

## Replacing the projection lamp

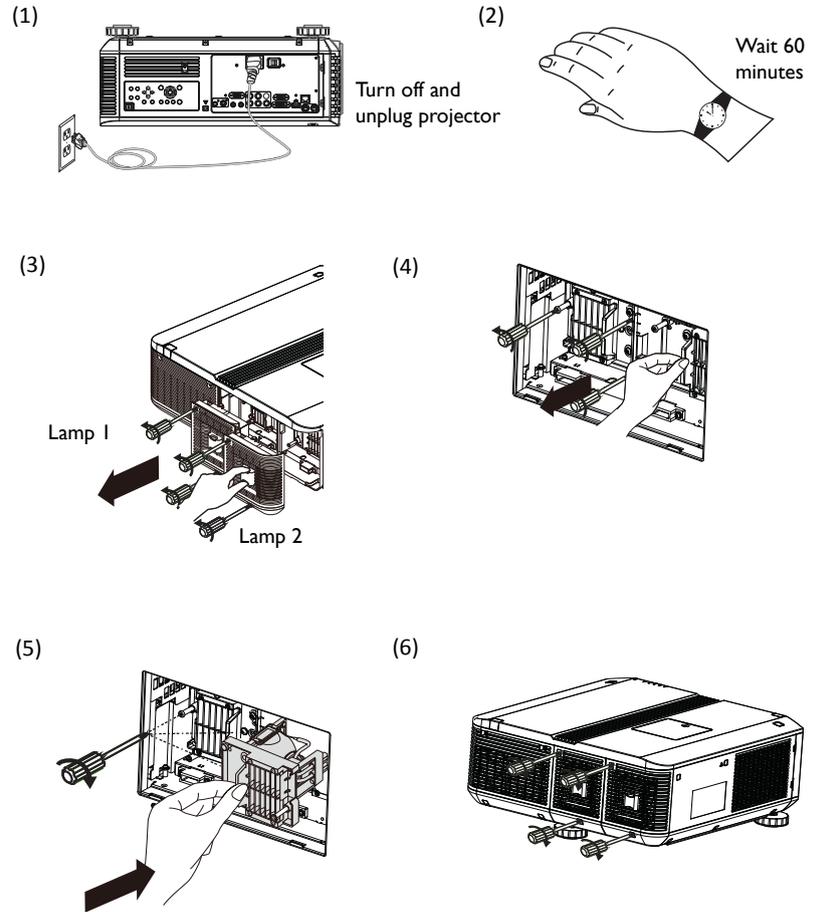
The lamp hours timer counts the number of hours each lamp has been in use. When the lamp time has expired, the Lamp LED (Lamp1 or Lamp2) on top of the projector will light solid red.

- **NOTE:** Be sure to use the InFocus lamp module designed for this projector. You can order new lamps from [www.infocus.com](http://www.infocus.com) (in select areas), your retailer or your dealer. **Only genuine InFocus lamps are tested for use in this projector.** Use of non InFocus lamps may cause electrical shock and fire, and may void the projector warranty. InFocus is not liable for the performance, safety or certification of any other lamps.

## WARNINGS:

- The projector uses two high-pressure mercury glass lamps. The lamps may fail prematurely or rupture with a popping sound if jolted, scratched, or handled while hot. The risk of lamp failure or rupture also increases as the lamp age increases; it is recommended that both lamps be replaced simultaneously when a Lamp LED (Lamp1 or Lamp2) is solid red.
- To avoid burns, allow the projector to cool for at least 60 minutes before you replace the lamps.
- Unplug the power cord before replacing the lamps.
- Do not drop the lamp modules. The glass may shatter and cause injury.
- Do not touch the glass surface of the lamp modules. Fingerprints can obscure projection sharpness and may cause the glass to shatter.
- Be extremely careful when removing the lamp modules. In the unlikely event that a lamp ruptures, small glass fragments may be generated. Although the lamp modules are designed to contain most of these fragments, use caution when removing them.
- Before replacing a ruptured lamp, clean the lamp compartment and dispose of cleaning materials. Wash hands after lamp replacement.
- When replacing the lamps while the projector is ceiling-mounted, wear protective eyewear to prevent eye injury.
- Hg – Lamp contains mercury. Manage in accordance with local disposal laws. See [www.lamprecycle.org](http://www.lamprecycle.org).

- 1 Turn the projector off and unplug the power cord.
- 2 Wait 60 minutes to allow the projector to cool thoroughly.
- 3 Remove the lamp doors by loosening 2 captive screws on each lamp door and pulling the doors straight off being careful not to damage the ground wires connecting the doors to the projector. Note: Do not remove the ground wires.
- 4 Loosen the 3 captive shoulder screws (marked by arrows) that attach the first lamp module to the projector. Carefully remove the lamp module. Do the same for the second lamp module. Dispose of the lamps in an environmentally proper manner in accordance with local disposal laws.
- 5 Carefully align and insert the new lamp modules and tighten the screws.
- 6 Replace the lamp doors and secure the screws.
- 7 Plug in the power cord, turn on the power switch and press the **Power** button to turn the projector back on. Note: Connection to a circuit with a minimum of 20A capacity is recommended.
- 8 To reset the lamp hour timer, use the RS232 commands, LMR (Lamp 1) and LDR (Lamp 2). See the User's Manual Appendix for more information.



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