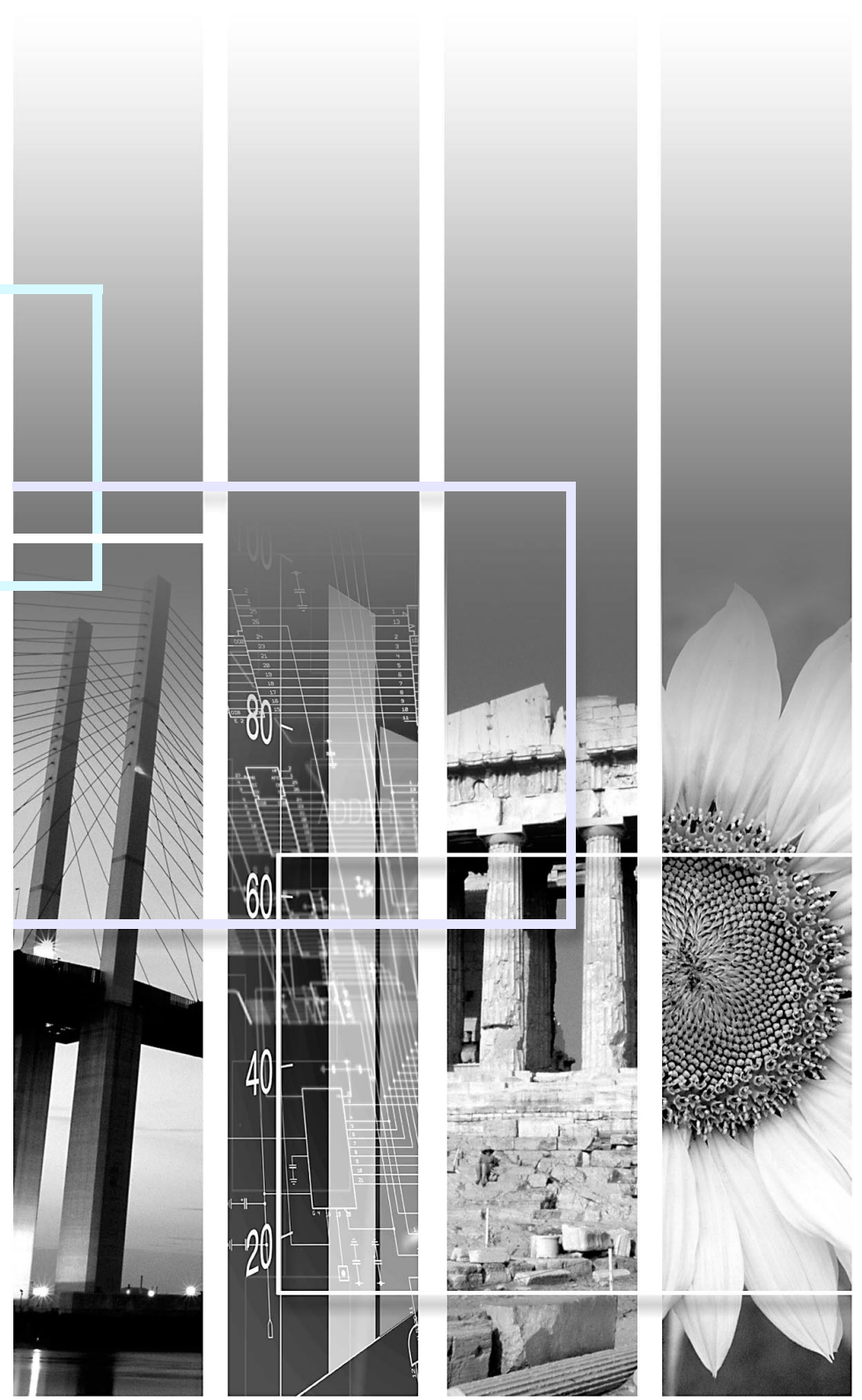


EPSON®

EMP NetworkManager Operation Guide



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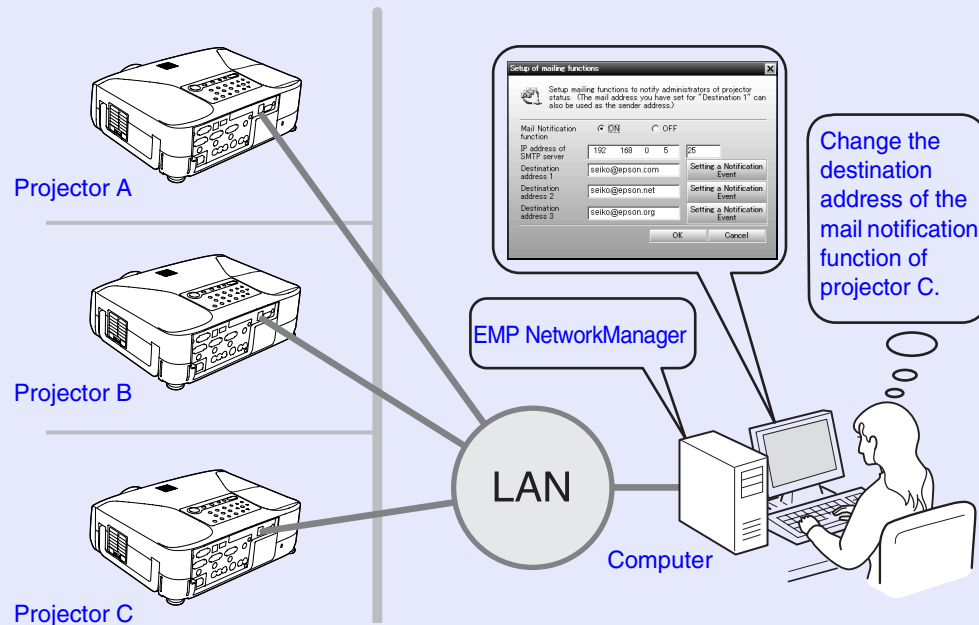


What You Can Do With EMP NetworkManager

By using the EMP NetworkManager, you can change the current network setup of a projector from the computer.

You can also copy the network setup of a projector to another projector. You can change the projector name, LAN setup, mail notification function setup and SNMP setup.

Up to 64 projectors can be set.



Operating Environment

EMP NetworkManager will run under the following operating environment.

* Macintosh computers cannot be used.

OS*	Windows 98 SE/Me/NT4.0 (SP6a, upper IE5)/2000 Professional/XP Home Edition/XP Professional
CPU	Pentium MMX 166 MHz or higher frequency CPU (Pentium II 233 MHz or higher is recommended.)
Memory capacity	7 MB or more (10 MB or more is recommended.)
Available hard drive disk space	250 KB or more
Display unit	XGA (1024 × 768) or higher resolution, and 16-bit or higher colour display

Installation and Uninstallation

Follow the next procedure to install the software from the "Projector Software" CD-ROM that is included with the projector. The "Projector Software" CD-ROM contains the EMP NetworkManager and EMP Monitor software programs. Select and install whichever program you require.

For details on functions and how to use EMP Monitor. [EMP Monitor Operation Guide](#)



TIP

If using Windows 2000/NT4.0/XP, installation can only be carried out by a user who is logged in as administrator.



■ Installing the Software

PROCEDURE

- 1 Turn the power on for the computer and close all applications that are currently running.

- 2 Insert the "Projector Software" CD-ROM into the computer's CD-ROM drive.

The installer will start automatically.

- 3 A virus checking program window will appear, so check the contents and then click "Next".

A software confirmation window will appear.



TIP

If the installer does not start running automatically, select "Run" from the "Start" menu, then type "CD-ROM drive:\SETUP.exe" in the window and click the "OK" button.

4

- 4 Check the setup details and then click the "Install" button.



Selects the software to install.

Changes the display language.

Starts installation.

Stops installation.

Installation will start. Follow the instructions that appear on the screen to complete the installation.



■ Uninstalling the Software

To uninstall the projector software, select "Control Panel" from "My Computer", double-click "Add/Remove Programs", select the programs to be uninstalled, and then click "Add/Remove" (or "Change/Remove" if you are using Windows XP).



TIP

EMP Monitor and EMP NetworkManager cannot be simultaneously uninstalled. Uninstall the unneeded software programs one at a time.

Before Operations

Check the following notes before starting the EMP NetworkManager.

- The EMP NetworkManager software must be installed in the computer to be used. ➡ [p.2](#)
- The computer and projectors must be ready to be connected to the network.
➡ "[Projector Network Connecting Settings \(EMP-830\)](#)" in the *User's Guide*

Starting the EMP NetworkManager

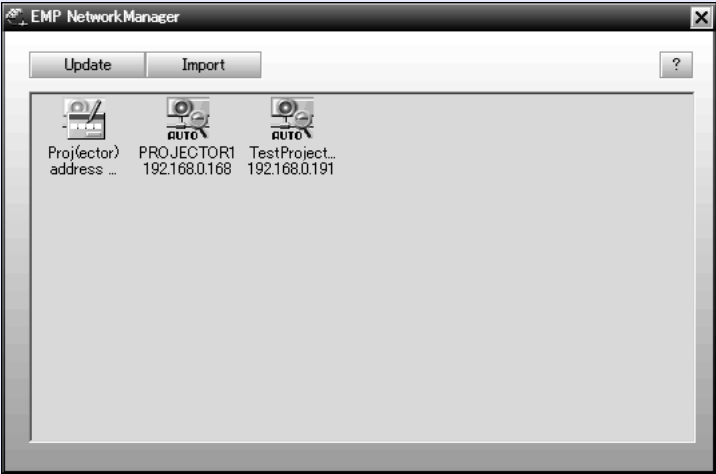


Start up the EMP NetworkManager from the Windows screen.

PROCEDURE

Select "Start" - "Program" (or "All Programs") - "EPSON Projector" - "EMP NetworkManager" in this order to start the EMP NetworkManager.

If the projector icon is not displayed, see "If the Required Projector is Not Displayed". [p.11](#)



Projector Icons

The projectors are indicated by the following icons.

	The button for connecting to a projector by specifying an IP address. When you double-click it, the "IP Address Setup" window appears.
	The projector which has been detected automatically.
	One of the following projectors. <ul style="list-style-type: none">• The projector which has been registered by the NetworkManager on manual operation.• The projector which has been registered by the EMP Monitor.



TIP

We recommend you to set up a password for security. To do so, right-click the projector icon and select "Change Password". Now, you can change the administrator user (Admin) password.

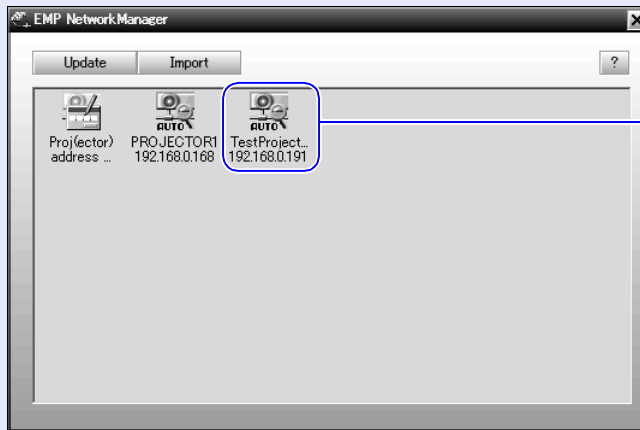
Connecting to the Projector



Use the following procedure to connect the computer to the projector using the EMP NetworkManager.

PROCEDURE

Double-click the projector icon for network setup.



Double-click the projector to be set.

The projector will be connected and the "Setup for Network Projector" window will appear.



TIP

If the password entry window appears, enter the password of projector administrator (having the Admin identification) and click "OK".

The administrator's password is not set in the initial setup. We recommend you to set a password of the administrator user (having the Admin identification) for security.

Right-click the projector icon of NetworkManager to set the password. ➡ p.5

Setting Network Parameters



Basic Network Settings

When a projector is connected, the projector name and its network setup data are displayed.
When the "DHCP" is set to "ON", you cannot modify the network setup data. At initial value, "DHCP" is set to "OFF".

Setup for Network Projector

Set up the network of the projector.

MAC

00:00:48:28:00:f2

Projector name

PROJECTOR1

DHCP

☐ ON ☒ OFF

IP address

192 168 0 168

Subnet mask

255 255 255 128

Gateway address

192 168 0 129

Primary DNS

Secondary DNS

DNS domain name

WINS 1

WINS 2

Mail Notification Settings

SNMP

Wireless LAN

Save

Set

Cancel

PROCEDURE

1 Correct any of the following options if you wish to change.

Projector name	Enter a projector name. Up to 15 alphanumeric characters and hyphens can be used. A projector name consisting of only digits is not allowed.
DHCP	Select "ON" to use the Dynamic Host Configuration Protocol (DHCP) for automatic IP address assignment. Select "OFF" to set the IP address manually.
IP address	Enter an IP address of the projector. You can enter numbers from 0 to 255 in each field of the IP address. However, the following IP addresses cannot be used. 0.0.0.0, 127.x.x.x, 224.0.0.0 to 255.255.255.255 (where x is a number between 0-255)
Subnet mask	Enter an IP address of the subnet mask. You can enter numbers from 0 to 255 in each field of the IP address. However, the following subnet masks cannot be used. 0.x.x.x to 254.255.255.255 , 255.255.255.255 (where x is a number between 0-255)
Gateway address	Enter an IP address of the default gateway. You can enter numbers from 0 to 255 in each field of the IP address. However, the following gateway address cannot be used. 0.0.0.0, 127.x.x.x, 224.0.0.0 to 255.255.255.255 (where x is a number between 0-255)
Primary DNS	This function cannot be set for this projector.
Secondary DNS	
DNS domain name	
WINS1	
WINS2	
"Mail Notification Settings" button	When this button is clicked, the mail notification function can be set. p.8





"SNMP" button	When this button is clicked, the management functions by the SNMP can be set. p.10
"Wireless LAN" button	This function cannot be set for this projector.
"Save" button	When this button is clicked, your setup is saved in the specified file.

2 Click the "Set" button.

The end of setup window will appear.



TIP

If you set the mail notification function to "ON", modify any of the parameters of the mail notification function and then click the "Set" button, a confirmation message for test message transmission will be displayed.

3 Click the "OK" button.

Your setup will be entered.

Setting the Mail Notification Function

The mail notification function can be used to send notification messages to preset e-mail addresses when a problem or warning occurs with a projector that is connected to the network. By using this function, the operator can be notified of problems with projectors even at locations away from projectors.



TIP

- *Up to a maximum of three notification destinations (addresses) can be recorded, and notification messages can be sent to all three destinations at once.*
- *If a critical problem develops with a projector which causes it to suddenly stop working, it may not be possible for the projector to send a message notifying an operator of the problem.*
- *If "Extended" - "Standby Mode" in the projector's configuration menu is set to "Network ON", network monitoring and control functions can be used even when the projector is in standby mode (when the power is turned off).*
"List of Configuration Menu Commands" in the User's Guide

PROCEDURE

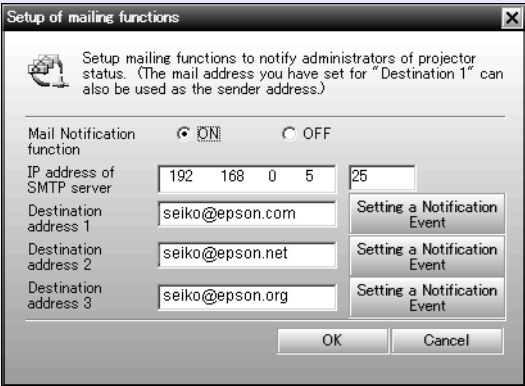
1

Click the "Mail Notification Function" button in the "Setup for Network Projector" window.





2 Set the following parameters.



Mail Notification function	Set to "ON" to use the mail notification function.
IP address of SMTP server	Specify an IP address of the SMTP server. You can enter numbers from 0 to 255 in each field of the IP address. However, the following IP address cannot be used. 127.x.x.x, 224.0.0.0 to 255.255.255.255 (where x is a number between 0-255) When you change a port number of the SMTP server, specify this port number. The default value is "25". You can enter a valid number from 1 to 65535.
Destination address 1	Specify the destination address of the notification mail. Up to three destinations can be set. You can enter up to 53 single-byte alphanumeric characters. The address you have set as "Destination address 1" is also used as the source address.
Destination address 2	
Destination address 3	

3 Click the "Setting a Notification Event" button and check the items for mail notification in the window that appears.



4 Click the "OK" button.
When the "Setup of mailing functions" window appears again, repeat Steps 3 and 4 to set the events to be notified.

5 When the setup is complete, click the "OK" button.
The "Setup for Network Projector" window will appear again.

TIP
If you set the mail notification function to "ON" and modify any of the parameters of the mail notification function, a confirmation message for test message transmission will be displayed when you click the "Set" button in the "Setup for Network Projector" window. If you click "Yes", the test message will be sent.



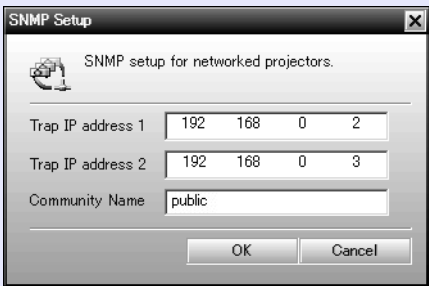


Setting the SNMP

When the projector's SNMP settings are enabled, the projector can send notification messages to preset computers when a problem or warning occurs with the projector. By using this function, the operator can be notified of problems with projectors even at locations away from the projector.

PROCEDURE

- 1 Click the "SNMP" button in the "Setup for Network Projector" window.
- 2 Set the following parameters and then click the "OK" button.



TIP

- *Up to two destination IP addresses can be recorded, so that if the notification message cannot be sent to the first IP address specified, it will be sent to the second IP address instead.*
- *Management using SNMP should always be carried out by somebody who is familiar with networks such as a network administrator.*
- *Monitoring projectors by using the SNMP function requires SNMP manager program to be installed in the computer.*

[Trap IP address](#) 1

Enter the IP address for the computer that is to receive projector warning notifications. If a notification cannot be sent to the IP address that is set for "Trap IP Address 1", then it is sent to the IP address that has been set for "Trap IP Address 2".

Trap IP address2

You can enter numbers from 0 to 255 in each field of the IP address. However, the following IP addresses cannot be used.
127.x.x.x, 224.0.0.0 to 255.255.255.255
(where x is a number between 0-255)

Community Name

Enter a community name of the SMNP. Up to 8 alphanumeric characters can be entered.



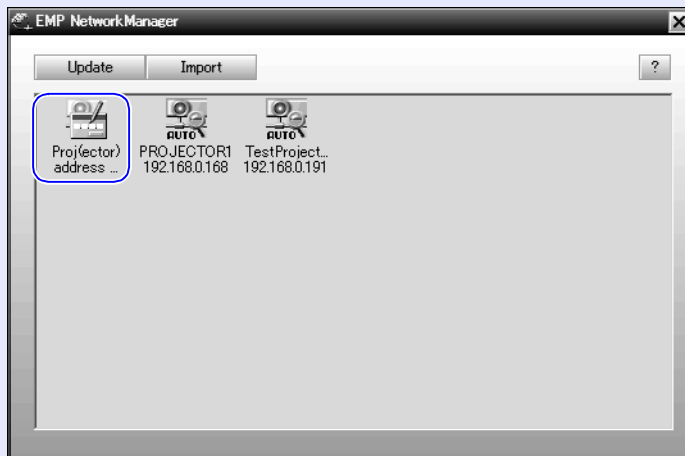
If the Required Projector is Not Displayed

If an icon of the required projector is not displayed in EMP NetworkManager, use the following procedure.

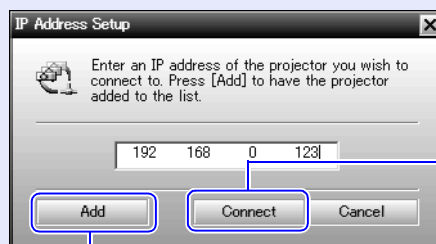
Connection by Specifying an IP Address

PROCEDURE

- 1 Double-click the "Projector address selection" button.



- 2 Enter an IP address of the projector to be connected.



Click this button to connect to the specified projector.

Click this button to add the specified projector. The icon of this projector is displayed.

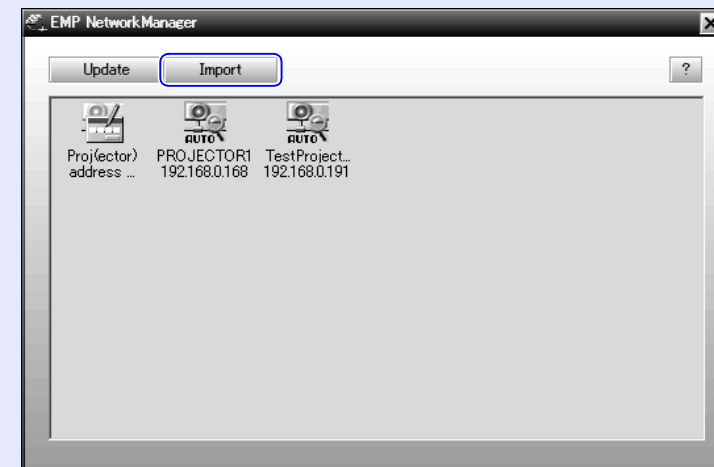
- 3 Click the "Connect" button.

Importing the List Registered by EMP Monitor

Use the following procedure to import and share the projector list that has been registered using EMP Monitor which is contained in the "Projector Software" CD-ROM bundled with the projector.

PROCEDURE

- 1 Click the "Import" button.



- 2 Select the file that has been registered using EMP Monitor and then click the "Open" button.

The icon of the projector you have monitored using EMP Monitor is added.



If a Problem Notification E-mail Message has been Sent

If a message with the subject "EPSON Projector" is sent to the IP addresses that have been specified as the "Destination address", these are messages that are being sent as notifications that there is a problem with the projector. The body of the e-mail message will contain the following information.

Line 1: The name of the projector where the problem occurred

Line 2: The IP address for the projector where the problem occurred

Line 3 and after: The details of the problem

The details of the problem are listed with one item per line. The details contained in the e-mail message can consist of the following.

Message*	Cause	Remedy
Internal error	Internal error	"Reading the indicators" "Reading the Indicators" in the <i>User's Guide</i>
Fan related error	Fan-related error	
Sensor error	Sensor error	
Lamp cover is open.	Lamp cover is open	
Lamp timer failure	Lamp timer failure	
Lamp out	Lamp out	
Internal temperature error	Internal temperature error (overheating)	
High-speed cooling in progress	High-speed cooling in progress	
Lamp replacement notification	Lamp replacement notification	No image signals are being input to the projector. Check the connection status and check that the power for the connected equipment is turned on.
No-signal	No signal	

* A (+) or (–) will appear at the beginning of the message.

(+) : A problem has occurred with the projector.

(–) : The projector problem has been dealt with.



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