



Digital Projector X62

Product Safety Guide

X62 Projecteur multimedia - Guide de Sécurité de Produit

X62 Multimedia-Projektor - Sicherheitsanleitung des Geräts

X62 Proyector de Multimedia - Guía de Seguridad del Producto

X62 Proiettore Multimediale - Guida di Sicurezza del Prodotto

X62 Multimedia Projector - Veiligheidsgids op Product

X62 Projector dos Multimedia - Guia da Segurança de Produto

X62 Multimedia-Projector- Bruksanvisning för Produktsäkerhets

X62 多媒体投影机 - 产品安全指南

X62 멀티미디어 프로젝터 - 제품 안전 가이드

X62 Multimediaprojektori - Laitteen turvaohjeet

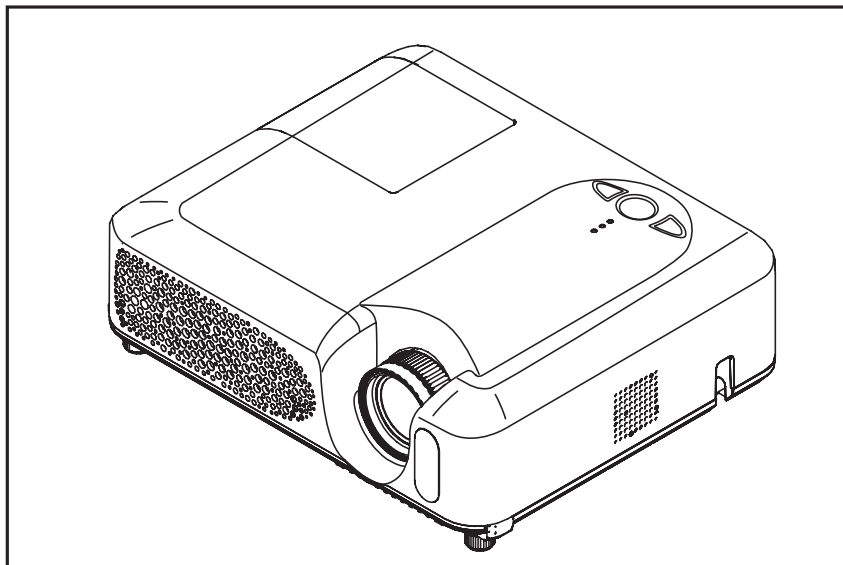


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Safety Information

Read, understand, and follow all safety information contained in the “Product Safety Guide” and in the “Operator’s Guide” prior to using the 3M Digital Projector. Service personnel must also read and understand the safety information contained in the “Service Manual”. Retain these instructions for future reference.

Intended Use

The 3M™ Digital Projector X62 was designed, built and tested for use indoors, using 3M brand lamps, 3M brand ceiling mount hardware and nominal local voltages. This projector is not intended for household use or use by children. The use of other replacement lamps, outdoor operation or different voltages has not been tested and could damage the projector or peripheral equipment and/or create a potentially unsafe operating condition.

Explanation of Signal Words and Symbols in Safety Labels and Instructions

WARNING: Indicates a potentially hazardous situation, which if not avoided, could result in death or serious injury.

CAUTION: Indicates a potentially hazardous situation, which if not avoided, may result in minor or moderate injury.



Warning: Hazardous Voltage



Warning: Hazardous High Temperature



Warning: High Pressure



Attention: Refer to Safety Instructions in Guides

WARNING

- **To reduce the risk associated with choking:**
 - Keep the battery and battery holder away from children and pets.
- **To reduce the risk associated with exposure to hazardous voltage:**
 - Disconnect power cord when the projector is not in use, during lamp replacement, and while cleaning.
 - Do not remove any screws other than those specified in the lamp replacement instructions.
 - Do not store or operate this projector in wet environments.
 - **Do not modify this projector.**
 - Do not attempt to service the projector - there are no user serviceable parts, other than the lamp cartridge, inside the projector. Contact a 3M authorized service provider for service.
 - Do not allow water or other liquids to enter the projector.
- **To reduce the risk associated with environmental contamination due to mercury:**
 - Dispose of lamp cartridge in accordance with applicable federal, state and local regulations.
- **To reduce the risk associated with exposure to hazardous voltage and/or fire:**
 - Replace power cord if damaged.
 - Contact a 3M authorized service provider if the projector becomes damaged.
 - Use a grounded extension cord with a rating at least equal to that of the projector.
 - Connect this projector to a grounded outlet.
- **To reduce the risk associated with hazardous voltage, impact, tripping, and intense visible light:**
 - Do not use this projector around unsupervised children.
- **To reduce the risk associated with hot surface of lamp cartridge:**
 - Unplug the projector from the electrical outlet and allow the lamp to cool for 45 minutes before replacing the lamp.
- **To reduce the risk associated with a ruptured lamp:**
 - Always handle the fragile lamp module with care.
 - Remove the projector from the ceiling or wall mount before replacing the lamp.
 - Use care when replacing the lamp module in the event of a lamp rupture - small glass particles and small amounts of mercury may be present.
 - Ventilate the area where the lamp rupture occurred.
 - Wear safety goggles and gloves when cleaning up ruptured lamp debris.
 - Carefully collect the ruptured lamp debris in a closed container and dispose of the container and the expired lamp module in accordance with federal, state, and local regulations.
 - Wash your hands thoroughly after handling ruptured lamp debris.
 - Replace the lamp module when the lamp replacement message appears.
 - Never replace the lamp module with a previously used lamp module.

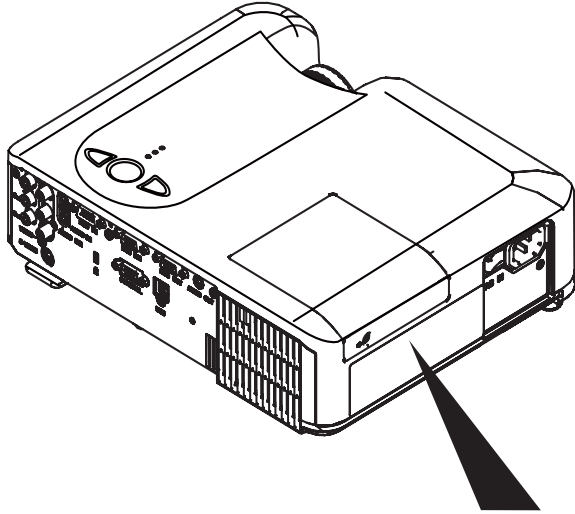
CAUTION

- **To reduce the risk associated with explosion, and/or chemicals from a leaking battery:**
 - Use only with battery type AA or equivalent.
 - Orient the battery's plus (+) and minus (-) terminals of the batteries according to the markings found on the remote control.
 - Do not leave the battery in the remote for an extended period of time.
 - Do not heat, disassemble, short, recharge, or expose to fire or high temperature.
 - Do not carry batteries loose in your pocket or purse.
 - Avoid eye and skin contact in the event that battery would leak.
 - Do not mix used and new batteries.
- **To reduce the risk associated with the impact of a falling projector:**
 - Use only the 3M™ brand wall/ceiling mounting hardware kit if wall or ceiling mounting is desired.
 - Installation of the 3M™ wall/ceiling kit must only be performed by qualified personnel.
 - Adhere strictly to the proper installation procedure as outlined in the installation instructions when installing the 3M™ wall/ceiling kit.
 - Always operate the unit on a flat, sturdy, and horizontal surface.
- **To reduce the risk associated with intense visible light:**
 - Avoid looking directly into the projector lens while the lamp is on.
- **To reduce the risk associated with tripping and/or impact:**
 - Position the power cord and data cable so that they cannot be tripped over.

Important Note

1. Always open the lens shutter or remove lens cap when the projection lamp is on.
2. To avoid premature lamp failure, do not change the mounting position of the projector (desktop ceiling mount or ceiling desktop mount) and continue to use the same lamp.
3. To avoid reduced lamp life, do not touch projection lamp with bare fingers.
4. To avoid reduced image quality, do not touch projection lens or other internal optical components.
5. Do not use detergents, chemicals, or any spray liquids for cleaning this unit, other than those referred to in the “Operators Guide”.
6. For maximum lamp life, do not strike or drop, improperly handle, or scratch the lamp glass. Also, do not install an old or used lamp.
7. Keep air filter clean. Refer to the cleaning instructions contained in the “Operator’s Guide”.
8. Keep all ventilation openings free of any obstructions.
9. In some countries, the line voltage is NOT stable. This projector is designed to operate safely within a bandwidth of 100 to 120 volts / 220 to 240 volts (50 to 60 Hz) $\pm 10\%$, but could fail if power drops or surges of ± 10 volts occur. In these high-risk areas, it is recommended to install a power stabilizer unit.
10. Do not block intake or exhaust air vents. This will cause the projector to over heat and shut down.
11. Do not place the projector in direct sunlight or near a hot object such as a heater.
12. To prevent damaging the projector, always hold the projector whenever using the elevator buttons to adjust the elevator feet.
13. Use the accessory cable or a designated-type cable for the connection. Some cables have to be used with core set. A too long cable may cause certain picture degradation. Please consult with your dealer for details. For cables that have a core only at one end, connect the core to the projector.
14. Make sure that you connect devices to the correct port. Incorrect connection may result in malfunction and/or damage to the device and/or projector.
15. Do not place the projector in the side/front/rear-up position, except care of the air filter.

Product Safety Labels



HIGH VOLTAGE / HIGH TEMPERATURE / HIGH PRESSURE
 WHEN REPLACING THE LAMP, TURN OFF THE PROJECTOR AND PULL OUT THE POWER CORD FROM THE RECEPTACLE. BEFORE REPLACING THE LAMP, WAIT UNTIL THE LAMP BECOMES COOL (FOR MINIMUM 45 MINUTES). TOUCHING THE LAMP WHEN IT IS HOT MAY CAUSE A BURN ON YOUR HAND. HIGH-PRESSURE LAMP WHEN HOT, MAY EXPLODE IF IMPROPERLY HANDLED. REFER TO USER'S GUIDE. LOOSEN THE SCREWS MARKED WITH AN ARROW (➡) TO REMOVE THE LAMP DOOR AND LAMP UNIT. NEVER TOUCH ANY SCREWS WITHOUT THE ARROW MARK.

HAUTE TENSION / HAUTE TEMPERATURE / HAUTE PRESSION
 ÉTEIGNEZ LE PROJECTEUR ET DÉBRANCHEZ LE CORDON D'ALIMENTATION DE LA PRISE AVANT DE REMPLACER L'AMPOULE. Laissez refroidir l'ampoule (au moins 45 minutes) avant de la retirer, pour ne pas vous brûler les mains. EN CAS DE MAUVAISE MANIPULATION LES AMPOULES HAUTE PRESSION RISQUENT D'EXPLOSER QUAND ELLES SONT CHAUDES. CONSULTER LE MODE D'EMPLOI. RETIREZ SEULEMENT LES VIS MARQUÉES AVEC UNE FLECHE (➡) POUR ENLEVER LA PORTE DE LA LAMPE ET LA LAMPE ELLE-MÊME. NE RETIREZ JAMAIS LES VIS NON MARQUÉES D'UNE FLECHE.

HOCHSPANNUNG / HOCHTEMPERATUR / HOCHDRUCK
 BEIM AUSWECHSELN DER GLÜHLAMPE DEN PROJECTOR AUSSCHALTEN UND DAS NETZKABEL AUS DER WANDSTECKDO SE ABZIEHEN. VOR DEM AUSWECHSELN DER GLÜHLAMPE WARTEN, BIS SICH DIE LAMPE ABGEKÜHLT HAT (MINDESTENS 45 MINUTEN). DARAUf ACHTEN, DASS DIE HEIßE GLÜHLAMPE NICHT BERÜHRT WIRD, DA DIEß VERBRÜHNUNGEN VERURSACHEN KANN. BEI UNSACHGEMÄßER BEHANDLUNG KANN DIE UNTER HOHEM DRUCK STEHENDE BIRNE EXPLODIEREN. SICH AUF DIE BEDIENUNGSANLEITUNG BEZIEHEN. ENTFERNEN SIE NUR DIE MIT EINEM PFEIL (➡) MARKIERTEN SCHRAUBEN UM DIE LAMPENABDECKUNG UND DIE LAMPENEINHEIT ZU ENTFERNEN. LÖSEN SIE NIE EINER SCHRAUBEN OHNE PFEILMARKIERUNG.

ALTO VOLTAGGIO / ALTA TEMPERATURA / ALTA PRESSIONE
 SE SI DEVE SOSTITUIRE LA LAMPADA, SPENGERE IL PROIETTORE ED ESTRARRE LA SPINA DEL CAVO DI ALIMENTAZIONE DALLA PRESA DELLA RETE ELETTRICA. PRIMA DI SOSTITUIRE LA LAMPADA, ASPETTARE CHE SI RAFFREDDI (ALMENO 45 MINUTI). A TOCCARE LA LAMPADA QUANDO È CALDA SI CORRE IL RISCHIO DI SCOTTARSI LA MANO. UNA LAMPADA AD ALTA PRESSIONE QUANDO È CALDA PUÒ ESPLODERE. SE NON MANEGGIATA CORRETTAMENTE, CONSULTARE LE ISTRUZIONI PER L'USO. SVITARE SOLAMENTE LE VITI INDICATE CON UNA FRECCIA (➡) PER RIMUOVERE LO SPORTELLINO DELLA LAMPADA E LA LAMPADA STESSA. NON ALLENARE MAI NESSUN ALTRA VITE ECCETTO QUELLE INDICATE CON LA FRECCIA.

ALTO VOLTAJE / ALTA TEMPERATURA / ALTA PRESION
 PARA REEMPLAZAR LA LÁMPARA, APAGUE EL PROYECTOR Y RETIRE EL CABLE DE ALIMENTACIÓN DEL TOMACORRIENTE. ANTES DE REEMPLAZAR LA LÁMPARA, ESPERE HASTA QUE LA LÁMPARA SE ENFRÍE (AL MENOS 45 MINUTOS). SI TOCA LA LÁMPARA CUANDO ESTÁ CALIENTE, PUEDE QUEMARLE LAS MANOS. LA LÁMPARA DE ALTA PRESIÓN, CUANDO ESTÁ CALIENTE, PUEDE EXPLOTAR SI NO ES MANIPULADA DEBIDAMENTE. CONSULTE LA GUÍA DEL USUARIO. DESTORNILLE SÓLO LOS TORNILLOS MARCADOS CON UNA FLECHA (➡) PARA QUITAR LA TAPA DE PROTECCIÓN DE LA LÁMPARA Y L EXTRAER LA LÁMPARA. CUIDE DE DESTORNILLAR SÓLO LOS TORNILLOS MARCADOS CON LA FLECHA.

Lamp

Lamp Operation:

The following symptoms may indicate a lamp in need of replacement:

- LAMP indicator lights up red.

WARNING

- **To reduce the risk associated with environmental contamination due to mercury in the projection lamp:**
 - Dispose of lamp cartridge in accordance with applicable federal, state and local regulations.
 - The lamp in this product contains mercury. Dispose of projection lamp in a manner that is consistent with your local hazardous waste regulations for mercury.
 - For recycling and disposal information, contact your respective governmental agencies.
In U.S., contact the Electronic Industries Alliance at www.lamprecycle.org
In Canada, contact 1-800-362-3577 (3M Canada)

Display Lamp Operation Hours

To determine the lamp operation hours, follow these steps:

1. While the projector is running, press the MENU button on the remote control. Choose the “OPTION” using the ▼ button, and press the ► button or the ENTER button. Choose the “LAMP TIME” using the ▼ button.
2. The operating time of the lamp will be displayed.
The lamp time is the time counted after the last resetting.

√ **Note**

Please reset the lamp time only when you have replaced the lamp, for a suitable indication about the lamp.

Reset Lamp Hours

- (1) Press the MENU button to display a menu. Only when the EASY MENU has appeared, please perform the next step (2).
- (2) Point at the “Go To Advance Menu ...” in the menu using ▼/▲ button, then press the ► button.
- (3) Point at the “OPTION” in the left column of the menu using ▼/▲ button, then press the ► button.
- (4) Point at the “LAMP TIME” using ▼/▲ button, then press the ► button. A dialog will appear.
- (5) Press the ▲ button to select “RESET” on the dialog. It performs resetting the lamp time.

Replacing Lamp

The glass lamp used in this projector contains small amounts of mercury and operates at high pressure and at high temperature and may unexpectedly shatter. Each lamp has a different lifetime and can fail in different ways, including a rupture with a loud bang or simply burn out. In the event of a lamp rupture, be sure to follow the instructions.

WARNING

- **To reduce the risk associated with exposure to hazardous voltage:**
 - Disconnect power cord when the projector is not in use, during lamp replacement, and while cleaning.
 - Do not remove any screws other than those specified in the lamp replacement instructions.
 - Do not attempt to service the projector - there are no user serviceable parts, other than the lamp cartridge, inside the projector. Contact a 3M authorized service provider for service.
- **To reduce the risk associated with hot surface of lamp cartridge:**
 - Unplug the projector from the electrical outlet and allow the lamp to cool for 45 minutes before replacing the lamp.
- **To reduce the risk associated with a ruptured lamp:**
 - Always handle the fragile lamp module with care.
 - Remove the projector from the ceiling or wall mount before replacing the lamp. In the case of a lamp rupture, small glass particles could fall out when the lamp door is opened or the projector is tilted.
 - Use care when replacing the lamp module in the event of a lamp rupture - small glass particles and small amounts of mercury may be present.
 - Ventilate the area where the lamp rupture occurred.
 - Wear safety goggles and gloves when cleaning up ruptured lamp debris.
 - Carefully collect the ruptured lamp debris in a closed container and dispose of the container and the expired lamp module in accordance with federal, state, and local regulations.
 - Wash your hands thoroughly after handling ruptured lamp debris.
 - Replace the lamp module when the lamp replacement message appears.
 - Never replace the lamp module with a previously used lamp module.
- **To reduce the risk associated with environmental contamination due to mercury:**
 - Dispose of lamp cartridge in accordance with applicable federal, state and local regulations.

CAUTION

- **To reduce the risk associated with explosion, and/or chemicals from a leaking battery:**
 - Use only with battery type AA or equivalent.
 - Orient the battery's plus (+) and minus (-) terminals of the batteries according to the markings found on the remote control.
 - Do not leave the battery in the remote for an extended period of time.
 - Do not heat, disassemble, short, recharge, or expose to fire or high temperature.
 - Do not carry batteries loose in your pocket or purse.
 - Avoid eye and skin contact in the event that battery would leak.
 - Do not mix used and new batteries.
- **To reduce the risk associated with intense visible light:**
 - Avoid looking directly into the projector lens while the lamp is on.

Important Note:

If the lamp breaks soon after the first time it is used, it is possible that there are electrical problems elsewhere besides the lamp. If this happens, contact your local dealer or a service representative.

√ **Note**

For maximum lamp life, do not strike or drop, improperly handle, or scratch the lamp glass. Also, do not install an old or previously used lamp.

1. **Remove lamp access door:** Loosen the lamp door screw (marked by arrow) (1) and then slide the lamp door to the side to remove it. (2)
 2. **Retaining screws:** Use a screwdriver to unscrew the lamp module retaining screws (marked by arrow) (3).
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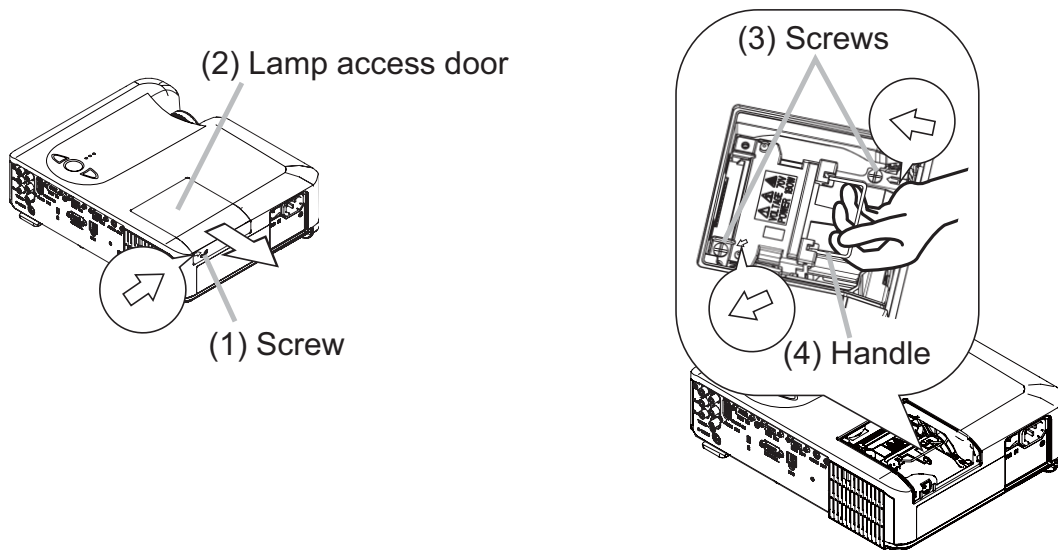
√ **Note**

All lamp module screws must be loosened. These screws are self-containing screws that cannot be removed from the lamp module or access door.

3. **Remove lamp module:** Slowly pick up the lamp module by the handles. (4)
 4. **Insert lamp module:** Carefully insert (4) the new lamp module. Ensure that it is fully seated. Tighten the lamp module retaining screws (3) to secure the lamp module in place.
Optional Lamp: 78-6969-9875-2 (Contact 3M Customer Service.)
Slide the lamp door (2) back in place and firmly fasten the lamp door a screw. (1)
-

√ **Note**

Reset the lamp operation hours. See “Reset Lamp Hours” for details.



Warranty

LIMITED WARRANTY

This product will be free from defects in material and manufacture for a period of three (3) years from the date of purchase, subject to the following limitations. The following are exclusions to the above listed warranty or are subject to a different warranty as set forth below:

(a) The warranty for lamps that are included as original equipment in the projectors is for parts only and is effective for a period of 90 days after the date of purchase of the projector or 180 hours of lamp usage, whichever occurs first.

(b) The warranty period for LCD panels (including polarizers) is either 3 years from the date of purchase of the projector or 2500 hours of projector usage, whichever occurs first. If within 3 years from the date of purchase of the projector, the LCD panel requires replacement and is otherwise eligible for warranty coverage, but the projector has exceeded 2500 hours of usage, the 3M warranty will cover the cost of labor, but not the cost of parts that require replacement.

(c) 3M Digital Projectors are designed to operate in a typical indoor environment. Product Warranty is void if used outside of the following circumstances:

- 100V –240V AC, 50/60 Hz
- 16 °to 29 °C (60 °to 85 °F)
- 10 –80%RH (without condensation)
- 0 –1828m (0 –6000 feet) above sea level
- The ambient operating environment should be free of airborne smoke, grease, oil and other contaminants that can effect the operation or performance of the projector.

(d) The warranty will be void if you repair or modify the 3M Digital Projector or you otherwise damaged the product due to misuse, neglect, mishandling or other abuse.

LIMITATION OF LIABILITY

THE FOREGOING WARRANTY IS MADE IN LIEU OF ALL OTHER WARRANTIES, EXPRESSED OR IMPLIED, AND 3M SPECIFICALLY DISCLAIMS ANY IMPLIED WARRANTY OF MERCHANTABILITY AND FITNESS. 3M SHALL NOT BE LIABLE FOR ANY DAMAGES, DIRECT, CONSEQUENTIAL, OR INCIDENTAL, ARISING OUT OF THE USE OR INABILITY TO USE THIS PRODUCT.

Important: The above warranty shall be void if the customer fails to operate product in accordance with 3M's written instructions. This warranty gives you specific legal rights and you may have other rights which vary from state to state.

FCC STATEMENT - CLASS B: This equipment generates, uses and can radiate radio frequency energy, and if not installed and used in accordance with the instruction manual may cause interference to radio communications. It has been tested and found to comply with the limits for a Class "B" computing device pursuant to Subpart B of Part 15 of the FCC Rules, which are designed to provide reasonable protection against such interference when operated in a residential installation.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

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

INSTRUCTIONS TO USERS: This equipment complies with the requirements of FCC equipment provided that the following conditions are met. The cables may have to be used with the core set to the projector side. Use the cables which are included with the projector or specified.

Note: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

EEC STATEMENT: This machine was tested against the 89/336/EEC (European Economic Community) for EMC (Electro Magnetic Compatibility) and fulfills these requirements.

Video Signal Cables: Double shielded coaxial cables (FCC shield cable) must be used and the outer shield must be connected to the ground. If normal coaxial cables are used, the cable must be enclosed in metal pipes or in a similar way to reduce the interference noise radiation.

Video Inputs: The input signal amplitude must not exceed the specified level.

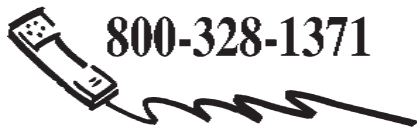
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