INTRODUCTION

Use the following instructions when replacing a lamp in the Christie DS+60 projector. It is recommended a lamp be replaced when it has reached its **Lamp Limit** as defined in the *Lamp* menu, has failed or shows a significant decrease in brightness. The Lamp Limit setting should not exceed the expected lamp life (1500 hrs). Enable the **Lamp Message** checkbox, in the *Lamp* menu to receive a warning message upon power-up indicating the lamp has reached its defined Lamp Limit.

Lamps that have burned out or failed during operation should be replaced immediately and not left in the projector.

By design, the projector will automatically change lamp operation modes to maintain continuous light on the wall. This auto-switching of modes may or may not be directly related to the lamp. In some cases, a failure of another component in the projector will cause the change in lamp operation modes, such as a lamp driver failure. Always check the status of a lamp in the *Lamp* menu to ensure lamp replacement is required.

For more information on the various lamp operation modes, auto-switching and lamp status refer to the User's Manual provided with your projector.

COMPONENTS REQUIRED

Lamp Kit #03-900520-01P (includes one 300W P-VIP lamp, instructions, warranty and RMA request forms)

#1 Phillips screwdriver

SAFETY AND WARNING GUIDELINES

A Read the Lamp Replacement procedure in its entirety before proceeding.

A Never stick hands into an empty lamp compartment while the projector is still plugged into an AC outlet.

A Handle a lamp by the housing only. Lamps can be hot even after cool down.

Do not touch the glass surface of the lamp. Fingerprints left on the surface can lead to an intense accumulation of heat called a "hotspot", which could potentially result in the lamp shattering. It is recommended you wear clean, lint-free gloves when working with the lamps to prevent fingerprints.

INSTRUCTIONS

Please read before proceeding.

1. Press to power down the projector and allow the lamp to cool for approximately 5 minutes after the fans have turned off before continuing with Step 2. If required, you can switch lamp modes and cut power to the lamp you want to replace without having to power down the projector and interrupt a presentation – called a "warm swap". Check the *Lamp* menu to ensure the lamp operation mode has been switched to the other lamp and allow a lamp cool down period before continuing with Step 2.

NOTE: Opening a lamp door when a lamp is still "live" will cause the projector to automatically cut power to that lamp – not recommended.



A WARNING

Wait at least 5 minutes after powering down or switching lamp operation modes to allow the lamp to cool sufficiently before removing.

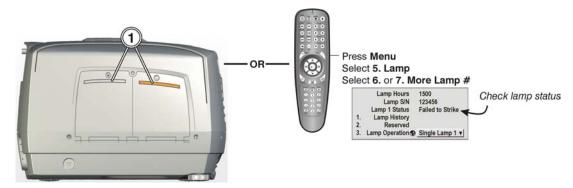


Figure 1.

- 2. Remove the single screw from the lamp door you want to open. NOTE: The amber window on the door (Figure 1.) should be dim. If it "glows" then the lamp in this compartment is still on. Manually switch to the other single lamp operation mode to cut power to the lamp before replacing. (Figure 2.)
- 3. Swing the lamp door open. (Figure 2.)



Figure 2.

- 4. Using a screwdriver or fingers, turn the three lock screws on the lamp module counter-clockwise a quarter turn each to "unlock" it. (Figure 3.)
- 5. Using the two finger guides molded into the lamp housing, pull the lamp straight out of the projector. (Figure 3.) The lamp module disconnects from the terminal block located at the back of the lamp compartment.
- 6. Discard the lamp using approved disposal methods for your area. NOTE: Mercury containing lamps must be treated as hazardous waste if discarded in large volumes.

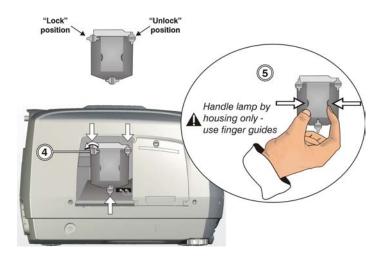


Figure 3.



A WARNING

Do not stick hands into an empty lamp compartment, especially if the other lamp is still on. The lamp compartment can become quite hot and cause physical injury.

- 7. On the new lamp module, turn the three lock screws to the "unlock" position before
- inserting it into the lamp compartment. Align the lamp with the three pins located at the back of the compartment. Insert the lamp all the way in until it is fully seated. (Figure 4.)
- 8. Turn the three lock screws on the new lamp module clockwise a quarter turn to "lock" it in place.
- 9. Close the lamp door and tighten the screw to secure it in place.

NOTE: The projector automatically detects a new lamp and records the serial number in software the next time it's powered up. Manual entry of the serial number is not required.



Figure 4.





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