



MP8780 Multimedia Projector

Operator's Guide

MP8780 Projecteur multimédia Guide de l'opérateur

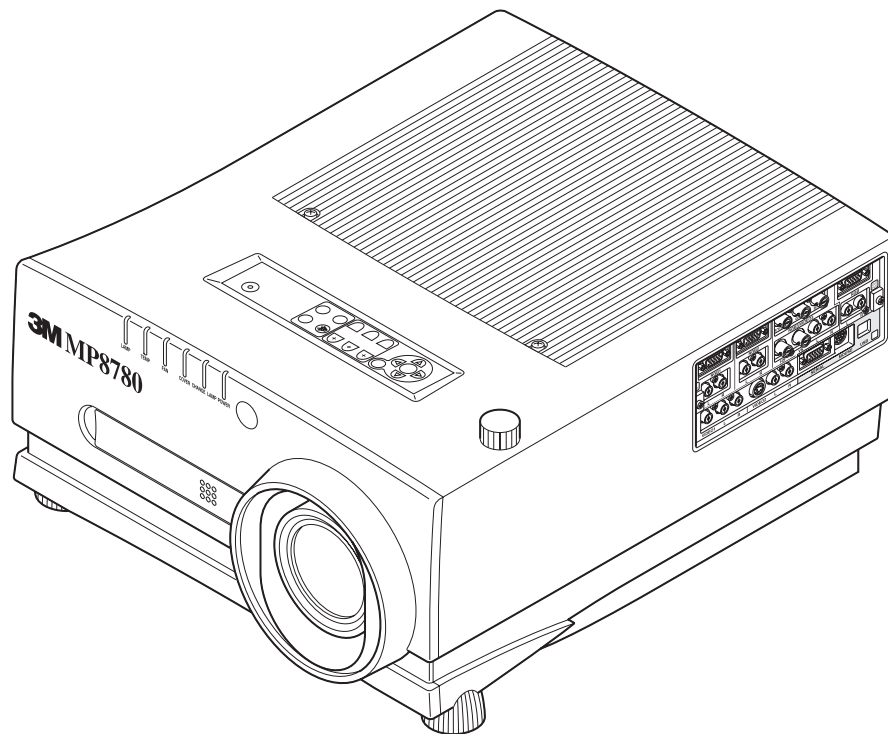
MP8780 Multimedia-Projektor Benutzerhandbuch

Projector de Multimedia MP8780 Manual del Usuario

MP8780 Proiettore Multimediale Manuale dell'operatore

MP8780 Bruksanvisning för multimediprojektor

MP8780 Multimedia Projector Gebruiksaanwijzing



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INTENDED USE

Before operating the machine, please read the entire manual thoroughly. The 3M™ Multimedia Projector 8780 was designed, built and tested for use indoors, using 3M™ brand lamps, 3M™ brand ceiling mount hardware and nominal local voltages. This projector is not intended for household use. The use of other replacement lamps, outdoor operation or different voltages has not been tested and could damage the projector or peripheral equipment and/or create a potentially unsafe operating condition.



IMPORTANT SAFEGUARDS

1. Read and understand all instructions before using.
Pay particular attention to areas where this symbol is shown.

 **WARNING** - Indicates a potentially hazardous situation which, if not avoided, could result in death or serious injury.

 **Caution** - Indicates a potentially hazardous situation which, if not avoided, could result in minor or moderate injury. It may also be used to alert against unsafe practices.


✓ **Note** - Used to emphasize important conditions or details.


2. Close supervision is necessary when any appliance is used by or near children. Do not leave appliance unattended while in use.
3. Never look directly into the projector lens when the lamp is on. The high pressure mercury lamp produces a strong light which could damage your eyesight.
4. Care must be taken as burns can occur from touching hot parts.
5. Do not operate appliance with a damaged cord or if the appliance has been dropped or damaged – until it has been examined by a qualified service technician.
6. Position the cord so that it will not be tripped over, pulled, or contact hot surfaces.
7. If any extension cord is necessary, a cord with a current rating at least equal to that of the appliance should be used. Cords rated for less amperage than the appliance may overheat.
8. Always unplug appliance from electrical outlet before cleaning and servicing and when not in use. Grasp plug and pull to disconnect.
9. To reduce the risk of electric shock, do not immerse this appliance in water or other liquids.
10. To reduce the risk of electric shock, do not disassemble this appliance, but take it to a qualified technician when service or repair work is required. Incorrect assembly can cause electric shock when the appliance is subsequently used.
11. Connect this appliance to a grounded outlet.
12. Do not expose this projector to direct sunlight, or use it outside.
13. Keep all ventilation openings free of any obstructions.
14. Always open the lens shutter or remove lens cap when the projection lamp is on.
15. Do not look directly into light beam of laser pointer. The pointer produces a strong light which could damage your eyesight.
16. The projection lamp contains mercury. Always dispose of it in a proper manner according to local regulations.
17. To avoid premature lamp failure, do not change the mounting position of the projector (desktop  ceiling mount or ceiling  desktop mount) and continue to use the same lamp.
18. Always operate machine on a flat, sturdy surface.

LOCATION OF PRODUCT SAFETY LABELS

Safety labels are used on or within the 8780 projector to alert you to items or areas requiring your attention.

DO NOT REMOVE SCREWS EXCEPT USER SERVICE SCREWS "↓"

 **HIGH TEMPERATURE**
MAY CAUSE BURNS.
REPLACE THE LAMP UNIT ONLY AFTER IT HAS COOLED.
REPLACE WITH THE SAME LAMP UNIT.


 **HIGH VOLTAGE**
MAY CAUSE AN ELECTRIC SHOCK AND ULTRAVIOLET. REPLACE THE LAMP AFTER FIRST REMOVING THE POWER PLUG FROM THE OUTLET. THIS COVER IS PROVIDED WITH AN INTERLOCK. DON'T DEFEAT THIS INTERLOCK.


DO NOT BLOCK THE VENTILATION HOLES (SIDE AND UNDERNEATH) OF THE UNIT. THIS MAY CAUSE A FAILURE.


3M
Visual Systems Division
Austin, TX 78726-9000
LCD PROJECTOR
MOD NO. MP8780


AC100-240V
6.5A-2.7A
50/60HZ
MADE IN JAPAN

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.

  **UL 1950**
LISTED 685Z **E73930**

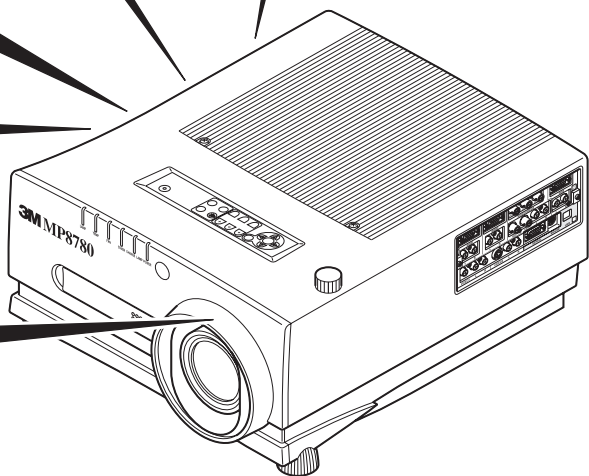
 **CAUTION**
ATTENTION

 **HIGH TEMPERATURE**
MAY CAUSE BURNS.
REPLACE THE LAMP UNIT ONLY AFTER IT HAS COOLED.

 **EXPLOSION**
THE LAMP MAY EXPLODE WHILE IT IS LIT.
HANDLE THE LAMP CAREFULLY SO AS NOT TO DAMAGE IT.

Important
This projection lamp contains mercury. Consult your local hazardous waste regulations and **dispose of this lamp in a proper manner.**

WARNING
DO NOT STARE DIRECTLY INTO THE PROJECTION LENS.



SAVE THESE INSTRUCTIONS

The information contained in this manual will help you operate and maintain your 3M MP8780 Multimedia Projector.

LIMITED WARRANTY

3M warrants this product against any defects in material and workmanship, under normal usage and storage, for a period of two years from date of purchase. Proof of purchase date will be required with any warranty claim. In the event this product is found to be defective within the warranty period, 3M's only obligation and your exclusive remedy shall be replacement of any defective parts (labor included).

To obtain warranty service, immediately notify the dealer from which you purchased the product of any defects. In the USA call 1-800-328-1371 for warranty or repair service.

LIMITATION OF LIABILITY

THE FOREGOING WARRANTY IS MADE IN LIEU OF ALL OTHER WARRANTIES, EXPRESSED OR IMPLIED, AND 3M SPECIFICALLY DISCLAIMS ANY IMPLIED WARRANTY OF MERCHANTABILITY AND FITNESS. 3M SHALL NOT BE LIABLE FOR ANY DAMAGES, DIRECT, CONSEQUENTIAL, OR INCIDENTAL, ARISING OUT OF THE USE OR INABILITY TO USE THIS PRODUCT.

Important: The above warranty shall be void if the customer fails to operate product in accordance with 3M's written instruction. This warranty gives you specific legal rights and you may have other rights which vary from state to state.

FCC STATEMENT - CLASS A: This equipment generates, uses and can radiate radio frequency energy, and if not installed and used in accordance with the instruction manual may cause interference to radio communications. It has been tested and found to comply with the limits for a Class "A" computing device pursuant to Subpart B of Part 15 of the FCC Rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference in which case the user at his/her own expense will be required to take whatever measures may be required to correct the interference.

EEC STATEMENT: This machine was tested against the 89/336/EEC (European Economic Community) for EMC (Electro Magnetic Compatibility) and fulfills these requirements.

Video Signal Cables: Double shielded coaxial cables (FCC shield cable) must be used and the outer shield must be connected to the ground. If normal coaxial cables are used, the cable must be enclosed in metal pipes or in a similar way to reduce the interference noise radiation.

Video Inputs: The input signal amplitude must not exceed the specified level.

PATENTS, TRADEMARKS & COPY RIGHTS

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Section 1: Unpack

1.1 Contents of Shipping Box

The 3M™ MP8780 Multimedia Projector is shipped with the necessary cables required for standard VCR, PC, MAC™ II or laptop computer connections. Carefully unpack and verify that you have all of the items shown below in Figure 1.1. If any of these items are missing, please contact your place of purchase.

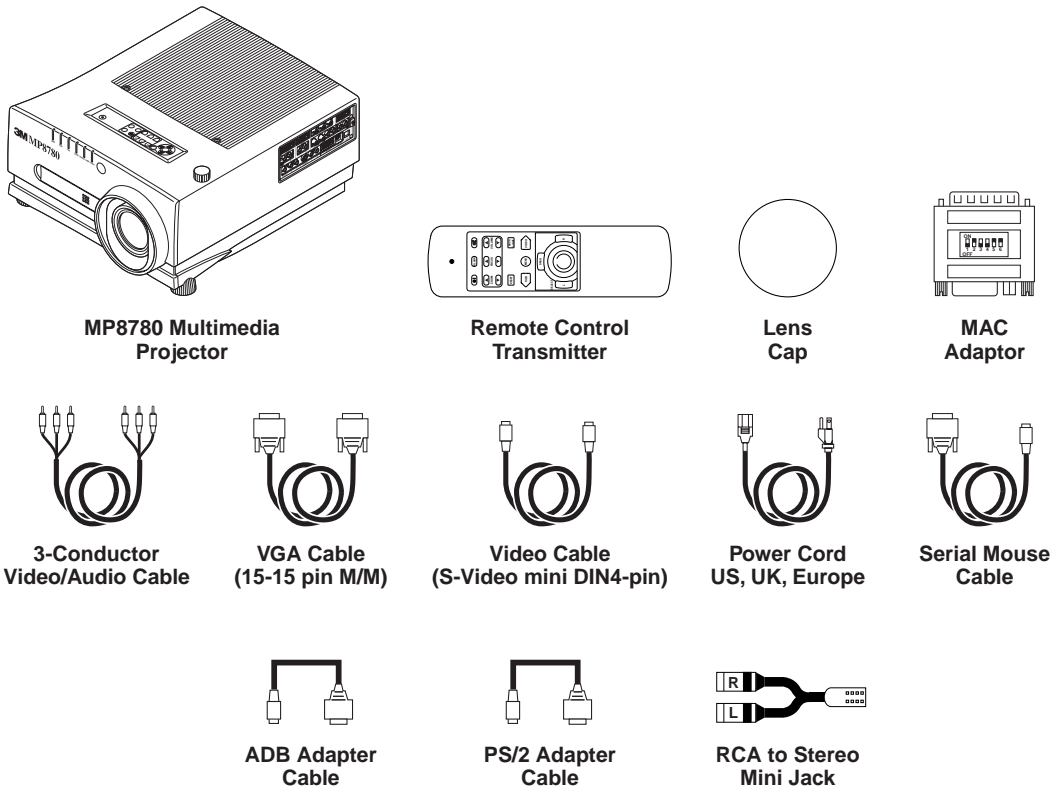


Figure 1.1 Inventory of Shipping Box

1.2 Optional Accessories

- RS-232 control cable (1)
- Gender Change SVGA MAC Monitor Adaptor (1)
- USB mouse cable (1)

1.3 Keep Your Packing Materials

✓ Important

Save the shipping box and packing materials in the event the MP8780 should require shipping to a 3M Service Center for repair.

1.4 What's Next?

After you have unpacked the MP8780 system and identified all the parts, you are ready to set up the projector.

We hope you will enjoy using this high performance product in your meetings, presentations and training sessions.

This product has been produced in accordance with 3M's highest quality and safety standards to ensure smooth and trouble free use in the years to come.

Section 2: Product Description

2.1 Machine Characteristics

The MP8780 Multimedia Projector integrates ultra-high bright lamp and polysilicon LCD display technology into a single unit. It accepts input from three different computer sources and three video/audio sources and projects a bright, super crisp image. Switching your presentation from a computer input to a video input, and then back to a computer input simply requires the push of a button on the remote control keypad or control panel keypad.

The MP8780 Multimedia Projector offers the following features:

- Ultra-high brightness projection lamp
- Real XGA (1.8 inch XGA HTPS LCD panels with high aperture ratio)
- Intelligent scaling for UXGA, SXGA, XGA, SVGA, VGA
- Automatic optimum source selection display
- USB, Serial, PS/2 and Apple Desktop Bus (ADB) mouse emulation
- Manual lens shift without keystone correction
- Power zoom and focus
- Freeze and Magnify Functions
- Picture-in-picture (PIP)
- Timer function
- Two internal stereo speakers (3W x 2)
- Three computer inputs: RGB1, RGB2, RGB3 (BNC)
- Three video inputs: Video1, Video2, Video3
- Easy to set up and use
- Ability to display 16.7 million colors
- Digital Gamma Correction
- High resolution and component video compatible
- Higher resolution for video by de-interlacing
- Full function remote control
- Volume control for external speakers
- RS-232 control capability
- Horizontal and vertical image inverting
- Horizontal and vertical image position control
- Automatic keystone correction
- On screen menus in seven languages
- IR remote control sensor in front/rear
- Color balance control for data/video
- Optional ceiling mount kit

✓ Note

The MP8780 is one of the brightest projectors in the marketplace. The brightness of your machine will vary depending on the ambient room conditions and contrast/brightness settings.

2.2 Part Identification List

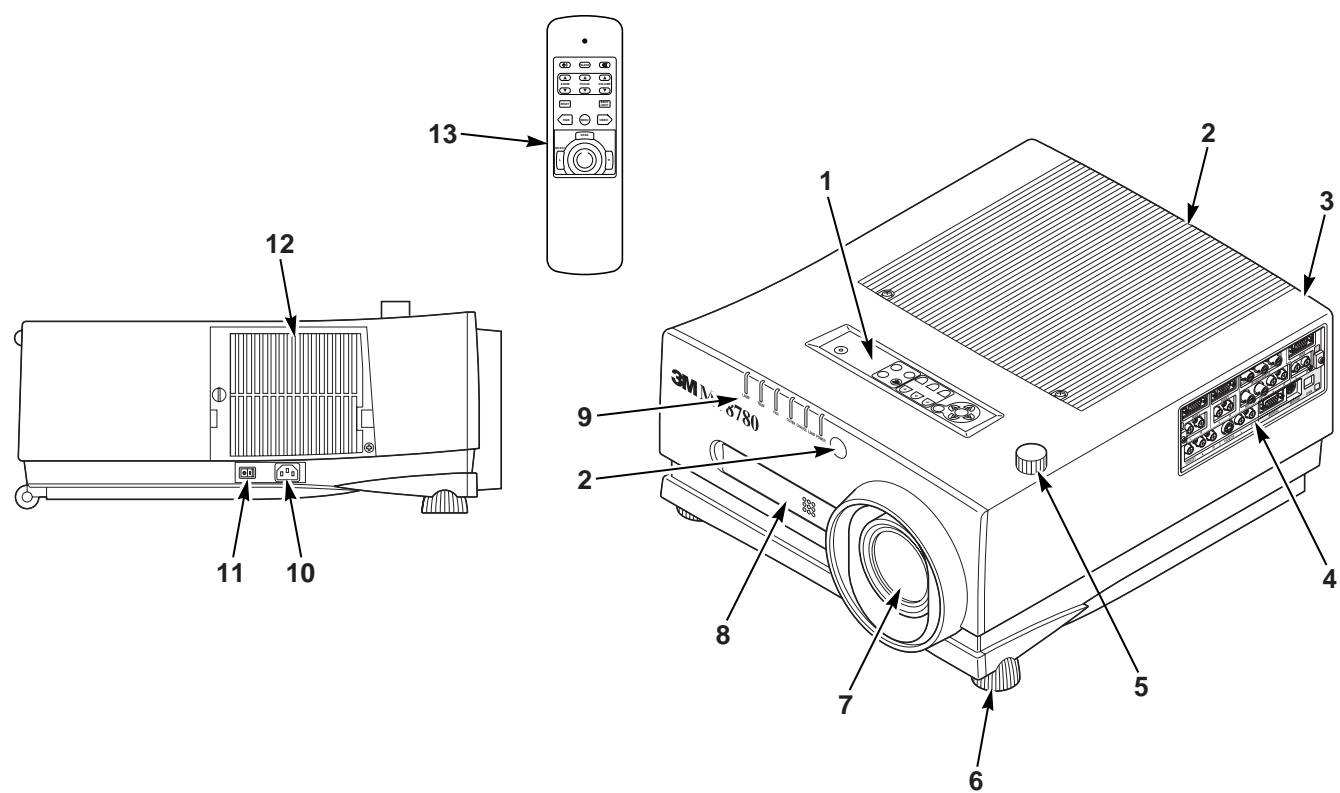


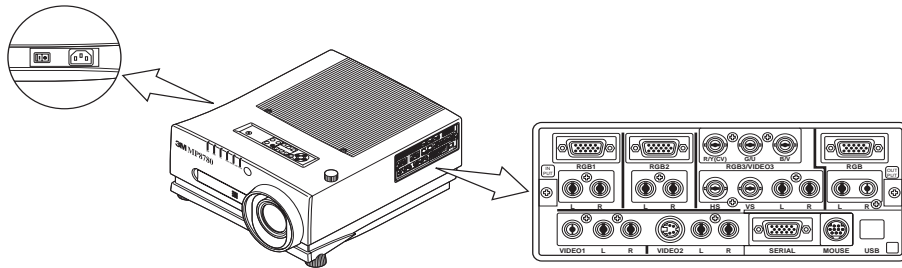
Figure 2.2 Identifying MP8780 Parts

- | | |
|--|---|
| <ol style="list-style-type: none"> 1. Operation Panel <ol style="list-style-type: none"> a) STANDBY/ON button b) Input Source: RGB/Video c) Mute, Blank, Volume, Zoom, Focus d) Display Menu (On/Off) e) Select button (select displayed value) f) Arrow Direction buttons (left/right or up/down) 2. Remote Control Sensors (front/back) 3. Stereo Speakers 4. Terminal Connection Panels <ol style="list-style-type: none"> a) S-Video, Video, Audio inputs b) RGB1, RGB2 and RGB3 inputs c) RGB output d) Audio L/R input, Audio output (RCA jack) e) RS-232 Control f) UBS Port g) Mouse control port (serial/PS/2/ADB) h) RGB3 or component video (BNC) | <ol style="list-style-type: none"> 5. Image Shift Control 6. Height Adjustment Feet 7. Projection lens 8. Carry Handle 9. LED Indicators <ol style="list-style-type: none"> a) Lamp b) Temperature c) Fan d) Cover open e) Change lamp f) Power On 10. AC Power Cord Input 11. Main Power Switch (On/Off) 12. Lamp Access Door 13. Remote Control Transmitter |
|--|---|

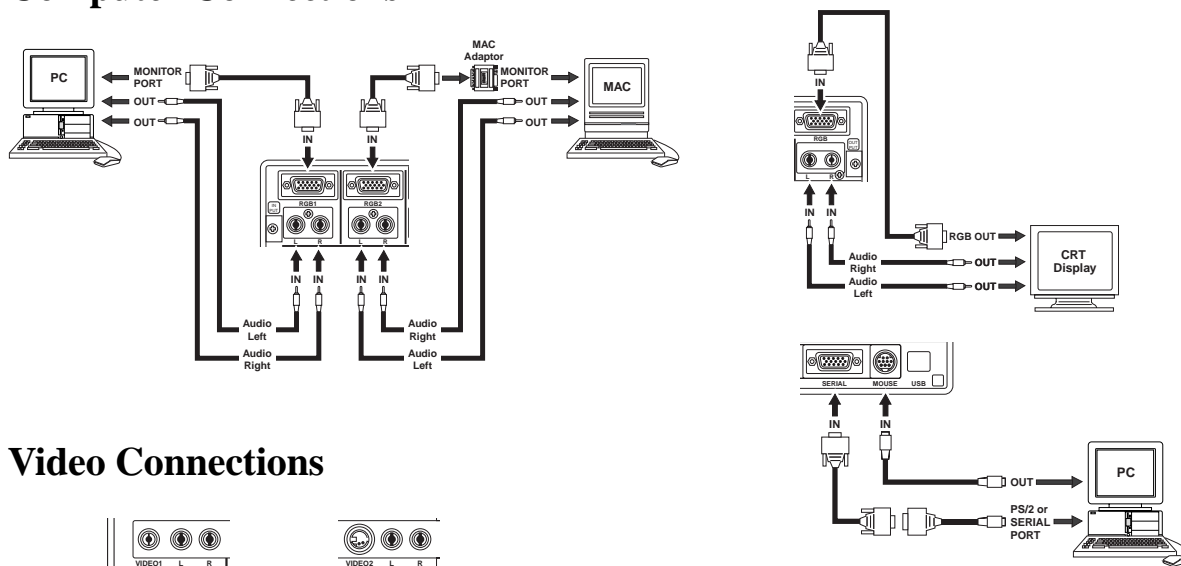
2.3 System Setup - Connecting Various Equipment

It only takes a few minutes to connect the 3M™ Multimedia Projector MP8780 to your computer, VCR, or other device. Always disconnect the projector power before connecting any cables.

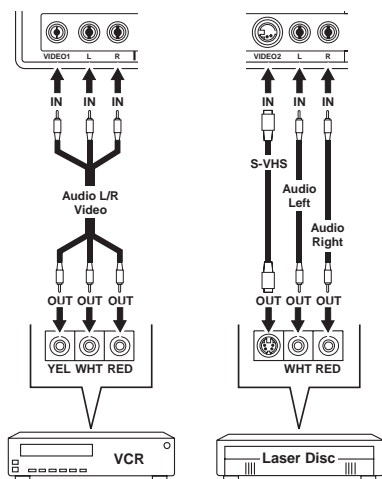
Connection Terminals



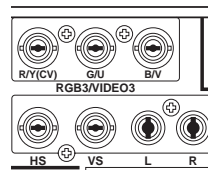
Computer Connections



Video Connections



BNC Connections



! Caution

Turn power off to all devices before making connections. Never plug anything into the projector or computer while any device is in operation.

The MP8780 must be powered down when making connections. The mouse emulation (except USB) may not work if the unit is not powered down before the mouse cable connections are made.

2.3 System Setup - Connecting Various Equipment (continued)

BNC Connections

There are four kinds of usage for BNC connectors:

	Purpose	Usage of BNC					Menu Selection	
		R/Y(CV)	G/U	B/V	HS	VS	Selection1	Selection2
Usage 1	RGB Input	Red	Green	Blue	HS	VS	RGB3	
Usage 2	Component Input	Y	U	V	NC	NC	VIDEO3	YUV
Usage 3	CV	CV	NC	NC	NC	NC	VIDEO3	CV/S
Usage 4	S-video	Y	C	NC	NC	NC	VIDEO3	CV/S

(Note): NC No Connection

Usage 1: Selecting "RGB" determines the usage of BNC as RGB Input.

Usage 2: Selecting "VIDEO3" and "YUV" determines the usage of BNC as Component Input.

Usage 3/4: Selecting "VIDEO3" and "CV/S" determines the usage of BNC as CV or S. Usage of BNC as CV or S is determined automatically by detecting input signal by the projector.

On the above table, "Selecting 1" is done by direct "RGB" or "VIDEO" button of Operation Panel or Remote Controller. Selection 2 is done by "MENU" button and selecting "OPTION"-1st layer, "BNC"-2nd layer and "YUV/CV/S"-3rd layer.

Apple™ Desktop Mouse - The Macintosh operating system should recognize the MP8780 as a mouse without any drivers being loaded.

VirtualMouse for PC Computer - For IBM™ compatible computers, the operating systems will need to be set to "Serial Mouse," "PS/2 Mouse" or "USB Mouse" to recognize the projector as a mouse pointer device.

Change mouse driver information to "Serial Mouse", "PS/2 Mouse" or "USB Mouse".

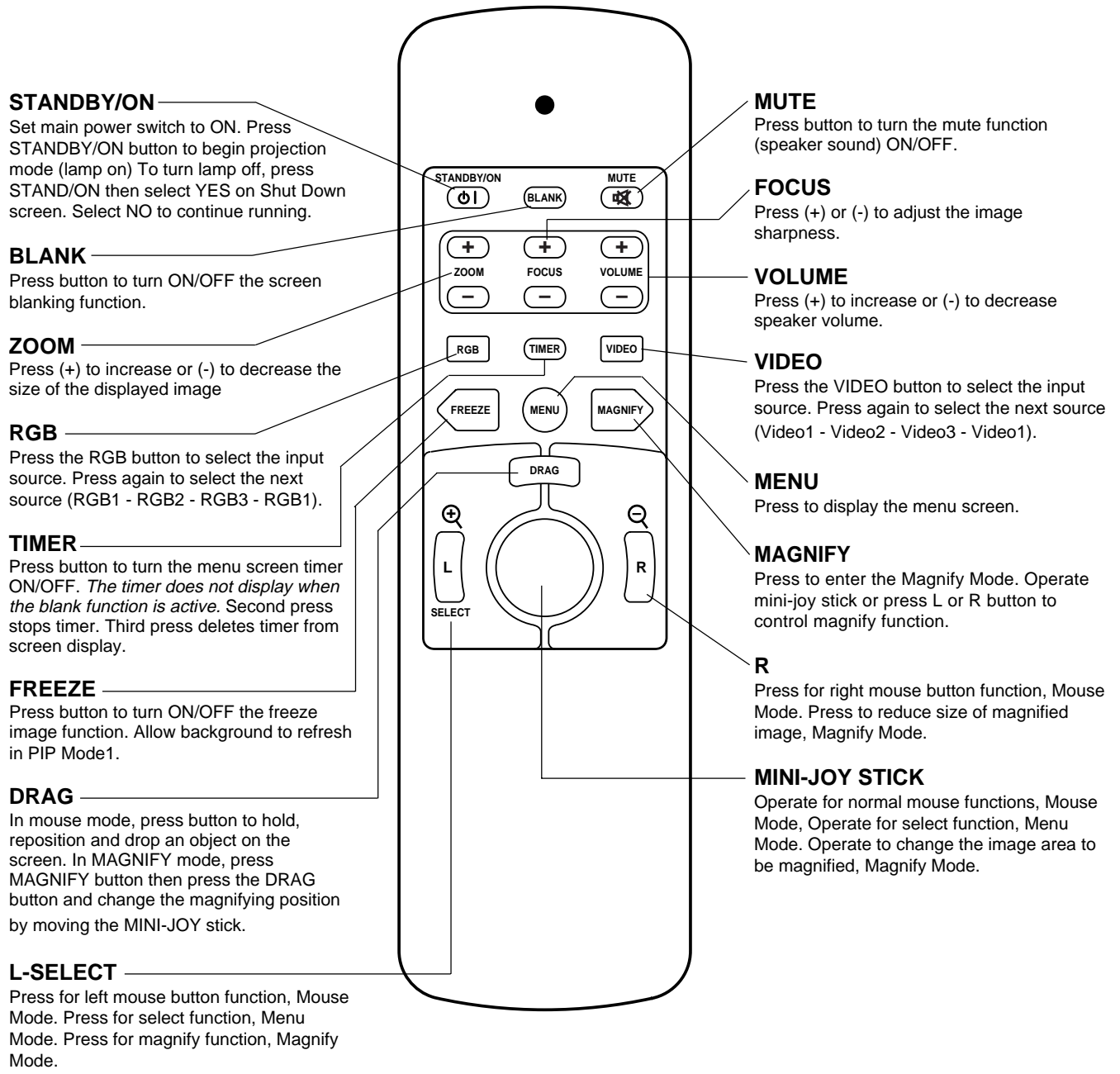
- a) **Windows™ 95/Windows™ 98** - Click "Start;" select "Settings;" select "Control Panel." Click on "Mouse;" select the "General" tab; (see what driver is currently loaded and make note of it); select "Change;" select "Show all devices;" (make note of the current Manufacturer and Model); select "Standard Mouse Type" for Manufacturer; then select "Standard Serial Mouse" or "Standard PS/2 Mouse". Click OK to change and apply the new driver. Restart Windows if prompted.
- b) **Windows™ 3.1** - From "Program Manager" click "Main;" then click "Windows Setup," (make note of what the current mouse driver is); Click "Options;" then "Change Systems Settings." Choose "Mouse." It should be listed as "Microsoft or IBM PS/2."

✓ Note

For proper mouse operation, always turn the projector power on first and then power up the computer.

For some laptop computers you may need to disable the internal pointing device (IPD). This is done through the BIOS level set up of the particular machine, or it could be listed in a "Utilities" program group, i.e., "Toshiba Utilities™," or "Thinkpad Features™."

2.4 Remote Control Transmitter Identification



Section 3: Basic Operations

ENGLISH

3.1 Projector Startup

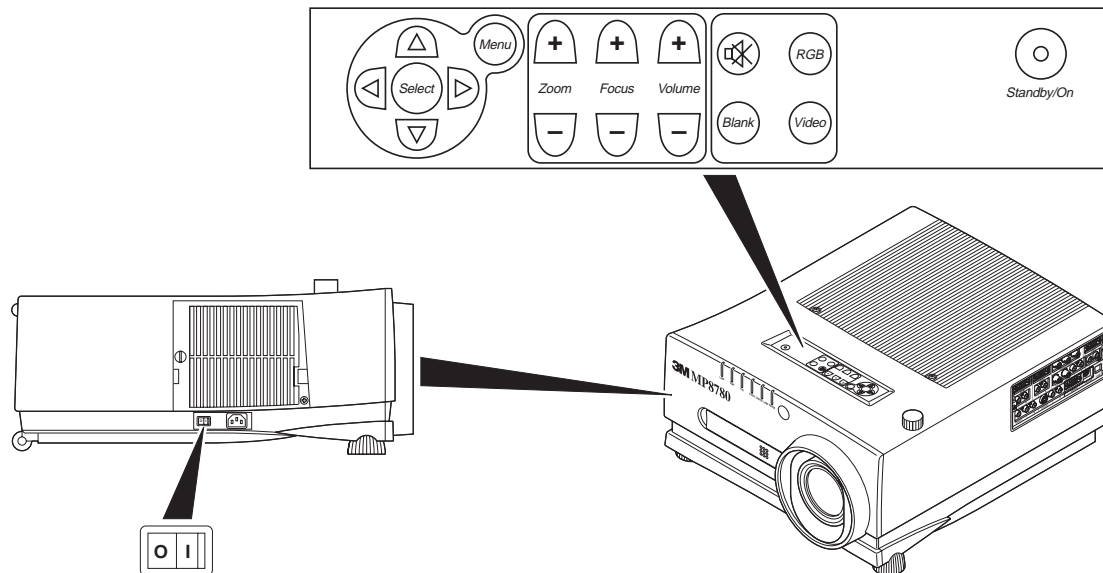






Figure 3.1 Projector Controls

1. Make all cable connections and line hookups with the power off.
2. Turn the **POWER SWITCH**  of the projector on. The ON indicator will light up orange.
3. Press the **STANDBY/ON** button . The ON indicator blinks (green) and then lights (green). The ON indicator will blink green during warm-up and lamp ignition. When power is turned off, there is a 90 second reset period before the STANDBY/ON button will function again.
4. Adjust the screen size by pressing the **ZOOM +/-** button.
5. Adjust the sharpness by pressing the **FOCUS +/-** button.
6. Turn on all connected equipment. Refer to section 2.3.
7. Press the **RGB/VIDEO** button on the projector or remote to select the source of the signal to be projected on the screen. The selected signal input is displayed at the top right of the screen. The display will show the **last selected input source** before power was turned off.

3.2 Projector Shutdown

1. In projection mode, press the **STANDBY/ON** button . The Shut Down screen will display. Select the YES option (press arrow button or mini-joy stick) to turn off. The fan will continue to run for approximately 90 seconds.
2. Turn the **MAIN POWER SWITCH**  of the projector off.

Caution

Do not turn off the POWER SWITCH before pressing the STANDBY/ON button. After the STANDBY/ON button is pressed, the fan rotates for about 90 seconds to cool the projector.

3. Attach lens cap to protect projection lens.
4. Disconnect cables if moving projector to new location.

Section 4: Adjustments and Functions

4.1 Menu Navigation

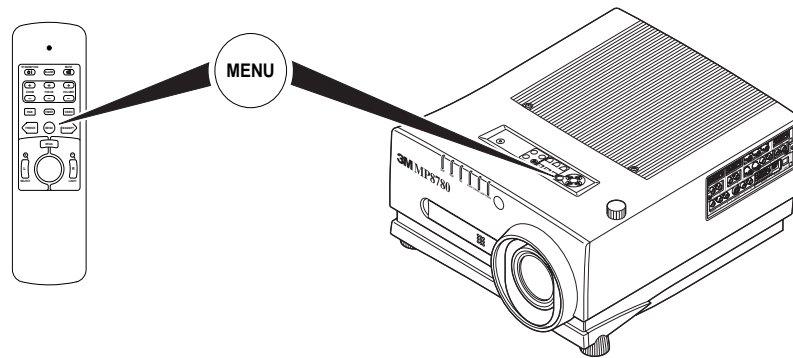


Figure 4.1 Menu Button

1. **Press MENU button on projector or remote control.**
On-screen menus are displayed on the screen.
2. **Select the sub-menu (SETUP, IMAGE, OPTION) to be adjusted using the SELECT (◀ ▶) buttons or MINI-JOY STICK.** Selected Menu is highlighted.
3. **Select the sub-menu item to be adjusted using the SELECT (▲ ▼ ◀ ▶) buttons or MINI-JOY STICK.** Highlighted items may be adjusted.

✓ **Note**

Separate settings are provided for the VIDEO1, VIDEO2, RGB1, RGB2 and RGB3 input terminals. Adjustments are saved after power off.

4.2 How To Use Height Adjustment Feet

Adjust the image elevation using the height adjustment at the front of the projector.

1. Raise the front end of the projector so the feet are not touching the table top.
2. Rotate or retract each foot to the desired height.

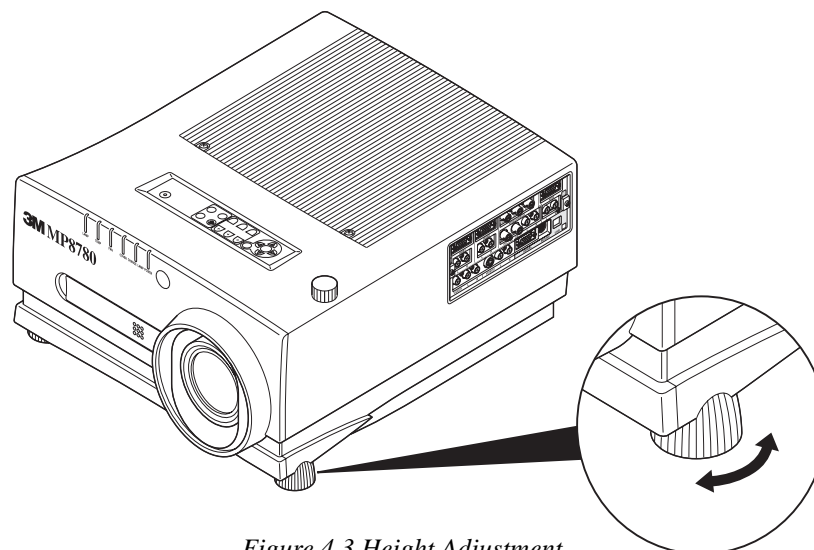


Figure 4.3 Height Adjustment

4.3 SETUP

The SETUP sub-menu is used to adjust and move the image position. The projector will display either the RGB (Figure 4.4) or Video (Figure 4.5) menu according to the input source being projected.

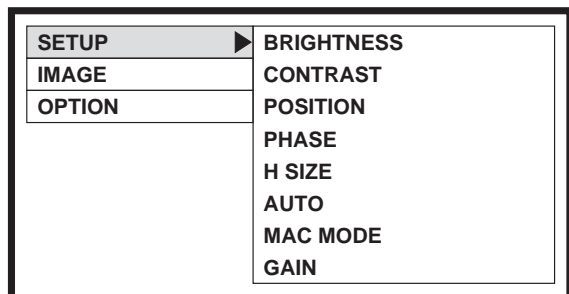


Figure 4.4 RGB Signal

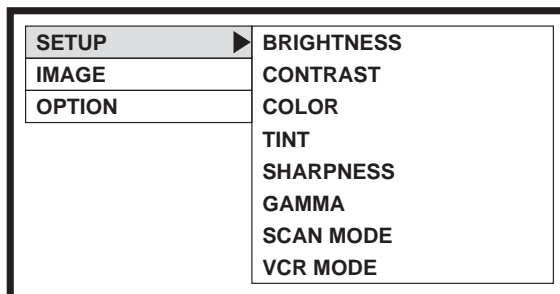


Figure 4.5 Video Signal

Set Menu - RGB Input/Video Input

RGB Screen	Video Screen	Value/Position	Factory Setting
BRIGHTNESS	BRIGHTNESS	±00 —— —— (-10~+10)	±00
CONTRAST	CONTRAST	±00 —— —— (-10~+10)	±00
POSITION		H±000 (±127) V±000 (±127)	±000 ±000
PHASE		00 (0~19)	00
H SIZE		±00 (±64)	±00
AUTO		✓ H SIZE ✓ POSITION ✓ PHASE GAIN	yes yes yes no
MAC MODE		On=MAC has priority Off=VESA has priority	off
GAIN		R ±00 (±64) G ±00 (±64) B ±00 (±64)	R ±00 G ±00 R ±00
	COLOR	±00 —— —— (-10~+10)	±00
	TINT	±00 —— —— (-10~+10)	±00
	SHARPNESS	±00 —— —— (-10~+10)	±00
	GAMMA	±00 —— —— (-10~+10)	±00
	SCAN MODE	Movie (video) Photo (still photo)	movie
	VCR MODE	On (VCR mode) Off (normal)	Off

✓ **Note**

- TINT cannot be adjusted with a PAL, M-PAL or SECAM video signal input.
- TINT, COLOR and SHARPNESS cannot be adjusted with an RGB signal input.
- V. POSIT, H. POSIT, H. PHASE and H. SIZE cannot be adjusted with a VIDEO signal input.
- Menu operation is not possible during magnify or freeze functions.

4.4 IMAGE

The IMAGE sub-menu is used to change the image characteristics.

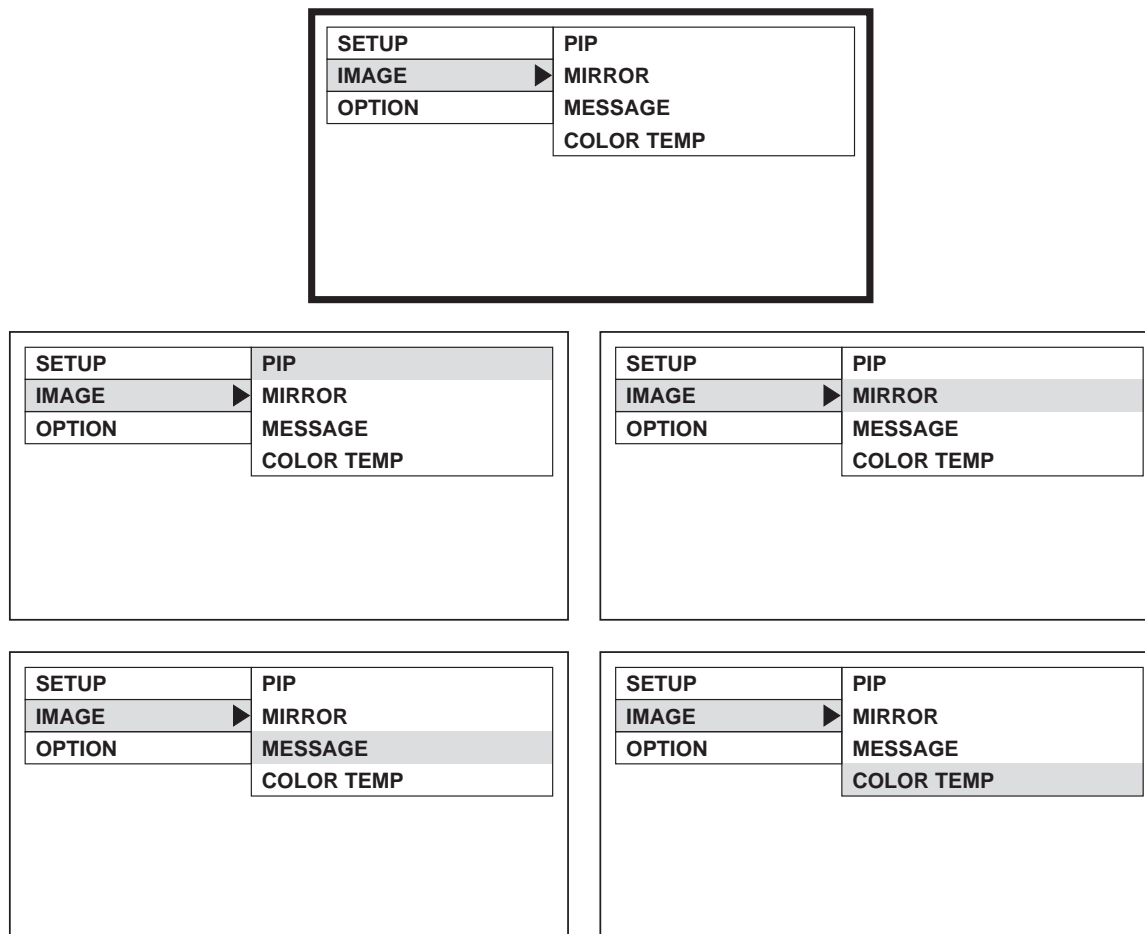


Figure 4.6 Image Adjustment Screens

IMAGE MENU

Adjustment Screen	Value	Description	Default
PIP	OFF – Reset PIP mode ON1 – Computer input frozen, no screen updates occur ON2 – Screen Refreshed		OFF
MIRROR	NORMAL – Standard tabletop projection (no inversion) H INVERT – Rear projection application		NORMAL
MESSAGE	ON – display messages OFF – do not display messages		ON
COLOR TEMP	NATIVE - Maxiun brightness COOL - High temperature MEDIUM - Medium temperature WARM - Low temperature		COMPUTER: NATIVE VIDEO: MEDIUM

4.5 OPTION

The OPT. sub-menu allows you to control communication function.

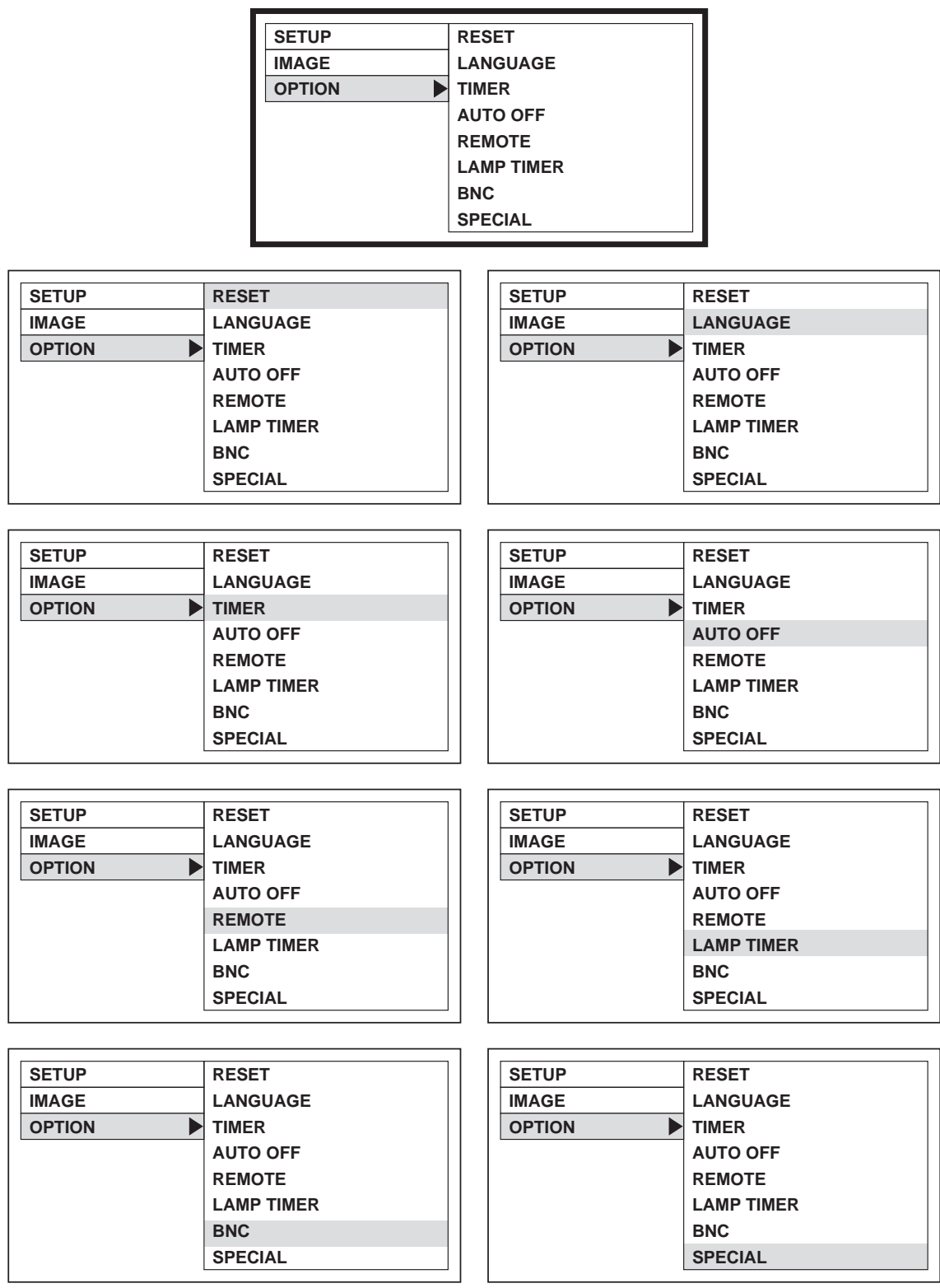


Figure 4.7 OPTION Adjustment Screens

4.5 OPTION (continued)

OPTION MENU

Adjustment Screen	Value	Description	Default
RESET		DEFAULT – Reset to factory default settings LAMP TIMER – Reset lamp timer hours to zero	
LANGUAGE		ENGLISH FRANCAIS DEUTSCH HOLLANDS (NEDERLANDS) DUTCH ITALIANO SVENSKA	ENGLISH
TIMER		POSITION 1 – Display timer in lower right of screen POSITION2 – Display timer in center of screen	POSITION 1
AUTO OFF		YES – automatic power off after 10 minutes of no input NO – manual power off	NO
REMOTE		Both – Enable front & rear sensors FRONT – Enable front sensor only REAR – Enable rear sensor only OFF – Turns off sensors	BOTH
LAMP TIMER		CURRENT TIMER – Displays current lamp operating hours	
BNC		YUV – Selects component video CV/S – Selects composite or S-video	YUV
SPECIAL		FIRMWARE REV – Display revision level of Firmware, Input type, horizontal/vertical frequency	

Section 5: Maintenance

5.1 Cleaning the Air Filter

✓ Note

Clean the air filter about every 50 hours, if air is restricted due to dust accumulation on filter, the projector may shut down due to overheating.

1. Turn off the **MAIN POWER** switch of the projector and pull out power cord. Let cool for 20 minutes.
2. Remove the air filter from the bottom of projector. Push down on tabs (1), open cover (2) and slide cover off (3).
3. Turn cover over and carefully remove foam air filter screen (4).
4. Clean foam screen and metal screen using a vacuum cleaner.
5. Re-install air filter and replace air filter door.

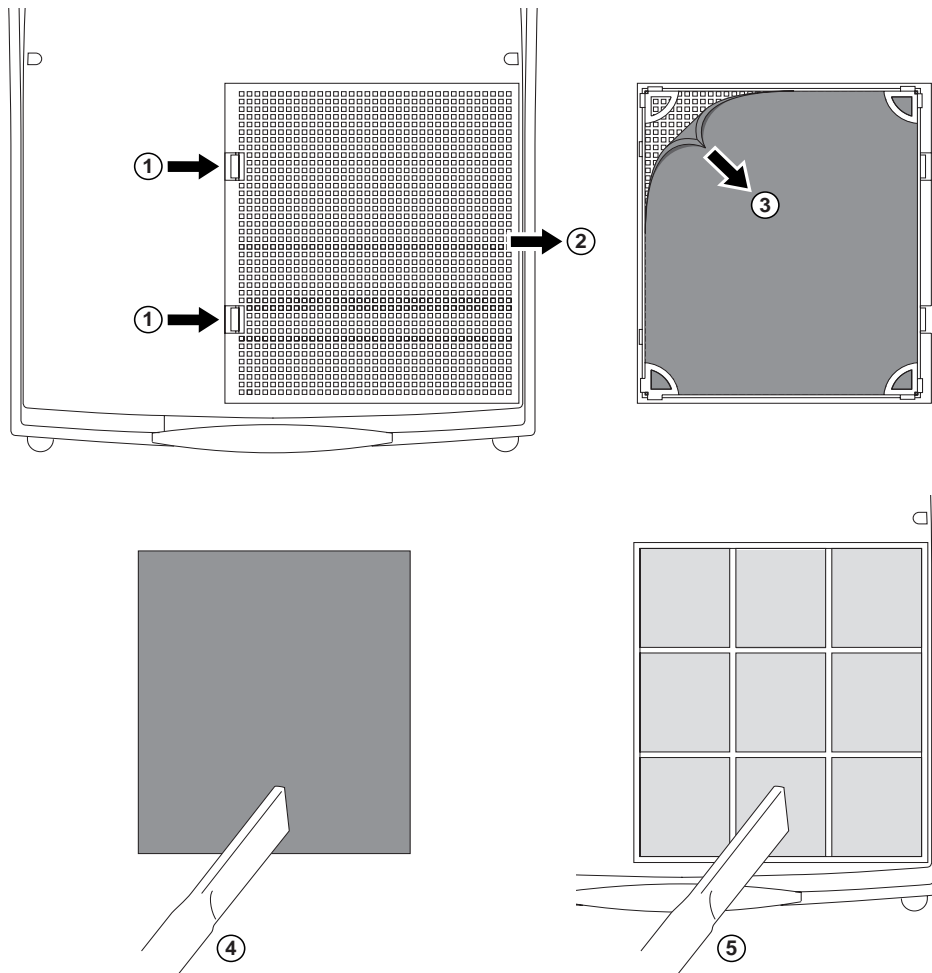


Figure 5.1 Remove Air Filter

Section 6: Lamp

6.1 Lamp

The following symptoms may indicate a lamp in need of replacement:

- LAMP indicator lights up red.
- "CHANGE THE LAMP" message appears on the screen.

✓ **Note**

This lamp contains mercury. Consult your local hazardous waste regulations and **dispose of this lamp in a proper manner**.

6.2 Display Lamp Operation Hours

The lamp operating hours will display when the projector is powered up.

When the lamp operating hours reach 950 hours, the message "CHANGE LAMP" will display and the change lamp indicator will flash red. When the operating hours exceed 1000 hours, the message "CHANGE LAMP NO LIFE" will display and the projector power will automatically turn off after 10 minutes.

✓ **Note**

After normal lamp operating time has expired, the projector will only run for 10 minute intervals when restarted until the lamp is replaced and the lamp timer is reset. The message "CHANGE LAMP" will display in red at projector start up to remind you to change the lamp.

6.3 Replacing the Lamp

⚠ WARNING

To reduce the risk of electrical shock, always turn off projector and disconnect power cord before changing lamp.

⚠ Caution

To reduce the risk of severe burns, allow the projector to cool for at least 45 minutes before replacing the lamp.

To reduce the risk of cuts to fingers and damage to internal components, use caution when removing lamp glass that has failed and shattered into sharp pieces.

✓ Note

For maximum lamp life, do not apply shock, handle or scratch the lamp glass when it is hot. Also, do not use an old or previously used lamp as a replacement lamp.

1. **Loosen cover retaining screws:** The lamp access cover is located on the side of the projector. Use a screwdriver to uncrew the retaining screws (1) on the left and right side of the cover.
2. **Remove lamp cover:** Press the spring tabs on each side of the cover and gently remove the lamp cover (3).
3. **Loosen lamp retaining screws:** Use a screwdriver to unscrew the lamp module retaining screws (4).
4. **Remove lamp module:** Carefully slide the lamp module out (5) of the projector.

⚠ Caution

To reduce the risk of cuts to fingers and/or decreasing image quality by touching the lens, do not insert hand into the empty lamp compartment when the lamp has been removed.

5. **Insert lamp module:** Carefully insert the new lamp module (5). Ensure that it is fully seated. Tighten the lamp module retaining screws (4) to secure the lamp module in place.
6. **Insert lamp cover:** Position the lamp cover and depress the spring tabs (2) on each side of the cover to lock it in place.
7. **Tighten retaining screw:** Tighten the cover retaining screws (1) to the cover. After replacing the projection lamp, always reset the lamp operation hours to zero.

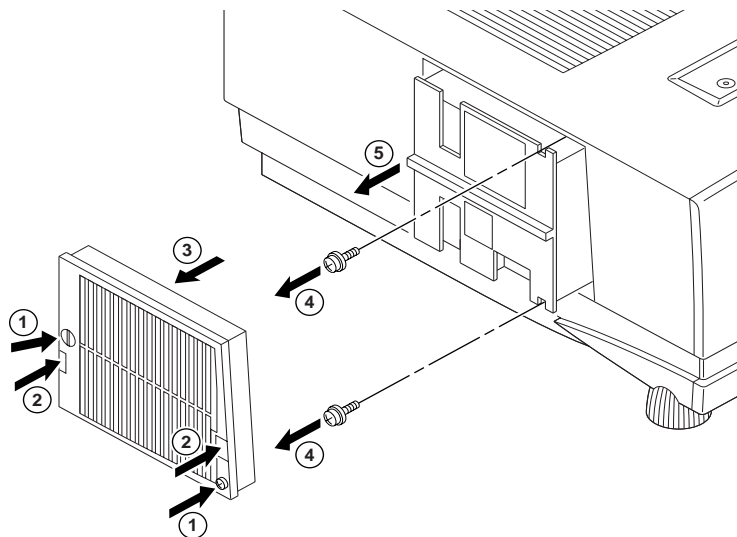


Figure 6.1 Lamp Module

Section 7: Troubleshooting

7.1 Symptom/Solution Table

Symptom	Cause	Solution
Power cannot be turned on.	<ul style="list-style-type: none"> The Main power is not turned on. The power cord is disconnected. 90 seconds have not elapsed since the power was turned off. 	<ul style="list-style-type: none"> Turn the MAIN POWER switch on. Insert the power cord into an AC socket. Wait 90 seconds before turning on power.
No picture and sound.	<ul style="list-style-type: none"> The setting of the input source is not correct. RGB/Video/Audio wiring to projector is not correct. 	<ul style="list-style-type: none"> Set the correct input using the input select button of the projector or the remote control. Connect the cable to correct input/output source.
Sound is heard with no picture.	<ul style="list-style-type: none"> RGB/Video/Audio wiring to projector is not correct. Lens cap is on. 	<ul style="list-style-type: none"> Connect the cable to correct input/output source. Remove lens cap.
Picture is displayed with no sound.	<ul style="list-style-type: none"> Audio wiring to projector is not correct. The volume is set to minimum. The unit is muted. 	<ul style="list-style-type: none"> Connect the cable to correct input/output source. Press the VOL button to increase Volume. Press the MUTE button.
Color is weak and tint is incorrect.	<ul style="list-style-type: none"> The color and tint have been adjusted incorrectly. 	<ul style="list-style-type: none"> Adjust the color and tint correctly.
Picture is dark.	<ul style="list-style-type: none"> The brightness and contrast has not been adjusted incorrectly. The lamp needs to be replaced. 	<ul style="list-style-type: none"> Adjust the brightness and contrast correctly. Replace the lamp with a new one.
Picture is not clear	<ul style="list-style-type: none"> Projector is out of focus. 	<ul style="list-style-type: none"> Adjust the focus and PHASE.
LAMP indicator lights red.	<ul style="list-style-type: none"> Lamp will not ignite. 	<ul style="list-style-type: none"> Turn off power and let cool for 20 minutes, then restart. If problem persists call your dealer.
Cover indicator red.	<ul style="list-style-type: none"> Air filter door on bottom of case is open. 	<ul style="list-style-type: none"> Ensure air filter door is closed.
TEMP indicator red.	<ul style="list-style-type: none"> Temperature inside projector is too hot. 	<ul style="list-style-type: none"> Clear blocked ventilation holes. Clean air filter.

7.2 Message/Solution Table

Error Message Displays	Cause	Solution
NO SIGNAL IS DETECTED.	The projector is not detecting a signal.	Check cable connections to input device. Input device not connected to this input mode, switch to next mode.
INVALID.	The horizontal frequency of input signal exceeds projector capability.	Switch projector to correct resolution. See Appendix A.5
CHANGE THE LAMP. LIFE: 50 HS	Lamp operation time is greater than 950 hours.	Change the projector lamp and reset the lamp operation hours to zero.
CHANGE THE LAMP. NO LIFE.	Lamp operation time is greater than 1,000 hours.	Change the projection lamp and reset the lamp operation hours to zero.

Section 8: Accessories

8.1 Service Information

For product information, product assistance, service information, or to order accessories, please call:

In U.S. or Canada: **1-800-328-1371**

In other locations, contact your local 3M Sales office.

-Accessories

Part Number

Metal Halide lamp module, 440 W	78-6969-8958-7
Power cord (US)	DY-0205-1356-9
Power cord (UK)	DY-0205-1355-1
Power cord (Germany)	DY-0205-1354-4
VGA cable	78-8118-3401-5
MAC adapter	78-8118-3391-8
S-video cable	78-8118-3238-1
3-conductor video/audio cable	78-8118-3234-0
Serial mouse cable	78-8118-3243-1
PS/2 mouse cable	78-8118-3387-6
ADB mouse cable	78-8118-3388-4
Remote Control	78-8118-3649-9
Gender changer	78-8118-3239-9

Not Included with Basic Packet

Part Number

Ceiling mount	78-6969-8921-5
Adjustable height suspension	78-6969-8312-7
Shipping case	78-6969-8955-3
RS-232 control cable	78-8118-3312-4
USB mouse cable	78-8118-8186-7

How to Order

Please order these parts through your dealer, or contact 3M Customer Service at the following number:

In U.S. or Canada: **1-800-328-1371**

In other locations, contact your 3M Sales office.

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Appendix: Technical Information

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- A.2 Dimensions**
- A.3 Projector-to-Screen Distance**
- A.4 Connection to the Video Signal Terminal**
- A.5 Connection to the RGB Signal Terminal**
- A.6 Indicator Status**
- A.7 Connection to the Control Signal Terminal**

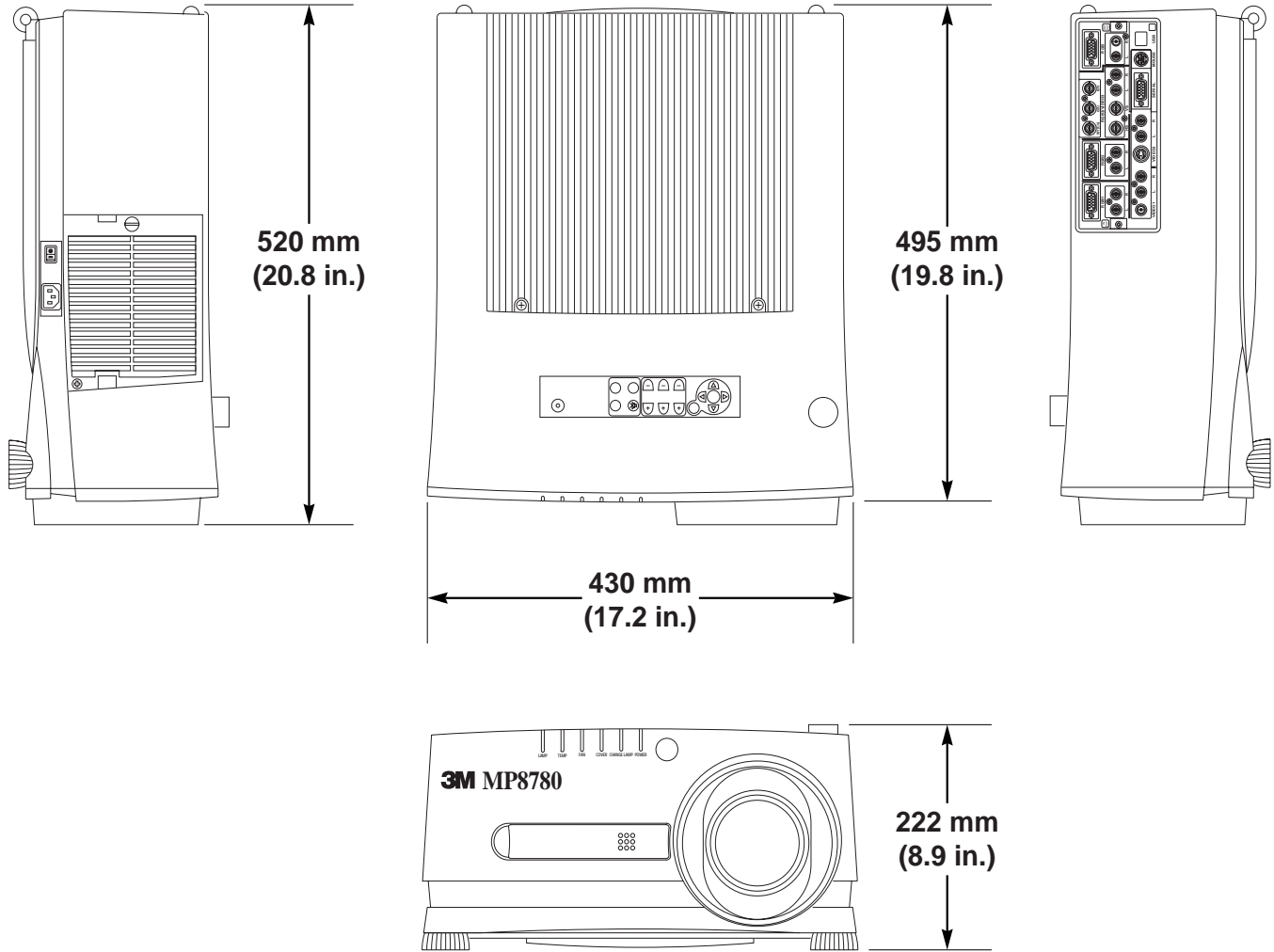
A.1 Technical Specifications

✓ Note

All specifications are subject to change without notice.

Product name		Multimedia projector
Model Name		MP8780
Display system		3 LCD panels, strip pixel configuration.
Liquid crystal panel	Panel size	46 mm (1.8 in.)
	Drive system	TFT active matrix
	Number of pixels	786,432 pixels (V768 × H1024) per panel. 2.36 million total pixels with 3 panels.
Lens		F/Number: F/2.7 – F/3.4 Focal Length: F = 72 – 108 mm (2.8 in. – 4.3 in.)
Lamp		Metal Halide lamp 440W
Speaker (stereo)		2 x 3 watt
Power supply		AC100 ~ 240V, 6.5A ~ 2.9A, 50/60 Hz (Automatic)
Power consumption		630W typical
Operating temperature range		32° ~ 95°F (0° ~ 35°C)
Dimensions		17.2 in. (W) x 8.9 in. (H) x 19.8 in. (D) 430 mm (W) x 222 mm (H) x 495 mm (D)
Weight		16.0 kg (35 lbs.)
Input/Output terminal	video signal input terminal	S VIDEO : Mini DIN 4pin terminal VIDEO : RCA Jack terminal + BNC AUDIO : RCA Jack terminal
	RGB input/output signal terminal	RGB signal : D-sub 15pin (Female) AUDIO : RCA Jack + BNC
	Control terminal	D-sub 9pin (Male)
	Mouse	MD 9pin (serial/PS2/ADB)
	USB	4pin

A.2 Dimensions



A.3 Projector-to-Screen Distance

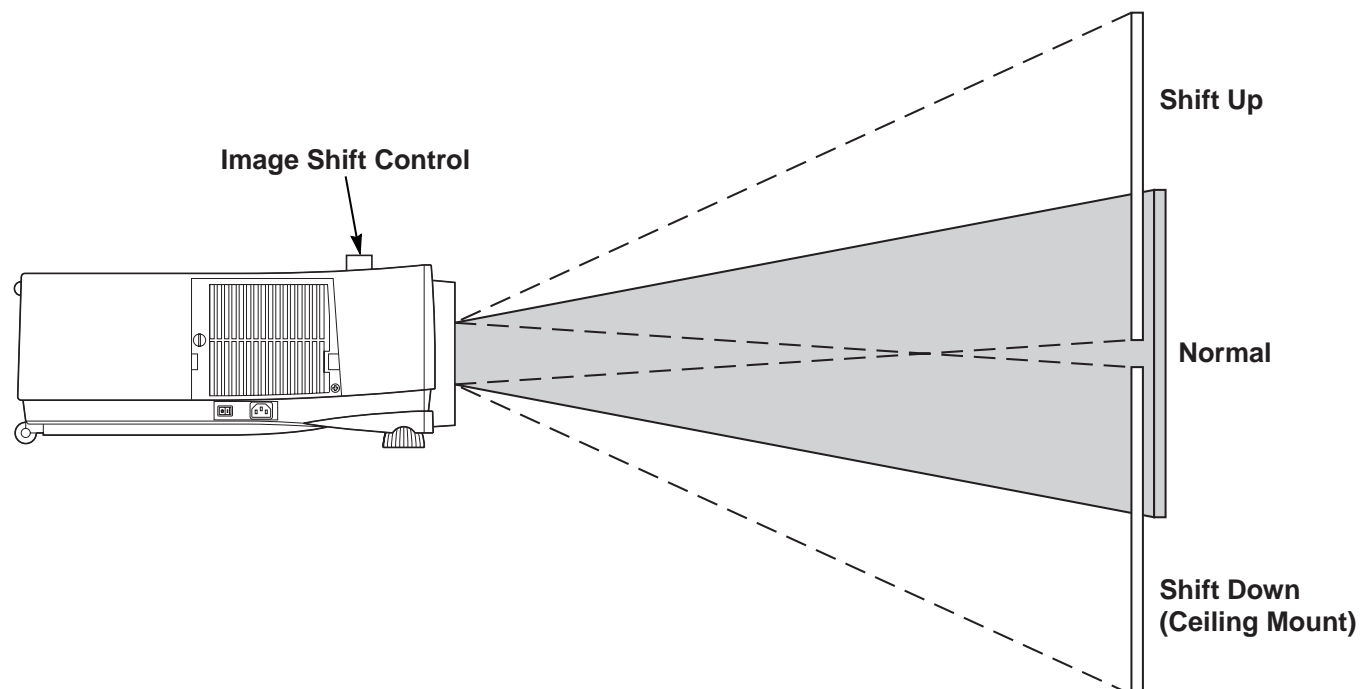
Example of the Multimedia projector and screen installation. Determine picture size and projection distance as shown below.

Screen Size			Distance to Screen	
Width	Height	Diagonal	Minimum	Maximum
81 cm (32 in.)	61 cm (24 in.)	102 cm (40 in.)	145 cm (4.7 ft)	226 cm (7.4 ft)
130 cm (48 in.)	91 cm (36 in.)	152 cm (60 in.)	226 cm (7.4 ft)	347 cm (11.4 ft)
180 cm (64 in.)	122 cm (48 in.)	203 cm (80 in.)	306 cm (10 ft)	468 cm (15.3 ft)
230 cm (80 in.)	152 cm (60 in.)	254 cm (100 in.)	386 cm (12.7 ft)	588 cm (19.3 ft)
280 cm (96 in.)	183 cm (72 in.)	305 cm (120 in.)	467 cm (15.3 ft)	709 cm (23.3 ft)
354 cm (120 in.)	229 cm (90 in.)	381 cm (150 in.)	587 cm (19.3 ft)	890 cm (29.2 ft)
179 cm (160 in.)	305 cm (120 in.)	508 cm (200 in.)	788 cm (25.8 ft)	1193 cm (39.1 ft)
728 cm (287 in.)	457 cm (180 in.)	762 cm (300 in.)	1190 cm (39 ft)	1197 cm (58.9 ft)

✓ Note

These sizes are $\pm 1\%$. This is due to variations in the manufacture of the lens. If you are close to one of the endpoints you should verify with your unit that the image is the proper size at the proper distance.

The image can be shifted up or down without distortion (keystoning) by turning the Image Shift Control knob on the top of the projector.

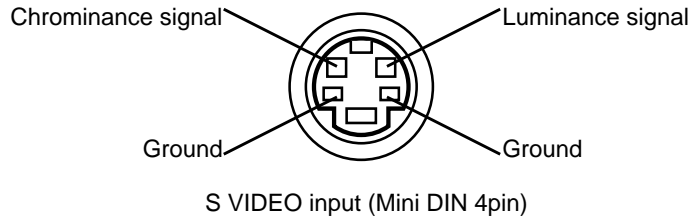


A.4 Connection to the Video Signal Terminal

a) Input signal

S-VIDEO signal		Luminance signal	1.0Vp-p, 75 Ω termination
		Chrominance signal	0.286Vp-p (burst signal), 75 Ω termination
VIDEO signal		1.0Vp-p, 75 Ω termination	
AUDIO signal	Input	140mVrms, 46 k Ω (MAX 7.0Vp-p)	
	Output	0-140mVrms, 680 Ω	

b) Signal input terminal



✓ Note

Video input signal terminals have priority in the following order:

1. S-VIDEO input terminal
2. RCA jack (composite) input terminal

Audio sound from input devices is output to the RGB/Video out jack.

A.5 Connection to the RGB Signal Terminal

a) Input signal / Output signal

Video signal		Analog 0.7Vp-p 75 Ω termination (Positive polarity)
Horizontal sync signal		TTL level (Positive/negative polarity)
Vertical sync signal		TTL level (Positive/negative polarity)
Composite sync signal		TTL level (Negative polarity)
Audio signal	Input	140mVrms, 46k Ω (MAX 7.0Vp-p)
	Output	0 ~ 140mVrms, 680 Ω

b) Signal input terminal / output terminal

1	Video signal (Red)	9	No Connection
2	Video signal (Green)	10	Ground
3	Video signal (Blue)	11	Ground
4	No Connection	12	No Connection
5	Ground	13	Horizontal/Composite sync signal
6	Ground (for R)	14	Vertical sync signal
7	Ground (for G)	15	No Connection
8	Ground (for B)		

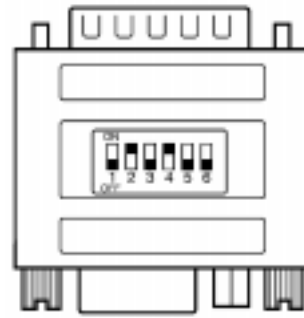
c) **Example of computer signal**

Scan Frequency

Mode No.	H-Size	Resolution	Scan Frequency		Dot Clock (MHz)	Computer	
			H (kHz)	V (Hz)			
1	780	320x480i	15.7	59.9	12.270	NTSC(RGB)	RGB-NTSC
2	940	384x576i	15.6	50.0	14.687	PAL(RGB)	RGB-PAL
3	848	640x400	24.8	56.4	21.053	640X400	TEXT56
4	900	720x400	31.5	70.1	28.322	720X400	TEXT70
4	800	640x400	31.5	70.1	25.175	720X400	TEXT70
4	800	640x350	31.5	70.1	25.175	720X400	TEXT70
5	936	720x400	37.9	85.0	35.500	720X400	TEXT85
5	832	640x400	37.9	85.1	31.500	720X400	TEXT85
5	832	640x350	37.9	85.1	31.500	720X400	TEXT85
6	800	640x480	31.5	59.9	25.175	640X480	VGA60
7	896	640x480	35.0	66.6	31.334	MAC13	MAC13
8	832	640x480	37.9	72.8	31.500	640X480	VGA72
9	840	640x480	37.5	75.0	31.500	640X480	VGA75
10	832	640x480	43.3	85.0	36.000	640X480	VGA85
11	1024	800x600	35.2	56.3	36.000	800X600	SVGA56
12	1056	800x600	37.9	60.3	40.000	800X600	SVGA60
13	1040	800x600	48.1	72.2	50.000	800X600	SVGA72
14	1056	800x600	46.9	75.0	49.500	800X600	SVGA75
15	1048	800x600	53.7	85.1	56.250	800X600	SVGA85
16	1152	832x624	49.7	74.6	57.283	MAC16	MAC16
17	1344	1024x768	48.4	60.0	65.000	1024X768	XGA60
18	1328	1024x768	56.5	70.1	75.000	1024X768	XGA70
19	1312	1024x768	60.0	75.0	78.750	1024X768	XGA75
20	1376	1024x768	68.7	85.0	94.500	1024X768	XGA85
21	1312	1024x768	48.8	60.0	64.000	MAC19A	MAC19A
22	1328	1024x768	60.2	74.9	80.000	MAC19B	MAC19B
23	1264	1024x768i	35.5	87.0	44.900	1024X768I	XGAi
24	1472	1152x864	54.1	60.1	79.648	1152X864	
25	1472	1152x864	64.0	70.0	94.178	1152X864	
26	1600	1152x864	67.5	75.0	108.000	1152X864	
27	1568	1152x864	77.3	84.9	121.268	1152X864	
28	1456	1152x870	68.6	75.0	99.931	MAC21	MAC21
29	1500	1152x900	61.8	66.0	92.707	1152X900	SUN
30	1800	1280x960	60.0	60.0	108.000	1280X960	
31	1680	1280x960	75.0	75.0	126.000	1280X960	
32	1728	1280x960	85.9	85.0	148.500	1280X960	
33	1688	1280x1024	64.0	60.0	108.000	1280X1024	SXGA60
34	1688	1280x1024	80.0	75.0	135.000	1280X1024	SXGA75
35	1728	1280x1024	91.1	85.0	157.500	1280X1024	SXGA85
36	1688	1280x1024i	47.7	88.8	80.534	1280X1024I	SXGAi
37	2160	1600x1200	75.0	60.0	162.000	1600X1200	UXGA60
38	2160	1600x1200	81.3	65.0	175.500	1600X1200	UXGA65
39	2200	1920x1080i	33.7	59.9	74.176	HDTV1080I	HDTV1080
39	1100	960x1034i	33.5	59.0	36.851	HDTV1080I	HDTV1034
40	1650	1280x720	45.0	59.9	74.176	HDTV720P	HDTV720P
41	2200	1920x1080	67.4	59.9	148.352	HDTV1080P	HDTV1080P

c) **Example of computer signal (continued)**

**Note 1: MAC adapter is necessary to set the resolution mode.
 Projector is compatible with 13 inch mode and 16 inch mode.
 Set all dip switches OFF except those indicated below.
 MAC 13" mode = switch 1 and 2 are ON
 MAC 16" mode = switch 2 and 4 are ON**



(Example of 16 inch mode)

Note 2: Some input sources may not be displayed properly because they are not compatible with the projector.

A.6 Indicator Status

The indicators lamps will light or flash to indicate the following operating conditions:

POWER	CHANGE LAMP	COVER	FAN	TEMP	LAMP	Meaning	Remedy
Lights Orange	Off	Off	Off	Off	Off	Standby mode	Normal
Flashes Green	Off	Off	Off	Off	Off	During warm up	Normal
Lights Green	Off	Off	Off	Off	Off	During operation	Normal
Green	Flash RED	Off	Off	Off	Off	The lamp operating hours have reached 950 hours or more	Replace lamp
	Lights RED	Off	Off	Off	Off	The lamp operating hours have reached 1000 hours or more	Replace lamp
Lights Orange	Off	Lights RED	Off	Off	Off	Bottom cover is open	Attach the Bottom cover
	Off	Off	Lightd RED	Off	Off	Cooling fan not operating	Contact your dealer
	Off	Off	Off	Flashes RED	Off	Operating temperature is above normal range	Check the air filter. Remove any objects blocking ventilation. Lower the ambient temperature. Contact your dealer
	Off	Off	Off	Lights RED	Off	Operating temperature is above normal range and projector has overheated	
	Off	Off	Off	Off	Lights RED	Lamp or internal power failure	Change lamp. Contact your dealer

When the LAMP indicator lights or flashes, turn the power off. If the problem persists, contact your dealer.

A.7 Connection to the Control Signal Terminal

a) Mouse emulation

- (1) While the projector and computer are turned OFF, connect the projector and the mouse terminal of computer using an appropriate cable (PS/2, Serial or ADB).
- (2) Turn ON the projector.
- (3) Turn ON the computer.
- (4) Select the correct mouse driver for the application. See computer's User Manual for this procedure.

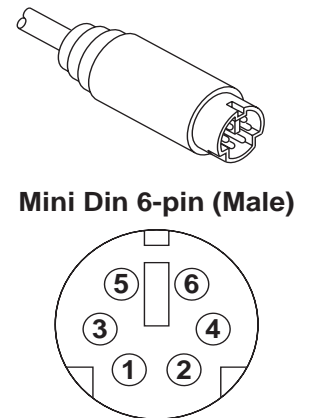
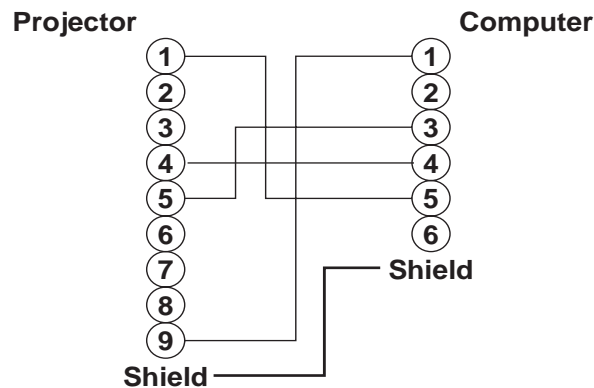
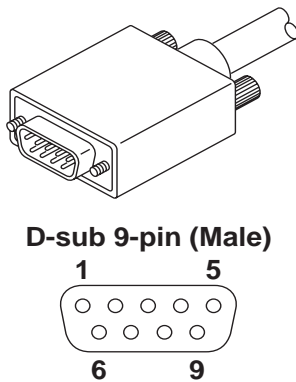
✓ Note

In some Notebook computers with an internal pointing device, mouse emulation will not work unless the internal pointing device is disabled. In this case, disable the internal pointing device in BIOS setting. Check the computer's manual for procedure to follow to disable internal pointing device in BIOS setting.

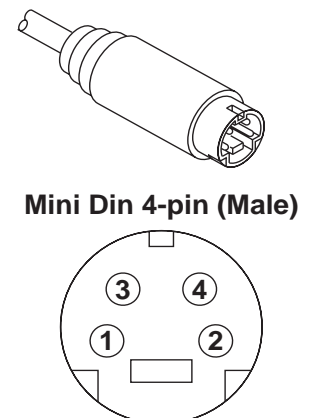
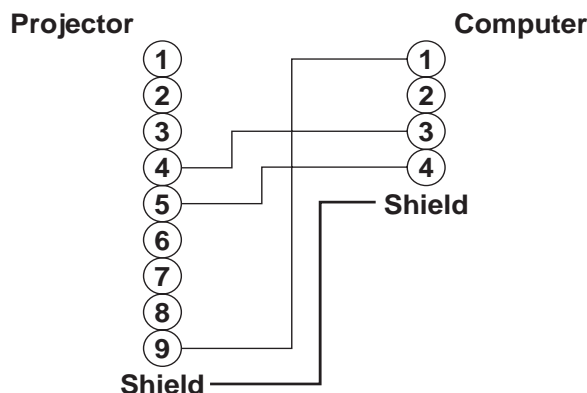
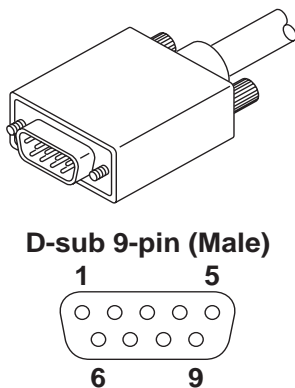
⚠ Caution

Turn off the power to both the projector and computer before connecting. Connect the computer to the control terminal of the projector using the appropriate cable.

PS/2 mouse

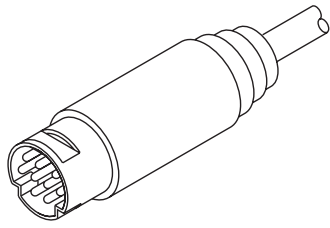


ADB mouse



A.7 Connection to the Control Signal Terminal (continued)

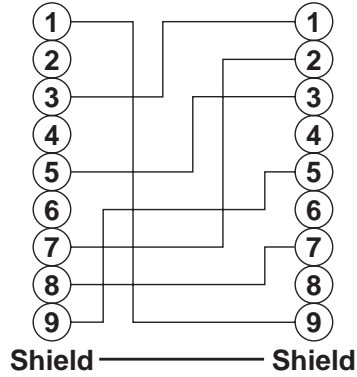
Serial mouse



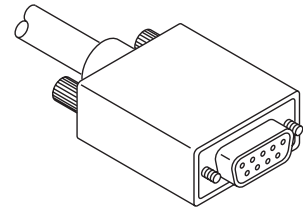
Mini Din 9-pin (Male)



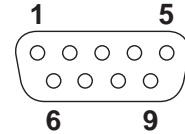
Projector



Computer



D-sub 9-pin (Female)



RS-232 Control Cable (not included with basic packout)

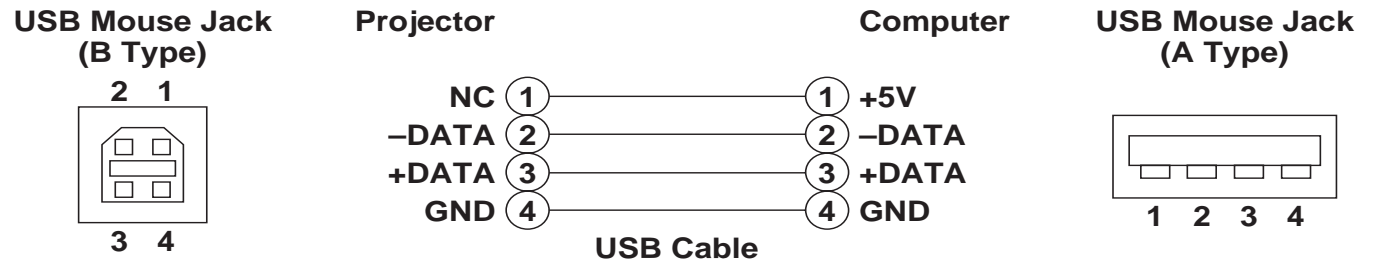
This cable is used to directly control the projector without using the Remote Control or Operator's Panel.

Not available
for this printing.

A.7 Connection to the Control Signal Terminal (continued)

USB Mouse Cable

This cable is used to connect the projector and computer to allow computer mouse control via the projector's remote control buttons. Connect the cable, select the input source where the computer is to be connected and start the mouse functions.



✓ Note

Some laptop computers with a built-in pointing device (track ball) may not recognize the external mouse. In this case, change the BIOS (system setup) so that an external mouse can be selected. Some computers may not have the necessary utility program to operate a mouse. Refer to the computer hardware manual.

A.8 Serial Interface Command Codes

Command Code Formats

All codes in this document are in ASCII Text. In order to get this to work you must send at the same communication setting as the projector.

This should be 9600 8N1.

For the rest of this document CR is a carriage return which is code 13.

There are two types of commands that can be sent to the projector. They are Write or Read commands.

Write Command Format

User:

Code	CR
------	----

Projector (if it worked):

O	K	CR
---	---	----

Projector (if it did not work):

N	G	CR
---	---	----

Read Command Format

User:

Code	CR
------	----

Projector (if it worked):

Data	O	K	CR
------	---	---	----

Projector (if it did not work):

N	G	CR
---	---	----

A.8 Serial Interface Command Codes (continued)

Function	Code	Meaning
Power On/Off	Write Codes D00W00 D00W01 Read Codes D00R	Power On Power Off Returns: 00 - Standby 01 - Power on but no lamp 02 - Power on and lamp 03 - Power off but fan running
Source Selection	Write Codes D02W01 D02W02 D02W03 D02W11 D02W12 D02W13 D03W00 Read Codes D02R	RGB 1 RGB 2 RGB 3 Video 1 Video 2 Video 3 Shows what input is selected on-screen Returns: 01 - RGB 1 02 - RGB 2 03 - RGB 3 11 - Video 1 12 - Video 2 13 - Video 3
Volume Control	Write Codes D04W00 to D04W14 Read Codes D04R	Sets volume level to a value between 00 and 14 hex. This corresponds to 20 possible settings. Returns: 00 to 14 hex
Focus Control	Write Codes D05W00 D05W01 D05W10 D05W11 D05W20	300ms Clockwise 300ms Counterclockwise Continuous Clockwise Continuous Counterclockwise Turn off motor
Zoom	Write Codes D06W00 D06W01 D06W10 D06W11 D06W20	300ms Clockwise 300ms Counterclockwise Continuous Clockwise Continuous Counterclockwise Turn off motor
Mute	Write Codes D07W00 D07W01 Read Codes D07R	Mute off Mute on Returns: 00 - mute is off 01 - mute is on
Blank	Write Codes D08W00 D08W01 Read Codes D08R	Blank is off - image is shown Blank is on - black screen is shown Returns: 00 - off 01 - on

A.8 Serial Interface Command Codes (continued)

Function	Code	Meaning
Contrast	Write Codes D12W00 to D12W14	Set contrast level to a value between 00 and 14 hex. This corresponds to 20 possible settings.
	Read Codes D12R	Returns: 00 to 14 hex
Brightness	Write Codes D13W00 to D13W14	Sets brightness level to a value between 00 and 14 hex. This corresponds to 20 possible settings.
	Read Codes D13R	Returns: 00 to 14 hex
Tint (Hue)	Write Codes D14W00 to D14W14	Sets tint (hue) level to a value between 00 and 14 hex. This corresponds to 20 possible settings.
	Read Codes D14R	Returns: 00 to 14 hex
Color (Saturation)	Write Codes D15W00 to D15W14	Sets color (saturation) level to a value between 00 and 14 hex. This corresponds to 20 possible settings.
	Read Codes D15R	Returns: 00 to 14 hex
Sharpness	Write Codes D16W00 to D16W14	Sets sharpness level to a value between 00 and 14 hex. This corresponds to 20 possible settings.
	Read Codes D16R	Returns: 00 to 14 hex
Gamma	Write Codes D17W00 to D17W14	Sets sharpness level to a value between 00 and 14 hex. This corresponds to 20 possible settings.
	Read Codes D17R	Returns: 00 to 14 hex
PC Mode	Read Codes D30R	Returns: 0 to 41 hex See Computer (RGB) Signal Connection (Section A-5) 00-Shows no input
MAC Mode	Write Codes D32W00 D32W01	MAC MODE "OFF" MAC MODE "ON" Default is "OFF"
	Read Codes D32R	Returns: 00-MAC MODE is OFF 01-MAC MODE is ON
Phase	Write Codes D34W00 to D34W13 D35W00	Set phase to a value in the range of 00 to 13 hex. Reset phase to default
	Read Codes D34R	Returns: 00 to 13 hex

A.8 Serial Interface Command Codes (continued)

Function	Code	Meaning
Display Position	Write Codes D36W00 to D36WFE D37W00 to D37WFE D38W00 Read Codes D36R D37R	Change vertical display position (up/down) from reset position by 00 to FE. Change horizontal display position (left/right) from reset position by 00 to FE. Resets display position Returns: 00 to FE vertical position 00 to FE horizontal position
H-Size	Write Codes D39W00 to D39W80 Read Codes D39R	The 00 to 80 denotes the deviation of clock numbers from the standard in one horizontal period. "40" is zero, "00" is -64 and "80" is +64 decimal. Default value is "40" Returns: 00 to 80 hex
On-Screen Displays	Write Codes D51W00 D51W01 Read Codes D51R	Disables on-screen display except "WARNING" Enables on-screen display 00-On-screen display is disabled 01-On-screen display is enabled
Language Selection	Write Codes D52W00 D52W01 D52W02 D52W03 D52W04 D52W05 D52W06 Read Codes D52R	English French Spanish German Dutch Italian Swedish Returns: 00 - English 01 - French 02 - Spanish 03 - German 04 - Dutch 05 - Italian 06 - Swedish
Mirror (H/V Inversion)	Write Codes D53W00 D53W01 D53W02 D53W03 Read Codes D53R	NORMAL H-INVERT V-INVERT H&V-INVERT Returns: 00-NORMAL 01-H-INVERT 02-V-INVERT 03-H&V-INVERT
Auto Off	Write Codes D55W00 D55W01 Read Codes D55R	Disables auto off Enables auto off Default is "NO" auto off Returns: 00-Auto off is disabled 01-Auto off is enabled

A.8 Serial Interface Command Codes (continued)

Function	Code	Meaning
IR receiver selection	Write Codes D5AW00 D5AW01 D5AW02 Read Codes D5AR	Selects Front and Rear IR Receiver Selects Front IR Receiver Selects Rear IR Receiver Returns: 00-Front and Rear Receiver is selected 01-Front receiver is selected 02-Rear receiver is selected
Magnify	Write Codes D5BW00 D5BW01XY to D5BW07XY Read Codes D5BR	01:x1, 02:x2, 03:x4, 04:x8, 05:x16, 06:x32, 07:x64 XYdenotes magnifying portion (00 to FF) 00 – Off 01 to 07
PIP	Write Codes D5CW00 D5CW01 D5CW02 D5CW03 Read Codes D5CR	Off ON1 ON2 Refreshes the background for ON1 Returns: 00 – Off 01 – ON1 02 – ON2
Lamp Timer Reset	Write Codes D60W00 Read Codes D60R	Resets the lamp timer Returns: xxxx-shows lamp operating time in hours (decimal)
Temperature	Read Codes D61R	Returns: Shows the status of internal temperature 00-Temperature level 0 01-Temperature level 1 02-Temperature level 2 03-Temperature level 3 04-Temperature level 4 (Warning) 05-Temperature level 5 (Power Off)
Error Status	Read Codes D01R	Returns: 00-No error 01-Interlock error 02-Lamp error 04-Temperature error 08-Fan error 10-Memory error <i>Note: If there is more than one error, the resulting read code will be the sum of the error codes listed above. Example: For Interlock-01 and Lamp-02, resulting read code is 03.</i>

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