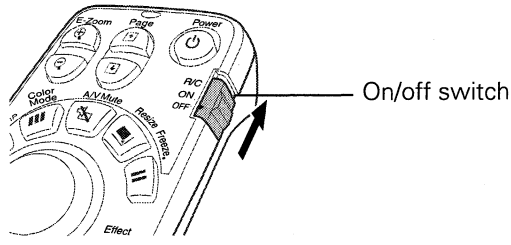
Activating and Using the Remote Control

The remote control has an on/off switch on its side, as shown. Before using the remote, make sure batteries are installed as described on page 50, then push up on the on/off switch to turn it on.



note

If the ◌ pointer button is pressed longer than 10 seconds, the remote control stops operating to conserve power. Releasing the button resumes normal operation.

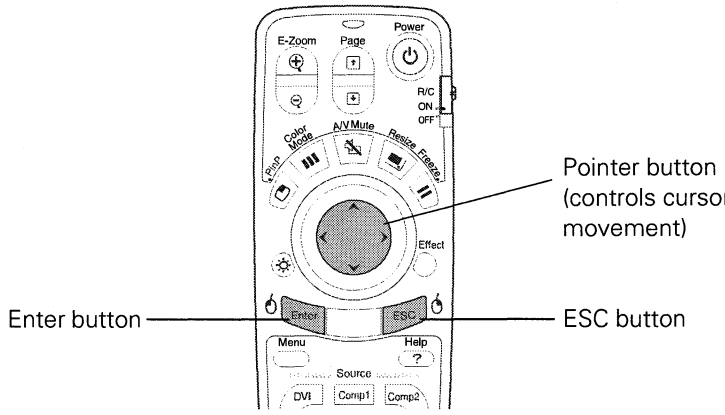
Turn off the remote control before transporting or storing it; this prevents the batteries from discharging if something presses against one of the buttons.

Here are some additional tips:

- Point the remote control either at the front or back of the projector, or at the screen.
- Stand within about 30 feet of the projector. If you want to operate the projector from a greater distance, a remote control cable set is available (see page 12).
- When presenting in a darkened room, press the ☼ light button to make the buttons on the remote light up temporarily.
- Avoid using the remote under bright fluorescent lamps or in direct sunlight, or the projector may not respond properly.

Using the Navigation Buttons

The remote control has various buttons that let you navigate the projector's help and menu systems; they also let you use the drawing tools to highlight your presentation. If you've connected a computer, the buttons can be used in place of your computer's mouse, letting you walk about freely while controlling your presentation.



For details on using the buttons to control specific features, see the following sections:

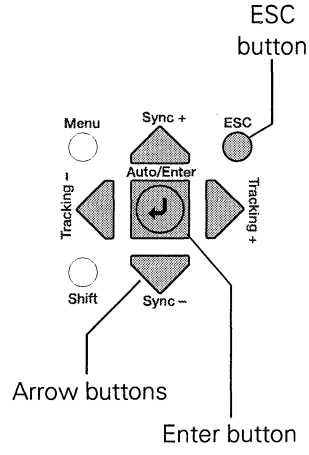
- to highlight your presentation, see page 56
- to use the remote control in place of your computer's mouse, see page 58
- to navigate the projector's menu system, see page 62

note

If you've installed the EasyMP.net option, you can also use these buttons to control the EasyMP features.

note

The projector has equivalent buttons that you can use on its control panel:



Controlling Multiple Projectors

If you're using more than one projector, you can control all the projectors—or just selected ones—by using the projector ID system. To operate a projector, you have to set the remote control's ID to match that of the projector. Or you can control all of the projectors simultaneously by setting the remote control's ID to zero.

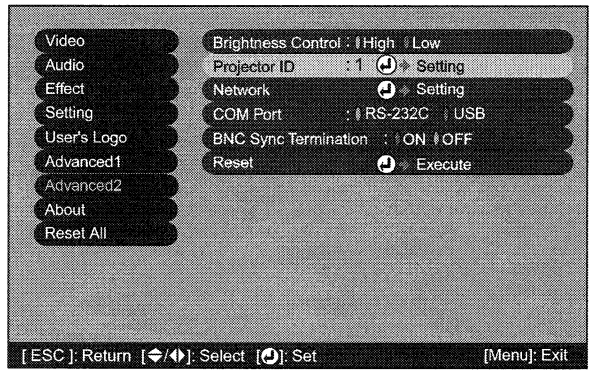
Setting the Projector ID

The projector's default ID is 1. If you need to change it, follow these steps:

1. Press the **Menu** button on the remote control.

   You see the projector's menu screen.

2. Enter the **Advanced2** menu and highlight **Projector ID**.

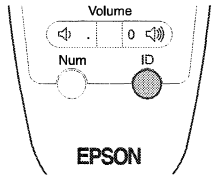


3. Press the right or left side of the ⊕ pointer button to increase or decrease the ID value.
4. Press **Enter** to set the value.
5. When done, press **ESC** to exit the menu system.

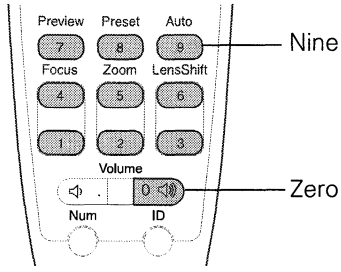
Setting the Remote Control ID

The remote control's default ID is zero. If you need to change it, follow these steps:

1. Press the **ID** button on the remote control. You see it light up.



2. Press one of the numbered buttons on the remote control to select the desired ID (0 through 9). Select zero to control all projectors, or select a number to match the ID of the projector(s) you want to operate.



The **ID** button's light shuts off and the new ID is registered.

If you would like to check the remote control's current ID, do the following:

1. Press the **ID** button twice in succession. After a moment, the button flashes.
2. Count the number of flashes; this number corresponds to the remote control's ID.

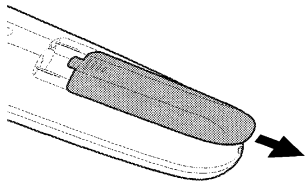
Replacing the Batteries

If the projector stops responding to the remote control, check the following:

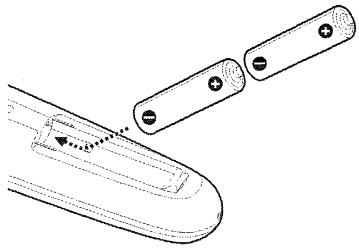
- Make sure the remote control's on/off switch (shown on page 46) is in the **ON** position.
- Press the ☼ light button and check to see if the buttons on the remote control light up. (If you're in a bright room, you may not be able to see them light.)

If the buttons do not light up, replace the batteries as described below:

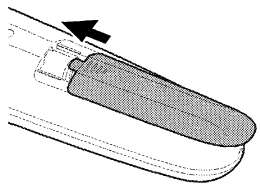
1. Turn the remote control over.
2. Slide the battery compartment cover open.



3. Install two AA batteries, inserting the flat (negative) ends in first.



4. Slide the cover back in place.



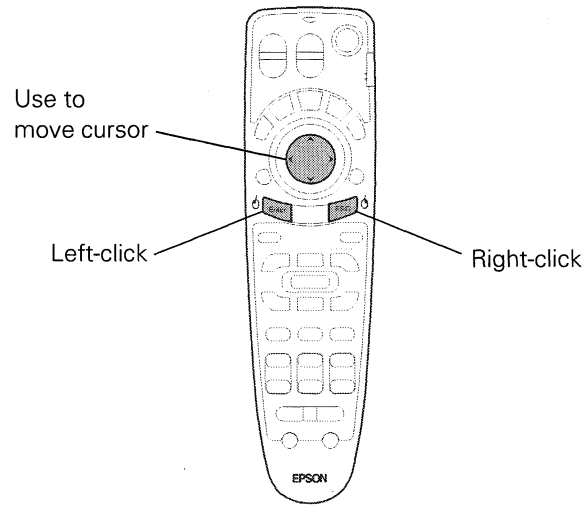
caution

When replacing batteries, take the following precautions:

- *Replace the batteries as soon as they run out. If the batteries leak, wipe away battery fluid with a soft cloth. If fluid gets on your hands, wash immediately.*
- *Do not expose batteries to heat or flame.*
- *Dispose of used batteries according to local regulations.*
- *Remove the batteries if you won't be using the projector for a long period of time.*

Operating Your Computer with the Remote Control

If you've connected a computer as described in Chapter 1, you can use the remote control in place of your computer's mouse. This gives you more flexibility when delivering PowerPoint and other slideshow-style presentations, since you won't have to stand next to the computer to change slides.

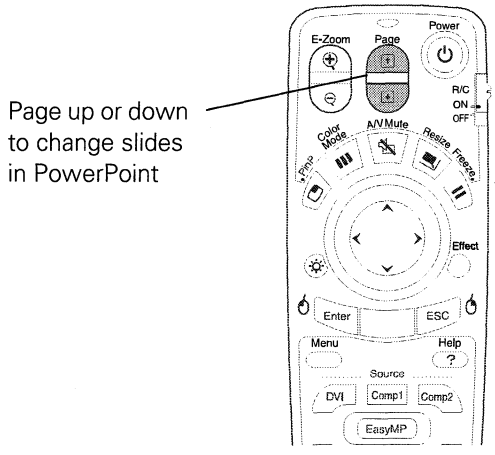


note

To drag-and-drop, hold down the Enter *button for about one second until it lights. Then use the ◌ pointer button to drag the object. When it's positioned where you want it, press* Enter *to release it.*

To use the remote control this way, you have to connect a USB cable between your computer and the projector (see page 27).

While projecting a PowerPoint presentation, this setup also lets you use the **Page** buttons to move through your slideshow.



Creating Your Own Startup Screen

You can transfer any image from your computer or video source to the projector, and then use it as your startup screen. You can also use it as the screen to be displayed when the projector is not receiving a signal or when you press the A/V Mute button. The image can be a company logo, slogan, photograph, or any other image you want to use.

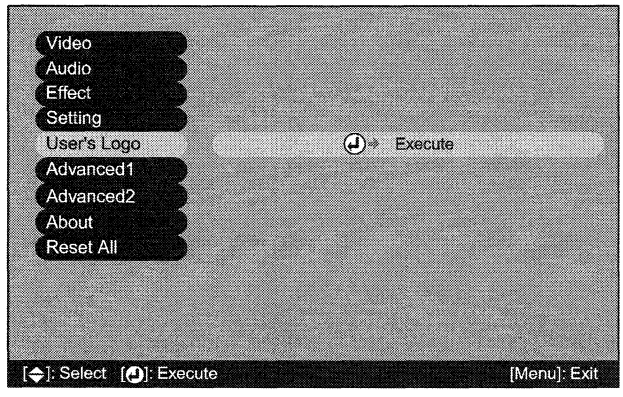
note

You can also turn off the message you see when there is no signal, or when you change picture sources or color modes (see page 72).

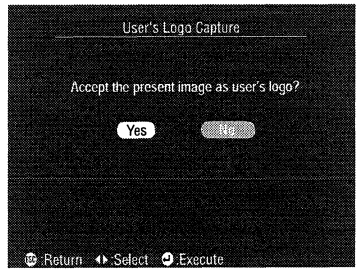
Capturing the Image

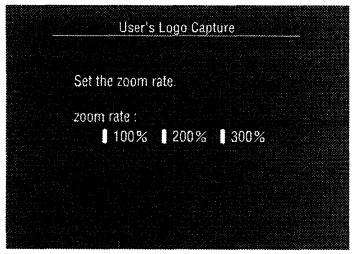
Start by displaying the image you want to use. It can be an image from either a computer or video source such as a DVD player or digital camera. Then follow these steps to capture the image and transfer it to the projector:

1. Press the Menu button on the remote control, highlight the User's Logo menu, and press Enter.



2. When you see the screen shown at right, select Yes and press Enter. A selection box displays over the image.
3. Use the ◆ pointer button to select the area of the image you want to use. Then press Enter.
4. When you see the message "Select this image?" highlight Yes and press Enter.





5. Use the arrow buttons to select a zoom rate (display size), and then press Enter.
6. When the message "Save image as user's logo?" appears, select Yes and press Enter. Confirm as needed.

   Saving the logo may take a few moments. Do not use your projector or video source (computer, DVD player, etc.) while the logo is being saved.
7. When you see the message "Completed," press ESC to return to the menu screen.

Choosing When to Display the Image

After your image is saved, you can set it up as the startup screen, or the screen you see when there's no signal or when you press the A/V Mute button (see page 53).

1. Press the Menu button to display the menu screen (if not already displayed).
2. To display your image as the startup screen, highlight the Advanced 1 menu, then press Enter. Select Startup Screen, highlight ON, then press Enter.

   To display your image on the No-Signal or A/V Mute screen, continue with the following steps.
3. Highlight the Setting menu, then press Enter.
4. Select the screen(s) on which you want your image to appear:
   - Highlight No-Signal Msg. if you want to display your image (instead of a blank screen) when there is no video signal incoming from the currently selected source.
   - Highlight A/V Mute if you want your image to appear when you press the A/V Mute button.
5. Select Logo, then press Enter. This sets your image as the screen to be displayed. (Or select Blue if you prefer to display a blue screen instead.)
6. When you're finished, press ESC to exit.

note

To be able to preview images on an external monitor after pressing A/V Mute (see page 28), select Black *as the A/V Mute screen color.*

Solving Problems with the Remote Control

The projector doesn't respond to remote control commands.

- Make sure the remote control is turned on using the switch on its side (see page 46).
- Make sure the remote control ID matches the ID of the projector you want to operate (see page 48). If you don't know the projector ID, set the remote control ID to zero; this lets it work with any projector.
- If you've held down the ⊕ pointer button for more than 10 seconds, the remote control may have gone into sleep mode. Releasing the button restores normal operation.
- The remote control's batteries may not be installed correctly or may be low on power. To change the batteries, see page 50.
- Make sure you are within 30 feet (9 meters) of the projector, and within range of the projector's front or back sensor (approximately 30° to left or right and 15° above or below).
- Dim the room lights and turn off any fluorescents. Make sure the projector is not in direct sunlight. Strong lighting, especially fluorescent lights, may affect the projector's infrared receivers.
- Turn off any nearby equipment that emits infrared energy, such as a radiant room heater.

You've connected a computer and you can't control the mouse pointer with the remote control.

Make sure the cable is securely connected to both your computer's USB port and the projector's USB port (see page 27).

Remote Control Information

You can operate the projector by remote control via a line-of-sight infrared (IR) receiver at the front and rear of the projector. The projector may not respond to remote control commands under the following conditions:

- There is an object between the remote control IR emitter and the IR receiver on the projector.
- Ambient light is too bright.
- Certain types of fluorescent lighting are used.
- A strong light source shines into the IR receiver.
- Other equipment that emits infrared energy, such as a radiant room heater, is in the room.

These conditions commonly cause problems for most infrared-controlled equipment. Try the following:

- The remote control's batteries may be low on power; replace them.
- Dim the ambient lighting and/or turn off any fluorescent lights.
- Close any window coverings and/or move the projector out of direct sunlight.
- Turn off other equipment that emits infrared energy.