

Epson Projector Content Manager Operation Guide

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Introduction to the Epson Projector Content Manager Software

See the information here to learn more about the Epson Projector Content Manager software.

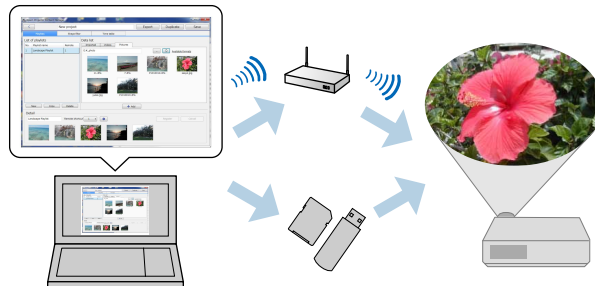
[Epson Projector Content Manager Features](#)

Epson Projector Content Manager Features

The Epson Projector Content Manager software allows you to combine images and movies as a playlist on your computer and play them back from projectors.

You can use one of the following methods to play back the playlist from the projector.

- Save the playlist to an external storage device and insert the device into the projector
- Save the playlist to the projector via a network (an external storage device for saving the playlist must be inserted into the projector)



Note: Depending on the projector, the supported storage devices differ. See your projector *User's Guide* for details.

You can use a variety of playlist control functions as necessary.

- Adding effects to a playlist

You can add effects such as intervals, transitions, loop playback, brightness, and color and shape effect filters to a playlist. You can also customize the shape effect filters.

- Scheduling playlists

You can specify when each playlist starts and finishes. Scheduled playlists begin automatically. This feature is useful when you want to periodically repeat the same playlist.

- **Previewing a playlist**

You can preview the playlist on the computer screen.

- **Simultaneous playback**

You can play the same playlist at the same time on multiple projectors.

Note: This function is available only for supported models. See your projector *User's Guide* for details.

Parent topic: [Introduction to the Epson Projector Content Manager Software](#)

Related references

[Preview Screen](#)

Related tasks

[Creating Playlists](#)

[Adding Effects to a Playlist](#)

[Scheduling Playlists](#)

Setting Up the Software for the First Time

Follow these instructions to install the Epson Projector Content Manager software.

[Installing the Software](#)

Installing the Software

Check the system requirements necessary to run the software, and then install the software.

Note: If the language selected for the installation differs from the language of the operating system being used, the screens may not display correctly.

[System Requirements](#)

[Installing the Epson Projector Content Manager Software \(Windows/Mac\)](#)

[Supported Projectors](#)

Parent topic: [Setting Up the Software for the First Time](#)

System Requirements

Your computer must meet the following system requirements to use the Epson Projector Content Manager software.

Requirement	Windows	Mac
Operating system	Windows 7 <ul style="list-style-type: none"> • Ultimate (32- and 64-bit) • Enterprise (32- and 64-bit) • Professional (32- and 64-bit) • Home Premium (32- and 64-bit) • Home Basic (32-bit) 	macOS <ul style="list-style-type: none"> • 10.12.x (64-bit) • 10.13.x (64-bit) • 10.14.x (64-bit) • 10.15.x (64-bit)
	Windows 8.1 <ul style="list-style-type: none"> • Windows 8.1 (32- and 64-bit) • Windows 8.1 Pro (32- and 64-bit) • Windows 8.1 Enterprise (32- and 64-bit) 	
	Windows 10 <ul style="list-style-type: none"> • Windows 10 Home (32- and 64-bit) • Windows 10 Pro (32- and 64-bit) • Windows 10 Enterprise (32- and 64-bit) 	
CPU	Intel Core i5 or faster (Intel Core i7 or faster recommended)	
Memory	2 GB or more (16 GB or more recommended)	8 GB or more (16 GB or more recommended)
Hard disk space	2 GB or more	
Display	Resolution between 1280 × 800 or 1366 × 768 (WXGA) and 1920 × 1200 (WUXGA) 32-bit color or greater	

Parent topic: [Installing the Software](#)

Installing the Epson Projector Content Manager Software (Windows/Mac)

Download and install the Epson Projector Content Manager software on your computer.

Visit epson.com/support (U.S.) or epson.ca/support (Canada) and select your projector to download the latest version of Epson Projector Content Manager.

You can download the latest version of the Epson Projector Content Manager software for Mac for free from the App Store.

Note:

- You need administrator authority to install the Epson Projector Content Manager software (Windows).
- You need to install Microsoft .NET Framework 4.5 before installing the Epson Projector Content Manager software (Windows).

1. Download the latest version of the Epson Projector Content Manager software.
2. Follow the on-screen instructions.

Parent topic: [Installing the Software](#)

Supported Projectors

To use the Epson Projector Content Manager software, your projector must support the Content Playback function.

Note: The movie file type that the projector supports varies depending on your projector.

Parent topic: [Installing the Software](#)

Editing and Exporting Playlists

Follow these instructions to edit playlists and export them to an external storage device.

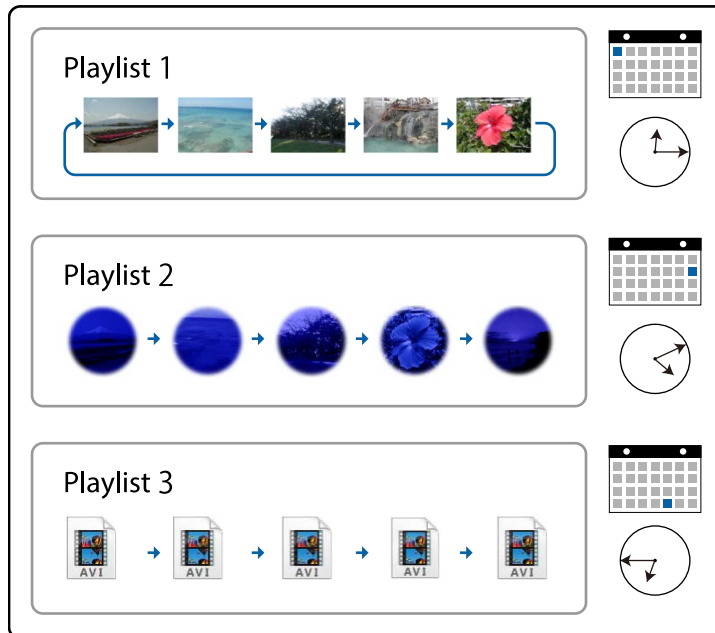
[Playlist Editing](#)

[Exporting a Project to an External Storage Device](#)

Playlist Editing

You can create playlists that contain images, movies, or both. You can also add effects to the playlists and schedule when they should play. Multiple scheduled playlists can be saved in one project.

Project



[Supported File Types for Playlists](#)

[Creating a New Project](#)

[Opening an Existing Project](#)

[Creating Playlists](#)

[Adding Effects to a Playlist](#)

[Scheduling Playlists](#)

Parent topic: [Editing and Exporting Playlists](#)

Supported File Types for Playlists

You can use these types of files for playlists.

Image file type (extension)	Details
.jpg	Make sure the file is not: <ul style="list-style-type: none">• Highly compressed• Above 8192 × 8192 resolution
.bmp	Make sure the file is not: <ul style="list-style-type: none">• Above 8192 × 8192 resolution
.gif	Make sure the file is not: <ul style="list-style-type: none">• Above 8192 × 8192 resolution• Animated
.png	Make sure the file is not: <ul style="list-style-type: none">• Above 8192 × 8192 resolution

Movie file type (extension)	Details
.avi (Motion JPEG)	<p>Supports only AVI 1.0.</p> <ul style="list-style-type: none"> • Resolution: 1280 × 800 or less • Resolution: 320 × 240 or more • Size: 2 GB or less • Frame Rate: up to 30 fps • Audio Codec: LPCM • Audio Channel: up to 2ch (channel 2) • Audio Bit: 8 bits or 16 bits • Audio Sampling Rate: 11.025 kHz, 16 kHz, 22.05 kHz, 24 kHz, 32 kHz, 44.1 kHz, 48 kHz
.mp4 (MPEG-4 ASP, H.264/MPEG-4 AVC *)	<p>Converted to AVI or MP4 file format when added to the playlist depending on the movie file format setting of the project. You can check the setting of a movie file format on the Settings tab of the main screen.</p> <ul style="list-style-type: none"> • Movie Codec: MPEG-4 ASP, H.264/MPEG-4 AVC • Resolution: 1920 × 1200 or less (for Windows 7) • Resolution: 4096 × 2160 or less (for Windows 8.1 or later and for Mac) • Resolution: 320 × 240 or more • Frame Rate: up to 30 fps • Audio Codec: MPEG-4 AAC-LC, LPCM • Audio Channel: up to 2ch (channel 2) • Audio Bit: 8 bits or 16 bits (for Windows 7/8.1) • Audio Bit: 8 bits, 16 bits or 24 bits (for Windows 10 and Mac) • Audio Sampling Rate: 11.025 kHz, 16 kHz, 22.05 kHz, 24 kHz, 32 kHz, 44.1 kHz, 48 kHz

Movie file type (extension)	Details
.wmv (WMV9) (Windows only)	Converted to AVI file format when added to the playlist. <ul style="list-style-type: none"> • Movie Codec: WMV9 • Resolution: 1920 × 1200 or less (for Windows 7) • Resolution: 4096 × 2160 or less (for Windows 8.1 or later) • Resolution: 320 × 240 or more • Frame Rate: up to 30 fps • Audio Codec: WMA9 • Audio Channel: up to 2ch (channel 2) • Audio Bit: 8 bits or 16 bits (for Windows 7/8.1) • Audio Bit: 8 bits, 16 bits or 24 bits (for Windows 10) • Audio Sampling Rate: 11.025 kHz, 16 kHz, 22.05 kHz, 24 kHz, 32 kHz, 44.1 kHz, 48 kHz

* High Profile version or earlier is supported.

Note:

- Files that Windows Media Player or QuickTime cannot play are not supported.
- If the file resolution is above 1280 × 800, the file is resized to fit the resolution when converted.
- After converted, if the file size is larger than 2 GB, the file is split into multiple files.

Parent topic: [Playlist Editing](#)

Related tasks

[Creating Playlists](#)

Creating a New Project

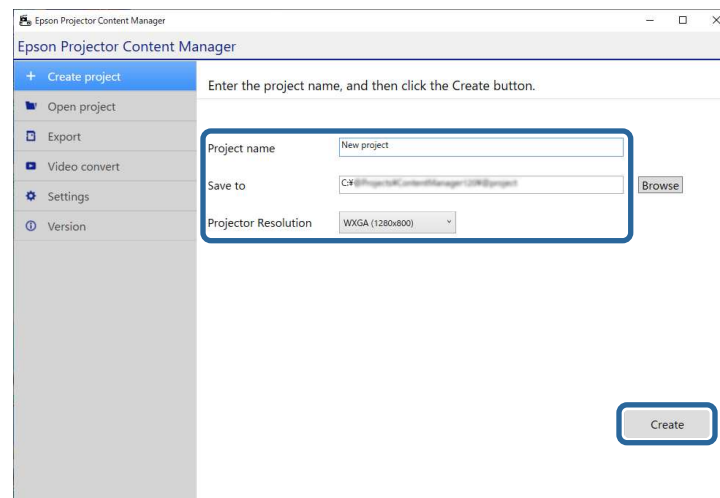
You need to create a project to combine and save playlists before creating playlists.

1. Start the Epson Projector Content Manager software.
 - **Windows 7:** Click **Start**, select **Programs** (or **All Programs**), **EPSON Projector**, and then click **Epson Projector Content Manager Ver.X.XX**.

- **Windows 8.1:** Navigate to the **Apps** screen and select **Epson Projector Content Manager Ver.X.XX**.
- **Windows 10:** Select **Start, EPSON Projector**, and then select **Epson Projector Content Manager Ver.X.XX**.
- **Mac:** Double-click **Epson Projector Content Manager** from the **Applications** folder.

The main screen is displayed.

2. Select the **Create project** tab.
3. Enter a project name and specify the resolution and the location in which to save it, and click the **Create** button.



The project screen is displayed and now you can create playlists.

Parent topic: [Playlist Editing](#)

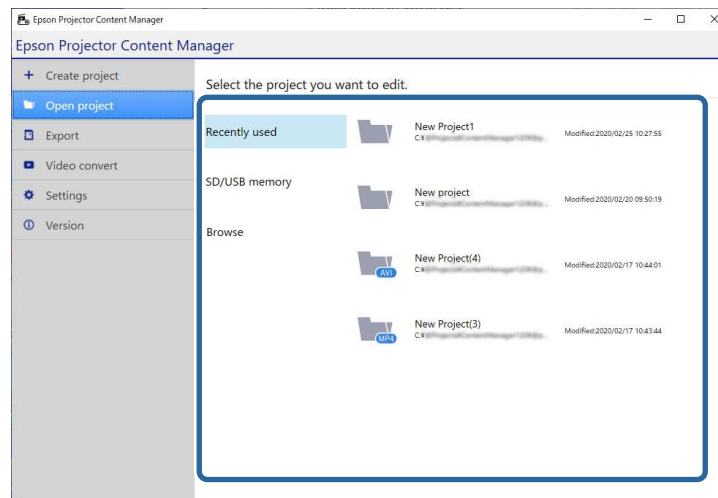
Related tasks

[Creating Playlists](#)

Opening an Existing Project

You can open the project that you have created previously so that you can add or edit playlists.

1. Start the Epson Projector Content Manager software.
 - **Windows 7:** Click **Start**, select **Programs** (or **All Programs**), **EPSON Projector**, and then click **Epson Projector Content Manager Ver.X.XX**.
 - **Windows 8.1:** Navigate to the **Apps** screen and select **Epson Projector Content Manager Ver.X.XX**.
 - **Windows 10:** Select **Start**, **EPSON Projector**, and then select **Epson Projector Content Manager Ver.X.XX**.
 - **Mac:** Double-click **Epson Projector Content Manager** from the **Applications** folder.The main screen is displayed.
2. Select the **Open project** tab and select the project by browsing the folders or external storage devise (SD/USB memory), or using the recently used project list.



Note: If you select the project that was created by Epson Projector Content Manager Ver.1.10 or earlier, the conversion window is displayed and the project format will be converted into the format of Ver.1.20 or later on opening the project.

The project screen is displayed and now you can create playlists.

Parent topic: [Playlist Editing](#)

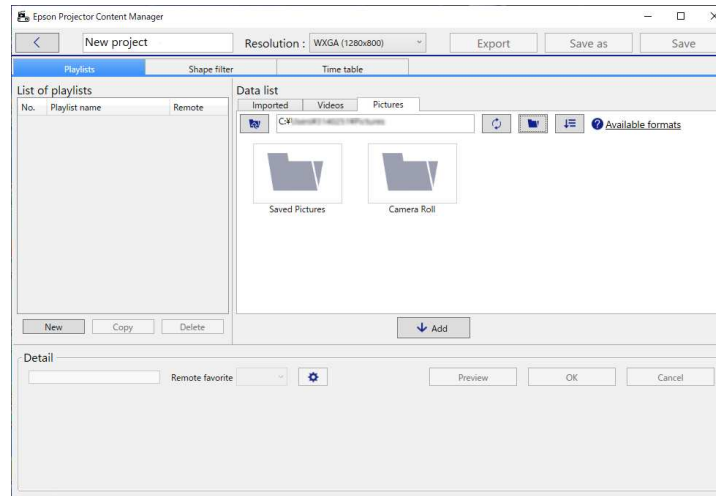
Related tasks

Creating Playlists

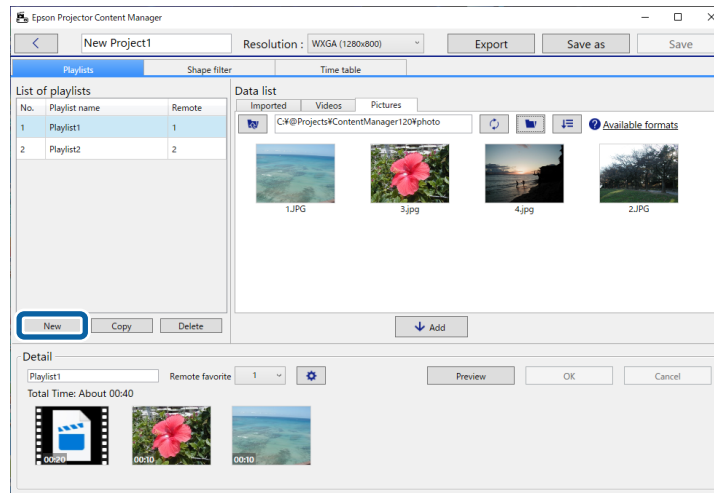
Creating Playlists

You can create playlists and save them to a project that you can export to an external storage device.



1. Open the project screen.

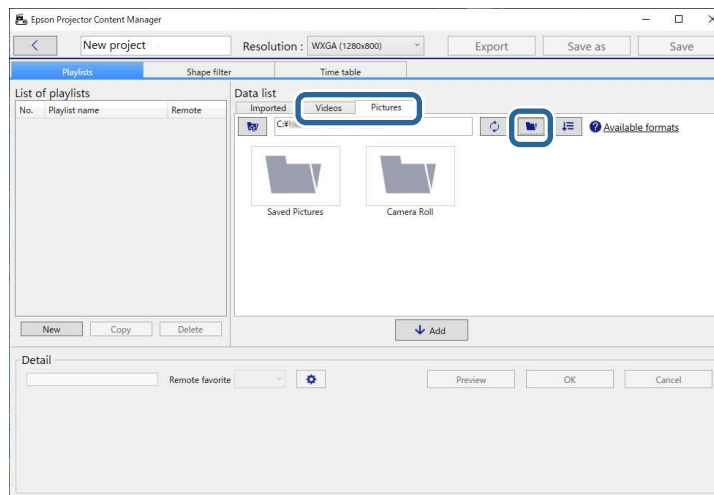


Note: If you open an existing project and want to add a new playlist, click the **New** button.




2. Select the folder containing the images or movie files you want to add to the playlist.

- To add images, click  in the **Pictures** tab in the **Data list** area and select the folder.
- To add movies, switch to the **Videos** tab, click  and select the folder.

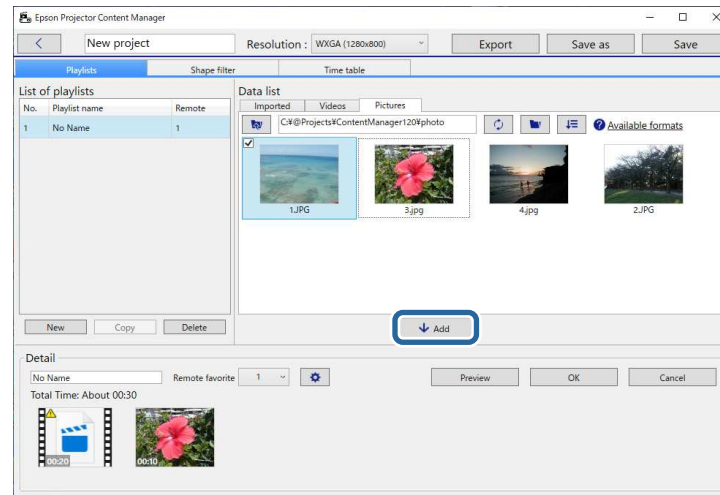


Note:

- On the folder selection screen displayed after clicking , although you can see any files in the folders, note that you can select folders only.
- To view information about the supported file types, click **Available formats**.


All images or movies stored in the folder are displayed in the **Data list** area.

3. In the **Data list** area, select images in the **Pictures** tab or movies in the **Videos** tab and click the **Add** button to add them to the playlist.

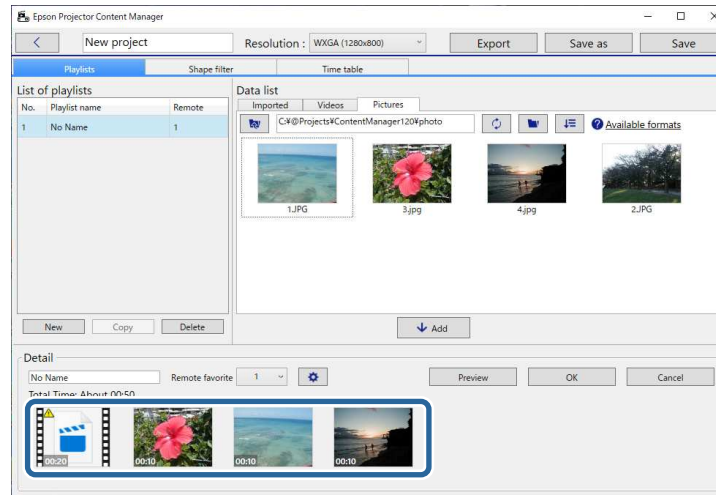



The files are added to the **Detail** area.

Note:

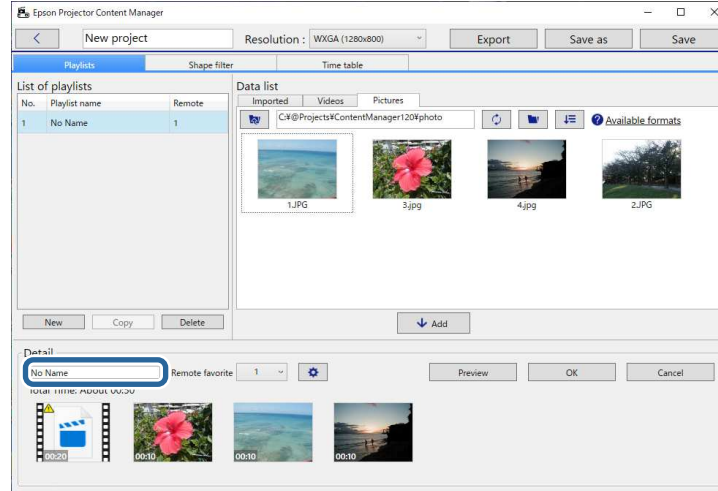
- Each selected file is marked with in the **Data list** area.
- Any file with  in the **Detail** area will be converted to the file format that the projector supports when added to the playlist.
- If a file you selected in the **Videos** tab cannot be converted, the file is not added to the **Detail** area.
- You cannot add the files to the **Detail** area if there are more than 20 movie files that need to be converted.

- The selected files will be listed in the **Imported** tab of the **Data list** area after you click the **OK** button.
 - You can also add files to the playlist by dragging and dropping them from the **Data list** area or directly from a folder.
4. To change the display order of files in the playlist, drag and drop them into the desired order in the **Detail** area.

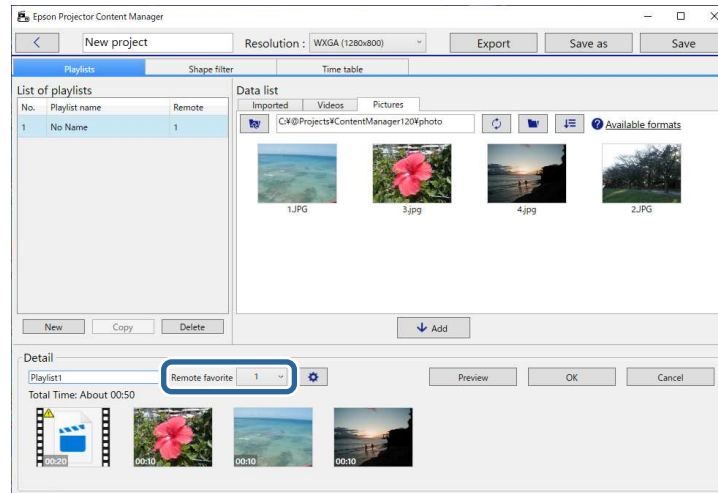


5. To delete a file from the playlist, hover the mouse pointer over the file and click  displayed on the file.

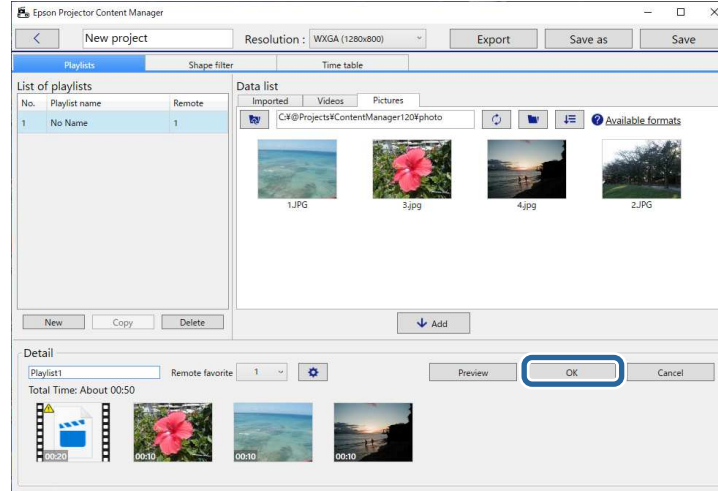
6. Edit the playlist name in the **Detail** area if necessary.



7. If you want to assign a specific number to the playlist, you can select it as the **Remote favorite** setting. This lets you start the playlist directly by pressing the corresponding numeric button on the projector's remote control.

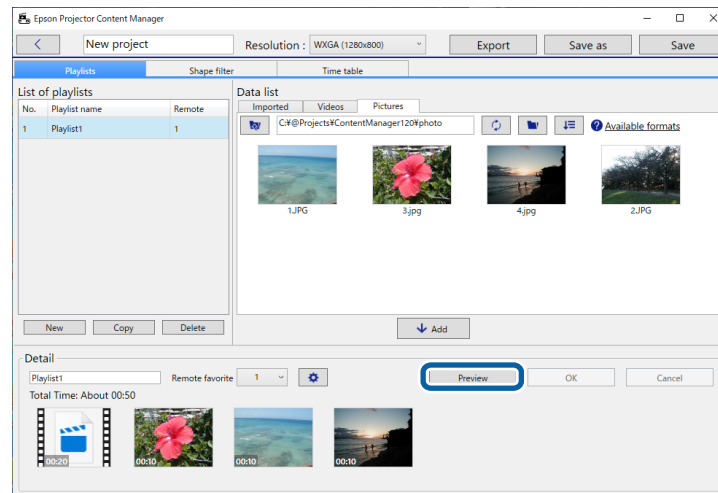


8. Click the **OK** button to save the playlist.



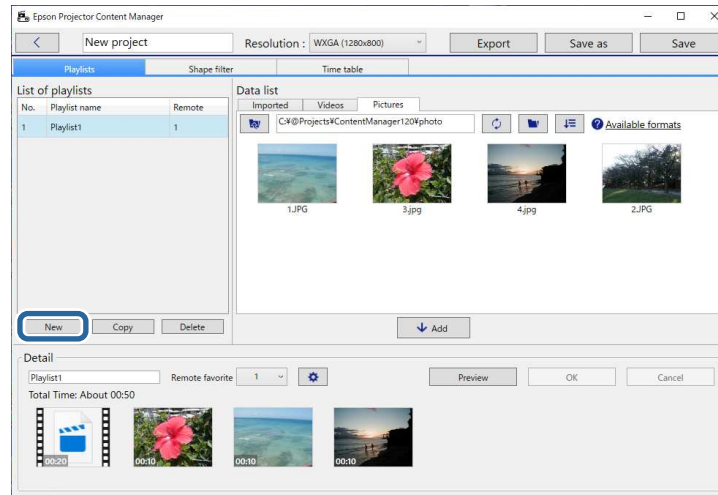
Note: If there are some movie files that need to be converted in the **Detail** area, the conversion starts. You can confirm the conversion status in the **Conversion progress** screen displayed.

9. Click the **Preview** button to preview the playlist.



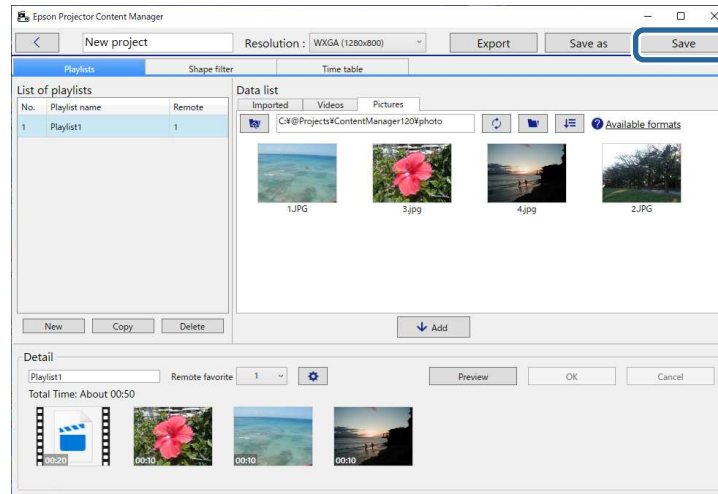
Note: You can also add effects to the playlist in the **Effect settings** screen. See the section in this guide covering adding effects to the playlist.

10. If you want to create multiple playlists and add them to the same project, click the **New** button to add a new playlist. Repeat steps 2 through 10 for each playlist you create.



Note: You can reorder playlists in the project by dragging and dropping them in the **List of playlists** area.

11. When you finish adding and editing all the playlists in your project, click the **Save** button to save the project.



The project is saved to the computer.

Note: You can also schedule playlists in the **Time table** tab. See the section in this guide covering scheduling playlists.

Parent topic: [Playlist Editing](#)

Related references

[Supported File Types for Playlists](#)

[Project Screen](#)

[Effect Settings Screen](#)

Related tasks

[Adding Effects to a Playlist](#)

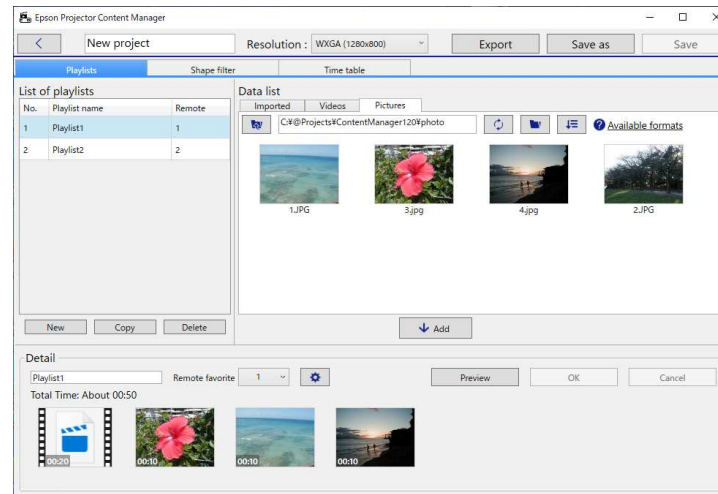
[Scheduling Playlists](#)

[Exporting a Project to an External Storage Device](#)

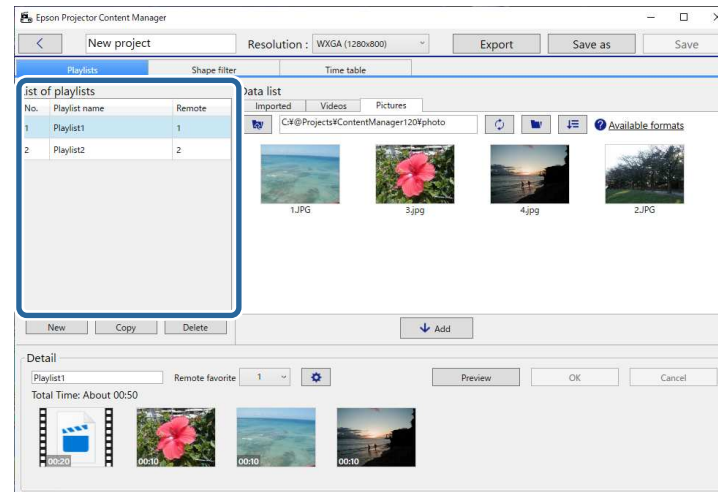
Adding Effects to a Playlist

You can select effects for a playlist.

1. Open the project screen.

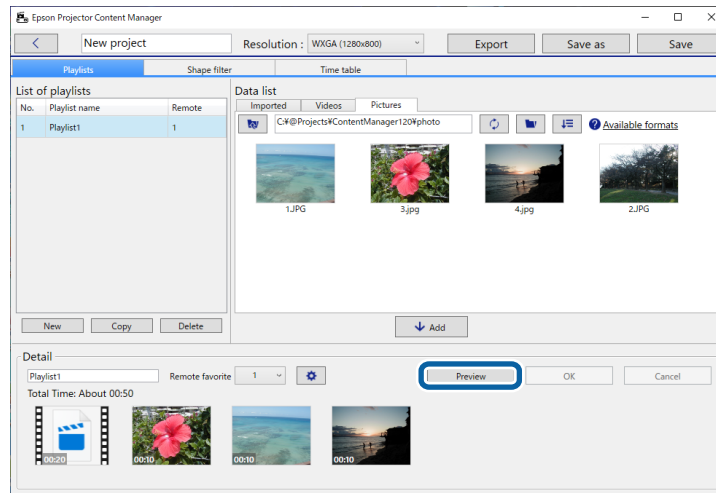


2. Select the playlist name that you want to add effects to from the **List of playlists**.

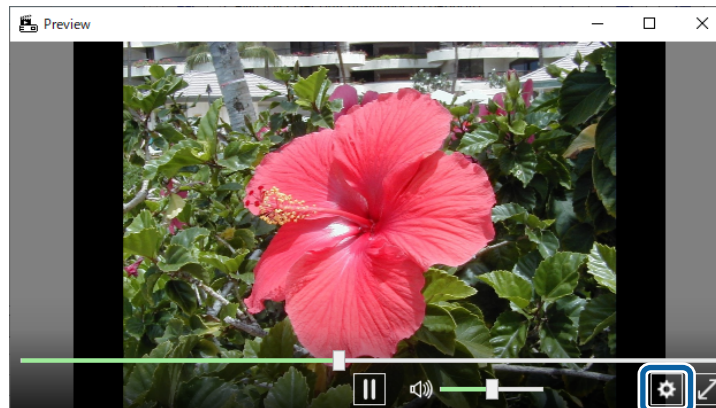


Note: If there are not any playlists in the project, create a playlist before setting the effect.

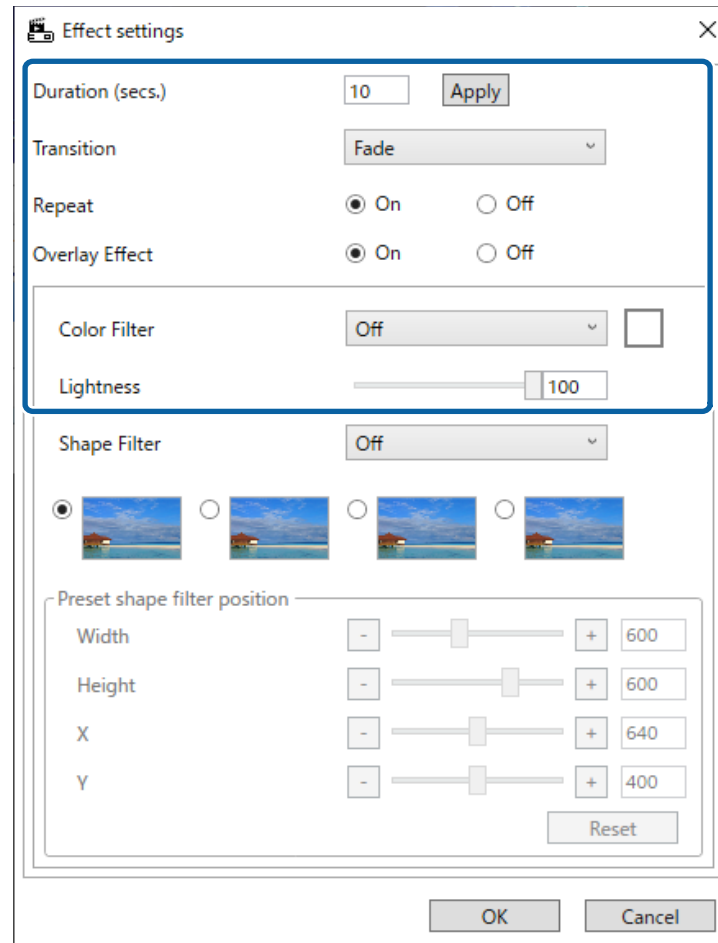
3. Click the **Preview** button to open the **Preview** screen.



4. Click  to open the **Effect settings** screen.

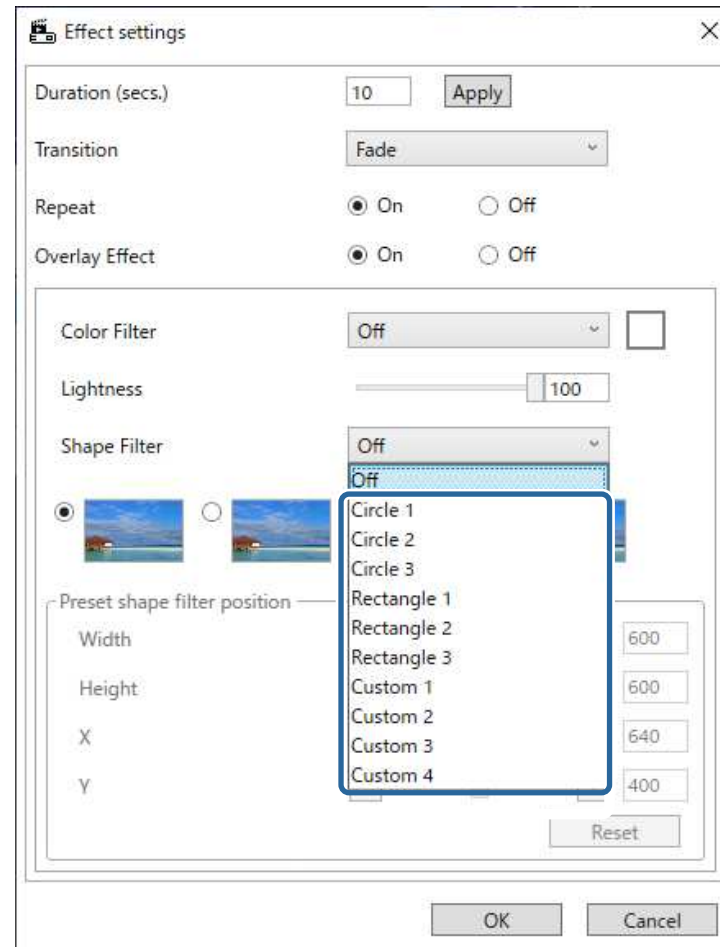


5. Select the **Duration (secs.)**, **Transition**, **Repeat**, and **Overlay Effect** settings while checking the preview in the **Preview** screen.



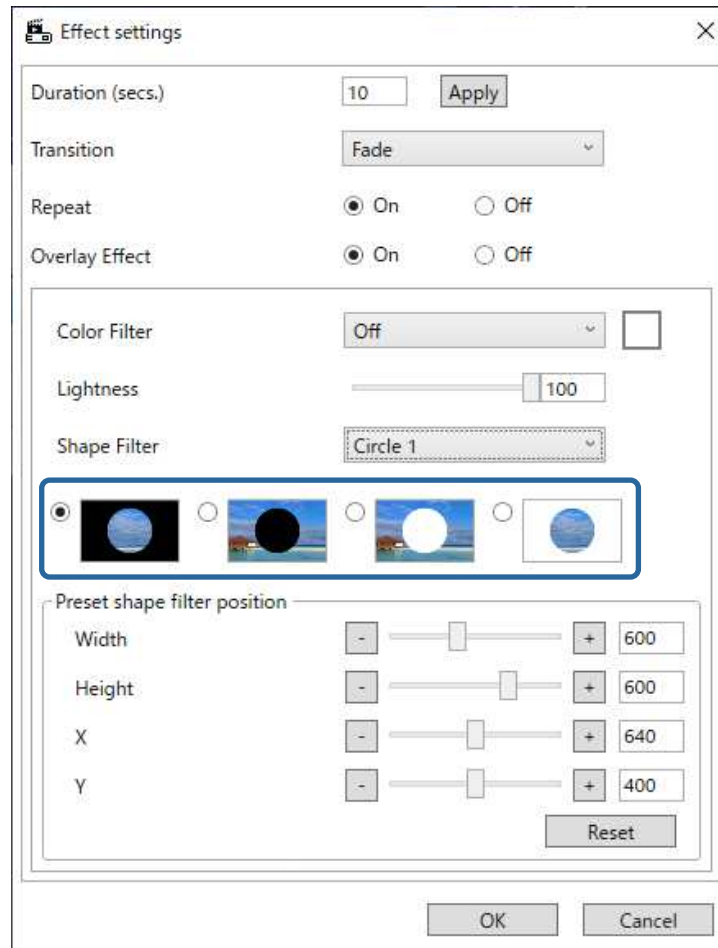
6. When you want to use a shape effect filter, select the target filter name as the **Shape Filter** setting.
- **Circle 1 to Circle 3** or **Rectangle 1 to Rectangle 3**: These are standard filters. You can change the size and position of the shape effect filter by adjusting **Preset shape filter position** value.

- **Custom 1 to Custom 4:** You can customize these filters in the **Shape Filter** tab from the project screen.



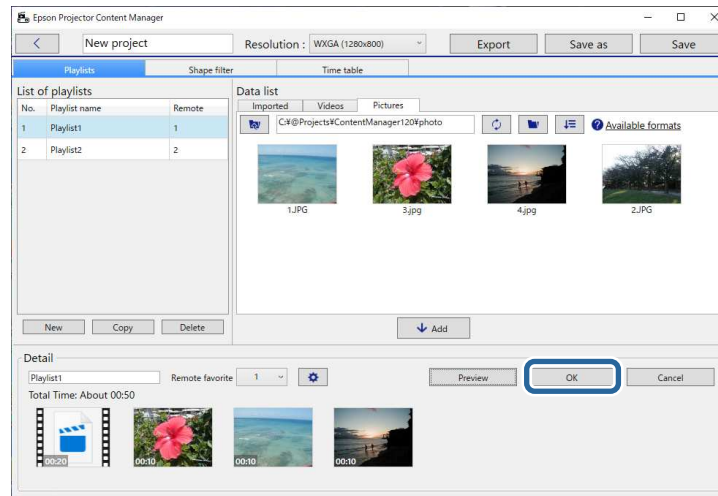
If you select the filter name other than **Off**, four types of image effects are displayed.

7. Select the image effect you want to use.



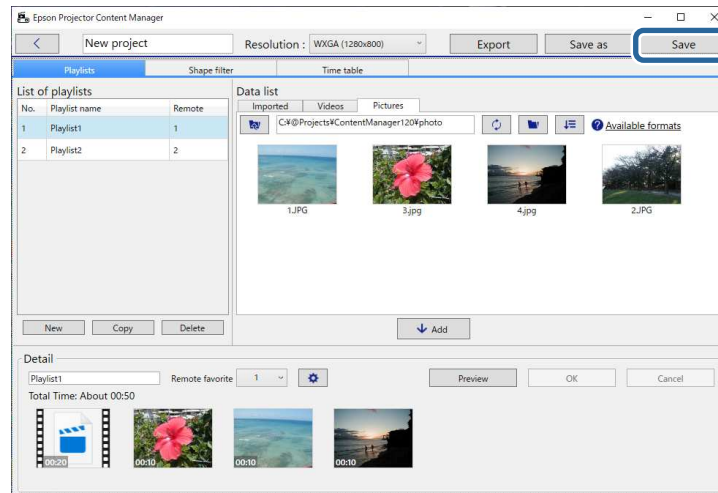
8. Click the **OK** button to close the **Effect settings** screen.
9. Close the **Preview** screen.

10. Click the **OK** button to apply the settings to your playlist.



11. Repeat steps 2 through 10 if you want to make effect settings to any other playlists.

12. Click the **Save** button to save the project.



Customizing Shape Effect Filters for a Playlist

Parent topic: [Playlist Editing](#)

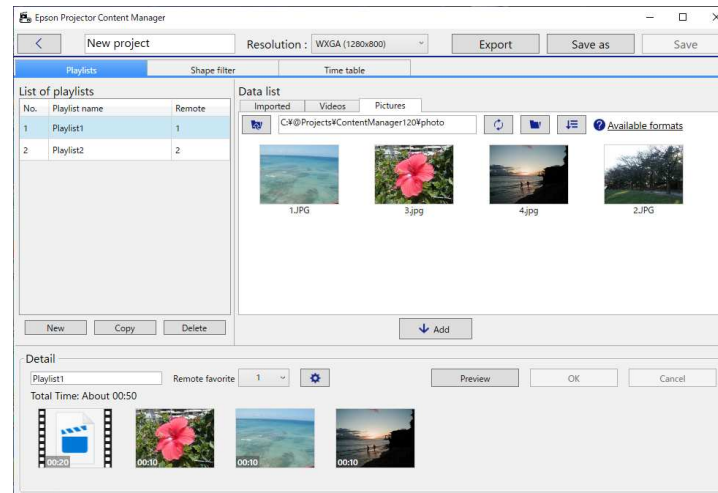
Related references

[Effect Settings Screen](#)

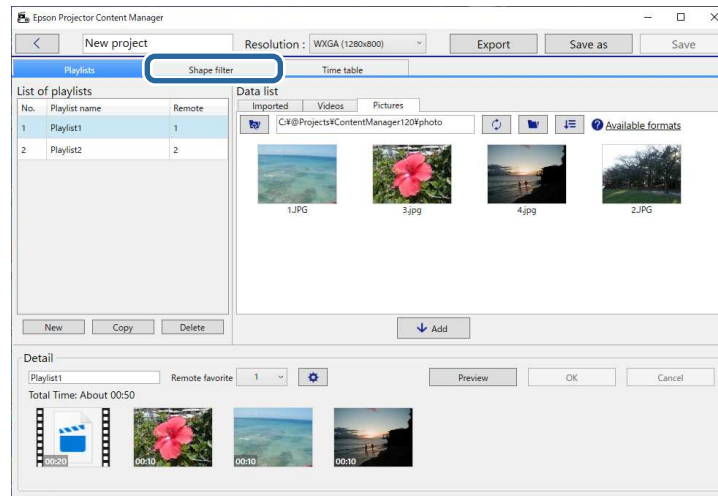
Customizing Shape Effect Filters for a Playlist

You can use your images as shape effect filters named **Custom 1** to **Custom 4** and add them to your playlists.

1. Open the project screen.

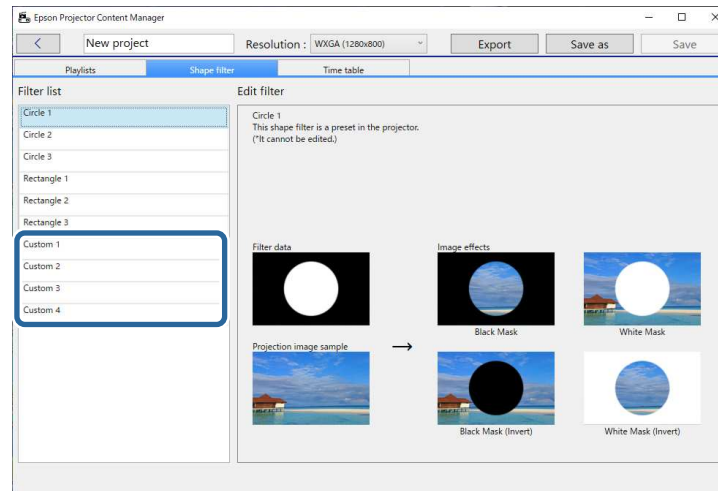


2. Select the **Shape filter** tab.

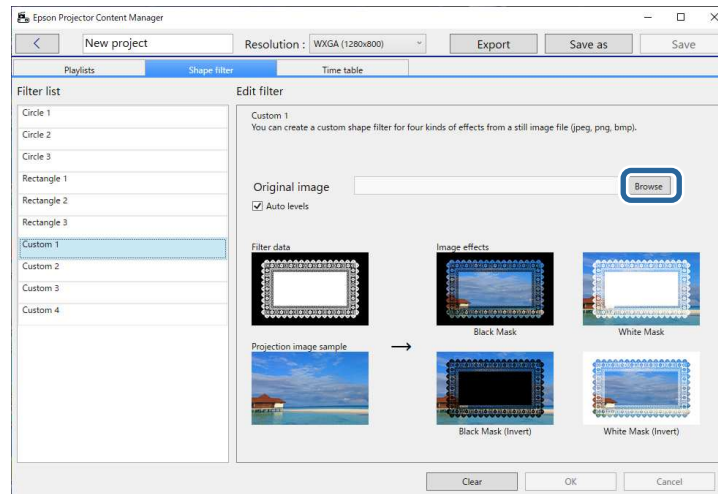


3. Select one of the filters named **Custom 1** to **Custom 4** in the **Filter list** area.

Note: You cannot edit standard filters such as **Circle 1** to **Circle 3** and **Rectangle 1** to **Rectangle 3**.



4. Click the **Browse** button and select the image file which you want to use as a shape effect filter.



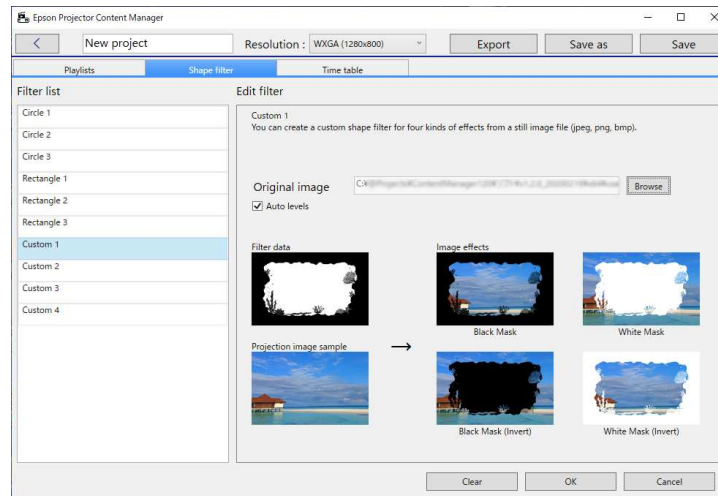
The sample effects images are displayed.

Note:

- You can use jpeg, png, or bmp file format.
- Images exceeding 8192 × 8192 pixels cannot be used. If the width of the image is larger than 1280 pixels or the height is larger than 800 pixels, it will be resized to fit in 1280 × 800 pixels while maintaining the aspect ratio.
- You can use the **Sample filters** button on the file selection screen if you want to access the prepared sample filters quickly.

On Mac, the **Sample filters** button is displayed below the **Browse** button.

- Click the **OK** button to save the shape effect filter settings as the **Custom** filter in the **Filter list**.



Now you can use customized shape effect filters on the **Effect settings** screen.

Parent topic: [Adding Effects to a Playlist](#)

Related references

[Effect Settings Screen](#)

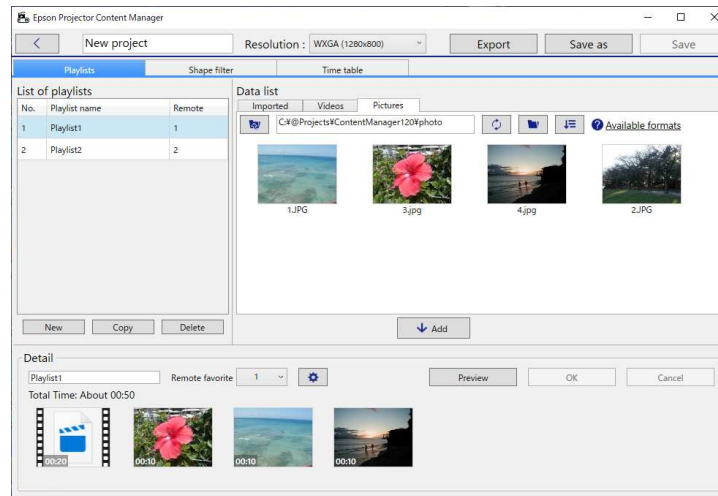
[Project Screen - Shape Filter Tab](#)

Scheduling Playlists

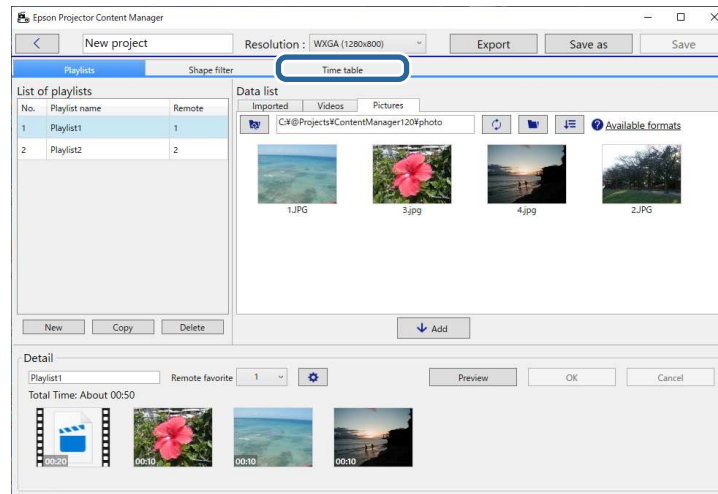
You can specify when each playlist starts and finishes. Scheduling events allows you to:

- periodically repeat the same playlist
- play the same playlist at the same time on multiple projectors (supported models only)

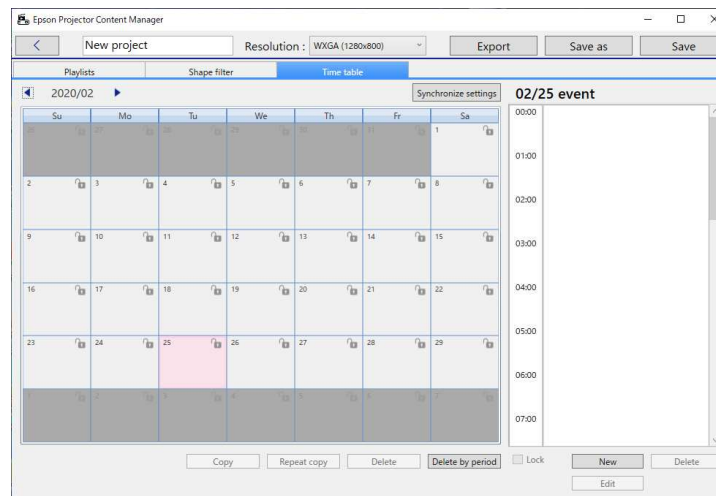
1. Open the project screen.



2. Select the **Time table** tab.



3. Double-click the date that you want to schedule events in the calendar.



The **New event** screen is displayed.

4. Select the **Playlist** and **Time** settings, and then click the **OK** button.

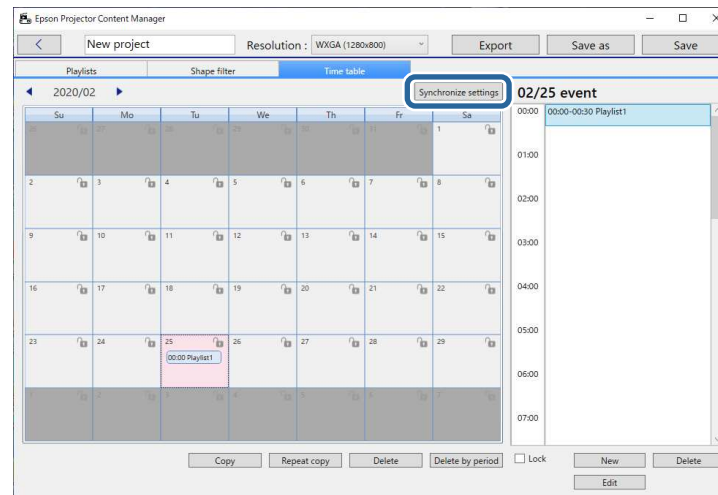
Note:

- If you want to copy the event to another day, select the original date and click the **Copy** button. The **Copy** screen is displayed and you can set the target date.
- If you want to repeat the same event over a certain period of time, select the original date and click the **Repeat copy** button. The **Repeat copy** screen is displayed and you can set the target period in which you want to repeat the event and the day(s) within that period.
- If you want to repeat all events in a week over a certain period of time, select the original first date and click the **Repeat copy** button. The **Repeat copy** screen is displayed and you can set the target period in which you want to repeat the event and the day(s) within that period.

5. Repeat step 3 and 4 to schedule any other playlists as necessary.

- When you are using multiple projectors, click the **Synchronize settings** button to share the scheduled events with the other projectors (supported models only).

Note: The **Synchronize settings** setting applies to the entire project, not to individual playlists.



The **Register projector for synchronized playback** screen is displayed.

- From the automatically searched projectors list, select the name of the projector to use and click the **OK** button (supported models only).

Note:

- You can also select the projectors from the **History**, **IP search**, or **Enter projector name** tab.
- Make sure the projectors are connected to your network.

- Click the **Save** button to save the project.

Note: Scheduled events start playing on the timetable you selected. See your projector *User's Guide* for details.

Parent topic: [Playlist Editing](#)

Related references

[Register Projector for Synchronized Playback Screen/Export Network Projector Screen](#)

Exporting a Project to an External Storage Device

You can export a project that contains playlists to an external storage device.

Note:

- Depending on the projector, the supported storage devices differ. See your projector *User's Guide* for details.
- You can export only one project at a time to the same external storage device. If you export an additional project to the same device, the existing project is overwritten.
- Do not remove the external storage device from a computer or projector while exporting a project.

[Exporting a Project to an External Storage Device on Computer](#)

[Exporting a Project to an External Storage Device on Networked Projector](#)

Parent topic: [Editing and Exporting Playlists](#)

Exporting a Project to an External Storage Device on Computer

You can export a project to an external storage device connected to a computer.

1. Make sure that an external storage device is inserted into your computer.
2. Do one of the following:
 - Select the **Export** tab in the main screen, then select the project by browsing the folders or using the recently used project list.

Note: If you select the project that was created by Epson Projector Content Manager Ver. 1.10 or earlier, the conversion window is displayed and the project format will be converted into the format of Ver. 1.20 or later on opening the project.

- Click the **Export** button on the project screen.

The **Export** screen is displayed.

3. Select the drive in which you inserted your external storage device as the **Export drive** setting and click the **Export** button.

The export starts.

4. When the export is complete, click **Close** on the **Export progress** screen.
5. Remove the external storage device from your computer.

You can insert the device containing a project into the projector so you can project playlists from the device.

Parent topic: [Exporting a Project to an External Storage Device](#)

Exporting a Project to an External Storage Device on Networked Projector

You can export a project to an external storage device inserted into the networked projector.

1. Make sure that an external storage device is inserted to the projector.
2. Make sure that your computer and projector are connected to the network.

Note: You need to make projector menu settings according to how you want to connect. See your projector *User's Guide* for details.

3. Do one of the following:
 - Select the **Export** tab in the main screen, then select the project by browsing the folders or using the recently used project list.

Note: If you select the project that was created by Epson Projector Content Manager Ver.1.10 or earlier, the conversion window is displayed and the project format will be converted into the format of Ver.1.20 or later on opening the project.

- Click the **Export** button on the project screen.

The **Export** screen is displayed.

4. Select the **Export network projector** and click the **Next** button.
5. From the automatically searched projectors list, select the name of the projector to connect, and confirm that the selected projector is added to the **List of export network projector** area.

Note: You can also select the projectors from the **History** or **IP search** tab.

6. Click the **Export** button.

The export starts.

7. If the user authentication window is displayed, enter the user name and password set for the projector and click the **Authentication** button.

Note: If you do not have the user name or password for the projector, contact your projector administrator.

8. When the export is complete, click **Close** on the **Export progress** screen.

You can project playlists from the projector.

Parent topic: [Exporting a Project to an External Storage Device](#)

Related references

[Register Projector for Synchronized Playback Screen/Export Network Projector Screen](#)

Solving Problems

See the following section to check for solutions to problems you may have using the Epson Projector Content Manager software.

[Solving Epson Projector Content Manager Problems](#)

Solving Epson Projector Content Manager Problems

Try these solutions if you experience any of these problems.

- If you cannot import images, try the following solutions:
 - Check the supported file types.
 - If you are viewing the **Videos** tab, try clicking the **Pictures** tab.
- If you cannot import movies, try the following solutions:
 - Check the supported file types.
 - If you are viewing the **Pictures** tab, try clicking the **Videos** tab.
- If you cannot delete a playlist in the **List of playlists** area of the project screen, make sure the playlist is not scheduled in the **Time table** tab.
- If you cannot register another projector when using **Synchronize settings**, try the following solutions:
 - Make sure the projector supports this function. See your projector *User's Guide* for details.
 - Make sure the projector is connected to your network. See your projector *User's Guide* for details.
 - Make sure the projector name is correct. See your projector *User's Guide* for details.
- If you cannot export a project to an external storage device, try the following solutions:
 - Make sure the external storage device is not locked.
 - Make sure that your projector supports content playback function. Also, depending on the model you are using, you may need to enable content playback mode in advance. See your projector *User's Guide* for details.
 - For exporting via a network, make sure that you connect an external storage device to the projector in advance, and turn on the projector.
 - For exporting via a network, make sure the computer and projector are connected to the network.
- If projectors are not displayed in the **Register projector for synchronized playback** screen or **Export network projector** screen, make sure the computer and projector are connected to the same network.

Parent topic: [Solving Problems](#)

Related references

[Supported File Types for Playlists](#)

[Supported Projectors](#)

Related tasks

[Creating Playlists](#)

[Customizing Shape Effect Filters for a Playlist](#)

[Scheduling Playlists](#)

Screen Summary

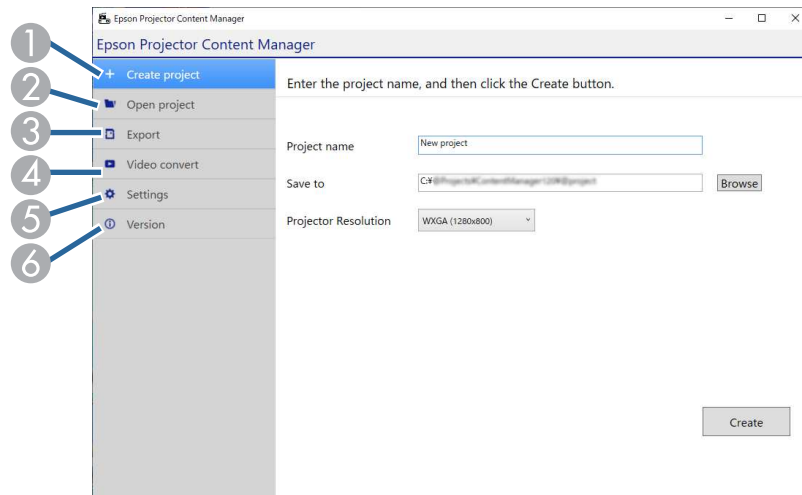
See these sections for more information about the Epson Projector Content Manager screens.

[Main Screen](#)

[Project Screen](#)

Main Screen

When you start the Epson Projector Content Manager software, the main screen is displayed.



1	Create project	Creates a new project on your computer.
2	Open project	Opens an existing project.
3	Export	Exports the project to an external storage device.
4	Video convert	Converts a movie file type to a type that the projector supports. Note: You can check the supported file types by clicking Convertible formats in the Video convert tab.

5	Settings	<p>Sets the movie file format for the project. Select the file format supported by your projector.</p> <p>When you do not know which movie file format is supported by the projector, select Auto Select or AVI Format. If you select Auto Select, the format suitable for the projector is automatically selected. The AVI format is supported on any model that has the content playback function.</p> <p>If you select Auto Select and save a project to an external storage device connected to computer, both MP4 format and AVI format will be saved, so more free space is required.</p> <p>For Windows 7, you can only select AVI Format.</p>
6	Version	Displays the software version.

Parent topic: [Screen Summary](#)

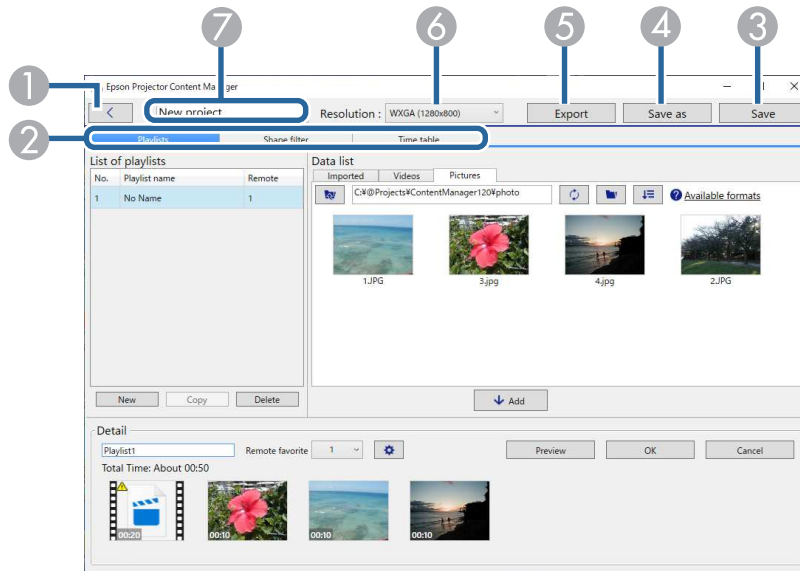
Related tasks

[Creating Playlists](#)

[Exporting a Project to an External Storage Device](#)

Project Screen

When you create or open a project, the project screen is displayed.



1		Returns to the main screen.
2	Playlists, Shape filter, and Time table	Switch to different project screen tabs.
3	Save	Saves the project to your computer.
4	Save as	Duplicates and saves the project with a different name.
5	Export	Exports the project to an external storage device.
6	Resolution	Sets the resolution for the project. Select the resolution according to the resolution of the projector.
7	Project name	Displays the project name. You can edit this name.

[Project Screen - Playlists Tab](#)

[Project Screen - Shape Filter Tab](#)

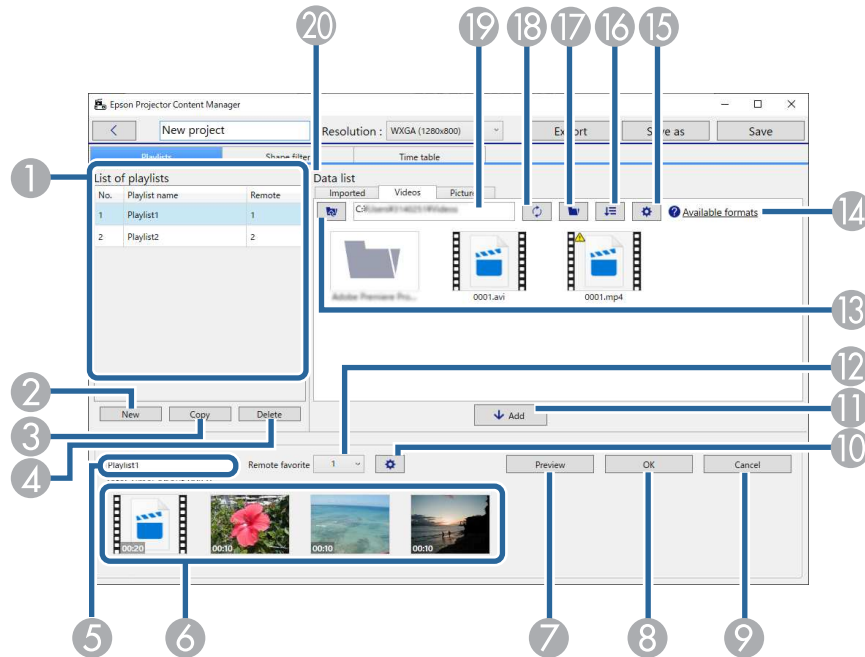
Project Screen - Time Table Tab

Register Projector for Synchronized Playback Screen/Export Network Projector Screen







Parent topic: Screen Summary


Project Screen - Playlists Tab

When you click the **Playlists** tab in the project screen, the following screen is displayed.



1	List of playlists	Displays the list of playlists in the project. Select the playlist name to edit the playlist. You can add up to 50 playlists to the project. Remote is the remote control shortcut key assigned to the playlist.
2	New	Creates a new playlist.
3	Copy	Copies the selected playlist.
4	Delete	Deletes the selected playlist.

5	Playlist name	Lets you edit the playlist name.
6	Time line area	Displays the images or movies added to the playlist in playback order. The total playback time of the file registered to the playlist is also displayed. You can add up to 100 files to the playlist.
7	Preview	Opens the Preview screen and starts previewing playlists. The content you were editing is automatically saved to the playlist before previewing.
8	OK	Saves the changes to the playlist.
9	Cancel	Discards any unsaved changes you made to the playlist.
10		Opens the Effect settings screen. You can add effects settings to the playlist.
11	Add	Adds any selected images or movies in the Data list to the playlist.
12	Remote favorite	Assigns a remote control shortcut key to the playlist. See your projector <i>User's Guide</i> to play back the playlist using the shortcut key.
13		Displays the folders or files one level higher than the path displayed in the folder path.
14	Available formats	Displays the supported file types when you click this text.
15	 (Videos tab only)	Sets the image quality for video conversions.
16		Sorts the order of the files in Data list by update dates or names.
17		Browses for folders.
18		Updates the displayed files to reflect their current state in the selected folder.
19	Folder path	Displays the selected folder path.

20	Data list	<p>Displays the images or movies in the selected folder.</p> <p>The files can be listed up to 1000 in this area.</p> <ul style="list-style-type: none"> • Pictures tab: You can display image files. • Videos tab: You can display movie files. • Imported tab: You can display the files you previously imported to playlists. Any files used in the playlist are marked with .
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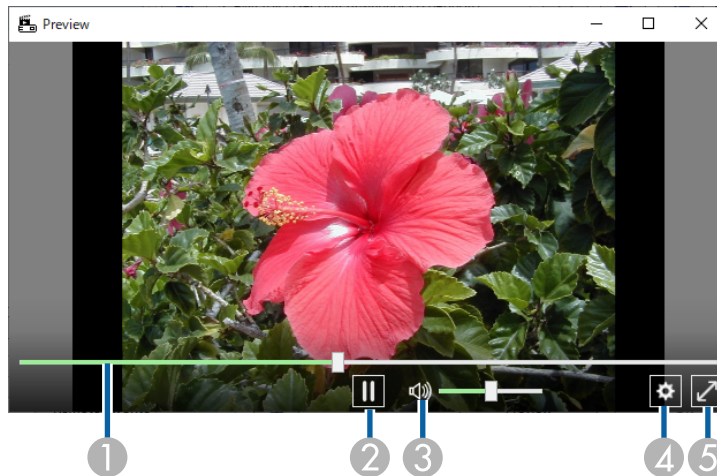
[Preview Screen](#)


[Effect Settings Screen](#)

Parent topic: [Project Screen](#)

Preview Screen

When you click the **Preview** button in the **Detail** area in the **Playlists** tab, the **Preview** screen is displayed.




1	Seek bar	Shows the progress of the Preview screen.
2	Play/Stop	Plays back or stops the preview.
3	Volume gauge	Adjusts volume for the audio of the playlist.
4		Displays the Effect settings screen.

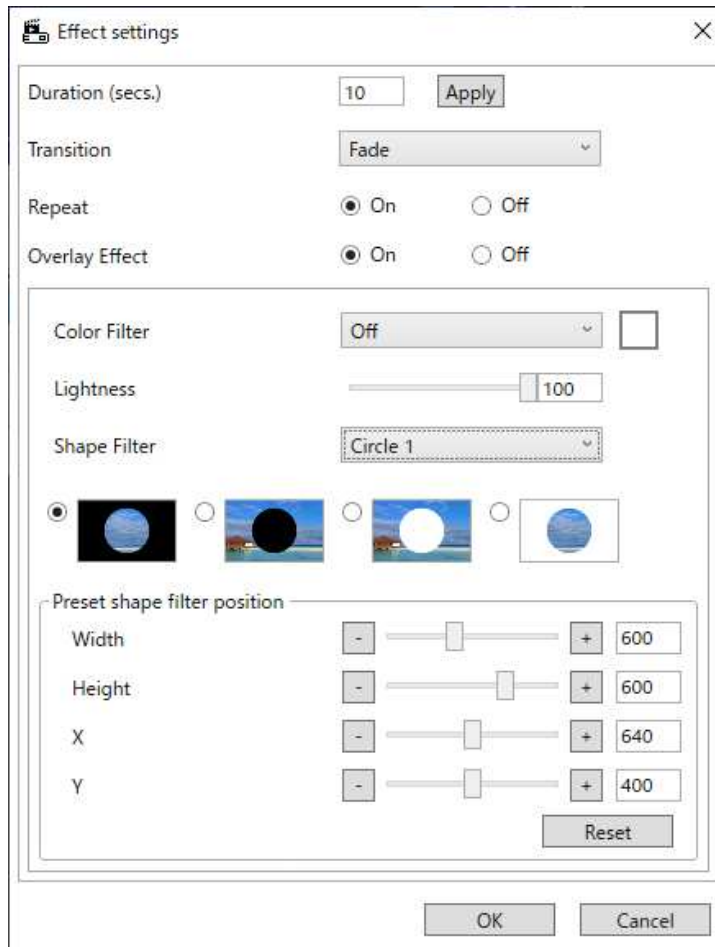
5	Full screen/Exit full screen (Windows only)	Displays the preview at the full screen or exit the full screen.
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Parent topic: [Project Screen - Playlists Tab](#)

Effect Settings Screen

When you click  in the **Preview** screen, the **Effect settings** screen is displayed.

Note: You can also open the **Effect settings** screen from  in the **Detail** area of the project screen.



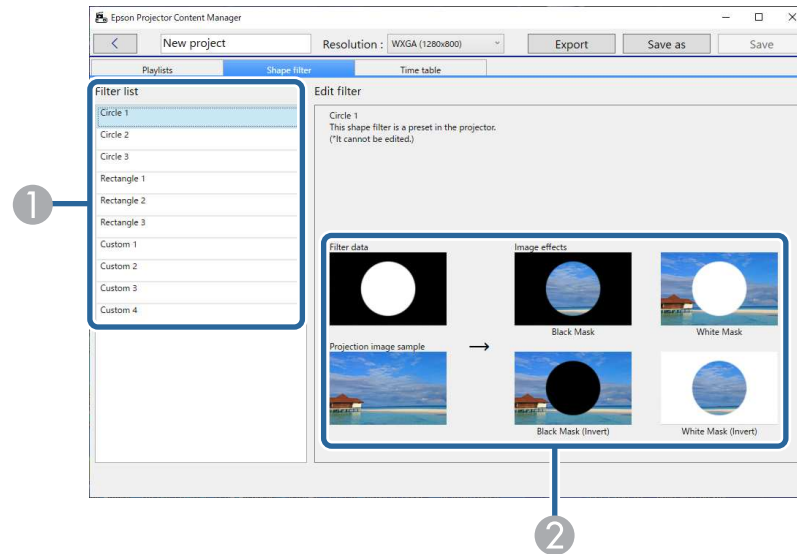
Duration (secs.)	Selects the time that each file is displayed before switching to the next file automatically. You can enter 1 to 60.
Apply	(Only displayed when the Effect settings screen is opened in the Preview screen) Applies the value set in Duration (secs.) to the Preview screen.

Transition	Selects a transition effect from a list of available transitions.
Repeat	Selects whether to enable loop playback or not.
Overlay Effect	<p>Selects whether to enable an overlay effect or not. Select On if you want to apply Color Filter, Lightness, and Shape Filter settings.</p> <p>Note: You can also select the Overlay Effect setting in your projector's menu so that you can adjust the settings while projecting images from the projector. See your projector <i>User's Guide</i> for details.</p>
Color Filter	Applies a color effect from the list of available effects to the playlist. You can also select a Custom color filter.
Lightness	Lightens or darkens the filter effect.
Shape Filter	<p>Selects a standard or customized shape effect filter, and a black or white mask or inverted mask setting. (The standard shape effect filters are Circle 1 to Circle 3 and Rectangle 1 to Rectangle 3.)</p> <p>Note: You can customize the shape effect filters in the Shape filter tab.</p>
Preset shape filter position	<p>(Available only when the Effect settings screen is opened in the Preview screen)</p> <p>You can set this item when Overlay Effect is set to On and Shape filter is set to Circle or Rectangle.</p> <p>Changes the Width and Height value to adjust the size of the shape effect filter.</p> <p>Changes the X value to adjust horizontal position of the shape effect filter, Y value to adjust vertical position.</p> <p>You can adjust the value while checking it in the Preview screen.</p> <p>Click the Reset button to reset to default.</p>

Parent topic: [Project Screen - Playlists Tab](#)

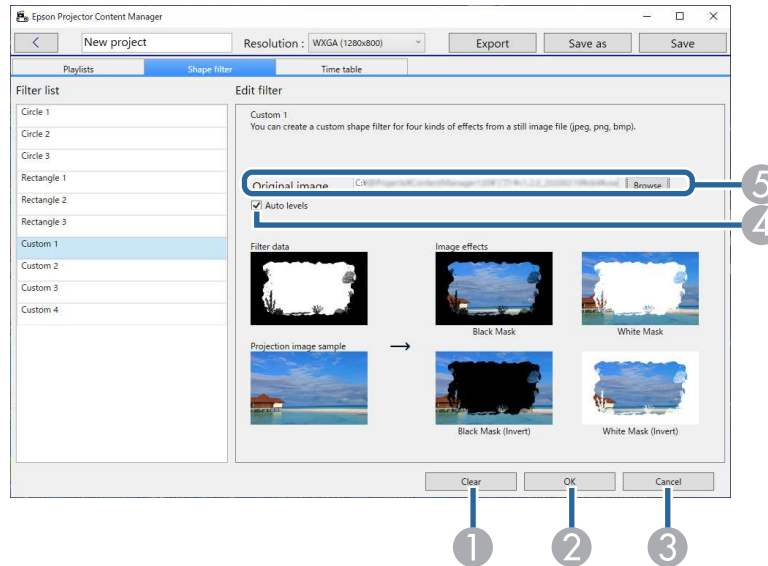
Project Screen - Shape Filter Tab

When you click the **Shape filter** tab in the project screen, the following screen is displayed.



1	Filter list	Displays the list of the shape effect filters. When you click a filter name, images using that shape effect filter are displayed in the Edit filter area. You can edit only the Custom 1 to Custom 4 shape effect filters.
2	Edit filter	Displays four types of the selected shape effect filter on a sample image.

When you select a **Custom 1** to **Custom 4** shape effect filter in the **Filter list**, the following functions are available.



1	Clear	Clears the settings for the selected shape effect filter.
2	OK	Saves the settings for the selected shape effect filter to the project.
3	Cancel	Discards the changes for the selected shape effect filter.
4	Auto levels	Automatically adjusts the intensity levels of the image tones to emphasize black and white.
5	Original image	Displays the file path for the image you are using as the shape effect. Click the Browse button to select the file. You can use the Sample filters button on the file selection screen if you want to display the prepared sample filters quickly. On Mac, the Sample filters button is displayed below the Browse button.

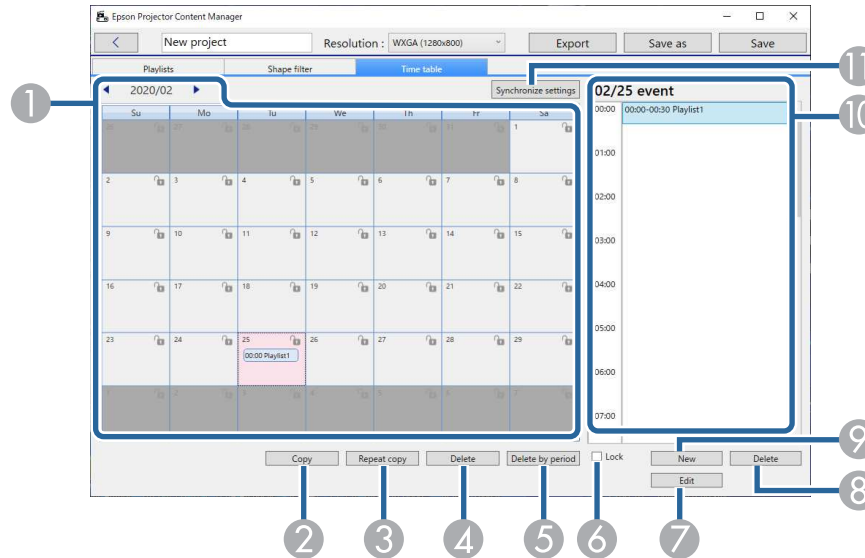
Parent topic: [Project Screen](#)

Related tasks

[Customizing Shape Effect Filters for a Playlist](#)

Project Screen - Time Table Tab

When you click the **Time table** tab in the project screen, the following screen is displayed.



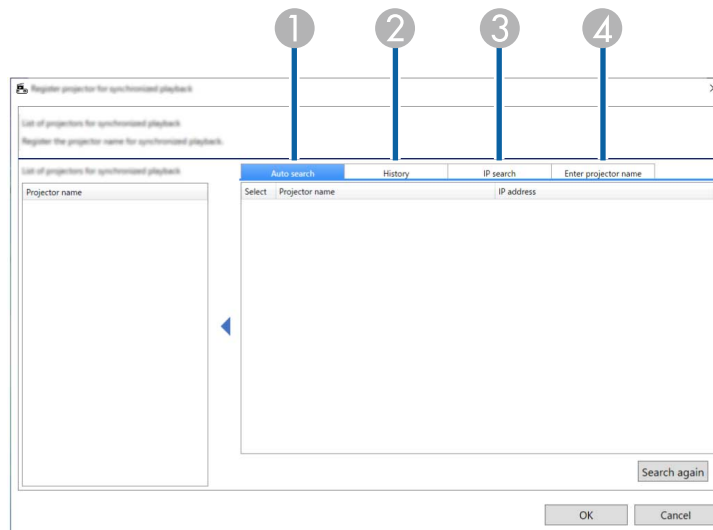
1	Calendar	Select ◀ to move to the previous month or select ▶ to the next month. To add a new event, double-click the day. To lock or unlock all events for the day, click the key icon.
2	Copy	Copies the all events in the selected day to another day.
3	Repeat copy	Repeats all events in the selected day or one week starting from the selected date to a particular day and time.
4	Delete	Deletes all events in the selected day.
5	Delete by period	Deletes all events in the selected period.







6	Lock	Prevents adding to or editing events in the selected day. You can still delete events from a locked day in the calendar after confirming the operation at the prompt. You cannot copy an event to a locked day.
7	Edit	Changes the playlist or schedule for the selected event.
8	Delete	Deletes the selected event.
9	New	Adds a new event to the selected day.
10	Event schedule	Displays the event schedule for the selected day.
11	Synchronize settings (supported models only)	Click this button to open the Register projector for synchronized playback screen to share the scheduled events with other selected projectors.

Parent topic: [Project Screen](#)

Register Projector for Synchronized Playback Screen/Export Network Projector Screen

The following screen is displayed when selecting projectors for synchronized playback or selecting network projectors for exporting playlists (supported models only).



1	Auto search	<p>Displays a list of available projectors on the same network as the search source device. Select <input type="checkbox"/> of the target projector to select the projector. You can remove the projector name from the list by clearing the check box.</p> <p>If you want to update the list, click the Search again button.</p> <p>On the Export network projector screen, an icon indicating the status of the projector is displayed next to the projector name.</p> <p>: You can upload the project to the projector.</p> <p>: You cannot upload the project to the projector.</p>
2	History	<p>Displays a list of connection history. Select <input type="checkbox"/> of the target projector to select the projector. You can remove the projector name from the list by clearing the check box.</p> <p>On the Export network projector screen, an icon indicating the status of the projector is displayed next to the projector name.</p> <p>: The status of the projector has not been checked.</p> <p>: The projector was not detected.</p> <p>: You can upload the project to the projector.</p> <p>: You cannot upload the project to the projector.</p>
3	IP search	<p>Allows you to enter an IP address for the target projector. Searching projectors starts by clicking the Search button.</p> <p>When the search result is displayed, you can use the Add button to select the projector.</p>
4	Enter projector name	<p>(Only displayed when selecting projectors to share the scheduled events.)</p> <p>Allows you to enter a projector name for the target projector.</p> <p>You can use the Add button to select the projector.</p>

Parent topic: [Project Screen](#)

Appendix

See these sections to learn more about the Epson Projector Content Manager software.

[Uninstalling the Software](#)
[Notices](#)

Uninstalling the Software

Follow these instructions to uninstall the Epson Projector Content Manager software.

[Uninstalling the Epson Projector Content Manager Software \(Windows 7\)](#)
[Uninstalling the Epson Projector Content Manager Software \(Windows 8.x/Windows 10\)](#)
[Uninstalling the Epson Projector Content Manager Software \(Mac\)](#)

Parent topic: [Appendix](#)

Uninstalling the Epson Projector Content Manager Software (Windows 7)

Follow the instructions below to uninstall the Epson Projector Content Manager software.

Note: You need administrator authority to uninstall the software.


1. Turn on your computer.
2. Make sure all running applications are closed.
3. Click **Start**, and then click **Control Panel**.
4. Click **Uninstall a program** from the **Programs** category.
5. Select **Epson Projector Content Manager**, and then click **Uninstall/Change**.
6. Follow the on-screen instructions.

Parent topic: [Uninstalling the Software](#)

Uninstalling the Epson Projector Content Manager Software (Windows 8.x/Windows 10)

Follow the instructions below to uninstall the Epson Projector Content Manager software.

Note: You need administrator authority to uninstall the software.

1. Turn on your computer.
2. Make sure all running applications are closed.
3. Press the  key on the keyboard to display all apps.
4. Right-click (press and hold) **Epson Projector Content Manager Ver.X.XX**, and then select **Uninstall**.
5. Follow the on-screen instructions.

Parent topic: [Uninstalling the Software](#)

Uninstalling the Epson Projector Content Manager Software (Mac)

For Mac, follow the instructions below to uninstall the Epson Projector Content Manager software.

1. Turn on your computer.
2. Make sure all running applications are closed.
3. Open the **Launchpad** to display applications, or type the software name to search in the search field at the top of the screen to display the Epson Projector Content Manager software.
4. Click and hold the Epson Projector Content Manager software icon until the icon jiggles.
5. Click the X button displayed on the icon to uninstall the software.

Note: If the X button is not displayed, use the Finder to uninstall the software instead.

Parent topic: [Uninstalling the Software](#)

Notices

Check these sections for important notices about your software.

[Copyright Notice](#)

[About Notations](#)

[General Notice](#)

[Copyright Attribution](#)

Parent topic: [Appendix](#)

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Parent topic: [Notices](#)

About Notations

- Microsoft® Windows® 7 operating system
- Microsoft® Windows® 8.1 operating system
- Microsoft® Windows® 10 operating system

In this guide, the operating systems above are referred to as "Windows 7", "Windows 8.1", and "Windows 10". Furthermore, the collective term "Windows" may be used to refer to them all.

- macOS 10.12.x
- macOS 10.13.x
- macOS 10.14.x
- macOS 10.15.x

In this guide, the operating systems above are referred to as "macOS 10.12.x", "macOS 10.13.x", "macOS 10.14.x", and "macOS 10.15.x". Furthermore, the collective term "Mac" is used to refer to them all.

Parent topic: [Notices](#)

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