Stage Projector Basic

What's in the case





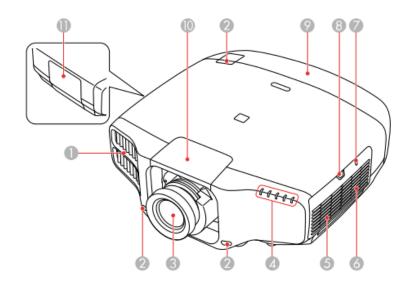




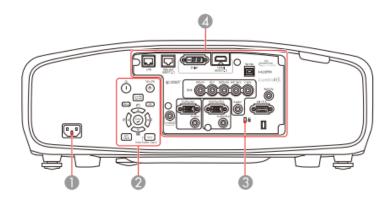
- 1. Projector
- 2. Short-throw lens
- 3. Remote control
- 4. Power cord
- 5. Soft-foam packaging material
- 6. Lens styrofoam case

Features - Overview

- 1. Exhaust vent
- 2. Remote receiver
- 3. Projection lens
- 4. Projector status lights
- 5. Speaker
- 6. Air filter/intake vent
- 7. Wireless LAN module light
- 8. Air filter cover latch
- 9. Cable cover
- 10. Lens cover
- 11. Lamp cover





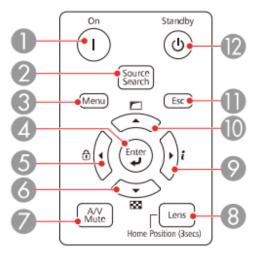


Features - Rear

- 1. AC input port
- 2. Control panel
- 3. Security slot
- 4. Interface ports

Features - Control Panel

- 1. On button (turns on the projector)
- 2. Source Search button (searches for connected sources)
- 3. Menu button (accesses projector menu system)
- 4. Enter button (selects options)
- 5. Left arrow button and displays the Control Panel Lock screen
- 6. Down arrow button and displays a test pattern
- 7. A/V Mute button (turns the video and audio on or off)
- 8. Lens button (displays the lens shift, zoom, focus, and distortion adjustment screens; hold for 3
- 9. seconds to return the lens to the home position)
- 10. Right arrow button and displays the Info menu
- 11. Up arrow button and displays screen adjustment options
- 12. Esc button (cancels/exits functions)
- 13. Standby button (turns off the projector)



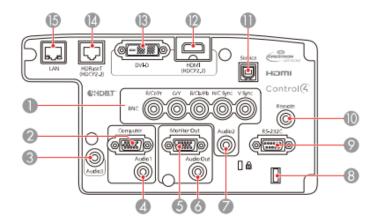


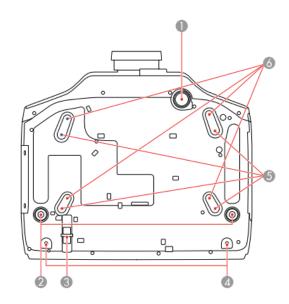
Features - Interface ports

- 1. BNC ports
- 2. Computer port
- 3. Audio3 port
- 4. Audiol port
- 5. Monitor Out port
- 6. Audio Out port
- 7. Audio2 port
- 8. Cable holder
- 9. RS-232C port
- 10. Remote port
- 11. Service port
- 12. HDMI port
- 13. DVI-D connector
- 14. HDBaseT port
- 15. Network LAN port

Features - Projector Base

- 1. Front adjustable foot
- 2. Rear feet
- 3. Security cable attachment point
- 4. Screw holes for cable cover
- 5. Mounting bracket holes
- 6. Mounting bracket holes



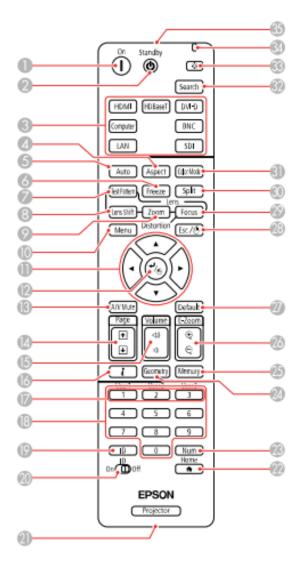


Did you order a Common Mount or PROGrade Mount? Contact us for instructions!

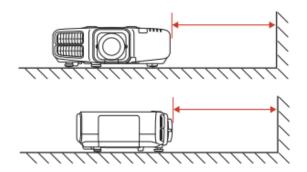


Projector Remote Control

- 1. On button (turns on the projector)
- 2. Standby button (turns off the projector)
- 3. Source buttons (select an image source)
- 4. Aspect button (selects the image aspect ratio)
- Auto button (automatically adjusts computer images)
- 6. Freeze button (stops video action)
- 7. Test Pattern button (displays a test pattern)
- 8. Lens Shift button (adjusts the image position)
- 9. Zoom button (changes the image size)
- 10. Menu button (accesses projector menu system)
- 11. Arrow buttons (move through on-screen options and move pointer)
- 12. Enter button (selects options and left mouse button)
- 13. A/V Mute button (turns the video and audio on or off)
- 14. Page up and down buttons (scroll through image files when projecting from a computer over a network connection)
- 15. Volume up and down buttons (adjust speaker volume)
- 16. i button (displays the Info menu)
- 17. User1, User2, and User3 buttons (open menu assigned by user)
- 18. Numeric buttons (enter numbers)
- 19. ID button (hold down and use numeric keys to select projector to control)
- 20. ID switch (control one or all projectors)
- 21. Remote port (connects to a remote control cable)
- 22. Home button (displays the home screen)
- 23. Num button (hold down and use numeric keys to enter numbers)
- 24. Geometry button (corrects image distortion)
- 25. Memory button (saves and applies presets)
- 26. E-Zoom +/- buttons (zoom into and out of the image)
- 27. Default button (resets settings to their default values in the projector menu system)
- 28. Esc button (cancels/exits functions and right mouse button)
- 29. Focus button (adjusts the image focus)
- 30. Split button (splits the screen between two inputs)
- 31. Color Mode button (selects display modes)
- 32. Search button (searches for connected sources)
- 33. Light button (lights up the remote control buttons temporarily)
- 34. Indicator light (lights up when the remote control is in use)
- 35. Remote control signal emitter (emits remote control signals)







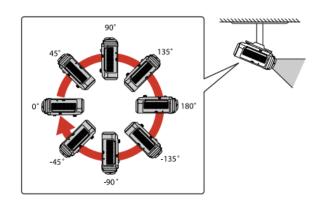
Leave space for exhaust.

Be sure to leave at least 20 inches (50 cm) of space in front of the air exhaust and intake vents and, when setting up multiple projectors, 20 inches (50 cm) of space between the projectors

Mount to your grid with approved hardware.

If you mount the projector to a bar, install it within the following angles →

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.





Connect via HDMI AVAILABLE FOR SALE FROM BMD

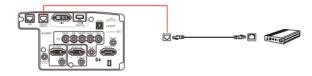
If your computer has an HDMI port, you can connect it to the projector using an optional HDMI cable. To connect a Mac that includes only a Mini DisplayPort, Thunderbolt port, or Mini-DVI port for video output, you need to obtain an adapter that allows you to connect to the projector's HDMI port. Contact Apple for compatible adapter options. Older Mac computers (2009 and earlier) may not support audio through the HDMI port.



Connect via Extension Kit AVAILABLE FOR SALE FROM BMD

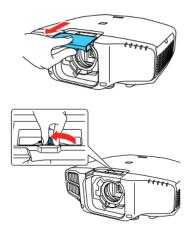
To send an HDMI or RS-232C signal over a long distance, you can connect the projector to an optional HDBaseT transmitter using a 100Base-TX network cable. This is useful when you want to send a signal to or control the projector from a remote location, such as in a hall or event site, since you can use a network cable up to 328 feet (100 m) in length. To ensure proper data transmission, use a Category 5e STP cable or better.

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- 1. Turn off the projector and HDBaseT transmitter.
- 2. Connect one end of the network cable to the HDBaseT port on the transmitter.
- 3. Connect the other end to the projector's HDBaseT port.
- 4. Turn on the projector and HDBaseT transmitter

Note: See the documentation that came with the HDBaseT transmitter for instructions on connecting it to your video device or computer.

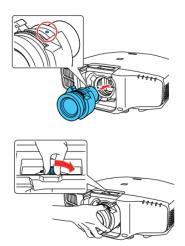


Attach the Lens

You can attach a compatible lens to the projector. Caution: Unplug the power cord from the projector before attaching the lens. Avoid touching the lens with your bare hands to prevent fingerprints on or damage to the lens surface.





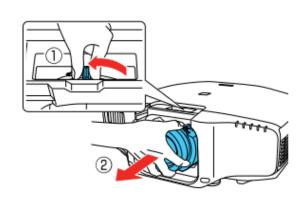


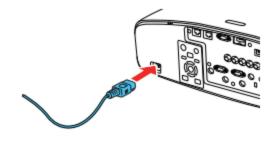
- 1. Pull the lens cover off of the projector. DO NOT LIFT PROJECTOR BY LENS COVER, IT WILL BREAK!
- 2. Slide the lock lever to the Release position (as shown) until you hear it click
- 3. Insert the lens straight into the projector's lens socket with the white dot facing up.
- 4. Hold the lens firmly and slide the lock lever to the Lock position (as shown) until it locks.
- 5. If prompted, select Yes to calibrate the lens.

Note: Lens calibration helps the projector to correctly acquire the lens position and adjustment range, and can take up to 100 seconds to complete. When calibration is finished, the lens returns to the standard position.

Remove the Lens

Remove the lens only when necessary and make sure the front of the projector is not facing up when you remove the lens. This prevents dirt or dust from entering the projector and lowering the projection quality. Avoid touching the lens with your bare hands to prevent fingerprints on or damage to the lens surface.





Turn 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.



Turn off the Projector



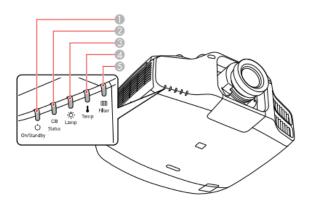
Before turning off the projector, shut down any computer connected to it so you can see the computer display during shutdown. Turn off this product when not in use to prolong the life of the projector. Lamp life will vary depending upon mode selected, environmental conditions, and usage. Brightness decreases over time.

- 1. Press the Standby button on the projector or remote control.
- 2. If you see a shutdown confirmation screen, press the Standby button on the projector or remote control again. (To leave the projector on, press any other button.)

The projector beeps twice, the lamp 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 will break the lens.

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



Operating Lights

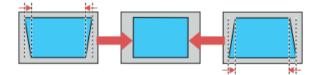
- 1 On/Standby (power) light
- 2 Status light
- 3 Lamp light
- 4 Temp (temperature) light
- 5 Filter light



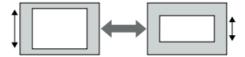
Tips for Adjusting Image Size

1. Keystone

V-Keystone



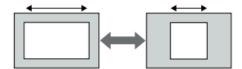
V-Balance



H-Keystone



H-Balance



2. Quick Corner

