

EPSON

EasyMP™

Operation Guide

Multimedia Projector

EMP-1715/1710

EMP-1705/1700



Making a Wireless LAN Connection

Quick Connection Mode and Advanced Connection Mode	5
Notes When Using a Wireless LAN	6
Conditions for Connecting to Compatible Wireless LAN Cards and Access Points	6
Supplied Wireless LAN Unit Specifications	6
Electromagnetic Wave Safety Precautions	6
Frequency Precautions	6
International Travel Precautions	6
Wireless Telegraphy Act Regulations	7
Notes on Security when Using Wireless LANs	7
Connection Limitations	8
Supported Resolutions	8
Display Colour	8
Connection Number	8
Others	8

Operating the Projector from a Computer via a Network

Using the Toolbar	10
Icon Names and Functions	10
Selecting the Projector to Operate	11
Stopping, Pausing, and resuming Projection	11
Projecting Only a PowerPoint Slide Show (Presentation Mode)	12
Switching A/V Mute and Sources	12
Projecting Movies from a Computer (Movie Sending)	13
Using Multi-Screen Display	15
Setting a Virtual Display Arrangement (Computer Settings)	15
Operations when Connecting with the Projector	16
Multi-Screen Display Preview	17
Example of Adjusting the Virtual Display	18
Setting the EMP NS Connection Environment	19
General settings Tab	19
Performance Adjustment Tab	20

Connecting to an Access Point with Wireless LAN

Before Connecting	22
Preparing the Computer	23
Put the Computer into Network Connection Status	23
Installing the EasyMP Software	23
Preparing the Projector	24
Projector Network Settings	24
Network Settings Function List	25
Basic Menu	25
Wireless LAN Menu	26
Security Menu	26
Wired LAN Menu	28
Mail Menu	29
SNMP Menu	30
Setup Complete Menu	30
Connecting in Wireless LAN Advanced Connection Mode	31
Putting the Projector in Connection Standby Status	31
Starting EMP NS Connection from the Computer	31
Connecting with the Projector	33
Disconnecting the Network Connection	35
When the Projector you want to Connect to is not Displayed	36
Searching by Specifying the IP Address and Projector Name (For Advanced Connection Mode)	36
Registering a Profile for a Projector that is Used Frequently	38
Making a Profile	38
Searching by Specifying a Profile	40
Managing a Profile	40
Wireless LAN Security Countermeasures	43
Using Encrypted Communication	43
Setting the Encryption Method and the Authentication Method in Wireless LAN Advanced Connection Mode	44
Registering an Electronic Certificate and a CA Certificate	45

Using a Computer to Set Up, Monitor and Control Projectors

Changing Settings Using a Web Browser (Web Control)	47
Displaying Web Control.....	47
Projector Setup	47
Using the Mail Notification Function to Report Problems	48
Setting Mail Notification Function	48
If a Problem Notification is Sent by Mail.....	48
Management Using SNMP	49

Presentations Using PC Free

Examples and Files that can be Projected Using PC Free	51
Files that can be Projected Using PC Free	51
PC Free Examples	52
PC Free Basic Operations	53
Starting and Closing PC Free	53
Guide Mode and Quick Mode	55
PC Free Basic Operations (Guide Mode)	56
PC Free Basic Operations (Quick Mode).....	57
Rotating the Image.....	57
Projecting Scenarios.....	59
Preparing a Scenario	59
Playing a Scenario	59
Operating During a Presentation.....	60
Projecting Image and Movie Files.....	61
Projecting Images and Movies	61
Projecting all Image and Movie Files in a Folder in Sequence (Slide show).....	62
Setting Image and Movie File Display Conditions and Operation Mode	64

Preparing a Scenario (Using EMP SlideMaker2)

Scenario Summary.....	66
Files that Can be Included in Scenarios	67
Turning a PowerPoint File into a Scenario	68
Creating a Simple Scenario.....	69
Creating a Scenario	71
Setting Scenario Properties	71
Including PowerPoint Files in Scenarios.....	73
Including Image and Movie Files in Scenarios	77
Editing a Scenario.....	78
Sending Scenarios.....	80
Cases Like These	82
Checking the Projection Scenario Status from a Computer	82
Setting Animation Rules	83
Setting the Slide Animation.....	84

Appendix

Troubleshooting	87
Glossary	96

Making a Wireless LAN Connection

This chapter gives a summary and precautions on connecting the projector and a computer with a wireless LAN.

Quick Connection Mode and Advanced Connection Mode..... 5

Quick Connection Mode5

Advanced Connection Mode5

Notes When Using a Wireless LAN 6

- Conditions for Connecting to Compatible Wireless LAN Cards and Access Points.....6
- Supplied Wireless LAN Unit Specifications6
- Electromagnetic Wave Safety Precautions6
- Frequency Precautions6
- International Travel Precautions6
- Wireless Telegraphy Act Regulations7
- Notes on Security when Using Wireless LANs7

Connection Limitations8

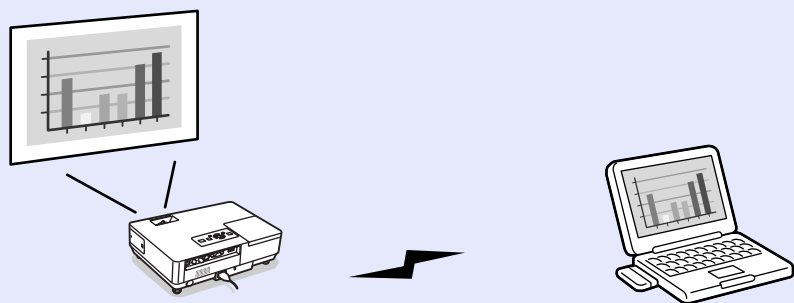
- Supported Resolutions 8
- Display Colour 8
- Connection Number 8
- Others 8

There are two methods of connecting the projector and a computer by using wireless LAN, "Quick Connection Mode" and "Advanced Connection Mode".

■ Quick Connection Mode

In Quick Connection Mode the projector and a computer can be connected easily without making any complex network settings.*

Use Quick Connection Mode when you want to connect quickly with a wireless LAN.



Quick Connection Mode uses an ad hoc connection (computers with a common ESSID connection) to connect. You can connect to a computer equipped with either of the following.

- Wireless LAN card
- Computers with a built-in wireless LAN function

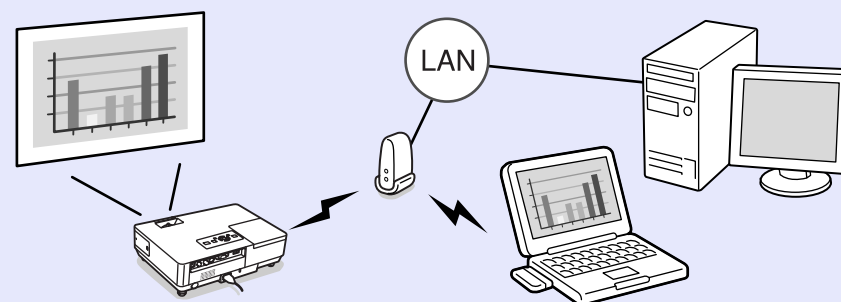
See the *Wireless LAN Quick Connection Guide* for details on connecting using Quick Connection Mode.

* In Quick Connection Mode, because the projector's ESSID is temporarily allocated to the computer, you do not have to make any setup operations from the computer. After it has been cut off, the computer's network settings automatically return to their original condition.

■ Advanced Connection Mode

In Advanced Connection Mode, you can connect to the network system via a wireless LAN access point.

Use Advanced Connection Mode when you want to connect as part of a network system and take security measures.



For details on connecting using Advanced Connection Mode, see "Connecting to an Access Point with Wireless LAN"  [p.21](#).

Conditions for Connecting to Compatible Wireless LAN Cards and Access Points

The supplied wireless LAN unit can be connected to the following products in accordance with IEEE 802.11g, 802.11b, and 802.11a.

- Wireless LAN card
- Computers with internal wireless LAN functionality
- Access points

However, you are unlikely to be able to make an ad hoc connection for wireless LAN equipment used with a computer in IEEE 802.11g. For details on wireless LAN equipment see the specifications.

Supplied Wireless LAN Unit Specifications

Frequency Range	2.4 GHz band, 5GHz band.
Modulation	802.11b : DS-SS 802.11a/g : OFDM
Potential Interference Range	Less than 20 m
Propriety of frequency change	Can use all bands, and can avoid "licensed" and "unlicensed" bands.

Electromagnetic Wave Safety Precautions

Be aware of the following points when using the supplied wireless LAN unit.

- May exert electromagnetic interference on, and cause malfunction of, cardiac pacemakers. Before use, ensure that electromagnetic interference does not occur.
- May exert electromagnetic interference on, and cause malfunction of, sensitive medical equipment. Before use, ensure that electromagnetic interference does not occur.

- Do not use near microwave ovens. Wireless communication may be interrupted by electromagnetic interference generated by microwave ovens.
- Use of this product on aircraft may be restricted in some countries. Use of this product is based on due diligence with regard to regulations.

Frequency Precautions

The frequency band for the wireless LAN card that is included with the projector is 2.4 GHz. This band is also used for industrial, scientific, and medical devices such as microwave ovens and mobile unit identification (RF-ID) systems (licensed premises radio stations and unlicensed specified low-power radio stations) used in factory production lines. Before using the wireless LAN card, check that there are not any radio stations for mobile unit identification or specified low-power radio station premises nearby. In the event that this wireless LAN card should interfere electromagnetically with the premises of a radio station used for mobile unit recognition, cease use immediately and stop generating the electromagnetic field. Contact your nearest dealer or the address provided under "International Warranty Conditions" in Safety Instructions/World-Wide Warranty Terms booklet if this wireless LAN card interferes electromagnetically with a special low-power radio station used for mobile unit identification or causes similar problems.

International Travel Precautions

Wireless LAN units are based on the specifications of the country of purchase.

Because wireless LAN units are designed to conform to the channel and frequency limits of the country they are intended to be used in, the included wireless LAN unit may infringe upon the laws or regulations of other countries if used outside the country of purchase.

Wireless Telegraphy Act Regulations

The following acts are prohibited by the Wireless Telegraphy Act.

- Modifying and disassembling (including the antenna)
- Removing the label of conformance
- 802.11a (5 GHz band) external use

Notes on Security when Using Wireless LANs

(Important information on customer rights (maintaining privacy))

Because wireless LANs use electromagnetic signals instead of a LAN cable to send and receive data, they have the advantage of allowing a device to connect to the network easily as long as they are within range to receive the signals.

A disadvantage of this is that within a certain range, the electromagnetic signals can pass through barriers such as walls, so that if security countermeasures are not implemented in some way, problems such as the following may occur.

- **Communicated data can be intercepted**

A third party may be able to receive wireless transmissions without authorisation, and they could obtain personal information from these transmissions such as IDs, passwords or credit card numbers, or they could intercept the contents of personal e-mail messages.

- **Unauthorised access to the network**

A third party could access an individual or intra-company network without permission and carry out any of the following activities.

- Retrieve personal data or other secret information (information leakage)
- Pose as another user and send inappropriate data (impersonation)
- Overwrite the contents of intercepted data and resend it (falsification)

- Introduce a computer virus which could cause data loss or system crashes (damage)

Initially, the possibility that such problems could occur through settings concerning the security of the wireless LAN product and by using the product are decreased, because the wireless LAN card and the access point have security measures to deal with these problems.

For the wireless LAN equipment, settings concerning security may not be set at the time of purchase.

Therefore, to decrease the possibility of security risks occurring, make sure you follow the instructions in this manual to make the security settings before using the wireless LAN card and wireless LAN access point.

Make sure you understand these security settings fully before using because the security setup can sometimes be bypassed by using a special method of the wireless LAN specifications.

Security settings for this product, see  "Wireless LAN Security Countermeasures" [p.43](#)

Contact the information centre for help making the security settings.

We recommend that you use this product after making security settings using your own judgment and assuming full responsibility, and with your full understanding of problems that may occur if you do not make any security settings.

When projecting computer images by using Network Presentation, the following restrictions apply. Confirm these points.

Supported Resolutions

The following computer screen resolutions can be projected. For the following resolutions, the image can be projected as it is on the computer screen. You cannot connect to a computer with a resolution higher than UXGA.

True monitor

- VGA (640 × 480)
- SVGA (800 × 600)
- XGA (1024 × 768)
- SXGA (1280 × 960)
- SXGA (1280 × 1024)
- SXGA+ (1400 × 1050)
- UXGA (1600 × 1200)

Virtual displays (for Windows)

- SVGA (800 × 600)
- XGA (1024 × 768)
- SXGA (1280 × 1024)
- SXGA+ (1400 × 1050)

When the following messages are displayed, connect after setting the computer's resolution to SXGA or less.

One or more connected projectors do not support resolutions greater than SXGA. Reduce the screen resolution and reconnect.

If a computer with a special screen size is used where the ratio of height and width is not represented, a screen resolution closest to the width is selected from the list of seven above.

In this case, in wide screen the horizontal margins are projected, in narrow screen the empty vertical margins are black.

Display Colour

The number of colours for computer screens can be projected.

Windows	Macintosh
16-bit colour	About 32,000 colours (16-bit)
24-bit colour	-
32-bit colour	About 16.7 million colours (32-bit)

The operational guarantee for virtual displays is 16-bit and 32-bit colour.

Connection Number

You can connect up to four projectors to one computer and project simultaneously.

You cannot connect multiple computers to one projector simultaneously.

Others

- If the transmission speed of the wireless LAN is low, the network might be cut off easily even if you connect and shut down at surprising times.
- Audio is not transmitted.
- When videos are played back, they do not play back as smoothly as when displayed on the computer.
- Applications that use part of DirectX functions may not be displayed correctly. (Windows only)
- Cannot project full screen MS-DOS prompts. (Windows only)



Operating the Projector from a Computer via a Network

This chapter explains the operating method when a computer and the projector are connected using EMP NS Connection. The connection procedure is for both "Quick Connection Mode" and "Advanced Connection Mode".

Using the Toolbar 10

- **Icon Names and Functions10**
- **Selecting the Projector to Operate11**
- **Stopping, Pausing, and resuming Projection.....11**
- **Projecting Only a PowerPoint Slide Show (Presentation Mode).....12**
- **Switching A/V Mute and Sources12**

Projecting Movies from a Computer (Movie Sending) 13

Using Multi-Screen Display 15

- **Setting a Virtual Display Arrangement (Computer Settings)15**
- **Operations when Connecting with the Projector16**
- **Multi-Screen Display Preview.....17**

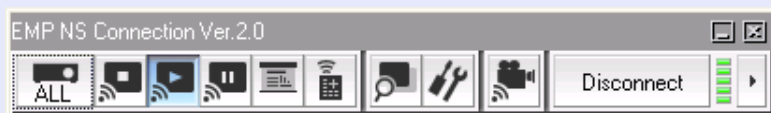
- **Example of Adjusting the Virtual Display 18**

Setting the EMP NS Connection Environment19

- **General settings Tab 19**
- **Performance Adjustment Tab..... 20**

Icon Names and Functions

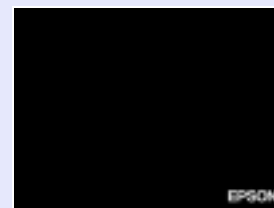
When a computer and the projector are connected to a network, the following toolbar is displayed on the computer screen.



	Select target projector	Displays the Select target projector dialog box. p.11
	Stop	Stops projection of computer images while connecting to the projector. The projector projects the specified screen*.
	Show	The projector projects the computer image.
	Pause	Stops projection of computer images temporarily when connected to the projector.
	Presentation Mode	Starts Presentation Mode for the selected projector. In Presentation Mode, only the PowerPoint slide show images are projected by the projector.
	Projector control	Displays the Projector control screen. You can perform "A/V Mute", "Switch PC Source", and "Switch Video Source" from the Projector control screen.
	Movie Sending Mode	Displays the Movie Sending Mode screen. Movie files on the computer can be projected by the projector. p.13
	Preview	Displays the multi-screen preview screen.
	Set options	Displays the Set options settings dialog box. p.19
	Disconnect	Disconnects the connection to the projector.

	Switch toolbar display (Quick Connection Mode only)	You can switch the buttons displayed between "Full", "Normal", or "Simple". 
--	---	--

* The following shows the specified screen.

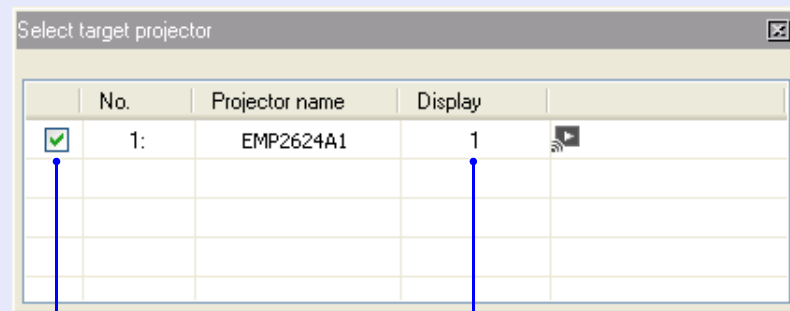


Selecting the Projector to Operate

You can select which projector to operate when connected to multiple projectors.

Procedure

- 1 Click the  ("Select target projector") button.
The Select target projector screen is displayed.
- 2 Select the check box for the projector you want to operate.



- 3 Click the " " in the top right of the screen to close the Select target projector screen.

Stopping, Pausing, and resuming Projection

You can stop, pause, and resume projection of computer images when connected to the projector.

Procedure

- 1 Select the projector you want to operate.  [p.11](#)
- 2 Click one of the following.
 -  "Stop" button: Stops projecting the computer image. The Image.jpg picture is projected.
 -  "Show" button: Starts projecting the computer image.
 -  "Pause" button: Pauses projection of the computer image. The image at the point it was paused is projected. When it is paused, click the  "Pause" button again to release pause.

Projecting Only a PowerPoint Slide Show (Presentation Mode)

In Presentation Mode, when executing a PowerPoint slide show on a computer, only the images are displayed. This is useful when you only want to display the slideshow. Keynote is compatible with the presentation mode in Macintosh.

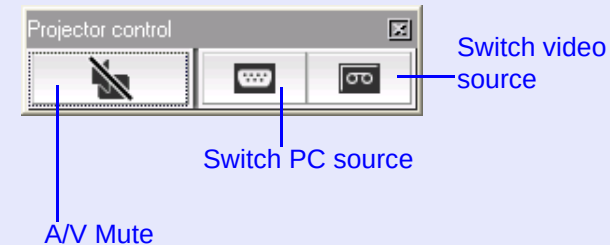
Procedure

- 1 Select the projector you want to operate.  [p.11](#)
- 2 Click the  ("Presentation Mode") button.
Presentation Mode begins.
- 3 When in Presentation Mode, click the  button again to exit Presentation Mode.

Switching A/V Mute and Sources

Procedure

- 1 Select the projector you want to operate.  [p.11](#)
- 2 Click the  ("Projector control") button.
- 3 Click "A/V Mute", "Switch PC source", or "Switch video source".



Projecting Movies from a Computer (Movie Sending)

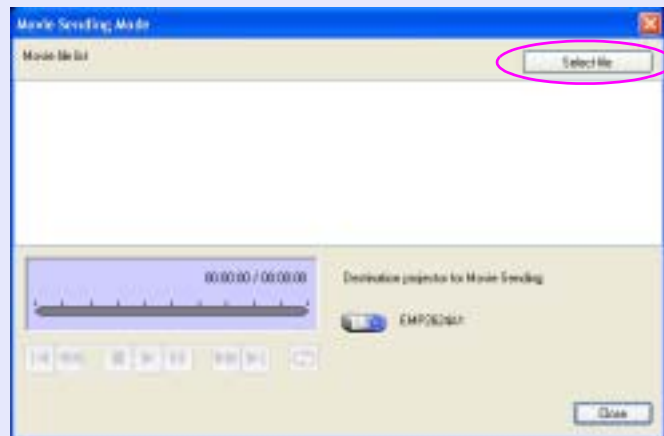


13

You can project movie files on the computer by the projector. You can project MPEG files (.mpg, .mpeg). Movie Transfer is performed to one projector. You cannot perform Movie Transfer to two or more projectors simultaneously. Also, depending on the communication method and the electromagnetic wave situation, the image and sound may skip or come to a stop.

Procedure

- 1** Click the  ("Movie Sending Mode") button.
The projector selection screen is displayed.
- 2** Select the destination projector for Movie Sending and click the "OK" button.
Displays the Movie file list screen.
- 3** Click the "Select file" button.



- 4** Select the movie file you want to play back and click the "Open" button.



It returns to the Movie file list screen. The file you selected is added to the movie file list.



- 5** You can play and stop the movie file by operating the buttons shown below.



	Plays back from the beginning of the file that is playing.
	Quickly rewinds the file that is playing.
	Stops play back.
	Plays back the file.
	Pauses play back.
	Quickly fast-forwards the file that is playing.
	Plays back from the beginning of the next file.
	Plays back the file list one at a time and repeats.

- 6** Click the "Close" button to end movie play back.

When using Multi-screen display, multiple virtual displays can be set in the computer, and each image can be projected by the projector.



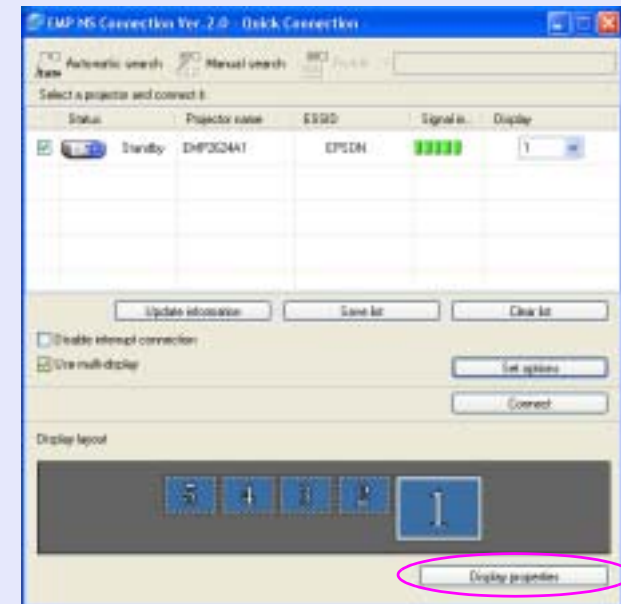
- *For Macintosh, you have to connect a monitor to the computer and use the multi-screen display function. For Windows, even if a monitor is not connected, you can set a virtual display by installing the virtual display driver prepared in EMP NS Connection.*
- *For Windows, when the real monitor is connected as a secondary monitor, the image for that screen cannot be projected.*
- *You can adjust the projector's colour tone. ➡ User's Guide "Adjusting Colour for Several Projectors (Multi-Screen Colour Adjustment)"*

Setting a Virtual Display Arrangement (Computer Settings)

Procedure

1

Click "Display properties".



2 Drag the monitor icon to arrange the position.



For Windows

- In Windows select "Start" - "Control Panel" - "Display" to display the Display Properties screen.

For Macintosh

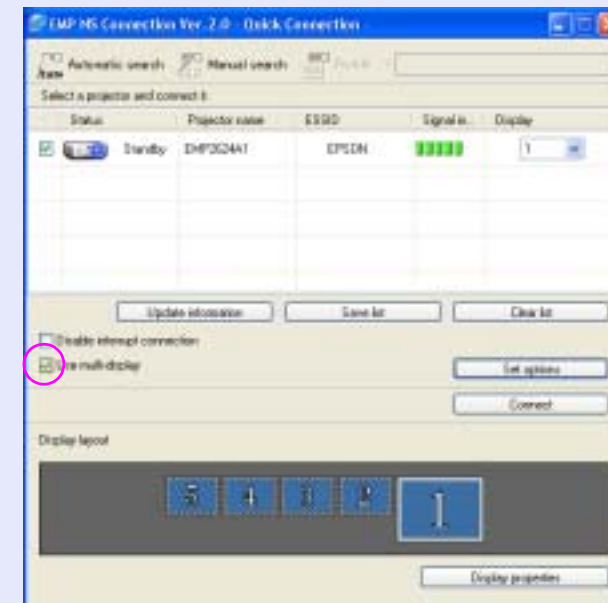
- In Macintosh select "Displays" from the "System Preferences" screen.

Operations when Connecting with the Projector

Procedure

1 Start Windows on the computer, then select "Start" - "Programs" (or "All Programs") - "EPSON Projector" - "EMP NS Connection".

2 Select the "Use multi-display" check box.
"Display layout" and "Display properties" buttons are added at the bottom of the screen. Click the "Display properties" button to adjust the display.



- ③ Select the number of the virtual display allocated to "Display", and set which image to project from which projector.



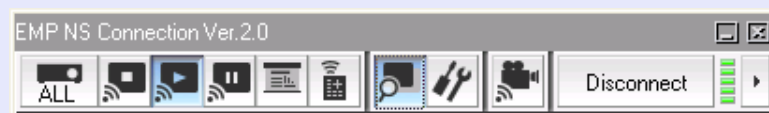
- ④ Click the "Connect" button.

Multi-Screen Display Preview

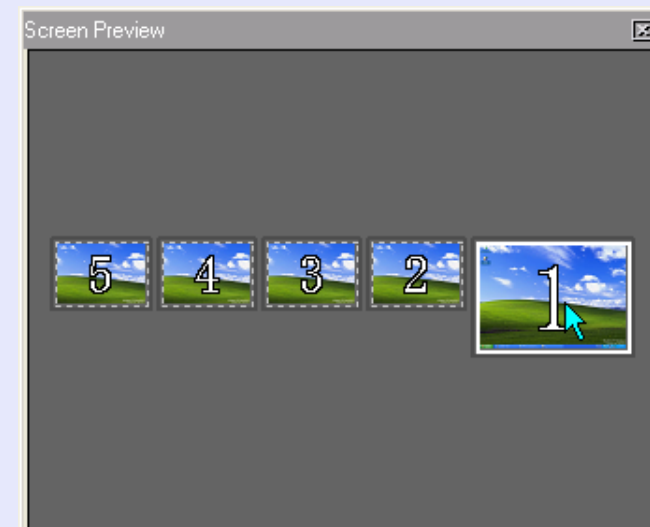
When using Multi-screen display, you can adjust the status of the virtual display set in the preview.

Procedure

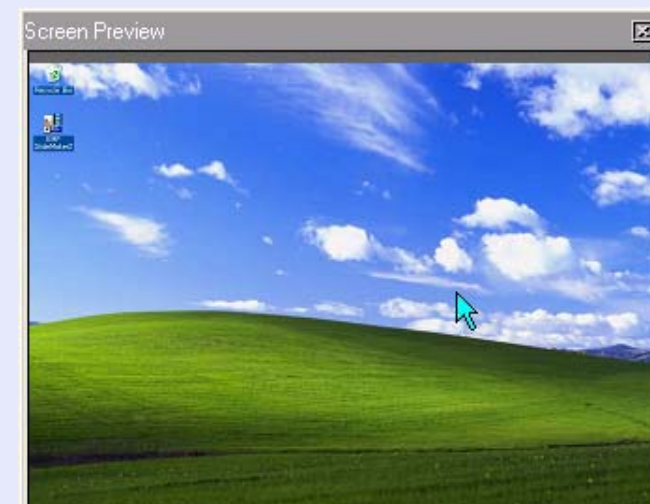
- ① Click the  ("Preview") button on the EMP NS Connection toolbar.



The display arrangement set is displayed in preview.



- ② When each screen is clicked, it is expanded to fill the Screen Preview window.



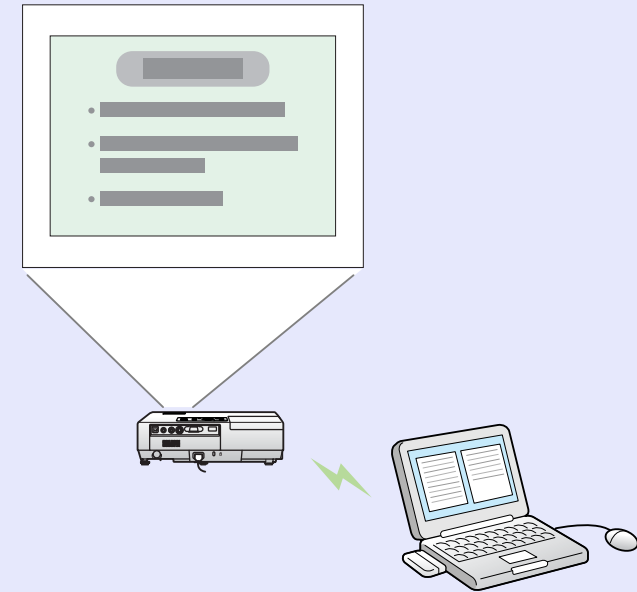
Example of Adjusting the Virtual Display

By arranging the virtual display allocation, you can project only the image that you want to display when making a presentation by devising it to project a different image from left to right.

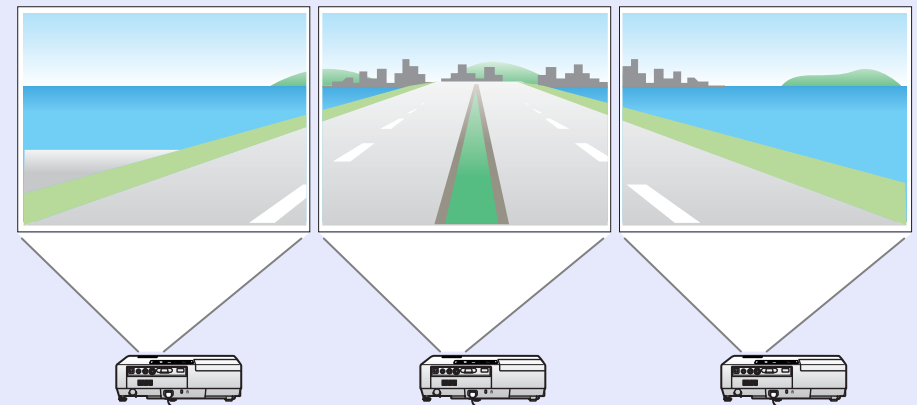
Arrangement example 1



Arrangement example 2



Arrangement example 3



Setting the EMP NS Connection Environment



You can set the environment, such as the processing method, when EMP NS Connection is started.

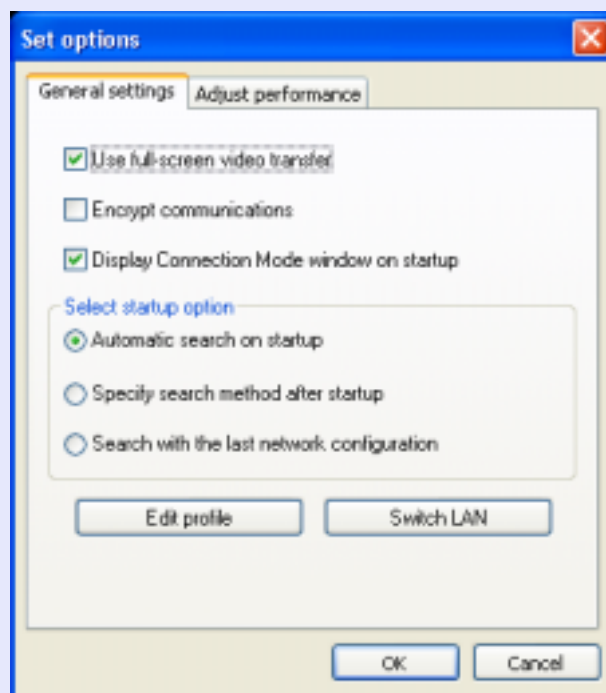
Procedure

- 1 Click the "Set options" button on the EMP NS Connection's main screen.

The basic settings screen is displayed.

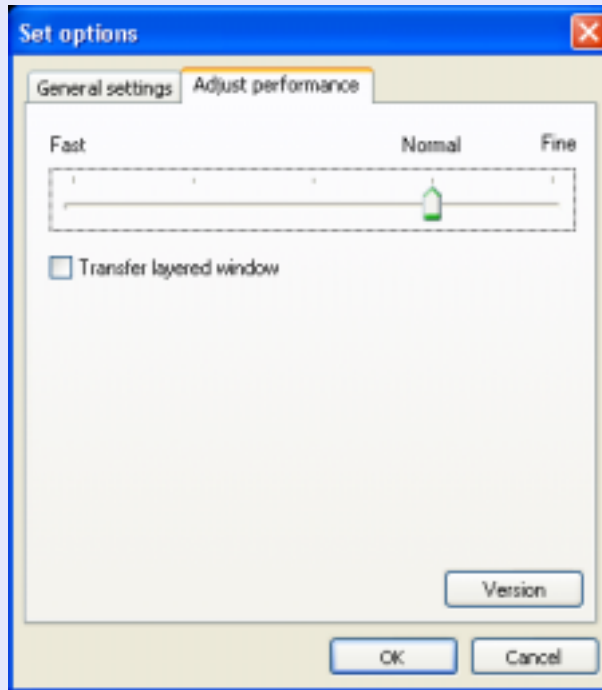
- 2 Set each item.

General settings Tab



Use full-screen video transfer	For Windows only When displaying Windows Media Player in full screen, set the following. Selects whether or not to use full screen movie transfer.
Encrypt communications	Selects whether or not to use encrypted communications.
Display Connection Mode window on startup	Set whether or not the Quick Connection Mode / Advanced Connection Mode screen is displayed when EMP NS Connection is started. You can encrypt computer image data transmitted to the projector. Although security is guaranteed when the data is encrypted, the performance decreases.
Select startup option	Sets from the following the projector search method that is executed when EMP NS Connection is started. "Automatic search on startup" "Specify search method after startup" "Search with the last network configuration"
Edit profile	The profile editing dialog box is displayed. p.40
Switch LAN	For Windows only The network interface switching dialog box is displayed. You can specify a change of the network adapter (NIC) to use.

Performance Adjustment Tab



Adjust performance	The performance can be adjusted from "Fast", "Normal", and "Fine". Set to "Fast" when movie projections are interrupted.
Transfer layered window	For Windows only. Set whether or not to transfer a layered window. Depending on the application, a screen where a layered window was used may be displayed, in that case select the "Transfer layered window" checkbox.



When you click  on the toolbar, only the performance adjustment tag is displayed.

Connecting to an Access Point with Wireless LAN

This chapter explains how to connect a computer to the projector via a wireless LAN access point on an existing network system.

Before Connecting.....	22	• Putting the Projector in Connection Standby Status • Starting EMP NS Connection from the Computer • Connecting with the Projector	31 31 33
Preparing the computer	22	EMP NS Connection screen.....	32
Preparing the projector	22		
Preparing the Computer.....	23	Disconnecting the Network Connection	35
• Put the Computer into Network Connection Status	23	Disconnecting from the computer.....	35
• Installing the EasyMP Software	23	Disconnecting from the projector	35
Preparing the Projector	24	When the Projector you want to Connect to is not Displayed.....	36
• Projector Network Settings	24	• Searching by Specifying the IP Address and Projector Name (For Advanced Connection Mode).....	36
Network Settings Function List.....	25	Registering a Profile for a Projector that is Used Frequently	38
• Basic Menu.....	25	• Making a Profile	38
• Wireless LAN Menu.....	26	• Searching by Specifying a Profile	40
• Security Menu	26	• Managing a Profile	40
When WEP is selected	27	Wireless LAN Security Countermeasures	43
When WPA-PSK (TKIP) or WPA2-PSK (AES) are selected	27	• Using Encrypted Communication.....	43
When EAP-TLS is selected.....	27	• Setting the Encryption Method and the Authentication Method in Wireless LAN Advanced Connection Mode	44
When EAP-TTLS/MD5, EAP-TTLS/MS-CHAPv2, PEAP/MS-CHAPv2, PEAP/GTC, LEAP, EAP-Fast/MS-CHAPv2 or EAP-FAST/GTC are selected.....	27	• Registering an Electronic Certificate and a CA Certificate	45
• Wired LAN Menu	28		
• Mail Menu.....	29		
• SNMP Menu	30		
• Setup Complete Menu	30		
Connecting in Wireless LAN Advanced Connection Mode.....	31		

Usually, when a computer is connected to a network system by using an access point or wired LAN, you do not need to change the network settings on the computer. Install EMP NS Connection in EasyMP Software on the computer.

Set the network on the projector.

As well as projecting images from a computer via a network, you can also monitor the status of the projector by connecting using these methods.

■ Preparing the computer

 [p.23](#)

Carry out the following procedures in advance.

- Put the computer into network connection status
- Install the EasyMP Software

■ Preparing the projector

 [p.24](#)

- Projector network settings

Put the Computer into Network Connection Status

To use a computer on a network LAN you need to make certain settings. If the settings have already been made, the following settings are not necessary.

For Windows

Make connection settings for the computer by using the utility software supplied with the LAN card. For more information on the utility software, see the user's guides supplied with your LAN card.

Procedure

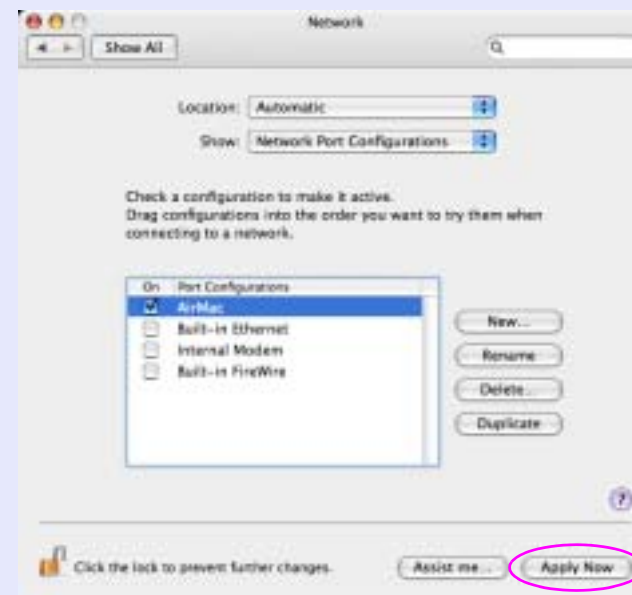
For Macintosh

This section explains how to make settings for the connected port. For more details on setting the network port, see the user's guides for your computer and the Air Mac card (setting the network).

- 1 From the Apple menu, select "System Preferences" - "Network".

The network settings screen is displayed.

- 2 Select the port used in "Port Configurations" and click "Apply Now".



When "Destination" is set, all network settings can be changed at the same time by choosing a target destination.



- 3 Close the screen.

Installing the EasyMP Software

Install EMP NS Connection supplied with the EasyMP Software. For details on the installation method, see "Preparing the Computer" in the *Wireless LAN Quick Connection Guide*.

Projector Network Settings

This section explains how to make network settings to connect using Advanced Connection Mode. Make network settings by using the projector's configuration menu.



- *Once network settings have been made once, they do not need to be made a second time.*
- *This section explains how to make settings by using the remote control, however after connecting once in "Quick Connection Mode" you can then make settings using the computer's Web browser. You can make settings easily by using a keyboard when making settings from a Web browser. ➡ "Changing Settings Using a Web Browser (Web Control)" [p.47](#)*
- *You can operate the [Enter] button, the [Esc] button, the [↵] and [↶] buttons, and the [⏏] and [⏏] buttons on the projector's control panel.*
- *For network settings, follow the directions from the network administrator for your network.*

Procedure

1

Press the [Power] button on the remote control to turn the power on.

2

Press the [Menu] button.

The configuration menu is displayed.

3

Tilt the [⏏] button on the remote control to move the cursor to "Network", and then press the [Enter] button.

4

Tilt the [⏏] button on the remote control to move the cursor to "To Network Settings", and then press the [Enter] button.

The network settings screen is displayed.

5

Move the cursor to the item you want to set, and press the [Enter] button on the remote control to set the item.

For more details on setting items, see "Network Settings Function List" ➡ [p.25](#).

6

Tilt the [⏏] button on the remote control to move the cursor to "Complete Settings", and then press the [Enter] button.

It return to the configuration menu.

7

Press the [Menu] button on the remote control.

It returns to the EasyMP screen. The network information you set is displayed at the bottom left of the screen. When "Projector Keyword" is set to "ON", the keyword is also displayed.



- *You can set the projector's keyword to ON/OFF from configuration menu Network settings from the Basic Settings menu. ➡ [p.25](#)*
- *When you turn the projector's power supply off, the next time you turn it on, the projector keyword changes. Make sure you enter it after checking the keyword displayed on the EasyMP screen when connecting with a computer. If the previous keyword is entered, you cannot connect.*

Basic Menu



Projector keyword	When projector keyword is set to "ON", you have to enter the keyword when you try to connect to a network. When using this function, you can prevent presentations from being interrupted by unscheduled connections from the computer. Normally this should be set to "ON".
-------------------	--

- * When entering numbers and passwords a software keyboard is displayed. Tilt the [☉] button on the remote control to move the cursor to the target key, and then press the [Enter] button.



Projector name	You can enter a name for the projector. When connected to a network, this name is used to identify the projector. The initial value is "EMPxxxxxx" (where xxxxxx are the last six digits of the MAC Address). You can enter up to 16 single-byte alphanumeric characters.
PJLink Password	Enter a password to use when you access the projector using compatible PJLink software.  <i>User's Guide</i> "PJLink" You can enter up to 32 single-byte alphanumeric characters.
Web Control Password	Enter a password to use when making settings and controlling the projector using Web control.* You can enter up to 8 single-byte alphanumeric characters. Web control is a computer function that lets you set and control the projector by using a computer's Web browser.  <i>EMP Monitor Operation Guide</i>

Wireless LAN Menu



Connection mode	You can specify either "Quick Connection Mode" or "Advanced Connection Mode" as the connection mode.
Antenna level	Displays the electromagnetic wave strength of the wireless LAN.
Wireless LAN system	You can specify either "802.11g/b" or "802.11a" as the wireless LAN method.
ESSID	Enter an ESSID. When an ESSID is provided for the wireless LAN system in which the projector participates, enter the ESSID. The initial value is EPSON. You can enter up to 32 single-byte alphanumeric characters.
DHCP	You can set whether to use DHCP (On) or not (Off).
IP address	You can input the IP address assigned to the projector.* You can enter a number from 0 to 255 in each field of the address. However, the following IP addresses cannot be used. 0.0.0.0, 127.x.x.x, 224.0.0.0 to 255.255.255 (where x is a number from 0 to 255)

Subnet mask	You can enter the subnet mask for the projector.* You can enter a number from 0 to 255 in each field of the address. However, the following subnet mask cannot be used. 0.0.0.0, 255.255.255.255
Gateway address	You can enter the gateway IP address for the projector.* You can enter a number from 0 to 255 in each field of the address. However, the following gateway address cannot be used. 0.0.0.0, 127.x.x.x, 224.0.0.0 to 255.255.255 (where x is a number from 0 to 255)

Security Menu



Security	You can select the type of security you want. The setting items vary depending on the type you select.
----------	--

■ When WEP is selected

WEP encryption	You can set the encryption for WEP encoding. "128 bit" : Uses 128 (104) bit encoding "64 bit" : Uses 64 (40) bit encoding
Format	You can set the input method for the WEP encrypted key. "ASCII" : Text input The method of inputting the encrypted WEP with text differs depending on the access point. Check with the network administrator for the network in which the projector participates, and then set to "ASCII". "HEX" : HEX (hexadecimal) input
Key ID	You can select "1", "2", "3", or "4" as the WEP encrypted ID.
Encryption key 1/ Encryption key 2/ Encryption key 3/ Encryption key 4	You can enter the key used for WEP encryption. Enter the key in single-byte characters following instructions from the network administrator for the network in which the projector participates. The type of character and the number that can be entered differ according to the "WEP Encryption" and "Input Method" settings. If the number of characters you enter is shorter than the required character length, it is not encrypted. Also, if the number of characters you enter is longer than the required character length, characters that exceed the permitted number are not encrypted. "128 bit" - when "ASCII": alphanumeric characters, up to 13 characters "64 bit" - when "ASCII": alphanumeric characters, up to 5 characters "128 bit" - when "HEX": 0 to 9 and A to F, up to 26 characters "64 bit" - when "HEX": 0 to 9 and A to F, up to 10 characters

■ When WPA-PSK (TKIP) or WPA2-PSK (AES) are selected

PSK (Encryption key)	You can enter a PreSharedKey (encrypted key) in single-byte alphanumeric characters. Enter at least 8 and up to 64 characters. When the PreSharedKey is entered and the [Enter] button is pressed, the value is set and displayed as an asterisk (*). You cannot enter more than 32 characters on the option settings menu. When setting from Web control, you can enter more than 32 characters.  p.51
-------------------------	---

■ When EAP-TLS is selected

Issued to/Issued by/ Validity period	Information in the certificate is displayed. You cannot enter.
---	--

■ When EAP-TTLS/MD5, EAP-TTLS/MS-CHAPv2, PEAP/MS-CHAPv2, PEAP/GTC, LEAP, EAP-Fast/MS-CHAPv2 or EAP-FAST/GTC are selected

User Name	You can enter a user name to be used for authentication in single-byte alphanumeric characters (no spaces). You can enter up to 64 characters. You cannot enter more than 32 characters on the configuration menu. When setting from Web control, you can enter more than 32 characters.  p.51
Password	You can enter an authentication password in single-byte alphanumeric characters. You can enter up to 64 characters. When the password is entered and the [Enter] button is pressed, the value is set and displayed as an asterisk (*). You cannot enter more than 32 characters on the configuration menu. When setting from Web control, you can enter more than 32 characters.  p.51

Wired LAN Menu

Use the optional Ethernet unit for the wired LAN.



DHCP	You can set whether to use DHCP (On) or not (Off).
IP address	You can input the IP address assigned to the projector.* You can enter a number from 0 to 255 in each field of the address. However, the following IP addresses cannot be used. 0.0.0.0, 127.x.x.x, 224.0.0.0 to 255.255.255.255 (where x is a number from 0 to 255)
Subnet mask	You can enter the subnet mask for the projector.* You can enter a number from 0 to 255 in each field of the address. However, the following subnet mask cannot be used. 0.0.0.0, 255.255.255.255
Gateway address	You can enter the gateway IP address for the projector.* You can enter a number from 0 to 255 in each field of the address. However, the following gateway address cannot be used. 0.0.0.0, 127.x.x.x, 224.0.0.0 to 255.255.255.255 (where x is a number from 0 to 255)

Mail Menu

When this is set, if the projector enters an abnormal/warning state, you are notified by e-mail.



Setting a Notification Event

You can select the abnormalities or warnings to be notified about by mail. When the selected abnormality or warning occurs in the projector, a mail is sent to the specified "Destination address" notifying that an abnormality or warning has occurred. You can select multiple items from the displayed items.

Mail Notification Settings	You can set whether to be notified by mail (On) or not (Off).
IP address of SMTP server	You can enter the IP address for the SMTP server for the projector.* You can enter a number from 0 to 255 in each field of the address. However, the following IP addresses cannot be used. 127.x.x.x, 224.0.0.0 to 255.255.255.255 (where x is a number from 0 to 255)
Port Number	You can enter the SMTP server's port number. The initial value is 25. You can enter a numeric value from 1 to 65535.
Destination address 1/ Destination address 2/ Destination address 3	You can enter the mail address and the contents of the message to receive notification when an abnormality or warning occurs. You can register up to three addresses. You can enter up to 32 single-byte alphanumeric characters for the mail address.

SNMP Menu

You can set the SNMP. To use SNMP to monitor the projector, you need to install the SNMP manager program on your computer. SNMP should be managed by a network administrator.



SNMP trap IP address 1/ SNMP trap IP address 2

You can register up to two for the SNMP trap notification destination.
The IP address registered in "Trap IP Address 2" is used when the IP address in "Trap IP Address 1" cannot be accessed.
You can enter a number from 0 to 255 in each field of the address.
However, the following IP addresses cannot be used.
127.x.x.x, 224.0.0.0 to 255.255.255.255
(where x is a number from 0 to 255)

Setup Complete Menu



It returns to the configuration menu.

When you finish making connection settings, start EMP NS Connection on the computer, and connect it with the projector. Once the network settings for the projector have been set once, all you have to do is connect a computer and the projector from the next time.

Putting the Projector in Connection Standby Status

Procedure

- 1 Press the [Power] button on the remote control to turn the power on.
- 2 Press the [EasyMP] button on the remote control to display the EasyMP screen.
Check that the network information of Network Presentation on the screen looks like the following.



Displays the projector's network information.

Starting EMP NS Connection from the Computer

In the following explanations, unless otherwise noted, Windows screen shots are used.

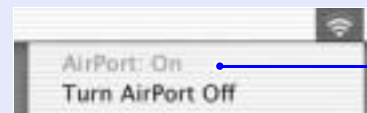
You see a similar screen even when using Macintosh.

Procedure

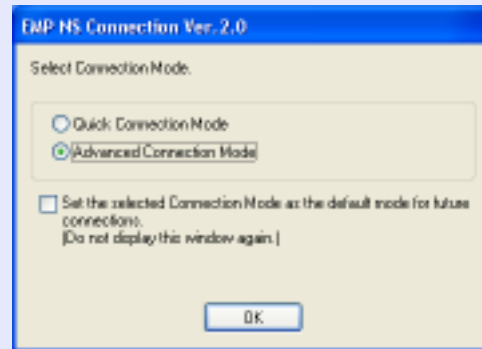
For Windows

Select "Start" - "Programs" (or "All Programs") - "EPSON Projector" - "EMP NS Connection".

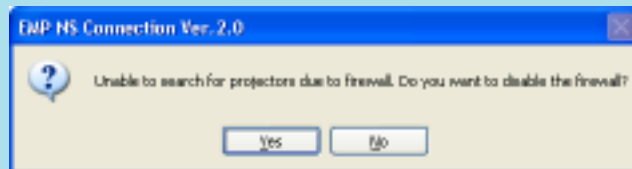
For Macintosh

- 1 Click the communication icon at the top right of the computer screen, and check that the following is displayed.
A screenshot of a Macintosh system status menu. It shows 'AirPort: On' with a blue dot next to it, and 'Turn AirPort Off' below it. A blue line points from the 'AirPort: On' text to the caption on the right.
AirPort: On
You can connect with a Wireless LAN.
- 2 Double-click the "Applications" folder of the hard drive volume in which EMP NS Connection is installed, and then double-click the EMP NS Connection icon.

EMP NS Connection starts.



- If the following screen is displayed during startup, click the "Yes" button.

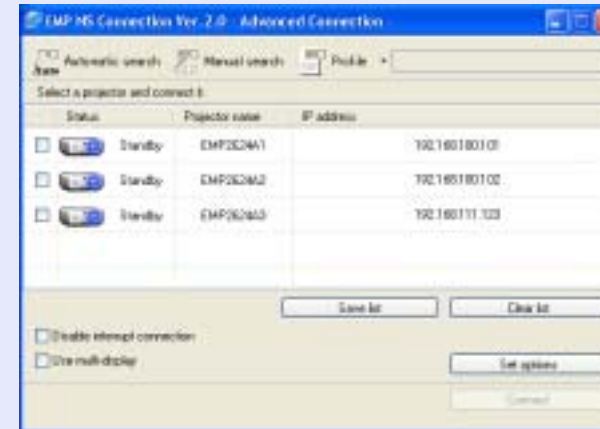


When you click "Yes", a firewall exception is created for EMP NS Connection and it can then be used.

- If EMP NS Connection is started while PowerPoint is running, the message "If PowerPoint is not restarted you may not be able to execute a slide show." is displayed. In this case you need to close PowerPoint and reopen it after starting EMP NS Connection.

EMP NS Connection screen

When EMP NS Connection is started, the following screen is displayed.



Automatic search	You can search for available projectors on the network system that the computer is connected to.
Manual search	You can search for the specified projector's IP address or the projector's name.
Profile	You can search by using information (Profile) previously saved.
Save list	You can save the projector information displayed as a Profile. Profile  p.38
Clear list	You can clear the list displayed.
Disable interrupt connection	You can use disable interrupt connection to prevent other computers connecting.
Use multi-display	Select this when using Multi-screen display. When this is selected, "Display layout" and "Display properties" are displayed at the bottom of the screen. Multi-screen display  p.16
Display layout	You can display the arrangement set on the computers "Display properties" screen. The arrangement cannot be changed here. Click the "Display properties" button to change the arrangement.
Display properties	You can display the "Display properties" screen and change the settings.

Connecting with the Projector

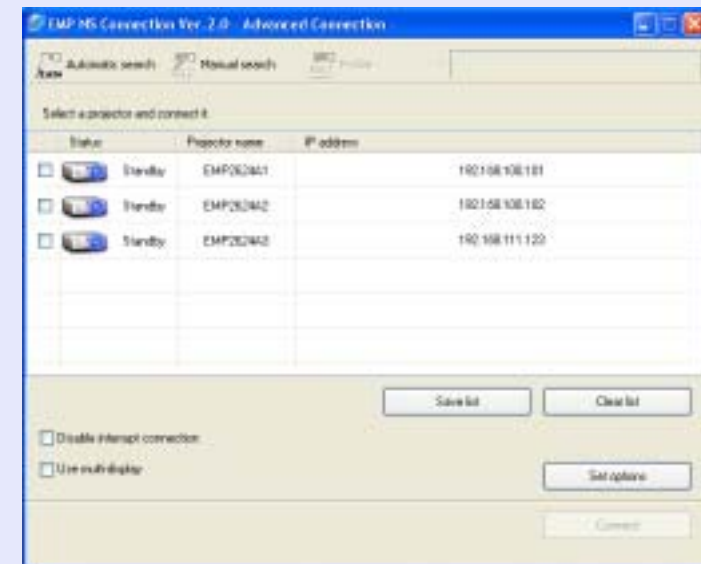
Procedure

1

Click "Automatic search".

The projector's search results are displayed.

When the projector you want to connect to is not displayed  p.36



2

Select the projector you want to connect to. You can connect up to four projectors at the same time.

3

Click the "Connect" button.



- When you select a projector that is connected to another computer, the computer that it was connected to is cut off, and the image of the computer connecting now is projected.
- After connecting, you cannot add another connected projector.



When "Projector Keyword" is set to "ON", enter the projector's keyword when the projector's EasyMP screen is displayed and click the "OK" button.



A computer and the projector are connected through a network and the computer's screen is displayed.

The EMP NS Connection toolbar is displayed on the computer screen. Use this toolbar to operate the projector and make settings and disconnect the network connection.

For details on using the toolbar, see "Using the Toolbar"  p.10.



- You can minimize the toolbar if you find it is inconvenient when making a presentation. In this case, you can operate the projector and make settings by using the remote control.  User's Guide "Part Names and Functions" "Remote Control"
When projecting a PowerPoint file, you can return to the previous slide or move on to the next slide by pressing the [↑] or [↓] buttons.
- When changing presenters and so on and when continuously connecting from another computer, start EMP NS Connection from the computer you want to connect. The connection to the computer that is currently connected is cut off, and it is connected with the computer that is trying to connect now.
- When projecting computer images by using Network Presentation, see "Connection Limitations"  p.8 for details on restricted items of compatible resolution or display colour and so on.

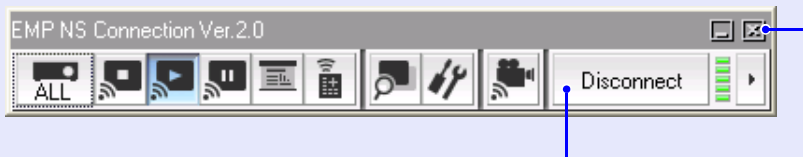
You can disconnect the connection between the computer and the projector.
When a computer that is connected to multiple projectors is disconnected, the connection to all of the projectors is disconnected.

■ Disconnecting from the computer

Procedure

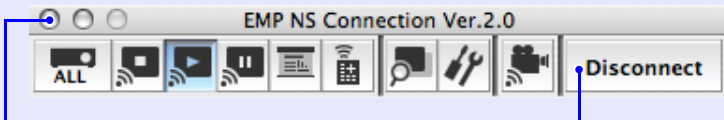
Click "Disconnect" or "⏏" on the toolbar.

For Windows



Disconnect/Exit: The network connection is cut off and it returns to the projector selection screen.

For Macintosh



Disconnect/Exit: The network connection is cut off and it returns to the projector selection screen.

■ Disconnecting from the projector

Procedure

- 1 Press the [Esc] button on the remote control.**
The Exit menu is displayed.
- 2 Select the "Exit" button and press the [Enter] button on the remote control.**

The message "The connected projector has been cut off from the projector." is displayed on the screen of the computer to be disconnected.

For reasons such as the following, there are times when the projector you want is not displayed in the EMP NS Connection's select a projector screen.

- The electromagnetic waves for the wireless LAN are out of range or weak.
- The network's subnet is different.

In this case you can search by using "Manual Search" or "Profile".

You can search by specifying the projector's IP address or the projector's name when using "Manual search" in "Advanced Connection Mode".

Also, information for the projector that is frequently used (such as the IP address) is saved as a profile and you can search for the projector by specifying the information.  [p.40](#)



- *When you use "Manual search" in "Quick Connection Mode", you can specify the ESSID. When there are a lot of projectors you can narrow the search field by using ESSID.*
- *It is also possible that "AirPort: Not inserted" or "An appropriate access point has not been selected" are reasons that the target projector is not displayed.*

In the following explanations, unless otherwise noted, Windows screen shots are used.

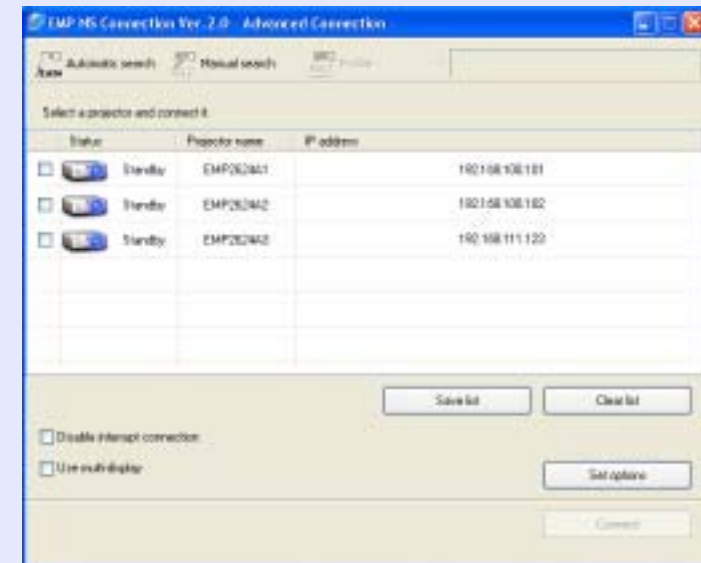
You see a similar screen even when using Macintosh.

Searching by Specifying the IP Address and Projector Name (For Advanced Connection Mode)

Procedure



Click "Manual search" on the EMP NS Connection's select a projector screen.



- 2 Enter the IP address or the projector name for the projector you want to connect to, and click the "OK" button.



Projector information is added to the EMP NS Connection's select a projector screen.

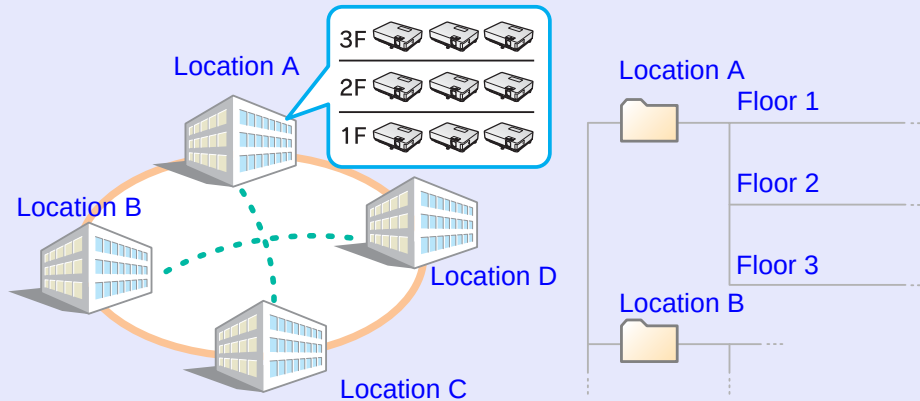
Registering a Profile for a Projector that is Used Frequently



38

You can save projector information (projector name, IP address, and ESSID) as a profile. By creating a profile for each place a projector is setup, the target projector can be found quickly by managing them within a folder.

This section explains how to create and edit a profile.



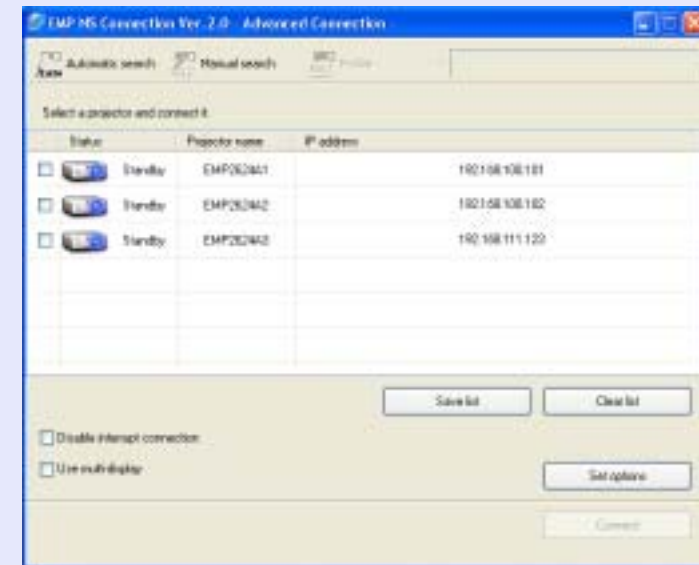
Making a Profile

You can make a Profile by using the "Save list" button. You can manage the Profile by creating a folder. For more details on editing the hierarchy, see "Managing a Profile"  [p.40](#).

Procedure



1 When the projector is displayed in the EMP NS Connection's select a projector screen, click "Save list".



The save profile screen is displayed.

2

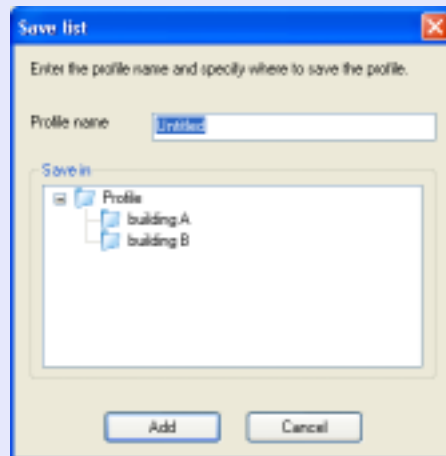
Enter the profile and click the "Add" button.



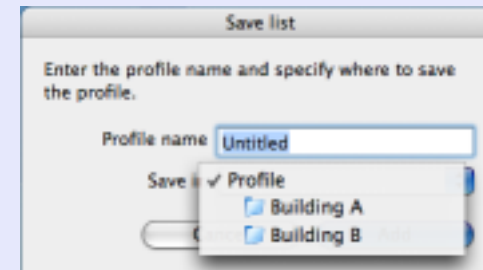
After entering the profile name and selecting the save destination, click the "Add" button because the following screens are displayed when a profile has already been created.

Projector information is registered in the profile

For Windows



For Macintosh



You can save the folder under "Profile Summary". For instructions on making a folder, see "Managing a Profile" p.40.

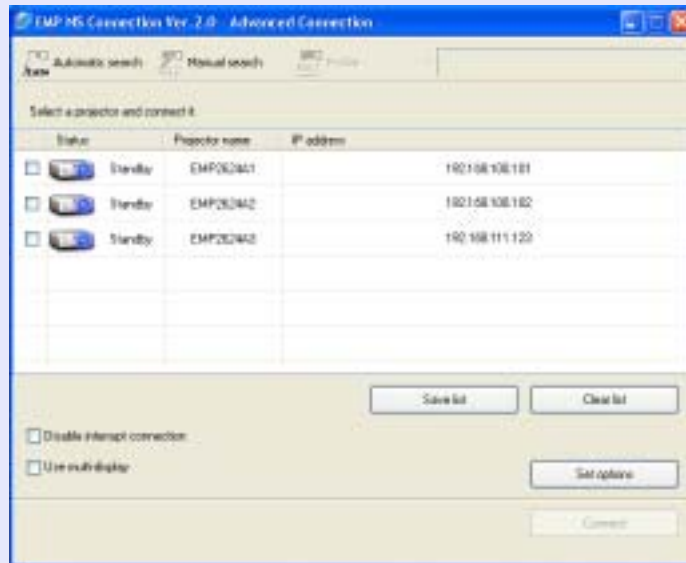
Searching by Specifying a Profile

You can search by specifying the folder you created.

Procedure

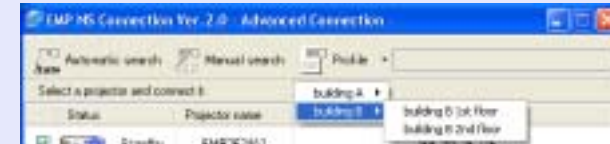
- 1 Click "Profile" on the EMP NS Connection's select a projector screen.

If no profile is registered, you cannot select "Profile".



- 2

- From the menu that is displayed, select the projector you want to connect to.



Projector information is added to the EMP NS Connection's select a projector screen.

Managing a Profile

You can change the name and the hierarchical structure of the profile.

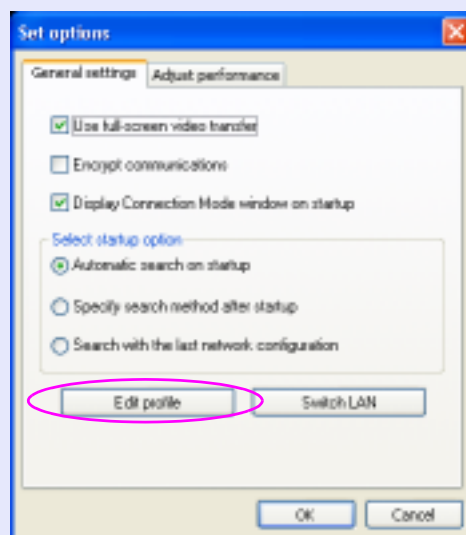
Procedure

- 1

- Click the "Set options" button on the main screen.

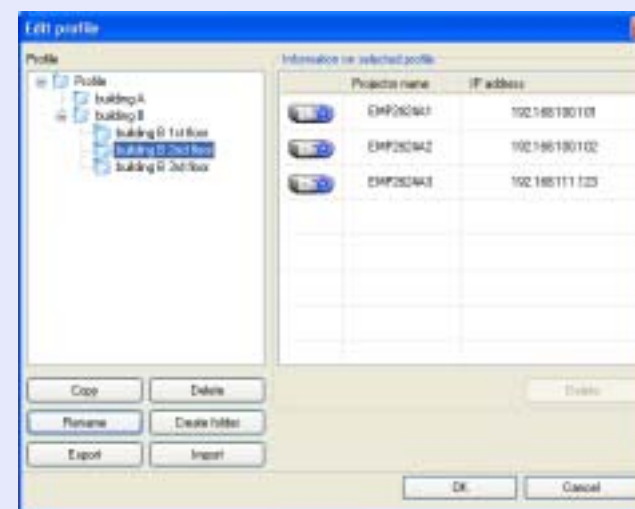
The configuration screen is displayed.

2 Click the "Edit profile" button.



The profile management screen is displayed.

3 Edit the contents registered in the profile.



: The folder is indicated.
 : Indicates a profile.

Profile	You can display the registered profile. You can manage it by creating a folder. You can change the order of the profile or the folder by dragging & dropping.
Copy	You can copy the profile. The copied profile is saved in the same folder as the original with the name "XXXXXX copy" (where "XXXXXX" is the original profile's name).
Delete	You can delete the profile and the folder.
Rename	You can display the rename dialog box and rename the folder or the profile. You can enter up to 32 characters in the rename dialog box.
Create folder	You can create a new folder.

Information for the selected profile

You can display the projector information registered in the selected profile.

When you select the icon for the projector you want to operate you can perform moving, copying, and deleting the registration.

Information on selected profile	You can display the projector information registered in the profile.
Delete	You can delete the projector information. When all projector information is deleted, the profile is also deleted.



Click "OK".

The profile management screen closes.

One of the advantages of using wireless LAN is that it is possible to communicate easily if you are within the range of the electromagnetic waves, because with wireless LAN data is exchanged through electromagnetic waves.

On the other hand, since electromagnetic waves extend through obstacles such as walls, the content of the communication can be intercepted, and the network can be breached without using any special tools if security is not set.

To prevent these problems, the following security functions have been provided.

- Data encryption

Encode and transmit data. Even if data is intercepted, it cannot be deciphered.

- Connection limitation (Authentication)

A users name and a password are registered in advance, which means that only the registered wireless port can connect to the network and prevents unauthorized third parties from connecting to the network.

- Firewall

Prevents unauthorized computer access by closing ports that are not used.

The security functions that can be used with this projector vary depending on the connection mode of the wireless LAN.

Use the firewall function provided with your OS.

The security functions that can be used with this projector vary depending on the connection mode of the wireless LAN.

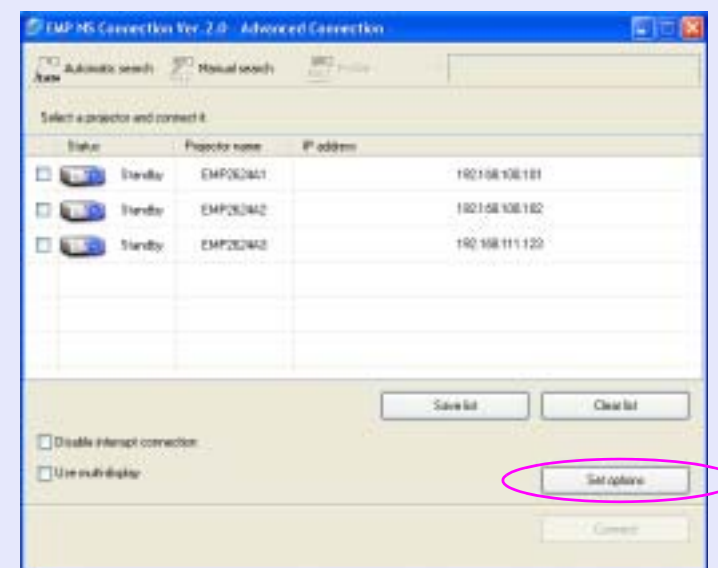
* Only effective when the access point for the connection destination support the same function.

Using Encrypted Communication

You can specify whether or not to encrypt communication.

Procedure

- 1 Click the "Set options" button on the main screen.

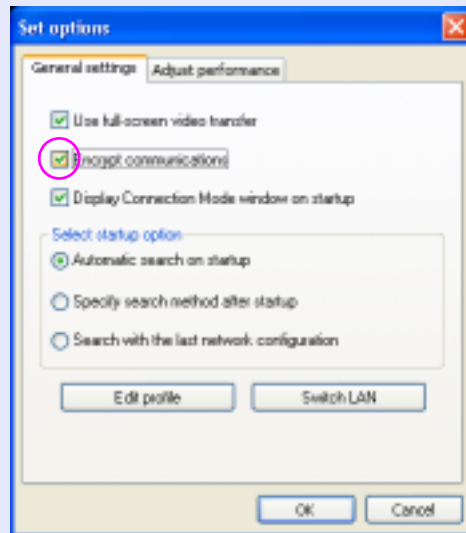


The Set options screen is displayed.

- 2 Click the "General Settings" tab.

For Quick Connection Mode	Encrypted communication  p.19
For Advanced Connection Mode*	Encrypted communication  p.19 WEP, WPA-PSK (TKIP), WPA-PSK (AES), EAP-TLS, EAP-TTLS/MD5, EAP-TTLS/MS-CHAPv2, PEAP/MS-CHAPv2, PEAP/GTC, LEAP, EAP-Fast/MS-CHAPv2, EAP-FAST/GTC  p.26

3 Select the "Encrypt communications" checkbox.



4 Click the "OK" button.

Setting the Encryption Method and the Authentication Method in Wireless LAN Advanced Connection Mode

When connecting and communicating in wireless LAN mode, you can select one of the following encryption and authentication methods.

- WEP

Data is encrypted with a code key (WEP key)

This mechanism prevents communication unless the encrypted keys for the access point and the projector match.

- WPA

This is an encryption standard that improves security which is a weak point of WEP. Although there are several kinds of WPA encryption methods, this projector uses "TKIP". TKIP uses PSK to automatically update the encryption key at regular fixed intervals, which makes it harder to break compared to WEP which uses a constant encryption key. WPA also includes user authentication functions. WPA authentication provides two methods: using an authentication server, or authenticating between a computer and an access point without a server. This projector supports the latter method, without a server.

- EAP

EAP is a client that uses a protocol to communicate between authentication servers. There is EAP-TLS which uses electronic certification for user authentication, LEAP which uses user ID and password, and EAP-TTLS and so on.

System	Authentication	Notes
EAP-TLS	Electronic certification, CA certification	
EAP-TTLS	User ID, Password	Funk Software Company
PEAP/MS-CHAPv2	User ID, Password	Microsoft Corporation
PEAP/EAP-GTC	User ID, Password	Cisco Systems Company
LEAP	User ID, Password	Cisco Systems Company



- *For setting details, follow the directions from the network administrator for your network.*
- *If using EAP, you need to make settings at the projector that match the authentication server settings. Check with your network administrator for details on RADIUS settings.*
- *You can use a web browser to access a browser page for setting and controlling the projector, and you can make the network settings on that browser page (Web control). This is useful as you can use the keyboard to enter setting values when using Web control.*
 [p.51](#)

Make security settings from network settings on the projector's configuration menu.  [p.26](#)

Registering an Electronic Certificate and a CA Certificate

Use the following method to register an electronic certificate and a CA certificate to the projector. You can register an electronic certificate and a CA certificate to the projector. This certificate is used with EAP-TLS.

Using a Computer to Set Up, Monitor and Control Projectors

This chapter describes how to use a computer that is connected to the network to change projector settings and to control the projector.

Changing Settings Using a Web Browser (Web Control)	47
• Displaying Web Control	47
Entering the IP address of the projector	47
• Projector Setup.....	47
Configuration menu items that cannot be set by the web browser.....	47
Using the Mail Notification Function to Report Problems	48
• Setting Mail Notification Function	48
• If a Problem Notification is Sent by Mail	48
Management Using SNMP	49

You can set up and control the projector from a computer by using the Web browser of a computer that is connected to the projector via a network. Setup and control operations can be performed remotely if this function is used. In addition, since you can use the computer's keyboard, entering characters required for the setup is easier than using the remote control.

Use Microsoft Internet Explorer 6.0 or later as the Web browser. If using a Macintosh, you can also use Safari. However, if using Safari under Macintosh 10.2.8, some of the Web control radio buttons may not display properly.



Setup and control are possible using a Web browser if "Standby Mode" is set to "Network ON" in the "Extended" menu of the projector's configuration menu, even if the projector is in standby mode (when the power is off).

Displaying Web Control

Display Web control the following procedure.



If the Web browser you are using is set up to connect via a proxy server, Web control cannot be displayed. To use Web control, you need to make network connection settings with other than a proxy server.

■ Entering the IP address of the projector

Web control can be opened by specifying the IP address of the projector as follows when connecting using the optional Ethernet unit or when using Advanced Connection Mode of wireless LAN.

Procedure



Start the Web browser on the computer.



Enter the IP address of the projector in the address input box of the Web browser, and press the [Enter] key on the computer's keyboard.

Web Control is displayed.

Projector Setup

You can set the projector's configuration menu setting items. The contents set are reflected in the configuration menu.

■ Configuration menu items that cannot be set by the web browser

All configuration menu items can be set with the exception of the following items.

- "Settings" - "Pointer Shape", "EasyMP Audio Out"
- Registering a user's logo using "Extended" - "User's Logo"
- "Extended" - "Operation" - "High Altitude Mode"
- "Extended" - "Link21L", "Language"
- "Reset" - "Reset All", "Reset Lamp Hours"

The items available on each menu are the same as the configuration menu of the projector.

☞ *User's Guide* "Configuration Menu" "List of Functions"

☞ "Network Settings Function List" [p.25](#)

The "MAC Address" is not displayed.

Using the Mail Notification Function to Report Problems



By setting the mail notification function in network settings from the configuration menu, notification messages will be sent to preset e-mail addresses when a problem or warning occurs with a projector. This will enable the operator to be notified of problems with projectors even at locations away from the projectors.



- *Up to a maximum of three notification destinations (addresses) can be recorded, and notification messages can be sent to all three destinations at once.*
- *If a critical problem develops with a projector which causes it to suddenly stop working, it may not be possible for the projector to send a message notifying an operator of the problem.*
- *If "Standby Mode" is set to "Network ON" in the "Extended" menu of the projectors configuration menu, monitoring can be carried out even if the projector is in standby mode (when the power is off).*

Setting Mail Notification Function

Select Mail Setup from network settings on the projector's configuration menu and set the mail notification function.  [p.29](#)

Also, confirm the following points.

- Network settings have been made to allow the projector and computer to connect via wireless LAN Advanced Connection Mode or the optional Ethernet unit.

 "Connecting to an Access Point with Wireless LAN" [p.21](#)

If a Problem Notification is Sent by Mail

If an e-mail message with EPSON Projector in the subject line is sent to the IP addresses that have been set as mail notification destinations, the

message is a notification message saying that there is a problem with the projector.

The following information will be contained in the body of the message.

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

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

Line 3: Details of the problem

The details of the problem are listed line by line. The following table shows the details that are given in the message for each item.

Message*	Cause	Remedy
Internal error	Internal Error	 <i>User's Guide "Reading the Indicators"</i>
Fan related error	Fan Error	
Sensor error	Sensor Error	
Lamp timer failure	Lamp Out	
Lamp out	Lamp Error	
Lamp cover is open.	Lamp Cover Open	
Internal temperature error	High Temp Error (Overheating)	
High speed cooling in progress	High Temp Warning	
Lamp replacement notification	Replace Lamp	No image signal is input to the projector. Check the connection status or check that the power for the signal source is turned on.
No-signal	No signal	

* A (+) or (-) will be appended at the start of the message.

(+): A projector problem has occurred

(-): A projector problem has been dealt with

By setting SNMP in the EasyMP network setting, notification messages will be sent to preset e-mail addresses when a problem or warning occurs with a projector. This is useful when controlling projectors centrally at a point distant from them.



- *SNMP should be managed by a network administrator or someone who is familiar with the network.*
- *The SNMP function to monitor the projector requires SNMP Manager to be installed on the computer.*
- *The managing function using SNMP cannot be used in wireless LAN Quick Connection Mode.*
- *Up to two destination IP addresses can be recorded, so that if the notification message cannot be sent to the first IP address specified, it will be sent to the second IP address instead.*

To set SNMP, select "SNMP" from network settings on the projector's configuration menu.  [p.30](#)

Presentations Using PC Free

This chapter explains scenarios made with EMP SlideMaker2 and how to project image and movie files using PC Free.

Examples and Files that can be Projected Using PC Free 51

- Files that can be Projected Using PC Free51
- PC Free Examples52

PC Free Basic Operations..... 53

- Starting and Closing PC Free53
 - Starting PC Free53
 - Closing PC Free.....55
- Guide Mode and Quick Mode.....55
- PC Free Basic Operations (Guide Mode)56
- PC Free Basic Operations (Quick Mode)57
- Rotating the Image.....57

Projecting Scenarios 59

- Preparing a Scenario..... 59
- Playing a Scenario 59
- Operating During a Presentation..... 60

Projecting Image and Movie Files61

- Projecting Images and Movies 61
- Projecting all Image and Movie Files in a Folder in
Sequence (Slide show) 62

Setting Image and Movie File Display Conditions and Operation Mode.....64

Examples and Files that can be Projected Using PC Free



51

You can use PC Free to project files stored in digital cameras and USB storage devices.

The following files can be projected using PC Free.

Files that can be Projected Using PC Free

Type	File Type (Extension)	Notes
Scenario	.sit	These are scenario files created using SlideMaker2. You can convert PowerPoint files as they are, and create by combining images and movie files. For instructions on creating a scenario, see "Preparing a Scenario" p.59. You can also play audio (.wav) files set as BGM at the time of scenario creation. You can also project scenarios created using the EMP SlideMaker that is supplied with the EMP-7950/7850/765/755/745/737, ELP-735/715/505.
Image	.bmp	Cannot project resolutions greater than 1024 × 768.
	.gif	Cannot project resolutions greater than 1024 × 768.
	.jpg	Any version. However, projection is not possible for CMYK colour formats, progressive formats, and images with a resolution in excess of 8192 × 6144.
	.png	Cannot project resolutions greater than 1024 × 768.
Movie	.mpg	MPEG1 MPEG2 The reproducible audio format is MPEG1 Layer 2.Linear PCM and AC-3 audio cannot be played back. MPEG contents with no sound can be played back.
	.mov	These are Quicktime format Motion JPEG files.

Type	File Type (Extension)	Notes
DPOF	.mrk	For DPOF version 1.10, only files names AUTPLAYx.mrk (where x is a number between 0 to 9) can be projected.



- **JPEG files with the extension ".jpeg" and MPEG files with the extension ".mpeg" cannot be projected.**
- **When projecting JPEG files, the image will not be projected clearly if compression is set too high.**
- **If you use a USB storage device with a slow access speed when playing back movies and BGM attached scenarios (when transmitting at higher bit rates), the movie files may not play back correctly or the sound may skip or not be output.**
When using a USB hard disk, we recommend using an AC adaptor power supply.
- **Use the following formats when formatting the media to be used.**

USB memory	FAT16/32
USB hard disk	FAT16/32

PC Free Examples

You can use PC Free in the following cases.

- **Example 1: Convert a PowerPoint file into scenario and project**
 - ☞ "Turning a PowerPoint File into a Scenario" [p.68](#)
 - ☞ "Projecting Scenarios" [p.59](#)
- **Example 2: Multiple images are prepared and projected continuously (Slide show)** ☞ [p.62](#)
- **Example 3: Presentation is set to automatic (autorun) play back**
 - ☞ "Sending Scenarios" [p.80](#)
- **Example 4: BGM (background music) is included and the presentation is projected** ☞ [p.71](#)
- **Example 5: Image files and movie files are selected one by one and projected** ☞ [p.61](#)

PC Free lets you play back and project scenarios, image files, and movie files that are stored in USB storage devices and images in digital cameras.

This section explains the basic operation of PC Free.

Starting and Closing PC Free

■ Starting PC Free

Procedure

- 1 Connect either of the following to the projectors [USB Type A] port.**
 - A digital camera or a USB storage device
 - USB MultiCard reader (when USB storage is set) ➡ *Quick Start Guide*
- 2 Press the [EasyMP] button on the remote control and confirm that "EasyMP" is displayed on the screen.**

PC Free will start and display the contents of the digital camera or USB storage device.

When multiple USB storage devices are connected, multiple USB storage icons are displayed on the EasyMP screen. Tilt the [⊙]

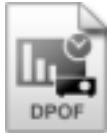
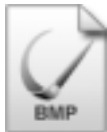
button on the remote control to move the cursor to the USB storage device, and then press the [Enter] button.



JPEG files and MPEG files are displayed as thumbnails (file contents are displayed as small images). Other files or folders are displayed as icons.



Files that cannot be displayed as thumbnails are displayed as the following icons.

Icon	File Type	Icon	File Type
	Scenario file		JPEG file
	Digital camera format		PNG file
	Quick Time(Motion-JPEG)	 	Electronic certificate file
	MPEG file	 	
	BMP file	 	
	GIF file		



- *If the USB storage device contains a scenario that is set for autorun, this scenario will be played back as the highest priority. If you want to stop it from playing back, press the [Esc] button on the remote control.*
- *If the projector and the digital camera or USB storage device are not connected, the following screen is displayed. If this happens, connect a digital camera or USB storage device to display the screen shown in procedure 3.*



- *Some JPEG files may be displayed as icons instead of thumbnails. In this event, a file icon is displayed.*

■ Closing PC Free

Procedure

- 1 Tilt the [⦿] button on the remote control up to point the cursor to the "Exit" button.



- 2 Press the [Enter] button on the remote control. PC Free shuts down and the following screen is displayed.



- 3 After turning off the power supply to the digital camera or the USB storage device, disconnect it from the projector's [USB Type A] port.



If you leave the USB storage device connected when you close PC Free and the EasyMP standby screen is displayed, disconnect the USB storage device and reconnect it before starting PC Free again.

Guide Mode and Quick Mode

In Guide Mode, when the folder and the file are selected, the sub menu to specify the next operation is displayed.
In Quick Mode, file projection starts immediately without displaying the sub menu. When the folder is selected, the folder opens.

"Guide Mode" is the default setting. In Guide Mode and Quick Mode, the following operations differ.

When a folder is selected and the (Enter) button is pressed

For Guide Mode	For Quick Mode
The following sub menus are displayed. Open Folder Play Slideshow Options	The folder opens.

☞ p.62
☞ p.64

When a file is selected and the (Enter) button is pressed

For Guide Mode	For Quick Mode
Depending on the file type, one of the following sub menus is displayed.	The file starts to play back.
View Image  p.61	
Play Movie  p.61	
Play Scenario  p.59	

To set the operation mode, see "Setting Image and Movie File Display Conditions and Operation Mode".  p.64

PC Free Basic Operations (Guide Mode)

This section describes the procedures for playing scenarios, images, and movies using Guide Mode.

Procedure



Tilt the [⊙] button on the remote control to position the cursor on the file or folder you want to access.



cursor



If all files and folders cannot be displayed at the same time in the current window, press the [⬆] button on the remote control or move the cursor to the "Next page" button and press the [Enter] button on the remote control.
To return to the previous screen, press the [⬆] button on the remote control, or position the cursor on the "Previous page" button and press the [Enter] button on the remote control.

2 Press the [Enter] button on the remote control.

The sub menu is displayed.



Sub Menu

3 Select the following operation from the display menu and press the [Enter] button on the remote control.

When scenario is selected

Play scenario	Plays the scenario.  p.59
---------------	---

When an image file is selected

View image	Plays the image.  p.61
------------	---

When a movie file is selected

Play Movie	Plays the movie.  p.61
------------	---

When a folder is selected

Open Folder	Opens a folder and displays the files within the folder. Select "Return" in the screen that opened and press the [Enter] button to return to the previous screen.
Play Slideshow	Plays the image or movie files in the folder in order.  p.62
Options	Displays the options setting screen. Set whether to start in Guide Mode or Quick Mode when PC Free starts, and set the slide show operation for playing files and movie files in order.  p.64

PC Free Basic Operations (Quick Mode)

The main functions can be executed directly by selecting the file in Quick Mode and pressing the [Enter] button.

When selecting a file

The file starts to play back.

When selecting a folder

The folder opens.

Rotating the Image

You can rotate images in JPEG format in 90° increments when playing them with PC Free.

The rotating function is also available during the slide show.

Rotate JPEG images in the following way.

Procedure**1 Play images or scenarios in JPEG format, or perform a slide show.**

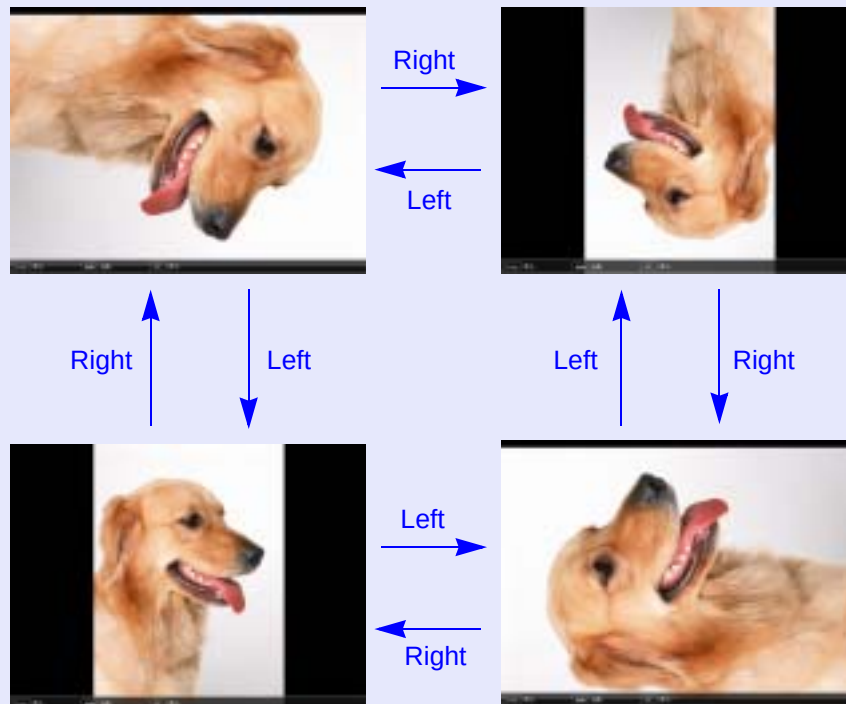
To play JPEG format images (🖱️ "Projecting Images and Movies" [p.61](#))

To play scenarios (🖱️ "Playing a Scenario" [p.59](#))

To play slide shows (🖱️ "Projecting all Image and Movie Files in a Folder in Sequence (Slide show)" [p.62](#))

2 While projecting a JPEG image, tilt the [🌀] button on the remote control to the left or right.

The image rotates when the [🌀] button is tilted in a certain direction as shown below.



This section describes the method for playing scenarios stored in a USB storage device and the operations during scenario playback.

Preparing a Scenario

Create the scenario beforehand by using EMP SlideMaker2, and then transfer to a USB storage device by using "Send Scenario".  [p.80](#)

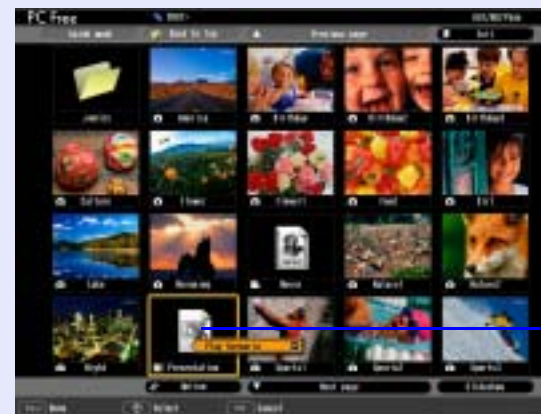


While transferring the scenario you can set autorun and continuous play.  [p.80](#)

Playing a Scenario

Procedure

- 1** Start PC Free.  [p.53](#)
The contents of the USB storage device are displayed.
- 2** Tilt the [⦿] button on the remote control up to position the cursor on the target scenario folder.
- 3** Press the [Enter] button on the remote control.
In Quick Mode, the file starts to play back.
In Guide Mode, the sub menu is displayed and you can tilt the [⦿] button on the remote control to move the cursor to "Play Scenario", and then press the [Enter] button. The scenario starts to play back.
- 4** If "Advance" is set to "Automatically after", once play has reached the end, control returns to the file list screen. If "Repeat" is selected, the scenario is repeated from the beginning.
See "Operating During a Presentation" for how to operate the scenario when "Advance" is set to "On mouse click", and how to stop and cancel.



Scenario file



- You can rotate JPEG format images in the scenario while they are being projected.  [p.57](#)
- The movie files that are included in scenarios can be fast-forwarded, rewound and paused during playback.  [p.62](#)
- The slide changing time for scenarios can be set using the "Advance" command in EMP SlideMaker2.  [p.64](#)

Operating During a Presentation

The following operations using the remote control are possible while playing a scenario.

Screen Switching	Proceed to the next screen by pressing [Enter] or [↓]. Return to the previous screen by pressing [↑].
Stopping Playing	The message "Do you want to quit playing the scenario?" is displayed when you press the "Esc" button. Close by selecting the "Exit" button and pressing the "Enter" button. Continue play by selecting the "Return" button and pressing the "Enter" button.

The following functions of the projector can be used when projecting a scenario or image file with PC Free.

- Freeze
- A/V Mute
- E-Zoom

For details concerning the various functions (☛ "Freeze Function", "A/V Mute Function", and "E-Zoom Function" in the *User's Guide*

Image files from a digital camera and image files and movie files that are stored on a USB storage device can be projected using PC Free by either of the following two methods.

- Projecting image and movie files
This is a function to project single files.
- Sequential projection of image and movie files in a folder (slide show).
This is a function for projecting the file contents of a folder in order, one file at a time.

Attention

The USB storage device is accessed frequently when playing back movie files. Do not disconnect the USB storage device at this time, PC Free may not operate correctly.

Projecting Images and Movies

Procedure

1 Start PC Free. p.53

The content of the connected digital camera or USB storage device is displayed.

2 Tilt the button on the remote control to move the cursor to the image file or movie file to be projected.

3

Press the [Enter] button on the remote control.

In Quick Mode, the image or movie starts to play back.

In Guide Mode, the sub menu is displayed and you can select "View Image" or "Play Movie", and then press the [Enter] button. The image or movie starts to play back.



Image file

4

If the [Enter] button or the [Esc] button on the remote control are pressed while projecting an image or movie, it returns to the file list screen.





- *JPEG format images can be rotated during projection.*  [p.57](#)
- *You can make the following operations using the remote control while playing movie files. However, you cannot fast-forward and rewind MPEG1 movie images.*
Fast-forward: Tilt the [⊙] button to the right
Rewind: Tilt the [⊙] button to the left
Freeze (Pause): Tilt the [⊙] button down
Three fast-forward/rewind speeds are available, and the speed changes each time the button is pressed.
To return to normal play back, press the [Enter] button.
Audio is not output while fast-forwarding, rewinding, or pausing is in progress.

Projecting all Image and Movie Files in a Folder in Sequence (Slide show)

You can project the image and movie files in a folder in order, one at a time. This function is called "Slide show". Execute the slide show by the following procedure.



You can set the files to be projected repeatedly, and also set display conditions such as what effects to display while files are being switched. To change the movie files and image files automatically when you run Slide show, set the screen switching time in the PC Free option menu to anything other than "No". Default setting: "No"  [p.64](#)

Procedure



Start PC Free. [p.53](#)

The content of the connected digital camera or USB storage device is displayed.



Tilt the [⊙] button on the remote control to position the cursor on the folder to perform the slide show.

For Quick Mode

- (1) The folder opens.
- (2) Select Slide show at the bottom right and press the [Enter] button

For Guide Mode

- (1) The sub menu is displayed.
- (2) Select "Play Slide Show" and press the [Enter] button.



The slideshow will be run and the image and movie files in the folder will be projected in sequence one by one.

When the last file is projected, the file list will be displayed again automatically. If you set "Repeat Play back" to "ON" in the Options window, projection will start from the beginning again when the end is reached.  [p.64](#)

Just as with a scenario, you can proceed to the next screen, return to the previous screen, or stop play back during projection of a slide show.

 "Operating During a Presentation" [p.60](#)



If the screen switching time setting has been set to "No", the files will not change automatically when you run a slideshow. Press the [Enter] or [↵] button on the remote control to continue to the next file.

You can set the display conditions and operation mode for when playing back image or movie files as a slideshow in PC Free.

Procedure

1 Tilt the [⊙] button on the remote control to position the cursor on the folder where display conditions are to be set.

For Quick Mode

- (1) The folder opens.
- (2) Select "Option Settings" at the bottom left and press the [Enter] button

For Guide Mode

- (1) The sub menu is displayed.
- (2) Select "Options" and press the [Enter] button.

2 Set each of the items.

Enable settings by positioning the cursor on the desired item and pressing the [Enter] button on the remote control. Details of the items are given below.



Mode switching	You can change the operation mode for PC Free to "Guide Mode" or "Quick Mode". The initial setting is "Guide Mode". ☛ "Guide Mode and Quick Mode" p.55
Display order	You can set the order of the files to be displayed.
Continuous Play	You can determine whether to repeat the slideshow.
Screen switching time	You can set the time for a single file to be displayed when running a slide show. Once the time set here has passed, the next file is displayed automatically. If set to "No", the files do not change automatically when you run a slide show. When set to "No", press the [Enter] or [⏏] button on the remote control to continue to the next file.
Effect	This sets the transition effects between files.

3 Tilt the [⊙] button on the remote control up to position the cursor on the "OK" button, and then press the [Enter] button.

The settings are applied.

If you do not want to apply the settings, position the cursor on the "Cancel" button and press the [Enter] button.

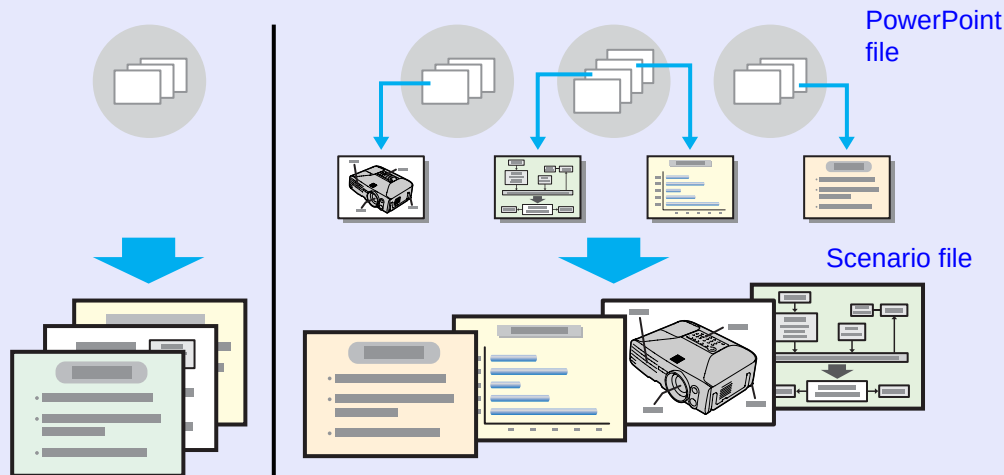
Preparing a Scenario (Using EMP SlideMaker2)

This chapter describes how to create and send scenario.

Scenario Summary	66	• Editing a Scenario	78
Files that Can be Included in Scenarios	67	Adding files and slides.....	78
Turning a PowerPoint File into a Scenario.....	68	Deleting a slide	79
Creating a Simple Scenario	69	Changing the order of slides	79
Creating a Scenario	71	Sending Scenarios	80
Scenario creation procedure	71	Cases Like These	82
• Setting Scenario Properties	71	• Checking the Projection Scenario Status from a	
• Including PowerPoint Files in Scenarios	73	Computer	82
Including all slides by dragging & dropping PowerPoint files	74	• Setting Animation Rules	83
Including all slides in a PowerPoint file.....	75	• Setting the Slide Animation	84
Including only selected slides while checking thumbnails	77		
• Including Image and Movie Files in Scenarios.....	77		

A scenario is a combination of PowerPoint, image, and movie files, arranged in a projection order and saved as a single file, created with EMP SlideMaker2.

Making a scenario allows you to easily and efficiently prepare presentation material by extracting the necessary parts of files, and arranging them in order without editing the original files.



The created scenarios are sent to a USB storage device that is connected to a computer. The USB storage device is then connected to the computer and you can use the projector's PC Free to project the scenario.

For Connection of USB storage devices ➡ *Quick Start Guide*



EMP SlideMaker2 should be installed into the computer.
For details on installing EMP SlideMaker2 ➡ *Wireless LAN Quick Connection Guide "Installing EasyMP Software on a Computer"*

Create the PowerPoint file, the image files, and the movie files.

From a computer



EMP SlideMaker2

Creating a Scenario ➡ p.71



Sending Scenarios ➡ p.80

From a computer



PC Free

Projecting Scenarios ➡ p.59

From the projector

Any of the following file types can be combined into a single file to create a scenario.

Type	File Type (Extension)	Notes
PowerPoint	.ppt	Microsoft PowerPoint 2000/2002/2003
Image	.bmp	
	.jpg	Any version. However, CMYK colour formats and progressive formats cannot be played back.
Movie	.mpg	MPEG2-PS Movies that exceed a maximum size of 720×576 , or is not in the same format as a DVD (sequence header arranged for each GOP) it cannot be played back. The reproducible audio format is MPEG1 Layer 2. Linear PCM and AC-3 audio cannot be played back.
Audio	.wav	PCM, 22.05/44.1/48.0 kHz, 8/16bit



• The following slide transition effects and animation settings on the PowerPoint "Slideshow" menu are reflected in a scenario.

- Fly
- Checkerboard
- Peek
- Split
- Swivel
- Blinds
- Crawl
- Random Bars
- Stretch
- Wipe
- Box
- Dissolve
- Spiral
- Strips
- Zoom

Effects for screen transitions other than those mentioned above are converted to "Cut", and animation is converted to "Animation Rules (Default: Cut)".  p.83

• In the event that the image and movie files in the table on the left are to be played back as file units, they need not be made into scenarios. After saving the file to a USB storage device, direct play back and projection with PC Free is possible by connecting the USB storage device to the projector.  p.61

The following table indicates whether scenarios created by the included software of other projectors can be opened by EMP SlideMaker2 of this projector.

Projector	Software	Can be Opened with this Projector's EMP SlideMaker2
EMP-7950/7850 EMP-835 EMP-765/755/745/737 ELP-735	EMP SlideMaker2	○
ELP-8150/8150NL	EMP Scenario	×
ELP-715/505	EMP SlideMaker	×

PowerPoint files can be converted to scenarios by the following four methods. When you want to use the PowerPoint files as they are, use methods (1) or (2), when you want to create other image files, change the order of the slides after creating the scenario, or make additions, use methods (3) or (4).

- (1) Drag & Drop to the EMP SlideMaker2 icon
Drag & Drop the PowerPoint file to the EMPSlideMaker2 icon on the desktop without starting EMP SlideMaker2.
☛ "Creating a Simple Scenario" [p.69](#)
- (2) Drag & Drop from the file list
Start EMP SlideMaker2 and Drag & Drop the PowerPoint file from the file window to the scenario window.
☛ "Creating a Scenario" [p.71](#)
- (3) Including a PowerPoint file from the file list
Start EMP SlideMaker2 and double-click the PowerPoint file in the file list to include it in the scenario. ☛ "Creating a Scenario" [p.71](#)
- (4) Include only the slides you want from the thumbnails
Start EMP SlideMaker2 and select the PowerPoint slides
☛ "Creating a Scenario" [p.71](#)



• **When creating by using methods (1) to (3), the following animations set in PowerPoint are also used in the scenario.**

- | | | |
|-----------------------|----------------------|-------------------|
| • Fly | • Blinds | • Box |
| • Checkerboard | • Crawl | • Dissolve |
| • Peek | • Random Bars | • Spiral |
| • Split | • Stretch | • Strips |
| • Swivel | • Wipe | • Zoom |

• **Animations other than those mentioned above are replaced by the animations in "Animation Rules" (Default: Cut).** ☛ [p.83](#)

• **The picture quality for scenarios created using method (1) is "Normal" from a possible, "Highest Quality", "High Quality", and "Normal". When you want to create a scenario with a high image quality, use methods (2) to (4).**

The following table shows the differences when using methods (1) to (4).

	Image Quality	Animation Reflection	Send Scenario
(1)	"Normal" fixed	Reflected	Continuous operation ^{*1}
(2)	Select from "Highest Quality", "High Quality" and "Normal"	Reflected	Continuous operation ^{*1}
(3)	Select from "Highest Quality", "High Quality" and "Normal"	Reflected	Continuous operation ^{*1}
(4)	Select from "Highest Quality", "High Quality" and "Normal"	Not reflected	Operating later ^{*2}

^{*1} When scenario creation is complete, the Send Scenario screen is automatically displayed.

^{*2} After creating the scenario, perform "Scenario Transfer" ☛ [p.80](#).

Creating a Simple Scenario



69

This explains how to make a scenario by dragging & dropping PowerPoint files to the EMP SlideMaker2 icon on the desktop without having to start EMP SlideMaker2.



- *A scenario cannot be created by dragging & dropping if EMP SlideMaker2 is already started. Close EMP SlideMaker2 first.*
- *Scenarios made by dragging & dropping take the name "Scnxxxx" (where xxxx is a number).*
- *If you try to select multiple PowerPoint files and perform drag & drop, only the icon that the mouse's cursor is pointing at becomes a scenario.*

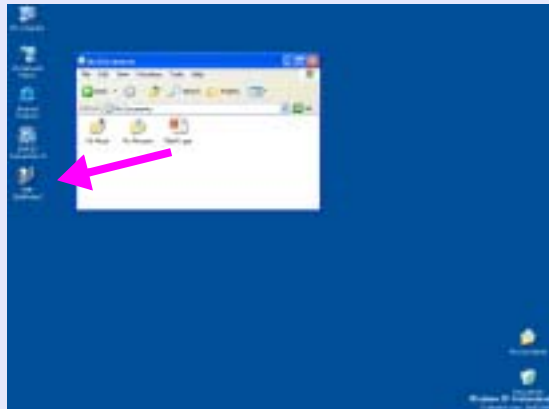
Procedure

1

Connect the USB storage device that contains the scenario to the computer.

2

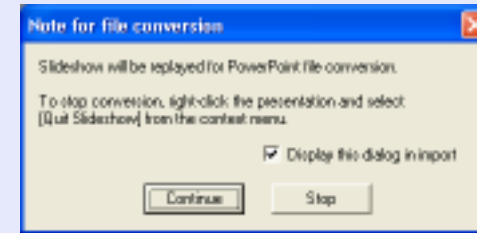
Drag & drop the PowerPoint file icon to the program icon of EMP SlideMaker2 on the desktop.



EMP SlideMaker2 starts.

3

Check the message and click the "Continue" button.



4

Check the message and click the "Start" button.



It starts converting to a scenario. The slide show is displayed during conversion.

If you stop the slide show midway, the scenario closes without being created.

5

Once the slide show reaches the end, click Close.

The scenario transfer destination dialog box is displayed.

6

Select the drive and the folder where the USB storage is connected and click the "OK" button.



Go to procedure three from "Sending Scenarios"  [p.80](#).

Verify the following points before creating a scenario.

- The data that is combined to create a scenario, such as PowerPoint, image, and movie files, must be created in advance.
- Only file types listed under "Files that Can be Included in Scenarios" can be used.  [p.67](#)

■ Scenario creation procedure

Scenarios are created by the following procedure.

Start EMP SlideMaker2 and set the scenario properties (such as scenario name, background colour, and image quality).

 [p.71](#)



Include the files to be used in the scenario.

 "Including PowerPoint Files in Scenarios" [p.73](#)

 "Including Image and Movie Files in Scenarios" [p.77](#)



Sort the included files into the desired order to complete the scenario.  [p.78](#)



Once the scenario has been created, carry out the steps in "Send Scenario".  [p.80](#)

Setting Scenario Properties

Procedure

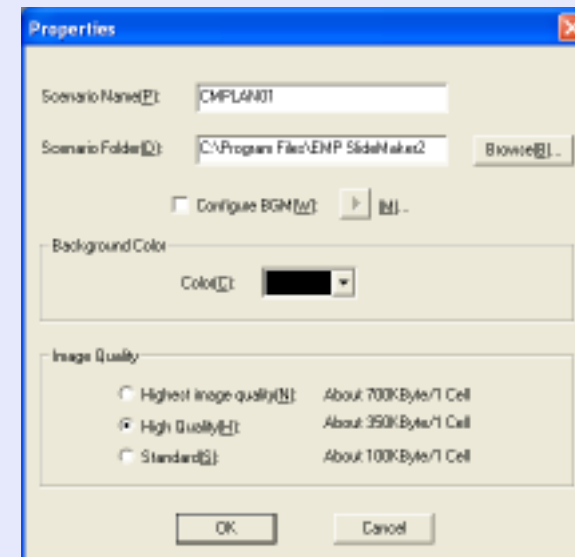


Start Windows on the computer, then select "Start" - "Programs" (or "All Programs") - "EPSON Projector" - "EMP SlideMaker2".

EMP SlideMaker2 starts, and the scenario properties are displayed.



Enter each of the items by reference to the following table, then click the "OK" button.

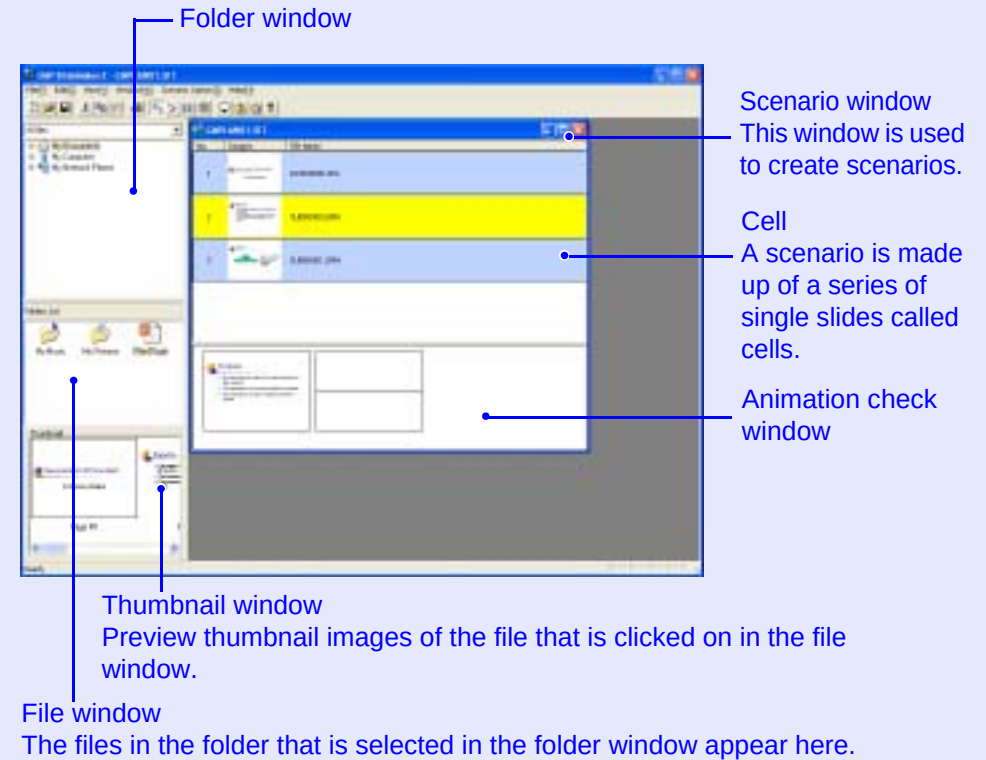


Scenario Name	Enter the file name for the created scenario. Be sure to enter the file name. The file name can consist of up to 8 uppercase alphanumeric characters and numerals. Limit the total number of characters of the file name and the directory name for the work (scenario) folder to 127 or less.
Scenario Folder	Specify where to create the scenario folder to be used while creating the scenario. The name of the scenario folder will be the same as the name of the scenario.
Configure BGM	If you would like to play an audio file during the scenario, check the box. The audio file (WAVE format) selection window is displayed if this is selected. On this window, select the file to be used as the background music. After selecting the audio file, play the file by clicking the "▶" button on the right. Stop play back by clicking the "■" button.
Background Colour	Selects the background colour for image data in the scenario.
Image Quality	With EMP SlideMaker2, each slide in a PowerPoint file will be converted into a JPEG file and saved. This item lets you select the image quality when the slides are converted to JPEG files. You can select the quality from "Highest image quality", "High Quality" and "Standard". If you select "Standard", the quality will be lower compared to other settings. "Highest image quality" and "High Quality" are recommended. If JPEG files have been included directly into a scenario, this setting will be ignored and the JPEG file will be projected at its original resolution.



The setting details can be changed in the "File" - "Properties" menu of EMP SlideMaker2.

The following window will be displayed.



Folder window

Scenario window
This window is used to create scenarios.

Cell
A scenario is made up of a series of single slides called cells.

Animation check window

Thumbnail window
Preview thumbnail images of the file that is clicked on in the file window.

File window
The files in the folder that is selected in the folder window appear here.



Refer to the EMP Slidemaker2 help for details on the EMP SlideMaker2 menu functions.

Including PowerPoint Files in Scenarios

PowerPoint files can be included into scenarios by either of the following three methods.

- Including all slides by dragging & dropping PowerPoint files
- Including all slides by double-clicking PowerPoint files 🖱️ p.75
- Including only selected slides when checking thumbnails 🖱️ p.77

If all slides in a PowerPoint file are included in the scenario, the animation settings that have been made using PowerPoint are retained and they appear as usual when the scenario is projected using PC Free.

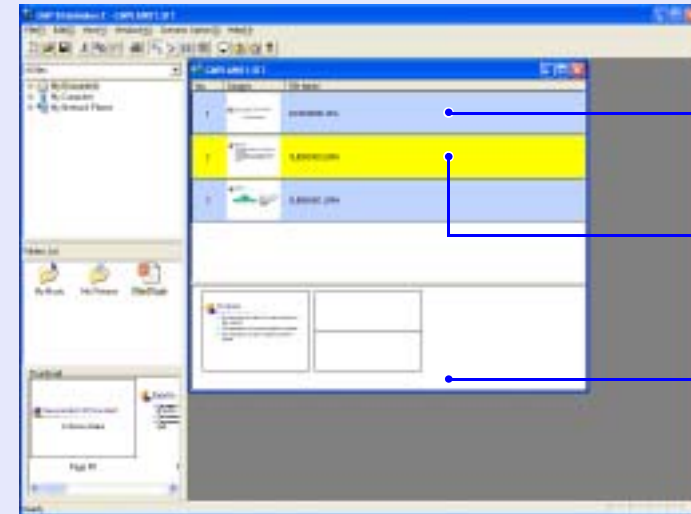
If you include only a selection of slides, the animation settings that have been made using PowerPoint are ignored.



Movie files included in a PowerPoint file cannot be played back on the scenario.

Slides that retain their animation settings are displayed in the cells of the scenario window with an ".EMA" extension. If you click on a cell with an ".EMA" extension, all of the animation operations are displayed in the animation check window.

Slides that have no animation settings are displayed in the cells with a ".JPG" extension.



.JPG: Cells with PowerPoint animation settings that have been ignored

.EMA: Cells with PowerPoint animation settings that have been retained

Animation check window



- *Thumbnails cannot be displayed if PowerPoint is not installed on the computer.*
- *Although animations can be set in the properties window of EMP SlideMaker2, animations set in advance in the PowerPoint file operate more smoothly when played in the scenario. To set animations in PowerPoint slides, we recommend you set them in the PowerPoint file itself. If you want to make animation settings for images, or if you want to add animation settings to slides that lost their animation settings when they were included in the scenario, add the settings in the properties window of EMP SlideMaker2. 🖱️ p.84*

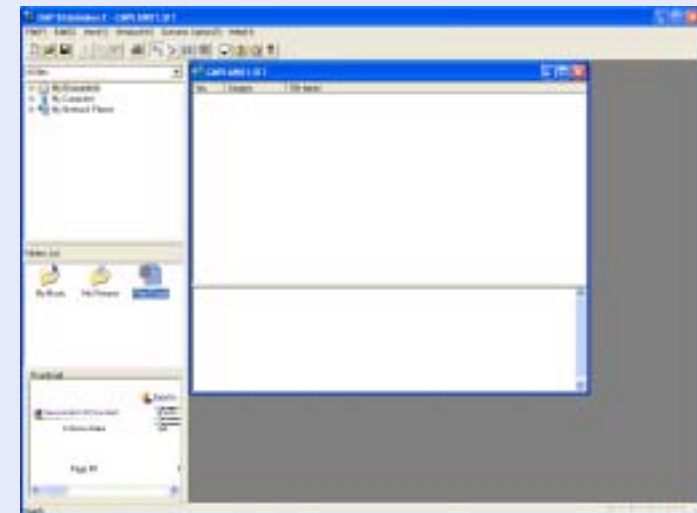
- *The following PowerPoint animations can be used in a scenario.*

- | | | |
|---------------|--------------|-----------|
| •Fly | •Blinds | •Box |
| •Checkerboard | •Crawl | •Dissolve |
| •Peek | •Random Bars | •Spiral |
| •Split | •Stretch | •Strips |
| •Swivel | •Wipe | •Zoom |

Animations other than those mentioned above are replaced by the content set in "Animation Rules" (Default: Cut). 🖱️ p.83

Procedure

- 1 Connect the USB storage device that contains the scenario to the computer.
- 2 Start Windows on the computer, then select "Start" - "Programs" (or "All Programs") - "EPSON Projector" - "EMP SlideMaker2".
EMP SlideMaker2 starts, and the scenario properties are displayed.
- 3 The scenario properties are set. 🖱️ p.71
- 4 The PowerPoint file created as a scenario is displayed in the file window.
- 5 Drag & Drop the PowerPoint file from the file window to the scenario window.

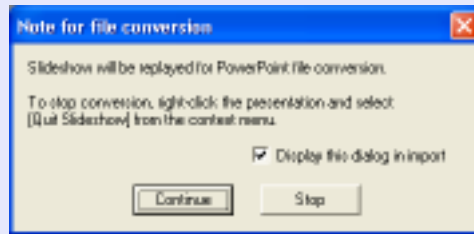


■ Including all slides by dragging & dropping PowerPoint files

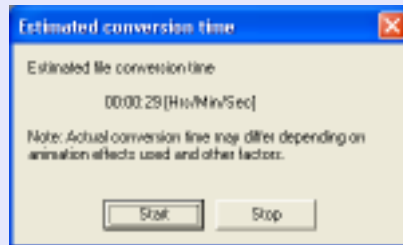
Drag & Drop the PowerPoint file in the file window to the scenario window to create a scenario. When scenario creation is complete, the Send Scenario screen is automatically displayed and the scenario can be transferred.

When including by using this method, after including in the scenario, animation set in PowerPoint becomes effective.

- 6** Check the message and click the "Continue" button.



- 7** Check the message and click the "Start" button.



The conversion to a scenario starts and the slide show plays automatically.

If the [Esc] key on the keyboard is pressed during the slide show, the slide show is canceled. In that case, the scenario closes before it can be created.

- 8** When the slide show ends, click the screen.

The scenario transfer destination dialog box is displayed.

- 9** Select the drive and the folder where the USB storage is connected and click the "OK" button.



Go to procedure three from "Sending Scenarios"  p.80.

■ Including all slides in a PowerPoint file

Use the following procedure to include all slides in a PowerPoint file into a scenario. When this method is used to include the slides, any animations that have been set using PowerPoint will be retained after the slides have been imported into the scenario.

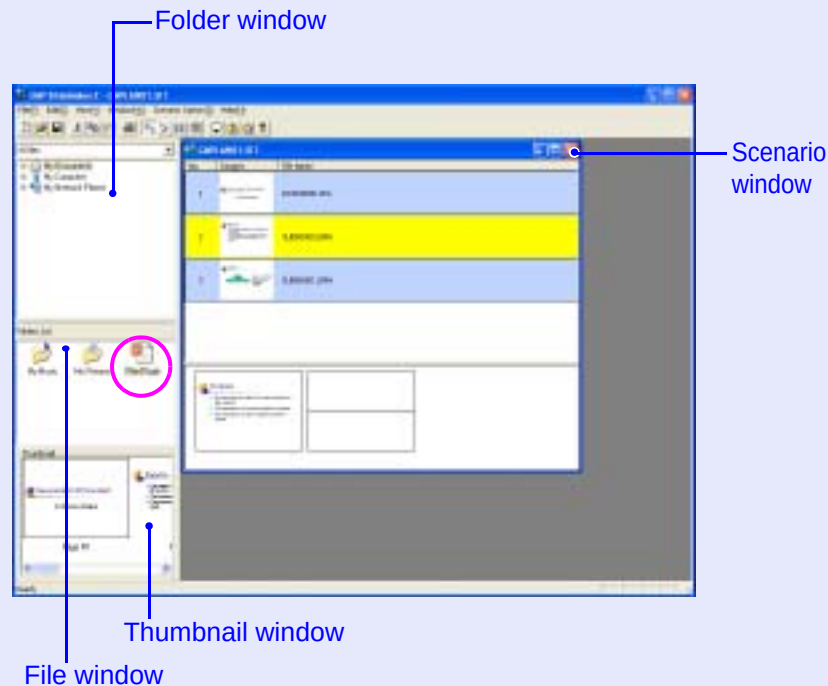


When creating a scenario with only one PowerPoint file, you can do that easily by a drag and drop operation.

 p.69

Procedure

- 1 Double-click the required PowerPoint file icon in the file window.**



- 2 Check the message and click the "OK" button.**

The slideshow will run automatically.

If you press the [Esc] key on the computer's keyboard while the slideshow is running, the slideshow will be paused. If you do this, only the section of the slideshow that has been played back will be imported into the scenario.



It takes longer to import a large PowerPoint file into a scenario.

- 3 Once the slideshow is finished, click the window.**

All slides in the file will be imported into the scenario and displayed in the scenario window.

■ Including only selected slides while checking thumbnails

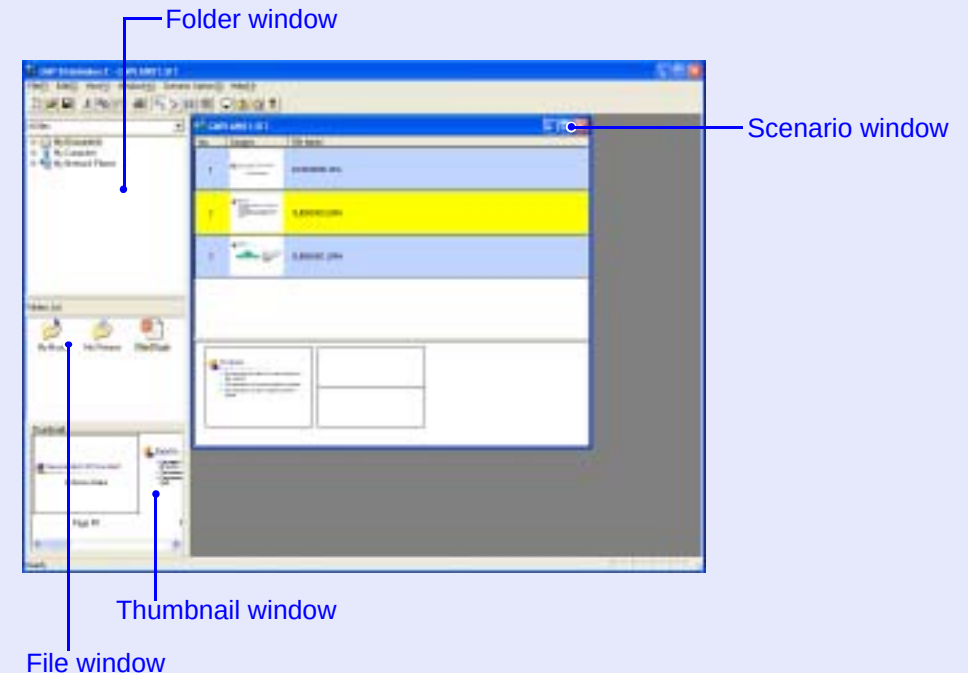
Use the following procedure to include only selected slides from a PowerPoint file into a scenario. Note that when this method is used to include the slides, any animations that have been set using PowerPoint will be lost.

Procedure

- 1** Click the required PowerPoint file icon in the file window.
- 2** Double-click the thumbnails that you would like to include into the scenario.
The selected slides will be displayed in the scenario window.
- 3** To select more than one slide and include them all at once, click the additional slides one after the other in the thumbnail window.
All slides that you click will be selected.
If you click a slide that is already selected, it will become unselected.
- 4** Once all the required slides have been selected, drag one of the selected slides into the scenario window and drop it at the place where it is to be added.
All of the selected slides will then be added to the scenario.

Including Image and Movie Files in Scenarios

Image files and movie files can be included into a scenario.



Procedure

- 1** Click the required folder in the folder window.
The files that are contained in the folder will be displayed in a list in the file window.

2 Click the file icon in the file window.

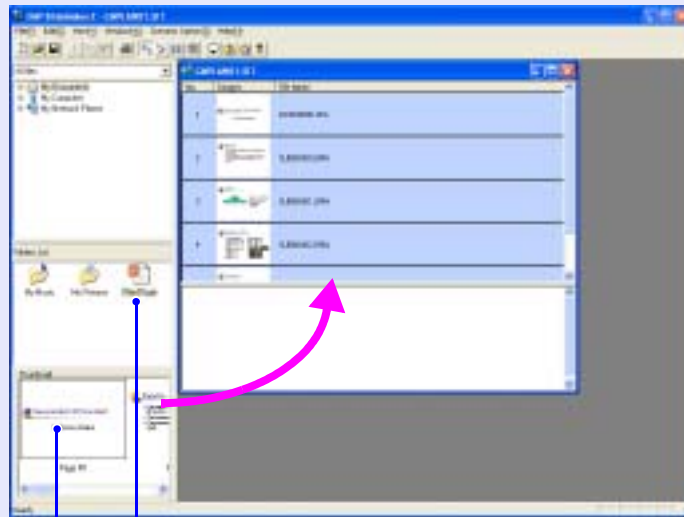
The contents of the image file are displayed in the thumbnail window.

In the case of a movie file, an icon will be displayed in the thumbnail window.

3 Double-click the required file icon in the file window.

The selected file will be displayed in the scenario window and it will be included into the scenario.

4 To add more files, drag and drop them into the scenario window.



You can drag and drop the desired files or slides to add them to the scenario window.

5 To add more than one file, hold down the [Ctrl] key on the keyboard while selecting the files to be added. Once all the files to be added have been selected, drag one of the selected files into the scenario window and drop it at the place where it is to be added.

All of the selected files will then be added to the scenario.



To unselect all of the selected files, click the white area outside the icon.

Editing a Scenario

When projecting using the projector's PC Free, the contents that are displayed in the scenario window above are projected in order.

You can add and delete slides and files from a scenario and change their order.

■ Adding files and slides

Procedure

Drag files that are displayed in the file window or PowerPoint slides that are displayed in the thumbnail window into the scenario window and drop them in the place where they are to be added.

■ Deleting a slide

Procedure

Right-click in the cell to be deleted and then select "Clear" or "Cut" from the shortcut menu.

■ Changing the order of slides

Procedure

Drag & drop a cell in the scenario window to change the order of cells.

You can also display the shortcut menu, select "Cut" and then select "Paste".

To project a created scenario using the projector, send the scenario to a USB storage device using "Send Scenario" in EMP SlideMaker2. Specify a USB hard disk drive or a USB storage device that is connected to the computer's USB port as the destination. It is also possible to set automatic projection and continuous projection of a scenario at projector startup. The automatic projection function is called "autorun".



- *When "Send Scenario" is performed, the scenario file is saved in the destination under the name "Scenario name.sit". Also, a folder with the same name as the scenario is created and each screen is converted to image files and saved according to image quality. However, in PC Free a folder with the same name as the scenario is not displayed.*
- *If you use "Send Scenario" without saving, a folder with the same name as the scenario name and a "scenario name.sit" file are created in the scenario folder. Each screen is converted to image files and saved in the created folder according to the image quality.*

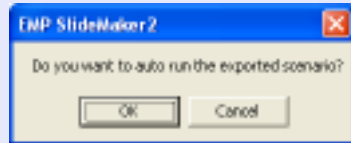
Procedure

- 1 Once the scenario is completed, connect a USB storage device to the computer and then select "Scenario Options" - "Send Scenario".
- 2 A dialog box for designating the destination drive is displayed. Select the drive and the folder where the USB storage is connected and click the "OK" button.

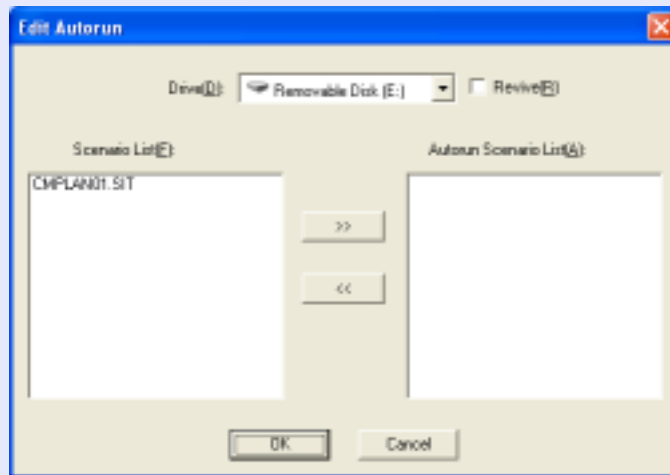


- 3 When a confirmation message is displayed, click the "OK" button.
It is sent to the scenario destination selected.

- 4** When transfer is complete, a message is displayed confirming whether to perform autorun setup. If you want to set autorun, click the "OK" button and continue to the next procedure. To set nothing, click the "Cancel" button to close.



All scenario files within the destination drive are displayed in the scenario list on the left in the format "Folder name/File name".



- 5** When using autorun

To set a scenario to run automatically at projector power ON, click the desired scenario name in the scenario list, and click the ">>" button.

The scenario is displayed in the autorun scenario list on the right, and is set as an autorun file.

If the hierarchy of the folder for the specified scenario is too deep, a scenario file with a long folder name cannot be selected.

When projecting a scenario repeatedly.

If you want to go back and start projecting from the first scenario again once projection of all scenarios in the autorun scenario file list is complete, select "Repeat".



- *Autorun can also be set by selecting "Scenario Option" - "Edit Autorun".*
- *Autorun setting cannot be designated in the EasyMP's PC Free.*
- *If there are two or more files set for autorun, they are played back in order on the autorun scenario list.*

- 6** When the scenario for autorun is set, click the "OK" button.
- 7** Remove the USB storage device from the computer.
See the computer's user's guide for the removal method.
- 8** After finishing transferring your scenario, connect the USB storage device to the projector and project using PC Free.  [p.59](#)

Checking the Projection Scenario Status from a Computer

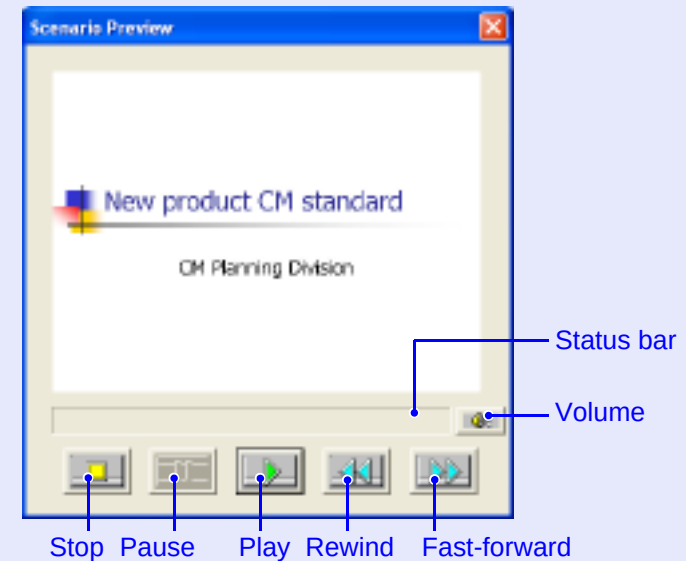
You can check on a computer how a created scenario is played back on a projector by using PC Free. All of the structural elements of the scenario such as images, animation, background music, can be played.

Procedure

- 1 Open the scenario you want to check in EMP SlideMaker2.
- 2 Select "Scenario Options" - "Scenario Preview".



The scenario preview screen is displayed.



The following table shows the functions of each button.

 Stop	Stops play and returns to the first slide.
 Pause	Temporarily stops the slides when "Automatically after" is selected as "Advance".  p.85
 Play	Starts the scenario preview. Also, this restarts stopped or paused scenarios. The following slide is displayed when "On mouse click" is set as "Advance".  p.85
 Rewind	Returns to the previous slide or returns to the screen previous to the animation being executed. The animation effects are not performed upon return.
 Fast-forward	Proceeds to the next slide or shows the screen after animation execution. At this time the animation effects are not executed.
 Volume	Performs volume control. Adjust the volume of the background music.
Status bar	Displays the progress of the scenario on a bar. At first there is no bar display, and then the bar extends from left to right as the scenario progresses. The scenario ends at the right hand side of the bar.

Setting Animation Rules

The following PowerPoint animations can be used in a scenario.

Fly	Blinds	Box	Checkerboard
Crawl	Dissolve	Peek	Random Bars
Spiral	Split	Stretch	Strips
Swivel	Wipe	Zoom	

You can set which animations, other than those mentioned above are replaced (Default: Cut).

Procedure

- 1 Start EMP SlideMaker2.**
Click the "Cancel" button if screen properties is displayed.
- 2 Select "Scenario Option" - "Animation Conversion Preferences".**
- 3 The set animation is selected.**

- 3 After you finish checking, click the "X" button at the top right of the window to close the scenario preview screen.**

Setting the Slide Animation

With EMP SlideMaker2, you can set effects similar to the animation effects of PowerPoint for each cell in the scenario. You can project the slides that retain the animation set in PowerPoint by setting projection time for each divided scene or setting animation.

To do that, right-click in the target animation in the animation check window and click "Cell Properties".



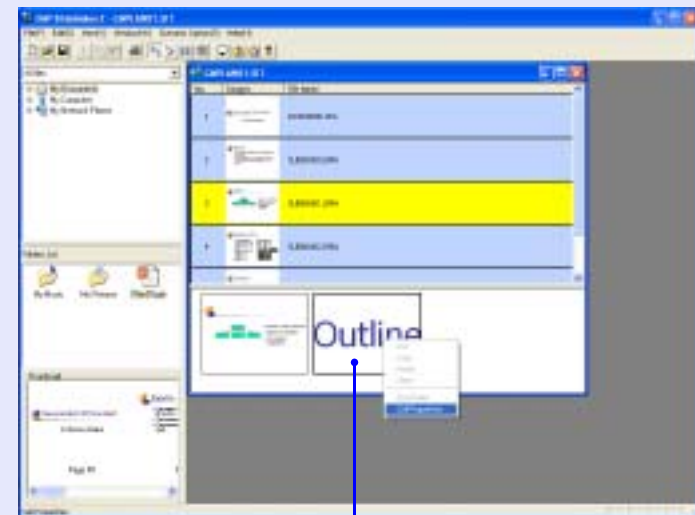
Files included in a scenario with animation set in advance in PowerPoint, playback smoothly when the scenario is played back. To set animations in PowerPoint slides, we recommend you set them in the PowerPoint file itself. If you want to make animation settings for image files, or if you want to add animation settings to slides that lost their animation settings when they were included in the scenario, add the settings using the following method.

Procedure



Right-click in the target cell or the animation, and select "Cell Properties".

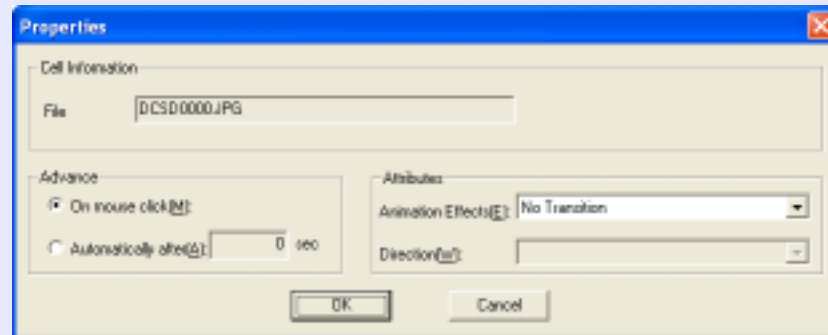
When making the same settings for multiple cells or animations, select multiple cells by holding down the [Shift] key or the [Ctrl] key on the keyboard, right-click and then select "Cell Properties".



Animation

2

The properties screen is displayed. Set each of the items by referring to the following table, and then click the "OK" button.



Advance	When "Automatically after" is selected, you can set the switching time from 0 to 1800 seconds. When "On mouse click" is selected, switch slides by pressing the [↓] or [↑] buttons on the remote control during projection.
Animation Effects	You can specify the effects to use during screen transition. Select the "Direction" depending on the animation selected. The following are examples of the effects. Fly: The image changes from the direction specified. Box In: The image changes from the inside.



Appendix

Troubleshooting	87
Glossary	96

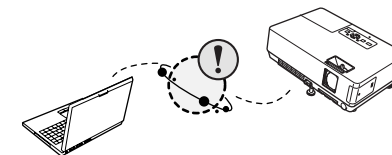
If any of the following problems occur, refer to the pages given for each problem.

Problems concerning EasyMP

- Suddenly changes to the EasyMP screen 🖱 [p.88](#)
- Cannot connect to other computers when projecting in Network Presentation 🖱 [p.88](#)
- The projector is not found when EMP NS Connection is started 🖱 [p.89](#)
- Cannot connect in Advanced Connection Mode or wired LAN connection 🖱 [p.90](#)
- The image and sound for movies in Network Presentation are not displayed, or the image is slow to appear 🖱 [p.90](#)
- PowerPoint slide show does not work in Network Presentation 🖱 [p.91](#)
- The screen is not updated when Office applications are used with Network Presentation 🖱 [p.91](#)
- Cannot specify files with EMP SlideMaker2 🖱 [p.91](#)
- Error message when starting up EMP NS Connection 🖱 [p.91](#)
- Error message when starting up EMP SlideMaker2 🖱 [p.93](#)

Problems concerning watch and control by EMP Monitor

- Mail is not sent even if an abnormality occurs in the projector 🖱 [p.94](#)
- Cannot control or monitor the projector with EMP Monitor 🖱 [p.94](#)



■ Suddenly changes to the EasyMP screen

ERR at the bottom left of the screen: Check the numbers and make the following remedies.

ERR Number	Error Meaning	Remedy
2,50,53,245,-103	Failed to startup EasyMP.	Turn the power for the projector off and then back on again.
51,52,100	Failed to process EasyMP.	When using EMP NS Connection, reconnect EMP NS Connection. When using a USB display, reconnect the USB cable.
-101	Communication was cut off from the access point.	Check the access point operation.
-102,-105	Wireless communication is unstable.	Check the situation of network traffic, and reconnect EMP NS Connection after waiting for a while.

■ Cannot connect to other computers when projecting in Network Presentation

Check	Remedy
Did the presenter leave the conference room without cutting off the network connection?	In Network Presentation, the connection with the computer that was previously connected can be cut off when another computer tries to connect with the projector, and it connects with the computer that is trying to connect. Therefore, when a projector keyword is not set for the projector, or if you know the projector keyword, you can cut off the current connection and, if you perform a connection operation, you can connect to the projector. When a projector keyword is set for the projector, if you do not know the projector keyword, cut off projection from the projector and reconnect. To cut off connection from the projector, press the [Esc] button on the remote control, select "Close" from the close menu and press the [Enter] button on the remote control. When it cuts off, you can connect from the target computer. ☛ "Disconnecting the Network Connection"

■ The projector is not found when EMP NS Connection is started

Check	Remedy
Is the wireless LAN unit connected? For Wireless LAN	Check that the wireless LAN unit is securely connected.
Is the projector's configuration menu open?	While the configuration menu is displayed, network connection becomes invalid. Close the configuration menu and return to the EasyMP screen.
Are the computer's LAN card and the built-in LAN function available?	Check that LAN is valid by checking "Control Panel" - "System" in the device manager and so on.
Is the DHCP function for wired LAN turned ON? For Wireless LAN Quick Connection Mode	Turn OFF the DHCP function for wired LAN from the EasyMP's configuration menu. ☛ "Network Settings Function List"
Was the network adapter used selected correctly with EMP NS Connection?	If the computer has multiple LAN environments, it cannot connect unless the network adapter used with EMP NS Connection is selected correctly. Start EMP NS Connection and go to "Configuration" - "Switch LAN" (Windows), or "Configuration" - "Network Configuration" (Macintosh) and select the network adapter used.
For wireless LAN connection, is the wireless LAN setting enabled when the computer is in power save mode?	Enable the wireless LAN.
Is the computer's wireless LAN electromagnetic wave set to low?	Set the electromagnetic wave strength to maximum.
Does the wireless LAN conform to 802.11g, 802.11b, or 802.11a?	It is only compatible with standards g, 802.11b, and 802.11a, and not with other standards such as 802.11.
Is the network cable connected correctly? For Optional Ethernet unit	Check that the network cable is connected correctly. Reconnect it if it is not connected or not connected properly.

■ Cannot connect in Advanced Connection Mode or wired LAN connection

Check	Remedy
Is the ESSID setting different.	Set the computer, the access point, and the projector to the same ESSID. ☛ "Connecting to an Access Point with Wireless LAN"
Is the same WEP key set?	When selecting WEP from "Security", set the access point, the computer, and the projector to the same WEP key. ☛ "Connecting to an Access Point with Wireless LAN"
Are the connection denial functions, such as MAC address restrictions and port restrictions, set correctly at the access point?	Set the projector to allow connections from the access point.
Are the IP address, the subnet mask, and the gateway address for the access point and the projector set correctly?	When not using a DHCP, adjust each setting. ☛ "Network Settings Function List"
Are the access point and the projector's subnet different?	Select "Specify Connection" from EMP NS Connection, specify the IP address, and connect. ☛ "When the Projector you want to Connect to is not Displayed" "Searching by Specifying the IP Address and Projector Name (For Advanced Connection Mode)"

■ The image and sound for movies in Network Presentation are not displayed, or the image is slow to appear

Check	Remedy
Did you try to play back movies with Media Player or try to operate the screen saver preview?	Depending on the computer, the movie play back screen in Media Player may not be displayed, and the screen saver preview may not be displayed normally.
Is WEP encryption effective, or are multiple projectors connected?	The display speed decreases when WEP encryption is effective or multiple projectors are connected.
Is DHCP effective for wireless LAN access point mode or wired LAN?	When DHCP is set in Advanced Connection Mode or wired LAN connection, if a DHCP server that can be connected to is not found, it takes time to enter EasyMP standby status.
Was EMP NS Connection started while a movie was playing, or were the resolution and colour number changed?	When playing back movies, start EMP NS Connection first before starting play back. If EMP NS Connection is started during movie play back and the display screen resolution and colour number are changed, in this case move the movie playback window, minimize it, or resize it and so on.
For Macintosh	
Is wireless LAN 802.11g/b being used in "Quick Connection Mode"?	Depending on the electromagnetic wave environment, there are times when the image and sound for movies may stop. When using the movie sending function, use "Advanced Connection Mode" or wireless LAN 802.11a in "Quick Connection Mode".

■ PowerPoint slide show does not work in Network Presentation

Check	Remedy
Was EMP NS Connection started while PowerPoint was starting? For Windows	When connecting with Network Presentation, make sure you close PowerPoint first. Slide show might not run if connecting while it is started.

■ The screen is not updated when Office applications are used with Network Presentation

Check	Remedy
Is the mouse moved continuously?	When you stop moving the mouse cursor, the screen is updated. If the screen does not update quickly, stop moving the mouse cursor.

■ Cannot specify files with EMP SlideMaker2

Check	Remedy
Is a PowerPoint file (.ppt) with a PowerPoint 95/97 format being used?	Files created with PowerPoint 95/97 and files saved in PowerPoint 95/97 format cannot be edited with EMP SlideMaker2. You can use after saving with PowerPoint 2000/2002/2003.  "Files that Can be Included in Scenarios"
If a PowerPoint file (.ppt) cannot be included in a scenario, or it cannot be displayed as a thumbnail, is the Microsoft Office JPEG converter installed?	Install the JPEG converter. See the Microsoft Office User's Guide for details on installing the JPEG converter.

■ Error message when starting up EMP NS Connection

Check	Remedy
Failed to connect to the projector.	Try to connect again. If it still does not connect, check the network settings on the computer and the network settings for the projector's EasyMP. For EasyMP network settings, see  "Connecting to an Access Point with Wireless LAN"
The keyword does not match. Check how it is displayed by the projector, and enter the correct keyword.	Check the projector's keyword displayed on the EasyMP screen, and enter the projector's keyword.
The selected projector is busy. Do you want to continue the connection process?	You tried to connect to a projector that is connected to another computer. When the "Yes" button is clicked, it connects to the projector. The connection between the projector and the other computer is cut off. When the "No" button is clicked, it does not connect to the projector. The connection between the projector and the other computer is maintained.

Check	Remedy
Failed to reset EMP NS Connection.	Restart EMP NS Connection. If the message still appears, uninstall and then reinstall EMP NS Connection. ☛ <i>Wireless LAN Quick Connection Guide</i> - "Installing EasyMP Software"
Cannot connect because the keyword was wrong.	When connecting to a projector for which a projector keyword has been set, the wrong keyword is entered. Check the keyword that is displayed on the projector's connection standby screen. After the connection is cut off and then reconnected, enter the projector keyword on the keyword entry screen that is displayed. ☛ "Connecting to an Access Point with Wireless LAN"
Failed to acquire network adaptor information.	Check the following point. • Is a network adaptor installed on the computer? • Is the driver for the network adaptor used installed on the computer? After checking, restart the computer and connect again. If you still cannot connect, check the following. Check the network settings on the computer and the network settings on the projector. For network settings, see ☛ "Projector Network Settings"
One or more connected projectors do not support resolutions greater than SXGA. Reduce the screen resolution and reconnect.	There is an ELP-735 projector in the connection destination. Change the computer's screen resolution to SXGA (1280 × 1024) or less.
There are projectors that do not respond.	You cannot connect to multiple projectors simultaneously. Check the network settings on the computer and the network settings for the projector's EasyMP. For network settings, see ☛ "Projector Network Settings"
Enter the keyword displayed in the projector.	Check the projector's keyword displayed on the EasyMP screen, and enter the projector's keyword.

■ Error message when starting up EMP SlideMaker2

Check	Remedy
** .SIT is already registered. (** Scenario file name)	Scenario files that have already been added to "Autorun Scenario List" cannot be added again. ☛ "Sending Scenarios"
Because the folder hierarchy is deep, the scenario file cannot be selected.	Because the hierarchy of the folder with the scenario file added to "Autorun Scenario List" is deep, it cannot be selected. Change the destination for sending the target scenario file. ☛ "Sending Scenarios"
Insufficient storage capacity on the disk.	Insufficient storage capacity in the drive to transfer scenario, cannot transfer the scenario. Make space in the drive so that the scenario can be sent by deleting any unnecessary files.
** An invalid path is included. (** the path name that includes the scenario file name)	The path for the file to be opened was not found. Because of the following. The scenario file was moved to another folder since it was last saved with EMP SlideMaker2. The folder name containing the scenario file was changed since it was last saved with EMP SlideMaker2. The scenario file you are trying to open was deleted. Select File ñ Open and open the target scenario file, or search for it by using the Windows search function and so on.
** The disk became full during accessing. (** the path name that includes the scenario file name)	Insufficient storage capacity in the drive containing the work folder, cannot save the scenario file. Make space in the drive containing the work folder so that the scenario file can be saved by deleting any unnecessary files.
The specified document cannot be opened.	The PowerPoint file you are trying to add to the scenario is corrupted or cannot be used because it is incorrect. Use another PowerPoint file.
Specify a different name or a different directory	A file with this name already exists. Change the scenario name and then save.

■ Mail is not sent even if an abnormality occurs in the projector

Check	Remedy
Is the wireless LAN unit connected?	Check that the wireless LAN unit is securely connected.
Is the network connect setting correct?	Check the projector's network settings. ☛ "Network Settings Function List"
Is "Standby Mode" set to "Network On"?	To use the mail notification function when the projector is in standby, set "Network On" in "Standby Mode" from the configuration menu. ☛ <i>User's Guide "Extended"</i>
Did a fatal abnormality occur and the projector come to a sudden stop?	When the projector comes to a sudden stop, mail cannot be sent. If, after checking the projector, the abnormal state continues, contact your local dealer or the nearest address provided in the World-Wide Warranty Terms.
Is power being supplied to the projector?	Check that your electrical outlet or power source is functioning correctly.
Is the network cable connected correctly? For Optional Ethernet Unit	Check that the network cable is connected correctly. Reconnect it if it is not connected or not connected properly.

■ Cannot control or monitor the projector with EMP Monitor

Check	Remedy
Is the wireless LAN unit connected? For Wireless LAN	Check that the wireless LAN unit is securely connected.
Is the network connect setting correct?	Check the projector's network settings. ☛ "Network Settings Function List"
Is EMP Monitor correctly installed in the computer?	Uninstall and then reinstall EMP Monitor.
Are all of the projectors that you want to monitor and control registered to the projector list?	Register them to the projector list. ☛ <i>EMP Monitor Operation Guide</i>
Is "Standby Mode" set to "Network On"?	To use the EMP Monitor when the projector is in standby, set "Network On" in "Standby Mode" from the configuration menu. ☛ <i>User's Guide "Extended"</i>
Is power being supplied to the projector?	Check that your electrical outlet or power source is functioning correctly.
Is the network cable connected correctly? For Optional Ethernet Unit	Check that the network cable is connected correctly. Reconnect it if it is not connected or not connected properly.

■ Error message when starting up EMP Monitor

Check	Remedy
The password is incorrect.	The wrong password was entered. Enter the correct password. If you forget the password, start "Network Settings" in "Network" from the configuration menu, and check "WEB Control Password" in "Basic Settings".
Cannot connect to the projector for the IP address that was entered.	Check whether the network settings for the projector you want to connect to, the wired LAN or Advanced Connection Mode (wireless LAN) are the settings that are used. When "Quick Connection Mode" is selected from "Wireless LAN", the setting is changed to "Advanced Connection Mode". Next, check the "IP Address" for the "Wired LAN" or the "Wireless LAN" and register the "IP Address" manually.  <i>EMP Monitor Operation Guide</i> "Registering Using an IP Address (Manual Registration)" If it still does not connect, check the network settings on the computer and the network settings for the projector. For network settings, see  "Projector Network Settings"

This section explains easily terms that are used with the projector and difficult terms that are not explained in the text of this guide. For details, refer to other commercially available publications.

Ad hoc	A method of wireless LAN connection that communicates with wireless LAN clients without using an access point. It is not possible to communicate with two or more devices simultaneously.
Authentication server	A server to perform user authentication. When an authentication server is used, user information management and user authentication operations are unified. Also, because the authentication server often provides an advanced authentication method, it is also effective as a security countermeasure.
Channel	Communication speeds drop if there are too many devices performing wireless communication by using the same frequency. In this case, interference from other wireless LANs can be avoided by setting a different wireless channel for each wireless LAN network.
DHCP	An abbreviation of Dynamic Host Configuration Protocol, this protocol automatically assigns an <u>IP address</u> to equipment connected to a network.
DPOF	An abbreviation of Digital Print Order Format, this is a format for recording information (photos that you want to print, number of copies, and so on) to print photos taken with a digital camera in recording media such as memory cards.
DVI	An abbreviation of Digital Visual Interface, this is the standard by which video signals are transmitted digitally. DVI is the standard not only for computers, but also for digital home appliances to be able to transfer images with a resolution greater than DFP, and there is also an encryption function in the digital signal.
ESSID	ESS is an abbreviation of Extended Service Set (enhanced service set). ESSID is an identification number for connecting with a counterpart on a wireless LAN. Wireless communication is possible between devices that correspond to ESSID.
Gateway	This is a server (router) for communicating across a network (subnet) divided according to subnet masks.
IP address	A number to identify a computer connected to a network.
MAC address	An abbreviation of Media Access Control. The MAC address is an ID number unique to each network adaptor. A unique number is assigned to each network adaptor, and data is transmitted between network adaptors based on this identification.
NDIS	An abbreviation of Network Driver Interface Specification, this is the standard specification of network drivers to use network cards such as wireless LAN cards set by the Microsoft Company and so on. It provides communication protocols for OS, software, and drivers to communicate, as well as communication protocol regulations for drivers and network cards.
RADIUS Server	"RADIUS" is an abbreviation of Remote Authentication Dial-In User Service, this is a protocol that starts wireless LAN and is used for authentication by a variety of network services. A RADIUS server with an <u>authentication server</u> that uses RADIUS performs authentication for access to a wireless LAN access point with information such as user name and password. When a RADIUS server is used, user information does not need to be individually registered for each access point even when there are multiple wireless LAN access points, and the access point and the users can be controlled.
SNMP	An abbreviation for Simple Network Management Protocol, this is the protocol for monitoring and controlling devices such as routers and computers connected to a TCP/IP network.
Subnet mask	This is a numerical value that defines the number of bits used for the network address on a divided network (subnet) from the IP address.
SNMP Trap IP address	This is the <u>IP address</u> for the destination computer used for error notification in SNMP
SVGA	A type of video signal with a resolution of 800 (horizontal) × 600 (vertical) dots that is used by IBM PC/AT-compatible computers.

SXGA	A type of video signal with a resolution of 1,280 (horizontal) × 1,024 (vertical) dots that is used by IBM PC/AT-compatible computers.
USB	An abbreviation of Universal Serial Bus, this is an interface to connect relatively low-speed peripherals between computers.
UXGA	A type of video signal with a resolution of 1,600 (horizontal) × 1,200 (vertical) dots that is used by IBM PC/AT-compatible computers.
VGA	A type of video signal with a resolution of 640 (horizontal) × 480 (vertical) dots that is used by IBM PC/AT-compatible computers.
Virtual display	The screen for one computer is output to multiple displays. A large virtual screen can be created by using multiple displays.
XGA	A type of video signal with a resolution of 1,024 (horizontal) × 768 (vertical) dots that is used by IBM PC/AT-compatible computers.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior written permission of Seiko Epson Corporation. No patent liability is assumed with respect to the use of the information contained herein. Neither is any liability assumed for damages resulting from the use of the information contained herein.

Neither Seiko Epson Corporation nor its affiliates shall be liable to the purchaser of this product or third parties for damages, losses, costs, or expenses incurred by the purchaser or third parties as a result of: accident, misuse, or abuse of this product or unauthorized modifications, repairs, or alterations to this product, or (excluding the U.S.) failure to strictly comply with Seiko Epson Corporation's operating and maintenance instructions.

Seiko Epson Corporation shall not be liable against any damages or problems arising from the use of any options or any consumable products other than those designated as Original Epson Products or Epson Approved Products by Seiko Epson Corporation.

The contents of this guide may be changed or updated without further notice.

Illustrations and screens used in this publication may differ from actual illustrations and screens.

General Notice:

EasyMP is a trademark of Seiko Epson Corporation.

Macintosh, Mac, and iMac are registered trademarks of Apple Computer, Inc.

IBM is a registered trademark of International Business Machines Corporation.

Windows, WindowsNT and VGA are trademarks or registered trademarks of Microsoft Corporation in the United States of America.

Dolby is a trademark of Dolby Laboratories.

Cisco Systems is a registered trademark of Cisco Systems Inc. in the United States of America and other countries.

Pixelworks and DNX are trademarks of Pixelworks Inc.

Portions of this software are based in part on the work of the Independent JPEG Group.

Portions Copyright©2003 Instant802 Networks Inc. All rights reserved.

Other product names used herein are also for identification purposes only and may be trademarks of their respective owners. Epson disclaims any and all rights in those marks.

This product uses open source software.

Software Copyright:

This product uses free software as well as software to which this company holds the rights.

The following is information on the free software used by this product.

1. GPL and LGPL

- (1) This company uses free software for this product under the terms of the GNU General Public License Version 2, June 1991 (henceforth "GPL") or later versions, as well as the GNU LESSER General Public License Version 2, June 1991 (henceforth "LGPL") or later versions.

You can see the full text of the GPL and the LGPL on the following Web sites.

[GPL]<http://www.gnu.org/licenses/gpl.html>

[LGPL]<http://www.gnu.org/licenses/lgpl.html>

This company, under the terms of the GPL and LGPL, discloses the source code for the free software used in this product based on the GPL and LGPL.

Contact the support personnel as provided in the World-Wide Warranty Terms to reproduce, modify, and/or distribute the free software concerned.

Please follow the conditions of the GPL and the LGPL when reproducing, modifying, and/or distributing the free software concerned.

Also, the free software concerned is offered "as is" with no guarantee or warranty what so ever. The term guarantee includes, but is not limited to, appropriate commercialization, business potential, purpose of use, and does not infringe on third person rights (including, but not limited to, patent rights, copyrights, and trade secrets).

- (2) As shown in the above mentioned (1), under the terms of the GPL and LGPL, there is no guarantee for the free software included in this product; any problems in this product (including problems that originate with the free software concerned) do not influence the conditions of the guarantee (written guarantee) issued by this company.
- (3) The free software included in this product under the terms of the GPL and LGPL as well as the author are disclosed in the source code indicated in (1).

2. Other free software

As well as the free software used under the terms of the GPL and LGPL, this company also uses the following free software for this product.

Hereafter, each author, the conditions, and so on are described in the original. Furthermore, there is no guarantee for free software because of the characteristics of the free software that has already used in this product; any problems in this product (including problems that originate with the free software concerned) do not influence the conditions of the guarantee (written guarantee) issued by this company.

(1) libjpeg

Copyright © 1991-1998 Thomas G. Lane.

This software is based in part on the work of the Independent JPEG Group.

(2) libpng

Copyright © 1998-2004 Glenn Randers-Pehrson

Copyright © 1996-1997 Andreas Dilger

Copyright © 1995-1996 Guy Eric Schalnat, Group 42, Inc.

(3) Tremor

Copyright © 2002, Xiph.org Foundation

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
- Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
- Neither the name of the Xiph.org Foundation nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE FOUNDATION OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

(4) zlib

Copyright © 1995-2003 Jean-loup Gailly and Mark Adler

(5) tthttpd

Copyright © 1995,1998,1999,2000,2001 by Jef Poskanzer
<jef@acme.com>