

## Media Card Imager Kit

MODEL EVW-100

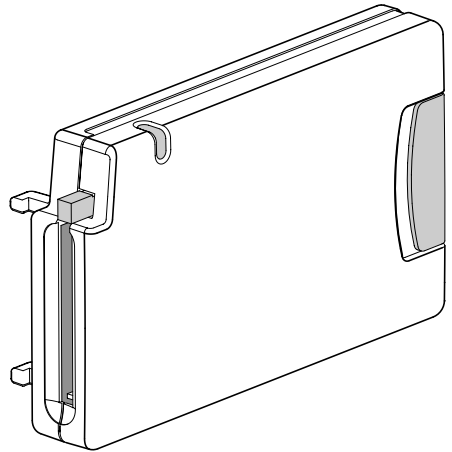
### INSTALLATION AND OPERATION OF THE IMAGER BOX

This Media Card Imager kit is an optional kit to project image data in various format and files created with Microsoft PowerPoint with our projector. Image data can be easily projected just by attaching the Imager Box to a projector without any connection with a computer.

This kit is only used for our projectors that have a terminal for the Imager Box.

This manual explains the installation of the Imager Box and its operation.

The data played back through the Imager Box is edited with Media Card Imager software included in the kit. For operation of the software, refer to separately included "Media Card Imager" Owner's Manual.



## OWNER'S MANUAL

English

Français

Español

Deutsch

Italiano

日本語

# Compliances

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## **Federal Communication Commission Notice**

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generated, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures :

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Do not make any changes or modifications to the equipment unless otherwise specified in the manual. If such changes or modifications should be made, you could be required to stop operation of the equipment.

## **Trademark**

Microsoft, Windows, and PowerPoint are registered trademarks of Microsoft Corp. in the U.S.A.

Microdrive is a trademark of IBM in the U.S.A.

CompactFlash is a trademark of SanDisk Corporation in the U.S.A.

Each name of corporations or products in Owner's Manual is a trademark or a registered trademark of its respective corporation.

# Table of Contents

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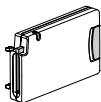
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## Contents of Media Card Imager Kit

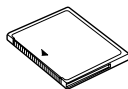
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The package contains following items. Make sure you have all of it.

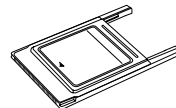
Imager Box



CompactFlash  
(CF) Card



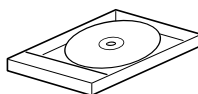
CF Card Adapter



Media Card Imager Kit  
Owner's Manual (this  
manual)



\*CD-ROM



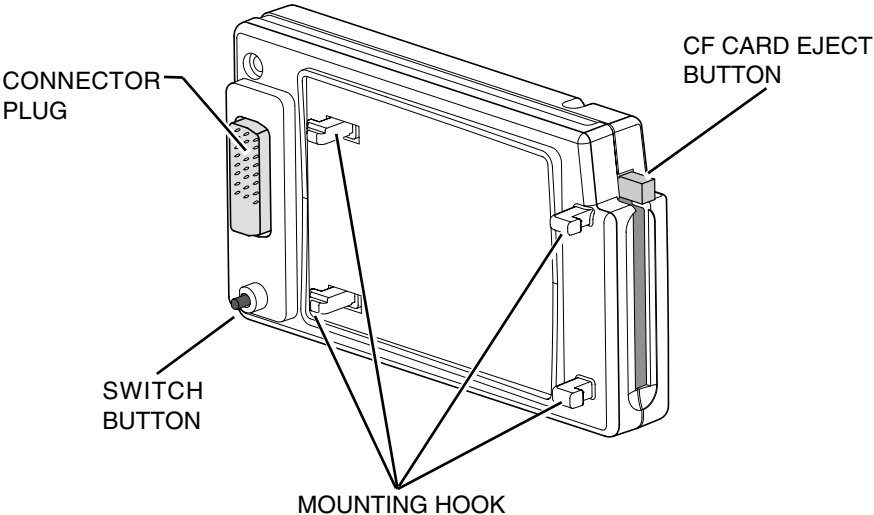
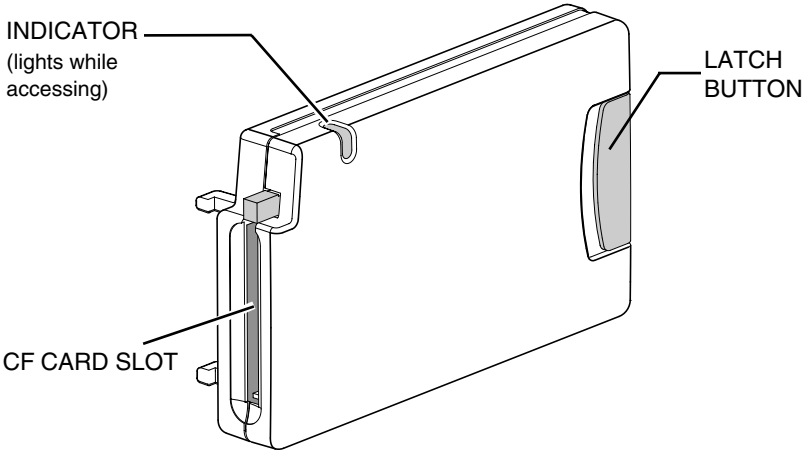
\*MediaCard Imager  
Owner's Manual



\*Those are used for editing image data played back with the Imager Box.

# Name of Each Part of Imager Box

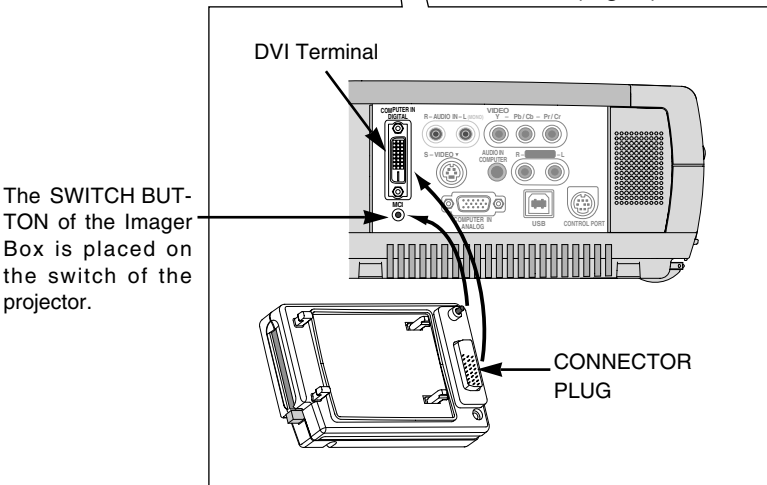
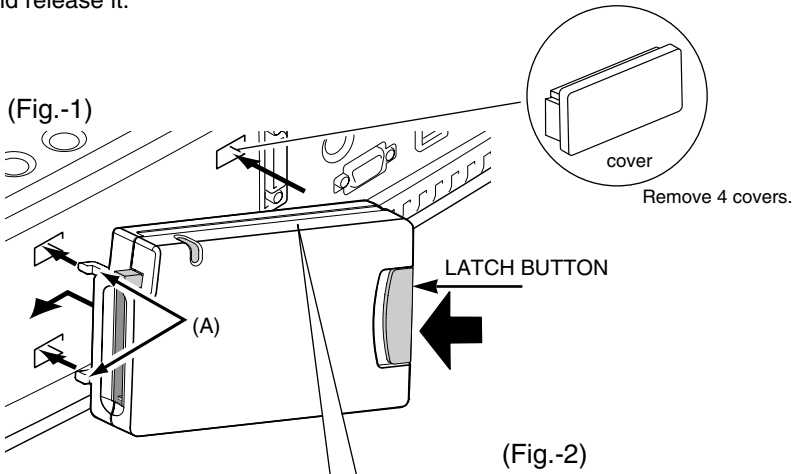
Imager Box



# Attach Imager Box to Projector

**CAUTION :** Turn off the projector when attaching the Imager Box to the projector.  
Do not attach or remove while the projector is turned on. It may damage the equipment.

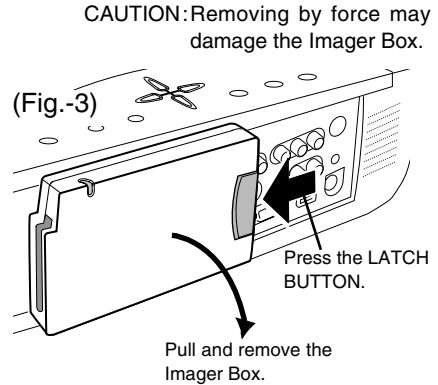
- 1 Remove 4 covers attached to a projector. Insert the MOUNTING HOOKS (A) into the projector to the arrow direction. (Fig.-1)
- 2 Plug the CONNECTOR PLUG into the DVI Terminal of the projector while pressing the Imager Box LATCH BUTTON, and release it.



# Remove Imager Box from Projector

**CAUTION :** Do not remove the Imager Box from the projector while the projector is on. It may damage data in a memory card and the card itself.

Press the LATCH BUTTON to the arrow direction. Then pull and remove the Imager Box.



# Load and Remove CF Card

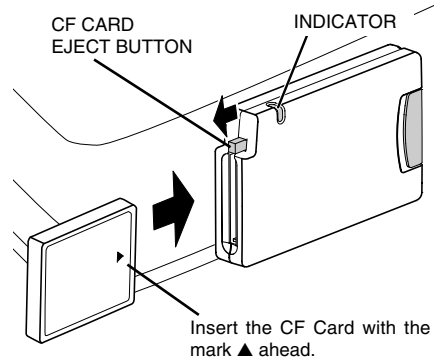
## Load CF Card

Insert the CF Card into the CF Card slot of the Imager Box until the EJECT BUTTON pops out.

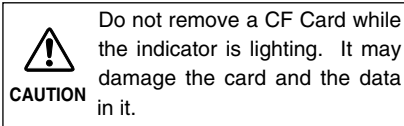
- Do not insert it in the wrong way. It may damage the equipment.

## Remove CF Card

- 1** Press the CF CARD EJECT BUTTON. The CF Card is released.
- 2** Pull out the CF Card from the Imager Box.



(Fig.-4)



# Use CF Card Adapter

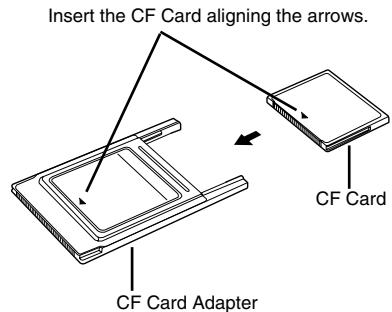
CF Card Adapter is used when a CF Card is loaded into the PC card slot of a computer. You can write and rewrite data into the CF Card with the Adapter through the PC card slot of a computer. For operation, refer to the "Media Card Imager" Owner's Manual.

## Attach CF Card

Insert the CF Card firmly into the CF Card Adapter, aligning the arrows on the CF Card and the adapter.

## Remove CF Card

Pull the CF Card straight out.



## IMPORTANT NOTE

Data stored on a CF Card may be damaged or lost due to physical damage to the CF Card or accidental erasure. It is recommended that any important data should be copied as a backup onto separate media, such as a floppy disk, a hard disk, or a MO disk, etc. We shall not be liable for any damage or loss of profits arising from the loss of data caused by the misoperation or the damage to a CF Card or its appliances.

The following may result in damaged or lost data:

- Misoperation of the CF Card.
- Turning off the projector or the computer or removing the CF Card / Adapter while the CF Card is in access operations (writing, reading, or deleting the files).
- Exposure to a strong static electric charge.
- The CF Card has reached the end of its life.

# Handle CF Card and Adapter

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- CF Cards / Adapters are high-precision electronic devices. Do not bend, drop, apply strong forces or shock or place it where a strong static electrical charge may be generated.
- Do not touch the surface of the contact area with your fingers or allow it to be stained with foreign materials.
- Do not attempt to disassemble or alter CF Cards.
- Moving CF Card rapidly between hot and cold temperatures may cause condensation (water droplets) to form on it, leading to malfunctions. Avoid this problem by placing the CF Card in a plastic bag and letting it slowly adjust to temperature changes before removing it from the bag. If condensation should occur, maintain the CF Card at a constant temperature and let the moisture evaporate naturally.
- Store CF Cards / Adapters in the protective case.
- Do not use or store CF Cards / Adapters in places subject to the following conditions:
  - strong magnetic fields
  - abundant dirt or dust
  - high temperatures, high humidity

## ENVIRONMENT of CF Card operation

Operating Temperature : 41 °F ~ 95 °F (5 °C ~ 35 °C)

Storage Temperature : 14 °F ~ 140 °F (-10 °C ~ 60 °C)



# Specifications

## ■ Imager Box

<b>Dimensions (W x H x D)</b>	4.61" x 2.76" x 0.75" (117mm x 70mm x 19mm) (not including MOUNTING HOOKs)
<b>Weight</b>	5.29 oz (150g)
<b>Operating Voltage</b>	DC 5V 450mA, DC 3.3V 600mA
<b>Available Memory Card</b>	We recommend you to use a CF card that comes with this kit. The following memory cards can also be used. • Microdrive (lower than 1GB)  We do not guarantee use of any memory card except for the above. Some memory cards may not operate properly.

## ■ CompactFlash Card Adapter (ATA standard Type-II)

NOTE ; This adapter cannot be used for other memory cards.

## ■ CompactFlash (16MB)

The specifications are subject to change without notice.



# IMAGE PLAYBACK (OPERATING PROJECTOR)

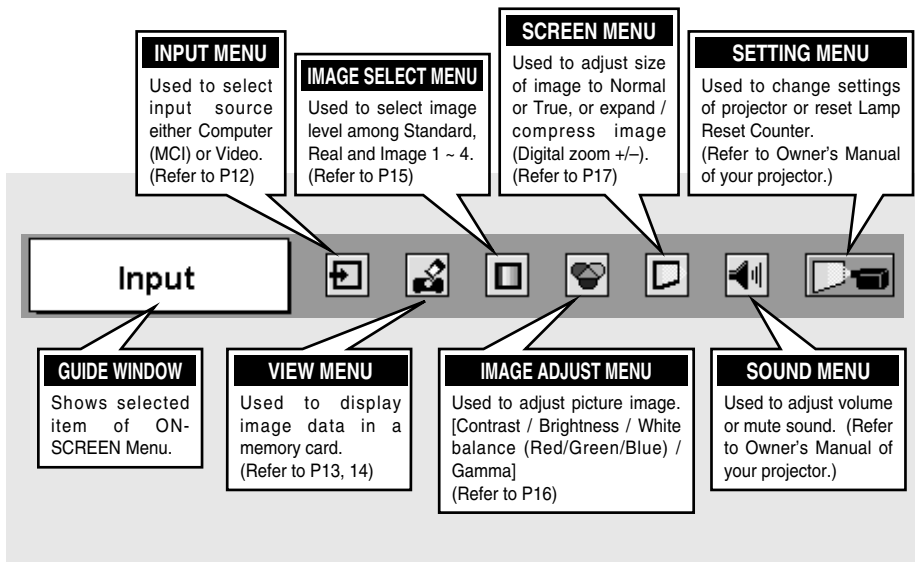
## PLAYING BACK IMAGE IN THE MEMORY CARD

- 1 Attach Imager Box to your projector properly (P5), and turn the projector on. Refer to Owner's Manual of your projector for operation.
- 2 Load a memory card into CF Card Slot of Imager Box. (P6)
- 3 Projector automatically turns to MCI mode and shows the image data in a memory card.

NOTE ; Refer to Owner's Manual of your projector for location of each button and basic operation.

## MENU BAR

Press MENU button while in MCI mode.



# IMAGE PLAYBACK (OPERATING PROJECTOR)

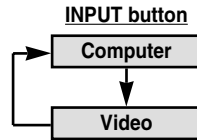
## SELECTING INPUT SOURCE

When a memory card is loaded into Imager Box connected to the projector, MCI mode is automatically selected. The first Page of the latest Index in a memory card is displayed on a screen.

To switch to MCI mode manually, operate as follows.

### DIRECT OPERATION

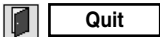
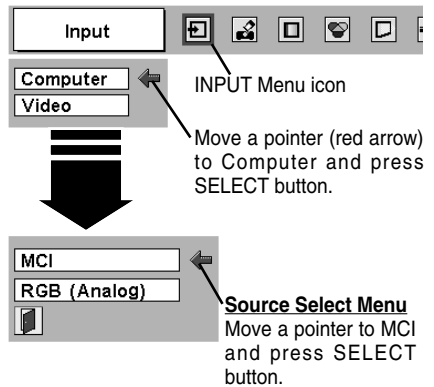
Choose Computer by pressing INPUT button on Top Control or on Remote Control Unit. If projector cannot reproduce proper image, select correct input source through MENU OPERATION.



### MENU OPERATION

- 1 Press MENU button and ON-SCREEN MENU will appear. Press POINT LEFT/RIGHT button to move a red frame pointer to INPUT Menu icon.
- 2 Press POINT DOWN button to move a red arrow pointer to Computer and then press SELECT button. Source Select Menu will appear.
- 3 Move a pointer to MCI and then press SELECT button.

### INPUT MENU

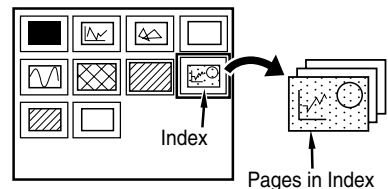


Closes Source Select Menu.

## INDEX AND PAGE

Image data edited with Media Card Imager (software) is Index format consisting of several Pages. To project desirable image, select Index and then select Page in the Index.

### Select Index



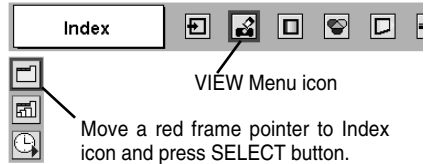
# IMAGE PLAYBACK (OPERATING PROJECTOR)

To project desirable image, select Index and then Page as follows.

## SELECTING INDEX

- 1 Press MENU button and ON-SCREEN MENU will appear. Press POINT LEFT/RIGHT button to move a red frame pointer to VIEW Menu icon.
- 2 Press POINT DOWN button to move a red frame pointer to Index icon and then press SELECT button. The table of Indexes in the memory card is displayed. Press RIGHT CLICK button on Remote Control Unit to stop table display. (\*1)
- 3 Press POINT LEFT/RIGHT/UP/DOWN buttons to move a pointer to the Index to be projected and then press SELECT button. The first Page of the selected Index is displayed. Press POINT UP/DOWN button to turn previous/next Page over. (\*2)  
POINT UP button ... returns to previous page.  
POINT DOWN button ... goes to next page.

### VIEW MENU



- \*1 When RIGHT CLICK button is pressed during table display, each Index/Page is displayed as an icon. This operation reduces time for displaying all image data.
- \*2 When ON-SCREEN MENU is displayed, Page cannot be turned over to next/previous one.

## SELECTING PAGE

- 1 Press MENU button and ON-SCREEN MENU will appear. Press POINT LEFT/RIGHT button to move a red frame pointer to VIEW Menu icon.
- 2 Press POINT DOWN button to move a red frame pointer to Page icon and then press SELECT button. The table of all Pages of selected Index is displayed. Press RIGHT CLICK button on Remote Control Unit to stop table display. (\*1)
- 3 Press POINT LEFT/RIGHT/UP/DOWN buttons to move a pointer to the Page to be projected and then press SELECT button. Press POINT UP/DOWN button to turn previous/next Page over. (\*2)  
POINT UP button ... returns to previous page.  
POINT DOWN button ... goes to next page.

### VIEW MENU

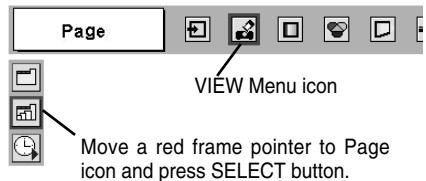


Table of Pages can be also displayed by pressing SELECT button when Page is displayed on full screen.

English

# IMAGE PLAYBACK (OPERATING PROJECTOR)

## AUTO PLAY FUNCTION

- 1 Press MENU button and ON-SCREEN MENU will appear. Press POINT LEFT/RIGHT button to move a red frame pointer to VIEW Menu icon.
- 2 Press POINT DOWN button to move a red frame pointer to Auto play icon and then press SELECT button. Auto play setting dialog box will appear

### 3 **On**

When setting Auto play function on, move a red arrow pointer to "On," adjust interval (sec.) by pressing POINT LEFT RIGHT button, and then press SELECT button. Projected image is turned over to next automatically with interval. This Auto play function can be pausing by pressing POINT UP button and restarts with POINT DOWN button.

\*When auto play setting is previously set with Media Card Imager (software), interval set by Media Card Imager has priority over interval with this menu.

### **Off**

To cancel Auto play function, move a red arrow pointer to "Off" and then press SELECT button. Auto play setting set with Media Card Imager (software) is also suspended by setting to "Off."

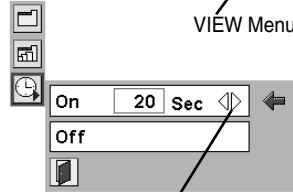
### **Quit**

Closes Auto play setting dialog box.

### VIEW MENU



VIEW Menu icon



Auto play setting dialog box  
Press POINT LEFT/RIGHT button(s) to adjust the interval and press SELECT button.

### CAUTION



Do not remove a memory card from Imager Box while Auto play function is operated or Indicator of Imager Box is lighting or flashing. It may damage a memory card or data in a memory card.

Before removing a memory card from Imager Box, be sure to set Auto play function to "Off" or interrupt input signal from Imager Box by changing input source.

# IMAGE PLAYBACK (OPERATING PROJECTOR)

## PICTURE IMAGE ADJUSTMENTS

### IMAGE LEVEL SELECT (DIRECT OPERATION)

Select Image Level among Standard, Real, Image 1, Image 2, Image 3 and Image 4 by pressing IMAGE button on Top Control or on Remote Control Unit.

#### Standard

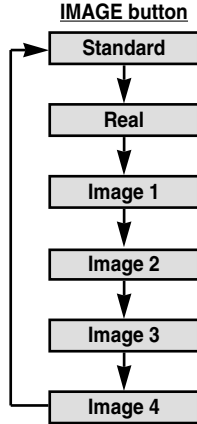
Normal picture level preset on this projector.

#### Real

Picture level with improved halftone for graphics.

#### Image 1 ~ 4

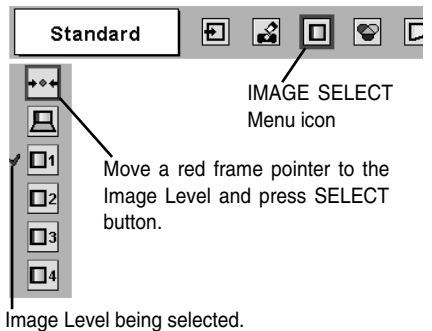
User preset picture adjustment in IMAGE ADJUST Menu (refer to P16).



### IMAGE LEVEL SELECT (MENU OPERATION)

- 1 Press MENU button and ON-SCREEN MENU will appear. Press POINT LEFT/RIGHT button to move a red frame pointer to IMAGE SELECT Menu icon.
- 2 Press POINT DOWN button to move a red frame pointer to the Image Level that you want to set and then press SELECT button.

#### IMAGE SELECT MENU



#### Standard

Normal picture level preset on this projector.

#### Real

Picture level with improved halftone for graphics.

#### Image 1 ~ 4

User preset picture adjustment in IMAGE ADJUST Menu (refer to P16).

English

# IMAGE PLAYBACK (OPERATING PROJECTOR)

## IMAGE LEVEL ADJUSTMENT

- 1 Press MENU button and ON-SCREEN MENU will appear. Press POINT LEFT/RIGHT buttons to move a red frame pointer to IMAGE ADJUST Menu icon.
- 2 Press POINT DOWN button to move a red frame pointer to the item that you want to adjust, and then press SELECT button. The level of each item is displayed. Adjust each item by pressing POINT LEFT/RIGHT buttons.

### Contrast

Press POINT LEFT button to decrease contrast, and POINT RIGHT button to increase contrast. (From 0 to 63.)

### Brightness

Press POINT LEFT button to adjust image darker, and POINT RIGHT button to adjust brighter. (From 0 to 63.)

### White balance (Red/Green/Blue)

Press POINT LEFT button to lighten tone of each color, and POINT RIGHT button to deepen tone. (From 0 to 63.)

### Gamma

Press POINT LEFT button or POINT RIGHT button to obtain better balance of contrast. (From 0 to 31.)

### 3 Store

To store manually preset image level, move a red frame pointer to Store icon and press SELECT button. IMAGE LEVEL SET MENU will appear. Move a red frame pointer to Image 1 ~ 4 where you want to set and then press SELECT button.

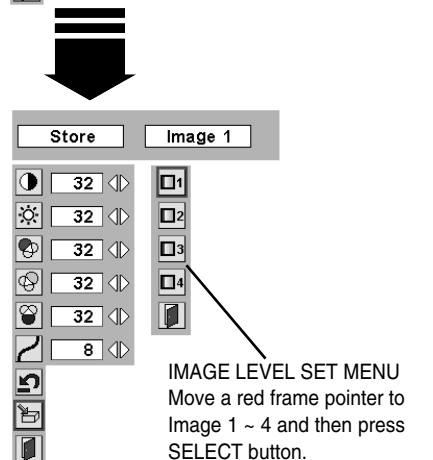
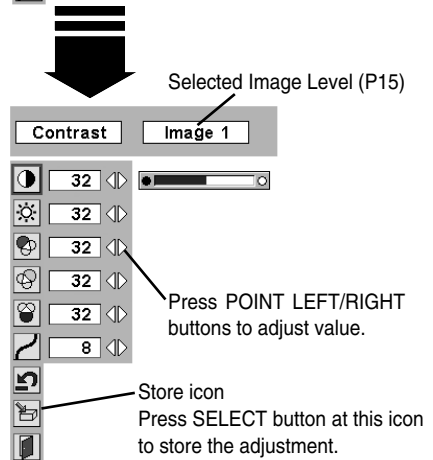
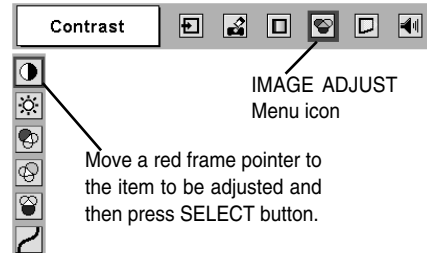
### Reset

Reset all adjustment to previous value.

### Quit

Closes IMAGE ADJUST MENU.

## IMAGE ADJUST MENU





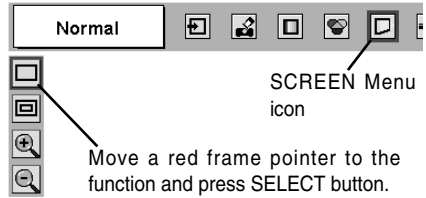
# IMAGE PLAYBACK (OPERATING PROJECTOR)

## PICTURE SIZE ADJUSTMENT

This projector has a picture screen resize function, which enables you to display the desirable image size.

- 1 Press MENU button and ON-SCREEN MENU will appear. Press POINT LEFT/RIGHT buttons to move a red frame pointer to SCREEN Menu icon.
- 2 Press POINT DOWN button and move a red frame pointer to the function that you want to select and then press SELECT button.

### SCREEN MENU



#### **Normal**

Provides image to fit screen size.

#### **True**

Provides image in its original size. When the original image is larger than screen size, the projector automatically enters "Digital zoom +" mode.

#### **Digital zoom +**

When Digital zoom + is selected, ON-SCREEN MENU disappears and the message "D. Zoom +" is displayed. Press SELECT button to expand image size. And press POINT UP/DOWN/LEFT/RIGHT button(s) to pan the image. Panning function can work only when the image is larger than screen size.

Projected image can be also expanded by pressing D. Zoom ▲ button on Remote Control Unit.

#### **Digital zoom -**

When Digital zoom - is selected, ON-SCREEN MENU disappears and the message "D. Zoom -" is displayed. Press SELECT button to compress image size.

Projected image can be also compressed by pressing D. Zoom ▼ button on Remote Control Unit.

To cancel Digital Zoom +/- mode, press any button except D. ZOOM ▲/▼, SELECT, POINT and LASER buttons.



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