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EXHIBIT # 5
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MODEL NO. YPRJ21452
OUR REF: MKS98-F009

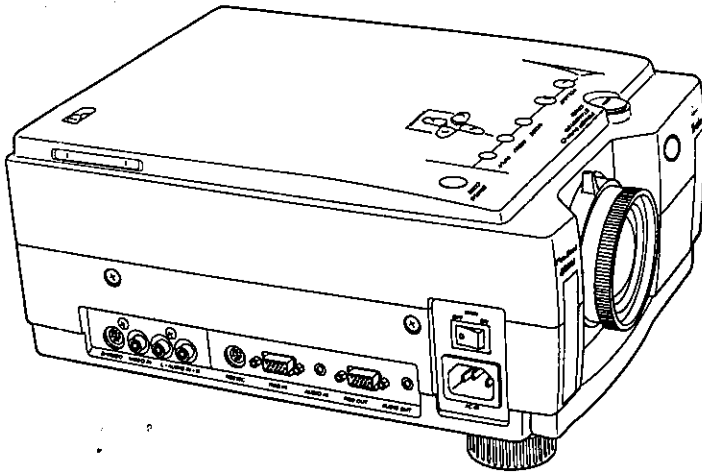
ViewSonic®

—TENTATIVE—

PJL802+

ViewBook™
Ultra Portable
LCD Projector

User's Guide



20" to 300" (Viewable)
Color LCD SVGA
Ultra Portable Projector

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Instructions for FCC Compliance

Caution: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. 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.

~~Declaration of Conformity~~

~~Model Number: PJL822
Trade Name: ViewSonic®
Responsible party: ViewSonic Corporation
Address: 381 Brea Canyon Road, Walnut, CA 91789
Telephone number: (909) 869-7976~~

~~This device complies with Part 15 of the FCC Rules, Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.~~

FOR YOUR RECORDS

The serial number is printed on the back of the projector. Write the serial number in the space below and keep this guide as a permanent record of your purchase to aid in identification in the event of theft or loss.

Model Name: ViewSonic PJL802+
Model Number: VPRJ21452
Serial Number: _____
Purchase Date: _____

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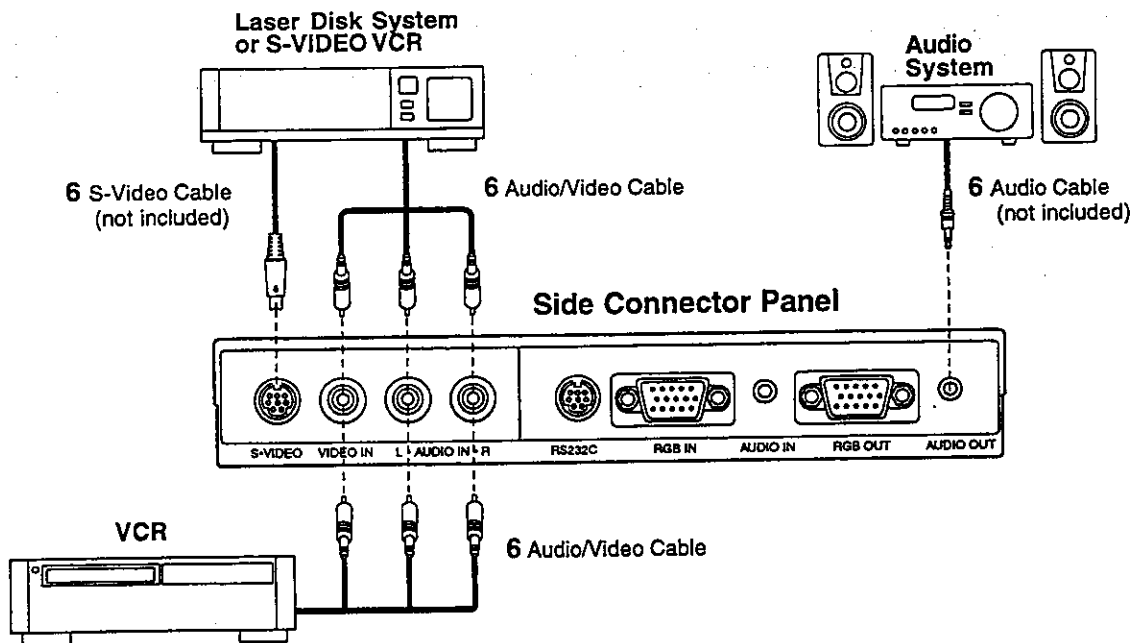
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Connecting Audio/Video Equipment (Video/S-Video signal)

Before you begin..













Turn off the power of each device you plan to connect to the projector.
The diagram numbers correspond with the numbers in the table below.



NOTE: If the S-VIDEO IN and VIDEO IN terminals are both connected, the S-VIDEO IN signal input will have priority. To view the signal from the VIDEO IN port, disconnect the plug from the S-VIDEO IN port.

Video/Computer Cables and Adapters

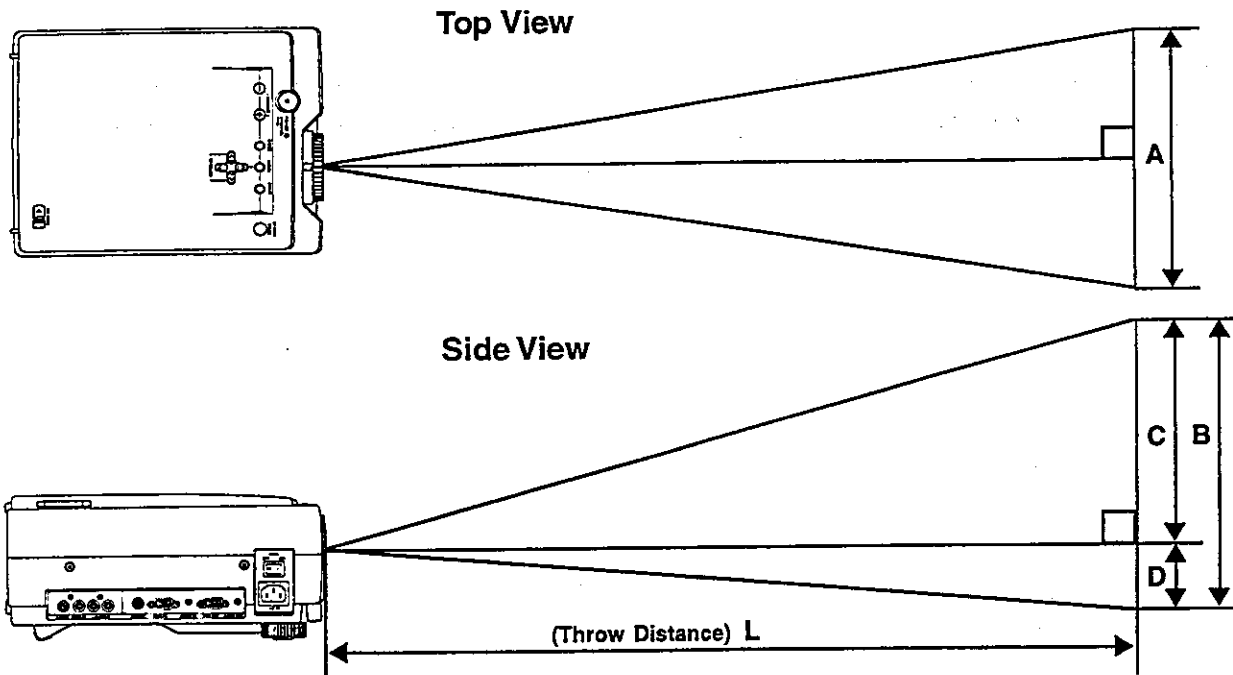
These accessories are provided in order to connect the projector to the computer and AV (audio/video) equipment. The numbers in the left column correspond to the numbers in the connection diagrams above and on page 6.

No.	Cable/Adapter	Port		Length
		Projector side	Computer/AV devices side	
1	VGA Cable	D-Sub M 15P (male) 	D-sub M 15P (male) 	6.56 ft. (2.0 m)
2	VGA MAC Adapter	D-Sub M 15P (female) 	 MAC 15P (male)	----
3	RS-232C Cable	mini DIN 8P (male) 	D-Sub 9P (female) 	6.56 ft. (2.0 m)
4	RS-232C 9P Adapter	D-Sub 9P (male) 	 mini DIN 8P (male)	----
5	RS-232C 25P Adapter	D-Sub 9P (male) 	 D-Sub 25P (female)	----
6	Video/Audio RCA Cable	RCA pin (male) X 3 	RCA pin (male) X 3 	4.92 ft. (1.5 m)

Positioning the Projector and Screen

The screen should be placed out of the path of sunlight or room light, as this will wash out the colors of the projected image and make it hard to see. When possible, close all blinds, curtains, etc. and dim the lights.

The projector should be at a 90° angle to the screen for the best image. To determine the Throw Distance (projection distance) for the image size you desire, refer to the **Projector/Screen Relative Position Chart** below.



NOTE: The projector is equipped with an image reverse feature for rear projection. (See page 8.)

Projector/Screen Relative Position Chart

The picture can be adjusted to the desired size within the range of the zoom lens. This chart is based on SVGA input signal. Screen sizes will be smaller for a VGA signal.

Screen size	Throw Distance (L)	Measure (A)	Measure (B)	Measure (C)	Measure (D)
20 inches	3.18 ft (0.97 m)	1.35 ft (0.41 m)	0.98 ft (0.30 m)	0.89 ft (0.27 m)	1.18 in. (3 cm)
40 inches	4.92 - 6.56 ft (1.5 - 2.0 m)	2.66 ft (0.81 m)	2.00 ft (0.61 m)	1.80 ft (0.55 m)	2.36 in. (6 cm)
60 inches	7.89 - 10.17 ft (2.4 - 3.1 m)	3.94 ft (1.2 m)	2.99 ft (0.91 m)	2.69 ft (0.82 m)	3.54 in. (9 cm)
72 inches	9.57 - 12.14 ft (2.9 - 3.7 m)	4.92 ft (1.5 m)	3.61 ft (1.1 m)	3.25 ft (0.99 m)	4.33 in. (11 cm)
80 inches	10.50 - 13.45 ft (3.2 - 4.1 m)	5.25 ft (1.6 m)	3.94 ft (1.2 m)	3.54 ft (1.08 m)	4.72 in. (12 cm)
100 inches	13.12 - 17.06 ft (4.0 - 5.2 m)	6.56 ft (2.0 m)	4.92 ft (1.5 m)	4.43 ft (1.35 m)	5.91 in. (15 cm)
120 inches	15.75 - 20.67 ft (4.8 - 6.3 m)	7.87 ft (2.4 m)	5.91 ft (1.8 m)	5.31 ft (1.62 m)	7.09 in. (18 cm)
150 inches	20.01 - 25.92 ft (6.1 - 7.9 m)	9.84 ft (3.0 m)	7.55 ft (2.3 m)	6.79 ft (2.07 m)	9.06 in. (23 cm)
200 inches	26.57 - 34.78 ft (8.1 - 10.6 m)	13.45 ft (4.1 m)	9.84 ft (3.0 m)	8.86 ft (2.70 m)	11.81 in. (30 cm)
250 inches	33.46 - 43.31 ft (10.2 - 13.2 m)	16.73 ft (5.1 m)	12.47 ft (3.8 m)	11.22 ft (3.42 m)	14.96 in. (38 cm)
300 inches	40.03 - 51.84 ft (12.2 - 15.8 m)	20.01 ft (6.1 m)	15.09 ft (4.6 m)	13.58 ft (4.14 m)	18.11 in. (46 cm)

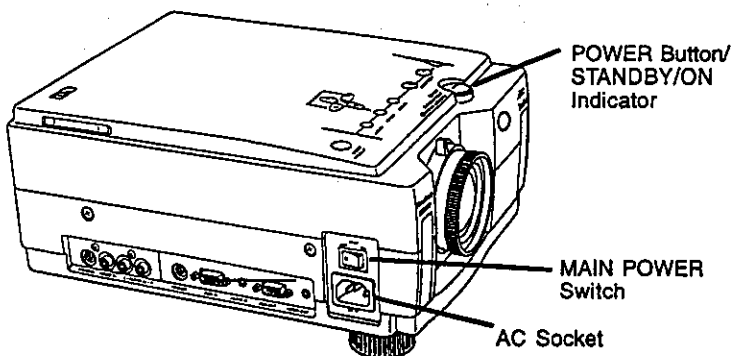
- CAUTION**
- Do not place the projector in a humid place or in an environment that has excessive dust, soot, or cigarette smoke. If the lens, mirror, or other optical components become dirty, the image will appear blurred or dark, making viewing difficult.
 - Do not expose the projector to extreme heat or cold. Operating temperature: 5°C to 40°C (41°F to 104°F)

Turning ON the Power

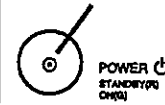
If the MAIN POWER switch on the projector is pressed while the cooling fan is still operating, the operating life of the projector lamp will be shortened. Be sure to follow the procedures given below when turning the power on and off.

- 1 Insert Power Cord into the AC socket of the projector and connect to a properly grounded wall outlet.
- 2 Set the MAIN POWER switch on the projector to ON. The STANDBY/ON indicator lights red.
NOTE: The first time you turn on the power, or whenever the STANDBY/ON indicator is not lit, set the MAIN POWER Switch to ON to turn on the power.
- 3 Press the POWER button on the projector or Remote Control Unit ON.
The STANDBY/ON indicator flashes green while the projector is warming up, and then after approximately 45 seconds the indicator changes to solid green and a picture is projected on the screen.

NOTE: When POWER is turned on and the projector is warming up, "ViewSonic®" will be projected on the screen for about 30 seconds. During this warm-up period, no other image can be projected onto the screen.



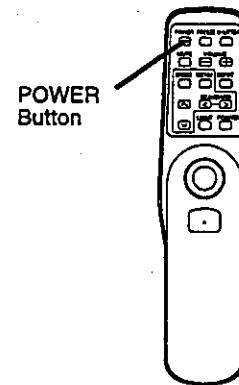
STANDBY/ON Indicator



When the power is on, this light indicates the operating condition of the lamp.

- | | |
|-----------------|--------------------------|
| Red: | Main Power ON (Lamp OFF) |
| Green: | Lamp is ready |
| Flashing green: | Warming up |
| Flashing red: | Cooling Fan operating |

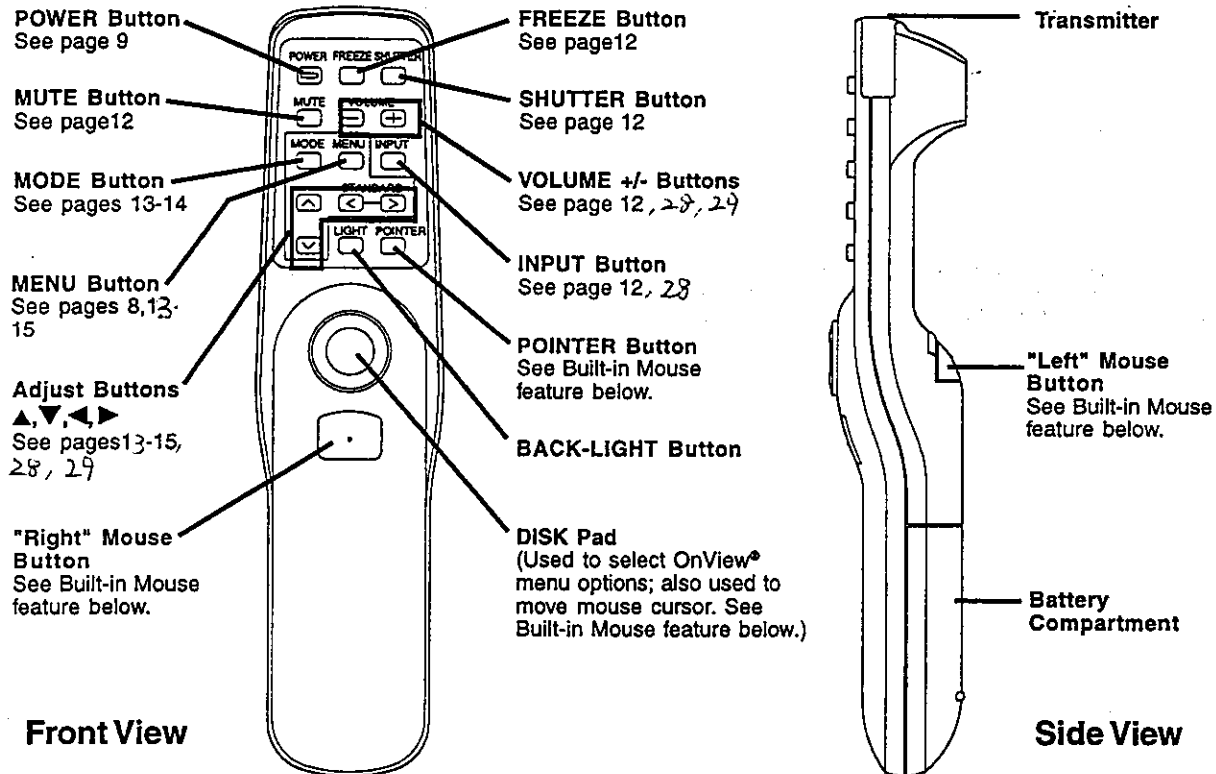
Remote Control Unit




Turning OFF the Power

- 1 Press POWER on the projector or Remote Control Unit.
The STANDBY/ON indicator flashes red while the projector cools down, and then changes to solid red when the fan stops after about one minute. Wait until the fan stops.
- 2 Set the MAIN POWER Switch on the projector to OFF.

Remote Control Unit



NOTE: Do not place the Remote Control Unit upside down. Doing so may put enough pressure on the DISK Pad to cause the batteries to be consumed.



Built-in Mouse Feature

To use the Remote Control Unit in place of a mouse you must first install the ViewBook Mouse software. (See pages 18-21.)

NOTE: If the PC-Card or Video mode is selected as the input signal, the Built-in Mouse feature (including the Pointer, Stamp, and Line Drawing functions) cannot be used.

<p>POINTER Button Each press changes the mouse cursor mode:</p> <p>→ Mouse → Pointer → Stamp → Line →</p>	<p>"LEFT" MOUSE Button This button (on back of Remote Control Unit) corresponds to the left mouse button for PC's and the single mouse button for Macintosh's.</p> <ul style="list-style-type: none"> • In <u>Stamp mode</u> you can place marks on the screen. (See pages 19-20.) • In <u>Line mode</u> you can use the "pencil cursor" to draw lines on screen by moving the Disk Pad with your thumb, while pressing the "left" mouse button with your index finger.
<p>DISK PAD Moving your thumb on this pad corresponds to moving the mouse to change the cursor position.</p> <p>"RIGHT" MOUSE Button This button corresponds to the right mouse button for PC's. When in Pointer, Stamp, or Line modes, you can return to normal mouse mode by pressing this button.</p>	

Operating Range

To use the Remote Control Unit, point it at the front or rear of the projector or at the projection screen. The range for best operation is within 30 degrees of the Remote Control sensor (see below) at a maximum distance of about 23 feet (7 m).

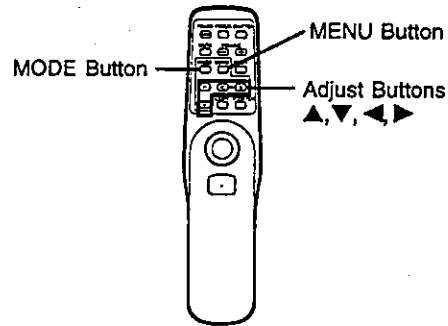
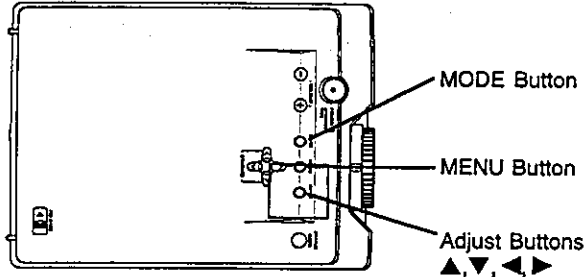
Back-Light Feature

Pressing the LIGHT button causes all buttons on the Remote Control Unit to be illuminated for 10 seconds. You can extend the illumination period another 10 seconds by pressing (then releasing) any button.

Projected Image Adjustments

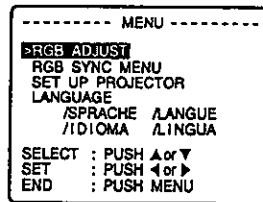
The standard specifications for a projected image are set at the factory. However, you can adjust the image to suit your own preference by using the RGB or VIDEO ADJUST options. The projector can save up to three sets of control adjustments for RGB input and three sets of adjustments for S-VIDEO/VIDEO input.

- The set of control adjustments for RGB signal input includes: BRIGHTNESS, PICTURE, and COLOR (White Balance).
- The set of control adjustments for video signal input (S-VIDEO or VIDEO) includes: COLOR, TINT, BRIGHTNESS, PICTURE, SHARPNESS and SUB COLOR (White Balance).

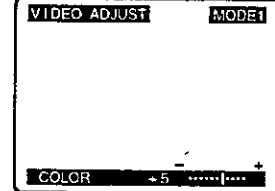
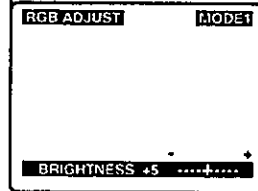
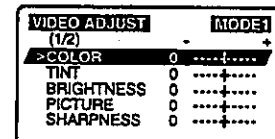
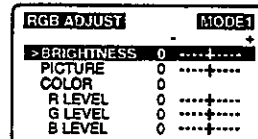
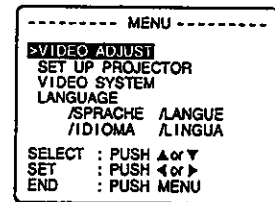


- 1 With either RGB or VIDEO selected, press MENU to display the image adjustment menu.
- 2 Press ▲ or ▼ to select RGB ADJUST or VIDEO ADJUST, then press ◀ or ▶ to display the screen.
Three different sets of control adjustments can be stored in memory for different projection situations.
- 3 Press MODE repeatedly to choose one of the three memory modes for adjustment (page 14).
- 4 Press ▲ or ▼ to select, then press ◀ or ▶ to display the item to be adjusted.
- 5 Press ◀ or ▶ to adjust as described below.
- 6 Press MENU once (1) to return to the RGB or VIDEO Adjustment Menu, or three (3) times to exit the OnView® display.

RGB



S-VIDEO / VIDEO



COLOR Control

Adjusts color intensity level.*
Press ▶ to intensify the color.
Press ◀ to make the color less intense.

TINT Control

Adjusts hue for realistic tones.*
Press ▶ for more green.
Press ◀ for more purple.

Tint cannot be adjusted when projector is set to NTSC or NTSC 4.43 video formats.

BRIGHTNESS Control

Adjusts black level to room brightness.
Press ▶ to brighten the image.
Press ◀ to darken the background.

PICTURE Control

Adjusts overall picture intensity.
Press ▶ for a more intense image.
Press ◀ for a fainter image.

SHARPNESS Control

Adjusts picture sharpness.*
Press ▶ to sharpen the edges of the image.
Press ◀ to soften the edges of the image.

COLOR or SUB COLOR (White Balance) Control

(See page 14 for details.)

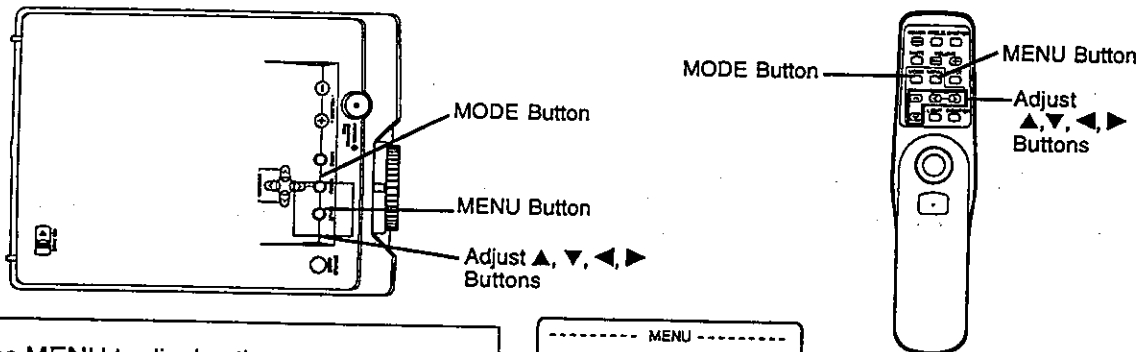
Recall Standard Settings (Factory Presets)

Press ◀ and ▶ together.
If a menu showing all options is displayed, all options will be reset. If a single option is displayed, only that option will be reset.

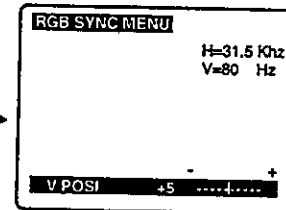
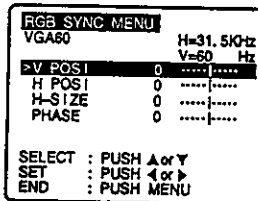
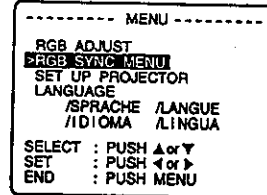
* For S-VIDEO or VIDEO modes only.

RGB Sync Adjustment

Use buttons on the projector or the Remote Control Unit to select RGB input (see page 15). See the PC output timing relative value chart below. When you use the Auto Setup control of the ViewBook™ Mouse Driver (see page 18), V POSI, H POSI, and H SIZE are automatically adjusted.

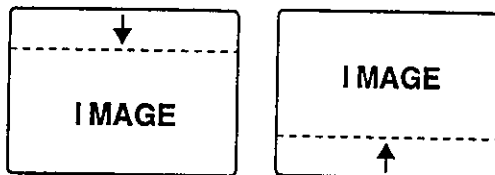


- 1 Press MENU to display the menu.
- 2 Press ▲ or ▼ to select RGB SYNC MENU, and ◀ or ▶ to display the screen.
- 3 Press ▲ or ▼ to select a menu item, then press ◀ or ▶ to display the item to be adjusted.
- 4 Press ▲ or ▼ to adjust as described below.
- 5 Press MENU once to return to the RGB SYNC MENU or three times to exit.

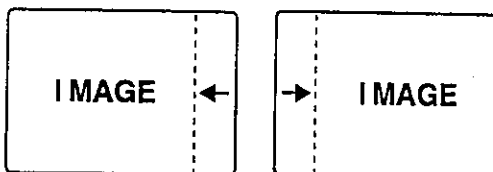


RGB Image Adjustment

V POSI (Vertical Position) Control
Adjusts vertical position of projected image.
Press ◀ to move down, or ▶ to move up.



H POSI (Horizontal Position) Control
Adjusts horizontal position of projected image. Press ◀ to move left, or ▶ to move right.



H (Horizontal) SIZE Control
Adjust data display, timing, and horizontal image size.

Press ◀ or ▶ to eliminate the vertical stripes that appear on computer screens.

PHASE Control
Adjusts vertical line strength so that text is readable.
Press ◀ or ▶ to eliminate the flicker (localized noise) that appears on computer screens.

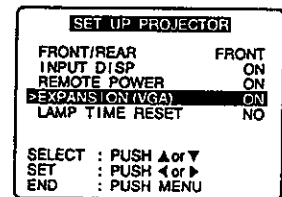
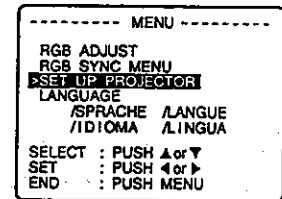
PC Output Timing Relative Value Chart

Model	Vertical Position	Horizontal Position	Horizontal Size
IBM 640 X 350 at 70 Hz/ IBM 640 X 400 at 70 Hz	-30 - +30	-50 - +50	-50 - +90
IBM 640 X 480 at 60 Hz	-30 - +30	-50 - +50	-50 - +90
MAC II 640 X 480	-30 - +30	-50 - +50	-50 - +90
MAC II 640 X 480	-30 - +30	-50 - +50	-50 - +90
VESA 640 X 350 at 85 Hz/ VESA 640 X 400 at 85 Hz	-30 - +30	-50 - +50	-50 - +90
VESA 640 X 480 at 72 Hz	-26 - +30	-50 - +50	-50 - +90
VESA 640 X 480 at 75 Hz	-14 - +30	-50 - +50	-50 - +90
VESA 640 X 480 at 85 Hz	-23 - +30	-50 - +50	-50 - +90
VESA 800 X 600 at 56 Hz	-19 - +30	-50 - +50	-50 - +90
VESA 800 X 600 at 60 Hz	-22 - +30	-50 - +50	-50 - +90
VESA 800 X 600 at 72 Hz	-24 - +30	-50 - +50	-50 - +90
VESA 800 X 600 at 75 Hz	-19 - +30	-50 - +50	-50 - +90
VESA 800 X 600 at 85 Hz	-25 - +30	-50 - +50	-50 - +90
VESA 1024 X 768 at 60 Hz	-30 - +30	-50 - +50	-50 - +90
VESA 1024 X 768 at 70 Hz	-30 - +30	-50 - +50	-50 - +90
VESA 1024 X 768 at 75 Hz	-29 - +30	-50 - +50	-50 - +90
MAC 19- 1024 X 768	27 - +30	-50 - +50	-50 - +90

Canceling the Enlarging Function (Scanning Line Conversion)

When a S-VIDEO/VIDEO signal in NTSC format or a signal less than 800 x 600 dots (such as 640 x 480 dots) is input, the projector automatically enlarges the image to 800 x 600 dots. This may cause picture quality degradation. For a better image, use the following procedure to select **EXPANSION (VGA)** or **(NTSC):OFF**.

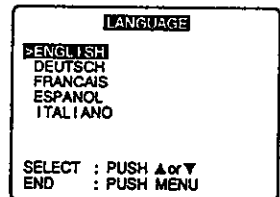
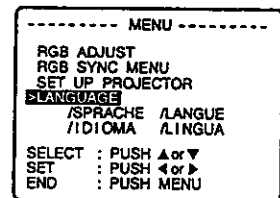
- 1 Press MENU to display the menu.
- 2 Press ▲ or ▼ to select SET UP PROJECTOR, then press ◀ or ▶ to display the screen.
- 3 Press ▲ or ▼ to select EXPANSION (VGA) or (NTSC), then press ◀ or ▶ to select ON or OFF.
 - Select OFF to cancel enlarge (scanning line conversion) function.
 - Select ON to use enlarge function. (This is the factory setting.)
- 4 Press MENU twice to exit.



Selecting the OnView® Language

The projector can display screens in one of five different languages: English, French, German, Spanish, and Italian.

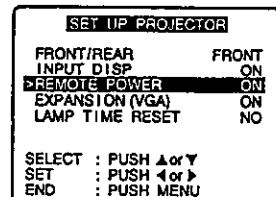
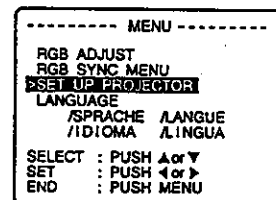
- 1 Press MENU to display the menu.
- 2 Press ▲ or ▼ to select LANGUAGE, then press ◀ or ▶ to display the language selection screen.
- 3 Press ▲ or ▼ to select the language.
- 4 Press MENU twice to exit.



Disabling the POWER Button on the Remote Control Unit

In order to prevent the power being turned off by mistake, you can use the following procedure to disable the POWER button on the Remote Control Unit:

- 1 Press MENU to display the menu.
- 2 Press ▲ or ▼ to select SET UP PROJECTOR, then press ◀ or ▶ to display the screen.
- 3 Press ▲ or ▼ to select REMOTE POWER, then press ◀ or ▶ to select ON or OFF.
 - Select OFF to disable the POWER button on the Remote Control Unit.
 - Select ON to use the POWER button on the Remote Control Unit normally. (This is the factory setting.)
- 4 Press MENU twice to exit.



Windows® 95 & ~~3.1~~ ViewBook™ Mouse Driver, continued

Opening the ViewBook Application

Windows 95

Select [Programs]-->[ViewBook Mouse]--> [ViewBook Mouse] from the Windows 95 Start Menu.

The ViewBook Mouse Driver menu screen will appear.

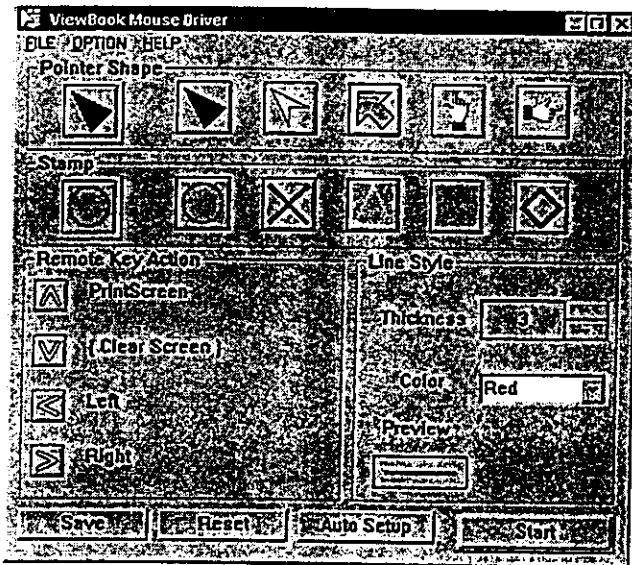
~~Windows 3.1~~

~~Double click the [ViewBook Mouse] folder in the Program Manager and double click the [ViewBook Mouse] icon.~~

~~The ViewBook Mouse Driver menu screen will appear.~~

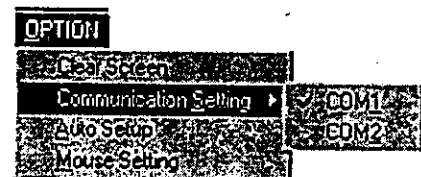
Using ViewBook Mouse Driver Software (Windows 95/Windows 3.1)

The following Settings Window will appear when you install the ViewBook Mouse Driver software. Also see *Using the Built-in Mouse Feature* on page 11.



To start the Built-in Mouse feature, follow the steps below. For more details, refer to ViewBook Mouse Settings Table on page 20.

- 1 Select the [Option]-->[Communication Setting]--> then select COM1 or COM2.
- 2 Click Start in the lower right corner of the Settings Window.
The Built-in Mouse function will start and the adjustment window will automatically be minimized.



~~Screen Capture Feature (Windows 95-only)~~

~~You can use this feature to save lines and "stamp marks" you placed on projected images during presentations. (See page 20). To save a screen image:~~

- ~~1 Turn on your computer and start Windows 95.~~
- ~~2 Start the JPEG Converter Software.
If you have not installed it yet, see page 23~~
- ~~3 Start Snap Shot (the capture feature Windows 95 -- see pages 22-23.)~~
- ~~4 Start the ViewBook Mouse software.~~
- ~~5 Press ▲ on the Remote Control Unit.
The factory preset for the ▲ button is "print screen."
The screen image will be saved to the folder set in the Preference menu of the JPEG Converter software.~~

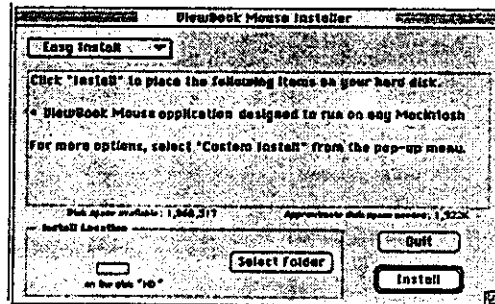
Macintosh® ViewBook™ Mouse

System Requirements:

- System 7.1 or later.
- 68030 CPU or higher, or Power Macintosh.
- RAM: 2MB on-board memory.
- 2MB available hard disk space.
- 3.5 inch 1.44MB floppy disk drive (for installation).
- Serial port (Mini DIN 8 pin).
- Mouse

Installation

- 1 Turn on the Macintosh.
- 2 Insert the floppy disk into a disk drive.
- 3 Double click on the Installer icon.
- 4 Click on "Install."
- 5 Click on "Restart" to complete the installation and restart the Macintosh.

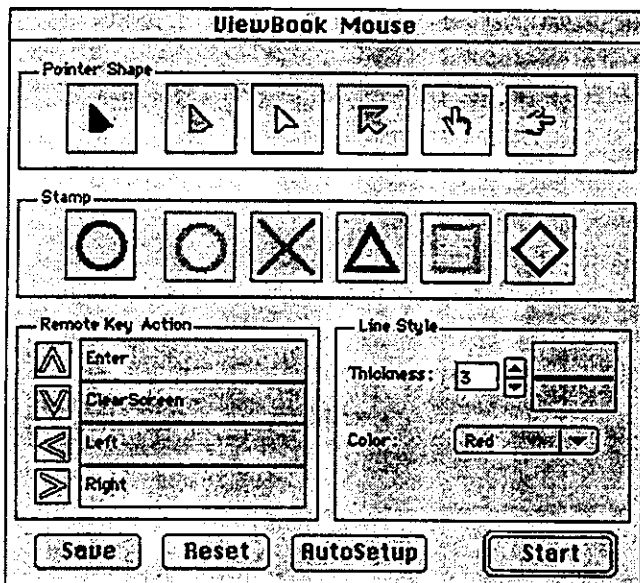


Using ViewBook Mouse Software

To open the application, double click the ViewBook Mouse icon in the ViewBook Mouse Folder.

The following settings window will appear when ViewBook Mouse Driver software is started:

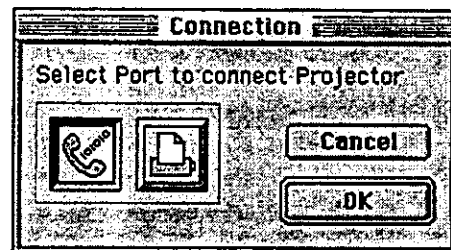
Also see "Using the Built-in Mouse Feature" on page 11.



Starting the Built-in Mouse Function

Follow the steps below. Please refer to ViewBook Mouse Settings Table on page 22.

- 1 Select [Option]-->[Connection].
The dialog shown at right will appear.
- 2 Select the Printer port or Modem port, then click OK.
Refer to the Macintosh Operation Manual (provided by Apple®) for instructions.
- 3 Click on START in the lower right corner of the setting window.
The Built-in Mouse feature will start and the adjustment screen will close.



Projecting PC-Card (ATA Flash Card) Data

Using this software, "JPEG Viewer", you can save the picture displayed on the PC screen as JPEG file, and edit them easily.

Please follow the below instructions to use this feature.

System Requirements:

- IBM PC/AT or compatible
- Microsoft Windows 95
- RAM: 16MB or more recommended
- 2 MB available hard disk space
- 3.5 inch 1.44MB floppy disk drive (for installation)
- PCMCIA Type II slot

Notes:

- It is possible that the above Software will not operate correctly according to the Hardware circumstances of the used PC (Personal Computer) and common use of the Application software.
- Specifications of these Software are subject to change without notice.

■ JPEG Viewer Installation

1 Turn on the PC (Personal Computer) and start up Windows 95.

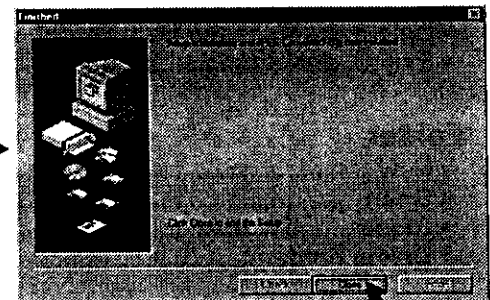
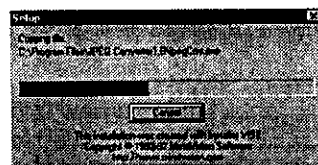
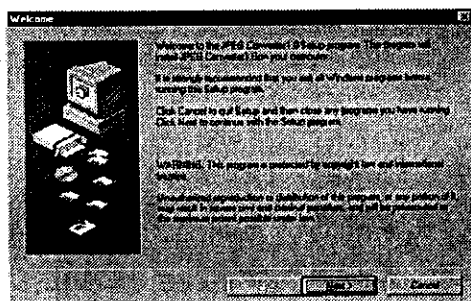
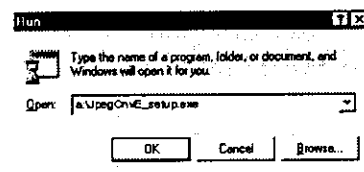
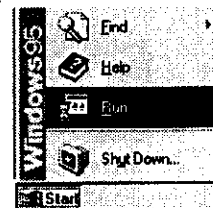
2 Insert the floppy disk (JPEG Viewer software) into the floppy disk drive.

3 Select [Run...] from the Windows 95 Start menu.

4 Type in [A:\SETUP.EXE] and click OK.

- It is assumed that your 3.5 inch 1.44MB floppy disk drive is assigned as "A" drive. If not, replace "A" with the appropriate letter.

5 Follow the instructions as they appear on your PC screen.



Click "Close".

■ How to make JPEG files

You can make JPEG files using the installed JPEG Viewer Software.

Capture feature : You can save captured image of your PC (Personal Computer) screen as JPEG files. (See "When using the Capture feature" on page 25)

Note:

Existing BMP (JPEG) files can be converted and saved as JPEG files ideally suited to this LCD projector.

When using the Capture feature

1 Select [Option] from the **Tools** menu, and set the drive and picture quality for saving captured images.

- **PC-Card Drive**

Select the PC-Card Drive for saving images.

- **Waiting time to start Capture**

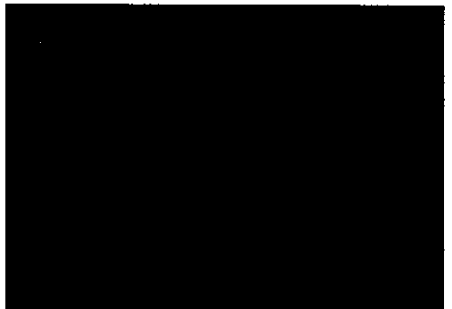
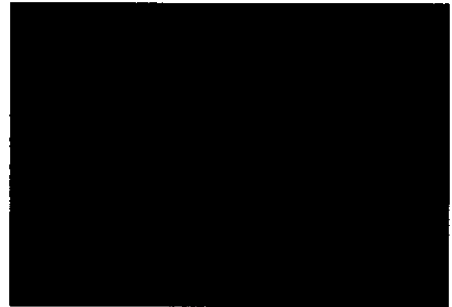
Set the waiting time from when **Capture** is clicked until the actual image capture starts. Select from 1 to 10 seconds.

- **Picture Quality**

Set the picture quality of JPEG files to one of 5 levels.
(Please refer to HELP for more details.)

Note:

The setting changes back to the default setting when **RESET** Button is clicked.



2 Select [New] or [Open] from the **Folder** menu, and then open a folder for saving images.

Note:

- The folder is also opened if you click **New ShortCut** Button on the **Toolbar**.

- When creating a new folder, a consecutive number is automatically assigned to the folder name.

FOLDER1, FOLDER2,

Do not change the folder name.

3 Select [Capture] from the **Tools** menu to display the **Capture** dialogue box.

Note:

- The dialogue box will also be displayed if you click **Capture ShortCut** Button on the **Toolbar**.

- The **Capture** dialogue box is always displayed before other application screens, and the main window is minimized.

4 Start up the **PC Application** software and display the image you want to capture on the screen.

5 Click **Capture** Button in the **Capture** dialogue box. The displayed image will be saved to the selected folder in **JPEG** format.

Note:

- The images of the **Capture** dialogue box are not saved.

- File names will be automatically assigned consecutive numbers whenever saved, and thumbnail files will be made. Thumbnail files are used when displaying a list of images in this LCD projector of this software.

JPEG file : Aut_0001.jpg, Aut_0002.jpg,

Thumbnail file : Thm_0001.jpg, Thm_0002.jpg,

Do not change these file names.

- Pressing **Return** Button in the **Capture** dialogue box will close this dialogue box.

The main window will be displayed. The saved image will be displayed in the folder.

When using BMP (JPEG)→JPEG Converter feature

1 Select [Option] from the Tools menu, and set the drive and picture quality for saving converted images.

● **PC-Card Drive**

Select the PC-Card Drive for saving images.

● **Waiting time to start Capture**

This feature is not applicable.

● **Picture Quality**

Set the picture quality of JPEG files to one of 5 levels.
(Please refer to HELP for more details.)

Note:

The setting changes back to the default setting when RESET Button is clicked.

2 Select [New] or [Open] from the Folder menu, and then open a folder for saving images.

Note:

- The folder is also opened if you click New ShortCut Button on the Toolbar.
 - When creating a new folder, a consecutive number is automatically assigned to the folder name.
FOLDER1, FOLDER2,
- Do not change the folder name.

3 Select [Add graphics file to Folder] from the File menu, and designate the BMP (or JPEG) file you want to convert.

- The JPEG Convert Status screen will appear and conversion will begin automatically.
- The Converted JPEG file is saved to the selected folder.

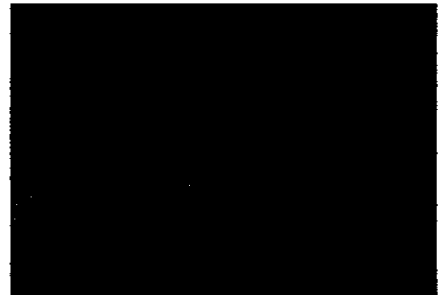
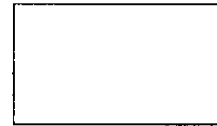
Note:

- File names will be automatically assigned consecutive numbers whenever saved, and thumbnail files will be made. Thumbnail files are used when displaying a list of images in this LCD projector of this software.

JPEG file : Aut_0001.jpg, Aut_0002.jpg,

Thumbnail file : Thm_0001.jpg, Thm_0002.jpg,

Do not change these file names.



When changing the Selected Folder

Follow one of the two methods below to change the selected folder or root.

Note:

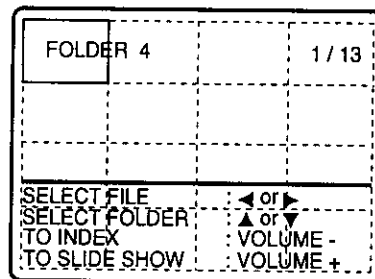
- You cannot change the folder or root during image playback. Press VOLUME +/- to return the screen to the list of images. Then, you can change the folder or root.

Method 1

- Press V or ^ to select folder or root. Press V to select the next folder. Press ^ to select the previous folder.

Method 2

- Press VOLUME - to display the Index. Then, select another folder.



When using the Repeat Play

The LCD projector can automatically play back images one by one in the selected folder or root. And, you can select the length of time each image is played back.

1 Press MENU to display the menu.

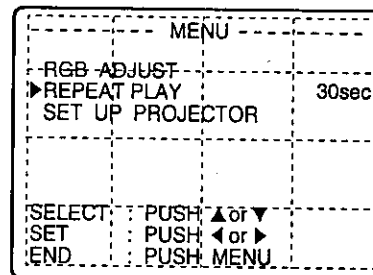
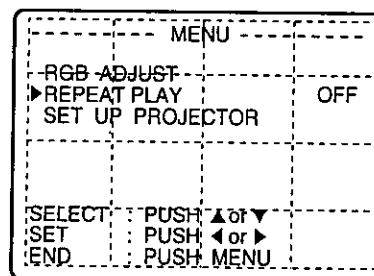
2 Press V or ^ to select "REPEAT PLAY".

3 Press < or > repeatedly to select the length of time each images is played back.

- Playback length of 5sec., 10sec., 30sec., 60sec., 120sec. can be selected.

Note:

- Repeat Play can only be used in the selected folder or root.
- You cannot select images while Repeat Play is in progress. Follow the instructions above to select REPEAT PLAY OFF. And then, select an image.



Timing Chart

The following table lists the maximum refresh rates that the ViewSonic PJI802+ will operate at a number of standard resolutions. For the best performance the recommended timing number 4 shown below in bold.

While the projector is capable of this level of performance, not all video cards are capable of running at these refresh rates. See your video card user's guide to ensure compatibility.

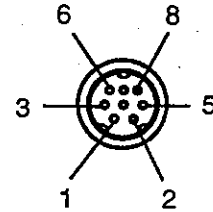
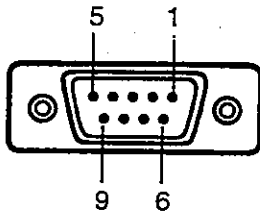
	Computer/Signal Timings	Resolution H x V	Horizontal Frequency (kHz)	Vertical Frequency (Hz)	Polarity of Synchronizing Signal H/V
1	VESA 640 x 480 @ 75Hz	640 x 480	37.5	75.0	-/-
2	VESA 640 x 480 @ 85Hz	640 x 480	43.3	85.0	-/-
3	VESA 800 x 600 @ 56Hz	800 x 600	35.2	56.3	+/+
4	VESA 800 x 600 @ 60Hz	800 x 600	37.9	60.3	+/+
5	VESA 800 x 600 @ 72Hz	800 x 600	48.1	72.2	+/+
6	VESA 800 x 600 @ 75Hz	800 x 600	46.9	75.0	+/+
7	VESA 800 x 600 @ 85Hz	800 x 600	53.7	85.1	+/+
8	VESA 1024 x 768 @ 60Hz	1024 x 768	48.4	60.0	+/+ Compressed
9	VESA 1024 x 768 @ 70Hz	1024 x 768	56.5	70.1	+/+ Compressed
10	IND 640 x 350 @ 70Hz	640 x 350	31.5	70.1	+/-
11	IND 640 x 400 @ 70Hz	640 x 400	31.5	70.1	+/-
12	IND 640 x 480 @ 60Hz	640 x 480	31.5	59.9	-/-
13	Mac 640 x 480 @ 67Hz	640 x 480	35.0	66.6	-/-
14	Mac 640 x 480 @ 67Hz	640 x 480	35.0	66.7	-/- SOG or Composite
15	VESA 640 x 350 @ 85Hz	640 x 350	37.9	85.1	+/-
16	VESA 640 x 400 @ 85Hz	640 x 400	37.9	85.1	+/-
17	VESA 640 x 480 @ 72Hz	640 x 480	37.9	72.8	-/-
18	VESA 1024 x 768 @ 75Hz	1024 x 768	60.0	75.0	+/+ Compressed
19	Mac 1024 x 768 @ 75Hz	1024 x 768	60.2	74.9	-/- Compressed
20	Mac 832 x 624 @ 75Hz	832 x 624	49.7	74.6	-/- Compressed

* Interlaced (all other timings above are Non-Interlaced)

Pin Assignment, continued

(C) RS-232C Connector: 9-pin D-Sub Connect the RS-232C Cable to the 8-pin mini DIN connector on the projector.

(D) RS-232 mini DIN To convert a 9-pin D-Sub connector to a 8-pin mini DIN connector, use a RS-232C 9-pin adapter (included). Connect the 9-pin D-Sub adapter and RS-232C cable. Then, connect it to the 8-pin mini DIN connector on the projector.

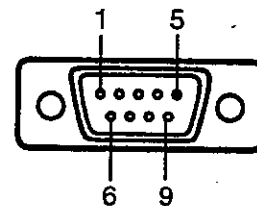
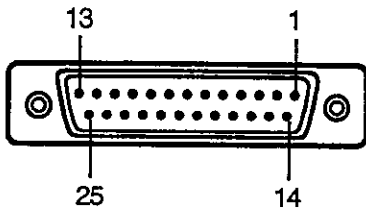


Pin No.	Signal
1	Unused
2	Received data
3	Transmitted data
4	Unused
5	Ground
6	Unused
7	Unused (Request to send)
8	Unused (Clear to send)
9	Unused

Pin No.	Signal
1	Unused (Request to send)
2	Unused (Clear to send)
3	Transmitted data
4	Ground
5	Received data
6	Unused
7	Unused
8	Unused

E. RS-232C connector: 25-pin D-Sub

To convert a 25-pin D-Sub connector to a 9-pin D-Sub connector, use a RS232C 25-pin adapter (included). Connect the 25-pin D-Sub adapter and RS-232C cable. And then connect it to the 9-pin D-Sub connector on the LCD Projector unit.



Pin No.	Signal
1	Unused
2	Transmitted data
3	Received data
4	Unused (Request to send)
5	Unused (Clear to send)
6	Unused
7	Ground
8	Open

Pin No.	Signal
1	Unused
2	Received data
3	Transmitted data
4	Unused
5	Ground
6	Unused
7	Unused (Request to send)
8	Unused (Clear to send)
9	Unused

Problem Solving Chart

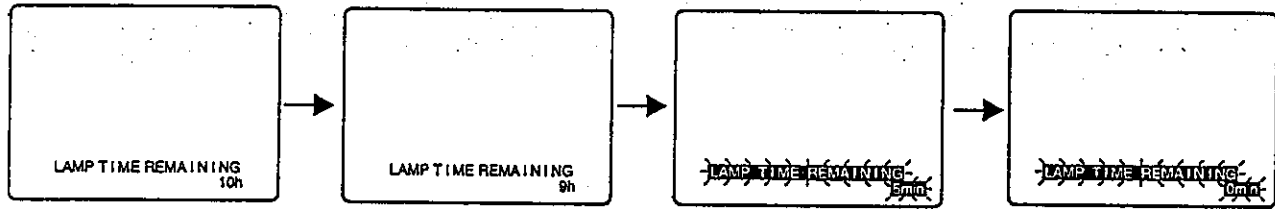
Check before contacting Customer Support

Problem	Possible Cause
Power does not turn on.	<ul style="list-style-type: none">• Power cord may not be connected.• Main power switch on the projector may be turned off.• Main power supply may not be supplied to the wall outlet.• Status Codes are indicated on the STATUS CODE Display (see page 34.)• Lamp unit or lamp unit cover may not have been correctly installed.• Air Filter Unit may not have been correctly installed.
No picture appears	<ul style="list-style-type: none">• Lens cap may still be attached to the lens.• Signal input source may not be connected properly.• Input selection setting may not be correct.• BRIGHTNESS adjustment may be lowest setting.• The MANUAL SHUTTER function may be activated (see page 12.)
The picture is fuzzy	<ul style="list-style-type: none">• Lens focus may not have been set correctly, or the projector may not be at the correct distance from the screen.• Lens may be dirty.• Projector may not be set up so that it is perpendicular to the screen.• Video or R, G, B adjustments may not have been set correctly.
"FOCUS" or "NO SYNC" appears on screen	<ul style="list-style-type: none">• Signal input source may not be connected properly.• Input selection setting may not be correct.• Connected signal source may not be turned off.
Color is too light or tint is poor	<ul style="list-style-type: none">• COLOR or TINT adjustment may be incorrect.• Video formats may not match.• Signal connection pin assignments may not be correct.
No sound can be heard	<ul style="list-style-type: none">• Audio signal source may not be connected properly.• Volume adjustment may be at the lowest possible setting.• MUTE function or Video/Audio SHUTTER function may be active.
Remote Control Unit does not operate	<ul style="list-style-type: none">• Batteries may need to be replaced, or they may not be inserted correctly.• An object may be blocking the infrared signals between Remote Control Unit and the projector.• Remote Control Unit may be out of operating range.

Replacing the Lamp Unit

The projector lamp has an operating life of approximately 1100 hours. "LAMP TIME REMAINING 10h" will be displayed on-screen when operation time reaches 1090 hours. Then, each time the power is turned on, the Lamp life remaining will be displayed.

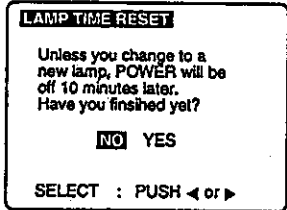
A 10 second warning display (15 seconds when the projector power is turned on) will appear every one hour from 1090 hours of operation time. And the warning will flash during the last five minutes of Lamp life.



If Lamp Use Reaches 1100 hours

The projector will shut itself OFF and the "L-0" STATUS CODE will display (See Status Codes on page 34)

- 1 Replace the Lamp as described in steps 1-7 on page 38.
- 2 Press POWER ON, the LAMP TIME RESET display will appear to reset the Lamp time.
This screen will only be displayed when POWER is pressed. The projector cannot display a normal picture until lamp time is reset.
If the Lamp Time is not reset this screen will disappear, and the projector will automatically shut OFF after about 10 minutes.
- 3 Press ◀ or ▶ to select YES.
- 4 Turn the POWER OFF to reset the Lamp Time.



...continued

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For Customer Support contact **ViewSonic®** at:

U.S. and Canada only

1-800-688-6688

From outside U.S. and Canada

909-869-7976

From Europe

44 (1293) 643-900

From Asian/Pacific Rim countries

886 (2) 248-4072

Internet E-Mail:

vstech@viewsonic.com

World Wide Web:

<http://www.viewsonic.com>

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Fax (909) 468-1202

LSQT0067 (A)

LIMITED WARRANTY

VIEWSONIC P JL802+ PROJECTOR

What the warranty covers:

ViewSonic® warrants its products to be free from defects in material and workmanship during the warranty period. If a product proves to be defective in material or workmanship during the warranty period, ViewSonic will at its sole option repair or replace the product with a like product. Replacement product or parts may include remanufactured or refurbished parts or components.

How long the warranty is effective:

The ViewSonic P JL802+ Projector is warranted for three (3) years for all parts excluding the lamp, three (3) years for all labor, and ninety (90) days for the lamp from the date of the first consumer purchase.

Who the warranty protects:

This warranty is valid only for the first consumer purchaser.

What the warranty does not cover:

1. Any product on which the serial number has been defaced, modified or removed.
2. Damage, deterioration or malfunction resulting from:
 - a. Accident, misuse, neglect, fire, water, lightning, or other acts of nature, unauthorized product modification, or failure to follow instructions supplied with the product.
 - b. Repair or attempted repair by anyone not authorized by ViewSonic.
 - c. Any damage of the product due to shipment.
 - d. Removal or installation of the product.
 - e. Causes external to the product, such as electric power fluctuations or failure.
 - f. Use of supplies or parts not meeting ViewSonic's specifications.
 - g. Normal wear and tear.
 - h. Any other cause which does not relate to a product defect.
3. Removal, installation, and set-up service charges.

How to get service:

1. For information on obtaining warranty service, call ViewSonic. The customer support telephone numbers are: U.S. and Canada 1-800-688-6688; from outside the U.S. and Canada 909-869-7976; from Europe +44(1293)-643-900; from Asian /Pacific Rim countries 886 (2) 248-4072. Internet E-Mail address: vstech@viewsonic.com or World Wide Web: <http://www.viewsonic.com>
2. To obtain warranty service, you will be required to provide (a) the original dated sales slip, (b) your name, (c) your address, (d) a description of the problem, and (e) the serial number of the product.
3. Take or ship the product prepaid in the original container to your ViewSonic dealer, any ViewSonic service center or ViewSonic.
4. For additional information or the name of the nearest ViewSonic service center, contact your ViewSonic dealer or ViewSonic.

Limitation of implied warranties:

THERE ARE NO WARRANTIES, EXPRESS OR IMPLIED, WHICH EXTEND BEYOND THE DESCRIPTION CONTAINED HEREIN INCLUDING THE IMPLIED WARRANTY OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

Exclusion of damages:

VIEWSONIC'S LIABILITY IS LIMITED TO THE COST OF REPAIR OR REPLACEMENT OF THE PRODUCT. VIEWSONIC SHALL NOT BE LIABLE FOR:

1. DAMAGE TO OTHER PROPERTY CAUSED BY ANY DEFECTS IN THE PRODUCT, DAMAGES BASED UPON INCONVENIENCE, LOSS OF USE OF THE PRODUCT, LOSS OF TIME, LOSS OF PROFITS, LOSS OF BUSINESS OPPORTUNITY, LOSS OF GOODWILL, INTERFERENCE WITH BUSINESS RELATIONSHIPS, OR OTHER COMMERCIAL LOSS, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.
2. ANY OTHER DAMAGES, WHETHER INCIDENTAL, CONSEQUENTIAL OR OTHERWISE.
3. ANY CLAIM AGAINST THE CUSTOMER BY ANY OTHER PARTY.

Effect of state law:

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Some states do not allow limitations on implied warranties and/or do not allow the exclusion of incidental or consequential damages, so the above limitations and exclusions may not apply to you.

Sales outside the U.S.A.:

For ViewSonic products sold outside of the U.S.A., contact your ViewSonic dealer for warranty information and service.

Replacing the Lamp Unit, continued

Call ViewSonic® Customer Service to order a new Lamp Unit.
Part No. RLU802+

- 1 After the cooling fan has stopped, and STANDBY/ON indicator turns solid red, set the MAIN POWER Switch to OFF and unplug the power cord.
- 2 Grasp the handle and move the projector onto its side or back.
- 3 Read Caution and Warning labels on Lamp cover. Then loosen the lamp cover screws (2) with a coin and remove the lamp cover.
- 4 Remove the lamp unit screws (2), then grasp the lamp unit handle and carefully pull it out of the projector.

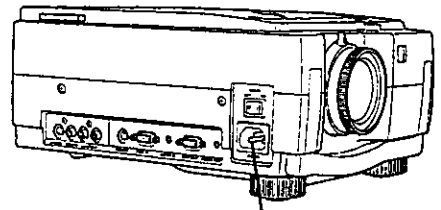
CAUTION: Never touch the lamp inside the Lamp Unit or point the Lamp unit opening at anyone.

- 5 Remove the old Lamp Unit from the projector and install the new lamp unit.

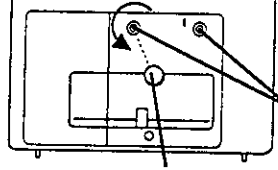
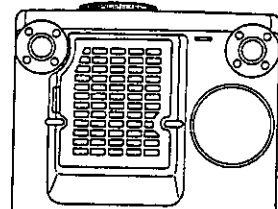
WARNING:

- The lamp unit may be hot. Be careful when handling it.
- Dropping the Lamp Unit unit could cause the lamp to explode.

- 6 Replace the lamp unit cover and tighten the lamp cover screws with a coin. Properly dispose of old Lamp Unit.
- 7 Follow the Resetting the Lamp Time procedure below.

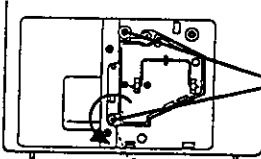


Main Power Switch



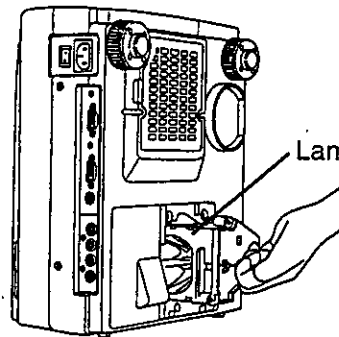
Lamp Cover screws

Coin



Lamp Unit screws

Coin

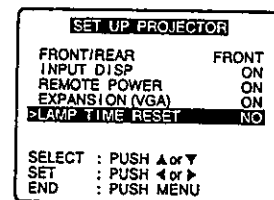
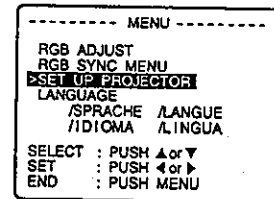


Lamp Unit

Resetting the Lamp Time

DANGER: Only reset the Lamp Time if a new lamp unit has been installed. If the Lamp Time is reset with an expired lamp installed, the lamp may explode, causing damage to the projector.

- 1 Plug the projector back into the wall socket and set the MAIN POWER Switch to ON.
- 2 Press the POWER button.
- 3 To display the menu press the MENU button
- 4 Press ▲ or ▼ to select SET UP PROJECTOR, and then press ▼ or ► to display the screen.
- 5 Press ▲ or ▼ to select LAMP TIME RESET, and then press ◀ or ► to display the screen.
- 6 Press ◀ to ► select YES. "Push POWER button to reset" will appear on screen.
- 7 Press POWER button to reset the Lamp Time to "0".



Maintenance

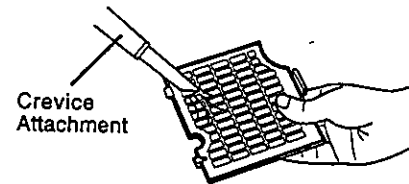
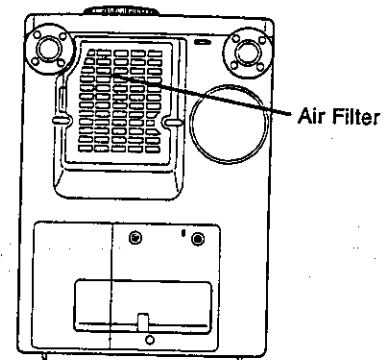
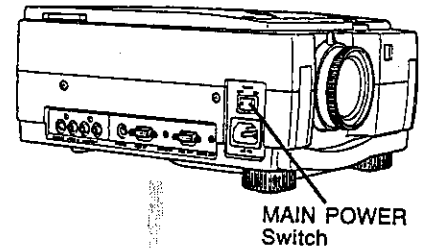
Cleaning the Air Filter

The air filter should be cleaned about every 100 hours of use. Also, clean the air filter if the "A-0" is indicated in the STATUS CODE display. Clean the filter more often when the projector is used in a dusty or smoky environment. If the air filter is still dirty after cleaning, contact ViewSonic® Customer Support for further instructions.

- 1 Wait until the cooling fan stops and the STANDBY/ON indicator turns solid red. Set the MAIN POWER Switch to OFF and unplug the power cord.
- 2 Place the projector onto its side or back.
- 3 Grasp the Air Filter pull it out of the projector.
- 4 Gently use a vacuum cleaner to remove accumulated dust and other particles from both sides of the Air Filter.
- 5 Slide the Air Filter into the projector until hollows (holes) in the Air Filter are aligned with the hollows in the projector.

NOTE: The projector power will not turn on until the Air Filter is correctly installed.

CAUTION: Operating the projector with a torn or damaged air filter may cause damage to the projector.



Clean both sides of the Air Filter.

Troubleshooting

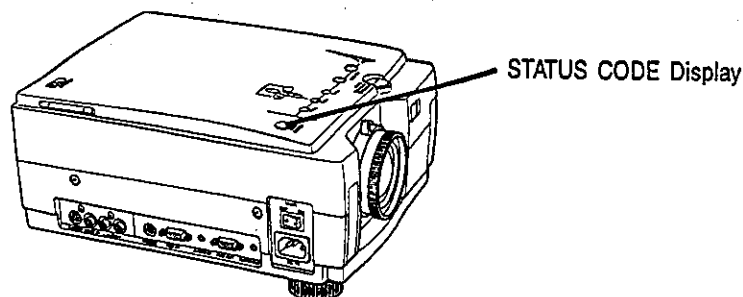
Status Codes

The STATUS CODE Display calls your attention to internal problems detected by the projector. The table below explains the meaning and recommended action for each Status Code.

NOTE: If any of the following status codes appear in the STATUS CODE Display, immediately set the MAIN POWER switch to OFF, and then see the chart below to determine the next action to take.

Status Code	Symptom	Problem	Possible Solution
F-L	Lamp Unit automatically turns off due to abnormally high internal temperature. (Stand-by condition)	• Cooling fan malfunction.	• Contact ViewSonic® Customer Support for service instructions.
F-O		• Air Filter Unit incorrectly installed.	• Properly install Air Filter Unit. (See page 36)
A-n		• Temperature Sensor malfunction.	• Take the projector to your nearest Service Center.
A-0		• Clogged air filter. • Blocked air intake.	• Clean the filter (See page 36) • Relocate projector to a proper location (free of dust, soot, etc).
A-1		• The temperature of the surrounding environment may be too high.	• Place projector so that surrounding temperature is between 5°C (41°F) and 40°C (104°F) and the humidity is between 10% and 80% (with no condensation).
L-n	Lamp does not light up.	• Lamp is burned-out.	• Contact Customer Support for service instructions.
P-2		• Lamp Voltage is not correct.	
P-3	Abnormally high internal temperature.	• Abnormal temperature rise.	
P-4		• Some other cause.	
L-1	Lamp operation time is over 1000 hours.	• It is nearly time to replace the Lamp Unit.	• Contact Customer Support to order a replacement Lamp unit.
L-0	Lamp operation time is over 1100 hours.	• The Lamp Unit must be replaced.	• Replace the Lamp unit. See pages 37 - 38
C-d	Cooling fan runs at high level so lamp can be replaced quickly.		

NOTE: If you turn off the power, wait *at least one minute* for the projector to cool down before turning the power back on.



Pin Assignment

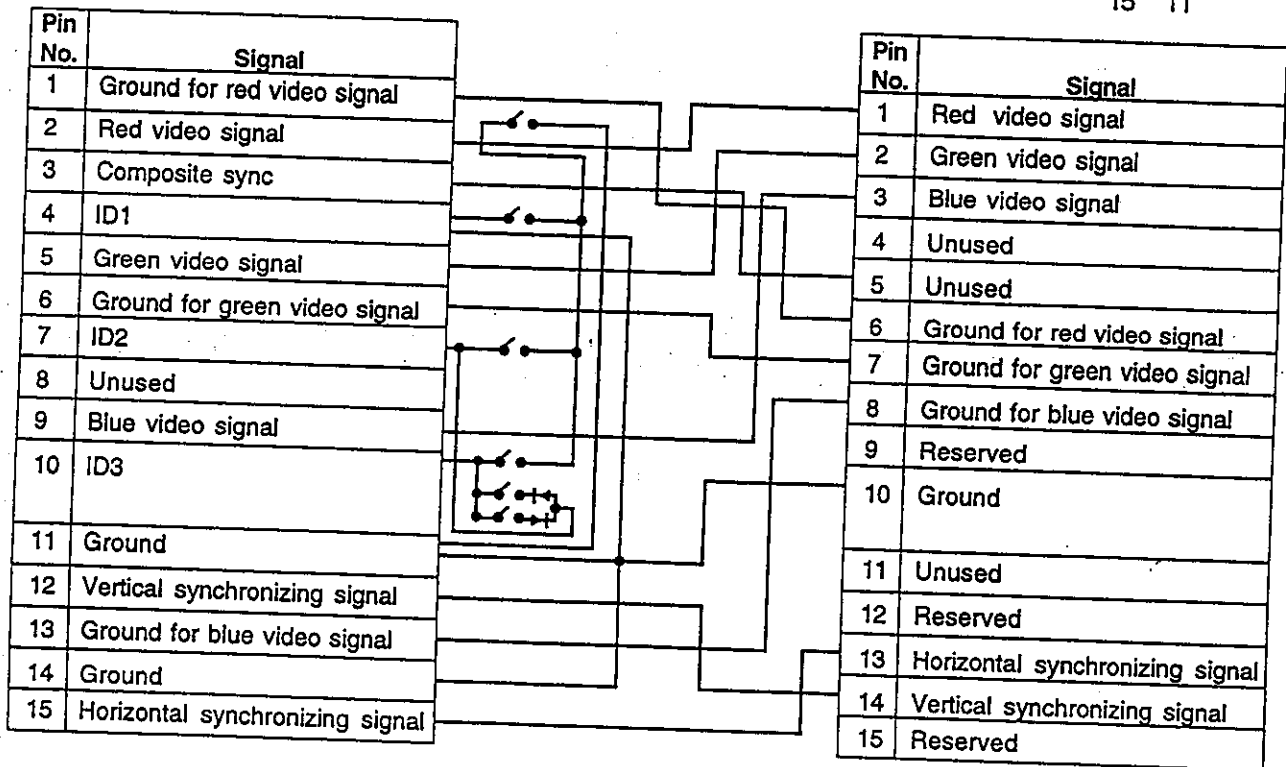
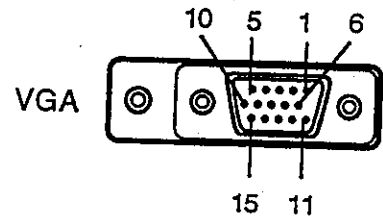
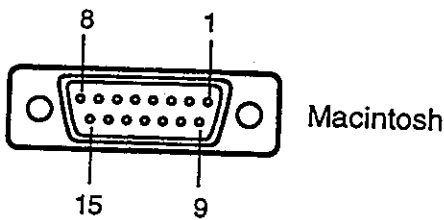
Follow the instructions below when connecting to a computer. Refer to the list of cables and adapters on page 4.

(A) Signal connector: 15-pin mini D-sub (PC/AT compatible model)

Connect the signal cable to the 15-pin mini D-sub connector on the projector. (See page 6.)

(B) Signal connector: 15-pin D-sub (Macintosh®)

To convert a Macintosh 15-pin D-sub connector to a 15-pin mini D-sub connector, connect a VGA-Macintosh adapter (included) to the 15-pin D-sub connector, and then to the 15-pin mini D-sub connector on the projector. (See page 6.)



NOTE: When using a Composite Sync Output type Macintosh®, please use a Composite Sync type VGA Macintosh Adapter (pin 3 and pin 13 are connected).

Technical Information

Specifications

LCD	Type Pixels	0.9" Polysilicon (x3) stripe pixel 1,440,000 (800 x 600 x 3 colors)
Lens	Type	Retractable Power Focus Lens (x 1.3) F2.5 - 2.7, f = 37-48mm
Display	Image Size Brightness Contrast Ratio Aspect Ratio Lamp	20" - 300" 600 Lumens* (max) 200:1 (max) 4:3 STD [16:9 supported for NTSC] AC Type 150W <i>Ultra High Performance Lamp</i>
Audio	Speaker Power	7cm x 4cm x 1cm 1.5W, <10%THD
Input Signal	Video Sync Frequency	RGB Analog (75 ohms, 0.7 Vp-p), NTSC / PAL / SECAM / S-VIDEO H/V Separated (TTL), Composite NTSC f _v : 15.75/15.63 kHz, 24.9-60.2 kHz f _h : 50-85Hz
Compatibility	PC Macintosh® ** Video	IBM® XT, AT, 386, 486, Pentium® or PS/2 and compatibles (VGA up to 1024 x 768* non-interlaced) Power Mac® (up to 1024 x 768***) Requires Macintosh Adapter NTSC / PAL / SECAM / S-VIDEO
Resolutions	Maximum Recommended	1024 x 768 @ 75Hz (Compressed) 800 x 600 @ 60Hz
Input Ports	RGB Video S-Video Audio RS232	15 pin mini D-sub RCA (x1) S-Connector Mini DIN 4-pin (x1) RCA jack (L/R) used with Video, Stereo Mini (x1) used with RGB 8 Pin DIN connector
Output Ports	RGB Audio	15 pin mini D-sub (x1) Stereo Mini (x1) for Audio-out
Power	Voltage Amps	AC 100-240 VAC 50/60 Hz +/- 3Hz VAC (Automatic) 2.6 - 1.2 A (typical)
User Controls/ Functions	Physical/projector OnView® Display	Main Power, Lamp On/Off, Input Select, Menu, Mode, Up, Down, Left, Right, Volume Up, Volume Down. Brightness, Picture, Color Adjust (RGB), Contrast, Vertical Position, Horizontal Position, Phase, Front/Rear, Input Display, Remote Power, VGA Expansion, Lamp Time Reset, Language, Color (saturation), Tint, Sharpness, Video Select, NTSC Expansion, PC-Card Program
Video	Input Bandwidth	78.75 MHz
Operating Conditions	Temperature Humidity	41°F to 104°F (5°C to 40°C) 10% to 80% (no condensation)
Optimum Installation Environment	Temperature Humidity	59°F to 82°F (15°C to +28°C) 40% to 75% (no condensation)
Storage Conditions	Temperature Humidity	-13F to +104°F (-25°C to +40°C) 5% to 85% (no condensation)
Dimensions	Physical	240mm (W) x 153 mm (H) x 325mm (D) 9.5" (W) x 6.0" (H) x 12.8" (D)
Weight	Net	5.8 kg (12.8 lb) (projector only)
Regulations		UL1950, CSA, FCC-B, CE, C-Tick, IEC950, <i>VDE</i>
Lamp Life		1,100 hrs. (typical)

* Brightness varies with lamp age and environmental conditions

** Macintosh computers require a ViewSonic Macintosh Kit. Contact ViewSonic (see back cover of this guide.)

*** 1024 x 768 (advanced video compression)

All products and trademarks are brand names of their respective companies. Specifications are subject to change without notice.

■ Projecting PC-Card Data

Follow the instructions below when projecting image data saved on a PC-Card.

1 Turn on the LCD projector to start projecting.
(See "Turning the POWER on and off" on page 9.)

2 Insert PC-Card into PC-Card Slot on the LCD projector. Then, press **INPUT on the LCD projector or remote control and select "PC-CARD".**

- The Index and first image in root or each folder are shown.
- Note:**
- "ROOT" is not displayed if images corresponding to this LCD projector are not found in root.
- The screen turns blue if images corresponding to this LCD projector are not found in PC-Card.
- When you want to eject the PC-Card, slide the PC-Card RELEASE Button in the direction of the arrow mark on the LCD projector.

3 Press < or > to select folder or root.

Press > to select the next folder.

Press < to select the previous folder.

- The selected folder is indicated by a red arrow.
- The selected image in root or folder is encircled by a bold, blue frame.

4 Press VOLUME +/- to decide a folder.

- A list of images will be displayed.

5 Press < or > to select an image.

- The selected image is encircled by a bold, blue frame, and the folder name and number is displayed.

6 Press VOLUME + to project the selected image.

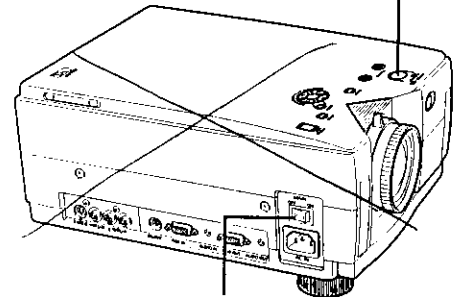
- Press < or > to project the images one by one.
- > : The next image is projected.
- < : The previous image is projected.

Note:

- Press VOLUME +/- when playing back to return the screen to the list of images.

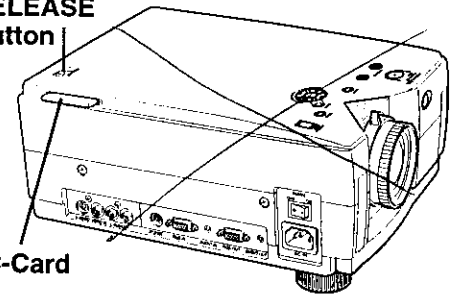
<LCD Projector>

POWER button/
STANDBY(R)
ON(G) Indicator



MAIN power
switch

PC-Card
RELEASE
Button



PC-Card

INDEX		
ROOT		1 / 25
FOLDER 1		1
FOLDER 2		2
FOLDER 3		1
▶ FOLDER 4		13
FOLDER 5		9
FOLDER 6		10
SELECT FOLDER : ◀ or ▶		
DISPLAY CHANGE : VOLUME		

FOLDER 4		1 / 13
SELECT FILE : ◀ or ▶		
SELECT FOLDER : ▲ or ▼		
TO INDEX : VOLUME -		
TO SLIDE SHOW : VOLUME +		

■ Size of the Projected Screen

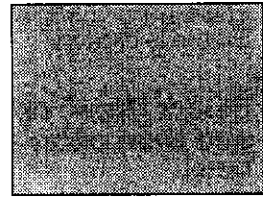
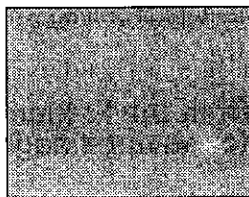
- Because the projection image from this projector is SVGA (800 x 600 dots), XGA image will be compressed. More than XGA image will not be displayed.
- If the picture file is less than VGA (640 x 480 dots) and the expanded projection feature is on, the picture will expand as follows; 640 ---> 800, 480 --> 600
- For the best picture quality, it is recommend that JPEG files be 800 x 600 dots in size.
- The larger the file size, the longer it takes (from when < or > is pressed) to project the picture.

■ How to edit using the Album Display feature

While confirming images displayed in an album, you can change the image display order and move images to another folder using simple mouse operations.

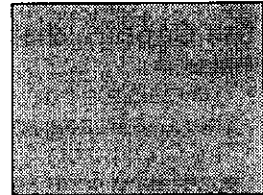
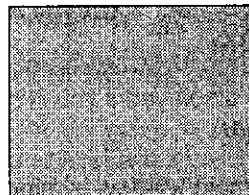
Changing the image display order in the folder

- 1 **Select the image** you want to move.
- 2 **Drag the selected image and drop it in an image** in the desired location.
 - The selected image is inserted in front of the image it was dropped into.
 - The file name numbers are renewed automatically.



Moving the images between folders

- 1 **Open the folder** containing the image to be moved and the destination folder.
- 2 **Select the image** you want to move.
- 3 **Drag the selected image and drop it** in the destination folder.
 - The selected image is added as the image in the folder.
 - The file numbers are renewed automatically.



Display full-screen images for confirmation

Double click the image you want to confirm.

- The image fills the entire screen.

Note:

Click the mouse or press any button on the keyboard to return the screen to the Album Display.

Deleting images

- 1 **Select the image** you want to delete.
- 2 **Press the [Delete graphics file from Folder] Button** on the Toolbar.
 - The image will be deleted from the folder.

Note:
You can also delete the selected image if you select [Delete graphics file from Folder] from the File menu.

Starting up the JPEG Viewer

1 Turn on the PC (Personal Computer) and start up Windows 95.

2 Insert the PC-Card (ATA Flash Card not supplied) into the PC-Card slot on your PC.

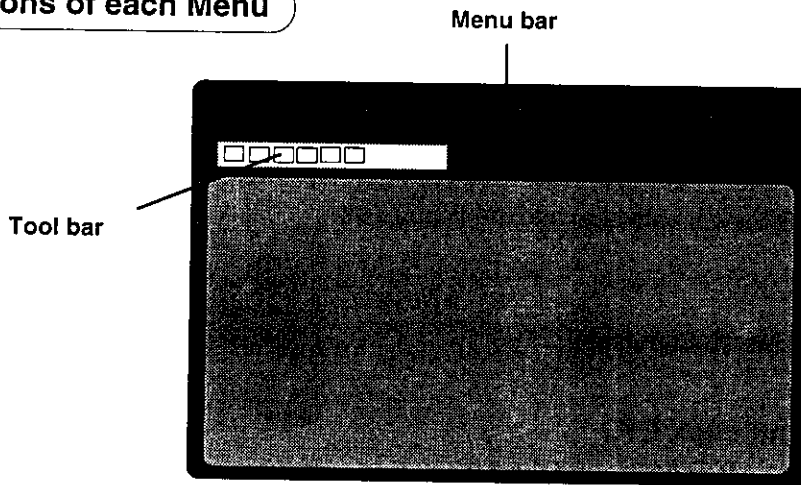
Note:

- When you purchase a PC-Card, format it normally on Windows 95 before use.

3 Select [Start] → [Programs] → [JPEG Viewer] → [JPEG Viewer] to open the JPEG Viewer Application.



Functions of each Menu



Following are the Menus and their functions contained in this software.

File

- **A**dd graphics files to Folder Converts an original BMP (JPEG) file to a JPEG file and saves it to a folder.
- **D**elate graphics file from Folder Deletes selected images from a folder.
- **E**xit Exits the JPEG Viewer.

Folder

- **N**ew Makes a new folder.
- **O**pen Opens a saved folder.
- **C**lose Closes an edited folder.
- **D**elate Folder Deletes an edited folder.

Tools

- **C**apture Starts the image capture.
- **R**emake Thumbnail Remakes Thumbnail files of images contained in the current being edited folder.
- **O**ption Sets the JPEG Viewer.

Window

- **C**ascade Arranges windows in an overlapping pattern.
- **T**ile Horizontal Arranges windows in a top to bottom pattern.
- **T**ile Vertical Arranges windows in a left to right pattern.
- **A**rrange Icons Arranges minimized windows.

Help

- **J**PEG Viewer Help Displays JPEG Viewer help.
- **V**ersion Information Displays application information.

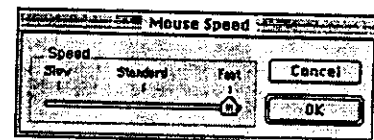
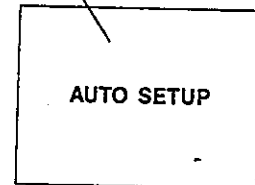
Macintosh® ViewBook™ Mouse Driver, continued

ViewBook Mouse Settings Table

File Menu	
Save	Saves the status of current window. You may also click Save in the lower left corner of the Settings Window.
Quit	Quits the Built-in Mouse feature.
Options Menu	
Clear Screen	Deletes all the lines or "stamp marks" made on a displayed image.
Communication Setting	Selects the communication port connected to the projector.
Auto Setup	The projector will automatically identify the signal mode (type of signal) and adjust the H-Position, V-Position, H-size, and Phase. You may also click Auto Setup at the bottom of the setting window. The OnView® display shown at the right will appear during Auto Setup.
Mouse Setting	Sets the movement speed of the OnView mouse cursor (when using the Remote Control Unit as a mouse).
Apple® Menu	
Version	Displays a dialog box indicating the version of the mouse driver software.
Settings Window	
Pointer Shape	Selects the pointer (cursor) shape that will appear on screen. Two shapes have special functions: the "stamp" cursor used to place stamp marks onto the projected image, and the "pencil" cursor used to draw colored lines on the projected image.
Stamp	Selects the "stamp mark" that will appear on screen. The currently selected stamp mark appears to the left of the row of stamp options.
Remote Control Key Action	You can program the [up, down, left, right] keyboard keys as personal short-cut keys. See How to Program Remote Control Keys below.
Line Style	Selects the thickness and color of the line drawn with the pencil cursor (see above).

NOTE: To return all settings to their original factory values, click on RESET.

Screen with projected blue background



NOTE: In Line mode you can use the "pencil cursor" to draw lines on screen by moving the Disk Pad with your thumb, while pressing the "left" mouse button with your index finger. (See page 11).

How to Program Remote Control Keys

- 1 Click on the Remote Control key you want to program. The screen shown on the right will display.
- 2 Press your desired shortcut keys on the computer keyboard.
 - The key selected in step (1) will be programmed with the shortcut command keys pressed in step (2).
 - Programmed shortcut keys are indicated in the "Remote Key Action" portion of the Settings Window.
 - Use the Clear Screen command is to delete lines or "stamp marks" from the screen. The ▼ key is programmed as "Clear Screen" at the factory. If you wish to change this command to a different key, follow steps (1) and (2).



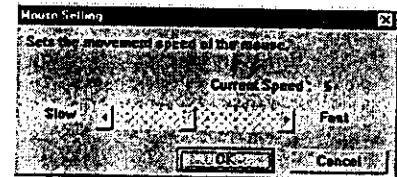
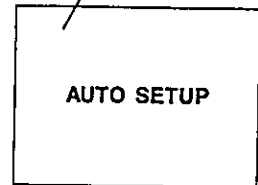
Windows® 95 & 3.1 ViewBook™ Mouse Driver, continued

ViewBook Mouse SettingsTable

File Menu	
Save	Saves the status of current window • You may also click save in the lower left corner of Settings Window.
Exit	Quits the Built-in Mouse feature.
Options Menu	
Clear Screen	Deletes all the lines or "stamp marks" made on a displayed image.
Communication Setting	Selects the communication port connected to the projector.
Auto Setup	The projector will automatically identify the signal mode (type of signal) and adjust the H-Position, V-Position, H-size, and Phase. You may also click Auto Setup at the bottom of the Settings Window. The OnView® display shown at the right will appear during Auto Setup.
Mouse Setting	Sets the movement speed of the OnView mouse cursor (when using the Remote Control Unit as a mouse).
Help Menu	
Version Information	Displays a dialog box indicating the version of the mouse driver software.
Contents	Displays help information for using the Viewbook Mouse software.
Settings Window	
Pointer Shape	Selects the pointer (cursor) shape that will appear on screen. Two shapes have special functions: the "stamp" cursor used to place stamp marks onto the projected image, and the "pencil" cursor used to draw colored lines on the projected image.
Stamp	Selects the "stamp mark" that will appear on screen. The currently selected stamp mark appears to the left of the row of stamp options.
Remote Control Key Action	You can program the [up, down, left, right] keyboard keys as personal short-cut keys. See How to Program Remote Control Keys below.
Line Style	Selects the thickness and color of the line drawn with the pencil cursor (see above).

NOTE: To return all menu options their original factory settings, click on RESET.

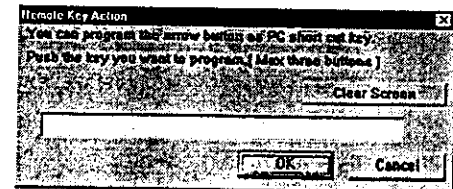
Screen with projected blue background



NOTE: In Line mode you can use the "pencil cursor" to draw lines on screen by moving the Disk Pad with your thumb, while pressing the "left" mouse button with your index finger. (See page 11).

How to Program Remote Control Keys

- 1 Click on the Remote Control key you want to program. The screen shown on the right will display.
- 2 Press your desired short-cut keys on the computer keyboard and click OK.
 - The key selected in step (1) will be programmed with the shortcut command keys pressed in step (2).
 - Programmed shortcut keys are indicated in the "Remote Key Action" portion of the Settings Window.
 - Use the Clear Screen command is to delete lines or "stamp marks" from the screen. The ▼ key is programmed as "Clear Screen" at the factory. If you wish to change this command to a different key, follow steps (1) and (2).



Using the Built-in Mouse Feature

To use the Remote Control Unit as a mouse (the Built-in Mouse Feature) you must first install the ViewBook™ Mouse Driver Software supplied with the projector. On the pages that follow are instructions for installing and using three versions of the software: Windows® 95 and ~~Windows 3.1~~ (pages 18-20) and Macintosh® (pages 21-22).

Installing the ViewBook Mouse Driver (Windows 95 & ~~Windows 3.1~~)

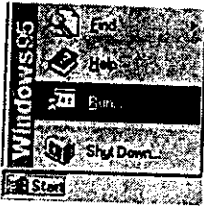
System Requirements:

- IBM PC/AT or compatible.
- ~~MS Windows 3.1~~ or Windows 95.
- 386SX CPU or higher
- RAM: 8MB on-board memory.
- 2MB available hard disk space.
- RS232C standard serial port (COM1 or COM2 only)
- 3.5 inch 1.44MB disk drive (for installation).
- Mouse

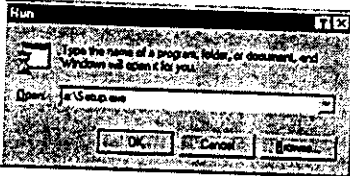
- 1 Turn on the PC and start Windows (~~95 or 3.1~~).
 - 2 Make sure the RS232C port of the projector is connected to a serial port on the computer with a RS232 cable. (See page 6.)
 - 3 Insert the ViewBook Mouse Driver diskette (either Windows 95 ~~or 3.1~~) into the "A" drive of the computer.
- ...continued below

Windows 95

- 4 Select [Run] from the Windows 95 Start menu.



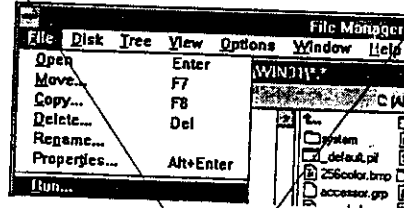
- 5 Type "a:\Setup.exe" and click OK.
If your 3.5 inch 1.44MB floppy disk drive is not the "A" drive, replace "A" with the appropriate drive letter.



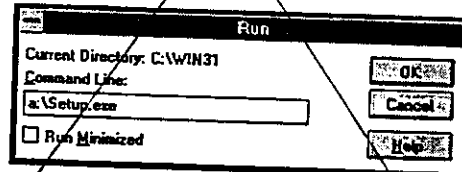
- 6 Follow the instructions as they appear on your PC screen, then click "Close."

~~Windows 3.1~~

- 4 Select [Run] from the Program Manager File menu.



- 5 Type "a:\Setup.exe" and click OK.
If your 3.5 inch 1.44MB floppy disk drive is not the "A" drive, replace "A" with the appropriate drive letter.



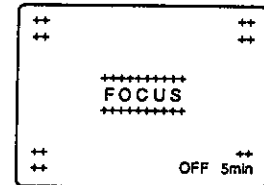
- 6 Follow the instructions as they appear on your PC screen, then click "Close."

Blue Screen Feature

The projector is equipped with an internal Blue Screen function which turns the screen blue when no video signal is detected. This occurs when the video or computer equipment connected to the input port is turned off or when no device is connected to the input port.

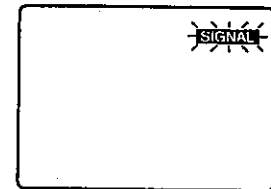
No Input Signal

- If the power is turned on while no input signal is detected by the projector, a blue screen appears.
- The "FOCUS" OnView® message appears only until the video or computer equipment is connected to the input jack and turned on. If no input signal is received (the screen is blue) for 15 minutes, the lamp turns off automatically.



No RGB Signal

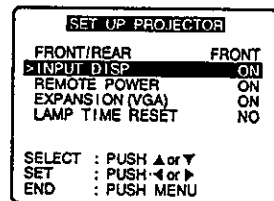
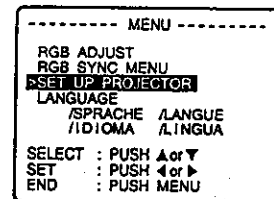
- A blue screen with "SIGNAL" message (shown to the right) appears when the RGB input is within the projector's frequency range, but is not one of the projector's pre-programmed formats.
- If an RGB signal is detected that is out of the projector's frequency range, no OnView message displays.



Turning Off the ViewMeter® Display

ViewMeter, which displays the currently selected input signal, can be turned off by the following procedure:

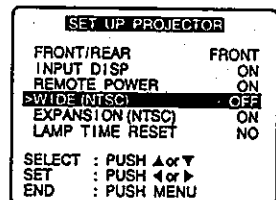
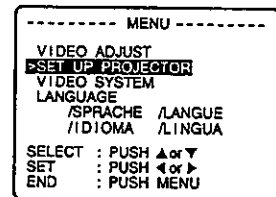
- 1 Press MENU to display the menu.
- 2 Press ▲ or ▼ to select SET UP PROJECTOR, and then ◀ or ▶ to display the screen.
- 3 Press ▲ or ▼ to select INPUT DISP (display), and then ◀ or ▶ to select ON or OFF.
 - Select OFF to turn off the input signal display function.
 - Select ON to turn the input signal display function. The input signal displays each time it is changed. (This is the factory setting.)
- 4 Press MENU twice to exit.



Changing to 16:9 (Wide) Screen

When the incoming video signal (VIDEO or S-VIDEO) is in NTSC format, the image can be displayed in 16:9 (wide) screen format by using the following procedure:

- 1 Press MENU to display the menu.
- 2 Press ▲ or ▼ to select SET UP PROJECTOR, and then ◀ or ▶ to display the screen.
- 3 Press ▲ or ▼ to select 16:9 (NTSC), and then ◀ or ▶ to select ON or OFF.
 - Select OFF to return the normal screen. (This is the factory setting.)
 - Select ON to change the display to 16:9 Wide Screen.
- 4 Press MENU twice to exit.



NOTE: Even if the 16:9 (Wide) Screen feature is set to OFF, when an "S1" signal is input, the image is automatically displaying in 16:9 (Wide) Screen format.

Selecting the Video System Format

The projector supports NTSC, PAL, SECAM, PAL-M, PAL-N, and NTSC4.43. The usual setting is AUTO, which automatically switches the broadcast format according to the kind of signal detected. If you experience poor color however, you may have to set to NTSC, PAL, SECAM, PAL-M, PAL-N, or NTSC4.43 as described below (S-VIDEO/ VIDEO input is selected). See page 12.

- 1 Press MENU to display the menu.
- 2 Press ▲ or ▼ to select VIDEO SYSTEM, then press ◀ or ▶ to display the screen.
- 3 Press ▲ or ▼ to select the desired video system.
- 4 Press MENU twice to exit.

```

----- MENU -----
VIDEO ADJUST
SET UP PROJECTOR
<VIDEO SYSTEM>
LANGUAGE
 /SPRACHE /LANGUE
 /IDIOMA /LINGUA

SELECT : PUSH ▲ or ▼
SET : PUSH ◀ or ▶
END : PUSH MENU
    
```

```

VIDEO SYSTEM
>AUTO
PAL
SECAM
NTSC
PAL-M
PAL-N
NTSC4.43

SELECT : PUSH ▲ or ▼
SET : PUSH ◀ or ▶
END : PUSH MENU
    
```

Adjusting the White Balance

When the video signal from a personal computer or another source is projected, the picture may become over-saturated with red or blue. Also, the "white" of the image may not be set to the degree of "whiteness" that you desire. In such cases, you may adjust the white balance by the following procedure.

- 1 Press MENU to display the menu.
- 2 Press ▲ or ▼ to select RGB ADJUST or VIDEO ADJUST, then press ◀ or ▶ to display the screen.

Three (3) different sets of control adjustments can be fixed into memory for different projection situations.
- 3 Press MODE repeatedly to choose one of the three memory modes for adjustment as described in **Selecting the Picture Memory** below.
- 4 Press ▲ or ▼ to select R LEVEL, G LEVEL, or B LEVEL of the COLOR control (for RGB input) or SUB COLOR control (for S-VIDEO or VIDEO input).
- 5 Press ◀ or ▶ to display the R, G, or B LEVEL adjustment screen.
- 6 Press ◀ or ▶ to adjust the R, G, or B level. The setting will be displayed by numbers and a bar.
- 7 Press MENU once to return the RGB input level menu, or three (3) times to exit.

RGB

```

----- MENU -----
>RGB ADJUST
RGB SYNC MENU
SET UP PROJECTOR
LANGUAGE
 /SPRACHE /LANGUE
 /IDIOMA /LINGUA

SELECT : PUSH ▲ or ▼
SET : PUSH ◀ or ▶
END : PUSH MENU
    
```

```

RGB ADJUST MODE1
BRIGHTNESS 0 .....+
PICTURE 0 .....+
<COLOR LEVEL>
R LEVEL 0 .....+
G LEVEL 0 .....+
B LEVEL 0 .....+

SELECT : PUSH ▲ or ▼
SET : PUSH ◀ or ▶
END : PUSH MENU
    
```

S-VIDEO /VIDEO

```

----- MENU -----
<VIDEO ADJUST>
SET UP PROJECTOR
VIDEO SYSTEM
LANGUAGE
 /SPRACHE /LANGUE
 /IDIOMA /LINGUA

SELECT : PUSH ▲ or ▼
SET : PUSH ◀ or ▶
END : PUSH MENU
    
```

```

VIDEO ADJUST MODE1
(1/2)
>COLOR 0 .....+
TINT 0 .....+
BRIGHTNESS 0 .....+
PICTURE 0 .....+
SHARPNESS 0 .....+
    
```

Press ▲ or ▼ until SUB-COLOR is displayed.

```

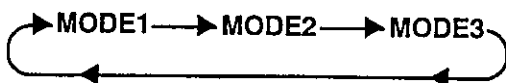
VIDEO ADJUST MODE1
SUB COLOR
>R LEVEL 0 .....+
G LEVEL 0 .....+
B LEVEL 0 .....+

VIDEO ADJUST MODE1
R LEVEL .5 .....+
    
```

Selecting the Picture Memory

Press MODE on the projector or Remote Control Unit to select the picture mode you desire.

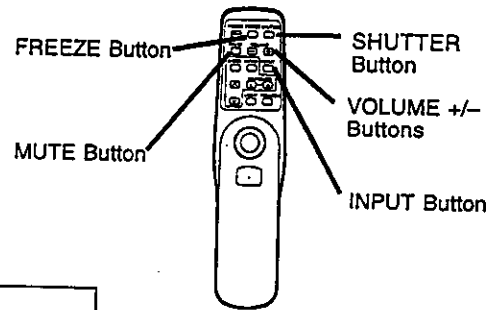
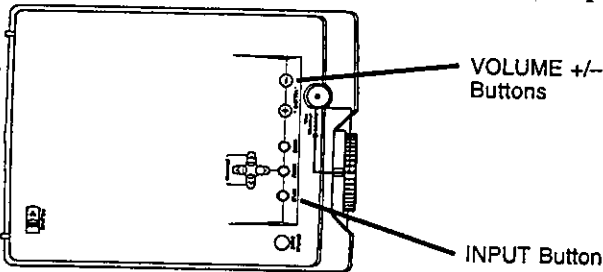
The factory setting will first be displayed on the screen for about five seconds. Each time you press MODE, the display will change as shown



Projecting a Picture

Before you begin, make sure...

- You have read *Safety Precautions*. (See pages 2.)
- All cable connections are made. (See pages 5-6.)
- The projector is properly positioned. (See pages 7-8.)
- The projector is plugged in.
- The lens cap is removed.



- 1 Turn on the Power. (See page 9.)
- 2 Press INPUT on the projector or remote control to select the desired input signal.

Continue to press INPUT to set the desired input signal. Each press will change the display as shown below.



If unit is connected with both S-VIDEO and VIDEO cables, the S-VIDEO signal has priority.

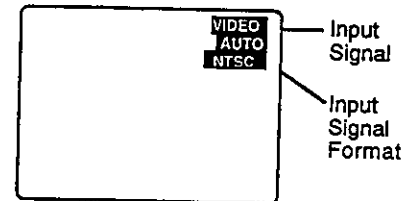
You may turn the input signal display off. See "Turning Off the ViewMeter® Display" on page 16.

- 3 Turn on your computer (RGB source) or start video playback (S-VIDEO or VIDEO source).

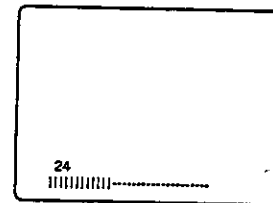
Adjust FOCUS and ZOOM Rings as necessary.

- 4 Press VOLUME +/- on the projector or Remote Control Unit to adjust the volume level of the built-in speaker.

The number of segments (0 - 63) increases or decreases as the volume is adjusted (shown on the right.)



NOTE: When an S-VIDEO or VIDEO input signal is selected, the name of the signal format will be displayed directly below the input signal on the OnView® display.



Special Audio/Video Effects

Turning Off the Sound

- Press the MUTE Button to instantly mute the sound.
- Press again to restore the previous sound level.

Manual Shutter Function

- Press the SHUTTER Button to blank out the video and mute the sound.
- Press again to return to the normal screen and sound.

Freeze the Picture and Sound

- Press the FREEZE Button to freeze the picture and sound.
- Press again to return to the normal screen and sound.

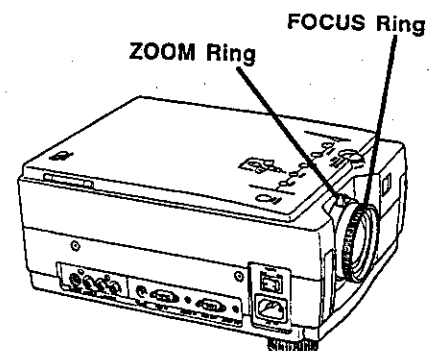
Adjusting the lens

Use the ZOOM Ring to adjust the size of the image.

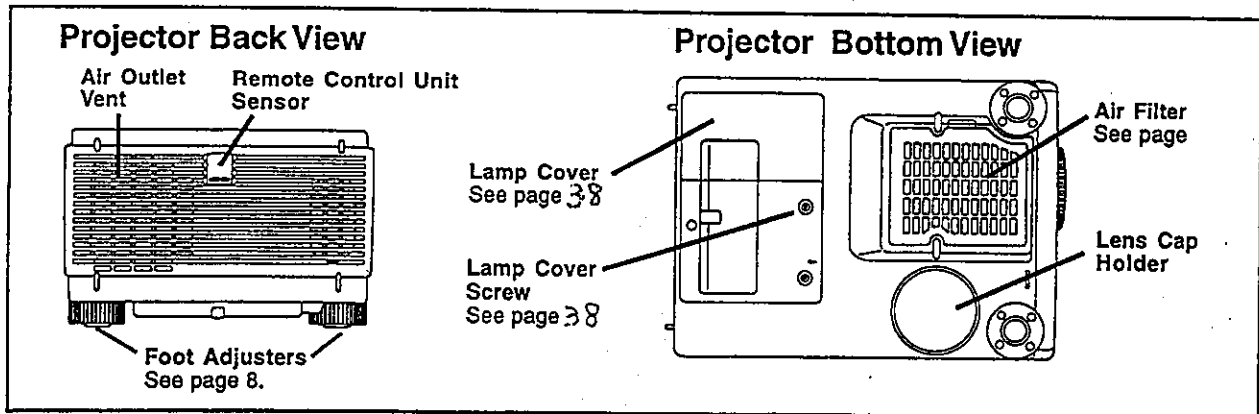
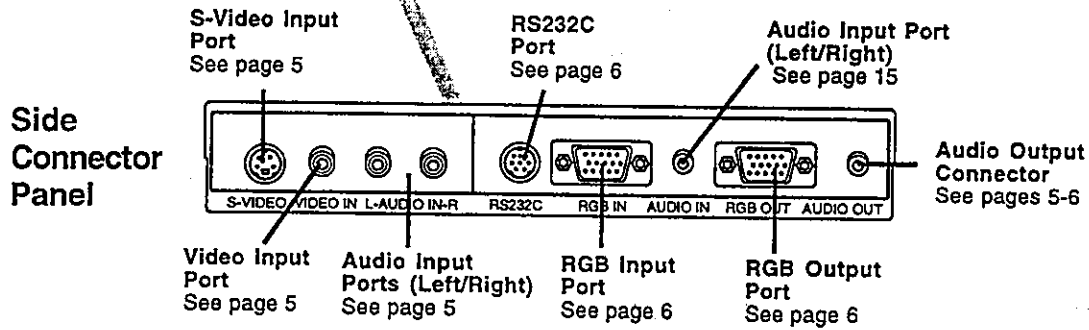
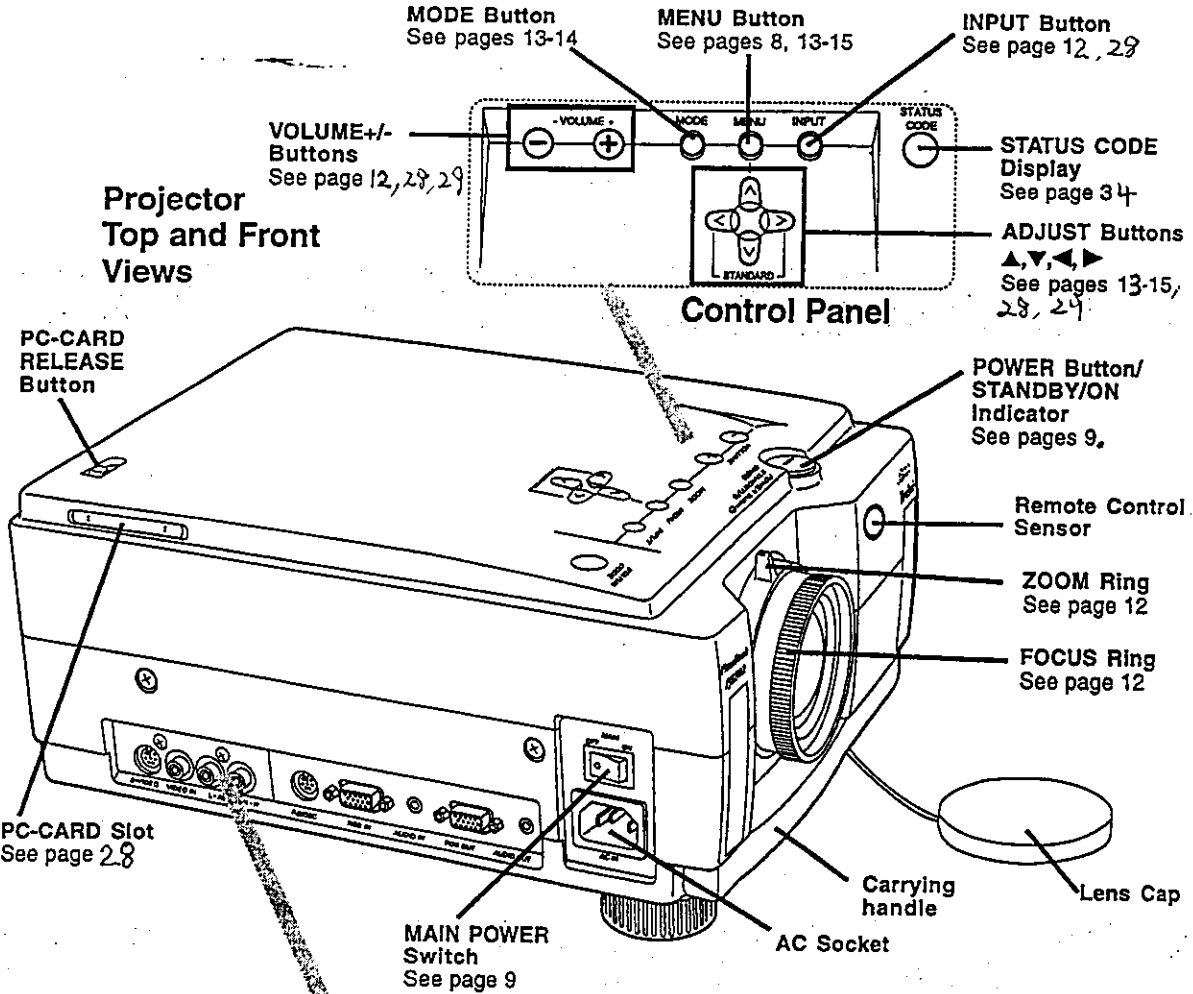
- For a larger image, turn the ring to the right.
- For a smaller image, turn the ring to the left.

Use the FOCUS Ring to adjust the focus of the image.

Turn the ring to the right or left until the image is at the optimum focus.



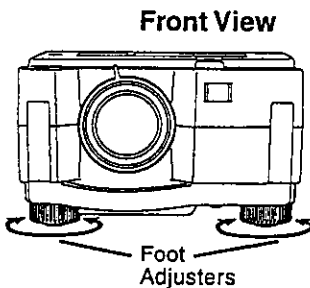
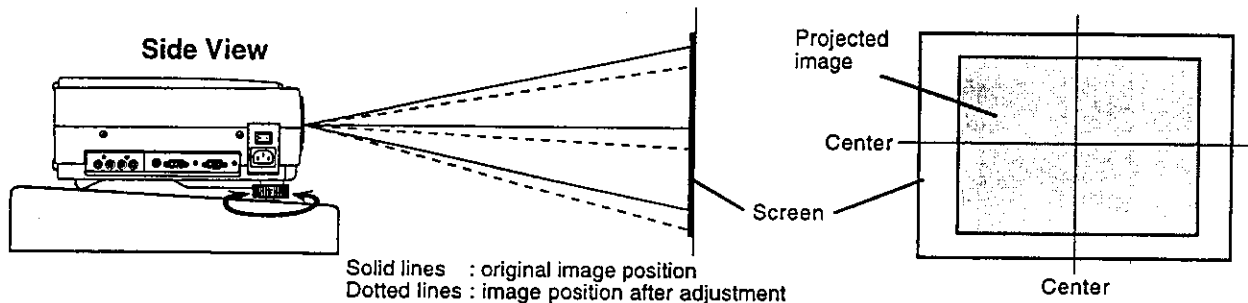
Projector Controls and Indicators



Centering the Projected Image

Place the projector on a stable, flat surface according to the Projector/Screen Relative Position Chart on page 7.

CAUTION: Depending on the relative position of the projector and the screen, improper adjustments may cause image distortion. To prevent the projector from wobbling, make sure both foot adjusters (see below) are in firm contact with the surface the projector is placed on.



Centering the projected image:

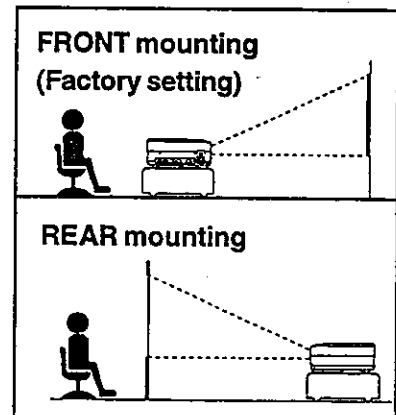
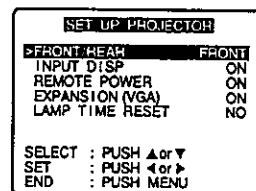
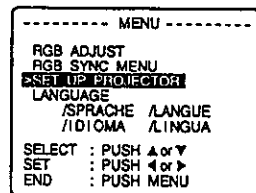
- To raise the image, turn foot adjusters clockwise (to the right).
- To lower the image, turn foot adjusters counterclockwise (to the left).

NOTE: For a distortion-free picture, it is very important that the projector be positioned so that it is perfectly horizontal. If necessary turn the Foot Adjusters in either direction to make fine adjustments.

Rear Screen Projection

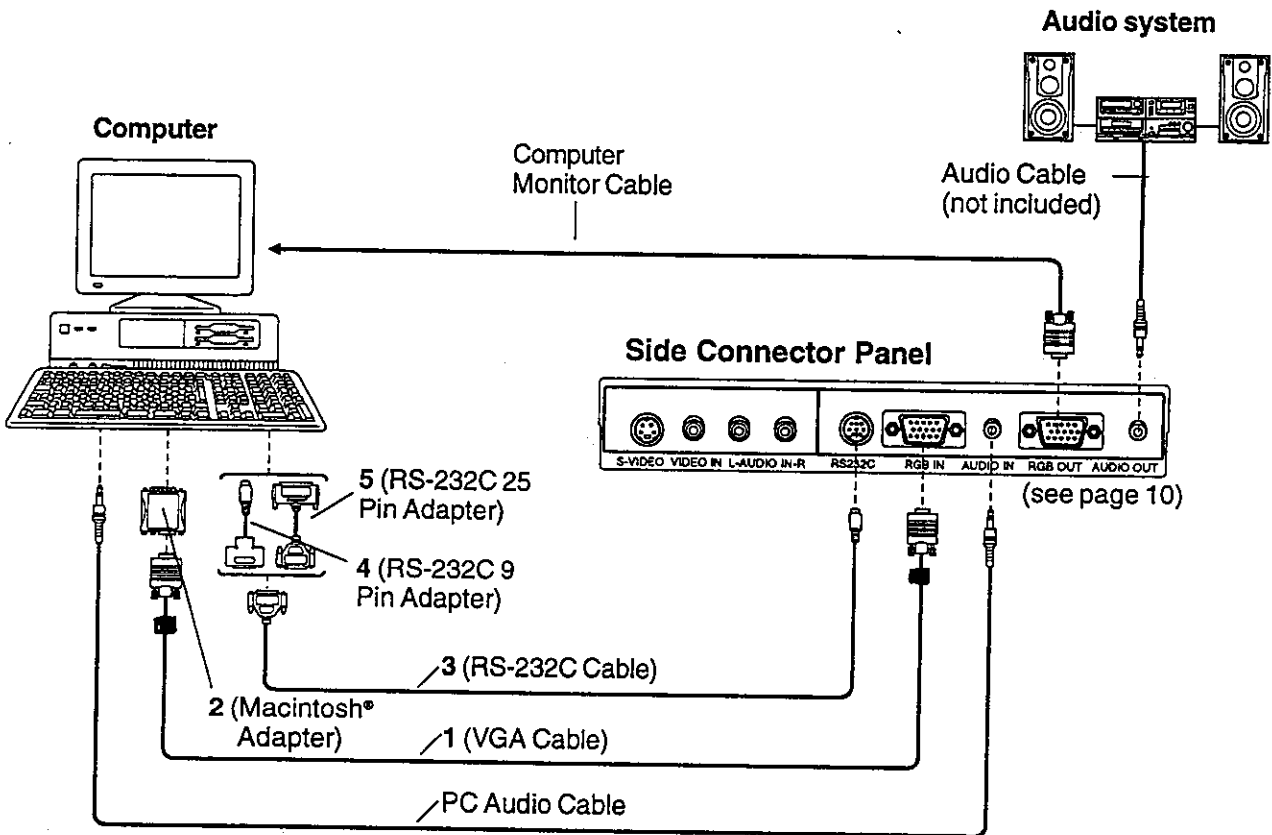
If you want to use rear screen projection, the projected image can be flipped to a mirror image.

- 1 Press MENU to display the menu.
- 2 Press ▲ or ▼ to select SET UP PROJECTOR, and then ◀ or ▶ to display the Set Up Projector screen.
- 3 Press ▲ or ▼ to select FRONT/REAR, and then ◀ or ▶ to select FRONT or REAR.
 - Select FRONT to return to the standard projection format.
 - Select REAR to switch to a mirror image of the input signal.
- 4 Press MENU twice to exit.



Connecting a Computer (RGB signal)

(Diagram numbers correspond with table numbers on page 5.)



Computer Connection Options

The RGB input accepts signals from VGA, SVGA, XGA (Compression), and Macintosh compatible computers without the need for any additional hardware other than the adapters indicated.

To connect the projector to a PC (IBM-compatible computer):

- Plug the VGA signal cable (supplied) correctly into the RGB IN terminal on the projector and the RGB signal Output terminal on your computer. Secure the plugs by tightening the thumb screws.

To connect the projector to a Macintosh series computer:

- First connect the Macintosh adapter to the Macintosh and the VGA signal cable, then connect the VGA signal cable to the RGB IN port on the projector. Secure the plugs by tightening the thumb screws.

To view images simultaneously on a monitor and the projection screen:

- Connect your computer monitor to the projector's RGB OUT port.

To use the Remote Control Unit in place of the computer's mouse:

- Plug the RS-232C Cable (supplied) securely into the RS-232C port of the projector and the RS-232C Output terminal on the computer. Secure the plugs by tightening the thumb screws.
- To connect to a Macintosh series computer, use the RS-232C 9P adapter. When connecting to a PC computer, use the RS-232C 25P adapter. Secure the plugs by tightening the screws.
- Install the ViewBook™ Mouse Driver software into your computer (see pages 18-22).

NOTE: A special cable may be needed when connecting to a PC that is not VGA, SVGA, or XGA (Compression), or Macintosh series computer.

Getting Started

Congratulations on purchasing a ViewSonic PJL802+ViewBook™ LCD Projector!
Important! Save the original box and all packing material for future shipping needs.

Package Contents

- ViewSonic PJL802+ViewBook LCD Projector
- Remote Control Unit
- Two AA batteries
- RGB video cable (LSJA0133) 15-pin HD mini D-sub
- Video/Audio cables
- RS-232C cable (LSJA0077)
- RS-232 9P-8P adapter
- RS-232C 9P-25P adapter
- PC audio cable
- Macintosh adapter
- Two AC power cables (U.S and Europe)
- ViewBook Mouse Driver diskettes (for Windows® 95, ~~Windows 3.1~~, and Macintosh®)
- JPEG Viewer diskette (Windows 95)
- ViewSonic installation file (VS*.inf) for Windows 95 (required for *Plug & Play*.)
- User's Guide

Unique Features

- Three-panel 0.9" LCD delivers true SVGA 800 x 600 and compressed XGA 1024 x 768** resolutions.
- At 12.8 pounds is **lightweight and compact**, offering portability and convenient storage.
- 600* ANSI Lumens with a 200:1 contrast ratio displays bright, clear images up to 300" in size.
- **Built-in PC Card slot** provides easy and worry-free presentations even without a computer.
- Includes a **Remote Control Unit with a back-light** that also acts as a **built-in mouse** for maximum versatility during presentations.
- **Plug & Play + Auto Mode** for easy installation.
- **Selectable input** of one video and one computer source.
- Provides both **front and rear projection**.
- Compatible with **PC and Macintosh**.
- **Outstanding 3-year limited warranty** with a 90-day protection warranty on the lamp.

*Peak brightness varies with lamp age and environmental conditions. ** 1024 x 768 (advanced video compression).

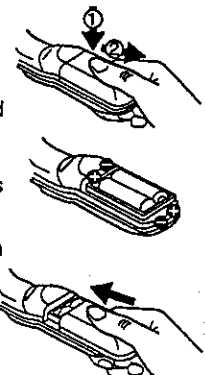
Installation Checklist

- 1 Write the serial number printed on the back of the projector in the space provided on page 1, labeled "FOR YOUR RECORDS".
- 2 With the MAIN POWER switch set to OFF (see page 9), connect the power cord to the back of the projector and then to the power source.
- 3a Check to make sure all equipment you wish to connect to the projector is powered-OFF (computers, VCR's, etc.), then connect them to the appropriate input and output ports on the side of the projector. (See pages 5-6.)
- 3b To connect a Macintosh, use the Macintosh adapter supplied with the projector.
- 4 Insert AA type batteries into the Remote Control Unit. (See instructions to the right.)
- 5 If you plan to connect a computer to the projector, set the computer's graphics card to 800 x 600 @ 60Hz refresh rate.

Installation is complete! Enjoy your new ViewSonic PJL802+ViewBook™ LCD Projector!

Inserting Batteries into the Remote Control Unit

- 1 Open the battery compartment cover. Push the marked cover down firmly [1] and pull toward you to remove it [2].
- 2 Insert the batteries (AA type) with the polarities (+,-) facing the direction shown to the right.
- 3 Replace the compartment cover.



CAUTION:

- When inserting batteries, be careful to insert them according to the correct polarities (+,-).
- Replace both batteries at the same time. Do not combine old and new batteries together.
- Never mix alkaline with manganese batteries.
- If not using the Remote Control Unit for an extended period, remove the batteries.

FCC Caution

To assure continued FCC compliance, use only the provided grounded power supply cord and prevent undesirable interference, use only the provided shielded VGA cable with 2 ferrite cores while connecting LCD to computer and all other connecting cables should be shielded. Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

Important Safety Precautions



CAUTION: Please read all of these instructions for installation, use and service before you operate the projector. Improper use of the projector can result in potential electrical shock or fire hazard.

If any of events listed below occur, switch projector OFF, pull power plug out of power source, and contact ViewSonic® Customer Support (see back cover):

- If there is an abnormal smell or smoke
- If suddenly there is no picture, no sound, or an abnormal sound
- If water or any other liquid enters the projector

To prevent possible electric shock or fire, handle power cord and power plug with care:

- Do not touch the power cord with wet hands.
- **TO DISCONNECT THE UNIT FROM THE POWER SOURCE, GRASP THE POWER PLUG, AND PULL. DO NOT PULL THE POWER CORD ITSELF.**
- Do not damage the power cord by pulling, bending, heating, or placing heavy objects on it.

To prevent possible electric shock or fire, keep liquids away from projector:

- Do not use the projector near water (such as a shower, sink, etc.).
- Do not put an open container with liquid on or near the projector (such as a vase, open beverage container, etc.).

Do not insert a foreign object into any part of the projector:

- To prevent electric shock or fire, do not insert a metal or flammable object through the ventilation holes, etc.
- If foreign matter enters the projector, switch it OFF and pull the power plug out of the power source.
- Prevent small children from inserting objects into the projector.

Only use recommended power source:

- Do not use any power source that has a voltage other than what this user's guide specifies. See page 30

To prevent possible eye damage, do not look directly into projector lens when lamp is lit:

- Do not point the Remote Control Unit near anyone's eyes while the laser pointer is activated.
- Prevent all persons, especially small children, from looking into the projector lens when the lamp is lit.

Do not subject projector to physical shock or place projector on unstable surface:

- Do not place the projector in a location where it is likely to be struck or bumped into.
- Avoid placing the projector on a shelf, cabinet, etc. that cannot adequately support its weight, or that is on an inclined floor.
- When the projector is placed on a table with casters, set the caster stoppers to prevent movement.

To prevent damage from heat build-up:

- Do not place the projector in direct sun light or near a source of heat like a furnace, electric heater, etc.
- Do not block ventilation holes (by placing the projector on its side, or on a carpet, bedspread etc.)
- Place the projector at least 10cm from any wall (allowing space for the ventilation holes).

Do not place projector in moist or dusty place:

- Do not place the projector in an area containing steam (from a humidifier, etc.) dust, or soot (from a stove, etc).

If projector will not be used for long time, pull out power plug and close lens cover.

