



## LG LCD PROYECTOR

Por favor, lea atentamente este manual antes de utilizar el aparato.

Consérvelo para futuras consultas.

Registre el número de modelo y el número de serie del aparato. Vea la etiqueta localizada en la parte posterior del equipo e indique esta información a su proveedor, en caso que requiera servicio.

Número de modelo :

Número de serie :



# LCD PROYECTOR



## Control Remoto

Usted puede utilizar todas las funciones del mouse de su PC. Y puede controlar la pantalla de su PC con este mouse controlado a distancia, cuando este distanciado de su PC en una reunión o conferencia.

## Advertencia

Este es un producto clase A. En un ambiente domestico, este producto puede causar radio interferencias, la cual el usuario debera tomar las medidas adecuadas.

► Conserve siempre las instrucciones de seguridad para prevenir accidentes potenciales o peligro por el uso indebido de este proyector.

► Las instrucciones de seguridad tienen dos tipos de información, y el significado de cada una como sigue a continuación.

**⚠ ADVERTENCIA** La violación de estas instrucciones pueden causar serias lesiones y aun la muerte.

**⚠ NOTAS** La violación de esta instrucciones pueden causar lesiones leves o daños al producto.

\* A continuación el significado de los símbolos en este manual y en el producto.

► ⚠ Tenga cuidado de los peligros que pueden ocurrir en condiciones específicas.

► ⚠ Tenga cuidado de recibir choques eléctricos que pueden ocurrir en condiciones específicas.

► Después de leer este manual, guárdelo en un lugar de accesible para consultas futuras.

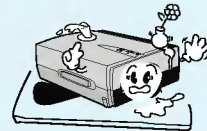
Desarme o reformado, debe ser realizado por personal de servicio calificado. Contacte a su distribuidor o centro de servicio al cliente para cualquier tipo de revisión, ajuste y reparación.

Esto puede causar fuego o que reciba una descarga eléctrica.



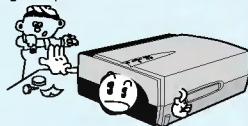
No coloque envases, cosméticos, droga o envases con líquidos sobre el proyector.

Esto puede causar fuego o que reciba una descarga eléctrica.



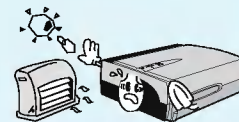
No inserta o deje caer metales o material inflamables dentro del proyector, por las ranuras de ventilación.

Esto puede causar fuego o que reciba una descarga eléctrica.

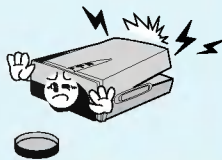


No coloque el proyector bajo la luz directa del sol o cerca de dispositivos calientes tales como calentadores, estufas.

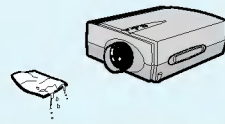
Esto puede causar fuego o que reciba una descarga eléctrica.



Nunca retire tapa alguna excepto la del lente o la tapa de polvo. Hay peligro de alto voltaje dentro del proyector.



Use un rociador de aire o un trapo húmedo con un detergente neutral para remover el polvo o manchas en el lente del proyector.

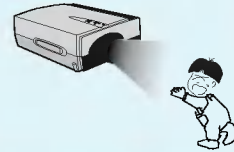


Utilice pilas apropiadas para el control remoto y tenga cuidado de que los niños la coman. Las pilas retiradas deben ser guardadas de manera que los niños no tengan contacto con ellas.

Esto puede causar fuego o que reciba una descarga eléctrica.

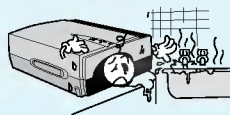


No mire directamente al lente del proyector cuando este operando. Pues la radiación de luz puede perjudicar los ojos.



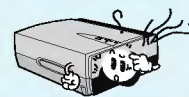
No coloque el proyector en lugares húmedos tales como baños, o expuestas a la lluvia o cerca de agua.

Esto puede causar fuego, daños mecánicos, deformación o que reciba una descarga eléctrica.

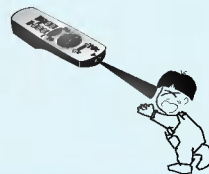


Detenga la operación del proyector cuando este humee o emita mal olor. En este caso, apague el interruptor, desconecte el cordón eléctrico y llame al centro de servicio.

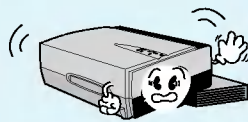
Uso excesivo sin revisión puede causar fuego o que reciba una descarga eléctrica.



No mire el rayo láser directamente, ya que puede causar daños en los ojos.

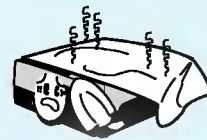


No use el proyector en lugares inestables.  
Puede caer o volcarse.



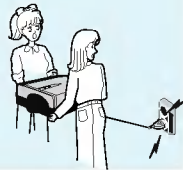
No bloquee las ranuras de ventilación con objetos, como manteles.

Hace que se aumente la temperatura interna y causa peligro de fuego.



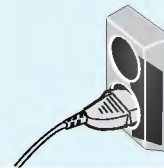
Asegúrese de apagar el interruptor del proyector y desenchufar el cordón de energía, cuando va a mover el proyector. Y revise si los cables externos han sido removidos.

Esto puede causar fuego o que reciba una descarga eléctrica.



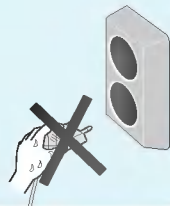
El receptáculo de energía debe de estar instalada cerca del equipo y de fácil acceso. Enchufe firmemente para que no se suelte.

En condición suelta este puede producir fuego.



Nunca toque el enchufe con las manos mojadas.

Puede recibir una descarga eléctrica.

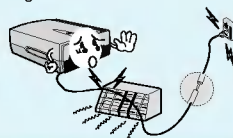


No utilice detergentes químicos tales como alcohol, benceno, o tiners para limpiar la partes plásticas como la caja del proyector. Particularmente, nunca use detergente químico como los pulidores para carros o de uso industrial, cera, benceno, alcohol, tiner, anticorrosivo, lubricante o insecticida.



No coloque el cordón de energía cerca de objetos calientes tales como un calentador.

Puede derretir las partes plásticas y causar fuego o que reciba una descarga eléctrica.

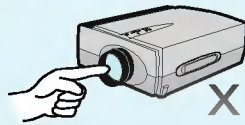


Sujete firmemente el cordón cuando lo desenchufe.

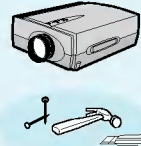
Si sujeta el cordón cuando desenchufe, el alambre interno del cordón puede romperse. Esto puede causar calentamiento y fuego.



No toque el lente del Proyector. Le puede causar daños.



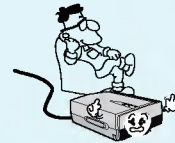
No toque el proyector con herramientas tales como cuchillo o martillo, estos pueden dañar la apariencia externa.



Cuando limpie el interior del proyector, contacte a su proveedor o centro de servicio al cliente antes de proceder a limpiar.

Si no limpia el polvo dentro del proyector por un largo periodo, puede causar daños mecánicos o producir fuego.

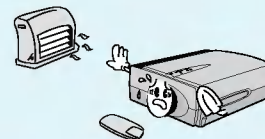
No coloque el proyector de manera que alguna persona pueda tropezar con el cordón para prevenir daños al cordón y el receptáculo.



Use el tipo de fuente de energía indicado en el proyector. Si no está seguro del tipo de energía a utilizar, consulte con su distribuidor o centro de servicio al cliente.



No coloque el proyector y control remoto sobre equipos que produzcan calor o lugar caliente.



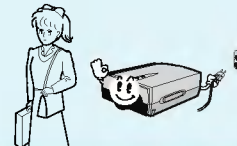
No utilice el proyector cuando el cordón de energía o el enchufe estén dañados.

Puede causar fuego o descarga eléctrica.

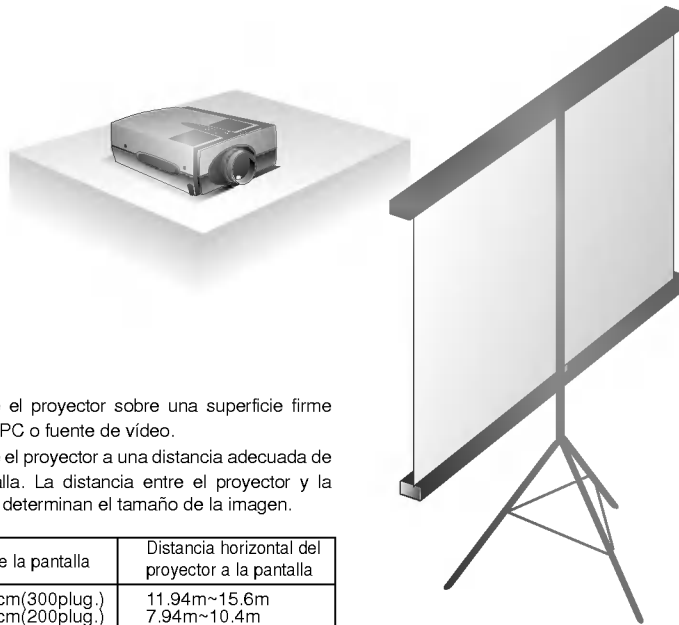


Asegúrese de desconectar el proyector cuando no este en uso por un largo periodo.

La acumulación de polvo puede causar fuego.



## Operación básica del Proyector

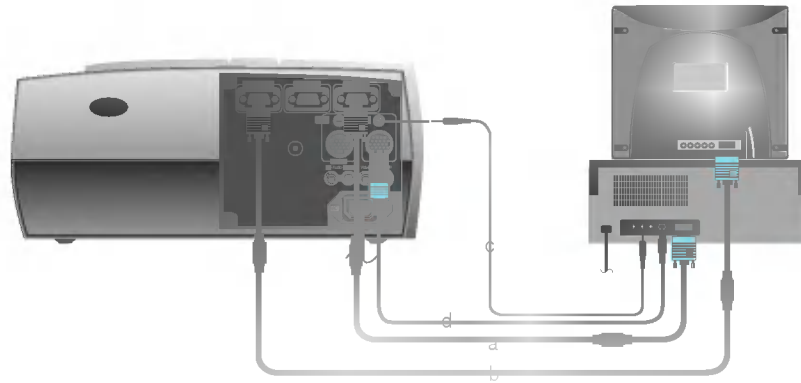


1. Coloque el proyector sobre una superficie firme con su PC o fuente de vídeo.
2. Coloque el proyector a una distancia adecuada de la pantalla. La distancia entre el proyector y la pantalla determinan el tamaño de la imagen.

Tamaño de la pantalla	Distancia horizontal del proyector a la pantalla
610x460cm(300plug.)	11.94m~15.6m
410x300cm(200plug.)	7.94m~10.4m
200x150cm(100plug.)	3.94m~5.2m
160x120cm(80plug.)	3.14m~4.2m
120x90cm(60plug.)	2.33m~3.1m
81x61cm(40plug.)	1.53m~1.9m
61x46cm(30plug.)	1.6m(Tele)

3. Coloque el proyector en dirección hacia la pantalla. Si el proyector no está en el ángulo correcto, la imagen se verá recortada.
4. Conecte los cables de alimentación del proyector y de las otras unidades que se utilizarán como fuentes de vídeo.

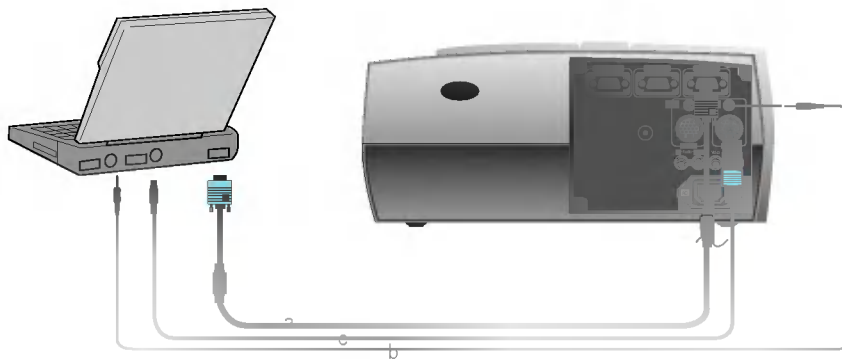
- \* Usted puede conectar el proyector a una computadora con salida de vídeo VGA, SVGA, XGA y SXGA.  
(El modo SXGA no es soportado en el modelo LP-SV1.)
- \* Usted puede utilizar la función de tamaño de imágenes en los modos VGA y SVGA. (Esta función no es soportada en el modo SVGA para el modelo LP-SV1)



#### < Como conectar >

- a. Conecte el extremo del cable al terminal de **Computer 1** en el proyector.  
(El terminal **Computer 2** es utilizada para conectar una segunda computadora.)
- b. Conecte el cable del monitor de la PC a la terminal **Computer Out** del proyector.
- c. Conecte el extremo del cable de audio al terminal **Computer Audio 1** del proyector.  
(El terminal **Computer Audio 2** es utilizada para conectar una segunda computadora.)
- d. Conecte el mouse PS/2 (para una IBM PC o compatibles) cable de (6 pines) al terminal **Mouse 1** del proyector.

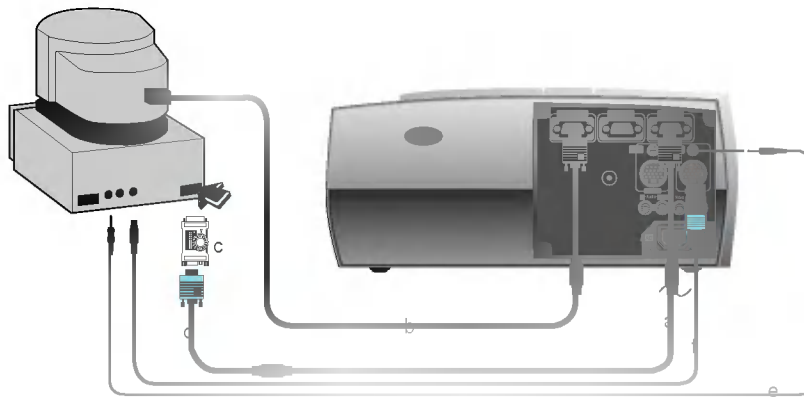




#### < Como conectar >

- a. Conecte el extremo del cable al terminal de **Computer 1** en el proyector.  
(El terminal **Computer 2** es utilizada para conectar una segunda computadora.)
- b. Conecte el extremo del cable de audio al terminal **Computer Audio 1** del proyector.  
(El terminal **Computer Audio 2** es utilizada para conectar una segunda computadora.)
- c. Conecte el mouse PS/2 (para una IBM PC o compatibles) cable de (6 pines) al terminal **Mouse 1** del proyector. Si su sistema utiliza un mouse serial, utilícelo en lugar del puerto para mouse PS/2 (para una IBM PC o compatibles).

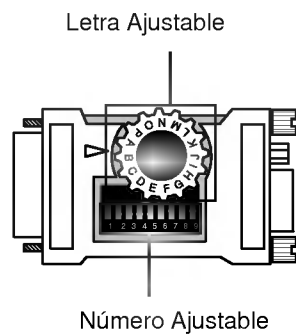
\* Usted debe utilizar el adaptador para PC Macintosh para conectar el proyector a una PC Macintosh.



#### < Como conectar >

- a. Conecte el extremo del cable al terminal de **Computer 1** en el proyector.  
(El terminal **Computer 2** es utilizada para conectar una segunda computadora.)
- b. Conecte el cable del monitor de la PC a la terminal **Computer Out** del proyector.
- c. Fije el número y letra del adaptador para Macintosh de acuerdo a la resolución que quiera utilizar, y conecte el adaptador a la PC. (Refiérase a la paginas 10 ~ 11)
- d. Conecte el cable de la computadora al adaptador para PC Macintosh.
- e. Conecte el extremo del cable de audio al terminal **Computer Audio 1** del proyector.  
(El terminal **Computer Audio 2** es utilizada para conectar una segunda computadora.)
- f. Conecte el mouse cable al terminal **Mouse 1** del proyector.

## Como utilizar el adaptador para PC Macintosh



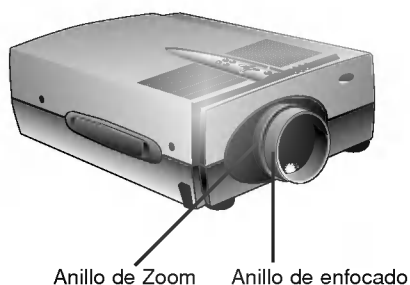
- a. Como usarlo  
Es mejor colocar los números del 1 ~ 6 a estado OFF y 7 ~ 9 en modo ON ajustando los números. Y seleccione la letra que convenga a su Macintosh y monitor. (Refiérase a la pagina 11)
- b. Si tiene algún problema conectando su PC Mac con el proyector.  
Fije el interruptor 9 del adaptador, a estado OFF y encienda su computadora.

**Tabla de ajustes de letras para el adaptador para Mac de acuerdo al tipo de Mac y la características de salida**

M.A.C.S	output spec output resolution horizontal frequency(KHz) vertical frequency(Hz) adjusting letter	13"FB	13"14"FB	15"Print	VGA	SVGA	SVGA	16"Color	19"Color	19"Color	21"Page Mono	21"Color	NTSC	PAL
		512x384 24.5 60	640x480 35 66	640x570 68.8 75	640x480 31 60	800x600 35 56	800x600 35 56 or 72	1024x768 50 75	1024x768 60 75	1152x864 66.7 75	1152x864 66.7 75	1152x864 66.7 75	15.7 60	15.7 60
MACi, Ixi		N	J	O	G									
MACiH, IxH		N	J		G									
LC		N	J		M									
LCi		N	J		G									
LCii		N	J	O	G			F						
LC475, LC550		N	J	O	G	G		F						
LC575		N	J	O	G	G		F	D		M	P	L	H
Performa														
400,405,410,430,600,600CD		N	J		G									
490		N	J	O	G			F						
Quadra														
700,800		N	J	O	G	G		F			M	P	L	H
605,610,650,800,950		N	J	O	G	G		F	D		M	P	L	H
840AV		N	J	O	G	G	G	F	D	G	M	P	L	H
Centris														
610,650		N	J	O	G	G		F	D		M	P	L	H
860AV		N	J	O	G	G	G	F	D	G	M	P	L	H
PowerBook														
160,168C,180,180C		N	J	O	G	G		F						
DUO,DOC,MINI,DOC		N	J	O	G	G		F						
824,BCARD		N	J	O				F			M	P	L	H

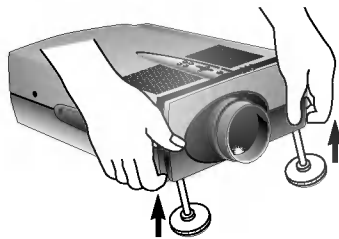
## Posición y Enfoque de la imagen en la Pantalla

\* Cuando aparezca la imagen, verifique que este bien enfocada y que se ajuste dentro de la pantalla.



- Para ajustar el enfoque de la imagen, gire el anillo de enfocado.
- Para ajustar el tamaño de la imagen, gire el anillo de zoom .

\* Para alzar o bajar la imagen en la pantalla, extienda o retraiga las patas en la parte inferior del proyector como se muestra en la figura.



1. Colóquese detrás del proyector y levante las palancas de ajuste de la altura mientras sostiene la parte delantera del proyector.
2. Mientras alce la palancas de ajuste, suba o baje las patas de ajuste hasta quedar la imagen en la posición correcta.
3. Suelte las palancas para fijar las patas en su nueva posición.
4. Para un ajuste fino de la altura, gire las patas delanteras del proyector.  
Después de ajustar la altura del proyector, no de golpes o presione sobre la parte superior del proyector.

## Mantenimiento

### Limpieza de la lente

Limpie el lente cuando note sucio o polvo en su superficie. Limpie la superficie del lente suavemente con un rociador de aire o con un paño suave y seco.

Para eliminar sucio o manchas, humedezca un trapo con agua y detergente neutral y limpie la superficie de la lente suavemente.

### Limpieza del la caja del proyector

Para limpiar la caja del proyector, primero desenchufe el cordón de energía. Para eliminar el sucio o polvo, limpie la caja con un paño suave, limpio y seco. Para remover una mancha o sucio difícil humedezca un trapo con agua y detergente neutral, luego limpie la caja.

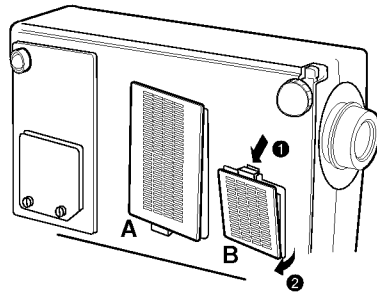
No utilice alcohol, benceno, tinesu otros detergentes químicos que puedan causar deformaciones en la caja.

### Limpieza del Filtro de Aire

El filtro de aire que se encuentra en la parte de abajo del proyector, debe limpiarse cada 100 horas de uso. Si no se limpia periódicamente este filtro, el mismo se obstruirá con el polvo, la cual evitara la buena ventilación del proyector, permitiendo de que el mismo se recaliente.

Para limpiar el filtro de aire :

1. Apague y desenchufe el proyector.
2. Parece a un lado del proyector de manera que el mango este en la parte superior, y el filtro sea de fácil acceso.
3. Hale el tapón A hacia arriba y el tapón B hacia abajo con los dedos.



4. El filtro de aire esta colocado dentro del proyector. Para limpiar el filtro es recomendado el uso de una aspiradora pequeña como las diseñadas para limpiar computadoras o equipos de oficina. O puede usar un paño suave y seco.
5. Cierre la tapa del filtro después de haber limpiado el filtro.
6. Conecte el cordón de energía en el receptáculo.



\* Este proyector proyecta imágenes con una resolución de 1024x768 píxeles. Para proyectar imágenes con mayor resolución (1152x864, 1280x1024), el proyector las comprime a 1024x768. La siguiente tabla lista los formatos de vídeo soportados por el proyector.



\* Si el proyector no soporta la señal de entrada, el mensaje "CHECK INPUT SIGNAL" aparecerá en la pantalla.

\* "\*" es solo para el modelo LP-XG1.





## Specificaciones

LP-XG1/LP-SV1	Modelo
33.1mm(1.3inches)	Dimensiones del panel LCD resolution
LP-XG1 : 1024(Horizontal) x 768(Vertical)pixel	Tamaño de Imagen
LP-SV1 : 804(Horizontal) x 604(Vertical)pixel	Distancia de Proyección
0.76~7.6m(30~300inches)	Alcance del control remoto
1.6~15.6m(5.03~54.08pit)	Sistema de altavoces
12m	Proporción horizontal / vertical
2W+2W, estéreo	zoom
4:3(horizontal:vertical)	Altura
1:1.38	Ancho
152mm(incluyendo las patas frontales)	Largo
312mm	Peso
439mm(incluyendo los lentes)	
9.2kg	



### Condiciones de Operación

En operación : 41~104°F(5~40°C)  
En almacenaje y transportación: 14~140°F(-10~60°C)

En operación : 20 ~ 80% humedad relativa por un higrómetro  
No en uso : 10 ~ 90% humedad relativa por un higrómetro

### Lampara de Proyección

Lampara PHILIPS UHP  
Tipo : 4810V00146A  
(TP-L1)

120W





Please read this manual carefully before operating your set.  
Retain it for future reference.  
Record model number and serial number of the set.  
See the label attached on the bottom of the projector and quote this information to your dealer when you require service.

Model number :  
Serial number :

## LG LCD PROJECTOR



# LCD PROJECTOR



## Wireless Mouse Remote Control

You can use all the functions of PC mouse. And you can control the PC screen display with this wireless mouse remote control when you stand distantly from the PC in the meeting or lecture.

## Warning

This is a class A product. In a domestic environment this product may cause radio interference in which case the user may be required to take adequate measures.

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Thanks to be the LG family!

Before operating the unit, please read this manual for your more convenient use.



- ▶ Always keep the safety instructions to prevent any potential accident or danger by safe and right use of the projector.

- ▶ Safety Instructions have two kinds of information, and each meaning of it is as below.

 **WARNING** The violation of this instruction may cause serious injuries and even death.

 **NOTES** The violation of this instruction may cause light injuries or damage of the projector.

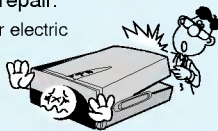
\* The meanings of symbols in the manual and the unit are as below.

- ▶  Take care of danger that may happen under specific condition.
- ▶  Take care of electric shock that may happen under specific condition.

- ▶ After reading this manual, keep it in the place that the user always can contact easily.

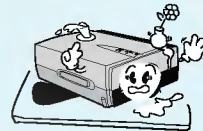
Disassembling or remodeling must not be performed by anyone except the service personnel. Contact your dealer or customer service center for any kind of checking, adjusting and repair.

This may cause fire or electric shock.



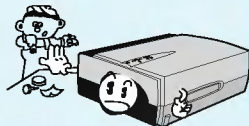
Don't put a vase, a flowerpot, a cup, cosmetics, drugs, or a vessel with liquids on the projector.

This may cause fire or electric shock.



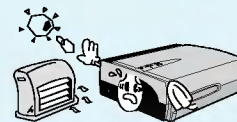
Don't insert or drop any metal or flammable thing into the projector through the exhaust vent.

This may cause fire or electric shock.

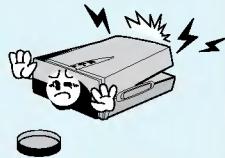


Don't place the projector under a direct sunlight or near some hot things like a heater.

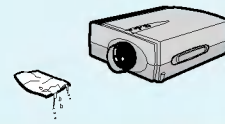
This may cause fire or electric shock.



Never open any cover except for the lens cover and dust cover. There is high voltage danger inside the projector.

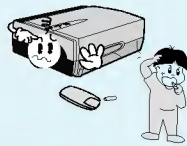


Use an air spray or soft cloth that is wet with a neutral detergent and water for removing dust or stains on the projection lens.

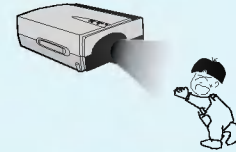


Use the proper batteries for remote control and take care of children not to eat them. Removed batteries must be taken away so that children cannot contact them.

This may cause fire or electric shock.

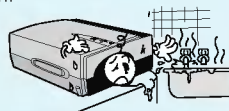


Don't stare the lens directly when the projector is being operated. Radiation of strong beam may hurt eyes.



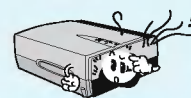
Don't put the projector in damp place like a bathroom or a place exposed to rain and wind or near water.

This may cause fire, electric shock, mechanical trouble or deformation.



Stop the operation of the projector when it makes smoke or strange smell. In this case, turn the power switch off and unplug immediately and call the service center.

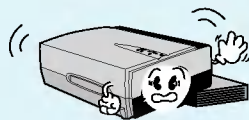
Excessive operation without checking may cause fire or electric shock.



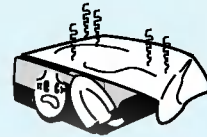
Don't look at laser beam directly as it may cause eye damage.



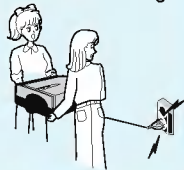
Don't use the projector on the unstable place.  
It may fall down or be upset.



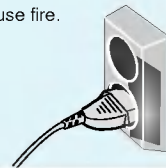
Don't block the exhaust vent with things like a tablecloth.  
It makes internal temperature increase and causes danger of fire.



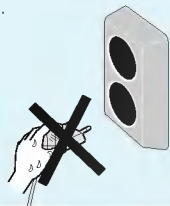
Be sure to turn the power switch off and unplug the power when moving the projector. And check if other external connecting cables are removed.  
Damage of cords may cause fire or electric shock.



The socket-outlet shall be installed near the equipments and shall be easily accessible. Plug tightly not to be loosened.  
Loose connection may cause fire.



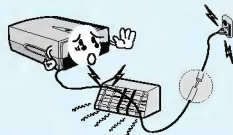
Never touch the power plug with wet hand.  
It may cause electric shock.



Don't use chemical detergents like alcohol, benzene, or thinners for cleaning plastic parts like the casing of the projector. Particularly, never use chemical detergents like the polisher for car or industrial use, an abrasive, a wax, benzene, alcohol, thinners, a mosquitoicide, an anticorrosive, a lubricant, or a washing cleaner.



Don't place the power cord near the hot things like a heater.  
It may make covering parts melted and cause fire or electric shock.

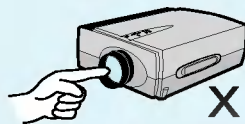


Hold the plug tightly when unplugging.  
If you hold the cord when unplugging, the internal line of the cord may be cut. This may cause heating and fire.

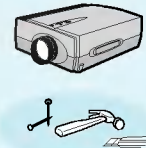




Don't touch the lens of the projector. It may cause damage of it.



Don't touch the projector with the tools like a knife or a hammer those can damage the external shape of the projector.

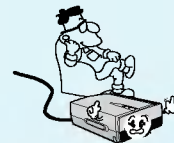


When you clean dust inside the projector, contact your dealer or customer service center first and then clean it.

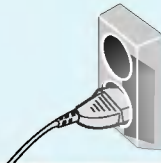
If you don't clean dust inside the project for a long time, it may cause fire, mechanical trouble.



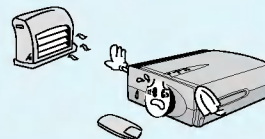
Don't use the projector in the place that people may tread on its cord to prevent damage of the power cord or the plug.



Use the indicated type of power source on the projector. If you are not sure of the type of power available, consult your dealer or customer service center.

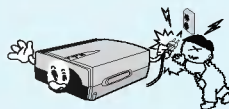


Don't place the projector and the remote control on any heat-producing equipment or in a heated place such as a car.



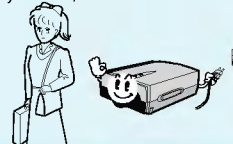
Don't use the projector when the power cord or the plug is damaged or the connecting part of wall socket is loose.

It may cause electric shock or fire.



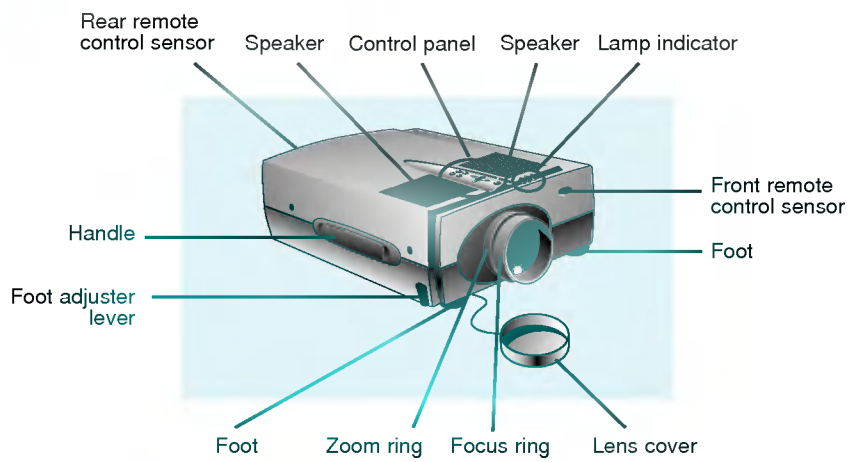
Be sure to unplug when you don't use the projector for a long period or you are absent.

Accumulated dust may cause, fire electric shock from deterioration, or electric leakage.

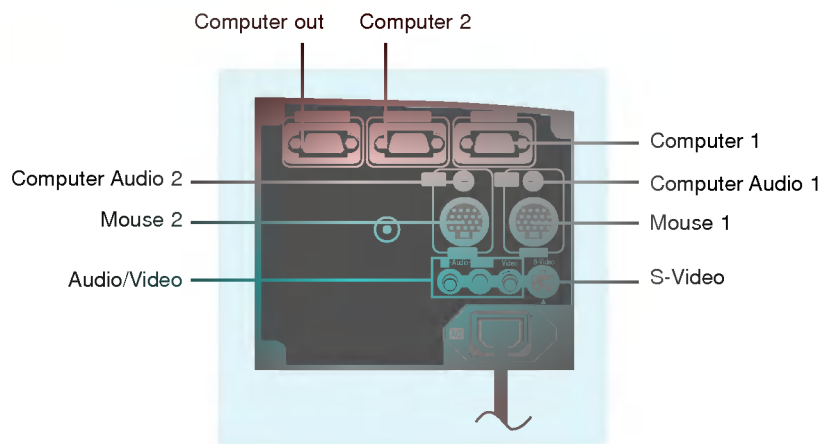




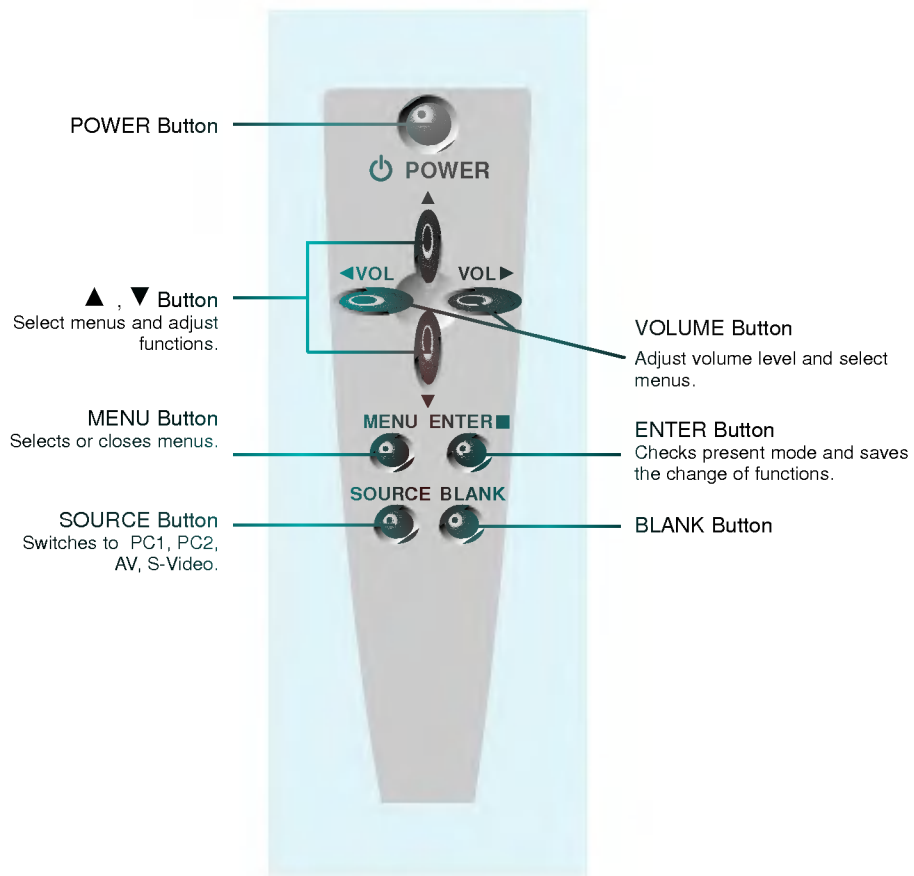
## Main Body



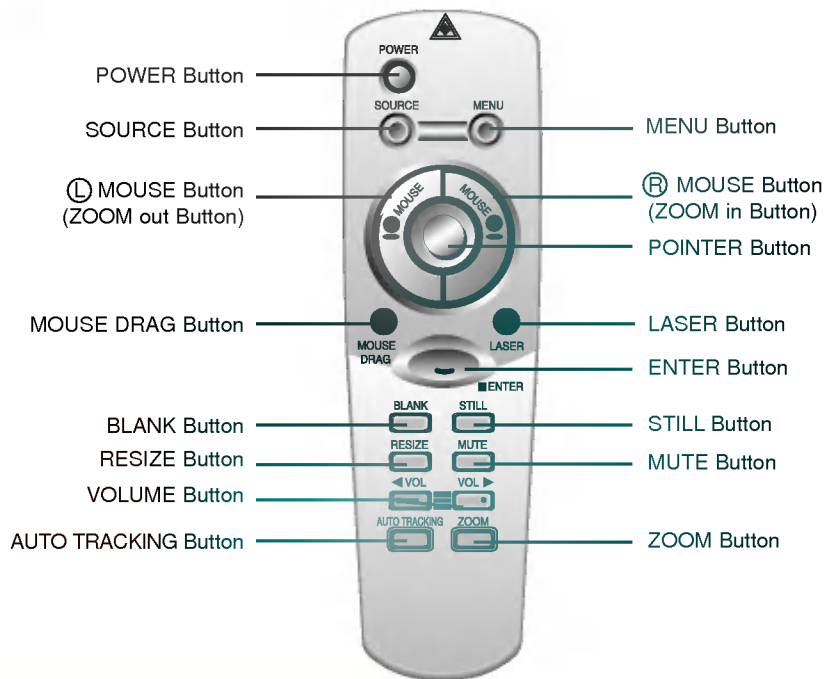
## Rear Connecting Part



## Control Panel

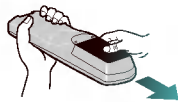


## Remote Control

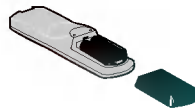


## Inserting the batteries

- 1 Slide off the battery compartment cover to the arrow direction and remove it.



- 2 Insert the batteries with correct polarity.



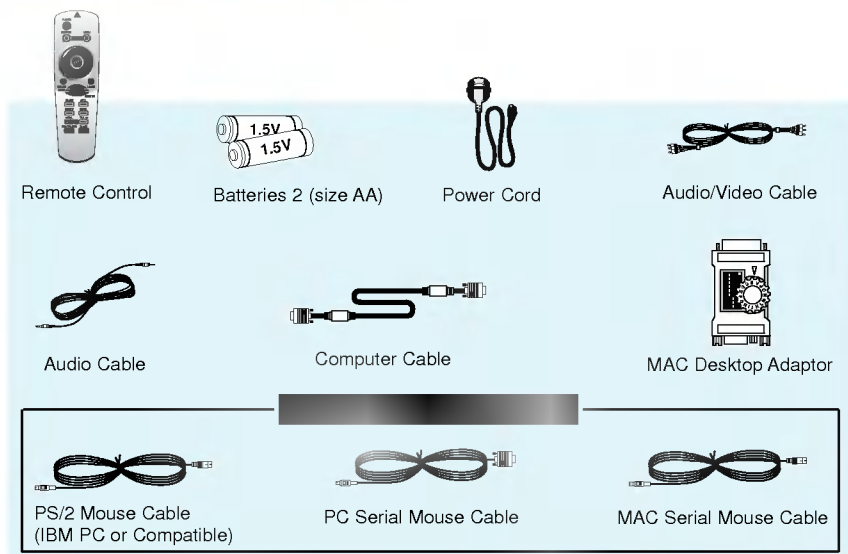
- 3 Replace the battery compartment cover to the arrow direction.



## Functions on the Remote Control

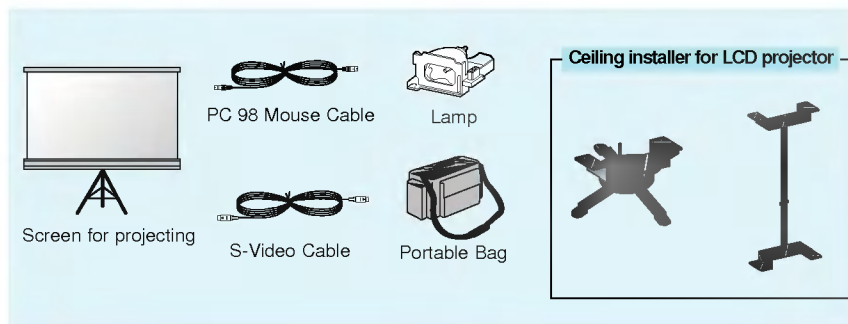
Button	Function
POWER Button	Selects ON/OFF of power.
SOURCE Button	Switches to PC1, PC2, AV, S-Video.
MENU Button	Displays or hides the menu.
Ⓛ MOUSE Button (ZOOM out Button)	* Corresponds to the Left - Click of PC Mouse. This button registers a menu selection and selects other custom functions. * Downsizes the screen on the zoom menu.
Ⓡ MOUSE Button (ZOOM in Button)	* Corresponds to the Right - Click of PC Mouse. This button registers a menu selection and selects other custom functions. * Enlarges the screen size on zoom menu.
POINTER Button	* After selecting menus, controls selecting and adjusting functions with the direction of up, down, left, right. * Moves the screen with the direction of up, down, left, right on zoom mode. * Moves and releases the selected icon on PC screen.
MOUSE DRAG Button	Uses to select and drag an icon.
ENTER Button	Checks the present mode and saves the change of functions.
ZOOM Button	Refer to page 35.
RESIZE Button	Refer to page 36.
AUTO TRACKING Button	Refer to page 37.
BLANK Button	Refer to page 38.
STILL Button	Refer to page 39.
MUTE Button	Cuts off audio.
VOLUME Button	Adjusts the volume level.
LASER Button	Makes a bright red laser point on the screen for attention. (Don't look at laser beam directly as it causes eye damage.)

## Additional Items



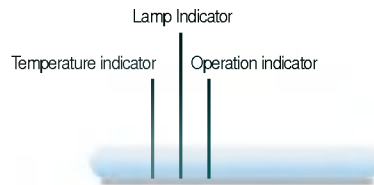
### Extra Items (option)

- \* Contact your dealer for buying these items.
- \* When applying a ceiling installer, use the only ceiling installer for LCD projector.
- \* Contact your dealer for replacing a new lamp.



## Projector Status Indicators

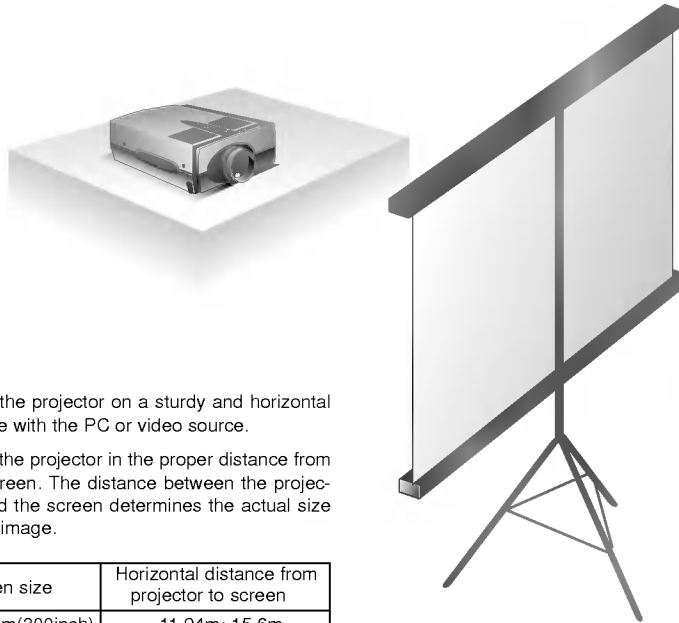
\* Lamp Indicator, operation indicator and temperature indicator at the top of the projector tell the user the operating status of the projector.



Operation Indicator	Orange	Standby.
	Green	On operation.
	Off	Power off.
Lamp Indicator	Orange	Projection lamp is reaching the end of its life and needs to be replaced with a new lamp.(over 3900 hours) "Replace the Lamp"
	Red	Projection lamp has reached the end of its life and cannot project images any longer. Replace the lamp with a new one. (over 4000 hours)
	Red(flashing)	The projector has trouble in the lamp or around it. Contact the service center.
	Green(flashing)	The lamp case is not closed.
Temperature Indicator	Orange	This projector is in high temperature. If you don't turn off the projector, it'll be turned off automatically. "Temperature is Too High"
	Red	The projector is turned off as its high temperature.
	Red (flashing)	Power is turned off as the trouble of internal cooling fan. Contact your service center.

" " is the warning message on screen.

## Basic Operation of the Projector



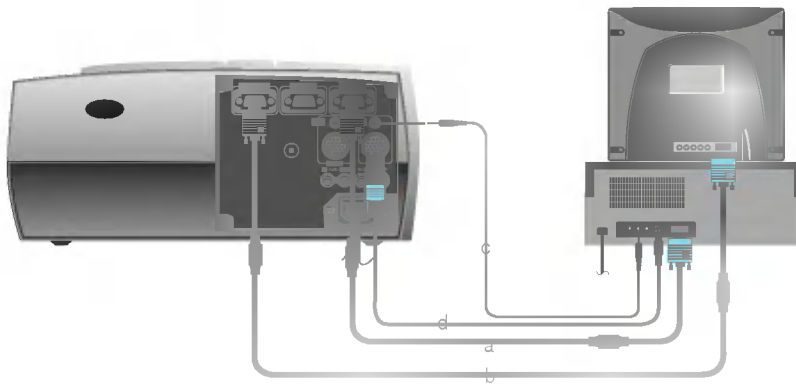
1. Place the projector on a sturdy and horizontal surface with the PC or video source.
2. Place the projector in the proper distance from the screen. The distance between the projector and the screen determines the actual size of the image.

Screen size	Horizontal distance from projector to screen
610x460cm(300inch)	11.94m~15.6m
410x300cm(200inch)	7.94m~10.4m
200x150cm(100inch)	3.94m~5.2m
160x120cm(80inch)	3.14m~4.2m
120x90cm(60inch)	2.33m~3.1m
81x61cm(40inch)	1.53m~1.9m
61x46cm(30inch)	1.6m(Tele)

3. Turn the projector so that the lens can be at a right angle to the screen. If the projector is not at a right angle, the screen image will be crooked.
4. Connect the cables of the projector power and other connected sources to the wall socket.

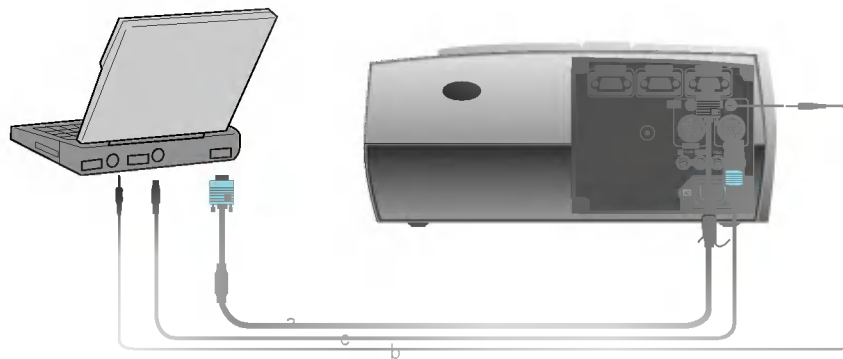


- \* You can connect the projector to a computer of VGA, SVGA, XGA and SXGA output.  
(SXGA output is not supported in LP-SV1.)
- \* You can use resize function for VGA, SVGA output. (But this function is not supported for SVGA output in LP-SV1)
- \* Refer to page 41 for the projector supported display.



< How to connect >

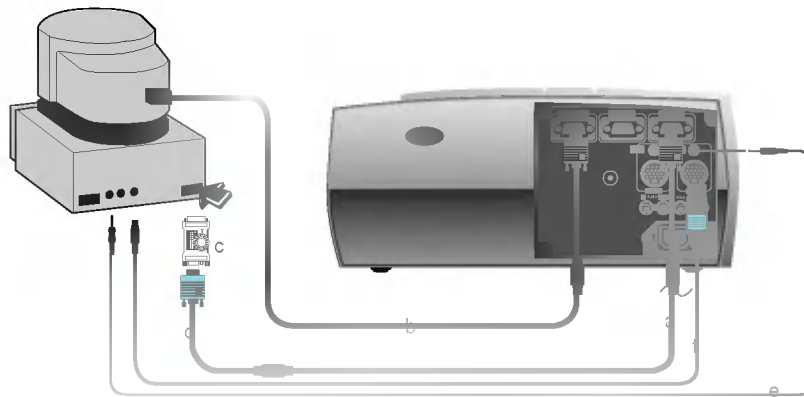
- a. Connect either end of the computer cable to **Computer 1** of the projector.  
(The **Computer 2** port is used for connecting a second computer.)
- b. Connect the monitor cable from the PC monitor to **Computer Out** of the projector.
- c. Connect either end of the audio cable to **Computer Audio 1** of the projector.  
(The **Computer Audio 2** is used for connecting a second computer.)
- d. Connect the PS/2 mouse(for IBM PC or compatible) cable(6 pin) to the **Mouse 1** of the projector.



**< How to connect >**

- a. Connect either end of the computer cable to **Computer 1** of the projector.  
(The **Computer 2** port is used for connecting a second computer.)
- b. Connect either end of the audio cable to **Computer Audio 1** of the projector.  
(The **Computer Audio 2** is used for connecting a second computer.)
- c. Connect the PS/2 mouse(for IBM PC or compatible) cable(6 pin) to the **Mouse 1** of the projector. If your system uses a serial mouse, use the serial mouse cable instead of the PS/2 mouse(for IBM PC or compatible) cable.

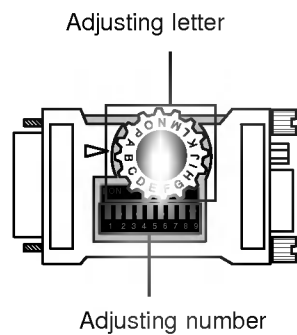
\* You must use the Macintosh desktop adaptor to connect the projector to a Macintosh PC.



#### < How to connect >

- a. Connect either end of the computer cable to **Computer 1** of the projector.  
(The **Computer 2** port is used for connecting a second computer.)
- b. Connect the monitor cable from the Macintosh monitor to **Computer Out** of the projector.
- c. Set the adjusting number and letter of the Macintosh desktop adaptor in accordance with the resolution you want to use and connect the adaptor to the Macintosh. (Refer to page 17 ~ 18)
- d. Connect the computer cable to the Macintosh desktop adaptor.
- e. Connect either end of the audio cable to **Computer Audio 1** of the projector.  
(The **Computer Audio 2** is used for connecting a second computer.)
- f. Connect the mouse cable from the Macintosh mouse port to the **Mouse 1** of the projector.

## How to use the Macintosh desktop adaptor



- a. How to use  
Usually you'd better set 1 ~ 6 to OFF status and 7 ~ 9 to ON status of the adjusting numbers. And select the adjusting letter which is proper to the Macintosh and the monitor. (Refer to page 18.)
- b. Notes for Connecting to the Macintosh PowerBook  
If you get some trouble when connecting it to the projector, set the adjusting number 9 to OFF status and restart the Macintosh PowerBook.



**Adjusting letters of MAC desktop adaptor in accordance with kinds of MAC and output spec.**

**INSTALLATION AND CONNECTION**

Output spec M.A.C.S	output resolution horizontal frequency(KHz) vertical frequency(Hz) adjusting letter	12"iG3	13"i4iG3	15"Format	VGA	SVGA	SVGA	16"Color	19"Color	19"Color	2"Page Mono	21"Color	NTSC	PAL
		510x384 24.5 60	640x480 35 66	640x510 68.8 75	640x480 31 60	800x600 35 56	800x600 35 56 or 72	800x600 50 75	1120x768 60 75	1120x768 60 or 70	1150x870 68.7 75	1152x870 68.7 75	15.7 60	15.7 60
MAC Ix, Ixi		N	J	O	G		G	F	D	G	M	P	L	H
MAC M, Ixi		N	J		G									
LC		N	J		M									
LCi		N	J		G									
LCii		N	J	O	G			F						
LC475, LC550		N	J	O	G	G		F						
LC575		N	J	O	G	G		F	D		M	P	L	H
Performa														
400,405,410,450,600,600DD		N	J		G									
450		N	J	O	G			F						
Quadra														
700,900		N	J	O	G	G		F			M	P	L	H
605P10,650,600,950		N	J	O	G	G		F	D		M	P	L	H
940AV		N	J	O	G	G	G	F	D	G	M	P	L	H
Centris														
610,650		N	J	O	G	G		F	D		M	P	L	H
660AV		N	J	O	G	G	G	F	D	G	M	P	L	H
PowerBook														
160,165C,180,180C		N	J	O	G	G		F						
DUO,DDC,MINI,DDC		N	J	O	G	G		F						
824,BOAFD		N	J	O				F			M	P	L	H



#### < How to connect >

- a. Connect either end of the computer cable to **Computer 1** of the projector.  
(The **Computer 2** port is used for connecting a second computer.)
- b. Set the adjusting number and letter of the Macintosh desktop adaptor in accordance with the resolution you want to use and connect the adaptor to the Macintosh PowerBook.(Refer to page 17 ~ 18)
- c. Connect the other end of the computer cable to the Macintosh desktop adaptor.
- d. Connect either end of the audio cable to **Computer Audio 1** of the projector.  
(The **Computer Audio 2** is used for connecting a second computer.)
- e. Connect the mouse cable from the Macintosh mouse port to the **Mouse 1** of the projector.



\* You can connect a VTR, a camcorder, a LDP or any other compatible video image source to the projector.



a

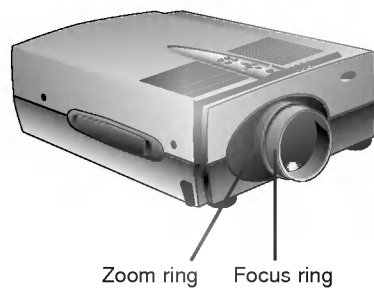
b

#### < How to connect >

- a. When connecting the projector to an A/V source, connect the A/V input ports of the projector to the output ports of the A/V source with A/V cable of the same color. The video cable is yellow and the left audio is white and right audio is red.
- b. Connect S-Video input port of the projector to S-Video output port of A/V source with S-Video cable.  
\* You can get better picture quality with connecting S-Video source to the projector.

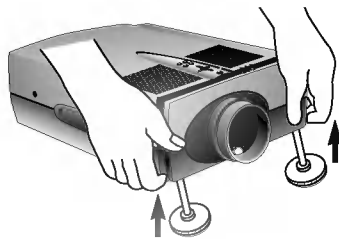
## Focusing and Positioning the Screen Image

\* When an image appears on the screen, check if it is in proper focus and fits well to the screen.



- To adjust the focus of the image, rotate the focus ring which is the outer ring on the lens.
- To adjust the size of the image, rotate the zoom ring which is the inner ring on the lens.

\* To raise or lower the image on the screen, extend or retract two feet at the bottom of the projector as below.



1. Stand behind the projector and lift the foot adjuster levers while you support the front of the projector. This unlocks the feet and can make them move freely. Take care not to drop the projector.
2. While lifting the foot adjuster levers, raise or lower the projector until the screen image is positioned properly.
3. Release the lever to lock the feet in their new position.
4. To fine-tune the height of the projector, rotate the front feet to raise or lower it.  
After raising the front feet, don't give impact on the upper side of the projector or press down strongly.





**1** Remove the lens cover of the projector.



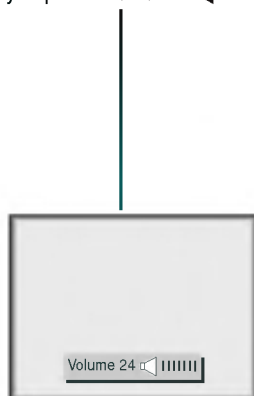
**2** Press the **POWER** button on the remote control or control panel. (Orange operation indicator flashes during warming up of the lamp.)

- An image appears after the green power indicator is lighted.
- Select the source mode with the **SOURCE** button.
- Power is turned on after simultaneous flashing of indicators to check the proper operating status.



**3** Adjust volume level.

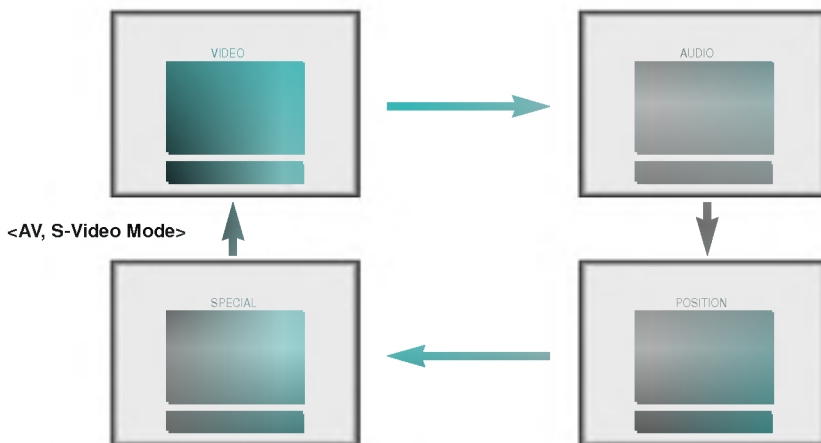
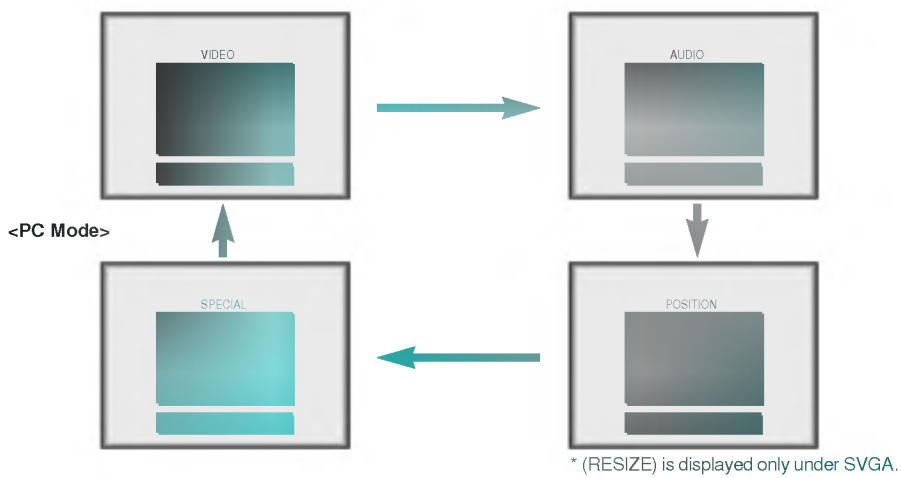
- If you press **VOLUME** ► button, sound and volume level number increase.
- If you press **VOLUME** ◀ button, sound and volume level number decrease.





**1** Press the **MENU** button.

**2** Handle the **POINTER** button to (down) direction, and the screen display will appear as below.



**3** Select the functions that you want to use with the **POINTER** button and use them.

- To finish the menu display, handle the **POINTER** button to (left) direction.



**1** Press the **SOURCE** button

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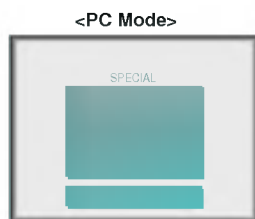
**2** Each press of the **SOURCE** button changes the display as below.



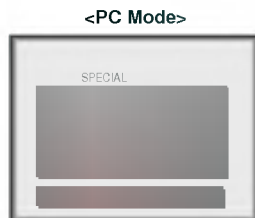
\* You can also select a source mode by the **MENU** button.



- 1 Press the **MENU** button and handle the **POINTER** button to (up, down) direction till the image is displayed as below.



- 2 Select (**LANGUAGE**) item with handling the **POINTER** button to (right) direction first and then (up, down) direction.

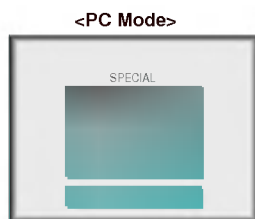


- 3 Select the language you want to use with handling the **POINTER** button to (right) direction first and then (up, down) direction.

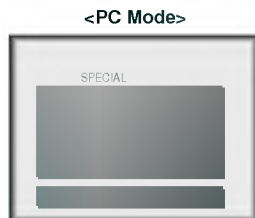
- 4 Press the **ENTER** button.
  - If you don't press the **ENTER** button, the changed function is not saved.
  - To finish menu display, handle the **POINTER** button to (left) direction till the menu display disappears.

\* Mouse is automatically selected in accordance with source mode. But if you want to select a different mouse from the selected one, select it as below.

- 1 Press the **MENU** button and handle the **POINTER** button to (up, down) direction till the image is displayed as below.



- 2 Select (**MOUSE**) item with handling the **POINTER** button to (right) direction first and then (up, down) direction.

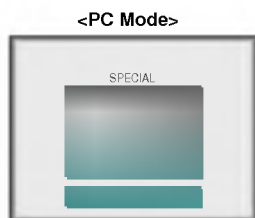


- 3 Select the mouse you want to use with handling the **POINTER** button to (right) direction first and then (up, down) direction.

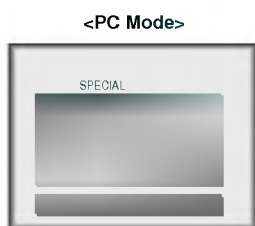
- 4 Press the **ENTER** button.
  - To finish menu display, handle the **POINTER** button to (left) direction till the menu display disappears.



- 1 Press the **MENU** button and handle the **POINTER** button to (up, down) direction till the image is displayed as below.



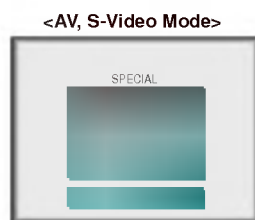
- 2 Select (**LAMP TIME**) item with handling the **POINTER** button to (right) direction first and then (up, down) direction.



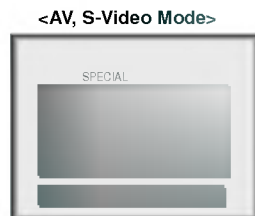
- \* You can see the used and the remaining lamp time.
- \* When the lamp time is reaching 3900 hours, the lamp indicator is turned to orange color.



- 1 Press the **MENU** button and handle the **POINTER** button to (up, down) direction till the image is displayed as below.



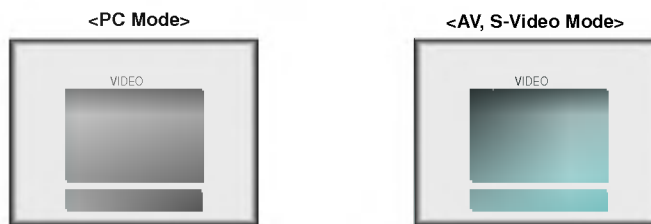
- 2 Select (**VIDEO SYSTEM**) item with handling the **POINTER** button to (right) direction first and then (up, down) direction.



- 3 Select the input video mode with handling the **POINTER** button to (right) direction first and then (up, down) direction.

- 4 Press the **ENTER** button.
  - To finish menu display, handle the **POINTER** button to (left) direction till the menu display disappears.

- 
- 1** Press the **MENU** button and handle the **POINTER** button to (up, down) direction till the image is displayed as below.



- 
- 2** Handle the **POINTER** button to (right) direction.



- 
- 3** Select video you want to use with handling the **POINTER** button to (up, down) direction.

- 
- 4** Adjust the video condition as you want to use with handling the **POINTER** button to (right) direction first and then to (up, down) direction again.

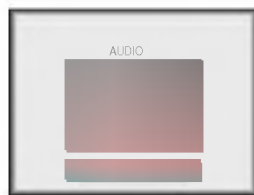
- 
- 5** Press the **ENTER** button.

- To restore the original image condition after changing it, set the **(RESET)** to ON status.
- To finish menu display, handle the **POINTER** button to (left) direction till the menu display disappears.

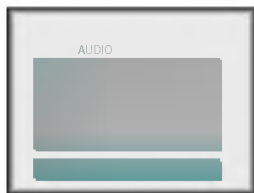




- 1 Press the **MENU** button and handle the **POINTER** button to (up, down) direction till the image is displayed as below.



- 
- 2 Handle the **POINTER** button to (right) direction.



- 
- 3 Select audio you want to use with handling the **POINTER** button to (up, down) direction.

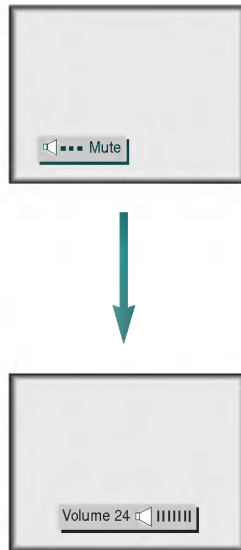
- 
- 4 Adjust the audio condition as you want to use with handling the **POINTER** button to (right) direction first and then to (up, down) direction again.

- 
- 5 Press the **ENTER** button.
    - To finish menu display, handle the **POINTER** button to (left) direction till the menu display disappears.

## Mute

\* This function cuts the speaker sound off and so is convenient when you get the phone calls.

1 Press the **MUTE** button.



- To release this function, press the **MUTE** button again or **VOLUME**(◀, ▶) button.
- Volume level is displayed when the mute function is released.
- The mute function is released by adjusting audio condition.

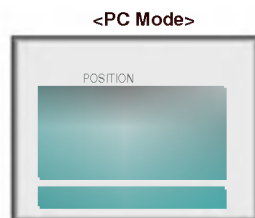
## Positioning

\* If the image size does not fit for the screen in accordance with the input source, set the position of the image with selecting horizontal / vertical position

- 1 Press the **MENU** button and handle the **POINTER** button to (up, down) direction till the image is displayed as below.



- 2 Select (**HORIZONTAL**) or (**VERTICAL**) with handling the **POINTER** button to (right) direction first and then to (up, down) direction again.



- 3 Adjust the screen condition as you want after handling the **POINTER** button to (right) direction.

\* (**HORIZONTAL**) is adjusted from -60 to +60.  
\* (**VERTICAL**) is adjusted from -30 to +30.

- 4 Press the **ENTER** button.
  - To finish menu display, handle the **POINTER** button to (left) direction till the menu display disappears.

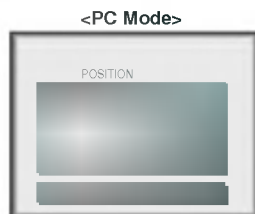
## FLIP HORIZONTAL Function

\* This function reverses the left and the right side of the projected image. Use this function when projecting from behind onto a transparent screen being viewed from the opposite side.

- 1 Press the **MENU** button and handle the **POINTER** button to (up, down) direction till the image is displayed as below.

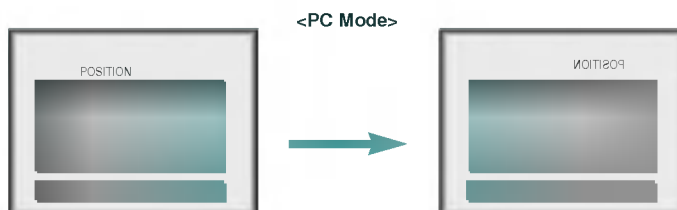


- 2 Select (**FLIP HORIZONTAL**) item with handling the **POINTER** button to (right) direction first and then to (up, down) direction again.



- 3 Select (**ON**) with handling the **POINTER** button to (right) direction first and then to (up, down) direction again.

\* When you press the **ENTER** button after selecting (**ON**), the left and the right side of the image will be reversed.



## FLIP VERTICAL Function

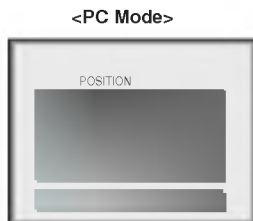
\* This function reverses the upper and the lower side of the projected image.

\* When you hang the projector upside down from the ceiling for using, you need to reverse all the sides(left, right, upper, lower) of the image.

- 1 Press the **MENU** button and handle the **POINTER** button to (up, down) direction till the image is displayed as below

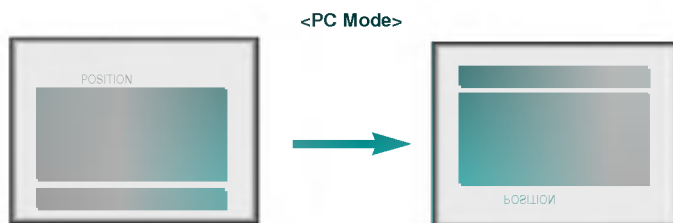


- 2 Select (**FLIP VERTICAL**) item with handling the **POINTER** button to (right) direction first and then to (up, down) direction again.



- 3 Select (**ON**) with handling the **POINTER** button to (right) direction first and then to (up, down) direction again.

\* When you press the **ENTER** button after selecting (**ON**), the upper and the lower side of the image will be reversed.



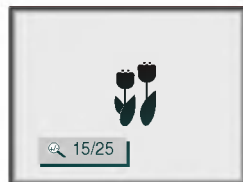
## Zoom Function

\* You can use this function only when the source is PC mode.

- 1 Press the **ZOOM** button.

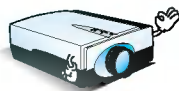


- 2 Press the **L MOUSE** or **R MOUSE** button to adjust the zoom magnification.



- 3 Move the image to the position you want on the enlarged display with handling the **POINTER** button (left, right, up, down).

- 4 Press the **ZOOM** button again to finish the zoom function.

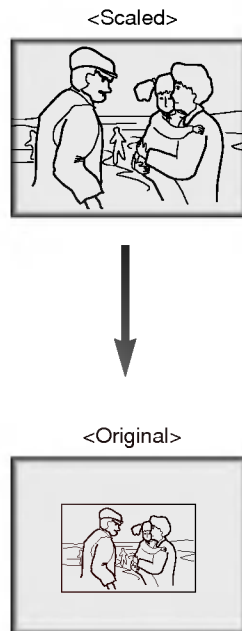


\* You can use this function by the **MENU** button.

\* In the zoom mode, you can adjust horizontal / vertical position with the **POINTER** button.

\* You can use this function only under SVGA (800x600) mode in case of LP-XG1 model.  
\* You can use this function only under VGA (640x480) mode in case of LP-SV1 model.

- 1 Press the **RESIZE** button.  
Each press of the button changes the display as below.



\* You can use this function by the **MENU** button.  
\* This function cannot be operated on original display.

---

### \* Auto Tracking Function

This function can make you get the best video quality by automatic adjusting the difference of horizontal width and tremor of the image. This difference is caused by disaccord of the internal signal of the projector and diverse graphic signals of PC.

- 1 Press the **AUTO TRACKING** button.



\* Image positioning and tremor adjusting are automatically performed.

- 
- 2 Adjust (**CLOCK**) , (**TRACKING**) on menu if you need to get additional manual tracking for diverse input PC modes in spite of auto tracking operation.



- \* You can also use this function by the **MENU** button.
- \* Perform this function on stopped image because you may not get the best video quality on moving image of PC graphic signal.
- \* Make sure that the first position of the image must be bright and on the stopped display. Because the position may be on the wrong point if the position(left & upper side of PC screen) is dark.





\* This function may be effective if you need to get attention of the attendants in meetings or briefings.

- 1 Press the **BLANK** button.  
\* The screen turns to stilled blue status.

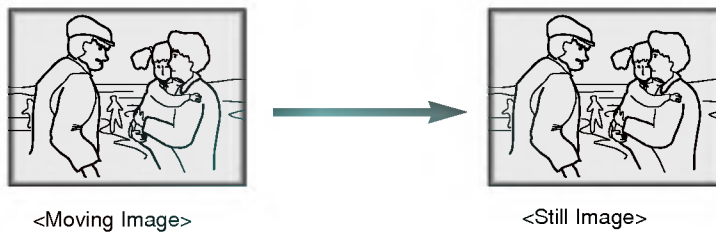


- 2 To finish the blank status, press the **BLANK** button again.





- 1 Press the **STILL** button.  
\* You can still the input image from PC or video.



- 
- 2 To finish this function, press the **STILL** button again.

## Maintenance

- \* The projector needs little maintenance. You should keep the lens clean because any dirt or stains may appear on the screen. You will also need to clean the air filter attached at the bottom of the projector periodically because a clogged air filter prevents proper ventilation that is necessary to cool the projector and prevents it from overheating. If any parts need to be replaced, contact your dealer. When cleaning any part of the projector, always turn the power off and unplug the projector first.

### Cleaning the lens

Clean the lens whenever you notice dirt or dust on the surface of it. Wipe the lens surface gently with an air spray or a soft, dry lint-free cloth.

To remove dirt or stains on the lens, moisten a soft cloth with water and a neutral detergent and wipe the lens surface gently.

### Cleaning the Projector Case

To clean the projector case, first unplug the power cable. To remove dirt or dust, wipe the casing with a soft, dry, lint-free cloth. To remove stubborn dirt or stains, moisten a soft cloth with water and a neutral detergent and then wipe the casing.

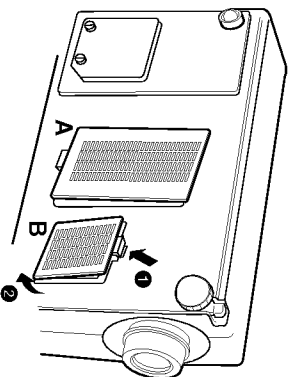
Do not use alcohol, benzene, thinners or other chemical detergents as these can cause the casing to be warped.

### Cleaning the Air Filter

The air filter, which is located at the bottom of the projector, should be cleaned after every '100 hours' use. If it is not cleaned periodically, it can become clogged with dust and prevent the projector from being ventilated properly. This may cause overheating and damage of the projector.

To clean the air filter :

1. Switch the projector off and unplug the power cable from the wall socket.
2. Stand the side of the projector so that the handle can be at the top, and you can easily access the air filter.
3. Pull the stopper A upward and pull the stopper B downward with your fingers.



4. The air filter is attached to the inside of the projector. To clean the filter, you'd better use a small vacuum cleaner designed for computers or other office equipments. If not, you may use a dry, lint-free cloth. If it is difficult to remove dirt or the filter is torn, contact your dealer or the service center to replace it.
5. Close the filter cover after cleaning.
6. Plug the power cable back into the wall socket.

\* The projector displays images at a resolution of 1024x768 pixels. To display higher resolution images(1152x864mode, 1280x1024mode), the projector compresses it to 1024x768. The following table lists the display formats supported by the projector.

sources	format	horizontal pixel(pixels)	vertical pixel(lines)	Full display	Resize display	H.frequency(kHz)	V.frequency(Hz)	
PC98	PC98	640	400	1024x768	640x400	24.8	56.42	
PC/AT	VGA60	640	480	1024x768	640x480	31.5	59.94	
DOS/V	VESA72	↑	↑	↑	↑	37.9	72.81	
	VESA75	↑	↑	↑	↑	37.5	75.00	
	VESA85	↑	↑	↑	↑	43.3	85.01	
	VGAEGA	↑	350	1024x768	640x350	31.5	70.00	
	VGATEXT	720	400	1024x768	720x400	31.5	70.00	
	SVGA56	800	600	1024x768	800x600	35.2	56.25	
	SVGA60	↑	↑	↑	↑	37.9	60.32	
	SVGA72	↑	↑	↑	↑	48.1	72.19	
	SVGA75	↑	↑	↑	↑	46.9	75.00	
	SVGA85	↑	↑	↑	↑	53.7	85.06	
	XGA60	1024	768	↑	1024x768	48.4	60.00	
	XGA70	↑	↑	↑	↑	56.5	70.07	
	XGA75	↑	↑	↑	↑	60.0	75.03	
	XGA85	↑	↑	↑	↑	68.7	85.00	
	*	SXGA 60	1152	864	↑	↑	54.35	60.05
		SXGA 70	1152	864	↑	↑	64.0	70.01
		SXGA 75	↑	↑	↑	↑	67.5	75.00
SXGA 85		↑	↑	↑	↑	77.5	85.06	
SXGA 60		1280	960	↑	↑	60.0	60.00	
SXGA 75		↑	↑	↑	↑	75.0	75.00	
SXGA 60		1280	1024	↑	↑	64.0	60.02	
SXGA 75		↑	↑	↑	↑	80.0	75.03	
MAC		MAC 13 <sub>i</sub>	640	480	↑	640x480	35.0	66.67
	MAC 16 <sub>i</sub>	832	624	↑	832x624	49.7	74.55	
	MAC 19 <sub>i</sub>	1024	768	↑	1024x768	60.2	74.93	
	MAC1960 <sub>i</sub>	↑	↑	↑	↑	48.8	59.56	
	MAC 21 <sub>i</sub>	1152	870	↑	↑	68.7	75.06	
VIDEO	NTSC	613	460	1024x768	613x460			
	NTSC4.43	↑	↑	↑	↑			
	PAL	720	570	↑	720x570			
	PAL N	↑	↑	↑	↑			
	PAL M	613	460	↑	613x460			
	SECAM	720	570	↑	720x570			

\* If the projector does not support the input signal, "CHECK INPUT SIGNAL" message appears on the screen.

\* "\*" is for only LP-XG1 model.

● When the projector has some trouble, please check these points before calling the service center.

For these troubles → Check and try these points → Reference

Operation indicator is not turned on.	<ul style="list-style-type: none"> <li>● Check if the power cable is connected securely both at the power outlet and the projector, and press the Power button again.</li> </ul>	
Temperature indicator is red	<ul style="list-style-type: none"> <li>● This may be caused by high temperature of the room (over 46°C) or the damage of the cooling fan or internal circuits. Contact the service center if it is the trouble of the cooling fan or internal circuits.</li> <li>● This may be caused by overheating of the lamp or clogging of the air filter. Clean the air filter as described on page 40.</li> </ul>	
The screen has no image	<ul style="list-style-type: none"> <li>● Check if the power light is on and the lens cover is closed. Also make sure the cables are installed correctly, as described in Installation &amp; Connection section of this manual. Incorrect image source may also be one of the reasons. Press the Source button on the remote control or the control panel to select another image source.</li> </ul>	
"NO SIGNAL" message is displayed.	<ul style="list-style-type: none"> <li>● An image source which is not connected to the projector is selected, or any signal is not being output from the computer or A/V source, or the connector is not correctly connected. Check if the connecting status between the projector and the image source and the input signal is correctly selected.</li> </ul>	
"CHECK INPUT SIGNAL" message is displayed.	<ul style="list-style-type: none"> <li>● The projector cannot interpret the computer signal. Verify the type of the supported monitor.</li> </ul>	
The full or partial image are blurred or not in focus.	<ul style="list-style-type: none"> <li>● Adjust the focus and position of the image on the screen.</li> <li>● Adjust the Auto Tracking and video condition.</li> <li>● There may be dirt or stains on the lens. Clean the lens as described in "Maintenance" section.</li> </ul>	21,29,37,40
The color of the image is not proper.	<ul style="list-style-type: none"> <li>● The color balance may not be proper. Adjust the color on the video menu of AV/S-Video mode.</li> <li>● On P/C mode, adjust the saturation of the color.</li> </ul>	
There is no sound.	<ul style="list-style-type: none"> <li>● Check if volume setting is proper. And check if A/V cable is correctly connected to both the projector and the audio source.</li> </ul>	



LP-XG1/LP-SV1  
 33.1mm(1.3inches)  
 LP-XG1 : 1024(Horizontal) x 768(Vertical)pixel  
 LP-SV1 : 804(Horizontal) x 604(Vertical)pixel  
 0.76~7.6m(30~300inches)  
 1.6~15.6m(5.03~54.08pit)  
 12m  
 2W+2W, stereo  
 4:3(horizontal:vertical)  
 1:1.38  
 152mm(including front feet)  
 312mm  
 439mm(including lens)  
 9.2kg



Operating Condition

In operation : 41~104°F(5~40°C)  
 In storage and transport : 14~140°F(-10~60°C)

In operation : 20 ~ 80% relative humidity by dry hygrometer  
 Not in operation : 10 ~ 90% relative humidity by dry hygrometer

Projection Lamp

PHILIPS UHP Lamp  
 Type : 4810V00146A  
 (TP-L1)

120W



P/NO : 3828VA0227F (373-026C)

