

Lamp Replacement Instructions

A lamp has a finite product life. Using the lamp for long periods of time could cause the pictures to appear darker or the color tone to be poor. Note that each lamp has a different lifetime, and some may rupture or burn out soon after you start using them. It is recommended that you keep a spare lamp on hand.

Part number <IN5132, IN5134, IN5135> : SP-LAMP-080

Part number <IN5142, IN5144, IN5145> : SP-LAMP-081

1. Turn the projector off, and unplug the power cord.
Allow the projector to cool for at least 45 minutes.
2. If the projector is ceiling mounted, or if the lamp has broken, you can ask the dealer to replace the lamp for you, if desired.

If you want to replace the lamp yourself, follow the following procedures:

3. Loosen the lamp cover screw (marked by arrow) and then slide the lamp cover down and remove the cover.

4. Loosen the 3 lamp screws (marked by arrows), and slowly pull the lamp out by the handles. Never loosen any other screws.

5. Insert the new lamp, and retighten the 3 lamp screws firmly to lock them in place.

6. Align the lamp cover with the projector and slide the lamp cover back in place. Then firmly fasten the lamp cover screw.

7. Turn the projector on and reset the lamp time using the LAMP TIME item in the OPTION menu.

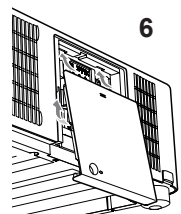
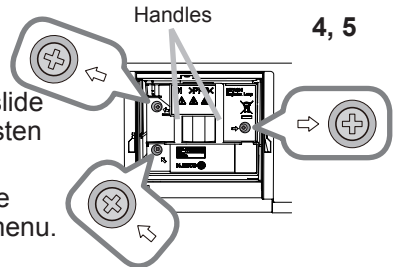
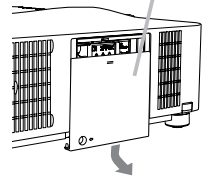
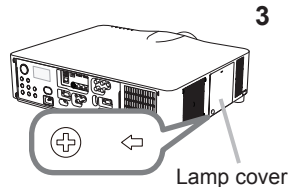
(1) Press the **MENU** button to display the menu.

(2) Highlight **ADVANCED MENU** in the menu using the **▼/▲** buttons, then press the **▶** button.

(3) Highlight **OPTION** in the left column of the menu using the **▼/▲** buttons, then press the **▶** button.

(4) Highlight **LAMP TIME** using the **▼/▲** buttons, then press the **▶** button. A dialog will appear.

(5) Press the **▶** button to select "OK" on the dialog and reset the lamp time



⚠ CAUTION ▶ Do not touch the inside of the projector, while the lamp is taken out.

NOTE • Only reset the lamp time after replacing the lamp to ensure proper functioning of the lamp counter.

Replacing the lamp (continued)



HIGH VOLTAGE



HIGH TEMPERATURE



HIGH PRESSURE

⚠ WARNING ► The projector uses a high-pressure mercury glass lamp. The lamp may burn out or rupture with a loud bang if the lamp is jolted or scratched, handled while hot, or worn over time. Note that each lamp has a different lifetime, and some may rupture or burn out soon after you start using them. In addition, if the bulb ruptures, it is possible for shards of glass to fly into the lamp housing, and for gas containing mercury and dust containing fine particles of glass to escape from the projector's vent holes.

► **About disposal of a lamp:** This product contains a mercury lamp; do not put it in a trash. Dispose of it in accordance with environmental laws.

- For lamp recycling, go to www.lamprecycle.org (in the US).
- For product disposal, consult your local government agency or www.eiae.org (in the US) or www.epsc.ca (in Canada).

For more information, ask your dealer.



Disconnect
the plug
from the
power
outlet

- If the lamp should break (it will make a loud bang when it does), unplug the power cord from the outlet, and make sure to request a replacement lamp from your local dealer. Note that shards of glass could damage the projector's internals, or cause injury during handling, so please do not try to clean the projector or replace the lamp yourself.
- If the lamp should break (it will make a loud bang when it does), ventilate the room well, and make sure not to inhale the gas or fine particles that come out from the projector's vent holes, and not to get them into your eyes or mouth.
- Before replacing the lamp, turn the projector off and unplug the power cord, then wait at least 45 minutes for the lamp to cool sufficiently. Handling the lamp while hot can cause burns, as well as lamp damage.



- Never unscrew anything except the designated (marked by an arrow) screws.
- Do not open the lamp cover while the projector is suspended from a ceiling. This is dangerous, since if the lamp's bulb has broken, the shards will fall out when the cover is opened. In addition, working in high places is dangerous, so ask your local dealer to have the lamp replaced even if the bulb is not broken.
- Do not use the projector with the lamp cover removed. When reinstalling the lamp cover, make sure that the screws are screwed in firmly. Loose screws could result in damage or injury.



- Use only specified lamps. Lamps which do not meet lamp specifications for this model could cause a fire, damage or shorten the life of this product.
- If the lamp breaks soon after the first time it is used, it is possible that there are electrical problems elsewhere besides the lamp. If this happens, consult your local dealer or service representative.
- Handle with care: jolting or scratching could cause the lamp bulb to rupture during use.
- Using the lamp for long periods of time can cause the lamp to become dim, not to light up or to rupture. When the pictures appear dark, or when the color tone is poor, please replace the lamp as soon as possible. Do not use old (used) lamps; this is a cause of breakage.