

**EPSON®**

English

EMP-735™  
**EasyMP™**  
**Setup Guide**

**EPSON®**

English

# **EasyMP Setup Guide**

**English**

# Notations Used in This Guide

<b><i>Caution :</i></b>	Indicates procedures which may result in damage or injury if sufficient care is not taken.
<b><i>Tip :</i></b>	Indicates additional information and points which may be useful to know regarding a topic.
	Indicates pages where related information or more detailed description is provided.
	Indicates that an explanation of the underlined word or words in front of this symbol appears in the glossary of terms. See "Appendices: Glossary".  p.62
[(Button Name)]	Shows the buttons on the control panel or on the remote control. Ex: [ESC]

When "projector" appears in the text of this guide, it may refer to items which are accessories or optional equipment in addition to the main projector unit itself.

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EasyMP supplied with the projector has two main functions:

- Network Screen Function - uses a wireless connection to connect to a network and project images from a computer
- CardPlayer Function - projects files stored on a memory card in this projector and allows a presentation to be shown without connecting to a computer.

## Projecting Images Using a Wireless Computer Connection (Network Screen)

Have you ever tried to set up for a presentation where you had to fumble with cables in the limited time between speakers or had to rearrange seating to connect a cable that was just a little too short?

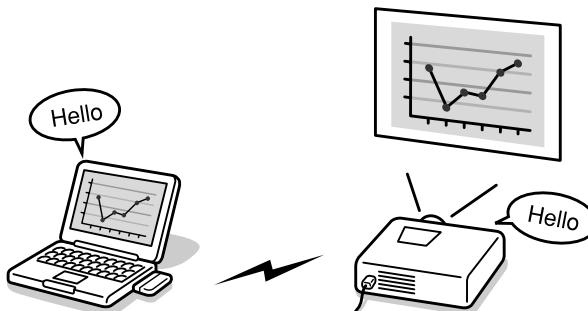
By setting up the wireless LAN card included with the projector, you can project images from a computer that has a wireless LAN card or internal wireless LAN functionality.

### Easy Connection with a Wireless LAN

The two wireless LAN connection modes are "Easy connect mode (ad hoc mode<sup>▶</sup>)" and "Access point mode (infrastructure mode)".

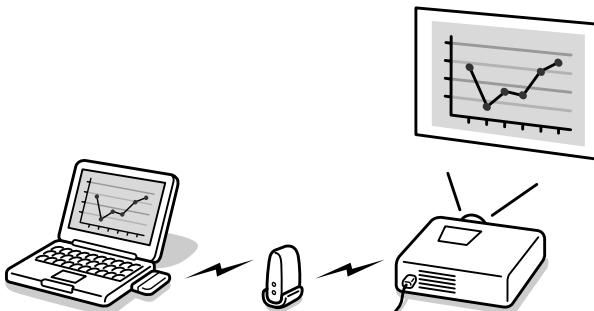
To use "Easy connect mode", simply set up matching passwords or corresponding channel<sup>▶</sup> numbers on both the projector and the computer, and then connect.

Projectors and computers can not only be connected one-to-one, but one computer can be connected to as many as four projectors. This way, projectors placed in several classrooms or conference rooms can simultaneously project images from one computer.



### Connecting Via an Access Point in a Wireless LAN

If a wireless LAN system is already installed in an office, use the "Access point mode" to share projectors from a participating computer via the company network.



### Monitoring Projector Errors with EMP Monitor and SNMP

Using the "EMP Monitor" provided on the included CD-ROM, it is possible to simultaneously monitor and control the projector from a computer, when using "Access point mode" to connect to a computer on a wireless LAN. The monitoring function monitors the error state, power status, and input status of the projector. The control function performs simultaneous start-up, and image signal input switching of multiple projectors. Using EMP monitor, it is possible for a single operator to control the simultaneous starting and monitoring of projectors arranged in separate classrooms or meeting rooms.

You can also use SNMP to monitor and control the status of projectors from a computer. SNMP creates a notification message when an abnormal condition occurs on a projector, and sends the notification to a computer identified by a pre-defined IP address.

- \* In order to monitor a projector using SNMP, you need to first install SNMP management software on the computer.

## Using a Memory Card to Give a Presentation Without a Computer (CardPlayer)

Content can be directly projected using the CardPlayer function by saving a PowerPoint "scenario" or graphics file on a memory card and inserting that memory card into this projector. Neither a computer, nor the application software are necessary.

You can make your presentation with just this projector and a memory card, and not be weighed down by other equipment.

### Projecting a PowerPoint file without a computer

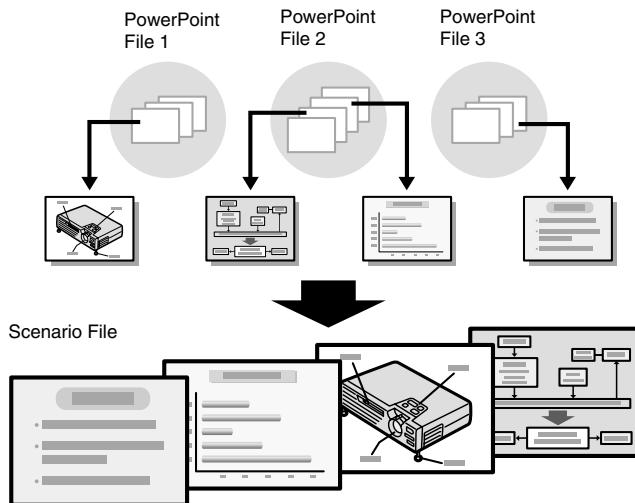
Using "EMP SlideMaker2", which is provided on the CD-ROM, makes the following operations simple.

- Extracting the selected slides from a PowerPoint file.
- Combine the selected slides from different PowerPoint files and save them as one file.

This type of file is referred to as a "scenario" in this guide.

In addition to PowerPoint files, a scenario may contain JPEG, and BMP files.

☞ See "Files that Can be Included in Scenarios" in the *EasyMP Operation Guide*.



Using "EMP SlideMaker2", you can extract and rearrange the selected parts of your presentation without editing the original files, and easily and efficiently create presentation material tailored to suit your audience and needs.

Insert a memory card containing a scenario into the projector. Select the CardPlayer, and use the scenario playing function to present the scenario.

### **Projecting Photograph Data from a Digital Camera**

By storing pictures from a digital camera on a memory card, and inserting that memory card into the projector, the photos can be projected directly using the CardPlayer function. A computer is unnecessary because the projector can show these images directly.

If graphics files are combined into folders, besides being able to view a file list, the graphics files can be projected one-at-a-time in order as if showing photographic slides.

☞ See "Files that Can be Projected by the CardPlayer" in the *EasyMP Operation Guide*.

# Software Overview

"Network Screen" and "CardPlayer" are already installed on the projector. These applications are referred to as "EasyMP" in this manual.

Furthermore, "EMP NS Connection", "EMP SlideMaker2", and "EMP Monitor" may be installed on a computer and are included amongst the software on the "EasyMP Software CD-ROM".

Each of these programs is described below.

## EasyMP Software Overview (Projector)

EasyMP supplied with this projector has the following functions.

Network Screen	This function projects images from a computer communicating via a network. Furthermore, this software can be used to apply settings to a projector using a Web browser, or to manage a projector using <a href="#">SNMP</a> .
CardPlayer	This function is used to project scenario and graphics files stored on a memory card inserted into a projector, and it is used to edit scenarios.

## EasyMP Software Overview (Computer)

The "EasyMP Software CD-ROM", which is included, contains the following three programs to assist EasyMP. Individual program products can be selected and installed as needed. For detailed installation information, refer to "Installing EasyMP Software".  p.19

EMP NS Connection	This software is used to transmit images from computer to a projector using a wireless LAN.
EMP SlideMaker2	This software is used to create and transmit scenarios.
EMP Monitor	This software is used to simultaneously monitor and control multiple projectors that are connected to a network.





# Before Use

This chapter describes the preparation for connecting to a computer via a wireless LAN using the wireless LAN card that is provided.

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# Operating Environment

## System Requirements for EasyMP Software

The "EasyMP Software CD-ROM" provided, contains the following programs.

- **EMP NS Connection**

Transmit images from computer to a projector using a wireless LAN.

- **EMP SlideMaker2**

Create and transmit scenarios.

- **EMP Monitor**

Simultaneously monitor and control multiple projectors connecting on a network.

The hardware requirement for each software program is different as follows.

### System Requirements for EMP NS Connection

OS	Windows 98/Me/2000/XP*
CPU	Minimum: Pentium III 500MHz (Recommended: Pentium III 700MHz or higher)
Memory	At least: 128MB (Recommended: 192MB or above)
Available hard drive disk space	At least 20MB
Display	At least VGA (640×480) resolution (Recommended: XGA (1024×768) resolution, 16-bit colour)

\* Macintosh is not supported.

## System Requirements for EMP SlideMaker2

OS	Windows 98/Me/2000/XP*
CPU	Minimum: Celeron 300MHz (Recommended: Celeron 400MHz or higher)
Memory	Minimum: 64MB (Recommended: 128MB or above)
Available hard drive disk space	12MB
Display	At least SVGA (800×600) resolution (Recommended: XGA (1024×768) resolution or above)

\* Macintosh is not supported.

## System Requirements for EMP Monitor

OS	Windows 95/98 Second Edition/Me/NT 4.0 Workstation/2000 Professional/XP*
CPU	Minimum: Pentium MMX 166MHz (Recommended: Pentium II 233MHz or higher)
Memory	64MB or more (128MB or more recommended)
Available hard drive disk space	At least 6MB
Display	Minimum: XGA (1024×768) or higher resolution, 16-bit colour or higher

\* Macintosh is not supported. Internet Explorer 3 or later must be used if Windows 95 is used.

### Conditions for Connecting to Compatible Wireless LAN Cards and Access Points

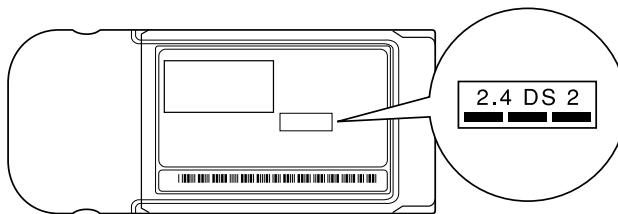
When the included wireless LAN card is installed in the projector, you can connect to the computers with internal wireless LAN functionality, wireless LAN card installed in the computer and access point, providing they are all Wi-Fi compliant.

Please note: The enclosed wireless LAN card is designed to be used exclusively with this projector. Our company will not be held responsible for any damage caused if the LAN card is inserted into a computer.

### Precautions Regarding the Use of the Included Wireless LAN Card

Do not use a wireless LAN card other than the one provided with this projector.

The meaning of the label below  for the included LAN card is as follows.



Frequency Range	2.4GHz band
Modulation	HR/DSS-SS
Potential Interference Range	Less than 20m
Can/Can not change frequency	Uses all bands, and is capable of avoiding "licenced" as well as "unlicenced" bands.

## EM Safety Precautions

Be aware of the following points regarding the included wireless LAN card.

- May exert electromagnetic interference on, and cause malfunction of, cardiac pacemakers. Before use, ensure that electromagnetic interference does not occur.
- May exert electromagnetic interference on, and cause malfunction of, sensitive medical equipment. Before use, ensure that electromagnetic interference does not occur.
- Do not use near microwave ovens. Wireless communication may be interrupted by electromagnetic interference generated by microwave ovens.
- Use of this product on aircraft may be restricted in some countries. Use of this product is based on due diligence with regard to regulations.

## Frequency Precautions

The frequency range which applies to the wireless LAN cards that can be used in the projector is the 2.4GHz band. This wireless LAN card operates in the same frequency bandwidth as industrial, scientific, and medical devices such as microwave ovens and mobile unit identification (RF-ID) systems (licenced premises radio stations and unlicenced specified low-power radio stations) used in factory production lines.

Before using the wireless LAN card, check that there are not any radio stations for mobile unit identification or specified low-power radio station premises nearby.

In the event that this wireless LAN card should interfere electromagnetically with the premises of a radio station used for mobile unit recognition, cease use immediately and stop generating the electromagnetic field.

Contact your nearest dealer or the address provided under "International Warranty Conditions" in *Safety Instructions/World-Wide Warranty Terms* if this wireless LAN card interferes electromagnetically with a special low-power radio station used for mobile unit identification or causes similar problems.

## International Travel Precautions

The wireless LAN card configuration is based on the specifications of the country of purchase.

Because the wireless LAN card is designed to conform to the channel and frequency limits of the country it is intended to be used in, it may infringe upon the laws or regulations of other countries if used outside the country of purchase. If you need to use it outside the country of purchase, purchase a new wireless LAN card for that country. To purchase such a card, contact your nearest dealer or the address provided under "International Warranty Conditions" in *Safety Instructions/World-Wide Warranty Terms*.

# Inserting and Removing Cards

Inserting and removing PC cards will be explained using the included wireless LAN card provided as an example. When using a commercial memory card, please refer to the documentation included with the card. If inserting or removing a card in a PC card slot on a computer, please refer to the documentation for the computer.

## **Tip :**

*The following PC cards can be inserted in the card slot on this projector.*

- *Wireless LAN card (only available with the one included with this projector)*

- *Memory card*

*For detailed specifications regarding compatible cards, refer to "Compatible Memory Cards". (p.60)*

- *Wired LAN card*

*For details on the available wired LAN card, please visit the Web site  
<http://www.epson.co.uk/>.*

*For Network settings, refer to "Connecting in Access Point Mode". (p.41)*

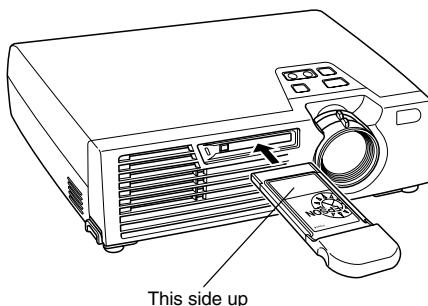
## Installation

### **Caution :**

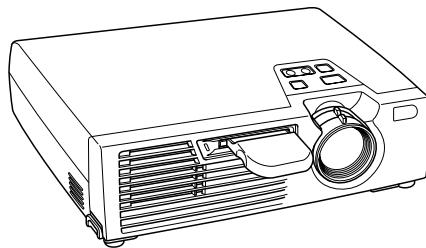
*Insert the PC card facing the right way. Installing the device back to front or upside down may cause failure or damage.*

Hold the wireless LAN card with the face uppermost and insert it into the projector card slot.

Insert firmly into the slot until it is secure.



Once the wireless LAN card has been fully inserted in the card slot, the rear edge of the card will protrude from the slot. When the card is properly seated, the transmitter/receiver portion of the card protrudes from the slot.



#### **Caution :**

- Always remove the card before transporting the projector.
- Furthermore, when storing the projector in the included soft carrying case, be sure to remove the card, and store the card in the carryall's pocket.

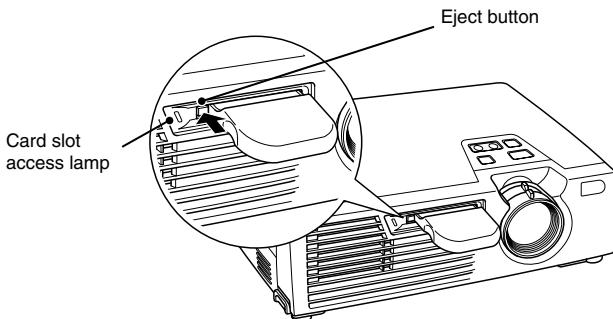
## **Removal**

#### **Caution :**

- Do not remove a PC card when the access lamp is lit green, when connected to a network or when projecting a scenario. Improperly removing a PC card may result in damage to the card or data destruction on a memory card.
- The PC card gets hot during and after projector use. Please handle the card carefully to avoid personal injury or burns.

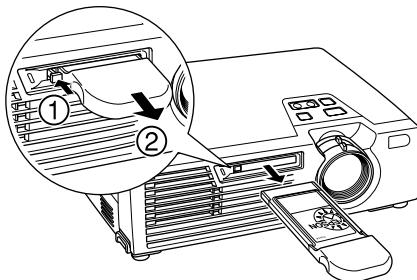
**1** Press the eject button to the left of the card slot.

The eject button will pop out.



### 2 Press the eject button again.

Enough of the wireless LAN card will be ejected so that you can grasp the edge of the card and pull it straight out of the slot.



#### **Caution :**

*Be sure to press the eject button back in to prevent it from being broken or damaged.*

## Interpreting the Access Lamp

The colour of the card slot access lamp indicates the access status of the memory card as follows when the memory card is inserted.

■ : ON

□ : OFF

State	Access status
Green ■	Data is being read from the memory card.
OFF □	Not accessing the memory card.
Red ■	An error occurred whilst reading the memory card.

The card slot access lamp is not on when the wireless LAN card is inserted in the card slot. The communication status can be determined by the access lamp on the wireless LAN card as follows.

■ : ON

□ : OFF

State	Communication status
Yellow ■	The wireless LAN card is ready for use.
Green ■	Data is being transmitted.
OFF □	The projector is off or the wireless LAN card is not inserted correctly.

# Installing EasyMP Software

Install "EMP NS Connection", "EMP SlideMaker2", and "EMP Monitor" from the accessory "EasyMP Software CD-ROM" individually, or as needed.

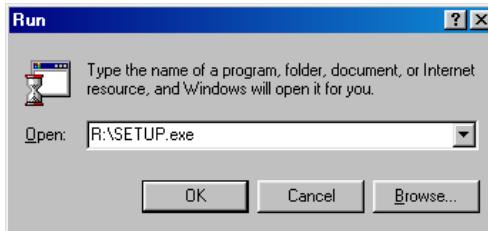
Before installation, close all other programs.

- 1 Turn on the computer, allow Windows to start, and insert the "EasyMP Software CD-ROM" in the CD drive.

The Setup program should start automatically.

**Tip :**

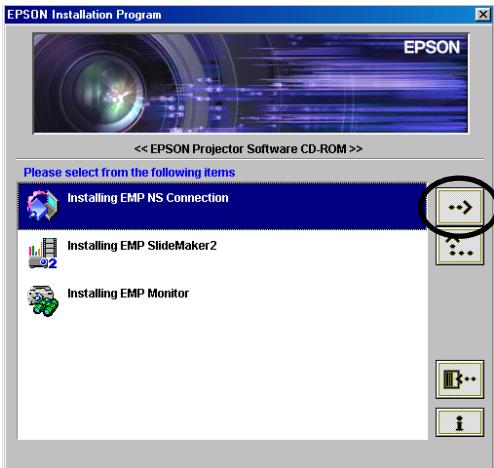
*If the Setup program does not start automatically, manually start the program by selecting "Start"- "Run" to get the "Run" dialogue box. Specify the location of the setup program by entering the "R(CD drive letter):\SETUP.exe" and then clicking "OK".*



- 2 Verify that "Installing EasyMP Software" is selected, and click "→".



**3** Select the names of the software products to install, then click "".



Installation begins. Follow the instructions on the screen to continue installation.

**4** Control will return to the screen in Step 3 once installation is complete.  
To install another software application, select the name and click "".  
To finish, click "".



# Projecting Images from a Computer Communicating via a Network (Network Screen)

This chapter describes how to establish a wireless connection with a computer, projection, use of toolbars, and connection termination in Easy connect mode and Access point mode.

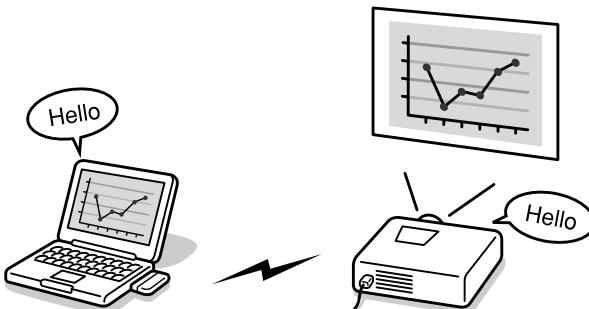
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# Types of Network Connections

The connection between a computer and the projector through a wireless LAN can be in one of two forms.

- **Easy connect mode**

Allows communication between wireless terminal devices without using an access point. There are two modes: "ESSID ad hoc mode" and "Channel ad hoc mode". Change mode settings on the projector using the Easy connect mode advanced settings. Change mode settings on the computer using utility software associated with the wireless LAN card. If using Windows XP, no utility is necessary to communicate in ESSID ad hoc mode. Utility software is necessary to communicate using channel ad hoc mode.

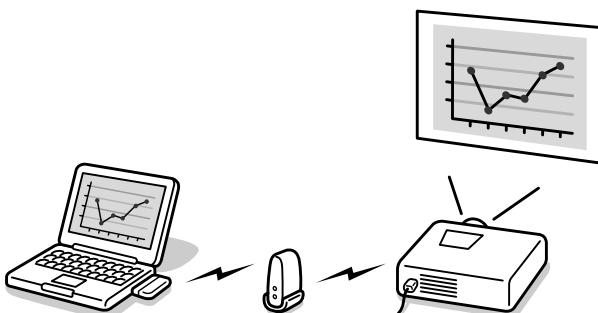


**Tip :**

*Generally, connection is made using ESSID ad hoc mode. Some commercially available wireless LAN cards for use with computers do not support ESSID ad hoc mode, but support channel ad hoc mode. In this case, select channel ad hoc mode, in the Easy connect mode advanced settings screen on the projector.*

- **Access point mode**

Allows communication with a computer on a network through an access point, such as your office wireless LAN system.



# Connecting Using Easy Connect Mode

This section describes the steps necessary to project images from a computer using Easy connect mode, perform operations when projecting images, and to disconnect.

Perform the following steps prior to projecting images.

1. Set up the Easy connect mode settings on the projector.
2. Set up the connection on the computer.
3. Start EMP NS Connection on the computer, and connect to the network.

Once these settings have been established, future sessions can begin by just connecting the devices. When connecting to a network for the first time or when settings are changed, refer to "Connection Settings on the Projector" (☞ p.24). If the projector and computer connection settings are already established, refer to "Connecting to a Computer" (☞ p.30).

## Before Connecting

Ensure that the following procedures have been carried out before connecting a computer and projector via a network.

- Install EMP NS Connections on the computer you will be using. (☞ p.19)
- Prepare the computer settings to use either a wireless LAN card or internal wireless LAN functionality. Set the WEP to OFF. For setup, see the documentation for the wireless LAN card installed in the computer, or the computer's documentation.
- The size of the projected image varies depending on the distance of the projector from the screen. Decide where the projector should be placed to allow the image to fit on the screen. (☞ See "Screen Size and Projection Distance" in the *EMP-735 User's Guide*.)
- For optimal performance, set the screen resolution of the computer you are using to XGA or lower with a colour depth of 16bit.

### Steps for Connecting Using Easy Connect Mode

#### **Caution :**

- Do not unplug the power cable when EasyMP is in use (screens are changing or the access lamp on the wireless LAN card is lit green).
- Do not remove the wireless LAN card when the access lamp on the wireless LAN card is lit green, or when connected to a network. Doing so may damage the wireless LAN card.

#### Connection Settings on the Projector

First, set up the Easy connect mode connection settings on this projector.

Connection settings are found on the Access point mode advanced settings screen of the Network Screen.

Modify these connection settings using the remote control provided.

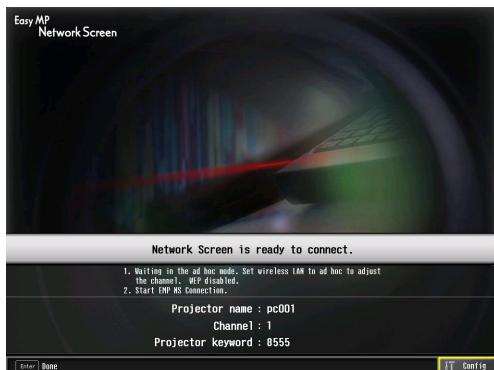
This step does not need to be performed if these settings have already been established.

**1** Insert the wireless LAN card into the card slot on this projector.

See "Installation" for details.  p.16

**2** Press the [Power] button on the remote control to turn on the projector.

**3** Repeatedly press the [Comp/EasyMP] button on the remote control until "EasyMP" is displayed at the top right of the projection screen. EasyMP will automatically start and display the following screen.



**Tip :**

If the wireless LAN card is not inserted in the card slot on the projector, the following screen is displayed. If a wireless LAN card is installed, the screen from Step 3 is displayed.



**4** Ensure that the "Config" button at the lower right on the screen is selected, and press the [Enter] button on the remote control.

The Network advanced settings screen is displayed.

**5** Ensure that the cursor is positioned on "Easy connect mode", and press the [Enter] button on the remote control.

This selects "Easy connect mode".

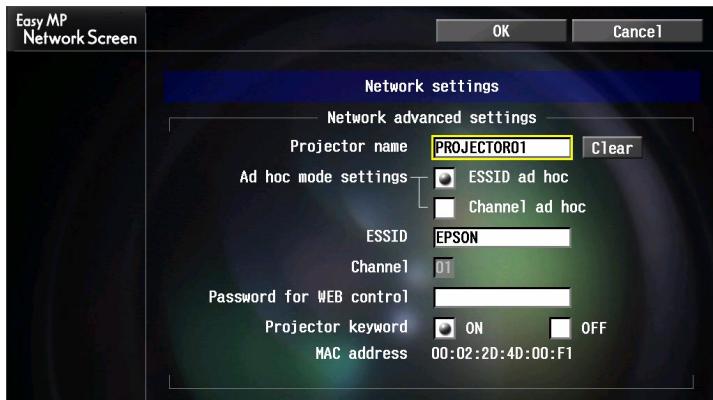


**6** Press the [▶] button on the remote control to move the cursor to "Advanced", and press the [Enter] button.

The Easy connect mode advanced settings screen is displayed.

**7** Move the cursor to the selected item, and press the [Enter] button to set that item.

The settings of each of the items is shown below.



Letters or numbers must be input depending on the item. See the "Entering Letters and Numbers" (☞ p.28 ) for the letter and number input methods.

<b>Projector name</b>	Enter a name for the projector. This name is used to identify the projector when connected to the network. Up to 16 single-byte alphanumeric characters can be entered. Select the "Clear" button and press the [Enter] button on the remote control to clear the entered projector name.
<b>Ad hoc mode</b> ▶ settings	Select the ad hoc mode. Select either "ESSID ad hoc" or "Channel ad hoc". Ensure the same mode is selected on the connected computer.
<b>ESSID</b> ▶	Enter when "ESSID ad hoc" under "Ad hoc mode settings" is selected. Enter the ESSID used for ESSID ad hoc mode. The initial value is "EPSON." Enter up to 16 (single-byte) alphanumeric characters. Ensure that the same string is entered on the connected computer.

<u>Channel</u> ▶	<p>Enter under "Ad hoc mode settings" when "Channel ad hoc" is selected.</p> <p>Enter the channel used for channel ad hoc mode. The initial value is "11."</p> <p>From 1-14 channel numbers can be selected.*</p> <p>Be sure to enter the same channel number(s) on the connected computer.</p> <p>* Some channel numbers may be unavailable in some countries. Channel numbers that are unavailable in the country of purchase have been pre-configured so they do not display.</p>
Password for WEB control	<p>Enter a password. If you enter a password, entry of that password will be required when; opening the settings and control browser page to change the projector settings via network from a computer's web browser, and when starting EMP Monitor.</p> <p>Up to 8 single-byte alphanumeric characters are available. Select the "Clear" button, and press the [Enter] button on the remote control to clear the entered password. The password setting will be inactivated.</p>
Projector keyword	<p>If the projector keyword option is set to "ON", keyword entry will be required when using EMP NS Connection to connect to the projector over a wireless LAN. A keyword will be displayed on the screen of the projector you are trying to connect to. Please check this keyword and enter it into the computer you are trying to establish the connection from. If the keyword is entered correctly, connection is established and the projector will project the images shown on the computer display. Use this function to prevent unintended or unauthorized access to the projector during presentations, from other points on the wireless LAN.</p> <p>This option should normally be "ON". To disable this option, select "OFF".</p>
<u>MAC address</u> ▶	Displays the wireless LAN card MAC address.

### Entering Letters and Numbers

Perform the following steps to enter letters and numbers.

1. Move the cursor to the item to input, and press the [Enter] button on the remote control. The cursor turns green to indicate you are in input mode.
2. Select numbers or letters by pressing the [**▲**] button or the [**▼**] button. Press and hold the [**▲**] button or the [**▼**] button to perform rapid key repeat, this makes the rapid selection of desired letters and numbers possible. For the projector name, ESSID, and WEB control password, characters are presented in this order by pressing the [**▲**] button : A-Z → 0-9 → symbols → a-z → space. Press the [**▼**] button to reverse the display order.
3. To input two or more numbers or letters, press the [**▶**] button on the remote control. The first number or letter is selected and the cursor moves to the second entry position. Select the second, and all the subsequent numbers and letters in the same way as the first character.
4. After you have entered all the characters, press the [Enter] button on the remote control to finalise the entry. The cursor will turn yellow.

**8** When finished making setting changes, press the [Page up] button on the remote control, and move the cursor to "OK". Press the [Enter] button.

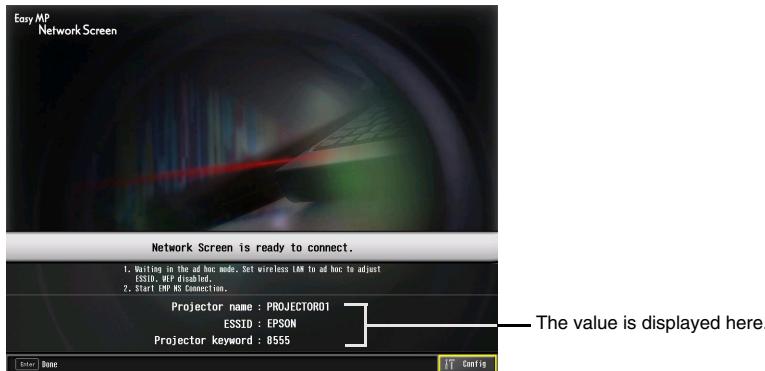
This applies the setting changes and returns to the Network advanced settings screen.

If you wish to cancel the change and return to the state before changes were made, move the cursor to "Cancel" and press the [Enter] button.

**9** Press the [Page up] button on the remote control to move the cursor to "OK", and press the [Enter] button.

This returns to the Connection Stand-by screen. The ESSID or channel number that was set is displayed. If "Projector keyword" is "ON", the keyword is also displayed.

When "Cancel" is selected, all changes made in each mode, (including advanced settings) are canceled, and the projector returns to its previous conditions, before changes were made.



**Tip :**

*The projector keyword changes each time the projector power is turned OFF and ON again, and when the wireless LAN card is removed and reinstalled. When connecting to a computer, check the projector keyword displayed in the Connection Stand-by screen and enter that keyword. Connection is not possible using a previous keyword.*

## Computer Connection Settings

In this section we will address computer connection setup. Connection setup is performed using the utility software provided with the wireless LAN card.

If these settings are already established, this step need not be performed.

**1** Turn on the computer and start Windows.

**2** Start up the wireless LAN card utility software.

Refer to the documentation for the wireless LAN card for instructions on how to use the wireless LAN card utility software.

If Easy connect mode advanced settings on the projector indicate the "Ad hoc mode" as "ESSID" ad hoc", you must also select ESSID ad hoc mode on the computer. Set to the same ESSID shown on the Connection Stand-by screen on the projector.

If Easy connect mode advanced settings on the projector indicate the "Ad hoc mode settings" as "Channel" ad hoc", you must also select channel ad hoc mode on the computer. Set to the same channel shown on the Connection Stand-by screen on the projector.

### Connecting to a Computer

When finished applying the settings, run EMP NS Connection on the computer, and establish a connection with the projector. Once these settings have been established, future sessions can begin by just connecting the devices.

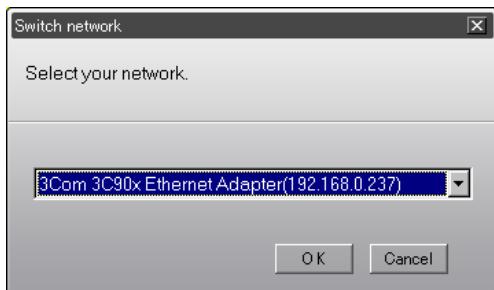
#### **Tip :**

- *Install the wireless LAN card in the computer before starting EMP NS Connection. The wireless LAN card will not be recognised by the EMP NS Connection if the wireless LAN card is installed after EMP NS Connection is started.*
- *Set the WEP to OFF in either the wireless LAN card or for internal wireless LAN functionality.*

**1** In Windows, select "Start" - "Programs" (or "All Programs") - "EMP NS Connection" - "EMP NS Connection".

EMP NS Connection starts.

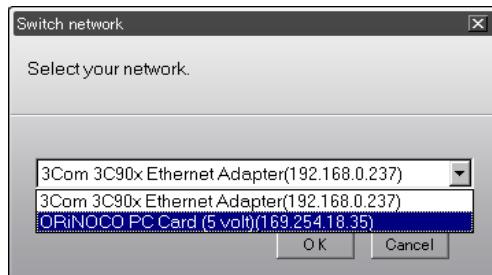
**2** The following Switch network screen is displayed upon initial start-up after installing EMP NS Connection. Proceed with Step 4 if the Switch network screen is not displayed.



#### **Tip :**

*In the event that the IP address has not been set in the projector's network settings, the message, "There is no network adapter" may be displayed. This is because it takes time to determine the IP address, if the projector cannot connect to the DHCP server. Please wait about 30 seconds and then repeat the process from Step 1.*

**3** Select the wireless LAN card that will be used for the connection, and click "OK" to close the Switch network screen.



**Tip :**

Once the network adapter in use has been selected in this Switch network screen, this screen will not be displayed at subsequent EMP NS Connection startups. To change the current network adapter, click the "Option" button in the Projector selection screen (screen in Step 4). Click the "Switch LAN" button on the Option screen to display the Switch network screen.

**4** Select the check box for the name of the projector that you want to connect, and then click the "Connect" button.

The projector name is shown in the projector's Connection Stand-by screen.



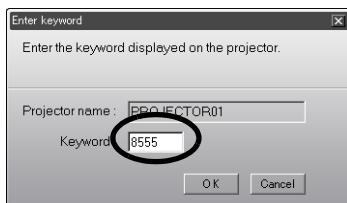
The icon status meaning differs according to colour as follows.  
Grey: Not connected  
Orange: Connected to another computer

## Connecting Using Easy Connect Mode

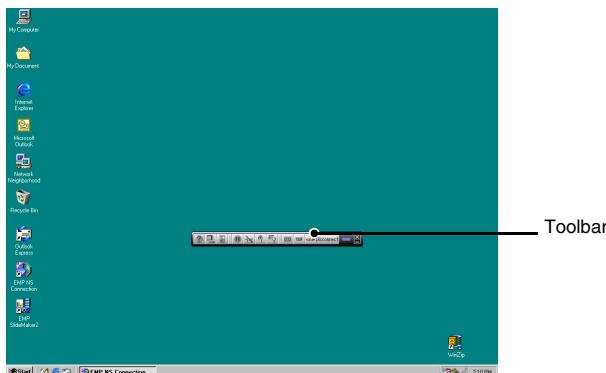
### Tip :

- In the event that a projector already connected to another computer is selected, the previous connection is terminated and the images of the newly connected computer are projected.
- When multiple projectors are selected, one computer's display can be projected simultaneously by up to a maximum of four projectors.
- Once the connection has been made, additional connections cannot be added.

**5** If the "Projector keyword" is set to "ON" in the Easy connect mode advanced settings screen on the projector, a projector keyword entry screen similar to the following is displayed. Enter the projector keyword displayed on the Connection Stand-by screen on the projector, and click "OK".



**6** A network connection is established between the computer and projector, and the computer screens are projected by the projector.



The EMP NS Connection toolbar is displayed on the computer screen. Use the toolbar to operate the projector, change options and settings, and disconnect from the network.  p.35

If the toolbar is in the way during a presentation, you can minimise it. You can perform projector operations and setup using the remote control.  See "Selecting the Colour Mode" and "Advanced Operations" in the *EMP-735 User's Guide*.

 See "Adjusting the Screen Image" and the subsequent material, in the *EMP-735 User's Guide* to further adjust the projected images and perform other functions.

**Tip :**

*To connect to a different computer when changing presenters, start EMP NS Connection on the selected computer and connect. The connection with the current connected computer will be terminated, and the next computer will be connected.*

## Connection Restrictions

When projecting images from a computer using the Network Screen, the following requirements must be met. Please ensure that you meet these requirements.

### Supported Resolution

Computer screen resolutions that can be projected are shown below. If the resolution is on this list, the computer images may be directly projected. You cannot connect to a computer with a resolution higher than SXGA.

- VGA (640×480)
- SVGA (800×600)
- XGA (1024×768)
- SXGA(1280×960)
- SXGA (1280×1024)

If the computer resolution is higher than XGA, the following message is displayed when projecting: "Image transfer performance will be affected if PC resolution is higher than XGA (1024 × 768 pxl.) or images use more than 24 bits. Do you want to continue connection?". If you click "Yes", the connection is made, but display speed will be slower.

If a computer with a special screen size is used where the ratio of height - width is not represented on the previous list, such as 1280 × 600, a screen resolution to project images that matches the width dimension is selected from the five choices. In this case, the empty margins are black.

### Colour Depth

The number of colours on a computer screen that can be projected are shown below.

- 8-bit colour (256 colours)
- 16-bit colour
- 24-bit colour
- 32-bit colour

If 24 bit or 32 bit colour is used, the following message is displayed when projecting: "Image transfer performance will be affected if PC resolution is higher than XGA (1024 × 768 pxl.) or images use more than 24 bits. Do you want to continue connection?" If you click "Yes", the connection is made, but display speed will be slower.

### Number of Connection Devices

A maximum of four projectors can be connected simultaneously to project images from a single computer.

One projector cannot connect to multiple computers simultaneously.

### Other

Audio is not transmitted.

Animation does not play as smoothly as when played on a computer.

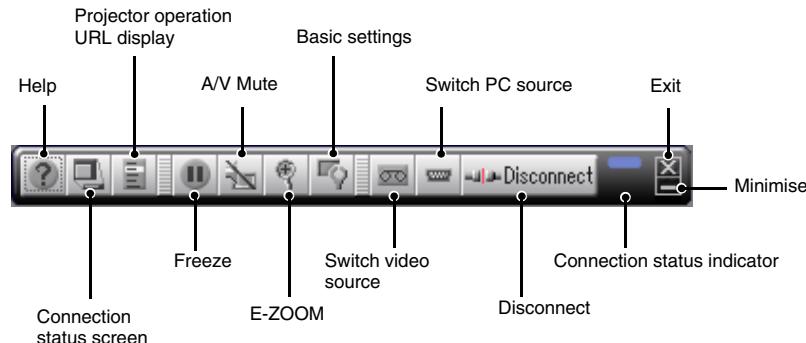
Applications that use some functions of DirectX may not project correctly.

The entire screen image for an MS-DOS prompt screen cannot be projected.

# Using the Toolbars

## Icon Use and Actions

EMP NS Connection functions are displayed on a toolbar on the computer screen when connected to a projector through a network.



The use and actions of icons are explained below.

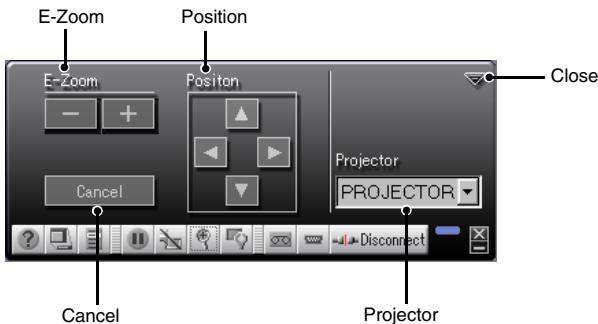
	Help	Display EMP NS Connection help.
	Connection status screen	Click to toggle between displaying/hiding the connection status screen. The icon for the currently connected projector is displayed in green in the connection status screen. You can only check the condition of the connected projector. You cannot change or add connections.
	Projector operation URL display	Start the Web browser to display the projector setting and control browser page. ☞ See "Setting, Monitoring and Controlling from a Computer" in the <i>EasyMP Operation Guide</i>
	Freeze	Temporarily stops the image. With animation, the images on the computer continue to play while projection is stopped. Play does not resume from the point the images were frozen. This is the same as Freeze function on the projector. ☞ See "Freeze" in the <i>EMP-735 User's Guide</i> .

	A/V Mute	<p>This temporarily hides images. For example, if you need to change files when projecting computer images, and you do not want to show this activity, A/V Mute will conveniently hide the images from the audience. Bear in mind that images on the computer continue to play even while the animation is hidden. Play does not resume from the point the images were hidden. This is the same as the A/V Mute Function on the projector.</p> <p>☛ See "A/V Mute" in the <i>EMP-735 User's Guide</i>.</p>
	E-ZOOM	<p>Enlarges the view of the image without changing the projection size. Display the setting screen, and modify the position and magnification. ☛ p.37</p> <p>This is the same as the E-Zoom function on the projector.</p> <p>☛ See "E-Zoom" in the <i>EMP-735 User's Guide</i>.</p>
	Basic settings	<p>Displays the setting screen to modify the brightness, contrast and colour mode and perform keystone correction. ☛ p.38</p> <p>Brightness, contrast, and colour mode are the same items as those set in the "Video" menu on the configuration menu on the projector. ☛ See "Video Menu" in the <i>EMP-735 User's Guide</i>.</p> <p>Keystone correction performs the same function as the [Keystone] button on the projector. ☛ See "Manually Correcting Keystone Distortion" in the <i>EMP-735 User's Guide</i>.</p>
	Switch video source	<p>Each time the icon is clicked, the input signal projected by the projector switches between images from the Video port and S-Video port at the rear of the projector.</p> <p>This is the same as the [S-Video/Video] button on the remote control.</p> <p>☛ See "Turning On the Power and Projecting Images" in the <i>EMP-735 User's Guide</i>.</p>
	Switch PC source	<p>Toggles between computer connected with computer cable, component video, and computer connected via wireless LAN for the input signal that the projector is projecting.</p> <p>This is the same as the [Comp/EasyMP] button on the remote control.</p> <p>☛ See "Turning On the Power and Projecting Images" in the <i>EMP-735 User's Guide</i>.</p>

	<b>Disconnect</b>	Ends the current network communication connection between the projector and computer.
	<b>Connection status indicator</b>	Continuously flashes the top, middle, and bottom indicators in sequence as long as the computer and projector are connected through the network. This light goes out when no connection is possible.
	<b>Exit</b>	This terminates the current network connection with the projector, and closes EMP NS Connection.
	<b>Minimise</b>	This minimises the toolbar and displays it as a button in the Windows taskbar.

## E-Zoom

Clicking the "E-Zoom" icon displays the following setting screen allowing you to modify the zoom magnification and position.

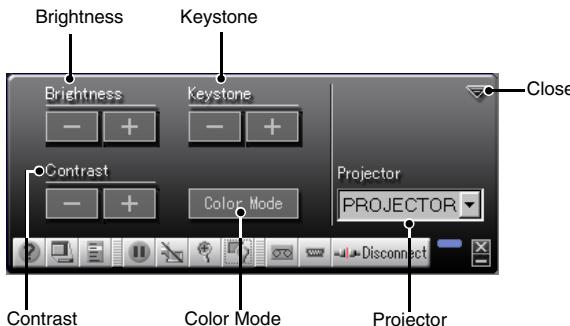


<b>E-Zoom</b>	This adjusts the E-Zoom magnification. Click the "+" button to enlarge. Click the "-" button to reduce the effect of the zoom. This is the same as the [⊕] and [⊖] buttons on the remote control.
<b>Position</b>	<p>This indicates the portion to be enlarged/reduced. Click each of the buttons below to move in the indicated direction.</p> <p>"▲" button: Move up      "►" button: Move right      "▼" button: Move down      "◀" button: Move left</p> <p>This is the same as the E-Zoom function on the projector to move the cross and indicate the area to enlarge/reduce. ➡ See "E-Zoom" in the <i>EMP-735 User's Guide</i>.</p>

Cancel	This cancels E-Zoom and returns to the original display.
Projector	This displays the name of the target projector. If multiple projectors are connected, select the projector to perform the E-Zoom operation.
Close	This closes the screen.

## Basic Settings

Clicking the "Basic settings" icon displays the following setting screen allowing you to modify the brightness, contrast and colour mode and perform keystone correction.



Brightness	This adjusts the brightness of the projected image. Click the "+" button to increase brightness, and click the "-" button to reduce brightness.
Keystone	The projector is provided with an automatic keystone correction function to detect slant in the top and bottom of a projected image, and perform automatic keystone correction. Use this function to perform further correction to an image modified by automatic keystone correction. Click the "+" button to narrow the top edge of a projected image, and click the "-" button to narrow the bottom edge.
Contrast	This adjusts the screen contrast. Click the "+" button to increase contrast, and click the "-" button to reduce contrast.

Color Mode	<p>The following six settings are available for you to get the best from your selected images. Simply select the settings to project the optimum quality of each image. The brightness of the projected images will be affected differently by each mode. Each time you click the "Color Mode" button, the following settings are toggled in order.</p> <table> <tbody> <tr> <td>sRGB</td><td>: Colours are set in accordance with the <u>sRGB</u> colour standard. If the connected device has an sRGB mode, set both the projector and the connected device to sRGB to use this mode .</td></tr> <tr> <td>Normal</td><td>: Enhances brightness for presentations in a relatively bright room.</td></tr> <tr> <td>Meeting</td><td>: Improves the "crispness" of the image without changing the colours.</td></tr> <tr> <td>Presentation</td><td>: For presentations in a relatively dark room.</td></tr> <tr> <td>Theatre</td><td>: Optimised for movies using natural colour tones.</td></tr> <tr> <td>Game</td><td>: Emphasises brightness for games in a relatively bright room.</td></tr> </tbody> </table>	sRGB	: Colours are set in accordance with the <u>sRGB</u> colour standard. If the connected device has an sRGB mode, set both the projector and the connected device to sRGB to use this mode .	Normal	: Enhances brightness for presentations in a relatively bright room.	Meeting	: Improves the "crispness" of the image without changing the colours.	Presentation	: For presentations in a relatively dark room.	Theatre	: Optimised for movies using natural colour tones.	Game	: Emphasises brightness for games in a relatively bright room.
sRGB	: Colours are set in accordance with the <u>sRGB</u> colour standard. If the connected device has an sRGB mode, set both the projector and the connected device to sRGB to use this mode .												
Normal	: Enhances brightness for presentations in a relatively bright room.												
Meeting	: Improves the "crispness" of the image without changing the colours.												
Presentation	: For presentations in a relatively dark room.												
Theatre	: Optimised for movies using natural colour tones.												
Game	: Emphasises brightness for games in a relatively bright room.												
Projector	This displays the name of the target projector. If multiple projectors are connected, select the projector to which you want to make basic setting changes.												
Close	This closes the screen.												

**Tip :**

- Using keystone correction will make the screen smaller.
- Try reducing sharpness to make any unevenness emphasised by keystone correction less noticeable.  See "Video Menu" in the EMP-735 User's Guide.
- Keystone correction can also be applied from the configuration menu on the projector.  See "Setting Menu" in the EMP-735 User's Guide.
- If during keystone correction, the screen gauge values stop changing, this means that you have reached the limit of possible keystone correction. Ensure that this projector is not placed beyond the permissible projection angle.  See "Adjusting the Image Angle and Automatic Keystone Correction Function" in the EMP-735 User's Guide.

# Disconnecting from a Network Connection

The network connection between a computer and projector can be disconnected either from the computer or from the projector.

## **Tip :**

*The display of the computer being projected is not saved by or stored at the projector. When the connection is terminated by one of the following operations, all internal image data is lost.*

## Disconnecting at the Computer

Click the "Disconnect" or "Exit" icons on the EMP NS Connection toolbar.



Clicking the "Disconnect" icon closes only the network connection.

Clicking the "Exit" icon disconnects the network connection and closes EMP NS Connection.

## **Tip :**

*If a computer is connected to multiple projectors and performs the disconnect operation, the connections to all projectors will be broken.*

## Disconnecting at the Projector

**1** Press the [ESC] button on the remote control.

The Exit menu displays.

**2** Select the "Exit" button, and press the [Enter] button on the remote control.

"Network Screen has been disconnected by the projector." is displayed on the screen of the disconnected computer.

# Connecting in Access Point Mode

In addition to the Easy Connect mode, there is also the Access point mode for connecting a computer to a projector via a network.

Access point mode is a mode for connecting a projector to a computer through a wireless LAN access point on an existing network system. When using a computer connected through an access point, under normal circumstances, the computer's wireless LAN settings remain unaltered, and only the projector is set up.

In addition to being able to project computer images using the projector, you can use EMP Monitor and [SNMP](#) to monitor and control the status of the projector from a computer.  See "Monitoring and Control Using EMP Monitor" and "Management Using SNMP" in the *EasyMP Operation Guide*.

## Before Connecting

Ensure the following have been performed before connecting a computer and projector to a network.

- Install EMP NS Connection on the computer you will be using.  p.19
- Prepare the computer settings to use either a wireless LAN card or internal wireless LAN functionality. For setup, see the documentation for the wireless LAN card installed in the computer, or the computer's documentation.
- The size of the projected image varies depending on the distance of the projector from the screen. Decide on the projector placement so that the image matches the screen size.  See "Screen Size and Projection Distance" in the *EMP-735 User's Guide*.
- For optimal performance, set the screen resolution of the computer you are using to XGA or lower with a colour depth of 16bit.

## Connecting in Access Point Mode

### ***Caution :***

- Do not unplug the power cable when EasyMP is in use (screens are changing or the access lamp on the wireless LAN card is lit green).
- Do not remove the wireless LAN card when the access lamp on the wireless LAN card is lit green, or when connected to a network. Doing so may damage the wireless LAN card.

### Connection Settings on the Projector

First, set up the connection settings on the projector. Connection settings are found on the Access point mode advanced settings screen of the Network Screen.

Modify these connection settings using the projector's remote control.

If these settings are already established, this step need not be performed.

**Tip :**

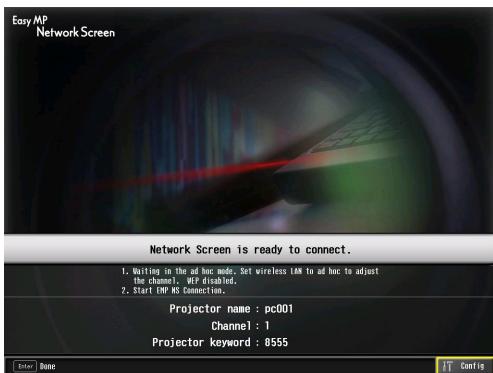
*Apply the following settings under the direction of the network systems administrator.*

**1** Insert the wireless LAN card into the card slot on the projector.

See "Installation" for details.  p.16

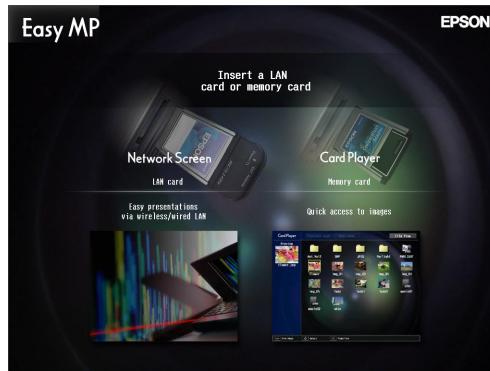
**2** Press the [Power] button on the remote control to turn the projector on.

**3** Repeatedly press the [Comp/EasyMP] button on the remote control until "EasyMP" is displayed at the top right of the projection screen. EasyMP will start and display the following screen.



**Tip :**

If the wireless LAN card is not inserted in the card slot on the projector, the following screen is displayed. Insert the wireless LAN card in the card slot on the projector to display the screen for Step 3.



- 4 Ensure that the "Config" button at the lower right on the screen is selected, and press the [Enter] button on the remote control.  
The Network advanced settings screen is displayed.
- 5 Position the cursor on "Access point mode", and press the [Enter] button on the remote control.  
This selects "Access point mode".



6 Press the [▶] button on the remote control to move the cursor to "Advanced", and press the [Enter] button.

The Access point mode advanced settings screen is displayed.

7 Move the cursor to the selected item, and press the [Enter] button to set that item.

Establish settings enabling the projector to function on the network.  
Selections are described below.



Letters or numbers must be input depending on the item. See the "Entering Letters and Numbers" (☞ p.47) for the letter and number input methods.

### Tip :

*It is also possible to access the projector setup/control browser page using a Web browser, and perform network setup on that page. This method is more convenient than entering characters on the remote control because a keyboard can be used.*

☞ "Changing Settings Using a Web Browser" in the EasyMP Operation Guide.  
To access the projector setup/control browser page connect in the Easy connect mode, and click the "Projector operation URL display" icon on the toolbar.

Projector name	Enter a name for the projector. This name is used to identify the projector when connected to the network. Up to 16 single-byte alphanumeric characters can be entered. Select the "Clear" button, and press the [Enter] button on the remote control to clear the entered projector name.
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<u>ESSID</u> ▶	Enter the ESSID used to connect. If the wireless LAN system used has an ESSID, enter that value. The initial value is "EPSON." Up to 16 single-byte alphanumeric characters can be entered.
<u>WEP</u> ▶ Key (HEX)	Enter the key used for WEP encryption. Input a key as directed by the network administrator of the wireless LAN system where the projector is added. Up to 26 single-byte alphanumeric characters can be entered. Input the key in hexadecimal. The characters allowed are therefore 0-9 and A-F. For 10 character input use 64(40)-bit length, and for 26 character input use 128(104)-bit for the key data. Character counts other than 10 or 26 characters will not be encrypted. Further, the Key ID value is pre-set to "0". To enter a value other than hexadecimal or, to set the Key ID to a value other than "0", access the projector setup browser page on the Web browser, and enter the value on that page. ☞ See "Setting, Monitoring and Controlling from a Computer" in the <i>EasyMP Operation Guide</i> . Select the "Clear" button, and press the [Enter] button on the remote control to clear the entered key. Encryption will not take place.
Password for WEB control	Enter a password. If you enter a password, entry of that password will be required when; changing the projector settings via a network from a computer's Web browser, opening the settings and control browser page, and when starting EMP Monitor. Up to 8 single-byte alphanumeric characters are available. Select the "Clear" button, and press the [Enter] button on the remote control to clear the entered password. The password setting will be inactivated.

Projector keyword	If the projector keyword option is set to "ON", keyword entry will be required when using EMP NS Connection to connect to the projector over a wireless LAN. A keyword will be displayed on the screen of the projector you are trying to connect to. Please check this keyword and enter it into the computer you are trying to establish the connection from. If the keyword is entered correctly, connection is established and the projector will project the images shown on the computer display. Use this function to prevent unintended or unauthorized access to the projector during presentations, from other points on the wireless LAN. This option should normally be "ON". To disable this option, select "OFF".
<u>DHCP</u> »	Indicates DHCP use. Set "ON" to use DHCP. Set "OFF" to not use DHCP.
IP address	This can be entered when "OFF" is selected in "DHCP". Enter the IP address assigned to the projector. Numbers between 0-255 can be selected for each of the fields of the address.
<u>Subnet mask</u> »	This can be entered when "OFF" is selected in "DHCP". Enter the subnet mask for the projector. Numbers between 0-255 can be selected for each of the fields of the address.
<u>Gateway</u> » address	This can be entered when "OFF" is selected in "DHCP". Enter the gateway IP address for this projector. Numbers between 0-255 can be selected for each of the fields of the address.
<u>SNMP</u> » <u>trap IP address</u> » 1	Enter the IP address of the computer notified of an SNMP trap ». Numbers between 0-255 can be selected for each of the fields of the address. Select the "Clear" button, and press the [Enter] button on the remote control to clear the entered trap IP address.
SNMP trap IP address 2	Enter the IP address of the computer notified of an SNMP trap. If notification does not arrive at the IP address designated by " SNMP trap IP address 1", notification is sent to this IP address. Numbers between 0-255 can be selected for each of the fields of the address. Select the "Clear" button, and press the [Enter] button on the remote control to clear the entered trap IP address.
<u>MAC address</u> »	Displays the wireless LAN card MAC address.

## Entering Letters and Numbers

Perform the following steps to enter letters and numbers.

1. Move the cursor to the item to input, and press the [Enter] button on the remote control. The cursor turns green to indicate you are in input mode.
2. Select numbers or letters by pressing the [ $\blacktriangle$ ] button or the [ $\blacktriangledown$ ] button on the remote control. Press and hold the [ $\blacktriangle$ ] button or the [ $\blacktriangledown$ ] button to perform rapid key repeat, this makes the rapid selection of chosen letters and numbers possible. For the projector name, ESSID, and WEB control password, characters are presented in this order by pressing the [ $\blacktriangle$ ] button : A-Z  $\rightarrow$  0-9  $\rightarrow$  symbols  $\rightarrow$  a-z  $\rightarrow$  space. Press the [ $\blacktriangledown$ ] button to reverse the display order.
3. To input two or more numbers or characters, press the [ $\blacktriangleright$ ] button on the remote control. The first number or character is selected and the cursor moves to the position of the second character entry. Select the second, and all the subsequent numbers and letters in the same way as the first character.
4. After you have entered all the characters, press the [Enter] button on the remote control to finalise the entry. The cursor will turn yellow.

**8** When finished making setting changes, press the [Page up] button on the remote control, and move the cursor to "OK". Press the [Enter] button.

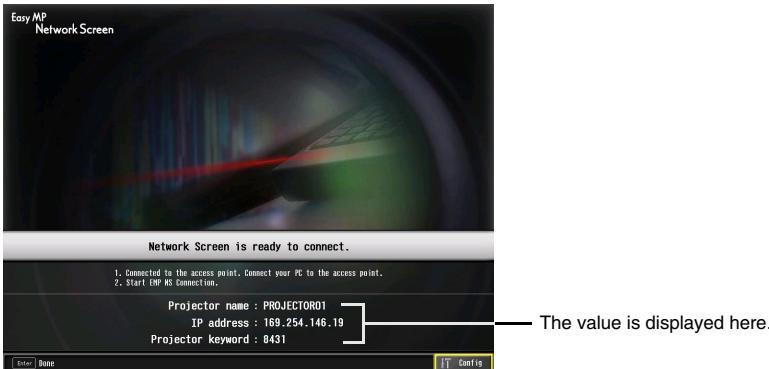
This applies the setting changes and returns to the Network advanced settings screen.

If you wish to cancel the change and return to the state before changes were made, move the cursor to "Cancel" and press the [Enter] button.

**9** Press the [Page up] button on the remote control to move the cursor to "OK", and press the [Enter] button.

This returns to the Connection Stand-by screen and displays the set IP address. If "Projector keyword" is "ON", the projector keyword is also displayed.

When "Cancel" is selected, all changes made in each mode, (including advanced settings) are canceled, and the projector returns to its previous conditions, before changes were made.



### **Tip :**

*The projector keyword changes each time the projector power is turned OFF and ON again, and when the wireless LAN card is removed and reinstalled. When connecting to a computer, make sure the projector keyword displayed in the Connection Stand-by screen is entered. Connection is not possible using a previous keyword.*

## **Connection Settings on the Computer**

In this section we will address the computer connection setup. Connection setup is performed using the utility software provided with the wireless LAN card. If these settings are already established, this step need not be performed.

**1** Turn on the computer and start Windows.

**2** Start up the wireless LAN card utility software.

Refer to the documentation for the wireless LAN card for instructions on how to use the wireless LAN card utility software.

Establish settings enabling the computer to function on the network.

## **Connecting to a Computer**

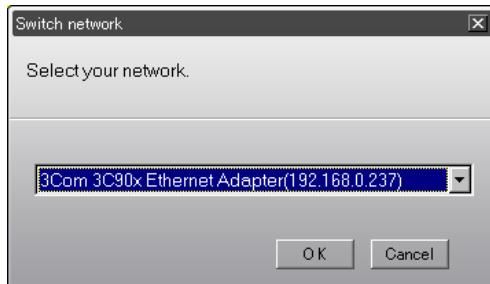
When finished applying the settings, run EMP NS Connection on the computer, and establish a connection with the projector. Once these settings have been established, future sessions can begin by just connecting the devices.

### **Tip :**

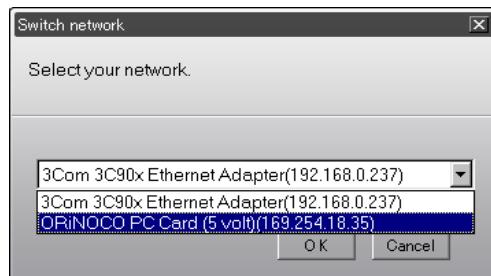
*Install the wireless LAN card in the computer before starting EMP NS Connection. The wireless LAN card will not be recognised by the EMP NS Connection if the wireless LAN card is installed after EMP NS Connection is started.*

**1** Start Windows on the computer, then select "Start" - "Programs" (or "All Programs") - "EMP NS Connection" - "EMP NS Connection".  
EMP NS Connection starts.

**2** The following Switch network screen is displayed the first time EMP NS Connection starts after installation. Proceed with Step 4 if the Switch network screen is not displayed.



**3** Select the wireless LAN card that will be used for the connection, and click "OK" to close the Switch network screen.

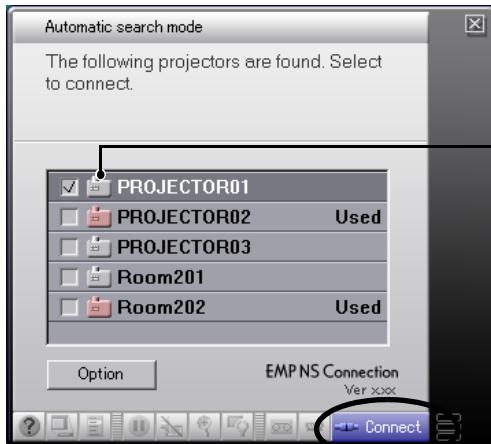


**Tip :**

*Once the current network adapter has been selected in this Switch network screen, this screen will not be displayed at subsequent EMP NS Connection start-ups. To change the current network adapter, click the "Option" button in the Projector selection screen (screen in Step 4). Clicking the "Switch LAN" button on the Option screen displays the Switch network screen.*

**4** Select the name of the projector that you want to connect, and then click the "Connect" button.

The projector name is shown in the projector's Connection Stand-by screen.

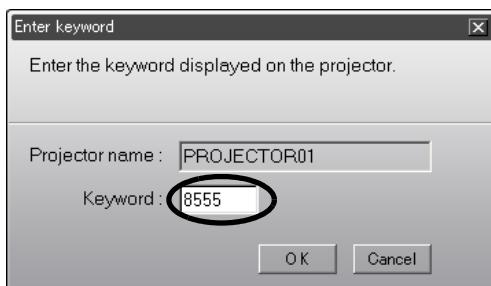


The icon status meaning differs according to colour as follows.  
Grey: Not connected  
Orange: Connected to another computer

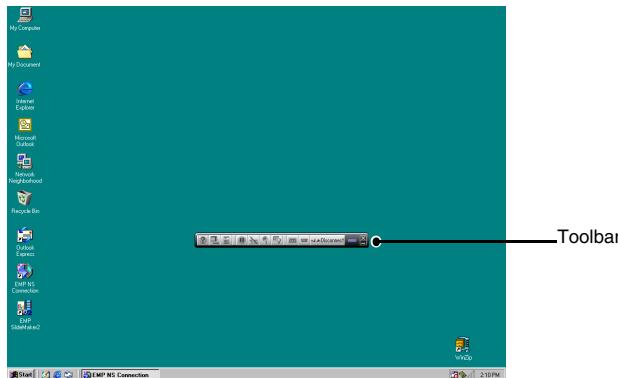
**Tip :**

- In the event that a projector already connected to another computer is selected, the previous connection is terminated and the images of the newly connected computer are projected.
- When multiple projectors are selected, one computer's display can be projected simultaneously by up to a maximum of four projectors.
- Once the connection has been made, additional connections cannot be added.

**5** If the "Projector keyword" is set to "ON" in the Access point mode advanced settings screen on the projector, a projector keyword entry screen similar to the following is displayed. Enter the projector keyword displayed on the Connection Stand-by screen on the projector, and click "OK".



**6** A network connection is established between the computer and projector, and the computer screens are projected by the projector.



The EMP NS Connection toolbar is displayed on the computer screen. Use the toolbar to operate the projector, change options and settings, and disconnect from the network. p.35

If the toolbar is in the way during a presentation, you can minimise it. To perform projector operations and setup using the remote control. See "Selecting the Colour Mode" and "Advanced Operations" in the *EMP-735 User's Guide*.

There are a number of colour and resolution restrictions for projecting images from a computer using Network Screen. For restriction details, refer to "Connection Restrictions". p.33

See "Adjusting the Screen Image" and the subsequent material, in the *EMP-735 User's Guide* to further adjust the projected images and perform other functions.

**Tip :**

*To connect to a different computer in order to replace the presenter, start EMP NS Connection on the selected computer and connect. The connection with the current connected computer will be terminated, and the next computer will be connected.*

### What If the Projector You Want does not Appear?

If the projector to which you want to connect does not appear on the projector selection screen of EMP NS Connection, please check the following:

- Is the wireless LAN signal weak, or not being received at all?
- Is the connection mode set up correctly?
- Are the subnets different ?

When using Easy connect mode:

- Are the computer and projector setup with the same ESSID ?
- Are the computer and projector setup to use the same channel?

In the event that you are connecting the projector on a network where the subnets differ, you can use "IP connect mode" to establish a connection.

IP connection mode works by using the IP address of the projector to establish a connection.

Perform the following steps to connect using IP connection mode.

#### **Tip :**

*The projector name will not be displayed in the projector selection screen of EMP NS Connection if the projector's IP address and the computer's IP address belong to a different subnet.*

#### **Caution :**

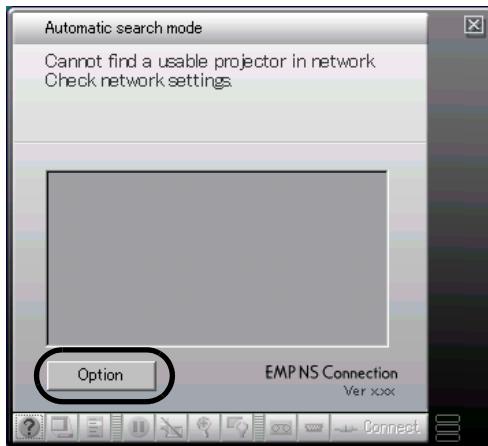
- Do not unplug the power cable when EasyMP is in use (screens are changing or the access lamp on the wireless LAN card slot is lit green).
- Do not remove the wireless LAN card when the access lamp on the wireless LAN card is lit green, or when connected to a network. Doing so may damage the wireless LAN card.

**1** This performs a connection setup between the projector and computer in Access point mode.  p.24

**2** On the computer select "Start" - "Programs" (or "All Programs") - "EMP NS Connection" - "EMP NS Connection".

EMP NS Connection starts.

3 Click the "Option" button on the next screen.



4 This displays the Option screen. Select "Use IP connect mode" and then click the "OK" button.

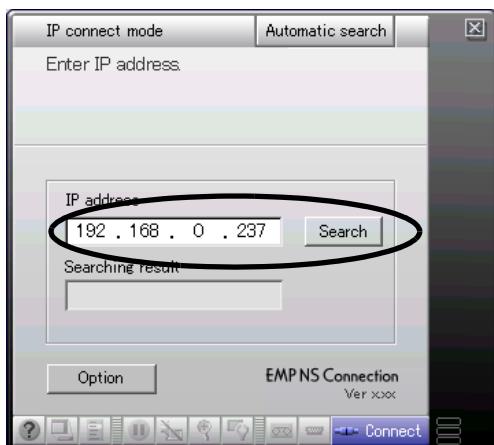


## Connecting in Access Point Mode

5 The following screen is displayed. Click "IP connection" in the upper right of the screen.



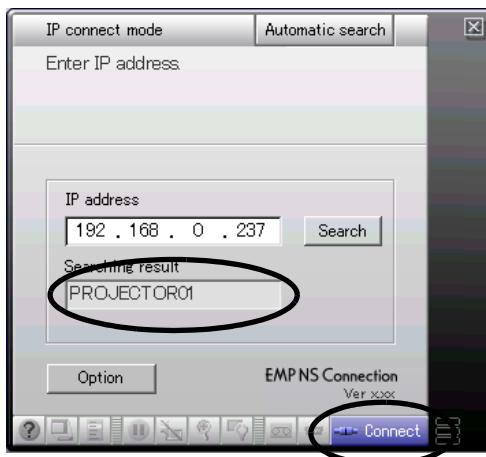
6 Enter the "IP address" of the projector to which you want to connect, and click the "Search" button.



7 If the projector's name appears in the "Searching result", click the "Connect" button.

The projector's name is shown in the projector's Connection Stand-by screen.

Verify that the projector name shown in the Connection Stand-by screen of the projector is the same as the projector name shown in the "Searching result".



A network connection is established between the computer and projector, and the computer screens are projected by the projector.

**Tip :**

*The IP address indicated here is maintained even if the network connection is terminated or if computer power is shut off. This address will be displayed under "IP address" at the next startup of EMP NS Connection when in the IP connect mode.*

### Transmitting Encrypted Data

When projecting images from a computer connected to a projector over a network, image data can be encrypted and transmitted. Encryption of data ensures security. However, it reduces baud rates.

Perform the following steps to use encrypted transmission.

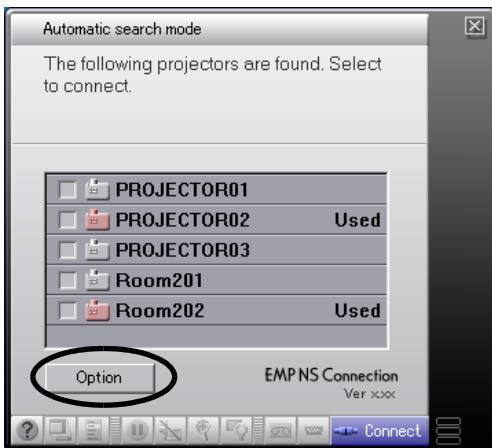
**Tip :**

- *Do not unplug the power cable when EasyMP is in use (screens are changing or the access lamp on the wireless LAN card is lit green).*
- *Do not remove the wireless LAN card when the access lamp on the wireless LAN card is lit green, or when connected to a network. Doing so may damage the wireless LAN card.*

**1** This performs a connection setup between the projector and computer in Access point mode.  p.24

**2** On the computer select "Start" - "Programs" (or "All Programs") - "EMP NS Connection" - "EMP NS Connection".  
EMP NS Connection starts.

**3** Click the "Option" button on the next screen.



4 This displays the Option screen. Select "Use encrypted communication", and then click the "OK" button.



5 Select the name of the projector that you want to connect, and then click the "Connect" button.



A network connection is established between the computer and projector, and the computer screens are projected by the projector. Data transmitted between the computer and projector is encrypted.

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