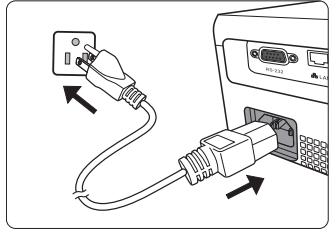


Operation

Starting up the projector

1. Plug the power cord into the projector and into a wall socket. Turn on the wall socket switch (where fitted).
2. Press **POWER** on the projector or remote control to start the projector. The **POWER indicator light** stays blue when the projector is on.
(If necessary) Rotate the focus ring to adjust the image clearness.



- ☞ • **If the projector is still hot from previous activity, it will run the cooling fan for approximately 60 seconds before energizing the lamp.**
 - **To maintain the lamp life, once you turn the projector on, wait at least 5 minutes before turning it off.**
3. If the projector is activated for the first time, select your OSD language following the on-screen instructions.
 4. Switch all of the connected equipment on.
 5. The projector will start to search for input signals. The current input signal being scanned appears in the upper left corner of the screen. If the projector doesn't detect a valid signal, the message '**No Signal**' will continue to be displayed until an input signal is found.
You can also press **SOURCE** on the projector or remote control to select your desired input signal. See "[Switching input signal](#)" on page 25 for details.
- ☞ • **If the frequency/resolution of the input signal exceeds the projector's operating range, you will see the message 'Out of Range' displayed on a blank screen. Please change to an input signal which is compatible with the projector's resolution or set the input signal to a lower setting. See "[Timing chart](#)" on page 61 for details.**