

PROJECTOR RF REMOTE CONTROL MANUAL

MODEL NO. RRMCG 1631 CESA

1 of 9

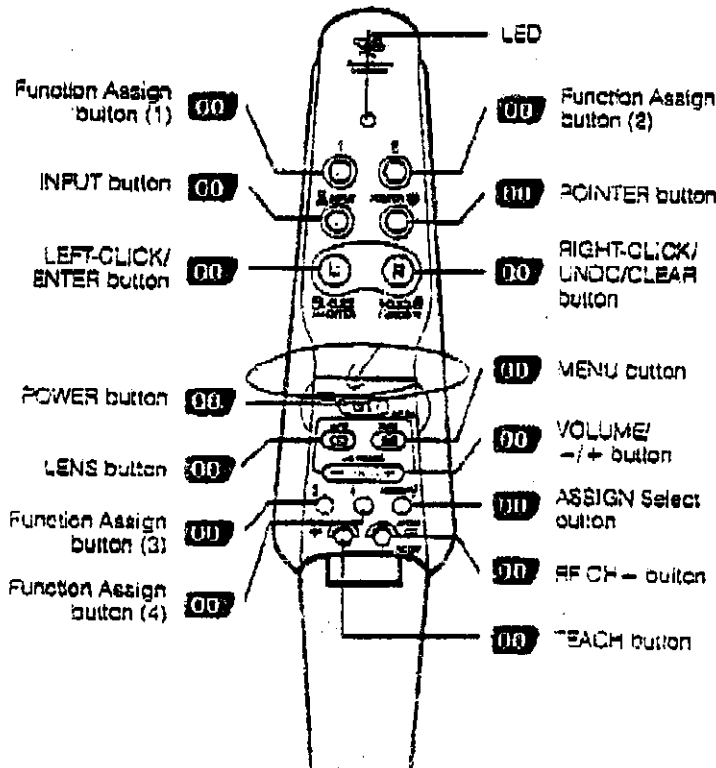


Part Names

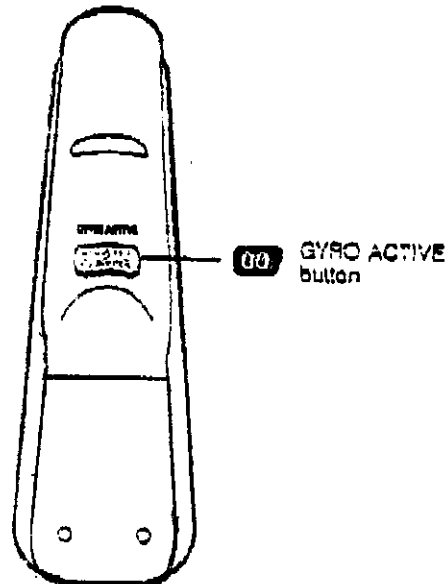
Numbers next to the part names refer to the main pages in this manual where the topic is explained.

Remote Control

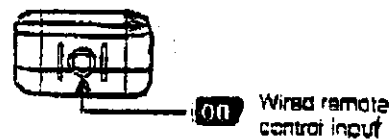
Front View



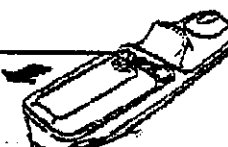
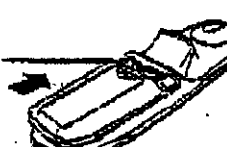
Rear View



Bottom View



Inserting the batteries

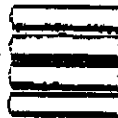
1 Press in on the arrow mark and slide in the direction of the arrow to remove the battery cover.	2 Insert two AA size batteries, making sure the polarities match the + and - marks inside the battery compartment.	3 Insert the side tabs of the battery cover into the slots and press the cover in until it is properly seated.
Battery cover 	Battery compartment 	Battery cover 



Supplied Accessories



Remote control
RRMCG1631CE5A



Four AAA size batteries
NBATA0017CEZZ



Power cord
QACCU5013CEZZ



RGB cable
QCNW-5304CEZZ



USB mouse control cable
QCNW-5916CEZZ



Computer audio cable
QCNW-4670CEZZ



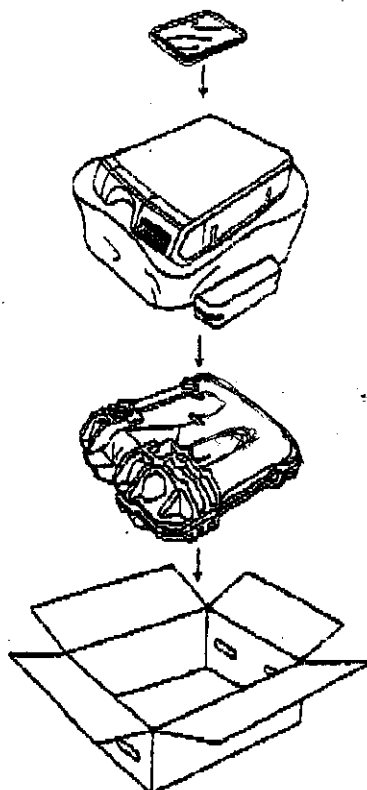
Three BNC-RCA adaptors
QPLGJ0107GEZZ



Extra air filter
PFILD0080CEZZ



Lens cap
PCAPH1056CEZZ
C.5.7A



CD-ROM
UD3KA0043CEN1

LCD projector operation manual
TINS-7354CEZZ

LCD projector quick reference
TINS-7355CEZZ

Sharp Advanced Presentation Software operation manual
TINS-7356CEZZ

Remote Features

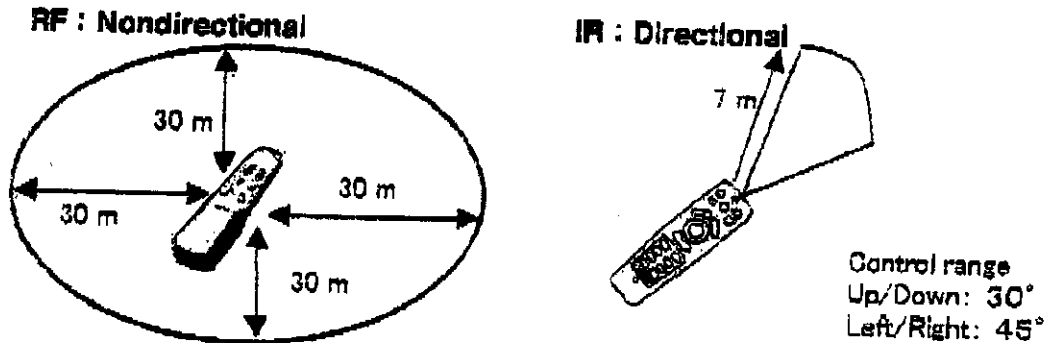
2001.3.

3

1. RF design provides nondirectional control.
2. Individual Recognition (Teach/Learn) function for multi-projector control.
3. Senses your natural hand motion for accurate control of mouse operations and projector menus.

1. RF Technology

Nondirectional radio design with 30 meter range. (Current IR technology offers only 7 meters)

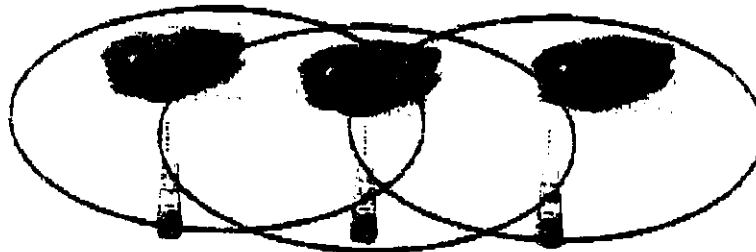


2. Multi-Projector Control

An individual recognition function makes it possible to control multiple projectors.

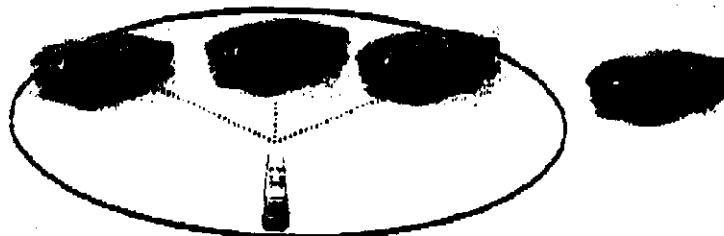
- No radio interference even if other projectors of the same type are within Remote's operating range.

Projector: 1 unit
Remote: 1 unit



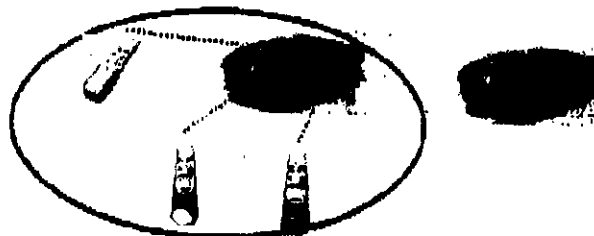
- Can operate multiple projections with one Remote.

Projector: multiple units
Remote: 1 unit



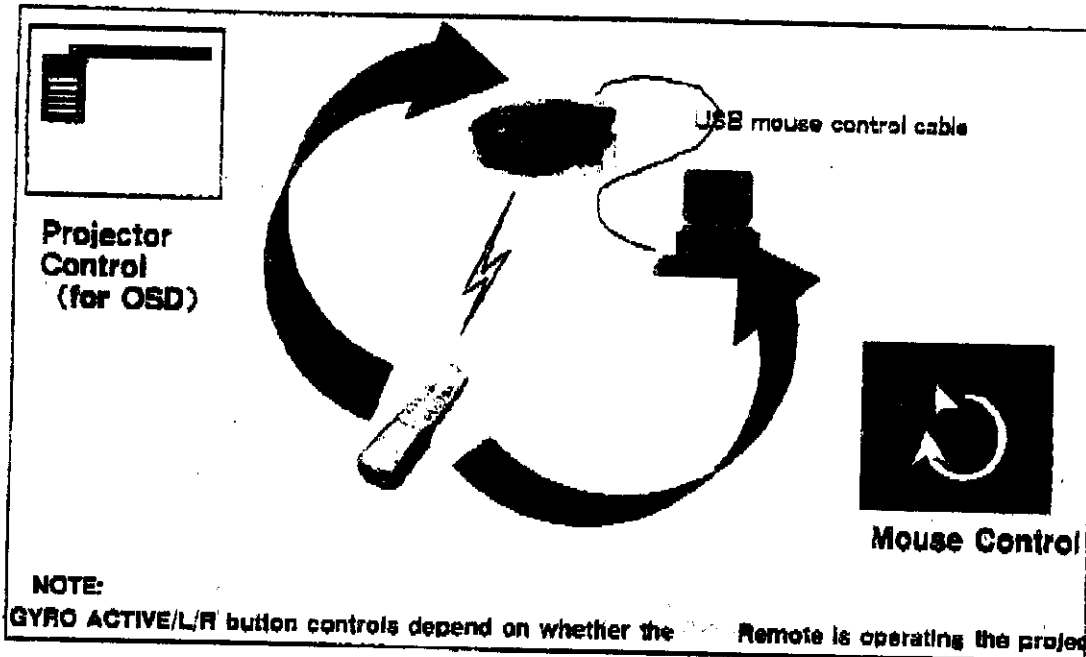
- Can operate one projector using multiple Remotes.

Projector: 1 unit
Remote: multiple units



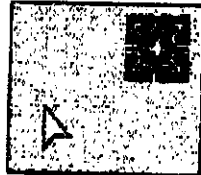
3. Gesture tracking.

Accurately tracks your hand movements on the in the air for pinpoint control of projector menus and PC cursor.

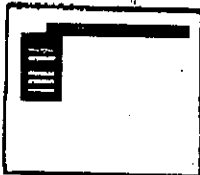


• Projector Control

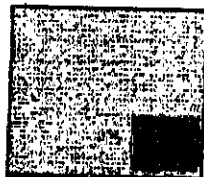
On-screen Display



Bright and easy-to-see screen pointer
(See page 5.)



Operate the menu with a simple wave of the hand.
(See page 5.)



Inside the Each time you press **ASSIGN Select 5 Button**
ASSIGNs display one-by-one, each with 4 items
allocated as **Function ASSIGN 1 to 4**.
(See page 6.)

• Mouse Control



You can operate your PC with the same
operating feeling as a normal mouse.
(See page 7.)

Using Remote



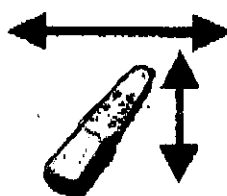
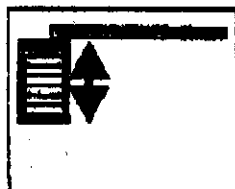
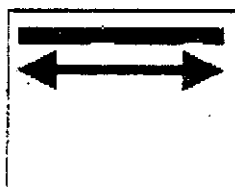
Getting ready

1. Switch on the projector power source.
2. Cast the projector image onto the screen.
3. Press **POWER** on the Remote, located on the front, inside the upper cover.



Operating the pointer

1. Press **POINTER** on the Remote.
As the **POINTER** is being pushed, a pointer on the screen will display. If you release your finger from the **POINTER** it will disappear from the screen.
2. Hold the Remote and move it around freely in the air. The pointer on the screen moves precisely in concert with the movement of your GyroRemote in hand.



Menu Adjustments

1. Open the upper cover on the front of the Remote.
2. Press **MENU**.
3. Press **GYRO ACTIVE** on the back of the Remote, and select your desired category by moving the unit left or right.
4. Then select the desired item by moving the unit up or down.
5. Press +/- to adjust item values.
6. Press **MENU**.
The menu display disappears.

NOTE:

If you release **GYRO ACTIVE** located on the back of the unit, you will not be able to control operations no matter how you wave your hand in the air.

On-screen Display



Remote



Function Assign (1)

Function Assign (2)

R/UNDO/CLEAR

L/ENTER

Function ASSIGN

1. Open the upper cover on the front of Remote.

2. Press **ASSIGN Select**.

Button Assign appears on the lower right of the display. Each time you press **ASSIGN Select**, **Button Assign** changes as shown below.

1/5 → 2/5 → 3/5 → 4/5 → 5/5

3. Press **Function Assign (1-4)** and select the desired item.

4. Press **UNDO**.

The **Button Assign** display disappears.

Inside the upper cover

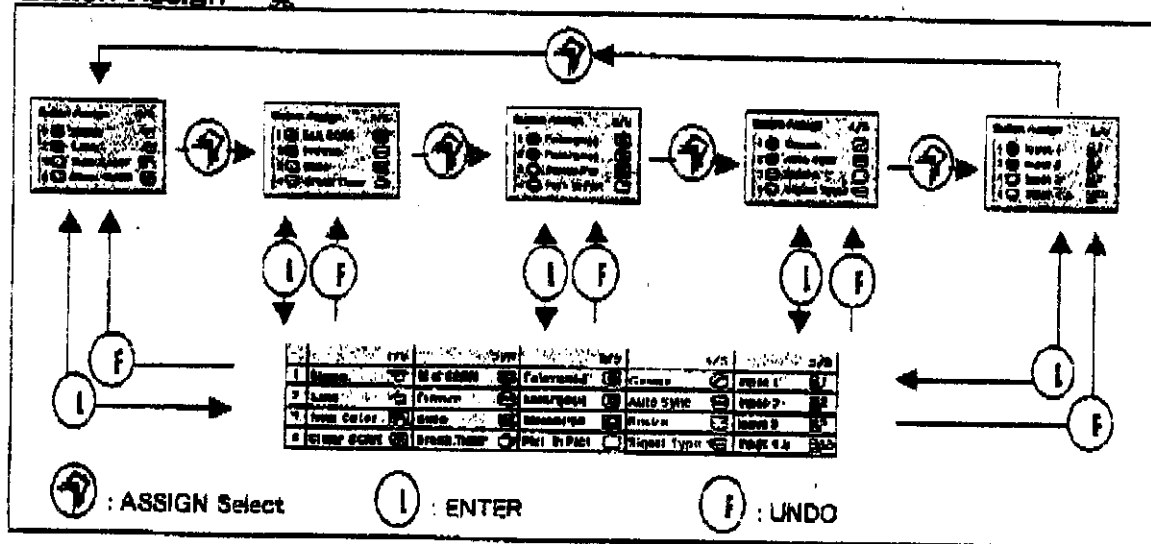


Function Assign (3)

Function Assign (4)

ASSIGN Select

Button Assign

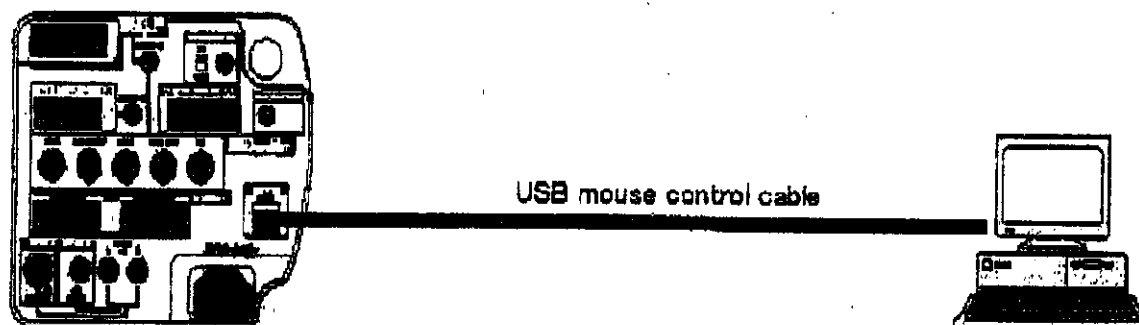


Using Remote

Connecting the projector to the computer

GyroRemote allows you to perform mouse operations on your PC.

1. Connect one end of a USB mouse control cable to your computer.
2. Connect the other end of the cable to the projector USB port.



CAUTION:

- Do not connect or disconnect the mouse control cables to or from the computer while it is on. This may damage your computer.
- Do not connect both the PS/2 and USB mouse control cables to the remote mouse receiver.
- Windows 95 does not support USB mouse driver software.
- The minimum system requirements for the USB port that has Windows 98/Windows NT 5.0 or higher installed.

Windows

Hardware: PC/AT compatible machine with USB port that has Windows 98/Windows NT 5.0 or higher installed.

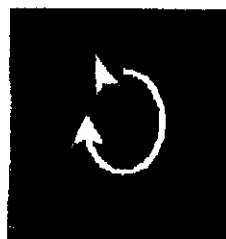
OS: Windows 98/Windows NT 5.0 or higher.

Macintosh

Hardware: Macintosh series with USB port.

OS: Mac OS 8.5 or higher.

Operating the mouse



Remote

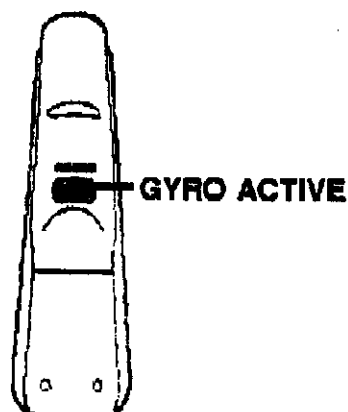


Basically operates the same as a standard mouse.

1. Press **GYRO ACTIVE** at the back of Remote. While pressing, wave the unit around in the air with your hand. The mouse cursor responds precisely in concert with your hand movements.
2. Release your finger from **GYRO ACTIVE**. The mouse cursor will stop moving around.

NOTE:

- For left/right mouse clicks, we recommend that you first move the cursor to the item you want to click on, then release your finger from **GYRO ACTIVE** before clicking your target.
- When projector and PC are connected by a USB cable, you can still operate the mouse even if the projector power source has been turned off.

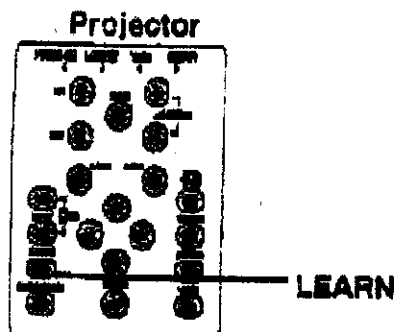


Setting up Remote

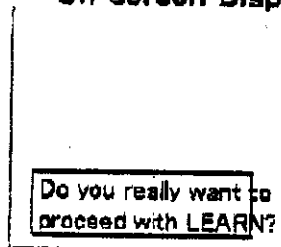
The Remote and projector communicate seamlessly one-to-one via an individual recognition (TEACH/LEARN) setting. So even if there are multiple projectors at work nearby each can be used without interfering with the other.

NOTE:

• These are default factory settings.



On-screen Display



TEACH/LEARN

- Each Remote has its own ID code, which must be recognized by the projector that is going to be used.
- The projector only recognizes the signal of the Remote whose ID code has been input. Signals from other projectors or Remotes that may be operating in the same area are not allowed to interrupt each other.

1. Press **LEARN** on the projector.
2. While "Do you really want to proceed with LEARN?" is displaying, press **LEARN** once more. You are now in **LEARN** mode.
3. Press **TEACH** located on the front, inside the upper cover within 5 min. can start using it.

NOTE:

• LEARN will cancel if left active for over 5 min.

Operating multiple projectors with one Remote

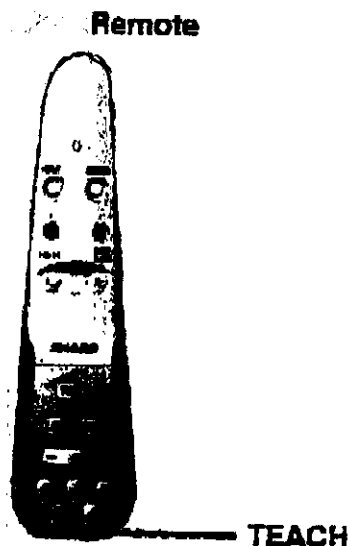
1. Set all projectors to LEARN mode.
2. Press **TEACH** on the Remote. You can now operate multiple projectors with one Remote.

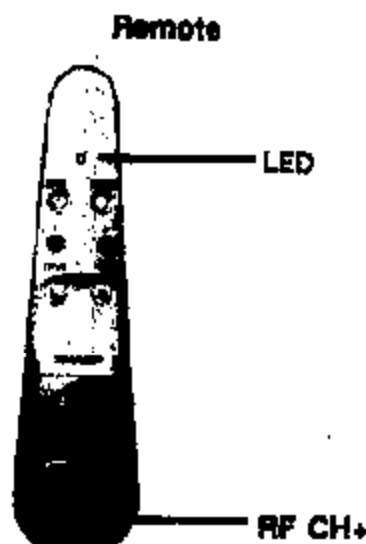
Using multiple Remotes to operate 1 projector

1. Set projector to LEARN mode.
2. Press **TEACH** on the Remote. One projector can recognize up to 8 Remote ID codes. You can now operate one projector using multiple Remotes.

NOTE:

• Contact service staff if you need to use a remote control unit.





Setting RF channels

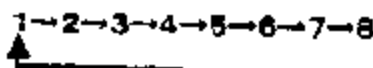
Remote uses radio signals, which can receive interference under certain conditions. To avoid interference, you can switch channels.

Confirming the present channel

1. Press **RF CH+** located on the front, inside the upper cover.
2. Confirm the channel by the number of flickers of the LED.
(Ex: Channel 7 if the LED flickers on/off 7 times.)

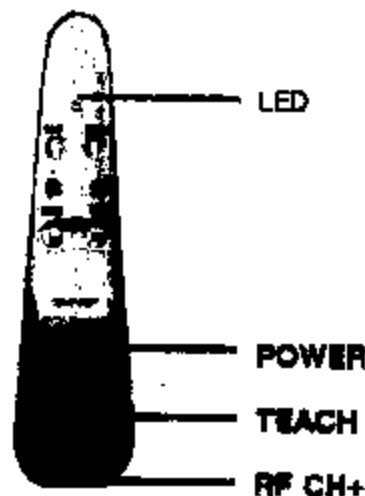
Switching channels

1. Press **RF CH+** once more for over 1 sec.
2. Each time you press for over 1 sec. the channel changes as shown below.



NOTE:

An auto-search is performed on the projector side, so there is no need for manual adjusting.



Turning off Remote

CAUTION:

Make sure to turn off Remote aboard aircraft or other places where using radio signals is prohibited.

1. Pressing **TEACH** and **RF CH+** located inside the upper cover at the same time for over 2 sec. turns the GyroRemote power OFF.
2. If the LED doesn't light up after pressing any of the buttons, the Remote power is turned OFF.

NOTE:

Press **POWER** located inside the upper cover of the Remote to turn the power ON.
When the power is turned off, the Remote is protected from malfunctioning or battery depletion if control buttons are inadvertently pressed.

FCC/Canada Compliance Statements

This device complies with part 15 of the FCC rules. Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference, and
- (2) This device must accept any interference received, including interference that may cause undesired operation.

This device operates in the frequency band of 49.82 to 49.9 MHz. with RF output power of less than 30 MicroWatts EIRP (Effective Isotropic Radiated Power).

Caution

Any changes made to this device not expressly approved by the manufacturer could void the users right to operate this device.