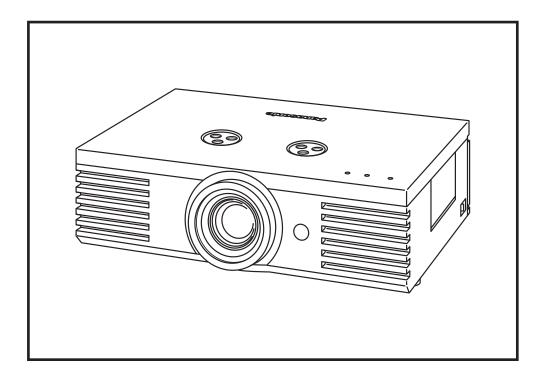
# **Panasonic ideas for life**

SPEC FILE



Product Number: PT-AE3000

Product Name: Full High-Definition Home Cinema Projector

## PT-**AE3000**

#### **Specifications**

Main Unit

Power supply: 100-240 V AC, 50/60 Hz

Power consumption: 240 W (0.08 W\*1 in standby mode with fan stopped)

LCD\*2 panel: Panel size: 0.74" diagonal (16:9 aspect ratio)

Display method: Transparent LCD panel (x 3, R/G/B)

Drive method: Active matrix

Pixels: 2,073,600 (1,920 x 1,080) x 3, total of 6,220,800 pixels

Lamp\*3: 165 W UHM lamp

Lens: Powered zoom/focus lens (1:1–1:2), F 1.9–3.2, f 22.4–44.8 mm

Screen size: 40-200 inches

Throw distance: 1.2–12.0 m (3'11"–39'4") (16:9 aspect ratio)

Colours: Full colour (1,073,741,824 colours)

Brightness\*4: 1,600 lumens\*5

Centre-to-corner uniformity ratio\*3: 85 %

Contrast\*4: 60,000:1\*5 (full on/full off)
Resolution: 1,920 x 1,080 pixels

Scanning frequency: RGB: fh 30-70 kHz, fv 50-87 Hz,

Dot clock: Less than 150 MHz

YPBPR (YCBCR): 480i (525i): fh 15.75 kHz; fv 60 Hz,

576i (625i): fh 15.63 kHz; fv 50 Hz, 480p (525p): fh 31.5 kHz; fv 60 Hz, 576p (625p): fh 31.25 kHz; fv 50 Hz, 720/50p (750/50p): fh 37.5 kHz; fv 50 Hz, 720/60p (750/60p): fh 45 kHz; fv 60 Hz, 1080/50i (1125/50i): fh 28.125 kHz; fv 50 Hz, 1080/60i (1125/60i): fh 33.75 kHz; fv 60 Hz, 1080/24p (1125/24p): fh 27 kHz; fv 24 Hz, 1080/50p (1125/50p): fh 56.3 kHz; fv 50 Hz,

S-Video/Video: fh 15.75 kHz fv 60 Hz (NTSC, NTSC4.43, PAL-M, PAL60)

fh 15.63 kHz fv 50 Hz (PAL, PAL-N, SECAM)

1080/60p (1125/60p): fH 67.5 kHz; fv 60 Hz

Optical axis shift\*6: Horizontal: ±40%, vertical: ±100%

Keystone correction range: Vertical: approx. ±30°

Installation: Ceiling/floor, front/rear (menu selection)

OSD languages: English, French, German, Spanish, Italian, Chinese, Korean, Russian,

Swedish, Danish, Norwegian, Polish, Czech, Hungarian, Portuguese,

Thai

Terminals: HDMI IN: HDMI connector x 3, HDMI™ (V.1.3 with Deep Color, x.v.Color™\*7),

HDCP compliant

COMPUTER IN: D-sub HD 15-pin (female) x 1

R, G, B: 0.7 Vp-p (1.0 Vp-p for Sync on G), 75 ohms

HD/SYNC, VD: TTL, high impedance (positive/negative polarity)

COMPONENT IN: RCA pin (Y, PB/CB, PR/CR) x 2

Y: 1.0 p-p, 75 ohms
PB/CB, PR/CR: 0.7 Vp-p, 75 ohms

VIDEO IN: RCA pin x 1, 1.0 Vp-p, 75 ohms

S-VIDEO IN: Mini DIN 4-pin x 1, Y: 1.0 Vp-p, C: 0.286 Vp-p, 75 ohms

SERIAL IN: D-sub 9-pin (RS-232C) x 1, for external control

## PT-**AE3000**

Power cord length: 3 m (9'10")

Cabinet material: PC + ABS

Dimensions (W x H x D): 460 x 130 x 300 mm (18-1/8" x 5-1/8" x 11-25/32")\*8

Weight\*\*: Approx. 7.3 kg (16.1 lbs.) Operating temperature:  $0^{\circ}-40^{\circ}\text{C}$  (32°-104°F)

Operating humidity: 20%-80% (no condensation)

**Remote Control Unit** 

Power supply: 3 V DC (AA type battery x 2)

Operation range\* 10: Approx. 7 m when operated from directly in front of the signal receptor

Dimensions (W x H x D): 48 x 138 x 28.35 mm (1-7/8" x 5-7/16" x 1-1/8")

Weight: 125 g (4.4 oz.)

Supplied Accessories Power cord

Wireless remote control unit

Batteries for remote control (AA type x 2)

Optional Accessories Replacement lamp: ET-LAE1000

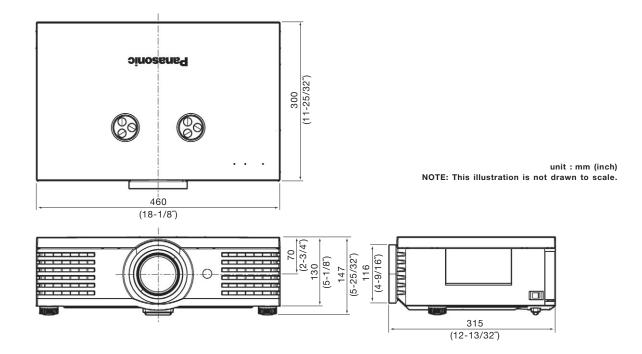
Ceiling mount bracket for high ceilings: ET-PKE2000 Ceiling mount bracket for low ceilings: ET-PKE1000S

Cable cover: ET-PCE2000

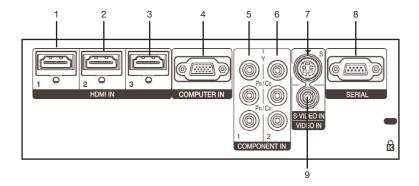
Weights and dimensions shown are approximate. Specifications subject to change without notice.

- \*1: Up to 220 V.
- \*2: The projector uses a type of liquid crystal panel that typically consists of millions of pixels. This panel is built with very high-precision technology to provide the finest possible image. Occasionally, a few pixels may remain turned on (bright) or turned off (dark). Please note that this is an intrinsic characteristic of the manufacturing technology that affects all products using LCD technology.
- \*3: The projector uses a high-voltage mercury lamp that contains high internal pressure. This lamp may break, emitting a large sound, or fail to illuminate, due to impact or extended use. The length of time that it takes for the lamp to break or fail to illuminate varies greatly depending on individual lamp characteristics and usage conditions.
- \*4: Measurement, measuring conditions, and method of notation all comply with ISO 21118 international standards.
- \*5: In dynamic mode, with dynamic iris on.
- \*6: Shift range is limited during simultaneous horizontal and vertical shifting.
- \*7: Effective in Color 1 image mode.
- \*8: Lens and legs not included.
- \*9: Average value. May differ depending on models.
- \*10: Operation range differs depending on environments.

#### **Dimensions**

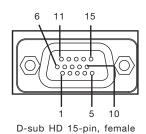


#### **Terminals**



- 1 HDMI 1 input
- 2 HDMI 2 input
- 3 HDMI 3 input
- 4 Computer input
- 5 Component (YPBPR/YCBCR) 1 input
- 6 Component (YPBPR/YCBCR) 2 input
- 7 S-Video input
- 8 Serial input
- 9 Video input

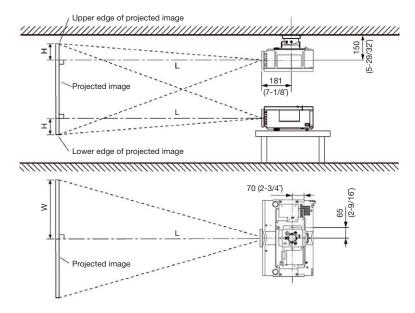
## **COMPUTER IN connector pin assignment**



no.	signal	no.	signal	no.	signal
1	R	6	GND	11	GND
2	G	7	GND	12	NC
3	В	8	GND	13	HD/SYNC
4	GND	9	NC	14	VD
5	GND	10	GND	15	NC

## PT-**AE300**

#### Standard setting-up positions



unit : mm (inch)

#### NOTE:

Illustrations show the projector installed using optional ceiling bracket ET-PKE1000S.

This illustration is not drawn to scale.

Values shown are approximate.

#### Projection distance for screen aspect ratio of 16:9

Projection size (16:9)	Projection d	. ,	Height from the edge of screen to centre of lens Width from the right edge of scree	
Diagonal length	Min (Wide)	Max (Telephoto)	(H)	(W)
1.02 m / 40"	1.2 m / 3′10″	2.3 m / 7′9″	-0.25 m - 0.74 m / 9.8" - 2'5"	0.09 m - 0.79 m / 3.5" - 2'7"
1.27 m / 50"	1.5 m / 4′10″	2.9 m / 9´9"	-0.31 m - 0.93 m / 1′0″ - 3′1″	0.11 m - 0.99 m / 4.3" - 3'3"
1.52 m / 60"	1.8 m / 5′10″	3.5 m / 11'9"	-0.37 m - 1.12 m / 1'3" - 3'8"	0.13 m - 1.19 m / 5.1" - 3'11"
1.78 m / 70"	2.1 m / 6′9″	4.1 m / 13´8″	-0.44 m - 1.30 m / 1'5" - 4'3"	0.16 m - 1.39 m / 6.3" - 4'7"
2.03 m / 90"	2.4 m / 7'10"	4.7 m / 15´8″	-0.50 m - 1.49 m / 1'8" - 4'11"	0.18 m - 1.59 m / 7.1" - 5'3"
2.29 m / 80"	2.7 m / 8'10"	5.3 m / 17′8″	-0.56 m - 1.68 m /1′10″ - 5′6″	0.20 m - 1.79 m / 7.9" - 5'10"
2.54 m / 100"	3.0 m / 9′9″	5.9 m / 19'8"	-0.62 m - 1.86 m / 2´ - 6´1″	0.22 m - 1.99 m / 8.7" - 6'8"
3.05 m / 120"	3.6 m / 11′9″	7.1 m / 23′7″	-0.75 m - 2.24 m / 2´6" - 7´4"	0.27 m - 2.39 m /10.8" - 7'10"
3.81 m / 150"	4.5 m / 14´9″	9.0 m / 29′7″	-0.93 m - 2.80 m / 3´1" - 9´2"	0.33 m - 2.99 m / 1'1" - 9'10"
5.08 m / 200"	6.0 m / 19'8"	12.0 m / 39'6"	-1.24 m - 3.73 m / 4′1″ - 12′3″	0.44 m - 3.98 m / 1′5″ - 13′1″

#### Projection distance for screen aspect ratio of 2.35:1

(When projecting both 2.35:1 and 16:9 images onto a 2.35:1 screen using the Lens Memory function.)

Projection size (16:9)	Projection di	istance (L)	to centre of lens to centre of		Width from the right edge of screen
Diagonal length	Min (Wide)	Max (Telephoto)			
1.02 m / 40"	1.3 m / 4′1″	1.8 m / 6'2"	-0.00 m - 0.40 m /	0" - 1'3"	0.07 m - 0.64 m / 2.8" - 2'1"
1.27 m / 50"	1.6 m / 5′1″	2.3 m / 7'9"	-0.00 m - 0.49 m /	0" - 1'7"	0.09 m - 0.80 m / 3.5" - 2'7"
1.52 m / 60"	1.9 m / 6´2"	2.8 m / 9'4"	-0.00 m - 0.60 m /	0" - 1'11"	0.11 m - 0.96 m / 4.3" - 3'2"
1.78 m / 70"	2.2 m / 7′3″	3.3 m /10'11"	-0.00 m - 0.69 m /	0" - 2'3"	0.12 m - 1.12 m / 4.7" - 3'8"
2.03 m / 90"	2.6 m / 8'3"	3.8 m / 12′6″	-0.00 m - 0.80 m /	0" - 2'7"	0.14 m - 1.27 m / 5.5" - 4'2"
2.29 m / 80"	2.9 m / 9´4″	4.2 m / 14′1″	-0.00 m - 0.89 m /	0" - 2'11"	0.16 m - 1.43 m / 6.3" - 4'8"
2.54 m / 100"	3.2 m / 10'4"	4.7 m / 15'8"	-0.00 m - 0.99 m /	0" - 3'3"	0.18 m - 1.59 m / 7.1" - 5'3"
3.05 m / 120"	3.8 m / 12′5″	5.7 m /18′10″	-0.00 m - 1.19 m /	0" - 3'11"	0.21 m - 1.91 m / 8.3" - 6'3"
3.81 m / 150"	4.8 m / 15′7″	7.1 m / 23′7″	-0.00 m - 1.49 m /	0" - 4'11"	0.27 m - 2.39 m /10.6" - 7'10"
5.08 m / 200"	6.4 m /20′10″	9.6 m / 31′6″	-0.00 m - 1.99 m /	0" - 6'6"	0.35 m - 3.18 m / 1´2" - 10´6"

NOTE: The values of L shown above vary due to characteristics of the zoom lens. Images may slightly distort due to characteristics of the zoom lens when the zoom lens is set to the minimum throw distance.

#### Calculation of the projection distance

For a screen size different from the above, use the equation below to calculate the projection distance.

16:9 minimum L (m) = (diagonal screen size in inches) x 0.0302 - 0.04 L (m) = (diagonal screen size in inches)  $\times$  0.0604 - 0.05 maximum

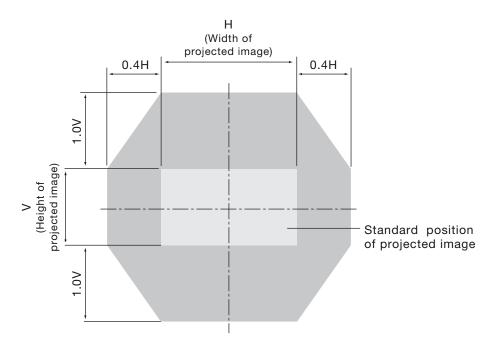
2.35:1 (When projecting both 2.35:1 and 16:9 images onto a 2.35:1 screen using the Lens Memory function.)

minimum L (m) = (diagonal screen size in inches) x 0.0319 - 0.04 L (m) = (diagonal screen size in inches) x 0.0482 - 0.05 maximum

NOTE: The accuracy of calculated value by the formula shown above is ±5%.

## Shift range

Optical axis shift function allows to shift the position of a projected image as shown below.

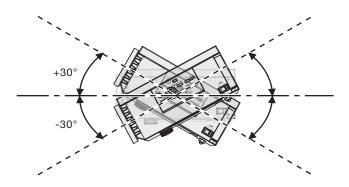


#### Installable angle

Install the projector at an angle within the range shown below.

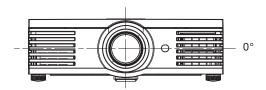
## • Vertical direction

The projector may be installed at a vertical angle of  $\pm 30^{\circ}$ .



## • Horizontal direction

The projector may not be angled horizontally.



## Computer data compatibility

This projector accepts up to 70 kHz horizontal scanning frequency and 150 MHz dot clock.

NOTE: The display resolution of this projector is 1920 x 1080 pixels. If the display resolution indicated in the above data does not match this resolution, the input signal will be converted to 1920 x 1080 pixels.

## List of Compatible Signals

Display mode	Display resolution (dots) 1	Scanning H (kHz)	frequency V (kHz)	Dot clock frequency (MHz)	Picture quality <sup>2</sup>	Format
NTSC/NTSC4.43/PAL-M/PAL60	720 x 480i	15.7	59.9	-	Α	VIDEO/S-VIDEO
PAL/PAL-N/SECAM	720 x 576i	15.6	50.0	-	Α	VIDEO/S-VIDEO
480i (525i)	720 x 480i	15.7	59.9	13.5	Α	COMPONENT
576i (625i)	720 x 576i	15.6	50.0	13.5	Α	COMPONENT
480p (525p)	720 x 480	31.5	59.9	27.0	А	COMPONENT/HDMI
576p (625p)	720 x 576	31.3	50.0	27.0	Α	COMPONENT/HDMI
720 (750)/60p	1,280 x 720	45.0	60.0	74.3	AA	COMPONENT/HDMI
720 (750)/50p	1,280 x 720	37.5	50.0	74.3	AA	COMPONENT/HDMI
1080 (1125)/60i	1,920 x 1,080i	33.8	60.0	74.3	AA	COMPONENT/PC/HDM
1080 (1125)/50i	1,920 x 1,080i	28.1	50.0	74.3	AA	COMPONENT/PC/HDM
1080 (1125)/24p	1,920 x 1,080	27.0	24.0	74.3	AA	COMPONENT/HDMI
1080 (1125)/60p	1,920 x 1,080	67.5	60.0	148.5	AA	COMPONENT/PC/HDM
1080 (1125)/50p	1,920 x 1,080	56.3	50.0	148.5	AA	COMPONENT/PC/HDM
VGA480	640 x 480	31.5	59.9	25.2	А	PC/HDMI
	640 x 480	37.5	75.0	31.5	Α	PC
	640 x 480	43.3	85.0	36.0	Α	PC
	640 x 480	72.1	138.0	62.3	Α	PC
WIDE480	856 x 480	30.1	60.1	31.5	А	PC
SVGA	800 x 600	35.2	56.3	36.0	Α	PC
	800 x 600	37.9	60.3	40.0	Α	PC
	800 x 600	48.1	72.2	50.0	Α	PC
	800 x 600	46.9	75.0	50.0	Α	PC
	800 x 600	53.7	85.1	56.3	Α	PC
WIDE600	1,072 x 600	37.2	59.9	51.4	Α	PC
WIDE720	1,280 x 720	45.1	60.1	76.5	AA	PC
XGA	1,024 x 768	48.4	60.0	65.0	Α	PC
	1,024 x 768	56.5	70.1	75.0	Α	PC
	1,024 x 768	60.0	75.0	78.8	Α	PC
	1,024 x 768	68.7	85.0	94.5	Α	PC
	1,024 x 768	72.1	89.0	99.2	Α	PC
WIDE768	1,280 x 768	45.3	56.5	76.2	Α	PC
MXGA	1,125 x 864	64.0	71.2	94.2	Α	PC
	1,125 x 864	67.5	74.9	108.0	Α	PC
SXGA	1,280 x 1,024	64.0	60.0	108.0	Α	PC
WIDE768-2	1,360 x 768	48.8	59.8	74.3	Α	PC
SXGA60+	1,400 x 1,050	65.1	59.9	122.4	Α	PC
WIDE800	1,280 x 800	49.7	59.8	83.5	Α	PC
WIDE900	1,440 x 900	55.9	59.9	106.5	A	PC

<sup>1.</sup> The "i" appearing after the resolution indicates an interlaced signal.

<sup>2.</sup> The following symbols are used to indicate picture quality.

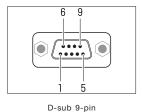
AA Maximum picture quality can be obtained.

A Signals are converted by the image processing circuit before picture is projected.

#### Serial connector

The serial connector complies with RS-232C. To control the projector from a personal computer, commands must be input through communication software, based on the format and satisfying the communication conditions shown below.

#### Pin assignments and signal names



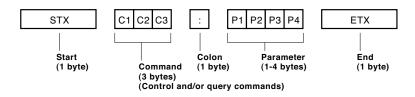
No.	Signal name	Description	No.	Signal name	Description
1	-	NC	6	-	NC
2	TXD	Send data	7	RTS	Connected internally
3	RXD	Receive data	8	CTS	Connected internally
4	_	NC	9	_	NC
5	GND	Ground			

## Communication conditions (factory setting)

Signal level	RS-232C-compliant
Synchronization method	Start-stop synchronization
Baud rate	9,600 bps
Parity	None
Character length	8 bits
Stop bit	1 bit
X parameter	None
S parameter	None

#### **Basic format**

Transmission from the computer begins with STX, then the ID, command, parameter, and ETX are sent in this order. Add parameters according to the details of control.



#### CAUTIION

When sending multiple commands, be sure to send the next command after receiving a response from the projector.

## Cable specifications

	Projector		PC (DTE)
	1	NC NC	1
	2		2
	3		3
	4	NC NC	4
	5		- 5
	6	DSR NC	6
-	7		7
L	8		- 8
	9	NC NC	9

## **Control commands**

Command: <parameter></parameter>	Function	Callback: <parameter></parameter>	Parameter value	
			Min	Max
PON*	Power on (standby mode on)	PON		
POF*	Power off (standby mode off)	POF		
IIS: <input signal=""/>	Input signal selection	IIS: <input signal=""/>	-	-
OFZ: <off_on></off_on>	Freeze	OFZ: <off_on></off_on>	0	1
OEN	Enter	OEN		
VPM: <picture mode=""></picture>	Picture mode	VPM: <picture mode=""></picture>	-	-
< NOR>	Normal	< NOR >	-	-
<dyn></dyn>	Dynamic	<dyn></dyn>	-	-
<cn1></cn1>	Cinema 1	<cn1></cn1>	-	-
< CN 2 >	Cinema 2	< CN 2 >	-	-
<cn3></cn3>	Cinema 3	<cn3></cn3>	-	-
<cl1></cl1>	Colour 1	<cl1></cl1>	-	-
<cl2></cl2>	Colour 2	<cl2></cl2>	-	-
OMN	Menu	OMN	-	-
ocu	Cursor up	ocu		
OCD	Cursor down	OCD		
OCL	Cursor left	OCL		
OCR	Cursor right	OCR		
OSH*	Shutter	OSH		
OST	The same function as "DEFAULT" button	OST		
OVM	The same function as "PICTURE MODE" button	OVM		
VS1	The same function as "ASPECT" button	VS1		
ОВК	The same function as "RETURN" button	OBK		
OLE	The same function as "LENS" button	OLE		
OOT: <off_timer></off_timer>	Off timer	OOT: <off_timer></off_timer>	0	7
OWM: <x></x>	Waveform monitor activate/off	OWM: < x >	0	8

<sup>•</sup> Do not send PON, POF, or OSH commands continuously in a short period of time. Doing so may burst the lamp or shorten the lamp replacement cycle.

## Status asking commands

Command	Description	Callback
		<parameter></parameter>
QPW	Standby power status	<pre><power condition=""></power></pre>
QIN	Input signal status	<input signal=""/>
QPM	Picture mode status Normal	<nor></nor>
	Dynamic	<dyn></dyn>
	Cinema 1	<cn1></cn1>
	Cinema 2	<cn2></cn2>
	Cinema 3	<cn3></cn3>
	Colour 1	<cl1></cl1>
	Colour 2	<cl2></cl2>
QFZ	Freeze status	<off_on></off_on>
QOT	Off timer status	<off_timer></off_timer>
QSH	Shutter function status	<off_on></off_on>
QWM	Waveform monitor status	<x></x>

#### Parameter format

Parameter format	Size (Byte)	Difinition
<off_on></off_on>	1	0 = off, 1 = on
<input signal=""/>	3	VID = video, SVD = S-video, RG1 = computer, CP1 = component 1,
		CP2 = component 2, HD1 = HDMI 1, HD2 = HDMI 2, HD3 = HDMI 3
<pre><power condition=""></power></pre>	3	000 = power on (standby mode on), 001 = power off (standby mode off)
<off_timer></off_timer>	1	0 = off, 1 = 60 min, 2 = 90 min, 3 = 120 min, 4 = 150 min, 5 = 180 min,
		6 = 210 min, 7 = 240 min
<x></x>	1	0 = off, 1 = full scan (Y), 2 = full scan (R), 3 = full scan (G), 4 = full scan (B),
		5 = single line (Y), 6 = single line (R), 7 = single line (G), 8 = single line (B)

NOTE: If a wrong command is received, the projector will send an ER401 command to the computer.

## Command example

To set the volume to +30, send the command as shown below.

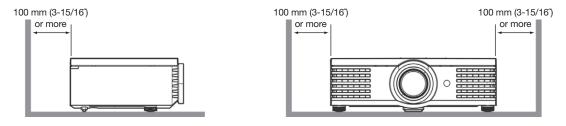


NOTE: When sending commands without parameters, a colon (:) is not necessary.

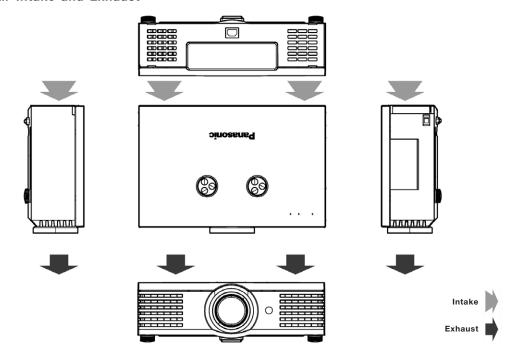
#### Notes on Projector Placement and Operation

The projector uses a high-wattage lamp that becomes very hot during operation. Please observe the following precautions.

- 1. Never place objects on top of the projector while it is operating.
- 2. Make sure there is an unobstructed space of 100 mm (3-15/16") or more around the projector's air intake openings.
- 3. If the projector is placed in a box or enclosure, ensure the temperature of the air surrounding the projector is between 0°C/32°F and 35°C/95°F. Also make sure the projector's intake and exhaust openings are not blocked. Take particular care to ensure that hot air from the exhaust openings is not sucked into the intake openings.



#### **Direction of Air Intake and Exhaust**



#### **Operating the Projector Continuously**

- 1. If the projector is to be operated continuously 10 hours or more, lamp replacement cycle duration becomes shorter.
- 2. The lamp replacement cycle duration becomes shorter if the projector is operated repeatedly for short periods.