

Lamp Module Replacement Instructions: SP-LAMP-060 and SP-LAMP-061

NOTES:

Always use the correct lamp module for your particular projector model:

SP-LAMP-060: Used in IN102

SP-LAMP-061: Used in IN104

Use the InFocus lamp module designed for this projector. You can order new lamps from 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:

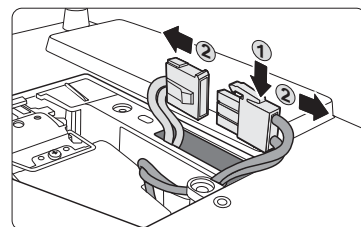
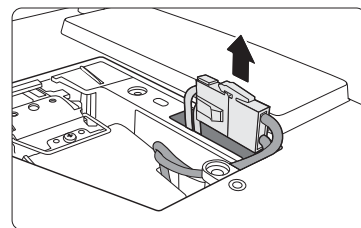
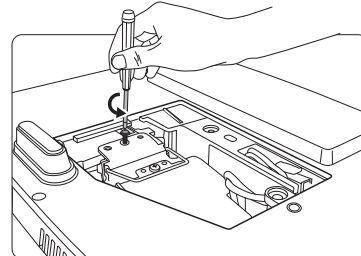
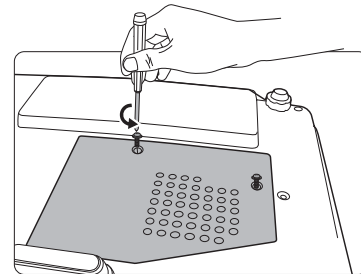
- The projector uses a high-pressure mercury glass lamp. The lamp may fail prematurely, or it may rupture with a popping sound if jolted, scratched, or handled while hot. The risk of lamp failure or rupture also increases as the lamp age increases; please replace the lamp when you see the "Replace Lamp" message.
- To avoid burns, allow the projector to cool for at least 60 minutes before you replace the lamp.
- Unplug the power cord before replacing the lamp.
- Do not drop the lamp module. The glass may shatter and cause injury.
- Do not touch the glass surface of the lamp module. Fingerprints can obscure projection sharpness and may cause the glass to shatter.
- Be extremely careful when removing the lamp module. In the unlikely event that the lamp ruptures, small glass fragments may be generated. The lamp module is designed to contain most of these fragments, but use caution when removing it.
- Before replacing a ruptured lamp, clean the lamp compartment and dispose of cleaning materials. Wash hands after lamp replacement.
- When replacing the lamp while the projector is ceiling-mounted, wear protective eyewear to prevent eye injury.
- Hg-Lamp contains mercury. Manage with accordance with local disposal laws. See www.lamprecycle.org

The Lamp Hours timer in the Lamp Settings menu counts the number of hours the lamp has been in use. Fifty hours before the lamp life expires, the message "Replace Lamp Soon" will appear on the screen at startup. At 4000 hours, the message "Replace Lamp Now" will appear at startup.

1. Turn off the projector and unplug the power cord.
2. Wait 45 minutes to allow the projector and lamp to cool thoroughly.
3. Turn the projector over. Loosen the two captive screws on the lamp door and remove lamp door.

WARNING: Do not turn the power on with the lamp door removed. Do not insert your fingers between the lamp and the projector. The sharp edges inside the projector may cause injuries.

4. Loosen the captive screw that attaches the lamp module to the projector. Carefully remove the lamp module. Dispose of the lamp in an environmentally proper manner.
5. Pull out the lamp connector from the slot in the lamp compartment. Disconnect it from the projector as illustrated.



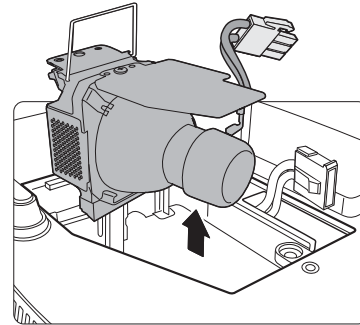
Lamp Module Replacement Instructions: SP-LAMP-o6o and SP-LAMP-o61

Lift the handle straight up and slowly pull the lamp out of the projector.

CAUTION: Pulling it too quickly may cause the lamp to break and scatter broken glass in the projector.

Do not place the lamp in locations where water might splash on it, children can reach it or near flammable materials.

Do not insert your hands into the projector after the lamp is removed. If you touch the optical components inside, it could cause color unevenness and distortion of the projected images.



6. Install the new lamp module and tighten the screw.
7. Reconnect the lamp connector and place it back into its slot flush with the projector.
CAUTION: Loose screws may cause a bad connection, which could result in malfunction. Do not over tighten the screw.
8. Ensure the handle is completely flat and locked in place.
9. Replace the lamp door and tighten the screws.
10. Plug in the power cord and press the **Power** button to turn on the projector.
11. To reset the lamp hour timer, navigate to the **System Setup > Advanced: Lamp Settings** menu and select **Reset Lamp Timer**. Press MODE/ENTER. Highlight **Reset** and press MODE/ENTER.

