Throw Distance

PDG-DWL2500 (Aspect ratio 16:10)

Display Size		60"	80"	110"
Throw Distance Unit: cm	A	12.6	16.2	21.5
	B	9.1	12.6	17.9
	C	-2.6	0.9	6.3
	D	8.9	10.4	12.8
	E	1.9	3.4	5.8

PDG-DXL2000 (Aspect ratio 4:3)

Display Size		55"	80"	90"
Throw Distance Unit: cm	A	1.3	18.6	20.7
	B	9.9	15.1	17.2
	C	-1.8	3.4	5.6
	D	9.9	12.6	13.6
	E	2.9	5.6	6.6

The projection distances in the chart are reference values (deviations of A and D: ±8%) based on lens design specifications. Since there may be a certain deviation in individual lenses, use the actual product and project images by referring to the projection distance chart and confirm that images are projected in an appropriate size.

Specifications

Product Number		PDG-DWL2500	PDG-DXL2000
System		DLP® 1-chip system (6 segment)	
DLP® Chip	Size	0.65 inch type, aspect ratio 16:10	0.55 inch type, aspect ratio 4:3
	Pixels	1,024,000 (1280 x 800)	786,432 (1024 x 768)
Light Source		275 W	
Screen Size		Minimum 60 inch - Maximum 110 inch	Minimum 55 inch - Maximum 90 inch
Color Reproducibility		Full color (10.7 billion colors)	
Brightness *1		2,500 lumens	2,000 lumens
Contrast *1		2,000:1	
Speaker		10 W Mono	
Scanning Frequency (Input)		Horizontal: 15 - 93 KHz, Vertical: 50 - 120 Hz, Dot clock 150 MHz or less	
Signal Input	HDTV signals	Component : 480i/p, 575i/p, 720p (50/60), 1080i (50/60) HDMI : 480p, 575p, 720p (50/60), 1080i/p (50/60)	
	Computer compatibility	(WUXGA / UXGA / SXGA) / WXGA / XGA / SVGA / VGA / MAC	(WUXGA / UXGA / SXGA / WXGA) / XGA / SVGA / VGA / MAC
Terminals	Computer	HDMI x 1: Digital signals input, HDMI (V. 1.3 with Deep Color) D-sub15 x 1: Analog RGB Input (Component input with conversion cable) D-sub15 x 1: Analog RGB Input or Monitor out	
	Video	RCA x 1: Composite video, Mini-DIN 4-pin: S-Video	
	Audio	Mini-Jack (stereo) x 2: Input (for Computer1, 2) 2RCA (R, L - mono) x 1: Input (for Video) Mini-Jack (stereo) x 1: Output (variable audio out)	
	Communication	RJ-45 x 1: Wired LAN D-sub 9pin x 1: RS 232C Mini-DIN 3-pin: 3D SYNC OUT	
Operating Temperature		5 - 40 °C	
Power Source		100 V - 120 V AC, 200 V - 240 V AC	
Dimensions (W x H x D)*2		12.6 x 6.7 x 15.2 inch	
Power comsumption (Lamp mode: Eco / Normal)		100 V - 120 V AC: 320 W / 400 W 200 V - 240 V AC: 305 W / 375 W	
Stand by Power consumption (Standby mode: Eco / Network)		100 V - 120 V AC: 0.47 W / 10.3 W 200 V - 240 V AC: 0.85 W / 11.5 W	
Weight		13.7 lbs	
Main Accessories		Removable power cord x 1, D-sub 15 cable x 1, PIN code-locking seal, Owner's manual (Quick Manual & CD-ROM), Remote control x 1 (AAA battery x 2)	

* Replacement Lamp Type No: 610 351 3744
*1 When Lamp Mode: Normal, and Image Mode: Dynamic are selected
   Measurement, measuring conditions, and method of notation all comply with ISO 21118 international standards
   Measurement method / conditions are based on Appendix 2.
*2 Not including protruding parts
* 'DLP' and DLP medallion are a registered trademarks of Texas Instruments.
* Microsoft, Windows, Windows Vista are a registered trademark of Microsoft Corp. in the United States and/or other countries.
* All product names and company names are trademarks or registered trademarks of their respective companies.

Terminals

Remote control

PDG-DWL2500/DXL2000
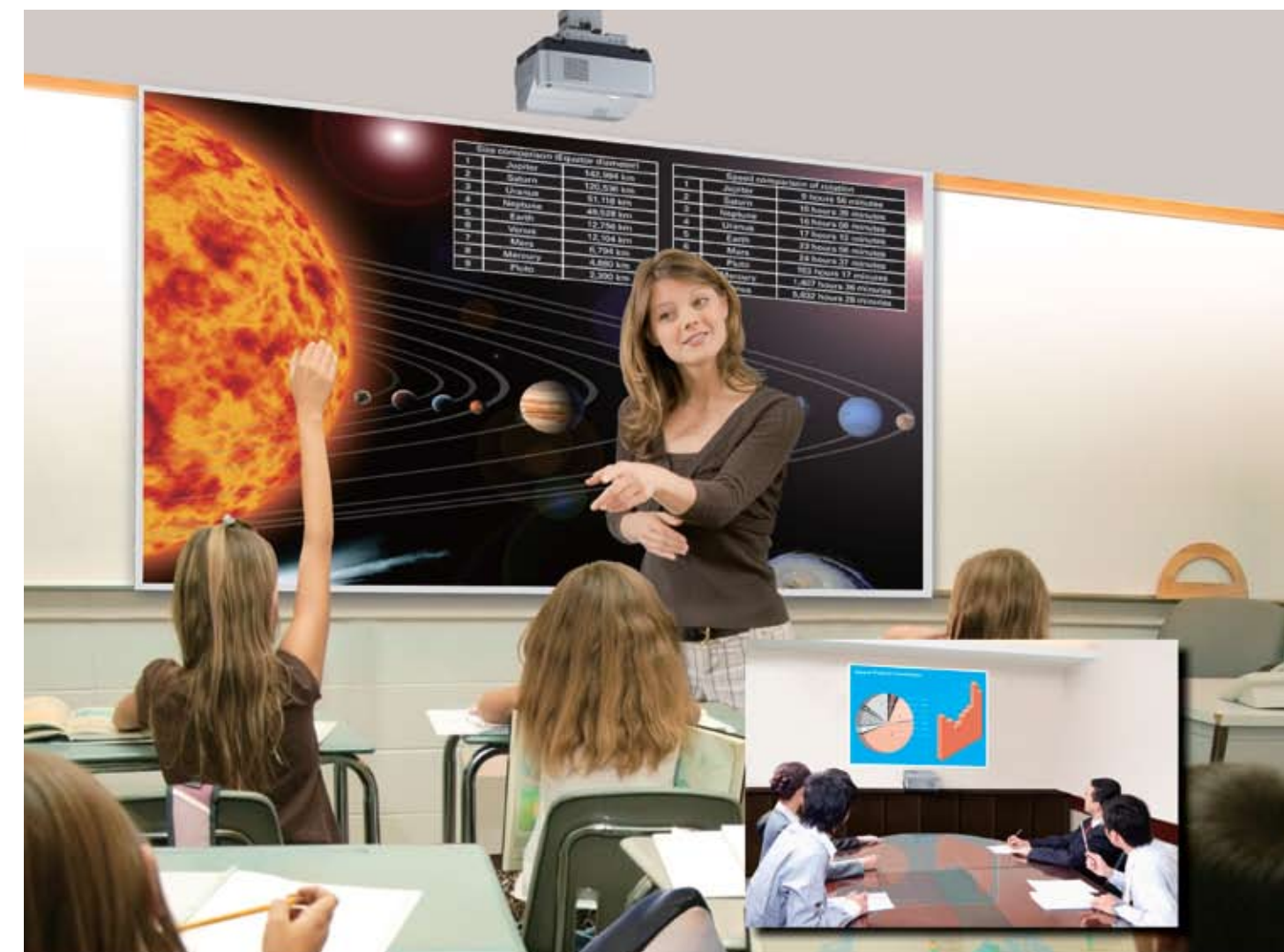**WXGA 2500lm/XGA 2000lm**

Ultra Short Throw Projector

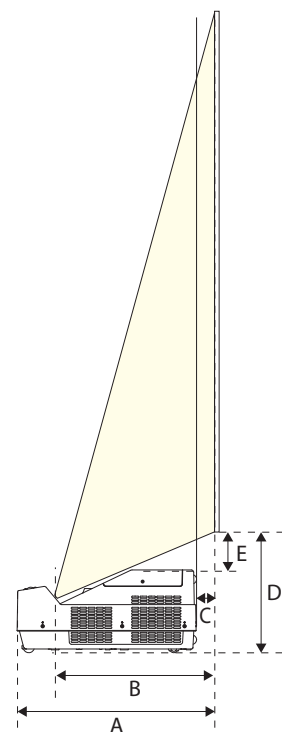## The World's Shortest Throw and a 3D-Ready Expand Projector Possibilities.

PDG-DWL2500
PDG-DXL2000

PDG-DWL2500 — WXGA 2500lm
PDG-DXL2000 — XGA 2000lm

SANYO Presentation Technologies
Toll free: **888-337-1215 www.sanyoprojectors.com**

Large 80" image can be projected from the world's shortest projection distance of 13 inch (DWL2500) / 15 inch (DXL2000)

Projection of a large 80" image at the world's shortest[*1] projection distance of about 13 inch (Distance between projector unit and screen surface) is achieved by newly developed ultra short-focus mirror projection optical unit.

Projection comparison with Wall Installation

DWL2500: 3.4 inch
DXL2000: 5.5 inch

Screen

When suspended from a ceiling or mounted to a wall, these projector can project images onto the screen from a very short distance (3.4 cm / 5.5 inch in the diagram). This allows the projector to be installed in rooms with a low ceiling.

The projection distances in the chart are reference values based on lens design specifications. Since there may be a certain deviation in individual lenses, use the actual product and project images by referring to the projection distance chart and confirm that images are projected in an appropriate size.

*With 80" screen projection
(Aspect ratio DWL2500: 16:10, DXL2000: 4:3)

Previous model
- When standing in front of a projector, a presenter is dazzled by the light shining.
- A presenter blocks the light and the shadows on the screen disturb the projection.
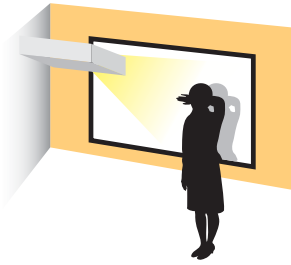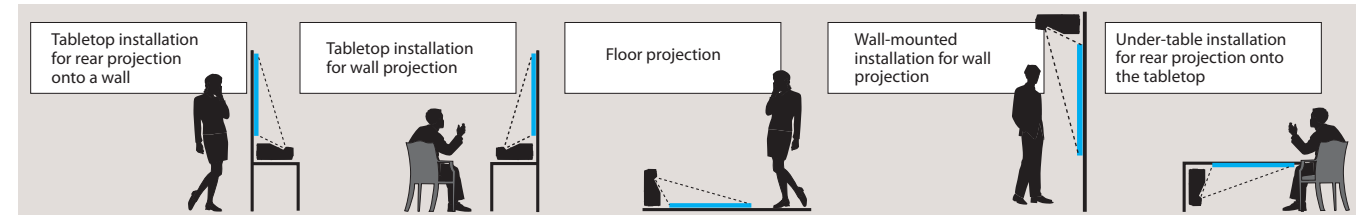
PDG-DWL2500/ DXL2000
- A presenter is hardly dazzled even when standing in front of a projector.
- The shadows are hardly cast on the screen.

PDG-DWL2500 / DXL2000 allowing versatile use, including among others, floor space projection, tabletop projection, and wall-mounted projection

By making use of the main features of the these model's extremely wide angle and the short distance of projection needed, adding to traditional uses of projectors, many new and various types of applications and locations become available.

Tabletop installation for rear projection onto a wall

Tabletop installation for wall projection

Floor projection

Wall-mounted installation for wall projection

Under-table installation for rear projection onto the tabletop

Note: The above is an image only for explanation.

Compact design for saving space of the floor or other installations

A compact projector unit measuring 12.6" (width) x 7.0" (height) x 15.2" (depth), which is about half the size of a conventional model, with the development of a new DLP® format compact optical engine for PDG-DWL2500 / DXL2000, and new optical components.

Occupied Volume Reduced by half

Width 12.6"
Depth 15.2"
Height 7.0"

10 W speaker

Along with its mobility, this projector features a high-output 10 W speaker that delivers enough audio authority for this projector to be used in conference rooms, classrooms, and other spaces without the need for a separate audio system.

Long Life Filter

A metal mesh prevents the entry of large dust particles. The filter itself, concentrates mainly on the air intake section for the lamp to prevent the entry of fine dust particles. This enables an estimated 4,000-hour[*2] filter replacement cycle and reduces maintenance hassles.

*1 Lamp Mode: Eco

Other Features

- 16:10 wide-screen aspect ratio - Brightness[*3] : DWL2500: 2500 lm, DXL2000: 2000 lm - High-Contrast[*3] : 2000:1 - HDMI Terminal - Easier Lamp Replacement - A Wired LAN Network Control Function - Digital Zoom Function - Direct ON / OFF Function
- Vertical Keystone Correction (±5 degree) - Color Board Mode[*4] (Red, Blue, Yellow, Green, Black board)
*2 When Lamp Mode: Normal, and Image Mode: Dynamic are selected.
*3 The colors of images projected onto color board may vary from those of the original input signal.

3D Ready [*4]

PDG-DWL2500 / DXL2000 have 3D ready[*4], a feature that is rapidly gaining popularity. The "Frame Sequential Display Format"[*5] for 3D technology enables the viewing of 3D images when wearing 3D glasses.

Corporate customers can use the new products for more realistic and effective presentations, such as 3D product presentations for sales pitches, design evaluations for architect or enginering displays.

In the entertainment market, the new projectors can be used in various new ways such as the projection of 3D games in an amusement arcade.

*4 The only compatible 3D image signal is the "Frame Sequential" format. The Frame Packing and Side-by-side formats are not supported. A certain 3D signals are not supported. Please refer to the user's manual for further information. Active Shutter format 3D glasses (sold separately) are required in order to view projected images in 3D.
*5 "Frame Sequential Display Format" is a technology that rapidly alternates between left-eye and right-eye images.

Education
Learning with 3D images much increase student's interest, even some contents that is difficult to understand in 2D!
The understanding level and the learning effect improve!

Amusement
It is possible to enjoy playing soccer game by projecting Interactive images on the floor! You can have new experience you have never done!

Museum
With moving dinosaur in 3D, it is possible to have immersive experience as if you are in that era! Visitors would be satisfied a lot!

Business
Showing the owner or prospective buyer rendering in 3D increases reality and persuasion. Moreover, making perspective in 3D eliminates the need for modeling and allows cost reduction!

Note: The above is an image only for explanation.

NVIDIA® 3D Vision™

3D ready for PDG-DWL2500 / DXL2000 are compatible with NVIDIA® 3D VISION. NVIDIA 3D Vision PC supports over 400 existing PC games and keeps increasing in number. You can easily experience 3D world that will continue to grow such as digital photographs, Blu-ray 3D movies, streamings and videos.

PDG-DWL2500 / DXL2000 + NVIDIA® 3D Vision Kit + Compatible NVIDIA® GeForce Graphics Card + PC with Microsoft Windows Vista or Windows7

DLP-Link and IR format

PDG-DWL2500 / DXL2000 are compatible with the active shutter glasses of both DLP-link and IR format.

DLP-Link
The image involves the synchronized signal and needless to prepare the emitter to watch 3D images.
Required tools: 3D contents + 3D compatible display device + 3D compatible glasses (DLP-Link)

IR format
These projector are mounted with 3D sync out and capable of connecting IR emitter.
Required tools: 3D contents + 3D compatible display device + 3D compatible glasses (IR format) + IR emitter

PDG-DWL2500
| WXGA | 2500 lm |

PDG-DXL2000
| XGA | 2000 lm |

DLP TEXAS INSTRUMENTS

DLP 3D READY

NVIDIA 3D VISION READY

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