Lamp Module Replacement Instructions: SP-LAMP-041 and SP-LAMP-042

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

SP-LAMP-041: Used in IN3102, IN3106, IN3182, IN3186, IN3902LB, IN3904LB, A3100, A3300, A3180, A3380

SP-LAMP-042: Used in IN3104, IN3108, IN3184, IN3188, A3200, A3280

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 housing. 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 Projector Info menu counts the number of hours the lamp has been in use. Twenty hours before the lamp life expires, the message "Replace Lamp" will appear on the screen at startup.

1. Turn off the projector and unplug the power cord.

2. Wait 60 minutes to allow the projector and lamp to cool thoroughly.

3. Remove the lamp door:

   a) Remove the screw (labeled "1") on the side of the lamp door

   b) Turn the lamp cover knob (labeled "2") counterclockwise to push up the lamp cover

   c) Lift the lamp door off.

4. Loosen the captive screws that attach the lamp housing to the projector. Carefully remove the lamp housing. Dispose of the lamp in an environmentally proper manner.

5. Install the new lamp module and tighten the screws.

6. Replace the lamp door by sliding it into place.

7. Plug in the power cord and press the **Power** button to turn on the projector.

8. To reset the lamp hour timer, navigate to the **Status and Service** menu and select **Reset Lamp Hours**.

Status and Service
Source Info
Projector Info
Reset Lamp Hours...
Factory Reset...
Service Code...
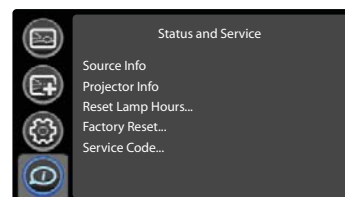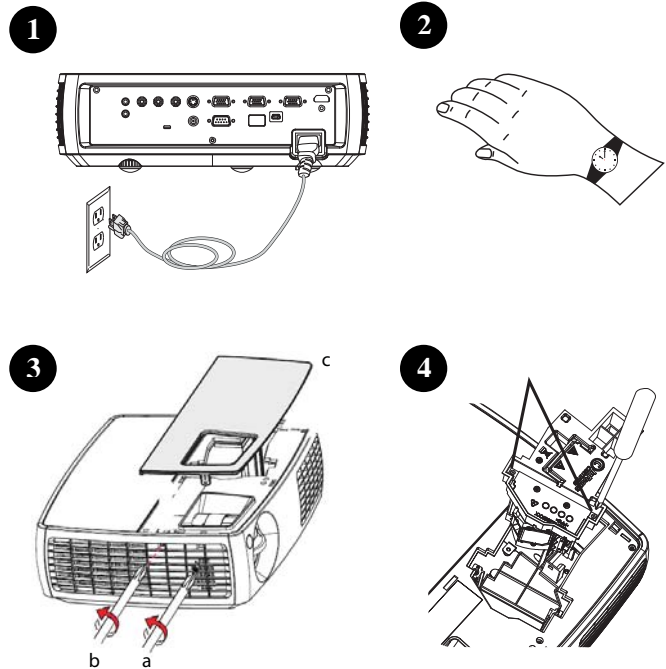
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