IN5122/IN5124

Network Guide
Guide Réseau
Netzwerkbetrieb
Guía de red
Guida alla rete
Netwerkhandleiding
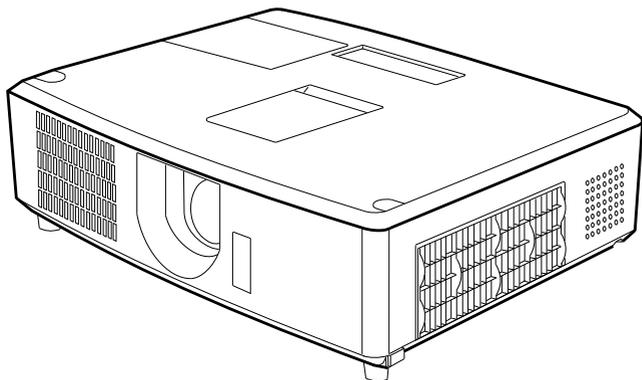Guia de Rede
网络指南
네트워크 가이드
Nätverksguide
Руководство по работе в сети
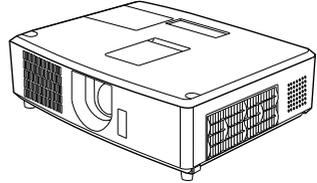
Regulatory models: W60, W61

InFocus

Bright Ideas Made Brilliant

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Projector

IN5122/IN5124

Network Guide

Thank you for purchasing this product.
This manual only explains networking features. For proper use of this product, please refer to this manual and the other manuals for this product.

⚠**WARNING** ▶Before using this product, be sure to read all manuals for this product. After reading them, store them in a safe place for future reference.

Features

This projector has the network feature that brings you the following main features.

✓ **Network Presentation** : allows the projector to project computer images transmitted through a network. (📖*37*)
✓ **Web Control** : allows you to monitor and control the projector through a network from a computer. (📖*45*)
✓ **My Image** : allows the projector to store up to four still images and project them. (📖*69*)
✓ **Messenger** : allows the projector to display text sent from a computer through a network. (📖*71*)
✓ **Network Bridge** : allows you to control an external device through the projector from a computer. (📖*73*)

> **NOTE** • The information in this manual is subject to change without notice.
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Contents

1.1 System requirements

1.1.1 Required equipment

The following equipment is required to connect the projector to your computer through the network:

✓ **Projector**
✓ **LAN cable** (to connect the projector to a network): CAT-5 or greater
✓ **Computer**: at least one networkable computer
                 (100Base-TX or 10Base-T)

1.1.2 Hardware and software requirements for the computer

The "LiveViewer" software needs to be installed on all the computers to connect to the projector through a network. To use "LiveViewer", your computer needs to meet the following requirements.

✓ **OS**: One of the following.
Windows ® XP Home Edition /Professional Edition (32 bit version only)
Windows Vista ® Home Basic /Home Premium /Business /Ultimate /Enterprise (32 bit version only)
Windows ® 7 Starter /Home Basic /Home Premium /Professional /Ultimate / Enterprise (32 bit version only)
✓ **CPU**: Pentium 4 (2.8 GHz or higher)
✓ **Graphic card**: 16 bit, XGA or higher
* When using the "LiveViewer" it is recommended that the display resolution of your computer is set to 1024 x 768.
✓ **Memory**: 512 MB or higher
✓ **Hard disk space**: 100 MB or higher
✓ **Web browser**: Internet Explorer ® 6.0 or higher
✓ **CD-ROM drive**

NOTE • The network communication control is disabled while the projector is in power saving mode if the POWER SAVING MODE item is set to ENABLE. Please connect the network communication to the projector after setting the POWER SAVING MODE to DISABLE. (&*SETUP menu in the User's Manual*)
• You can get the latest version of the "LiveViewer" and the latest information for this product from our website. (&*7*)
• Depending on the specification of your computer, the computer may slow down due to high CPU usage when the "LiveViewer" is running.
• "LiveViewer" does not work on Windows Vista® without Service Pack 1 or later. Please install the latest Service Pack for Windows Vista®.

1.1 System requirements (continued)

NOTE • Refer to your computer or Windows manual and select the following display resolution (or smaller) for the computer.
IN5122: 1024 x 768 (XGA)
IN5124: 1280 x 800 (WXGA)
- When a resolution larger than the specified resolution is selected, the projector will convert and display in the specified resolution, and the display speed may become faster. If your computer does not support the display resolution specified above, the largest supported resolution will be selected.
- Images might not be transmitted if the OS version or the driver software for Network Adapter on your computers is not up-to-date. It is highly recommended that the OS and the driver should be updated to the latest versions.
- When using the projector's network features as described in this user's manual, you must first disable all firewalls associated with other application software.

1.2 Installing the "LiveViewer"

1.2.1 Installing the "LiveViewer"

The "LiveViewer" software needs to be installed on all the computers to connect to the projector through a network.

You need to log in as an administrator user to install the software.

1) Turn on the computer.
2) Shut down all other applications.
3) Download and install "LiveViewer" from www.infocus.com/support.

NOTE • If using Windows Vista or Windows 7, the User Account Control (UAC) dialog will now appear. Please click **[Allow]** to continue installation.

4) After a moment, the Choose Setup Language dialog will appear as shown on the right. Select the desired language from the list, and click **[OK]**.

If the software has been already installed, it will need to be uninstalled. Click **[Cancel]** button to uninstall the software. If you uninstalled the software by mistake, please re-install the software again.

5) After a moment, the Welcome dialog will appear as shown on the right. Press **[Next]**.

1.2 Installing the "LiveViewer" (continued)

6) The License Agreement dialog appears. Select "I accept the terms of the license agreement" to accept the agreement and press **[Next]**.
7) The Choose Destination Location dialog appears. Press **[Next]**.

NOTE • The C:\Program Files\Projector Tools\LiveViewer folder will be created and the program will be installed into that folder. If you wish to install to a different folder, click **[Browse]** and select another folder.
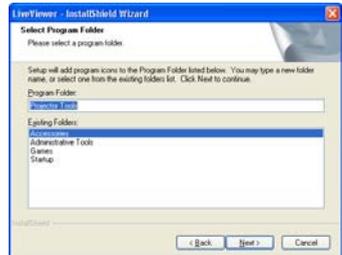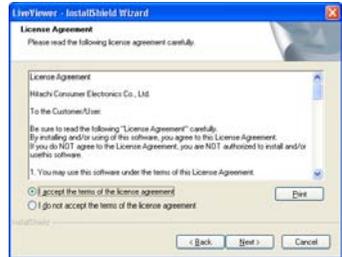
8) Confirm the program folder name. If "Projector Tools" is okay, press **[Next]** to continue. If not, enter the desired folder name and then press **[Next]**.

9) **Windows ® XP:** The Hardware Installation dialog appears. Click **[Continue Anyway]**.

   Windows ® Vista/7: The Windows Security dialog will appear. Please click **[Install this driver software anyway]** and continue installation.

10) After a moment, installation will complete and the Setup Complete dialog will appear as shown on the right. Click **[Finish]**. This completes the software installation. Your computer will automatically restart.
   (1) To confirm that the software has been properly installed, press **[Start]** on the toolbar, select All Programs and then select the Projector Tools folder.
   (2) The "LiveViewer" will appear in that folder if the installation was successful.

1.2.2 Updating the "LiveViewer"

The latest version can be found at the InFocus Website:
http://www.infocus.com/support
Some features explained in this manual require "LiveViewer" Version 4.xx. (In the version information a number between 00 and 99 will replace the xx.)

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1.3 Process to connect the network

Before connecting your computer and projector to a network, the **LAN** port must be selected as the projector's input source. (📖 *"Operating" section in the User's Manual*) Otherwise a connection cannot be established.

1.3.1 Process overview

An overview of the process to connect your computer and the projector via a network is shown below.
The "LiveViewer" allows you to skip some of the steps below to establish a network connection quickly and easily.

① Selecting the network connection mode
     - Wireless LAN
     - Wired LAN
     - My Connection

If My Connection is selected

② Selecting the network connection method
     - Enter PassCode
     - Configure Manually
     - Select From List

If Enter PassCode or Select From List is selected

③ Manual configuration
     - Profile
     - History
     - Configure Network Settings Manually

If Profile or History is selected

④ Configuring the network settings manually

⑤ Confirming the connection to your destination

NOTE • Wireless LAN can be selected only when an access point to convert wireless LAN to wired LAN exists between your computer and the projector.
• Up to 30 computers can be simultaneously connected to the projector through a network.

1.3 Process to connect the network (continued)

1.3.2 Starting the "LiveViewer"

Start the "LiveViewer" in your computer by doing one of the following:

- Double click the "LiveViewer" icon on the Desktop in your computer
- Select "Start" → "All Programs" → "Projector Tools" → "LiveViewer" on Windows menu.
- After sequence, the User Account Control (UAC) dialog will appear (if you are using Windows Vista or Windows ® 7). Please click **[Allow]** to continue installation.

Then, go to **1.4 Selecting the network connection mode**. (📖*10*)

1.4 Selecting the network connection mode

After starting the "LiveViewer", the "Select the Network Connection" screen comes up. Select the network connection that you would like to use. There are 3 options in the menu.

- Wireless LAN
- Wired LAN
- My Connection

If you select either the wireless LAN or wired LAN, go to **1.4.1 Selecting either the wireless LAN or wired LAN**. (📖*below*)
If you select My Connection, jump to item **1.4.2 Selecting My Connection**. (📖*12*)

NOTE

• Select Wireless LAN only when you connect the computer and the access point via wireless network and connect the access point and the projector via wired network, since the projector doesn't have wireless LAN feature.

1.4.1 Selecting either the wireless LAN or wired LAN

If you select either the wireless LAN or wired LAN, a list of the network adapters in your computer is shown.

Select what you like to use in the list, and click **[Next]**.
Then, go to **1.5 Selecting the network connection method**. (📖*14*)

NOTE • If you select the wireless LAN, the wireless LAN adapters in your computer are shown in the list.
• If the wired LAN is selected, the wired LAN adapters in your computer are shown.

[Troubleshooting]

■ Are you sure that you want to turn on the network adapter?

This screen is displayed when the selected network adapter is invalid.
- Click **[Yes]** to turn the adapter on, and then go to **1.5**. (📖*14*)
- Click **[No]** if you do not want to turn on the network adapter. The screen will revert back to the previous one to select another network adapter.

1.4 Selecting the network connection mode (continued)

■ A network connection was not established.

This screen is displayed when the projector is not connected with a LAN cable to your computer and the wired LAN is selected.

Be sure that the projector is connected with a LAN cable to your computer.

Click **[OK]**, then the screen is back to the previous one to select the network connection mode.

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1.4 Selecting the network connection mode (continued)

1.4.2 Selecting My Connection

Select **[My Connection]** and click **[Connect]**.

If you select My Connection, the computer will be connected to the projector through the network by using the profile that is pre-assigned to My Connection. (📖*35*)
When you select My Connection, the computer immediately connects to the projector.
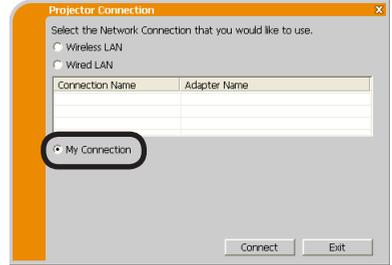
Go to **1.8 Confirming the connection to your destination**. (📖*30*)

NOTE • If DHCP is "On" in the projector, the network connection between the projector and computer may not be successful since the IP address may change. If you like to use My Connection, set DHCP "Off" in the projector.
• If no profile is assigned to My Connection, it cannot be used.

[Troubleshooting]

■ A network connection could not be established.

Windows prevented network configuration changes.

You may log in the Windows under User authority.

Click **[OK]** to return to the screen to select the network connection mode. (📖*10*)

Consult your network administrator and log in again as an Administrator. After that, please go to **1.3.2 Starting the "LiveViewer"**. (📖*9*)

1.4 Selecting the network connection mode (continued)

■ Are you sure you want to connect the selected projector?

This message appears when the wireless adapter you selected is already being used for another network connection.

• To connect to this adapter, click **[Yes]**. Go to **1.8 Confirming the connection to your destination**. (📖*30*)

• Click **[No]** to return to the network connection mode selection screen. (📖*10*)

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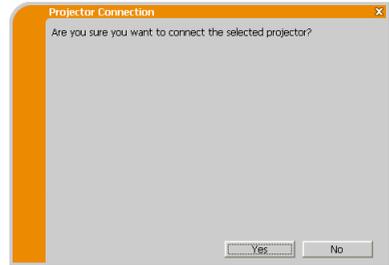
1.5 Selecting the network connection method

There are several options to connect to the network:

- Enter PassCode
- Configure Manually
- Select From List

Select the one which meets your requirements:
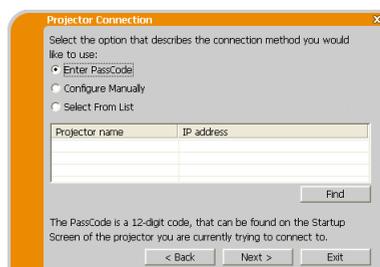
Enter PassCode
If you want to use a Passcode to connect to the network, select **[Enter PassCode]** and click **[Next]**.

The Passcode will appear on the projector screen. Simply input the Passcode into "LiveViewer" to connect to the network.
Go to **1.5.1 Passcode connection**. (&*15*)

Configure Manually
Select **[Configure Manually]** and click **[Next]**.
Then, go to **1.6 Manual Configuration**. (&*23*)

Select From List
Before selecting this item, your computer and the projector(s) need to be connected to the same network.
If the connection has already been established, select **[Select From List]**.
From the list of connected projectors, select the projector you would like to send your images to. Go to **1.8 Confirming the connection to your destination**. (&*30*)

1.5 Selecting the network connection method (continued)

1.5.1 Passcode connection

The unique Passcode system allows you to quickly and simply connect to the network.
The Passcode is a code that expresses the network settings in the projector. If you input the code in the "LiveViewer" in your computer, the network settings in the projector and computer can be matched and the connection will be established immediately.
The section explains how to use the Passcode.

(1) Getting the Passcode

The Passcode is 12-digit code consisting of alphanumeric characters ("1-9" and "A-Z").
  Example: PASSCODE 1234-5678-9ABC
The Passcode is given on the projector when the **LAN** port is selected as input source.

NOTE • The Passcode system will not work under the following conditions. If this occurs, establish network connection manually.
1) Subnet mask is not Class A or B or C.
  The Passcode system accepts Class A, B and C only.
      Class A:(255.0.0.0), ClassB:(255.255.0.0), Class C:(255.255.255.0)

There are two methods to get the Passcode from the projector

Method 1

  1) Turn on the projector, and make sure that the projector image is on screen.
  2) Press the **COMPUTER** button on the remote control or the projector to select the LAN as input port.
    If there is no signal on the **LAN** port, you can find the Passcode on screen.

1.5 Selecting the network connection method (continued)

Method 2

1) Turn on the projector, and make sure the projector image is displayed.
2) Press the **MENU** button on the remote control or the ▲/▼ buttons on the projector to show the menu on screen.
3) Use the ▲/▼ cursor buttons to select the Go to ADVANCED MENU..., and use the ► cursor button to enter the item.
4) Use the ▲/▼ cursor buttons to select NETWORK, and use the ► cursor button to enter the item.
5) Use the ▲/▼ cursor buttons to select INFORMATION, and use the ► cursor button to display INFORMATION.
6) The Passcode appears in INFORMATION window.

NOTE • Use Method 2 when you project your computer image using "LiveViewer", or when the **LAN** port is not selected as the input source.
• If there is no communication between the projector and computer within 5 minutes, the Passcode will be changed.

1.5 Selecting the network connection method (continued)

(2) Entering the Passcode

If you select **[Enter PassCode]** at item **1.5**, the "Please enter the PassCode" screen is displayed. Enter the Passcode divided by 4-digits each in 3 boxes (total 12-digit).

Example PASSCODE: 1234 - 5678 - 9ABC
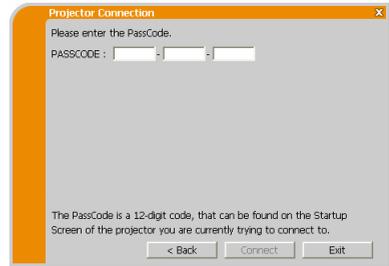
After entering the Passcode, click **[Connect]** to connect to the projector.

Go to **1.8 Confirming the connection to your destination**. (📖*30*)

If you click **[Back]**, the screen will go back to **1.5 Selecting the network connection method**. (📖*14*)

NOTE • When entering the Passcode, the passcode is not case sensitive.
• If you are using a Subnet mask other than Class A, B or C, you will have to establish the connection manually.
If the manual setting screen is displayed, please go to **1.5.1 (3)**. (📖*21*)

[Troubleshooting]

■ Incorrect PassCode.

The incorrect Passcode was entered.

Click **[Back]** to return to the "Please enter the PassCode" screen.

Check the PassCode on the projector screen (📖*15*) and enter the code again.
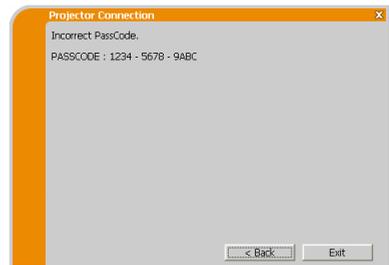
1.5 Selecting the network connection method (continued)

■ A network connection could not be established.

Windows prevented network configuration changes.

You may log into Windows as a User.

Click **[OK]**, and the "LiveViewer" main menu will be displayed even though the network connection has not been established. Click 🖳 on the main menu and go back to **1.5 Selecting the network connection method**. (📖*14*)

Consult your network administrator. Log into Windows as an Administrator, and go back to **1.3.2 Starting the "LiveViewer"**. (📖*9*)

■ You need to add Network configuration settings on your computer to connect to the projector.

This dialog will be displayed when you need to add Network configuration settings on your computer to connect to the projector. Confirm with your network administrator if the Network configuration displayed on the dialog is OK, and then click **[Yes]**.

Click **[NO]**, and the "LiveViewer" main menu will be displayed even though the network connection has not been established. Click 🖳 on the main menu and go back to **1.5 Selecting the network connection method**. (📖*14*)

1.5 Selecting the network connection method (continued)

If you put a checkmark in the box "Not displaying confirmation dialog for adding Network settings", the projector memorizes the current configuration and this dialog will not be displayed again. To display this dialog again, click the Option 🔍 icon in the "LiveViewer" main menu and remove the checkmark in the box "Not displaying confirmation dialog for adding Network settings".

If you want to change the Network configuration already added, click **[Change]**. A dialog for changing the Network configuration as shown on the right will be displayed. Enter the IP address and subnet mask, and then click **[OK]**. The procedure to connect to the projector will begin.
Go to **1.8 Confirming the connection to your destination**. (📖*30*)
If you click **[Cancel]**, you will return to the dialog for adding a Network configuration.
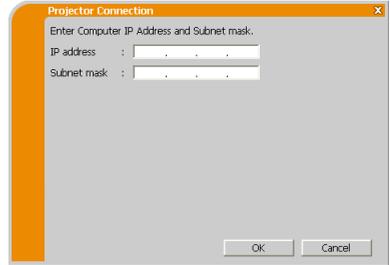
If the entered IP address and projector's IP address are the same, a warning dialog shown to the right will be displayed.
Click **[OK]**, and then enter a different IP address from the projector's one in the dialog to change the Network configuration.

If the connection is not available with the entered Network configuration, a warning dialog shown to the right will be displayed.
Click **[OK]** to return to the dialog for changing the Network configuration, and then enter appropriate configuration.
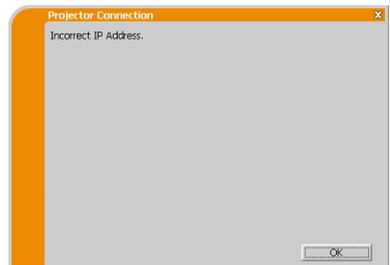
NOTE • If a Network configuration to connect to the projector has been added on the computer, the added Network configuration will be erased once the application software is closed.

1.5 Selecting the network connection method (continued)

■ Are you sure you want to connect the selected projector?

The message appears when the wireless adapter you selected is already being used for another network connection.

• To connect, click **[Yes]**. Go to **1.8 Confirming the connection to your destination**. (&*30*)

• Click **[No]** and the "LiveViewer" main menu will be displayed even though the network connection has not been established. Click 🔲 on the main menu to go back to **1.5 Selecting the network connection method**. (&*14*)
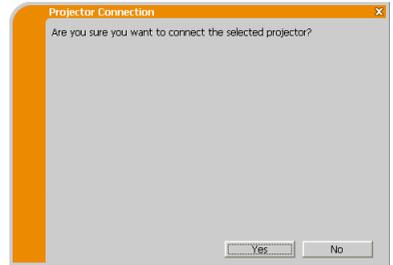
1.5 Selecting the network connection method (continued)

(3) Configuring manually

After entering the Passcode (📖*17*), you must enter the network configuration settings manually if you are using a Subnet mask other than Class A, B or C. (📖*15*) If you are using a wired LAN, go to (📖*22*).

Wireless LAN

The projector must be connected to an access point by a LAN cable.
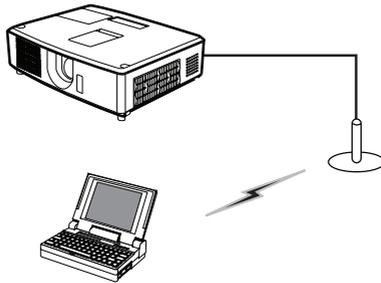
1) The access point settings. *1*
   Enter the following information.

   SSID : WirelessAccessPoint (example)
   Encryption: WEP64bit (example)
   Encryption key *2*: ********** (example)

2) The setting on the projector. *3*
   Enter the following information.

   Subnet mask *4*: 255.255.255.128 (example)

3) Click **[Connect]**.

4) The wireless connection will be established.
   Go to **1.8 Confirming the connection to your destination**. (📖*30*)

1 Contact the network administrator to find out the access point settings.
2 If you use an encryption, you need to set it. Contact the network administrator to check the encryption key that is set in the projector.
   The encryption key is always shown as "**********".
3 To find the projector's network settings, refer to the NOTE. (📖*22*)
4 If you use Subnet mask except Class A/B/C, please set it.

1.5 Selecting the network connection method (continued)

Wired LAN

1) Enter the following information for the projector.

   Subnet mask *1*: 255.255.255.128
                    (example)

2) Click **[Connect]**.

3) The network connection will be established. Go to **1.8 Confirming the connection to your destination**. (📖*30*)
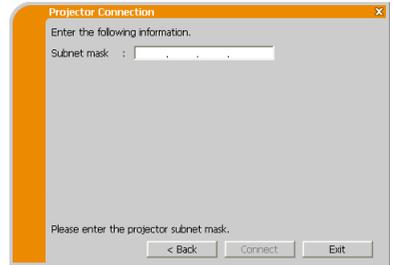
1 If you use a Subnet mask other than Class A, B or C, this screen appears.

NOTE • If you need to know the network settings information on the projector, follow these steps:
1) Turn on the projector, and make sure that the projector image is displayed.
2) Press the **MENU** button on the remote control or the ▲/▼ buttons on the projector to show the menu on screen.
3) Use the ▲/▼ cursor buttons to select the Go to ADVANCED MENU..., and use the ► cursor button to enter the item.
4) Use the ▲/▼ cursor buttons to select NETWORK, and use the ► cursor button to enter the item.
5) Use the ▲/▼ cursor buttons to select INFORMATION, and push the ► cursor button.
6) The settings will be displayed in the NETWORK_INFORMATION-box.

1.6 Manual configuration

There are 3 options for manual configuration:

- Profile (&*below*)
- History (&*24*)
- Configure Network Settings Manually (&*25*)

If you select Configure Network Settings Manually, go to **1.7 Configuring the network settings manually**. (&*25*)
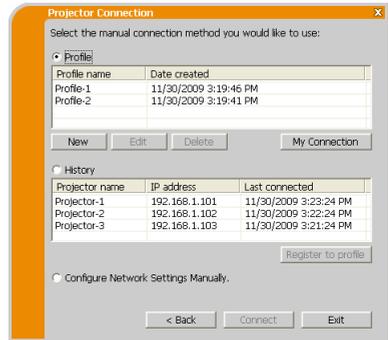
1.6.1 Profile connection

Selecting profile to connect to the network with the projector. Profile must be entered in advance. (&*33*)

1) Select **[Profile]**.

2) Choose the profile listed in the window.

3) Click **[Connect]**.

4) The network connection will be established. Go to **1.8 Confirming the connection to your destination**. (&*30*)
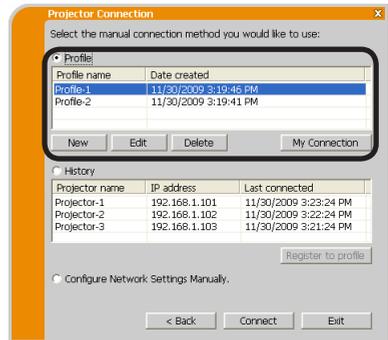
NOTE • To check the settings in the profile, follow the process below:
1) Choose the profile you want to check.
2) Move the mouse cursor to the profile, and right-click on the mouse to display a pop-up menu.
3) Select "Properties" in the pop-up menu, and left-click the mouse.
4) The setting information of the selected profile will be displayed. If DHCP is set "On" in the projector, the network connection between the projector and computer may not be successful since the IP address may change. If you like to use the Profile connection, set DHCP "Off" in the projector.

1.6 Manual configuration (continued)

1.6.2 History connection

The "LiveViewer" will remember network settings which were used when connecting to the projector as a history record. Select a history record to quickly connect the network with the projector.

1) Select **[History]**.

2) Choose a history record listed in the window.

3) Click **[Connect]**.

4) The network connection will be established.
   Go to **1.8 Confirming the connection to your destination**. (📖*30*)

If you want to copy a history record to a profile, select one of the history record and click **[Register to profile]**. The profile cannot be erased automatically.
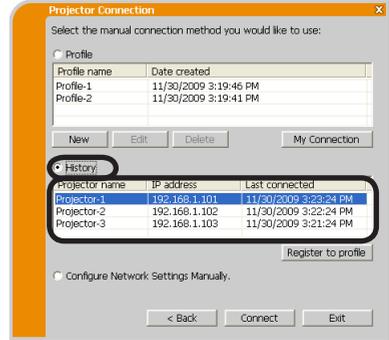
NOTE • A maximum of 10 history records can be saved for each network adapter. When the 11th data is stored, the oldest record among the 10 will be overwritten.
• The date and time information in each history record is renewed when the network is connected by using the history record.
• If DHCP is set "On" in the projector, the network connection between the projector and computer may not be successful since the IP address may change.
• Even if you use a profile connection, it will be saved as a history record.

1.7 Configuring the network settings manually

All settings for the network connection between the projector and computer must be entered manually.

Select **[Configure Network Settings Manually]**.
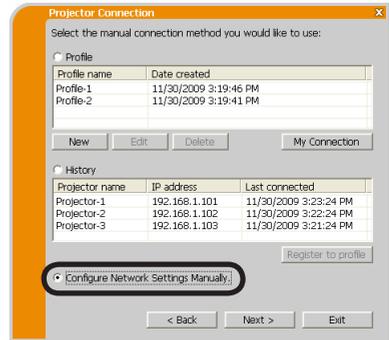
The information to be input will vary depending on how you want to connect the projector and computer.

Wireless LAN

The projector must be connected to an access point using a LAN cable. Go to (📖*26*).

Wired LAN
If you use the wired LAN, go to (📖*27*).

1.7 Configuring the network settings manually (continued)

Wireless LAN
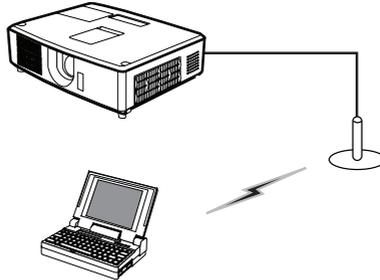
1) The access point settings. *1*
   Enter the following information.

   SSID: WirelessAccessPoint (example)
   Encryption: WEP64bit (example)
   Encryption key *2*: ********** (example)
   Mode: INFRASTRUCTURE

2) Click **[Next]**.

3) Enter the following information that is set in the projector. *3*

   IP address : 192.168.1.10 (example)
   Subnet mask: 255.255.255.0 (example)

4) Click **[Connect]**.

5) The wireless connection will be established.
   Go to **1.8 Confirming the connection to your destination**. (📖*30*)

1 Contact the network administrator to find out the access point settings.
2 If you are using encryption, you need to set it. Contact the network administrator to check the encryption key that is set in the projector. The encryption key is always shown as "**********".
3 To find out the projector's network settings, refer to the NOTE. (📖*22*)

1.7 Configuring the network settings manually (continued)

Wired LAN

1) Enter the following information for the projector. *1*

    IP address : 192.168.1.10 (example)
    Subnet mask : 255.255.255.0 (example)
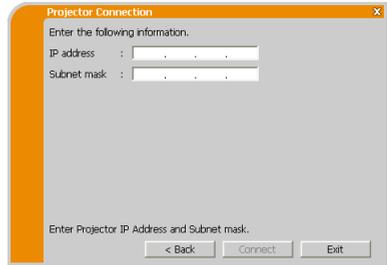
2) Click **[Connect]**.

3) The network connection will be established.
    Go to **1.8 Confirming the connection to your destination**. (📖*30*)

1 To find out the projector's network settings, refer to the NOTE. (📖*22*)

[Troubleshooting]

■ A network connection could not be established.

   Windows prevented network configuration changes.

   You may log into Windows as a User.

   Click **[OK]** and the "LiveViewer" main menu will be displayed even though the network is not established. Click 🖳 on the main menu and go back to item **1.5 Selecting the network connection method**. (📖*14*)

   Consult your network administrator. Log into Windows as an Administrator.
   After that, go back to **1.3.2 Starting the "LiveViewer"**. (📖*9*)

1.7 Configuring the network settings manually (continued)

■ If you need to configure your computer to connect to the projector:

This dialog will be displayed when you need to add the Network configuration to your computer in order to connect to the projector. Confirm the Network configuration settings displayed with your Network Adminstrator, and then click **[Yes]**.

Clicking **[NO]** will cause the "LiveViewer" main menu to be displayed even though the network connection has not been established. Click 🔳 on the main menu and go back to **1.5 Selecting the network connection method**. (📖*14*)

If you put a checkmark in the box "Not displaying confirmation dialog for adding Network settings", the projector memorizes the current configuration and will not display the above dialog again. To display this dialog again, click the Option 🔍 icon in the "LiveViewer" main menu and remove the checkmark in the box "Not displaying confirmation dialog for adding Network settings".

If you want to change the Network configuration already added, click **[Change]**. A dialog for changing the Network configuration as shown to the right will be displayed. Enter the IP address and subnet mask, and then click **[OK]**. The procedure to connect to the projector will begin.
Go to **1.8 Confirming the connection to your destination**. (📖*30*)
If you click **[Cancel]**, you will return to the dialog for adding a Network configuration.
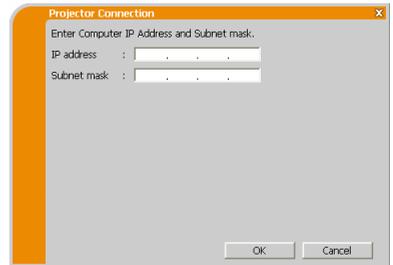
1.7 Configuring the network settings manually (continued)

If the entered IP address and projector's IP address are the same, a warning dialog shown to the right will be displayed.
Click **[OK]**, and then enter an IP address which is different than the projector's IP into Changing Network configuration dialog.
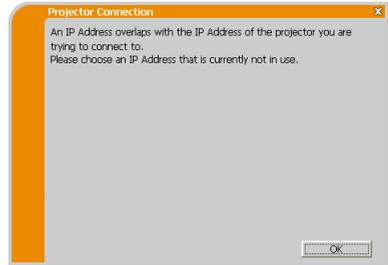
If a network connection cannot be made using the current Network configuration, the warning dialog shown to the right will be displayed.
Click **[OK]** to return to the Changing Network Configuration dialog, and then enter appropriate configuration.
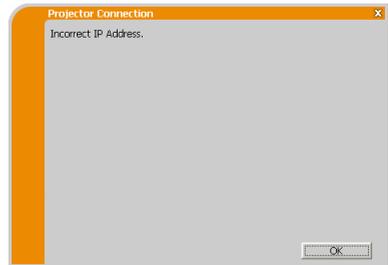
NOTE • If a Network configuration has been added on the computer to connect to the projector, the added Network configuration will be erased once the application software is closed.

■ Are you sure you want to connect to the selected projector?

The message appears when the wireless adapter you selected is being used for another network connection.

• Click **[Yes]** to connect. Go to **1.8 Confirming the connection to your destination**. (□*30*)

• Click **[No]** if you do not want to connect and then the "LiveViewer" main menu will display even though network communication has not been established. Click ▦ on the main menu to go back to **1.5 Selecting the network connection method**. (□*14*)

29
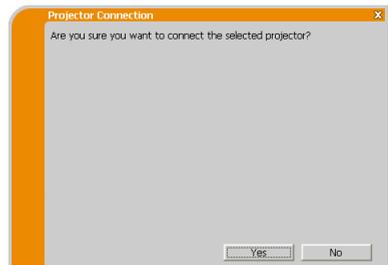
1.8 Confirming the connection to your destination

1.8.1 Connection and transmission

When the network connection is established, the "Connection to Projector successful" dialog will be displayed.

Make sure the correct projector you want to send your image to is selected, by checking the projector name and IP address shown in the screen.

- To send images to the projector, click **[Yes]**. The transmission will start. To display the transmitted images, select the **LAN** port as input source on the projector.

- Click **[No]** to stop image transmission to the projector. The "LiveViewer" main menu will be displayed in stand-by mode. (Standby mode is the state where there is no image transmission, although the network connection is established.)
  The transmission can be started, if you click [▶] or [🖥] button on the "LiveViewer" main menu.

If you wish to use the current connection setting as profile for My Connection, check the box **[Register this setting to My Connection]**.

[Troubleshooting]

■ This projector is currently in use (Presenting) by another user.

The projector you want to send your images to is being used by another computer in the Presenter mode.

Click **[OK]**, and the "LiveViewer" main menu will display in stand-by mode. You can attempt to resend your images, after the Presenter mode is off.

1.8 Confirming the connection to your destination (continued)

■ A Slideshow is currently running on the projector that you are trying to display to.

The projector you want to send your images to is in the Slideshow mode in PC-LESS Presentation.

  • Click **[Yes]** to stop the projector's Slideshow and switch the input source to the **LAN** port.

  • Click **[No]** to continue the projector's Slideshow, and the "LiveViewer" main menu will display in stand-by mode on your computer.
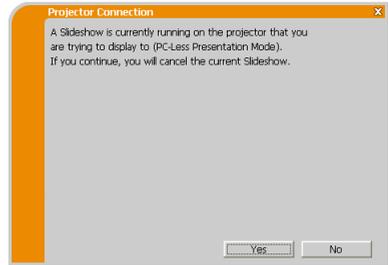
■ Are you sure you want to change the input channel of the Projector to LAN?

The projector source is not currently set to LAN.

  • Click **[Yes]** to switch the projector's active source input to the LAN.

  • Click **[No]** to leave the projector's active source alone. The "LiveViewer" main menu will be displayed in stand-by mode on your computer.
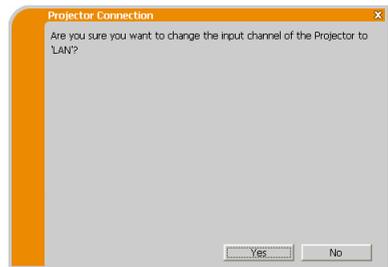
1.8 Confirming the connection to your destination (continued)

1.8.2 Connection error

When the connection to the projector cannot be established, an error message, "Network Connection not established", will display.

Click **[OK]** and then the "LiveViewer" main menu will display even though network communication has not been established. Click ▦ on the main menu to go back to **1.5 Selecting the network connection method**. (📖*14*)

Projector Connection	x
Network Connection not established.	
	OK
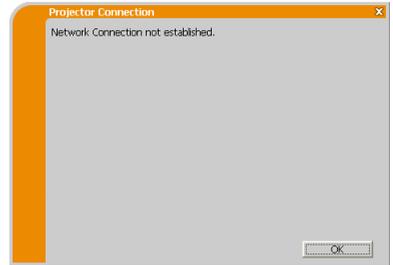
NOTE • Check the network settings in the projector, and go back to **1.3.2 Starting the "LiveViewer"**. (📖*9*)

1.9 Profiles

1.9.1 Outline of Profiles

The network settings to connect the projector and computer can be stored as a Profile. Once the Profile is stored, all you need to do is to select the Profile to connect to the network. This is recommended when you use the same network connection often.

1.9.2 Creating Profiles

Profiles are created in the Manual Configuration screen. (&*23*)
Up to 10 Profiles can be stored for each network adapter.

1) Select **[Profile]** and click **[New]**.

2) "Create new profile" will display.
   If you have already created 10 Profiles, you cannot create a new one unless you delete an existing Profile.

   Input all the information required for your network connection.
   If you want to clear the information you input, click **[Clear]**.

3) Click **[OK]** to save the Profile, or click **[Cancel]** to delete the profile information.

4) The new profile will display in the profile list, if you click **[OK]**.
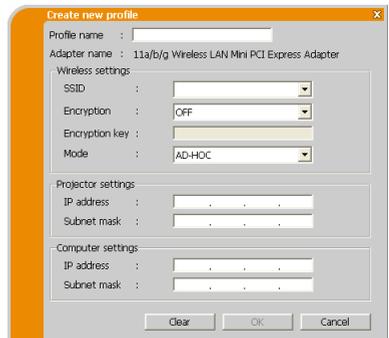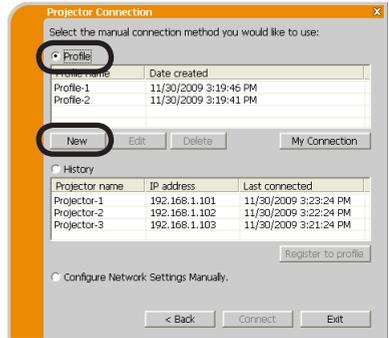
NOTE • When you make a new Profile, verify the new data works properly by selecting the associated Profile at the Profile connection. (&*23*)
• If you change your computer's network adapter, you must create a new profile for the adapter.

1.9 Profiles (continued)

1.9.3 Editing Profiles

If necessary, Profiles can be edited on the Manual Configuration screen. (&*23*)

1) Select **[Profile]**, and select the desired Profile listed in the window.

2) Click **[Edit]**.

3) The "Edit profile" screen will display.

4) Edit the information as needed. If you want to clear all information in the window, click **[Clear]**.

5) Click **[OK]**, after completing the changes. If you don't want to save your changes, click **[Cancel]**.

6) If you click **[OK], t**he edited Profile will be stored and displayed in the profile list with new "date created" information.
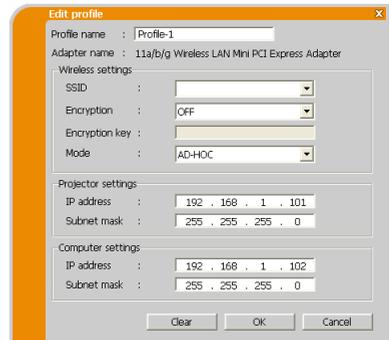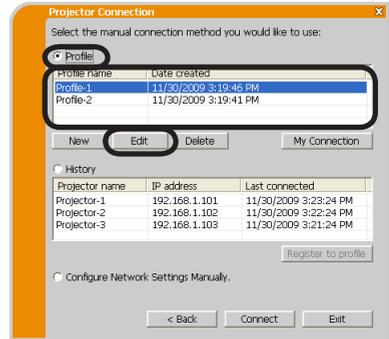
NOTE • When you edit a Profile, verify the new data works properly by selecting the associated Profile at the Profile connection. (&*23*)

1.9 Profiles (continued)

1.9.4 Registering My Connection

One of the most used Profiles can be registered as the My Connection Profile. Once the Profile is registered, all you need to do is to select My Connection to connect to the network. (&*12*)

1) Click **[My Connection]**.

2) The "Add My Connection" screen will display. The currently selected Profile for My Connection will display with a checkmark next to it.

3) Select one of the Profiles listed in the window and put a mark in the checkbox. The previously selected Profile will unchecked.

4) Click **[OK]**, then the window is closed. If you don't want to select a new one, click **[Cancel]**.
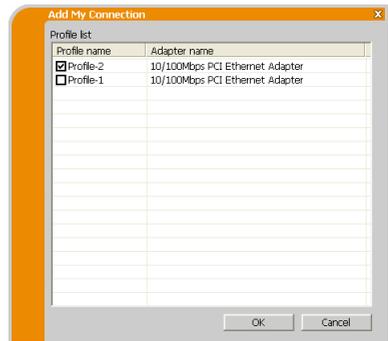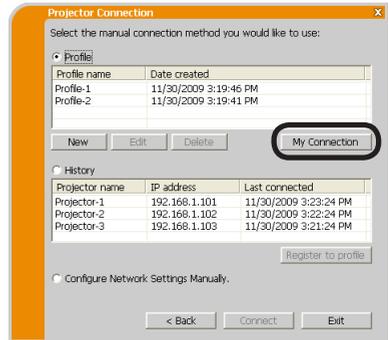
NOTE • If you do not want to use My Connection, do not check the checkbox. Just click **[OK]**.
• In the list, all Profiles are shown regardless of which network adapter is selected. You can register a Profile that is not for the currently selected network adapter as the My Connection Profile.

1.9 Profiles (continued)

Also, you can register a Profile to My Connection, when the network connection is established. When the network connection is established, the "Connection to Projector successful" screen is displayed. (📖*30*) If you wish to use the current connection setting for My Connection, check in the box for **[Register this setting to My Connection]**. Afterwards click **[OK]**, if the present Profile can be overwritten for My Connection. A new Profile will be created and registered as the My Connection Profile.
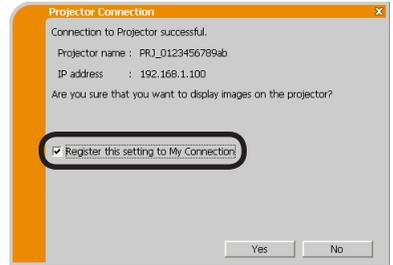
NOTE • If there are already 10 Profiles, the checkbox cannot be checked. Please erase one of the existing Profiles.
• The Profile name for the stored data is assigned by "LiveViewer" automatically. The name will display at the right side of the checkbox.

2.1 Using the "LiveViewer"

When you connect your projector and computer, the "LiveViewer" main menu will display on the computer screen.
On the main menu you can configure settings and operate features to send your images to the projector.

2.1.1 Main menu and Operating buttons

1) Menu Type
There are 2 types of main menus, You can switch between Easy type and Advanced type on the screen.

• When the network connection has not been established, the Advanced type will be on screen.

Easy Type

Advanced Type

Switch to Advanced type

Switch to Easy type

Status Display

Indicator
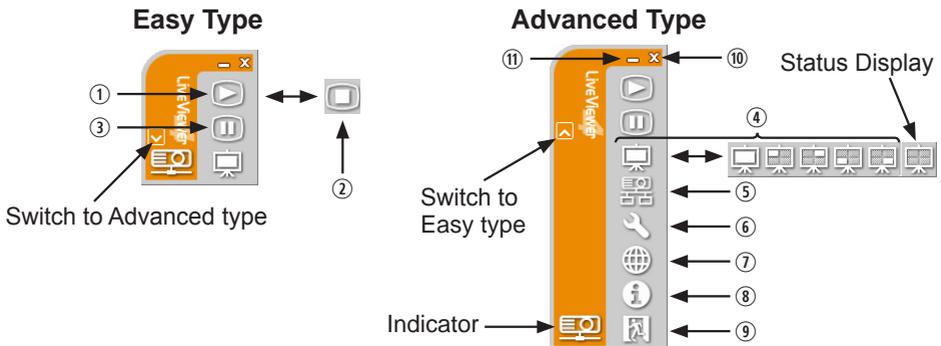
2) Operating buttons

① **Starting Capture button**
The transmission to the projector will start and the images will be displayed.
The Display mode will be the Single PC mode by default.

② **Stop button**
The image transmission will be stopped.

NOTE • The images may not display on the screen, if the Start/Stop buttons are clicked repeatedly.
• The primary image is displayed in a multi-display environment.

2.1 Using the "LiveViewer" (continued)

③ **Hold button**

The image on screen is temporally frozen.

The last image before the button is clicked will remain on the screen.

This enables you to change the image on your computer without showing it on the projector's screen.

④ **Display mode button** (📖*40*)

The button switches the Single PC mode and Multi PC mode.

⑤ **Connect button**

The screen to select the connection mode is displayed.

Go to **1.5**. (📖*14*)

⑥ **Option button**

The option screen is displayed.

⑦ **Web control button**

Starts the Web browser on your computer and displays the Web control screen to control the projector and change various settings for the projector. (📖*45*)

⑧ **Information button**

The "LiveViewer" version is displayed.

⑨, ⑩ **Close button**

The network will be disconnected and "LiveViewer" will be closed.

⑪ **Minimize button**

The displayed icon changes as shown below depending on the status of "LiveViewer". If the icon is double-clicked, the last type of the main menu will display on screen.

Connected	**Disconnected**	**Not connected**	**Hold**

2.1 Using the "LiveViewer" (continued)

2.1.2 Displaying the status

1) Indicator

The indicator shows the following status.

Indicator	Status	Note
	Not connected	The network connection to the projector is not established yet.
	Hold	The network connection is established, but the image transmission is on hold.
	Connected	The network connection is established and the images on the computer are being sent to the projector.
	Disconnected	The network connection to the projector is disconnected.

2) Status Display in Multi PC mode

The icon is displayed at the right end of the Display mode buttons.

One of the following icons will show which quadrants are being used for display.

Status	Status icon
No computer is on screen	
One computer is on screen.	
Two computers are on screen.	
Three computers are on screen.	
Four computers are on screen.	

NOTE • The status display is refreshed in every 3 seconds.
• If the status cannot be retrieved from the projector, it will not be refreshed.

2.1 Using the "LiveViewer" (continued)

2.1.3 Switching the display mode

The "LiveViewer" has both a Single PC mode and Multi PC mode. The modes can be switched using the main menu.

1) Click the ▣ button on the main menu.
   The buttons below are displayed.

⑥:Status Display

2) Select between buttons ① to ⑤, and click it.
   ① Single PC mode : Your image will be displayed on full screen.
   ②-⑤ Multi PC modes : Your image will be displayed on the quadrant identified on the button.

3) The projector screen will switch to the mode selected above, and your computer image will display your image on the screen.

4) The icon ▣ on the main menu will be replaced by the icon you selected.

NOTE • Image transmission will be stopped, when you are already in the Single PC mode and you click the Single mode button again; or when you click one of the Multi PC mode buttons, when you are already in Multi PC mode and you click one of the Multi PC mode buttons again.
• If the Multi PC mode is selected, the projector screen is automatically divided into 4 quadrants.
• If the Presenter mode is set on in the computer whose image is currently on screen in the Single PC mode, the ▣ button cannot be clicked on other computers.
• If you select a Multi PC mode quadrant button which is displaying images from another computer, the image transmission from that computer will be stopped.

The display mode can also be set by using the MULTI PC MODE in the PRESENTATION option in the NETWORK menu. The last setting made will take effect regardless of the setting method.
(Refer to 📖*NETWORK menu in the User's Manual* for information on this projector feature.)

2.1 Using the "LiveViewer" (continued)

2.1.4 Option menu

Clicking the Option button will display the option menu on screen.
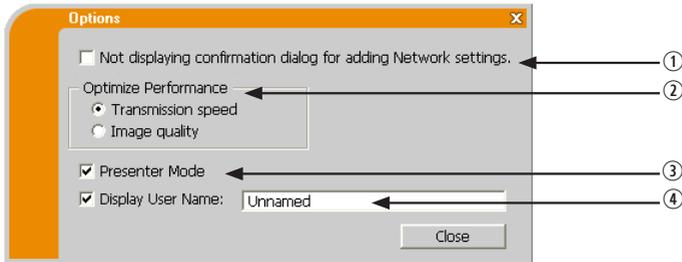
① **"Not displaying confirmation dialog for adding Network settings"**
This setting allows you to choose whether to display the confirmation
dialog for adding a Network configuration (*19, 28*) when you connect your
computer to the projector. It is turned off by default.

② **Optimize Performance**
The "LiveViewer" captures the computer screen as JPEG data and sends
the JPEG data to the projector. The "LiveViewer" has two compression rate
options for the JPEG data.

Transmission speed

Speed takes priority over Image quality.
The JPEG compression rate will be higher.
The screen on the projector is rewritten quicker because the
transferred data is smaller, but the image quality is worse.

Image quality

Image quality takes priority over Speed.
The JPEG compression rate will be lower.
The screen on the projector is rewritten slower because the
transferred data is larger, but the image quality is better.

2.1 Using the "LiveViewer" (continued)

③ **Presenter Mode**
In the Single PC mode, the projector can be used to display a single computer image and block other computer images from being displayed when the Presenter mode is selected in "LiveViewer".
While making your presentation, you don't need to worry about your displayed presentation unexpectedly switching to another computer image.
The Presenter mode can be set in the "LiveViewer" Option menu.
If you want to turn it on, put a checkmark in the checkbox.

NOTE • If the Multi PC mode is selected, the Presenter mode setting is disabled.
• When switching from Multi PC mode to Single PC mode, the computer's Presenter mode setting is enabled.
• The Presenter Mode is enabled by factory default.
• In addition to controlling Presenter Mode using the software menu on the computer, you can cancel Presenter Mode using the projector's OSD menu option, QUIT PRESENTER MODE EXECUTE, in the NETWORK>PRESENTATION menu.

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④ **Display User Name**
A "User Name" can be input using up to 20 alphanumeric characters.
The user name can be displayed on the projector screen, so that you know whose image is currently on the screen.
(Refer to 📖*NETWORK menu in the User's Manual*)
If the checkbox is not marked, the information is not sent to the projector.

2.2 Starting the Network Presentation

This chapter explains how you can project computer images transmitted through a network using the Network Presentation feature.
"LiveViewer" allows you to project images from one or more computers by connecting the projector to an existing network rather than using computer cables. This Network Presentation feature helps make your presentations and conferences go smoothly.
To start Network Presentation, select the **LAN** port as the input source on the projector and click the Starting Capture button on "LiveViewer".

2.2.1 Display mode

Two display modes, Single PC mode and Multi PC mode, are available for the Network Presentation.

1) Single PC mode

The projector displays images from a single computer.
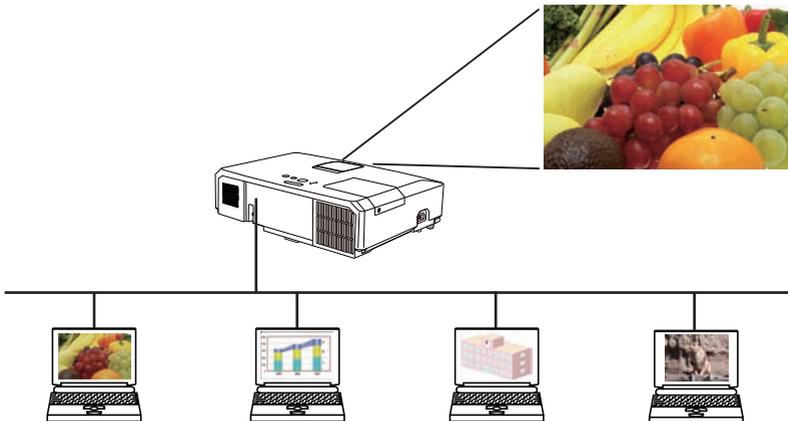
2.2 Starting the Network Presentation (continued)

2) Multi PC mode

The projector screen is divided into 4 quadrants. The projector displays images sent by one computer into a single quadrant, so that the projector can display images from up to 4 computers simultaneously.
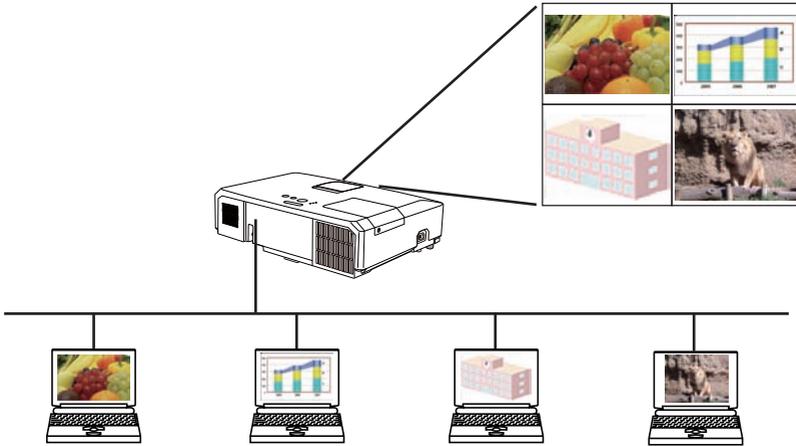
2.2.2 Presenter mode

In Single PC mode, the projector can be used to display a single computer image and block other computer images from being displayed when the Presenter mode is selected in "LiveViewer".

While making your presentation, you don't need to worry that the image on screen will unexpectedly switch to another computer image.

The Presenter mode can be set in the "LiveViewer" Option menu. (*41*)

2.2.3 Display User Name

A "User Name" can be input into "LiveViewer" and be displayed when the projector menu is active. This way you can learn whose computer image is being displayed on the screen. (*41*)

3. Web Control

You can adjust or control the projector via a network from a web browser on a computer that is connected to the same network.

> **NOTE** • Internet Explorer 6.0 or later is required.
> • If JavaScript is disabled in your web browser configuration, you must enable JavaScript in order to use the projector web pages properly. See the Help files for your web browser for details on how to enable JavaScript.
> • It is recommended that all web browser updates are installed.

3.1 Logon

To use the Web Control features, you need to logon with your user name and password. (&*47*) Refer to the following for configuring and controlling the projector via a web browser.

   Example: If the projector IP address is set to **192.168.1.10**:

1) The logon window as shown on the right will be displayed. There are two ways to display this window.
   ① Using the "LiveViewer":
      Connect your computer and the projector via Network using "LiveViewer". (&*9*)
      Then click the Web Control button 🌐 on the "LiveViewer" main menu (&*37*) to start the Web browser software.

   ② Using Web browser software:
      Verify your computer and projector are connected via the network, and then start Web browser.

      Enter the projector's IP address into the URL input box of the Web browser as per the example below, and then press the Enter key or ➔ button.
      Example: If the IP address of the projector is set to **192.168.1.10**:
                  Enter "**http://192.168.1.10/**" into the address bar of the web browser and press the Enter key or click ➔ button.

2) Enter your user name and password, and then click **[OK]**.

NOTE • The OSD language is the same language used on the Web Control screens. If you want to change the Web Control language, you need to change the OSD language on the projector (&*LANGUAGE menu in the User's Manual).*

3.1 Logon (Continued)

Below are the factory default settings for user name and password.

User name	Password
Administrator	<blank>

If you logon successfully, the screen below will be displayed.

Main menu
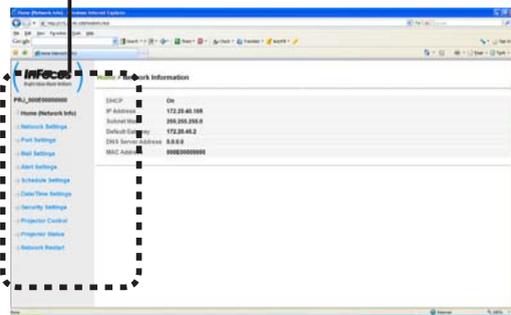
3) Click the desired operation or configuration item on the main menu.

3.2 Network Information
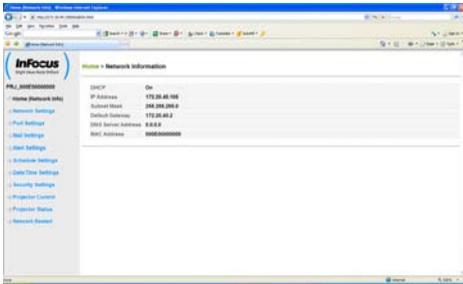
Displays the projector's current network configuration settings.

Item	Description
DHCP	Displays the DHCP configuration settings.
IP Address	Displays the current IP address.
Subnet Mask	Displays the subnet mask.
Default Gateway	Displays the default gateway.
DNS Server Address	Displays the DNS server address.
MAC Address	Displays the ethernet MAC address.

3.3 Network Settings
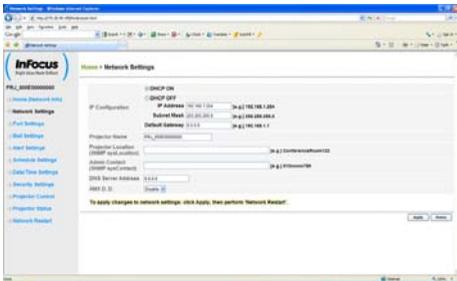
Displays and configures network settings.

Item			Description
IP Configuration			Configures network settings.
	DHCP ON		Enables DHCP.
	DHCP OFF		Disables DHCP.
		IP Address	Configures the IP address when DHCP is disabled.
		Subnet Mask	Configures the subnet mask when DHCP is disabled.
		Default Gateway	Configures the default gateway when DHCP is disabled.
Projector Name			Configures the name of the projector. Up to 64 alphanumeric characters may be used. In addition, these symbols can be used: !"#$%and'()*+,-./:;<=>?@[\]^_`{|}~ and space. Particular projector names are pre-assigned by default.
Projector Location (SNMP sysLocation)			Configures the location to be referred to when using SNMP. Up to 255 alphanumeric characters can be used.
Projector Contact (SNMP sysContact)			Configures the contact information to be referred to when using SNMP. Up to 255 alphanumeric characters can be used.
DNS Server Address			Configures the DNS server address.
AMX D.D. (AMX Device Discovery)			Configures the AMX Device Discovery setting to detect the projector from the controllers of AMX connected to the same network. For the details of AMX Device Discovery, visit the AMX website. URL: http://www.amx.com

Click **[Apply]** button to save the settings.

NOTE • The new configuration settings are activated after the network connection has been restarted. When the configuration settings are changed, you must restart the network connection. You can restart the network connection by clicking **[Network Restart]** on the Advanced Menu>Network submenu. If you connect the projector to an existing network, consult a network administrator before setting server addresses.

3.4 Port Settings
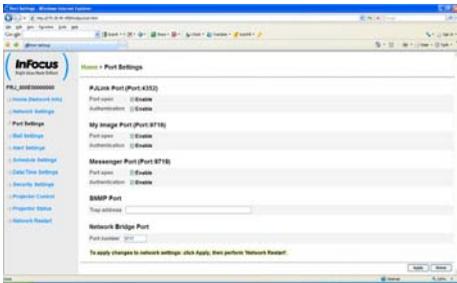
Displays and configures communication port settings.

Item	Description
PJLink ™ Port (Port:4352)	Configures the PJLink ™ port (Port:4352).
Port open	Click **[Enable]** to use port 4352.
Authentication	Click **[Enable]** when authentication is required for this port.
My Image Port (Port:9716)	Configures the My Image Port (Port:9716).
Port open	Click **[Enable]** to use port 9716.
Authentication	Click **[Enable]** when authentication is required for this port.
Messenger Port (Port:9719)	Configures the Messenger Port (Port:9719).
Port open	Click **[Enable]** to use port 9719.
Authentication	Click **[Enable]** when authentication is required for this port.

3.4 Port Settings (Continued)

Item		Description
SNMP Port		Configures the SNMP port.
	Port open	Click **[Enable]** to use SNMP.
	Trap address	Configures the destination of the SNMP Trap in IP format. • The address allows both IP addresses and domain names, if the valid DNS server is setup in the **Network Settings**. The maximum length of the host or domain name is 255 alphanumeric characters..
Network Bridge Port		Configures the Bridge port number.
	Port Number	Input the port number. Any number between 1024 and 65535 (except for 9715, 9716, 9719, 9720, 5900, 5500, and 4352) can be set up as the **Network Bridge Port** number. 9717 is the default.

Click **[Apply]** to save the settings.

NOTE • The new configuration settings are activated after the network connection has been restarted. When configuration settings are changed, you must restart the network connection. You can restart the network connection by clicking **[Network Restart]** on the Advanced Menu>Network submenu. If you connect the projector to an existing network, consult a network administrator before setting server addresses.

3.5 Mail Settings
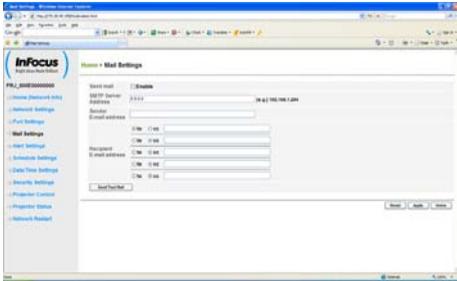
Displays and configures e-mail addressing settings.

Item	Description
Send Mail	Click **[Enable]** to use the e-mail feature. Configure the conditions for sending an e-mail under the **Alert Settings**.
SMTP Server Address	Configures the address of the mail server in IP format. • The address allows both IP addresses and domain names, if the valid DNS server is setup in the **Network Settings**. The maximum length of the host or domain name is 255 alphanumeric characters.
Sender E-mail address	Configures the sender e-mail address. The maximum length of the sender email address is 255 alphanumeric characters.
Recipient E-mail address	Configures the e-mail addresses for up to five recipients. You can also specify **[TO]** or **[CC]** for each address. The maximum length of the recipient email address is 255 alphanumeric characters.

Click **[Apply]** to save the settings.

NOTE • You can confirm whether the mail settings work correctly using the **[Send Test Mail]** button. Enable Send Mail settings before clicking **[Send Test Mail]**.
• If you connect the projector to an existing network, consult a network administrator before setting server addresses.

3.6 Alert Settings
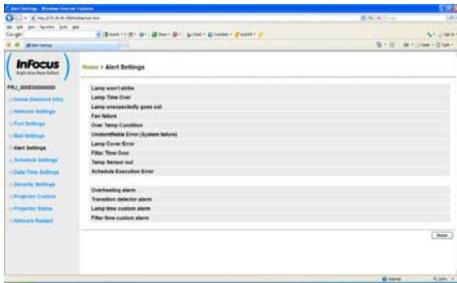
Displays and configures failure and alert settings.

Item	Description
Lamp won't strike	The lamp will not turn on.
Lamp Time Over	The lamp hours have been exceeded.
Lamp unexpectedly goes out	The lamp has suddenly turned off.
Fan Failure	The cooling fan is not operating.
Over Temp Condition	The interior of the projector may be overheated.
Unidentifiable Error (system failure)	Contact your dealer, if this error is displayed.
Lamp Cover Error	The lamp cover is not aligned properly.
Filter Time Over	The filter hours have been exceeded.
Temp Sensor Out	The temperature sensor has failed.
Schedule Execution Error	A scheduled event failed. (□*55*)
Overheating Alarm	The internal temperature is rising.
Transition Detector Alarm	Transition Detector Alarm. (□*SECURITY menu in the User's Manual*)
Lamp Time Custom Alarm	The lamp hours have exceeded the user-defined parameters.
Filter Time Custom Alarm	The filter hours have exceeded the user-defined parameters.

Refer to □*"Troubleshooting" in the User's Manual* for further details regarding errors (except for "Unidentifiable Error" and "Schedule Execution Error").

3.6 Alert Settings (Continued)

The Alert Items are shown below.

Item	Description
Alarm Time	Configures the alert time. (Only **Lamp Time Alarm** and **Filter Time Alarm**.)
SNMP Trap	Click **[Enable]** to enable SNMP Trap alerts.
Send Mail	Click **[Enable]** to enable e-mail alerts. (Except **Cold Start** and **Authentication Failure**.)
Mail Subject	Configures the email subject line to be sent. Up to 100 alphanumeric characters may be used. (Except **Cold Start** and **Authentication Failure**.)
Mail Text	Configures the text of the e-mail to be sent. The text length can be up to 1024 alphanumeric characters, but if you are using some of special characters below the length may be shorter. 　　Special characters 　" ' : and , % \ and space (Except **Cold Start** and **Authentication Failure**.)

Click **[Apply]** to save the settings.

> **NOTE** • The **Filter Error** trigger e-mail depends on the FILTER MESSAGE
> settings in the OPTION>SERVICE submenu which defines the period until
> the filter message is displayed on the projector screen. An e-mail will be sent
> when the filter usage time exceeds the set time limit. No e-mail will be sent if
> the FILTER MESSAGE is set to DISABLE. (📖*OPTION menu in the User's
> Manual*)
> • **Lamp Time Alarm** is defined as the threshold for a lamp timer e-mail
> notification (reminder). When the lamp hours exceed this threshold (as
> configured in the web page), the e-mail will be sent out.
> • **Filter Time Alarm** is defined as the threshold for a filter timer e-mail
> notification (reminder). When the filter hours exceed this threshold (as
> configured in the web page), the e-mail will be sent out.

3.7 Schedule Settings
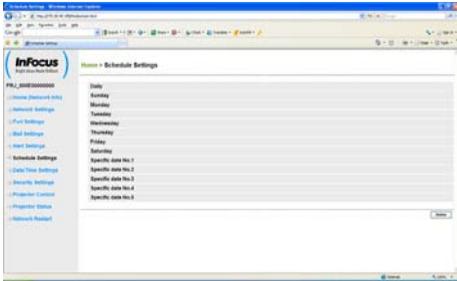
Displays and configures schedule settings.

Item	Description
Daily	Configures the daily schedule.
Sunday	Configures the Sunday schedule.
Monday	Configures the Monday schedule.
Tuesday	Configures the Tuesday schedule.
Wednesday	Configures the Wednesday schedule.
Thursday	Configures the Thursday schedule.
Friday	Configures the Friday schedule.
Saturday	Configures the Saturday schedule.
Specific date No.1	Configures the specific date (No.1) schedule.
Specific date No.2	Configures the specific date (No.2) schedule.
Specific date No.3	Configures the specific date (No.3) schedule.
Specific date No.4	Configures the specific date (No.4) schedule.
Specific date No.5	Configures the specific date (No.5) schedule.

3.7 Schedule Settings (Continued)

The schedule settings are shown below.

Item	Description
Schedule	Click **[Enable]** to enable the schedule.
Date (Month/Day)	Configures the month and date. This item appears only when Specific date (No. 1-5) is selected.

Click **[Apply]** to save the settings.

The current event settings are displayed on the schedule list. To add additional features and events, set the following items.

Item		Description
Time		Configures the time to execute commands.
Command [Parameter]		Configures the commands to be executed.
	Power	Configures the parameters for power control.
	Input Source	Configures the parameters for input switching.
	My Image	Configures the parameters for My Image data display. (📖*69*)
	Messenger	Configures the parameters for Messenger data display. (📖*71*)
	Slideshow	Configures the Start/Stop parameters for the Slideshow.

Click **[Register]** to add new commands to the schedule list.

Click **[Delete]** to delete commands from the schedule list.

Click **[Reset]** to delete all commands and reset the schedule settings from the schedule list.

3.7 Schedule Settings (Continued)

NOTE • After moving the projector, check the date and time settings for accuracy before configuring schedules. A strong jolt can cause the date and time settings (&58) to become inaccurate.
• "**My Image**" and "**Messenger**" events will not be executed correctly if the lamp does not light and/or display data has not been stored in the projector at the scheduled event time.
• "**Input Source**" and "**My Image**" events will not be executed if the security feature is enabled and the projector is locked due to this feature.
• Certain projector errors (such as temperature errors and lamp errors) will prevent the projector from executing scheduled features/events.
• If no image data exists and/or no USB stick has been inserted in the projector at the scheduled Slideshow event time, a schedule execution error will occur.
• When you start the Slideshow, the input source will automatically switch to the **USB TYPE A** port.
• Image files stored in the root directory of the USB memory device will be displayed for the scheduled Slideshow event.
• Please refer to &*"Troubleshooting" in the User's Manual* in case features/ events are not executed as scheduled.

3.8 Date/Time Settings
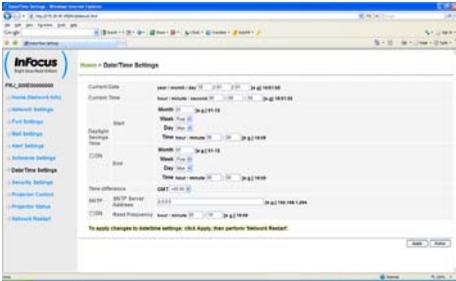
Displays and configures the date and time settings.

Item			Description
Current Date			Configures the current date in **year/month/day** format.
Current Time			Configures the current time in **hour:minute:second** format.
Daylight Savings Time			Click **[ON]** to enable daylight savings time and set the following items.
Start			Configures the date and time daylight savings time begins.
	Month		Configures the month daylight savings time begins (1~12).
	Week		Configures the week of the month daylight savings time begins (First, 2, 3, 4, Last).
	Day		Configures the day of the week daylight savings time begins (Sun, Mon, Tue, Wed, Thu, Fri, Sat).
	Time	**hour**	Configures the hour daylight savings time begins (0 ~ 23).
		minute	Configures the minute daylight savings time begins (0 ~ 59).
End			Configures the date and time daylight savings time ends.
	Month		Configures the month daylight savings time ends (1 ~ 12).
	Week		Configures the week of the month daylight savings time ends (First, 2, 3, 4, Last).
	Day		Configures the day of the week daylight savings time ends (Sun, Mon, Tue, Wed, Thu, Fri, Sat).
	Time	**hour**	Configures the hour daylight savings time ends (0 ~ 23).
		minute	Configures the minute daylight savings time ends (0 ~ 59).

3.8 Date/Time Settings (Continued)

Item		Description
Time difference		Configures the time difference. Set the same time difference as the one set on your computer. If unsure, consult your IT manager.
SNTP		Click **[ON]** checkbox to retrieve Date and Time information from the SNTP server and set the following items.
	SNTP Server Address	Configures the SNTP server address in IP format. • The address allows not only IP address but also domain name if the valid DNS server is setup in the **Network Settings**. The maximum length of host or domain name is up to 255 characters.
	Read Frequency	Configures the interval at which to retrieve Date and Time information from the SNTP server (**hour:minute**).

Click **[Apply]** button to save the settings.

NOTE • The new configuration settings are activated after the network connection has been restarted. When the configuration settings are changed, you must restart the network connection. You can restart the network connection by clicking **[Network Restart]** on the Advanced Menu>Network submenu.
• If you connect the projector to an existing network, consult a network administrator before setting server addresses.
• To enable the SNTP feature, the time difference must be set.
• The projector will retrieve Date and Time information from the time server and override time settings when SNTP is enabled.
• The internal clock's time may not be accurate. Use SNTP to maintain accurate time.

3.9 Security Settings
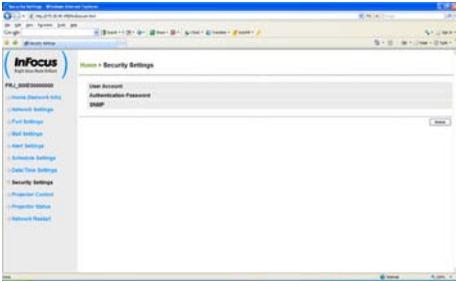
Displays and configures passwords and other security settings.

Item		Description
User Account		Configures the user name and password.
	User name	Configures the user name. Up to 32 alphanumeric characters can be used.
	Password	Configures the password. Up to 255 alphanumeric characters can be used.
	Re-enter Password	Re-enter the above password for verification.
Network Control		Configures the password for command control.
	Password	Configures the password. Up to 32 alphanumeric characters can be used.
	Re-enter Password	Re-enter the above password for verification.
SNMP		Configures the community name if SNMP is used.
	Community name	Configures the community name. Up to 64 alphanumeric characters can be used.

Click **[Apply**] button to save the settings.

NOTE • The new configuration settings are activated after the network connection has been restarted. When the configuration settings are changed, you must restart the network connection. You can restart the network connection by clicking **[Network Restart]** on the Advanced Menu>Network submenu.
• Only numbers '0-9' and alphabet 'a-z', 'A-Z' can be used.

3.10 Projector Control
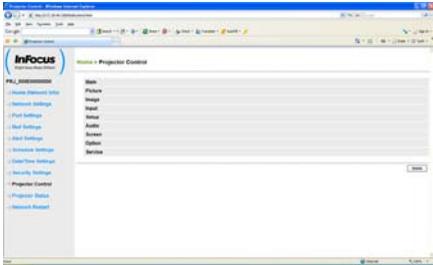
The items shown below can be performed from the Projector Control menu. Select an item using the mouse.

Most of the items have a submenu. Refer to the table below for details.

> **NOTE** • The setting value may not match the actual value if the user changes the value manually. In that case, please refresh the page by clicking **[Refresh]** button.

Controls the projector.

Item	Description
MAIN	
POWER	Turns the power on/off.
SOURCE	Selects the input source.
PRESETS	Selects the preset setting.
BLANK ON/OFF	Turns Blank on/off.
MUTE	Turns Mute on/off.
FREEZE	Turns Freeze on/off.
MAGNIFY	Controls the magnify setting. In some input signal sources, it might stop "Magnify" even though it does not reach to maximum setting value.
MAGNIFY POSITION V	Adjusts the vertical magnify position.
MAGNIFY POSITION H	Adjusts the horizontal magnify position.
RULED LINES	Turns RULED LINES on/off.
MY IMAGE	Selects MY IMAGE data.
MY IMAGE DELETE	Deletes MY IMAGE data.

3.10 Projector Control (Continued)

Item		Description
PICTURE		
	BRIGHTNESS	Adjusts the brightness setting.
	CONTRAST	Adjusts the contrast setting.
	GAMMA	Selects the gamma setting.
	COLOR TEMPERATURE	Selects the color temperature setting.
	COLOR	Adjusts the color setting.
	TINT	Adjusts the tint setting.
	SHARPNESS	Adjusts the sharpness setting.
	ACTIVE IRIS	Selects the active iris setting.
	USER PRESET	Saves the User Preset data.
IMAGE		
	ASPECT RATIO	Selects the aspect ratio setting.
	OVERSCAN	Adjusts the overscan setting.
	VERTICAL POSITION	Adjusts the vertical position.
	HORIZONTAL POSITION	Adjusts the horizontal position.
	PHASE	Adjusts the horizontal phase.
	TRACKING	Adjusts the horizontal size.
	AUTO IMAGE	Performs the automatic adjustment.
INPUT		
	DETECT FILM	Selects the progressive setting.
	VIDEO NOISE REDUCTION	Selects the video noise reduction setting.
	COLOR SPACE	Selects the color space.
	VIDEO STANDARD	Selects the video standard.
	COMPUTER IN - COMPUTER IN1	Selects the **COMPUTER IN1** input signal type.
	COMPUTER IN - COMPUTER IN2	Selects the **COMPUTER IN2** input signal type.
	RESOLUTION	Selects the resolution.

3.10 Projector Control (Continued)

Item	Description
SETUP	
AUTO KEYSTONE	Performs the automatic keystone distortion setting.
KEYSTONE V	Adjusts the vertical keystone distortion setting.
KEYSTONE H	Adjusts the horizontal keystone distortion setting.
CORNER CORRECTION	Adjusts the shape of the projected image in each of the corners and sides.
LOW POWER	Selects the low power mode.
CEILING	Selects the CEILING mode.
REAR	Selects the REAR mode.
POWER SAVING MODE	Selects the power saving mode.
MONITOR OUT - COMPUTER IN1	Assigns the **MONITOR OUT** when the **COMPUTER IN1** input port is selected.
MONITOR OUT - COMPUTER IN2	Assigns the **MONITOR OUT** when the **COMPUTER IN2** input port is selected.
MONITOR OUT - LAN	Assigns the **MONITOR OUT** when the **LAN** input port is selected.
MONITOR OUT - USB TYPE A	Assigns the **MONITOR OUT** when the **USB TYPE A** input port is selected.
MONITOR OUT - USB TYPE B	Assigns the **MONITOR OUT** when the **USB TYPE B** input port is selected.
MONITOR OUT - HDMI	Assigns the **MONITOR OUT** when the **HDMI™** input port is selected.
MONITOR OUT - COMPONENT	Assigns the **MONITOR OUT** when the **COMPONENT** input port is selected.
MONITOR OUT - S-VIDEO	Assigns the **MONITOR OUT** when the **S-VIDEO** input port is selected.
MONITOR OUT - VIDEO	Assigns the **MONITOR OUT** when the **VIDEO** input port is selected.
MONITOR OUT - STANDBY	Assigns the **MONITOR OUT** in the power saving mode.

3.10 Projector Control (Continued)

Item		Description
AUDIO		
	VOLUME	Adjusts the volume setting.
	INTERNAL SPEAKERS	Turns the built-in speaker on/off.
	AUDIO SOURCE - COMPUTER IN1	Assigns the AUDIO SOURCE - **COMPUTER IN1** input port.
	AUDIO SOURCE - COMPUTER IN2	Assigns the AUDIO SOURCE - **COMPUTER IN2** input port.
	AUDIO SOURCE - LAN	Assigns the AUDIO SOURCE - **LAN** input port.
	AUDIO SOURCE - USB TYPE A	Assigns the AUDIO SOURCE - **USB TYPE A** input port.
	AUDIO SOURCE - USB TYPE B	Assigns the AUDIO SOURCE - **USB TYPE B** input port.
	AUDIO SOURCE - HDMI	Assigns the AUDIO SOURCE - **HDMI™** input port.
	AUDIO SOURCE - COMPONENT	Assigns the AUDIO SOURCE - **COMPONENT** input port.
	AUDIO SOURCE - S-VIDEO	Assigns the AUDIO SOURCE - **S-VIDEO** input port.
	AUDIO SOURCE - VIDEO	Assigns the AUDIO SOURCE - **VIDEO** input port.
	AUDIO SOURCE - STANDBY	Assigns the AUDIO SOURCE in the power saving mode.
	HDMI NOISE CANCEL	Selects the HDMI™ audio setting.
	MIC LEVEL	Selects the microphone level.
	MIC VOLUME	Adjusts the microphone volume setting.
SCREEN		
	LANGUAGE	Selects the language for the OSD.
	MENU POSITION V	Adjusts the vertical Menu position.
	MENU POSITION H	Adjusts the horizontal Menu position.
	BLANK SCREEN	Selects the Blank mode.
	START UP LOGO	Selects the start up screen mode.
	CAPTURE LOCK	Turns Capture Lock feature on/off.
	DISPLAY MESSAGES	Turns the message feature on/off.
	RULED LINES	Selects the template setting.
	CLOSED CAPTIONS - CC1	Selects Closed Caption CC1 setting.
	CLOSED CAPTIONS - CC2	Selects Closed Caption CC2 setting.
	CLOSED CAPTIONS - OFF	Selects Closed Caption OFF setting.

3.10 Projector Control (Continued)

Item		Description
OPTION		
	AUTOSOURCE	Turns the automatic signal search feature on/off.
	AUTO KEYSTONE	Turns the automatic keystone distortion correction feature on/off.
	AC POWER ON	Turns the direct power on feature on/off.
	AUTO POWER	Configures the timer to shut the projector off when no signal is detected.
	USB TYPE B	Selects the USB TYPE B setting.
	CUSTOM KEY	Assigns the features for the **CUSTOM** button on the included remote control.
	SOURCES - SOURCE 1	Assigns a source to the SOURCE 1 button of the optional Commander remote.
	SOURCES - SOURCE 2	Assigns a source to the SOURCE 2 button of the optional Commander remote.
	SOURCES - SOURCE 3	Assigns a source to the SOURCE 3 button of the optional Commander remote.
	SOURCES - SOURCE 4	Assigns a source to the SOURCE 4 button of the optional Commander remote.
	POWER UP SOURCE	Determines which source the projector checks first for active video during power-up.
	SERIAL PORT ECHO	Controls whether the serial port echoes characters.

3.10 Projector Control (Continued)

The items shown in the table below can be performed using the **Projector Control** menu. Click **[Quit Presenter Mode]**.

Item	Description
SERVICE	
Quit Presenter Mode	Forces the Presenter mode to stop.

3.11 Projector Status
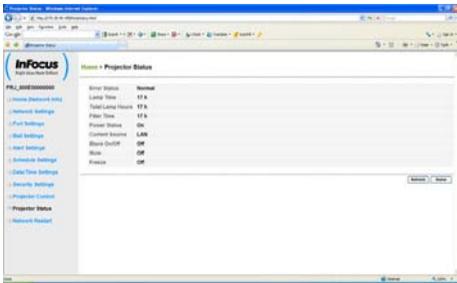
Displays the projector's current status.

Item	Description
Error Status	Displays the current error status
Lamp Time	Displays the usage time for the current lamp.
Filter Time	Displays the usage time for the current filter.
Power Status	Displays the current power status.
Current Source	Displays the current input signal source.
Blank On/Off	Displays the current Blank on/off status.
Mute	Displays the current Mute on/off status.
Freeze	Displays the current Freeze status.

3.12 Network Restart
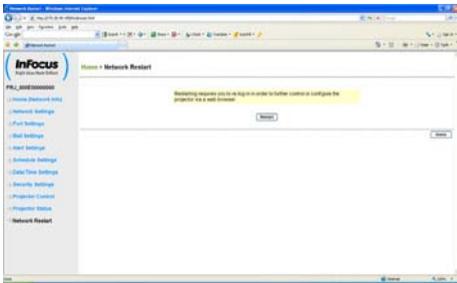
Restarts the projector's network connection.

Item	Description
Restart	Restarts the projector's network connection in order to activate new configuration settings.

NOTE • Restarting requires you to log on again in order to further control or configure the projector via a web browser. Wait 30 seconds or more after clicking **[Restart]** to log on again.

4. My Image Feature

The projector can display still images that are transferred via the network.

Transfer image data

Display image data (1 - 4)
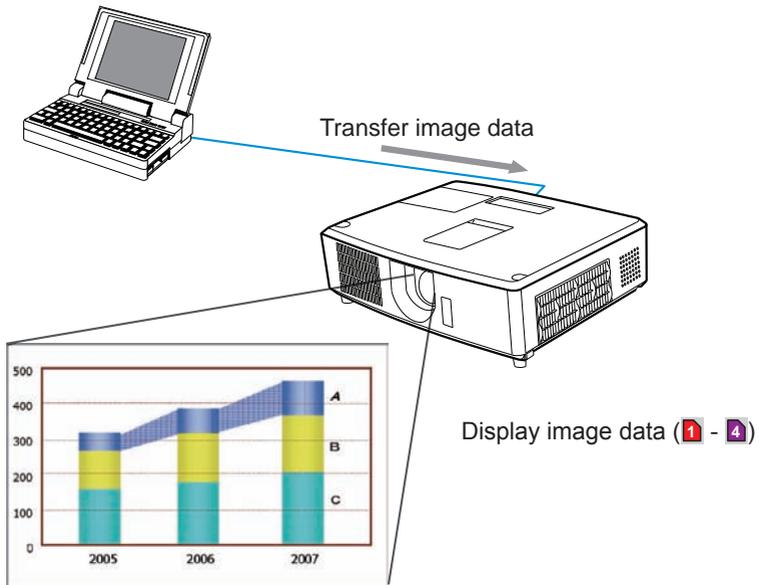
MY IMAGE transmission requires an exclusive application for your computer.
"PJImg/Projector Image Tool" is necessary to use MY IMAGE transmission.
It can be downloaded from the InFocus website (http://www.infocus.com/support).
Refer to the manual for the application for instructions.

To display the transferred image, select the MY IMAGE item in the NETWORK menu. For more information, please see the description of the MY IMAGE item of the NETWORK menu. (📖*NETWORK menu in User's Manual*)

NOTE • It is possible to allocate the image file up to 4 in the maximum.
• Associate the **CUSTOM KEY** with MY IMAGE to display the custom image.
(📖*OPTION menu in the User's Manual*)
• The image file also can be displayed by using schedule feature from the web browser. Refer to item **7.3 Event Scheduling** (📖*80*) in detail.
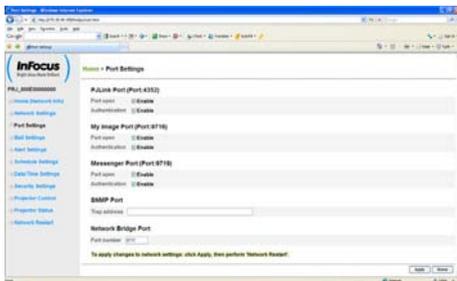• If you display MY IMAGE data on screen while you are using the USB Display feature, the application for the USB Display will be closed. To restart the application, exit the MY IMAGE feature, and then the software in the projector, LiveViewerLiteUSB.exe, will run again. (📖*USB Display in the User's Manual*)

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4. My Image Feature (Continued)

Configure the following items from a web browser when MY IMAGE feature is used.

Example: If the IP address of the projector is set to **192.168.1.10:**
1) Enter **"http://192.168.1.10/"** into the address bar of the web browser.
2) Enter your user name and password, and then click **[OK]**.
3) Click **[Port Settings]** on the main menu.
4) Click **[Enable]** to open the **My Image Port (Port: 9716)**. Click **[Enable]** for **[Authentication]** setting when authentication is required, otherwise clear the checkbox.
5) Click **[Apply]** button to save the settings.

When the authentication setting is enabled, the following settings are required.

6) Click **[Security Settings]** on the main menu.
7) Select **[Network Control]** and enter the desired authentication password.
8) Click **[Apply]** button to save the settings.

NOTE • The Authentication Password will be the same for **Network Control Port1 (Port: 23)**, **Network Control Port2 (Port: 9715)**, **PJLink™ Port (Port: 4352)**, **My Image Port (Port: 9716)** and **Messenger Port (Port: 9719)**.
• The new configuration settings are activated after the network connection has been restarted. When the configuration settings are changed, you must restart the network connection. You can restart the network connection by clicking **[Network Restart]** on the Advanced Menu>Network submenu.

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5. Messenger Feature

The projector can display text data sent over the network.
Both real-time messages sent from a computer and messages saved on the projector can be displayed on the screen.

Transfer text data

1	abcdefghijklmnopqrstuvwxyz
2	ABCDEFGHIJKLMNOPQRSTUWXYZ
3	0123456789
4	Today's Topics The chemical ...

Display text data (ex. 4)

NOTICE

Chemistry class has been cancelled.

PE will be held in the gym due to bad weather.
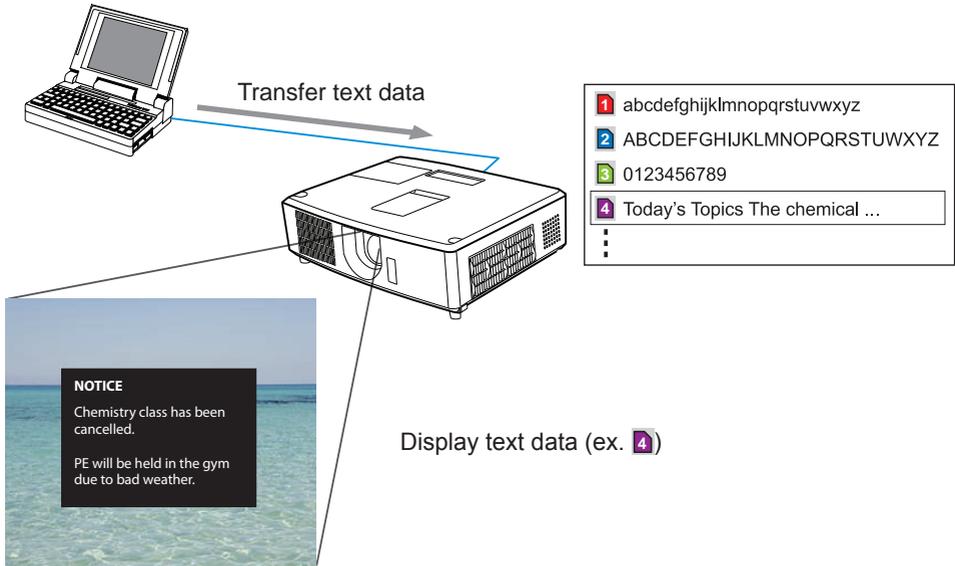
The Messenger feature requires a specific software application for your computer. To edit, transfer and display text data, use the application available for download from the InFocus website (http://www.infocus.com/support). Refer to the software manual for details on the Messenger feature and application instructions.
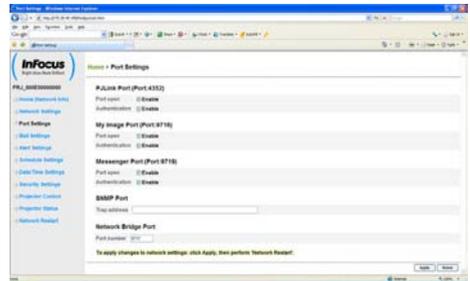
NOTE • It is possible to store up to 12 text data messages.
• Messenger text can be turned on or off using the CUSTOM KEY, if it is associated with MESSENGER. (&*OPTION menu in the User's Manual*)
• The text file also can be displayed via the web browser using the Schedule feature. Refer to item **7.3 Event Scheduling** (&*80*) for the detail.

5. Messenger Feature (Continued)

When the Messenger feature is used, the following items can be configured from a web browser:

Example: If the IP address of the projector is set to **192.168.1.10:**
1) Enter **"http://192.168.1.10/"** into the address bar of the web browser.
2) Enter your user name and password, and then click **[OK]**.

3) Click **[Port Settings]** on the main menu.

4) Click the **[Enable]** checkbox to open the **Messenger Port (Port: 9719)**. Click the **[Enable]** checkbox for **[Authentication]** settings when authentication is required, otherwise clear the checkbox.

5) Click **[Apply]** button to save the settings.

When the authentication setting is enabled, the following settings are required:

6) Click **[Security Settings]** on the main menu.
7) Select **[Network Control]** and enter the desired authentication password.
8) Click **[Apply]** button to save the settings.

NOTE
• The Authentication Password will be the same for **Network Control Port1 (Port: 23)**, **Network Control Port2 (Port: 9715)**, **PJLink™ Port (Port: 4352)**, **My Image Port (Port: 9716)** and **Messenger Port (Port: 9719)**.
• The new configuration settings are activated after the network connection has been restarted. When the configuration settings have been changed, you must restart the network connection. You can restart the network connection by clicking **[Network Restart]** on the Advanced Menu>Network submenu.

6. Network Bridge Feature

This projector is equipped with a NETWORK BRIDGE feature to perform mutual conversion of a network protocol and a serial interface.
Using the NETWORK BRIDGE feature, a computer (which is connected to the projector via Ethernet communication) can control an external device (which is connected to the same projector via RS-232C communication) as a network terminal.
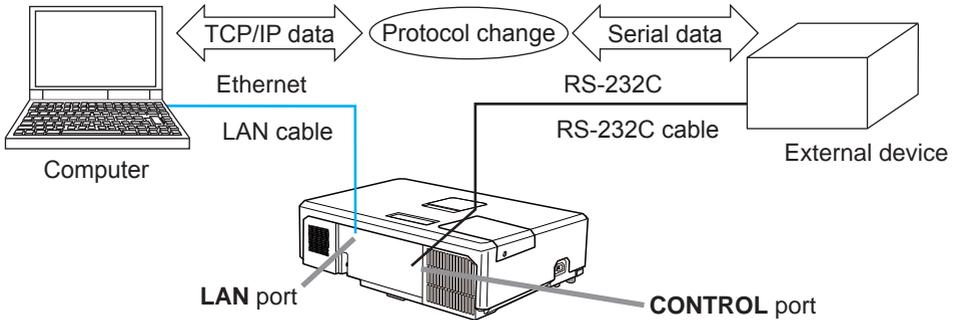
6.1 Connecting devices

1) Connect a LAN cable between the projector's **LAN** port and the computer's LAN port for Ethernet communication.
2) Connect an RS-232C cable between the projector's **CONTROL** port and the device's RS-232C port for RS-232C communication.

NOTE • Before connecting the devices, read the device manuals to ensure a good connection.
For an RS-232C connection, check the specifications of each port and use an appropriate cable.

6.2 Communication setup

To configure the projector for NETWORK BRIDGE communication, go
to the COMMUNICATION menu. Open the projector menu and select
COMMUNICATION. (📖 *OPTION menu – SERVICE – COMMUNICATION in the
User's Manual*)

1) Using the COMMUNICATION TYPE menu, select NETWORK BRIDGE for
the **CONTROL** port.
2) Using the SERIAL SETTINGS menu, select the proper baud rate and
parity for the **CONTROL** port, according to the device's RS-232C port
specifications.

Item	Condition
BAUD RATE	4800bps/9600bps/19200bps/38400bps
PARITY	NONE/ODD/EVEN
Data length	8 bit (fixed)
Start bit	1 bit (fixed)
Stop bit	1 bit (fixed)

3) Using the TRANSMISSION METHOD menu, select the appropriate
CONTROL port method based on your desired use.

NOTE • COMMUNICATION TYPE is defaulted to OFF.
• Using the COMMUNICATION menu, set up the communication. Remember
that an incorrect setup could result in a communication malfunction.
• When COMMUNICATION TYPE is set to NETWORK BRIDGE, the **CONTROL**
port does not accept RS-232C commands.

6.3 Communication port

For the NETWORK BRIDGE feature, send the data from the computer to the
projector When using the **Network Bridge Port** that is configured in the "Port
Settings" of web browser. (📖*51*)

NOTE • Any number between 1024 and 65535 (except for 9715, 9716, 9719,
9720, 5900, 5500, and 4352) can be set up as the **Network Bridge Port**
number. 9717 is the default setting.

6.4 Transmission method

The transmission method can be selected from the menus, only when the NETWORK BRIDGE is selected for the COMMUNICATION TYPE.
(📖*OPTION menu – SERVICE – COMMUNICATION in the User's Manual*)
   HALF-DUPLEX ↔ FULL-DUPLEX

6.4.1 HALF-DUPLEX

This method lets the projector engage in two-way communication, but only one direction, either transmitting or receiving data, is allowed at a time.
This method does not allow the projector to receive data from the computer when it is waiting for response data from an external device. After the projector receives the response data from an external device or the response limit time is past, the projector can receive the data from the computer.
That means that the projector controls the data transmission and receipt synchronization.
To use the HALF-DUPLEX method, set up the RESPONSE LIMIT TIME following the instructions below.
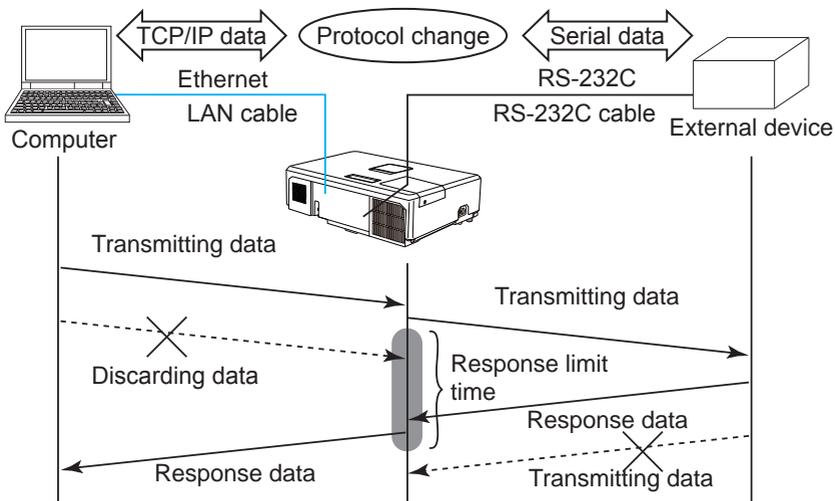
Using the RESPONSE LIMIT TIME menu, set the waiting time for response data from an external device. (📖*OPTION menu – SERVICE – COMMUNICATION in the User's Manual*)
   OFF ↔ 1s ↔ 2s ↔ 3s (↔ OFF)

6.4 Transmission method (Continued)

NOTE • When using the HALF-DUPLEX method, the projector can send out a maximum of 254 bytes of data at once.
• If the response data from an external device does not need to be monitored and the RESPONSE LIMIT TIME is set to OFF (default), the projector can receive the data from the computer and send it out to an external device continuously.

6.4.2 FULL-DUPLEX

This method lets the projector make two way communication, transmitting and receiving data at the same time, without monitoring response data from an external device.
When using this method, the computer and external device will send the data out of synchronization. If it is required to synchronize them, set the computer to make the synchronization.

NOTE • In case the computer controls to synchronize transmitting and receiving the data, it may not be able to control an external device well depending on the processing status of the projector.

7.1 E-mail Alerts

The projector can automatically send an alert message to specified e-mail addresses when the projector detects certain maintenance or error conditions.

NOTE • Up to five e-mail addresses can be specified.
• The projector may be not able to send an e-mail if the projector suddenly loses power.

Mail Settings (📖*52*)

To use the projector's e-mail alert features, please configure the following items through a web browser.

Example: If the IP address of the projector is set to **192.168.1.10:**
1) Enter **"http://192.168.1.10/"** into the address bar of the web browser.
2) Enter your user name and password, and then click **[OK]**.
3) Click **[Mail Settings]** and configure each item. Refer to item **3.5 Mail Settings** (📖*52*) for further information.
4) Click **[Apply]** button to save the settings.

NOTE • Click the **[Send Test Mail]** button in **[Mail Settings]** to confirm that the e-mail settings are correct. The following information will be delivered in the email to the specified addresses.

Subject line :Test Mail   <Projector name>
Text   :Send Test Mail
              Date   <Testing date>
              Time   <Testing time>
              IP Address   <Projector IP address>
              MAC Address   <Projector MAC address>

7.1 E-mail Alerts (Continued)

5) Click **[Alert Settings]** on the main menu to configure the E-mail Alert settings.
6) Select and configure each alert item. Refer to item **3.6 Alert Setting** (📖*53*) for further information.
7) Click **[Apply]** button to save the settings.

Failure/Warning e-mails are formatted as follows:

Subject line : \<Mail title\>   \<Projector name\>
Text   : \<Mail text\>
           Date   \<Failure/Warning date\>
           Time   \<Failure/Warning time\>
           IP Address   \<Projector IP address\>
           MAC Address \<Projector MAC address\>

7.2 Projector Management using SNMP

The SNMP (Simple Network Management Protocol) enables you to manage the projector from a computer on the network. The SNMP management software must be installed on the computer to use this feature.

NOTE • It is recommended that SNMP features be carried out by a network administrator.
• SNMP management software must be installed on the computer to be able to monitor the projector via SNMP.

SNMP Settings (📖*50*)

Configure the following items via a web browser to use SNMP.

Example: If the IP address of the projector is set to **192.168.1.10:**
1) Enter **"http://192.168.1.10/"** into the address bar of the web browser.
2) Enter your user name and password, and then click **[OK]**.
3) Click **[Port Settings]** on the main menu.
4) Click **[Download MIB file]** to download a MIB file.

NOTE • To use the downloaded MIB file, specify the file using your SNMP manager.

5) Click **[Enable]** to open the **SNMP Port**. Set the IP address to send the SNMP trap to when a Failure/Warning occurs.

NOTE • A Network Restart is required after the **SNMP Port** configuration settings have been changed. Click **[Network Restart]** and configure the following items.

6) Click **[Security Settings]** on the main menu.
7) Click **[SNMP]** and set the community name on the screen that is displayed.

NOTE • A Network Restart is required after the **Community name** has been changed. Click **[Network Restart]** and configure the following items.

8) Configure the settings for Trap transmission of Failures/Warnings. Click **[Alert Settings]** on the main menu and select the Failure/Warning item to be configured.
9) Click **[Enable]** to send out the SNMP trap for Failures/Warnings. Clear the **[Enable]** checkbox when SNMP trap transmission is not required.
10) Click **[Apply]** button to save the settings.

7.3 Event Scheduling

The scheduling feature enables you to setup scheduled events including power on / power off.
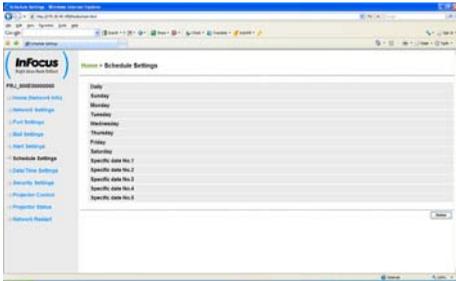
NOTE • You can schedule and control the following events: Power, Input Source, My Image, Messenger, and Slideshow. (*56*)
• The power on / off event has the lowest priority among all the events that are defined at the same time.
• There are 3 types of Scheduling, 1) daily 2) weekly 3) specific date. (*55*)
• The priority for scheduled events is as follows 1) specific date 2) weekly 3) daily.
• Up to five specific dates are available for scheduled events. Priority is given to those with the lower numbers when more than one event has been scheduled for the same date and time (e.g., 'Specific date No. 1' has priority over 'Specific date No. 2' and so on.
• Be sure to set the date and time before enabling scheduled events. (*58*)

7.3 Event Scheduling(Continued)

Schedule Settings (📖*55*)

Schedule settings can be configured from a web browser.

Example: If the IP address of the projector is set to **192.168.1.10:**
1) Enter **"http://192.168.1.10/"** into the address bar of the web browser.
2) Enter your user name and password, and then click **[OK]**.
3) Click **[Schedule Settings]** on the main menu and select the required schedule item. For example, if you want to perform the command every Sunday, please select **[Sunday]**.
4) Click **[Enable]** to enable scheduling.
5) Enter the date (month/day) for specific date scheduling.
6) Click **[Apply]** to save the settings.
7) After configuring the time, command and parameters, click **[Register]** to add the new event.
8) Click **[Delete]** when you want to delete a schedule.

There are three types of scheduling.
1) Daily: Performs the specified operation at a specified time every day.
2) Sunday ~ Saturday: Performs the specified operation at the specified time on a specified day of the week.
3) Specific date: Performs the specified operation on the specified date and time.

NOTE • In power saving mode, the **POWER** indicator will flash green for approx. 3 seconds when at least 1 "Power ON" schedule is saved.
• When the schedule feature is used, the power cord must be connected to the projector and the outlet. The schedule feature does not work when the breaker in a room is tripped. The power indicator will light orange or green when the projector is receiving AC power.

7.3 Event Scheduling(Continued)

Date/Time Settings (&58)

The Date/Time setting can be adjusted via a web browser.

Example: If the IP address of the projector is set to **192.168.1.10:**
1) Enter **"http://192.168.1.10/"** into the address bar of the web browser.
2) Enter your user name and password, and then click **[OK]**.
3) Click **[Date/Time Settings]** on the main menu and configure each item. Refer to item **3.8 Date/Time Settings** (&58) for further information.
4) Click **[Apply]** to save the settings.
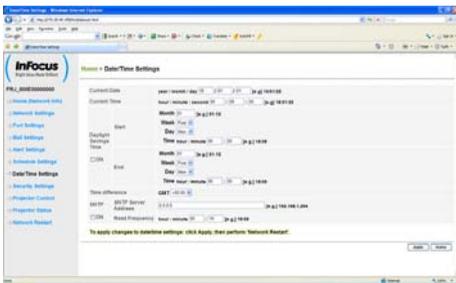
7.4 Command Control via the Network

You can configure and control the projector via the network using RS-232C commands.

Communication Port

The following two ports are assigned for command control.

TCP #23 **(Network Control Port1 (Port: 23))**
TCP #9715 **(Network Control Port2 (Port: 9715))**

NOTE • Command control is available only via the specified port above.

Command Control Settings (📖*50*)

Configure the following items from a web browser when command control is used.

Example: If the IP address of the projector is set to **192.168.1.10:**
1) Enter **"http://192.168.1.10/"** into the address bar of the web browser.
2) Enter your user name and password, and then click **[OK]**.
3) Click **[Port Settings]** on the main menu.
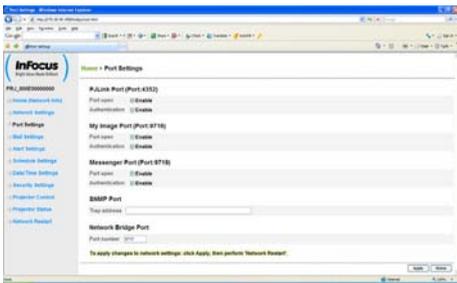
4) Click **[Apply]** to save the settings.

7.4 Command Control via the Network (Continued)

When the authentication setting is enabled, the following settings are required. (📖*60*)

7) Click **[Security Settings]** on the main menu.
8) Click **[Network Control]** and enter the desired authentication password.
   * See NOTE.

9) Click **[Apply]** button to save the settings.

NOTE • The Authentication Password will be the same for **Network Control Port1 (Port: 23)**, **Network Control Port2 (Port: 9715)**, **PJLink™ Port (Port: 4352)**, **My Image Port (Port: 9716)** and **Messenger Port (Port: 9719)**.
• The new configuration settings are activated after the network connection has been restarted. When the configuration settings are changed, you must restart the network connection. You can restart the network connection by clicking **[Network Restart]** on the Advanced Menu>Network submenu.

Command & Reply Formats

For Command and Reply Format information, see the RS232 Network Command and Control Manual.

8. Troubleshooting

Problem		Likely Cause	Things to Check	Reference Page Number
No image		The projector is not turned on.	Is the projector's lamp on?	*17
		The projector's input source is not switched to LAN.	Is the projector switched to LAN?	*18
Connection to the Network	The projector that you want to connect to is not listed in the list of available projectors	The computer and/or projector's network settings are not configured correctly.	Check the network configurations of the computer and projector. If you change the projector's settings, turn off the projector's AC power and then turn it on again. If you simply put the projector in STANDBY power mode and then turn it on again, the new settings might not take effect.	–
		Firewall software other than Windows® Firewall is installed in your computer.	Refer to the manual for the firewall software and take one of the following actions: - Exclude the "LiveViewer" from blocking item list - Disable the firewall while using "LiveViewer"	–
	No network communication	The computer and/or projector's network settings are not configured correctly.	Check the network configurations of the computer and projector.	–
		An access point is used, and your computer is connected to the access point via wireless LAN.	Use network utilities that may come with your computer or wireless LAN card to establish wireless network connection. For detail, refer to the manual of the computer or the card.	–

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8. Troubleshooting (Continued)

Problem		Likely Cause	Things to Check	Reference Page Number
Network Presentation	The projected image is displaying slower then the computer	The projector isn't capable of relaying dynamic images such as PowerPoint® animation at full speed.	Switching the priority to 'Transmission Speed' under the options menu may help to improve speed.	41
		The compression rate being used for transferring the images is too low.	Switching the priority to 'Transmission Speed' under the options menu may help to improve speed.	41
	Movies are not displaying correctly.	Some computer video card and application software combinations may not display (especially movies played by media player) through the projector with the "LiveViewer".	If your computer has a video acceleration level adjustment feature, try to adjust it. Refer to your computer manual for details.	–
	The network connection between the computer and projector is disconnecting when the computer's display resolution is changed during Network Presentation.	The computer-projector network connection might be disconnected when computer display resolution is changed while displaying image.	Re-connect using the "Connect button" after changing the computer's display resolution, or change the display resolution before connecting with "LiveViewer".	37
	Images show lots of interference.	The compression rate being used for transferring the images is too high.	Try setting the priority to 'Image Quality' in the "LiveViewer" Option menu. You may experience a drop in speed.	41
	Neither transparency nor translucency works (Glass)	Using the "LiveViewer" with Windows® Aero® mode.	The "LiveViewer" does not support these Windows Vista® Aero® features.	–

8. Troubleshooting (Continued)

Problem	Likely Cause	Things to Check	Reference Page Number
Others - Information from the projector to the computer is not correct or complete - The projector does not respond - The screen image is frozen.	Communication between the projector and computer is not working well. NETWORK Features of the projector are not working well.	Try "RESTART" in SERVICE menu under the NETWORK menu.	*63

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