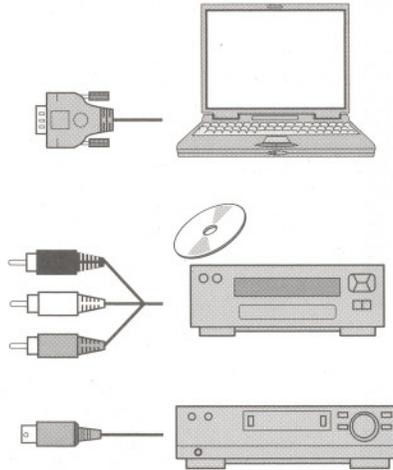


EIKI

Multimedia Projector

Quick Reference Guide

MODEL LC-X71
LC-X71L



Use this book as a reference guide when setting up the projector. For detailed information about installation, setup, and operation of the projector, refer to the owner's manual on the CD-ROM.

READ THE SAFETY INSTRUCTIONS IN THE OWNER'S MANUAL BEFORE USING THE PROJECTOR.



Printed in Japan
Part No. 610 330 3871 (1AA6P1P5214- KE6B)

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English

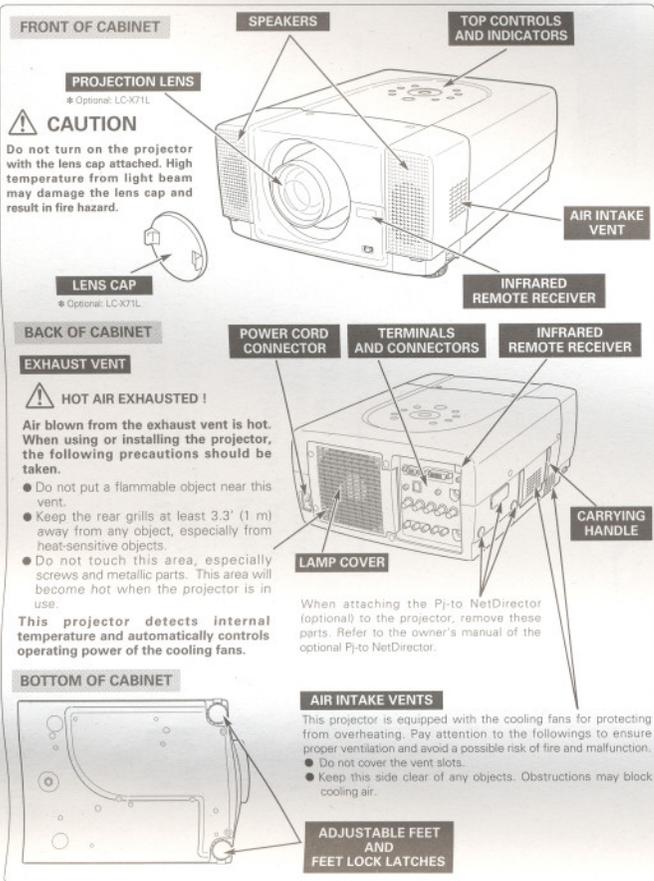
Français

Español

Deutsch

Italiano

NAME OF EACH PART OF PROJECTOR

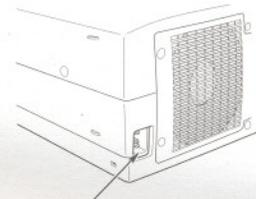


SETTING-UP PROJECTOR

CONNECTING AC POWER CORD

This projector uses nominal input voltages of 100-120 V or 200-240 V AC and it automatically selects correct input voltage. It is designed to work with single-phase power systems having a grounded neutral conductor. To reduce risk of electrical shock, do not plug into any other type of power system.

If you are not sure of the type of power being supplied, consult your authorized dealer or service station. Connect the projector with all peripheral equipment before turning it on.



Connect AC power cord (supplied) to the projector. The AC outlet must be near this equipment and must be easily accessible.

CAUTION

For safety, unplug the AC power cord when the projector is not in use. When the projector is connected to an outlet with the AC power cord, it is in stand-by mode and consumes a little electric power.

NOTE ON POWER CORD

AC power cord must meet the requirements of the country where you use the projector. Confirm the AC plug type with the chart below and a proper AC power cord must be used. If the supplied AC power cord does not match your AC outlet, contact your sales dealer.

Projector side	AC Outlet side	
<p>To POWER CORD CONNECTOR on your projector.</p>	For the U.S.A. and Canada <p>To the AC Outlet (120 V AC)</p>	For Continental Europe <p>To the AC Outlet (200 - 240 V AC)</p>

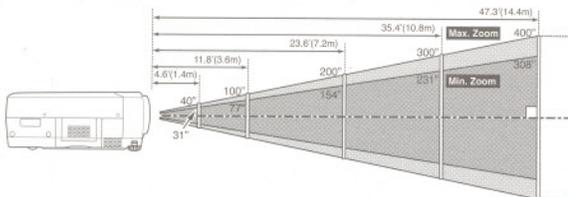
POSITIONING PROJECTOR

NOTE: The figures below are only for the Model LC-X71. The projection lens is not provided with the Model LC-X71L.

- This projector is designed to project on a flat projection surface.
- Projector can be focused from 4.6' (1.4 m) - 48.2' (14.7 m).
- Refer to the figure below to adjust the screen size.

A ROOM LIGHT

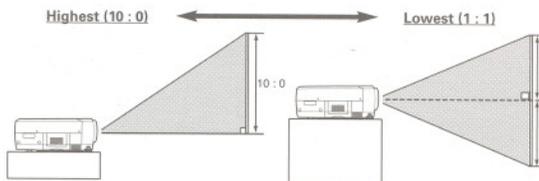
Brightness in a room has a great influence on the picture quality. It is recommended to limit ambient lighting in order to provide the best image.



Screen Size	Max. Zoom	40°	100°	150°	200°	250°	300°	400°
	Min. Zoom	31"	77"	115"	154"	192"	231"	308"
Distance	4.6' (1.4 m)	11.8' (3.6 m)	17.7' (5.4 m)	23.6' (7.2 m)	29.5' (9.0 m)	35.4' (10.8 m)	47.3' (14.4 m)	

LENS SHIFT ADJUSTMENT

Projection lens can be moved up and down with the motor-driven Lens shift function. This function makes it easy to provide projected image where you want. The U/D ratio can be adjusted 10:0 - 1:1 (see the figure below).

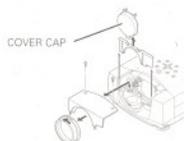


LENS INSTALLATION

Before setting up the projector, install a projection lens on the projector.

- Before installation, check the area where the projector is used and prepare a suitable lens. For the specifications of a projection lens, contact sales dealer where you purchased the projector.
- For installation, refer to the installation manual of the optional lens.

✓Note:
• When installing the lens, remove the cover cap of the projector.



ADJUSTABLE FEET

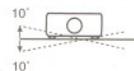
Projection angle can be adjusted up to 10.5 degrees with the ADJUSTABLE FEET.

- Lift the front of the projector and pull the FEET LOCK LATCHES in each side of the projector.
- Release the FEET LOCK LATCHES to lock the ADJUSTABLE FEET and rotate the ADJUSTABLE FEET to a proper height, and tilt.
- To retract the ADJUSTABLE FEET, lift the front of the projector and pull and undo the FEET LOCK LATCHES.



INSTALLING PROJECTOR IN PROPER POSITION

Install the projector properly. Improper installation may reduce the lamp life and cause a fire hazard.



Do not tilt the projector more than 10 degrees from side to side.



Do not put the projector on either side to project an image.

NO SIDWAYS

MOVING PROJECTOR

Use the Carrying Handle when moving the projector.

Replace the lens cap and retract the ADJUSTABLE FEET when moving the projector to prevent damages to the lens and cabinet.

When this projector is not in use for an extended period, put it into a suitable case (not supplied with this projector).



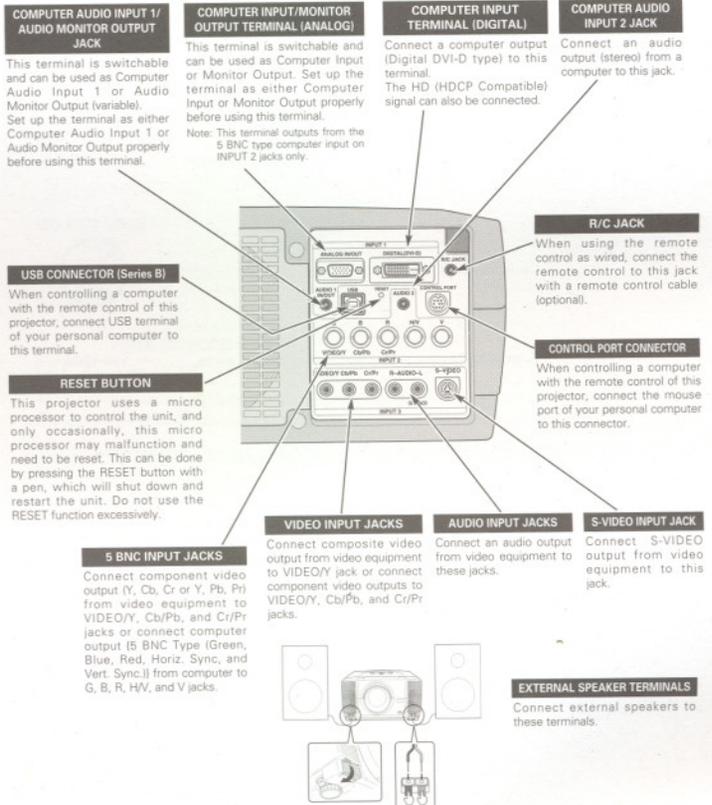
CAUTION IN CARRYING OR TRANSPORTING A PROJECTOR

- Do not drop or bump the projector, otherwise damages or malfunctions may result.
- When carrying the projector, use a suitable carrying case.
- Do not transport the projector by courier or any other transport service in an unsuitable transport case. This may cause damage to the projector. To transport the projector by courier or any other transport service, consult your dealer for the best way.

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TERMINALS OF PROJECTOR

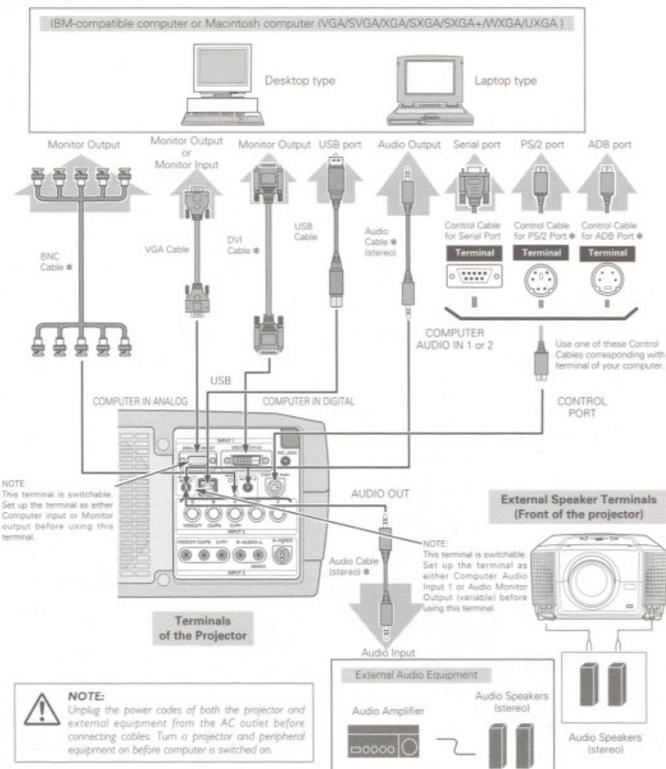
This projector has input and output terminals on its back for connecting computers and video equipment.



CONNECTING TO COMPUTERS

Cables used for connection (* = Cables or adapters not supplied with this projector.)

- VGA Cable (HDB 15 pin)
- DVI-Digital Cable (for Single Link T.M.D.S.)
- BNC Cable
- Control Cable for Serial Port
- Control Cable for PS2 Port
- USB Cable
- Audio Cables (Mini Plug (stereo) x 2)
- Control Cable for ADB Port

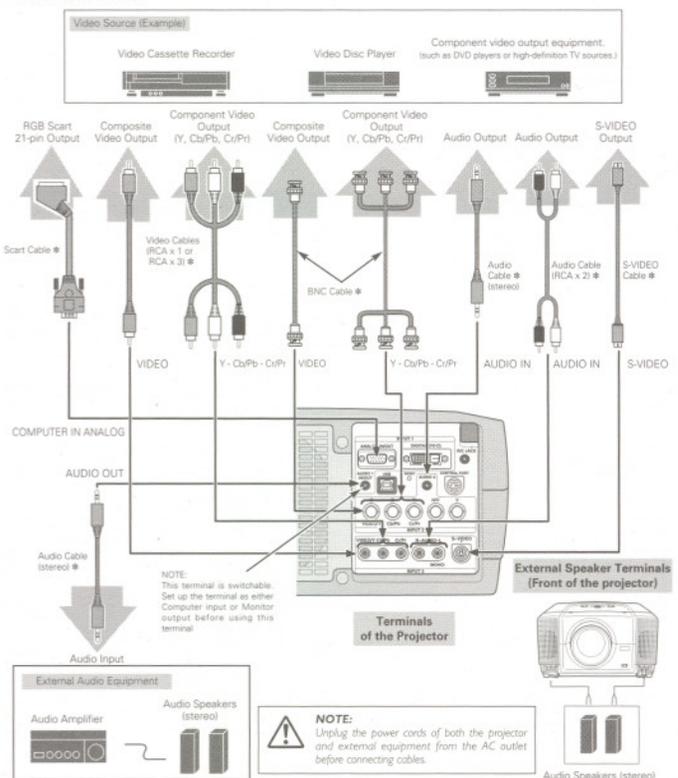


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CONNECTING TO VIDEO EQUIPMENT

Cables used for connection (* = Cables not supplied with this projector.)

- Video Cable (RCA x 1 or RCA x 3)
- BNC Cable
- S-VIDEO Cable
- Audio Cable (Mini Plug (stereo))
- Scart Cable



TURNING ON / OFF PROJECTOR

TURNING ON THE PROJECTOR

- 1 Complete peripheral connections (with a computer, VCR, etc.) before turning on the projector.
- 2 Connect the projector's AC power cord into an AC outlet. The LAMP indicator lights RED, and the READY indicator lights GREEN.
- 3 Press the POWER ON-OFF button on the top control or on the remote control. The LAMP indicator dims, and the preparation display appears on the screen and the countdown starts.
- 4 After the countdown, the input source that was selected the last time and the Lamp control status icon appear on the screen.

If the projector is locked with a PIN code, a PIN code Input Dialog Box appears. Enter a PIN code as instructed below.

To Enter a PIN code

Select a number by pressing the POINT LEFT/RIGHT button and fix the number with the SELECT button. The number changes to "*." If you fixed a wrong number, move the pointer to "Set" or "Clear" once by pressing the POINT DOWN button, then return to "PIN code." Enter the correct number.

Repeat this step to complete entering a four-digit number.

When the four-digit number is fixed, the pointer automatically moves to "Set." Press the SELECT button so that you can start to operate the projector.

If you entered a wrong PIN code, "PIN code" and the number (****) turn red and disappear. Enter a PIN code all over again.

What is PIN code?

PIN (Personal Identification Number) code is a security code that allows the person who knows it to operate the projector. Setting a PIN code prevents unauthorized use of the projector.

A PIN code consists of a four digit number. Refer to PIN code lock function in SETTING Menu in the owner's manual for locking the operation of the projector with your PIN code.



CAUTION ON HANDLING PIN CODE

If you forget your PIN code, the projector can no longer be started. Take special care in setting a new PIN code; write down the number in a column on page 60 of the owner's manual and keep it at hand. Should the PIN code be missing or forgotten, consult your dealer or service center.



The preparation display disappears after 30 seconds.

Selected Input Source and Lamp control



PIN code Input Dialog Box



After the OK icon disappears, you can operate the projector.

TURNING OFF THE PROJECTOR

- 1 Press the POWER ON-OFF button on the top control or on the remote control, and "Power off?" appears on the screen.
- 2 Press the POWER ON-OFF button again to turn off the projector. The LAMP indicator lights bright and the READY indicator turns off. After the projector is turned off, the cooling fans operate (for 90 seconds). During this "cooling down" period, the projector cannot be turned on.
- 3 When the projector has cooled down, the READY indicator lights GREEN again and you can turn projector on. After cooling down completely, unplug the AC power cord.



"Power off?" disappears after 4 seconds.



TO MAINTAIN THE LIFE OF LAMP, ONCE YOU TURN THE PROJECTOR ON, WAIT AT LEAST FIVE MINUTES BEFORE TURNING IT OFF. DO NOT UNPLUG THE AC POWER CORD WHILE COOLING FANS ARE RUNNING OR BEFORE THE READY INDICATOR LIGHTS GREEN AGAIN. OTHERWISE IT WILL RESULT IN SHORTENING THE LAMP LIFE.

Note:

- The projector cannot be turned on during the cooling period with the READY indicator turned off. You can turn it on again after the READY indicator becomes GREEN again.
- When the On start function is "On," this projector is turned on automatically by connecting the AC power cord to an AC outlet.
- Continuous use may result in shortening the lamp life. Turn off the projector and rest it for about an hour in every 24 hours.
- The running speed of cooling fans is changed according to the temperature inside the projector.
- If the WARNING TEMP indicator blinks RED, see "WARNING TEMP INDICATOR" in the owner's manual.