

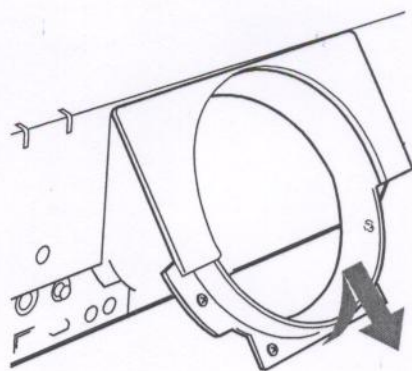
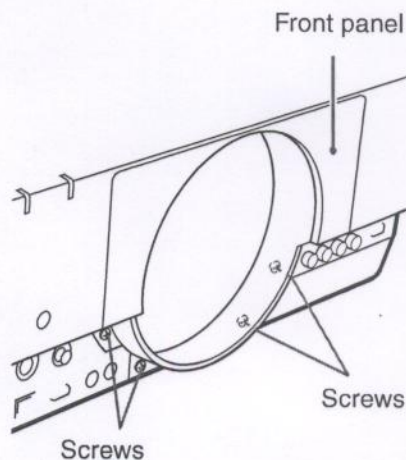
Attaching/Removing the Projection Lens

Notes

- Turn off the projector and disconnect the AC power cord from a wall outlet before you remove/attach the projection lens.
- Be careful not to drop the projection lens.
- Avoid removing/attaching the lens with the projector installed suspended from a ceiling.
- Avoid touching the lens surface.
- For usable projection lenses and a lens adapter, see "Specifications" (page 46).

Attaching

- 1 Loosen the four screws that secure the front panel to remove the front panel in the direction of the front.



- 2 Make the preparations required for the projection lens you are using.

VPLL-FM22/ZM32/ZM42/ZM102/Z4011:

A Removing the compensating glass (page 41)

VPLL-FM21*1/ZM31*1/ZP41/FM22/ZM32/ZM42/ZM102:

B Attaching the projection lens adapter (page 42)

VPLL-ZM101*1:

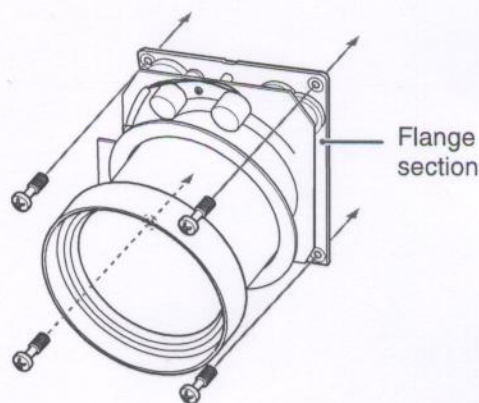
B Attaching the projection lens adapter (page 42)

C Attaching the shading sheet (page 44)

VPLL-4008/Z4011/Z4015/Z4019/Z4025/Z4045

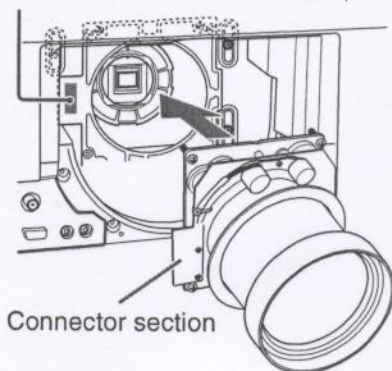
There is no need to attach the projection lens adapter to the projector.

- 3 Insert the four screws (supplied with the projector) to the flange section of the projection lens.



- 4 Align the connectors on the projector with those on the projection lens then insert the lens all the way in until it is securely in place.

Connector section



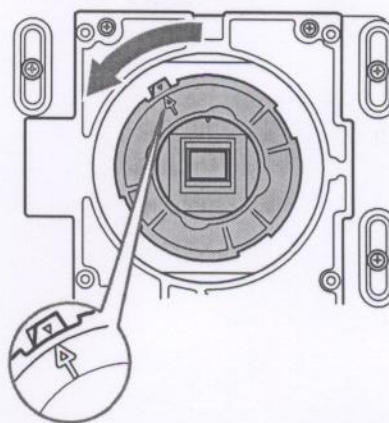
- 5 Tighten the four screws attached in step 3.
- 6 Replace the front panel and fasten it with the four screws.

A VPLL-FM22/ZM32/ZM42/ZM102/Z4011: Removing the compensating glass

Before attaching the projection lens to the projector, it is required to remove the compensating glass from the lens mounting part of the projector.

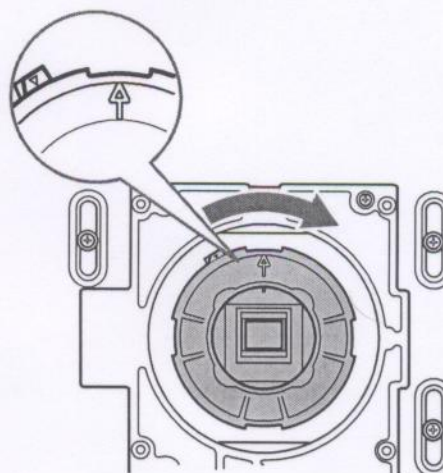
To remove the compensating glass

Turn the compensating glass counterclockwise as illustrated then pull it out towards you.



To attach the compensating glass

Insert the compensating glass with the arrow mark on the glass aligned with the mark (▽) on the lens mounting part of the projector, and turn the glass clockwise.



Others