correctly](#)

Parent topic: [Solving Problems](#)

Related references

[Projector Light Status](#)

Solutions When No Image Appears

If no image appears, try the following solutions:

- Press the **Blank** button on the remote control to see if the image was temporarily turned off.
- Make sure all necessary cables are securely connected and the power is on for the projector and connected video sources.
- Press the projector's power button to wake it from standby or sleep mode. Also see if your connected computer is in sleep mode or displaying a blank screen saver.
- Press the **Menu** button. If the projector menu is able to display, there may be a problem with the connected video source, cable connection, or port.
- Check the settings on the Signal menu to make sure they are correct for the current video source.
- Adjust the **Brightness** setting or select the **High** Power Consumption setting.
- Check the **Display** setting to make sure **Messages** is set to **On**.
- If the projector does not respond when you press the control panel buttons, the buttons may be locked. Unlock the buttons.

- For images projected with Windows Media Center, reduce the screen size from full screen mode.
- For images projected from applications using Windows DirectX, turn off DirectX functions.
- If the other solutions do not solve the problem, reset all of the projector settings using the options on the **Reset** menu.

Parent topic: [Solving Image Problems](#)

Related references

[Input Signal Settings - Signal Menu](#)

Solutions When "No Signal" Message Appears

If the "No Signal" message appears, try the following solutions:

- Press the **Source** button on the projector repeatedly to cycle through the available sources. Wait a few seconds for an image to appear.
- Press a source button on the remote to select an available source. Wait a few seconds for an image to appear.
- Turn on the connected computer or video source, and press its play button to begin your presentation, if necessary.
- Check the connection from the projector to your video sources.
- If you are projecting from a laptop computer, make sure it is set up to display on an external monitor.
- If necessary, turn the projector and the connected computer or video source off and then on again.
- If the other solutions do not solve the problem, reset all of the projector settings using the options on the **Reset** menu.

[Displaying From a PC Laptop](#)

[Displaying From a Mac Laptop](#)

Parent topic: [Solving Image Problems](#)

Related references

[Projector Reset Options - Reset Menu](#)

Related tasks

[Selecting an Image Source](#)

Displaying From a PC Laptop

If you see the "No Signal" message when you display from a PC laptop, you need to set up the laptop to display on an external monitor.

1. Hold down the laptop's **Fn** key and press the key labeled with a monitor icon or **CRT/LCD**. (See your laptop manual for details.) Wait a few seconds for an image to appear. To display on both the laptop's monitor and the projector, try pressing the same keys again.

Note: On Windows 7 or later, hold down the Windows key and press **P** at the same time, then click **Duplicate**.

2. If the same image is not displayed by the laptop and projector, check the Windows **Display** utility to make sure the external monitor port is enabled and extended desktop mode is disabled. (See your computer or Windows manual for instructions.)
3. If necessary, check your video card settings and set the multiple display option to **Mirror** or **Duplicate**.

Parent topic: [Solutions When "No Signal" Message Appears](#)

Displaying From a Mac Laptop

If you see the "No Signal" message when you display from a Mac laptop, you need to set up the laptop for mirrored display. (See your laptop manual for details.)

1. Open the **System Preferences** utility and select **Displays**, **Display**, or **Color LCD**.
2. Click the **Arrange** or **Arrangement** tab.
3. Select the **Mirror Displays** checkbox.

Parent topic: [Solutions When "No Signal" Message Appears](#)

Solutions When "Not Supported" Message Appears

If the "Not Supported" message appears, try the following solutions:

- Make sure the correct input signal is selected on the Settings menu.
- Make sure the computer's display resolution does not exceed the projector's resolution and frequency limit. If necessary, select a different display resolution for your computer. (See your computer manual for details.)
- As a test, try setting the computer's display resolution to the lowest possible setting, and then gradually increase it as necessary.

Parent topic: [Solving Image Problems](#)

Related references

[Projector Feature Settings - Settings Menu](#)

Solutions When Only a Partial Image Appears

If only a partial computer image appears, try the following solutions:

- Try adjusting the image position using the **Lens** button on the remote control or control panel.
- Press the **Aspect** button on the remote control to select a different image aspect ratio.
- Check the cables connecting the computer or video source to the projector. Try connecting different cables.
- Check your computer display settings to disable dual display and set the resolution within the projector's limits. (See your computer manual for details.)
- Check the resolution assigned to your presentation files to see if they are created for a different resolution than you are projecting in. (See your software help for details.)

Parent topic: [Solving Image Problems](#)

Related tasks

[Changing the Image Aspect Ratio](#)

Solutions When the Image is Not Rectangular

If the projected image is not evenly rectangular, try the following solutions:

- Place the projector directly in front of the center of the screen, facing it squarely, if possible.
- Adjust the image shape using the **Keystone** menu setting.

Parent topic: [Solving Image Problems](#)

Related tasks

[Adjusting Image Shape Using the Control Panel Thumbstick](#)

Solutions When the Image Contains Noise or Static

If the projected image seems to contain electronic interference (noise) or static, try the following solutions:

- Check the cables connecting your computer or video source to the projector. They should be:
 - Separated from the power cord to prevent interference
 - Securely connected at both ends
 - Not connected to an extension cable
 - No longer than 10 feet (3 m) for VGA/computer cables or 24 feet (7.3 m) for HDMI cables

- Check the settings on the projector's Signal menu to make sure they match the video source. If available for your video source, adjust the **Deinterlacing** and **Noise Reduction** settings.
- Select a computer video resolution and refresh rate that are compatible with the projector.
- If you are projecting from a computer using a VGA cable, display a uniformly patterned image on the screen and manually adjust the **Tracking** and **Sync** settings.
- If you adjusted the image shape using the projector controls, try decreasing the **Sharpness** setting to improve image quality.
- If you connected an extension power cable, try projecting without it to see if it caused interference in the signal.
- Try turning off **Frame Interpolation**, or turn on **Image Enhancement** in the Image menu.

Parent topic: [Solving Image Problems](#)

Related references

[Image Quality Settings - Image Menu](#)

[Input Signal Settings - Signal Menu](#)

Solutions When the Image is Fuzzy or Blurry

If the projected image is fuzzy or blurry, try the following solutions:

- Adjust the image focus.
- Check the lens for condensation.

Note: To avoid condensation on the lens after bringing the projector in from a cold environment, let the projector warm up to room temperature before using it.

- Position the projector close enough to the screen, and directly in front of it.
- Position the projector so the keystone adjustment angle is not so wide that it distorts the image.
- Adjust the **Sharpness** setting to improve image quality.
- If you are projecting from a computer, use a lower resolution.

Parent topic: [Solving Image Problems](#)

Related references

[Image Quality Settings - Image Menu](#)

Related tasks

[Focusing the Image with the Lens Button](#)

Solutions When the Image Brightness or Colors are Incorrect

If the projected image is too dark or light, or the colors are incorrect, try the following solutions:

- Press the **Color Mode** button on the remote control to try different color modes for the image and environment.
- Check your video source settings.
- Adjust the available settings on the Image menu for the current input source, such as **Brightness**, **Contrast**, **Tint**, **Advanced**, and **Color Saturation**.
- Turn off the HDR mode in the **Dynamic Range** setting or set the **Color Space** setting to **BT.709**.
- Make sure all the cables are securely connected to the projector and your video device. If you connected long cables, try connecting shorter cables.
- If you are using the **ECO** Power Consumption setting, try selecting **High** in the projector's menus.
- Position the projector close enough to the screen.

Parent topic: [Solving Image Problems](#)

Related references

[Image Quality Settings - Image Menu](#)

[Projector Feature Settings - Settings Menu](#)

Related tasks

[Changing the Color Mode](#)

Solutions When Using HDMI Link

If you cannot control an HDMI device using the HDMI Link buttons, try the following solutions:

- Make sure all necessary cables are securely connected and the power is on for the projector and connected video sources.
- Make sure the cables meet the HDMI standards.
- Make sure the connected device supports the CEC standards.
- If you connected a new device or changed any connections, you may need to restart the device.
- Connect no more than three devices that support HDMI Link at the same time.
- If you have connected a speaker or receiver, set the output to PCM.

Parent topic: [Solving Image Problems](#)

Related tasks

[Connecting to an HDMI Video Source](#)

Solutions to Panel Alignment Problems

If the panel alignment does not result in a satisfactory picture, try the following solutions:

- Make sure the **Projection** setting matches the installation position.
- Make sure the projection surface is not colored or textured. Project on a white surface with no texture.
- Leave the projector on for 10 to 15 minutes before adjusting the panel alignment.
- The projected image size should be at least 60 inches (152 cm) during panel alignment.
- If the image contains too much magenta, adjust the red and blue panels.
- If the pattern lines look fuzzy or out of focus, adjust the focus before performing the panel alignment.

Parent topic: [Solving Image Problems](#)

Related tasks

[Focusing the Image with the Lens Button](#)

[Changing the Projection Mode Using the Menus](#)

[Adjusting the Color Convergence \(Panel Alignment\)](#)

Solutions When a 3D Image Does Not Display Correctly

If a 3D image does not display correctly, try the following solutions:

- Press the **2D/3D** button on the remote control to switch to 3D mode, if necessary. You can also activate 3D mode by setting the **3D Display** setting on the Signal menu to **On**.
- Make sure your video device and media are both 3D-compatible. Refer to the documentation that came with your video device for more information.
- Make sure you are using an HDMI cable that supports 3D signals.
- Make sure you selected the correct **3D Format** setting on the Signal menu. Normally this should be set to **Auto**, but in some cases you may need to select a different setting to match the 3D signal from your video device.
- Make sure you are using RF 3D active shutter glasses. You can purchase them from Epson.
- Make sure your 3D glasses are turned on and fully charged. If the glasses have entered standby mode, slide the power switch on the glasses to the **Off** position and then back to the **On** position.
- Make sure your 3D glasses are paired with the projector.

- Adjust the **3D Depth** setting on the Signal menu.
- Make sure you are within the 3D viewing range.
- Make sure your screen size matches the **Diagonal Screen Size** setting on the Signal menu.
- Avoid using the projector near wireless networks, microwave ovens, 2.4 GHz cordless phones, or other devices that use the 2.4 GHz frequency band. These devices can interfere with the signal between the projector and the 3D glasses.
- If the other solutions do not solve the problem, change the **Inverse 3D Glasses** setting on the Signal menu. Return the setting to its original value if changing it does not solve the problem as it can adversely affect the 3D image.

Parent topic: [Solving Image Problems](#)

Related references

[Input Signal Settings - Signal Menu](#)

Related tasks

[Viewing 3D Images](#)

Solving Projector or Remote Control Operation Problems

Check the solutions in these sections if you have problems operating the projector or remote control.

[Solutions to Projector Power or Shut-Off Problems](#)

[Solutions to Problems with the Remote Control](#)

Parent topic: [Solving Problems](#)

Solutions to Projector Power or Shut-Off Problems

If the projector does not come on when you press the power button or it shuts off unexpectedly, try the following solutions:

- Make sure the power cord is securely connected to the projector and to a working electrical outlet.
- The projector's buttons may be locked for security. Unlock the buttons or use the remote control to turn on the projector.
- If the projector's laser shuts off unexpectedly, it may have entered standby mode after a period of inactivity. Press the power button to wake the projector and adjust the **Sleep Mode Timer** setting to change the sleep interval.
- If the projector's laser shuts off, the status light is flashing blue, and the Temp light is orange, the projector has overheated and shut off. Check the solutions for this light status.

- If the power button on the remote control does not turn on the projector, check its batteries and make sure the **Remote Receiver** setting is turned on in the projector's menu, if available.
- Make sure **Sleep Mode** is not in effect.
- The power cord may be defective. Try another power cord. If that doesn't work, disconnect the cord and contact Epson.

Parent topic: [Solving Projector or Remote Control Operation Problems](#)

Related references

[Projector Feature Settings - Settings Menu](#)

[Projector Light Status](#)

Related tasks

[Unlocking the Projector's Buttons](#)

Solutions to Problems with the Remote Control

If the projector does not respond to remote control commands, try the following solutions:

- Check that the remote control batteries are installed correctly and have power. If necessary, replace the batteries.
- Make sure you are operating the remote control within the reception angle and range of the projector.
- Make sure the projector is not warming up or shutting down.
- Check to see if a button on the remote control is stuck down, causing it to enter sleep mode. Release the button to wake the remote control up.
- Strong fluorescent lighting, direct sunlight, or infrared device signals may be interfering with the projector's remote receivers. Dim the lights or move the projector away from the sun or interfering equipment.
- If available, turn off one of the remote receivers in the projector's menu system, or check if all the remote receivers were turned off.
- If you assigned an ID number to the remote control to operate multiple projectors, you may need to check or change the ID setting (feature not available with all projectors).
- If you lose the remote control, you can purchase another from an authorized Epson reseller.

Parent topic: [Solving Projector or Remote Control Operation Problems](#)

Related references

[Remote Control Operation](#)

Related tasks

[Replacing the Remote Control Batteries](#)

Solving Network Problems

Check the solutions in these sections if you have problems using the projector on a network.

[Solutions When Network Alert E-Mails are Not Received](#)

[Solutions When You Cannot Access the Projector Through the Web](#)

Parent topic: [Solving Problems](#)

Solutions When Network Alert E-Mails are Not Received

If you do not receive an e-mail alerting you to problems with a projector over the network, try the following solutions:

- Make sure the projector is turned on and connected to the network correctly. (If an error shut down the projector, it cannot send an e-mail.)
- Make sure you set up the projector e-mail alert settings correctly on the projector's network Mail menu or in the network software.
- Set the **Standby Mode** setting to **Communication On** so the network software can monitor the projector in standby mode.

Parent topic: [Solving Network Problems](#)

Related tasks

[Setting Up Projector Network E-Mail Alerts](#)

Solutions When You Cannot Access the Projector Through the Web

If you are unable to access the projector through a web browser, make sure you are using the correct ID and password, which are case sensitive.

- For the user ID, enter **EPSONWEB**. (You cannot change the user ID.)
- For the password, enter the password set in the projector's Network menu. The default password is **admin**.
- Make sure you have access to the network the projector is on.

Note: The user ID and password are case sensitive.

Parent topic: [Solving Network Problems](#)

Where to Get Help

If you need to contact Epson for technical support services, use the following support options.

Internet Support

Visit Epson's support website at epson.com/support (U.S.), epson.ca/support (Canada), or epson.com.jm/support (Caribbean) and select your product for solutions to common problems with your projector. You can download utilities and documentation, get FAQs and troubleshooting advice, or e-mail Epson with your questions.

Speak to a Support Representative

To use the Epson PrivateLine Support service, call (800) 637-7661. This service is available for the duration of your warranty period. You may also speak with a projector support specialist by dialing (562) 276-4394 (U.S.) or (905) 709-3839 (Canada).

Support hours are 6 AM to 8 PM, Pacific Time, Monday through Friday and 7 AM to 4 PM, Pacific Time, Saturday.

Days and hours of support are subject to change without notice. Toll or long distance charges may apply.

Before you call, have the following information ready:

- Product name
- Product serial number (located on the bottom or rear of the projector, or in the menu system)
- Proof of purchase (such as a store receipt) and date of purchase
- Computer or video configuration
- Description of the problem

Purchase Supplies and Accessories

You can purchase screens, other optional accessories, and replacement parts from an Epson authorized reseller. To find the nearest reseller, call 800-GO-EPSON (800-463-7766) in the U.S. or 800-807-7766 in Canada. Or you can purchase online at epsonstore.com (U.S. sales) or epsonstore.ca (Canadian sales).

To purchase a replacement remote control, call (562) 276-4394 (U.S.) or (905) 709-3839 (for dealer referral in Canada).

Parent topic: [Solving Problems](#)

Technical Specifications

These sections list the technical specifications of your projector.

[General Projector Specifications](#)

[Projector Light Source Specifications](#)

[Remote Control Specifications](#)

[Projector Dimension Specifications](#)

[Projector Electrical Specifications](#)

[Projector Environmental Specifications](#)

[Projector Safety and Approvals Specifications](#)

[Supported Video Display Formats](#)

General Projector Specifications

Type of display	Poly-silicon TFT active matrix
Resolution	1920 × 1080 pixels (1080p)
Lens	F=2.5 to 3.7 Focal length: 21.3 to 44.7 mm
Color reproduction	Full color, up to 1 billion colors
Brightness	High Power Consumption mode: White light output 1500 lumens (ISO 21118 standard) Color light output 1500 lumens Note: Color brightness (color light output) and white brightness (white light output) will vary depending on usage conditions. Color light output measured in accordance with IDMS 15.4; white light output measured in accordance with ISO 21118.
Contrast ratio	Infinite with the following settings: Color Mode, Dynamic; Power Consumption, High; Zoom, Wide; and Lens Shift set with the image horizontally centered and vertically adjusted upwards by one half of the image height.

Image size (in native aspect ratio)	30 inches (0.76 m) to 300 inches (7.62 m)
Projection distance (in native aspect ratio)	32.7 inches (0.83 m) to 716.1 inches (18.2 m)
Projection methods	Front, rear, ceiling-mounted
Optical aspect ratio (width-to-height)	16:9
Focus adjustment	Powered
Zoom adjustment	Powered
Zoom ratio (Tele-to-Wide)	1 to 2.1
Noise level	High Power Consumption mode: 28 dB (with 4K Enhancement off) ECO Power Consumption mode: 19 dB (with 4K Enhancement off)
Keystone correction angle	± 30° vertical

Parent topic: [Technical Specifications](#)

Projector Light Source Specifications

Type	Laser Diode Output: 41.9 mW Repetition rate: 0 to 100%
Life	High Power Consumption mode: Up to about 14000 hours Medium Power Consumption mode: Up to about 26000 hours ECO Power Consumption mode: Up to about 30000 hours

Parent topic: [Technical Specifications](#)

Remote Control Specifications

Reception range	32 feet (10 m)
Batteries	Two alkaline or manganese AA

Parent topic: [Technical Specifications](#)

Projector Dimension Specifications

Height (excluding feet)	8.9 inches (225 mm)
Width	21.7 inches (550 mm)
Depth	21.8 inches (553 mm)
Weight	39.7 lb (18 kg)

Parent topic: [Technical Specifications](#)

Projector Electrical Specifications

Rated frequency	50/60 Hz
Power supply	100 to 240 VAC \pm 10% 4.6 to 2.1 A
Power consumption (100 to 120 V)	Operating: High Power Consumption mode: 459 W ECO Power Consumption mode: 267 W Standby: 0.24 W (Communication Off), 2.2 W (Communication On)
Power consumption (220 to 240 V)	Operating: High Power Consumption mode: 442 W ECO Power Consumption mode: 262 W Standby: 0.34 W (Communication Off), 2.3 W (Communication On)

Parent topic: [Technical Specifications](#)

Projector Environmental Specifications

Temperature	Operating: Up to 7500 ft (2286 m): 41 to 95 °F (5 to 35 °C) 7500 ft (2286 m) to 9843 ft (3000 m): 41 to 86 °F (5 to 30 °C) Storage: 14 to 140 °F (–10 to 60 °C)
Humidity (relative, non-condensing)	Operating: 20 to 80% Storage: 10 to 90%
Operating altitude	Up to 4921 feet (1500 m) 4921 feet (1500 m) to 9843 feet (3000 m) with High Altitude Mode enabled

Parent topic: [Technical Specifications](#)

Projector Safety and Approvals Specifications

United States	FCC Part 15 Class B (DoC) UL60950-1 2nd edition (cTUVus Mark)
Canada	ICES-003 Class B CSA C22.2 No. 60950-1-07 (cTUVus Mark)

Parent topic: [Technical Specifications](#)

Supported Video Display Formats

For best results, your computer's monitor port or video card resolution should be set to display in the projector's native resolution. However, your projector includes Epson's SizeWise chip that supports other computer display resolutions, so your image will be resized to fit automatically.

Your computer's monitor port or video card refresh rate (vertical frequency) must be compatible with the projector. (See your computer or video card manual for details.)

The table here lists the compatible refresh rate and resolution for each compatible video display format.

Display format	Refresh rate (in Hz)	Resolution (in pixels)
Computer signals (analog RGB)		
VGA	60/72/75/85	640 × 480
SVGA	56/60/72/75/85	800 × 600
XGA	60/70/75/85	1024 × 768
SXGA	70/75/85	1152 × 864
	60/75/85	1280 × 960
	60/75/85	1280 × 1024
WXGA	60	1280 × 768
	60	1366 × 768
	60/75/85	1280 × 800
WXGA++	60	1600 × 900
Composite video		
TV (NTSC)	60	720 × 480
TV (PAL)	50/60	720 × 576
TV (SECAM)	50	720 × 576
Component video		
SDTV (480i)	60	720 × 480
SDTV (576i)	50	720 × 576
SDTV (480p)	60	720 × 480
SDTV (576p)	50	720 × 576
HDTV (720p)	50/60	1280 × 720
HDTV (1080i)	50/60	1920 × 1080
HDTV (1080p)	50/60	1920 × 1080
HDMI input signals		
VGA	60	640 × 480
SDTV (480i/480p)	60	720 × 480

Display format	Refresh rate (in Hz)	Resolution (in pixels)
SDTV (576i/576p)	50	720 × 576
HDTV (720p)	50/60	1280 × 720
HDTV (1080i)	50/60	1920 × 1080
HDTV (1080p)	24/30/50/60	1920 × 1080
4K × 2K	24/25/30/50/60	3840 × 2160
	50/60	4096 × 2160
4K × 2K	24	4096 × 2160

3D Input Signals

Display format	Refresh rate (in Hz)	Resolution (in pixels)	3D formats
HDTV (720p)	50/60	1280 × 720	Frame Packing Side by Side Top and Bottom
HDTV (1080i)	50/60	1920 × 1080	Side by Side
HDTV (1080p)	50/60	1920 × 1080	Side by Side
	24	1920 × 1080	Frame Packing Side by Side Top and Bottom

4K HDR Compatible Signals

Display format (refresh rate)	Chroma subsampling (pixel encoding)	Color depth: 24 bits (8-bit per pixel)	Color depth: 30 bits (10-bit per pixel)	Color depth: 36 bits (12-bit per pixel)
4K/60p (60 Hz)	4:4:4	SDR	SDR	SDR
	4:2:2	SDR	SDR	SDR
	4:2:0	SDR	SDR	SDR

Display format (refresh rate)	Chroma subsampling (pixel encoding)	Color depth: 24 bits (8-bit per pixel)	Color depth: 30 bits (10-bit per pixel)	Color depth: 36 bits (12-bit per pixel)
4K/24p (24 Hz)	4:4:4	SDR	SDR	SDR
	4:2:2	SDR	HDR	HDR*
	4:2:0	This signal does not exist.		

*This signal is processed at 4:2:2 10-bit.

Parent topic: [Technical Specifications](#)

Notices

Check these sections for important notices about your projector.

[Recycling](#)

[Important Safety Information](#)

[Laser Safety Information](#)

[Important Safety Instructions](#)

[FCC Compliance Statement](#)

[Open Source Software License](#)

[Binding Arbitration and Class Waiver](#)

[Trademarks](#)

[Copyright Notice](#)

Recycling

Epson offers a recycling program for end of life products. Please go to [this site](#) for information on how to return your products for proper disposal.

Parent topic: [Notices](#)

Important Safety Information

Caution: Never look into the projector lens when the laser is turned on; the bright light can damage your eyes. Never let children look into the lens when it is on. Never open any cover on the projector, except the filter covers. Dangerous electrical voltages inside the projector can severely injure you. Except as specifically explained in this *User's Guide*, do not attempt to service this product yourself. Refer all servicing to qualified service personnel.

Warning: The projector and its accessories come packaged in plastic bags. Keep plastic bags away from small children to avoid any risk of suffocation.

Parent topic: [Notices](#)

Laser Safety Information

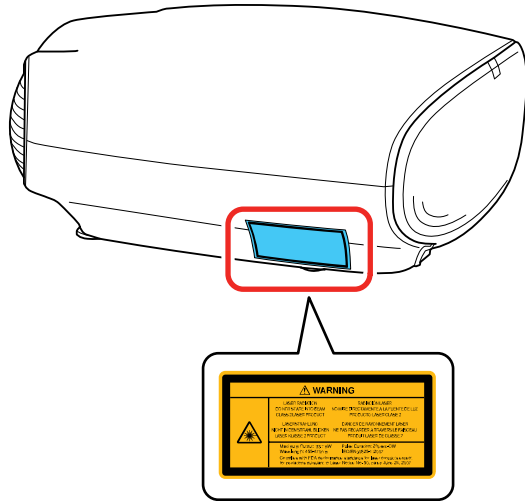
This projector is a Class 2 laser product that complies with the IEC60825-1 international standard for lasers. Follow these safety instructions when using the projector.

- If an error occurs in the projector, turn off the power and unplug the projector immediately. Continuing to use the projector could result in an electric shock, fire, or visual impairment. Contact Epson support.
- Do not attempt to disassemble or modify the projector. The projector contains a high-power laser component. Serious injury could result.
- Do not look into the lens during projection. Also, do not look into the lens using optical devices, such as a magnifying glass or telescope. This could cause visual impairment.
- When turning on the projector at a distance using the remote control, make sure no one is looking into the lens.
- Do not allow small children to operate the projector. Children must be accompanied by an adult.
- Do not apply optical devices, such as a magnifying glass or reflector, to the projected image. Using the projector may result in physical harm, fire, or an accident.
- Before using the projector, make sure there is nothing in the area that could reflect the projected image.
- When disposing of the projector, do not disassemble it. Dispose of the projector in accordance with your local or national laws and regulations.

There is a label attached to the projector to indicate it is a Class 2 product. The label contains the following information:

- Invisible laser radiation
- Do not stare into beam or view directly with optical instruments
- Class 2 laser product

- Pulse width

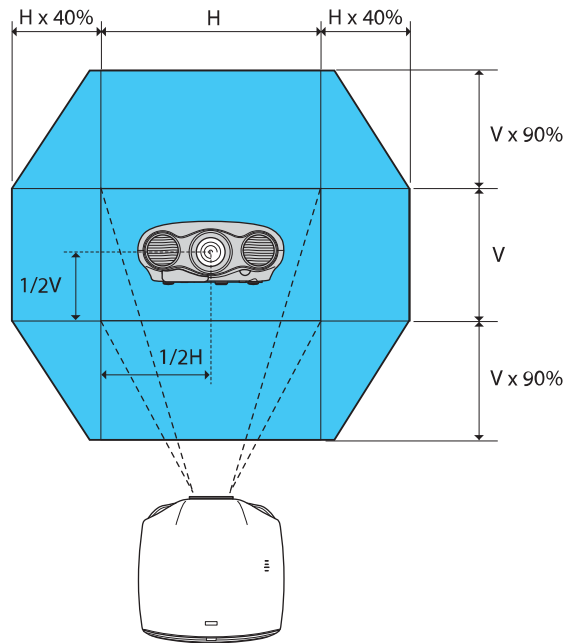


Laser Optical Path

Parent topic: Notices

Laser Optical Path

When using the Lens Shift function, the laser light from the projection lens is diffused within the following range:



When Lens Shift is at the maximum vertical position: 32° from the center of the lens

When Lens Shift is at the maximum horizontal position: 34° from the center of the lens

Parent topic: [Laser Safety Information](#)

Important Safety Instructions

Follow these safety instructions when setting up and using the projector:

- Do not look into the lens when the projector is on. The bright light can damage your eyes. Avoid standing in front of the projector so the bright light does not shine into your eyes.
- Do not place the projector on an unstable cart, stand, or table.
- Do not operate the projector on its side, or while tilted to one side. Do not tilt the projector more than 3° forward or back.

- If the projector is mounted on a ceiling or wall, it should be installed by qualified technicians using mounting hardware designed for use with this projector.
- When installing or adjusting a ceiling or wall mount, do not use adhesives to prevent the screws from loosening and do not use oils or lubricants. This may cause the projector case to crack and the projector to fall from its ceiling mount. This could cause serious injury to anyone under the mount and could damage the projector.
- Do not use the projector near water, sources of heat, high-voltage electrical wires, or sources of magnetic fields.
- Use the type of power source indicated on the projector. Use of a different power source may result in fire or electric shock. If you are not sure of the power available, consult your dealer or power company.
- Place the projector near a wall outlet where the plug can be easily unplugged.
- Take the following precautions when handling the plug: Do not hold the plug with wet hands. Do not insert the plug into a dusty outlet. Insert the plug firmly into the outlet. Do not pull the power cord when disconnecting the plug; always be sure to hold the plug when disconnecting it. Do not overload wall outlets, extension cords, or power strips. Failure to comply with these precautions could result in fire or electric shock.
- Do not place the projector where the cord can be walked on. This may result in fraying or damage to the plug.
- Unplug the projector from the wall outlet and allow to cool before cleaning. Use a dry cloth (or, for stubborn dirt or stains, a moist cloth that has been wrung dry) for cleaning. Do not use liquid or aerosol cleaners, any sprays containing flammable gas, or solvents such as alcohol, paint thinner, or benzene.
- Do not block the slots and openings in the projector case. They provide ventilation and prevent the projector from overheating. Do not operate the projector on a sofa, rug, or other soft surface, or set it on top of loose papers. Do not cover the projector with a blanket, curtain, or tablecloth. If you are setting up the projector near a wall, leave at least 7.9 inches (20 cm) of space between the wall and the projector.
- Do not operate the projector in a closed-in cabinet unless proper ventilation is provided.
- Never allow objects of any kind to enter any openings in the projector. Do not leave objects, especially flammable objects, near the projector. Never spill liquid of any kind into the projector.
- If you are using two or more projectors side-by-side, leave at least 20 inches (50 cm) of space between the projectors to allow for proper ventilation.
- You may need to clean the air filter and vent. A clogged air filter or vent can block ventilation needed to cool the projector. Do not use canned air, or the gases may leave a residue.
- Do not store the projector outdoors for an extended length of time.

- Except as specifically explained in this manual, do not attempt to service this product yourself. Refer all servicing to qualified personnel. Opening or removing covers may expose you to dangerous voltages and other hazards.
- Never open any covers on the projector except as specifically explained in this manual. Never attempt to disassemble or modify the projector. Refer all repairs to qualified service personnel.
- Unplug the projector from the wall outlet and refer servicing to qualified service personnel under the following conditions: if it does not operate normally when you follow the operating instructions, or exhibits a distinct change in performance; if smoke, strange odors, or strange noises come from the projector; if the power cord or plug is damaged or frayed; if liquid or foreign objects get inside the projector, or if it has been exposed to rain or water; if it has been dropped or the housing has been damaged.
- Do not touch the plug during an electrical storm. Otherwise, you may receive an electric shock.
- Unplug the projector when it will not be used for extended periods.
- Do not use the projector where it may be exposed to rain, water, or excessive humidity.
- Do not use or store the projector where it may be exposed to smoke, steam, corrosive gases, excessive dust, vibration, or shock.
- Do not use the projector where flammable or explosive gases may be present.
- Do not use or store the projector or remote control in a hot location, such as near a heater, in direct sunlight, or in a closed vehicle.
- If you use the projector in a country other than where you purchased it, use the correct power cord for that country.
- Do not stand on the projector or place heavy objects on it.
- Do not use the projector outside of the required temperature range below:
41 to 95 °F (5 to 35 °C) at an altitude of 7500 feet (2286 m) or less, or 41 to 86 °F (5 to 30 °C) at a higher altitude
Doing so may cause an unstable display and could lead to projector damage. Do not use or store the projector where it may be exposed to sudden changes in temperature.
- Do not store the projector outside of the required temperature range of 14 to 140 °F (–10 to 60 °C) or in direct sunlight for long periods of time. Doing so may cause damage to the case.
- Do not place anything that can become warped or damaged by heat near the exhaust vents. Do not bring your hands or face close to the vents while projection is in progress. Do not bring your face close to the projector while it is in use.

- Before you move the projector, make sure its power is turned off, the plug is disconnected from the outlet, and all cables are disconnected.
- Do not place the source of an open flame, such as a lit candle, on or near the projector.
- Do not block the lens during projection using a book or any other object. This could damage the projector or cause a fire.
- Do not modify the power cord. Do not place heavy objects on top of the power cord or bend, twist, or pull it excessively. Keep the power cord away from hot electrical appliances.

WARNING: The cords included with this product contain chemicals, including lead, known to the State of California to cause birth defects or other reproductive harm. ***Wash hands after handling.*** (This notice is provided in accordance with Proposition 65 in Cal. Health & Safety Code § 25249.5 and following.)

[3D Safety Instructions](#)

[Restriction of Use](#)

Parent topic: [Notices](#)

3D Safety Instructions

Follow these 3D safety instructions when setting up and using the projector:

- If you or any viewer experiences the following symptoms or other major discomfort from viewing 3D video images, immediately stop viewing and contact your health care provider: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, disorientation, eye strain, nausea/vomiting, dizziness, headaches, fatigue, or blurry/double vision that lasts longer than few seconds. Do not engage in any potentially hazardous activity (such as driving a vehicle or operating machinery) until your symptoms have completely gone away. If the symptoms persist, discontinue use and do not resume stereoscopic 3D viewing without discussing your symptoms with a health care provider/physician.
- Some viewers may experience a seizure or blackout when exposed to flashing images or lights contained in certain 3D content. Anyone who has a history of seizures, loss of awareness, symptoms linked to an epileptic condition, or has a family history of epilepsy, should contact a health care provider before using the 3D function. It is recommended that all viewers take regular breaks while watching 3D video images or playing stereoscopic 3D games. The suggested breaks are, at least 5 to 15 minutes after every 30 to 60 minutes of stereoscopic 3D content viewing.*

*Based on the guidelines issued by the 3D Consortium revised December 10, 2008. The length and frequency of necessary breaks will vary from person to person. If you experience any discomfort, you should immediately stop watching the 3D video images or playing stereoscopic 3D games until the discomfort ends; consult a health care provider/physician if necessary.

- Due to the possible impact on vision development, viewers of 3D video images should be age 6 or older. Children and teenagers may be more susceptible to health issues associated with viewing in 3D and should be closely supervised to avoid prolonged viewing without rest.
- Maintain a distance from the screen of at least three times the screen height when viewing 3D images. The recommended viewing distance for an 80 inch screen is at least 10 feet (3 m) and at least 12 feet (3.6 m) for a 100 inch screen. Also, we recommended using a screen size less than 120 inches. Viewing any closer than the recommended viewing distance or on a screen larger than recommended may result in eye fatigue.
- Viewing 3D content may cause dizziness and disorientation for some viewers. Therefore, to avoid injury do not place your projector or screen near open stairwells, balconies, or wires, and do not sit near objects that could be broken if accidentally hit.
- The following people should limit 3D content viewing:
 - People with a history of photosensitivity
 - People with heart disease
 - People in poor health
 - People who are sleep deprived
 - People who are physically tired
 - People under the influence of drugs or alcohol
 - Anyone who has ever experienced epileptic seizures or sensory disturbances triggered by flashing light effects
 - SOME LIGHT PATTERNS MAY INDUCE SEIZURES IN PERSONS WITH NO PRIOR HISTORY OF EPILEPSY.
- Do not use the device near any medical equipment or equipment that is automatically controlled, such as automatic doors or fire alarms. Electromagnetic interference from the device may cause such equipment to malfunction and cause an accident.
- Do not disassemble or modify the 3D glasses. This could cause a fire to occur or the images to appear abnormal when viewing, causing you to feel ill.
- Do not leave the 3D glasses or any parts supplied with the glasses within reach of children. They could be accidentally swallowed. If anything is accidentally swallowed, contact a doctor immediately.
- Do not place the 3D glasses in a fire or on a heat source, or leave them unattended in a location subject to high temperatures. Because this device has a built-in rechargeable lithium battery, it could cause burns or a fire if it ignites or explodes.

- When charging the 3D glasses, only use the supplied charging cable and connect the cable to the USB port designated by Epson. Do not charge the 3D glasses using other devices as it may cause the battery to leak, overheat, ignite, or explode.
- Do not drop the 3D glasses or press too forcefully on them. If the glass sections or other parts are broken, an injury could occur. Store the glasses in the soft case supplied with them.
- Do not drop the 3D glasses or press too forcefully on them. If the glass sections or other parts are broken, an injury could occur.
- Be careful of the edges of the frame when wearing the 3D glasses and do not place your finger in any of the moving sections such as the hinges. Otherwise you could injure your eyes or fingers.
- When disposing of the 3D glasses, follow any local rules and regulations.

Parent topic: [Important Safety Instructions](#)

Restriction of Use

When this product is used for applications requiring high reliability/safety such as transportation devices related to aviation, rail, marine, automotive; disaster prevention devices; various safety devices; or functional/precision devices, you should use this product only after giving consideration to including fail-safes and redundancies into your design to maintain safety and total system reliability.

Because this product was not intended for use in applications requiring extremely high reliability/safety such as aerospace equipment, main communication equipment, nuclear power control equipment, or medical equipment related to direct medical care, please make your own judgment on this product's suitability after a full evaluation.

Parent topic: [Important Safety Instructions](#)

FCC Compliance Statement

For United States Users

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

- Reorient or relocate the receiving antenna.

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

WARNING

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

For Canadian Users

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

Parent topic: [Notices](#)

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The list of GPL Programs

busybox-1.13.4

iptables-1.4.4

libgcc1(gcc-4.3.3)

libstdc++-6.0.10

linux-2.6.27

patches

udhcp 0.9.8

uvc rev.219

wireless_tools 29

EPSON original drivers

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Version 2, June 1991

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SDL-1.2.13

SDL-Image

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Version 2.1, February 1999

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TINET (TCP/IP Protocol Stack)

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Binding Arbitration and Class Waiver

1. DISPUTES, BINDING INDIVIDUAL ARBITRATION, AND WAIVER OF CLASS ACTIONS AND CLASS ARBITRATIONS

1.1 **Disputes.** The terms of this Section 1 shall apply to all Disputes between you and Epson. The term "Dispute" is meant to have the broadest meaning permissible under law and includes any dispute, claim, controversy or action between you and Epson arising out of or relating to this Agreement, Epson branded products (hardware and including any related software), or other transaction involving you and

Epson, whether in contract, warranty, misrepresentation, fraud, tort, intentional tort, statute, regulation, ordinance, or any other legal or equitable basis. "DISPUTE" DOES NOT INCLUDE IP CLAIMS, or more specifically, a claim or cause of action for (a) trademark infringement or dilution, (b) patent infringement, (c) copyright infringement or misuse, or (d) trade secret misappropriation (an "IP Claim"). You and Epson also agree, notwithstanding Section 1.6, that a court, not an arbitrator, may decide if a claim or cause of action is for an IP Claim.

1.2 Binding Arbitration. You and Epson agree that all Disputes shall be resolved by binding arbitration according to this Agreement. **ARBITRATION MEANS THAT YOU WAIVE YOUR RIGHT TO A JUDGE OR JURY IN A COURT PROCEEDING AND YOUR GROUNDS FOR APPEAL ARE LIMITED.**

Pursuant to this Agreement, binding arbitration shall be administered by JAMS, a nationally recognized arbitration authority, pursuant to its code of procedures then in effect for consumer related disputes, but excluding any rules that permit joinder or class actions in arbitration (for more detail on procedure, see Section 1.6 below). You and Epson understand and agree that (a) the Federal Arbitration Act (9 U.S.C. §1, et seq.) governs the interpretation and enforcement of this Section 1, (b) this Agreement memorializes a transaction in interstate commerce, and (c) this Section 1 shall survive termination of this Agreement.

1.3 Pre-Arbitration Steps and Notice. Before submitting a claim for arbitration, you and Epson agree to try, for sixty (60) days, to resolve any Dispute informally. If Epson and you do not reach an agreement to resolve the Dispute within the sixty (60) days, you or Epson may commence an arbitration. Notice to Epson must be addressed to: Epson America, Inc., ATTN: Legal Department, 3840 Kilroy Airport Way, Long Beach, CA 90806 (the "Epson Address"). The Dispute Notice to you will be sent to the most recent address Epson has in its records for you. For this reason, it is important to notify us if your address changes by emailing us at EAlegal@ea.epson.com or writing us at the Epson Address above. Notice of the Dispute shall include the sender's name, address and contact information, the facts giving rise to the Dispute, and the relief requested (the "Dispute Notice"). Following receipt of the Dispute Notice, Epson and you agree to act in good faith to resolve the Dispute before commencing arbitration.

1.4 Small Claims Court. Notwithstanding the foregoing, you may bring an individual action in the small claims court of your state or municipality if the action is within that court's jurisdiction and is pending only in that court.

1.5 WAIVER OF CLASS ACTIONS AND CLASS ARBITRATIONS. YOU AND EPSON AGREE THAT EACH PARTY MAY BRING DISPUTES AGAINST THE OTHER PARTY ONLY IN AN INDIVIDUAL CAPACITY, AND NOT AS A PLAINTIFF OR CLASS MEMBER IN ANY CLASS OR REPRESENTATIVE PROCEEDING, INCLUDING WITHOUT LIMITATION FEDERAL OR STATE CLASS ACTIONS, OR CLASS ARBITRATIONS. CLASS ACTION LAWSUITS, CLASS-WIDE ARBITRATIONS, PRIVATE ATTORNEY-GENERAL ACTIONS, AND ANY OTHER PROCEEDING WHERE SOMEONE ACTS IN A REPRESENTATIVE CAPACITY ARE NOT ALLOWED. ACCORDINGLY, UNDER THE ARBITRATION PROCEDURES OUTLINED IN THIS SECTION, AN ARBITRATOR SHALL NOT COMBINE OR CONSOLIDATE MORE THAN ONE PARTY'S CLAIMS

WITHOUT THE WRITTEN CONSENT OF ALL AFFECTED PARTIES TO AN ARBITRATION PROCEEDING.

1.6 Arbitration Procedure. If you or Epson commences arbitration, the arbitration shall be governed by the rules of JAMS that are in effect when the arbitration is filed, excluding any rules that permit arbitration on a class or representative basis (the "JAMS Rules"), available at <http://www.jamsadr.com> or by calling 1-800-352-5267, and under the rules set forth in this Agreement. All Disputes shall be resolved by a single neutral arbitrator, and both parties shall have a reasonable opportunity to participate in the selection of the arbitrator. The arbitrator is bound by the terms of this Agreement. The arbitrator, and not any federal, state or local court or agency, shall have exclusive authority to resolve all disputes arising out of or relating to the interpretation, applicability, enforceability or formation of this Agreement, including any claim that all or any part of this Agreement is void or voidable. Notwithstanding this broad delegation of authority to the arbitrator, a court may determine the limited question of whether a claim or cause of action is for an IP Claim, which is excluded from the definition of "Disputes" in Section 1.1 above. The arbitrator shall be empowered to grant whatever relief would be available in a court under law or in equity. The arbitrator may award you the same damages as a court could, and may award declaratory or injunctive relief only in favor of the individual party seeking relief and only to the extent necessary to provide relief warranted by that party's individual claim. In some instances, the costs of arbitration can exceed the costs of litigation and the right to discovery may be more limited in arbitration than in court. The arbitrator's award is binding and may be entered as a judgment in any court of competent jurisdiction.

You may choose to engage in arbitration hearings by telephone. Arbitration hearings not conducted by telephone shall take place in a location reasonably accessible from your primary residence, or in Orange County, California, at your option.

a) Initiation of Arbitration Proceeding. If either you or Epson decides to arbitrate a Dispute, both parties agree to the following procedure:

(i) Write a Demand for Arbitration. The demand must include a description of the Dispute and the amount of damages sought to be recovered. You can find a copy of a Demand for Arbitration at <http://www.jamsadr.com> ("Demand for Arbitration").

(ii) Send three copies of the Demand for Arbitration, plus the appropriate filing fee, to: JAMS, 500 North State College Blvd., Suite 600 Orange, CA 92868, U.S.A.

(iii) Send one copy of the Demand for Arbitration to the other party (same address as the Dispute Notice), or as otherwise agreed by the parties.

b) Hearing Format. During the arbitration, the amount of any settlement offer made shall not be disclosed to the arbitrator until after the arbitrator determines the amount, if any, to which you or Epson is entitled. The discovery or exchange of non-privileged information relevant to the Dispute may be allowed during the arbitration.

c) Arbitration Fees. Epson shall pay, or (if applicable) reimburse you for, all JAMS filings and arbitrator fees for any arbitration commenced (by you or Epson) pursuant to provisions of this Agreement.

d) Award in Your Favor. For Disputes in which you or Epson seeks \$75,000 or less in damages exclusive of attorney's fees and costs, if the arbitrator's decision results in an award to you in an amount greater than Epson's last written offer, if any, to settle the Dispute, Epson will: (i) pay you \$1,000 or the amount of the award, whichever is greater; (ii) pay you twice the amount of your reasonable attorney's fees, if any; and (iii) reimburse you for any expenses (including expert witness fees and costs) that your attorney reasonably accrues for investigating, preparing, and pursuing the Dispute in arbitration. Except as agreed upon by you and Epson in writing, the arbitrator shall determine the amount of fees, costs, and expenses to be paid by Epson pursuant to this Section 1.6d).

e) Attorney's Fees. Epson will not seek its attorney's fees and expenses for any arbitration commenced involving a Dispute under this Agreement. Your right to attorney's fees and expenses under Section 1.6d) above does not limit your rights to attorney's fees and expenses under applicable law; notwithstanding the foregoing, the arbitrator may not award duplicative awards of attorney's fees and expenses.

1.7 Opt-out. You may elect to opt-out (exclude yourself) from the final, binding, individual arbitration procedure and waiver of class and representative proceedings specified in this Agreement by sending a written letter to the Epson Address within thirty (30) days of your assent to this Agreement (including without limitation the purchase, download, installation of the Software or other applicable use of Epson Hardware, products and services) that specifies (i) your name, (ii) your mailing address, and (iii) your request to be excluded from the final, binding individual arbitration procedure and waiver of class and representative proceedings specified in this Section 1. In the event that you opt-out consistent with the procedure set forth above, all other terms shall continue to apply, including the requirement to provide notice prior to litigation.

1.8 Amendments to Section 1. Notwithstanding any provision in this Agreement to the contrary, you and Epson agree that if Epson makes any future amendments to the dispute resolution procedure and class action waiver provisions (other than a change to Epson's address) in this Agreement, Epson will obtain your affirmative assent to the applicable amendment. If you do not affirmatively assent to the applicable amendment, you are agreeing that you will arbitrate any Dispute between the parties in accordance with the language of this Section 1 (or resolve disputes as provided for in Section 1.7, if you timely elected to opt-out when you first assented to this Agreement).

1.9 Severability. If any provision in this Section 1 is found to be unenforceable, that provision shall be severed with the remainder of this Agreement remaining in full force and effect. **The foregoing shall not apply to the prohibition against class or representative actions as provided in Section 1.5. This means that if Section 1.5 is found to be unenforceable, the entire Section 1 (but only Section 1) shall be null and void.**


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