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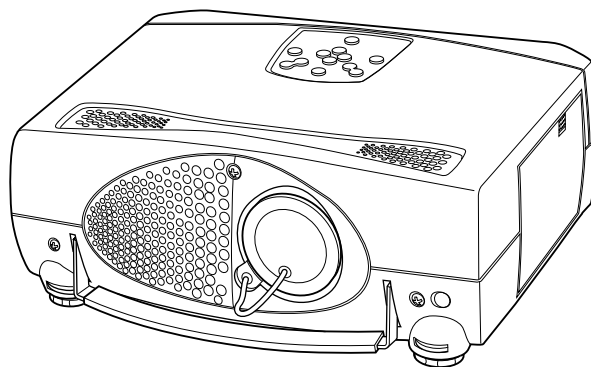
Liquid Crystal Projector

Model

DP5800

USER'S GUIDE

Please read this user's guide for fast setup and use of your new projector. After reading this guide, keep it in a safe place for future reference.



DP5800 Features

High brightness

Highly efficient optical system with a metal halide lamp ensures high brightness.

High resolution

Three separate high-definition liquid crystal panels are used to provide sharp, clear pictures.

Compact size and light weight for portability

RGB output terminal

RS232C communication

Mouse emulation

Power zoom and power focus

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For Customers in the United Kingdom

THIS PRODUCT IS SUPPLIED WITH A TWO-PIN MAINS PLUG FOR USE IN MAINLAND EUROPE. FOR USE IN THE U.K., PLEASE REFER TO THE NOTES ON THIS PAGE.



IMPORTANT FOR THE UNITED KINGDOM

The mains lead on this equipment is supplied with a moulded plug incorporating a fuse, the value of which is indicated on the pin face of the plug. Should the fuse need to be replaced, an ASTA or BSI approved BS 1362 fuse must be used of the same rating. If the fuse cover is detachable, never use the plug with the cover omitted. If a replacement fuse cover is required, ensure it is of the same colour as that visible on the pin face of the plug. Fuse covers are available from your dealer.

DO NOT cut off the mains plug from this equipment. If the plug fitted is not suitable for the power points in your home or the cable is too short to reach a power point, then obtain an appropriate safety approved extension lead or consult your dealer.

Should it be necessary to change the mains plugs, this must be carried out by a competent person, preferably a qualified electrician.

If there is no alternative to cutting off the mains plug, ensure that you dispose of it immediately, having first removed the fuse, to avoid a possible shock hazard by inadvertent connection to the mains supply.



WARNING: THIS EQUIPMENT MUST BE EARTH GROUNDED

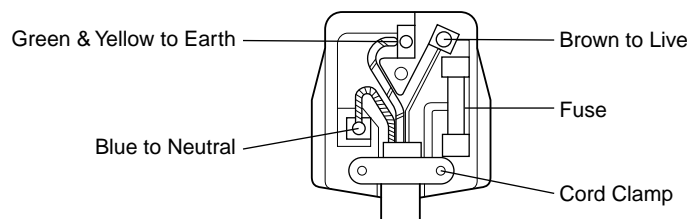
Important:

The wires in the mains lead are coloured in accordance with the following code:

Green and Yellow = Earth

Blue = Neutral

Brown = Live



As these colours may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows:

1. The wire which is coloured Green and Yellow must be connected to the terminal in the plug which is marked with the letter E or by the earth symbol or coloured Green or Green and Yellow.
2. The wire coloured Blue must be connected to the terminal marked with the letter N or coloured BLUE or BLACK.
3. The wire coloured BROWN must be connected to the terminal marked with the letter L or coloured BROWN or RED.

WARNING: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

Instructions to Users:

This equipment complies with the requirements of FCC (Federal Communication Commission) Class A equipments provided the following conditions are met.

(1) Video signal cables:

Double shielded coaxial cables (so called FCC shield cable) must be used and the outer shield must be connected to the ground. Or, if normal coaxial cables are used, the cables must be enclosed in metal pipes or in a similar way to reduce interference noise radiation.

(2) Power cord:

Shielded power cord must be used. The outer shield must be connected to the ground.

(3) Video inputs:

The input signal amplitude must not exceed the specified level.

Symbols Used in This Guide

Various symbols are used in this guide to help you use the product correctly and safely, and also to protect you and others from danger and your property from being damaged.



This symbol indicates conditions that could result in serious injury or death if ignored.



This symbol indicates conditions that could result in injury or damage to the equipment if ignored.

Examples of illustrated marks



The \triangle mark indicates a Warning (or Caution).

The details of the warning (the left diagram shows the caution for an electric shock hazard) are shown in the diagram.



The \otimes mark indicates a prohibited action. The details of the prohibited action (the left diagram shows a warning not to disassemble the unit) are shown in the diagram or near it.



The \bullet mark informs you of actions you *must* do. The details (the left diagram shows "Disconnect the power plug from the power outlet") are drawn in the diagram.

Safety Precautions

Warnings

If any unusual performance occurs.

- An abnormal smell or smoke may indicate the possibility of fire or electric shock, etc. When any unusual performance is observed, immediately turn off the power switch and pull out the power plug from the power outlet. Check that there is no smoke, etc., and then contact your dealer to repair the unit. Do not repair it yourself.
- Do not use this unit as it is after trouble has occurred, such as “No picture”, “No sound”, “Abnormal sound”, etc. This may cause a fire, electric shock, etc. In this case immediately turn off the power switch and disconnect the power plug, then contact your dealer to repair the unit.
- If water, etc. enters inside the unit, turn off the power switch of the unit first and then disconnect the power plug and contact your dealer. If you use it as it is, it may cause fire, electric shock, etc.



Pull out the power plug from the power outlet.

Do not install this unit in an unstable place.

- Avoid placing the projector in an unstable place such as weak base, inclined floor, etc. This may cause it to drop or fall over, resulting in injury.



Do not open the cabinet.

There are high voltage parts inside the cabinet which may cause electric shock. Ask your dealer to check inside and adjust and repair the unit.



Electric shock hazard



Prohibition of disassembly

Do not use the projector near water.

Do not use this unit in a kitchen, bathroom, etc. This may cause a fire, electric shock, etc.



Do not use near water

Do not look directly at the lens when the lamp is lit.

Since a strong light is used, it could damage your vision, etc. Pay special attention if children are present.



Do not insert any foreign object.

- Do not insert a metal or flammable object inside the ventilation holes or other openings. This may cause a fire, electric shock, etc.
- If foreign matter enters the case, turn the power switch off and disconnect the power plug from the power outlet and contact your dealer. If you use as it is, it may cause a fire, electric shock, etc. Be especially careful if children could touch the unit.



Pull out the power plug from the power outlet.

Do not apply any shock.

If you drop this unit or if the cabinet is broken, turn off the power switch, disconnect the power plug and contact your dealer. If you use it as it is, it may cause a fire, electric shock, etc.



Pull out the power plug from the power outlet.

Do not modify this unit.

Do not modify this unit. It may cause a fire, electric shock, etc.



Prohibition of disassembly

Do not put a container, etc. with liquid on this unit.

Do not put a vase, flowerpot, cosmetic container, medicine or water or small metal objects on this unit. If liquid spills and enter inside the unit, it may cause a fire, electric shock, etc.



Do not use power supplies other than those specified.

Do not use this unit with a power voltage other than those specified. It may cause a fire, electric shock, etc.




Be careful in handling the power cord.

- Do not scratch or damage or bend the power cord. Do not put a heavy object on it, heat it or pull it. If you do, the power cord may be damaged and it may cause a fire, electric shock, etc.
- Do not rest the projector on the power cord. The power cord may be damaged and it may cause a fire, electric shock, etc, be sure that heavy objects are not put on it.
- If the cord is damaged (core wire is exposed, disconnected, etc.), ask your dealer to replace it. It may cause a fire, electric shock, etc.
- Check that no dirt adheres to the power plug and fully insert it without any play. If dirt adheres or the connection is incomplete, it may cause a fire, electric shock, etc.




Cautions


Do not step on this unit or place a heavy object on it.

- Do not step on this unit. Pay special attention if children are present. If you do, the unit may fall over or may be broken causing an injury. 
- Do not put a heavy object on this unit. If you do, the unit may fall due to its imbalance or it may drop, causing an injury.

Do not block the ventilation holes.


If the ventilation holes are blocked, heat may build up inside and it may cause a fire. Do not use this unit on its side, in a poorly ventilated, narrow place, on a carpet or bedspread or covered with a cloth. Place this unit so that the ventilation holes are kept 10cm or more away from the wall. 

Cleaning


Be sure to pull out the power plug from the power outlet for safety when cleaning. 

Pull out the power plug from the power outlet.


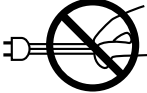
Do not place this unit in a moist or dusty place.

- Do not place this unit in a moist or dusty place. It may cause a fire, electric shock, etc.
- Do not place this unit where it would be exposed to soot or steam, near a cooking stove or humidifier, etc. It may cause a fire, electric shock, etc. 


Set the caster stoppers.


When this unit is installed on a table with casters, set the caster stoppers. If the table moves, it may fall over, causing an injury. 

Handle the power cord carefully.


- Do not bring the power cord near a heating device. The shield of the cord may melt and it may cause a fire, electric shock, etc.
- Do not insert/disconnect the power plug with wet hands. It may cause an electric shock. 
- When the power plug is to be disconnected, do not pull on the power cord itself. The power cord may be damaged and it may cause a fire, electric shock, etc. Pull on the power plug. 

Use of batteries.

- Do not use batteries not specified for this unit. Do not use new batteries mixed together with old ones. This may cause a fire or injury due to burst of battery or liquid leakage. 


- When inserting batteries in this unit, pay attention to the direction of the \oplus and \ominus polarity indications and insert the batteries correctly. If the polarities are confused, it may cause injury or damage near the unit due to burst batteries, liquid leakage, etc. 

Long term without use.


When you are not going use this unit for a long time be sure to pull the power plug from the power outlet and cover the lens. 

Pull out the power plug from the power outlet.

Clean inside the unit every 24 months.


Ask your dealer to clean inside the unit at least once every two years. If the unit is left with too much dust inside, it may cause a fire. 

Caution when carrying it.


Cover the lens and be sure to disconnect the power plug from the power outlet and check that all external connection cords are removed before moving the projector. If not, the cord may be damaged and it may cause a fire, electric shock, etc. 


Pull out the power plug from the power outlet.

Do not place this unit where it gets hot.

If you place the unit outdoors or in a place exposed to direct sunlight or near a heating device, the cabinet and parts could be affected. 

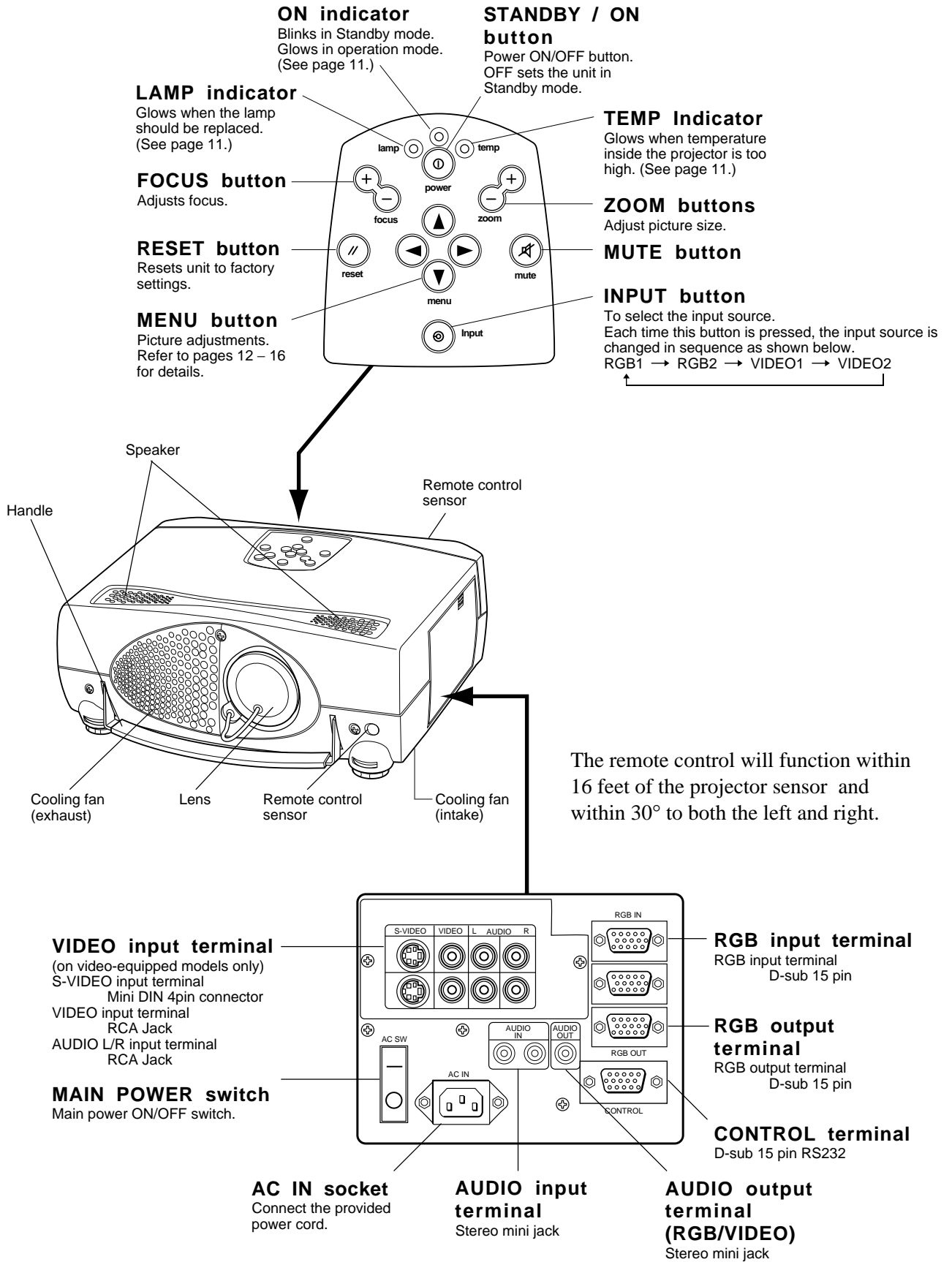
Cleaning the lens.

To clean the lens, use a generally-available lens cleaning tissue (used for cleaning cameras, glasses, etc.). Be careful not to scratch the lens with a hard object. 

Cleaning the cabinet.

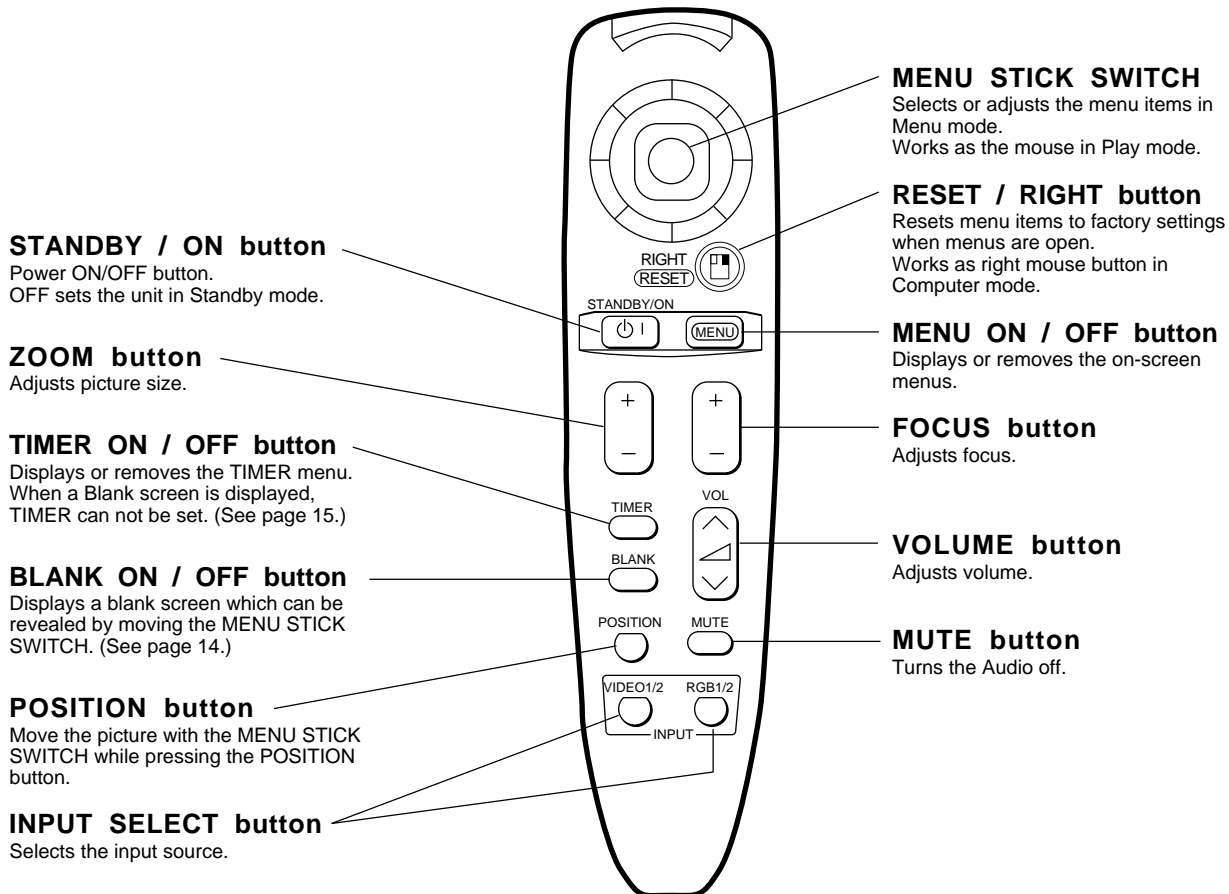
- Do not use benzene, thinner, and other cleaning chemicals, etc., as they may damage the plastic coating.
- When a chemically-treated cloth is used, follow the cautions that come with the cloth.
- Do not leave a rubber or vinyl object touching the cabinet for a long time. It may cause the cabinet to change in quality or the coating to peel off.
- Clean the dirt from the cabinet and operation panel by dusting lightly with soft cloth, or wipe it with a cloth moistened with detergent diluted with water. Then, wipe it off with a dry soft cloth.

Your DP5800 Projector



Your DP5800 Projector (continued)

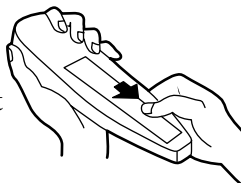
Remote control



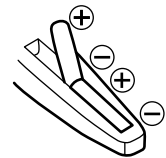
How to insert batteries

1. Remove the battery compartment cover.

Slide the battery compartment cover in the direction of the arrow while pressing slightly down on it.



2. Insert the batteries as illustrated inside the battery compartment.



3. Replace the cover.

Caution Cautions on use of batteries

- Do not use batteries not specified for this unit. Do not use old and new batteries together. It may cause a fire, injury due to burst of battery or liquid leakage.
- When inserting batteries, pay attention to the direction of the ⊕ and ⊖ polarity indications and insert the batteries correctly. If the polarities are not correct, it may cause injury or damage near the unit due to a battery explosion or liquid leakage.

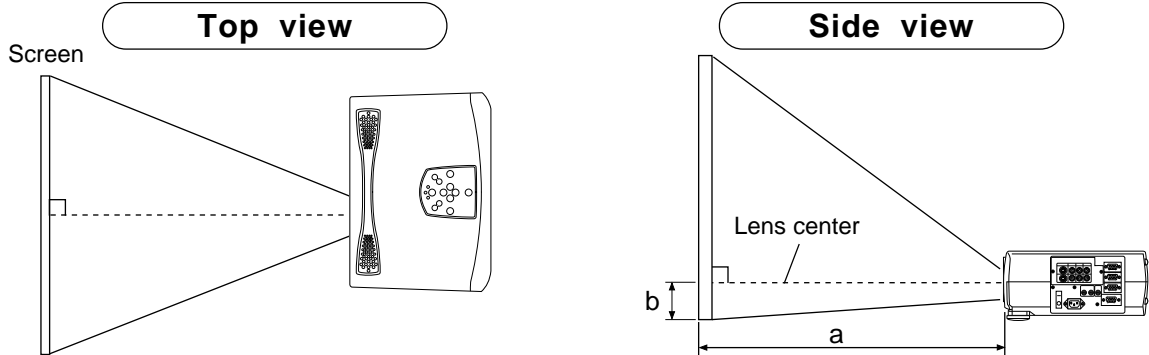
Caution Cautions on remote control use

- Do not drop the remote control or apply any shock to it.
- Do not let the remote control get wet and do not put it on a wet object.
- If you are not going to use the remote control for a long time, remove the batteries from it.
- If operation of the remote control becomes difficult, replace the batteries.

Installation

Projector and screen setup

Determine proper picture size and projection distance as illustrated below.

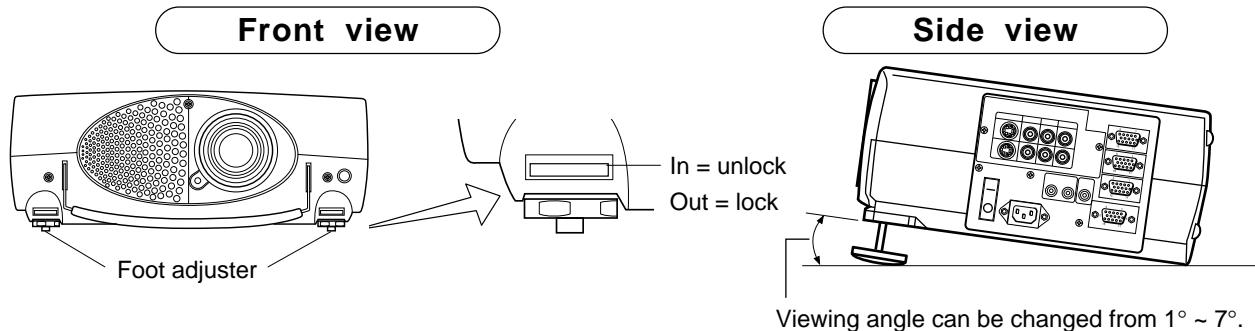


Screen (inches)	a (inches)		b (inches)
	Minimum	Maximum	
40	60	89	3.4
60	89	134	5.1
80	119	179	6.9
100	149	224	8.6
120	179	269	10.3
150	224	336	12.9
200	298	448	17.2

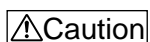
a: Distance from the projector to the screen
 b: Length from the center of the lens to the bottom of the picture

Using the foot adjusters

Adjust the projection position using the foot adjusters at the bottom of the projector.



1. Lift up the projector and unlock the foot adjusters.
2. Adjust the feet to the best viewing angle, and then lock the foot adjusters.
3. To adjust the angle slightly, rotate the foot adjusters.



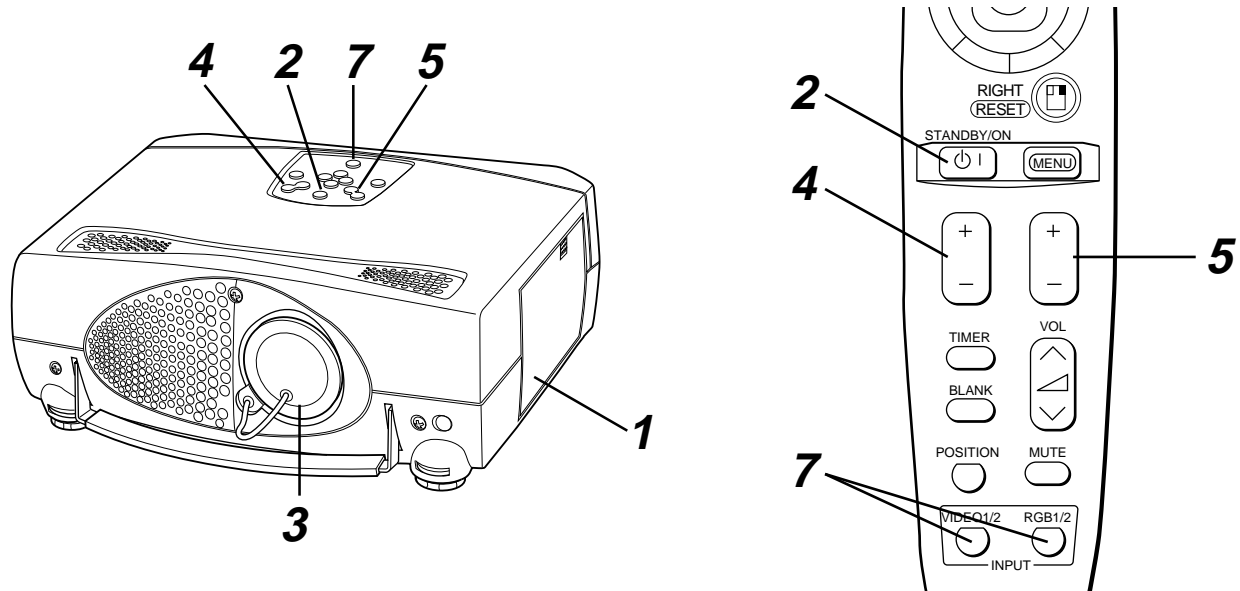
Caution Do not unlock the foot adjusters unless you are supporting the projector, to avoid dropping the projector and causing an injury.

Do not revolve the foot adjusters by force.

If the foot adjusters do not lock completely, move the foot slightly before locking.

Using the Projector

Projecting the picture



1 Turn the MAIN POWER switch of the projector on. [| : ON]

- The ON indicator will glow orange.

2 Press the STANDBY/ON button.

- The ON indicator blinks (green) and then glows (green).

3 Remove the lens cap.

4 Adjust the picture size using the ZOOM buttons.

5 Adjust the focus using the FOCUS buttons.

- (1) Press the FOCUS button. The on-screen display shown on the right appears.
- (2) Press the Focus +/- buttons until the picture is clear.

+++FOCUS+++

6 Turn on all connected equipment.

See pages 17-19 for the correct sequence for turning on various equipment.

7 Press the INPUT button or the INPUT SELECT (VIDEO or RGB) button to select the source of the projected signal.

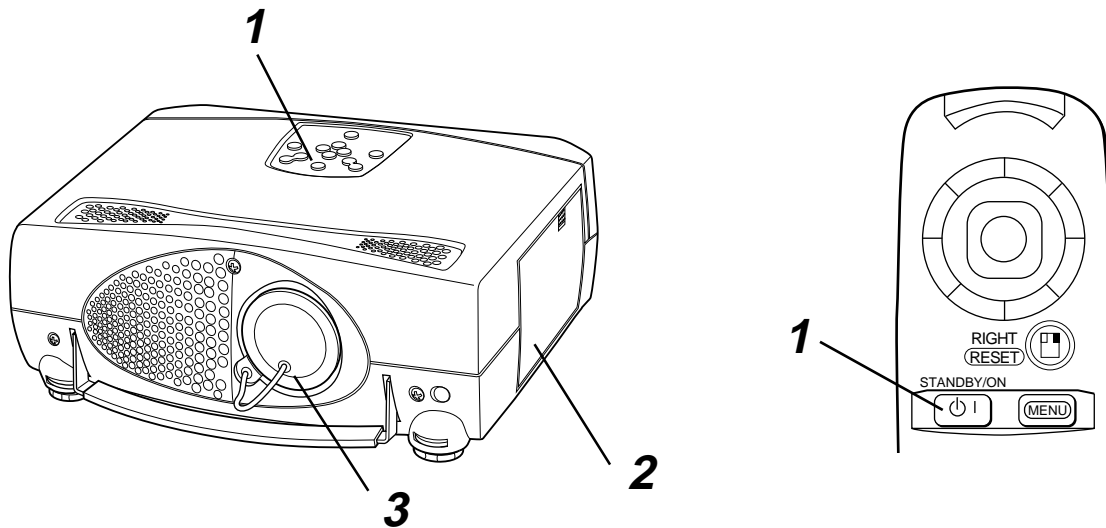
- The selected signal input source is displayed at the bottom right of the screen.

NOTE: Video 1/2 works with video capable units only.

RGB 1

Using the Projector (continued)

Turning off the power



1 Press and hold the **STANDBY/ON** button for 1 second.

- The ON indicator lights up orange and the lamp turns off. About 1 minute later, the fan stops and the indicator blinks orange.

NOTE: If you press the STANDBY/ON button for less than 1 second, the projector will *not* switch to Standby mode.

2 Turn the **MAIN POWER** switch of the projector off. [: OFF]

3 Replace the lens cap.

Caution Do not turn off the projector's MAIN POWER switch before pressing the STANDBY/ON button. After the STANDBY/ON button is pressed, the fan will run for about 1 minute to cool the projector.

Projector Messages and Indicators

On screen display

The following messages may be displayed on the screen.

Message	Action
NO SIGNAL IS DETECTED	Check the input signal connection.
SYNC IS OUT OF RANGE	The horizontal frequency of the input signal exceeds the range of the projector, and it cannot be displayed. Change the resolution of the input signal.
CHANGE THE LAMP	The lamp should be replaced.

Indicator display

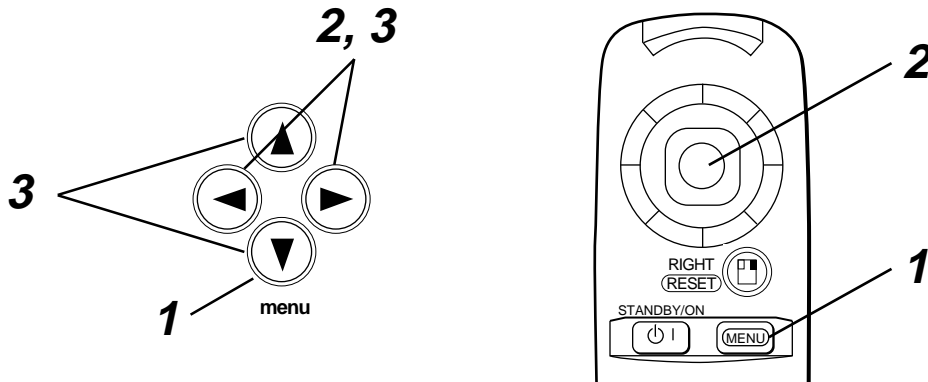
The ON indicator, LAMP indicator and TEMP indicator will light or blink in the following cases.

	Indicator status	Meaning	Action
ON indicator	Lights orange	Standby mode	—————
	Blinks green	Warming up	—————
	Lights green	Normal operation	—————
	Blinks orange	Cooling down	—————
LAMP indicator	Lights red	Lamp cannot light	Cool projector by power off for 20 minutes.
	Blinks red	Air filter detached	Check the air filter.
TEMP indicator	Lights red	Temperature inside too high	Check that ventilation holes are clear.
	Blinks red	Cooling fan failure	Service the projector.

The LAMP indicator will light when the lamp becomes too hot.

1. Turn off the power and let the projector cool for 20 minutes.
2. Turn the projector back on. If the LAMP indicator still glows red, contact your dealer.

Using the Menus



1 Press the MENU (▼) button or the MENU ON / OFF button.

- Menus are displayed on the screen.

2 Select the menu to be adjusted using the MENU (◀ ▶) buttons or the MENU STICK SWITCH.

- The menu displayed in green is selected.

3 Select the item to be adjusted using the MENU (▲ ▼ ◀ ▶) buttons or MENU STICK SWITCH.

- The item displayed in green can be adjusted.

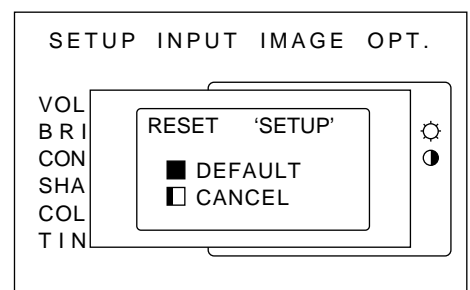
4 The changes take effect.

Storing your settings

Settings can be saved for the VIDEO1, VIDEO2, RGB1 and RGB2 input terminals. These adjustments are saved after projector power is turned off.

To return to the initial settings

- Select the menu item to restore to the initial setting using the menu buttons or menu stick switch.
- Press the RESET button.
- Select DEFAULT
- Select the item to restore to the initial setting.
- Press the RESET button a second time.

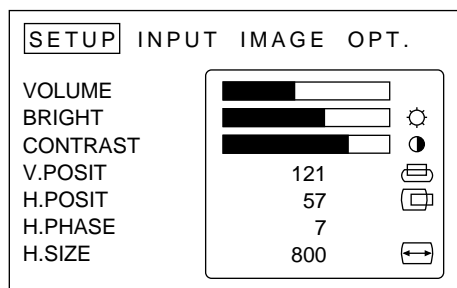


Using the Menus (continued)

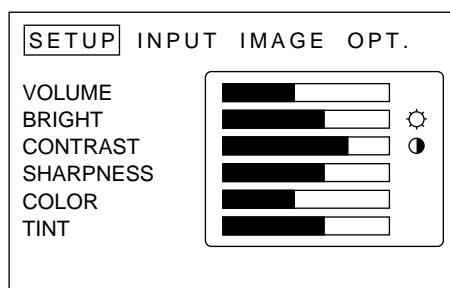
SET UP Menu

The SET UP menu lets you change the picture characteristics and position. The menus will be different for RGB and video signals.

RGB signal Setup menu



VIDEO signal Setup menu (video models only)



Item	Range
VOLUME	Decrease ← → Increase
BRIGHT (BRIGHTNESS)	Dark ← → Bright
CONTRAST	Lower ← → Higher
SHARPNESS*	Soft ← → Sharp
COLOR*	Less ← → More
TINT*	Red ← → Green
V.POSIT (V.POSITION)	Moves the picture up or down.
H.POSIT (H.POSITION)	Moves the picture left or right.
H.PHASE	Decreases the picture flicker.
H.SIZE	Widens or narrows the horizontal size of picture.

* Video models only

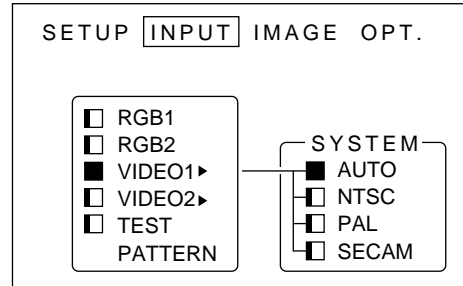
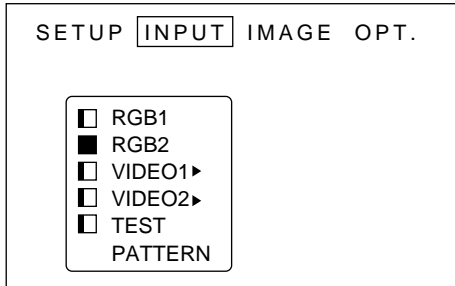
- NOTE:**
- TINT cannot be adjusted with PAL/SECAM video signal input (video models only).
 - TINT, COLOR and SHARPNESS cannot be adjusted with an RGB signal input.
 - V.POSIT, H.POSIT, H.PHASE and H.SIZE cannot be adjusted with a VIDEO signal input (video models only).

Using the Menu (continued)

INPUT Menu

Use this menu to select an input source.

For Video inputs, you must also select a video format.

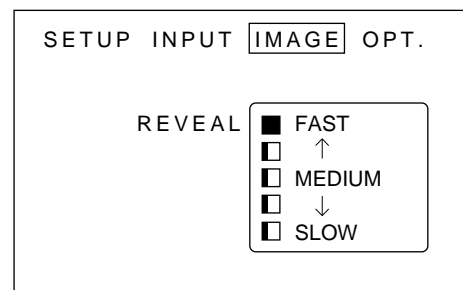
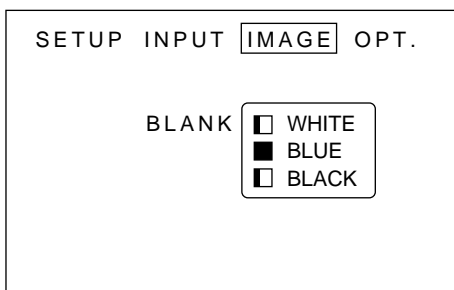
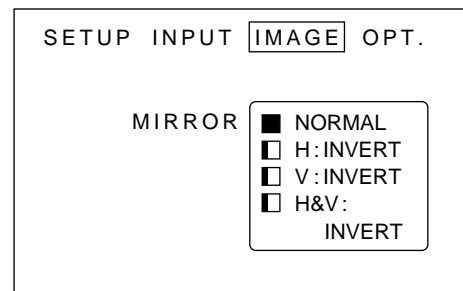
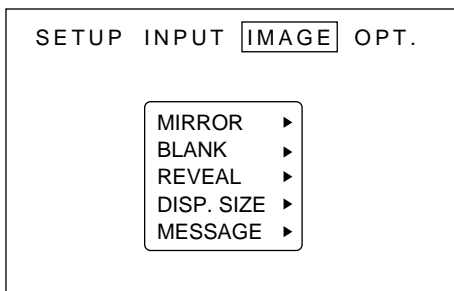


Item	Options
RGB1	Selects the RGB 1 terminal.
RGB2	Selects the RGB 2 terminal.
VIDEO1*	Selects the VIDEO 1 terminal.
VIDEO2*	Selects the VIDEO 2 terminal.
TEST PATTERN	Selects the TEST PATTERN. (Start up screen).
SYSTEM	Selects the video signal systems.

* Video models only.

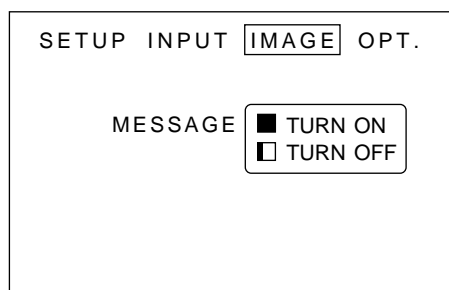
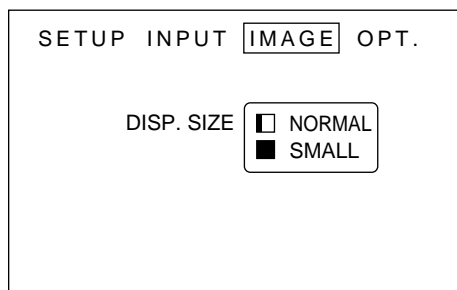
IMAGE Menu

The IMAGE menu controls picture inversion, Size, Reveal and Blanking.



Using the Menus (continued)

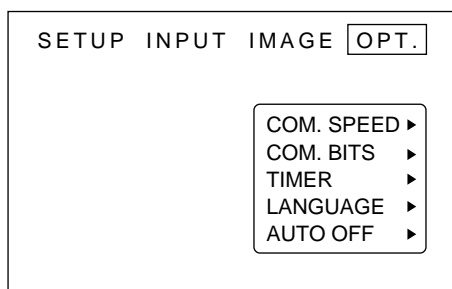
Select normal or expanded image size.



Adjustment Item	Details of adjustment
MIRROR	Inverts the picture horizontally or vertically for ceiling or rear screen projection. H : INVERT Inverts the picture horizontally. V : INTERT Inverts the picture vertically. H&V : INVERT Inverts the picture horizontally and vertically.
BLANK	Selects a color when a blank screen is displayed.
REVEAL	Selects the speed of revealing the image display. Use the menu stick switch to reveal the image.
DISP. SIZE	NORMAL : Displayed clock is same as signal source. LARGE : Displayed clock is mach as signal source. (picture is wider) NOTE: For XGA signals, NORMAL mode will compress the image, and some lines may be missing. LARGE mode will fill the window.
MESSAGE	Turn off the on-screen system messages. (FOCUS, selected source, etc.)

OPT. (Options) Menu

The Option menu allows you to set options for the CONTROL port. This menu can also be used to set the Break Timer, Display Language and Automatic Shutoff.



Using the Menus (continued)

SETUP INPUT IMAGE OPT.

COM. SPEED 1200
 (bps) 2400
 4800
 9600
 19200

SETUP INPUT IMAGE OPT.

COM. BITS 7N1
 8N1

SETUP INPUT IMAGE OPT.

TIMER
 ↑
 ↓

SETUP INPUT IMAGE OPT.

LANGUAGE ENGLISH
 FRANCAIS
 DEUTSCH
 ESPANOL
 ITALIANO
 NORSK
 NEDERLANDS

SETUP INPUT IMAGE OPT.

AUTO OFF
 ↑
 STOP

Adjustment Item	Details of adjustment
COM. SPEED	Select speed of data transmission.
COM. BITS	Select the data format. 7N1... 7 data-bits, No parity, 1 stop bit. 8N1... 8 data-bits, No parity, 1 stop bit.
TIMER	Sets the on-screen timer.
LANGUAGE	Selects a language for the on-screen menu. (English, Francais, Deutsch, Espanol, Italiano, Norsk, Nederlands)
AUTO OFF	Set the amount of time before the power will turn off if the input source is turned off.

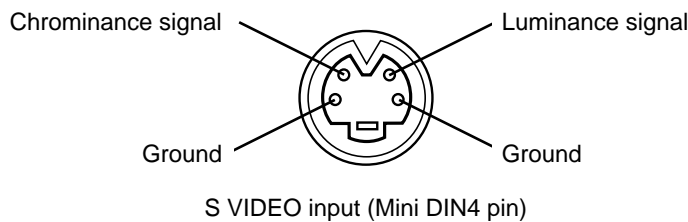
Connecting to a Video Source

Available for video models only.

1. Input signal specifications

S-VIDEO signal		Luminance signal	1.0Vp-p, 75 Ω termination
		Chrominance signal	0.286Vp-p (burst signal), 75 Ω termination
VIDEO signal			1.0Vp-p, 75 Ω termination
AUDIO signal	Input		200mVrms, 20 k Ω below (MAX 3.0Vp-p)
	Output		0~200mVrms, 1k Ω

2. Signal input terminal pin-out



NOTE: Video input signal terminals have priority in the following order:
 1. S-VIDEO input terminal 2. RCA jack input terminal

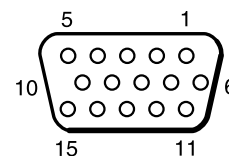
Connecting to an RGB Signal

1. Input / output signal specifications

Video signal		Analog 0.7Vp-p 75 Ω termination (Positive polarity)
Horizontal sync signal		TTL level (Positive/negative polarity)
Vertical sync signal		TTL level (Positive/negative polarity)
Composite sync signal		TTL level
Audio signal	Input	200mVrms, 20k Ω below (MAX 3.0Vp-p)
	Output	0 ~ 200mVrms, 1k Ω

2. Signal input / output terminal pin-out

1	Video signal (Red)	9	N.C
2	Video signal (Green)	10	Ground
3	Video signal (Blue)	11	Ground
4	N.C	12	N.C
5	N.C	13	Horizontal/Composite sync signal
6	Ground (for R)	14	Vertical sync signal
7	Ground (for G)	15	N.C
8	Ground (for B)		



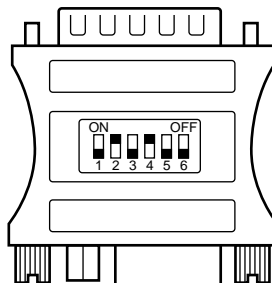
D-sub 15 pin terminal (Female)

Connecting to an RGB Signal (continued)

3. Example of computer signal

Computer/Signal source	Resolution H × V	fH (kHz)	fV (Hz)	Sync Signal	Interlaced / Non-interlaced	Note
15kHz RGB (NTSC)	—	15.7	60	H, V composite	Interlaced	
VGA-1 (IBM compatible)	640 × 350	31.5	70.1	H, V separate H: Positive V: Negative	Non-interlaced	
VGA-2 (IBM compatible)	640 × 400	31.5	70.1	H, V separate H: Negative V: Positive	Non-interlaced	
VGA-3 (IBM compatible)	640 × 480	31.5	59.9	H, V separate H: Negative V: Negative	Non-interlaced	
Macintosh 13 inch mode (Apple)	640 × 480	35.0	66.7	H, V separate H: Negative V: Negative	Non-interlaced	*1 SW 1 ON SW 2 ON
VESA (72 Hz)	640 × 480	37.9	72.8	H, V separate H: Negative V: Negative	Non-interlaced	
SVGA (VESA 60Hz)	800 × 600	37.9	60.3	H, V separate H: Positive V: Positive	Non-interlaced	
SVGA (VESA 72Hz)	800 × 600	48.1	72.2	H, V separate H: Positive V: Positive	Non-interlaced	
Macintosh 16 inch mode (Apple)	832 × 624	49.7	74.5	H, V separate H: Positive V: Positive	Non-interlaced	*1 SW 2 ON SW 4 ON
XGA (VESA 60Hz)	1024 × 768	48.4	60.0	H, V separate H: Negative V: Negative	Non-interlaced	
XGA (VESA 75Hz)	1024 × 768	60.0	75.0	H, V separate H: Positive V: Positive	Non-interlaced	

NOTE: A MAC adapter is necessary to set the resolution mode. The projector is compatible with 13inch and 16inch mode.



Sample 16inch mode adaptor

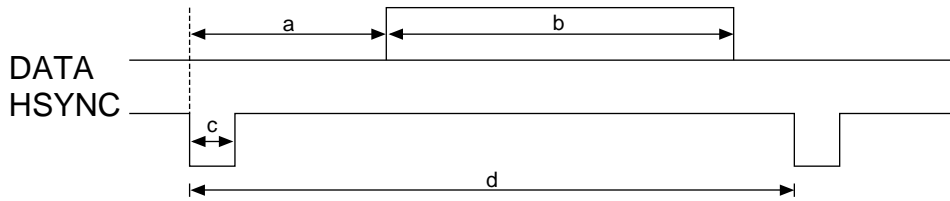
XGA images will be compressed to 800 x 600. Some lines may therefore be missing.

NOTE: Some input sources may not be displayed properly because they are not compatible with the projector.

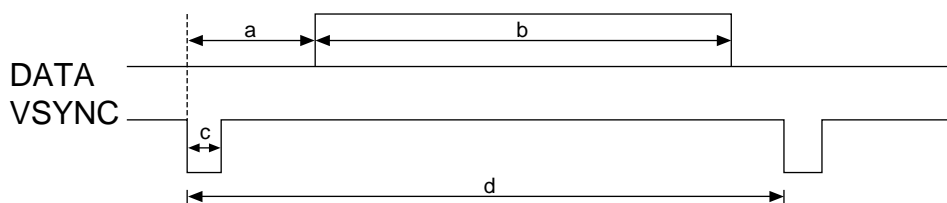
Connecting to an RGB Signal (continued)

4. Initial signal settings

The following signals are initially set. The settings may need to be changed for specific computer types. Use the Setup menu (page 16) to adjust the settings.



Computer/Signal source	Horizontal Timing (μs)			
	a	b	c	d
15kHz RGB	9.8	52.7	4.7	63.6
VGA-1	5.7	25.2	3.8	31.8
VGA-2	5.7	25.2	3.8	31.8
VGA-3	5.7	25.2	3.8	31.8
Mac 13inch mode	5.3	21.2	2.1	28.6
VESA (72Hz)	5.4	20.5	1.3	26.7
SVGA (60Hz)	5.4	20.0	3.2	26.4
SVGA (72Hz)	3.7	16.0	2.4	20.8
Mac 16inch mode	5.0	14.5	1.1	20.1
XGA (60Hz)	4.0	16.0	2.8	20.4
XGA (75Hz)	3.6	12.8	1.2	16.6

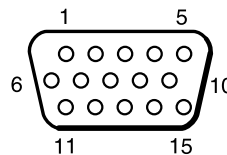


Computer/Signal source	Vertical Timing (μs)			
	a	b	c	d
15kHz RGB	19.5	240	3	262.5
VGA-1	62	350	2	449
VGA-2	37	400	2	449
VGA-3	35	480	2	525
Mac 13inch mode	42	480	3	525
VESA (72Hz)	31	480	3	520
SVGA (60Hz)	27	600	4	628
SVGA (72Hz)	29	600	6	666
Mac 16inch mode	42	624	4	667
XGA (60Hz)	48	768	8	817
XGA (75Hz)	44	768	3	803

Connecting to a Control Signal

1. CONTROL terminal

Pin No	RS232C	Mouse		
		PS/2	ADB	Serial
1				TDM
2		CLK	SDATA	
3		DATA		
4				
5				
6		SEL0	SEL0	SEL0
7		SEL1	SEL1	SEL1
8				READY
9				
10	GND	GND	GND	GND
11				
12		+5V	+5V	
13	RDP			
14	TDP			
15				



D-sub 15 pin terminal (Male)

Caution Turn off the power of both the projector and computer before connecting to the CONTROL port. Connect the computer to the CONTROL terminal of the projector using an appropriate cable. Refer to the instruction manual for each device before connecting them through the CONTROL port.

2. Mouse emulation

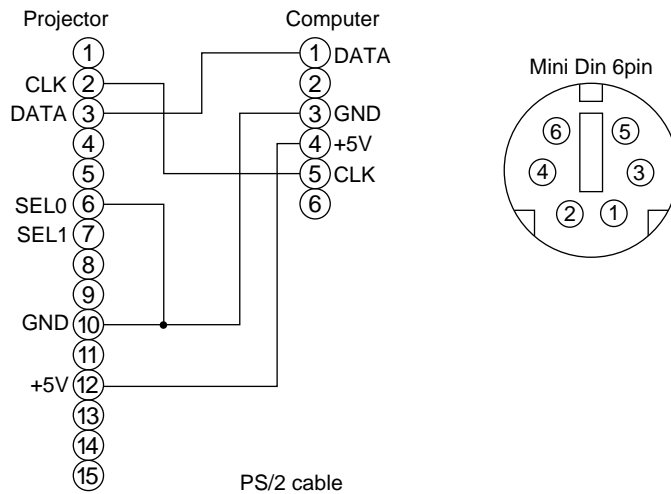
- (1) Turn the projector and computer off.
- (2) Connect the projector and the mouse terminal of computer using an appropriate cable.
- (3) Turn on the projector.
- (4) Turn on the computer.
- (5) Start mouse emulation mode.

If you cannot start mouse emulation, reset the computer with a soft reset or by pressing the reset switch.

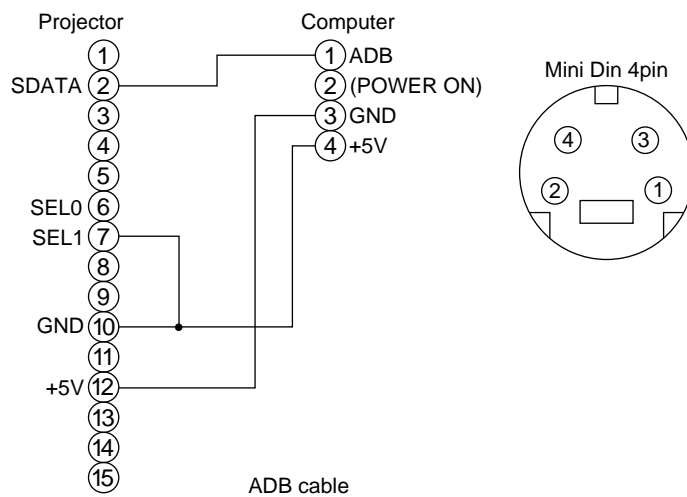
NOTE: For some Notebook computers with internal pointing devices, mouse emulation will not work without disabling the internal pointing device. Check your Notebook PC manual for the correct procedure to disable the internal pointing device.

Connecting to a Control Signal (continued)

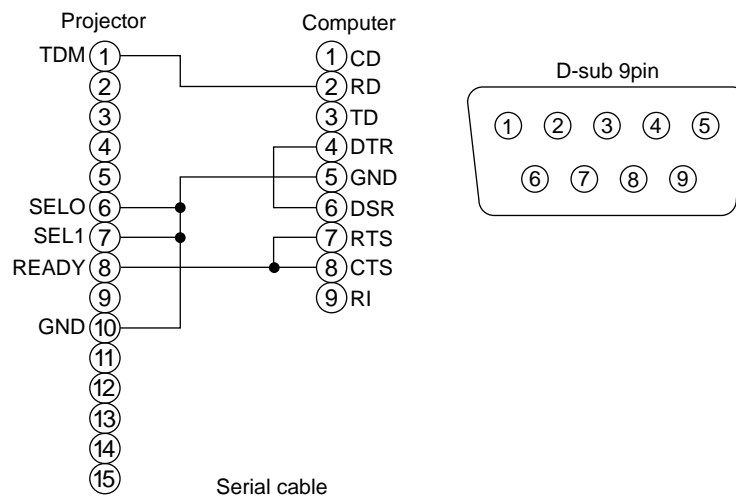
PS/2 mouse



ADB (Mac) mouse



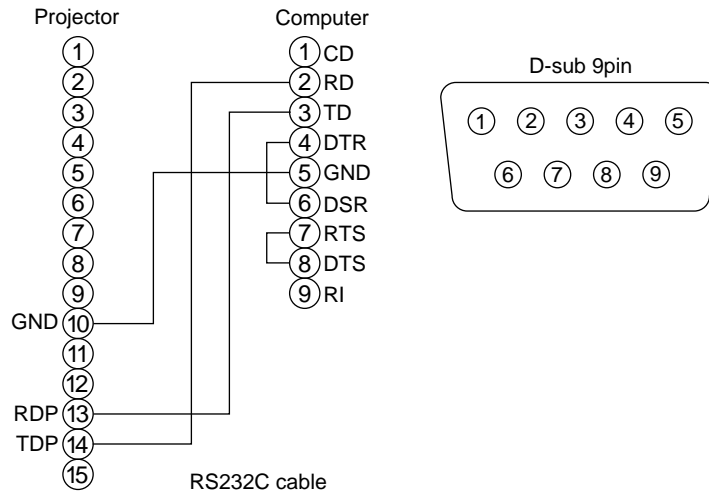
Serial mouse



Connecting to a Control Signal (continued)

3. Communication settings

- (1) Connect the projector and computer using an RS 232C cable.
- (2) Turn on the computer. After the computer is fully started, turn on the projector.
- (3) Start communication.



4. Control command codes

Control command table

Item	Projector→Computer			Computer→Projector						
	Reply code			Ask code		Set code			Default code	
	1st	2nd	data	1st	2nd	1st	2nd	data	1st	2nd
MOUSE	11h	05h	+1	20h	05h	31h	05h	+1	40h	05h
COMMUNICATE	11h	06h	+1	20h	06h	31h	06h	+1	40h	06h
POWER	11h	11h	+1	20h	11h	31h	11h	+1	—	
ZOOM	11h	12h	+1	—		31h	12h	+1	—	
FOCUS	11h	13h	+1	—		31h	13h	+1	—	
MIRROR	11h	14h	+1	20h	14h	31h	14h	+1	40h	14h
INPUT	11h	21h	+1	20h	21h	31h	21h	+1	40h	21h
(VIDEO) SYSTEM	12h	22h	+2	20h	22h	32h	22h	+2	40h	22h
VOLUME	11h	23h	+1	20h	23h	31h	23h	+1	40h	23h
MUTE	11h	24h	+1	20h	24h	31h	24h	+1	40h	24h
BRIGHT	13h	31h	+3	20h	31h	33h	31h	+3	40h	31h
CONTRAST	13h	32h	+3	20h	32h	33h	32h	+3	40h	32h
COLOR	13h	33h	+3	20h	33h	33h	33h	+3	40h	33h
TINT	13h	34h	+3	20h	34h	33h	34h	+3	40h	34h
SHARPNESS	13h	35h	+3	20h	35h	33h	35h	+3	40h	35h
H.PHASE	13h	37h	+3	20h	37h	33h	37h	+3	40h	37h
H.POSIT	14h	38h	+4	20h	38h	34h	38h	+4	40h	38h
H.SIZE	14h	36h	+4	20h	36h	34h	36h	+4	40h	36h
V.POSIT	14h	3Ah	+4	20h	3Ah	34h	3Ah	+4	40h	3Ah
BLANK	11h	41h	+1	20h	41h	31h	41h	+1	40h	41h
REVEAL	11h	42h	+1	20h	42h	31h	42h	+1	—	

Connecting to a Control Signal (continued)

Control data table

Item	Data code
MOUSE	00h=stop mouse emulation. 01 ~ 7Fh=start mouse emulation
COMMUNICATE	0Xh=8N1 1Xh=7N1 X0h=1200bps, X1h=2400bps, X2h=4800bps, X3h=9600bps, X4h=19200bps
POWER	1Eh=Power off, 1Fh=Power on
ZOOM	01-3Fh=Zoom +, 41-7Fh=Zoom- 01, 04 (short) ~ 3F, 7F (long)
FOCUS	01-3Fh=Focus +, 41-7Fh=Focus- 01, 04 (short) ~ 3F, 7F (long)
MIRROR	00h=Normal, 01h=H:Invert, 02h=V:Invert, 03h=H & V:Invert
INPUT	11h=VIDEO1, 12h=VIDEO2, 21h=RGB1, 22h=RGB2
VIDEO SYSTEM	00h 00h=Auto, 00h 01h=NTSC 00h 02h=PAL, 00h 03h=SECAM
VOLUME	00h (min) ~ 7Fh (max)
MUTE	00h=Mute off, 01h=Mute on
BRIGHT	00h 00h 00h (dark) ~ 00h 00h 7Fh (brighter)
CONTRAST	00h 00h 00h (lower) ~ 00h 00h 7Fh (higher)
COLOR	00h 00h 00h (less) ~ 00h 00h 7Fh (more)
TINT	00h 00h 00h (red) ~ 00h 00h 7Fh (green)
SHARPNESS	00h 00h 00h (soft) ~ 00h 00h 7Fh (sharp)
H.PHASE	00h 00h 00h ~ 00h 00h 1Fh
H.POSIT	00h 00h 00h 00h (left) ~ 00h 00h 7Fh 01h (right)
H.SIZE	00h 00h 02h 06h (narrow) ~ 00h 00h 1Eh 08h (wide)
V.POSIT	00h 00h 00h 00h (up) ~ 00h 00h 7Fh 01h (down)
BLANK	0Xh=Blank off 1Xh=Blank on bit0 0=Blue off, 1=Blue on, bit1 0=Green off, 1=Green on bit2 0=red off, 1=Red on, bit3 0=Not change, 1=Change
REVEAL	X1h=Reveal down, X4h=Reveal right, X=0 (slow) ~ 7 (fast)

NOTE: If the computer sends an undefined command code or data code the projector may not operate properly.

Commands consist of 2 command bytes and following data bytes.

The first byte indicates the kinds of commands and the length of the command.

- '0xH' : Error-reply Projector sends to computer.
- '1xH' : Command reply Projector sends to computer.
- '2xH' : Ask command Computer sends to Projector.
- '3xH' : Set command Computer sends to Projector.
- '4xH' : Default set command Computer sends to Projector.
- '5xH' — 'FxH' : Reserved

'x' indicates the length of data bytes.

The second byte indicates the command code 'yy' as listed in the command table.

The control data table shows the data byte.

Connecting to a Control Signal (continued)

Procedure for checking projector status.

1. The computer sends the command '20H' + 'yyH' to the projector.
2. The projector replies with the command '1xH' + 'yyH' + data bytes.

Procedure for setting projector status

1. The computer sends the command '3xH' + 'yyH' + data bytes.
2. The projector changes its status.
3. The projector replies with the command '1xH' + 'yyH' + data bytes to indicate its new status.

Caution Data bytes in step 3 are not always same as data bytes in step 1. If the projector cannot accept the status of the step 1 data bytes, the projector will set the proper status and reply with this new data bytes setting to the computer, or the projector will reply with the error reply '0xH' + 'yyH' + data bytes that are the same as those sent in step 1.

Resetting the defaults

1. The computer sends the command '40H' + 'yyH'
2. The projector changes its status to the default setting.
3. The projector replies with the command '1xH' + 'yyH' + data bytes to the computer to indicate a return to default settings.

NOTE: If the projector sends a '4Dh' before the command code, the computer will ignore the '4Dh'.

Sample of command error

1. The computer sends the command '2xH', '3xH' or '4xH' + 'yyH' + data bytes.
2. The projector doesn't understand this code.
3. The projector replies with the command '00H' + 'yyH'

Sample of data error

1. The computer sends the command '2xH', '3xH' or '4xH' + 'yyH' + data bytes.
2. The projector doesn't understand these data bytes.
3. The projector replies with the command '0xH' + 'yyH' + data bytes (same as step 1).

Sample of framing error

1. The projector detects a framing error.
2. The projector changes to 1200bps 7N1 if not currently set at 1200bps 7N1.
3. The projector replies with '70H' + '70H' 10 times, every 1 second.
4. When projector receives '70H' + '70H', it replies '12H' + '03H' + '01H' + '00H'.

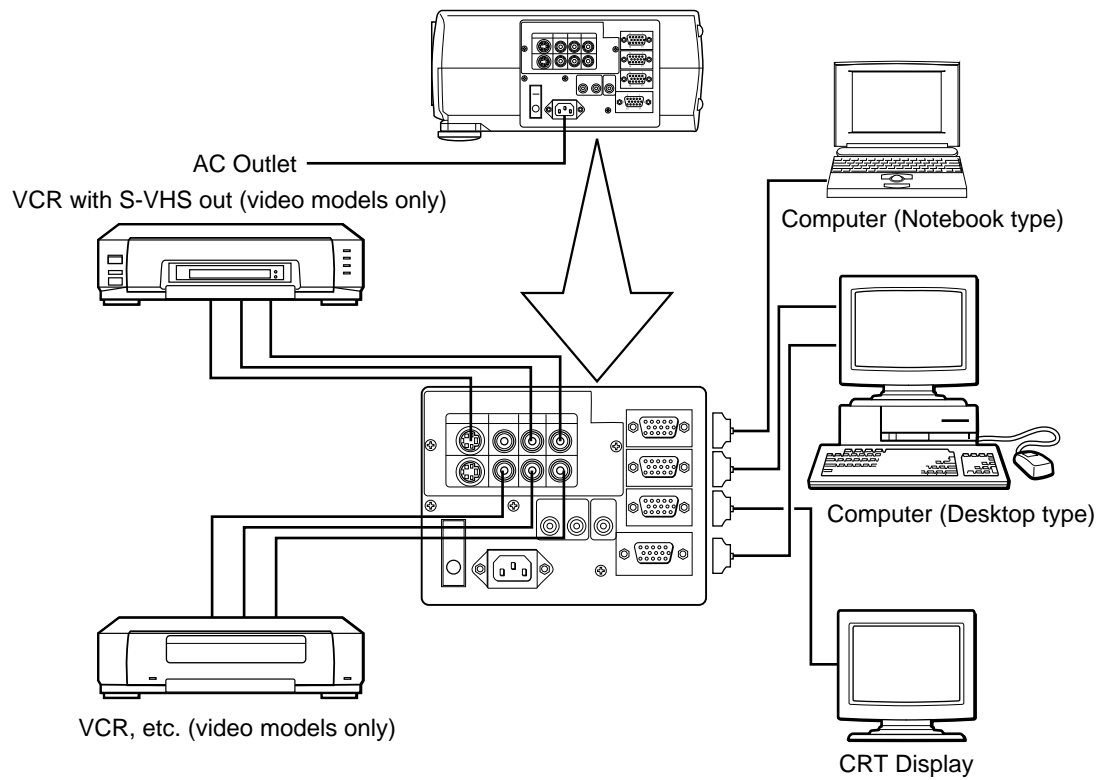
Command byte and data byte interval error

1. If the interval of bytes exceeds 500mS, the projector replies with '70H' + '70H'.
2. Projector waits 1 second for a return command from the computer.
3. If there is no command from the computer, the projector treats it as a framing error.

NOTE: The interval of command bytes and data bytes must be over 1mS and under 500mS. If it is under 1mS, it may be treated as a framing error. The interval between reply codes and other codes must be over 40mS.

System Setup

Typical system connections:



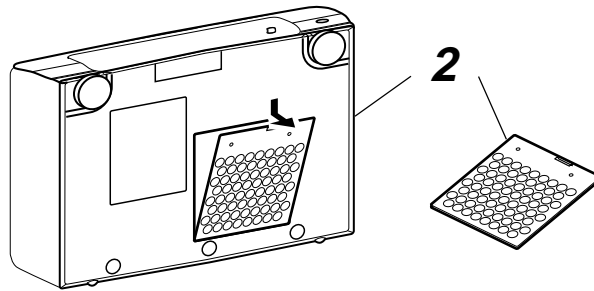
Caution Turn power off to all devices before connecting.
Refer to the instruction manual for each device before connecting.

Cleaning the air filter

Clean the air filter about every 100 hours of operation.

1 Turn off the **MAIN POWER** switch of the projector and pull out the power cord.

2 Remove the air filter from the bottom.



3 Clean the air filter using a vacuum cleaner.

If dirt is still present, wipe the air filter with a cloth moistened with water, or use a neutral detergent and wipe the filter dry with a dry cloth.

4 Re-install the air filter.

Caution If the air filter is filled with dust, etc., the protection circuit will turn the projector power off.

Lamp Replacement

The estimated operating time of the lamp is approximately 700 hours. The following symptoms indicate that the lamp should be replaced:

- A dark picture.
- “CHANGE THE LAMP” on-screen message.
- LAMP indicator glows red.

Contact your dealer for replacement lamps.

Troubleshooting

Check the following before asking for service.

If trouble continues, call your dealer or Proxima Technical Support.

Phone: 619-457-5500, Worldwide Web: <http://www.proxima.com>

Problem	Possible Cause	Action	Page
Power does not turn on.	•The Main power is not turned on.	•Turn the MAIN POWER switch on.	9
	•The power cord is disconnected.	•Insert the power cord into an AC socket.	6
No picture or sound.	•The setting of the input source is not correct.	•Set the correct input using the input select button of the projector or the remote control.	6, 7, 9
	•Wiring to the projector is not correct.	•Connect the cable correctly.	6, 24
Picture is displayed with no sound.	•Wiring to the projector is not correct.	•Connect the cable correctly.	6, 24
	•The volume is set to minimum.	•Press the VOL button.	6, 7
	•The unit is set in Mute mode.	•Press the MUTE button.	6, 7
Sound is heard with no picture.	•Wiring to the projector is not correct.	•Connect the cable correctly.	6, 24
	•The brightness is set too dark.	•Press the MENU button, select BRIGHT and press the ► button.	12, 13
Color is weak and tint is incorrect.	The color and tint have been adjusted incorrectly.	Adjust the color and tint.	12, 13
Picture is dark.	•The brightness and contrast have been adjusted incorrectly.	•Adjust the brightness and contrast.	12, 13
	•The lamp has not been adjusted.	•Replace the lamp with a new one.	26
Picture is not clear.	Focus is not correct.	Adjust the focus.	6, 7, 9
LAMP indicator glows red.	Trouble with the lamp.	Turn off the power and let it rest for 20 minutes. Then, turn the power on again.	11, 26
TEMP indicator glows red.	Inside of the projector is too hot.	Check the ventilation holes.	11
LAMP indicator blinks red.	Air filter is detached.	Reseat the air filter.	11, 26

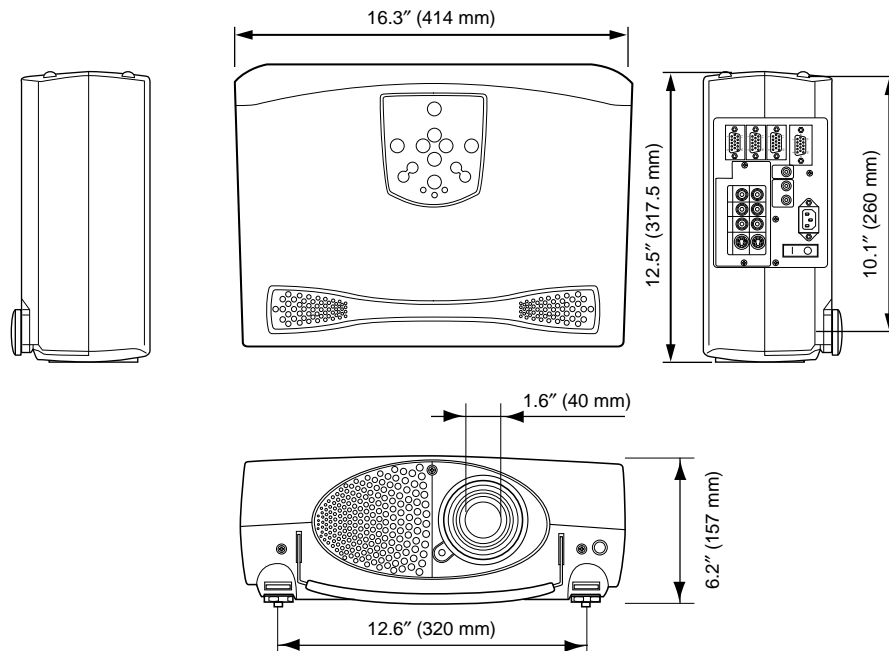
Specifications

• All specifications are subject to change without notice.

Product type		Liquid crystal projector
Model name		DP5800
Display system		3 sheets of liquid crystal panels, 3 primary color lights shutter system
Liquid crystal panel	Panel size	1.3 inches
	Drive system	TFT active matrix
	Number of pixels	(H800 x V600) 480,000 pixels
Lens		Zoom lens F=2.3 ~ 3.0 f=48.1 ~ 72.1mm
Lamp		Metal halide lamp 250W
Speaker		2W
Power supply		AC100 ~ 120V, 5A / AC220 ~ 240V, 2A
Power consumption		350W
Usable temperature range		32°F - 95°F (0°C - 35°C)
Dimensions		16.3" (W) × 6.2" (H) × 12.5" (D), 414 mm (W) x 157 mm (H) x 317.5 mm (D)
Weight		19 lbs. (8.5 kg)
Input/Output terminal	video signal input terminal	S VIDEO : Mini DIN4-pin terminal VIDEO : RCA Jack terminal AUDIO : RCA Jack terminal
	RGB input/output signal terminal	RGB signal : D-sub 15 pin terminal (Female) AUDIO : Stereo mini jack
	Control terminal	D-sub 15 pin shrink terminal (Male)
Accessories	Remote control..... 1 POWER cord 1 BATTERIES AA (or R6P) 2 VGA cable 1	MAC adaptor 1 Video/Audio cable 1 RS 232C cable 1 Mouse cable 2

Dimension diagram

All dimensions shown in inches. (mm)



Warranty and Servicing

Please read this operating guide before calling for service.
For warranty and service claims, please contact Proxima Corporation

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