

Projector

CP-X9110/CP-WX9210/CP-WU9410

User's Manual (detailed)

Operating Guide – Technical

Example of computer signal

Resolution (H x V)	H. frequency (kHz)	V. frequency (Hz)	Rating	Signal mode
720 x 400	37.9	85.0	VESA	TEXT
640 x 480	31.5	59.9	VESA	VGA (60Hz)
640 x 480	37.9	72.8	VESA	VGA (72Hz)
640 x 480	37.5	75.0	VESA	VGA (75Hz)
640 x 480	43.3	85.0	VESA	VGA (85Hz)
800 x 600	35.2	56.3	VESA	SVGA (56Hz)
800 x 600	37.9	60.3	VESA	SVGA (60Hz)
800 x 600	48.1	72.2	VESA	SVGA (72Hz)
800 x 600	46.9	75.0	VESA	SVGA (75Hz)
800 x 600	53.7	85.1	VESA	SVGA (85Hz)
832 x 624	49.7	74.5		Mac 16" mode
1024 x 768	48.4	60.0	VESA	XGA (60Hz)
1024 x 768	56.5	70.1	VESA	XGA (70Hz)
1024 x 768	60.0	75.0	VESA	XGA (75Hz)
1024 x 768	68.7	85.0	VESA	XGA (85Hz)
1152 x 864	67.5	75.0	VESA	1152 x 864 (75Hz)
1280 x 768	47.7	60.0	VESA	W-XGA (60Hz)
1280 x 800	49.7	60.0	VESA	1280 x 800 (60Hz)
1280 x 960	60.0	60.0	VESA	1280 x 960 (60Hz)
1280 x 1024	64.0	60.0	VESA	SXGA (60Hz)
1280 x 1024	80.0	75.0	VESA	SXGA (75Hz)
1440 x 900	55.9	59.9	VESA	WXGA+ (60Hz)

(continued on next page)

Example of computer signal

Resolution (H x V)	H. frequency (kHz)	V. frequency (Hz)	Rating	Signal mode
*1 1280 x 1024	91.1	85.0	VESA	SXGA (85Hz)
*2 1400 x 1050	65.2	60.0	VESA	SXGA+ (60Hz)
*3 1680 x 1050	65.3	60.0	VESA	WSXGA+ (60Hz)
*1 1600 x 1200	75.0	60.0	VESA	UXGA (60Hz)
*4 1920 x 1200	74.0	60.0	VESA	W-UXGA (60Hz) Reduced Blanking

*1) Supported except for HDMI™ input.

*2) Only for **CP-X9110**.

*3) Only for **CP-WX9210** and **CP-WU9410**.

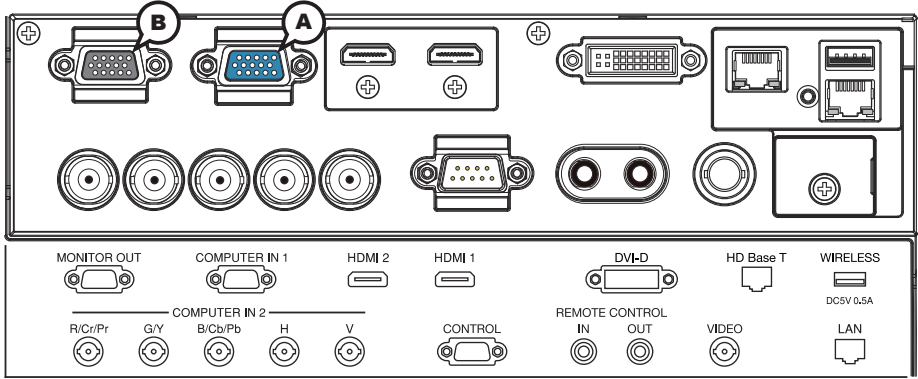
*4) Only for **CP-WU9410**, but except for HDMI™ input.

NOTE • Be sure to check jack type, signal level, timing and resolution before connecting this projector to a computer.

- Some computers may have multiple display screen modes. Use of some of these modes will not be possible with this projector.
- Depending on the input signal, full-size display may not be possible in some cases. Refer to the number of display pixels above.
- Although the projector can display signals with a resolution up to UXGA (1600x1200) or up to W-UXGA (1920x1200) for **CP-WU9410**, the signal will be converted to the projector's panel resolution before being displayed. The best display performance will be achieved if the resolutions of the input signal and projector panel are identical.
- Automatic adjustment may not function correctly with some input signals.
- The image may not be displayed correctly when the input sync signal is a composite sync or a sync on G.
- The illustrations in this manual are for illustrative purposes. They may differ slightly from your projector.

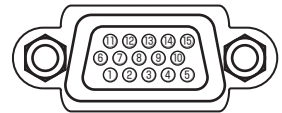
Connection to the ports

NOTICE ▶ Use the cables with straight plugs, not L-shaped ones, as the input ports of the projector are recessed.
 ▶ Only the signal that is input from the **COMPUTER IN1** or **IN2** can be output from the **MONITOR OUT** port.



ACOMPUTER IN1, **B**MONITOR OUT

D-sub 15pin mini shrink jack



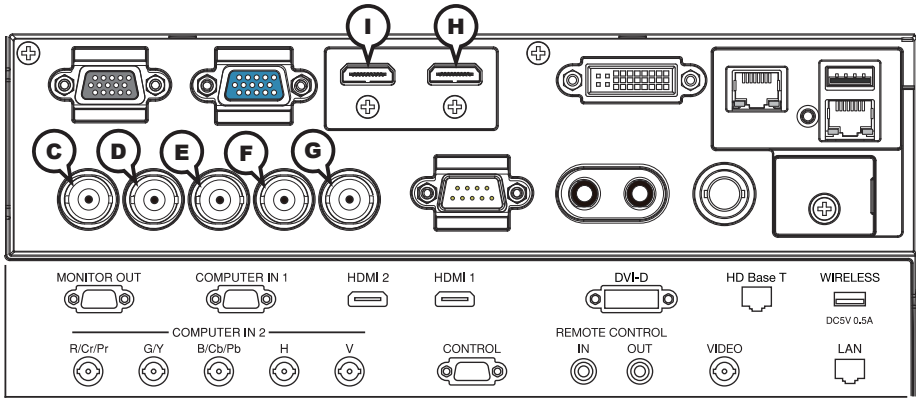
<Computer signal>

- Video signal: RGB separate, Analog, 0.7Vp-p, 75Ω terminated (positive)
- H/V. sync. signal: TTL level (positive/negative)
- Composite sync. signal: TTL level

<Component video signal>

- Video signal: Y with composite sync, Analog, 1.0±0.1Vp-p, 75Ω terminated
 Cb/Pb, Analog, 0.7±0.1Vp-p, 75Ω terminated
 Cr/Pr, Analog, 0.7±0.1Vp-p 75Ω terminated
- System: 480i@60, 480p@60, 576i@50, 720p@50/60, 1080i@50/60, 1080p@50/60

Pin	Signal	Pin	Signal
1	Video Red, Cr/Pr	9	(No connection)
2	Video Green, Y	10	Ground
3	Video Blue, Cb/Pb	11	(No connection)
4	(No connection)	12	A : SDA (DDC data) B : (No connection)
5	Ground	13	H. sync / Composite sync.
6	Ground Red, Ground Cr/Pr	14	V. sync.
7	Ground Green, Ground Y	15	A : SCL (DDC clock) B : (No connection)
8	Ground Blue, Ground Cb/Pb		



COMPUTER IN2 (C)R/Cr/Pr, (D)G/Y, (E)B/Cb/Pb, (F)H, (G)

BNC jack x5

<Computer signal>

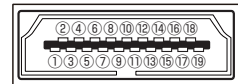
- Video signal: RGB separate, Analog, 0.7Vp-p, 75Ω terminated (positive)
- H/V. sync. signal: TTL level (positive/negative)
- Composite sync. signal: TTL level

<Component video signal>

- Video signal: Y with composite sync, Analog, 1.0±0.1Vp-p, 75Ω terminated
Cb/Pb, Analog, 0.7±0.1Vp-p, 75Ω terminated
Cr/Pr, Analog, 0.7±0.1Vp-p 75Ω terminated
- System: 480i@60, 480p@60, 576i@50, 720p@50/60, 1080i@50/60, 1080p@50/60

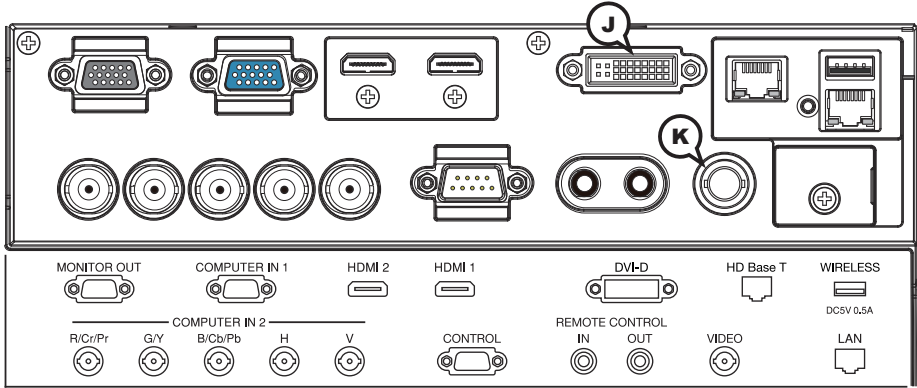
(H)HDMI 1, (I)HDMI 2

HDMI™ connector



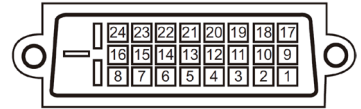
Pin	Signal	Pin	Signal	Pin	Signal
1	T.M.D.S. Data2 +	8	T.M.D.S. Data0 Shield	15	SCL
2	T.M.D.S. Data2 Shield	9	T.M.D.S. Data0 -	16	SDA
3	T.M.D.S. Data2 -	10	T.M.D.S. Clock +	17	DDC/CEC Ground
4	T.M.D.S. Data1 +	11	T.M.D.S. Clock Shield	18	+5V Power
5	T.M.D.S. Data1 Shield	12	T.M.D.S. Clock -	19	Hot Plug Detect
6	T.M.D.S. Data1 -	13	CEC		
7	T.M.D.S. Data0 +	14	Reserved (N.C. on device)		

Connection to the ports (continued)



J DVI-D

DVI-D jack (digital to digital)

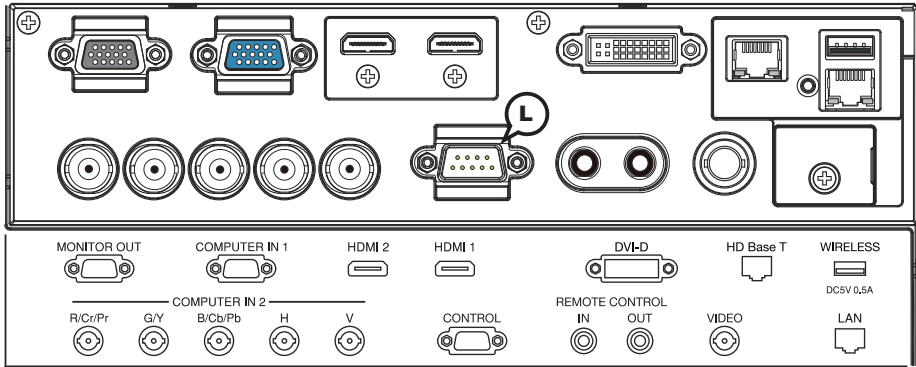


Pin	Signal	Pin	Signal	Pin	Signal
1	T.M.D.S. Data2 -	9	T.M.D.S. Data1 -	17	T.M.D.S. Data0 -
2	T.M.D.S. Data2 +	10	T.M.D.S. Data1 +	18	T.M.D.S. Data0 +
3	T.M.D.S. Data2/4 Shield	11	T.M.D.S. Data1/3 Shield	19	T.M.D.S. Data0/5 Shield
4	-	12	-	20	-
5	-	13	-	21	-
6	DDC Clock	14	+5V Power	22	T.M.D.S. Clock Shield
7	DDC Data	15	Ground (for +5V)	23	T.M.D.S. Clock +
8	-	16	Hot Plug Detect	24	T.M.D.S. Clock -

K VIDEO

BNC jack

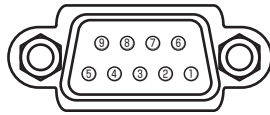
- Composite video signal, Analog, $1.0 \pm 0.1V_{p-p}$, 75Ω terminator
- System: NTSC, PAL, SECAM, PAL-M, PAL-N, NTSC4.43, PAL(60Hz)



L CONTROL

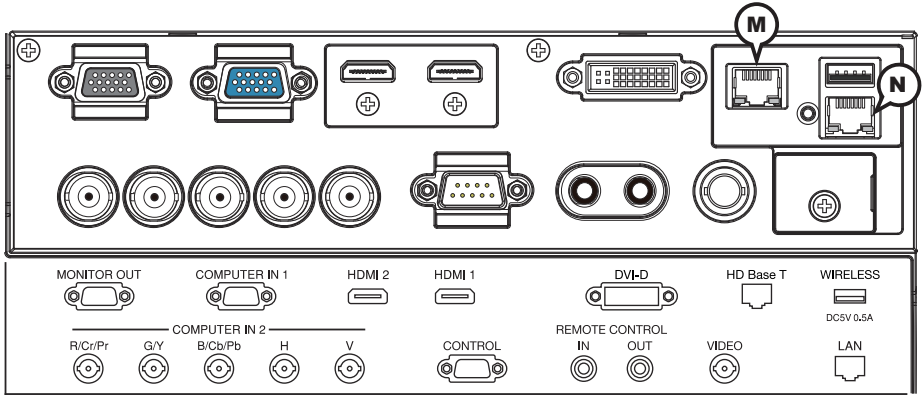
D-sub 9pin plug

* About the details of RS-232C communication, please refer to the next section.



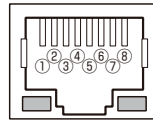
Pin	Signal	Pin	Signal	Pin	Signal
1	(No connection)	4	(No connection)	7	RTS
2	RD	5	Ground	8	CTS
3	TD	6	(No connection)	9	(No connection)

Connection to the ports (continued)



M HDBaseT

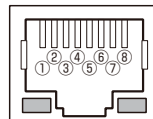
RJ-45 jack



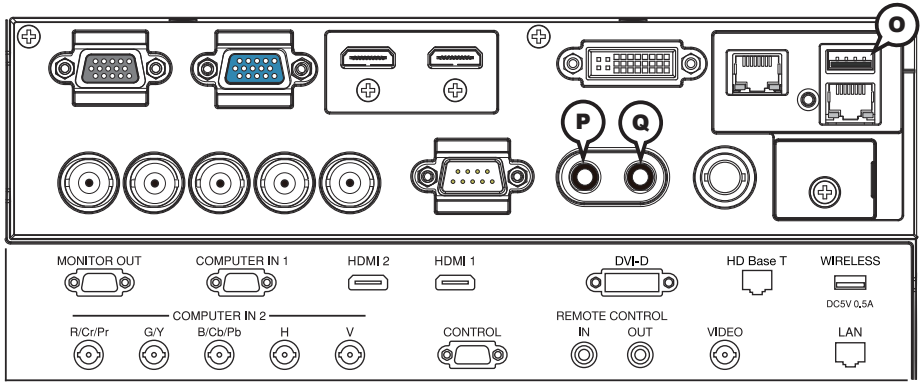
Pin	Signal	Pin	Signal	Pin	Signal
1	HDBaseT0+	4	HDBaseT2+	7	HDBaseT3+
2	HDBaseT0-	5	HDBaseT2-	8	HDBaseT3-
3	HDBaseT1+	6	HDBaseT1-		

N LAN

RJ-45 jack

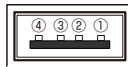


Pin	Signal	Pin	Signal	Pin	Signal
1	TX+	4	-	7	-
2	TX-	5	-	8	-
3	RX+	6	RX-		



⓪ WIRELESS PORT

Only for USB wireless adapter.



Pin	Signal
1	+5V
2	- Data
3	+ Data
4	Ground

REMOTE CONTROL ⓅIN, ⓆOUT

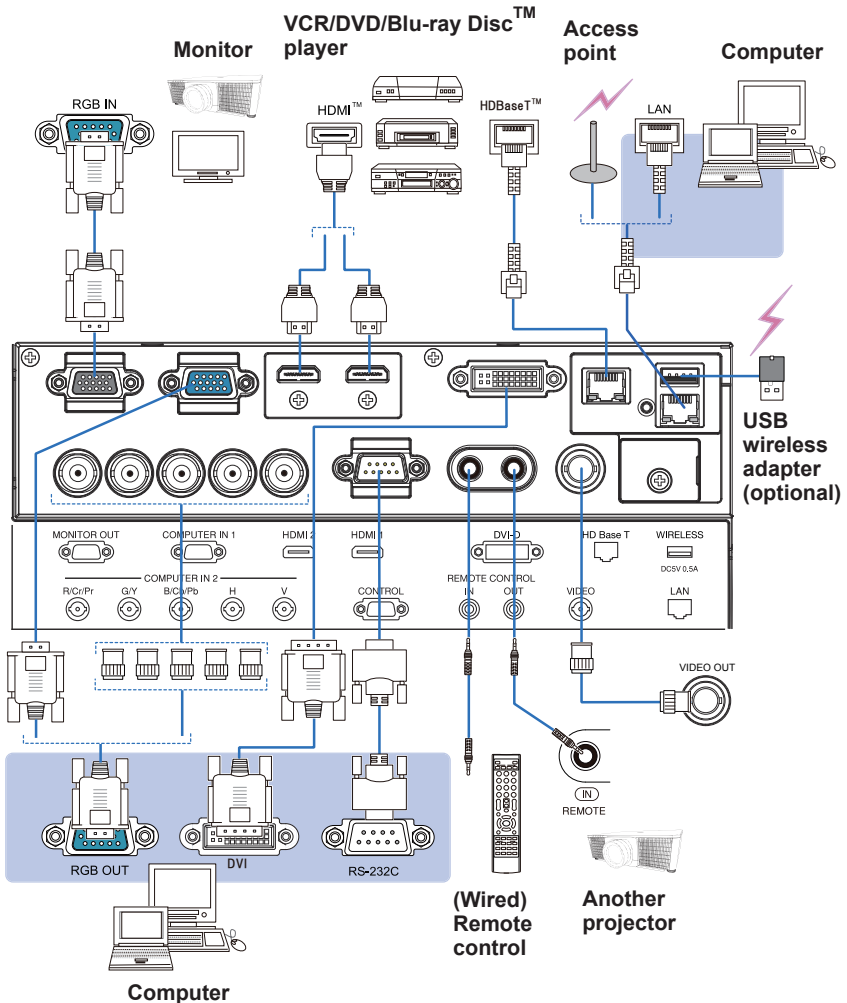
Ø3.5 stereo mini jack

4 Connecting with your devices

Before connecting the projector to a device, consult the manual of the device to confirm that the device is suitable for connecting with this projector and prepare the required accessories, such as a cable in accord with the signal of the device. Consult your dealer when the required accessory did not come with the product or the accessory is damaged.

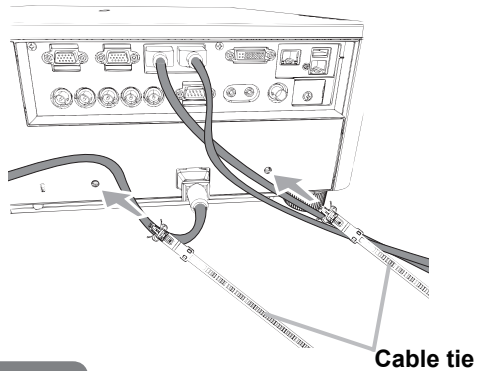
After making sure that the projector and the devices are turned off, perform the connection, according to the following instructions. Refer to the figures in subsequent pages.

Before connecting the projector to a network system, be sure to read User's Manual - Network Quick Setup Guide too.



5 Fastening the cables

Use the supplied cable tie to fasten the cables.

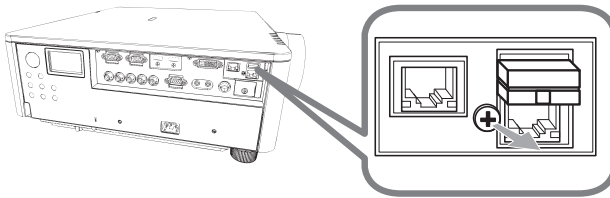


6 Fastening the adapter cover

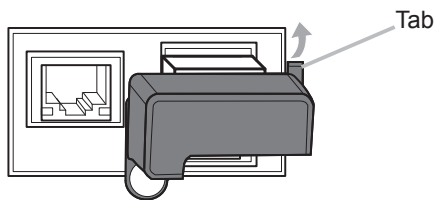
USB wireless adapter: USB-WL-11N

Temperature range: 0 ~ 45 °C (Operating)

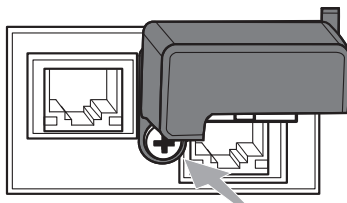
1. Loosen the screw (marked with triangle) on the bottom left of the **WIRELESS** port.



2. Insert the tab of the cover into the hole at the upper right of the **WIRELESS** port in the direction of the arrow.

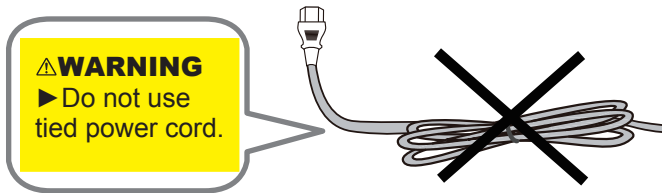
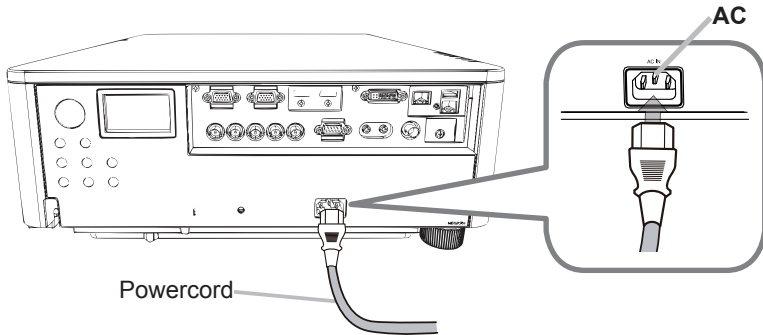


3. Align the screw holes on the projector and the cover. Then insert the screw removed from the projector into the hole and tighten the screw.



7 Connecting to a power supply

1. Insert the connector of the power cord into the **AC** (AC inlet) of the projector.
2. Firmly plug the power cord's plug into the outlet. In a couple of seconds after the power supply connection, the **POWER** indicator will light up in steady orange.



WARNING ► Use the supplied power cable only.
► Do not use tied power cord.