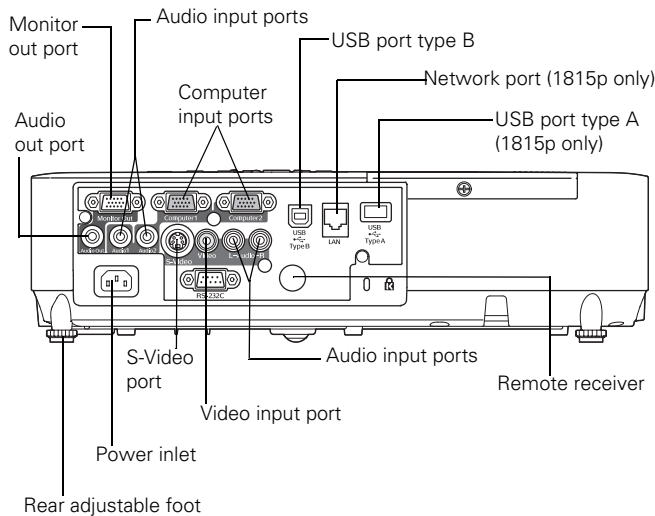
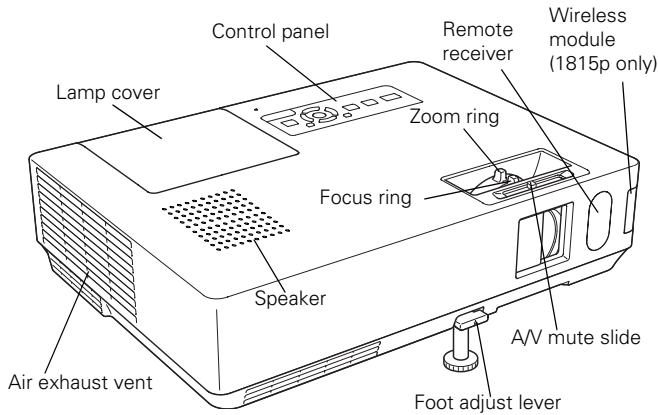


## Projector Parts



## Specifications

### General

Type of display	Poly-silicon TFT active matrix
Resolution (native format)	1024 × 768 pixels (XGA)
Color reproduction	Full color, 16.8 million colors
Brightness	3,500 lumens (high brightness) 2,700 lumens (low brightness)
Contrast ratio	500:1
Image size (diagonal)	30 to 300 inches (0.8 to 7.6 meters)
Projection distance	2.7 to 48.2 feet (0.8 to 14.7 meters)

Projection methods	Front, rear, upside-down (ceiling mount)
Internal sound system	5 W monaural
Optical aspect ratio	4:3 (horizontal:vertical) (supports 16:9)
Zoom ratio	1:1.6
Noise level	32 dB (low brightness) 37 dB (high brightness)
Keystone correction	±30° vertical (automatic) ±45° vertical (manual) ±45° vertical (Quick Setup) ±25° horizontal (manual/Quick Setup)
Mouse compatibility	Supports USB (type B)

### Projection Lamp

Type	UHE (Ultra High Efficiency)
Power consumption	210 W
Lamp life	Approx. 3,000 hours (low brightness) Approx. 2,500 hours (high brightness)
Part number	V13H010L40

### Remote Control

Range	20 feet (6 meters)
Batteries (2)	Alkaline AAA

### Dimensions

Height	3.4 inches (86 mm), feet retracted
Width	13.6 inches (345 mm)
Depth	10.1 inches (257 mm)
Weight	PowerLite 1810p: 6.5 lb (2.9 kg) PowerLite 1815p: 6.9 lb (3.1 kg)

### Electrical

Rated frequency	50/60 Hz AC
Power supply	100 to 120 VAC, 3.4A 200 to 240 VAC, 1.5 A
Power consumption	
Operating:	100 to 120 VAC, 306 W 220 to 240 VAC, 286 W
Standby (network off):	100 to 120 VAC, 2.6 W 220 to 240 VAC, 4.6 W

**Environmental**

Temperature Operating: 41 to 95 °F (5 to 35 °C)  
Storage: 14 to 140 °F (-10 to 60 °C)

Humidity Operating: 20 to 80% RH  
(non-condensing) Storage: 10 to 90% RH

Operating altitude Up to 7,500 feet (2,286 meters)

**Safety and Approvals**

United States FCC 47CFR Part15B Class B (DoC)  
UL60950 Third Edition

Canada ICES-003 Class B  
CSA C22.2 No. 60950

CE Marking Directive 73/23/EEC  
Directive 89/336/EEC  
IEC 60950 Third Edition  
EN 55022, EN 55024

**Compatible Video Formats**

The projector supports the high definition video and computer display formats listed below, as well as traditional NTSC, PAL, and SECAM video standards. To project images output from a computer, the computer’s video card must be set at a refresh rate (vertical frequency) that is compatible with the projector. Some images are automatically resized using Epson’s SizeWize™ technology to display in the projector’s native format (XGA). The frequencies of some computers may not allow images to display correctly; see your computer’s documentation for details.

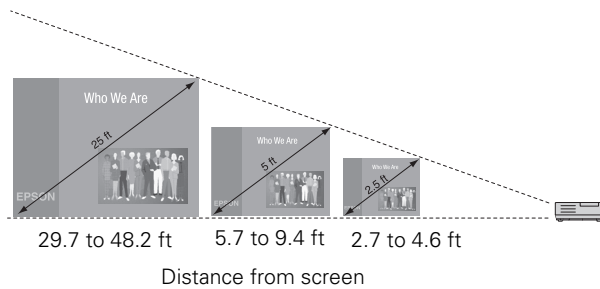
Mode	Refresh Rate (Hz)	Resolution
VGA EGA	70	640 × 350
VGA—60	60	640 × 480
VESA—72	72	640 × 480
VESA—75	75	640 × 480
VESA—85	85	640 × 480
VGA—120	120	640 × 480
SVGA—56	56	800 × 600
SVGA—60	60	800 × 600
SVGA—72	72	800 × 600
SVGA—75	75	800 × 600
SVGA—85	85	800 × 600
SVGA—120	120	800 × 600
XGA—60	60	1024 × 768
XGA—70	70	1024 × 768
XGA—75	75	1024 × 768
XGA—85	85	1024 × 768
XGA—120	120	1024 × 768

Mode	Refresh Rate (Hz)	Resolution
SXGA1—70	70	1152 × 864
SXGA1—75	75	1152 × 864
SXGA1—85	85	1152 × 864
SXGA1—1205	120	1152 × 864
SXGA2—60	60	1280 × 960
SXGA2—75	75	1280 × 960
SXGA2—85	85	1280 × 960
SXGA+60	60	1400 × 1050
SXGA+75	75	1400 × 1050
SXGA+85	85	1400 × 1050
SXGA3—60	60	1280 × 1024
SXGA3—75	75	1280 × 1024
SXGA3—85	85	1280 × 1024
UXGA—60	60	1600 × 1200
iMAC VGA	117	640 × 480
iMAC SVGA	95	800 × 600
iMAC XGA	75	1024 × 768
MAC13	67	640 × 480
MAC16	75	832 × 624
MAC19	75	1024 × 768
MAC19—60	59	1024 × 768
MAC21	75	1152 × 870
NTSC	60	
NTSC 4:43	60	
PAL	50	
N—PAL	50	
M—PAL	60	
PAL—60	60	
SECAM	50	
HDTV (720p)	60	
HDTV (720p)	50	
HDTV (1080i)	60	
HDTV (1080i)	50	
SDTV (480p)	60	
SDTV (576p)	50	
TV480i	60	
TV625i	50	

**Positioning the Projector**

If the projector isn’t already installed in the room you’re using, you’ll probably want to place it on a table in front of the screen. This lets you stand in the front of the room, face the audience, and remain close enough to the equipment to be able to control it. Try to leave as much space as possible between the projector and the screen to get a good-size image.

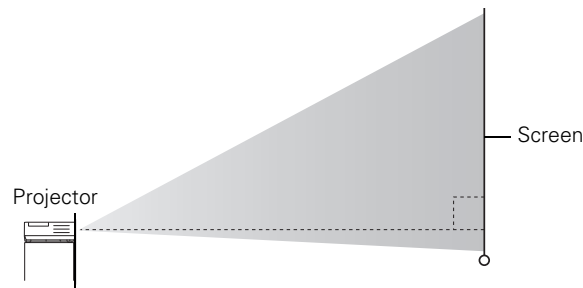
Use the figure below to help you determine placement. Image size increases with distance, but can vary depending on how you position the zoom ring and whether you've adjusted the image with other settings.



Also keep these considerations in mind:

- ❑ Place the projector on a sturdy, level surface.
- ❑ Make sure there is plenty of space for ventilation around and under the projector. Do not set the projector on top of anything that could block the vents under the projector.
- ❑ Make sure the projector is within 10 feet of a grounded electrical outlet or extension cord.

Ideally, you should place the projector directly in front of the center of the screen, facing it toward the screen squarely. The base of the lens should be at about the level of the bottom of the screen.



If you place the projector below screen level, you'll have to tilt it up by extending the front adjustable foot. This causes the image to become "keystone" shaped, but you can correct the distortion.

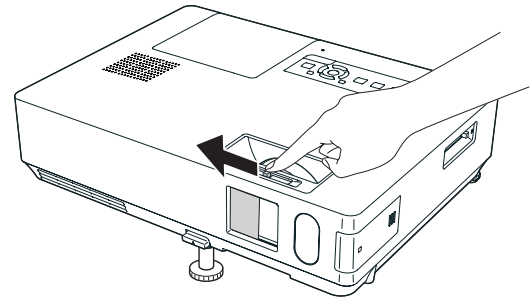
## Turning On and Off the Projector

### Turning On the Projector

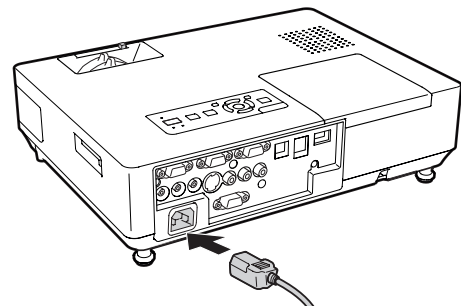
Turn on any connected computer or video equipment before starting the projector so it can automatically detect and display the image source. If you turn on the projector first or have multiple pieces of connected equipment, you may have to select the image source manually (see page 5).

Follow these steps to turn on the projector:

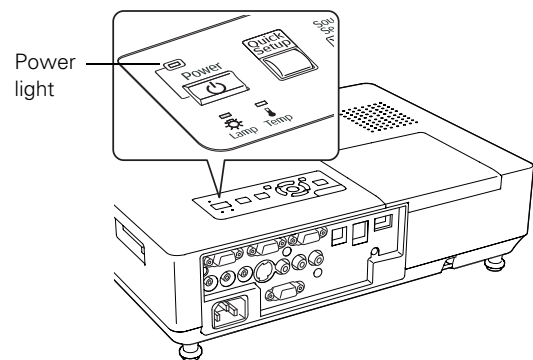
1. Open the A/V mute slide (lens cover).




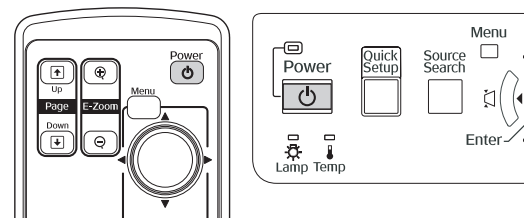
2. Plug one end of the power cable into the projector, and the other end into an electrical outlet.



The Power light turns orange.



3. Press the  Power button on the remote control or on top of the projector.



The projector beeps once and the **Power** light flashes green as the projector warms up, then an image begins to appear. When the **Power** light stops flashing and remains green, the projector is ready for use.

4. If you are prompted to enter a password, see page 9.

**Warning:**

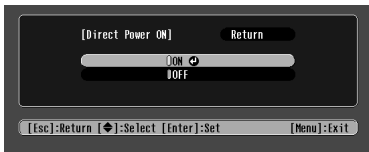
*Never look into the lens when the lamp is on. This can damage your eyes and is especially dangerous for children.*

### Using the Direct Power On Function

The Direct Power On function enables faster setup. The projector starts up automatically when you plug it in or turn it on with a wall switch. You don't have to press the **Power** button.

Follow these steps to enable Direct Power On:

1. Press the **Menu** button on the remote control or projector and select the **Extended** menu.
2. Choose **Operation** and press **Enter**.
3. Choose **Direct Power On** and press **Enter**.



4. Highlight **On** and press **Enter**.
5. Press **Menu** to exit. The setting will take effect the next time you plug in the projector.

*Note: If a power outage occurs when Direct Power On is enabled and the projector is plugged in, the projector will start when the power is restored.*

### Shutting Down the Projector

This projector incorporates Instant Off technology. To turn it off, you can press the **Power** button, unplug it, or turn off a power switch that supplies power to the projector. You don't have to wait for the projector to cool off first.

1. To turn off the projector, press the **Power** button on the remote control or projector. You see a confirmation message. If you don't want to turn it off, press any other button.



2. Press the **Power** button again. The projection lamp turns off and you can unplug the power cord.

If you want to turn the projector on again, make sure the orange **Power** light is not flashing, then press the **Power** button.

*Note: Turn off this product when not in use to prolong the life of the projector. Lamp life results vary depending on the mode selected, environmental conditions, and usage.*

### Sleep Mode

You can set the projector to automatically turn off the lamp and enter "sleep mode" when it has not received any signals for up to 30 minutes. This conserves electricity, cools the projector, and extends the life of the lamp. You can enable sleep mode in the **Extended** menu under **Operation**. If you are done using the projector, unplug the power cord. If you want to start projecting again, press the **Power** button.

### Troubleshooting Display Problems

#### You Can't Project an Image


If you don't see the image you are trying to project, try the following:

- Make sure the cables are connected correctly.
- Make sure the **Power** light is green and not flashing and the A/V mute slide (lens cover) is open.
- If you've connected more than one computer and/or video source, you may need to press the **Source Search** button on the projector's control panel or **Search** button on the remote control to select the correct source. (Allow a few seconds for the projector to sync up after pressing the button.)
- If you're using a PC notebook, see below.

#### The Projector and Notebook Don't Display the Same Image

If you're projecting from a notebook, and you can't see your image on the projection screen and on your computer at the same time, follow these guidelines:

##### If you're using a PC notebook:

- On most systems, there's a function key that lets you toggle between the LCD screen and the projector, or display on both at the same time. It may be labeled **CRT/LCD** or have an icon such as . You may have to hold down the **Fn** key while pressing it. Allow a few seconds for the projector to sync up after changing the setting.
- If the function key doesn't permit you to display simultaneously on both screens, you should check your monitor settings to make sure both the LCD screen and the external monitor port are enabled.

From the Control Panel, open the Display utility. In the Display Properties dialog box, click the **Settings** tab, then click **Advanced**. The method for adjusting the settings varies by brand; you may need to click a **Monitor** tab, then make sure the external Monitor port is set as your primary display and/or enabled. See your computer's documentation or online help for details.

#### If you're using Mac OS X:

You may need to set up your system to display on the projector screen as well as the LCD screen. Follow these steps:

1. From the Apple® menu, select **System Preferences**, then click **Displays**.
2. Select **VGA Display** or **Color LCD**, click **Arrange** or **Arrangement**, and make sure **Mirror Displays** is checked.

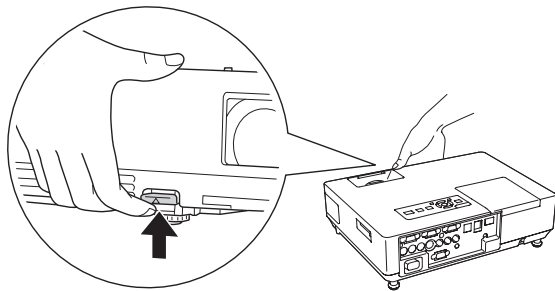
## Adjusting the Image

Once you see your image, you may need to make certain adjustments, as described in this section.

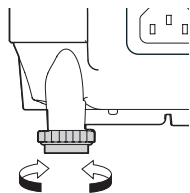
### Adjusting the Height of the Image

If the image is too low on the screen, you can use the front adjustable foot to raise it.

1. Stand behind the projector. Press the foot release lever up and lift the front of the projector.



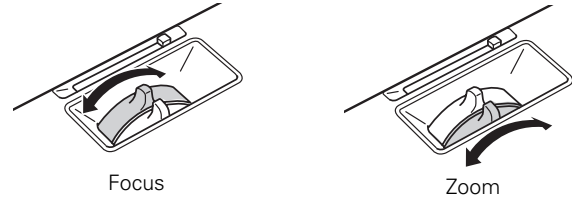
2. Once the image is positioned where you want it, release the lever to lock the foot in position.
3. If necessary, you can fine-tune the height or level the image by turning any of the projector's adjustable feet.



Raising the projector causes the image to distort or "keystone," but you can correct the shape as described in the next section.

## Focusing and Zooming the Image

To sharpen the image, turn the focus ring on the projector. To reduce or enlarge the image, turn the zoom ring on the projector.



If the image still isn't large enough, you may need to move the projector farther away from the screen. You can also use the **E-Zoom** buttons on the remote control to zoom in on a portion of the image. See page 8 for instructions.

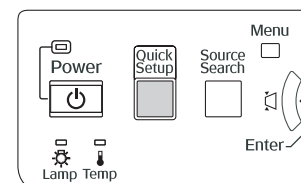
## Adjusting the Image Shape

You can maintain a square or rectangular image by placing the projector directly in front of the screen and keeping it level. This also produces the best picture quality. If the projector is tilted up or placed at an angle, you'll need to correct the image shape by using one of the functions described below.

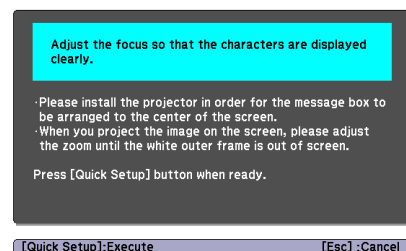
### Automatic Image Adjustment

Use the projector's **Quick Setup** feature to set up quickly for a presentation. This function automatically corrects the shape and position of the image to fit on a screen with a 4:3 aspect ratio. It can correct image distortion when the projector is placed up to a 45° angle to the screen (vertically) and 20° (horizontally).

1. Press the **Quick Setup** button on the projector's control panel.



You see a projected message:



2. Aim the projector so the message appears near the middle of the screen. Then use the zoom ring to enlarge the image so the white frame (not shown above) extends beyond the edges of the screen on all sides.
3. Press the **Quick Setup** button again. Two white boxes flash momentarily onto the screen, and the adjustment is complete. Your projected image now fits on the screen (some slight overlap is normal).

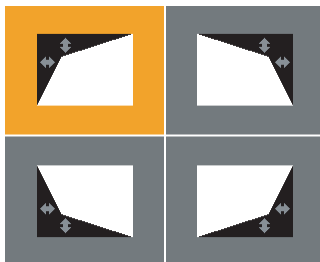
The Quick Setup adjustment is retained when the projector is turned off. If the projector is installed in a fixed location, you won't need to repeat the adjustment each time you turn it on. To fine-tune the Quick Setup adjustment, use Quick Corner®.

**Using Quick Corner**

Use Quick Corner to adjust the shape and size of the image when it's uneven on all sides, or to finely adjust the image after performing Quick Setup. If you just used Quick Setup, you can use the projector's arrow buttons to make the Quick Corner adjustment. If not, you'll have to select Quick Corner as follows:

1. Press the **Menu** button on the remote control or on the projector's control panel.
2. Select the **Settings** menu and press **Enter**.
3. From the Settings menu, select **Keystone** and press **Enter**.
4. Select **Quick Corner** and press **Enter**.

You see this screen:

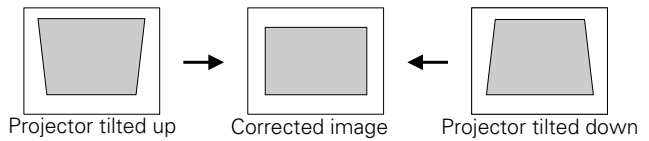


5. Use the **⊙** pointer button on the remote control (or the arrow buttons on the projector) to select the corner you want to adjust, and press **Enter**.
6. Use the **⊙** pointer button on the remote control (or the arrow buttons on the projector) to adjust the shape.
7. Repeat steps 5 and 6 as needed to adjust any remaining corners.

When done, press **Menu** to exit the menu system.

**Using Keystone Correction**

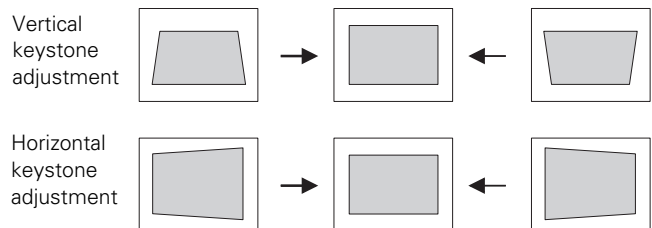
The projector automatically corrects vertical keystone distortion when it is tilted within a range of 30° up or down.



It takes about one second after projection starts for the image to be corrected. During this time, a vertical keystone correction gauge appears on the screen. If keystone correction isn't automatically performed, you may need to turn on the **Auto V-Keystone** setting in the projector's menu system.

You can manually adjust the shape of the image to compensate for vertical and horizontal keystone distortion. First make sure the Keystone setting in the projector's menu system is set to **H-Keystone** or **V-Keystone**:

1. Press the **Menu** button on the remote control (or on the projector's control panel).
2. Select the **Settings** menu and press **Enter**.
3. From the Settings menu, select **Keystone** and press **Enter**.
4. Select **H/V-Keystone** and press **Enter**.
5. Select **H-Keystone** (for horizontal adjustment) or **V-Keystone** (for vertical adjustment) and use the **◀** and **▶** arrow buttons to adjust the shape of the image.

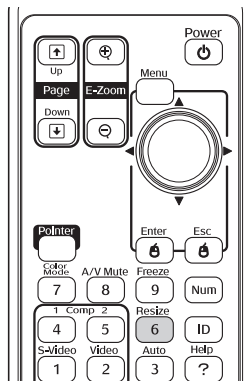


If the image becomes smaller, use the zoom ring to enlarge the image so it fits the screen. If the image contains faint lines or a gridlike pattern, decrease the sharpness setting.

**Resizing Video images**

You can use the **Resize** button on the remote control to adjust how an image fits into the display area. Press **Resize** to switch the aspect ratio between 4:3 and 16:9. This lets you play certain digital video images or movies recorded on certain DVDs in

16:9 widescreen format. You can also select **16:9 (Up)** or **16:9 (Down)** to reposition videos to accommodate subtitles or supertitles.



For computer images, select **Normal** to automatically resize the image and make the best use of the display area.

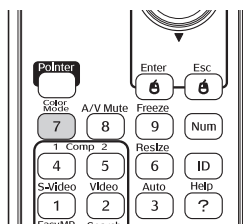
### Adjusting the Brightness

The brightness of an image depends on the source you are projecting and the amount of light in the room. If the image is too bright or not bright enough, do one of the following:

- Change the **Brightness** setting in the Image menu.
- Select **Low** or **High** for the **Brightness Control** option in the Setting menu. Low Brightness mode extends the life of the lamp and decreases the fan noise.

### Selecting the Color Mode

The Color Mode adjusts the brightness, contrast, and color for various common viewing environments. Use this setting to quickly obtain a good picture.



Press the **Color Mode** button on the remote control, and then select from one of these options:

- Presentation:** For giving color presentations in a bright room.
- Text:** For giving black-and-white presentations in a bright room.
- Theatre:** For watching movies in a darkened room; gives images a natural tone.
- Photo:** For vivid, high-contrast still images in a bright room.

- Sports:** For vivid TV images projected in a bright room (video, S-video, or composite video only).
- Game:** Increases brightness when playing video games or watching TV in a bright room. Emphasizes dark gradations.
- sRGB:** Matches the color palette of standard sRGB computer displays.
- Blackboard:** Projects accurate colors on a green chalkboard (adjusts the white point).
- Customized:** For manual color adjustment

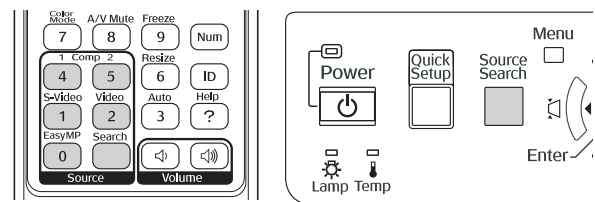
## Using the Remote Control

When using the remote control, stand within 20 feet of the projector. Point the remote control either at the projector or at the screen (the projector's front sensor can detect signals bounced off the screen). Press the button for the function you want to use. Avoid using the remote under bright fluorescent lamps or in direct sunlight, or the projector may not respond properly.

### Switching Between Picture Sources

If your projector is connected to more than one computer and/or video source, you can switch between the different sources:

- The easiest way to select your source is to press the **Search** button on the remote control (or the **Source Search** button on the projector) repeatedly until you see the image you want on the screen.



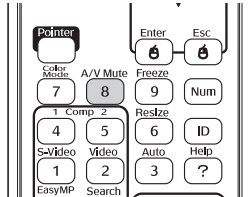
- On the remote control, there are several **Source** buttons. Use them to switch between equipment connected to the port identified on each button, or to use EasyMP (PowerLite 1815p only).

After you select a source, the screen goes dark for a moment before the image appears.

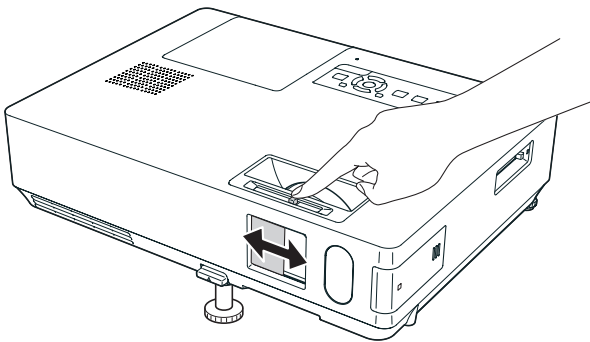
## Turning Off the Picture and Sound

You can temporarily turn off the image and sound when you want to redirect your audience's attention. There are two ways to do this:

- ❑ Press the **A/V Mute** button on the remote control. This turns the image off and stops the sound. To turn the image and sound back on, press the button again.



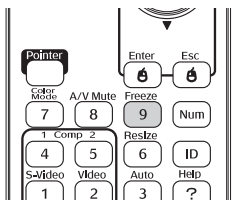
- ❑ Close the **A/V mute slide**, as shown below:



## Stopping Action

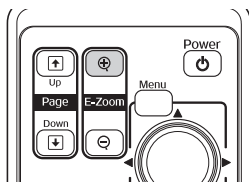
To stop the action and keep the current image on the screen, press the **Freeze** button. The sound continues.

To restart it, press the **Freeze** button again.



## Zooming Part of Your Image

1. Press the **E-Zoom** button on the remote control.



You see a crosshair indicating the center of the zoom-in area.

2. Use the **pointer** button to position the crosshair.
3. Continue pressing the **E-Zoom** button to enlarge the selected area up to 4 times.
4. While the image is enlarged, you can:
  - ❑ Use the **pointer** button to move around the screen.
  - ❑ Press the **E-Zoom** button to zoom out.
5. When done, press the **ESC** button to return the image to its original size.

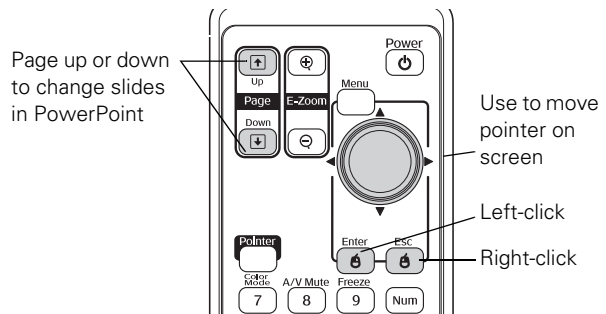
## Controlling the Volume

To change the volume, press the **volume** button on the remote control or projector. You can also adjust the volume using the projector's Setting menu.

## Operating Your Computer with the Remote Control

If you connect a computer to the projector with a USB cable, you can use the remote control in place of your computer's mouse. This gives you more flexibility when delivering slideshow-style presentations, since you won't have to stand next to the computer to change slides.

- ❑ Use the **Up** and **Down** buttons to move through a Microsoft® PowerPoint® slideshow.



- ❑ Use the **pointer** button to move the pointer on the screen.
- ❑ Press the **Enter** button once to left-click, or press it twice to double-click. Press the **Esc** button to right-click.
- ❑ To drag-and-drop, hold down the **Enter** button. Then use the **pointer** button to drag the object. When it's where you want it, release the **Enter** button.



## Using the Projector Security Features

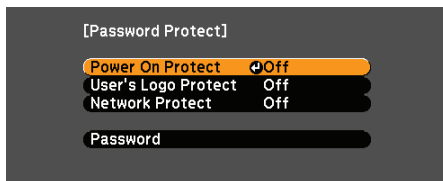
To prevent unauthorized use of the projector, you can assign a password to prevent the projector from being turned on; create a custom screen that is displayed at startup and/or when the A/V Mute button is pressed; or disable the projector's buttons. You can also attach a security cable to the projector to prevent theft.


### Enabling Password Protection

The default setting for the password is 0000. Follow these steps to create a new password:

1. Press the **Freeze** button on the remote control for about five seconds.

You see this screen:



2. Use the  pointer button to select **Password** and press **Enter**.
3. When you see a message asking if you want to change the password, select **Yes** and press **Enter**.
4. Hold down the **Num** button on the remote control and use the numeric keypad to enter a four digit password.
5. When you see a confirmation message, reenter the password. Then press the **Menu** button to exit the screen.

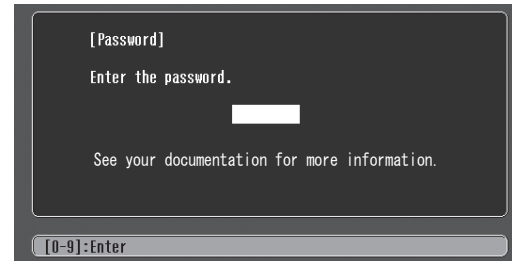
To set security options, access the Password Protect screen as described above, and then turn on any of the following options:

- Power On Protect** to prevent unauthorized use of the projector. After the projector is plugged in and turned on, you must enter a password to use the projector.
- User's Logo Protect** to prevent your custom screen and display settings from being changed. None of the User's Logo features in the Extended menu can be changed when the User's Logo Protect function is enabled.
- Network Protect** to lock the Network settings in the menu system (PowerLite 1815p only).

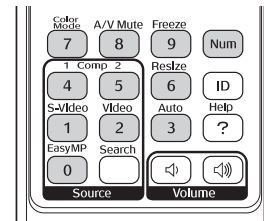
**Caution:** If you lose the remote control, you will not be able to enter the password. Keep the remote control in a safe place at all times. Also, it's a good idea to write down your password.

### Starting the Projector with a Password

When the password function is enabled, you see this screen when you plug in and turn on the projector:



Hold down the **Num** button on the remote control and use the numeric keypad to enter the four-digit password. The password screen closes and projection begins.




If the password is not correct, you see a message prompting you to re-enter it. If you enter an incorrect password three times in succession, you see the message **The projector's operation will be locked** and the projector switches to standby mode. Disconnect the projector's power cord from the electrical outlet, reconnect it, and turn the projector back on.

When you see the Password screen again, you can try to enter the correct password. If you enter an incorrect password 30 times in succession, the projector remains locked and you must contact Epson to unlock it. If you have forgotten the password, contact Epson with the request code number that appears in the Password screen for assistance.

**Note:** If you leave the projector plugged in, the **Password Protect Release** screen will not appear. It appears only if you unplug and reconnect the power cable.

### Disabling the Projector's Buttons

When you enable the Operation Lock function, you can lock all the projector's buttons, or all buttons except the  **Power** button. The remote control can still be used to operate the projector.

1. Press the **Menu** button, highlight the **Setting** menu, and press **Enter**.
2. Select **Operation Lock** and press **Enter**.
3. Select **Full Lock** (to lock all projector buttons) or **Partial Lock** (to lock all buttons except the **Power** button) and press **Enter**.

4. Select **Yes** and press **Enter** to confirm the setting.
5. Press the **Menu** button to exit.

To disable the Operation Lock function, select **Off** in the Operation Lock menu. Or press and hold the **Enter** button on the projector's control panel for 7 seconds. A message is displayed and the lock is released.

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### Connecting to a Computer

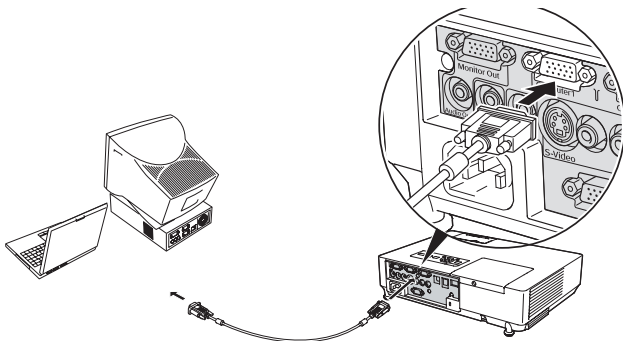
---

You can connect the projector to any computer that has a standard video output (monitor) port, including desktop models, PC notebook computers, MacBook, PowerBook, and iBook computers, and hand-held devices.

#### Connecting to the Computer Port

You can connect to the projector using the VGA computer cable that came with it (the monitor port on your computer must be a mini D-sub 15-pin port).

1. If you're using the VGA computer cable, connect one end to the projector's **Computer1** or **Computer 2** port, and the other end to your computer's monitor port.



2. You may need to change the **Computer1 Input** or **Computer2 Input** setting in the projector's **Signal** menu to **RGB**.
3. You can connect an optional stereo mini-jack audio cable to play sound through the projector, or connect a USB cable to use the remote control as a mouse.

**Note:** The PowerLite 1815p can also be connected to a third PC (but not to a Macintosh) through a USB connection. See the User's Guide for details.

**Caution:** Don't try to force a connector to fit a port with a different shape or number of pins. You may damage the port or connector.

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### Presenting Through a Wireless Network (PowerLite 1815p only)

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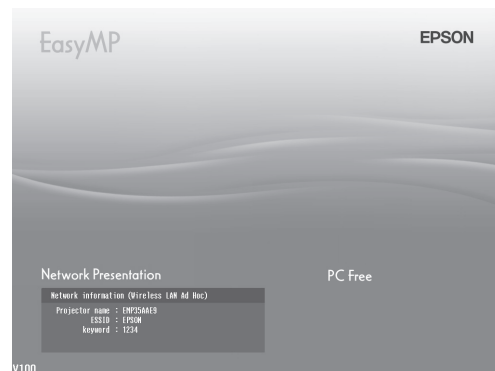
Using EMP NS Connection, you can project images shown on your computer screen—including text, graphics, and video—directly to your audience without connecting the projector to your computer. Before you begin, make sure you've installed the wireless network module and the EMP NS Connection software on your computer.

#### Starting EasyMP

Before you can connect to the projector wirelessly, you have to switch it to EasyMP mode. Follow these steps:

1. Point the remote control at the projector and press the **Power** button.
2. Press the **EasyMP** button on the remote control to select EasyMP as the source.

You see this screen. The network settings appear in the lower left.



3. If you've already set up your computer and projector for the mode you want to use—Ad Hoc mode (also called computer-to-computer mode) or Access Point mode (also called infrastructure mode)—skip to "Projecting Over a Network" on page 17.

Otherwise, continue with the next section.

**Note:** Use only the Epson 802.11a/b/g wireless module in the projector. If you see a message asking you to insert a LAN or memory card, check to make sure your 802.11 a/b/g module is properly inserted.

#### Configuring the Connection

You can use NS Connection to connect to the projector and send images wirelessly in two modes: Ad Hoc mode or Access Point mode.

- ❑ **Ad Hoc mode** (computer-to-computer mode) lets you connect just one computer to the projector at a time; it's easy to set up, and the only equipment you need is a computer with a wireless (802.11g, 802.11b, or 802.11a) network card or adapter, or a Macintosh with an AirPort® or AirPort Extreme card. When you connect to the projector in this mode, your connection to other wireless networks or devices is broken; you can connect to the projector only.
- ❑ **Access Point mode** (infrastructure mode) lets multiple computers access the projector at the same time and easily trade off control of the projector. To use Access Point mode, you need a wireless (802.11a, 802.11b, or 802.11g) access point or an AirPort Extreme (or AirPort) base station, and one or more computers with wireless network cards or adapters.

Follow the instructions below for the mode you want to use.

*Note:* To connect to the projector over a wireless network, your computer must be running Windows 2000 or XP. Your Mac must be running Mac OS X 10.3 or later.

*Access Point mode (infrastructure mode) is required to achieve transfer speeds up to 54Mbps on an 802.11a/g network. Ad Hoc mode (computer-to-computer mode) limits network connections to 11Mbps. This is a standard specification of 802.11g networking.*

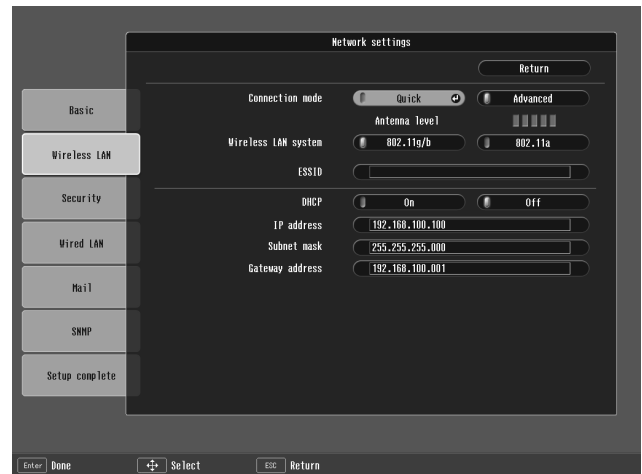
## Using Ad Hoc Mode

To use Ad Hoc (computer-to-computer) mode, adjust your projector and wireless card or adapter settings as described in this section.

### Configuring the Projector

1. Press the Menu button, then choose **Network** and press **Enter**.
2. Choose **Network Configuration** and press **Enter**.
3. Choose **Wireless LAN** and press **Enter**.

You see this screen:



4. Make sure **Quick** is selected for the Connection mode. If not, use the pointer button on the remote control to highlight **Quick**, then press **Enter** to select it.
5. If your network is using 802.11a, use the pointer button on the remote control to highlight **802.11a**, then press **Enter** to select it.
6. If your computer's network card supports an SSID or ESSID name (see page 12), highlight the ESSID text box, press **Enter**, and enter a name. Note that the ESSID is case-sensitive (if you enter the name in uppercase on the projector, you must type it the same way on the computer connecting to the projector).

Use the pointer button to select individual letters; then press **Enter** to input a character. To add a blank space or to navigate backward and forward through the input text, highlight the arrows and press **Enter**. To toggle symbol settings or capital letters, highlight the option and press **Enter**. When you're done, highlight **Finish** and press **Enter**.



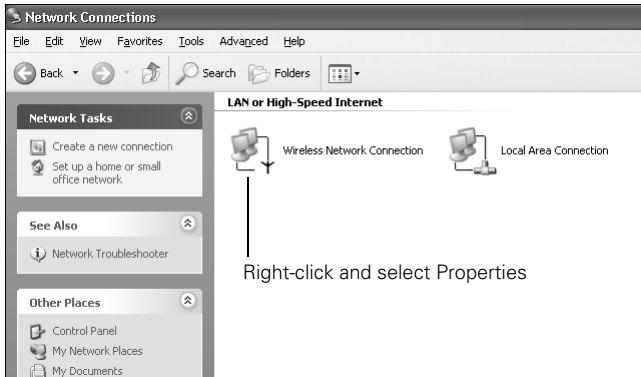
7. When you're done making these settings, select **Return**, select **Setup complete**, and then select **Yes** to confirm that you want to save the changes. Press **Menu** to exit the menu system.

Now you're ready to set up your computer to project wirelessly. Go to "Configuring the Network Settings for Windows" in the next section, or "Configuring the Network Settings for Macintosh" on page 12.

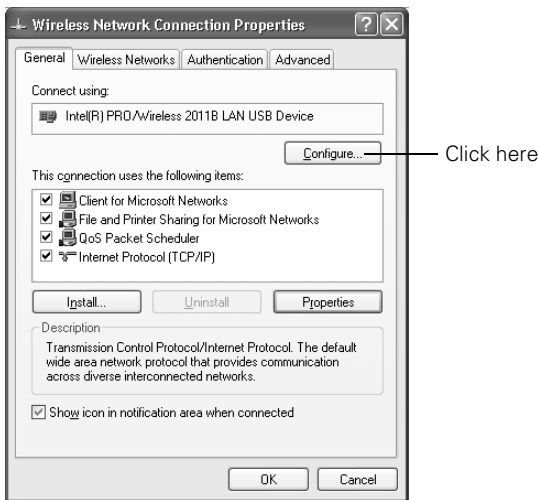
**Configuring the Network Settings for Windows**

Before connecting to the projector, you need to make sure the settings for your notebook's or PC's network card match the settings you entered for the projector.

1. Access your wireless network Properties window. For example, in Windows XP you would click **Start > Control Panel > Network and Internet Connections**. Then click the **Network Connections** icon. You see a screen similar to this:

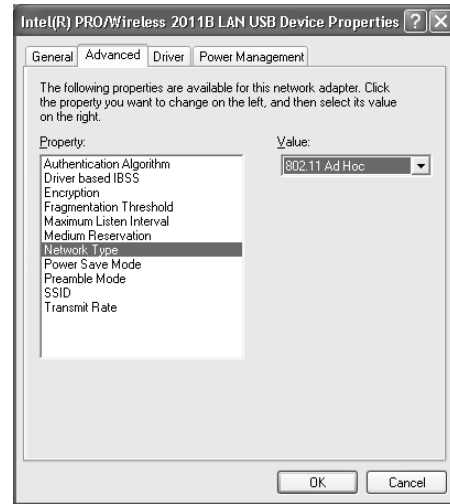


2. Right-click the **Wireless Network Connection** icon and select **Properties**. You see a screen similar to this:



3. Click the **Configure** button.

4. Click the **Advanced** tab. You see a screen similar to this:



5. Check your wireless card or adapter device settings. (Depending on the type of card or adapter you're using, some of the settings may be different from those listed here.)
  - Set the **Network Type** to **802.11 Ad Hoc**.
  - Set the **SSID** to match the name you assigned to the projector's **ESSID**.
  - Make sure **Encryption** is **Disabled**.
6. Click the **General** tab and make sure that your wireless card or adapter is enabled.
7. When you're done, click **OK** to close the Properties dialog box.

Now you're ready to connect to the projector. See "Projecting Over a Network" on page 17.

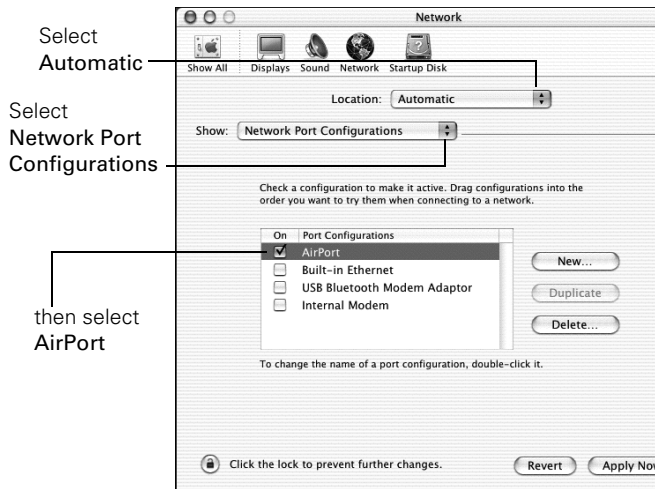
*Note: When you connect in Ad Hoc mode, your connection to other wireless networks or devices is broken. If you need to remain connected to your wireless network, use Access Point mode. Also, make sure you reconnect to your original wireless network when you are done using the projector.*

**Configuring the Network Settings for Macintosh**

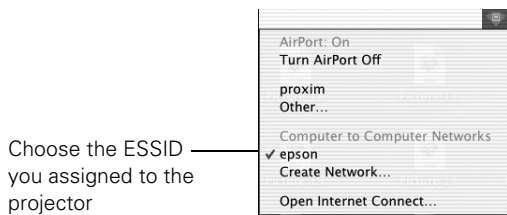
Your AirPort software is automatically configured to allow your Mac to detect both computer-to-computer (Ad Hoc) and Access Point networks. Typically, you only need to select your projector's ESSID from the AirPort status menu on the Mac menu bar. If you're having problems detecting the projector, follow these steps:

1. From the Apple pull-down menu, select **System Preferences**.
2. Double-click the **Network** icon. You see the Network settings window.

3. Make sure Location is set to Automatic.



4. Select Network Port Configurations in the Show pull-down menu.
5. Under Port Configurations, select AirPort.
6. Click Apply Now. Then close the window.
7. Click the AirPort icon on the menu bar at the top of the Mac desktop. You see the AirPort status menu:



8. Check to make sure AirPort is turned on.
9. Select your projector's ESSID.

*Note: If you don't need the other network port configurations, disable them by deselecting their checkboxes.*

Now you're ready to connect to the projector. See "Projecting Over a Network" on page 17.

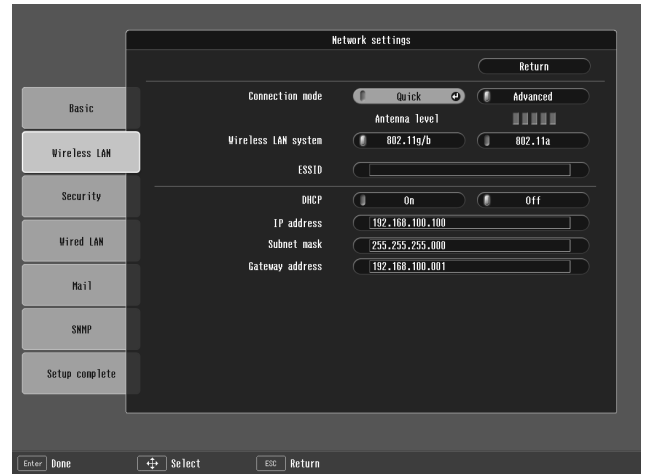
### Using Access Point Mode

To use Access Point (infrastructure) mode, first adjust your projector and wireless access point or AirPort base station settings as described in this section.

#### Configuring the Projector

1. Press the Menu button, then choose Network and press Enter.
2. Choose Network Configuration and press Enter.

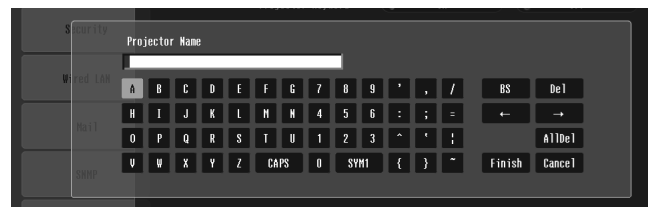
3. Choose Wireless LAN and press Enter. You see this screen:



4. Make sure Advanced is selected for the Connection mode. If not, use the pointer button on the remote control to highlight Advanced, then press Enter to select it.
5. If your network is using 802.11a, use the pointer button on the remote control to highlight 802.11a, then press Enter to select it.
6. To enable your computer to find the projector on the network, you need to enter the SSID name of your access point or AirPort network in the ESSID text box. (The name of your AirPort network may be different from that of your AirPort base station; select your base station in the AirPort Admin utility and click Configure to check the name of your network.)

Highlight the ESSID text box, press Enter, and enter a name. Note that the ESSID is case-sensitive (if you enter the name in uppercase on the projector, you must type it the same way on the computer connecting to the projector).

Use the pointer button to select individual letters; then press Enter to input a character. To add a blank space or to navigate backward and forward through the input text, highlight the arrows and press Enter. To toggle symbol settings or capital letters, highlight the option and press Enter. When you're done, highlight Finish and press Enter.



7. If your access point assigns IP addresses automatically, turn on DHCP. Otherwise, turn off DHCP and enter the following information:

- ❑ **IP address:** Enter the IP address you want to assign to the projector. It must be formatted like other addresses on the network. The last octet should be unique.
  - ❑ **Subnet mask:** For example: 255.255.255.000, but this depends on how your network is set up.
  - ❑ **Gateway address:** Enter the IP address that was assigned to the access point or AirPort base station when it was set up.
8. When you're done making these settings, select **Return, Setup complete**, and then **Yes** to confirm that you want to save the changes. Press **Menu** to exit the menu system.

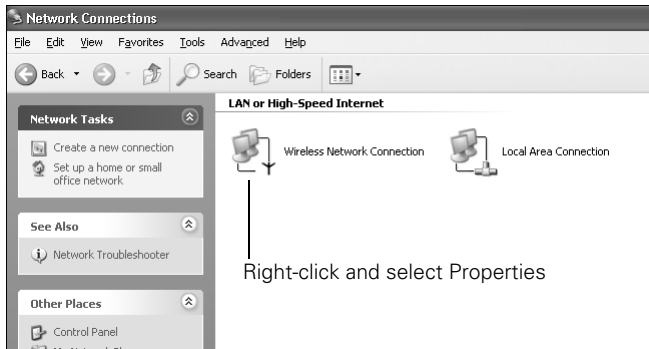
Now you're ready to set up your computer for wireless projecting. Go to "Configuring the Network Settings for Windows" in the next section, or go to "Configuring the Network Settings for Macintosh" on page 16.

*Note: For specific details about your network, please consult your network administrator. If you don't know your gateway or access point address, see page 16. If you're using AirPort, start the AirPort Admin utility, select your base station and click Configure. Then click the Network tab to see your base station's IP address.*

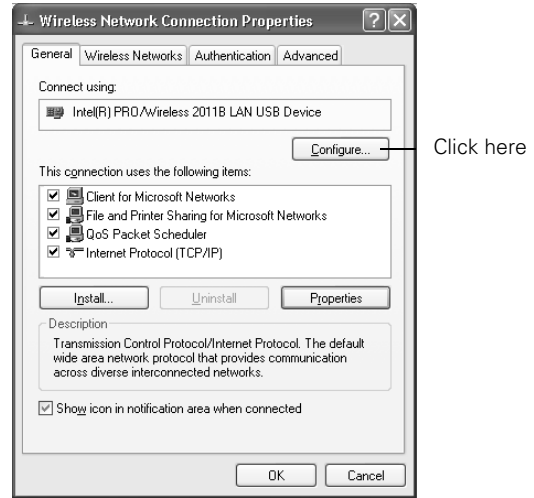
### Configuring the Network Settings for Windows

Before connecting to the projector, you need to make sure the settings for your computer's wireless card or adapter match the settings you entered for the projector.

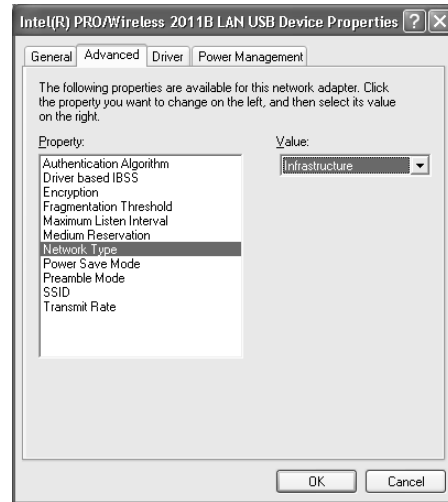
1. Access your wireless network Properties window. For example, in Windows XP you would click **Start > Control Panel > Network and Internet Connections**. Then click the **Network Connections** icon. You see a screen similar to this:



2. Right-click the **Wireless Network Connection** icon and select **Properties**. You see a screen similar to this:

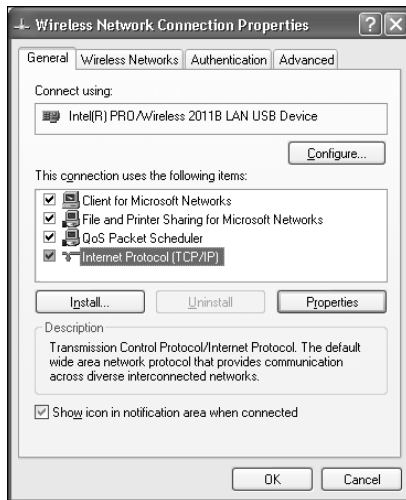


3. Click the **Configure** button.
4. Click the **Advanced** tab. You see a screen like this:

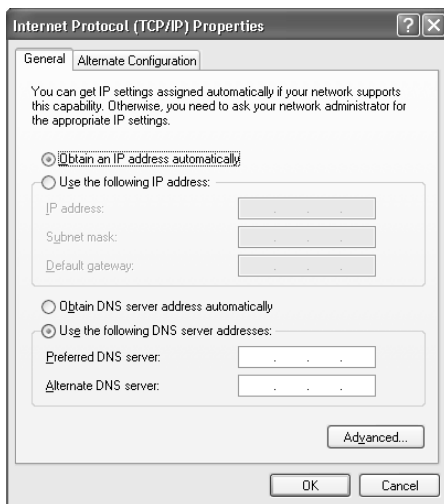


5. Check your wireless card's or adapter's device settings. (Depending on the type of card or adapter you're using, some of the settings may be different than those listed here.)
  - ❑ Set the **Network Type** to **Infrastructure**.
  - ❑ Set the **SSID** to match the name assigned to the access point (which should also match the projector's ESSID).
  - ❑ Make sure **Encryption** is **Disabled** if you have not set up encryption on the projector.
6. Click the **General** tab and make sure that your wireless card or adapter is enabled.
7. When you're done, click **OK** to close the wireless properties dialog box.

8. Right-click the **Wireless Network Connection** icon again and select **Properties**. You see this screen:



9. Select **Internet Protocol** and click the **Properties** button. You see this screen:



10. If your access point uses DHCP, select **Obtain an IP address automatically**. Otherwise select **Use the following IP address** and **Use the following DNS server addresses**, then enter the required information:

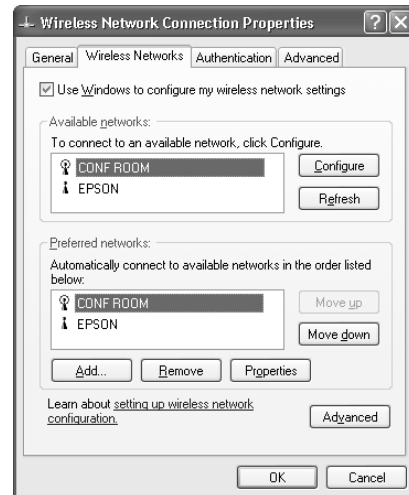
- ❑ **IP address:** Type in the IP address you want to assign to the computer. It must be formatted like other addresses on the network. The last octet should be unique.
- ❑ **Subnet mask:** For example: 255.255.255.000, but this depends on how your network is set up.
- ❑ **Default gateway:** Enter the IP address that was assigned to the access point when it was set up.


- ❑ **Preferred DNS server/Alternate DNS server:** Enter the IP address of the DNS server(s) for your network.

11. When you're done, click **OK**.

12. Click the **Wireless Networks** tab. (If you don't see this tab, you may need to enable your wireless card or adapter by clicking **Configure** to access the device settings; then follow any instructions on the screen to enable the device.)

You see a screen like this:



13. Verify that you've enabled your computer's connection to the access point. It should be listed with the small  icon next to it, indicating a connection. If it's not listed, click **Configure** and type the name of your access point.

14. When you're done making settings, click **OK** to close the dialog box.

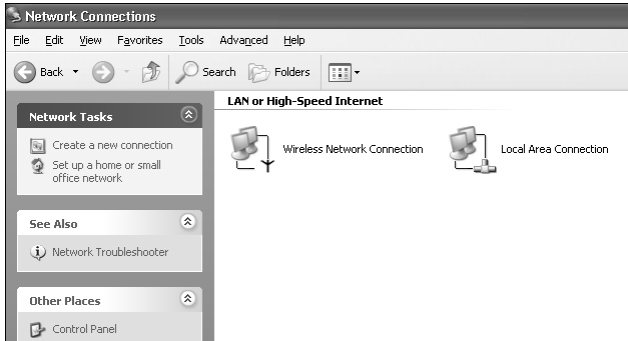
Now you're ready to connect to the projector. See "Projecting Over a Network" on page 17.

*Note: On some Windows systems, you can right-click My Network Places or Network Neighborhood on the desktop and select Properties. Settings may vary, depending on your wireless network adapter. See the documentation for your adapter for more information.*

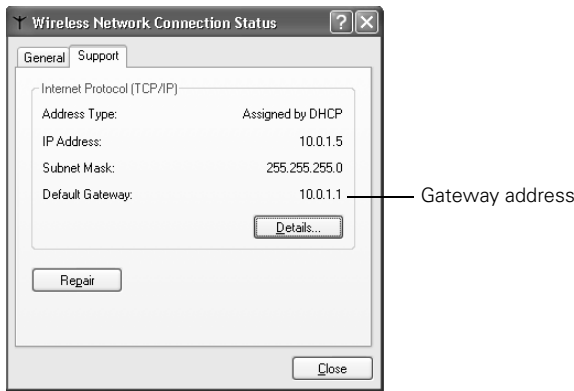
**Checking the Gateway IP Address on Windows**

If you're entering IP addresses manually and need to find out the gateway IP address (the IP address of your access point), make sure the wireless connection to the access point is currently active, as described in the previous section. Then follow these steps:

1. Access your wireless network Properties window. For example, in Windows XP click **Start > Control Panel > Network and Internet Connections**. Then click the **Network Connections** icon. You see a screen similar to this:



2. Right-click the **Wireless Network Connection** icon and select **Status**.
3. Click the **Support** tab. The gateway's IP address is listed as shown:

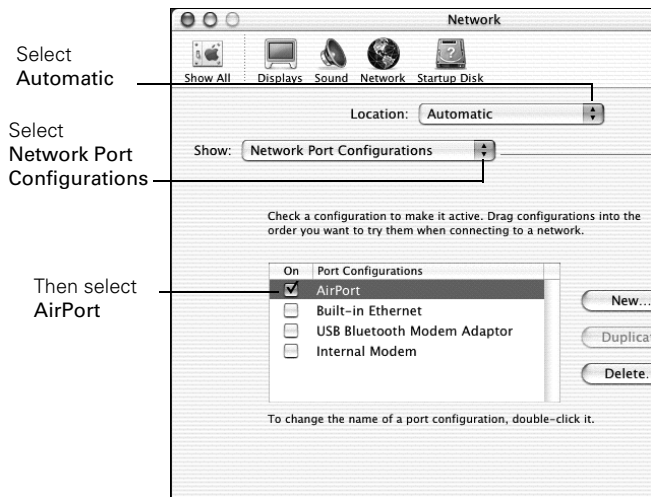


*Note: If you cannot identify the gateway address using this Windows utility, use the administrator's utility software that came with your access point.*

**Configuring the Network Settings for Macintosh**

Your AirPort software is automatically configured to allow your Mac to detect Access Point networks. Typically, you only need to select your AirPort network name from the AirPort status menu on the Mac menu bar. If you're having problems connecting to the projector, follow these steps:

1. From the Apple pull-down menu, select **System Preferences**.
2. Click the **Network** icon. You see the Network settings window.
3. Make sure **Location** is set to **Automatic**.



4. Select **Network Port Configurations** in the **Show** pull-down menu.
5. Under **Port Configurations**, select **AirPort**.
6. Click **Apply Now**. Then close the window.
7. Start the **AirPort Admin** utility. Select your base station, then click **Configure**.
8. On the **AirPort** tab, make sure your **AirPort** network name matches your projector's **ESSID**. If not, enter the projector's **ESSID** in the **AirPort Network** text box and click **Update**.
9. If you turned **DHCP** on in your projector's advanced menu, click the **Network** tab and make sure the **Distribute IP addresses** checkbox is selected. If you need to select it, click **Update**.



10. Click the AirPort icon on the menu bar at the top of the Macintosh desktop. You see the AirPort status menu:



11. Check to make sure AirPort is turned on.

12. Select the name of your AirPort network.

*Note: If you don't need the other network ports, disable them by deselecting their checkboxes. If more than one network port is enabled, the projector software warns you to turn off AirPort when you first connect the projector. Disregard this message.*

*Your AirPort network and base station names may be different. To check or change your AirPort network name, start the AirPort Admin utility, select your base station, and click Configure. Click Show All Settings, then make any changes you want on the AirPort tab.*

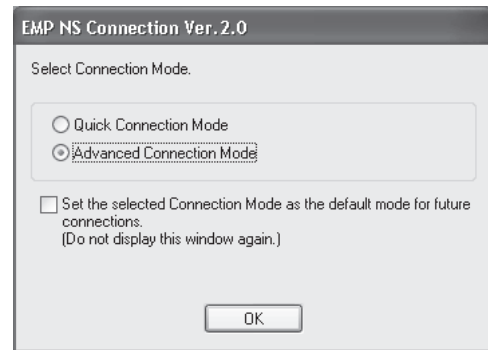
*If you're connecting to your projector in static IP mode, deselect the Distribute IP addresses checkbox. Make sure your projector's gateway address is identical to the base station's IP address, and the first three segments of the projector's IP address are identical to the first three segments of the base station's IP address.*

## Projecting Over a Network

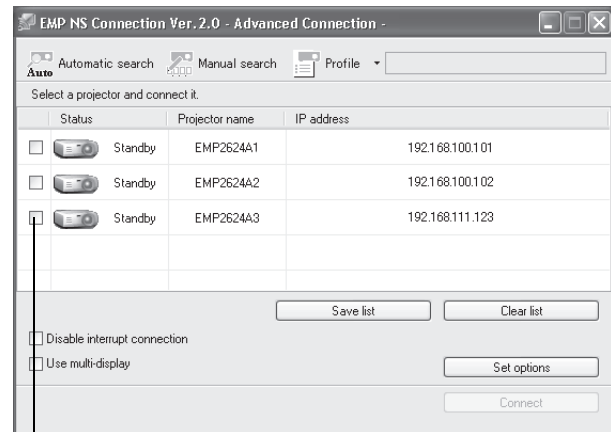
Once you've started EasyMP and set up your projector and computer in either Ad Hoc (Quick) mode or Access Point (Advanced) mode, follow these steps to start NS Connection and project over the network.

1. Make sure you've set up your projector.
2. **Windows:** Select EMP NS Connection from the Start menu.  
**Mac OS X:** Double-click the EMP NS Connection icon in your Applications folder.

3. The first time you start NS Connection, you see this dialog box. Choose Quick Connection Mode and click OK.



4. If you see a message asking you to disable the firewall make an exception for the projector and allow projection. You see the screen below. (If you have previously started NS Connection, this may be the first screen you see.)



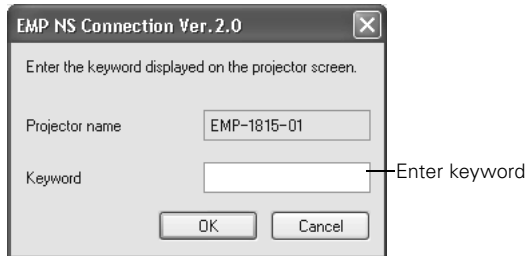
Select projector

If the connection is working properly, you see your projector listed. If you don't see your projector listed, see "Solving Connection Problems" on page 18. If you have additional Epson projectors on the network, they are also listed along with their status.

5. Once the name of your projector appears, select it and click **Connect**. If more than one projector is listed, you can select additional ones and connect to them (up to four) at the same time.

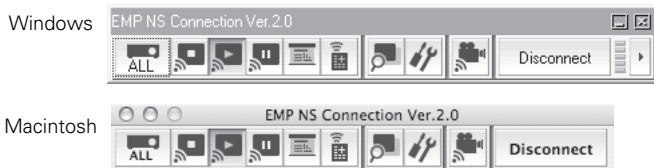
If the selected projector is already being used by another person, you can still connect to it (unless it is "locked"); doing so automatically disconnects the other user. If a projector is locked, you won't be able to connect to it when it is in use.

- If you set up the projector to prompt you for a keyword before connecting, you see a screen like this one:



Type in the four-digit number displayed on the EasyMP Network screen and click OK.

- Once the connection is established, you see your computer's image transmitted to the screen and a floating control bar on your computer desktop:



- If necessary, you can drag the control bar out of the way on your screen.
- When you're done with your presentation, click **Disconnect** on the control bar.

### Using the Control Bar

From the control bar, you can access these NS Connection features:

	Displays the Select target projector dialog box.
	Stops projection of computer images while connecting to the projector.
	The projector projects the computer image.
	Pauses projection of computer images. Click again to restart projection.
	Starts Presentation Mode for the selected projector. In Presentation Mode, only your slideshow images are projected.
	Displays the Projector Control screen, which allows you to enable A/V Mute, switch the PC source, or switch the video source.
	Starts Movie Sending Mode for projecting MPEG2 videos from your computer (Movie Sending Mode does not work with DVD movies).
	Allows you to set up Multi-screen display and see a preview of how the images will appear on each screen.
	Displays the Projector Settings dialog box.

	Disconnects the connection to the projector.
	Changes which buttons are displayed on the control bar.

Clicking one of the buttons on the control bar may cause a submenu to appear above the control bar.

When you're done, click the arrow in the upper right corner to close the submenu.

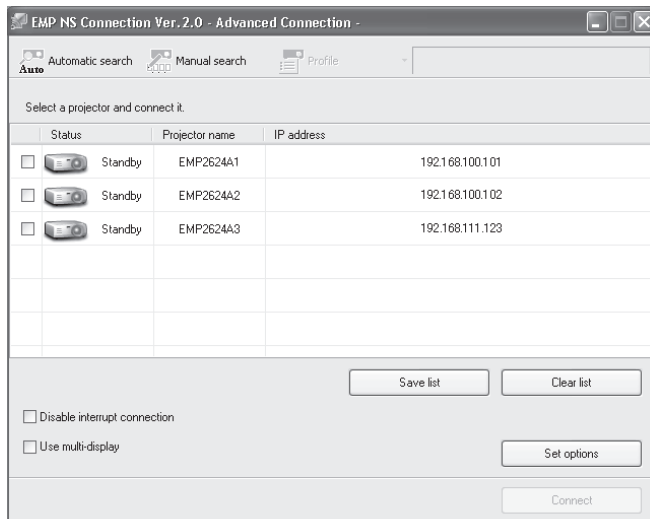
### Solving Connection Problems

If you don't see your projector on the EMP NS Connection screen, then check the following:

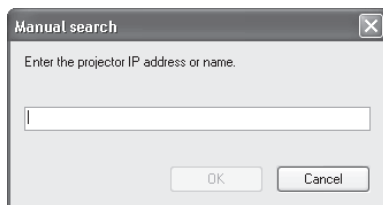
- Make sure your wireless signal is strong enough to establish a connection. If you have a Mac, check the AirPort icon on the Mac menu bar. For Windows, see the documentation for your access point or wireless network card or adapter.
- Make sure you're trying to connect to the right network. In Windows, verify that you've enabled your computer's connection to the access point or that your wireless card or adapter is enabled, and that its SSID matches the projector's ESSID. In Mac OS X, check the AirPort status menu (click the AirPort icon on your menu bar) to make sure AirPort is turned on and the projector's ESSID or your AirPort network is selected.
- Make sure you aren't projecting one of the EasyMP configuration screens. (You should see a message that the projector is ready to connect.) If you have to exit a configuration screen, restart NS Connection.
- Make sure the ESSID for your projector matches the SSID for your wireless card, adapter, or access point. If you have an AirPort base station, make sure the projector's ESSID matches the AirPort network name. Remember that the ESSID is case-sensitive.
- Check the IP address for both your projector and your wireless card, adapter, access point, or AirPort base station. The first three octets of the IP address should be identical. The last octet of the projector's IP address should be close, but not identical, to the last octet of the IP address for your wireless interface, access point, or base station.
- Restart your computer and start NS Connection again.
- If you still don't see your projector, follow the instructions in "Connecting in Advanced Connection Mode" in the next section to connect to the printer.

## Connecting in Advanced Connection Mode

1. Click **Manual search** on the NS Connection screen.



2. Enter the IP address or the projector name for the projector you want to connect to, and click **OK**.



The Projector is added to the EMP NS Connection screen.

If the search fails to find a projector with the specified IP address, the searching icon turns into a question mark. If this happens, run EasyMP on your projector (see page 10) to check the projector's IP address, then repeat this step.

3. Click the projector you want to connect to and click the **Connect** button. If more than one projector is listed, you can select additional projectors and connect to them at the same time.
4. If you are prompted for a keyword, enter the four-digit number displayed on the EasyMP Network screen and click **OK**.

The computer's image is transmitted to the projector and appears on the screen. See page 18 for details about using the floating control bar on your computer desktop.

### Solving Other Connection Problems

If you don't see your network adapter's IP address, allow a minute for it to appear. If your access point or AirPort base station uses DHCP (Distribute IP addresses setting is enabled for AirPort), sometimes it takes a minute for the server to pick up the IP address.

Once you've selected the IP address for your network adapter, you won't see the Switch network dialog box when you start NS Connection. If you want to change to a different network adapter, click **Extension** on the EMP NS Connection dialog box, then click **Switch LAN** on the extension dialog box.

If a projector is in use and is "locked," you won't be able to select it. To lock the projector from connection by other users while you are connected, click the **Disable interrupt connection** checkbox. De-select it to disable the lock and allow connection by other users.

*Note: If you're using AirPort, the network name may be different than the AirPort base station name. To check the network name, start the AirPort Admin utility, select your base station, and click Configure. Then click Show All Settings. The network name appears on the AirPort tab.*

## Managing Projectors (PowerLite 1815p only)

The software included with your projector lets you monitor and control your projectors from a remote computer.

- Use EMP Monitor (available for Windows only) to see your projectors' status, switch image sources, and control basic settings.
- Use the mail notification function to receive e-mail alerts about possible problems.

You can also use NS Connection to register up to 16 projectors as a group. This allows you to provide quick and easy access to these projectors from other computers.

To use the software to manage your projectors, you must first install EMP Monitor. If you plan to create projector groups, also install EMP NS Connection. Then connect and configure each projector you want to monitor. You can connect the projector wirelessly in Access Point mode (see page 13) or over a wired network as described here.

### Using EMP Monitor

EMP Monitor lets you use a remote computer to manage your projectors, whether connected wirelessly or over a wired network. It lets you easily turn the projectors on or off (together or individually), switch image sources, and check their status.

Before using EMP Monitor, make sure you've installed the software (available for Windows only). The computer you're using to monitor the projector should already be connected to your network.

### Opening and Closing EMP Monitor

To start EMP Monitor, click **Start > Programs** or **All Programs > EPSON Projector > EMP Monitor**.

If you've added the program to the Startup programs folder, then it may already be open. If so, click the icon in the system tray on the lower-right corner of your screen to display the EMP Monitor window:



Click here to start EMP Monitor

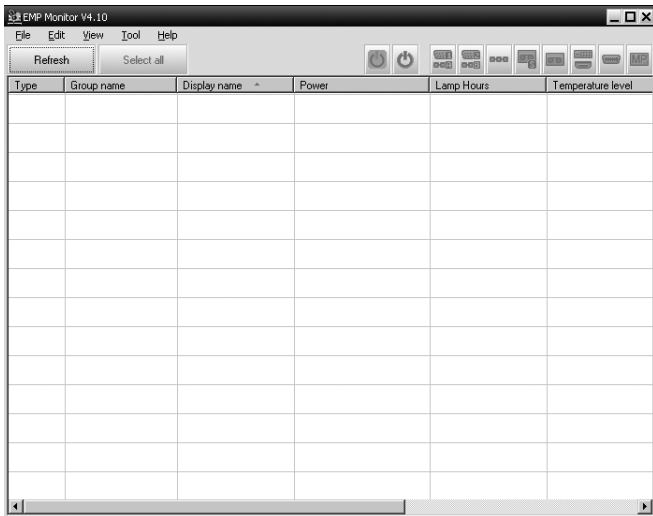
To close EMP Monitor, select **Exit** from the File menu or right-click the program icon shown above, then select **Exit**.

*Note: If you want to monitor projectors while they are in standby mode, select Standby Mode in the Extended menu, then select Network On.*

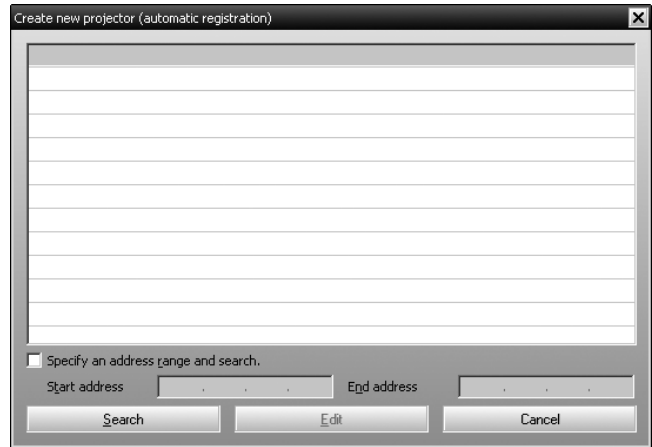
## Registering a Projector

Before you can monitor a projector, you have to register it. Follow these steps to automatically search for your projector(s).

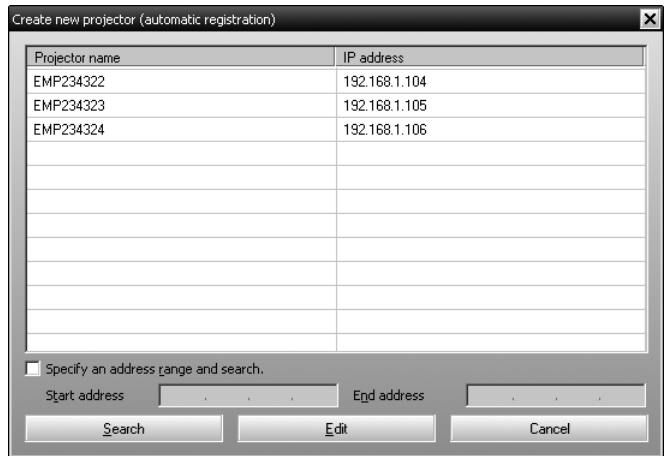
1. Open EMP Monitor as described above. You see this screen:



2. Select **Edit > New > Projector (automatic search)**. You see this screen:



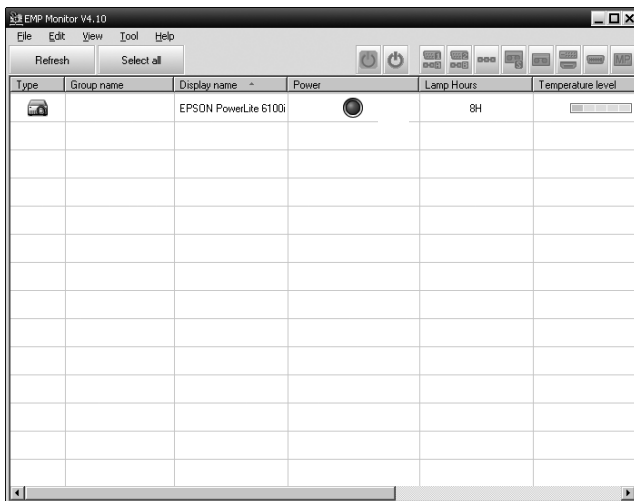
3. Click **Search** to locate projectors currently operating on the network. Any projectors found on the network are listed as shown below:



- Select the projector you want to add by clicking its name, then click the **Edit** button. You see this screen:



- Enter a Display name and select a Display icon. Select a Parent group (if necessary) then enter a Monitor Password (if necessary) and a Description for the projector. Click the **Register** button. To register additional projectors with EMP Monitor, repeat steps 2 through 5.
- When you're done adding projectors, click **Cancel**. You see a screen with a list of all registered projectors:



*Note: If the projector is not automatically found, it may not be connected or configured correctly for the network. To delete a projector from the list, right-click the projector name, and click Delete.*

## Monitoring Your Projectors

The EMP Monitor screen lets you monitor your projectors using the Status, Video Source, and Error icons shown below. This lets you see which projectors are currently being used, from which source (or port) they are projecting an image, and if a problem occurs.

For detailed status information, right-click the projector in question and click **Property**. The following tables describe the status icons shown on the EMP Monitor screen.





### Group status icons

	No warnings or problems. All projectors in the group are operating normally.
	Warning or problem. A projector in the group has a warning or problem.
	Monitoring disabled. Right click the icon and select <b>Monitoring Enabled</b> to begin monitoring the group.
	Data is currently being updated.






### Type status icons

	No warnings or problems.
	Warning or problem.
	Monitor Password error. No monitor password was entered when the projector was registered, or an incorrect password was entered.
	Monitoring disabled. Right-click the icon and select <b>Monitoring Enabled</b> to begin monitoring the projector.
	Data is currently being updated.
	Network error (for example, the projector is not connected to the network, or the power cable is disconnected). You may also see this error if <b>Network Off</b> is selected in Standby Mode.
	Network error (Esc/VP.net communication error).









*Power status icons*

	The projector is powered on and its status is normal.
	The projector is powered off and its status is normal.
	The projector is powered on and its status is abnormal.
	The projector is powered off and its status is abnormal.







*Temperature level status icons*

	The projector's internal temperature is normal (low).
	The projector's internal temperature is normal (medium).
	The projector's internal temperature is normal (high).
	The projector's internal temperature is high (high-temperature warning).
	The projector's internal temperature is too high (internal temperature error). The projector is turned off automatically.

*Error status icons*

	Lamp life warning. The lamp is nearing the end of its life.
	High-temperature warning. The projector is getting too hot but continues to operate.
	Replace air filter.
	No air filter. The air filter is not installed or installed incorrectly.
	Low air flow. The air filter needs to be cleaned or replaced.
	Air flow sensor error. There is a problem with the projector's air flow sensor; contact Epson for help.
	Lamp cover door open. Close the lamp cover door.
	Lamp out. The lamp has reached the end of its life.

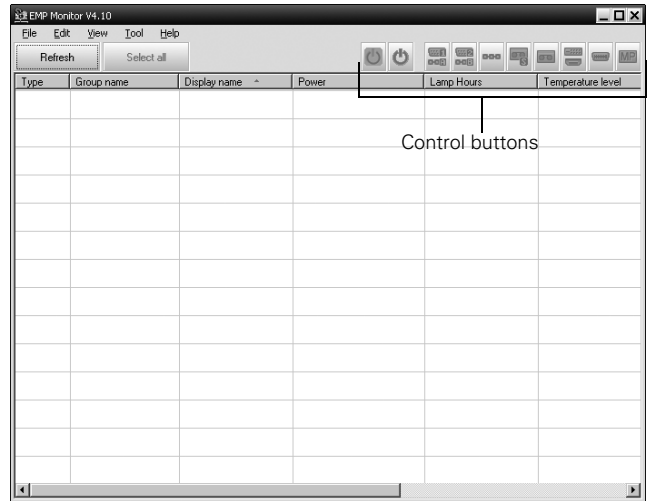
*Error status icons (continued)*

	Lamp failure at power on. The lamp has reached its end of life or is installed incorrectly.
	High internal temperature error. The projector is turned off automatically.
	Internal (system) error. Contact Epson for help.
	Fan error. Contact Epson for help.
	Sensor error. Contact Epson for help.
	Other error. Contact Epson for help.

*Note: To monitor a projector when it's in standby mode (plugged in but not turned on), you must select Network On as the Standby Mode setting in the projector's Extended menu.*

**Controlling Your Projectors**

The control buttons in the upper-right let you turn the projector on and off and select video sources. (Hold the mouse pointer over a button to see a description of its meaning.) Make sure you've selected the projector you want to operate (with the mouse pointer) before clicking one of the buttons.

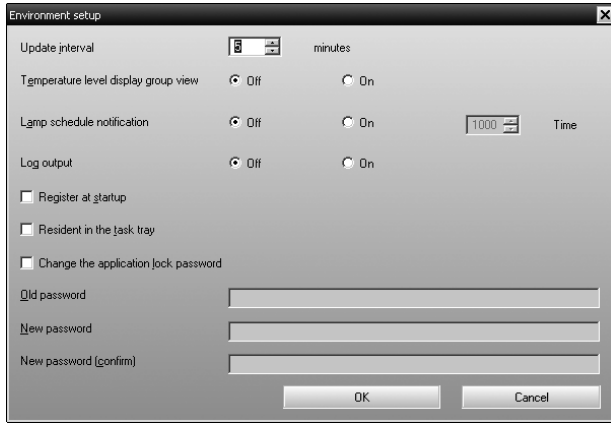


**Configuring the Monitoring Interval**

If you need to have the most current status information about your projectors, click the Refresh button in EMP Monitor.

To select how often EMP Monitor checks the status of projectors, follow the steps below:

1. From the Tool menu, select Environment Setup. You see this screen:



2. Enter the desired Update interval and click OK.

*Note: If you want EMP Monitor to run whenever you start your computer, click Register at startup.*

### Understanding the Notification Messages

If a projector experiences a problem, EMP Monitor sends an e-mail message to each of the addresses you entered in the Set mail notification function window. The subject line of the message includes the projector’s display name, shown in EMP Monitor, and the warning/error. The body of the message contains the projector’s display name in EMP Monitor and the error/warning message. When the problem has been fixed, EMP Monitor sends a message indicating the problem has been resolved.

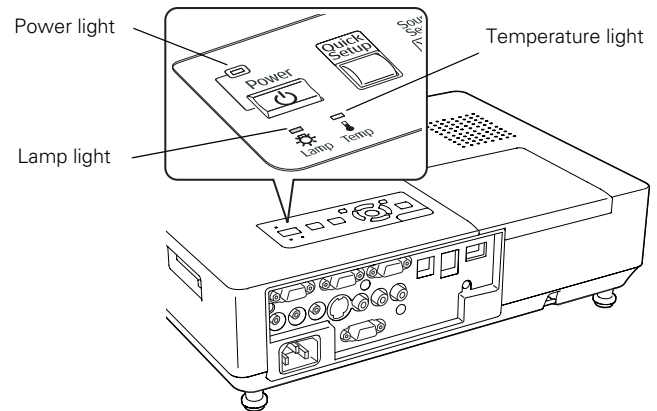
*Note: If a projector develops a critical problem, it may not be possible for it to report the error.*

### Checking Projector Status

If your projector isn’t working correctly, first turn it off, wait for it to cool (the Power light stops flashing orange), and unplug it. Then plug the power cord back in and turn on the projector. If this doesn’t solve the problem, check the lights on top of the projector.

### What To Do When the Lights Flash

The lights on top of the projector indicate the projector’s status.










The following table describes the projector’s status lights.

#### Status lights

Light	Status	Description
	Orange	The projector is in sleep or standby mode. You can unplug it or press the Power button to turn it on.
	Flashing green	The projector is warming up. Wait for the image to appear.
	Green	The projector is operating normally.
	Flashing orange	The projector is cooling down. You can’t turn it back on until the light stops flashing and remains orange.
	Red	There is a problem with the projector. Check the other two lights and the information on this page to diagnose the problem.
	Flashing orange	Rapid cooling is in progress. Although this is not an abnormal condition, projection will stop automatically if the temperature rises higher. Make sure there is plenty of space around and under the projector for ventilation, and that the air filter and vents are clear.

Status lights (continued)

Light	Status	Description
	Red	The projector is overheating, which turns the lamp off automatically. Wait until the cooling fan stops, then unplug the power cord. Plug the cord back in and press the  <b>Power</b> button. Make sure the room temperature is not above 95 °F (35 °C), and there is plenty of space around and under the projector for ventilation. If you're using the projector above an altitude of 5,000 feet (1,500 m), turn on <b>High Altitude Mode</b> in the Operation menu. The air filter or vents may be clogged. Clean them or replace the air filter. If the projector continues to overheat after you clean the air filter, the problem may be caused by damage to the cooling fan or temperature sensor. Contact Epson for help.
	Flashing red	There is a problem with the fan or temperature sensor. The air filter or vents may be clogged. Clean them or replace the air filter. If this does not resolve the problem, stop using the projector, disconnect the power cable, and contact Epson for help.
	Flashing orange	It's time to replace the lamp. See page 25 for instructions. If you continue to use the lamp after the replacement warning, there is an increased possibility that the lamp may break.
	Flashing red	The lamp may be burnt out. First make sure the lamp cover is securely installed. If that's not the problem, let the lamp cool, remove the lamp, and replace it as described on page 25. The air filter or vents may be clogged. Clean them or replace the air filter. If this does not resolve the problem, contact Epson.
 	Flashing red	Power is cut off because of an internal problem. Unplug the power cord and contact Epson for help.

**Warning:** Before you clean any part of the projector, turn it off and unplug the cord. Never open any cover on the projector, except the lamp cover. Dangerous electrical voltages in the projector can injure you severely. Do not try to service this product yourself, except as specifically explained in this manual or the User's Guide. Refer all other servicing to qualified service personnel.

**Cleaning the Projector Case**

Before you clean the case, turn off the projector and unplug the power cord.

- To remove dirt or dust, wipe the case with a soft, dry, lint-free cloth.
- To remove stubborn dirt or stains, wipe the case with a soft cloth moistened with a mild detergent.

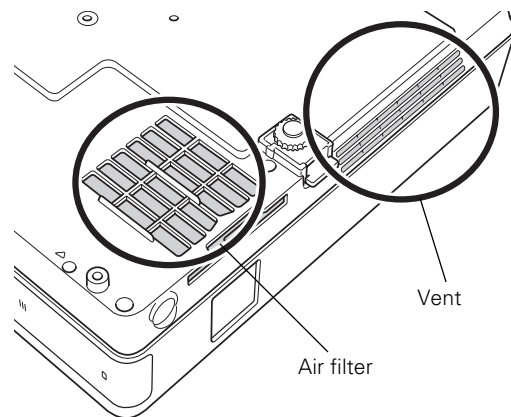
**Caution:** Do not use wax, alcohol, benzene, paint thinner, or other chemical detergents. These can damage the case.

**Cleaning the Air Filter and Vent**

Your projector includes an air filter to ensure the best performance. If dust collects on the air filter (on the bottom of the projector) or vent (on the front of the projector), clean them as described below. Dust clogs prevent proper ventilation and can cause overheating and damage the projector. Follow these steps:

1. Turn off the projector and unplug the power cord.
2. To clean the intake vent and filter, use a small vacuum cleaner designed for computers and other office equipment. If you don't have one, gently clean the vent with a soft brush (such as an artist's paintbrush).

You can remove the air filter to clean both sides.



3. If the dirt is difficult to remove or the filter is broken, replace the filter.

**Maintaining the Projector**

**Cleaning the Lens**



Clean the lens whenever you notice dirt or dust on the surface.

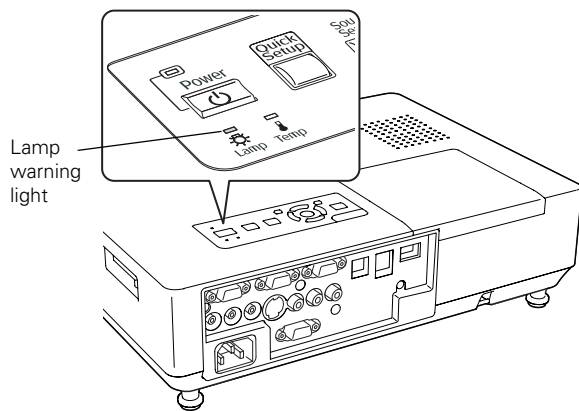
- Use a canister of compressed air to remove dust.
- To remove dirt or smears on the lens, use lens-cleaning paper. If necessary, moisten a soft cloth with lens cleaner and gently wipe the lens.



## Replacing the Lamp and Air Filter

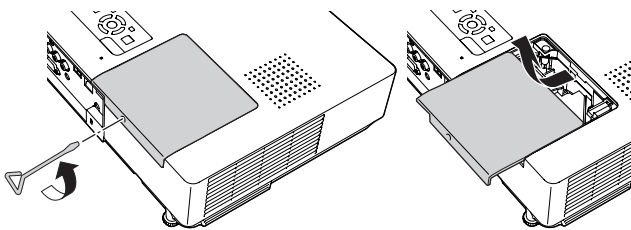
The life span of the projection lamp is about 2,500 hours if **Brightness Control** in the Settings menu is set to **High** (default), and 3,000 hours if **Brightness Control** is set to **Low**. It is time to replace the lamp when:

- ❑ The projected image gets darker or starts to deteriorate.
- ❑ The message **Replace the lamp** appears on the screen when the lamp comes on and the lamp warning light  flashes orange. To maintain projector brightness and image quality, replace the lamp as soon as possible.
- ❑ The lamp warning light  flashes red (the lamp is burnt out).

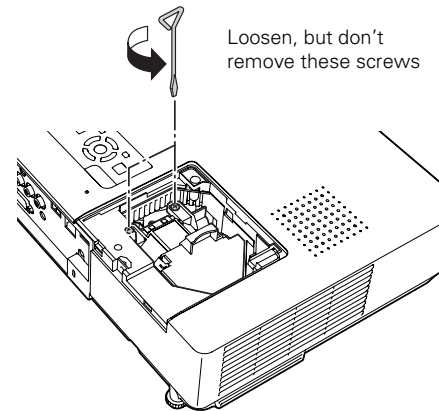


Follow these steps to replace the lamp and air filter:

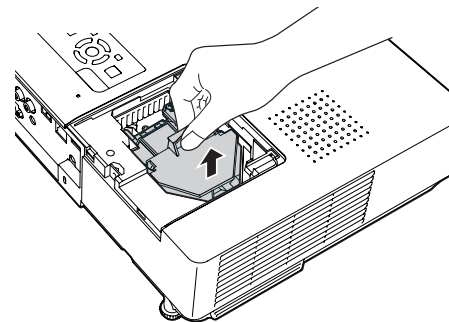
1. Turn off the projector and unplug the power cord.
2. Let the projector cool for at least an hour (if it has been on). The lamp is extremely hot immediately after use.
3. Loosen the lamp cover screw (you don't need to remove it). Then slide the lamp cover to the side and lift it off the projector.



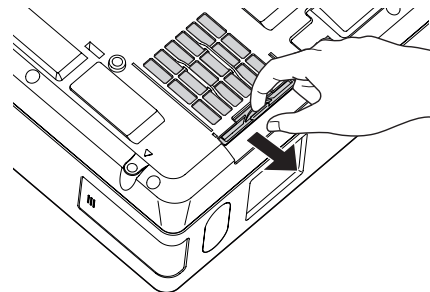
4. Loosen the two screws holding the lamp in place (you can't remove them).



5. Hold the lamp as shown and pull it straight out.




6. Gently insert the new lamp. (If it doesn't fit easily, make sure it is facing the right way.)
7. Once the lamp is fully inserted, tighten its screws.
8. Replace the lamp cover, then tighten its screw.
9. Slide out the air filter on the bottom of the projector and remove it.



10. Slide in the new air filter until it clicks in place.

11. Reset the lamp timer as described in the next section.


*Note: When you get a replacement lamp for your projector, you should replace the filter. Turn off this product when not in use to prolong the life of the projector.*

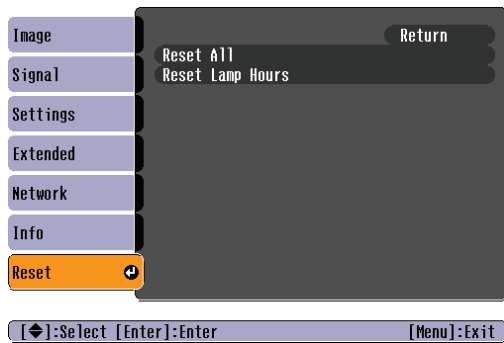
 *The lamp(s) in this product contain mercury. Please consult your state and local regulations regarding disposal or recycling. Do not put in the trash.*

**Warning:** *Let the lamp cool fully before replacing it. In the unlikely event that the lamp has broken, small glass fragments may be present and should be removed carefully to avoid injury. If the lamp is used after the replacement period has passed, the possibility that the lamp may break increases. When a lamp replacement message appears, replace the lamp with a new one as soon as possible, even if it is still working.*

**Resetting the Lamp Timer**

After you replace the lamp, you need to reset the lamp timer using the projector’s menus.

1. Press the **Menu** button on the remote control or on the projector’s control panel. You see the main menu.
2. Use the  pointer button on the remote control (or the arrow buttons on the projector) to highlight **Reset**, then press **Enter**. You see this screen:



3. Select **Reset Lamp Hours** and press **Enter**.
4. When you see the prompt, select **Yes** and press **Enter**.
5. When you’re finished, press **Menu** to exit the menu system.

**Optional Accessories**

Product	Part number
Replacement lamp	V13H010L40
Air filter replacement set (2 filters)	V13H134A08
Universal ceiling mount	ELPMBUNI
False ceiling plate	ELPMBFCP
Security bracket/cabling for gyro lock mounts	ELPMBSEC
Adjustable ceiling channel	ELPMBACC
Suspension adapter	ELPMBAPL

Product	Part number
Kensington® security lock	ELPSL01
50-inch portable screen	ELPSC06
60-inch portable pop-up screen	ELPSC07
80-inch portable pop-up screen	ELPSC08
83.6-inch hanging pull-down screen	ELPSC09
DUET portable projector screen (4:3/16:9 combination)	ELPSC80
Component video cable (VGA-to-RCA)	ELPKC19
S-Video cable	ELPSV01
Distribution amplifier	ELPDA01
Image presentation camera (ELPDC05)	V12H162020

You can purchase these accessories from an Epson authorized reseller. To find the nearest reseller, call 800-GO-EPSON (800-463-7766). To purchase online, visit [www.epsonstore.com](http://www.epsonstore.com) (U.S. sales) or [www.epson.ca](http://www.epson.ca) (Canadian sales).

**Related Documentation**

- CPD-23262 *PowerLite 1810p Quick Setup* (English)
- CPD-23263 *PowerLite 1810p Installation rapide* (French)
- CPD-23264 *PowerLite 1810p Guide de instalación* (Spanish)
- CPD-23265 *PowerLite 1810p Guia de instalação* (Portuguese)
- CPD-23254 *PowerLite 1815p Quick Setup* (English)
- CPD-23255 *PowerLite 1815p Installation rapide* (French)
- CPD-23256 *PowerLite 1815p Guide de instalación* (Spanish)
- CPD-23257 *PowerLite 1815p Guia de instalação* (Portuguese)
- CPD-23266R2 CD-ROM containing the *PowerLite 1810p* and *1815p User’s Guide* in English, French, Spanish, and Portuguese