

# Video Projector

## Operating Instructions

Before operating the unit, please read this manual and supplied Quick Reference Manual thoroughly and retain them for future reference.

VPL-VW1100ES

**4K** **SXR**D **HDMI**  
Silicon X-tal Reflective Display

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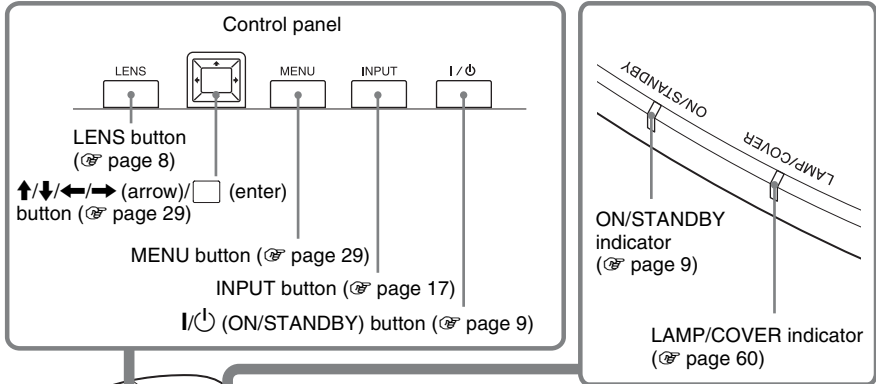
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# Location of Controls

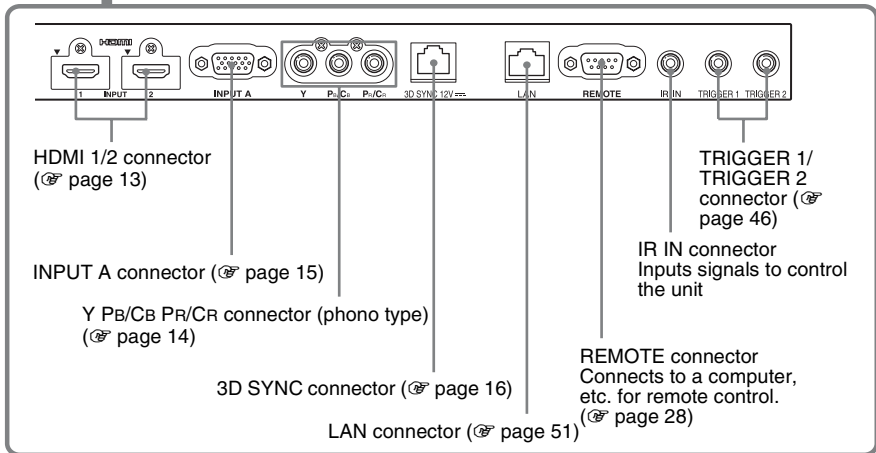
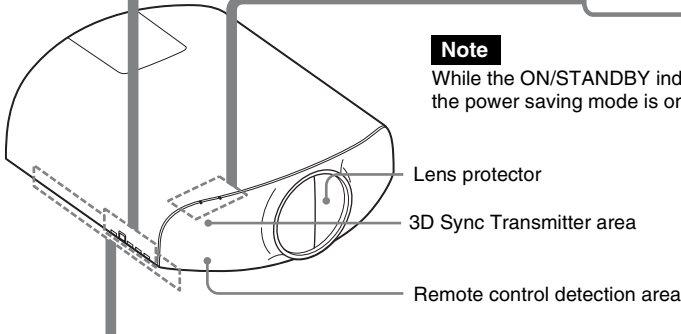
## Front/Right Side

You can use the buttons on the control panel with the same names as those on the remote control to operate the unit.

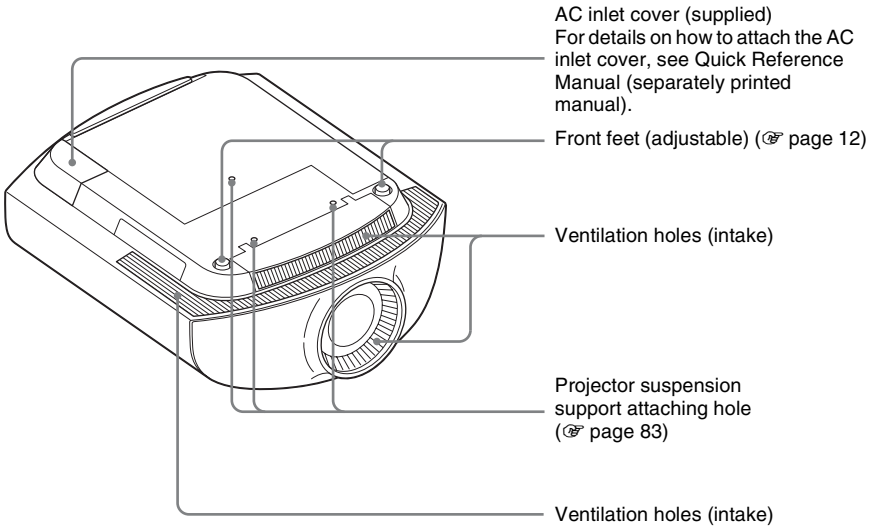
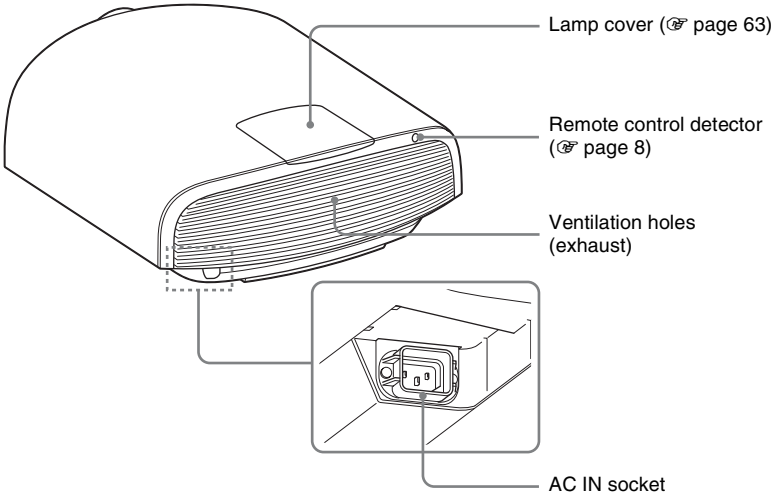


### Note

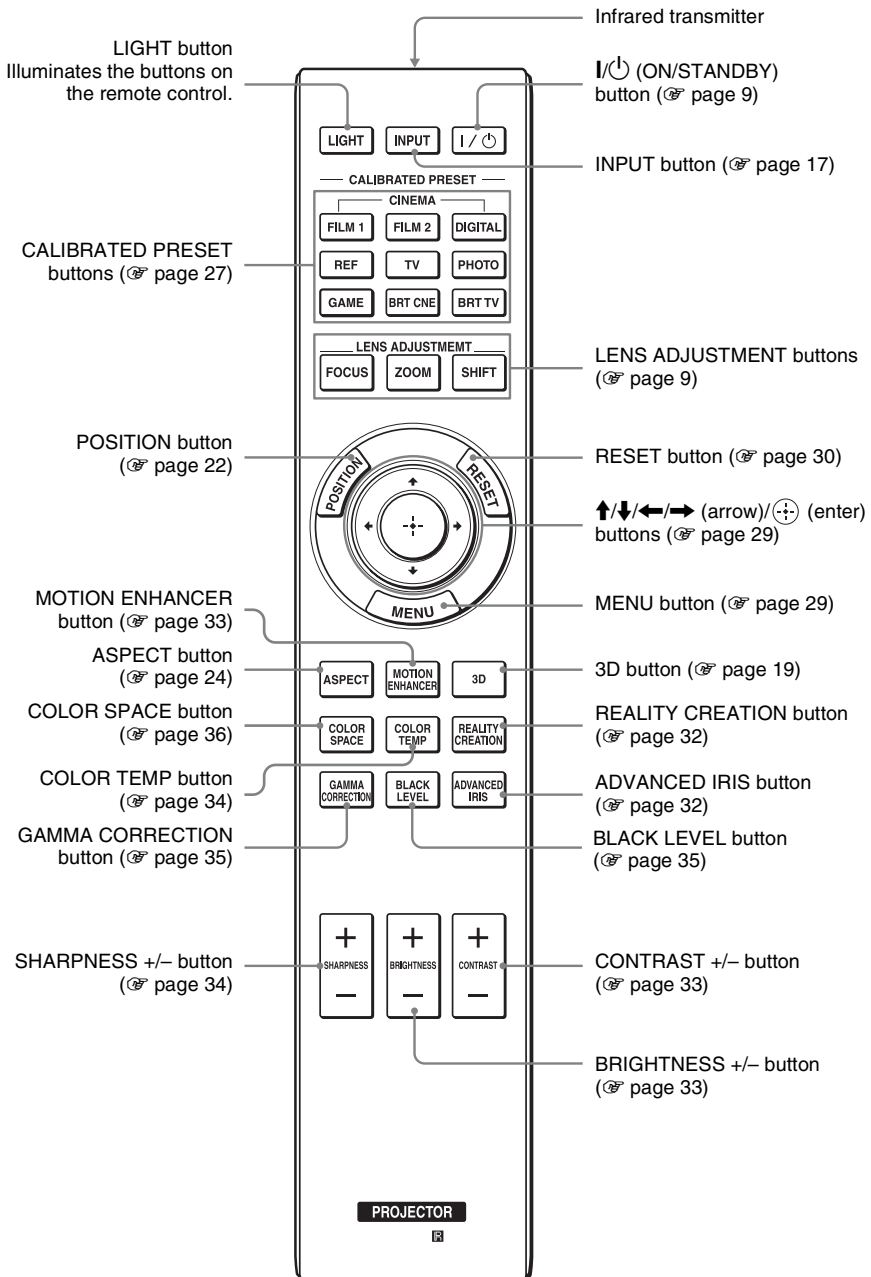
While the ON/STANDBY indicator lights in orange, the power saving mode is on. (☞ page 41)



# Rear/Bottom



# Remote Control



# Connections and Preparations

This section describes how to install the unit and screen, how to connect the equipment from which you want to project the picture, etc.

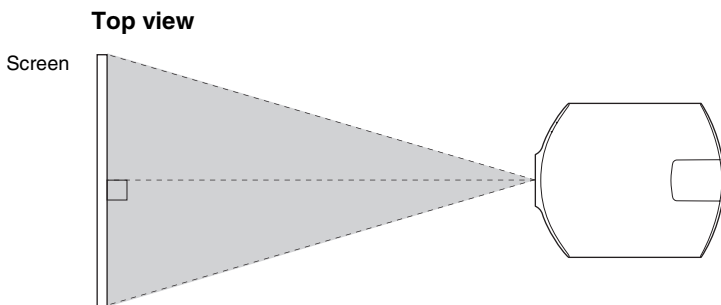
## Preparation 1: Installing the Unit

The lens shift allows you to have broader options for placing the unit and viewing pictures easily.

### Installing the Unit

The installation distance between the unit and a screen varies depending on the size of the screen or whether or not you use the lens shift features. Install this unit so that it fits the size of your screen. For details on the distance between the unit and the screen (the projection distance) and the size of projected video, see “Projection Distance and Lens Shift Range” (☞ page 78).

#### 1 Position the unit parallel to the screen.



#### 2 Project an image on the screen and adjust the picture so that it fits the screen (☞ page 8).

#### Note

When using a screen with an uneven surface, stripes pattern may rarely appear on the screen depending on the distance between the screen and the unit or the zooming magnifications. This is not a malfunction of the unit.

### When installing the unit on the ceiling

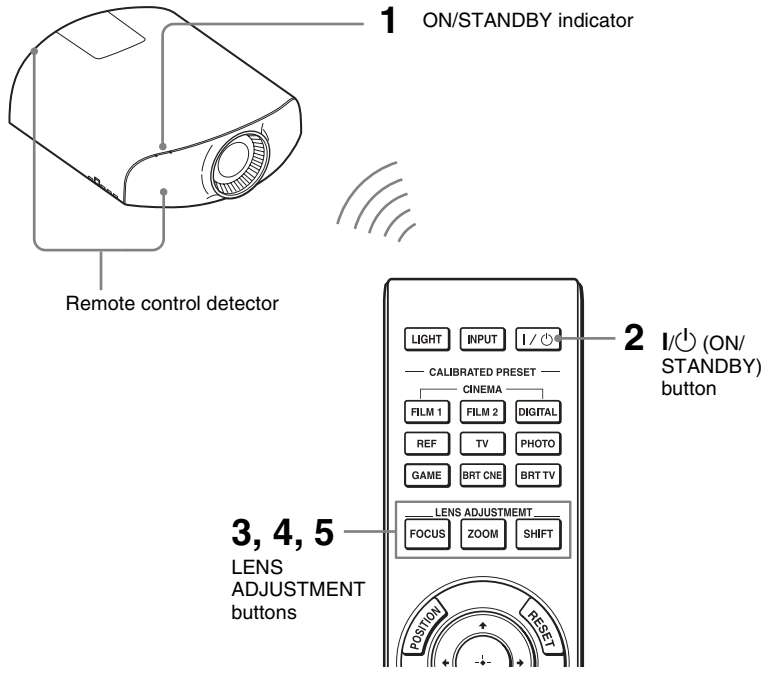
#### To dealers

Use the Sony PSS-H10 Projector Suspension Support, and take measures to prevent falling using wire, etc.

For details, refer to the installation manual for dealers of the PSS-H10.

# Preparation 2: Adjusting the Picture Position

Project an image on the screen and then adjust the picture position.



## Tips

- The I/⏻ (ON/STANDBY), INPUT, MENU, and (joystick) buttons on the side panel of the unit function the same as those on the remote control. The LENS button functions in the same way as the LENS ADJUSTMENT (FOCUS, ZOOM, SHIFT) buttons of the remote control.
- When adjusting the lens, each time you press the LENS button on the unit, the lens adjustment function switches between “Lens Focus,” “Lens Zoom” and “Lens Shift.”



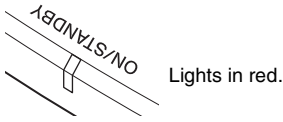
## Note

Depending on the installation location of the unit, you may not control it with the remote control. In this case, point the remote control at the remote control detector of the unit or the screen.

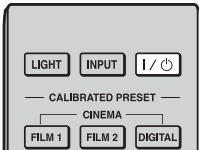


## 1 After connecting the AC power cord to the unit, plug the AC power cord into a wall outlet.

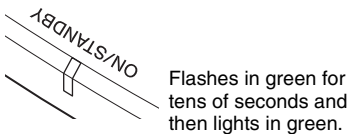
The ON/STANDBY indicator lights in red and the unit goes into standby mode.



## 2 Press the I/⏻ (ON/STANDBY) button to turn on the unit.

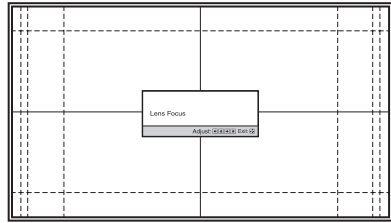
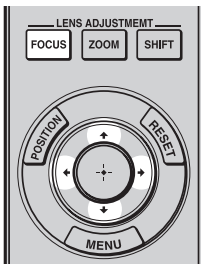


The lens protector will open. The ON/STANDBY indicator flashes in green, and then lights in green.



## 3 Adjust the focus.

Press the LENS ADJUSTMENT (FOCUS) button to display the Lens Focus adjustment window (test pattern). Then adjust the focus of the picture by pressing the  $\uparrow/\downarrow/\leftarrow/\rightarrow$  buttons.



### Tip

When “Lens Control” is set to “Off” on the Installation  $\mathcal{M}$  menu, you cannot adjust the focus, the picture size or the proper position by pressing the FOCUS, ZOOM or SHIFT buttons ( $\mathcal{C}$  page 46).

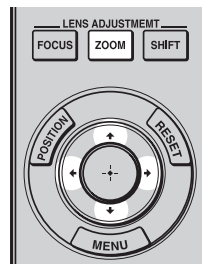
When “Test Pattern” is set to “Off” on the Function  $\mathcal{M}$  menu, the test pattern is not displayed ( $\mathcal{C}$  page 45).

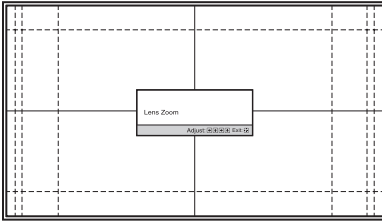
### Note

Adjust the lens by using buttons on the remote control or the control panel of the unit. Never make adjustments by directly turning the lens with your hands, which may cause damage or malfunction to the unit.

## 4 Adjust the picture size.

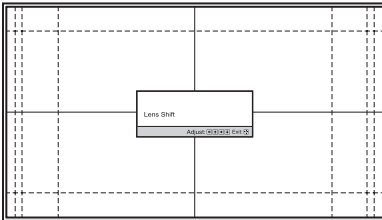
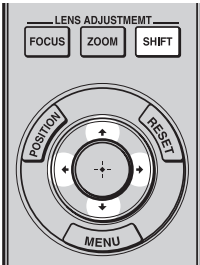
Press the LENS ADJUSTMENT (ZOOM) button to display the Lens Zoom adjustment window (test pattern). Then adjust the size of the picture by pressing the  $\uparrow/\downarrow/\leftarrow/\rightarrow$  buttons. To make the picture larger, press  $\uparrow/\rightarrow$ . To make the picture smaller, press  $\downarrow/\leftarrow$ .





## 5 Adjust the picture position.

Press the LENS ADJUSTMENT (SHIFT) button to display the Lens Shift adjustment window (test pattern). Then adjust to the proper position of the picture by pressing the  $\uparrow/\downarrow/\leftarrow/\rightarrow$  buttons.



### Tip

The test pattern disappears when no operation has been performed for one minute.

Whenever you press the  $\odot$  button, the test pattern disappears.

### Note

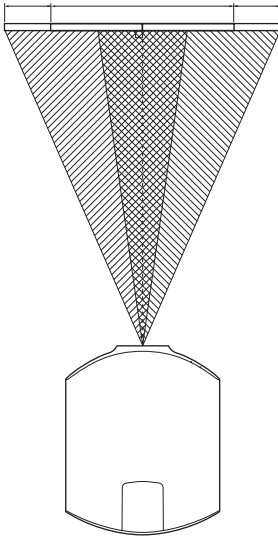
When adjusting the window position, do not touch the lens unit, otherwise your fingers may be pinched by the moving parts.

## To adjust the horizontal position

Press ←/→.

The picture projected on the screen moves right or left by a maximum of 31% of the screen width from the center of the lens.

31%    1 screen width    31%



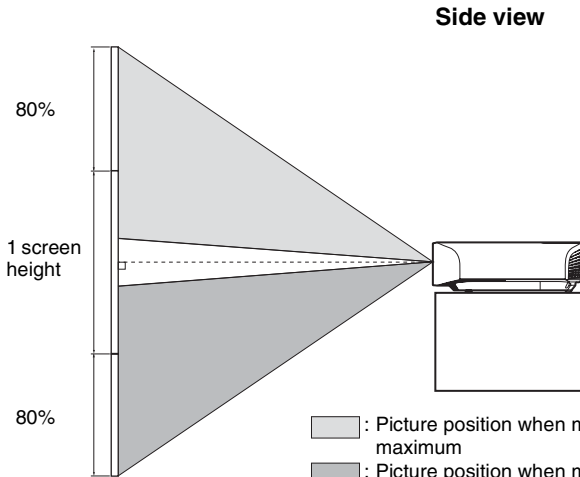
**Top view**

- : Picture position when moving the picture to the left at maximum
- : Picture position when moving the picture to the right at maximum

## To adjust the vertical position

Press ↑/↓.

The picture projected on the screen moves up or down by a maximum of 80% of the screen height from the center of the lens.

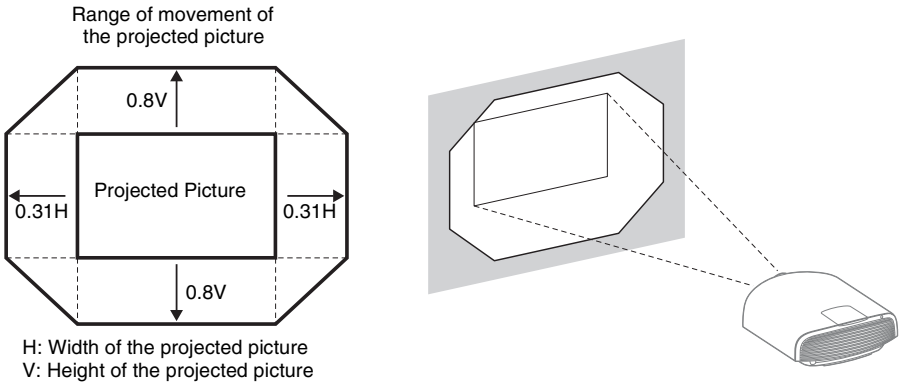


**Side view**

- : Picture position when moving the picture upward at maximum
- : Picture position when moving the picture downward at maximum

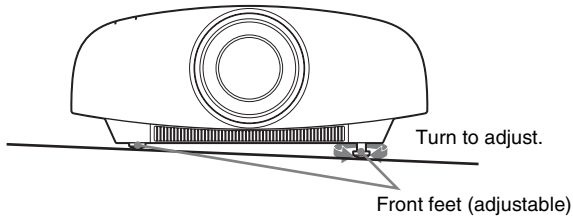
**Note**

The range to move the picture projected on the screen can be adjusted only within the octagon area illustrated below. For details, see “Projection Distance and Lens Shift Range” (☞ page 78).



**To adjust the tilt of the installation surface**

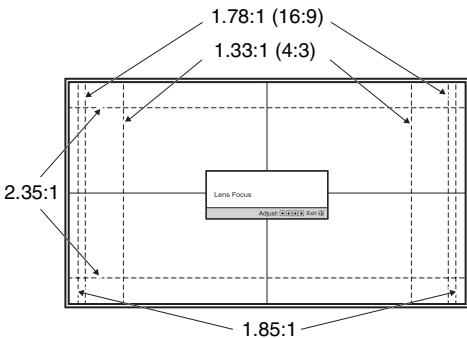
If the unit is installed on an uneven surface, use the front feet (adjustable) to keep the unit level.



**Notes**

- If the unit is tilted up or down, the projected image may be trapezoidal.
- Be careful not to catch your finger when turning the front feet (adjustable).

**Lens adjustment window (test pattern)**



The dashed lines show the screen sizes of each aspect ratio.




## Preparation 3: Connecting the Unit

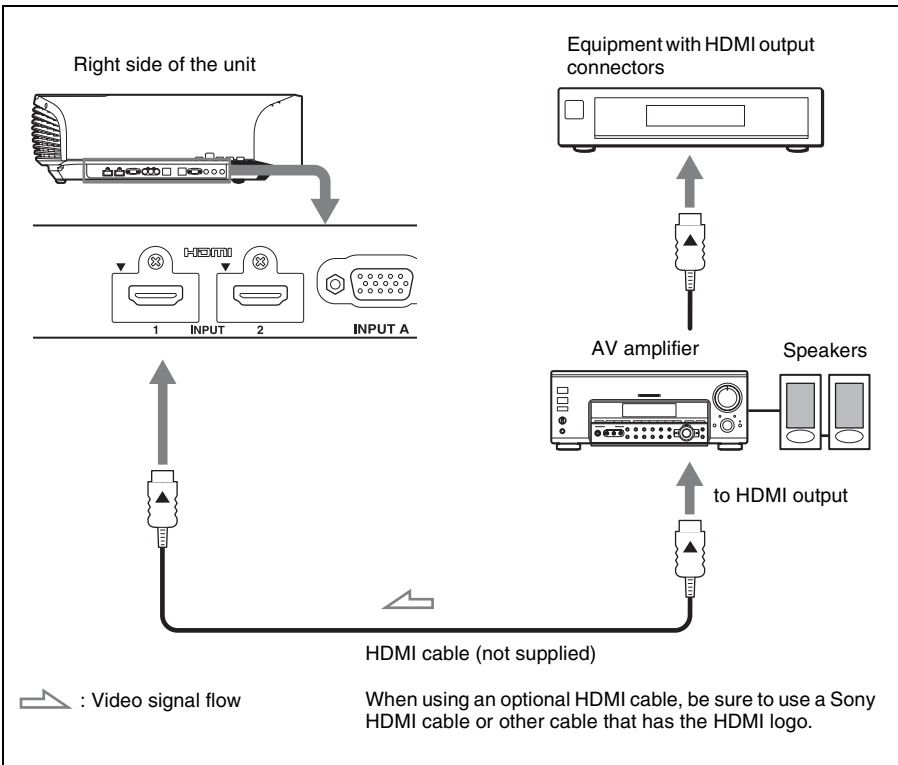
When making connections, be sure to do the following:

- Turn off all equipment before making any connections.
- Use the proper cables for each connection.
- Insert the cable plugs properly; poor connection at the plugs may cause a malfunction or poor picture quality. When pulling out a cable, be sure to pull it out from the plug, not the cable itself.
- Refer to the operating instructions of the connected equipment.

### Connecting to a VCR

#### To connect to equipment with HDMI output connectors

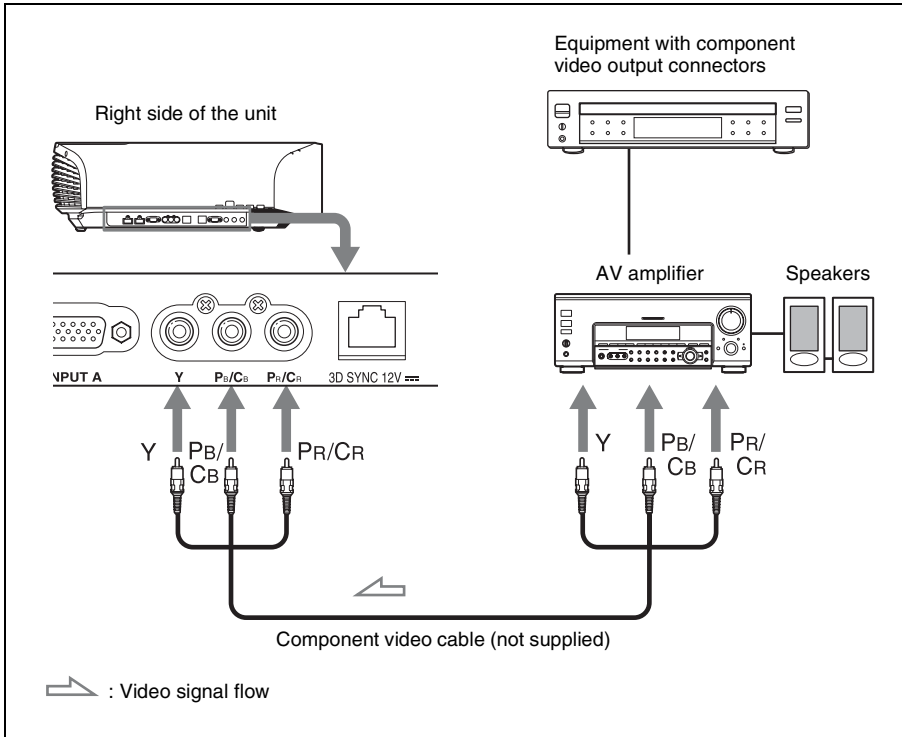
You can enjoy better picture quality by connecting a DVD player/recorder, Blu-ray Disc player/recorder, or PlayStation® equipped with HDMI output to the HDMI input of the unit. Moreover, if you have a Control for HDMI compatible equipment, you can operate the unit synchronizing with the Control for HDMI compatible equipment. For details, see “HDMI Setting” of the Function  menu ( page 43) and “About the Control for HDMI” ( page 55).



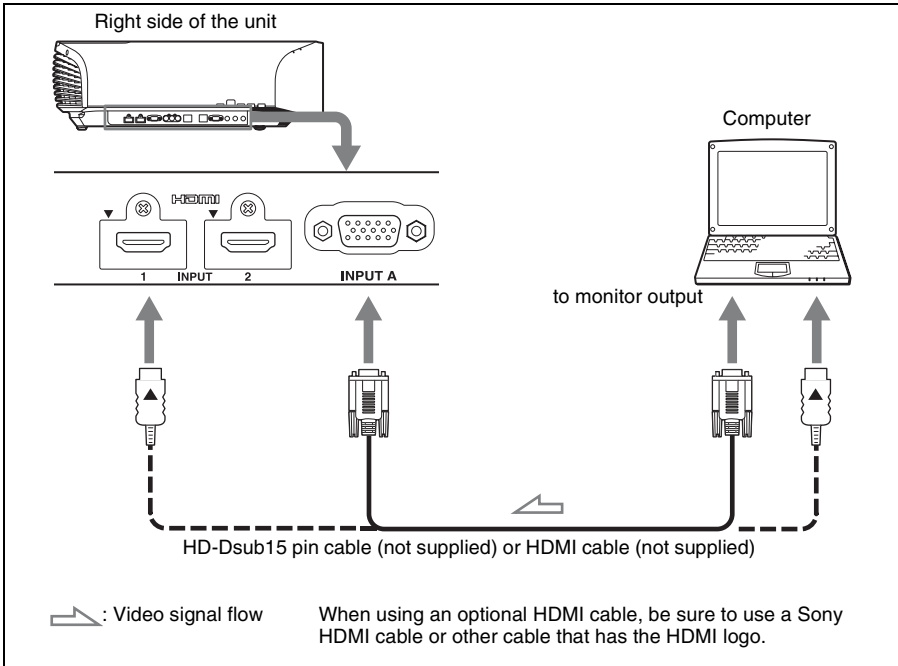
## Notes

- Use a high-speed HDMI cable. With a standard HDMI cable, images of 1080p, DeepColor, 3D video and 4K video may not be displayed properly.
- When connecting an HDMI cable to the unit, make sure the ▼ mark on the upper part of the HDMI input of the unit and the ▲ mark on the connector of the cable is set at the same position.
- If the picture from equipment connected to the unit with an HDMI cable is not correct, check the settings of the connected equipment.

## To connect to equipment with component video output connectors



## Connecting to a Computer

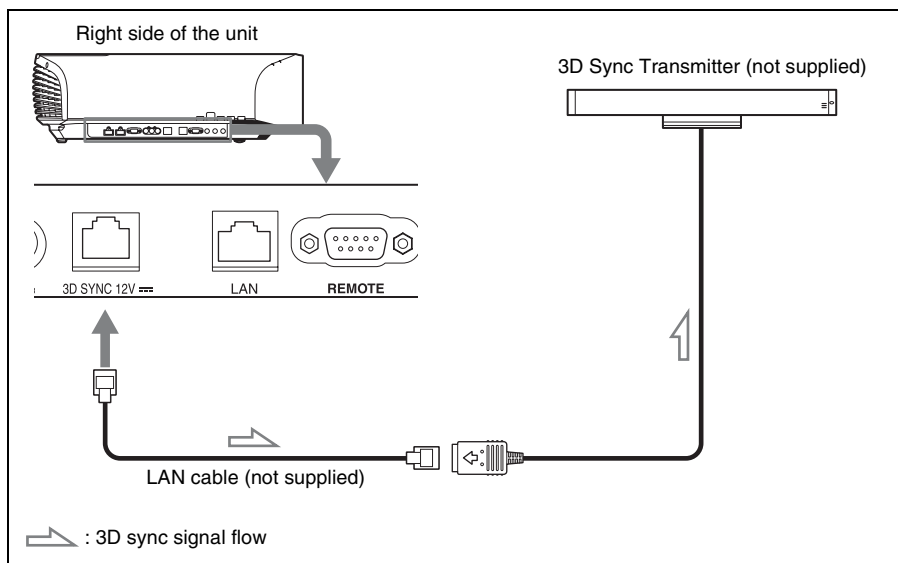


### Notes

- Use a high-speed HDMI cable. With a standard HDMI cable, images of 1080p video may not be displayed properly.
- When connecting an HDMI cable, make sure the ▼ mark on the upper part of the HDMI input of the unit and the ▲ mark on the connector of the cable is set at the same position.
- If you set your computer, such as a notebook type, to output the signal to both computer's display and this equipment, the picture of the equipment may not appear properly. Set your computer to output the signal to only the external monitor.  
For details, refer to the computer's operating instructions supplied with your computer. For settings of the computer, consult with the manufacturer of the computer.
- If the picture from equipment connected to the unit with an HDMI cable is not correct, check the settings of the connected equipment.

## Connecting to a 3D Sync Transmitter

This unit incorporates a 3D Sync Transmitter. Depending on the installation environment of the unit, the 3D glasses may not receive 3D signals properly from the unit's built-in 3D Sync Transmitter. In this case, connect an optional 3D Sync Transmitter and place it near your viewing position.



### Tip

Place the optional 3D Sync Transmitter directly facing the 3D glasses. Also, in order to stabilize operation of the 3D glasses, it is recommended that you place the 3D Sync Transmitter near your viewing position.

### CAUTION

Be sure to use straight-type LAN cable of up to 15 m labeled TYPE CM, and do not use an extension cord.

### Notes

- The 3D SYNC connector is dedicated for the optional 3D Sync Transmitter. Do not connect computers or other network devices, to avoid malfunction.
- You can use a 3D Sync Transmitter separate from this unit, using an optional LAN cable (straight-type).  
If the usage environment has interference of a continuous specific frequency, synchronization of 3D image signals and the 3D glasses may be lost. In this case, use a LAN cable labeled Category 7. When watching 3D images in an environment that has even more interference, use the internal transmitter.
- Be sure to use cable of up to 15 m, and do not use an extension cord. Also, keep the LAN cable away from any AC power cords as much as possible.
- Only one 3D Sync Transmitter should be connected to the unit. Connecting multiple 3D Sync Transmitters may cause a malfunction.
- When connected to the 3D Sync Transmitter, the built-in 3D Sync Transmitter feature of the unit will turn off. You cannot use both at the same time.

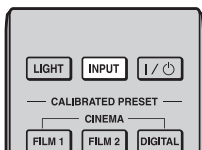


# Projecting

This section describes how to operate the unit to view the picture from the equipment connected to the unit. It also describes how to adjust the quality of the picture to suit your taste.

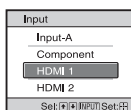
## Projecting the Picture

- 1 Power on both the unit and the equipment connected to the unit.**
- 2 Press INPUT to display the input palette on the screen.**



- 3 Select the equipment from which you want to display images.**

Press INPUT repeatedly or press / (enter) to select the equipment from which to project.



**Example:** To view the picture from the video equipment connected to the HDMI 1 connector of this unit.

To view the picture from	Press INPUT to display
RGB equipment connected to the INPUT A connector	Input-A
Component equipment connected to the Y Pb/Cb Pr/Cr connector	Component
Equipment connected to the HDMI 1 connector	HDMI 1
Equipment connected to the HDMI 2 connector	HDMI 2

### Tips

- When “Auto Input Search” is set to “On” on the Function menu, only input terminals with effective signals are displayed in the input palette.
- When “Status” is set to “Off” on the Setup menu, the input palette does not appear. Press the INPUT button to switch between input terminals in sequence.
- When the “Control for HDMI” is set to “On” on the Function menu, the input terminal with effective signals is automatically displayed, synchronizing with the operation of the equipment connected to HDMI 1 or HDMI 2 input of the unit. (Only when the connected equipment supports Control for HDMI compatible.)

## Turning Off the Power

### 1 Press the I/⏻ (ON/STANDBY) button.

A message “POWER OFF?” appears on the screen.

### 2 Press the I/⏻ (ON/STANDBY) button again before the message disappears.

The lens protector will close. Be careful not to catch your fingers or any objects. The ON/STANDBY indicator flashes in green and the fan continues to run to reduce the internal heat. First, the ON/STANDBY indicator flashes quickly, during which you will not be able to light up the ON/STANDBY indicator with the I/⏻ (ON/STANDBY) button.

The fan stops and the ON/STANDBY indicator changes from flashing green to remaining red.

The power is turned off completely, and you can disconnect the AC power cord.

#### Note

Never disconnect the AC power cord while the indicator is flashing.

You can turn off the unit by holding the I/⏻ (ON/STANDBY) button for about 1 second, instead of performing the above steps.

## Watching 3D Video Images

You can enjoy powerful 3D video images, such as from 3D games and 3D Blu-ray Discs, using the supplied 3D glasses.

### 1 Turn on the HDMI equipment for 3D compatibility connected to the unit, then play the 3D content.

For details on how to play 3D content, refer to the operating instructions for the connected equipment.

### 2 Turn on the unit and project the 3D video image onto the screen.

For details on how to project the image, see “Projecting the Picture” (📖 page 17).

### 3 Turn on the 3D glasses, and then put them on so that they fit comfortably.

For details on how to use the 3D glasses, see “Using the 3D Glasses” (📖 page 19).

#### Tips



- The factory default setting for “2D-3D Display Sel.” is “Auto” to allow projecting 3D video images automatically when the unit detects 3D signals.
- To convert 3D video images to 2D video images, set “2D-3D Display Sel.” to “2D” (📖 page 42).

#### Notes

- It may not be possible to display 3D video image, depending on the type of signal. Set the “2D-3D Display Sel.” to “3D,” and “3D Format” to “Side-by-Side” or “Over-Under” to suit the format of the 3D content you want to watch (📖 page 42).
- Use the 3D glasses within the communication range (📖 page 20).

- You can watch 3D video images only when signals from HDMI input. When connecting 3D equipment such as a 3D game or 3D Blu-ray Disc player to the unit, use an HDMI cable.
- There are differences in perception of 3D video images among individuals.
- When the temperature of the usage environment is low, the 3D effect may be diminished.

## Adjusting/Setting the 3D functions

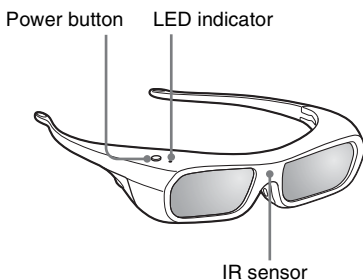
You can adjust/set the 3D functions by pressing the 3D button on the remote control or with the “3D Settings” of the Function  menu. For details, see “3D Settings” ( page 42).

### Using the 3D Glasses

The 3D glasses receive signals from the 3D Sync Transmitter built into the front of the unit, which are reflected to the glasses from the screen. When watching 3D video images using the 3D glasses, face squarely toward the screen.

#### 1 Press the power button on the 3D glasses.

The LED indicator lights up in green.



#### 2 Put on the 3D glasses.

#### 3 Turn toward the screen.

### Precautions for use

The 3D glasses receive infrared signals sent by the 3D Sync Transmitter built into the front of the unit, which are reflected to the glasses from the screen.

Misoperation may occur if:

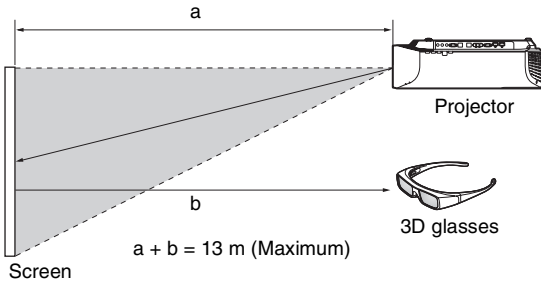
- The 3D glasses do not face the screen
- There are objects blocking the path between the 3D glasses and the screen
- The viewing position is too far from the screen or the distance between the unit and screen is too great
- There are other infrared communication devices nearby

### 3D glasses communication range

Figures A and B below indicate the communication range of the 3D glasses. If you try to watch 3D video images from a distance greater than the communication range or install the unit outside the communication range, the 3D glasses may not be able to display the images properly. Also, the viable angles and distance vary depending on the screen type, environment of the room, and installation environment of the unit.

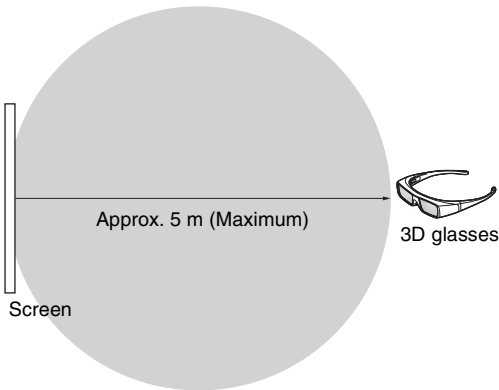
**Figure A: 3D sync signal communication distance (Shift Range: 0.5 V)**

**Side view**



**Figure B: 3D glasses communication range (The figure shows the distance between the screen and the projector as 8 m.)**

**Top or side view**



## Charging the 3D Glasses

Use the provided USB charging AC power adaptor to charge your 3D glasses.

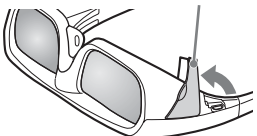
### Caution

Connect the USB charging cable supplied with the unit, to the supplied USB charging AC power adaptor only.

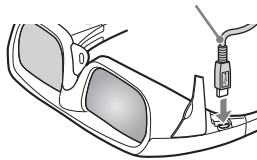
Using any other connector may cause fire, a rise in temperature or damage to the cable and glasses.

- 1 Turn off the power of the 3D glasses.
- 2 Open the 3D glasses cover and connect the USB charging cable supplied with the unit.

Open the cover.

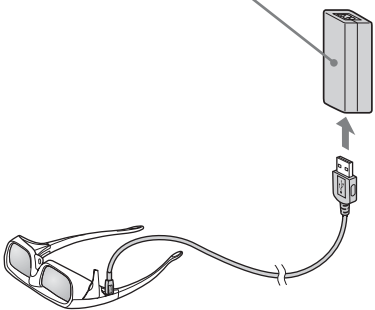


Supplied USB cable

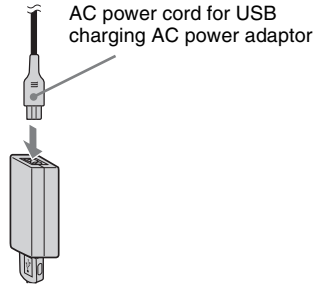


- 3 Connect the USB cable to the USB connector of the supplied USB charging AC power adaptor.

Supplied USB charging AC power adaptor



- 4 Connect the AC power cord for USB charging AC power adaptor to the supplied USB charging AC power adaptor.



- 5 Plug the AC power cord for USB charging AC power adaptor into an AC outlet.

Charging starts. The LED indicator on the 3D glasses lights up in orange while the glasses are being charged. (After charging finishes, the LED indicator turns off.)

### Precautions about USB charging AC power adaptor

#### Installation

Do not place the USB charging AC power adaptor in a location where it is:

- Subject to extreme high temperature (E.g., in a car with its windows closed)
- Subject to direct sunlight or near a heat source
- Subject to mechanical vibration or shock

#### Operation

- To prevent damage, be careful not to drop or otherwise cause a mechanical shock to the unit.
- After using, disconnect the unit from the AC outlet and the equipment.
- Disconnect the unit from the AC outlet by pulling on the plug. Do not pull on the cord.
- To avoid short-circuiting, do not allow the terminals of the USB charging AC power adaptor or connector to touch any metal object.

## Cleaning

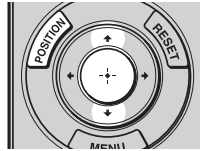
- Clean the unit with a soft, dry cloth. If the unit is very dirty, wipe it off with a soft cloth lightly moistened with a mild detergent solution, and then wipe with a soft dry cloth.
- Do not use any type of solvent such as alcohol, thinner, or benzine as it may damage the finish of the cabinet.
- If you use any chemical cleaner, observe the instructions provided with the product.
- If the cabinet of the unit is splashed with any type of solvent such as insecticide, or remains in contact for a long time with rubber or vinyl, the finish of the cabinet may be damaged.

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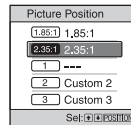
## Using the Picture Position

You can store up to five combinations of lens settings (focus, window size, window position) and aspect ratio, and you can recall those settings.

### 1 Press the POSITION button.





The Picture Position selecting palette is displayed.



### 2 Press the POSITION button repeatedly, or press the // buttons to select the position.

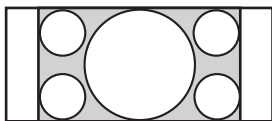
The settings of the position selected is recalled.

Store or delete the lens settings and aspect ratio in the “Picture Position” of the Screen  menu ( page 37).

A position where lens settings and aspect ratio are not stored is displayed as “---.”

## Image of the lens moving

In the example below, the images with aspect ratio of 1.78:1 (16:9) and 2.35:1 are projected on a 2.35:1 screen.



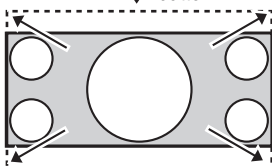
When a 1.78:1 (16:9) image is input



When a 2.35:1 image is input



Press the POSITION button.



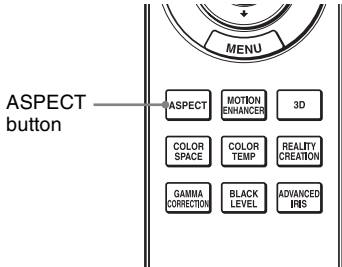
The 2.35:1 image expands to fill the screen.

### Notes

- After you have selected and confirmed the lens position, the lens starts to move. Do not touch, or place anything near, the lens, otherwise it may cause injury or a malfunction.
- If you press any button on the unit while the lens is moving, the lens stops. In this case, select the lens position again or adjust the lens manually.
- The Picture Position function is not guaranteed to reproduce the lens settings precisely.
- When you use the subtended screen angle of two or more aspects using lens zoom, install the unit within the specified parameters referring to “Projection distance” (☞ page 79). With some setting positions, the range of lens shift may be restricted, even though the unit is installed within the specified parameters.

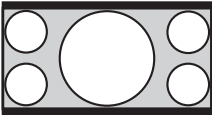

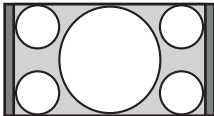


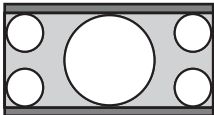
# Selecting the Aspect Ratio According to the Video Signal

You can select an aspect ratio best suited for the video signal received.

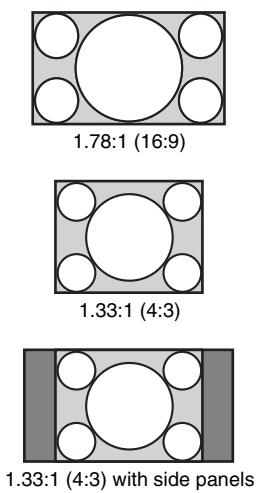
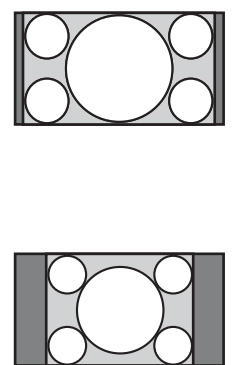
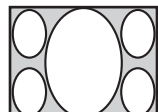
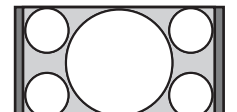

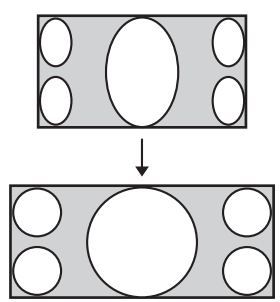


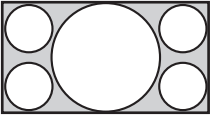
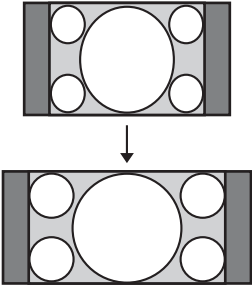
## Press ASPECT.

Each time you press the button, you can select the “Aspect” setting. You can also select it using the menu (🔍 page 38).

Original image	Recommended setting and resultant images
 <p>1.85:1</p>  <p>Squeezed 1.85:1</p>	<p><b>1.85:1 Zoom</b></p> 
 <p>2.35:1</p>  <p>Squeezed 2.35:1</p>	<p><b>2.35:1 Zoom</b></p> 



Original image	Recommended setting and resultant images
 <p>1.78:1 (16:9)</p> <p>1.33:1 (4:3)</p> <p>1.33:1 (4:3) with side panels</p>	<p><b>Normal</b></p> 
 <p>Squeezed</p>	<p><b>Stretch</b></p> 
 <p>2.35:1</p>	<p><b>V Stretch</b></p>  <p>When using an anamorphic lens</p>

Original image	Recommended setting and resultant images
 <p data-bbox="318 292 356 312">16:9</p>	<p data-bbox="745 129 827 150">Squeeze</p>  <p data-bbox="645 461 930 481">When using an anamorphic lens</p>

### Notes

- Selectable aspect modes vary depending on the input signal. (Ⓞ page 74)
- The aspect cannot be selected for an input signal from a computer, or when preset memory number 76, 77, 78, 79, or 96 (Ⓞ page 70) signal is input.

### Notes on switching the “Aspect” setting

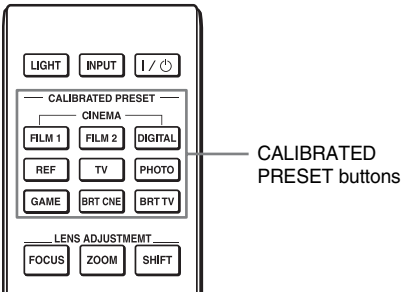
- Select the aspect mode taking into account that changing the aspect ratio of the original picture will provide a different look from that of the original image.
- Note that if the unit is used for profit or for public viewing, modifying the original picture by switching the aspect may constitute an infringement of the rights of authors or producers, which are legally protected.

# Selecting the Picture Viewing Mode

You can select the picture viewing mode that best suits the type of video source or room conditions.

You can save and use different preset modes for 2D/3D respectively.

**Press one of the CALIBRATED PRESET buttons.**



Setting items	Description
CINEMA FILM 1	Picture quality suited to reproducing the highly dynamic and clear images typical of master positive film.
CINEMA FILM 2	Picture quality suited to reproducing the rich tone and color typical of a movie theater.
CINEMA DIGITAL	Picture quality suited to reproducing digital cinema-like images resembling DCI specifications (see page 56).
REF	A picture quality setup suitable for when you want to reproduce faithfully the original image quality, or for enjoying image quality, without any adjustment.
TV	Picture quality suited for watching TV programs, sports, concerts, etc.
PHOTO	Ideal for projecting still images taken with a digital camera.
GAME	Picture quality suited to gaming, with well-modulated colors and fast response.
BRT CINE	Picture quality suited for watching movies in a bright environment, such as a living room.
BRT TV	Picture quality suited for watching TV programs, sports, concerts, and other video images in a bright environment, such as a living room.



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# Using “ImageDirector3” to Adjust the Picture Quality

By using the “ImageDirector3,” you can make the desired gamma correction from a computer connected to the unit. Connect the REMOTE connector of the unit with a computer and start-up “ImageDirector3” on the computer.

For details on how to use “ImageDirector3,” refer to the Help in “ImageDirector3.”

## Notes

- You need to install the “ImageDirector3” on a computer beforehand. “ImageDirector3” can be downloaded from the Sony website.  
<http://esupport.sony.com/US/p/select-system.pl>  
<http://www.pro.sony.eu/pro/article/projectors-home-cinema-article>
- When connecting the REMOTE or LAN connector to a computer, connect with both the computer and unit turned off.
- You can perform adjustment with “ImageDirector3” when “Gamma Correction” in the Picture  menu (Ⓞ page 35) is set to 1.8, 2.0, 2.1, 2.2, 2.4, or 2.6. Adjustment is not possible when it is set to Gamma 7 to 10 and Off.
- Before using “ImageDirector3,” use the Picture  menu to set “Gamma Correction” to 1.8, 2.0, 2.1, 2.2, 2.4, or 2.6. In “ImageDirector3,” the display is Gamma 1, Gamma 2, Gamma 3, Gamma 4, Gamma 5 and Gamma 6 respectively.
- If you use “ImageDirector3” while a 3D video image is displayed or a 3D signal is input, the image may be distorted.

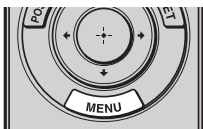
# Using the Menu

This section describes how to make various adjustments and settings using the menu.

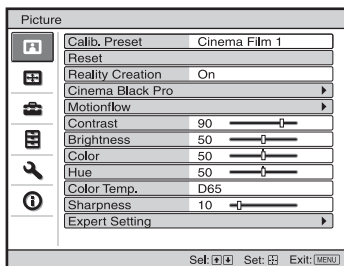
## Operation through the Menu

The unit is equipped with an on-screen menu for making various adjustments and settings. If you select an item name followed by an arrow (▶), the next menu window with setting items appears.

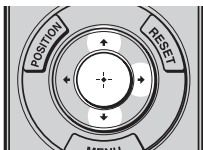
### 1 Press MENU.



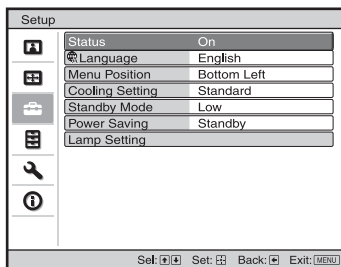
The menu window appears.



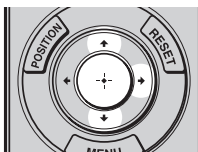
### 2 Press ↑/↓ to select a menu item, and press → or ◂.



The items that can be set or adjusted with the selected menu appear. The item presently selected is shown in white.



### 3 Press ↑/↓ to select an item you want to set or adjust and press → or ◂.



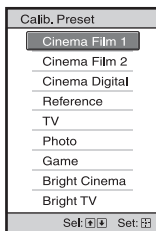
The setting items are displayed in a pop-up menu, in an adjustment menu or in the next menu window.

Pop-up menu

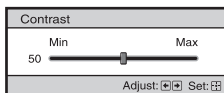
Setting items



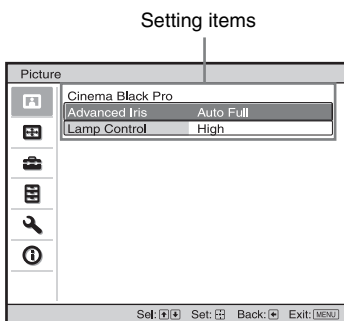
## Setting menu



## Adjustment menu



## Next menu window



## 4 Make the setting or adjustment of an item.

### When changing the adjustment level

To increase the value, press **↑/→**.

To decrease the value, press **↓/←**.

Press **⊕** to store the setting and restore the original menu screen.

### When changing the setting

Press **↑/↓** to change the setting.

Press **⊕** to restore the original screen.

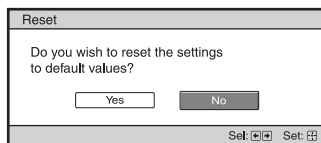
You can restore the original screen using **←** depending on the selected item.

## To clear the menu

Press MENU.

## To reset the picture that has been adjusted

Select "Reset" from the Picture **ⓘ** menu.



When the screen display appears, select "Yes" using **←** and press **⊕**.

All of the following settings are reset to its factory preset value:

"Reality Creation," "Cinema Black Pro," "Motionflow," "Contrast," "Brightness," "Color," "Hue," "Color Temp.," "Sharpness," and "Expert Setting" on the Picture **ⓘ** menu

## To reset the items that have been adjusted

Select an item in the menu screen, and display the pop-up menu, the setting menu, or the adjustment menu.

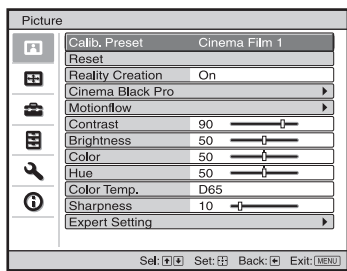
Press RESET on the remote control to reset only the selected settings to its factory preset value.

### Note

The RESET button on the remote control is available only when the adjustment menu or the setting menu is selected.

# Picture Menu

The Picture menu is used for adjusting the picture.



### Note

These items may not be available, depending on the type of input signal. For details, see “Input Signals and Adjustable/Setting Items” (pages 71 to 74).

Item names in brackets represent those printed on the remote control.

<p><b>Calib. Preset</b> <b>[CALIBRATED PRESET]</b></p>	<p><b>You can select the picture viewing mode that best suits the type of video source or the environment.</b></p> <p>You can save and use different preset modes for 2D/3D respectively.</p> <p><b>Cinema Film 1:</b> Picture quality suited to reproducing the highly dynamic and clear images typical of master positive film.</p> <p><b>Cinema Film 2:</b> Picture quality suited to reproducing the rich tone and color typical of a movie theater.</p> <p><b>Cinema Digital:</b> Picture quality suited to reproducing digital cinema-like images resembling DCI specifications (page 56).</p> <p><b>Reference:</b> A picture quality setup suitable for when you want to reproduce faithfully the original image quality, or for enjoying image quality, without any adjustment.</p> <p><b>TV:</b> Picture quality suited for watching TV programs, sports, concerts, etc.</p> <p><b>Photo:</b> Ideal for projecting still images taken with a digital camera.</p> <p><b>Game:</b> Picture quality suited to gaming, with well-modulated colors and fast response.</p> <p><b>Bright Cinema:</b> Picture quality suited for watching movies in a bright environment, such as a living room.</p> <p><b>Bright TV:</b> Picture quality suited for watching TV programs, sports, concerts, and other video images in a bright environment, such as a living room.</p> <p><b>Tip</b> Any adjustments to picture quality settings are saved for each input.</p>
<p><b>Reset</b></p>	<p>Resets all currently selected Calib. Preset mode settings to their default values (page 30).</p> <p><b>Tip</b> Reset does not affect settings saved for the Custom 1 to 5 items of “Color Temp.”</p>

<p><b>Reality Creation</b> <b>[REALITY CREATION]</b></p>	<p><b>Adjusts the detail and noise processing of images. (Super-resolution function)</b></p> <p><b>On:</b> Adjusts the settings of “Reality Creation.”</p> <p><b>Database:</b> Select “Normal” or “Mastered in 4K.” “Mastered in 4K” provides image quality suitable for Blu-ray Disc™ “Mastered in 4K” releasing from Sony Pictures Home Entertainment.</p> <p><b>Tip</b> “Database” cannot be selected if a signal other than preset memory number 14 or 20 (☞ page 69) is input.</p> <p><b>Resolution:</b> When you increase the setting value, the texture and detail of the picture become sharper.</p> <p><b>Noise Filtering:</b> When you increase the setting value, the noise (picture roughness) becomes less prominent.</p> <p><b>Test: On/Off:</b> Changes “On” and “Off” at a certain frequency to check the effect of “Reality Creation.”</p> <p><b>Tip</b> The display position of status during the test works together with the “Menu Position” setting (☞ page 40).</p> <p><b>Off:</b> The “Reality Creation” function is not applied.</p>
<p><b>Cinema Black Pro</b></p>	<p><b>Advanced Iris [ADVANCED IRIS]</b> <b>Switches the iris function.</b></p> <p><b>Auto Full:</b> Automatically adjusts to optimize the iris aperture according to the brightness level of the input source. Moreover, signal processing, which optimizes gradation expression between the peak light and dark parts, expresses a large dynamic range. This results in a bright and high contrast image.</p> <p><b>Auto Limited:</b> A lower brightness than Auto Full, making the image suitable for viewing in a dark room.</p> <p><b>Manual:</b> Manually (fixed) adjusts the iris.</p> <div data-bbox="555 884 777 975" data-label="Image"> </div> <p><b>Off:</b> Disables the iris (aperture) function.</p> <p><b>Lamp Control</b> <b>Switches the lamp output.</b></p> <p><b>High:</b> Increases the brightness, and projects brighter images.</p> <p><b>Low:</b> Decreases the brightness, and enhances blacks by minimizing brightness.</p> <p><b>Tip</b> Setting “Low” reduces fan noise, while also reducing energy consumption for longer lamp life.</p>



<b>Motionflow</b>	<p><b>Film Projection</b>  <b>Reproduces an image similar to that of projected film.</b>  Use this setting as preferred, based on the image content.  <b>On:</b> Reduces afterimage.  <b>Off:</b> The reduction effect of afterimage is less than the “On” setting. The picture will become brighter.</p>
	<p><b>Motion Enhancer [MOTION ENHANCER]</b>  <b>Reproduces fast-moving pictures smoothly without generating afterimages.</b>  <b>High:</b> Select this for picture quality smoother than “Low.”  <b>Low:</b> Select this for smooth picture quality.  <b>Off:</b> Select this to not apply the motion enhancer function.  <b>Tip</b>  Certain scenes may contain digital signal artifacts. In this case, set this function to “Off.”</p>
<b>Contrast</b> <b>[CONTRAST]</b>	<p><b>Adjusts the contrast.</b>  Higher values increase the sharpness in images, while lower values decrease the sharpness.  You can make adjustments by pressing the CONTRAST +/- on the remote control.</p>
<b>Brightness</b> <b>[BRIGHTNESS]</b>	<p><b>Adjusts the brightness of the picture.</b>  The higher the setting, the brighter the picture. The lower the setting, the darker the picture.  You can make adjustments by pressing the BRIGHTNESS +/- on the remote control.</p>
<b>Color</b>	<p><b>Adjusts the color density.</b>  The higher the setting, the greater the intensity. The lower the setting, the lower the intensity.</p>
<b>Hue</b>	<p><b>Adjusts the color tone.</b>  The higher the setting, the more greenish the picture becomes. The lower the setting, the more reddish the picture becomes.</p>

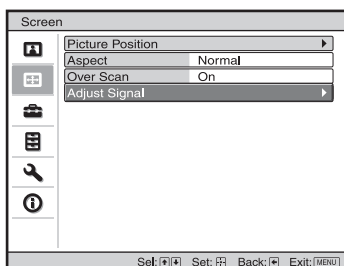
<p><b>Color Temp.</b> <b>[COLOR TEMP]</b></p>	<p><b>Adjusts the color temperature.</b>  <b>D93:</b> Equivalent to 9,300 K color temperature normally used in TVs.  Gives white colors a blue tint.  <b>D75:</b> Equivalent to 7,500 K color temperature used as an ancillary standard illuminant.  Gives a neutral tint between “D93” and “D65.”  <b>D65:</b> Equivalent to 6,500 K color temperature used as a standard illuminant.  Gives white colors a red tint.  <b>DCI:</b> DCI specification (Ⓢ page 56) color temperature.  <b>D55:</b> Equivalent to 5,500 K color temperature used as an ancillary standard illuminant.  Gives white colors an even redder tint.  <b>Custom 1 to 5:</b> Enables you to adjust, set, and store your favorite color temperature.  <b>The factory default settings are as follows.</b>  <b>Custom 1:</b> Same as “D93” color temperature setting.  <b>Custom 2:</b> Same as “D75” color temperature setting.  <b>Custom 3:</b> Same as “D65” color temperature setting.  <b>Custom 4:</b> Same as “DCI” color temperature setting.  <b>Custom 5:</b> Same as “D55” color temperature setting.</p>
<p><b>Sharpness</b> <b>[SHARPNESS]</b></p>	<p><b>Sharpens the outline of the picture, or reduces the noise.</b>  The higher the setting, the sharper the picture. The lower the setting, the softer the picture, thus reducing the noise.  You can make adjustments by pressing the SHARPNESS +/- on the remote control.</p>
<p><b>Expert Setting</b></p>	<p><b>NR (Noise Reduction)</b>  <b>Reduces the roughness or noise of the picture.</b>  Usually, use to select “Off.”  If the picture is rough or noisy, select a setting from among “Low,” “Middle” or “High” according to the input signal source.</p> <p><b>MPEG NR (MPEG Noise Reduction)</b>  <b>Reduces block noise and mosquito noise, in particular in digital signals.</b>  Usually, use to select “Off.”  If the picture is rough or noisy, select a setting from among “Low,” “Middle” or “High” according to the input signal source.</p> <p><b>Smooth Gradation</b>  <b>Smooths the gradation of the flat parts of images.</b>  <b>High/Middle/Low:</b> You can adjust the smooth gradation effect.  <b>Off:</b> The smooth gradation function is not applied.</p> <p><b>Film Mode</b>  <b>According to the film source you have selected, make a setting for playback.</b>  <b>Auto 1:</b> Suitable for reproducing the original picture movement.  Normally, set this to “Auto 1.”  <b>Auto 2:</b> Reproduces a 2-3 or 2-2 Pull-Down format video signal, such as film sources, in a smooth picture movement. When a video signal other than 2-3 or 2-2 Pull-Down format is input, the picture is played back in progressive format.  <b>Off:</b> Plays back the picture in progressive format without detecting video signals automatically.</p>



<p><b>Expert Setting</b></p>	<p><b>Color Space [COLOR SPACE]</b>  <b>Converts the color space.</b>  <b>BT.709:</b> An ITU-R BT.709 color space, which is used for high-definition television broadcast or Blu-ray Disc. The color space is equivalent to sRGB.  <b>DCI:</b> A color space based on the DCI specification (see page 56).  <b>Adobe RGB:</b> An approximated Adobe RGB color space, which has a wider range of color reproduction than sRGB, and suited for displaying an image recorded in Adobe RGB specification.  <b>Color Space 1:</b> The color space suited for watching TV programs and video images, such as sport, concerts, etc.  <b>Color Space 2:</b> The color space suited for playing back faithfully an x.v.Color video signal when connecting the unit to equipment that supports x.v.Color.  <b>Color Space 3:</b> The color space suited for watching video images in a bright environment, such as a living room.</p>
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## Screen Menu

You can set the input signal, picture size, aspect mode, etc.







### Note

These items may not be available, depending on the type of input signal. For details, see “Input Signals and Adjustable/Setting Items” (🔗 pages 71 to 74).

Item names in brackets represent those printed on the remote control.

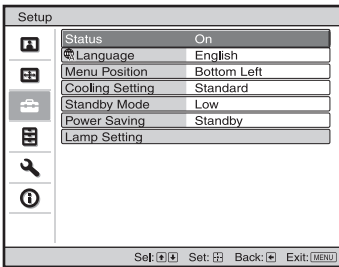
<p><b>Picture Position [POSITION]</b></p>	<p><b>You can store up to five combinations of lens settings (focus, window size, window position) and aspect ratio.</b>  <b>After setting the lens and aspect, select from “1.85:1,” “2.35:1,” “Custom 1,” “Custom 2” or “Custom 3” depending on the subtended screen angle, and after confirming, continue by selecting “Save,” “Delete,” or “Select.”</b>  <b>Save:</b> Stores the current lens settings in the selected position. If a setting is already stored in that position, it is overwritten.  <b>Delete:</b> Deletes the stored setting. After the setting is deleted, “1.85:1,” “2.35:1,” “Custom 1,” “Custom 2,” or “Custom 3” in the display change to “---.”  <b>Select:</b> Recalls the settings of the selected position.</p> <p><b>Tip</b>  The optimal aspect ratio is preset for each picture position. The aspect ratio can be changed and saved for each picture position.</p> <p><b>Notes</b></p> <ul style="list-style-type: none"> <li>• After you have selected and confirmed the lens position, the lens starts to move. Do not touch the lens and the area around the lens, otherwise it may cause injury or a malfunction.</li> <li>• If you press any button on the unit while the lens is moving, the lens stops. In this case, select the lens position again or adjust the lens manually.</li> <li>• When you use a 2.35:1 or a 16:9 subtended screen angle with the Picture Position function, make sure that the installation position is suitable (🔗 page 22).</li> <li>• The Picture Position function is not guaranteed to reproduce the lens settings precisely.</li> </ul>
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<b>Aspect [ASPECT]</b>	<p><b>You can set the aspect ratio of the picture to be displayed for the current input signal (☞ page 24). This item is enabled only when a video signal (preset memory numbers 3 to 14, 74, 75, and 93 to 95) (☞ page 68) is input.</b></p> <p><b>1.85:1 Zoom:</b> A 1.85:1 aspect ratio picture is displayed in its original aspect ratio, enlarged so that black bands do not appear at the top and bottom of the screen.</p> <p><b>2.35:1 Zoom:</b> A 2.35:1 aspect ratio picture is displayed in its original aspect ratio, enlarged so that black bands at the top and bottom of the screen are as small as possible.</p> <p>When you select “2.35:1 Zoom” from “Trigger Select 1/2” on the Installation  menu, a 12 V signal is output from the TRIGGER 1 or TRIGGER 2 connector (☞ page 46).</p> <p><b>Normal:</b> Input video is displayed in its original aspect ratio, enlarged to fill the screen. This mode is suitable for viewing 1.78:1 (16:9) and 1.33:1 (4:3) video.</p> <p><b>Stretch:</b> Displays video that has been squeezed to 1.33:1 (4:3) as 1.78:1 (16:9) aspect ratio.</p> <p><b>V Stretch:</b> This is the most suitable mode for using a 2.35:1 screen to view 2.35:1 video with a commercially available anamorphic lens.</p> <p>When you select “V Stretch” from “Trigger Select 1/2” on the Installation  menu, a 12 V signal is output from the TRIGGER 1 or TRIGGER 2 connector (☞ page 46).</p> <p><b>Squeeze:</b> With this setting, 1.78:1 (16:9) and 1.33:1 (4:3) video will be displayed in their correct aspect ratios when you use a commercially available anamorphic lens.</p> <p><b>Tips</b></p> <ul style="list-style-type: none"> <li>• When you select “V Stretch” or “Squeeze,” select the anamorphic lens type from “Anamorphic Lens” in the Installation  menu.</li> <li>• Selectable aspect modes vary depending on the input signal.</li> <li>• The aspect cannot be selected for an input signal from a computer, or when preset memory number 76, 77, 78, 79 or 96 signal is input.</li> </ul>
<b>Over Scan</b>	<p><b>You can select whether or not to display the outline of the picture.</b></p> <p><b>On:</b> Hides the outline of the input picture. Select this setting when noise appears along the edge of the picture.</p> <p><b>Off:</b> Projects the whole of the input picture.</p> <p><b>Tip</b></p> <p>To display the displayable region within the four directions of the screen, see “Blanking” on the Installation  menu (☞ page 47).</p>

<b>Adjust Signal</b>	<p><b>You can adjust the input signal setting.</b></p> <p><b>Phase:</b> Adjusts the pixel/signal phase of an analog computer input signal. Adjusts the picture to the point where it looks clearest.</p> <p><b>Pitch:</b> Adjusts the horizontal picture size of an analog computer input signal. As the number increases, the picture becomes wider, and as the number decreases, the picture becomes narrower. Adjust the setting to match the number of dots of the input signal (☞ pages 68 to 70).</p> <p><b>Shift:</b> Adjusts the position of the picture.</p> <p><b>H:</b> As the setting for H (horizontal) increases, the picture moves to the right, and as the setting decreases, the picture moves to the left. Use ◀/▶ to adjust the horizontal position.</p> <p><b>V:</b> As the setting for V (vertical) increases, the picture moves up, and as the setting decreases, the picture moves down. Use ▲/▼ to adjust the vertical position.</p>
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# Setup Menu

The Setup menu is used to change the factory preset settings, etc.



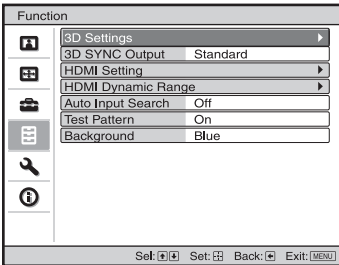
<b>Status</b>	<p><b>Sets whether or not the on-screen display is displayed.</b> Set to “Off” to turn off the on-screen displays except for certain menus, message when turning off the power, and warning messages.</p>
<b>Language</b>	<p><b>Selects the language used in the menu and on-screen displays.</b> Available languages are: English, Dutch, French, Italian, German, Spanish, Portuguese, Russian, Swedish, Norwegian, Japanese, Chinese (Simplified Chinese), Chinese (Traditional Chinese), Korean, Thai, and Arabic.</p>
<b>Menu Position</b>	<p><b>You can change the position to display the menu on the screen.</b> <b>Bottom Left:</b> Displays the menu on the bottom left area of the screen. <b>Center:</b> Displays the menu on the center of the screen.</p>
<b>Cooling Setting</b>	<p><b>Sets the unit to operate at the prevailing atmospheric pressure.</b> <b>High:</b> Use this setting when using the unit at an altitude of 1,500 m (approx. 4,900 ft) or higher. <b>Standard:</b> Use this setting when using the unit at normal altitudes.</p> <p><b>Tip</b> When this item is set to “High,” the fan noise becomes slightly louder since the number of fan rotations increases.</p>
<b>Standby Mode</b>	<p><b>You can select the power consumption in standby.</b> <b>Standard:</b> The power consumption in standby mode is normalized. <b>Low:</b> The power consumption in standby mode is lowered.</p> <p><b>Tip</b> When this item is set to “Low,” the “PJ Auto Power On” function is disabled (The function is set to “Off” and does not appear in the menu). The network function is also disabled in standby mode.</p>



<b>Power Saving</b>	<b>Sets the power saving mode.</b> <b>Lamp Cutoff:</b> If no signal is input for 10 minutes, the lamp turns off automatically and power consumption is reduced. If signal is resumed, or any button on the control panel or remote control is pressed, the lamp will light again. In Lamp Cutoff, the ON/STANDBY indicator lights in orange. (☞ page 4) <b>Standby:</b> If no signal is input for 10 minutes, power is turned off automatically and the projector goes into standby mode. <b>Off:</b> The power saving mode is released.
<b>Lamp Setting</b>	<b>When replacing the lamps, set the desired lamp setting</b> (☞ page 65).

# Function Menu

The Function menu is used for changing the settings of the various functions of the unit.



## 3D Settings

**You can change the settings of the 3D function.**

**2D-3D Display Sel.:** For Switching the video images to “2D” or “3D.”

**Auto:** Displays 3D video images when HDMI signals with 3D information are input. Displays 2D video images when other signals are input.

**3D:** Displays 3D video images according to the 3D system selected in “3D Format.” However, when HDMI signals with 3D information are input to the unit, displays 3D video images according to the 3D system of those HDMI signals.

**2D:** Displays 2D video images.

\* The 3D information is additional information to discriminate 3D. Some HDMI signals have additional information to discriminate 3D and some HDMI signals have none.

**3D Format:** Set the 3D system when the input HDMI signals do not include 3D information.

**Simulated 3D:** Converts 2D video images to 3D video images. The setting can be made only for input the HD signals.




- The simulated 3D feature may have limited effect, depending on the video source.
- There are differences in perception of 3D video images among individuals.

**Side-by-Side:** Select this to display 3D images as two similar images, side-by-side.

**Over-Under:** Select this to display 3D images as two similar images, one above the other.

**3D Brightness:** For adjusting the brightness of the picture when watching 3D video images. You can select the brightness “High” or “Standard.”

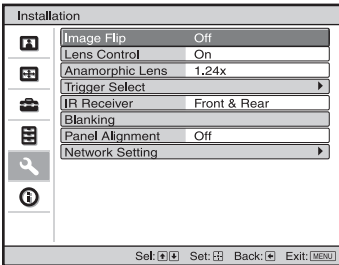
<b>3D Settings</b>	<p><b>3D Depth Adjust:</b> For adjusting the depth of the 3D video images on the screen. The setting can be made only when a 3D Format other than “Simulated 3D” is selected.</p> <p style="text-align: center;"><b>Depth   -2   -1   0   +1   +2</b> <b>Front ← Normal → Depth</b></p> <p>We recommend that “3D Depth Adjust” be set to “0.” The 3D video images may be difficult to perceive, depending on the setting of “3D Depth Adjust.”</p> <p><b>Simulated 3D Effect:</b> For adjusting the 3D effect when 2D content is converted to 3D video images. You can select the effect from among “High,” “Middle,” and “Low.”</p> <p><b>Tips</b></p> <ul style="list-style-type: none"> <li>• “2D-3D Display Sel.” cannot be set to “3D” for some video sources. For available 3D signals, see “Compatible 3D Signals” (☞ page 73).</li> <li>• The simulated 3D feature may have limited effect, depending on the screen size (100 to 120 inches recommended) and the video source.</li> <li>• There are differences in perception of 3D video images converted by the simulated 3D function among individuals.</li> <li>• The menu display has a ghost while a 3D video image is displayed and is best viewed with the 3D glasses.</li> </ul>
<b>3D SYNC Output</b>	<p><b>Switches the output of the 3D SYNC connector.</b></p> <p><b>Standard:</b> This output is suitable for the built-in 3D Sync Transmitter and external 3D Sync Transmitter TMR-PJ2 (not supplied).</p> <p><b>Option:</b> Select this mode when connecting a transmitter other than TMR-PJ2.</p> <p><b>Note</b></p> <p>When you select “Option,” the availability of compatible transmitters varies, depending on the country/region.</p>
<b>HDMI Setting</b>	<p><b>You can change the settings of the Control for HDMI function.</b></p> <p><b>Control for HDMI:</b> Selects the function whether to turn the Control for HDMI function effective when the HDMI 1 and HDMI 2 connectors are connected to a Control for HDMI compatible equipment.</p> <p>When set to “On,” the following are available.</p> <ul style="list-style-type: none"> <li>• The operation of the unit and the connected Control for HDMI compatible equipment will synchronize with each other.</li> <li>• The Control for HDMI setting of Sony equipment (AV amplifier, video, etc.), which is compatible with “Control for HDMI - Easy Setting,”* will also be effective.</li> </ul> <p><b>Device Auto Power Off:</b> Sets whether to also turn the power of the connected Control for HDMI compatible equipment off when you turn the power of the unit off.</p> <p>When set to “On,” the equipment will synchronize and turn off when the power of the unit turns off.</p>

<p><b>HDMI Setting</b></p>	<p><b>PJ Auto Power On:</b> Select whether to link the power of the unit to the Control for HDMI compatible equipment. When set to “On,” the power of the unit will automatically turn on when the power of the connected equipment is turned on or when making operations such as playback.</p> <p><b>Tip</b> To enable this function, set “Standby Mode” (Ⓞ page 40) on the Setup  menu to “Standard,” and then set “PJ Auto Power On” to “On.” For details, see “About the Control for HDMI” (Ⓞ page 55).</p> <p><b>Device List:</b> Lists all the Control for HDMI compatible equipment connected to the unit. When “Enable” is selected, the Control for HDMI setting of Sony equipment (AV amplifier, video, etc.), which is compatible with “Control for HDMI - Easy Setting;”* will also be effective.</p> <div data-bbox="487 475 901 853" style="border: 1px solid black; padding: 5px;"> <p style="text-align: center;">Device List</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">Input</th> <th style="text-align: left;">Device</th> <th style="text-align: left;">Type</th> </tr> </thead> <tbody> <tr> <td>HDMI 1</td> <td>Player 1</td> <td>BD</td> </tr> <tr> <td>HDMI 2</td> <td>Player 2</td> <td>DVD</td> </tr> </tbody> </table> <p style="font-size: small; margin-top: 10px;">Would you like to enable for HDMI settings for connected devices? Before enabling settings, turn on the devices. For unrecognized devices, check settings on their side.</p> <p style="text-align: center; margin-top: 5px;"><input type="button" value="Enable"/></p> <p style="text-align: right; font-size: x-small; margin-top: 5px;">Set:  Back: </p> </div> <p>* “Control for HDMI - Easy Setting” is a function that makes the Control for HDMI setting of equipment connected to HDMI input of the unit effective as well when the Control for HDMI setting of the unit is effective. Non-Sony equipment is not compatible.</p>	Input	Device	Type	HDMI 1	Player 1	BD	HDMI 2	Player 2	DVD
Input	Device	Type								
HDMI 1	Player 1	BD								
HDMI 2	Player 2	DVD								
<p><b>HDMI Dynamic Range</b></p>	<p><b>Sets the video input level for HDMI 1 and HDMI 2 connectors.</b> <b>Auto:</b> Sets the video input level automatically. <b>Limited:</b> The video input level is set for signals of 16-235. <b>Full:</b> The video input level is set for signals of 0-255.</p> <p><b>Note</b> If the video output setting of the connected HDMI device is not set correctly, light and dark parts of the video may appear too light or too dark.</p>									
<p><b>Auto Input Search</b></p>	<p><b>Enables selection from only the input which has a signal.</b> When set to “On,” inputs without signals do not appear on the input palette that appears when you press INPUT. To display all inputs, set this to “Off” (Ⓞ page 17).</p>									

<b>Test Pattern</b>	<b>Displays a test pattern according to the setting.</b> <b>On:</b> A test pattern appears on the screen to be used when adjusting the lens with “Lens Focus,” “Lens Zoom,” and “Lens Shift.” <b>Off:</b> A test pattern does not appear. <b>Tip</b> While the test pattern is displayed, it is only displayed in green to allow you to adjust the focus easily.
<b>Background</b>	<b>Selects the background color of the screen when no signal is input.</b> You can select “Black” or “Blue.”

# Installation Menu

The Installation menu is used for changing the installation settings.



<p><b>Image Flip</b></p>	<p><b>Flips the picture on the screen horizontally and/or vertically.</b>  <b>HV:</b> Flips the picture horizontally and vertically.  <b>H:</b> Flips the picture horizontally.  <b>V:</b> Flips the picture vertically.  <b>Off:</b> The picture does not flip.          Use this item for installation for the backside projection or ceiling installation.</p>
<p><b>Lens Control</b></p>	<p><b>Avoids any operation of the lens such as “Lens Focus,” “Lens Zoom,” and “Lens Shift,” by mistake.</b>  <b>On:</b> Enables adjustment of the lens.  <b>Off:</b> Prevents any adjustment of the lens.</p>
<p><b>Anamorphic Lens</b></p>	<p><b>Select a setting to match the anamorphic lens conversion ratio.</b>  <b>1.24x:</b> Select this when you use an anamorphic lens with a horizontal rate of 1.24x.  <b>1.32x:</b> Select this when you use an anamorphic lens with a horizontal rate of 1.32x.</p>
<p><b>Trigger Select</b></p>	<p><b>Switches the output function of the TRIGGER 1/TRIGGER 2 connector.</b>  <b>Off:</b> Turns off the TRIGGER connector function.  <b>Power:</b> Outputs 12 V signals from the TRIGGER 1/TRIGGER 2 connectors when the unit is on. The TRIGGER 1/TRIGGER 2 connectors do not output any signals when the unit is in standby.  <b>V Stretch:</b> Works with the “Aspect” setting’s “V Stretch” (☞ page 38) and outputs a 12 V signal from the TRIGGER 1 or TRIGGER 2 connector.  <b>2.35:1 Zoom:</b> Works with the “Aspect” setting’s “2.35:1 Zoom” (☞ page 38) and outputs a 12 V signal from the TRIGGER 1 or TRIGGER 2 connector.</p>
<p><b>IR Receiver</b></p>	<p><b>Selects the remote control detectors (IR Receiver) on the front and rear of the unit.</b>  <b>Front &amp; Rear:</b> Activates both the front and rear detectors.  <b>Front:</b> Activates the front detector only.  <b>Rear:</b> Activates the rear detector only.</p>

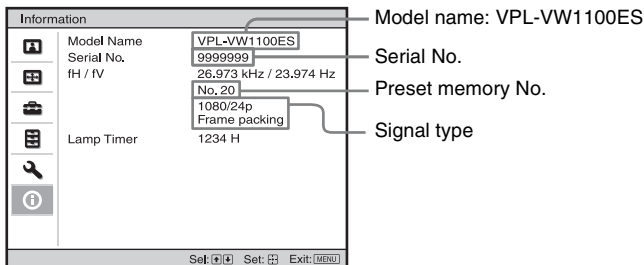
<p><b>Blanking</b></p>	<p><b>This feature allows you to adjust the displayable region within the four directions of the screen.</b></p> <p>Select the edge to adjust by highlighting Left, Right, Top, or Bottom using the <math>\uparrow/\downarrow</math> buttons.</p> <p>Adjust the amount of blanking using the <math>\leftarrow/\rightarrow</math> buttons.</p> <div data-bbox="546 225 820 384" data-label="Image"> </div> <p><b>Tip</b></p> <p>Depending on the aspect ratio setting, right/left blanking may not be available.</p>
<p><b>Panel Alignment</b></p>	<p><b>This feature allows you to adjust the gaps in the color of characters or the picture.</b></p> <p>When set to “On,” “Adjust Color” and “Pattern Color” can be assigned and adjusted.</p> <p><b>Adjust Item:</b> Selects how to make adjustments from below.</p> <ul style="list-style-type: none"> <li><b>Shift:</b> Shifts the whole picture and makes adjustments.</li> <li><b>Zone:</b> Selects the desired range and makes adjustments.</li> </ul> <p><b>Adjust Color:</b> Assigns the desired color to adjust the gaps in color. Select “R” (Red) or “B” (Blue) to make adjustments based on “G” (Green).</p> <p><b>Pattern Color:</b> Select “R/G” (Red and Green) or “R/G/B” (White, all colors) when “Adjust Color” is “R” (Red). Select “B/G” (Blue and Green) or “R/G/B” (White, all colors) when the “Adjust Color” is “B” (Blue).</p> <p><b>Adjust:</b> The shift adjustment and zone adjustment of the color selected in “Adjust Color” can be made with <math>\leftarrow/\rightarrow</math>, <math>\uparrow/\downarrow</math> buttons.</p> <p><b>When “Shift” is selected:</b> Assign the settings of the horizontal direction (H) with <math>\leftarrow/\rightarrow</math> buttons and the vertical direction (V) with <math>\uparrow/\downarrow</math> buttons on the shift adjustment screen.</p> <div data-bbox="521 1029 843 1189" data-label="Image"> </div> <p><b>When “Zone” is selected:</b> Select the position to adjust with <math>\leftarrow/\rightarrow</math> buttons for the horizontal position (H position) and <math>\uparrow/\downarrow</math> buttons for the vertical position (V position), then press <math>\odot</math>.</p> <div data-bbox="521 1313 843 1452" data-label="Image"> </div>

<p><b>Panel Alignment</b></p>	<p>Set the amount to adjust with ←/→ buttons for the horizontal direction (H direction) and with ↑/↓ buttons for the vertical direction (V direction). You can select the position to adjust again by pressing ⊕.</p> <div data-bbox="533 217 854 352" style="border: 1px solid black; padding: 5px; margin: 10px auto; width: fit-content;"> <p style="text-align: center; margin: 0;">Panel Zone Alignment</p> <p style="text-align: center; margin: 0;">Adjust Color: R</p> <div style="display: flex; justify-content: center; align-items: center; gap: 20px;"> <div style="text-align: center;">             ↑ ← → ↓           </div> <div style="text-align: left;">             H: 0 V: 0           </div> </div> <p style="text-align: right; margin: 0;">Adjust: [←] [→] [↑] [↓] Set: [F5] Back: [MENU]</p> </div> <p><b>Reset:</b> Returns to the factory settings.</p> <p><b>Notes</b></p> <ul style="list-style-type: none"> <li>• Depending on the adjustments made above, colors may become uneven or the resolution may change.</li> <li>• Depending on the “Zone” adjustment value, “Shift” adjustment may not be available.</li> </ul>
<p><b>Network Setting</b></p>	<p><b>Perform internet protocol settings.</b> Set this when accessing from a computer (☞ page 50).</p> <p><b>IP Address Setup:</b> Select the IP address setting method.</p> <p style="padding-left: 20px;"><b>Auto (DHCP):</b> The IP address is assigned automatically from the DHCP server such as a router.</p> <p style="padding-left: 20px;"><b>Manual:</b> Specify the IP address manually.</p> <p>When “Manual” is selected for “IP Address Setup,” select the item with the ←/→ buttons and input the value with the ↑/↓ buttons. When all items are entered, select “Apply,” and then press the ⊕ button. The entered settings will be registered.</p> <p><b>IP Address:</b> Set the unit’s IP address. (1.0.0.0 – 223.255.255.255)</p> <p><b>Subnet Mask:</b> Set the unit’s subnet mask. (1.0.0.0 – 255.255.255.255)</p> <p><b>Default Gateway:</b> Set the unit’s default gateway. (1.0.0.0 – 223.255.255.255)</p> <p><b>Primary DNS:</b> Set the primary DNS server. (1.0.0.0 – 223.255.255.255)</p> <p><b>Secondary DNS:</b> Set the secondary DNS server. (1.0.0.0 – 223.255.255.255)</p> <p><b>MAC Address:</b> Display the unit’s MAC address. This cannot be changed.</p>



## Information Menu

The Information menu displays the model name, serial number, the horizontal and vertical frequencies of the input signal and the cumulated hours of usage of the lamp.





<b>Model name</b>	Displays the model name (VPL-VW1100ES).
<b>Serial No.</b>	Displays the serial number.
<b>fH (horizontal frequency)</b>	Displays the horizontal frequency of the input signal.
<b>fV (vertical frequency)</b>	Displays the vertical frequency of the input signal.
<b>Preset memory No.</b>	Displays the preset memory number of the input signal.
<b>Signal type</b>	Displays the type of the input signal. When input signals with 3D information are input, the type of input signals and the 3D format are displayed.
<b>Lamp Timer</b>	Indicates how long the lamp has been turned on (total usage).


### Notes

- fH (horizontal frequency) and fV (vertical frequency) may not be displayed depending on the input signal used on the unit.
- You cannot adjust or change the displays listed above.

### About the Preset Memory No.

This unit has default image data to adjust preset data for input signals appropriately according to the signals shown in “Preset Signals” (🔍 page 68) (the preset memory). When the preset signal is input, the unit automatically detects the signal type and recalls the data for the signal from the preset memory to adjust it to an optimum picture. The preset memory number and signal type of that signal are displayed in the Information  menu.

You can also adjust the preset data through the Screen  menu.

This unit also contains 20 different user memories beside the preset memories used for analog computer signals. You can save input signals that have not been preset on these user memories. When an unpreset signal is input for the first time, a memory number is displayed as 0. When you update the signal settings with “Adjust Signal” of the Screen  menu, it will be registered to the unit. If more than 20 user memories are registered, the newest memory always overwrites the oldest one.

### Note

Depending on the computer input signal, parts of screen may be hidden or displayed incorrectly.

# Using Network Features

Connection to the network allows you to operate the following features:

- Checking the current status of the unit via a Web browser.
- Remotely controlling the unit via a Web browser.
- Receiving the e-mail report for the unit.
- Making the network settings for the unit.
- Network monitoring and controlling with control protocol (SDAP [Advertisement], SDCP [PJ Talk], DDDP [AMX]).
- Using the gamma control software “ImageDirector3.”

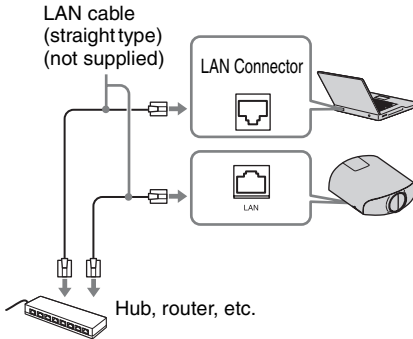
## Notes

- The menu displays used for the explanation below may be different depending on the model you are using.
- Supported Web browsers are Internet Explorer 6/7/8.
- The menu displays only English.
- If the browser of your computer is set to [Use a proxy server] when you have access to the unit from your computer, click the check mark to set accessing without using a proxy server.

# Displaying the Control Window of the Unit with a Web Browser

Once you make the network settings, you can open the Control window only by performing step **3** of this procedure.

## 1 Connect the LAN cable.




## 2 Set the network settings for the unit using “Network Setting” on the Installation menu ( page 48).

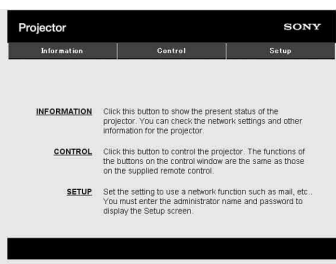
## 3 Start a web browser on the computer, enter the following in the address field, then press the Enter key on your computer.

`http://xxx.xxx.xxx.xxx`

(xxx.xxx.xxx.xxx: IP address for the unit)

You can confirm the IP address of the unit under “Network Setting” on the Installation  menu.

The following window appears in the Web browser:



# Operating the Control Window

## Switching the Page

Click one of the Page Switching buttons to display the desired setting page.



Page Switching buttons

## Setting the Access Limitation

You can limit a user for accessing any particular page.

**Administrator:** Allowed access to all pages

**User:** Allowed access to all pages except the Setup page

Set under [Password] of the Setup page. When you access the Setup page for the first time, enter “root” for user name and enter “Projector” for password. The name of the administrator is preset to “root.”



Entry area for [Administrator]

Entry area for [User]

When you change the password, input a new password after deleting the password (\*\*\*\*) that was set.

## Note

If you forget your password, consult with qualified Sony personnel.

## Confirming the Information Regarding the Unit

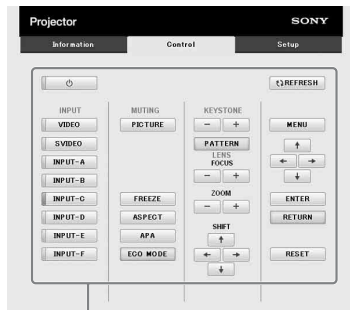
You can confirm the current settings for the unit on the Information page.



Information area

## Operating the Unit from a Computer

You can control the unit from the computer on the Control page.



Operation area

The functions of the buttons shown in the operation area are the same as those of the buttons on the supplied remote control.

## Using the E-mail Report Function

Set the e-mail report function on the Setup page.

Entered values will not be applied unless you click on [Apply].

- 1 Click on [Owner information] to enter the owner information recorded in the e-mail report.

Owner information button

1

- 2 Set the timing of the e-mail report.

Click on [Mail Report] to open the Mail Report page.

**Lamp Reminder (Lamp1):** Set the timing for lamp replacement. To reset Lamp Reminder, execute “Lamp Setting” on the unit (page 41).

**Maintenance Reminder:** Set the timing for maintenance. To reset Maintenance Reminder, check the RESET check box and then click on [Apply].

Mail Report button

- 3 Enter the outgoing e-mail address in the Email Address box, then check the Report Timing check box of the e-mail report to be sent.

- 4 Set the mail account for sending e-mail reports.

**Mail Address:** Enter the e-mail address.

**Outgoing Mail Server (SMTP):** Enter the address of outgoing mail server (SMTP).

**Required Authentication:** Check this check box if authentication is required for sending e-mail.

**Requires the use of POP**

**Authentication before send email**

**(POP before SMTP):** Check this check box to arrange for POP authentication to be performed before sending e-mail.

**Incoming Mail Server (POP3):** Enter the address of the incoming-mail server (POP3) to be used for POP authentication.

**Account Name:** Enter the mail account.

**Password:** Enter the password.

**SMTP Authentication:** Check this check box to arrange for SMTP authentication to be performed before sending e-mail.

**Account Name:** Enter the mail account.

**Password:** Enter the password.

## 5 Confirm the contents of the e-mail report.

When you click on [View], the contents of the e-mail report are displayed.

## 6 Send the test mail.

Check on the Send test mail check box, then click on [Apply] to send your test mail to the e-mail address you set.

### Notes

- You cannot use the e-mail report function because Outbound Port 25 Blocking on the network is preventing a connection to the SMTP server.
- You cannot enter the following characters in the text box: ', ", \, &, <, >

This section describes about the other functions, how to solve the problems, how to replace the lamp, etc.

## About the Control for HDMI

### What is the Control for HDMI?

Control for HDMI is an HDMI standard mutual control function which uses the HDMI CEC (Consumer Electronics Control) specification. By connecting a variety of Control for HDMI compatible equipment such as a hard disk Blu-ray Disc player, a DVD player/recorder, an AV amplifier, etc. to a Sony Control for HDMI compatible TV or a projector with an HDMI cable, the equipment connected will synchronize with the TV or the projector when either is operated.

### Using the Control for HDMI function

- Connect and assign the settings of each equipment appropriately.
- Do not turn off the main power of the equipment.
- Set the input setting of the projector to the HDMI input which the equipment is connected.
- Check if the picture from the equipment appears appropriately on the projector.

### Connecting a Control for HDMI compatible equipment

Use an HDMI cable to connect the projector and the Control for HDMI compatible equipment. Use a cable that has acquired the HDMI logo.

### Setting the Control for HDMI

Be sure to assign the appropriate settings for both the projector and the Control for HDMI compatible equipment connected to the projector. For settings of the projector, see

page 43. For settings of the Control for HDMI compatible equipment connected to the projector, refer to its operating instructions. When equipment that is compatible with the “Control for HDMI - Easy Setting” is connected to the HDMI input of the projector, if you turn the Control for HDMI function setting of the projector on, the Control for HDMI function setting of the connected equipment will also turn on.

### What you can do with the Control for HDMI

- By turning on or playing back the connected equipment, the projector will turn on and the input setting will switch to the terminal of the connected equipment automatically.
- By turning the power of the projector off, the power of the connected equipment will also turn off automatically.
- By changing the language setting of the projector, the language setting of the connected equipment will also change to the same language automatically.

#### Notes

- The available functions of the Control for HDMI differ depending on each equipment. Refer to the operating instruction of each equipment.
- Some synchronization may be available with equipment of other brands with similar functions, but it is not guaranteed.

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## About DCI specification

DCI is a specification for Digital cinema projection systems, established by the industry standards body DCI (Digital Cinema Initiatives), an affiliation of six major Hollywood studios.

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## About the x.v.Color

- “x.v.Color” is a promotion name given to the products that have the capability to realize a wide color space based on the xvYCC specifications and is a trademark of Sony Corporation.
- xvYCC is an international standard of the technical specifications of the extended-gamut color space for video signals. The color gamut of xvYCC is wider than the one of sRGB that is used with the current television system.

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## About the simulated 3D feature


- Use the simulated 3D function taking into account that the picture will provide a different look from the original images, because this function converts the video images.
- Note that if the unit is used for profit or for public viewing, displaying 2D video images as 3D video images by converting to the simulated 3D may constitute an infringement of the rights of authors or producers, which are legally protected.




# Troubleshooting



If the unit appears to be operating erratically, try to diagnose and correct the problem using the following instructions. If the problem persists, consult with qualified Sony personnel.

## Power



Symptom	Cause and Remedy
The power is not turned on.	<ul style="list-style-type: none"> <li>→ The power may not turn on if you turn the power off with I/⏻ (ON/STANDBY) button and turn it on again in a short time. After about 1 minute, turn the power on.</li> <li>→ Close the lamp cover securely, then tighten the screws securely (☞ page 64).</li> <li>→ Check warning indicators (☞ page 60).</li> </ul>
The power is suddenly turned off.	<ul style="list-style-type: none"> <li>→ Check that “Power Saving” in the Setup  menu is set to “Standby.” (☞ page 41)</li> <li>→ Set “Power Saving” to “Off.”</li> </ul>

## Picture


Symptom	Cause and Remedy
No picture.	<ul style="list-style-type: none"> <li>→ Check that the connecting cable is connected to the external equipment properly (☞ page 13). Depending on the external equipment, the unit may not function correctly via the HDMI 1 connector. In this case, use the HDMI 2 connector, then select the input.</li> <li>→ Select the input source correctly using the INPUT button (☞ page 17).</li> <li>→ Check that the computer signal is set for output to an external monitor.</li> <li>→ If the notebook computer, etc., signal is output to its display and an external monitor, the external monitor’s image may not be displayed correctly. Set your computer to output the signal to only an external monitor.</li> </ul>
The picture has ghosts.	<ul style="list-style-type: none"> <li>→ Video images are displayed in 3D. Watch the 3D video images using the 3D glasses, and set “2D-3D Display Sel.” to “3D” (☞ page 42). To convert 3D video images to 2D video images, set “2D-3D Display Sel.” to “2D.”</li> </ul>
Bright or dark area of the video appears too bright or too dark.	<ul style="list-style-type: none"> <li>→ This symptom may occur when RGB signal level other than those of HDMI standard is input. Switch the RGB output level of the connected equipment, or switch the HDMI Dynamic Range of the unit (☞ page 44).</li> </ul>
The picture is too dark.	<ul style="list-style-type: none"> <li>→ Adjust “Contrast” or “Brightness” on the Picture  menu properly (☞ page 33).</li> </ul>
The picture is not clear.	<ul style="list-style-type: none"> <li>→ Adjust the focus (☞ page 9).</li> <li>→ Condensation has accumulated on the lens. Leave the unit for about 2 hours with the power on.</li> </ul>

Symptom	Cause and Remedy
The picture flickers.	→ For pictures from an analog computer, adjust “Phase” for “Adjust Signal” on the Screen  menu properly (☞ page 39).
The color of characters or the picture is not appropriate.	→ Select the desired color registration in “Panel Alignment” of the Installation  menu (☞ page 47).
Image is left on the screen. (image retention)	→ When high contrast non-moving images are displayed for a long period of time, there may be some image retention on the screen. This is only a temporary condition. Turning off the power for a while will eliminate the retained image.

## On-screen display

Symptom	Cause and Remedy
On-screen display does not appear.	<ul style="list-style-type: none"> <li>→ Set “Status” on the Setup  menu to “On” (☞ page 40).</li> <li>→ Check if the ON/STANDBY indicator should light in green. When the ON/STANDBY indicator blinks in green, the unit is starting up. Wait until it stops blinking and remains lit in green.</li> </ul>
The model name does not disappear from the screen.	→ The display mode of the unit may be set at the time of purchase. Consult with your local dealer or qualified Sony personnel.
Input terminals do not appear.	→ Set “Auto Input Search” on the Function  menu to “Off” (☞ page 44).


## Remote control

Symptom	Cause and Remedy
The remote control does not work.	<ul style="list-style-type: none"> <li>→ Batteries could be weak. Replace them with new batteries.</li> <li>→ Insert the batteries with the correct polarities.</li> <li>→ If there is a fluorescent lamp near the remote control detector, the unit may work improperly or inadvertently.</li> <li>→ If you use the optional 3D Sync Transmitter and point it to the remote control detector of the unit, the remote control may not work properly.</li> <li>→ Confirm the position of the remote control detector on the unit (☞ page 4).</li> <li>→ Set “IR Receiver” to “Front &amp; Rear” on the Installation  menu (☞ page 46).</li> </ul>

## 3D video images

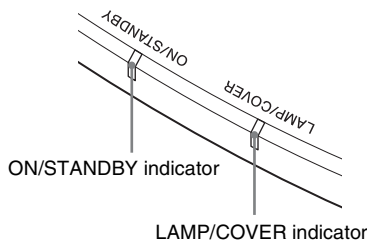
Symptom	Cause and Remedy
The video image does not seem like 3D video images.	<ul style="list-style-type: none"> <li>→ Check if the 3D glasses are turned on (☞ page 19).</li> <li>→ Make sure that the battery in the 3D glasses is charged.</li> <li>→ Check if the input source is HDMI.</li> <li>→ Set “2D-3D Display Sel.” to “Auto” or “3D” (☞ page 42).</li> <li>→ Check if the input signals are compatible 3D signals (☞ page 73).</li> <li>→ If no 3D signal is input from the 3D equipment connected to the unit, restarting the connected 3D equipment may solve the problem.</li> <li>→ When the viewing or projector position is too far from the screen, the 3D glasses may not be able to display the images properly (☞ page 20).</li> <li>→ If you use the optional 3D Sync Transmitter, check that it is placed within the specified range (☞ page 16).</li> <li>→ The screen size is not appropriate. Set the zooming magnification to low or watch the image from farther away from the screen (☞ page 79).</li> </ul>

## Others

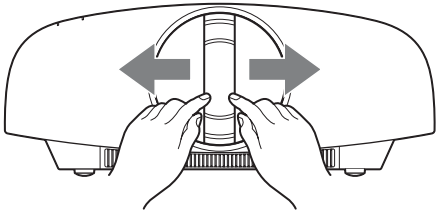
Symptom	Cause and Remedy
The fan is noisy.	<ul style="list-style-type: none"> <li>→ Check the setting of “Cooling Setting” on the Setup  menu (☞ page 40).</li> <li>→ Make sure that the room temperature is not too high.</li> <li>→ Check the installation conditions. The number of fan rotation increases to maintain the product reliability of the projector’s components in a room, where the temperature is higher than normal. The fan noise becomes slightly louder. The approximate normal temperature is 25°C.</li> </ul>
The lens shift cannot be adjusted.	<ul style="list-style-type: none"> <li>→ The lens shift cannot be adjusted over the range of movement. Adjust the lens shift within the range of movement (☞ pages 12, 78).</li> </ul>
The unit and connected equipment turn On/Off, play back, and operate at the same time.	<ul style="list-style-type: none"> <li>→ “Control for HDMI,” “Device Auto Power Off,” and “PJ Auto Power ON” are set to “On.” Set them to “Off.” For details, see “HDMI Setting” (☞ page 43).</li> </ul>

## Warning Indicators

The ON/STANDBY or LAMP/COVER indicator lights up or flashes if there is any trouble with your projector.



Symptom	Cause and Remedy
LAMP/COVER flashes in red. (A repetition rate of 2 flashes)	→ Close the lamp cover securely, then tighten the screws securely (☞ page 64).
LAMP/COVER flashes in red. (A repetition rate of 3 flashes)	<ul style="list-style-type: none"> <li>→ The temperature of lamp is unusually high. Turn off the power and wait for the lamp to cool, then turn on the power again.</li> <li>→ If the symptom persists, the lamp may be at the end of its service life. In this case, replace the lamp with a new one (☞ page 63).</li> </ul>
ON/STANDBY flashes in red. (A repetition rate of 4 flashes)	→ The fan is broken. Consult with qualified Sony personnel.
ON/STANDBY flashes in red. (A repetition rate of 2 flashes)	→ The internal temperature is unusually high. Check to ensure that if nothing is blocking the ventilation holes or whether or not the unit is being used at high altitudes.
ON/STANDBY flashes in red. (A repetition rate of 6 flashes)	→ Press the I/⏻ (ON/STANDBY) button to turn on the unit. If the power is not turned on, disconnect the AC power cord, then confirm the ON/STANDBY lamp is turned off. After about 10 seconds, reconnect the AC power cord and turn on the power again. If the indicators still light up, the electrical system has a problem. Consult with qualified Sony personnel.

Symptom	Cause and Remedy
ON/STANDBY flashes in red. (A repetition rate of 5 flashes)	<p>→ The lens protector is not fully open. Turn the power of the unit off and then on again. If the lens protector still does not fully open, consult with qualified Sony personnel.</p> <p><b>Tip</b> In an urgent situation, refer to the illustration below to open the lens protector with your hands. Press the I/⏻ (ON/STANDBY) button to turn the power on and operate the unit.</p> 

**Note**

When a warning indicator other than the above starts flashing, and the symptom persists even after carrying out the above methods, consult with qualified Sony personnel.

## Message Lists

### Warning messages

Message	Cause and Remedy
High temp.! Lamp off in 1 min.	<p>→ Turn off the power.</p> <p>→ Check to ensure that nothing is blocking the ventilation holes (☞ page 5).</p>
Frequency is out of range!	<p>→ Frequency is out of range. Input a signal that is within the acceptable frequency range of the unit (☞ page 68).</p>
Please replace the Lamp.	<p>→ It is time to replace the lamp. Replace the lamp (☞ page 63).</p> <p>→ If this message appears again after you replace the lamp, the lamp replacement process is not complete. Check the lamp replacement process (☞ page 63).</p> <p><b>Note</b> To clear this message, press any button either on the remote control or the control panel of the unit once.</p>
Projector temperature is high. Cooling Setting should be “High” if projector is being used at high altitude.	<p>→ Check to ensure that the ventilation holes on the unit are not covered (☞ page 5).</p> <p>→ When using the unit at high altitude, set “Cooling Setting” to “High” (☞ page 40).</p> <p><b>Note</b> When temperature inside the unit remains high, “Cooling Setting” is switched to “High” in 1 minute, then the fan speed increases.</p>

Message	Cause and Remedy
Power Saving Mode is set. Projector lamp will automatically cutoff in 1 minute.	<p>→ “Power Saving” is set to “Lamp Cutoff.” (☞ page 41)</p> <p><b>Note</b></p> <p>If no signal is input, the lamp turns off after 1 minute.</p>
Power Saving Mode is set. Projector will automatically enter Standby Mode in 1 minute.	<p>→ “Power Saving” is set to “Standby.” (☞ page 41)</p> <p><b>Note</b></p> <p>If no signal is input, the power turns off after 1 minute, and the projector goes into standby mode.</p>

## Caution messages

Message	Cause and Remedy
⌘→	<p>→ No signal is input in the selected input. Check connections (☞ page 13).</p>
Not applicable!	<p>→ Press the appropriate button.</p> <p>→ The operation to be activated by the button is currently prohibited.</p>

# Replacing the Lamp and Cleaning the Ventilation Holes (intake)

The lamp used for the light source has a certain lifespan. When the lamp dims, the color balance of the picture becomes strange, or “Please replace the Lamp.” appears on the screen, the lamp may be exhausted. Replace the lamp with a new one (not supplied) without delay.

**Tools you need to get started:**

- Projector Lamp LMP-H330 (Optional)
- Standard Phillips screwdriver
- Cloth (for scratch protection)


## Caution

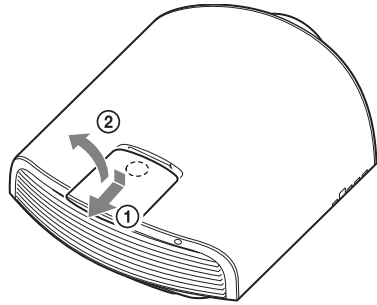
- The lamp remains hot after the unit is turned off with the I/⏻ (ON/STANDBY) button. If you touch the lamp, you may burn your fingers. When you replace the lamp, wait for at least 1 hour for the lamp to cool.
- Do not touch the surface of the lens. If you touch it, wipe off the fingerprints with a soft cloth.
- Pay special attention to replacing the lamp when the unit is installed on the ceiling.
- When replacing the lamp of a unit which is on the ceiling, do not stand directly under the lamp cover. When removing the lamp door (inner cover), avoid twisting it. If the lamp explodes, fragments may cause injury.
- When removing the lamp unit, make sure it remains horizontal, then pull straight up. Do not tilt the lamp unit. If you pull out the lamp unit while tilted and if the lamp breaks, the pieces may scatter, causing injury.

- 1 Turn off the unit and unplug the AC power cord.
- 2 When setting the unit on a flat surface such as a desk etc., put a cloth to prevent the surface from being scratched. Place the unit on the cloth.

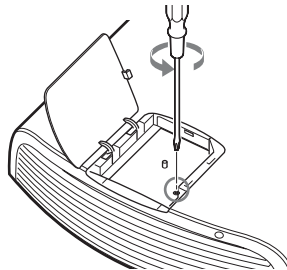
## Note

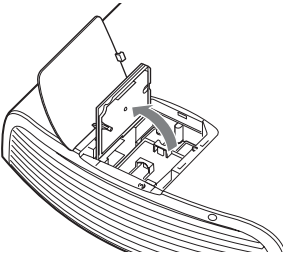
Be sure that the unit is placed on a stable surface.

- 3 While pressing the  part indicated in the lamp cover illustration, slide ① and then open ② the lamp cover.

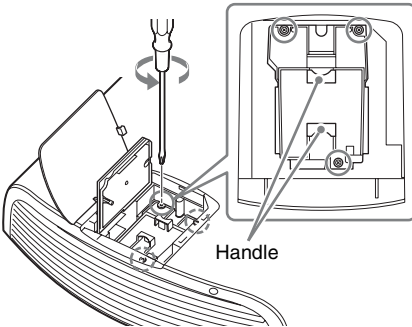


- 4 Loosen the lamp door (inner cover) screw with a Phillips screwdriver, and then open the lamp door.





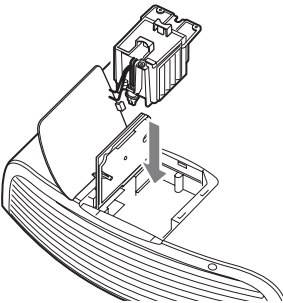
- 5** Loosen the 3 screws on the lamp with the Phillips screwdriver. Hold up the handle, then pull the lamp straight out.



**Note**

Hold the lamp by the handle to remove and attach it.

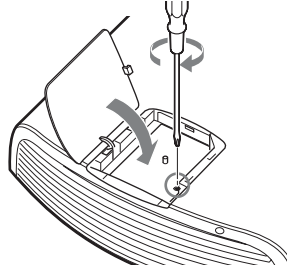
- 6** Push in the new lamp by the handle securely until it reaches the end, and then tighten the 3 screws.



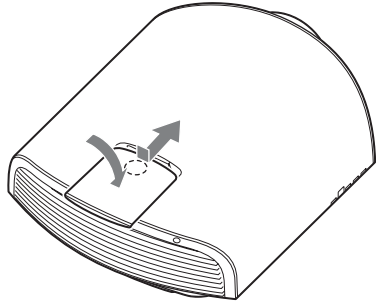
**Note**

Be careful not to touch the optical block inside the unit.

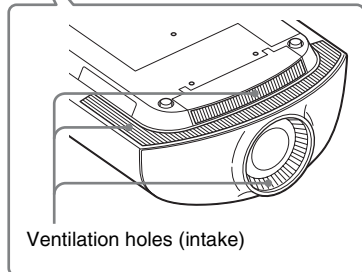
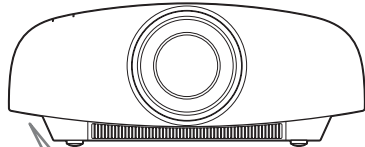
- 7** Close the lamp door, (inner cover) and then tighten the screw.



- 8** Close the lamp cover.



- 9** Wipe dust off the ventilation holes (intake) with a soft cloth.

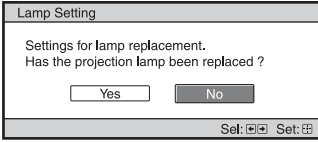


Ventilation holes (intake)

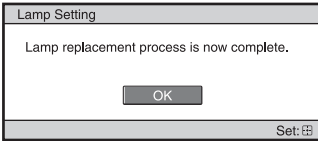


## 10 Turn on the unit, then select the desired setting item on the Setup menu.

The menu screen below will be appeared.



## 11 Select "Yes."



### Caution

Do not put your hands into the lamp replacement slot, and do not allow any liquid or other objects into the slot to avoid electrical shock or fire.

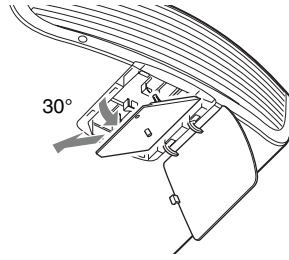
### Notes

- Be sure to use an LMP-H330 Projector Lamp for replacement. If you use lamps other than the LMP-H330, the unit may malfunction.
- Be sure to turn off the unit and unplug the power cord before replacing the lamp, then check the ON/STANDBY indicator has already been turned off.
- The unit will not turn on unless the lamp is securely installed in place.
- The unit will not turn on unless the lamp cover are securely closed.
- To cancel a message displayed on the screen, press either the button on the remote control or the one on the control panel on the unit.

### Note on replacing the lamp when broken, in the case of a ceiling installation

If the lamp breaks, broken lamp pieces may scatter and cause injury.

When the unit is on the ceiling, remove the lamp door (inner cover) by sliding it horizontally slowly after raising it with 30 degree opened. Avoid twisting the lamp door (inner cover).



### Note

The lamp contains mercury. The disposal rules for used fluorescent tubes depend on where you live. Follow the waste disposal policy in your area.

### Disposal of the used lamp

#### For the customers in the USA

Lamp in this product contains mercury. Disposal of these materials may be regulated due to environmental considerations. For disposal or recycling information, please contact your local authorities or the Telecommunications Industry Association ([www.eiae.org](http://www.eiae.org)).

#### Mettre à disposition de la lampe usagée

#### Pour les clients aux États-Unis

La lampe dans ce produit contient du mercure. La disposition de ces matériaux peut être réglementée suite à des considérations environnementales. Pour obtenir des informations de disposition ou de recyclage, veuillez communiquer avec vos autorités locales ou la Telecommunications Industry Association ([www.eiae.org](http://www.eiae.org)).

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# Cleaning

## Cleaning the cabinet

- To remove dust from the cabinet, wipe gently with a soft cloth. If dust is persistent, wipe with a soft cloth slightly moistened with a diluted mild detergent solution.
- Never use any type of abrasive pad, alkaline/acid cleaner, scouring powder, or volatile solvent, such as alcohol, benzene, thinner or insecticide.
- Clean the unit with a cleaning cloth. Wiping with a dirty cloth may scratch the unit.
- Using such materials or maintaining prolonged contact with rubber or vinyl materials may result in damage to the screen surface and cabinet material.

# Specifications

Item	Description	
Display system	SXRD panel, projection system	
Display device	Size of effective display area	0.74-inch (18.8 mm) SXRD
	Number of pixels	26,542,080 pixels (8,847,360 pixels × 3)
Projection lens	2.1 times zoom lens (motorized) f=21.3 mm to 46.2 mm F2.9 to F3.9	
Light source	Ultra High Pressure Lamp 330 W type	
Screen size	60 inches to 300 inches (1,524 mm to 7,620 mm) (measured diagonally)	
Accepted signals	See “Preset Signals” (☞ page 68).	
Video signal inputs	HDMI (2 inputs), HDCP compliant	Digital RGB/Y Pb/Cb Pr/CR
	Y Pb/Cb Pr/CR	Component: phono type Y with Sync: 1 Vp-p±2dB sync negative (75 ohms terminated) Pb/Cb: 0.7 Vp-p±2dB (75 ohms terminated) Pr/CR: 0.7 Vp-p±2 dB (75 ohms terminated)
	INPUT A	Mini D-sub 15-pin Analog RGB: R: 0.7 Vp-p±2 dB(75 ohms terminated) G: 0.7 Vp-p±2 dB(75 ohms terminated) G with sync/Y: 1 Vp-p±2 dB sync negative (75 ohms terminated) B: 0.7 Vp-p±2 dB (75 ohms terminated) SYNC/HD: Composite sync input: TTL level, positive/ negative Horizontal sync input: TTL level, positive/negative VD: Vertical sync input: TTL level, positive/negative
Other inputs/ outputs	TRIGGER (2 connectors)	Minijack, DC 12 V Max. 100 mA
	REMOTE	RS-232C: D-sub 9-pin (female)
	LAN	RJ45, 10BASE-T/100BASE-TX
	IR IN	Minijack
	3D SYNC	RJ45 connector
Outside dimensions (w/h/d)	520 mm × 200 mm × 640 mm (20 <sup>1</sup> / <sub>2</sub> × 7 <sup>7</sup> / <sub>8</sub> × 25 <sup>1</sup> / <sub>4</sub> inches) (without protrusions)	
Mass	Approx. 20 kg (44 lb 1.5 oz)	
Power requirements	AC 100 V to 240 V, 4.8 A to 2.0 A, 50/60 Hz	
Power consumption	480 W	

Item	Description
Standby power	100V-120V AC: 3.5 W (when “Standby Mode” is set to “Standard”) / 0.3 W (when “Standby Mode” is set to “Low”) 220V-240V AC: 3.9 W (when “Standby Mode” is set to “Standard”) / 0.4 W (when “Standby Mode” is set to “Low”)
Operating temperature	5°C to 35°C (41°F to 95°F)
Operating humidity	35% to 85% (no condensation)
Storage temperature	-20°C to +60°C (-4°F to +140°F)
Storage humidity	10% to 90%
Supplied accessories	See “Checking the Supplied Accessories” in the supplied Quick Reference Manual.
Optional accessories	Projector Lamp: LMP-H330 (for replacement) Projector Suspension Support: PSS-H10 3D glasses: TDG-PJ1 3D Sync Transmitter: TMR-PJ2

### Notes

- The values for mass and dimensions are approximate.
- Not all optional accessories are available in all countries and area. Please check with your local Sony Authorized Dealer.
- Information on accessories in this manual is current as of October 2013.

Design and specifications of this unit and its optional accessories are subject to change without notice.

## Preset Signals

The following table shows the signals and video formats which you can project using this unit.

When a signal other than the preset signal shown below is input, the picture may not be displayed properly.

Preset memory no.	Preset signal (resolution)		fH (kHz)	fV (Hz)	Sync	Pitch (H Size)
3	480/60i	480/60i (720 × 480i)	15.734	59.940	SonG/Y	–
4	576/50i	576/50i (720 × 576i)	15.625	50.000	SonG/Y	–
5	480/60p	480/60p (Progressive NTSC) (720 × 480p)	31.470	60.000	SonG/Y	–
6	576/50p	576/50p (Progressive PAL) (720 × 576p)	31.250	50.000	SonG/Y	–

Preset memory no.	Preset signal (resolution)		fH (kHz)	fV (Hz)	Sync	Pitch (H Size)
7	1080/60i	1080/60i (1920 × 1080i)	33.750	60.000	SonG/Y	–
8	1080/50i	1080/50i (1920 × 1080i)	28.130	50.000	SonG/Y	–
10	720/60p	720/60p (1280 × 720p)	45.000	60.000	SonG/Y	–
11	720/50p	720/50p (1280 × 720p)	37.500	50.000	SonG/Y	–
12	1080/60p	1080/60p (1920 × 1080p)	67.500	60.000	–	–
13	1080/50p	1080/50p (1920 × 1080p)	56.260	50.000	–	–
14	1080/24p	1080/24p (1920 × 1080p)	26.973	23.976	–	–
18	720/60p (Frame packing)	720/60p (1280 × 720p)	90.000	60.000	–	–
19	720/50p (Frame packing)	720/50p (1280 × 720p)	75.000	50.000	–	–
20	1080/24p (Frame packing)	1080/24p (1920 × 1080p)	53.946	23.976	–	–
26	640 × 480	VESA 60	31.469	59.940	H-neg, V-neg	800
28		VESA 72	37.861	72.809	H-neg, V-neg	832
29		VESA 75 (IBM M3)	37.500	75.000	H-neg, V-neg	840
30		VESA 85 (IBM M4)	43.269	85.008	H-neg, V-neg	832
31	800 × 600	VESA 56	35.156	56.250	H-pos, V-pos	1024
32		VESA 60	37.879	60.317	H-pos, V-pos	1056
33		VESA 72	48.077	72.188	H-pos, V-pos	1040
34		VESA 75 (IBM M5)	46.875	75.000	H-pos, V-pos	1056
35		VESA 85	53.674	85.061	H-pos, V-pos	1048
37	1024 × 768	VESA 60	48.363	60.004	H-neg, V-neg	1344
38		VESA 70	56.476	70.069	H-neg, V-neg	1328
39		VESA 75	60.023	75.029	H-pos, V-pos	1312
45	1280 × 960	VESA 60	60.000	60.000	H-pos, V-pos	1800
47	1280 × 1024	VESA 60	63.974	60.013	H-pos, V-pos	1696
50	1400 × 1050	SXGA +	65.317	59.978	H-neg, V-pos	1864

Preset memory no.	Preset signal (resolution)		fH (kHz)	fV (Hz)	Sync	Pitch (H Size)
55	1280 × 768	1280 × 768/60	47.776	59.870	H-neg, V-pos	1664
56	1280 × 720	1280 × 720/60	44.772	59.855	H-neg, V-pos	1664
74	3840 × 2160/60p*	3840×2160/60p (3840 × 2160)	135.000	60.000	–	–
75	3840 × 2160/50p*	3840 × 2160/50p (3840 × 2160)	112.500	50.000	–	–
76	4096 × 2160/60p*	4096 × 2160/60p (4096 × 2160)	135.000	60.000	–	–
77	4096 × 2160/50p*	4096 × 2160/50p (4096 × 2160)	112.500	50.000	–	–
78	4096 × 2160/30p	4096 × 2160/30p (4096 × 2160)	67.500	30.000	–	–
79	4096 × 2160/25p	4096 × 2160/25p (4096 × 2160)	56.250	25.000	–	–
93	3840 × 2160/24p	3840 × 2160/24p (3840 × 2160)	53.946	23.976	–	–
94	3840 × 2160/25p	3840 × 2160/25p (3840 × 2160)	56.25	25	–	–
95	3840 × 2160/30p	3840 × 2160/30p (3840 × 2160)	67.4325	29.97	–	–
96	4096 × 2160/24p	4096 × 2160/24p (4096 × 2160)	54	24	–	–

\* Available for YUV4:2:0/8 bit format signal.

## Preset memory numbers for each input signal

### Analog signal

Signal	Preset memory number
Component signal (Y Pb/Cb Pr/Cr connectors)	3 to 8, 10, 11
Computer signal (INPUT A connector)	26, 28 to 35, 37 to 39, 55, 56

### Digital signal

Signal	Preset memory number
Component signal (HDMI 1, 2 connectors)	3 to 8, 10 to 14, 18 to 20, 74 to 79, 93 to 96
Video GBR signal (HDMI 1, 2 connectors)	3 to 8, 10 to 14, 18 to 20, 78, 79, 93 to 96
Computer signal (HDMI 1, 2 connectors)	10 to 13*, 26, 32, 37, 45, 47, 50, 55

\* Some digital signals input from computers may be displayed as preset memory number of Component or Video GBR signal.

## Input Signals and Adjustable/Setting Items

The items in the menus available to adjust differ depending on the input signal. The following tables indicate them.

The items that cannot be adjusted are not displayed in the menu.

### Picture menu

Item	Input signal		
	Component signal	Video GBR signal	Computer signal
Reality Creation	●	●	—
Advanced Iris	●	●	●
Lamp Control	●	●	●
Film Projection	●	●	—
Motion Enhancer	● (excluding preset memory numbers 74 to 79 and 93 to 96)	● (excluding preset memory numbers 78, 79 and 93 to 96)	—
Contrast	●	●	●
Brightness	●	●	●
Color	●	●	—
Hue	●	●	—
Color Temp.	●	●	●
Sharpness	●	●	—
NR	● (excluding preset memory numbers 74 to 79 and 93 to 96)	● (excluding preset memory numbers 78, 79 and 93 to 96)	—
MPEG NR	● (excluding preset memory numbers 74 to 79 and 93 to 96)	● (excluding preset memory numbers 78, 79 and 93 to 96)	—
Smooth Gradation	●	●	—
Film Mode	● (excluding preset memory numbers 14, 20, 74 to 79 and 93 to 96)	● (excluding preset memory numbers 14, 20, 78, 79 and 93 to 96)	—
Black Level Adj.	● (excluding preset memory numbers 74 to 79 and 93 to 96)	● (excluding preset memory numbers 78, 79 and 93 to 96)	—

Item	Input signal		
	Component signal	Video GBR signal	Computer signal
Gamma Correction	●	●	●
Color Correction	●	●	●
Clear White	●	●	●
x.v.Color	●	–	–
Color Space	●	●	●

● : Adjustable/can be set  
 – : Not adjustable/cannot be set

### Screen menu

Item	Input signal		
	Component signal	Video GBR signal	Computer signal
Aspect* <sup>1</sup>	● (excluding preset memory numbers 76 to 79 and 96)	● (excluding preset memory numbers 78, 79 and 96)	–
Over Scan	● (excluding preset memory numbers 74 to 79 and 93 to 96)	● (excluding preset memory numbers 78, 79 and 93 to 96)	–
Phase	–	–	● * <sup>2</sup>
Pitch	–	–	● * <sup>2</sup>
Shift	● * <sup>2</sup>	● * <sup>2</sup>	●

● : Adjustable/can be set  
 – : Not adjustable/cannot be set

\*<sup>1</sup>: For further details, refer to the tables in “Aspect Mode.” (🔍 page 74)

\*<sup>2</sup>: The setting can be made only for analog signal.

### Note

When connecting a cable such as an HDMI cable, etc., check the type of the signal in the Information ⓘ menu (🔍 page 49) and Digital signal (🔍 page 70), and check items that are adjustable/can be set.



## Compatible 3D Signals

This unit accepts the following types of 3D signals.

Resolution	3D signal format
720/60, 50P	Side-by-Side format
	Over-Under format*
	Frame packing*
1080/60, 50i	Side-by-Side format*
1080/24P	Over-Under format*
	Frame packing*
1080/60, 50P	Side-by-Side format
	Over-Under format

\*: Mandatory 3D format of the HDMI standards.


## 3D Signals and Adjustable/Setting Items

Some items on the menus may not be available to adjust/set, depending on the 3D signals. The items that cannot be adjusted are not displayed on the menu. The following tables indicate those items.


Item	3D signals			
	720/60, 50P	1080/60, 50i	1080/24P	1080/60, 50P
Reality Creation	●	●	●	●
Advanced Iris	–	–	–	–
Lamp Control	●	●	●	●
Film Projection	–	–	–	–
Motion Enhancer	–	–	●	–
NR	–	–	–	–
MPEG NR	–	–	–	–
Smooth Gradation	–	–	–	–
Film Mode	–	–	–	–
x.v.Color	●	●	●	●
Aspect	●	● (Squeeze cannot be selected)	●	●
Over Scan	–	–	–	–

●: Adjustable/can be set

–: Not Adjustable/cannot be set

When the unit is set to convert 2D video images to 3D video images, some items on the menus may be not available to adjust/set, depending on the “3D Format” settings on the Function  menu. The items that cannot be adjusted are not displayed on the menu. The following tables indicate these items.

Item	3D format		
	Over-Under	Side-by-Side	Simulated 3D
Reality Creation	●	●	●
Advanced Iris	–	–	–
Lamp Control	●	●	●
Film Projection	–	–	–
Motion Enhancer	● (preset memory number 14 only)	–	●
NR	–	–	●
MPEG NR	–	–	●
Smooth Gradation	–	–	●
Film Mode	–	–	–
x.v.Color	●	●	●
Aspect* <sup>1</sup>	●	●	●
Over Scan	–	–	–

\*<sup>1</sup>: For further details, refer to the tables in “Aspect Mode.” ( page 74)

## Aspect Mode

Selectable items vary depending on the type of input signal or 3D format.

For details, see the tables below. Items that cannot be selected are not displayed in the menu.

## 2D

Acceptable signals	4096 × 2160	3840 × 2160	1920 × 1080 1280 × 720	720 × 480 720 × 576	Others
Preset memory number (☞ page 68)	76, 77, 78, 79, 96	74, 75, 93 to 95	7, 8, 10 to 14	3 to 6	26, 28 to 35, 37 to 39, 55, 56
1.85:1 Zoom	–	–	●	●	–
2.35:1 Zoom	–	●	●	●	–
Normal	● *1	●	●	●	● *1
Stretch	–	–	–	●	–
V Stretch	–	–	●	●	–
Squeeze	–	–	●	●	–

\*1: Not displayed in the menu as fixed at Normal.

## 3D

Acceptable signals	1920 × 1080, 1280 × 720			
	Side-by-Side	Over-Under	Frame packing	Simulated 3D
Preset memory number (☞ page 68)	7, 8, 10 to 13	10 to 14	18 to 20	18 to 20
1.85:1 Zoom	●	●	●	●
2.35:1 Zoom	●	●	●	●
Normal	●	●	●	●
Stretch	–	–	–	–
V Stretch	●	●	●	●
Squeeze	● *2	●	●	●

\*2: Squeeze cannot be selected if preset memory number 7, 8 or 13 (☞ page 68) is input.

## Storage Conditions of Adjustable/Setting Items

Each adjustable/setting item is individually stored for each input connector or preset signal. For further details, see the tables below.

### Preset memory numbers for each input signal

Input	Preset memory numbers
Input-A	26, 28 to 35, 37 to 39, 55, 56
Component	3 to 8, 10, 11
HDMI 1 (2D)	3 to 8, 10 to 14, 18 to 20, 26, 32, 37, 45, 47, 50, 55, 74 to 79, 93 to 96
HDMI 2 (2D)	

<b>Input</b>	<b>Preset memory numbers</b>
HDMI 1 (3D)	7, 8, 10 to 14, 18 to 20
HDMI 2 (3D)	

## Picture menu

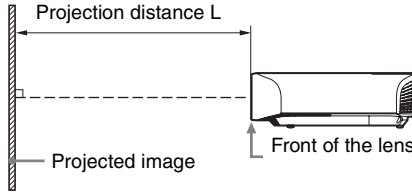
<b>Item</b>	<b>Storage conditions</b>
Calib. Preset	For each input connector and preset signal
Reset	For each input connector and Calib. Preset
Reality Creation	
Advanced Iris	
Lamp Control	
Film Projection	
Motion Enhancer	
Contrast	
Brightness	
Color	
Hue	
Color Temp.	
D93-D55	
Custom 1-5	
Gain R	
Gain G	
Gain B	
Bias R	
Bias G	
Bias B	
Sharpness	For each input connector and Calib. Preset
NR	
MPEG NR	
Smooth Gradation	
Film Mode	
Black Level Adj.	
Gamma Correction	
Color Correction	
Clear White	
x.v.Color	
Color Space	

## Screen menu

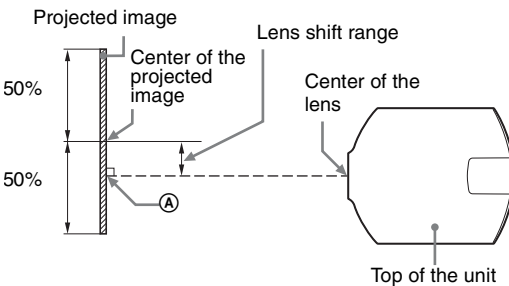
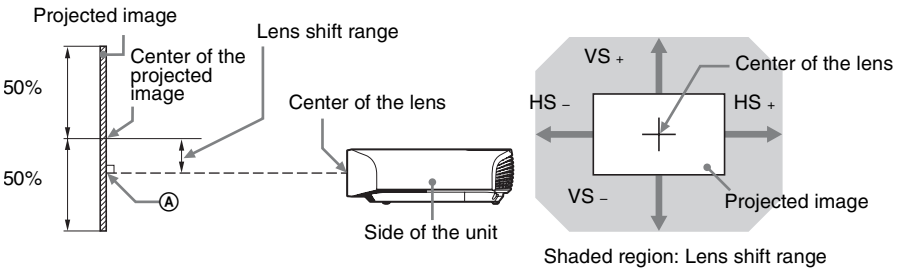
Item	Storage condition
Aspect	For Picture Position 1.85:1, 2.35:1, or Custom 1-3
Over Scan	For each input connector and preset signal
Adjust Signal: Phase (Analog PC signal)	For each input connector and preset signal
Adjust Signal: Pitch (Analog PC signal)	For each input connector and preset signal
Adjust Signal: Shift (All analog signals)	For each input connector and preset signal

# Projection Distance and Lens Shift Range

The projection distance refers to the distance between the front of the lens and the projected surface.

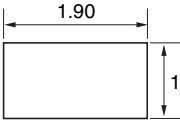


The lens shift range represents the distance in percent (%) by which the lens can be shifted from the center of the projected image. The lens shift range is regarded as 0% when the point **A** in the illustration (point where a line drawn from the center of the lens and the projected image cross at right angles) is aligned with the center of the projected image and full width or full height of the projected image is regarded as 100%.



- VS +: Vertical lens shift range (up) [%]
- VS -: Vertical lens shift range (down) [%]
- HS +: Horizontal lens shift range (right) [%]
- HS -: Horizontal lens shift range (left) [%]

## When projecting in 1.90:1 (Native Full Display 17:9) format



### Projection distance

Unit: m (inches)

Projection image size		Projection distance L
Diagonal	Width × Height	
80" (2.03 m)	1.80 × 0.95 (71 × 37)	2.23 – 4.90 (88 – 192)
100" (2.54 m)	2.25 × 1.18 (88 × 47)	2.81 – 6.14 (111 – 241)
120" (3.05 m)	2.70 × 1.42 (106 × 56)	3.39 – 7.38 (134 – 290)
150" (3.81 m)	3.37 × 1.78 (133 × 70)	4.25 – 9.25 (168 – 364)
200" (5.08 m)	4.49 × 2.37 (177 × 93)	5.70 – 12.36 (225 – 486)

Others

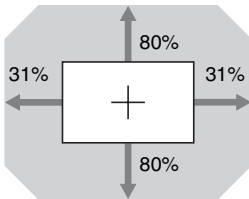
### Projection distance formula

D: Projected image size (Diagonal)

Unit: m (inches)

Projection distance L (minimal length)	Projection distance L (maximal length)
$L = 0.028860 \times D - 0.0800$ $(L = 1.136218 \times D - 3.1491)$	$L = 0.062212 \times D - 0.0756$ $(L = 2.449310 \times D - 2.9775)$

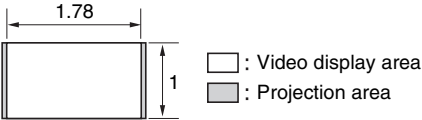
### Lens shift range



$$VS + = VS - = 80 - 2.581 \times (HS + \text{or } HS -) [\%]$$

$$HS + = HS - = 31 - 0.388 \times (VS + \text{or } VS -) [\%]$$

## When projecting in 1.78:1 (16:9) format



### Projection distance

Unit: m (inches)

Projection image size		Projection distance L
Diagonal	Width × Height	
80" (2.03 m)	1.77 × 1.00 (70 × 39)	2.35 – 5.15 (93 – 202)
100" (2.54 m)	2.21 × 1.25 (87 × 49)	2.96 – 6.46 (117 – 254)
120" (3.05 m)	2.66 × 1.49 (105 × 59)	3.56 – 7.77 (141 – 305)
150" (3.81 m)	3.32 × 1.87 (131 × 74)	4.47 – 9.73 (176 – 383)
200" (5.08 m)	4.43 × 2.49 (174 × 98)	5.99 – 13.00 (236 – 511)

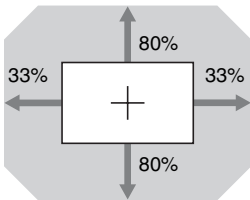
### Projection distance formula

D: Projected image size (Diagonal)

Unit: m (inches)

Projection distance L (minimal length)	Projection distance L (maximal length)
$L = 0.030333 \times D - 0.0800$ $(L = 1.194198 \times D - 3.1491)$	$L = 0.065387 \times D - 0.0756$ $(L = 2.574296 \times D - 2.9775)$

### Lens shift range

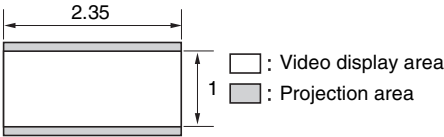


$$VS + = VS - = 80 - 2.424 \times (HS + \text{or } HS -) [\%]$$

$$HS + = HS - = 33 - 0.413 \times (VS + \text{or } VS -) [\%]$$



## When projecting in 2.35:1 format



## Projection distance

Unit: m (inches)

Projection image size		Projection distance L
Diagonal	Width × Height	
80" (2.03 m)	1.87 × 0.80 (74 × 31)	2.33 – 5.10 (92 – 200)
100" (2.54 m)	2.34 × 0.99 (92 × 39)	2.93 – 6.39 (116 – 251)
120" (3.05 m)	2.80 × 1.19 (110 × 47)	3.53 – 7.69 (139 – 302)
150" (3.81 m)	3.51 × 1.49 (138 × 59)	4.43 – 9.63 (175 – 379)
200" (5.08 m)	4.67 × 1.99 (184 × 78)	5.93 – 12.86 (234 – 506)

Others

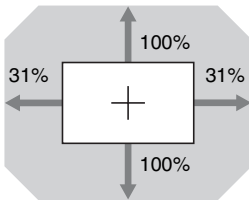
## Projection distance formula

D: Projected image size (Diagonal)

Unit: m (inches)

Projection distance L (minimal length)	Projection distance L (maximal length)
$L = 0.030024 \times D - 0.0800$ $(L = 1.182064 \times D - 3.1491)$	$L = 0.064723 \times D - 0.0756$ $(L = 2.548138 \times D - 2.9775)$

## Lens shift range



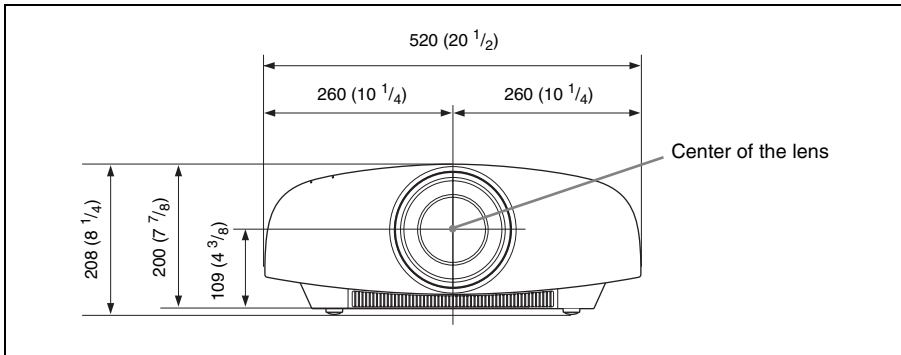
$$VS + = VS - = 100 - 3.226 \times (HS + \text{ or } HS -) [\%]$$

$$HS + = HS - = 31 - 0.310 \times (VS + \text{ or } VS -) [\%]$$

# Dimensions

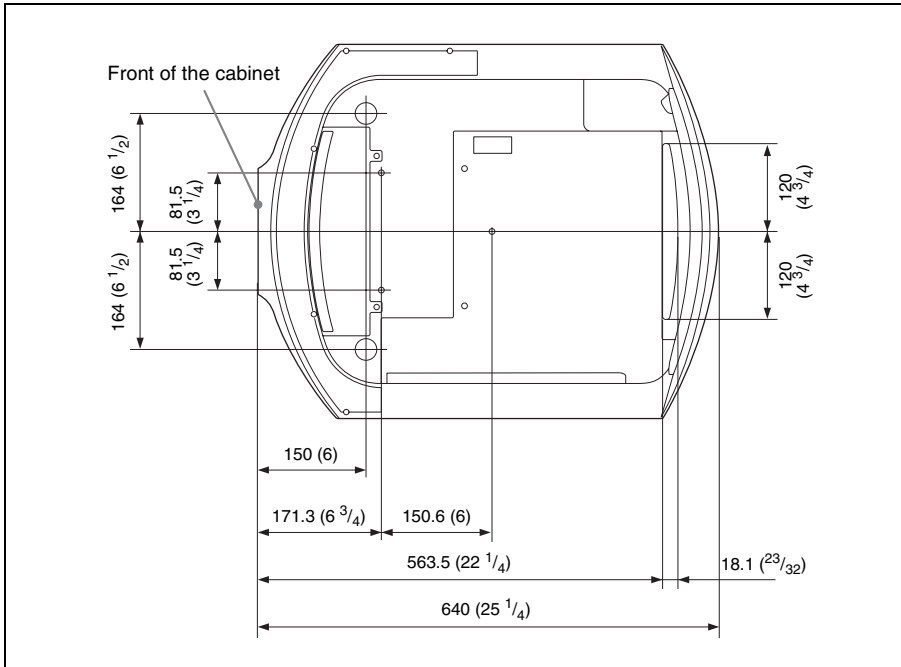
Front

Unit: mm (inches)

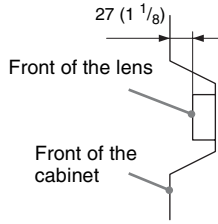


Bottom

Unit: mm (inches)



## The distance between the front of the lens and the front of the cabinet



## Attaching the PSS-H10 projector suspension support

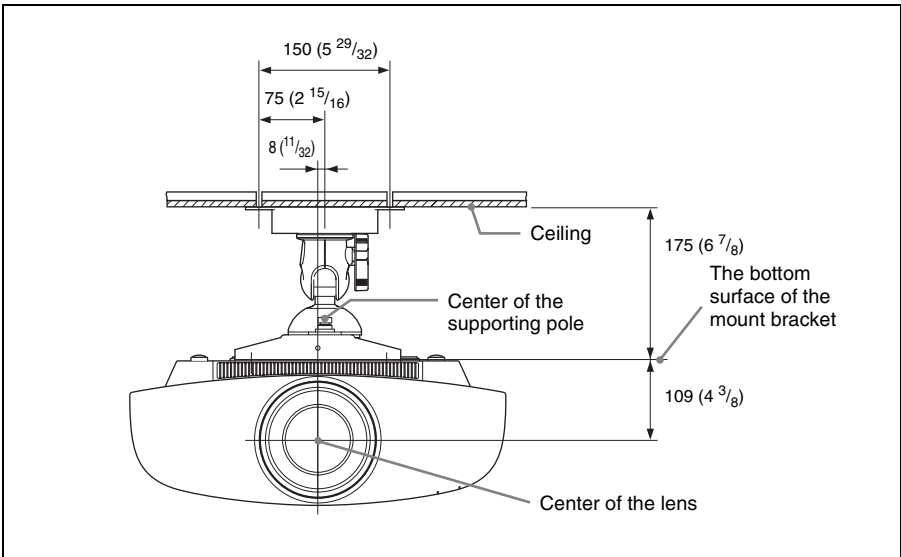
### To dealers

Use the Sony PSS-H10 Projector Suspension Support, and take measures to prevent falling using wire, etc.

For details, refer to the installation manual for dealers of the PSS-H10.

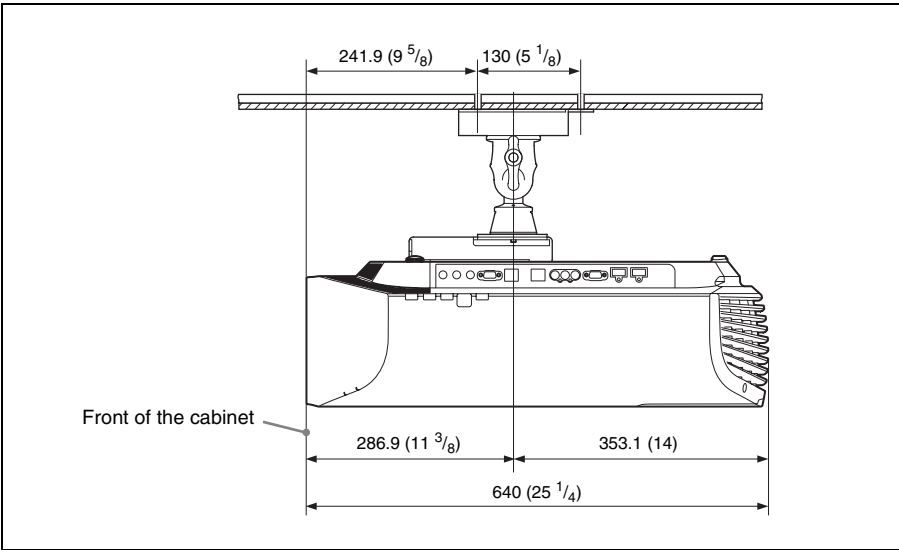
### Front view

Unit: mm (inches)



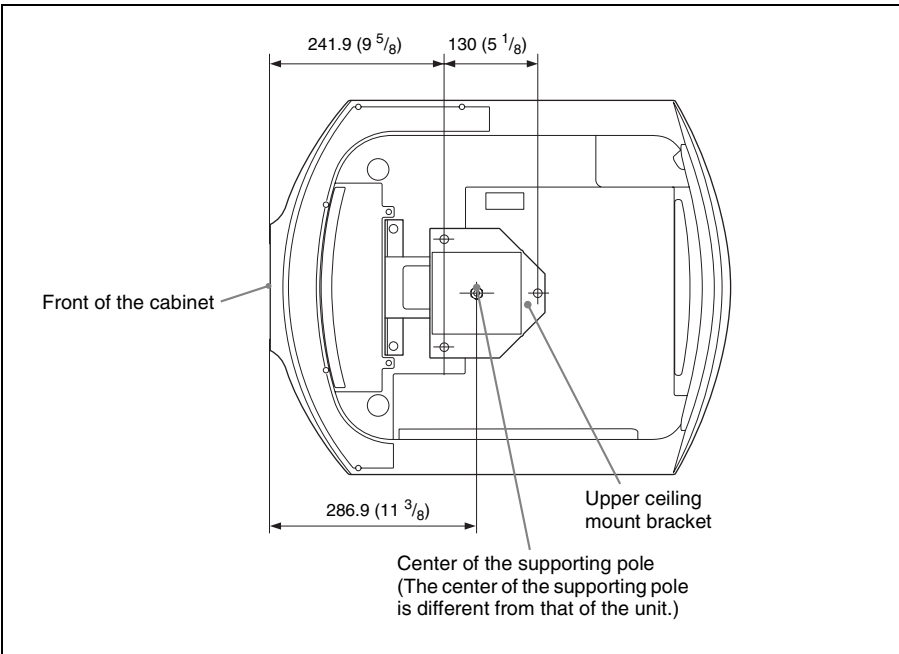
**Side view**

Unit: mm (inches)



**Top view**

Unit: mm (inches)



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### Trademark Information

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Control for HDMI is an HDMI standard mutual control function which uses the HDMI CEC (Consumer Electronics Control) specification.

This projector supports DeepColor, x.v.Color, LipSync, 3D signal and computer input signal of HDMI standards. It also supports HDCP.

