

Registering a background logo

An image can be sent to the projector and registered as the background logo.

Prepare an image for the logo

Logo image requirements

- File name : UserLogo.bmp
- File format : BMP (RGB565)
- Image size : Up to 1920 x 1200
- Color depth : Up to 16 bit

Set up the network

- ① Select [SETUP(1)] → [NETWORK SETTINGS] → [WIRED LAN] in the on-screen menu to set up the network settings of the projector. (→ Installation Manual: page 71)

IP ADDRESS : 192.168.0.XXX

- ② Set [SETUP(2)] → [POWER OPTIONS] → [STANDBY MODE] to [LAN] in the on-screen menu.

- ③ Turn off the projector and go into the standby mode.

- ④ Set up your computer's network.

IP ADDRESS: 192.168.0.YYY

SUBNET MASK: 255.255.255.0 (same as projector)

Enable TFTP

- ① Press the "Windows" and "R" keys on your computer at the same time.

The "Run" window will open.

- ② Input "appwiz.cpl" and click "OK".

- ③ Click "Enable Windows Function", then check to "TFTP Client" and click "OK".

- ④ Reboot your computer.

Send the image to the projector

- ① Connect the projector and computer using LAN cable and RS-232C cable.

- ② Power on the projector.

- ③ Send RS-232C commands from the computer to the projector.

1. Send "op demsg = 1", then receive "OP DEMSG = 1".

2. Send "op active.warp = 6", then receive "OP ACTIVE.WARP = 6".

3. Send "op dbf.send = 1".

4. Run "UserLogo.bat", then receive "OP DBF.SEND = 1".

5. Send "op cust.wp.write = 10", then receive "File Write Process Completely".

6. Send "op dbf.send = 0", then receive "OP DBF.SEND = 0".

7. Send "op active.warp = 0", then receive "OP ACTIVE.WARP = 0".

8. Send "op demsg = 0", then receive "OP DEMSG = 0".

