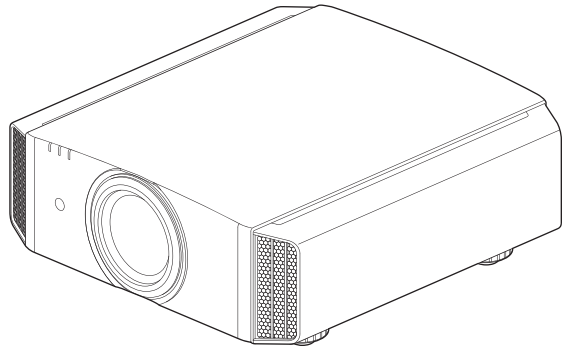


## D-ILA PROJECTOR

# DLA-X9500 DLA-X7500 DLA-X5500

**D-ILA<sup>®</sup>**  
**HDMI<sup>™</sup>**  
HIGH-DEFINITION MULTIMEDIA INTERFACE



Mobile User Guide

● <http://manual3.jvckenwood.com/projector/mobile/global/>

The Mobile User Guide can be viewed on mobile internet devices including smartphones and tablets.



### For Customer use :

Enter below the serial No. which is located on the side of the cabinet. Retain this information for future reference.

Model No. DLA-X9500 / DLA-X7500 /  
DLA-X5500

Serial No. \_\_\_\_\_

### Pour utilisation par le client :

Entrezci-dessous le N°de série qui est situé sous le boîtier. Garder cetteinformation comme référence pour le futur.

N° de modèle DLA-X9500 / DLA-X7500 /  
DLA-X5500

N° de série \_\_\_\_\_

### Instrucción para el cliente :

Introduzca a continuación el n° de serie que aparece en la parte inferior lateral de la caja. Conserve esta información como referencia para uso ulterior.

Modelo N° DLA-X9500 / DLA-X7500 /  
DLA-X5500

N° de serie \_\_\_\_\_

Not suitable for household room illumination.

# Safety Precautions

## IMPORTANT INFORMATION

This product has a High Intensity Dis-charge (HID) lamp that contains mercury. Manage in accord with disposal laws.

Disposal of these materials may be regulated in your community due to environmental considerations. For disposal or recycling information, please contact your local authorities or for USA, the Electronic Industries Alliance: <http://www.eiae.org>. or call 1-800-252-5722(For USA) or 1-800-964-2650(For Canada).

### WARNING:

TO PREVENT FIRE OR SHOCK HAZARDS, DO NOT EXPOSE THIS APPLIANCE TO RAIN OR MOISTURE.

### WARNING:

THIS APPARATUS MUST BE EARTHED.

### CAUTION:

To reduce the risk of electric shock, do not remove cover. Refer servicing to qualified service personnel.

This projector is equipped with a 3-blade grounding type plug to satisfy FCC rule. If you are unable to insert the plug into the outlet, contact your electrician.

### NOISE EMISSION DECLARATION

The sound pressure level at the operator position is equal or less than 50dB(A) according to ISO7779.

### For the customers in Taiwan only



廢電池請回收

### About the installation place

Do not install the projector in a place that cannot support its weight securely.

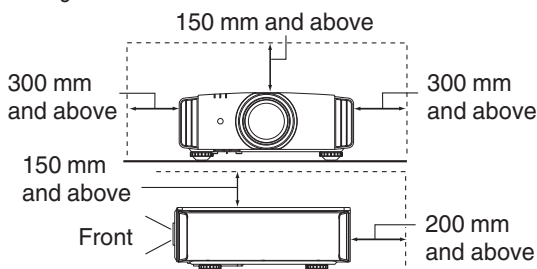
If the installation place is not sturdy enough, the projector could fall or overturn, possibly causing personal injury.

## IMPORTANT SAFEGUARDS

Electrical energy can perform many useful functions. This unit has been engineered and manufactured to assure your personal safety. But **IMPROPER USE CAN RESULT IN POTENTIAL ELECTRICAL SHOCK OR FIRE HAZARD.** In order not to defeat the safeguards incorporated into this product, observe the following basic rules for its installation, use and service. Please read these Important Safeguards carefully before use.

- All the safety and operating instructions should be read before the product is operated.
- The safety and operating instructions should be retained for future reference.
- All warnings on the product and in the operating instructions should be adhered to.
- All operating instructions should be followed.
- Place the projector near a wall outlet where the plug can be easily unplugged.
- Unplug this product from the wall outlet before cleaning.
- Do not use liquid cleaners or aerosol cleaners. Use a damp cloth for cleaning.
- Do not use attachments not recommended by the product manufacturer as they may be hazardous.
- Do not use this product near water. Do not use immediately after moving from a low temperature to high temperature, as this causes condensation, which may result in fire, electric shock, or other hazards.
- Do not place this product on an unstable cart, stand, or table. The product may fall, causing serious injury to a child or adult, and serious damage to the product. The product should be mounted according to the manufacturer's instructions, and should use a mount recommended by the manufacturer.
- When the product is used on a cart, care should be taken to avoid quick stops, excessive force, and uneven surfaces which may cause the product and cart to overturn, damaging equipment or causing possible injury to the operator.

PORTABLE CART WARNING  
(symbol provided by RETAC)



- Power source indicated on the label. If you are not sure of the type of power supply to your home, consult your product dealer or local power company.
- This product is equipped with a three-wire plug. This plug will fit only into a grounded power outlet. If you are unable to insert the plug into the outlet, contact your electrician to install the proper outlet. Do not defeat the safety purpose of the grounded plug.
- Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them. Pay particular attention to cords at doors, plugs, receptacles, and the point where they exit from the product.
- For added protection of this product during a lightning storm, or when it is left unattended and unused for long periods of time, unplug it from the wall outlet and disconnect the cable system. This will prevent damage to the product due to lightning and power line surges.
- Do not overload wall outlets, extension cords, or convenience receptacles on other equipment as this can result in a risk of fire or electric shock.
- Never push objects of any kind into this product through openings as they may touch dangerous voltage points or short out parts that could result in a fire or electric shock. Never spill liquid of any kind on the product.
- Do not attempt to service this product yourself as opening or removing covers may expose you to dangerous voltages and other hazards. Refer all service to qualified service personnel.
- Unplug this product from the wall outlet and refer service to qualified service personnel under the following conditions:
  - a) When the power supply cord or plug is damaged.
  - b) If liquid has been spilled, or objects have fallen on the product.
  - c) If the product has been exposed to rain or water.
  - d) If the product does not operate normally by following the operating instructions. Adjust only those controls that are covered by the Operation Manual, as an improper adjustment of controls may result in damage and will often require extensive work by a qualified technician to restore the product to normal operation.
  - e) If the product has been dropped or damaged in any way.
  - f) When the product exhibits a distinct change in performance, this indicates a need for service.
- When replacement parts are required, be sure the service technician has used replacement parts specified by the manufacturer or with same characteristics as the original part. Unauthorized substitutions may result in fire, electric shock, or other hazards.
- Upon completion of any service or repairs to this product, ask the service technician to perform safety checks to determine that the product is in proper operating condition.
- The product should be placed more than one foot away from heat sources such as radiators, heat registers, stoves, and other products (including amplifiers) that produce heat.
- When connecting other products such as VCR's, and DVD players, you should turn off the power of this product for protection against electric shock.

- Do not place combustibles behind the cooling fan. For example, cloth, paper, matches, aerosol cans or gas lighters that present special hazards when over heated.
- Do not look into the projection lens while the illumination lamp is turned on. Exposure of your eyes to the strong light can result in impaired eyesight.
- Do not look into the inside of this unit through vents (ventilation holes), etc. Do not look at the illumination lamp directly by opening the cabinet while the illumination lamp is turned on. The illumination lamp also contains ultraviolet rays and the light is so powerful that your eyesight can be impaired.
- Do not drop, hit, or damage the light-source lamp (lamp unit) in any way. It may cause the light-source lamp to break and lead to injuries. Do not use a damaged light source lamp. If the light-source lamp is broken, ask your dealer to repair it. Fragments from a broken light-source lamp may cause injuries.
- The light-source lamp used in this projector is a high pressure mercury lamp. Be careful when disposing of the light-source lamp. If anything is unclear, please consult your dealer.
- Do not ceiling-mount the projector to a place which tends to vibrate; otherwise, the attaching fixture of the projector could be broken by the vibration, possibly causing it to fall or overturn, which could lead to personal injury.
- Use only the accessory cord designed for this product to prevent shock.
- For health reasons, please take a break of about 5-15 minutes every 30-60 minutes and let your eyes rest. Please refrain from watching any 3D-images when you feel tired, unwell or if you feel any other discomfort. Moreover, in case you see a double image, please adjust the equipment and software for proper display. Please stop using the unit if the double image is still visible after adjustment.
- Once every three years, please perform an internal test. This unit is provided with replacement parts needed to maintain its function (such as cooling fans). Estimated replacement time of parts can vary greatly depending on frequency of use and the respective environment. For replacement, please consult your dealer, or the nearest authorized JVC service center.
- When fixing the unit to the ceiling, Please note that we do not take any responsibility, even during the warranty period, if the product is damaged due to use of metal fixtures used for fixation to the ceiling other than our own or if the installation environment of said metal fixtures is not appropriate. If the unit is suspended from the ceiling during use, please be careful in regard to the ambient temperature of the unit. If you use a central heating, the temperature close to the ceiling will be higher than normally expected.
- Video images can burn into the electronic component parts. Please do not display screens with still images of high brightness or high contrast, such as found in video games and computer programs. Over a long period of time it might stick to the picture element. There is no problem with the playback of moving images, e.g. normal video footage.
- Not using the unit for a long time can lead to malfunction. Please power it on and let it run occasionally. Please avoid using the unit in a room where cigarettes are smoked. It is impossible to clean optical component parts if they are contaminated by nicotine or tar. This might lead to performance degradation.
- Please watch from a distance three times the height of the projected image size. Persons with photosensitivity, any kind of heart disease, or weak health should not use 3D glasses.
- Watching 3D-images might be cause of illness. If you feel any change in your physical condition, please stop watching immediately and consult a physician if necessary.
- When watching 3D images, it is recommended to take regular breaks. As the length and frequency of the required breaks differ for every person, please judge according to your own condition.
- If your child watches while wearing 3D glasses, it should be accompanied by its parents or an adult guardian. The adult guardian should be careful to avoid situations where the child's eyes might become tired, as responses to tiredness and discomfort, etc., are hard to detect, and it is possible for the physical condition to deteriorate very quickly. As the visual sense is not yet fully developed in children under the age of 6, please consult a physician in regard to any problem concerning 3D-images if necessary.
- Note that when using the 3D feature, the video output may appear different from the original video image due to image conversion on the device.

**\* DO NOT allow any unqualified person to install the unit.**

Be sure to ask your dealer to install the unit (e.g. attaching it to the ceiling) since special technical knowledge and skills are required for installation. If installation is performed by an unqualified person, it may cause personal injury or electrical shock.

- Do not use optical instruments (such as magnifying glass or reflector) viewing the laser output. It may pose an eye hazard.
- When turning on the projector, ensure that no one is looking into the projection lens.
- Do not look into the lens and openings when the light is on. Doing so would have serious effects on the human body.
- Do not detach or attach the projection lens with the power connected.
- Attempting to disassemble, repair or modify the projector yourself may lead to serious safety issues.
- Using a faulty product not only results in electrical shock or fire hazard, it can cause visual impairment.
- When abnormality occur, stop using the projector immediately and send it to your authorized dealer for repair.

## POWER CONNECTION

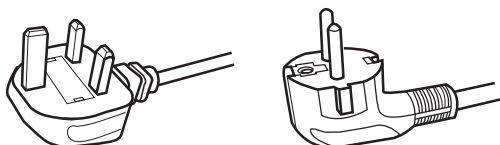
For USA and Canada only  
Use only the following power cord.

### Power cord



The power supply voltage rating of this product is AC100V – AC240V. Use only the power cord designated by our dealer to ensure Safety and EMC. Ensure that the power cable used for the projector is the correct type for the AC outlet in your country. Consult your product dealer.

### Power cord



For United Kingdom

For European continent  
countries

### WARNING:

**Do not cut off the main 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 adapter or consult your dealer. If nonetheless the mains plug is cut off, dispose of the plug immediately, to avoid a possible shock hazard by inadvertent connection to the main supply.

### WARNING:

**THIS APPARATUS MUST BE EARTHED.**

### Dear Customer,

This apparatus is in conformance with the valid European directives and standards regarding electromagnetic compatibility and electrical safety.

European representative of  
JVC KENWOOD Corporation is:  
JVCKENWOOD Deutschland GmbH  
Konrad-Adenauer-Allee 1-11  
61118 Bad Vilbel  
Germany

### IMPORTANT (Europe only):

The wires in the mains lead on this product are colored in accordance with the following code:

Green-and-yellow	: Earth
Blue	: Neutral
Brown	: Live

As these colors may not correspond with the colored making identifying the terminals in your plug, proceed as follows:

The wire which is colored green-and-yellow must be connected to the terminal which is marked M with the letter E or the safety earth or colored green or green-and-yellow. The wire which is colored blue must be connected to the terminal which is marked with the letter N or colored black.

The wire which is colored brown must be connected to the terminal which is marked with the letter L or colored red.

## POWER CONNECTION (United Kingdom only)

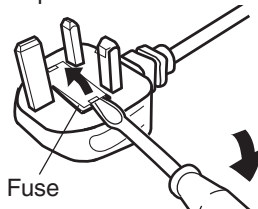
### IMPORTANT (Europe only):

When replacing the fuse, be sure to use only a correctly rated approved type, re-fit the fuse cover.

### IF IN DOUBT — CONSULT A COMPETENT ELECTRICIAN.

Open the fuse compartment with the blade screwdriver, and replace the fuse.

(\* An example is shown in the illustration below.)



### Information for Users on Disposal of Old Equipment and Batteries



Products



Battery

#### [European Union only]

These symbols indicate that equipment with these symbols should not be disposed of as general household waste. If you want to dispose of the product or battery, please consider the collection systems or facilities for appropriate recycling.

**Notice:** The sign Pb below the symbol for batteries indicates that this battery contains lead.

### Informations relatives à l'élimination des appareils et des piles usagés, à l'intention des utilisateurs



Produits



Pile

#### [Union européenne seulement]

Si ces symboles figurent sur les produits, cela signifie qu'ils ne doivent pas être jetés comme déchets ménagers. Si vous voulez jeter ce produit ou cette pile, veuillez considérer le système de collecte des déchets ou les centres de recyclage appropriés.

**Notification:** La symbole Pb en dessous du symbole des piles indique que cette pile contient du plomb.

### Información para los usuarios sobre la eliminación de baterías/pilas usadas



Productos



Baterías/pilas

#### [Sólo Unión Europea]

Estos símbolos indican que el equipo con estos símbolos no debe desecharse con la basura doméstica. Si desea desechar el producto o batería/pila, acuda a los sistemas o centros de recogida para que los reciclen debidamente.

**Atención:** La indicación Pb debajo del símbolo de batería/pila indica que ésta contiene plomo.

### Benutzerinformationen zur Entsorgung alter Geräte und Batterien



Produkte



Batterie

#### [Nur Europäische Union]

Diese Symbole zeigen an, dass derartig gekennzeichnete Geräte nicht als normaler Haushaltsabfall entsorgt werden dürfen. Wenden Sie sich zur Entsorgung des Produkts oder der Batterie an die hierfür vorgesehenen Sammelstellen oder Einrichtungen, damit eine fachgerechte Wiederverwertung möglich ist.

**Hinweis:** Das Zeichen Pb unterhalb des Batteriesymbols gibt an, dass diese Batterie Blei enthält.

### Informazioni per gli utenti sullo smaltimento delle apparecchiature e batterie obsolete



Prodotti



Batteria

#### [Solo per l'Unione Europea]

Questi simboli indicano che le apparecchiature a cui sono relativi non devono essere smaltite tra i rifiuti domestici generici. Se si desidera smaltire questo prodotto o questa batteria, prendere in considerazione i sistemi o le strutture di raccolta appropriati per il riciclaggio corretto.

**Nota:** Il simbolo Pb sotto il simbolo delle batterie indica che questa batteria contiene piombo.

### Informatie voor gebruikers over het verwijderen van oude apparatuur en batterijen



Producten



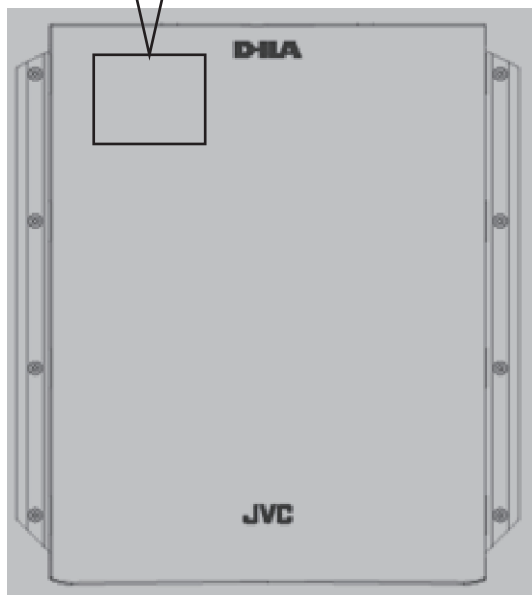
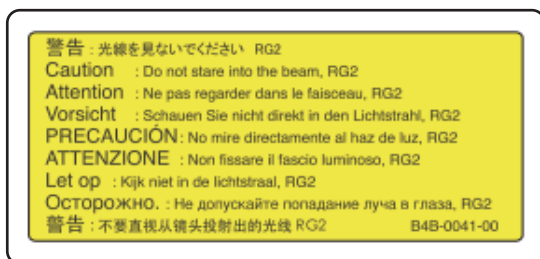
Batterij

#### [Alleen Europese Unie]

Deze symbolen geven aan dat apparatuur met dit symbool niet mag worden weggegooid als algemeen huishoudelijk afval. Als u het product of de batterij wilt weggooien, kunt u inzamelsystemen of faciliteiten voor een geschikte recycling gebruiken.

**Opmerking:** Het teken Pb onder het batterijsymbool geeft aan dat deze batterij lood bevat.

## Location information of the labels



As with any bright light source, do not stare into the beam, RG2 IEC 62471-5:2015



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## Symbols used in this manual

**X9500** indicates a function that is supported by DLA-X9500.

**X7500** indicates a function that is supported by DLA-X7500.

**X5500** indicates a function that is supported by DLA-X5500.

Items not marked with any of the above symbols are supported by all models.



# Accessories/Optional Accessories

## Check the Accessories

Lens cover **X5500** ..... 1 piece

\* It is attached to the main unit at the time of shipment.

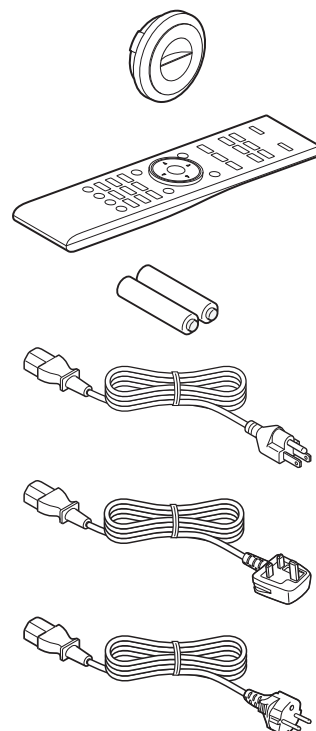
Remote control ..... 1 piece

AAA-size batteries (for operational check) ..... 2 pieces

Power cord (for USA) (about. 2 m) ..... 1 piece

Power cord (for UK) (about. 2 m) ..... 1 piece

Power cord (for EU) (about. 2 m) ..... 1 piece



- Quick User Guide, safety precautions, warranty card, and other printed material are also included.
- Be sure to read the “Safety Precautions” before using this projector.

## Optional Accessories

- Replacement lamp: Product no. PK-L2615U
- 3D GLASSES: model PK-AG3
- 3D SYNCHRO EMITTER: model PK-EM2

### Compatibility Chart for 3D SYNCHRO EMITTER and 3D GLASSES

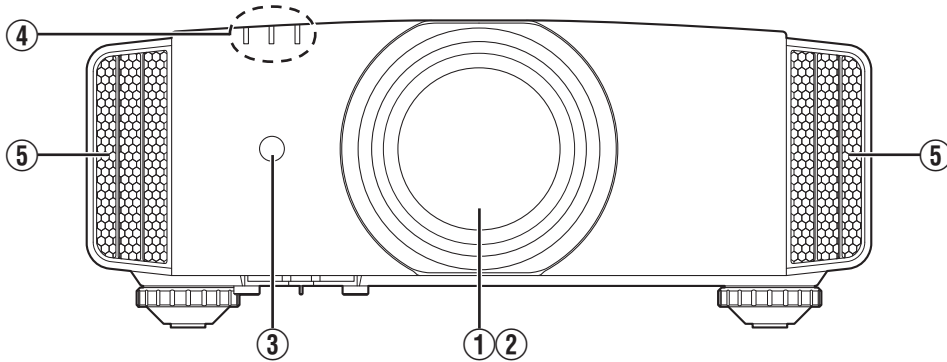
		3D GLASSES		
		PK-AG1 * (Communication Method: IR (Infrared))	PK-AG2 * (Communication Method: IR (Infrared))	PK-AG3 (Communication Method: RF (Radio frequency))
3D SYNCHRO EMITTER	PK-EM1 * (Communication Method: IR (Infrared))	○	○	—
	PK-EM2 (Communication Method: RF (Radio frequency))	—	—	○

\* Discontinued product

Please check with your authorized dealer for details.

# Controls and Features

## Main Unit - Front



### ① Lens

This is a projection lens. Do not look through the lens while an image is projected.

### ② Lens cover **X9500 X7500**

The lens cover opens/closes when the power supply is turned on/off. (P. 49)

- For **X5500**, attach the lens cover when the unit is not in use.

### ③ Remote Sensor (front)

Please aim the remote control at this area when using it.

- \* There is also a remote sensor at the rear.

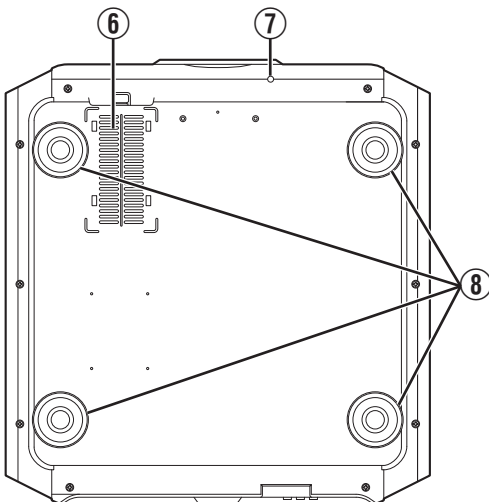
### ④ Indicator

Refer to "Indicator Display on the Main Unit" P. 75.

### ⑤ Exhaust vent

Warm air is discharged to cool down the internal temperature.  
Do not block the vents.

## Main Unit - Bottom



### ⑥ Inlets (at 3 points on the rear/bottom)

The inlets take in air to cool down the internal temperature.  
Do not block or prevent the outflow of hot air. Doing so may cause the unit to malfunction.

- \* There are two inlets on the right and left sides at the rear of the unit.

### ⑦ Manual button for lens cover **X9500 X7500**

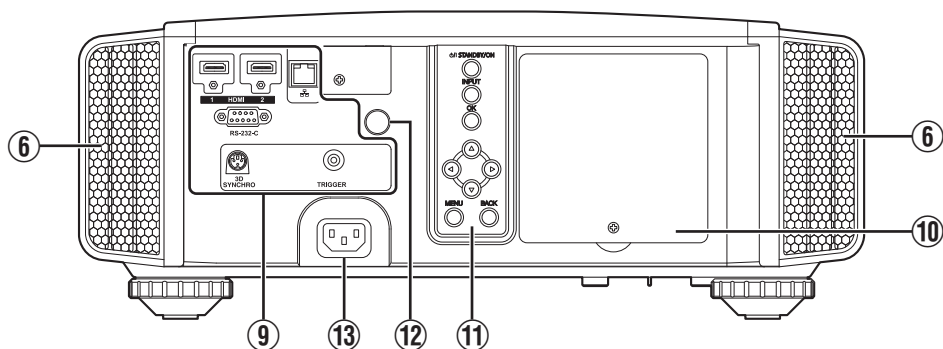
The lens cover can be opened when pressed down.  
It is used for maintenance purposes. You can also make use of it when you need to open the lens cover urgently.

### ⑧ Feet

The height and angle of the projector can be adjusted by turning the foot. (0 to 5 mm) (P. 17)

When the foot is removed, it can be used as the mounting holes for the ceiling mount bracket.

## Main Unit - Rear



### ⑨ Input terminals

In addition to the video input terminal, there are also other connection terminals for devices such as controllers and optional equipment.

Please see “Main Unit - Input Terminals”P. 12 for more details about the terminals.

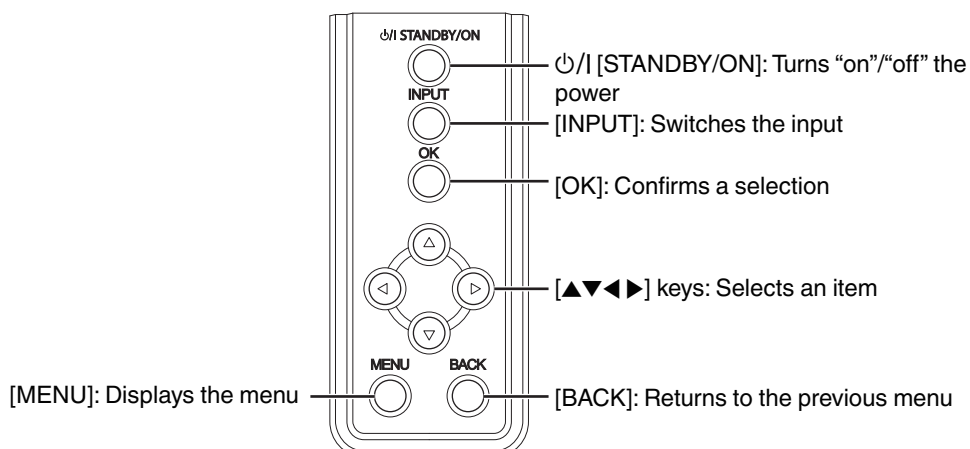
### ⑩ Lamp cover

When replacing the light source lamp, remove this cover.

### ⑪ Operation panel

For more details, please refer to the “Operation panel” in the diagram below.

#### Operation panel



### ⑫ Remote Sensor (rear)

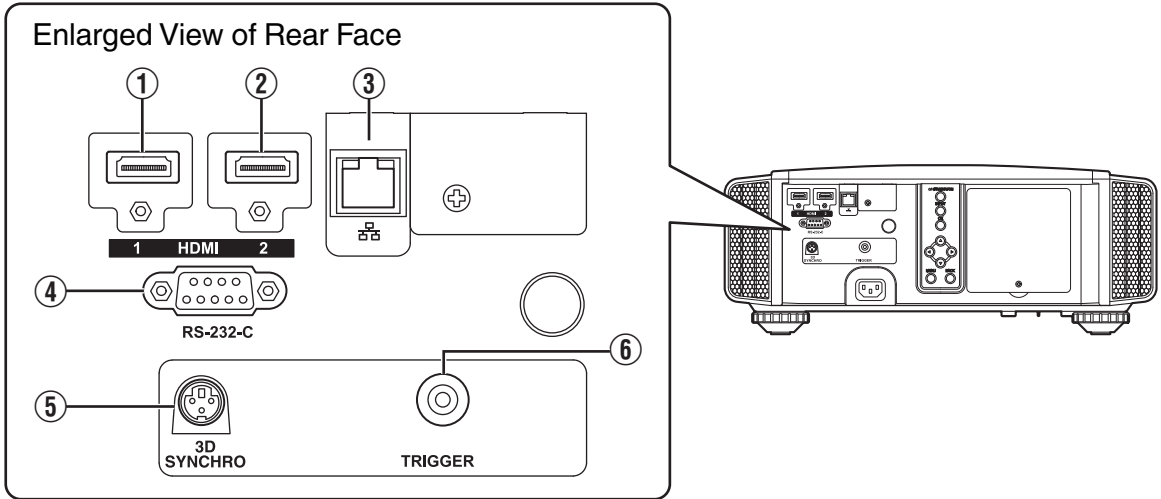
Please aim the remote control at this area when using it.

\* There is also a remote sensor at the front.

### ⑬ Power input terminal

Connect the supplied power cord to this terminal.

## Main Unit - Input Terminals



### ① [HDMI 1] input terminal

### ② [HDMI 2] input terminal

For connecting to devices that support HDMI output. (P. 18)

It is fitted to the M3 lock hole. The depth of the screw hole is 3 mm.

### ③ [LAN] terminal (RJ-45)

The projector can be controlled by connecting it to a PC through the computer network for control commands to be sent to the projector.

### ④ [RS-232C] terminal (D-sub 9-pin male)

The projector can be controlled by connecting a PC to this terminal.

### ⑤ [3D SYNCHRO] terminal

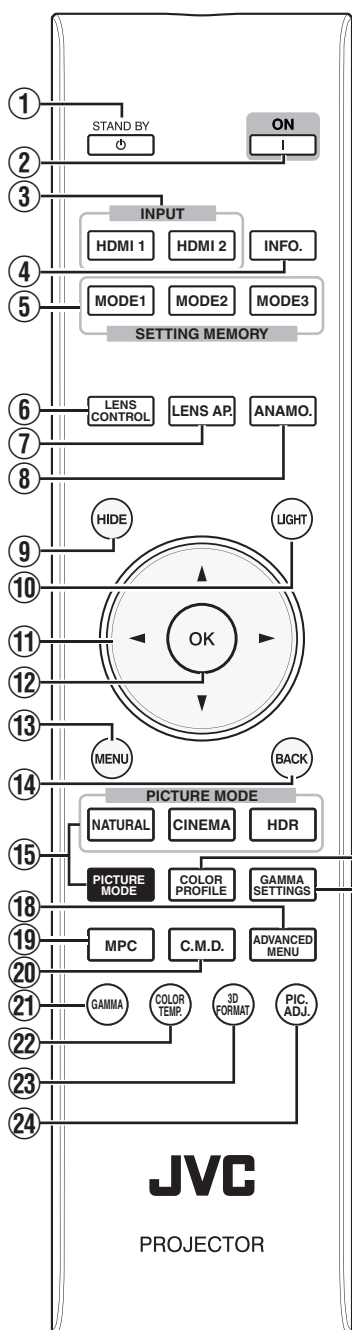
By connecting a 3D SYNCHRO EMITTER (sold separately) to this terminal, you can view 3D movies.

### ⑥ [TRIGGER] terminal (⊖ ⊕)

Output terminal for DC 12 V, 100 mA power supply. It is used for sending output signals to control devices such as an elevating screen that is equipped with a trigger function.

Note that improper connection may damage the projector. (Tip=DC +12 V, Sleeve=GND)

## Remote Control



### ① [STAND BY]

Turns off the power. (P. 22)

### ② [ON]

Turns on the power. (P. 21)

### ③ [INPUT]

Switches the input to [HDMI 1] or [HDMI 2]. (P. 21)

### ④ [INFO.]

Displays the information menu. (P. 57)

### ⑤ [SETTING MEMORY]

Retrieves the [MODE 1] (LENS MEMORY 1), [MODE 2] (LENS MEMORY 2) or [MODE 3] (LENS MEMORY 3) lens memory.

### ⑥ [LENS CONTROL]

For adjusting focus, zoom, and shift. (P. 23)

- Pressing the button each time switches the function in the following sequence: "Focus" → "Zoom" → "Shift"...

### ⑦ [LENS AP.]

For setting the lens aperture. (P. 41)

### ⑧ [ANAMO.]

Switches the anamorphic mode.  
Pressing the button each time switches the anamorphic mode in sequence.

### ⑨ [HIDE]

Hides the image temporarily. (P. 21)

### ⑩ [LIGHT]

Illuminates the buttons on the remote control.

### ⑪ [▲▼◀▶] keys

For selecting an item.

### ⑫ [OK]

Confirms a selected item.

### ⑬ [MENU]

Displays the menu, or hides the menu if it is displayed.

### ⑭ [BACK]

Returns to the previous menu.

### ⑮ [PICTURE MODE]

Switches the picture mode. (P. 30)

- Press [NATURAL], [CINEMA] or [HDR] to switch to the respective picture mode.
- Pressing [PICTURE MODE] displays the Picture mode selection menu.

### ⑯ [COLOR PROFILE]

Displays the color profile selection menu. (P. 31)

### ⑰ [GAMMA SETTINGS]

Displays the gamma setting menu.

### ⑱ [ADVANCED MENU]

Pressing the button each time switches the menu in the following sequence: "Picture Mode" → "Color Profile" → "Color Temp." → "Gamma" → "Blur Reduction"...

### ⑲ [MPC]

Displays the MPC setting menu. (P. 34)

### ⑳ [C.M.D.]

For setting frame interpolation. (P. 40)

- Pressing the button each time switches the frame interpolation in sequence.

### ㉑ [GAMMA]

Switches the gamut. (P. 35)

- Pressing the button each time switches the configurable gamma in sequence.

### ㉒ [COLOR TEMP.]

Switches the color temperature. (P. 45)

- Pressing the button each time switches the configurable color temperature in sequence.

### ㉓ [3D FORMAT]

For setting the 3D format. (P. 29)

- Pressing the button each time switches the 3D format in sequence.

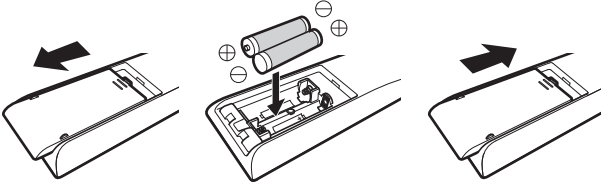
### ㉔ [PIC. ADJ.]

Displays the picture quality adjustment gauge. (P. 46)

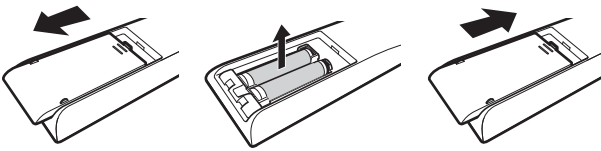
- Pressing the button each time displays the picture quality adjustment gauge in sequence.

## Loading Batteries into the Remote Control

### Loading the batteries



### Removing the batteries



- If the remote control has to be brought closer to the unit to operate, it means that the batteries are wearing out. Replace the batteries with new ones (AAA).
- Insert the batteries according to the  $\oplus$   $\ominus$  marks. Be sure to insert the  $\ominus$  end first. When removing the battery, do so from the  $\oplus$  end.
- If an error occurs while using the remote control, remove the batteries and wait for five minutes. Load the batteries again and operate the remote control.

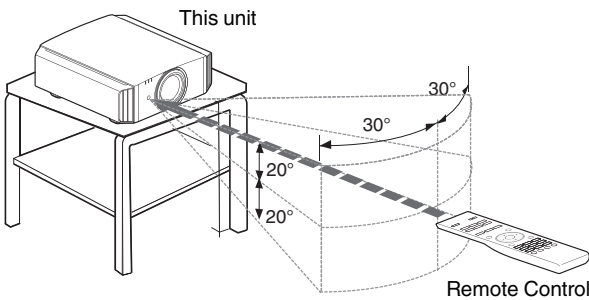
### CAUTION

- Do not put the remote control in a place with an exposure to direct sun light or high temperature. It may be deformed due to heat, or the internal components may be adversely affected resulting in fire hazard.
- Remove the batteries from the remote control when storing the remote control. Storing the remote control for a prolonged period without removing the batteries can cause battery leakage.

## Effective Range of Remote Control Unit

When aiming the remote control toward the sensor on this unit (front or rear), ensure that the distance to the sensor is within 7 m.

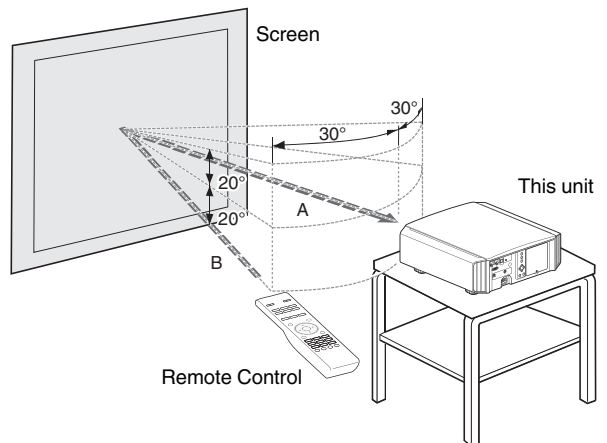
If the remote control fails to work properly, move closer to this unit.



### Control through reflection off a screen, etc.

Ensure that the total of distance A (between this unit and the screen) and distance B (between the remote control and the screen) is within 7 m.

\* As the efficiency of signals reflected from the remote control unit varies with the type of screen used, the operable distance may decrease.



### CAUTION

- Do not put the remote control in a place with an exposure to direct sun light or high temperature. It may be deformed due to heat, or the internal components may be adversely affected resulting in fire hazard.
- Remove the batteries from the remote control when storing the remote control. Storing the remote control for a prolonged period without removing the batteries can cause battery leakage.

# Installing the Projector

## Precautions during Installation

Please read the following carefully before installing this unit.

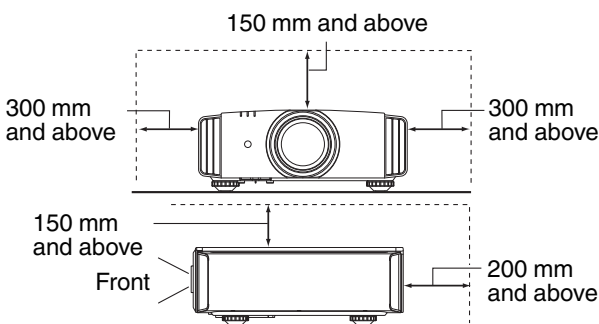
### Do not install at the following

This unit is a precision device. Please refrain from installing or using it at the following locations. Otherwise, it may cause fire or malfunction.

- Dusty, wet and humid places
- Places subject to oily smoke or cigarette smoke
- On top of a carpet or bedding, or other soft surfaces
- Places exposed to direct sunlight
- Places with a high or low temperature
- Do not install this unit in a room that is oily or subject to cigarette smoke. Even a small quantity of smoke or oiliness can have a long-term impact on this unit.
- \* This unit produces a great amount of heat, and is designed to take in cool air to cool its optical components. Using the unit at the above locations may cause dirt to attach to the light path, thereby resulting in dark images or dull colors.
- \* Dirt that sticks to the optical components cannot be removed.

### Maintain clearance from the wall, etc.

As the unit discharges a large amount of heat, install it with adequate clearance from the surroundings as shown below.



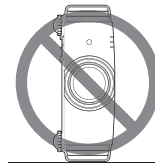
Leave the front area of the unit unblocked.  
If there is any obstructing object in front of the exhaust vent, hot air will flow back to the unit and cause it to heat up. Hot air flowing out of the unit may cast shadows on the screen (heat haze phenomenon).

### Using the projector

This unit uses a projection lamp, which will heat up when in use.

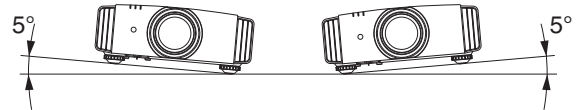
Please refrain from projecting in the following circumstances. Otherwise, it may cause fire or malfunction.

- Projection with the unit stood vertically

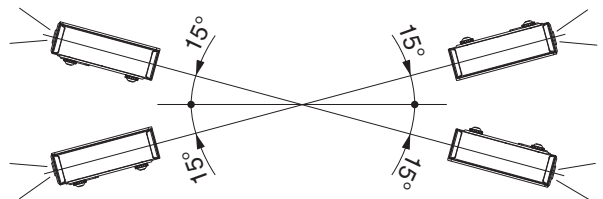


- Projection with the unit inclined at an angle

Horizontal inclination: within  $\pm 5^\circ$



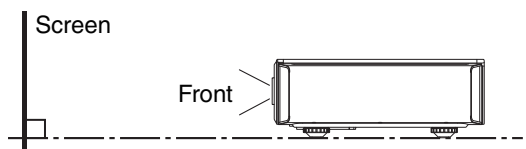
Vertical inclination: within  $\pm 15^\circ$



- Malfunction may occur if the angle is not set within the abovementioned range.

### Installing the screen

Install the unit and the screen such that they are perpendicular to each other.



- Please choose a screen material with non-uniform patterns. Uniform patterns such as checks may cause interference patterns to occur.
- In this case, you can change the size of the screen to make the interference patterns less noticeable.

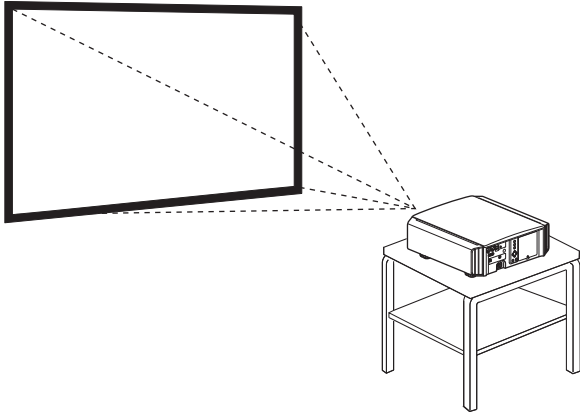
### Using the projector at a high altitude

When using this unit at a location that is higher than 900 m above sea level (low air pressure), set the "High Altitude Mode" to "On". (P. 51)



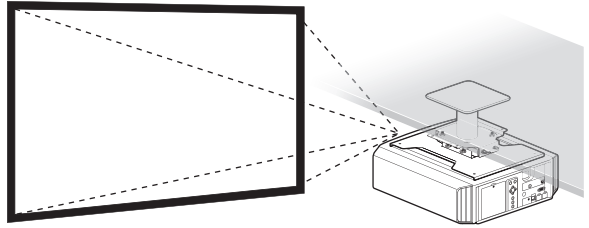
## Precautions during Mounting

### Securing (mounting) the projector



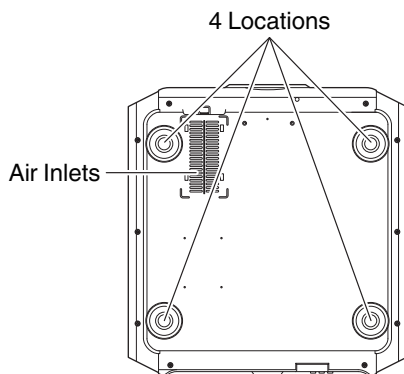
- When this unit is to be mounted to a fixed position for use, install it horizontally.
- Make sure to secure the main unit to prevent accidents such as during an earthquake.

### Securing the projector (ceiling mount)



- Be sure to ask your dealer to install the unit for you. Installing the unit on your own may cause the unit to fall resulting in injury.
- Take the necessary actions to prevent the main unit from falling off such as during an earthquake.
- Regardless of the warranty period, JVC is not liable for any product damage caused by mounting the unit with non-JVC ceiling fittings or to an environment that is not suited for ceiling mount.
- When using the unit with it suspended from a ceiling, pay attention to the surrounding temperature. When a heater is in use, the temperature around the ceiling may be higher than expected.
- To attach the unit to the ceiling mount bracket, set the torque between the range of 1.5N m to 2.0N m. Tightening with torque exceeding the above range may cause damage to the unit, which may result the unit to fall.
- Install the outlet at an accessible height to unplug from the wall. Or install the circuit breaker at an accessible height to shut down the projector. If you need information, please consult your authorized dealer or specialist.

### Securing with screws



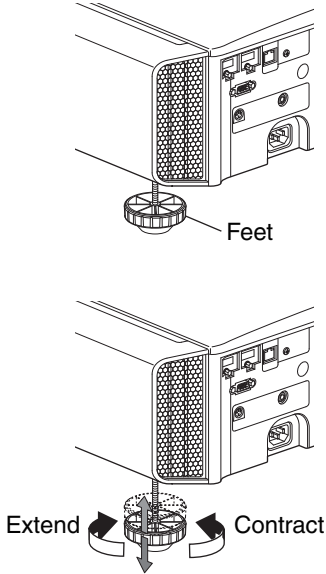
Remove the four feet at the bottom, and fasten using the screws (M5 screws, 13 to 23 mm).

- \* Using screws other than those designated may cause the unit to break down.
- \* Leave a clearance of at least 10 mm from the bottom surface of the unit to allow it to take in cool air.

# Adjusting the Position

## Adjusting the elevation angle of the projector

The height and inclination of the unit (0 to 5 mm) can be adjusted by turning the feet. Lift the unit and adjust the four feet.



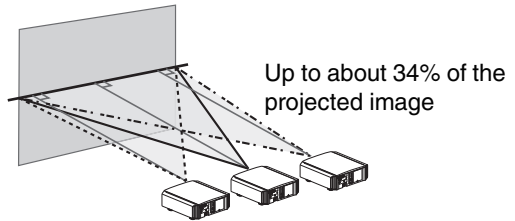
## Adjusting the position of the image

By using the lens shift feature of this unit, you can shift the image upward/downward or to the left/right. Set it to your preferred position.

➔ “Adjusting the Lens According to the Projection Position” (P. 23)

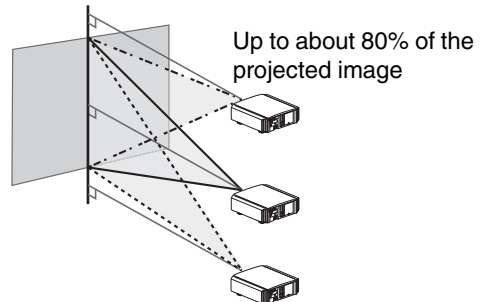
### ■ Horizontal Position

Vertical Position: 0% (Center)

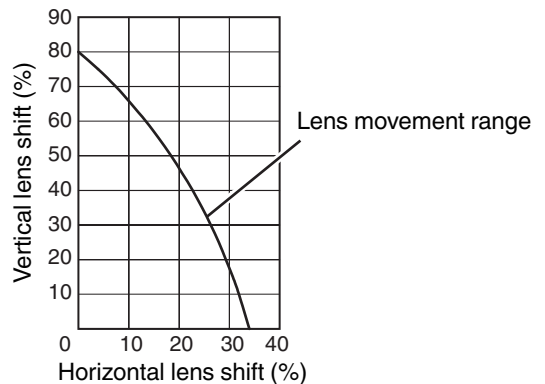


### ■ Vertical Position

Horizontal Position: 0% (Center)



### ■ Lens shift Range



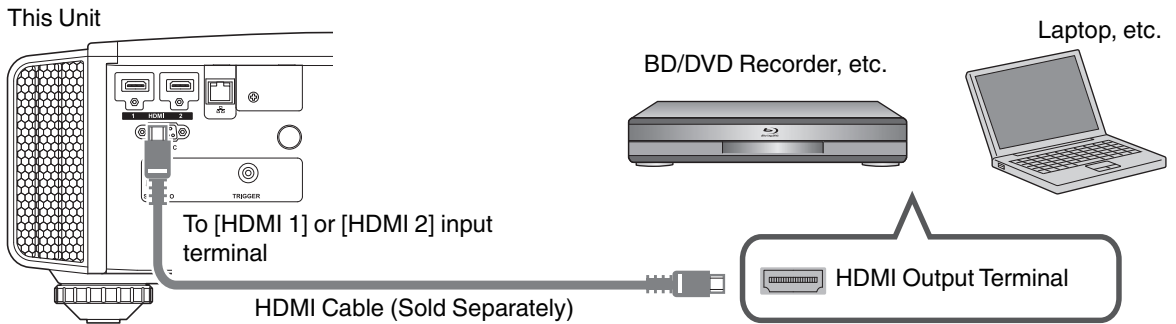
- The maximum vertical shift varies with the amount of horizontal shift. Similarly, the maximum horizontal shift also changes with the amount of vertical shift.
- The values on the graph are intended as a guide. Use them for reference during installation.

# Connecting the Projector

- Do not turn on the power until connection is complete.
- The connection procedures differ according to the device used. For details, please refer to the instruction manual of the device to be connected.
- This projector is used for projecting images. To output the audio of connected devices, please connect a separate audio output device, such as an amplifier or speaker.
- The images may not be displayed depending on the devices and cables to be connected. A high speed HDMI cable (sold separately) that is HDMI-certified is recommended. When using a standard cable, you are recommended to set the resolution of the equipment transmitting the video to 1080i or lower.
- Also, please refer to “HDMI2 EDID”P. 48.
- Some cables cannot be connected to this unit due to the size of their connector cover.

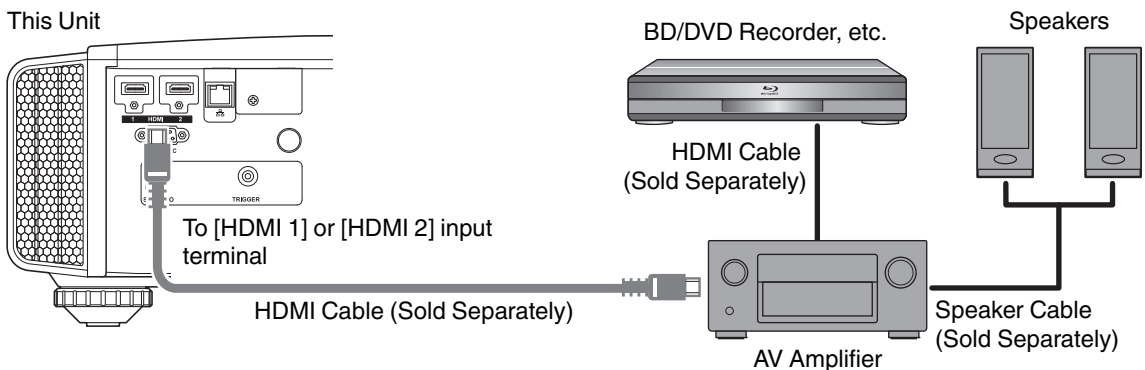
## Connecting to the HDMI Input Terminal (Digital Input)

### Connecting via HDMI cable



- If noise occurs, move the laptop away from this unit.

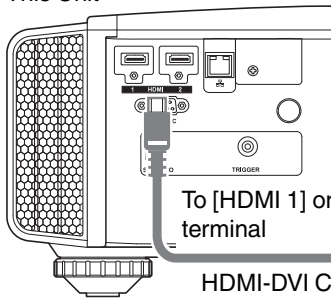
### Connecting through an AV amplifier



- If the source device is connected to the projector through an intermediate device such as an AV amplifier or divider, the video image may not appear depending on the specifications of the intermediate device. In this case, connect the source device directly to the projector, and check whether the video image is displayed.

## Connecting via HDMI-DVI conversion cable

This Unit



To [HDMI 1] or [HDMI 2] input terminal

HDMI-DVI Conversion Cable (Sold Separately)

Desktop PC, etc.

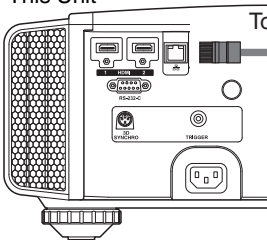


DVI Output Terminal

- If noise occurs, move the desktop PC away from this unit.
- If the video is not displayed, try to reduce the length of the cable or lower the resolution of the video transmitting equipment.

## Connecting to the LAN Terminal

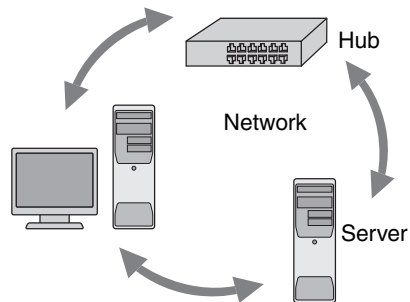
This Unit



To [LAN] Terminal

Connection Cable  
(Sold Separately)

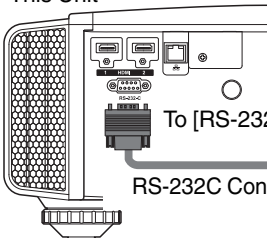
Desktop PC, etc.



- The network is used to control this unit. It is not used for sending or receiving video signals.
- Please contact your network administrator for information concerning the network connection.
- Set “ECO Mode” to “Off” if LAN communication is performed in the Standby mode. (P. 56)
- For more information on control, please refer to “External Control”P. 67.

## Connecting to the RS-232C Terminal

This Unit



To [RS-232C] Terminal

RS-232C Connection Cable (Sold Separately)

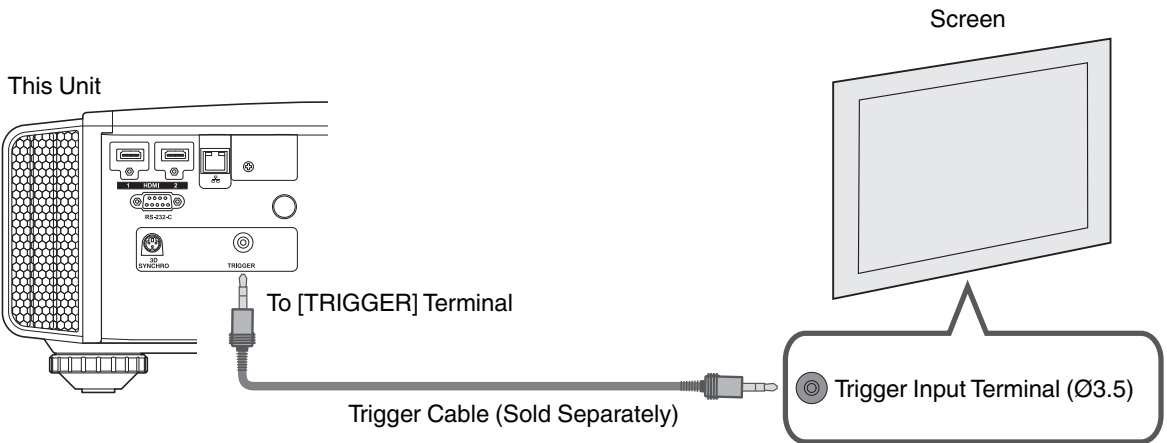
Laptop, etc.



RS-232C Terminal

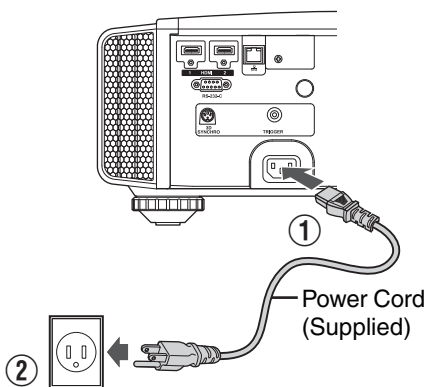
- Set “ECO Mode” to “Off” if RS-232C communication is performed in the Standby mode. (P. 56)
- For more information on control, please refer to “External Control”P. 67.

## Connecting to the TRIGGER Terminal



- Do not use it to supply power to other devices.
- Connecting to the audio terminal of another device may cause the device to malfunction or break down.
- Using beyond the rated value will cause the unit to malfunction.
- The trigger terminal outputs a voltage of 12 V. Exercise adequate caution to prevent short circuit.
- The factory setting is “Off”. To change the setting, configure the “Trigger” item in the menu (P. 55).

## Connecting the Power Cord (Supplied Accessory)

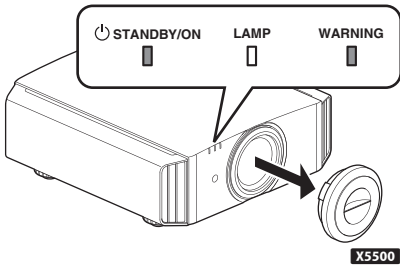


- ① Connect the power cord supplied to the power input terminal on the main unit
- ② Insert the supplied power plug into the wall outlet.

## ⚠ Precautions to prevent fire and electric shock

- The power consumption of this unit is large. Please connect it directly to the wall outlet.
- When you are not using the projector, please unplug the power cord from the outlet.
- Connect it using only the power cord supplied.
- Do not use a voltage other than the indicated power voltage.
- Do not damage, break or modify the power cord. Do not place a heavy object on the power cord, or heat or pull it. Doing so may damage the power cord.
- Do not unplug the power cord with wet hands.

# Viewing Videos



## MEMO

- When you are using **X5500**, be sure to remove the lens cover.
- Connect the power cord, and ensure that the “STANDBY/ON” indicator lights up in red.

## 1 Turn on the power

Remote control: press the **I** [ON] button

Projector unit: press the **⏻** [STANDBY/ON] button

- The “STANDBY/ON” indicator light switches from red to green (light goes off after the unit starts up).
- (**X9500 X7500**) The lens cover opens.

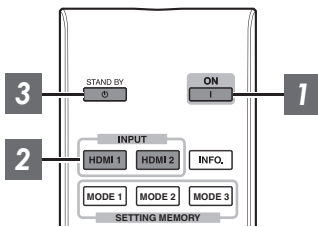
“STANDBY/ON” lights up (red)  
In standby state



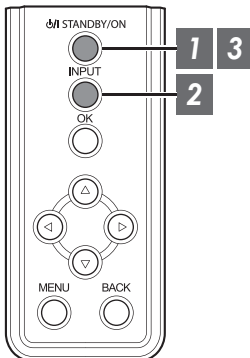
“STANDBY/ON” lights up (green)  
During lamp startup



### Remote Control



### This unit



## 2 Choose the image to project

Remote control: press the [HDMI 1] or [HDMI 2] button

Projector unit: press the [INPUT] button to switch the input

- Play back the selected device to project the image.

To hide the image temporarily

Press the [HIDE] button on the projector unit or remote control

- The “STANDBY/ON” indicator light starts to blink in green.
- Press the [HIDE] button again to resume display of the image.
- The power cannot be turned off when the image is temporarily hidden.

### 3 Turn off the power

Remote control: press the ⏻ [STAND BY] button

Projector unit: press the ⏻/I [STANDBY/ON] button

- While the “Are you sure you want to turn off?” message is displayed, press the button again.
- The lamp turns off, and the “STANDBY/ON” indicator switches from a green light to a red blinking light.
- After the light goes off, the fan will run for about 100 seconds to cool down the lamp (Cool-down mode). Do not disconnect the power cable while cooling is in progress.
- After about 100 seconds, the “STANDBY/ON” indicator switches from a blinking red to a solid red light.

“STANDBY/ON” blinking (red)  
In the Cool-down mode



“STANDBY/ON” lights up (red)  
In standby state



- For **X5500**, attach the lens cover manually.
- For **X9500 X7500**, the lens cover closes upon power off.

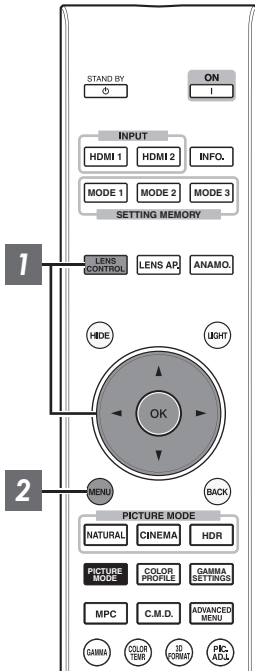
## CAUTION

- The power cannot be turned off within approximately 60 seconds after it has been turned on.
- The power cannot be turned on again while cooling is in progress (100 seconds).
- Pull out the power plug when the unit is not to be used for a prolonged period of time.
- If the indication of indicator differs from the description, refer to “Indicator Display on the Main Unit”P. 75 for details.

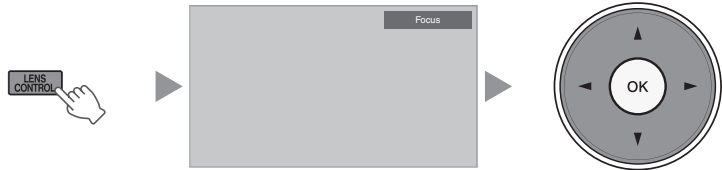


# Adjusting the Projector Screen

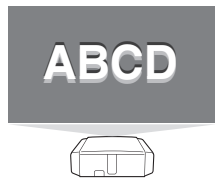
## Adjusting the Lens According to the Projection Position



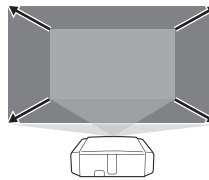
**1** Press the [LENS CONTROL] button, and use the [▲▼◀▶] keys to adjust Focus, Zoom (screen size), and Shift (screen position)



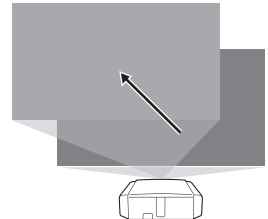
- Pressing the [LENS CONTROL] or [OK] button each time switches the mode in the following sequence: “Focus” → “Zoom” → “Shift” → “Focus”...
- Operation of the lens control feature is disabled when the lens lock is set to “On”. (P. 49)
- For more detailed information, please refer to “Lens Control”P. 49.



Focus Adjustment



Zoom (Screen Size) Adjustment



Shift (Screen Position) Adjustment

**2** Press the [MENU] button once, or the [BACK] twice, to end adjustment.

## Saving and Retrieving Adjustment Settings

The Focus, Zoom, and Shift settings can be saved or retrieved, so you can switch easily to a different aspect ratio (screen size) according to the image.

- In a state where no adjustment settings are saved (factory default), only “Lens Memory Save” is displayed.
- Operation of the lens control feature is disabled when the lens lock is set to “On”.

### Saving an adjustment data

1 Adjust focus, zoom, or shift (P. 23)

2 Press the [MENU] button to display the menu and select “Installation”→“Lens Control”→“Lens Memory Save”



3 Select the item to save, and press the [OK] button

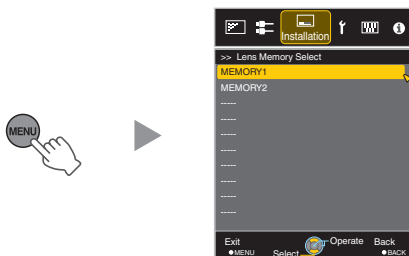
- The adjustment data is saved.
- Items with no adjustment data saved are displayed as [----].
- If you have selected an item for which an adjustment data has already been saved, the old data will be overwritten.
- You can change the name when saving an item. (P. 25)
- The maximum number of items can be saved is 10 for **X9500** **X7500** and 5 for **X5500**.

4 Press the [MENU] button to exit

## Retrieving an adjustment data

1 Press the [MENU] button to display the menu and select “Installation”→“Lens Control”→“Lens Memory Select”

- The data can also be retrieved using the direct keys on the remote control. The [MODE1] to [MODE3] keys correspond to MEMORY 1 to MEMORY 3.

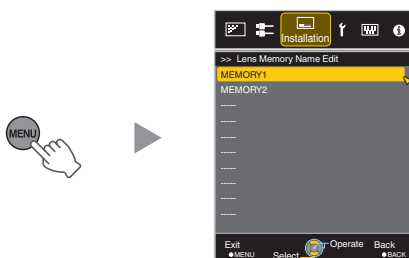


2 Select the adjustment data to retrieve, and press the [OK] button

- The retrieved data is adjusted automatically.
- If no adjustment data has been saved, the item will be grayed out and cannot be selected.

## Renaming an adjustment data

1 Press the [MENU] button to display the menu and select “Installation”→“Lens Control”→“Lens Memory Name Edit”



2 Select the adjustment data to edit, and press the [OK] button

- An edit screen appears.



- You can input up to 10 characters.
- Characters that are usable include alphabets (upper or lower case), numeric characters, and symbols.
- Pressing the [Back] button cancels the content that is currently being edited, and exits the edit mode.

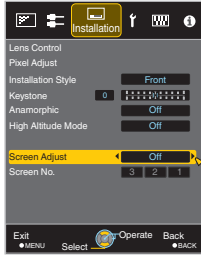
3 After renaming, select “OK” and press the [OK] button

4 Press the [MENU] button to exit

# Setting Screen Correction

## 1 Set Screen Adjust

By selecting the optimal correction mode according to the characteristics of the screen in use, corrections can be performed to reproduce natural images with balanced colors.



- This item is not available when “Color Profile” is set to “Off”.
- For information on the screen and the corresponding correction mode, please visit our website.

<http://www3.jvckenwood.com/english/projector/screen/>

## MEMO

- You can utilize the optional optical sensor and dedicated projector calibration software to make finer adjustments.  
For details on the dedicated projector calibration software, please visit our website.

<http://www3.jvckenwood.com/english/download/>

## Adjusting the Screen Size (Aspect)

The screen size of the projected image can be adjusted optimally according to the original screen size (aspect) that has been input.

- 1 Press the [MENU] button to display the menu
- 2 Select "Input Signal" → "Aspect" in the menu, then select the setting and press [OK]



Setting	Description	
4:3	Sets the screen size to 4:3. For HD signals, the two sides are reduced.	Displayed only during video signal input.
16:9	Sets the screen size to 16:9. For SD signals, the two sides are expanded.	
Zoom	Enlarges the entire image. * Not selectable in the case of HD signals.	
Auto	Positions the image at the center with the entire image enlarged.	Displayed only during PC signal input.
Just	Displays the input image in the actual size.	
Full	Fills the entire screen with the image with the size (aspect) of the input image ignored.	

- This item is grayed out and cannot be adjusted when there is no signal, signal is out of range, or during 3D or 4K input.

- 3 Press the [MENU] button to exit

### Example of input image and screen size

#### HDMI Signal Input

Input Image \ Output Image		Setting		
		4:3	16:9	Zoom
4:3				
2.35:1 (Cinema Scope)				

#### PC Signal Input

Input Image \ Output Image		Setting		
		Auto	Just	Full
1280x1024				

Operate

# Viewing 3D Movies

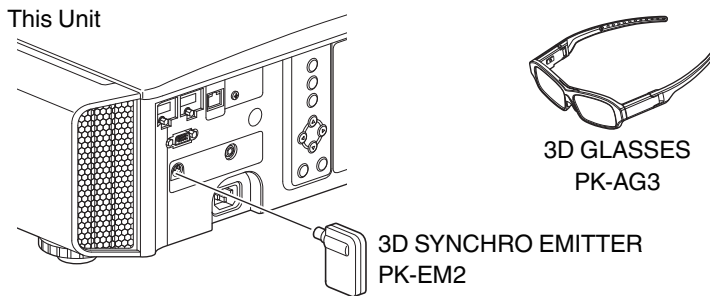
By using the 3D GLASSES (PK-AG1, PK-AG2, or PK-AG3) and 3D SYNCHRO EMITTER (PK-EM1 or PK-EM2), both sold separately, you can enjoy 3D video images.

- For 3D GLASSES and 3D SYNCHRO EMITTER that are compatible with this unit, please refer to “Optional Accessories”P. 9.

## Installing the 3D SYNCHRO EMITTER

- 7 Connect 3D SYNCHRO EMITTER to the [3D SYNCHRO] terminal on the main unit

### Installation Example



### CAUTION

- If PK-EM1 is used, adjust the position of the 3D SYNCHRO EMITTER such that the 3D GLASSES can receive the signal from the 3D SYNCHRO EMITTER.  
For more details, please refer to the instruction manual of PK-EM1.

## Viewing 3D Movies

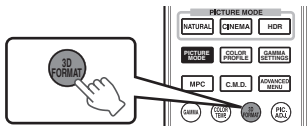
7

Connect this unit to a 3D-compatible HDMI device, and turn on the power to play back the 3D video image

- For details on how to play back 3D video images, please refer to the instruction manual of the player or recorder in use.
- This unit supports the following 3D formats.
  - Frame packing
  - Side-by-side
  - Top-and-bottom

Setting the 3D format

### ① Select “3D Format”



- Pressing the [3D FORMAT] button each time switches the mode in the following sequence: “Auto” → “Side by Side” → “Top and Bottom” → “2D” → “Auto”...
- You can also perform setting from “Input Signal” → “3D Setting” → “3D Format” in the menu.

Format	Description
Auto	Automatically determines and sets the format upon receiving 3D signal.
Side by Side	Select this setting if the 3D input signal is of the side-by-side format.
Top and Bottom	Select this setting if the 3D input signal is of the top-and-bottom format.
2D	Select this setting if 2D images are falsely recognized as 3D ones.

- \* If a signal cannot be displayed as 3D image, selecting the format does not switch the signal to a 3D image. For more information on possible input signals, please refer to (“Types of Possible Input Signals”P. 74).
- \* In the default setting, “3D Format” is set to “Auto” for automatic projection of 3D images.

2

Turn of the power of the 3D GLASSES and put them on

- The PK-AG1 powers on automatically.

## Adjusting 3D Movies

3D video images may appear differently to different viewers. It may also be affected by your physical condition at the time of viewing. You are therefore recommended to adjust the video images accordingly.

7

Select “Input Signal” → “3D Setting” from the menu

### Adjusting parallax (Parallax)

Adjust the displacement of the image for the left and right eyes separately to obtain the best 3D effect.

- To do so, use the ◀▶ keys to move the cursor.
- Setting range: -15 to +15

### Adjusting crosstalk (Crosstalk Cancel)

Double images (overlapping of the left image with the one on the right or vice versa) can be reduced to deliver a clear quality.

- To do so, use the ◀▶ keys to move the cursor.
- Setting range: -8 to +8

2

Press the [MENU] button to exit



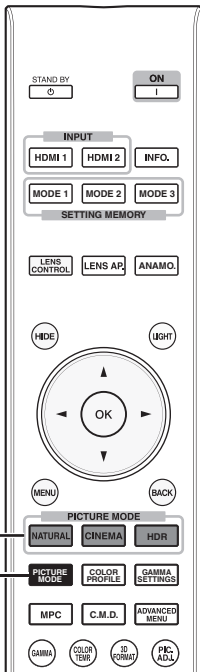
# Selecting an Image Quality According to the Video Type

## Setting the Picture Mode

You can adjust the image quality according to the type of video image you are viewing.

**1** Press the [PICTURE MODE] button, and use the [▲▼] keys to select and set the desired “Picture Mode”

- You can also perform the setting by pressing the [MENU] button to display the menu followed by selecting “Picture Adjust”→“Picture Mode”.
- You can also press the “Cinema”, “HDR” or “Natural” button to set the Picture mode directly.
- You can configure more detailed setting items by pressing the [MENU] button to display the menu, followed by selecting “Picture Adjust”→“Picture Mode” and pressing the [OK] button. (P. 44)



Item	Description
Film*1 <b>X9500 X7500</b>	Reproduces faithfully the texture of movie films.
Cinema*1	Reproduces the image in vivid colors. Suitable for all movies.
Animation*1	Suitable for animated works.
Natural*1	Image quality that focuses on natural color and gradation reproduction. Suitable for drama footage, etc.
HDR*2	Making full use of the wide color gamut and contrast, this mode is suited for viewing HDR contents such as Ultra HD Blu-ray.
THX*1 <b>X9500 X7500</b>	Image quality certified by THX.
User 1 to User 5 *3	Enables user-defined image quality data to be saved and retrieved.

- \*1 For Picture modes with the \*1 mark, the optimal settings for 2D and 3D signals are stored separately and applied automatically according to the selected mode.
- Edited settings will also be saved separately.
  - No changes will be made to the Picture mode name.
- \*2 If HDR (high dynamic range) signal is detected, the picture mode will automatically switch to “HDR”.
- \*3 To view videos that support the x.v.Color format, select a user setting (“User 1” to “User 5”) in “Picture Mode”, and set “Color Profile” to “x.v.Color”.

## Setting the Color Profile

By setting the “Color Profile” (color space information) according to the “Picture Mode”, you can fine-tune the image quality according to the movie you are viewing.

**1** Configure “Picture Mode” (P. 30), then select “Picture Adjust”→“Color Profile” in the menu

- The selectable “Color Profile” settings vary according to the “Picture Mode” and also whether the signal is 2D or 3D.

List of “Color Profile” for “Picture Mode” X5500

Picture Mode	2D Signal Input	3D Signal Input	Description
Cinema	Standard		Color space of the HDTV standard. *1
	Cinema	—	Color space suitable for all movies.
	—	3D Cinema	Color space suitable for all 3D movies.
	BT.2020	—	Color space that is suitable for BT.2020.
Animation	Standard		Color space of the HDTV standard. *1
	Animation	—	Color space that is suitable for animated works.
	—	3D Animation	Color space suitable for 3D animation works.
	BT.2020	—	Color space that is suitable for BT.2020.
Natural	Standard		Color space of the HDTV standard. *1
	Video	—	Color space that is suitable for drama footage, etc.
	—	3D Video	Color space suitable for 3D broadcasts.
	BT.2020	—	Color space that is suitable for BT.2020.
HDR	Standard		Color space of the HDTV standard. *1
	Video		Color space that is suitable for drama footage, etc.
	BT.2020		Color space that is suitable for BT.2020.
User 1 to User 5	Standard		Color space of the HDTV standard. *1
	Cinema		Color space suitable for all movies.
	Animation		Color space that is suitable for animated works.
	Video		Color space that is suitable for drama footage, etc.
	BT.2020		Color space that is suitable for BT.2020.
	Off		Disables color space adjustment.
	3D Cinema		Color space suitable for all 3D movies.
	3D Animation		Color space suitable for 3D animation works.
	3D Video		Color space suitable for 3D broadcasts.
	x.v.Color*2*3		Color space that is close to that of the x.v.Color standard.
	Custom1 to Custom5		Saves the auto calibration values. <ul style="list-style-type: none"> <li>• To perform auto calibration, you need to get ready a commercially available optical sensor and the projector calibration software program. For more details, please refer to our website.</li> </ul>

\*1 HDTV is the abbreviation for High Definition Television.

\*2 To view videos that support the x.v.Color format, select a user setting (“User 1” to “User 5”) in “Picture Mode”, and set “Color Profile” to “x.v.Color”.

\*3 x.v.Color is a wide color space standard for used in videos; it includes wider color gamut than the HDTV standard.

## List of "Color Profile" for "Picture Mode" X9500 X7500

Picture Mode	2D Signal Input	3D Signal Input	Description
Film	Film 1	—	Color space that is close to the characteristics of Eastman Kodak Company movie films.
	Film 2	—	Color space that is close to the characteristics of FUJIFILM Corporation movie films.
	Film 3	—	Color space suitable for digitally remastered piece of art based on a Technicolor film.
	—	3D Film*1	Color space suitable for 3D movies recorded in film.
Cinema	Standard		Color space of the HDTV standard. *2
	Cinema 1	—	Original JVC cinema-specific color gamut that achieves a balance between increased brightness and color vividness.
	Cinema 2	—	Color space that is close to that of the DCI standard.
	—	3D Cinema	Color space suitable for all 3D movies.
	BT.2020	—	Color space that is suitable for BT.2020.
Animation	Standard		Color space of the HDTV standard. *2
	Anime 1	—	Color space that is suitable for CG animation works. Ideal for animated works with bright colors.
	Anime 2	—	Color space that is suitable for cel animation works. Ideal for animated works with light colors.
	—	3D Animation	Color space suitable for 3D animation works.
	BT.2020	—	Color space that is suitable for BT.2020.
Natural	Standard		Color space of the HDTV standard. *2
	Video	—	Color space that is suitable for drama footage, etc. making use of the increased brightness.
	—	3D Video	Color space suitable for 3D video materials.
	Reference	—	Color space that faithfully reproduces the video as it is.
	BT.2020	—	Color space that is suitable for BT.2020.
HDR	Standard		Color space of the HDTV standard. *1
	Video		Color space that is suitable for drama footage, etc. making use of the increased brightness.
	BT.2020		Color space that is suitable for BT.2020.
THX	THX*3	—	Color space of the THX standard.
	—	3D THX*3	
User 1 to User 5	Standard		Color space of the HDTV standard. *2
	Cinema 1		Original JVC cinema-specific color gamut that achieves a balance between increased brightness and color vividness.
	Cinema 2		Color space that is close to that of the DCI standard.
	Anime 1		Color space that is suitable for CG animation works. Ideal for animated works with bright colors.
	Anime 2		Color space that is suitable for cel animation works. Ideal for animated works with light colors.
	Video		Color space that is suitable for drama footage, etc. making use of the increased brightness.
	Reference		Color space that faithfully reproduces the video as it is.
	BT.2020		Color space that is suitable for BT.2020.
	Off		Disables color space adjustment.
	3D Cinema		Color space suitable for all 3D movies.
	3D Animation		Color space suitable for 3D animation works.
	3D Video		Color space suitable for 3D video materials.
	x.v.Color*4*5		Color space of the x.v.Color standard.
	Custom1 to Custom5		Saves the auto calibration values. <ul style="list-style-type: none"> <li>To perform auto calibration, you need to get ready a commercially available optical sensor and the projector calibration software program. For more details, please refer to our website.</li> </ul>

- \*1 The value is fixed during 3D signal input, and selection cannot be made.
- \*2 HDTV is the abbreviation for High Definition Television.
- \*3 Color Profile is fixed when “THX” is selected as the “Picture Mode”.
- \*4 To view videos that support the x.v.Color format, select a user setting (“User 1” to “User 5”) in “Picture Mode”, and set “Color Profile” to “x.v.Color”.
- \*5 x.v.Color is a wide color space standard for used in videos; it includes wider color gamut than the HDTV standard.

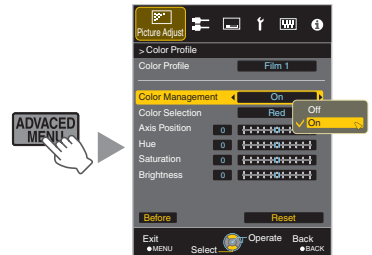
## Adjusting to the Preferred Color (Color Management)

Based on the setting of the selected “Color Profile”, you can adjust each of the following colors according to your preference: Red, Yellow, Green, Cyan, Blue, and Magenta.

**1** Press the [ADVANCED MENU] button to display the “Color Profile” menu

**2** Set “Color Management” to “On”, and press the [OK] button

- You can also perform setting from “Picture Adjust” → “Color Profile” → “Color Management” in the menu.

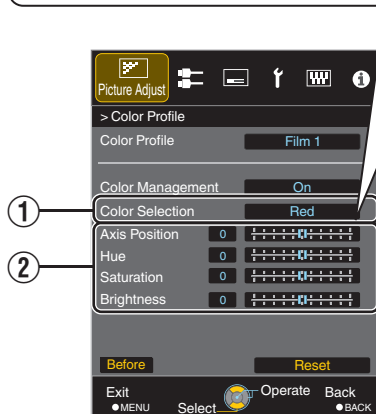
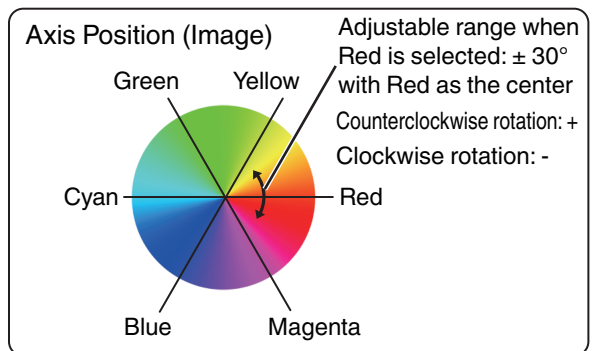


**3** Adjust to the preferred color

- ① Select “Color Selection”, and press the ◀▶ keys to select the color to adjust
  - For color adjustment, select the color from the following: “Red”, “Yellow”, “Green”, “Cyan”, “Blue”, “Magenta”.
- ② Adjust the selected color

Item	Setting Range	Description
Axis Position	-30 to 30	Fine-tune the position of the central axis of the selected color.
Hue	-30 to 30	Adjusts the hue (color tone).
Saturation	-30 to 30	Adjusts the color saturation (vividness). -30 (dull) to +30 (vivid)
Brightness	-30 to 30	Adjusts the brightness. -30 (dark) to +30 (bright)

- Selecting “Reset” resets all the adjustment data.
- Pressing the [HIDE] button on the remote control enables you to check the image before adjustment. Press the [HIDE] button again to return to the adjustment screen.



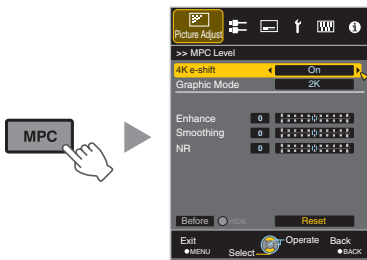
**4** Press the [MENU] button to exit

# Adjusting Movies for Increased Expressiveness (Multiple Pixel Control)

The new image-processing algorithm developed by JVC helps to create a natural impression that is sharper at areas in focus, and softer at areas that are not in focus, enabling you to enjoy highly expressive 4K images with a greater sense of depth.

## 1 Press the [MPC] button to display the adjustment menu

- You can also perform setting from “Picture Adjust”→“MPC Level” in the menu.



- Images are displayed in the original resolution (2K) when “4K e-shift” is set to “Off”.
- “4K e-shift” is fixed at “On” during 4K signal input.
- “Graphic Mode”, “Smoothing” and “NR” are grayed out during 4K 50/60p signal input.
- “4K e-shift” is fixed at “Off” during 3D signal input.

## 3 Press the [MENU] button to exit

### Toggling between the States before and during Adjustment

Pressing the [HIDE] button on the remote control enables you to toggle between the states before adjustment and during adjustment.

## 2 Make adjustments according to your preference based on the setting of the selected “Picture Mode”

- \* The factory setting varies with the “Picture Mode”.

Item	Setting	Description
4K e-shift	On (4K)/Off (2K)	Switches the display resolution.
Graphic Mode	4K/2K	Select whether the content you are viewing is of high sharpness such as graphics. It is recommended to set to “4K” when viewing content mastered in 4K.
Enhance*	0 to 10	Enhances the sharpness of the image.
Smoothing	0 to 10	Enhances the blurriness of the image for a softer effect.
NR	0 to 10	Reduces the noise of the video image.

\* In the case of 4K 50/60p and other input signals, the respective setting values are saved.

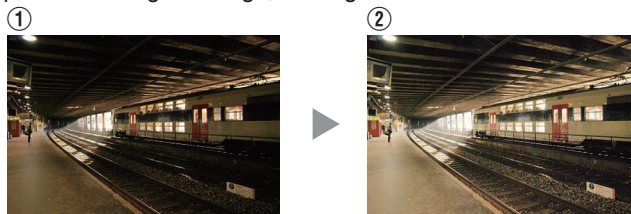
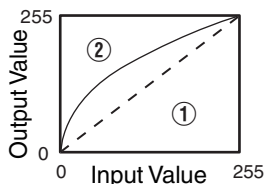
# Fine-tuning the Image Quality

## Adjusting the Output Value of the Projected Image (Gamma)

You can adjust the output value of the projected image with respect to the video signal input.

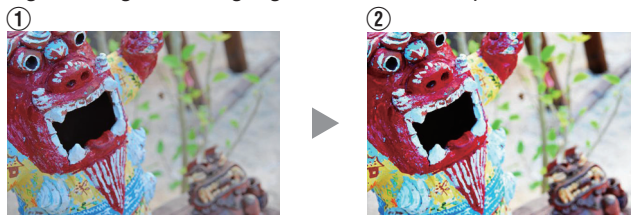
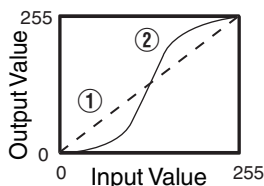
### Example of gamma adjustment

The overall image appear brighter with respect to the original image, making the dark areas more visible.

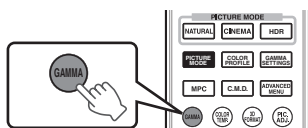


The photos are for illustrative purposes only.

Increases the contrast with respect to the original image, creating a greater sense of depth.



The photos are for illustrative purposes only.



### 1 Press the [GAMMA] button

- Pressing the [GAMMA] button each time switches the setting in sequence.
- You can also perform the setting by pressing the [MENU] button to display the menu followed by selecting “Picture Adjust”→“Gamma”.
- \* The setting value varies with the model in use, as well as the “Picture Mode”.

### Gamma Settings for Different “Picture Mode” X5500

Picture Mode	Selectable Settings	Description
Cinema Animation Natural HDR User 1 to User 5	Normal	Recommended setting for normal viewing.
	A	Places more emphasis on the gradation compared to the Normal setting.
	B	Places more emphasis on the contrast compared to the Normal setting.
	C	Places more emphasis on the brightness compared to the Normal setting.
	HDR(ST.2084)	Suited for viewing HDR content such as UHD BD (HDR10).
	HDR(Hybrid Log)	Suited for viewing HDR content such as HDR broadcast.
	Custom 1 to Custom 3	Enables fine adjustment of gamma according to preference.

\* When “Color Profile” is set to “x.v.Color”, the setting is fixed at “Normal”.

## Gamma Settings for Different “Picture Mode” X9500 X7500

Picture Mode	Selectable Settings	Description	
Film	When “Color Profile” is set to “Film 1”	Film 1	Image is close to the characteristics of Eastman Kodak Company movie films.
		Film 2	Places more emphasis on the gradation compared to the “Film 1” setting.
	When “Color Profile” is set to “Film 2”	Film 1	Places more emphasis on the contrast compared to the “Film 2” setting.
		Film 2	Image is close to the characteristics of FUJIFILM Corporation movie films.
	When “Color Profile” is set to “Film 3”	Film 1	Places emphasis on the contrast.
		Film 2	Places emphasis on the gradation.
	When “Color Profile” is set to “3D Film”	Film 1	Places emphasis on the contrast.
		Film 2	Places emphasis on the gradation.
Custom 1 to Custom 3		Enables fine adjustment of gamma according to preference.	
Cinema Animation Natural HDR User 1 to User 5	Normal	Recommended setting for normal viewing.	
	A	Places more emphasis on the gradation compared to the Normal setting.	
	B	Places more emphasis on the contrast compared to the Normal setting.	
	C	Places more emphasis on the brightness compared to the Normal setting.	
	HDR(ST.2084)	Suited for viewing HDR content such as UHD BD (HDR10).	
	HDR(Hybrid Log)	Suited for viewing HDR content such as HDR broadcast.	
	Custom 1 to Custom 3	Fine-tunes the gamma setting according to the user’s preference.	
THX	THX	Video of the THX standard.	

\*1 When “Color Profile” is set to “x.v.Color”, the setting is fixed at “Normal”.

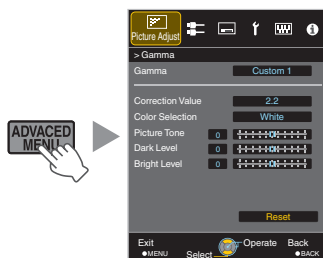
\*2 When “Color Profile” is set to “THX”/“3D THX”, the setting is fixed at “THX”.

## Fine-tuning to the Preferred Gamma Setting

You can perform fine adjustments based on the selected gamma adjustment setting.

**1** Press the [ADVANCED MENU] button several times to display the gamma menu

- You can also perform setting from “Picture Adjust”→“Gamma” in the menu.



## 2 Adjust to the preferred setting

- Select the color to be adjusted from “Color Selection” and adjust the “Picture Tone”, “Dark Level” and “Bright Level”.

### Adjustment item and its setting

Item	Description	Setting
Color Selection	For selecting the color for adjusting “Picture Tone”, “Dark Level” and “Bright Level”.	White / Red / Green / Blue
Picture Tone	Adjusts the overall brightness automatically for a well-balanced result without compromising the gradation of the image.	-16 (darkens image for an underexposed effect) to +16 (brightens image for an overexposed effect)
Dark Level	Adjusts the dark areas of the input image. • To do so, use the ◀▶ keys to move the cursor.	-7 (darkens the shadows) to +7 (brightens the shadows)
Bright Level	Adjusts the bright areas of the input image. • To do so, use the ◀▶ keys to move the cursor.	-7 (darkens the highlights) to +7 (brightens the highlights)

\* Adjustment cannot be made when “Color Profile” is set to “x.v.Color”.

### Selecting the Default Value for Making Adjustments

- When one of “Custom 1” to “Custom 3” is selected in “Gamma”, you can select a “Correction Value”.
- Select the base “Correction Value” for adjustment using the ◀▶ keys.

### List of selectable “Correction Value” according to “Picture Mode” X5500

Picture Mode	Correction Value
Cinema Animation Natural HDR User 1 to User 5	1.8
	1.9
	2.0
	2.1
	2.2
	2.3
	2.4
	2.5
	2.6
	Normal
	A
	B
	C
	HDR(ST.2084)
	HDR(Hybrid Log)
Import	



List of selectable “Correction Value” according to “Picture Mode” X9500 X7500

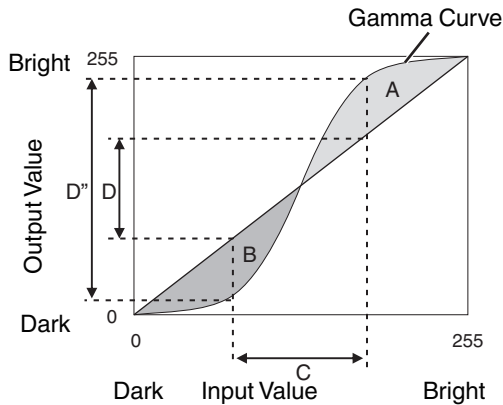
Picture Mode	Correction Value
Film	Film 1
	Film 2
	Import
Cinema Animation Natural HDR User 1 to User 5	1.8
	1.9
	2.0
	2.1
	2.2
	2.3
	2.4
	2.5
	2.6
	Normal
	A
	B
	C
	HDR(ST.2084)
	HDR(Hybrid Log)
Import	

**When “Correction Value” is set to “Import”**

- Selecting “Import” enables you to select the gamma data created externally. The factory setting for “Import” is the same as the “Normal” setting.
- You can use the projector calibration software to customize the gamma data adjustment, and import the created gamma data.

For more details, please refer to our website.  
<http://www3.jvckenwood.com/english/download/index.html>

## Gamma Adjustment



- When the gamma curve is a straight line:  
The brightness and contrast of the video input will be the same as that of the video output.
- Area for which the gamma curve is above the straight line (A):  
Video output appears brighter than the input.
- Area for which the gamma curve is below the straight line (B):  
Video output appears darker than the input.
- Area for which the slope of the gamma curve is steep (midtone) (C):  
The grayscale range of the video output becomes wider, and the contrast increases (D→D').

## Reducing the After-image of Fast-moving Images (Blur Reduction)

### Low Latency

For changing the low latency setting.

You are recommended to set to "On" for content requiring split-second timing with the operation screen of PC signals or games.

- 1 Press the [MENU] button to display the menu and select "Picture Adjust"→"Blur Reduction"→"Low Latency"

Setting	Description
On	Performs the low latency setting.
Off	Does not perform the low latency setting.

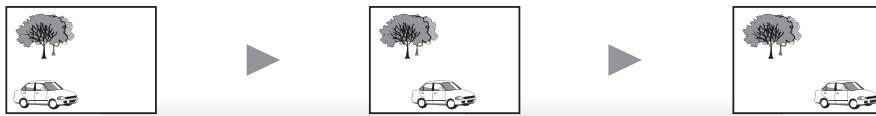
- If "Keystone" is set to other than "0", the "Low Latency" is set to "Off" and grayed out.
- If "Anamorphic" is set to other than "Off", the "Low Latency" is set to "Off" and grayed out.
- \* "Clear Motion Drive" cannot be set when "Low Latency" is set to "On".

## Clear Motion Drive (C.M.D.)

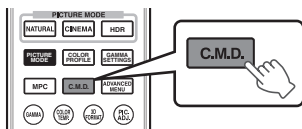
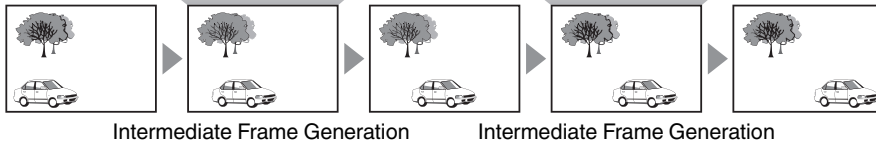
Optimal interpolation according to the content is made possible with the new high-definition image interpolation technique that supports 3D images.

For some scenes, interpolation may cause distortion in the image. In this case, set to "Off".

### Original Image



### Interpolation Enabled



### 1 Press the [C.M.D.] button

- Pressing the [C.M.D.] button each time switches the mode in the following sequence: "Off"→"Low"→"High"→"Inverse Telecine"→"Off"...

Setting	Description
Off	Interpolation is not performed.
Low	Softens the image quality.
High	Image quality becomes softer than that of the "Low" setting.
Inverse Telecine	60i/60p video images such as those of TVs and DVDs. Suitable for original images that are 24-frame film sources. <ul style="list-style-type: none"> <li>Does not function for 24p video images.</li> </ul>

\* C.M.D. is the abbreviation for Clear Motion Drive.

\* This item cannot be set when "Low Latency" is set to "On".

## Motion Enhance

Optimal image quality with reduced image blurring is made possible by enhancing the responsiveness of the liquid crystal device.

If the image outline is unnatural, set this item to "Off".

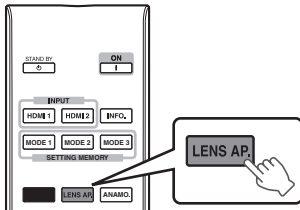
### 1 Press the [MENU] button to display the menu and select "Picture Adjust"→"Blur Reduction"→"Motion Enhance"

Setting	Description
Off	Does not perform correction.
Low	Reduces image blurring.
High	Further reduces image blurring than "Low".

## Viewing High Contrast Images (Lens Aperture)

JVC has developed an image analysis algorithm, which analyzes the state of the video image in real time, and controls the aperture dynamically according to the image information.

This technology enables viewers to enjoy video images with enhanced contrast.



### 1 Press the [LENS AP.] button

Pressing the [LENS AP.] button each time switches the setting in sequence.

Setting	Description
Auto 1	Image contrast is enhanced.
Auto 2	Places emphasis on the gradation.
Manual	Does not perform dynamic control. Select this setting to perform adjustment manually.

- \*1 Manual adjustment is disabled in the “Auto 1” and “Auto 2” setting.  
To perform adjustment manually, select “Manual”.
- \*2 When the setting is changed to Auto after performing manual adjustment, the value set manually will be used as the aperture value for Auto.

# Adjustments and Settings in the Menu

Pressing the [MENU] button displays the menu.

Press the [▲▼◀▶] keys to select an item, followed by pressing the [OK] button to confirm the selection.

## List of Menu Items

### Picture Adjust

▶ Picture Mode .....	P. 30
↳ Clear Black .....	P. 44
↳ Lamp Power .....	P. 44
↳ Lens Aperture .....	P. 44
↳ User Name Edit .....	P. 44
▶ Color Profile .....	P. 31
Color Management .....	P. 33
▶ Color Temp. ....	P. 45
▶ Gamma .....	P. 35
↳ Picture Tone .....	P. 37
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# Picture Adjust

## Picture Mode

You can adjust the image quality according to the type of video image you are viewing.

➔ “Setting the Picture Mode” (P. 30)

You can configure the following setting items by pressing the [MENU] button to display the menu, followed by selecting “Picture Adjust”→“Picture Mode” and pressing the [OK] button.

## Clear Black

Adjusts the difference in brightness in an image electrically to produce an image with contrast.

Setting	Description
Off	Does not perform correction.
Low	Mode with a mild effect.
High	Mode with a strong effect.

## Lamp Power

The brightness of the lamp can be set to “Low” or “High”.

- The factory setting varies with the “Picture Mode”.
- Continuous use at the “High” setting may cause the lamp to darken faster.

## Lens Aperture

JVC has developed an image analysis algorithm, which analyzes the state of the video image in real time, and controls the aperture dynamically according to the image information.

This technology enables viewers to enjoy video images with enhanced contrast.

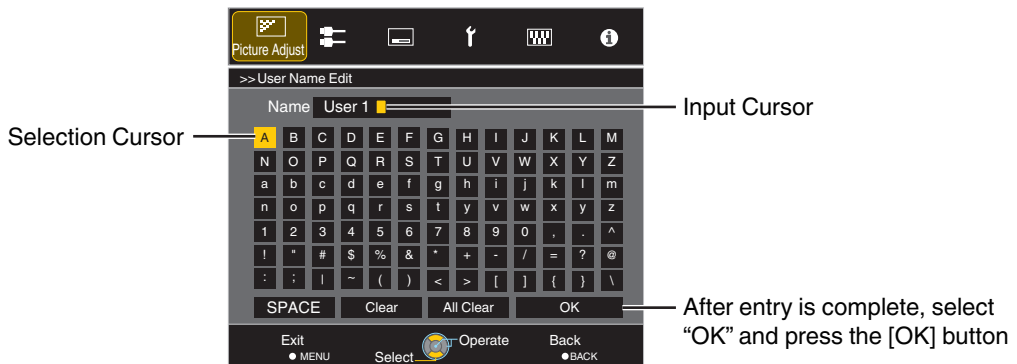
➔ “Viewing High Contrast Images (Lens Aperture)” (P. 41)

- Stopping down the aperture reduces the brightness and increases the contrast.
- Setting range: -15 (stops down) to 0 (opens up)

## User Name Edit

You can edit the “User 1” to “User 5” names in the Picture mode.

- Characters that are usable include alphabets (upper or lower case), numeric characters, and symbols.
- Enter not more than 10 characters.



## Color Profile

By setting the “Color Profile” (color space information) according to the “Picture Mode”, you can fine-tune the image quality according to the movie you are viewing.

- ➔ “Setting the Color Profile” (P. 31)

## Color Management

Each of the colors is adjustable according to the user’s preference.

- ➔ “Adjusting to the Preferred Color (Color Management)” (P. 33)

## Color Temp.

For setting the color temperature of the video image.

- When “Picture Mode” is set to “THX” and when “Color Profile” is set to “x.v.Color”, the setting is fixed at 6500K.

## Preset

Setting	Description
Xenon 1, Xenon 2 <b>X9500</b> <b>X7500</b> * Selectable when “Picture Mode” is set to “Film” or “Cinema”.	Color temperature that reproduces the characteristics of a xenon lamp used in cinemas. <ul style="list-style-type: none"><li>• Xenon 1: A light source color that is emitted by a film projector</li><li>• Xenon 2: A light source color emitted by a projector used for digital cinema</li></ul>
5500K, 6500K, 7500K, 9300K	Increasing the value enhances the blue tone of the video image, while decreasing the value enhances the red tone.
Custom 1, Custom 2	The color temperature of video images can be adjusted manually and saved as one of the three customized settings.
HDR	Color temperature suitable for viewing HDR content.
High Bright	Color temperature that gives priority to brightness.

## Custom

Setting	Description
Gain Red, Gain Green, Gain Blue	Adjusts each color in the bright parts of the video image. <ul style="list-style-type: none"><li>• Setting range: -255 (reduces the red/green/blue tone) to 0 (enhances the red/green/blue tone)</li></ul>
Offset Red, Offset Green, Offset Blue	Adjusts each color in the dark areas of the video image. <ul style="list-style-type: none"><li>• Setting range: -50 (reduces the red/green/blue tone) to +50 (enhances the red/green/blue tone)</li></ul>

## Gamma

You can adjust the output value of the projected image with respect to the video signal input.

- ➔ “Adjusting the Output Value of the Projected Image (Gamma)” (P. 35)

## Picture Tone

Adjusts the overall brightness automatically for a well-balanced result without compromising the gradation of the image.

- ➔ “Fine-tuning to the Preferred Gamma Setting” (P. 37)

## Dark Level / Bright Level

You can adjust the image quality to produce a sharp contrast in the brightness.

- ➔ “Fine-tuning to the Preferred Gamma Setting” (P. 37)



## MPC Level

You can enjoy natural, expressive 4K images with a stronger sense of depth.

- ➔ “Adjusting Movies for Increased Expressiveness (Multiple Pixel Control)” (P. 34)

## 4K e-shift

Switches the display resolution.

- Setting values: On (4K), Off (2K)

## Graphic Mode

For selecting whether the content you are viewing is of high sharpness such as graphics. It is recommended to set to “4K” when viewing content mastered in 4K.

- Setting values: 4K, 2K

## Enhance

For adjusting the high-frequency areas. Increasing the value enhances the definition for a sharper image quality.

- Setting range: 0 to 10
- \* In the case of 4K 50/60p and other input signals, the respective setting values are saved.

## Smoothing

For adjusting the low-frequency areas. Increasing the value enhances the blurriness of the image for a softer effect.

- Setting range: 0 to 10

## NR

Prevents noise from becoming too pronounced.

- Setting range: 0 (weak) to 10 (strong)



## MEMO

- “4K e-shift” is fixed at “On” during 4K signal input.
- “Graphic Mode”, “Smoothing” and “NR” are grayed out during 4K 50/60p signal input.
- “4K e-shift” is fixed at “Off” during 3D signal input.

## Blur Reduction

For reducing the after-image, which occurs in a fast-moving scene.

- ➔ “Reducing the After-image of Fast-moving Images (Blur Reduction)” (P. 39)

## Contrast

For adjusting the difference in brightness to produce an image with contrast.

- Setting range: -50 (little difference in brightness) to +50 (large difference in brightness)
- \* Adjustment cannot be made when “Color Profile” is set to “x.v.Color”.

## Brightness

For adjusting the brightness of the video image.

- Setting range: -50 (darker) to +50 (brighter)
- \* Adjustment cannot be made when “Color Profile” is set to “x.v.Color”.

## Color

For adjusting the color density of the video image.

- Setting range: -50 (lighter) to +50 (deeper)
- \* Adjustment cannot be made when “Color Profile” is set to “x.v.Color”.

## Tint

For adjusting the hue of the video image.

- Setting range: -50 (reddish) to +50 (greenish)
- \* Adjustment cannot be made when “Color Profile” is set to “x.v.Color”.

# Input Signal

## Input Level

For setting the dynamic range (gradation) of the video input.

If the image is not displayed properly even after selecting “Auto”, select an appropriate setting.

- If the dynamic range is not appropriate, the bright areas become overexposed, and the dark areas become underexposed.

Setting	Description
Auto	Sets the input signal level automatically.
Standard	Select this setting if you are inputting video signals (dynamic range: 16 - 235).
Enhanced	Select this setting if you are inputting PC signals (dynamic range: 0 - 255).
Super White	Select this setting when inputting Super White-compatible device signals (dynamic range: 16 - 255).

## Color Space

For setting the color space of the input signal.

If the image is not displayed properly even after selecting “Auto”, select an appropriate setting.

Setting	Description
Auto	Detects “YCbCr (4:4:4)”, “YCbCr (4:2:2)”, and “RGB” automatically.
YCbCr (4:4:4)	Select this setting when inputting YCbCr (4:4:4) video signals.
YCbCr (4:2:2)	Select this setting when inputting YCbCr (4:2:2) video signals.
RGB	Select this setting when inputting RGB video signals.

## Aspect

The screen size of the projected image can be adjusted optimally according to the original screen size (aspect) that has been input.

➔ “Adjusting the Screen Size (Aspect)” (P. 27)

## Progressive

For setting the interpolation method for the interlaced signals. If the image outline is unnatural, set this item to “Off”.

Setting	Description
Auto	Performs interpolation by automatically detecting whether the interlaced signals are converted from 24p video images, such as those in film movies, or interlaced signals of video materials.
Off	Interpolates video images as interlaced signals of video materials, etc.

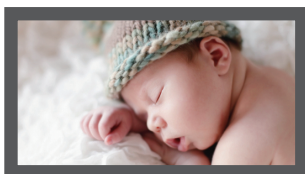
## Mask

For hiding the peripheral area of the image with a mask (black strip).

■ Off



■ On



Mask: black strip around the periphery

Setting	Description
Off	Not masked.
Custom 1 to Custom 3	Masks about 0 to 220 pixels of the four sides of the image. * The pixel count is 1920 pixels in the horizontal direction and 1080 pixels in the vertical direction.

## 3D Setting

For setting 3D movies for viewing.

➔ “Viewing 3D Movies” (P. 28)

## Picture Position (Horiz./Vert.)

Adjust the position if the edges of the image are partially missing due to the timing of horizontal and vertical synchronization signals.

\* Adjustment cannot be made during 4K, 3D and 1080i signal input.

## HDMI2 EDID

For changing the EDID mode of the [HDMI 2] terminal. Set to “A” under normal condition.

Images with resolution 1920x1080 or lower may not be displayed when some old devices are used.

In that case, connect to the [HDMI 2] terminal and set “HDMI2 EDID” to “B”.

\* EDID (Extended Display Identification Data) refers to the information, such as supported resolutions, exchanged between devices.

# Installation

## Lens Control

### Focus / Zoom / Shift

For adjusting the lens according to the projection position

- ➔ “Adjusting the Lens According to the Projection Position” (P. 23)

### Image Pattern

Setting	Description
On	Displays the lens adjustment pattern.
Off	Displays external signals, and does not display the lens adjustment pattern.

### Lock

Setting	Description
On	Locks the lens to prevent any erroneous operation on the adjustments. <ul style="list-style-type: none"><li>• When “On” is selected, all lens control functions other than “Lens Memory Select” cannot be operated.</li></ul>
Off	Does not lock the lens.

### Lens Memory Select / Lens Memory Save / Lens Memory Name Edit

The Focus, Zoom, and Shift settings can be saved or retrieved, so you can switch easily to a different aspect ratio (screen size) according to the image.

- ➔ “Saving and Retrieving Adjustment Settings” (P. 24)

### Lens Center

Returns the lens position to the center.

### Lens Cover **X9500** **X7500**

Setting	Description
Auto	Opens/closes the lens cover according to the power on/off operation.
Open	Leaves the lens cover open regardless of the power on/off mode.

## Pixel Adjust

### Adjust

For setting the adjustment feature to On (Memory 1 or Memory 2) or Off.

- \* You can save the settings separately when an anamorphic lens is used and when you are using the projector with a screen.

### Adjust Area

Setting	Description
Whole	Adjusts the entire image.
Zone	Enables fine adjustment of each zone by dividing the screen into 11 vertical x 11 horizontal zones.

### Adjust Color

For selecting the color to adjust (“Red” or “Blue”).

### Adjust Pattern Color

For setting the color of the adjustment pattern displayed during adjustment to “White” or “Yellow / Cyan”.

### Adjust (Pixel)

When “Adjust Area” is set to “Whole”, adjustment can be made by moving in units of one pixel on the screen of the color selected in “Adjust Color”.

- ➔ “Whole Adjust (Pixel) Operation Procedure” (P. 52)
- Adjustment cannot be made when “Adjust Area” is set to “Zone”.

Setting	Description
H (Horizontal)	Setting range: -2 (moves red/blue to the left) to +2 (moves red/blue to the right)
V (Vertical)	Setting range: -2 (moves red/blue downward) to +2 (moves red/blue upward)

### Adjust (Fine)

When “Adjust Area” is set to “Whole”, adjustment can be made by moving in units of 1/16 pixel on the screen of the color selected in “Adjust Color”.

- ➔ “Whole Adjust (Fine) Operation Procedure” (P. 53)

When “Adjust Area” is set to “Zone”, the screen is divided into 11 vertical x 11 horizontal zones, and fine adjustment of each zone is possible.

- ➔ “Zone Adjust Operation Procedure” (P. 54)

Setting	Description
H (Horizontal)	Setting range: -31 (moves red/blue to the left) to +31 (moves red/blue to the right)
V (Vertical)	Setting range: -31 (moves red/blue downward) to +31 (moves red/blue upward)

### Reset

Restores all pixel adjustment data to the factory default.

## Installation Style

For setting to “Front”, “Ceiling Mount (F)”, “Rear”, or “Ceiling Mount (R)” according to the installation status of the projector.

- “Front” or “Ceiling Mount (F)” is set when projector is installed in the front with respect to the screen.
- “Rear” or “Ceiling Mount (R)” is set when projector is installed in the rear with respect to the screen.

## Keystone

For correcting any keystone distortion that occurs when the projector is installed at an angle with respect to the screen.

- Vertical setting range: -16 to +16
- \*1 Increasing the value changes the aspect slightly.
- \*2 Adjustment cannot be made during 4K 50/60p signal input.

## Anamorphic

Configure this setting when an anamorphic lens is used.

Setting	Description
A	Projects the 2.35:1 image with it stretched in the vertical direction only.
B	Projects the 16:9 image with it compressed in the horizontal direction only.
Off	Projects the 2.35:1 image without any changes.

## High Altitude Mode

Set to “On” when using the projector at a location of low atmospheric pressure (higher than 900 m above sea level).

## Screen Adjust

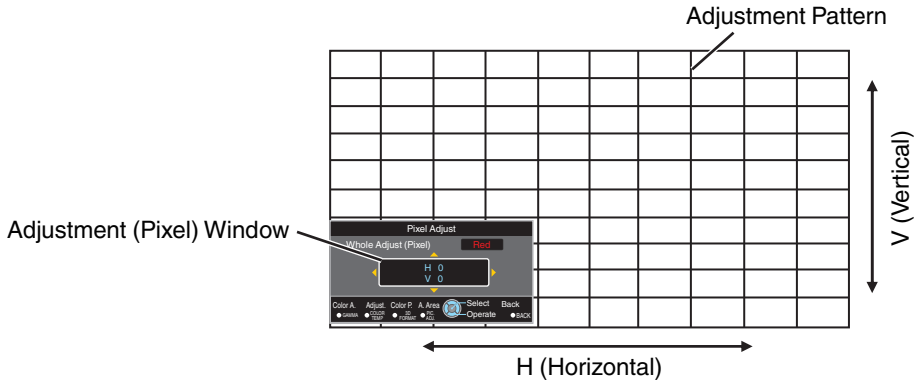
By selecting the optimal correction mode according to the characteristics of the screen in use, corrections can be performed to reproduce natural images with balanced colors.

- ➔ “Setting Screen Correction” (P. 26)

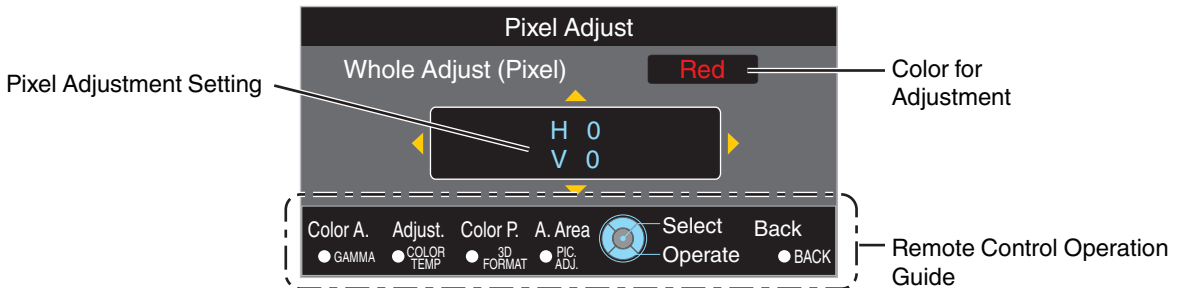
## Whole Adjust (Pixel) Operation Procedure

For making general adjustments to slight color fringing in the horizontal/vertical directions of the video image.

- ① Set "Adjust Area" to "Whole"
- ② Select "Adjust Color" and "Adjust Pattern Color"
- ③ Select "Adjust (Pixel)", and press the [OK] button
  - The Adjustment mode is activated, and the selected adjustment pattern and Adjustment (Pixel) window are displayed.



- ④ Press the [OK] button to enter the Adjustment mode
- ⑤ Use the [▲▼◀▶] keys to move and adjust the vertical and horizontal pixels of the entire zone
  - The adjustment setting appears at the center of the Adjustment (Pixel) window.



- ⑥ After adjustment is complete, press the [BACK] button twice to exit the Adjustment mode

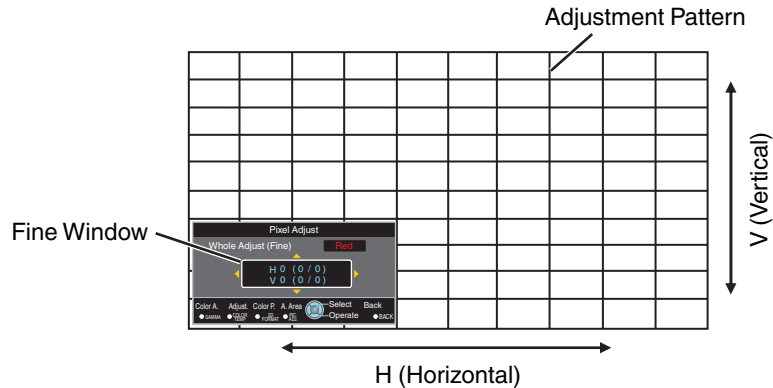
### Remote Control Operation Guide

Button Name	Description of Operation
[GAMMA]	Changes "Adjust Color".
[COLOR TEMP.]	Switches between "Adjust (Pixel)" and "Adjust (Fine)". <ul style="list-style-type: none"> <li>• Switches to "Adjust (Pixel)" when "Adjust Area" is set to "Zone".</li> </ul>
[3D FORMAT]	Changes "Adjust Pattern Color".
[PIC ADJ.]	Switches "Adjust Area". <ul style="list-style-type: none"> <li>• A zone cursor appears on the adjustment pattern when the "Zone" setting is selected.</li> </ul>

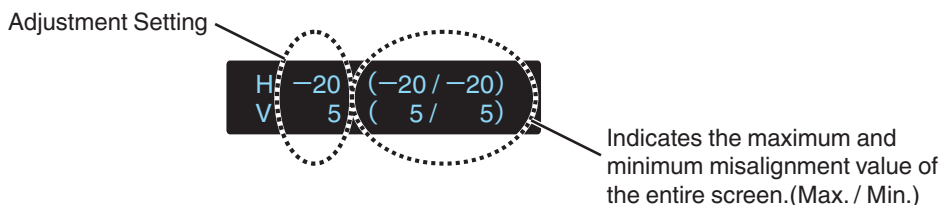
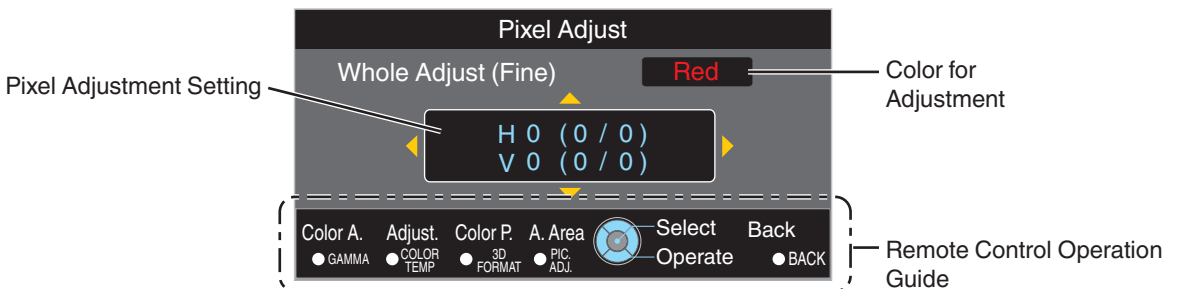
## Whole Adjust (Fine) Operation Procedure

For making general adjustments on the misalignment of the entire screen using “Adjust (Pixel)”, followed by making fine adjustments.

- ① Set “Adjust Area” to “Whole”
- ② Select “Adjust Color” and “Adjust Pattern Color”
- ③ Select Adjust (Fine), and press the [OK] button
  - The Adjustment mode is activated, and the selected adjustment pattern and Fine window are displayed.
  - The adjustable range may be smaller depending on the pixels being adjusted on the entire screen.



- ④ Press the [OK] button to enter the Adjustment mode
- ⑤ Use the [▲▼◀▶] keys to move and adjust the vertical and horizontal pixels of the entire zone
  - The adjustment setting appears at the center of the Fine window.



- ⑥ After adjustment is complete, press the [BACK] button twice to exit the Adjustment mode

## MEMO

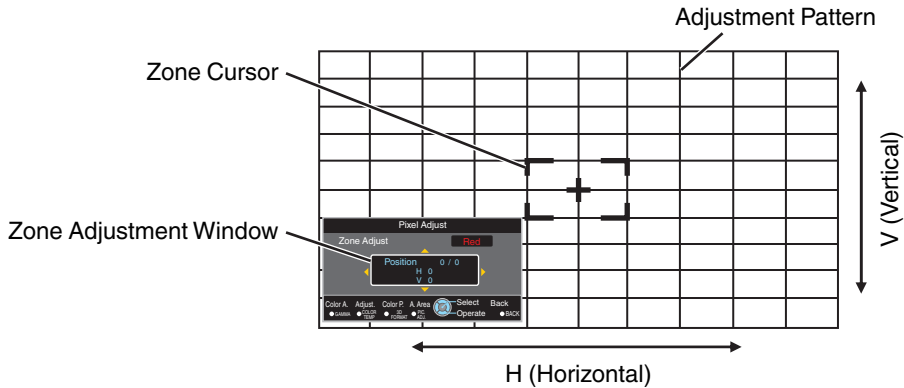
- If both the maximum overall screen misalignment of H (horizontal direction) and V (vertical direction) are “31”, you cannot select a value that is larger than the displayed setting even when the adjustment setting is lower than the maximum value.
- If the minimum overall screen misalignment is “-31”, you cannot select a value that is smaller than the displayed setting even when the adjustment setting is higher than the minimum value.



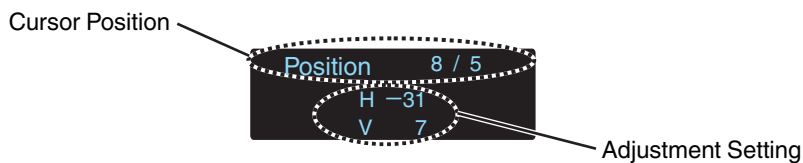
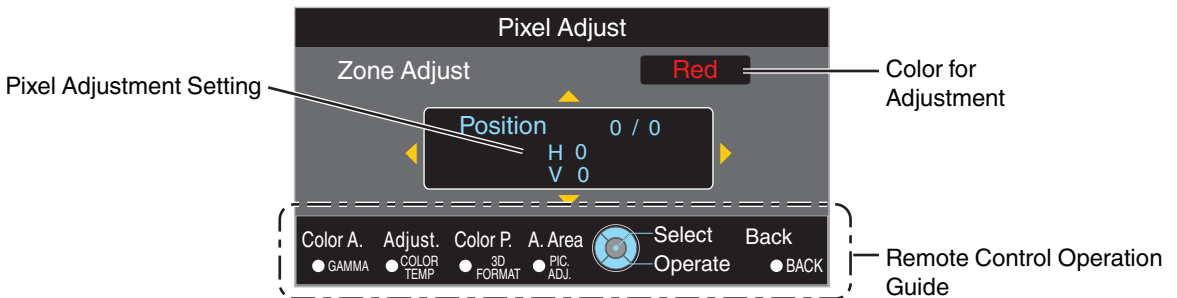
## Zone Adjust Operation Procedure

For fine-tuning misalignments on a part of the screen after adjusting the overall screen misalignment using “Adjust (Pixel)” and “Adjust (Fine)”.

- The screen can be divided vertically and horizontally into 10 sections for partial adjustments to be made.
- ① Set “Adjust Area” to “Zone”
  - ② Select “Adjust Color” and “Adjust Pattern Color”
  - ③ Select Adjust (Fine), and press the [OK] button
    - The Adjustment mode is activated, and the selected adjustment pattern and Zone Adjustment window are displayed.
    - The adjustable range may be smaller depending on the pixels being adjusted on the entire screen.



- ④ Press the [▲▼◀▶] keys to move the cursor to the point to be adjusted
- ⑤ Press the [OK] button to enter the Adjustment mode
- ⑥ Use the [▲▼◀▶] keys to move and adjust the vertical and horizontal pixels of the entire zone
  - The adjustment setting appears at the center of the Zone Adjustment window.



- ⑦ After adjustment is complete, press the [BACK] button twice to exit the Adjustment mode

## Display Setup

### Back Color

For setting the color of the background to “Blue” or “Black” when there is no signal input.

### Menu Position

For setting the display position of the menu.

### Signal Display

Setting	Description
On	Shows the input terminal for 5 seconds when input is switched.
Off	Not displayed.

### Logo

Setting	Description
On	Displays the “D-ILA” logo for 5 seconds during startup.
Off	Not displayed.

### Language

For setting the display language to “日本語”, “English”, “Deutsch”, “Español”, “Italiano”, “Français”, “Português”, “Nederlands”, “Svenska”, “Norsk”, “Русский”, “中文”, or “繁體中文”.

## Function

### Trigger

For setting whether to supply a 12 V output to devices such as an external screen equipped with a trigger function.

Setting	Description
Off	No output.
On (Power)	Outputs control signals (12 V) from the trigger terminal when the power is turned on. <ul style="list-style-type: none"><li>When the power is turned off, the control signal output is stopped when the cooling function starts.</li></ul>
On (Anamo)	Outputs control signals when the “Anamorphic” setting is switched from “Off” to “A” or “B”.

### Off Timer

For setting the duration before the power turns off automatically when the projector is not operated.

- Setting values: “Off”, “1 Hour”, “2 Hours”, “3 Hours” and “4 Hours”

## ECO Mode

Setting	Description
On	Enables “ECO Mode” to minimize power consumption in the Standby mode. <ul style="list-style-type: none"><li>• RS-232C / LAN communication cannot be used in the Standby mode.</li><li>• If there is no signal transmission and operation for 20 minutes while an image is projected, the power management switches the equipment automatically into standby mode.</li></ul>
Off	Select this option to control via RS-232C / LAN communication in the Standby mode or if Control4 is to be used.

## Network

For specifying the settings for external control from a PC or smartphone.

Setting	Description	
DHCP Client	On	Obtains the IP address automatically from the DHCP server inside the connected network.
	Off	For configuring the network settings manually.
IP Address	For configuring the IP address.	
Subnet Mask	For configuring the subnet mask.	
Default Gateway	For configuring the default gateway.	
MAC Address	Displays the MAC address of the unit.	
Set	Applies the network settings.	
Control4	Set to “On” to allow Control4 SDDP to detect this unit. When this unit is not connected to an environment under the control of the controller and Control4 SDDP from the Control4 Corporation, set this to “Off”.	

## Glossary of Network Terminology

DHCP	: Abbreviation for Dynamic Host Configuration Protocol. This is a protocol for the network to assign an IP address automatically to the connected device.
IP Address	: Numeric characters for identifying the device that is connected to the network.
Subnet Mask	: Numeric characters that define the bit count used for the network address that is a segment of the IP address.
Default Gateway	: Server for communicating beyond the network that is divided by the subnet mask.
MAC Address	: Abbreviation for Media Access Control address. This is a number that is unique to each network adapter. Each of the network adapters is assigned with a unique MAC address.

## Remote Code

For changing the remote control code.

Setting	Description
A	Change the remote control code from "B" to "A".
B	Change the remote control code from "A" to "B".

- You need to configure the remote control according to the settings of this unit.  
On the remote control unit, press the [MENU] and [BACK] buttons at the same time for three seconds or longer to switch the code.
  - The backlight of the remote control blinks 3 times: change the remote control code to "A"
  - The backlight of the remote control blinks 2 times: change the remote control code to "B"

## Lamp Reset

For resetting the lamp time to "0".

- ➔ "Resetting the Lamp Time" (P. 60)

## Information

Setting	Description
Input	Displays video input terminal.
Source (Displayed only during video signal input)	Displays the input source.
Resolution (Displayed only during PC signal input)	Displays the image resolution.
H Frequency (Displayed only during PC signal input)	Displays the horizontal frequency.
V Frequency (Displayed only during PC signal input)	Displays the vertical frequency.
Color Depth	Displays the color bit depth of the input video signal. <ul style="list-style-type: none"><li>• Not displayed when YCbCr (4:2:2) is input.</li><li>• Displayed when Deep Color information is received from the source device.</li></ul>
Color Space	Displays the color space of the input signal.
Lamp Time	Displays the lamp time.
Soft Ver.	Displays the firmware version.
PS Ver.	Displays the version of image quality data.

# Replacing the Lamp

The lamp is a consumable item. If the image appears dark or the lamp goes out, replace the lamp unit.

- When the lamp replacement time approaches, the user is notified with a message displayed on the screen and by the indicator. (P. 75)

## Lamp Replacement Procedure

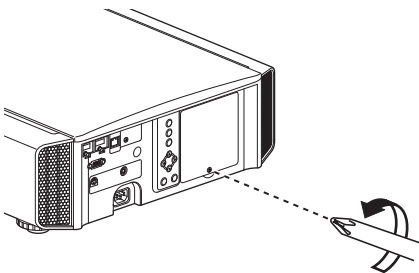
### CAUTION

- Do not insert your hands into the lamp compartment. This could cause significant deterioration in the performance of the equipment, or lead to injury and electric shock.
- Do not replace the lamp immediately after the unit has been used. Allow a cooling period of at least one hour before replacement. The temperature of the lamp is still high, and may cause burn injuries.
- Do not subject the lamp unit to shock. Doing so may cause lamp blowout.
- Do not use a flammable air duster to clean the internal parts of the unit. Doing so may cause fire.
- Use only genuine replacement parts for the lamp unit. Also, never attempt to reuse an old lamp unit. This may cause the unit to malfunction.
- Do not touch the surface of a new lamp. Doing so may shorten the lamp life and cause lamp blowout.
- When replacing the lamp, be careful not to injure yourself as the lamp may be broken.
- When replacing the lamp of a projector suspended from the ceiling, work at height is required. This is a dangerous operation. Please consult our service center.

**1** Pull out the power plug from the power outlet

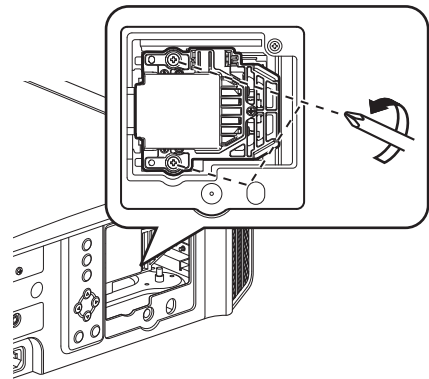
**2** Remove the lamp cover

- Remove the screw of the lamp cover with a ⊕ screwdriver.



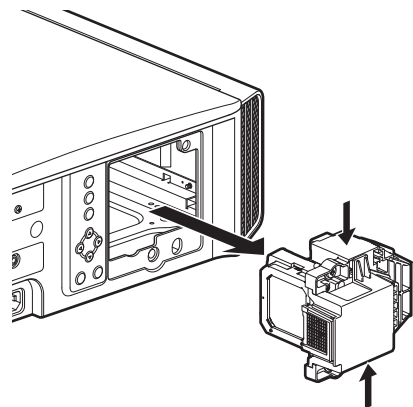
**3** Loosen the screws of the lamp unit

- Loosen the screws with a ⊕ screwdriver.

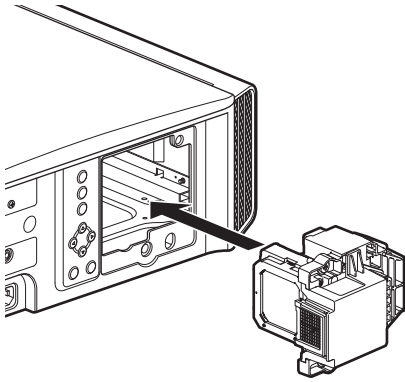


**4** Pull out the lamp unit

- Hold the lamp unit at the dents at the top and bottom, and pull it out.

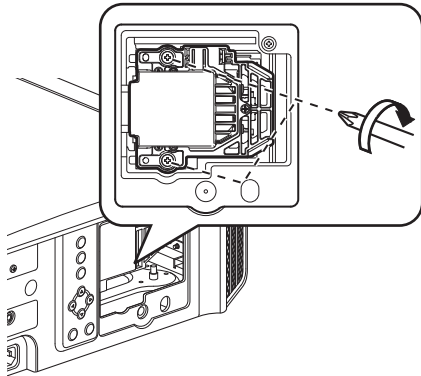


## 5 Install the new lamp unit



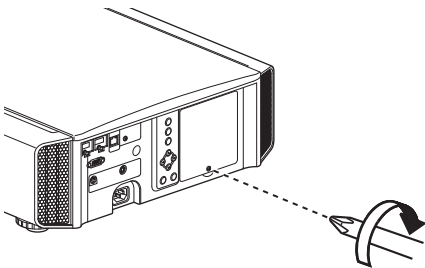
## 6 Tighten the screws of the new lamp unit

- Tighten the screws with a ⊕ screwdriver.



## 7 Attach the lamp cover

- Insert the two tabs at the top and bottom of the lamp cover into the unit.
- Tighten the screws with a ⊕ screwdriver.



## MEMO

### Usable lamp life

- When the lamp is used with “Lamp Power” set to “Low”, the lamp life on this unit is approximately 4500 hours. This is the average usable time and not a guaranteed value.
- The lamp life may not reach 4500 hours depending on the operating conditions.
- When the lamp has reached the end of its usable life, deterioration progresses rapidly.
- When the video image appears dark, when the color tone looks unnatural, or when the image flickers, replace the lamp unit with a new one promptly.

### Purchasing a lamp unit

Please consult your authorized dealer or nearby service center.

- Lamp unit  
Product no.: PK-L2615U
- \* Not suitable for household room illumination.
- \* Lamps with a different product number or those for other projector models cannot be used.

### Information about the lamp

An ultra-high pressure mercury lamp with a high internal pressure is used in the projector.

Due to the characteristics of this lamp, it may blow out with a loud noise or go out when it is subject to shock or after using for a prolonged period of time (the time before the lamp blows out or goes out varies considerably with each lamp as well as the operating conditions).

### After replacing the lamp

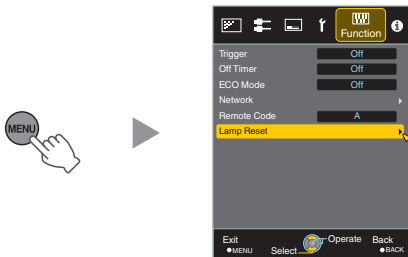
- Do not place the removed lamp unit at a place that is within reach by children or anywhere near inflammable items.
- Dispose used lamp units in the same way as fluorescent lamps. Follow the regulations of your local community for disposal.

## Resetting the Lamp Time

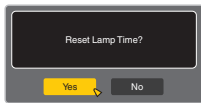
Reset the lamp time when you have replaced the lamp. It provides an estimated timing for lamp replacement

### Resetting the lamp time from the menu screen

- 1 Press the [MENU] button to display the menu
- 2 Select “Function”→“Lamp Reset” from the menu

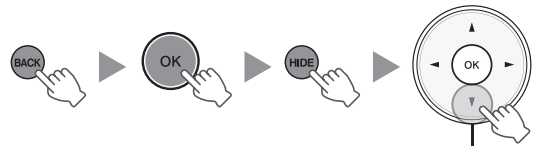


- 3 On the “Reset Lamp Time?” screen, select “Yes” and press the [OK] button
  - The lamp time is reset to zero.



### Resetting the lamp time using the remote control

- 1 Insert the power plug into the power outlet
- 2 Make sure that you operate the remote control in the Standby mode (the power plug is inserted into the outlet, but the power is not turned on)
  - Press in the order as shown.
  - Make sure that you press a button within two seconds after the last button is pressed. Press the last button for at least two seconds.



Press for 2 seconds or longer

- The “LAMP” indicator and “STANDBY/ON” indicator blink alternately for three seconds. After that, the unit switches to the Standby mode.

### MEMO

- Reset the lamp time only when you have replaced the lamp. If the lamp time is reset while a lamp is in use, you may lose track of the timing for replacing the lamp. Doing so may result in using the lamp beyond the estimated limit, thereby causing lamp blowout.

## Maintaining the Cabinet and Remote Control

- Gently wipe off dirt on the cabinet with a soft cloth.
- If it is extremely dirty, wet a cloth in water, wring dry and use it to wipe off the dirt, followed by wiping again with a dry cloth.
- Pay attention to the following as the cabinet may deteriorate in condition or the paint may come off.
  - Do not wipe with thinner or benzine
  - Do not allow prolonged contact with rubber or plastic products
  - Do not spray volatile chemicals such as insecticide

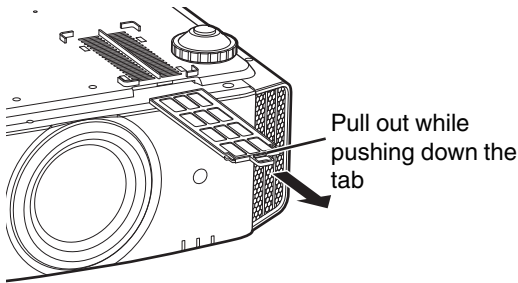
# Cleaning and Replacing the Filter

Clean the filter regularly. Otherwise, the air intake efficiency may deteriorate, and malfunction may occur.

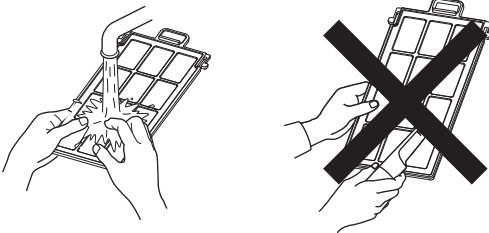
## CAUTION

- Make sure that you pull out the power plug from the outlet before cleaning or replacing the filter.
- Before turning this unit upside down and placing it on the floor or a table, make sure that you lay a soft rag in advance to prevent the projector from being scratched.

### 1 Remove the inner filter

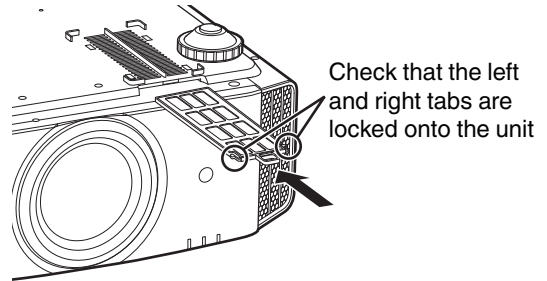


### 2 Clean the filter



- Wash the filter with water and dry it in a shaded area.
- If the filter is extremely dirty, clean it with a neutral detergent. Put on rubber gloves when using a neutral detergent.
- After washing the filter with water, make sure that it is completely dry before reinstalling. Otherwise, electric shock or malfunction may occur.
- Do not clean the filter with a vacuum cleaner or air duster. The filter is soft and may be easily damaged.

### 3 Reinstall the inner filter



### ✎ If the filter is damaged or too dirty to be cleaned

- Replace with a new filter. A dirty filter will dirty the internal parts of the unit and cause shadows to appear on the video image.
- To purchase a new filter or when there is dirt in the internal parts of the unit, consult your authorized dealer or nearby service center.
- Inner filter (exchangeable filter)  
Product no.: F1K-0019-00



# Troubleshooting


Before sending the unit to your authorized dealer for repair, please check the following points.

The following symptoms are not malfunctions.

**You do not need to worry about the following symptoms if there is no abnormality on the screen.**

- A part of the top or front surface of the unit is hot.
- A creaking sound is heard from the unit.
- An operating sound is heard from the inside of the unit.
- Color smear occurs on some screens.

**This unit is a digital device. This unit may become unable to operate normally due to external static or noise. Perform the following operations when such malfunctions occur.**

- ① If the unit is in the Standby mode, pull out the power plug, followed by inserting it again
- ② Press the  [STANDBY/ON] button on the main unit to turn on the power again

**When “High Altitude Mode” is set to “On”, and “Lamp Power” is set to “High” during 3D mode, the fan will make louder noise than usual since it is designed to run at high speed in 3D mode.**

## Power is not supplied

Check	Action	Refer to
Is the power cord disconnected?	Insert the power cord (plug) firmly.	P. 20
Is the lamp cover properly shut?	If the unit is in the Standby mode, remove the power plug and close the lamp cover properly. After that, insert the plug again.	P. 59
Is the lamp in the Cool-down mode?	After exiting the Cool-down mode, turn on the power again.	P. 22

## Power shuts down automatically

Check	Action	Refer to
Has “ECO Mode” been configured?	Set “ECO Mode” to “Off”.	P. 56
Has “Off Timer” been configured?	Set “Off Timer” to “Off”.	P. 55
Are the air inlets and exhaust vent blocked?	Leave proper clearance when installing the unit.	P. 10, 11 P. 15
Is the filter dirty?	Clean the filter.	P. 61

## Video image does not appear

Check	Action	Refer to
Is the correct external input selected?	Select the correct external input terminal.	P. 21
Is the power of the AV device or PC turned on?	Turn on the power of the AV device or PC and play the video.	P. 18
Is the AV device or PC properly connected?	Connect the AV device or PC properly.	P. 18
Are the correct signals being output from the AV device or PC?	Set the AV device or PC properly.	P. 18
Is the cable in use an HDMI-certified cable?	Use an HDMI-certified high-speed cable. Also, use as short a cable as possible.	P. 18
Is an intermediate device (AV amplifier, divider, etc.) in use?	Change the sequence of turning on the source device, intermediate device and the projector. And after turning on each device, ensure that the signal output is stable before turning on the next device.	P. 18
Is an old source device in use?	Change the resolution setting of the source device. For details on how to change the setting, please refer to the instruction manual of the source device. Or, try connecting to the HDMI2 terminal and set "HDMI2 EDID" to "B".	P. 48

## 3D images do not appear

Check	Action	Refer to
Do you see two images displayed side by side?	Set "3D Format" to "Side by Side" Video images in the "Side by Side" format may not be recognized automatically in the case of 3D video images.	P. 29
Is an intermediate device (AV amplifier, divider, etc.) in use?	Connect the source device to the projector directly, and check whether there is any improvement in the condition. If the condition improves, it is likely that this is not caused by malfunction of the projector.	P. 18
Is the cable in use an HDMI-certified cable?	Use an HDMI-certified high-speed cable. Also, use as short a cable as possible.	P. 18
Is the power of the 3D GLASSES turned on?	If you are using the PK-AG2 or PK-AG33D GLASSES, turn on the power manually.	Check the instruction manual of the 3D GLASSES and 3D SYNCHRO EMITTER.
Are the 3D GLASSES charged?	Check whether the PK-AG1 battery of the 3D GLASSES has run out, and whether PK-AG2 and PK-AG3 are charged.	
Are the 3D GLASSES and 3D SYNCHRO EMITTER too far away from each other?	Position them at an appropriate distance.	
Is the 3D GLASSES and 3D SYNCHRO EMITTER combination correct?	Check the model name of 3D GLASSES and 3D SYNCHRO EMITTER, and use the correct combination.	P. 9

## 3D video image looks unnatural

Check	Action	Refer to
Are there overlapping video images?	If there are overlapping video images partially, this is due to the crosstalk phenomenon. In this case, adjust "Crosstalk Cancel" accordingly.	P. 29
	If there are overlapping video images partially, this is due to the crosstalk phenomenon. This phenomenon often occurs when there are drastic changes in the brightness. In this case, set Lamp Power to "High"	P. 44

## Video image looks unnatural

### Colors are unnatural

Check	Action	Refer to
Is the color space of the input signal correctly set?	The color may turn out unnatural when the input signal is different from that in the projector setting. Set the "Color Space" for "Input Signal" correctly.	P. 47
Is the image correctly adjusted?	Adjust "Color" and "Tint" accordingly.	P. 47
Is the AV device or PC properly connected?	Connect the AV device or PC properly.	P. 18

\* The video image may appear slightly reddish immediately after starting up. This is not a malfunction.

### Video image is fuzzy

Check	Action	Refer to
Is the focus correctly adjusted?	Adjust the focus.	P. 23
Is the unit placed too near or too far away from the screen?	Set the unit at a correct distance from the screen.	P. 72

### Video image flickers

Check	Action	Refer to
Do you see horizontally-extended, overlapping video images?	In this case, set "3D Format" to "Auto"	P. 29
Are you viewing the video images under a fluorescent light?	This is caused by interference between the 3D glasses with the flickers of the fluorescent light. View with the fluorescent light turned off.	—
Is "Lens Aperture" set to "Auto 1" or "Auto 2"?	Set "Lens Aperture" to "Manual"	P. 41

\* Flickers may sometimes occur upon starting up the projector unit, or immediately after the projector is changed from floor-standing to ceiling mounted. This is attributable to the lamp or drive mechanism, and is likely not caused by malfunction of the projector.

### Projected image is dark

Check	Action	Refer to
Is the lamp near exhaustion?	Check the lamp time in the "Information" menu. Prepare a new lamp unit or replace as soon as possible when the lamp is near exhaustion.	P. 57 P. 58
Is the aperture closed?	Set "Lens Aperture" to "Auto 1" or "Auto 2", or set to "Manual" and open up the aperture manually.	P. 41
Is "Lamp Power" set to "Low"?	Set "Lamp Power" to "High"	P. 44

### Video image appears horizontally (vertically) extended

Check	Action	Refer to
Is "3D Format" set to "Side by Side"?	Set "3D Format" to "Auto"	P. 29
Is "Anamorphic" set to a setting other than "Off"?	Set "Anamorphic" to "Off"	P. 51

## Striped patterns appear on the screen

Check	Action	Refer to
Does the fabric of the screen have a regular pattern?	Interference fringes may sometimes occur between the fabric pattern and the pixels. Please consult the authorized dealer.	—

## Video images are missing

Check	Action	Refer to
Has screen mask been configured?	Set “Mask” to “Off”.	P. 48
Is the display position misaligned?	Alter the “Picture Position” value so that the entire image appears on the screen.	P. 48

## Remote control does not work

Check	Action	Refer to
Are the batteries correctly loaded?	Match the polarities ( $\oplus$ $\ominus$ ) correctly when loading the batteries.	P. 14
Are the batteries exhausted?	Replace with new batteries.	P. 14
Is there an obstructing object between the remote control and remote sensor?	Remove any obstructing object.	P. 14
Is the remote control held too far away from the unit?	Hold the remote control closer to the sensor during use.	P. 14
Are the IR (infrared) 3D GLASSES and 3D SYNCHRO EMITTER in use?	As there is a possibility of signal interference, when you are using the IR (infrared) 3D GLASSES together with the 3D SYNCHRO EMITTER, try adjusting the orientation of the 3D SYNCHRO EMITTER.	P. 28

## The lens cover does not close X9500 X7500

Check	Action	Refer to
Is “Lens Cover” set to “Open”?	Set “Lens Cover” under “Lens Control” in the setting menu to “Auto”.	P. 49

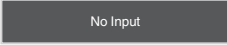

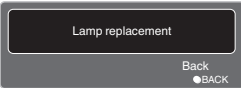
## Noise is heard

Check	Action	Refer to
Is the exhaust vent blocked? Is the unit used near a heater or air-conditioner?	Check the installation condition of the projector. When the surrounding temperature of the projector is high, the fan revolution speed increases to protect the projector unit, hence a louder operating sound.	P. 15
Are you viewing 3D video images?	“Lamp Power” is set automatically to “High” to ease viewing of 3D video images, hence a louder fan operating sound. If you are bothered by the sound, set it to “Low”.	P. 44
Is the “Picture Mode” or “Color Profile” changed? <span>X9500</span> <span>X7500</span> only	Operating sound is generated by the cinema filter. This is not a malfunction.	—
Did you change the “4K e-shift” setting for “MPC Level”?	Switching sound is generated. This is not a malfunction.	—

## There are small black or colored dots on the screen

The D-ILA device is manufactured using high-precision technologies, but there may be some (less than 0.01%) missing pixels or pixels that remain permanently lit. This is not a malfunction.

# When the Following Messages Appear...

Message	Description	Action
 <p>No Input</p>	<ul style="list-style-type: none"> <li>No device is connected to the input terminal.</li> <li>The input terminal is connected but there is no signal.</li> </ul>	Input the video signals.
 <p>HDMI-1</p>	A video signal that cannot be used with this unit has been input (The names of input terminals such as “HDMI-1” and “HDMI-2” will be displayed in yellow).	Input video signals that can be used. (P. 74)
 <p>Lamp replacement</p> <p>Back ●BACK</p>	<p>Indicates that the lamp needs to be replaced soon.</p> <p>To clear the message, press the [BACK] button on the operation panel of the projector unit or the remote control.</p>	Get ready a new lamp unit and replace as soon as possible. Reset the lamp time after replacing the lamp. (P. 58, 60)

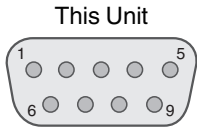
# External Control

It is possible to control this unit by connecting it to a PC using an RS-232C cross cable (D-sub 9-pin). The projector can be controlled by connecting it to a PC through the computer network with a LAN cable for control commands to be sent to the projector.

➔ “ Network ” (P. 56)

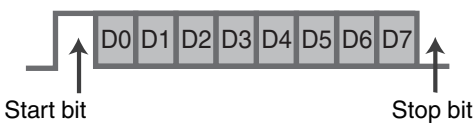
- Please use it after you have gained proper understanding from professional books or consulting the system administrator.

## RS-232C Specifications



Pin No.	Signal	Function	Signal Direction
2	RxD	Receive data	PC → This unit
3	TxD	Transmission data	This unit → PC
5	GND	Signal ground	—
1, 4, 6 - 9	N/C	—	—

- PC refers to the controller, such as a personal computer.

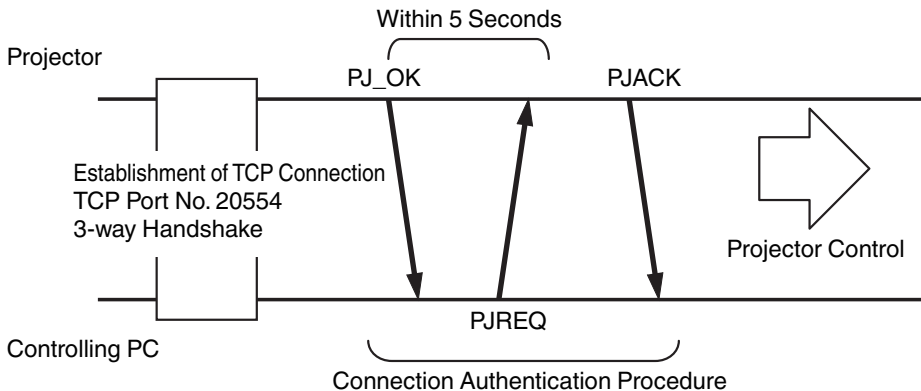


Mode	Non-synchronous
Character length	8 bit
Parity	None
Start bit	1
Stop bit	1
Data rate	19200 bps
Data format	Binary

## TCP/IP Connection

Before controlling via LAN, it is necessary to establish connection of the TCP layer by a “3-way handshake”, followed by sending out “PJREQ” and receiving “PJACK” within five seconds after the projector sends out “PJ\_OK” for connection authentication.

If you are unable to complete sending within five seconds, or when “PJ\_NG” or “PJNAK” is received, check the operating status of the projector, followed by performing the steps again starting from establishment of a TCP connection.



## Command Format

The command between this unit and the computer consists of “Header”, “Unit ID”, “Command”, “Data” and “End”.

- Header (1 byte), Unit ID (2 bytes), Command (2 bytes), Data (n bytes), End (1 byte)

### Header

This binary code indicates the start of communication.

Binary Code	Type	Description
21	Operating command	PC → This unit
3F	Reference command	PC → This unit
40	Response command	This unit → PC
06	ACK	This unit → PC (returns to PC after the command is accepted without error)

### Unit ID

This is a code that specifies the unit. The binary code is fixed at “8901”.

### Command and data

Operating command and data (binary code)

Command	Type	Description
0000	Connection check	Check whether communication is enabled between this unit and the PC during standby.
5057	Power supply	During standby 31: Turns on the power When power is on 30: Turns off the power (Standby mode)
4950	Input	When power is on 36: HDMI 1 37: HDMI 2
5243	Remote control	Sends the same code as the supplied remote control. <ul style="list-style-type: none"><li>• “Remote Control Code”P. 69</li></ul>

Reference command and data (binary code)

Command	Type	Description
5057	Power supply	During standby or when power is on 30: Standby mode 31: When power is on 32: In the Cool-down mode 34: When error occurs on this unit
4950	Input	When power is on 36: HDMI 1 37: HDMI 2

### End

This code indicates the end of communication. The binary code is fixed at “0A”.

## Remote Control Code

Binary code is sent during communication.

- The following applies to the case when the remote control code is “A”. In the case of “B”, add “36” to the beginning of the code.

Remote Control Button Name	Binary Code
STAND BY	37 33 30 36
ON	37 33 30 35
HDMI 1	37 33 37 30
HDMI 2	37 33 37 31
INFO.	37 33 37 34
MODE 1	37 33 44 38
MODE 2	37 33 44 39
MODE 3	37 33 44 41
LENS CONTROL	37 33 33 30
LENS AP.	37 33 32 30
ANAMO.	37 33 43 35
HIDE	37 33 31 44
▲	37 33 30 31
▼	37 33 30 32
▶	37 33 33 34
◀	37 33 33 36

Remote Control Button Name	Binary Code
OK	37 33 32 46
MENU	37 33 32 45
BACK	37 33 30 33
NATURAL	37 33 36 41
CINEMA	37 33 36 38
PICTURE MODE	37 33 46 34
COLOR PROFILE	37 33 38 38
GAMMA SETTINGS	37 33 46 35
MPC	37 33 46 30
C.M.D.	37 33 38 41
ADVANCED MENU	37 33 37 33
GAMMA	37 33 37 35
COLOR TEMP.	37 33 37 36
3D FORMAT	37 33 44 36
PIC. ADJ.	37 33 37 32



## Communications Example

This section shows the communication examples of RS-232C.

### Operating command

Type	Command	Description
Connection check	PC → This unit: 21 89 01 00 00 0A This unit → PC: 06 89 01 00 00 0A	Connection check
Power (On)	PC → This unit: 21 89 01 50 57 31 0A This unit → PC: 06 89 01 50 57 0A	When power is turned on from the Standby mode
Power (Off)	PC → This unit: 21 89 01 50 57 30 0A This unit → PC: 06 89 01 50 57 0A	When power is turned off (Standby mode) from power-on mode
Remote control (MENU)	PC → This unit: 21 89 01 52 43 37 33 32 45 0A This unit → PC: 06 89 01 52 43 0A	When the same operation as pressing the [MENU] button on the remote control is performed

### Reference command

Type	Command	Description
Power (On)	PC → This unit: 3F 89 01 50 57 0A This unit → PC: 06 89 01 50 57 0A This unit → PC: 40 89 01 50 57 31 0A	When information on the power-on state is acquired
Input (HDMI 1)	PC → This unit: 3F 89 01 49 50 0A This unit → PC: 06 89 01 49 50 0A This unit → PC: 40 89 01 49 50 36 0A	When information on HDMI 1 input is acquired

# Specifications

Product Name	D-ILA Projector	
Model Name	DLA-X9500B, DLA-X7500B/W, DLA-X5500B/W*1	
Display Panel/Size	D-ILA device *2, 3 0.7" (1920 x 1080 pixels) x 3 (total no. of pixels: approx. 6.22 million)	
Projection Lens	2.0 x power zoom lens (1.4:1 to 2.8:1), motorized zoom and focus	
Light-source Lamp	265 W ultra-high pressure mercury lamp [product no.: PK-L2615U] Average lifespan: 4500 hours ("Low" mode)	
Screen Size	Approx. 60" to 200" (Aspect ratio of 16:9)	
Brightness	2000 lm <b>X9500</b> 1900 lm <b>X7500</b> 1800 lm <b>X5500</b>	
Projection Distance	Refer to P. 72.	
Input Compatibility Signal	Refer to P. 74.	
Display Resolution	3840 x 2160 pixels *4	
Input Terminal	HDMI Input	Dual, HDMI 19-pin x 2 (HDCP 2.2-compatible) *5
Output Terminal	Trigger Terminal	1 system, Ø 3.5 mm DC Power Jack (⊖—⊕) DC OUT 12 V, 0.1 A
	3D synchro	Dedicated terminal for 3D SYNCHRO EMITTER (1 system, mini-DIN 3-pin)
Control Terminal	RS-232C Terminal	1 system, D-sub 9-pin (male) (external control)
	LAN Terminal	1 system, RJ-45 plug
Power Requirements	AC 100 V to 240 V, 50 Hz/60 Hz	
Power Consumption		
Operation Environment	Temperature: 5°C to 35°C; humidity: 20% to 80%; storage temperature: -10°C to 60°C	
Installation Height	Below 5,000 ft (1524 m)	
Dimensions (Width x Height x Depth)	Approx. 455 mm x 179 mm x 472 mm (excluding feet and protrusions)	
Mass	15.6 kg ( <b>X9500</b> <b>X7500</b> ) 15.4 kg ( <b>X5500</b> )	
Accessories	Refer to P. 9.	

\*1 "W" indicates that the main unit is white in color. "B" indicates that the main unit is black in color.

\*2 D-ILA is the abbreviation for Direct drive Image Light Amplifier.

\*3 D-ILA devices are manufactured using extremely high-precision technology with a pixel effectiveness of 99.99%. Only 0.01% or less of the pixels are either missing or would remain permanently lit.

\*4 During 3D playback, the pixel is set to 1920 x 1080.

\*5 HDCP is the abbreviation for High-bandwidth Digital Content Protection system. The image of the HDMI input terminal may not be displayed in some cases due to changes in the HDCP specifications.

\*6 The power consumption of this product during networked standby when all wired network ports are connected is 1.5 W.

\*7 "During standby" refers to Eco Mode standby (P. 56).

• Design and specifications are subject to change without prior notice.

• Please note that some of the pictures and illustrations may have been abridged, enlarged or contextualized in order to aid comprehension. Images may differ from the actual product.



For **X9500** **X7500**, a “THX 3D Display Certification” by THX has been obtained. In addition to 2D movies, you can also enjoy faithful reproduction of images in a “quality as intended by the filmmaker” during playback of 3D movies. The THX 3D certification is “an indication of high definition and high resolution”, which is granted to products that have cleared more than 400 image quality tests.



**X9500** **X7500** are isf-certified, so calibration can be performed by an isf-certified trainer. After calibration is performed, an isf mode is added to the Picture mode. For more details, please refer to the isf website. <http://www.imagingscience.com/>

## About Trademarks and Copyrights



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# x.v.Color

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## Screen Size and Projection Distance

### When a 16:9 screen is used

Screen Size			Projection Distance	
Diagonal (Model)	Width (mm)	Height (mm)	Wide-end (m)	Tele-end (m)
60	1328	747	1.78	3.66
70	1549	872	2.09	4.28
80	1771	996	2.4	4.89
90	1992	1121	2.7	5.51
100	2214	1245	3.01	6.13
110	2435	1370	3.31	6.75
120	2656	1494	3.62	7.36
130	2878	1619	3.92	7.98
140	3099	1743	4.23	8.60
150	3320	1868	4.53	9.22
160	3542	1992	4.84	9.84
170	3763	2117	5.14	10.45
180	3984	2241	5.45	11.07
190	4206	2366	5.75	11.68
200	4427	2490	6.06	12.30

### When a 4:3 screen is used

Screen Size			Projection Distance	
Diagonal (Model)	Width (mm)	Height (mm)	Wide-end (m)	Tele-end (m)
60	1219	914	2.22	4.49
70	1422	1067	2.60	5.24
80	1626	1219	2.98	6.00
90	1829	1372	3.36	6.75
100	2032	1524	3.74	7.51
110	2235	1676	4.11	8.26
120	2438	1829	4.49	9.02
130	2642	1981	4.87	9.77
140	2845	2134	5.25	10.53
150	3048	2286	5.63	11.28
160	3251	2438	6.00	12.04

\* Projection to a 4:3 screen larger than 163" is equivalent to a size that is larger than 200" in the 16:9 format, and is beyond our guarantee coverage.

### When a 2.35:1 screen is used

Screen Size			Projection Distance	
Diagonal (Model)	Width (mm)	Height (mm)	Wide-end (m)	Tele-end (m)
60	1402	597	1.95	3.91
70	1636	696	2.28	4.56
80	1870	796	2.60	5.21
90	2103	895	2.93	5.86
100	2337	995	3.26	6.51
110	2571	1094	3.58	7.16
120	2805	1193	3.91	7.81
130	3038	1293	4.23	8.47
140	3272	1392	4.56	9.12
150	3506	1492	4.88	9.77
160	3740	1591	5.21	10.42
170	3973	1691	5.53	11.07
180	4207	1790	5.86	11.72
190	4441	1890	6.19	12.37
200	4674	1989	6.51	13.02

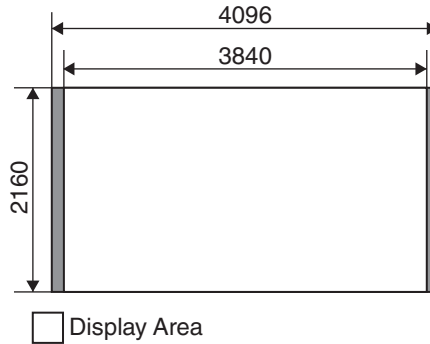
## Types of Possible Input Signals

### Video

Digital Video Signal		480p, 576p, 720p/50 Hz, 720p/60 Hz, 1080i/50 Hz, 1080i/60 Hz, 1080p/24 Hz, 1080p/50 Hz, 1080p/60 Hz, 3840×2160/24Hz, 3840×2160/25Hz, 3840×2160/30Hz, 3840×2160/50Hz*1, 3840×2160/60Hz*1, 4096×2160/24Hz*2, 4096×2160/25Hz*2, 4096×2160/30Hz*2, 4096×2160/50Hz*1, 2, 4096×2160/60Hz*1, 2
3D Signal	Frame Packing	720p/50 Hz, 720p/60 Hz, 1080p/24 Hz
	Side-by-side	1080i/60 Hz, 1080p/60 Hz, 1080i/50 Hz, 1080p/50 Hz, 1080p/24 Hz, 720p/50 Hz, 720p/60 Hz
	Top-and-bottom	720p/50 Hz, 720p/60 Hz, 1080p/24 Hz

\*1 When the color space is RGB/YCbCr(4:4:4), only 8-bit input is supported.

\*2 The display image when the input signal is 4096×2160



### PC signal (HDMI)

No.	Designation	Resolution	fh [kHz]	fv [Hz]	dot CLK [MHz]	Total No. of Dots [dot]	Total No. of Lines [line]	No. of Effective Dots [dot]	No. of Effective Lines [line]
1	VGA 60	640×480	31.500	60.000	25.200	800	525	640	480
2	VGA 59.94	640×480	31.469	59.940	25.175	800	525	640	480
3	SVGA 60	800×600	37.879	60.317	40.000	1,056	628	800	600
4	XGA 60	1024×768	48.363	60.004	65.000	1,344	806	1,024	768
5	WXGA 60	1280×768	47.760	60.000	79.998	1,675	796	1,280	768
6	WXGA+ 60	1440×900	55.919	59.999	106.470	1,904	932	1,440	900
7	SXGA 60	1280×1024	63.981	60.020	108.000	1.688	1,066	1,280	1,024
8	WSXGA+ 60	1680×1050	65.222	60.002	147.140	2,256	1,087	1,680	1,050

\* Even when signals can be input, video images may not be projected properly depending on the PC or cable in use. When this occurs, switching to another compatible resolution or changing the cable may help to resolve the problem in some cases.

# Indicator Display on the Main Unit

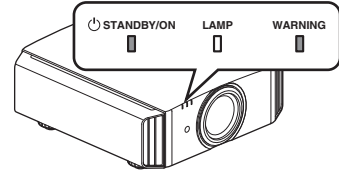
## Meaning of the lighting figures



The indicator lights up.



The indicator appears blinking.



## Operation mode display

Displays using the different colors and solid/blinking light of the “STANDBY/ON” indicator.

“STANDBY/ON” lights up (red)  
In standby state



“STANDBY/ON” lights up (green)  
During lamp startup



All lights off  
During projection



“STANDBY/ON” blinking (red)  
In the Cool-down mode



“STANDBY/ON” blinking (green)  
When the video image is temporarily hidden (HIDE is on)



## Estimated timing for lamp replacement

Displays using the solid/blinking light of the “LAMP” indicator. The “STANDBY/ON” indicator, which shows the operating mode of the unit, is displayed simultaneously as described above.

“LAMP” lights up (orange)



When lamp replacement is near

## Warning display

You can tell the details of a warning from the (repeated) displays of the “WARNING” and “LAMP” indicators. The “STANDBY/ON” indicator, which shows the operating mode of the unit, is displayed simultaneously as described above. The Warning mode is activated once the message is displayed. Projection is interrupted, and the cooling fan is turned on for about 100 seconds.

The power cannot be turned on again while cooling is in progress. Check the following after cooling is complete.

Indicator Status (Solid/Blinking)	Blinking Frequency	Description	Check and Countermeasure
<p>Mode Display (*) (Red)</p>	x1	Abnormality in the power supply	<ul style="list-style-type: none"> <li>• Check that nothing is blocking the air inlets.</li> <li>• Check that the external temperature is normal.</li> </ul> Countermeasure: Leave the unit unoperated until it cools down. After that, turn on the power again.
	x2	Cooling fan stopped abnormally	
	x3	Internal temperature is abnormally high	
	x4	External temperature is too high	
	x5	Abnormal circuit operation	
<p>Mode Display (Orange) (Red) Blinking Simultaneously</p>	x1	Abnormal circuit operation	<ul style="list-style-type: none"> <li>• Check that nothing is blocking the lens cover.</li> </ul> Countermeasure: Turn on the power again.
	x2		
	x3		
	x4	Abnormal operation of the lens cover	
<p>Mode Display (Orange) (Red)</p>	x1	Lamp does not light up and unit is unable to project	<ul style="list-style-type: none"> <li>• Check that the lamp unit and lamp cover are correctly installed.</li> </ul> Countermeasure: Turn on the power again.
	x2	Lamp goes out during projection	
	x3	When the lamp cover is removed	

If the Warning mode is activated again, wait for the cooling fan to stop, followed by pulling out the power plug from the outlet.

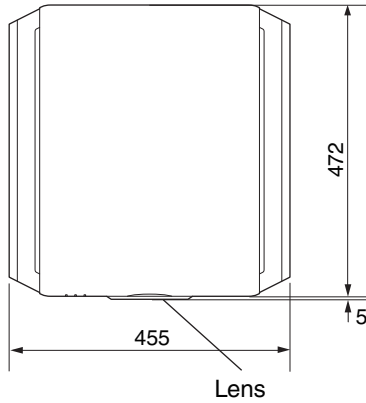
Request for repair at your authorized dealer or a nearby service center.

(\*) If the scheduled time for lamp replacement is exceeded, the indicator may light up.

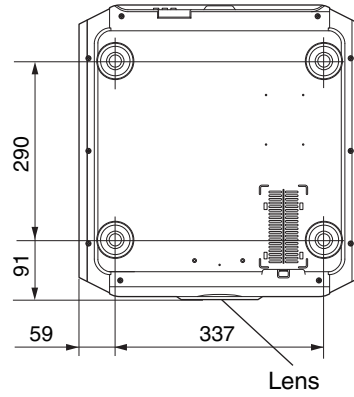
# Dimensions

(Unit: mm)

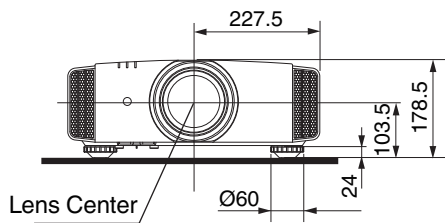
## Top Surface



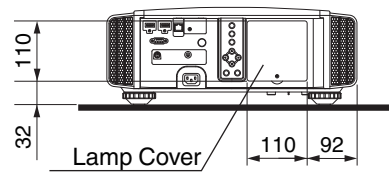
## Bottom Surface



## Front



## Rear Surface



- The dimensions are identical for all the models.



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