

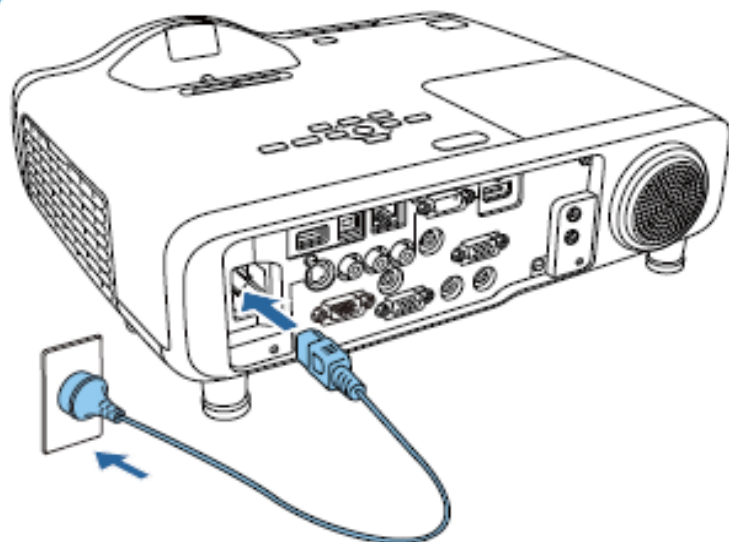


Multimedia Projector EB-525W

Turning On the Projector

Connect the computer or video equipment you want to use with the projector before you turn on the projector.

- 1 Remove the lens cover.
- 2 Connect the projector to an electrical outlet with the power cord.



The projector's power indicator turns blue (standby status). In standby status, power is being supplied to the projector, however it is not turned on.

- 3 Press the [⏻] power button on the control panel or the remote control to turn on the projector.

Turning Off the Projector

- 1 Press the [⏻] button on the control panel or the remote control. The shutdown confirmation screen is displayed.

Power Off?

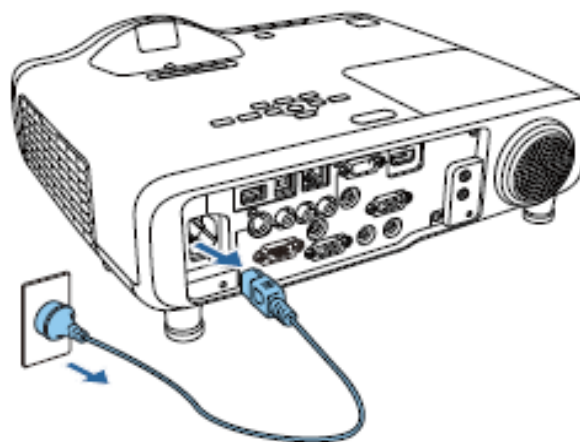
Yes: Press [⏻] button

No : Press any other button

- 2 Press the [⏻] power button again. (To leave it on, press any other button.)

After the beep sounds twice, the projected image disappears and the status indicator turns off.

- 3 Unplug the power cord.

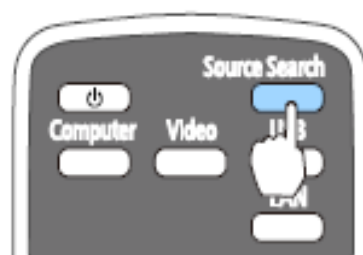


- 4 Attach the lens cover.

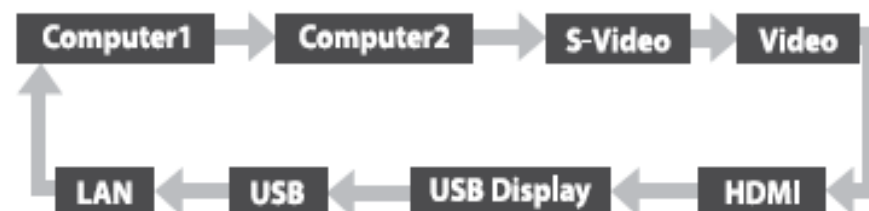
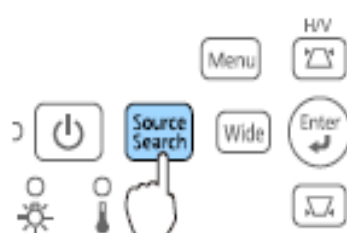
Automatically Detect Input Signals and Change the Projected Image (Source Search)

Press the [Source Search] button to project images from the port currently receiving an image.

Using the remote control



Using the control panel



[Source Search]

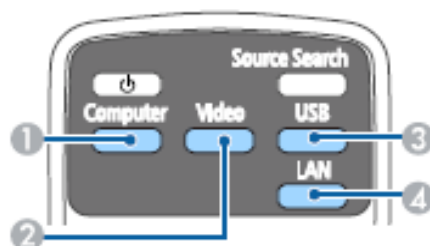
	Signal Status
Computer1	Off
Computer2	Off
S-Video	Off
Video	Off
HDMI	Off
USB Display	Off
USB	Off
LAN	Off

- Input an image signal.
- Press to select the source.

Switching to the Target Image Using the Remote Control

You can change directly to the target image by pressing the following buttons on the remote control.

Remote control

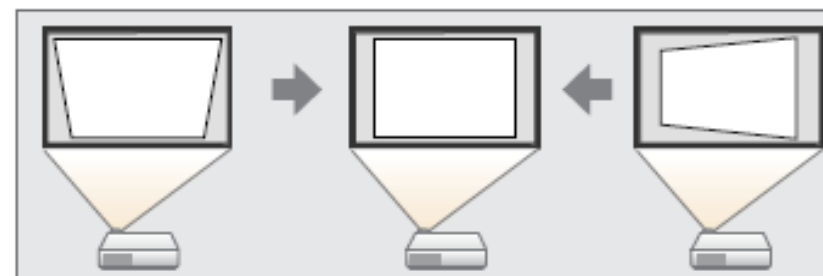


- ① Each time the button is pressed, it cycles through the images being input from the following sources.
 - Computer1 port
 - Computer2 port
- ② Each time the button is pressed, it cycles through the images being input from the following sources.
 - S-Video port
 - Video port
 - HDMI port
- ③ Each time the button is pressed, it cycles through the following images:
 - USB Display
 - Images from the device connected to the USB-A port
- ④ Switches to the image from the network connected device.

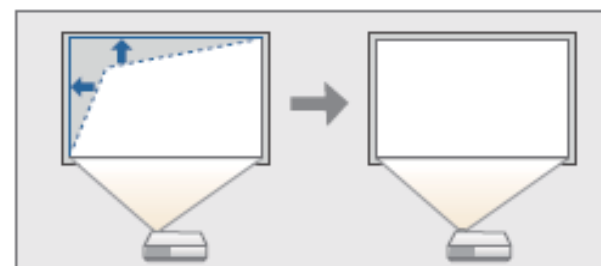
Correcting Keystone Distortion

You can correct keystone distortion using one of the following methods.

- Correcting manually (H/V-Keystone)
Manually correct distortion in the horizontal and vertical directions independently.



- Correcting manually (Quick Corner)
Manually correct the four corners independently.



Adjusting Projected Images



Correcting Manually

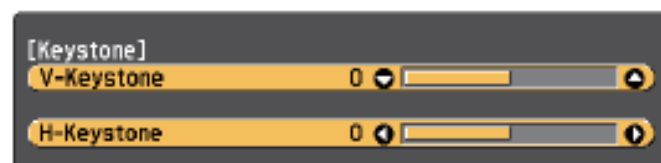
You can manually correct keystone distortion.

Correction angle for EB-535W/EB-525W/EB-530/EB-520: approx. 15° right and left/approx. 15° up and down

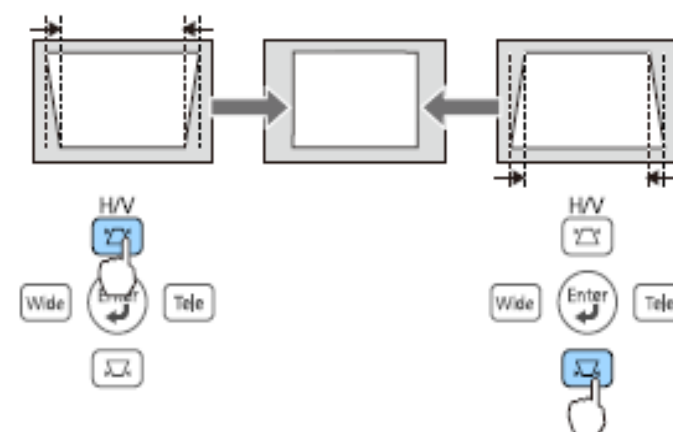
H/V-Keystone

Manually correct distortion in the horizontal and vertical directions independently.

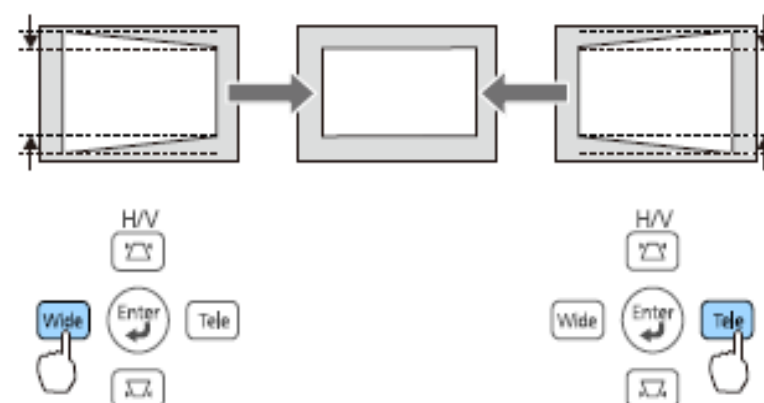
- 1 Press the [H/V] or [Enter] button on the control panel during projection to display the Keystone screen.



- 2 Press the following buttons to correct keystone distortion. Press the [H/V] or [Enter] button to correct vertical distortion.



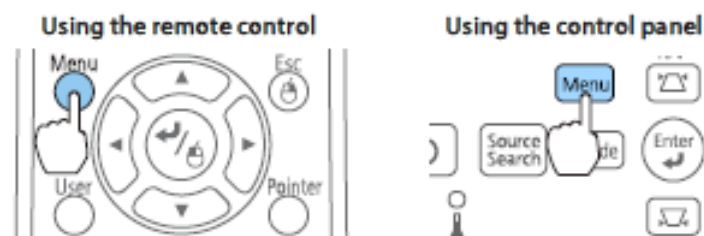
Press the [Wide] or [Tele] buttons to correct horizontal distortion.



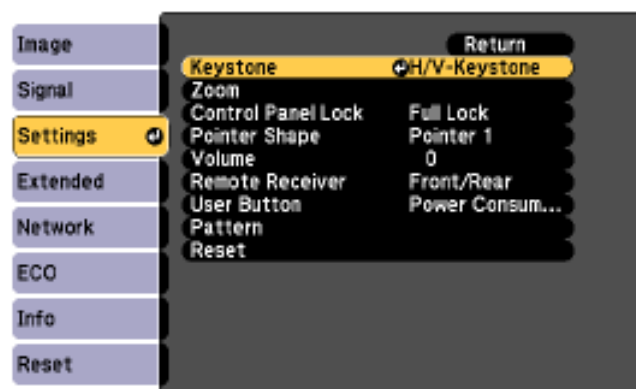
Adjusting Projected Images



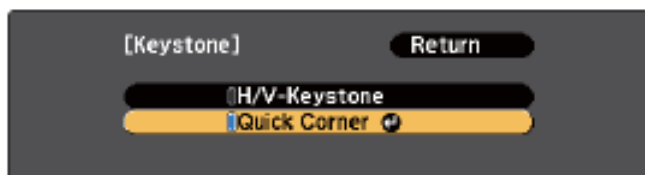
- 1 Press the [Menu] button while projecting.



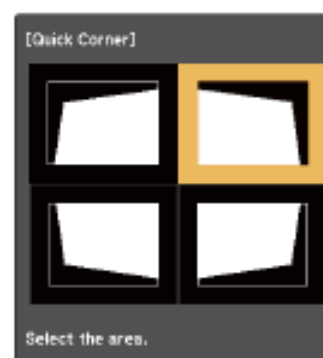
- 2 Select **Keystone** from **Settings**.



- 3 Select **Quick Corner**, and then press the [↵] button.



- 4 Select the corner to correct using the [↶], [↷], [↵], and [↹] buttons on the remote control, or the [↶], [↷], [Wide], and [Tele] buttons on the control panel, and then press the [↵] button.



- 5 Correct the position of the corner using the [↶], [↷], [↵], and [↹] buttons on the remote control, or the [↶], [↷], [Wide] and [Tele] buttons on the control panel.

When you press the [↵] button, the screen shown in step 4 is displayed.

If the message "Cannot adjust any further." is displayed while adjusting, you cannot adjust the shape any further in the direction indicated by the gray triangle.

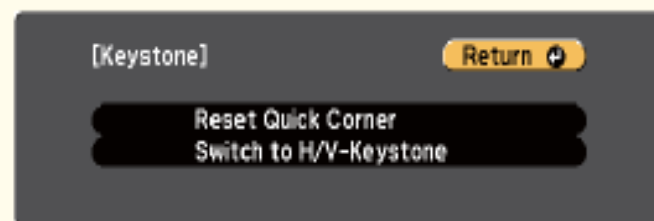


- 6** Repeat procedures 4 and 5 as needed to adjust any remaining corners.

- 7** Press the [Esc] button to exit the correction menu.
- Because **Keystone** was changed to **Quick Corner**, the corner selection screen shown in step 4 is displayed the next time you press the [↵] or [↶] button on the control panel. Change **Keystone** to **H/V-Keystone** if you want to perform horizontal and vertical correction using the [↵] or [↶] button on the control panel.



If the [Esc] button is held down for about two seconds while the corner selection screen from step 4 is displayed, the following screen is displayed.



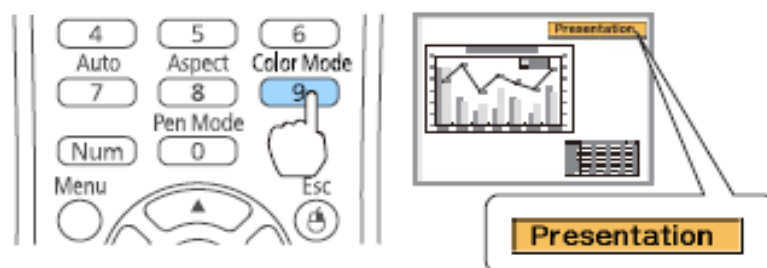
Reset Quick Corner: Resets the result of Quick Corner corrections.

Switch to H/V-Keystone: Switches the correction method to H/V-Keystone.

Mode	Application
Presentation	Ideal for making presentations using color materials in a bright room. Also ideal for watching TV programs with vivid images in sharp contrast.
Theatre	Ideal for watching films in a dark room. Gives images a natural tone.
sRGB	Ideal for reproducing images that conform to the sRGB color standard. Ideal for projecting still pictures, such as photos.
Blackboard	Even if you are projecting onto a blackboard (greenboard), this setting gives your images a natural tint, just like when projecting onto a screen.

Each time you press the [Color Mode] button, the Color Mode name is displayed on the screen and the Color Mode changes.

Remote control

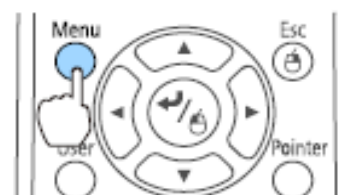


Setting Auto Iris

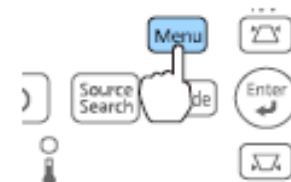
By automatically setting the luminance according to the brightness of the displayed image, it lets you enjoy deep and rich images.

- 1 Press the [Menu] button.

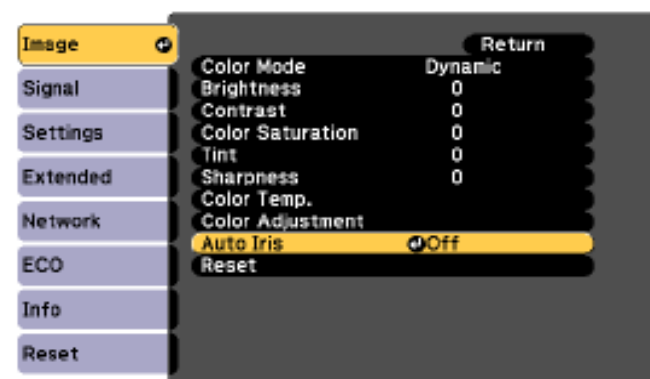
Using the remote control



Using the control panel



- 2 Select **Auto Iris** from **Image**.



- 3 Select **Normal** or **High Speed**.

The setting is stored for each Color Mode.

- 4 Press the [Menu] button to finish making settings.

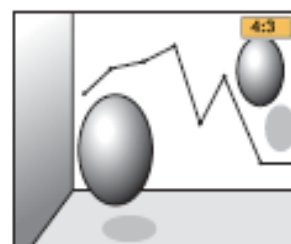
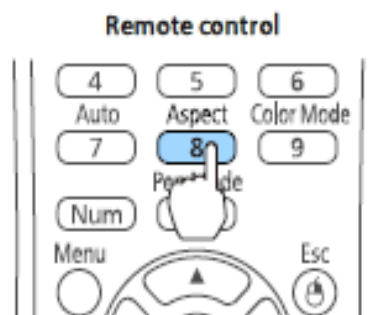
Changing the Aspect Ratio of the Projected Image

You can change the Aspect Ratio of the projected image to suit the type, the ratio of height and width, and the resolution of the input signals.

Available aspect modes vary depending on the image signal currently being projected.

Changing Methods

Each time you press the [Aspect] button on the remote control, the aspect mode name is displayed on the screen and the aspect ratio changes.

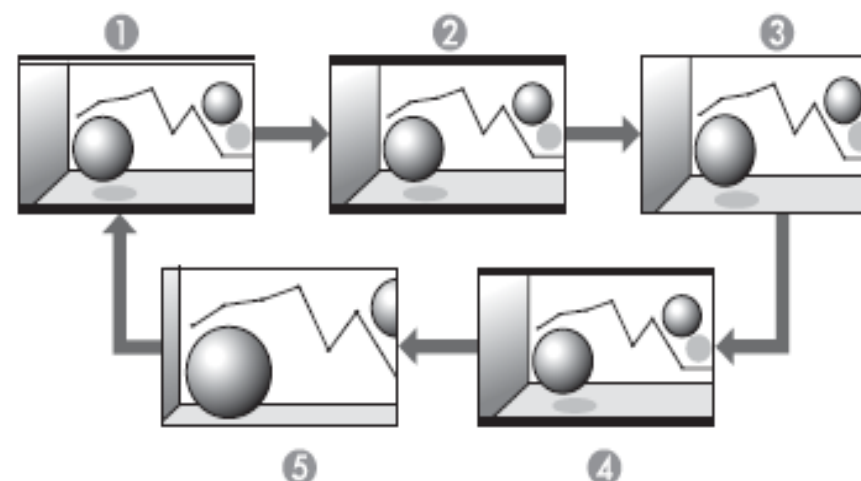


Changing the Aspect Mode

Projecting images from video equipment or from the HDMI port

Each time the [Aspect] button on the remote control is pressed, the aspect mode changes in the order **Normal or Auto**, **16:9**, **Full**, **Zoom**, and **Native**.

Example: 1080p signal input (resolution: 1920 x 1080, aspect ratio: 16:9)



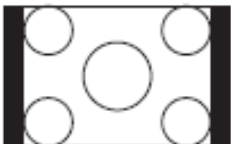



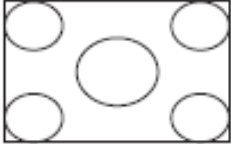

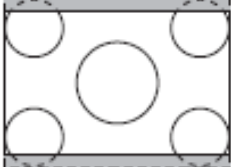

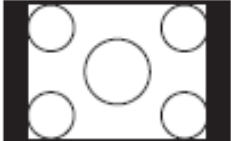

- ① Normal or Auto
- ② 16:9
- ③ Full
- ④ Zoom
- ⑤ Native

Adjusting Projected Images



Projecting Images from a Computer

The following shows projection examples for each aspect mode.

Aspect Mode	Input Signal	
	XGA 1024X768(4:3)	WXGA 1280X800(16:10)
Normal		
16:9		
Full		
Zoom		
Native		

Projecting Images Stored on a USB Storage Device (PC Free)

Specifications for Files that Can Be Projected Using PC Free

Type	File Type (Ex-tension)	Notes
Image	.jpg	The following cannot be projected. - CMYK color mode format - Progressive format - Images with a resolution greater than 8192 x 8192 Due to the characteristics of JPEG files, images may not be projected clearly if the compression ratio is too high.
	.bmp	Cannot project images with a resolution greater than 1280 x 800.
	.gif	<ul style="list-style-type: none"> Cannot project images with a resolution greater than 1280 x 800. Cannot project animated GIFs.
	.png	Cannot project images with a resolution greater than 1280 x 800.

Type	File Type (Ex-tension)	Notes
	.avi (Motion JPEG)	<ul style="list-style-type: none"> Cannot project images with a resolution greater than 1280 x 720. You can only playback the audio formatted with linear PCM and ADPCM. Supports AVI 1.0. You cannot project files over 2 GB.

PC Free Examples

Projecting Images Stored on USB Storage








PC Free Operating Methods


Although the following steps are explained based on the remote control, you can perform the same operations from the control panel.

Starting PC Free

- 1** Change the source to USB.
- 2** Connect the USB storage device to the projector.





Icon	File	Icon	File
	JPEG files*		BMP files
	GIF files		PNG files
	AVI (Motion JPEG) files*		

* When it cannot be displayed as a thumbnail, it is displayed as an icon.

Use the , , , and  buttons to select the file or folder you want to project.

Press the [Enter] button.



- You can also insert a memory card into a USB card reader and then connect the reader to the projector. However, some commercially available USB card readers may not be compatible with the projector.
- The projector can recognize up to five media at a time.
- If the following screen (Select Drive screen) is displayed, use the , , , and  buttons to select the drive you want to use, and then press the [Enter] button.



- To display the Select Drive screen, position the cursor on **Select Drive** at the top of the file list screen, and then press the [Enter] button.

Projection Functions



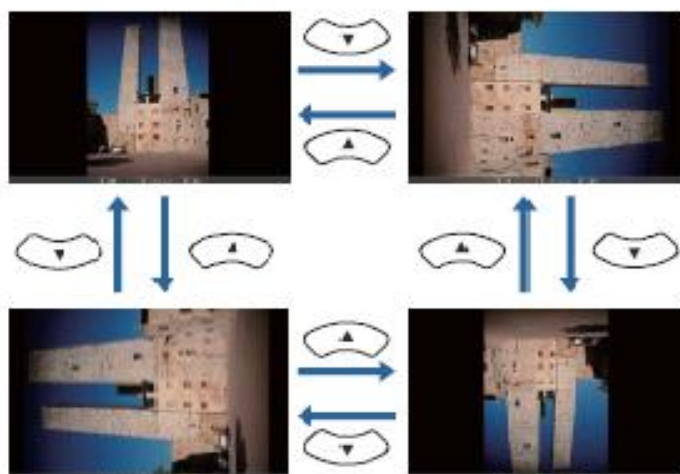
Rotating Images

You can rotate the played images in 90° increments. The rotating function is also available during PC Free.

- 1 Play images, or run PC Free.



- 2 While projecting, press the [↶] or [↷] button.



Stopping PC Free

To close PC Free, disconnect the USB device from the USB port on the projector. For devices such as digital cameras or hard disks, turn off the device and then remove it from the projector.

Projecting the Selected Images or Movies

Attention

Do not disconnect the USB storage device while it is being accessed. PC Free may not operate correctly.

- 1 Start PC Free.
The file list screen is displayed.
- 2 Press the [⏮], [⏪], [⏩], and [⏭] buttons to select the image file you want to project.



- 3 Press the [Enter] button.
The image is displayed.



Press the [⏮] or [⏭] buttons to move to the next or previous image file.

Projection Functions

Projecting Image Files in a Folder in Sequence (Slideshow)

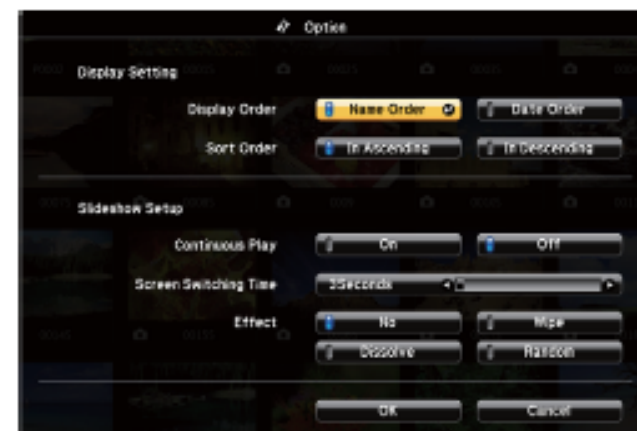
You can project the image files in a folder in sequence, one at a time. This function is called Slideshow. Use the following procedure to run Slideshow.

- 1 Start PC Free.
The file list screen is displayed.
- 2 Use the [A], [Y], [B], and [R] buttons to position the cursor on the folder you want to run the Slideshow, and then press the [Enter] button.
- 3 Select **Slideshow** at the bottom of the file list screen, and then press the [Enter] button.

Image File Display Settings and Slideshow Operation Settings

You can set the file display order and Slideshow operations on the Option screen.

- 1 Select **Option** at the bottom of the file list screen, and then press the [Enter] button.
- 2 When the following Option screen is displayed, set each of the items.
Enable the settings by positioning the cursor on the target item and pressing the [Enter] button.
The following table shows the details for each item.



Display Order	You can select to display the files in Name Order or Date Order .
Sort Order	You can select to sort the files In Ascending or In Descending order.
Continuous Play	You can set whether to repeat the Slideshow.
Screen Switching Time	You can set the time for a single file to be displayed in Play Slideshow. You can set a time between No (0) to 60 seconds. When you set No , auto play is disabled.
Effect	You can set the screen effects when changing slides.

Projection Functions



- 3 Use the [Left], [Right], [Up], and [Down] buttons to position the cursor over **OK**, and then press the [Enter] button.

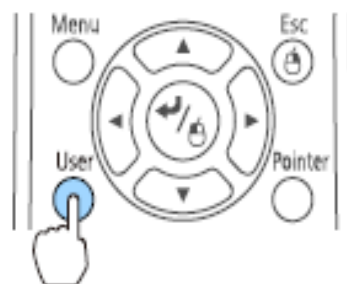
Flipping the Image Horizontally (Flip Horizontal)

You can temporarily flip the image horizontally and project.



When **User Button** is set to **Flip Horizontal** from the Configuration menu, each time you press the [User] button, Flip Horizontal turns on or off.

☛ **Settings - User Button** [p.119](#)



Hiding the Image and Sound Temporarily (A/V Mute)

Remote control



Top of projector



Freezing the Image (Freeze)

When Freeze is activated on moving images, the frozen image continues to project on the screen, so you can project a moving image one frame at a time like a still photo. Also, you can perform operations such as changing between files during presentations from a computer without projecting any images if the Freeze function is activated beforehand.

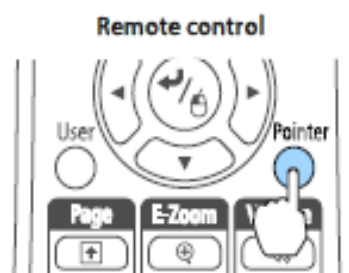
Each time you press the [Freeze] button, Freeze turns on or off.

Remote control

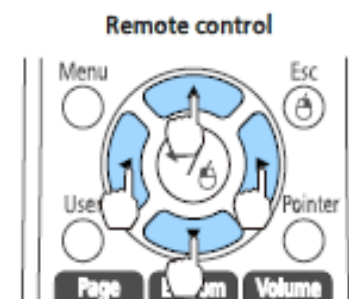


Pointer Function (Pointer)

- 1 Display the Pointer.
Each time you press the [Pointer] button, the pointer appears or disappears.



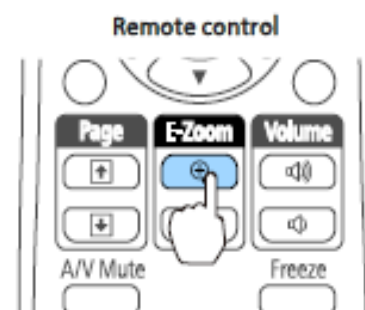
- 2 Move the Pointer icon (↗).



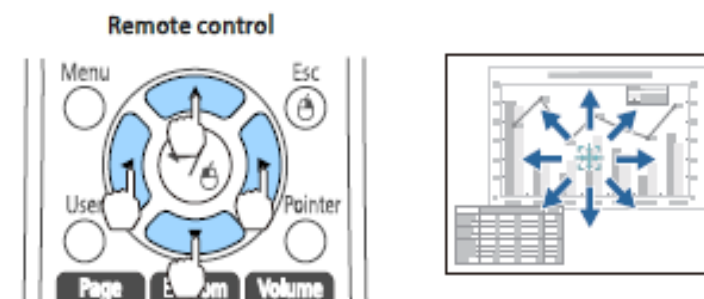
Enlarging Part of the Image (E-Zoom)

This is useful when you want to expand images to see them in greater detail, such as graphs and tables.

- 1 Start E-Zoom.
Press the [E-Zoom] button to display the Cross (⛶).



- 2 Move the Cross (⛶) to the area of the image that you want to enlarge.



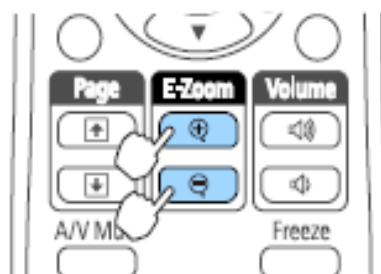
When any pair of adjacent [←], [→], [↑], or [↓] buttons are pressed at the same time, the pointer can be moved diagonally.

Projection Functions



3 Enlarge.

Remote control

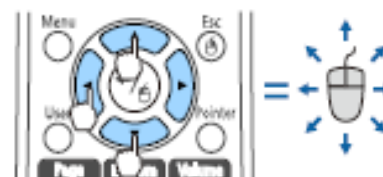


[+] button: Expands the area each time it is pressed. You can expand quickly by holding the button down.

[-] button: Reduces images that have been enlarged.

[Esc] button: Cancels E-Zoom.

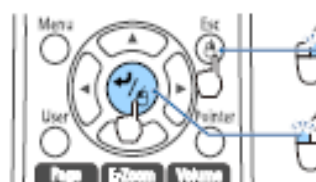
Moving the mouse pointer



[Left], [Right], [Up], [Down] buttons:

Moves the mouse pointer.

Mouse clicks



[Esc] button: Right click.

[Enter] button: Left click. Press quickly twice to double-click.

Drag and drop



While holding down the [Enter] button, press the [Left], [Right], [Up], or [Down] button to drag.

Release the [Enter] button to drop at the desired location.

Page Up/Down



[Left] button: Moves to the previous page.

[Right] button: Moves to the next page.