

Replacing the projection lamp

The **Lamp Hours** timer in the **Status and Service | Projector Info** menu counts the number of hours the lamp has been in use. Twenty hours before the lamp life expires, the message **"Change lamp"** appears on the screen at startup.

- NOTE: You can order new lamps via www.depthq.com/accessories.html, your retailer or your dealer. Only genuine InFocus lamps are tested for use in this projector. Neither Lightspeed Design nor InFocus is liable for the performance, safety or certification of any other lamps. The use of other lamps violates the projector warranty and voids all certification marks on this projector.

- Turn off the projector and unplug the power cord.
- Wait 60 minutes to allow the projector to cool thoroughly.
- Remove the lamp door by (a) removing the screw on the side of the lamp door, (b) sliding the door forward, and (c) lifting the door off.

WARNINGS:

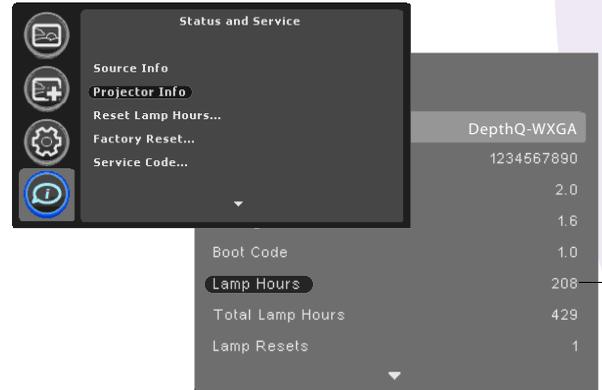
- To avoid burns, allow the projector to cool for at least 60 minutes before you replace the lamp.
- Only genuine InFocus lamps are tested with this projector. Use of other lamps may cause electrical shock and fire.
- Unplug the power cord before replacing the lamp.
- Do not drop the lamp module. The glass may shatter and cause injury.
- Do not touch the glass lamp screen. Fingerprints can obscure projection sharpness.
- Be extremely careful when removing the lamp module. In the unlikely event that the lamp ruptures, small glass fragments may be generated. The lamp module is designed to contain most of these fragments, but use caution when removing it. Before replacing a ruptured lamp, clean the lamp compartment and dispose of cleaning materials. Wash hands after lamp replacement. If replacing the lamp while the projector is ceiling-mounted, wear protective eyewear.

Hg – Lamp contains mercury. Manage in accordance with local disposal laws. See www.lamprecycle.org.

- A clear plastic lamp shield covers the base of the lamp module. To remove the lamp module, you must access 3 screws underneath this shield. Use a screwdriver to punch through the perforated holes in the shield that cover the screws. Then loosen the two captive screws on one side of the module. Next, remove the 3rd screw on the other side of the module. If there is not a perforated hole above the 3rd screw, use a flat-blade screwdriver to lift the shield enough to gain access to the screw and carefully remove it.

Carefully lift out the lamp module. Dispose of the lamp in an environmentally proper manner.

- Install the new lamp module and tighten the screws.
- Replace the lamp door by sliding it into place and replacing the screw.
- Plug in the power cord and press the **Power** button to turn the projector back on.
- To reset the **Lamp Hours** timer, navigate to the **Status and Service** menu and select **Reset Lamp Hours**.



Lamp hours

