



DLP PROJECTOR

Owner's Instructions | SP-H700/H710/H500

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Features and Design

Optical engine adopting advanced DLP technology

- SP-H700/SP-H710: DLPTM HD2+ DMD panel capable of 1280x720 resolution
- SP-H500: DLPTM ED2+ DMD panel capable of 1024x576 resolution
- 5X-speed color wheel designed to reduce digital artifacts
- 250W Lamp designed to improve luminance

Vivid colors

 Quality picture tuning focused on improving color - this unit aims at realizing color coordinates that meet broadcasting standards on video production.

Minimized fan noise and light leakage

The airflow and fan installation structure are optimized to minimize fan noise and beam leakage.

Various Input Ports

■ Five types of input ports including a DVI-D (compatible with HDCP) port, two Component ports improve connection to external peripherals.

User adjustments

- This unit allows adjustment of each input port.
- The unit has a reference pattern that can be used for positioning and adjustment.
- The remote control is backlit to improve usability in a dark environment.

Caution on Lamp Use and Replacement

Projector Lamp

- The Projector lamp changes in nature depending on time of use and using environment. Refer to the installation and other recommended operational sections of the user's manual to avoid rapid degradation of performance and deterioration of picture quality. The projector lamp requires regular replacement.
- Free servicing will be offered within 90 days after purchasing of the product and within 300 hours of product use, if the problem is due to a defective lamp.
- You can check the lamp use time by pressing the INFO button on the remote control.

Caution on Lamp Replacement

- Unplug the power cord before replacing the lamp.
- Inside of the projector is very hot. Cool off the projector for at least an hour after turning off.
- Contact your dealer to purchase a lamp for replacement. (Ultra violets from the lamp can damage your eyes.)
- Turn off the power of the lamp before replacement or repair. (Due to the high-pressure of the lamp, it is possible to explode.)
- When the lamp is broken, be careful not to be hurt by glass pieces. Refer to the manual for proper handling.

Caution on Lamp Use

- This projector produces intense light. Do not stare light source directly.
- Do not touch the exhaust vent during operation. It can be very hot.
- Do not expose the unit to rain or moisture.

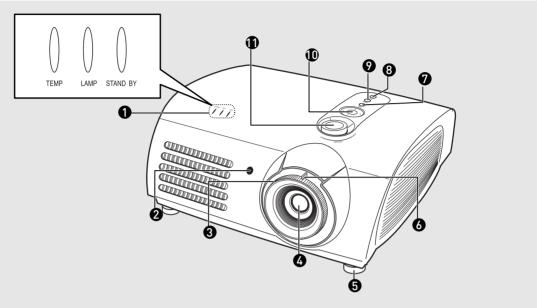
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Preparation

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Front/Upper Side and Accessories

Front/Upper Side



- 1 Indicators
 - TEMP (Red LED)
 - LAMP (Blue LED)
 - STAND BY (Blue LED)

Refer to page 9 for details.

- 2 Remote Control Signal Receiver
- 3 Focus Ring

Used for Focus Adjustment.

- 4 Lens
- 5 Adjustable Feet

You can adjust the screen position by moving up and down the adjustable feet.

6 Zoom Knob

Used to enlarge or reduce image size.

7 MENU

Used to open the on-screen Menu.

8 POWER

Used to turn the projector on or off.

9 SOURCE

Used to select input signals from the external sources.

10 Select and Move Button

Used to select an menu item, and to move the cursor.

11 LENS SHIFT Dial

You can adjust screen images up and down within the lens range.

Accessories

Remote Control/ 2 Batteries



Power Cable



Owner's Instructions



Indicator Information : Turned On ①: Flashing : Turned Off **TEMP** LAMP **STANDBY** Information If you press the POWER button on the remote control or projector, the screen \bigcirc \bigcirc appears within 30 seconds. 0 The projector is in normal operating condition. \bigcirc • The projector is warming up after POWER button has been pressed. The POWER button is pressed to turn off the projector, and the cooling system is \bigcirc • \bigcirc in operation to cool off inside of the projector. (Lasts for about 1 minute and 30 seconds) Refer to measure 1 below if the cooling fan inside the projector is not in normal • \bigcirc • operation condition. Refer to measure 2 below if the lamp cover protecting the lamp unit is not closed • • \bigcirc properly. Power is turned off automatically when temperature inside of the projector goes **1** \bigcirc beyond the control limit. Refer to measure 3. Refer to measure 4 below if the life span of the lamp is running out or a problem **①** • with the lamp is detected.

Classification	State	Measures
Measure 1	When the cooling fan system is not in normal operating condition.	Unplug and plug the cord and restart the projector. If the problem does not disappear, contact a dealer or service personnel near you.
Measure 2	When the lamp cover protecting the lamp unit is not properly closed or the sensor system is not in normal operating condition.	Check the screw on the bottom side of the projector. If you do not find any problem, contact a dealer or service personnel near you.
Measure 3	When temperature inside of the projector becomes too high.	Adjust the position of the projector following the installation instructions of this manual and cool off the projector before restarting it. If the problem does not disappear, contact a dealer or service personnel near you.
Measure 4	The lamp is malfunctioning after abnormal power off or restarting right after turning off the projector.	Power off the projector and cool it off for some time before restarting it.
	When brightness of the picture screen degrades or image deterioration is found.	Check how long the lamp has been used on Information and contact a dealer or service personnel near you for lamp replacement.

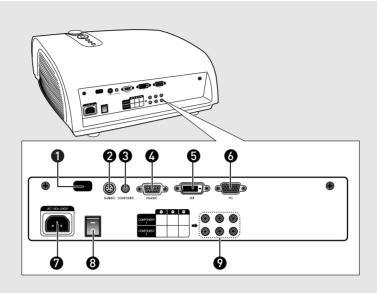


This Projector uses a cooling fan system to keep the unit from overheating.

Operation of the cooling fan may cause noise, which does not affect the product performance. No exchange or refund for the noise concern.

Rear Side and Cables

Rear Side



- **Remote Control Signal Receiver**
- **S-VIDEO** Input port
- 3 COMPOSITE Input ports
- RS-232C port
- **DVI Input port**
- **PC** Input port
- **AC Power Input**
- **Power Switch**
- **Component Input port**

Cables

Power Cord

Connected to the wall outlet 7.

Video (COMPOSITE) Cable

Connected to the connection port 3.

S-Video Cable Connected to the

connection port **2**.

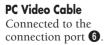
Component Cable Connected to the

connection port **9**.







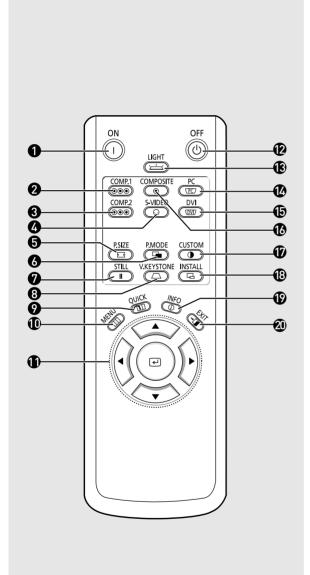




DVI-D Cable Connected to the connection port 6.



Remote Control Buttons



ON

Used to turn on the projector.

2 **COMP.1** (Pages 24~26)

Used to switch to COMPONENT 1 Mode.

3 COMP.2 (Pages 24~26)

Used to switch to COMPONENT 2 Mode.

4 S-VIDEO (Pages 23, 26)

Used to switch to S-VIDEO Mode.

P.SIZE (Page 37)

Used to adjust the size of picture screen.

6 P.MODE (Page 30)

Used to select Picture Mode.

7 STILL (Page 42)

Used to see still images.

8 V.KEYSTONE (Page 46)

You can use this function for trapezoidal adjustment of the image.

9 QUICK (Page 56)

Used to quickly select the previous menu.

10 MENU

Used to display Menu Screen.

11 ▲▼**⋖►** (Move) / **ఆ** (Select)

Used to move to or select each menu item.

12 **OFF**

Used to turn off the projector.

13 LIGHT (Page 13)

Used to operate remote control in dark

14 PC (Pages 25, 60, 62~66)

Used to switch to PC Mode.

15 DVI (Page 25, 60)

Used to switch to DVI Mode.

16 COMPOSITE (Pages 23, 26)

Used to switch to COMPOSITE Mode.

17 CUSTOM (Page 31)

Used to select Picture User Adjust Mode.

18 INSTALL (Page 44)

Used to flip or reverse the projected image.

19 INFO (Page 49)

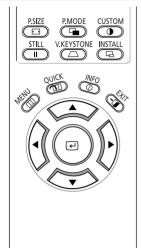
Used to check source signals, picture setup, PC screen adjustment and lamp lifespan.

20 EXIT

Used to make Menu Screen disappear.

Operating the Remote Control

■ Operating Move/Select Button







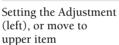


Move Menu Item (Up)

Move Menu Item (Down)

Setting the Adjustment (right), or move to lower item.



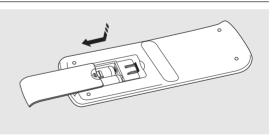




Select the current setting

■ Inserting Batteries into Remote Control

- **1.** Press on the $\mathbf{\nabla}$ part of the lid to remove it.
- **2.** Insert two AAA-sized 1.5V batteries by matching +/-.
- **3.** Close the lid.

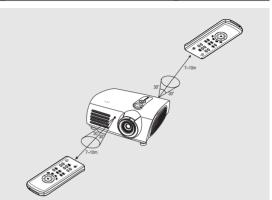


Allowable range & angle of receiving the remote control signal

The remote control is effective within a 30° angle $23\sim33$ ft $(7\sim10\text{m})$ from the projector.

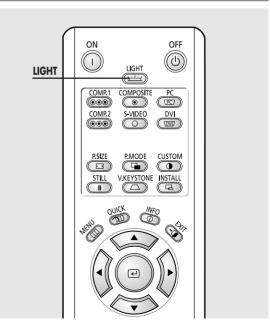


- Keep used batteries away from children and dispose of them properly.
- Do not use new and used batteries together.
 Replace two batteries at the same time.
- Remove batteries when the projector is not used for long periods of time.



Using Remote Control in Dark Place (LIGHT)

Press the LIGHT button of the remote controller for five seconds. The remote control buttons are lit for about 5 seconds and turn off automatically.



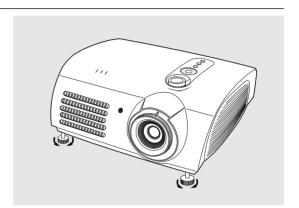
Installation and Turning On

■ To Install the Projector

Install the projector so that the projection is perpendicular to the screen.

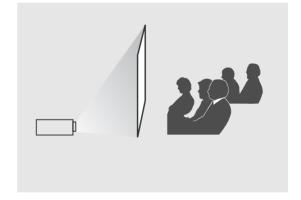


- Center the lens to the screen. If the projector is not positioned perpendicular to the screen, the image may appear trapezoidal.
- Do not install the screen in a bright place as it makes it harder to see the screen.
- Darken the room when installing the projector in a bright place.



Installing Projector on Backside of Screen

Install a translucent screen to place the projector on the backside of the screen. The Translucent will show the horizontally flipped image. Rotate the image (projected from the projector) horizontally. (Page 44)

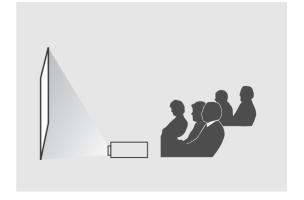


Installing Projector in Front of the Screen

Install the projector at the viewers' side.

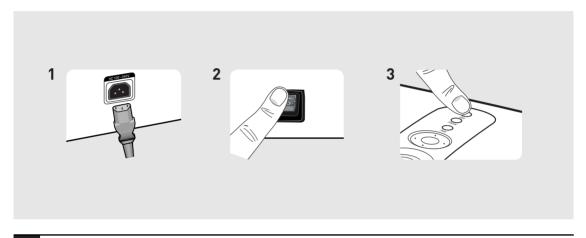


- The projector may be installed on the ceiling in front / back side of the screen.
- When installing the projector on the ceiling, contact your dealer.



Turning On Projector

- **1.** Plug the power cord into the power terminal on the rear side of the projector.
- **2.** Press and push the power switch on the rear side of the projector toward "—".
- **3.** Press the **POWER** button of the projector or the **ON** button of the remote control.
- **4.** Screen display comes up in 30 seconds.



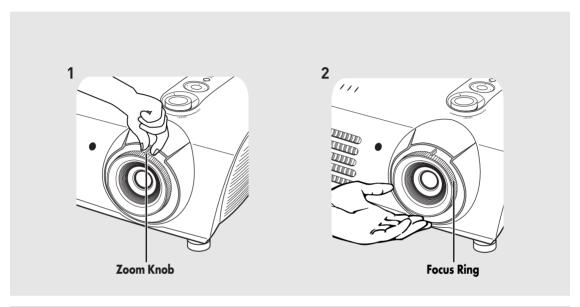


- \blacksquare When you turn off the projector, the cooling fan stops within 1 minute and 30 seconds.
- When the cooling fan stops, push the power switch toward "O" and unplug the power cord.

Zoom and Focus Adjustment

■ Using the Zoom Knob and the Focus Ring

- 1. You can adjust the size of image within zoom range by manipulating the Zoom Knob.
- **2.** Focus the picture on the screen using the Focus Ring.



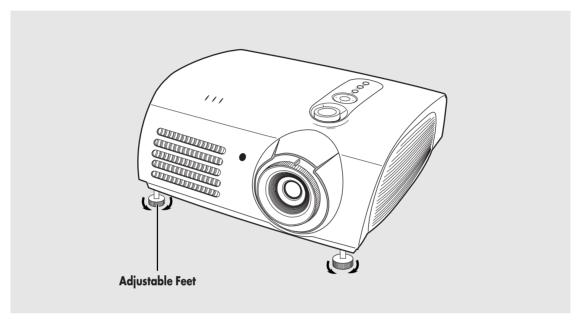


Focus may appear dim if the projector is installed at a shorter than recommended distance. (Page 20)

Leveling with Adjustable Feet

■ Using Adjustable Feet

For level placing of the projector, adjust the Adjustable Feet of the projector.



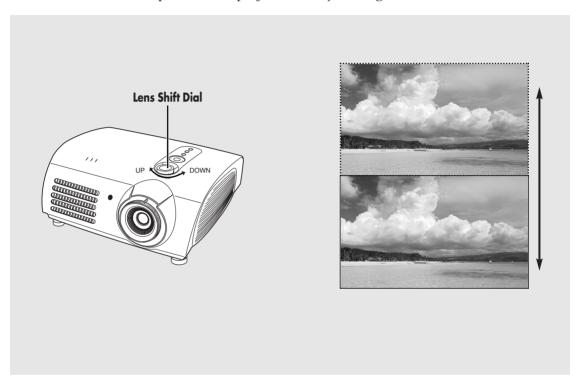


- You may adjust the level of the projector up to 5 degrees.
- Depending on the position of the projector, Keystone distortion of image may appear. (Page 46)

Using the Lens Shift Dial

■ Using the Lens Shift Dial

Move the picture projected on the screen up and down within the lens range by turning the Lens Shift Dial on the top side of the projector with your fingers.



Screen Size and Projection Distance

Check the following before reading this manual.

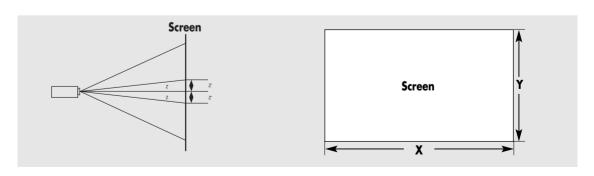
Install the projector on a flat, even surface and level the projector using the adjustable feet to realize optimal picture quality. If images are not clear, adjust them using the Zoom Knob or Focus Ring, or move the projector forward and backward.

SP-H700/SP-H710

B: 11 0:	Screen Size (16:9)		Throw Distance (Z)		Distance from Lens Center	
Diagonal Image Size (inch)	Horizontal (X:cm/inch)	Vertical (Y:cm/inch)	Min (m/ft)	Max (m/ft)	to Image Bottom (Z':cm/inch)	
300	666.3/262.3	374.6/147.2	10.5/34.0	13.6/44.8	31.2/12.3	
250	555.3/218.6	312.2/122.9	8.6/28.3	11.4/37.3	26.0/10.2	
200	444.2/174.9	249.7/98.3	6.9/22.7	9.1/29.8	20.8/8.2	
190	422.0/166.1	237.2/93.4	6.6/21.5	8.6/28.4	19.8/7.8	
180	399.8/157.4	224.7/88.5	6.2/20.4	8.2/26.9	18.7/7.4	
170	377.6/148.7	212.3/83.6	5.9/19.3	7.7/25.4	17.7/7.0	
160	355.4/139.9	199.8/78.7	5.5/18.1	7.3/23.9	16.6/6.5	
150	333.2/131.2	187.3/73.7	5.2/17.0	6.8/22.4	15.6/6.1	
140	311.0/122.4	174.8/68.8	4.8/15.9	6.4/20.9	14.6/5.7	
130	288.7/113.7	162.3/63.9	4.5/14.7	5.9/19.4	13.5/5.3	
120	266.5/104.9	149.8/59.0	4.1/13.6	5.5/17.9	12.5/4.9	
110	244.3/96.2	137.3/54.1	3.8/12.5	5.0/16.4	11.4/4.5	
100	222.1/87.4	124.9/49.2	3.5/11.3	4.5/14.9	10.4/4.1	
90	199.9/78.7	112.4/44.3	3.1/10.2	4.1/13.4	9.4/3.7	
80	177.7/70.0	99.9/39.3	2.8/9.1	3.6/11.9	8.3/3.3	
70	155.5/61.2	87.4/34.4	2.4/7.9	3.2/10.4	7.3/2.9	
60	133.3/52.5	74.9/29.5	2.1/6.8	2.7/9.0	6.2/2.4	
50	111.143.7	62.4/24.6	1.7/5.7	2.3/7.5	5.2/2.0	
43	95.5/37.6	53.7/21.1	1.5/4.9	1.9/6.4	4.5/1.8	
40	88.8/35.0	49.9/19.6	1.4/4.5	1.8/6.0	4.2/1.7	
33	73.3/28.9	41.2/16.2	1.1/3.7	1.5/4.9	3.4/1.3	
30.385	67.5/26.6	37.9/14.9	1.0/3.4	1.4/4.5	3.2/1.3	

This projector is designed to show images optimally on a 80 to 150 inch sized screen.

NOTE





Z: Throw Distance

NOTE

■ Z': Distance from Lens Center to Image Bottom

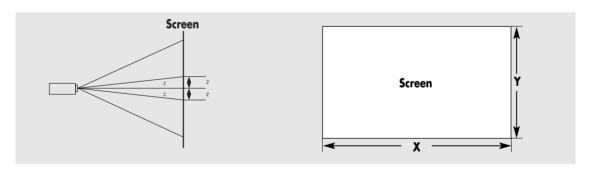
Screen Size and Projection Distance

SP-H500

	Screen Size (16:9)		Throw Distance (Z)		Distance from Lens Center	
Diagonal Image Size (inch)	Horizontal (X:cm/inch)	Vertical (Y:cm/inch)	Min (m/ft)	Max (m/ft)	to Image Bottom (Z':cm/inch)	
200	442.8/174.3	249.1/98.1	6.8/22.4	8.8/28.5	24.9/9.8	
190	420.6/165.6	236.6/93.1	6.5/21.3	8.3/27.1	23.7/9.3	
180	398.5/156.9	224.1/88.3	6.1/20.1	7.8/25.7	22.4/8.8	
170	376.3/148.1	211.7/83.3	5.8/19.0	7.4/24.2	21.2/8.3	
160	354.2/139.5	199.2/78.4	5.5/17.9	7.0/22.8	19.9/7.8	
150	332.1/130.7	186.8/73.5	5.1/16.8	6.5/21.4	18.7/7.4	
140	309.9/122.0	174.3/68.7	4.8/15.6	6.1/19.9	17.4/6.9	
130	287.8/113.3	161.9/63.7	4.4/14.5	5.6/18.5	16.2/6.4	
120	265.7/104.6	149.4/58.8	4.1/13.4	5.2/17.1	14.9/5.9	
110	243.5/95.9	137.0/53.9	3.7/12.3	4.8/15.6	13.7/5.4	
100	221.3/87.1	124.5/49.0	3.4/11.1	4.3/14.2	12.5/4.9	
90	199.2/78.4	112.1/44.1	3.0/10.0	3.9/12.8	11.2/4.4	
80	177.1/69.7	99.6/39.2	2.7/8.9	3.5/11.3	10.0/3.9	
70	155.0/61.0	87.2/34.3	2.4/7.7	3.0/9.9	8.7/3.4	
60	132.8/52.3	74.7/29.4	2.0/6.6	2.6/8.5	7.5/2.9	
50	110.7/43.6	62.3/24.5	1.7/5.5	2.1/7.0	6.2/2.5	
40	88.6/34.9	49.8/19.6	1.3/4.4	1.7/5.6	5.0/2.0	

This projector is designed to show images optimally on a 80 to 150 inch sized screen.

NOTE





- Z: Throw Distance
- Z': Distance from Lens Center to Image Bottom

Connections and Source Setup

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Before Connections

Check the followings before connecting the projector to other devices.

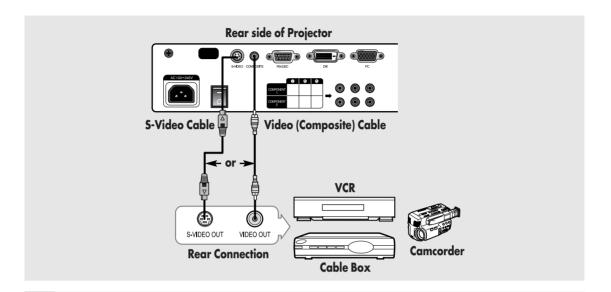
Check the following Before Connecting

- 1. Refer to the manual of the device the projector is connected to. The number and position of ports may differ depending on type of devices.
- 2. Do not connect power until all the connections are completed. If you try to connect power while connecting cables, it may result in damage to the projector.
- 3. Check the type of ports the projector is connected to.

Refer to "Rear Side and Cables" on page 10 for cables used for connection.

CONNECTING TO VIDEO EQUIPMENT

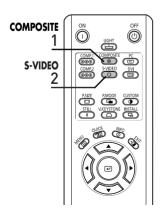
Connecting to VCR/Camcorder/Cable Box



Connect COMPOSITE (yellow) input port of the projector to the VIDEO OUT (yellow) port of video equipment using the video cable.

■ If the video equipment has S-VIDEO OUT port, connect it to S-VIDEO input port of the projector.

■ Viewing the picture



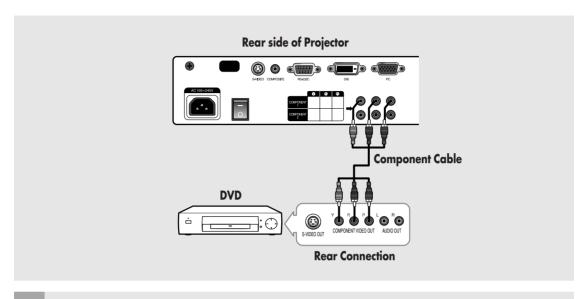
- Turn on the projector and press the COMPOSITE button to select Composite.
- Connect the projector and the video equipment via S-Video cable and press the S-VIDEO button to select S-Video.
 - When Composite Mode is not available, check the video cables are in place.



- Check that the projector and the video equipment are turned off before connecting
- This projector does not support sound. (Separate audio system is needed for sound.)

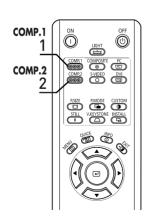


CONNECTING TO VIDEO EQUIPMENT Connecting to DVD



Connect COMPONENT1 or COMPONENT2 (Y/Pb/Pr) ports of the projector to Component port on the rear side of DVD using Component Cable.

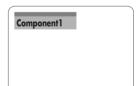
| Viewing the picture



- Turn on the projector and press the COMP.1 button to select Component1.
- Press the COMP.2 button to select Component2 if COMPONENT2 is connected.
 - When Component Mode is not available, check that the component cables are in place.

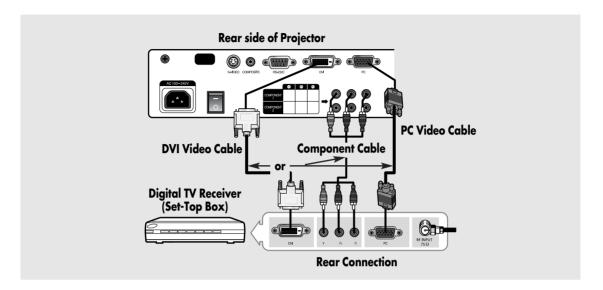


Component Ports are marked as (Y, Pb,Pr), (Y, B-Y, R-Y) or (Y, Cb, Cr) depending on the manufacturer.



CONNECTING TO VIDEO EQUIPMENT

Connecting to the Digital TV Receiver

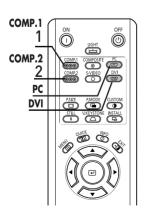


Connect antenna cable to antenna signal input terminal of the receiver.

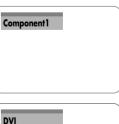
Connect COMPONENT1 or COMPONENT2 (Y/Pb/Pr) port of the projector to Component port of the receiver using Component Cable.

■ If the receiver has DVI or PC OUT port, you can connect it to DVI or PC input port of the projector.

Viewing the picture



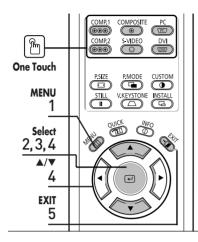
- Turn on the projector and press the COMP.1 button to select Component1.
- **?** Press the COMP.2 button to select Component2 if COMPONENT2 is connected. If the receiver is connected to DVI or PC port, press the DVI or PC button to select DVI or PC respectively.
 - When Component Mode is not available, check that the component cables are in place.

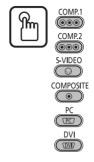




Setting up the External Input Source

You can select a device connected to the projector to display.





Press the desired source button (COMP.1/ COMP.2/ S-VIDEO/COMPOSITE/ PC/DVI).

Pressing a button switches to the respective mode. You can not switch to the mode if the projector is not connected to the respective device.



Press the **MENU** button.

The main menu is displayed.



Press the dutton to select Input. The Input menu is displayed.



Press the button to select **Source List**. The Source List menu is displayed.





Press the ▲ or ▼ button to move to desired input mode, then press the 🕘 button. The source input you chose is displayed.

If the input mode is not selected, check that cables are in place.

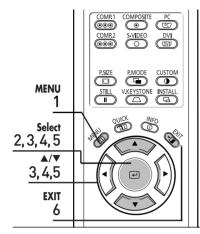




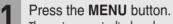
Press the **EXIT** button to exit the menu.

Naming the External Connections

You can select and set up the type of device you want to connect to the projector.







The main menu is displayed.



Press the button to select **Input**. The Input menu is displayed.



Press the ▲ or ▼ button to move to **Edit Name**. then press the 🔁 button.





Press the ▲ or ▼ button to move to edited input mode, then press the dutton.



Press the ▲ or ▼ button to move to desired device, then press the 🕘 button. Setup is switched to the selected device.



Press the **EXIT** button to exit the menu.



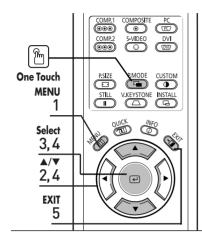




Picture Adjustment

Selecting Picture Mode	30
Custom Settings of the Picture	31
Changing the Color Standard	32
Selecting and Adjusting Color Temperature	33
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Setting up DNIe	36
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Selecting Picture Mode





Press the **P.MODE** button.

Each press of the button, picture mode is switched to Dynamic, Standard, Movie 1, Movie 2, User 1, User 2, User 3 and Custom.





Press the MENU button. The main menu is displayed.



Press the ▲ or ▼ button to move to Picture.
The Picture menu is displayed.



Press the button. The **Picture Mode** is selected.





Press the ☑ button again.

Press the ▲ or ▼ button to move to desired mode, then press the ☑ button.

Setup is switched to the selected mode.





Press the **EXIT** button to exit the menu.

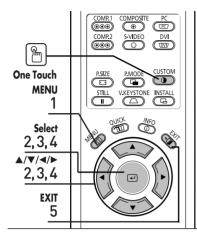
Picture Modes	Color Temperature	Gamma	
Dynamic	9300K	Gamma Mode3: Graphic Mode	
Standard	8000K	Gamma Mode2: Video Mode	
Moviel	6500K	Gamma Model: Film Mode	
Movie2	5500K	Gamma Woder. I min Wode	



User 1, 2, and 3 Saving Options are designed for setup and storage of various users' customized picture modes.

Custom Settings of the Picture

You can adjust Contrast, Brightness, Sharpness, Color and Tint of the picture as desired.





Press the **CUSTOM** button.

The **Custom Picture** menu is displayed. Refer to number 4 below to make adjustments.







The main menu is displayed.



Press the ▲ or ▼ button to move to **Picture**. The Picture menu is displayed.

Press the (4) button.



Press the ▲ or ▼ button to move to **Custom Picture**, then press the (4) button.

The Custom Picture menu is displayed.



Press the ▲ or ▼ button to move to desired item. then press the dutton.

Press the ◀ or ▶ button to adjust the selected item.



Press the **EXIT** button to exit the menu.

Custom Picture Menu		
Contrast	Used to adjust the contrast between the object and the background.	
Brightness	Used to adjust brightness of the entire picture.	
Sharpness	Used to adjust the outlines of the object	
	sharper or less sharp.	
0.1	** 1 1: 1 1: 1	

Contrast	Used to adjust the contrast between the object and the background.
Brightness	Used to adjust brightness of the entire picture.
Sharpness	Used to adjust the outlines of the object
	sharper or less sharp.
Color	Used to adjust color lighter or deeper.
Tint	Used to obtain more natural color of objects
	using Green or Red enhancement.





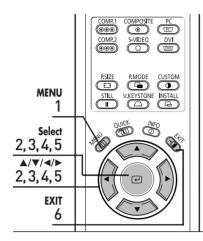




You cannot adjust tint when the input of COMPONENT1 and COMPONENT2 are set at 480p, 720p and 1080i.

Changing the Color Standard

You may adjust the color standard to suit the color standard of the input signal.



Color Standard			
SMPTE_C	Standardized for Video Equipment by the	NTSC	
	Society of Motion Picture and Television		
	Engineers		
HD	High Definition, 1125 scan lines, standard	ATSC	
	definition TV submitted to the ITU-R by		
	U.S., Japan and Canada, in 1986.		
EBU	Regulations and standards for European	PAL,	
	Broadcasting Production and Technology,	SECAM	
	standardized by the European		
	Broadcasting Union.		



1 Press the MENU button.

The main menu is displayed.



Press the ▲ or ▼ button to move to Picture.
The Picture menu is displayed.





Press the ▲ or ▼ button to move to **Custom**Picture, then press the ← button.

The Custom Picture menu is displayed.



Press the ▲ or ▼ button to move to Color Standard, then press the ☑ button.

The Color Standard menu is displayed.



Press the ◀ or ▶ button to adjust the selected item.



6 Press the **EXIT** button to exit the menu.

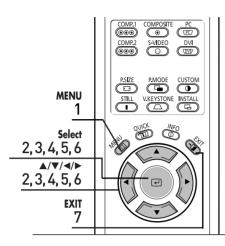






Selecting and Adjusting Color Temperature

You can change tint of the entire screen to suit your needs.



Color	Temperature Menu
5500K	Used to deliver optimal image quality for
	black-and-white films. Color temperature of
	the picture mode of Movie2 is set to 5500K.
6500K	This temperature is used for the most video
	productions. It is set as Moviel when it is
	manufactured, and may deliver the most precise tint.
8000K	This mode is applied to bright places such as
	showrooms and other sales outlet. Sharpness and
	brightness are enhanced. It is suitable for brighter
	environments and is set to the Dynamic Mode.
9300K	With both Sharpness and Brightness enhanced, this
	dynamic mode can be effectively used in bright
	ambient light conditions.



1 Press the MENU button.

The main menu is displayed.



Press the ▲ or ▼ button to move to **Picture**.

The **Picture** menu is displayed.

Press the ← button.



Press the ▲ or ▼ button to move to Custom Picture, then press the ☑ button.

The Custom Picture menu is displayed.



Press the ▲ or ▼ button to move to Color Temperature, then press the ☑ button.

The Color Temperature menu is displayed.



Press the ◀ or ▶ buttons to select an option then press the ☑ button.

The selected option is applied.



Press the ▲ or ▼ buttons to select an option then press the ☑ button. Press the ◀ or ▶ buttons to adjust the selected item.

A separate adjustment window appears for making the adjustment.



7 Press the **EXIT** button to exit the menu.



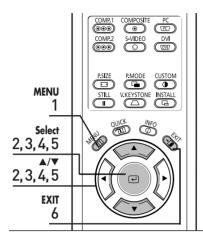






Gamma Correction

Gamma is used to improve the picture quality with color balance.





Press the **MENU** button.

The main menu is displayed.



Press the ▲ or ▼ button to move to **Picture**.

The **Picture** menu is displayed.

Press the dutton.



Press the ▲ or ▼ button to move to Custom Picture, then press the ☑ button.

The Custom Picture menu is displayed.



Press the ▲ or ▼ button to move to **Gamma**, then press the ఆ button.



Press the ▲ or ▼ button to move to desired mode, then press the ← button.

Setup is switched to the selected mode.



Press the **EXIT** button to exit the menu.





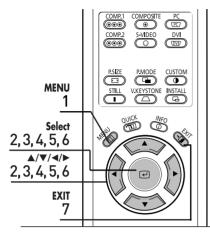




Refer to page 30 for information on Gamma Mode1, 2, and 3.

Saving Custom Picture Settings

Used to save custom picture (Contrast, Brightness, Sharpness, Color, Tint, Color Temperature and Gamma) settings.





1 Press the MENU button.

The main menu is displayed.



Press the ▲ or ▼ button to move to **Picture**.

The **Picture** menu is displayed.

Press the (4) button.



Press the ▲ or ▼ button to move to Custom Picture, then press the ☑ button.

The **Custom Picture** menu is displayed.



Press the ▲ or ▼ button to move to **Save**, then press the ☑ button.

The **Save** menu is displayed.



Press the ▲ or ▼ button to move to desired mode, then press the ← button.



Press the ◀ or ▶ button to move to **OK**, then press the ☑ button.

Setup is switched to the selected mode.



Press the **EXIT** button to exit the menu.

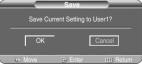


The User1, User2 and User3 modes are saved differently according to external input sources (Component1/ Component2/ S-Video/Composite/PC/DVI).



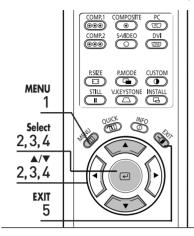






Setting up DNIe

DNIe (Digital Natural Image engine) is an image enhancing function developed by Samsung Electronics. It enables users to enjoy brighter, sharper and more dynamic pictures.





Press the **MENU** button.

The main menu is displayed.



Press the ▲ or ▼ button to move to **Picture**. The Picture menu is displayed.

Press the (4) button.



Press the ▲ or ▼ button to move to **DNIe**, then





Press the ▲ or ▼ button to move to **On**, then press the e button.

Setup is switched to the selected mode.



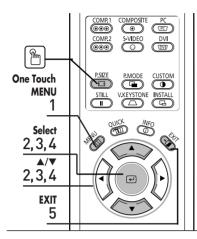
Press the **EXIT** button to exit the menu.

DNIe Mode		
Off	DNle Mode Off	
Demo	DNle On/Off Picture Comparison Mode	
On	DNle Mode On	





Selecting Picture Size





Press the **P.SIZE** button.

Each press of the button, picture size is switched to Full, Zoom1, Zoom2 and 4:3.



Press the **MENU** button.

The main menu is displayed.



Press the ▲ or ▼ button to move to **Picture**. The Picture menu is displayed.

Press the ← button.



Press the ▲ or ▼ button to move to **Picture Size**, then press the dutton.



Press the ▲ or ▼ button to move to desired mode, then press the 🕘 button.

Setup is switched to the selected mode.







Supported Picture Sizes

O: Supported Modes X: Unsupported Modes

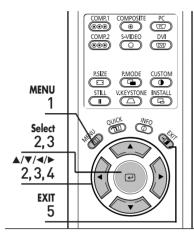
	Picture Size					
Source	Signal	Mode	Full	Zoom1	Zoom2	4:3
		1080i	0	Х	Х	0
	HD	720p	0	Χ	Χ	Х
DVI	טח	576p	0	0	Χ	0
		480p	0	0	Χ	0
	DC.	16:9 Mode	0	Х	Х	Х
	PC	4:3 Mode	0	Х	Х	0
		1080i	0	Х	Х	0
20	HD PC	720p	0	Χ	Χ	Х
PC (D-Sub)		576p	0	0	Х	0
		480p	0	0	Х	0
		16:9 Mode	0	Х	Х	Х
		4:3 Mode	0	Х	Х	0
		1080i	0	Х	Х	0
		720p	0	Х	Х	0
	HD	576p	0	0	Х	0
Component		480p	0	0	Х	0
	SD	576i	0	0	0	0
	טט	480i	0	0	0	0
Composite & S-Video	SD	480i	0	0	0	0

NOTE

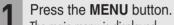
Refer to page 58 for display modes supported.

Screen Position Adjustment

Adjust the screen position if the edges are not aligned.







The main menu is displayed.



Press the ▲ or ▼ button to move to **Picture**. The **Picture** menu is displayed.

Press the ← button.



Press the ▲ or ▼ button to move to **Position**, then press the ☑ button.



Press the ▲, ▼, ◄, or ▶ buttons to adjust the position.

The Screen is moved and set in the selected position.



Press the **EXIT** button to exit the menu.



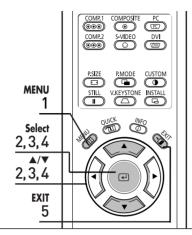




The respective position information is set and stored automatically to the corresponding external input modes (Component1,2 / S-Video, Composite / PC / DVI).

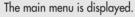
Film Mode

Supports enhanced screen quality for films of 24 frames.





Press the **MENU** button.





Press the ▲ or ▼ button to move to **Picture**. The **Picture** menu is displayed. Press the (4) button.

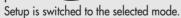


Press the ▲ or ▼ button to move to **Film Mode**, then press the dutton.





Press the ▲ or ▼ button to move to **On**, then press the e button.

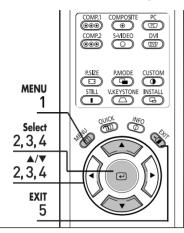




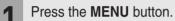


Overscan

Used to display raw input signals from 480p, 576p, 720p, 1080i HD sources or scale to fit to 1280 x 720 resolution after cutting out certain boundaries using software scaling.







The main menu is displayed.



Press the ▲ or ▼ button to move to **Picture**.

The **Picture** menu is displayed.

Press the (4) button.



Press the ▲ or ▼ button to move to **Overscan**, then press the ← button.





Press the ▲ or ▼ button to move to **On**, then press the ☑ button.

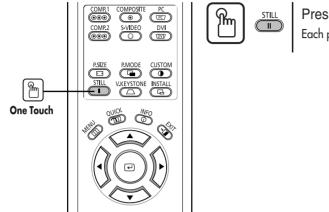
Setup is switched to the selected mode.





Still Picture

Used to pause playback to see a still picture.



Press the **STILL** button.

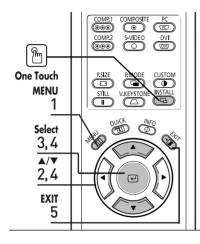
Each press of the button pauses and resumes play back.

Setup

Flipping/Reversal of Projected Image	44
Light Setting	45
Correcting Vertical Keystone	46
Test Patterns	47
Restoring the Factory Default Settings	. 48
Information	49

Flipping/Reversing the Projected Image

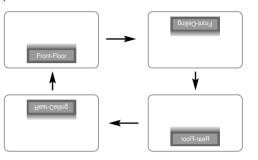
To support positioning of the projector, horizontal/vertical flipping and picture reversal are available.





Press the **INSTALL** button.

The screen will flip over horizontally or vertically with each press of the button.





Press the MENU button. The main menu is displayed.



Press the ▲ or ▼ button to move to **Setup**. The **Setup** menu is displayed.



Press the 🗗 button. Install is selected.





Press the ☑ button again.

Press the ▲ or ▼ button to move to desired mode, then press the ☑ button.

Setup is switched to the selected mode.





5 Press the **EXIT** button to exit the menu.

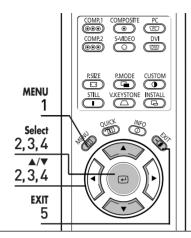
Install Menu				
Front-Floor	Normal Image			
Front-Ceiling	Horizontally Reversed Image			
Rear-Floor	Vertically Reversed Image			
Rear-Ceiling	Horizontal/Vertical Reversed Image			



This function is used to set up reversed image projection for ceiling installation. To install projector, refer to page 14.

Light Setting

Used to set the image brightness by adjusting the amount of light generated by the lamp.







The main menu is displayed.



Press the ▲ or ▼ button to move to **Setup**. The **Setup** menu is displayed.

Press the (4) button.



Press the ▲ or ▼ button to move to Light **Setting**, then press the button.

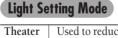
The Light Setting menu is displayed.



Press the ▲ or ▼ button to move to desired mode, then press the 🕒 button. Setup is switched to the selected mode.





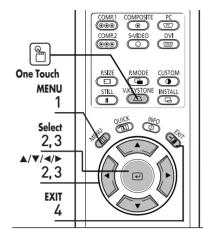


Theater	Used to reduce the brightness of the lamp in dark
	ambient light to prevent reflection in the eye. It also
	lowers power consumption and extends the life of the
	lamp.
Bright	Used to enhance the brightness in relatively bright
	ambient light.



Correcting Vertical Keystone

Used to compensate image shape when image distortion occurs.





Press the V.KEYSTONE button.

Press the ◀ or ▶ button to adjust picture image optimally.



Press the MENU button. The main menu is displayed.



Press the ▲ or ▼ button to move to **Setup**.

The **Setup** menu is displayed.

Press the (4) button.



Press the ▲ or ▼ button to move to **V-Keystone**, then press the ← button.

Press the ◀ or ▶ button to adjust.



Press the **EXIT** button to exit the menu.



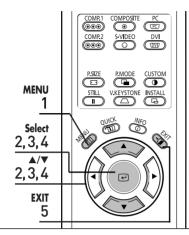




V-Keystone corrects distortion of picture image by software. It is better to install the projector properly to avoid distortion instead of using the V-Keystone feature.

Test Patterns

Generated by the projector itself. Utilized as installation basis for better installation of the projector.





Press the MENU button.

The main menu is displayed.



Press the ▲ or ▼ button to move to **Setup**.

The **Setup** menu is displayed.

Press the (4) button.



Press the ▲ or ▼ button to move to **Test Pattern**, then press the ☑ button.

The **Test Pattern** menu is displayed.

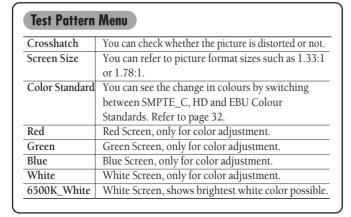


Press the ▲ or ▼ button to move to desired pattern, then press the ← button.

The selected pattern is displayed.



Press the **EXIT** button to exit the menu.









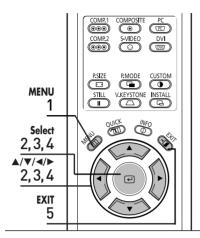


The Crosshatch and Screen Size patterns of this projector are provided by JKP (JK Production).

The Red/Green/Blue colors of the test patterns are only for the color adjustment procedures, and may not comply with the actual colors displayed during video playback.

Restoring the Factory Default Settings

Used to restore setting values to factory defaults.





Press the **MENU** button.



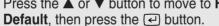


Press the ▲ or ▼ button to move to **Setup**. The **Setup** menu is displayed.

Press the (4) button.



Press the ▲ or ▼ button to move to **Factory**





Press the ◀ or ▶ button to move to **OK**, then press the e button.

Setting values are returned to factory defaults.



Press the **EXIT** button to exit the menu.



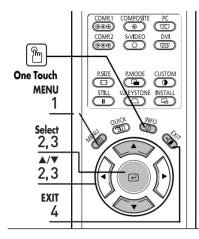




User settings including Edit Name and Custom Picture will be reset.

Information

You can check external source signals, picture setup, PC picture adjustment and lamp use time.





Press the **INFO** button.





1 Press the MENU button.

The main menu is displayed.



Press the ▲ or ▼ button to move to **Setup**. The **Setup** menu is displayed.

Press the 🕘 button.



Press the ▲ or ▼ button to move to **Information**, then press the ຝ button.

You can check external source signals, picture setup, PC picture adjustment and lamp use time.





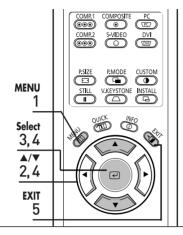


Menu Option

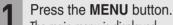
Setting the Language	52
Setting the Menu Position	53
Setting the Menu Translucency	54
Setting the Menu Display Time	.55
Selecting the Quick Menu	56

Setting the Language

You can select the language used for the menu screen.











Press the ▲ or ▼ button to move to Menu Option.
The Menu Option menu is displayed.



Press the button. The Language is selected.



Press the button again.

Press the or button to move to desired language, then press the button.

Setup is switched to the selected language.

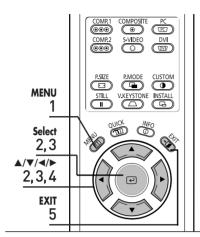


D



Setting the Menu Position

You can move Menu Position to up/down/left/right.







The main menu is displayed.



Press the ▲ or ▼ button to move to Menu Option.

The Menu Option menu is displayed.

Press the (4) button.



Press the ▲ or ▼ button to move to Menu Position, then press the ☑ button.



Press the ▲, ▼, ◀, or ▶ button to move to desired position.

The menu screen is displayed on the given position.

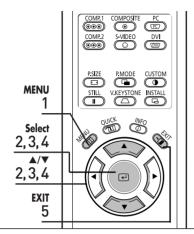






Setting the Menu Translucency

You can set the translucency of menu.



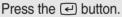


Press the **MENU** button.





Press the ▲ or ▼ button to move to Menu Option.
The Menu Option menu is displayed.





Press the ▲ or ▼ button to move to Menu Translucency, then press the ← button.





Press the ▲ or ▼ button to move to desired mode, then press the ☑ button.

Setup is switched to the selected mode.

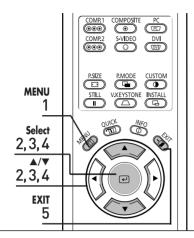


Press the EXIT button to exit the menu.

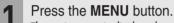


Setting Up the Menu Display Time

You can set the display time of the menu.







The main menu is displayed.



Press the ▲ or ▼ button to move to **Menu Option**. The Menu Option menu is displayed.

Press the (4) button.



Press the ▲ or ▼ button to move to Menu **Display Time**, then press the **←** button.



Press the ▲ or ▼ button to move to desired time. then press the e button.

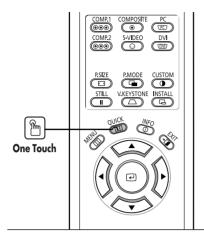
Setup is switched to the selected time.







Selecting the Quick Menu





Press the **QUICK** button.

The menu you used previously will appear.

Connecting to PC

Before Connecting to PC	58
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Before Connecting to PC

Check the following before connecting the projector to a PC.

Check the following before connecting:

- Adjust the PC display setting to the resolution and frequency supported by the projector.
- Refer to the PC user manual (graphic and sound card) when connecting the projector
- Do not connect power cord until all connections are completed. It may result in damage to the product if you connect power during connection.
- Check the graphic card port type installed in PC.

Display modes supported by this projector

				Horizonta	Sync	Vertical Sync		Pixel	Sync Type		
Source	Mode	Resolution (H x V)	Total Resolution	Frequency [KHz]	Polarity	Frequency [Hz]	Polarity	Clock [MHz]	Separate	Composite	SOG (Sync-On -Green)
		640 x 350	800 x 449	31.47	Р	70	N	25.175	0	0	Х
			832 x 445	37.86	Р	85.1	N	31.5	0	0	Х
		720 x 400	900 x 449	31.47	N	70	Р	28.322	0	0	Х
			936 x 446	37.93	N	85	Р	35.5	0	0	Х
PC	VGA	640 x 480	800 x 525	31.47	N	60	N	25.175	0	0	Х
&			864 x 525	35.00	N	66.7	N	30.24	0	0	Х
DVI			832 x 520	37.86	N	72.8	N	31.5	0	0	Х
			840 x 500	37.5	N	75	N	31.5	0	0	Х
			832 x 509	43.27	N	85	N	36	0	0	Х
		800 x 600	1024 x 625	35.16	N/P	56.3	N/P	36	0	0	Х
			1056 x 628	37.88	Р	60.3	Р	40	0	0	Х
	SVGA		1040 x 666	48.08	Р	72.2	Р	50	0	0	Х
	SVUA		1056 x 625	46.87	Р	75	Р	49.5	0	0	Х
			1048 x 631	53.67	Р	85.1	Р	56.25	0	0	Х
		832 x 864	1152 x 667	49.73	N	74.6	N	57.284	0	0	Х
		1024 x 768	1344 x 806	48.36	N	60	N	65	0	0	Х
	XGA		1328 x 806	56.4	N	70.1	N	75	0	0	Х
			1312 x 800	60.02	Р	75	Р	78.75	0	0	Х
	SXGA	1280 x 1024	1688 x 1066	63.981	Р	60.02	Р	108	0	X	Х
		1920 x 1080i	2200 x 1125	33.75	Х	60	Х	74.25	0	Х	SOY
PC &			2640 x 1125	28.125	Х	50	Х	74.25	0	X	SOY
DVI	HD	1280 x 720p	1650 x 750	45	Х	60	Х	74.25	0	Х	SOY
&			1980 x 750	37.5	Х	50	Х	74.25	0	Х	SOY
Component		720 x 480p	858 x 525	31.5	Χ	60	Х	27	0	Χ	SOY
		720 x 576p	720 x 576	31.25	Х	50	Х	27	0	Х	SOY
Component	SD	720 x 480i	858 x 525	15.73	Х	60	Х	13.5	0	Х	SOY
Component	ου	720 x 576i	864 x 625	15.625	Х	50	Х	13.5	0	Х	SOY



The table complies to IBM/VESA requirements and is based on analog signal input.

NOTE

Refer to "Rear Side and Cables" on page 10 for cables used for connection.

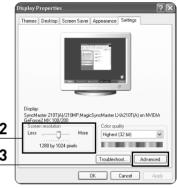
Setting up the PC Environment

1 Click the right mouse button on the Windows wallpaper and click on **Properties**.

Display Properties tab will appear.

- **2** Click on Settings tab and set the Screen resolution by referring to Resolution described in the display mode table supported by this projector.
 - You do not have to change Color quality setup.
- **3** Press the Advanced button. Another property window will appear.
- 4 Click on Monitor tab and set the Screen refresh rate by referring to Vertical Frequency described in the display mode table supported by this projector.
 - Set up both the vertical and horizontal frequency instead of Screen refresh rate.
- **5** Press the OK button to close the window and press the OK button in **Display Properties** window to close.
 - The computer might begin restart automatically.
- **6** Shut down the PC and connect to the projector. (Page 60)







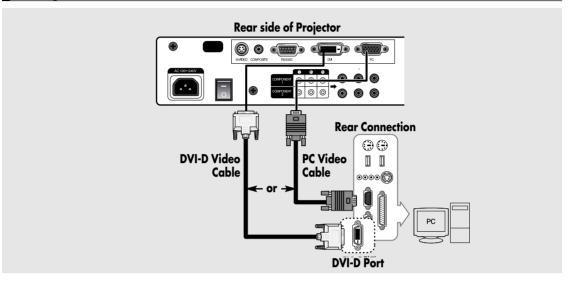


- Process might vary depending on the type of computers or Windows versions.
- This appliance supports up to 32 bits per pixel in Color quality when it is used as a PC monitor.
- Projected images may differ from the monitor depending on monitor manufacture or Windows versions.
- If a band or an unusual signal appears on the projector when PC is turned off or disconnected, switch to Composite
 mode using the SOURCE button or check that PC is properly connected.
- When connecting the projector to PC (including DVI connection), check that PC setup complies to display settings supported by this projector. If not, there may be signal problems.

Connecting to PC

You can connect a PC to the projector and use it as a monitor.

Using PC Video Cable or DVI Cable



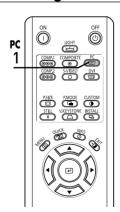
Connect PC (RGB In) port on the rear side of the projector to the monitor output port of PC using PC video cable.

■ If PC has a DVI output port, connect it to **DVI** port of the projector.

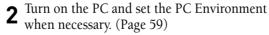


This product supports Plug & Play. No driver installation is needed for Windows XP.

Viewing the PC Screen



- 1 Turn on the projector and press the PC button to select PC. If the projector is connected to DVI, press the DVI button to select DVI.
 - If PC Mode is not available, check PC video cable is in place.



3 Adjust the screen. (Pages 62~65)



- Enjoy better picture quality by using DVI-D cable (supports digital signals only) instead of PC Video cable.
- DVI-I cable (supports analog signals) is not supported. Use DVD-D cable.
- Sound comes out from PC speakers.



Pin Configuration of PC Video Port Plug

PC Video Cable (15-pin signal)



Pin No.	PC Input
1	Red (R)
2	Green (G)
3	Blue (B)
4	Ground
5	Ground (DDC)
6	Red (R) Ground
7	Green (G) Ground
8	Blue (B) Ground
9	Reserved
10	Ground Sync
11	Ground
12	Data (DDC)
13	Horizontal Sync
14	Vertical Sync
15	Clock (DDC)

DVI-D (supports only digital signals)



Pin No.	Signal	Pin No.	Signal
1	T.M.D.S. DATA2-	13	T.M.D.S. DATA3+
2	T.M.D.S. DATA2+	14	+5V Power
3	T.M.D.S. DATA2/4 Shield	15	Ground for 5V
4	T.M.D.S. DATA4-	16	Hot Plug Detect
5	T.M.D.S. DATA4+	17	T.M.D.S. DATA0-
6	Clock (DDC)	18	T.M.D.S. DATA0+
7	Data (DDC)	19	T.M.D.S. DATA0/5 Shield
8	No Connection	20	T.M.D.S. DATA5-
9	T.M.D.S. DATA1-	21	T.M.D.S. DATA5+
10	T.M.D.S. DATA1+	22	T.M.D.S. Clock Shield
11	T.M.D.S. DATA1/3 Shield	23	T.M.D.S. Clock+
12	T.M.D.S. DATA3-	24	T.M.D.S. Clock-

VESA Plug & Play

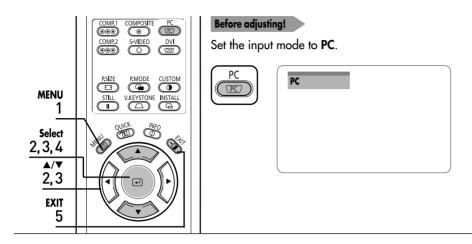
This appliance supports **VESA Plug & Play** and recognizes connection to PC automatically.



DVI-D cable does not support analog RGB signals.

Automatic Picture Adjustment

Used to adjust frequency and phase of PC screen automatically.





1 Press the MENU button.

The main menu is displayed.



Press the ▲ or ▼ button to move to **Setup**. The **Setup** menu is displayed.

Press the (4) button.



Press the ▲ or ▼ button to move to PC, then press the ← button.

The Auto Adjustment is selected.



Press the 🕘 button.

Auto Adjustment in progress message is displayed and PC screen is adjusted automatically.



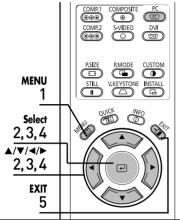


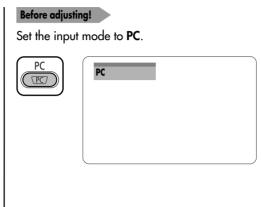




Frequency Adjustment

Used to adjust frequency when vertical lines appear on PC screen.







Press the **MENU** button.

The main menu is displayed.

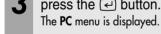


Press the ▲ or ▼ button to move to **Setup**. The **Setup** menu is displayed.

Press the (4) button.



Press the ▲ or ▼ button to move to PC, then press the 🕘 button.





Press the ▲ or ▼ button to move to **Coarse**, then press the e button.

Press the ◀ or ▶ button to adjust.

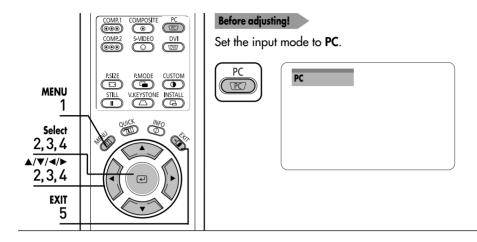






Fine Tuning with the Phase Adjustment

Used to fine tune the PC screen.





Press the **MENU** button. The main menu is displayed.



Press the ▲ or ▼ button to move to **Setup**. The **Setup** menu is displayed.

Press the ← button.



Press the ▲ or ▼ button to move to PC, then press the ☑ button.
The PC menu is displayed.



Press the ▲ or ▼ button to move to **Fine**, then press the ຝ button.

Press the ◀ or ▶ button to adjust.

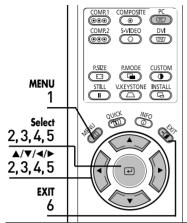


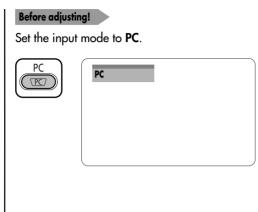




Zooming the Screen

Used to extend PC screen from the center.







Press the **MENU** button.

The main menu is displayed.



Press the \triangle or ∇ button to move to **Setup**. The **Setup** menu is displayed.

Press the (4) button.



Press the ▲ or ▼ button to move to PC, then press the (4) button. The PC menu is displayed.

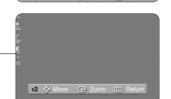


Press the ▲ or ▼ button to move to **Zoom**, then press the e button.



Press the \blacktriangle , \blacktriangledown , \blacktriangleleft , or \blacktriangleright button to move to desired position, then press the e button to extend as you want.

The screen can be extended by 1, 2, 4, or 8 times.

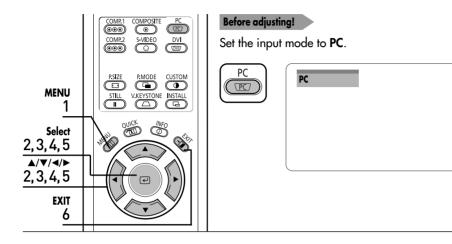






Reset the PC

Used to reset PC mode settings to the Factory Default values.





Press the **MENU** button. The main menu is displayed.



Press the \triangle or ∇ button to move to **Setup**. The **Setup** menu is displayed.

Press the (4) button.



Press the ▲ or ▼ button to move to PC, then press the e button. The PC menu is displayed.



Press the ▲ or ▼ button to move to **Reset**, then press the e button.





Press the ◀ or ▶ button to move to **OK**, then press the 🕘 button.

The PC is reset to the time of purchasing.





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Troubleshooting

Before Contacting Service Personnel.......68

Before Contacting Service Personnel If this projector does not operate properly, check the following first.

If the problem is continues, contact your dealer.



Installation and Connection

Symptoms	Troubleshooting	Note
No Power.	Be sure that the power cord in place and the power switch on the rear side of the projector is turned on "—".	Page 15
Image is distorted or trapezoidal.	Be sure to make the projection beam perpendicular to the screen and adjust the focus using the Zoom Knob and the Focus Ring. Avoid to use the V-Keystone function if possible.	Pages 16~20
Want to install projector on ceiling.	Ceiling bracket is an optional accessory. Please contact your dealer.	
Image is distorted or trapezoidal.	Be sure that the connection cable (video) is properly connected to the proper port. Unless they are connected properly, the device is not available.	Pages 23~25



Menu and Remote Control

Symptoms	Troubleshooting	Note
Remote control does	■ Be sure that the proper external source is selected.	Page 26
not work.	 Check batteries of the remote control. If there is a problem, replace them with recommended ones. 	Page 12
	Check the angle and distance between the remote control and the projector. Be sure that there is no obstacle between the projector and the remote control that may block the signal.	Page 13
	■ Direct lighting of 3-way light bulbs or other lighting device on the remote sensor of the projector may affect the sensitivity and cause the remote control to malfunction.	
Some of Menu functions do not work.	Refer to the user manual. Some functions are locked depending on sources and type of the input signal.	Pages 23~26



Screen and External Source

Symptoms	Troubleshooting			
Cannot see picture images.	 Be sure that the power cord of the projector is in place. Be sure that the proper input source is selected. Be sure that cable is properly connected to the rear panel of the projector. Check the Remote Control batteries. Be sure that the Color, Brightness settings are not at their lower limit. 			
Poor color.	Adjust the Color and Brightness.	Page 31		
Images are not clear.	Adjust the focus.Check that the projection distance is either too far or too near to the screen.	Page 16 Page 19~20		
Strange noise.	Contact your service personnel if the noise continues due to defective parts.			
Repair indicator is on.	Refer to instructions on lamp and repair.	Page 9		
Lines appear on screen.	Noisy lines may appear for PC mode in case of frequency discrepancy. Adjust the vertical frequency of your video card on the advanced display property.	Page 63		
Green appears on the screen.	Be sure to properly connect the external devices. Especially, connect the component (Y, Pb, Pr) cables matching the color codes.	Pages 23~25		
Cannot see the picture from the external devices.	Be sure that the proper operation of the external device. Adjustable items of the Custom Picture Menu are properly set.	Pages 26, 31		
Only blue screen appears.	Be sure to properly connect the external devices. Check the connection cables again.	Pages 26, 23~25		
Screen appears in black and white or odd color/screen is too dark or bright.	 Adjustable items of the Custom Picture Menu are properly set. Execute Factory Default if you want to restore the factory default setting values. 	Page 31 Page 48		

Other Information

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Purchasing Optional Parts	73
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Lamp Replacement	77
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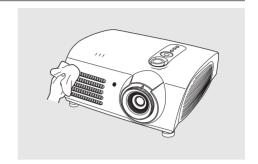
Storage and Maintenance

Clean and maintain the projector in the following way.

■ Cleaning the Projector and Lens

Use a dry soft cloth.

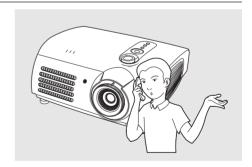
- Do not use flammable materials such as benzene and thinner. Do not use a wet cloth. It may result in malfunction.
- Do not clean the lens using a fingertip or a sharp object.
 It may leave scratches.



■ Cleaning the Inside of the Projector

Contact your dealer or service personnel to clean the inside of the projector.

Contact your dealer if particles or other objects are stuck inside of the projector.

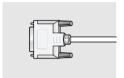


Purchasing Optional Parts

Information for purchasing accessories or optional parts.

Optional Parts

DVI-D Cable



You can purchase at electronics shops or over the Internet.



1.5V AAA Batteries



You can purchase at electronics shops or over the Internet. Or you can call your dealer or service center.

Structure of Screen Menu

You can see the entire structure of screen menu.

Buttons used for Screen Menu



Open Menu/Exit Menu



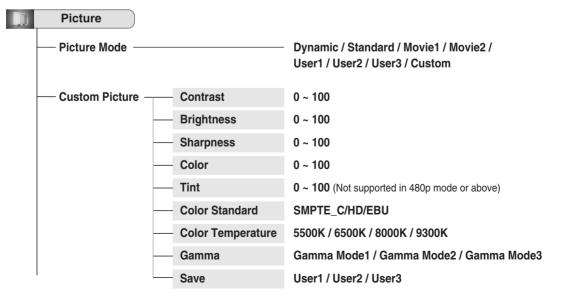
Select an item/change setting value

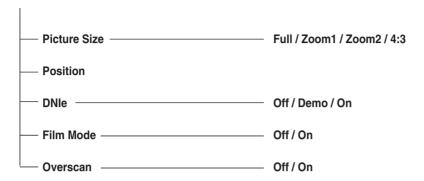
Select Composite/S-Video/Component Input Mode



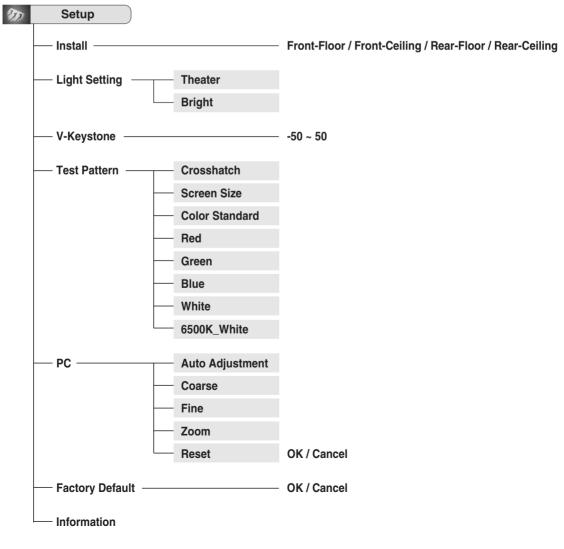






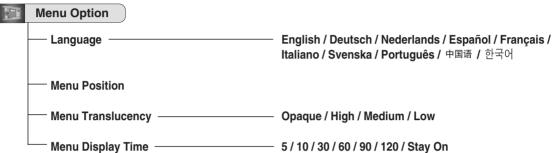






Structure of Screen Menu (Continued)





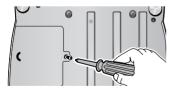
Lamp Replacement

Cautions on Lamp Replacement

- Projector lamp requires replacement after.
- Use the recommended lamp when replacing. Lamp specifications are defined in the user's manual. Replace with the same model provided with the projector.
 - Lamp Model Name: LAMP-MERCURY-Philips
 - Lamp Manufacture: Philips Lighting
 Lamp Life Time: 2000Hrs
 Lamp Type: 250W UHP
 Lamp Part Number: BP47-00010A
- Check that the power cord is unplugged before replacing lamps.
- Wait for at least 30 minutes before replacing lamps to cool off the lamp unit after disconnecting power.
- Lamp is a high-pressure product. Do not place near flammable materials or children.
- Remove dirts or foreign materials around or inside the lamp unit using a proper vacuum device.
- Be careful not to touch the lamp itself when handling the lamp unit.
- If the lamp is poorly handled, it may result in poor picture quality or shorter life time of lamp.
- The projector is will not operate normally if the cover is not locked completely after lamp replacement. Refer to LED information in the user's manual if the projector does not operate normally.

Lamp Replacement Procedure

1 Detach the screw of the lamp cover.



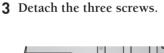
4 Lift and grip the lamp handle in the direction of the arrow and pull it out.



2 Push to open the lamp cover in the direction of the arrow.



Reverse the disassembly procedure to assemble the unit after replacement.







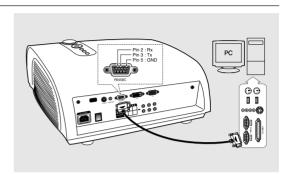
- The Lamp is hightemperature highpressure product.
 Wait for at least 30 minutes to proceed after disconnecting power.
- Be sure that the power cord is disconnected before proceeding.

RS-232C Connection and Control

Connecting the Projector to a PC

You can connect the Projector to a PC using the RS-232C (Crossed, Female Type) cable to control the projector.

- Do not disconnect or connect the RS-232C cable while the Computer or the Projector is operating. It may cause serious damage to the Computer or the Projector.
- If the PC is not properly configured, the RS-232C connection may not work properly. For further details, refer to the Computer's product documentation.



Communication Format (Complies with the RS232C Standard)

- Transmission Speed: 115,200 bps
- Parity Bit: No
- Data Length: 8 data bits, 1 stop bit

Transmission Sequence and Data Format

Transmission Sequence

Argument $1 \rightarrow \text{Argument } 2 \rightarrow ----$

Argument N, Command, Response

Structure for Variables (8 bytes)

0x08 0x11 N	PN	CS
-------------	----	----

N : Variable's Number (Hexadecimal)

PN: Value of the Variable (Implemented in 4 bytes - Hexadecimal)

CS: Checksum
(Boolean complementation of the summation of all bytes except the CS)

Command Structure (4 bytes)

CN 0x12 CC CS

CN : Command + Number of Variables (Hexadecimal)

CC : Command - Hexadecimal (Refer to the commands table)

CS: Checksum
(Boolean complementation of the summation of all bytes except the CS)

Command Structure (4 bytes)

- Confirms proper data transmission
 - CN 0x12 CC CS
- No response for communication errors or invalid commands
- Transmit the following control command to transmit one or more control commands if there was a successful response for the previous transmission or there was no response in over 3 seconds.
- While controlling the Projector using a Computer, you cannot check the Projector's status change using the Computer nor will it be displayed on the Projector's screen. Transmit the INFORMATION command to display the current information on the Projector's screen.
- All the control commands apply to the input source and the Projector's status currently displayed.

Commands

e.g.) DISPLAY \rightarrow CUSTOM CONFIGURATION \rightarrow Set the CONTRAST to 60

0x08 0x11 0x01 0x00 0x00 0x00 0x01 0xE5 Prameter 1 0x08 0x11 0x02 0x00 0x00 0x00 0x03 0xE2 Prameter 2 0x08 0x11 0x03 0x00 0x00 0x00 0x3C 0xA8 Prameter 3 Command 0x04 0x12 0x4B0x9F

Return 0x03 0x0C 0xF1

× :	Range is –50 ~ 50, use the Boolean Complementary for
	negative values.

	Contro	Command	Parmeters	Return	
General	Power	76	0,5		
		Off	76	0,3	
		Direct Off	76	0,6	
Input	Input	Component1	76	2,8	
input		Component2	76	2,9	
		S-Video	76	2,11	
		Composite	76	2,10	
		PC	76	2,12	
		DVI	76	2.7	
	Check	Component1	77	64,208	1 or 0
	Ondok	Component2	77	64,209	1 or 0
		S-Video	77	64,210	1 or 0
			77	64,211	1 or 0
		Composite PC	77	64,212	1 or 0
		DVI	77	64,213	1 or 0
Dieture	Dieturo Modo		75		1010
Picture	Picture Mode	Dynamic		2,10,0	
		Standard	75	2,10,1	
		Movie1	75	2,10,2	
		Movie2	75	2,10,3	
		User1	75	2,10,4	
		User2	75	2,10,5	
		User3	75	2,10,6	
		Custom	75	2,10,7	
	Custom Picture	Contrast (0~100)	75	1,3,x	
		Brightness (0~100)	75	1,4,x	
		Sharpness (0~100)	75	1,5,x	
		Color (0~100)	75	1,6,x	
		Tint (0~100)	75	1,7,x	
	Color Standard	SMPTE-C	76	1,1,0	
		HD	76	1,1,1	
		EBU	76	1,1,2	
	Color Temperature	5500K	75	2,0,3	
		6500K	75	2,0,2	
		8000K	75	2,0,1	
		9300K	75	2,0,0	
	Gain	R(0~100)	75	2,3,x	
		G(0~100)	75	2,4,x	
		B(0~100)	75	2,5,x	
	Offset	R(-50~50)	75	2,6,x	*
	Olider	G(-50~50)	75	2,0,x 2,7,x	*
		B(-50~50)	75	2,7,x 2,8,x	*
	Gamma	Gamma Mode1	75	2,1,0	
	Ganina	Gamma Mode2	75		
				2,1,1	
}	B1 . B1	Gamma Mode3	75	2,1,2	
	Picture Size	Full	75	2,9,0	
		Zoom1	75	2,9,2	
-		Zoom2	75	2,9,3	
		4:3	75	2,9,4	
	Position	Up	75	2,13,0	
		Down	75	2,13,1	
[Left	75	2,13,2	
		Right	75	2,13,3	
[DNIe	On	76	0,1,1	
		Off	76	0,1,0	
		Demo	76	0,1,2	

		ol Items	Command	Parmeters	Return
Picture	Film Mode	On	75	2,11,1	
		Off	75	2,11,0	
	Overscan	On	75	2,12,1	
		Off	75	2,12,1	
Setup	Install	Front-Floor	75	0,1,0	
		Front-Ceiling	75	0,1,1	
		Rear-Floor	75	0,1,2	
		Rear-Ceiling	75	0,1,3	
	Light Setting	Theater	76	0,2,1	
		Bright	76	0,2,0	
-	Test Pattern	Crosshatch	76	0,0,1	
		Color Standard	76	0,0,2	
		Red	76	0,0,3	
		Green	76	0,0,4	
		Blue	76	0,0,5	
		White	76	0,0,6	
ļ		6500K_White	76	0,0,7	
ļ	V-Keystone	V-Keystone (-50~50)	75	0,3,x	*
	PC	Auto Adjustment	76	6,5	
		Coarse (0~2000)	76	6,3,x	
ļ		Fine (0~255)	76	6,4,x	
		Zoom (0~3)	76	6,13,x	
		PC Reset	76	6,14	
	Factory Default	Confirm	76	9	
	Information	OK	76	0,2,0	
Menu Option	Language	English	76	10,0,0	
		Deutsch	76	10,0,1	
		Nederlands	76	10,0,2	
		Español	76	10,0,3	
		Français	76	10,0,4	
		Italiano	76	10,0,5	
		Svenska	76	10,0,6	
		Português	76	10,0,7	
		中国语	76	10,0,8	
		한국어	76	10,0,9	
	Menu Position	Up	76	10,1,0	
-		Down	76	10,1,1	
		Left	76	10,1,2	
-		Right	76	10,1,3	
}	Menu Translucency	Opaque	76	10,2,0	
ŀ		High	76	10,2,2	
ŀ		Medium	76	10,2,4	
}		Low	76	10,2,6	
	Menu Display Time	Stay On	76	10,3,6	
		5	76	10,3,0	
		10	76	10,3,1	
		30	76	10,3,2	
		60	76	10,3,3	
		90	76	10,3,4	
		120	76	10,3,5	
	Menu	EXIT	76	0,4	

Specifications

Design and specifications of the product may be modified without prior notice for better performance. This appliance is Class B device that can be used in both residential and industrial areas.

Model Classification		SP-H700/H710		SP-H500			
Panel	Size		0.8"(HD2+)	0.63"(ED2)			
	Resolution		1280 x 720	1024 x 576			
Lamp	Туре	250W UHP					
-	Life Time	2000Hrs					
Power	Power Consumption	350W					
	Voltage	AC 100-240V					
	Frequency		50/60Hz				
Dime	nsions		384 x 425 x 177 mm / 1	5.1" x 16.7" x 7.0"			
We	eight		9.0 kg/19	9.8 lb			
Acces	ssories	Own	er's Instructions, Power Cor	rd, Remote control, Batteries			
Key Features	Brightness		700 ANSI	600 ANSI			
	Contrast (Theatre Mode)		2800 : 1	2000 : 1			
	Screen Size	D	riagonal 30.385~300"	Diagonal 40~200"			
	Projection Range	1.0 ~	13.6 m / 3.4 ~ 44.8 ft	1.3 ~ 8.8 m/4.4 ~ 28.5 ft			
	Keystone	Vertical					
Input/Output	DVI	Connector Type: DVI-D Available Format: PC - VGA~SXGA					
		DTV - 480p, 576p, 720p, 1080i					
		3) Frequency: Refer to page 63.					
	PC	1) Connector Type: 15Pin D-Sub					
		2) Frequency: Refer to page 63.					
	Component 1	1) Signal Type: Y, Pb, Pr					
	Component 2	2) Available Format: 480i, 480p, 576i, 576p, 720p, 1080i					
		3) Frequency: Refer to page 63.					
	S-Video	Signal Format: NTSC, PAL, SECAM					
	Composite						
	RS-232C	Service Port					
User Environment	Temperature and	Operating Temperature (32~104°F/0~40°C), Humidity (10~80%)					
	Humidity	Storage Temperature (-4~113°F/-20~45°C), Humidity (5~95%)					
	Device Classification	n Class B					
	Noise	Min 28dB (Theater Mode)					

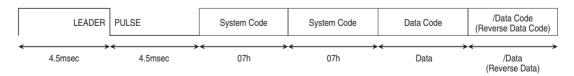
The DMD Panel used in DLP Projectors consists of several hundred thousand micro mirrors. As with other visual display elements, the DMD Panel may include a few bad pixels. Samsung and the DMD Panel manufacturer have a rigid, bad pixel identification and limitation procedure in place and products will not exceed the maximum number of bad pixels set by our standards. Rarely, non-displayable pixels may exist, however it does not affect the overall picture quality nor the lifespan of the product.

Remote Control Specifications

Function and Transmission Codes

Bu	tton	System Code	Data Code	Button		System Code	Data Code
(Pow	er) ON	07	99	CUS	ТОМ	07	1E
(Powe	er) OFF	07	98	ST	ILL	07	42
COMP.1 (C	Component1)	07	86	V.KEY	STONE	07	81
COMP.2 (C	Component2)	07	88		Front-Floor	07	BB
COMPOSITE		07	84	INSTALL	Front-Ceiling	07	EE
S-V	S-VIDEO		85		Rear-Floor	07	EF
F	oc oc	07	69		Rear-Ceiling	07	BF
С	DVI 07 8A MENU		NU	07	1A		
	Full	07	E4	QUICK		07	58
P.SIZE	Zoom1	07	53	INFO		07	1F
P.SIZE	Zoom2	07	E1	EXIT		07	2D
	4:3	07	E3	⊿ (Up)		07	60
	Dynamic	07	BD	▼ (Down)		07	61
	Standard	07	E8	◀ (Left)		07	65
	Movie1	07	E9	► (Right)		07	62
P.MODE	Movie2	07	EA	← (Enter)		07	68
PINIODE	User1	07	EB				
	User2	07	EC				
	User3	07	ED				
	Custom	07	BC				

Remote Control Signal Format



Memo

Memo





Europe Only

Correct Disposal of This Product (Waste Electrical & Electronic Equipment)

(Applicable in the European Union and other European countries with separate collection systems)

This marking shown on the product or its literature, indicates that it should not be disposed with other household wastes at the end of its working life. To prevent possible harm to the environment or human health from uncontrolled waste disposal, please separate this from other types of wastes and recycle it responsibly to promote the sustainable reuse of material resources. Household users should contact either the retailer where they purchased this product, or their local government office, for details of where and how they can take this item for environmentally safe recycling.

Business users should contact their supplier and check the terms and conditions of the purchase contract. This product should not be mixed with other commercial wastes for disposal.