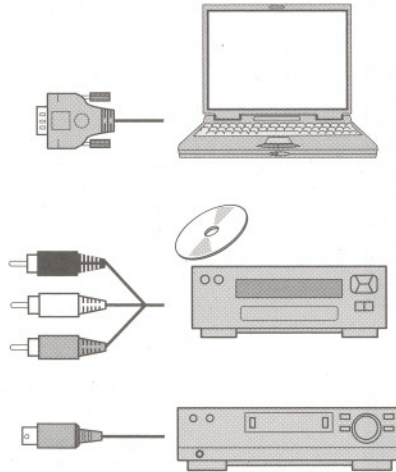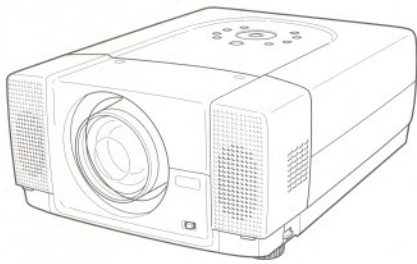# EIKI

Multimedia Projector

Quick Reference Guide

MODEL LC-X71
LC-X71L

Use this book as a reference guide when setting up the projector. For detailed information about installation, setup, and operation of the projector, refer to the owner's manual on the CD-ROM.

READ THE SAFETY INSTRUCTIONS IN THE OWNER'S MANUAL BEFORE USING THE PROJECTOR.

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NAME OF EACH PART OF PROJECTOR

FRONT OF CABINET

SPEAKERS

TOP CONTROLS AND INDICATORS

PROJECTION LENS
※ Optional: LC-X71L

⚠ CAUTION

Do not turn on the projector with the lens cap attached. High temperature from light beam may damage the lens cap and result in fire hazard.

LENS CAP
※ Optional: LC-X71L

AIR INTAKE VENT

BACK OF CABINET

POWER CORD CONNECTOR

TERMINALS AND CONNECTORS

INFRARED REMOTE RECEIVER

INFRARED REMOTE RECEIVER

EXHAUST VENT

⚠ HOT AIR EXHAUSTED !

Air blown from the exhaust vent is hot. When using or installing the projector, the following precautions should be taken.

● Do not put a flammable object near this vent.
● Keep the rear grills at least 3.3' (1 m) away from any object, especially from heat-sensitive objects.
● Do not touch this area, especially screws and metallic parts. This area will become hot when the projector is in use.

This projector detects internal temperature and automatically controls operating power of the cooling fans.

LAMP COVER

When attaching the Pj-to NetDirector (optional) to the projector, remove these parts. Refer to the owner's manual of the optional Pj-to NetDirector.

CARRYING HANDLE

BOTTOM OF CABINET

AIR INTAKE VENTS

This projector is equipped with the cooling fans for protecting from overheating. Pay attention to the followings to ensure proper ventilation and avoid a possible risk of fire and malfunction.
● Do not cover the vent slots.
● Keep this side clear of any objects. Obstructions may block cooling air.

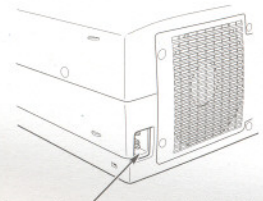ADJUSTABLE FEET AND FEET LOCK LATCHES

- 2 -

SETTING-UP PROJECTOR

CONNECTING AC POWER CORD

This projector uses nominal input voltages of 100-120 V or 200-240 V AC and it automatically selects correct input voltage. It is designed to work with single-phase power systems having a grounded neutral conductor. To reduce risk of electrical shock, do not plug into any other type of power system.
If you are not sure of the type of power being supplied, consult your authorized dealer or service station.
Connect the projector with all peripheral equipment before turning it on.

⚠ CAUTION

For safety, unplug the AC power cord when the projector is not in use. When the projector is connected to an outlet with the AC power cord, it is in stand-by mode and consumes a little electric power.

Connect AC power cord (supplied) to the projector.
The AC outlet must be near this equipment and must be easily accessible.

NOTE ON POWER CORD

AC power cord must meet the requirements of the country where you use the projector.
Confirm the AC plug type with the chart below and a proper AC power cord must be used.
If the supplied AC power cord does not match your AC outlet, contact your sales dealer.

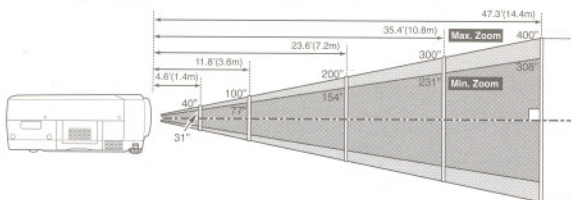| Projector side	AC Outlet side	
	For the U.S.A. and Canada	For Continental Europe
To POWER CORD CONNECTOR on your projector.	Ground To the AC Outlet. (120 V AC)	To the AC Outlet. (200 - 240 V AC)

POSITIONING PROJECTOR

NOTE: The figures below are only for the Model LC-X71.
The projection lens is not provided with the Model LC-X71L.

● This projector is designed to project on a flat projection surface.
● Projector can be focused from 4.6' (1.4 m) ~ 48.2' (14.7 m).
● Refer to the figure below to adjust the screen size.

A ROOM LIGHT
Brightness in a room has a great influence on the picture quality. It is recommended to limit ambient lighting in order to provide the best image.

47.3'(14.4m)
35.4'(10.8m) Max. Zoom 400"
23.6'(7.2m) 300"
11.8'(3.6m) 200"
4.6'(1.4m) 308"
100" 231"
40" 154"
77"
31"

Screen Size	Max. Zoom	40"	100"	150"	200"	250"	300"	400"
	Min. Zoom	31"	77"	115"	154"	192"	231"	308"
Distance		4.6' (1.4 m)	11.8' (3.6 m)	17.7' (5.4 m)	23.6' (7.2 m)	29.5' (9.0 m)	35.4' (10.8 m)	47.3' (14.4 m)

LENS SHIFT ADJUSTMENT
Projection lens can be moved up and down with the motor-driven Lens shift function. This function makes it easy to provide projected image where you want. The U/D ratio can be adjusted 10:0 ~ 1:1 (see the figure below).

Highest (10 : 0)   ⟵⟶   **Lowest (1 : 1)**

10 : 0   10 : 0   1 1
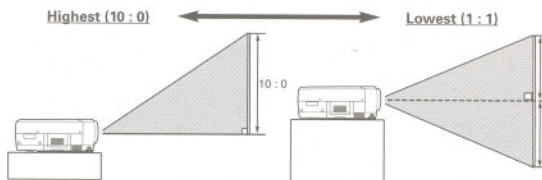
LENS INSTALLATION

Before setting up the projector, install a projection lens on the projector.

1. Before installation, check the area where the projector is used and prepare a suitable lens. For the specifications of a projection lens, contact sales dealer where you purchased the projector.
2. For installation, refer to the installation manual of the optional lens.

✔Note:
• When installing the lens, remove the cover cap of the projector.

COVER CAP

- 3 -
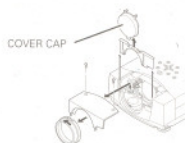
ADJUSTABLE FEET

Projection angle can be adjusted up to 10.5 degrees with the ADJUSTABLE FEET.

1 Lift the front of the projector and pull the FEET LOCK LATCHES in each side of the projector.

2 Release the FEET LOCK LATCHES to lock the ADJUSTABLE FEET and rotate the ADJUSTABLE FEET to a proper hight, and tilt.

3 To retract the ADJUSTABLE FEET, lift the front of the projector and pull and undo the FEET LOCK LATCHES.

ADJUSTABLE FEET

FEET LOCK LATCHES
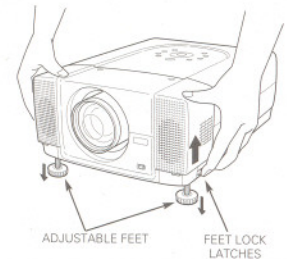
INSTALLING PROJECTOR IN PROPER POSITION

Install the projector properly. Improper installation may reduce the lamp life and cause a fire hazard.
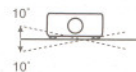
10°
10°
Do not tilt the projector more than 10 degrees from side to side.

NO SIDEWAYS
Do not put the projector on either side to project an image.

MOVING PROJECTOR

Use the Carrying Handle when moving the projector.

Replace the lens cap and retract the ADJUSTABLE FEET when moving the projector to prevent damages to the lens and cabinet.

When this projector is not in use for an extended period, put it into a suitable case (not supplied with this projector).

⚠ **CAUTION IN CARRYING OR TRANSPORTING A PROJECTOR**

● Do not drop or bump the projector, otherwise damages or malfunctions may result.
● When carrying the projector, use a suitable carrying case.
● Do not transport the projector by courier or any other transport service in an unsuitable transport case. This may cause damage to the projector. To transport the projector by courier or any other transport service, consult your dealer for the best way.

TERMINALS OF PROJECTOR

This projector has input and output terminals on its back for connecting computers and video equipment.

COMPUTER AUDIO INPUT 1/ AUDIO MONITOR OUTPUT JACK
This terminal is switchable and can be used as Computer Audio Input 1 or Audio Monitor Output (variable). Set up the terminal as either Computer Audio Input 1 or Audio Monitor Output properly before using this terminal.

COMPUTER INPUT/MONITOR OUTPUT TERMINAL (ANALOG)
This terminal is switchable and can be used as Computer Input or Monitor Output. Set up the terminal as either Computer Input or Monitor Output properly before using this terminal.
Note: This terminal outputs from the 5 BNC type computer input on INPUT 2 jacks only.

COMPUTER INPUT TERMINAL (DIGITAL)
Connect a computer output (Digital DVI-D type) to this terminal.
The HD (HDCP Compatible) signal can also be connected.

COMPUTER AUDIO INPUT 2 JACK
Connect an audio output (stereo) from a computer to this jack.

R/C JACK
When using the remote control as wired, connect the remote control to this jack with a remote control cable (optional).

USB CONNECTOR (Series B)
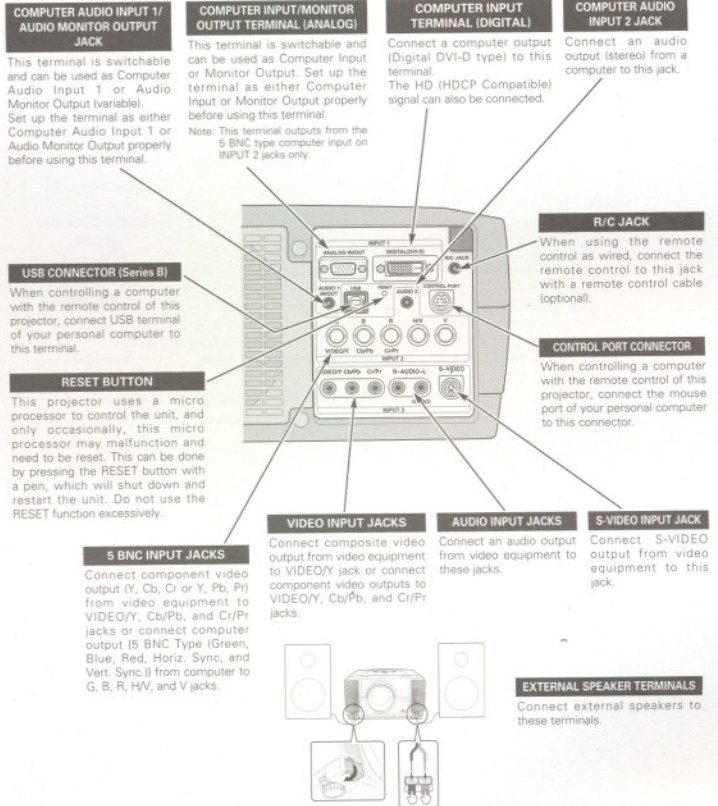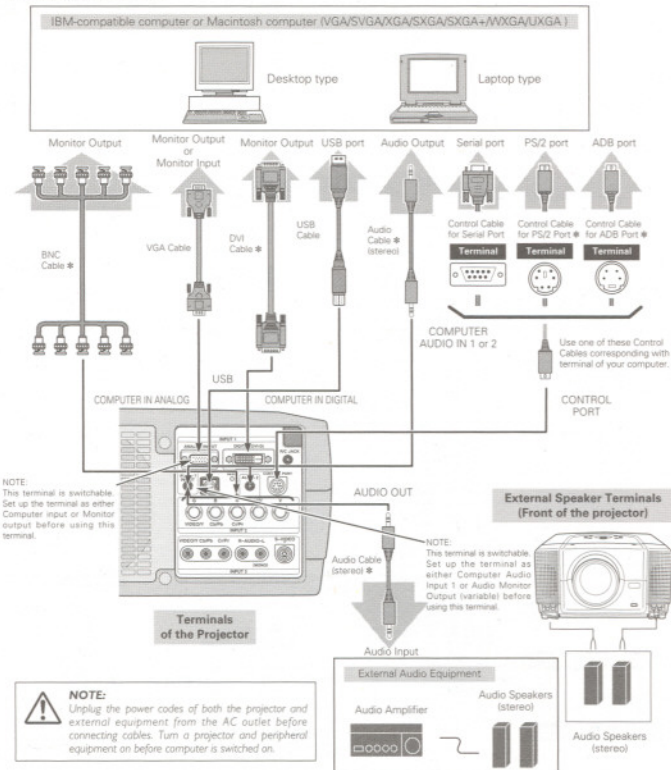When controlling a computer with the remote control of this projector, connect USB terminal of your personal computer to this terminal.

RESET BUTTON
This projector uses a micro processor to control the unit, and only occasionally, this micro processor may malfunction and need to be reset. This can be done by pressing the RESET button with a pen, which will shut down and restart the unit. Do not use the RESET function excessively.

CONTROL PORT CONNECTOR
When controlling a computer with the remote control of this projector, connect the mouse port of your personal computer to this connector.

5 BNC INPUT JACKS
Connect component video output (Y, Cb, Cr or Y, Pb, Pr) from video equipment to VIDEO/Y, Cb/Pb, and Cr/Pr jacks or connect computer output (5 BNC Type (Green, Blue, Red, Horiz. Sync, and Vert. Sync.)) from computer to G, B, R, H/V, and V jacks.

VIDEO INPUT JACKS
Connect composite video output from video equipment to VIDEO/Y jack or connect component video outputs to VIDEO/Y, Cb/Pb, and Cr/Pr jacks.

AUDIO INPUT JACKS
Connect an audio output from video equipment to these jacks.

S-VIDEO INPUT JACK
Connect S-VIDEO output from video equipment to this jack.

EXTERNAL SPEAKER TERMINALS
Connect external speakers to these terminals.

CONNECTING TO COMPUTERS

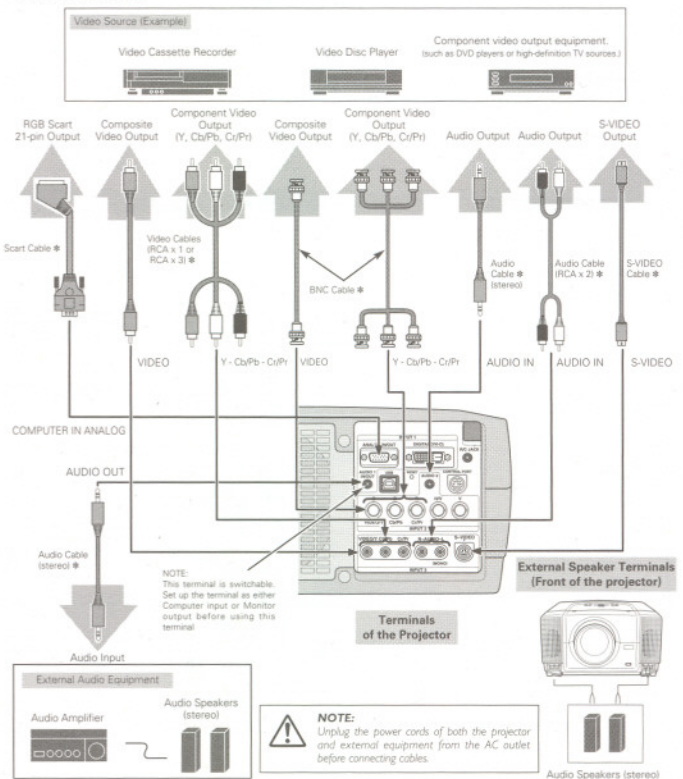**Cables used for connection** (✽ = Cables or adapters not supplied with this projector.)
● VGA Cable (HDB 15 pin)
● DVI-Digital Cable (for Single Link T.M.D.S.) ✽
● BNC Cable ✽
● Control Cable for Serial Port
● Control Cable for PS2 Port ✽, or ADB Port ✽
● USB Cable
● Audio Cables (Mini Plug (stereo) x 2) ✽

IBM-compatible computer or Macintosh computer (VGA/SVGA/XGA/SXGA/SXGA+/WXGA/UXGA)

Desktop type   Laptop type

Monitor Output Monitor Output or Monitor Input Monitor Output USB port Audio Output Serial port PS/2 port ADB port

BNC Cable ✽ VGA Cable DVI Cable ✽ USB Cable Audio Cable (stereo)

Control Cable for Serial Port — Terminal
Control Cable for PS/2 Port ✽ — Terminal
Control Cable for ADB Port ✽ — Terminal

COMPUTER AUDIO IN 1 or 2

Use one of these Control Cables corresponding with terminal of your computer.

COMPUTER IN ANALOG   COMPUTER IN DIGITAL   CONTROL PORT

USB

NOTE:
This terminal is switchable. Set up the terminal as either Computer input or Monitor output before using this terminal.

AUDIO OUT

External Speaker Terminals (Front of the projector)

NOTE:
This terminal is switchable. Set up the terminal as either Computer Audio Input 1 or Audio Monitor Output (variable) before using this terminal.

Terminals of the Projector

Audio Cable (stereo) ✽

Audio Input

External Audio Equipment

Audio Amplifier   Audio Speakers (stereo)   Audio Speakers (stereo)

⚠ NOTE:
Unplug the power codes of both the projector and external equipment from the AC outlet before connecting cables. Turn a projector and peripheral equipment on before computer is switched on.
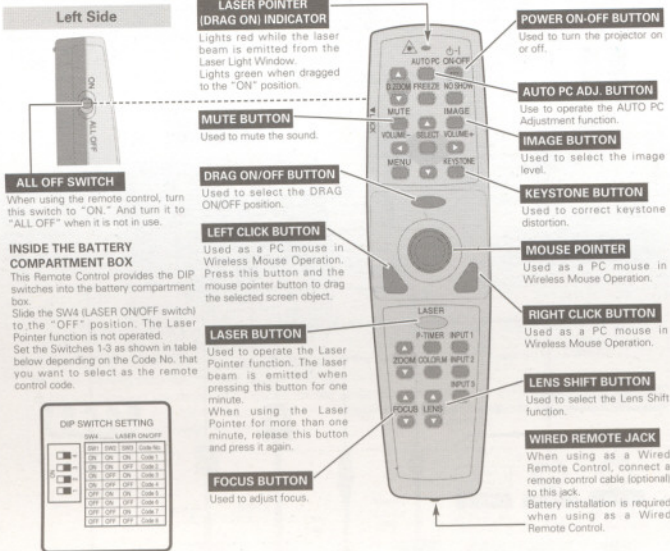
CONNECTING TO VIDEO EQUIPMENT

Cables used for connection (✽ = Cables not supplied with this projector.)
● Video Cable (RCA x 1 or RCA x 3) ✽
● BNC Cable ✽
● S-VIDEO Cable ✽
● Audio Cable (RCA x 2) ✽
● Audio Cable (Mini Plug (stereo)) ✽
● Scart Cable ✽

Video Source (Example)

Video Cassette Recorder   Video Disc Player   Component video output equipment. (such as DVD players or high-definition TV sources.)

RGB Scart 21-pin Output Composite Video Output Component Video Output (Y, Cb/Pb, Cr/Pr) Composite Video Output Component Video Output (Y, Cb/Pb, Cr/Pr) Audio Output Audio Output S-VIDEO Output

Scart Cable ✽ Video Cables (RCA x 1 or RCA x 3) ✽ BNC Cable ✽ Audio Cable (stereo) Audio Cable (RCA x 2) ✽ S-VIDEO Cable ✽

VIDEO   Y - Cb/Pb - Cr/Pr   VIDEO   Y - Cb/Pb - Cr/Pr   AUDIO IN   AUDIO IN   S-VIDEO

COMPUTER IN ANALOG

AUDIO OUT

NOTE:
This terminal is switchable. Set up the terminal as either Computer input or Monitor output before using this terminal.

Audio Cable (stereo) ✽

Audio Input

External Audio Equipment

Audio Amplifier   Audio Speakers (stereo)

External Speaker Terminals (Front of the projector)

Terminals of the Projector

Audio Speakers (stereo)

⚠ NOTE:
Unplug the power cords of both the projector and external equipment from the AC outlet before connecting cables.

Left Side

ALL OFF SWITCH
When using the remote control, turn this switch to "ON." And turn it to "ALL OFF" when it is not in use.

INSIDE THE BATTERY COMPARTMENT BOX
This Remote Control provides the DIP switches into the battery compartment box.
Slide the SW4 (LASER ON/OFF switch) to the "OFF" position. The Laser Pointer function is not operated.
Set the Switches 1-3 as shown in table below depending on the Code No. that you want to select as the remote control code.

DIP SWITCH SETTING

SW4			
LASER ON/OFF			
SW4	SW2	SW3	Code No.
ON	ON	ON	Code 1
ON	ON	OFF	Code 2
ON	OFF	ON	Code 3
ON	OFF	OFF	Code 4
OFF	ON	ON	Code 5
OFF	ON	OFF	Code 6
OFF	OFF	ON	Code 7
OFF	OFF	OFF	Code 8

LASER POINTER (DRAG ON) INDICATOR
Lights red while the laser beam is emitted from the Laser Light Window.
Lights green when dragged to the "ON" position.

MUTE BUTTON
Used to mute the sound.

DRAG ON/OFF BUTTON
Used to select the DRAG ON/OFF position.

LEFT CLICK BUTTON
Used as a PC mouse in Wireless Mouse Operation. Press this button and the mouse pointer button to drag the selected screen object.

LASER BUTTON
Used to operate the Laser Pointer function. The laser beam is emitted while pressing this button for one minute.
When using the Laser Pointer for more than one minute, release this button and press it again.

FOCUS BUTTON
Used to adjust focus.

POWER ON-OFF BUTTON
Used to turn the projector on or off.

AUTO PC ADJ. BUTTON
Use to operate the AUTO PC Adjustment function.

IMAGE BUTTON
Used to select the image level.

KEYSTONE BUTTON
Used to correct keystone distortion.

MOUSE POINTER
Used as a PC mouse in Wireless Mouse Operation.

RIGHT CLICK BUTTON
Used as a PC mouse in Wireless Mouse Operation.

LENS SHIFT BUTTON
Used to select the Lens Shift function.

WIRED REMOTE JACK
When using as a Wired Remote Control, connect a remote control cable (optional) to this jack.
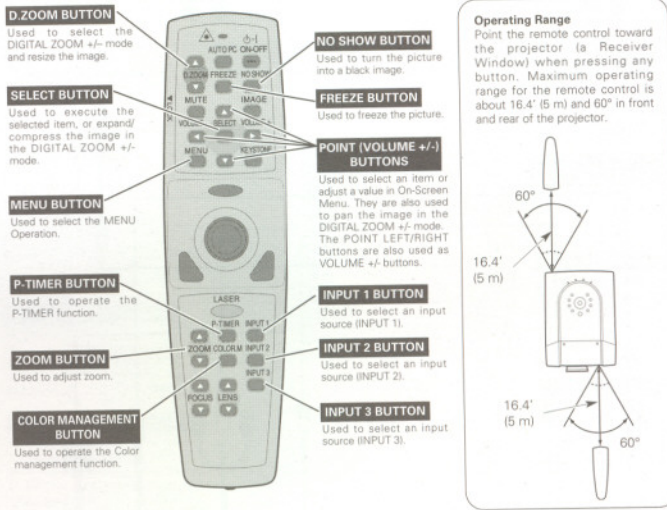Battery installation is required when using as a Wired Remote Control.
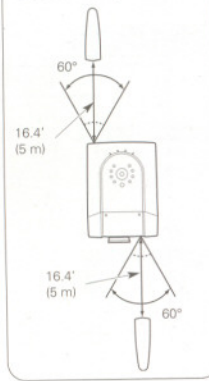
LASER POINTER FUNCTION

This remote control emits laser beam from the Laser Light Window when used as a Laser Pointer. When the LASER button is pressed, the laser light goes on. When the LASER button is being pressed for more than one minute or when it is released, the light goes off. The LASER POINTER INDICATOR lights RED and the LASER is emitted with RED light to indicate the laser beam is being emitted.
The Laser emitted is the Cass II laser. Do not look into the Laser Light Window or shine laser beam onto yourself or other people. The three marks shown below are caution labels for the laser beam.
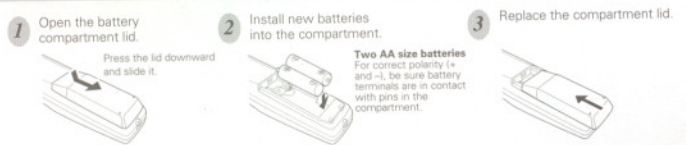
CAUTION: Use of controls, adjustments, or performance of procedures other than those specified herein may result in hazardous radiation exposure.

These caution labels are put on the remote control.

LASER POINTER INDICATOR

LASER LIGHT WINDOW

CAUTION
LASER RADIATION
DO NOT STARE INTO BEAM
CLASS II LASER PRODUCT

D.ZOOM BUTTON
Used to select the DIGITAL ZOOM +/- mode and resize the image.

SELECT BUTTON
Used to execute the selected item, or expand/compress the image in the DIGITAL ZOOM +/- mode.

MENU BUTTON
Used to select the MENU Operation.

P-TIMER BUTTON
Used to operate the P-TIMER function.

ZOOM BUTTON
Used to adjust zoom.

COLOR MANAGEMENT BUTTON
Used to operate the Color management function.

NO SHOW BUTTON
Used to turn the picture into a black image.

FREEZE BUTTON
Used to freeze the picture.

POINT (VOLUME +/-) BUTTONS
Used to select an item or adjust a value in On-Screen Menu. They are also used to pan the image in the DIGITAL ZOOM +/- mode. The POINT LEFT/RIGHT buttons are also used as VOLUME +/- buttons.

INPUT 1 BUTTON
Used to select an input source (INPUT 1).

INPUT 2 BUTTON
Used to select an input source (INPUT 2).

INPUT 3 BUTTON
Used to select an input source (INPUT 3).

Operating Range
Point the remote control toward the projector (a Receiver Window) when pressing any button. Maximum operating range for the remote control is about 16.4' (5 m) and 60° in front and rear of the projector.
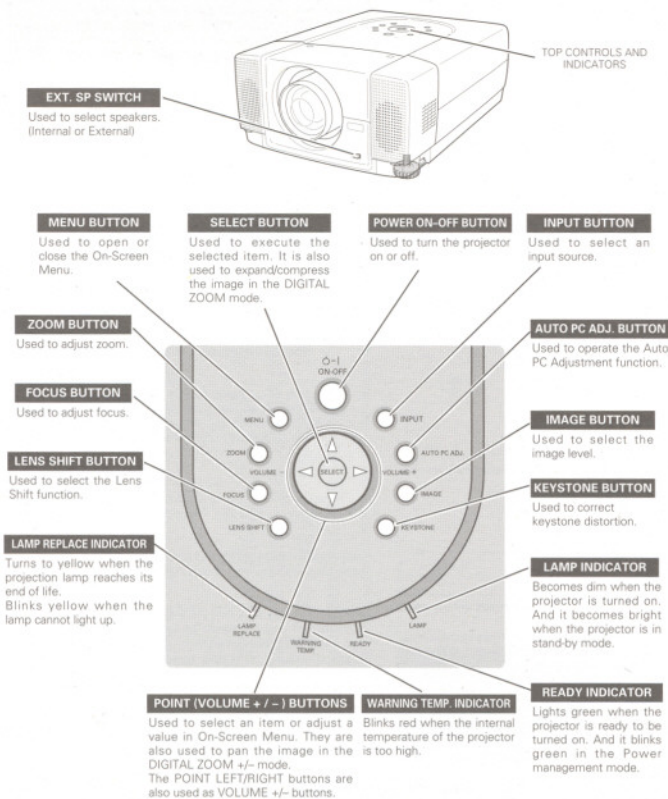
60°
16.4' (5 m)
16.4' (5 m)
60°

REMOTE CONTROL BATTERIES INSTALLATION

1 Open the battery compartment lid.
Press the lid downward and slide it.

2 Install new batteries into the compartment.
Two AA size batteries
For correct polarity (+ and –), be sure battery terminals are in contact with pins in the compartment.

3 Replace the compartment lid.

To insure safe operation, please observe following precautions:
● Use two (2) AA or LR6 type alkaline batteries.
● Always replace batteries in sets.
● Do not use a new battery with an used battery.
● Avoid contact with water or liquid.
● Do not expose the remote control to moisture, or heat.
● Do not drop the remote control.
● If a battery has leaked on the remote control, carefully wipe the case clean and install new batteries.
● Danger of explosion if battery is incorrectly replaced.
● Dispose of used batteries according to batteries manufacturers instructions and local rules.

TOP CONTROLS AND INDICATORS

This projector has CONTROL BUTTONS (TOP CONTROLS) and INDICATORS on its top.

TOP CONTROLS AND INDICATORS

EXT. SP SWITCH
Used to select speakers. (Internal or External)

MENU BUTTON
Used to open or close the On-Screen Menu.

ZOOM BUTTON
Used to adjust zoom.

FOCUS BUTTON
Used to adjust focus.

LENS SHIFT BUTTON
Used to select the Lens Shift function.

LAMP REPLACE INDICATOR
Turns to yellow when the projection lamp reaches its end of life.
Blinks yellow when the lamp cannot light up.

SELECT BUTTON
Used to execute the selected item. It is also used to expand/compress the image in the DIGITAL ZOOM mode.

POWER ON-OFF BUTTON
Used to turn the projector on or off.

INPUT BUTTON
Used to select an input source.

AUTO PC ADJ. BUTTON
Used to operate the Auto PC Adjustment function.

IMAGE BUTTON
Used to select the image level.

KEYSTONE BUTTON
Used to correct keystone distortion.

LAMP INDICATOR
Becomes dim when the projector is turned on. And it becomes bright when the projector is in stand-by mode.

POINT (VOLUME + / –) BUTTONS
Used to select an item or adjust a value in On-Screen Menu. They are also used to pan the image in the DIGITAL ZOOM +/- mode.
The POINT LEFT/RIGHT buttons are also used as VOLUME +/- buttons.

WARNING TEMP. INDICATOR
Blinks red when the internal temperature of the projector is too high.

READY INDICATOR
Lights green when the projector is ready to be turned on. And it blinks green in the Power management mode.
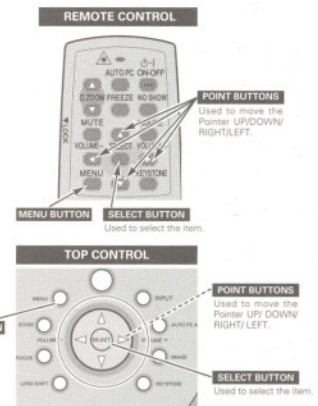

ON-SCREEN MENU

HOW TO OPERATE ON-SCREEN MENU

You can control and adjust this projector with On-Screen Menu. For details, refer to the owner's manual.

1. DISPLAY MENU
Press the MENU button to display the On-Screen Menu.

2. MOVING POINTER
Move the pointer (✳ see below) or adjust a value of an item by pressing the POINT buttons on the top control or on the remote control.

✳ The Pointer is an icon in the On-Screen Menu for selecting an item. See figures in "FLOW OF ON-SCREEN MENU OPERATION" below.

3. SELECT ITEMS
Select an item or set the selected function by pressing the SELECT button.

REMOTE CONTROL

POINT BUTTONS
Used to move the Pointer UP/DOWN/RIGHT/LEFT.

MENU BUTTON

SELECT BUTTON
Used to select the item.

TOP CONTROL

MENU BUTTON

POINT BUTTONS
Used to move the Pointer UP/DOWN/RIGHT/LEFT.

SELECT BUTTON
Used to select the item.

FLOW OF ON-SCREEN MENU OPERATION

Display ON-SCREEN MENU

1 Press the MENU button to display the On-Screen Menu (a MENU BAR). A red frame is a POINTER.

Select Menu to be adjusted

2 Move the POINTER (red frame) to a MENU ICON that you want to select by pressing the POINT RIGHT/LEFT buttons.

Control or adjust items through ON-SCREEN MENU

3 Press the POINT UP/DOWN buttons and move the POINTER (red frame or red arrow) to an ITEM that you want to adjust, and then press the SELECT button to show the ITEM DATA.

4 Adjust the ITEM DATA by pressing the POINT RIGHT/LEFT buttons.

MENU BAR **MENU ICON**
Contrast Auto

POINTER (red frame)
Press the POINT UP/DOWN buttons to move the POINTER.

ITEM

POINTER (red frame)

SELECT BUTTON

Contrast Image1

ITEM DATA
Press the POINT LEFT/RIGHT buttons to adjust a value or set a function.

TURNING ON / OFF PROJECTOR

TURNING ON THE PROJECTOR

1. Complete peripheral connections (with a computer, VCR, etc.) before turning on the projector.

2. Connect the projector's AC power cord into an AC outlet. The LAMP indicator lights RED, and the READY indicator lights GREEN.

3. Press the POWER ON-OFF button on the top control or on the remote control. The LAMP indicator dims, and the cooling fans start to operate. The preparation display appears on the screen and the countdown starts.

4. After the countdown, the input source that was selected the last time and the Lamp control status icon appear on the screen.

   If the projector is locked with a PIN code, a PIN code Input Dialog Box appears. Enter a PIN code as instructed below.

16
EIKI

The preparation display disappears after 30 seconds.

Selected Input Source and Lamp control

Input 1
RGB (PC analog)

— Lamp control status

To Enter a PIN code

Select a number by pressing the POINT LEFT/RIGHT button and fix the number with the SELECT button. The number changes to "✳." If you fixed a wrong number, move the pointer to "Set" or "Clear" once by pressing the POINT DOWN button, then return to "PIN code." Enter the correct number.

Repeat this step to complete entering a four-digit number.

When the four-digit number is fixed, the pointer automatically moves to "Set." Press the SELECT button so that you can start to operate the projector.

If you entered a wrong PIN code, "PIN code" and the number (✳✳✳✳) turn red and disappear. Enter a PIN code all over again.

PIN code Input Dialog Box

PIN code — Pointer
Set
Clear

PIN code
Set
Clear

OK — After the OK icon disappears, you can operate the projector.

What is PIN code?

PIN (Personal Identification Number) code is a security code that allows the person who knows it to operate the projector. Setting a PIN code prevents unauthorized use of the projector.

A PIN code consists of a four digit number. Refer to PIN code lock function in SETTING Menu in the owner's manual for locking the operation of the projector with your PIN code.

⚠ **CAUTION ON HANDLING PIN CODE**
If you forget your PIN code, the projector can no longer be started. Take special care in setting a new PIN code; write down the number in a column on page 60 of the owner's manual and keep it at hand. Should the PIN code be missing or forgotten, consult your dealer or service center.

TURNING OFF THE PROJECTOR

1. Press the POWER ON-OFF button on the top control or on the remote control, and "Power off?" appears on the screen.

2. Press the POWER ON-OFF button again to turn off the projector. The LAMP Indicator lights bright and the READY Indicator turns off. After the projector is turned off, the cooling fans operate (for 90 seconds). During this "cooling down" period, the projector cannot be turned on.

3. When the projector has cooled down, the READY Indicator lights GREEN again and you can turn projector on. After cooling down completely, unplug the AC power cord.
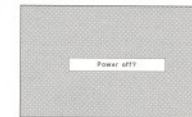
Power off?

"Power off?" disappears after 4 seconds.

⚠ TO MAINTAIN THE LIFE OF LAMP, ONCE YOU TURN THE PROJECTOR ON, WAIT AT LEAST FIVE MINUTES BEFORE TURNING IT OFF.
DO NOT UNPLUG THE AC POWER CORD WHILE COOLING FANS ARE RUNNING OR BEFORE THE READY INDICATOR LIGHTS GREEN AGAIN. OTHERWISE IT WILL RESULT IN SHORTENING THE LAMP LIFE.

✔**Note:**
• The projector cannot be turned on during the cooling period with the READY indicator turned off. You can turn it on again after the READY indicator becomes GREEN again.
• When the On start function is "On," this projector is turned on automatically by connecting the AC power cord to an AC outlet.
• Continuous use may result in shortening the lamp life. Turn off the projector and rest it for about an hour in every 24 hours.
• The running speed of cooling fans is changed according to the temperature inside the projector.
• If the WARNING TEMP indicator blinks RED, see "WARNING TEMP INDICATOR" in the owner's manual.

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