EPSON®

Home Theatre Projector

EMP-TS10

Setup Guide

1 **Before Using the Remote Control**

Inserting the Batteries

Using the Remote Control

Remote Control Operating Range

2 **Setup**

Screen Size and Setting-up Distance
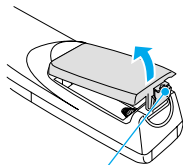
Setting-up Methods

3 **Connecting to a Video Source**

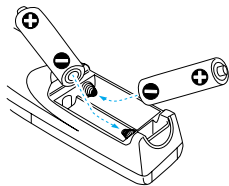**4** **Connecting to a Computer**

Inserting the Batteries

The batteries are not inserted into the remote control at the time of purchase, and so you need to insert them before the remote control can be used.
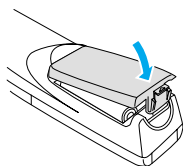
1 Remove the battery compartment cover.

While pressing the cover here, lift the cover up.

2 Insert the batteries.
Make sure the polarities of the batteries are correct.

3 Replace the battery compartment cover.
After inserting the tab of the battery cover, push the cover down until it clicks into place.

Battery Replacement Period and Cautions
If the remote control becomes slow in responding or if it stops working, the batteries may be spent. If this happens, replace the batteries with fresh ones.

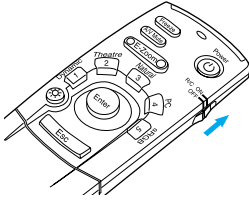**Guide for battery replacement: Approximately 3 months if used for 30 minutes per day**

* The replacement period given above may vary depending on the amount of usage and the ambient conditions.

Use the following type of batteries as replacements.
Alkaline dry cell LR6 (AA) x 2
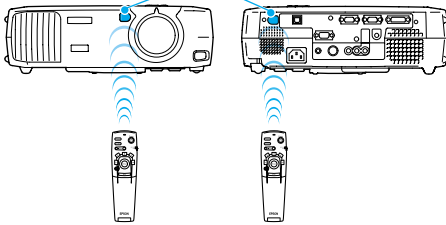
Using the Remote Control

1 Set the R/C switch on the remote control to the ON position.

Remote control light-receiving area

**2** Point the remote control light-emitting area toward one of the remote control light-receiving area on the projector and operate the remote control buttons.

Do not allow sunlight or light from fluorescent lamps to shine directly onto the projector's remote control light-receiving area, otherwise it may interfere with the reception of signals from the remote control.
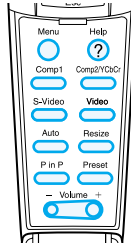
Opening the cover
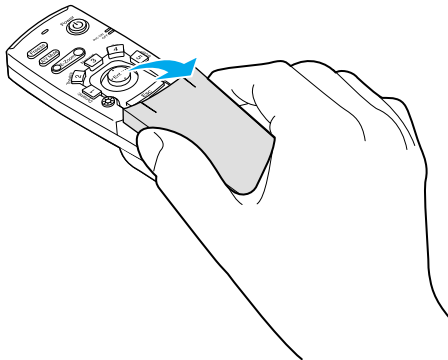
Hold the cover on both sides.

Remote Control Operating Range

⊙ (illumination) button

illumination button
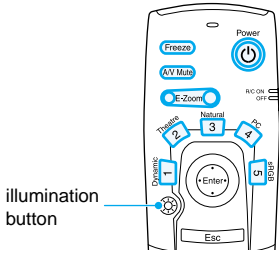
When the ⊙ button is pressed, the buttons shown in colour in the illustration at left are illuminated for 10 seconds. If you press the ⊙ button while the buttons are illuminated, the illumination will continue for a further 10 seconds.

Remote Operating Range

Use the remote control within the ranges indicated below. If the distance or angle between the remote control and the remote control light-receiving area is outside the normal operating range, the remote control may not work.

Operating distance	Operating angle
Approx. 10 m (30 ft.)	Approx. ±30˚ horizontally Approx. ±15˚ vertically

Approx. ±30˚ horizontally

Approx. 10 m (30 ft.)

Approx. 30˚ Approx. 30˚   Approx. 30˚ Approx. 30˚

Approx. ±15˚ vertically

Approx. 10 m (30 ft.)   Approx. 10 m (30 ft.)

Approx. 15˚   Approx. 15˚

Approx. 15   Approx. 15˚

Setup
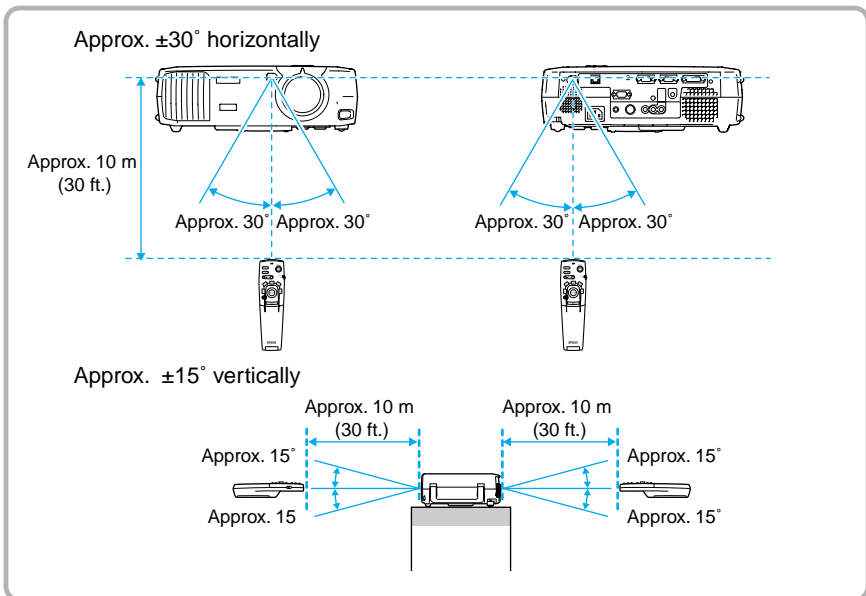
Screen Size and Setting-up Distance

The distance between the projector and the screen determines the actual image size.

Recommended distance : 0.9m - 12.4m (3.0 - 40.7 ft.)

While referring to the table below, position the projector so that the image size is smaller than the screen size.

Screen size (cm (ft.))	Approximate projection distance* (m (ft.))
30" (61 × 46 (2.0 × 1.5))	0.9 – 1.1 (3.0 – 3.6)
40" (81 × 61 (2.7 × 2.0))	1.2 – 1.6 (3.9 – 5.2)
60" (120 × 90 (3.9 × 3.0))	1.8 – 2.4 (5.9 – 7.9)
80" (160 × 120 (5.3 × 3.9))	2.5 – 3.2 (8.2 – 10.5)
100" (200 × 150 (6.6 × 4.9))	3.1 – 4.1 (10.2 – 13.5)
200" (410 × 300 (13.5 × 9.8))	6.1 – 8.3 (20.0 – 27.2)
300" (610 × 460 (20.0 × 15.1))	9.2 – 12.4 (30.2 – 40.7)

* The value for the projection distance should be used as a guide for setting up the projector. The actual distance will vary depending on projection conditions.

* When installing against a wall, leave a space of about 20 cm (7.9 inches) between the projector and the wall.
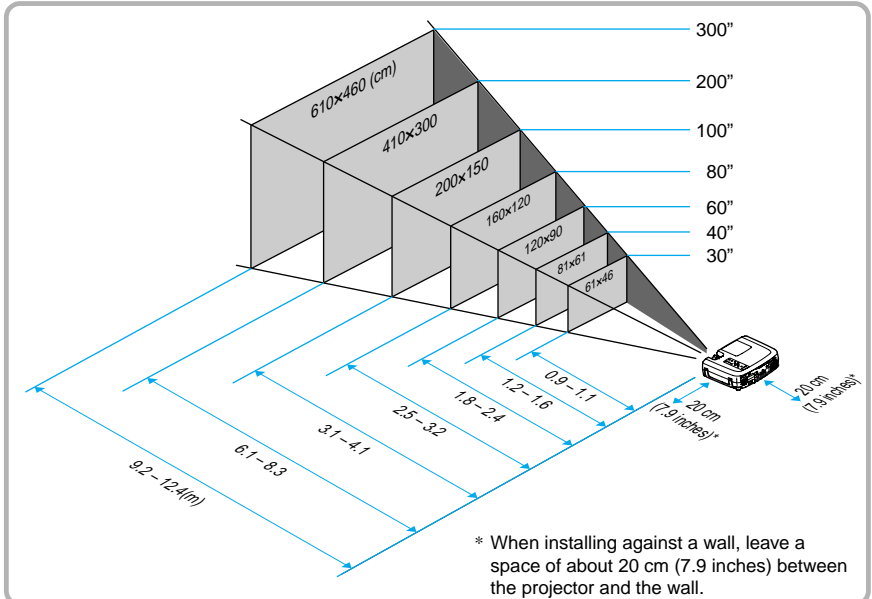
- The projector's lens allows a zoom ratio of up to about 1.35. The image size at the maximum zoom setting is about 1.35 times bigger than the image size at the minimum zoom setting.
- The image size will be reduced when keystone correction is carried out.

Setting-up Methods

The projector supports the following five projection methods, allowing you to choose the best method for displaying your images.
After setting up the projector, refer to the *User's Guide* for details on turning on the power and adjusting settings such as the screen size.
("Basic Operations" in *User's Guide*)

> ⓘ When setting up the projector, be sure to first read the *Safety Instructions/World-Wide Warranty Term*s for information on the safety precautions that must be observed at this time.

Front projection
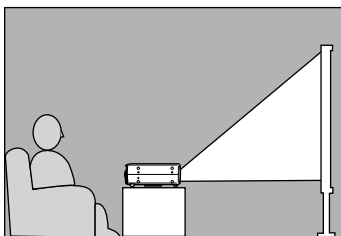
Projecting from locations such as the top of a cabinet
When installing the projector upside down, set the "Ceiling" command in the "Advanced" menu.
("Advanced" menu in *User's Guide*)
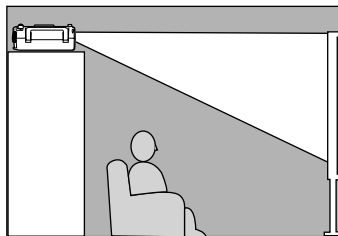
Front/ceiling projection
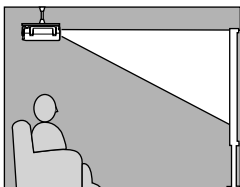
Rear projection using a translucent screen
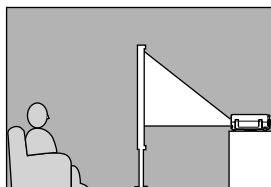
Rear projection onto a translucent screen with the projector installed to the ceiling
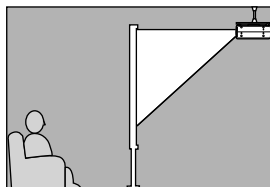
* A special method of installation is required in order to suspend the projector from the ceiling. Please contact the place of purchase if you would like to use this installation method.
* When projecting with the projector installed upside down or behind the screen, turn on both the "Rear Proj." and "Ceiling" settings in the "Advanced" menu.
  ("Advanced" menu in *User's Guide*)
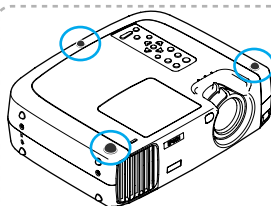
Rubber stands
(Attach in
3 places)

**When turning the projector upside down, attach the rubber stands that are included.
This can prevent the control panel from directly touching the installation surface.**

⚠ ● Turn off the power for both the projector and the video source before connecting them. If the power for either device is on at the time of connection, damage may result.
● Check the shapes of the cable connectors and the device ports before making the connections. If you try to force a connector to fit a device port with a different shape or number of terminals, a malfunction or damage to the connector or port may result.

Refer to the "Appendices - Optional Accessories" in the separate *User's Guide* for details of the optional cables.

Projecting Component Video Images

When audio output is via a 2RCA audio cable
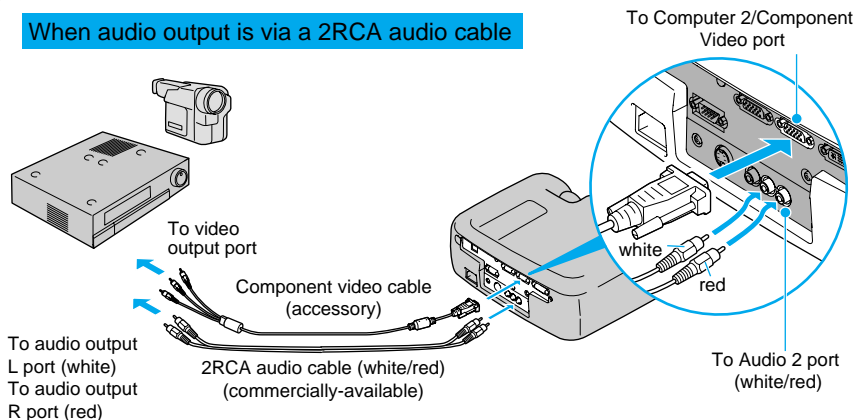
To Computer 2/Component Video port

To video output port

Component video cable (accessory)

white

red

To audio output L port (white)
To audio output R port (red)

2RCA audio cable (white/red) (commercially-available)

To Audio 2 port (white/red)

When audio output is via a stereo mini-pin audio cable

To Computer 2/Component Video port

To video output port

Component video cable (accessory)

To audio output port

Stereo mini-pin audio cable (commercially-available)

To Audio 1 port

- After making the connections, change the "Comp2/YCbCr Input" in the "Setting" menu to either "YCbCr" or "YPbPr" to match the signals from these devices. ("Setting" menu in *User's Guide*)
- After making the connections, change the "Audio Input" setting in the "Audio" menu to either "Audio1" or "Audio2", depending on which input port you are using.

Projecting Composite Video Images

When connected via a 3RCA A/V cable

To Audio 2 port (white/red)

To Video port (yellow)

yellow

To video output port (yellow)
To audio output L port (white)
To audio output R port (red)

white

red

3RCA A/V cable
(commercially-available)
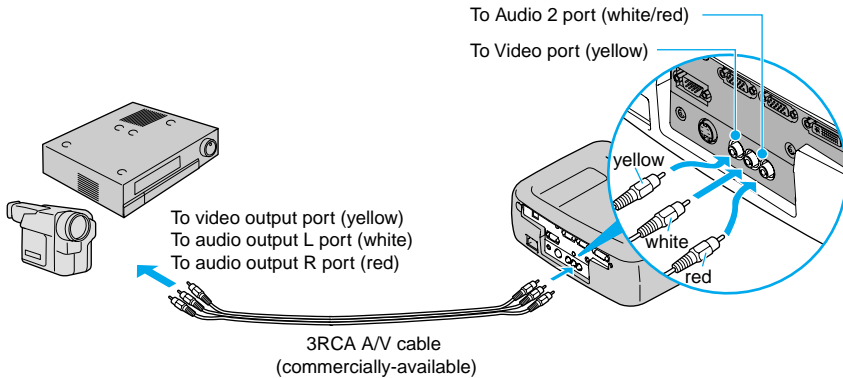
When connected via an RCA video cable and a stereo mini-pin audio cable

To Audio 1 port

To Video port (yellow)

To video output
port (yellow)

RCA video cable (yellow)
(commercially-available)

To audio output
port

Stereo mini-pin audio cable
(commercially-available)

After making the connections, change the "Audio Input" setting in the "Audio" menu to either "Audio1" or "Audio2", depending on which input port you are using. The default setting is "Audio2".

Projecting S-Video Images

When audio output is via a 2RCA audio cable
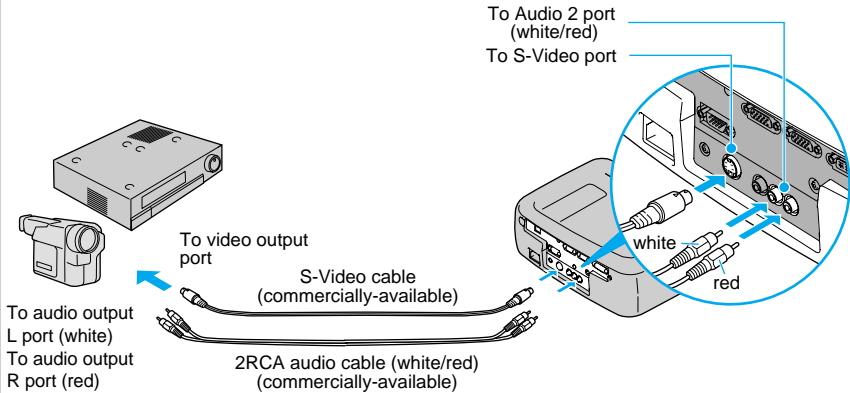
To Audio 2 port
(white/red)

To S-Video port

To video output
port

S-Video cable
(commercially-available)

white

red

To audio output
L port (white)

To audio output
R port (red)

2RCA audio cable (white/red)
(commercially-available)

When audio output is via a stereo mini-pin audio cable

To Audio 1 port

To S-Video port

To video output
port

S-Video cable
(commercially-available)

To audio output
port

Stereo mini-pin audio cable
(commercially-available)

After making the connections, change the "Audio Input" setting in the "Audio" menu to either "Audio1" or "Audio2", depending on which input port you are using. The default setting is "Audio2".
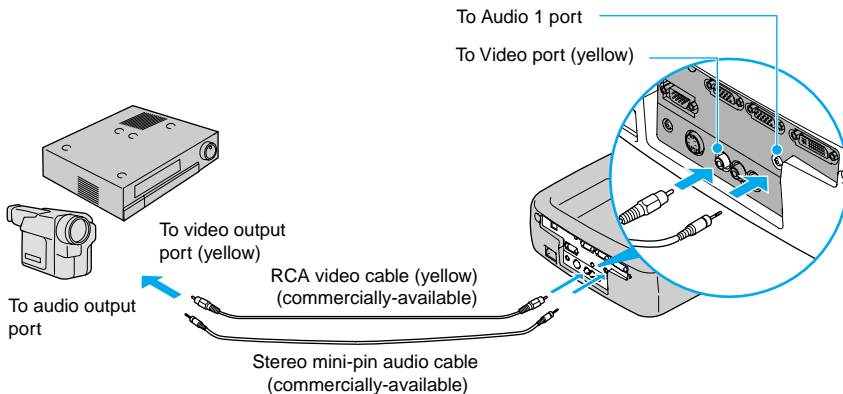
Projecting RGB Video Images

When connecting to the Computer 2/Component Video port

(Example: When audio output is via a 2RCA audio cable)

To Computer 2/Component Video port

To RGB output port

Computer cable (optional)

white

red

To audio output L port (white)
To audio output R port (red)

2RCA audio cable (white/red) (commercially-available)

To Audio 2 port (white/red)

When connecting to the Computer 1 port

(Example: When audio output is via a stereo mini-pin audio cable)

To Computer 1 port

To Audio 1 port

To audio output port

2Stereo mini-pin audio cable (commercially-available)

To RGB output port

ELPKC25 DVI analog cable (optional)
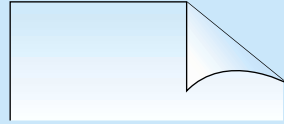
- RGB video is only compatible with sync-in-green signals. This can be checked by looking at "Sync. Mode" in the "About" menu.
- After making the connections, change the "Comp1 Input" or "Comp2 /YCbCr Input" setting in the "Setting" menu to "RGB Video".
  For separate sync (separate H-SYNC and V-SYNC) signals, set to "Analog-RGB". ("Setting" menu in *User's Guide*)
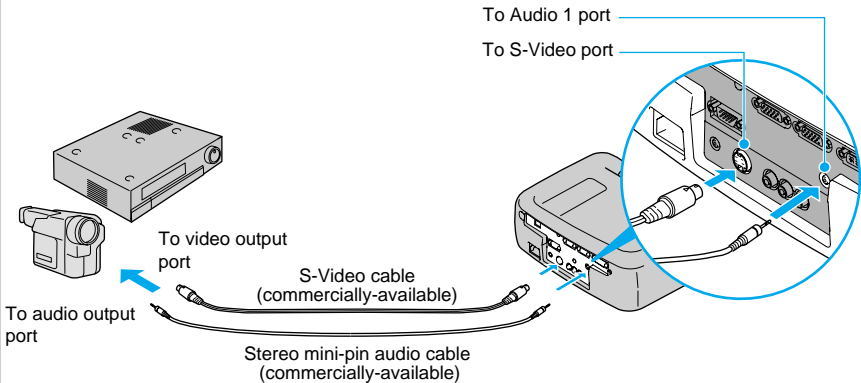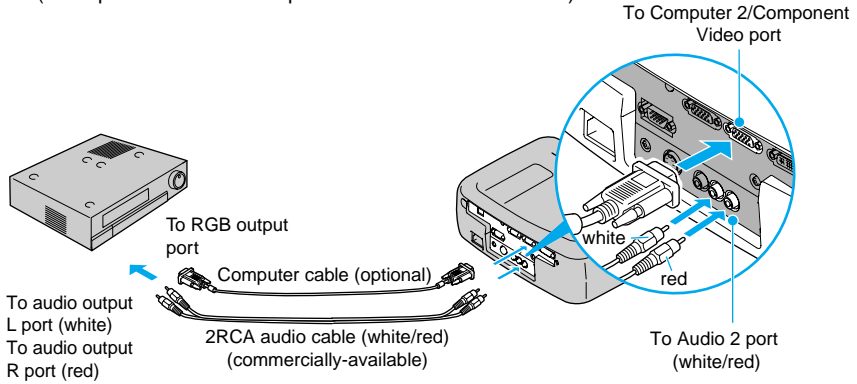 This can be checked by looking at "Sync. Mode" in the "About" menu.
- After making the connections, change the "Audio Input" setting in the "Audio" menu to either "Audio1" or "Audio2", depending on which input port you are using. The default setting is "Audio2".
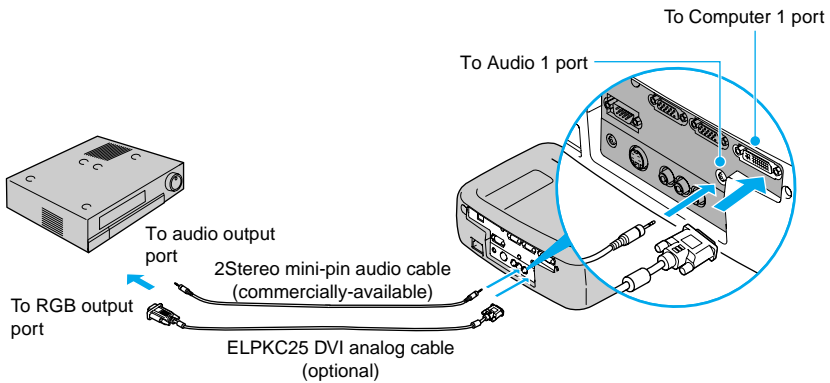- For a RGB connection, a commercially available adapter or converter cable might be required.

● Turn off the power for both the projector and the computer before connecting them. If the power for either device is on at the time of connection, damage may result.
● Check the shapes of the cable connectors and the device ports before making the connections. If you try to force a connector to fit a device port with a different shape or number of terminals, damage to the connector or port may result.

The projector cannot be connected to some types of computer, or projection of images may not be possible even if actual connection is possible. Make sure that the computer you intend to use satisfies the conditions given below.

Condition 1: The computer must have a image signal output port.
Check that the computer has a port such as an RGB port, monitor port or CRT port which can output image signals. If the computer has a built-in monitor, or if using a laptop computer, it may not be possible to connect the computer to the projector, or alternatively you may need to purchase a separate external output port. Refer to the documentation for your computer under a heading such as "Connecting an external monitor" or similar for further details.

Condition 2: The display resolution and frequency of the computer must be listed in the "Appendices - List of Supported Signal Resolutions".
Some computers may have functions for changing the output resolution. For details, refer to the section of the documentation provided with your computer and change the setting to within a range given in the list of supported resolutions.

● You may need to purchase a separate adapter to connect the computer to the projector, depending on the shape of the computer's monitor port. For details, refer to the section of the documentation provided with your computer.
● The commercially available adapter set is required in order to connect the projector to a Macintosh computer.

If connecting using a computer cable

To Computer2/Component
Video port

To monitor port

Computer cable
(optional)
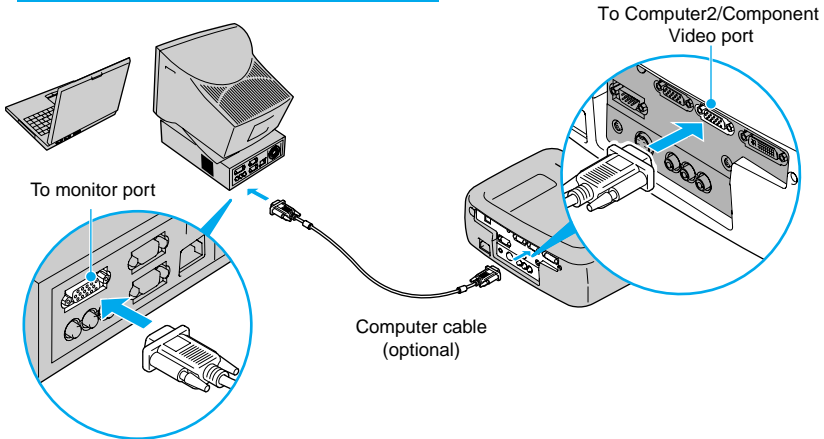
If more than one external component is connected to the projector, change the "Comp2/YCbCr Input" or "Comp1 Input" setting in the "Setting" menu to "Analog-RGB" after making the connections. ("Setting" menu in *User's Guide*)

If the computer is equipped with a DVI or DFP-compliant digital video card or video output port

To Computer 1 port

To monitor port

Digital video
cable or
DVI analog cable
(optional)
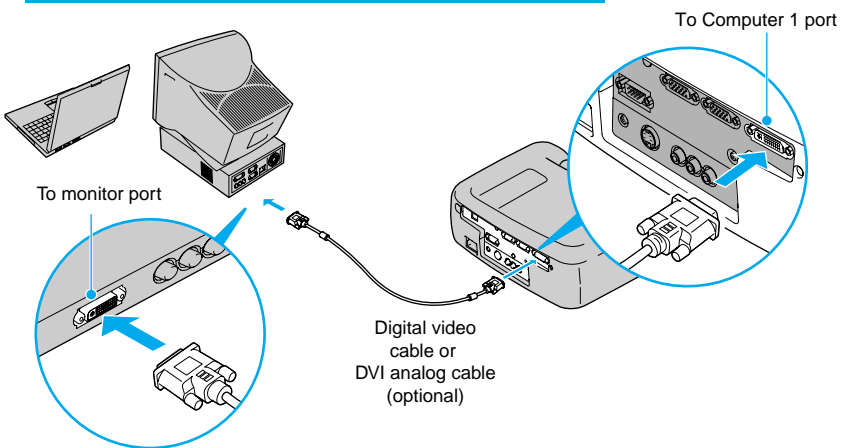
Do not bind the power cord together with the computer cable or Digital video cable or DVI analog cable, otherwise it may cause interference in the projected images or operating errors.

12

Playing Sound from the Computer

When audio output is via a 2RCA audio cable

To audio output L port (white)
To audio output R port (red)

white

red

To Audio 2 port
(white/red)

2RCA audio cable (white/red)
(commercially-available)

When audio output is via a stereo mini-pin audio cable

To audio output port

Stereo mini-pin audio cable
(commercially-available)

To Audio 1 port
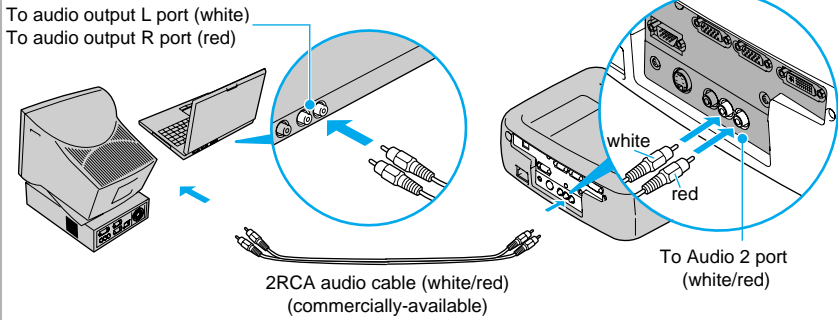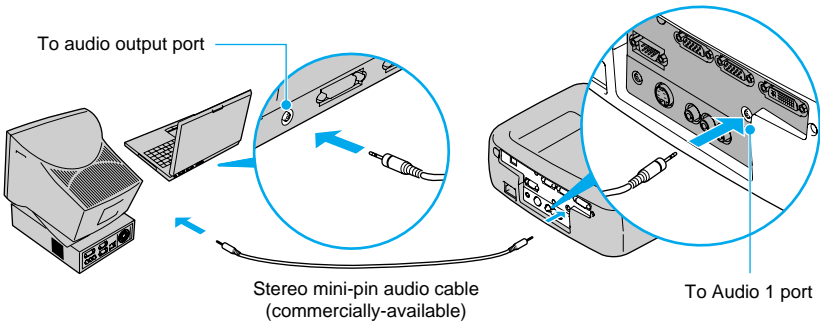
When audio output is via a USB cable
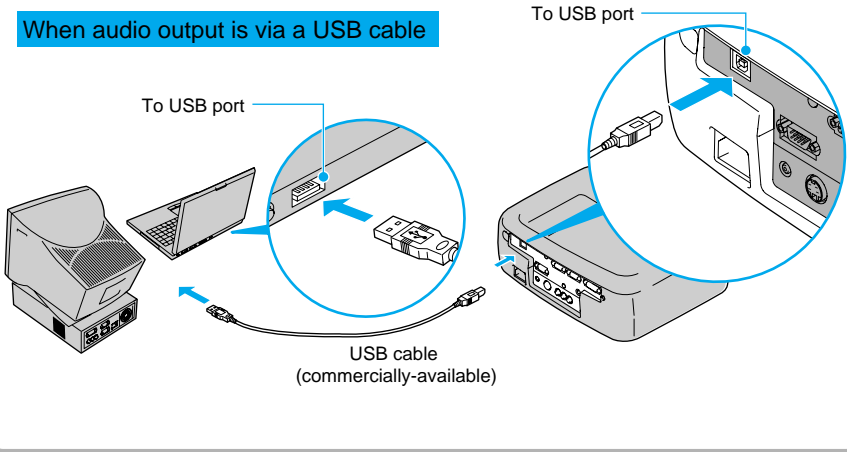
To USB port

To USB port

USB cable
(commercially-available)

- After making the connections, change the "Audio Input" setting in the "Audio" menu to either "Audio1", "Audio2" or "USB", depending on which input port you are using. ("Audio" menu in *User's Guide*)
- The USB cable can only be connected to computers with a standard USB interface. If using a computer which is running Windows, the computer must have had a full version of Windows 98/2000/Me installed. If the computer is running a version of Windows 98/2000/Me that has been upgraded from an earlier version of Windows, correct operation cannot be guaranteed. If using a Macintosh computer, the computer must be running OS9.0 – 9.1. It may not be possible to use the USB audio function under some versions of both the Windows and Macintosh operating systems.
- If using a USB cable to output sound from the computer, you may need to change the computer settings. For details, refer to the section of the documentation provided with your computer.

14

Using the Remote Control to Operate the Mouse Pointer

The accessory remote control can be used as a wireless mouse.

To USB mouse port

To USB port

USB cable (commercially-available)
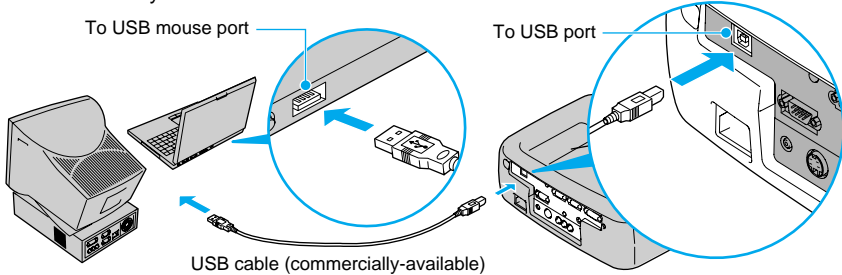
Once the connection has been made, the mouse pointer can be operated as follows.

Moving the mouse pointer	Left click	Right click
Press the edge of the [Enter] button to move the mouse pointer in the direction of the edge pressed. The [Enter] button can be tilted in any one of 16 directions.	Press the [Enter] button.	Press the [Esc] button.
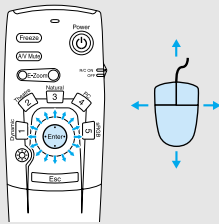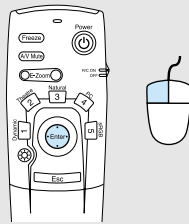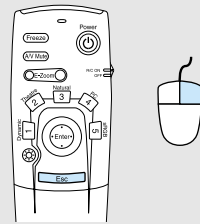
- The USB cable can only be connected to computers with a standard USB interface. If using a computer which is running Windows, the computer must have had a full version of Windows 98/2000/Me installed. If the computer is running a version of Windows 98/2000/Me that has been upgraded from an earlier version of Windows, correct operation cannot be guaranteed.
  If using a Macintosh computer, the computer must be running OS8.6 – 9.1.
  It may not be possible to use the mouse function under some versions of both the Windows and Macintosh operating systems.
- Some computer settings may have to be changed in order for the mouse function to be used. For details, refer to the section of the documentation provided with your computer.
  If the mouse button settings have been reversed at the computer, the operation of the remote control buttons will also be reversed.
- The wireless mouse function cannot be used when any of the following functions are being used.
  - During menu display • Before setting a P in P (Picture in Picture) sub-screen
  - E-Zoom • When image size is set to normal display (resizing off) (for resolutions of SXGA and above)

16

Connecting to an External Monitor

To Monitor Out port

Cable provided with monitor
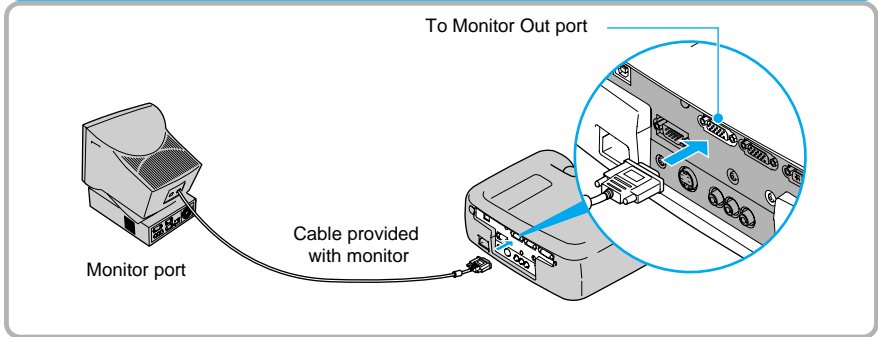
Monitor port

- A commercially available adapter might be required for connecting a Macintosh computer.
- Digital RGB signals that are being input to the Computer 1 port cannot be output to an external monitor.
- Video images cannot be output to an external monitor.
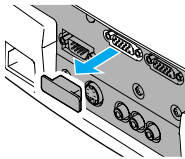
Remove the cover attached to the Monitor Out port before using it.

Name and function of the projector operating panel buttons

[Power] button
Turns the projector power on and off.

[Computer/YCbCr] button
Changes the image source between the Computer 1 port and the Computer 2/Component Video port.

[Menu] button
Displays or hides the menus.

[V-Keystone] button
Press this button if the projected image has vertical keystone distortion.
If you press and hold the [Shift] button while pressing this button, you can adjust the synchronization of computer images.

[Shift] button
This button does not function by itself. Press and hold this button while pressing either [Keystone] button to activate the function that is printed in orange on the control panel (Sync or Tracking).

[A/V Mute] button
Turns off the audio and video.

[Help] button
Displays the online help menu to assist you if you have a problem.

[Video] button
Changes the image source between the Video port and the S-Video port.

[Esc] button
Press to cancel the function currently being used.
Pressing [Esc] while viewing an environment setting menu or the online help displays the previous screen or menu.

[Auto] button
Automatically adjusts the computer image to the optimum image.
Functions as an ↵ button when an environment setting menu or help screen is being displayed. Press to select an item and proceed to the next screen.

[H-Keystone] button
Press this button if the projected image has horizontal keystone distortion.
If you press and hold the [Shift] button while pressing this button, you can adjust the tracking of computer images.

[Resize] button
Changes the aspect ratio.

[Volume] button
Adjusts the volume of the built-in speaker.

Name and function of the remote control buttons

Remote control light-emitting area
Outputs infrared remote control signals.

[Freeze] button
Keeps the current computer or video image on the screen.

Indicator
Lights when a remote control signal is being output.

[A/V Mute] button
Turns off the audio and video.

[Power] button
Turns the projector power on and off.

[E-Zoom] button
Enlarges or reduces the size of the image without changing the size of the projection area.

R/C switch
Turns the remote control power on and off.

Colortune button
Changes the color mode in accordance with the button pressed.

[Enter] button
If pressed when an environment setting menu or help screen is being displayed, the menu item is selected and the next menu screen appears.
If a computer is connected and the remote control is being used as a wireless mouse, the button can be tilted up, down and to the left or right to move the pointer in the tilted direction. When pressed, it functions in the same way as a left mouse button.

[⊙ (Illumination)] button
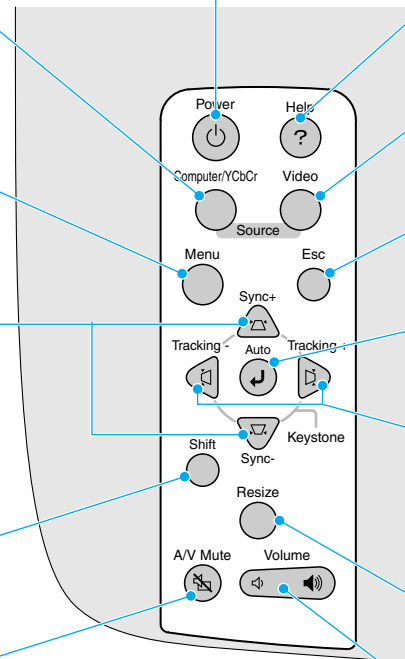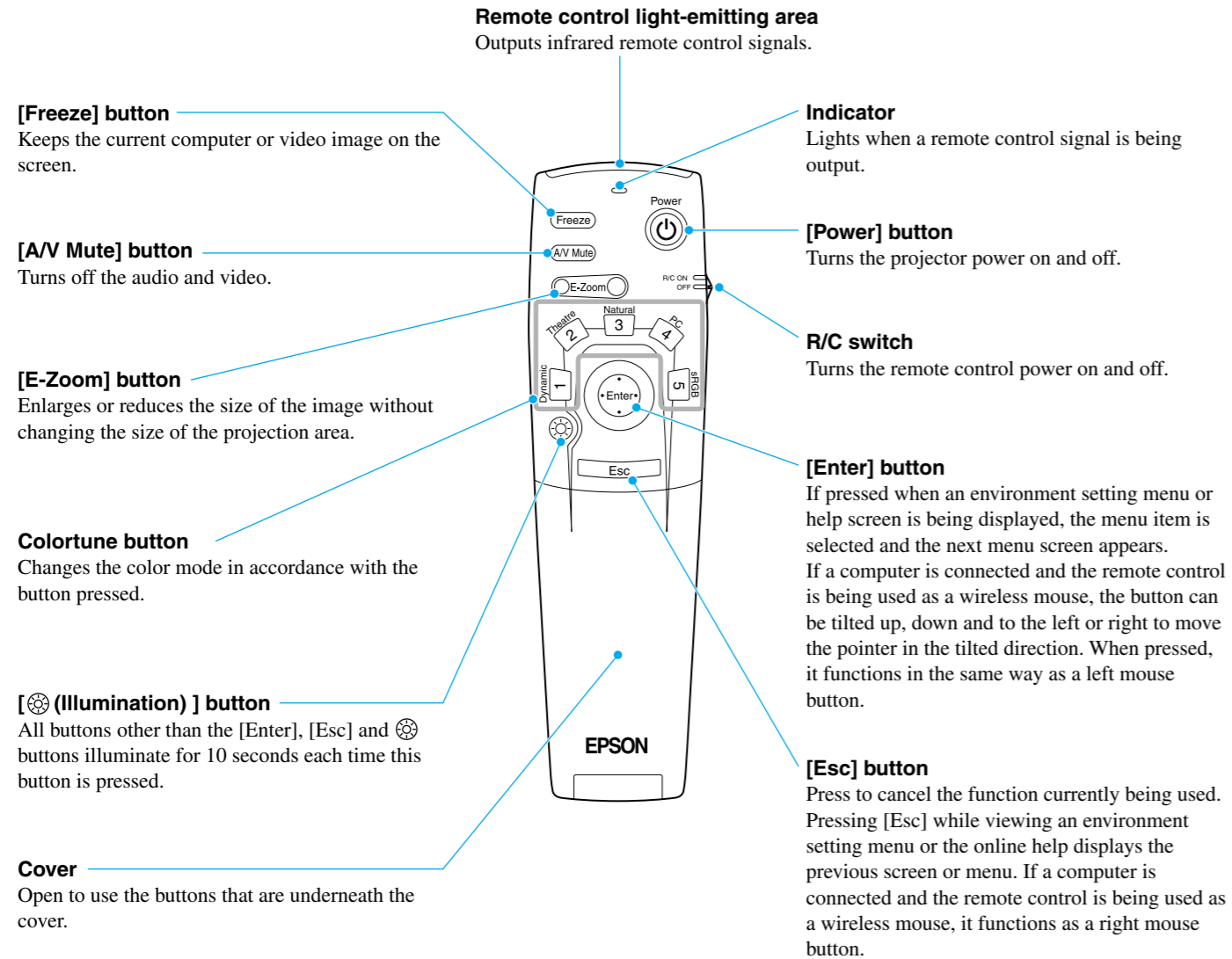All buttons other than the [Enter], [Esc] and ⊙ buttons illuminate for 10 seconds each time this button is pressed.

[Esc] button
Press to cancel the function currently being used. Pressing [Esc] while viewing an environment setting menu or the online help displays the previous screen or menu. If a computer is connected and the remote control is being used as a wireless mouse, it functions as a right mouse button.

Cover
Open to use the buttons that are underneath the cover.

Underneath cover

[Menu] button
Displays or hides the environment setting menus.

[Help] button
Displays the online help menu.

[Comp1] button
Changes the image source to the signals being input to the Computer 1 port.

[Comp2/YCbCr] button
Changes the image source to the signals being input to the Computer 2/Component Video port.

[S-Video] button
Switches to the images input from the S-Video port.

[Auto] button
Automatically adjusts computer images to the optimum images.

[Video] button
Switches to the images input from the Video port.

[Resize] button
Changes the aspect ratio.

[P in P] button
Activates the P in P (Picture in Picture) function.

[Preset] button
Selects one of the computer image resolutions that have been preset.

[Volume] button
Adjusts the volume of the built-in speaker.

EPSON