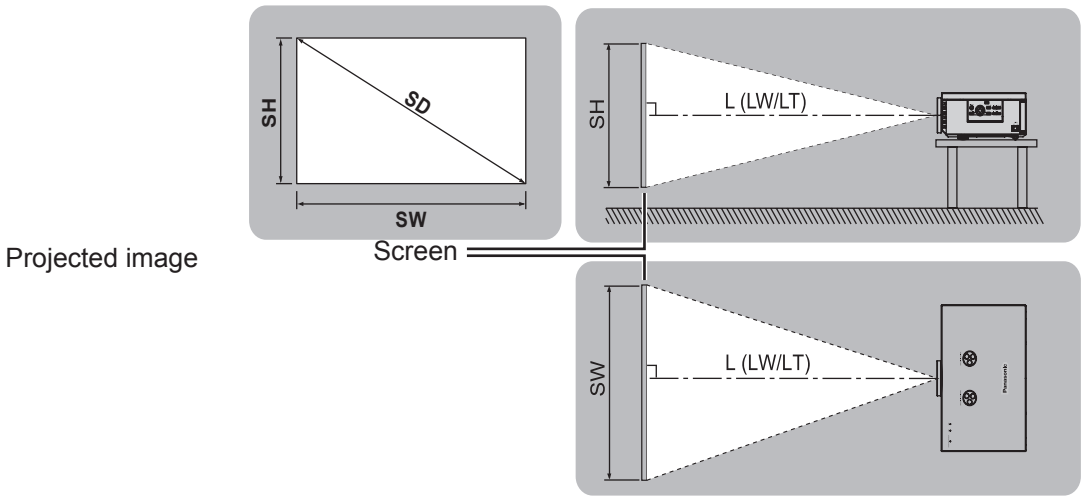
Setting up

Screen size and throw distance

You can adjust the projection size with 2 × zoom lens. Calculate and define the throw distance as follows.



All measurements and the calculation results below are approximate and may differ from the actual measurements.

	Throw distance (16:9)		Throw distance (2.35:1)	
Screen Diagonal (SD)	**Minimum distance (LW)**	**Maximum distance (LT)**	**Minimum distance (LW)*1**	**Maximum distance (LT)**
1.02 m (40")	1.2 m (3'11")	2.3 m (7'6")	1.3 m (4'3")	
1.27 m (50")	1.5 m (4'11")	2.9 m (9'6")	1.6 m (5'3")	2.3 m (7'6")
1.52 m (60")	1.8 m (5'10")	3.5 m (11'5")	1.9 m (6'2")	2.8 m (9'2")
1.78 m (70")	2.1 m (6'10")	4.1 m (13'5")	2.2 m (7'2")	3.3 m (10'9")
2.03 m (80")	2.4 m (7'10")	4.7 m (15'5")	2.6 m (8'6")	3.8 m (12'5")
2.29 m (90")	2.7 m (8'10")	5.3 m (17'4")	2.9 m (9'6")	4.2 m (13'9")
2.54 m (100")	3.0 m (9'10")	5.9 m (19'4")	3.2 m (10'6")	4.7 m (15'5")
3.05 m (120")	3.6 m (11'9")	7.2 m (23'7")	3.8 m (12'5")	5.7 m (18'8")
3.81 m (150")	4.5 m (14'9")	9.0 m (29'6")	4.8 m (15'9")	7.1 m (23'3")
5.08 m (200")	6.0 m (19'8")	12.0 m (39'4")	6.4 m (21'0")	9.6 m (31'6")
6.35 m (250")	7.6 m (24'11")	15.0 m (49'2")	8.0 m (26'3")	12.0 m (39'4")
7.62 m (300")	9.1 m (29'10")	18.0 m (59')	9.6 m (31'6")	14.4 m (47'2")

*1. When using both 2.35:1 and 16:9 aspect images onto a 2.35:1 sized screen.

Calculation methods for screen dimensions

You can calculate more detailed screen dimensions from the screen diagonal.

	16:9 size	2.35:1 size
Screen height (SH)	= SD (m) × 0.490	= SD (m) × 0.392
Screen width (SW)	= SD (m) × 0.872	= SD (m) × 0.920
Minimum distance (LW)	= SD (m) × 1.189 − 0.04	= SD (m) × 1.256 − 0.04
Maximum distance (LT)	= SD (m) × 2.378 − 0.05	= SD (m) × 1.899 − 0.05

NOTE:

- You can tilt the projector body less than approximately ±30 ° vertically and ±10 ° horizontally. Overtilting may result in shortening the component's life.
- Do not cover the air exhaust/intake ports or place anything within 50 cm (19 5/8") of them.