

# Data Projector

## Operating Instructions

Before operating the unit, please read this manual and supplied Quick Reference Manual thoroughly and retain it for future reference.

VPL-EW130

**HDMI**

---

# Table of Contents

---

## **Overview**

Location and Function of Controls ....	3
Main unit .....	3
Connector Panel .....	4
Remote Commander and Control Panel .....	5

---

## **Preparation**

Connecting the Projector .....	7
Connecting a Computer .....	7
Connecting a Video equipment ....	8
Connecting an External Monitor and Audio Equipment .....	10

---

## **Projecting/Adjusting an Image**

Projecting an Image .....	11
Adjusting the Projected image .....	12
Turning Off the Power .....	14

---

## **Adjustments and Settings Using a Menu**

Using a MENU .....	15
The PICTURE SETTING Menu .....	16
The INPUT SETTING Menu .....	17
The SET SETTING Menu .....	19
The MENU SETTING Menu .....	20
The INSTALL SETTING Menu .....	21
The INFORMATION Menu .....	22

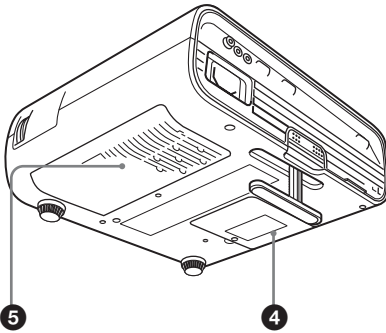
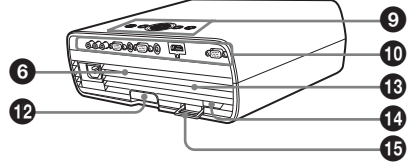
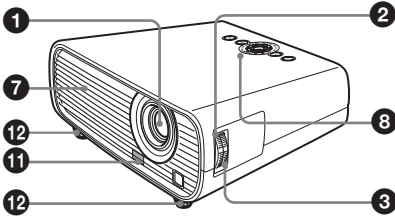
---

## **Others**

Indicators .....	23
Messages List .....	24
Troubleshooting .....	25
Replacing the Lamp .....	27
Cleaning the Air Filter .....	29
Specifications .....	30
Projection Distance .....	34
Dimensions .....	38
Index .....	40

# Location and Function of Controls

## Main unit

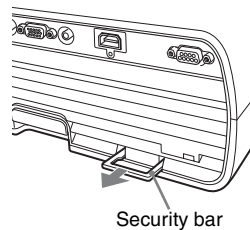


- ❶ Projection lens
- ❷ Focus ring (page 12)
- ❸ Zoom ring (page 12)
- ❹ Lamp cover (page 27)
- ❺ Air filter cover (page 29)/  
Ventilation holes (intake)
- ❻ Ventilation holes (intake)
- ❼ Ventilation holes (exhaust)

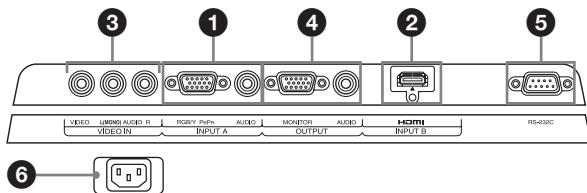
### Caution

Do not place anything near the ventilation holes as this may cause internal heat buildup. Do not place your hand near the ventilation holes and the circumference as this may cause injury.

- ❸ LAMP/COVER indicator (page 23)
- ❹ Control panel (page 5)
- ❺ Connector panel (page 4)
- ❻ Remote control detector
- ❼ Adjuster (page 12)
- ❸ Speaker
- ❹ Security lock  
Connects to an optional security cable manufactured by Kensington. For details, visit Kensington's web site. <http://www.kensington.com/>
- ❹ Security bar  
Connects to a commercially available security chain or wire. If it is difficult to pull out, pull out the Security bar using a screwdriver.



## Connector Panel



### Input (pages 7, 8)

#### 1 INPUT A

Video: RGB/YPbPr input connector  
(RGB/YPbPr)

Audio: Audio input connector (AUDIO)

#### 2 INPUT B

Video: HDMI input connector (HDMI)

Audio: HDMI input connector (HDMI)

#### 3 VIDEO (VIDEO IN)

Video: Video input connector

Audio: Audio input connector (L  
[MONO] AUDIO/R)

### Output (page 10)

#### 4 OUTPUT

Video: Monitor output connector  
(MONITOR)

Audio: Audio output connector  
(AUDIO)

#### Note

This connector outputs the projected image or audio. The image is output as a computer signal input from the RGB input connector (INPUT A) or a video signal input from the YPbPr input connector (INPUT A).

### Others

#### 5 RS-232C connector

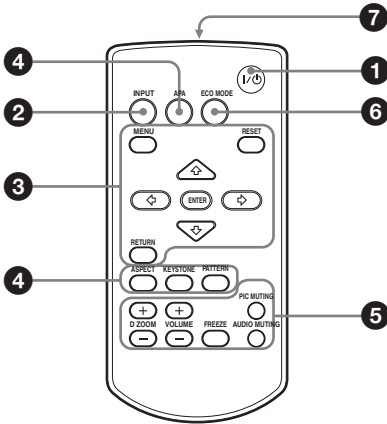
RS-232C compatible control connector.  
Connects the computer's RS-232C  
connector and the RS-232C cross cables.

#### 6 AC IN (-) socket

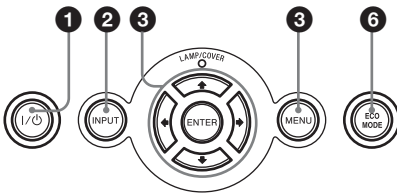
Connects the supplied AC power cord.

## Remote Commander and Control Panel

### Remote Commander



### Control Panel



#### 1 Turning on the power/Going to standby mode

I/O (On/Standby) key

#### 2 Selecting an input signal (page 11) INPUT key

#### 3 Operating a menu (page 15) MENU key

RESET key

ENTER /▲/▼/◀/▶ (arrow) keys

RETURN key

This function is not provided in this projector.

#### 4 Adjusting the image (page 12) ASPECT key

KEYSTONE key

PATTERN key

This function is not provided in this projector.

APA (Auto Pixel Alignment) key\*

#### Note

\* Use this key when inputting a computer signal via the RGB input connector (INPUT A).

#### 5 Using various functions during projecting

D ZOOM (Digital Zoom) +/- key\*<sup>1</sup>

Enlarges a portion of the image while projecting.

1 Press the D ZOOM + key to display the digital zoom icon on the projected image.

2 Press the ▲/▼/◀/▶ keys to move the digital zoom icon to the point on the image you wish to enlarge.

3 Press the D ZOOM + key or the D ZOOM – key repeatedly to change the enlargement ratio. The image can be enlarged up to 4 times.

Press the RESET key to restore the previous image.

### PIC MUTING key

Cuts off the image. Press again to restore the image.

### AUDIO MUTING key

Mutes the audio output. Press again to restore the previous volume.

### VOLUME +/- key

For adjusting the volume output.

### FREEZE key\*2

Pauses a projected image. Press again to restore the image.

#### Notes

- \*1: Use this key when inputting a computer signal. But it may not be used depending on the resolution of the input signal.
- \*2: Use this key when inputting a computer signal.

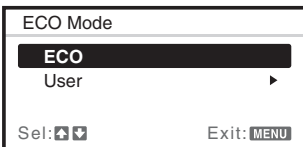
## 6 Setting the energy-saving mode easily

### ECO MODE key

Energy-saving mode can be set easily. Energy-saving mode consists of “Lamp Mode,” “Power Saving Mode” and “Standby Mode.”

- 1 Press the ECO MODE key to display the ECO Mode menu.

ECO Mode Menu



- 2 Press the ▲/▼ key or ECO MODE key to select ECO or User mode.

**ECO:** Sets each mode to the optimum energy-saving value.

Lamp Mode: Low

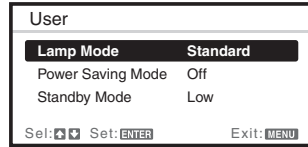
Power Saving Mode: Standby

Standby Mode: Low

(go to step 6)

**User:** Sets each item of the energy-saving mode menu as you desire (go to step 3).

- 3 Select “User” then press the ► key. The setting items appear.



- 4 Press the ▲/▼ key to select the item then press the ENTER key.
- 5 Press the ▲/▼ key to select the setting value.
- 6 Press the ENTER key to restore the User screen.

For details on ECO Mode settings, see “Lamp Mode” (page 21) and “Standby Mode” (page 21) on the INSTALL SETTING menu and “Power Saving Mode” (page 19) on the SET SETTING menu.

## Others

### 7 Infrared transmitter

#### About Remote Commander operation

- Direct the Remote Commander toward the remote control detector.
- The shorter the distance between the Remote Commander and the projector is, the wider the angle within which the Remote Commander can control the projector becomes.
- Make sure that nothing obstructs the infrared beam between the Remote Commander and the remote control detector on the projector.

# Connecting the Projector

## Notes

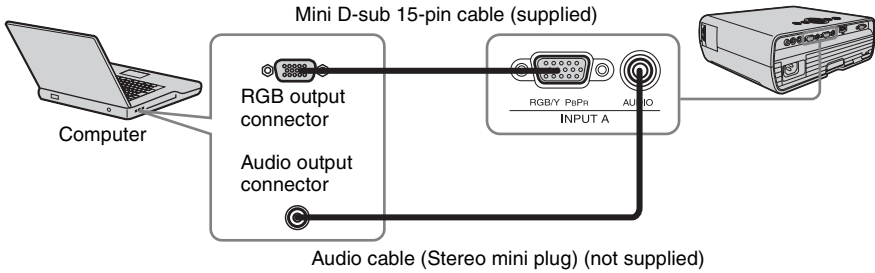
- Make sure all the equipment is powered off when connecting the projector.
- Use the proper cables for each connection.
- Insert the cable plugs firmly; Loose connections may reduce performance of picture signals or cause a malfunction. When pulling out a cable, be sure to grip it by the plug, not the cable itself.
- For more information, refer also to the instruction manuals of the equipment you are connecting.
- Use a no-resistance audio cable.

## Connecting a Computer

Connection with a computer is explained for each input signal.

### INPUT A

For connecting a computer with an RGB output connector.



## Note

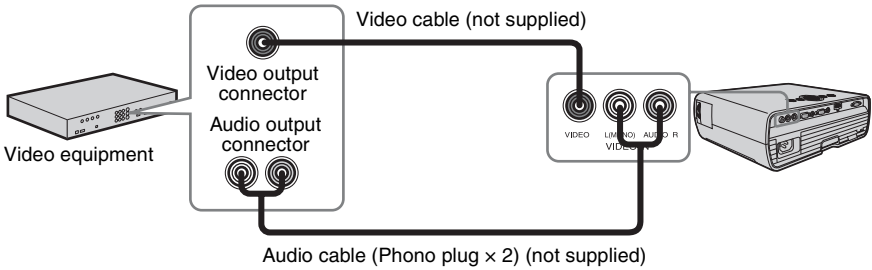
It is recommended that you set the resolution of your computer to 1280 × 800 pixels for the external monitor.

## Connecting a Video equipment

Connections with a VHS video deck, DVD player, or BD player are explained for each input signal.

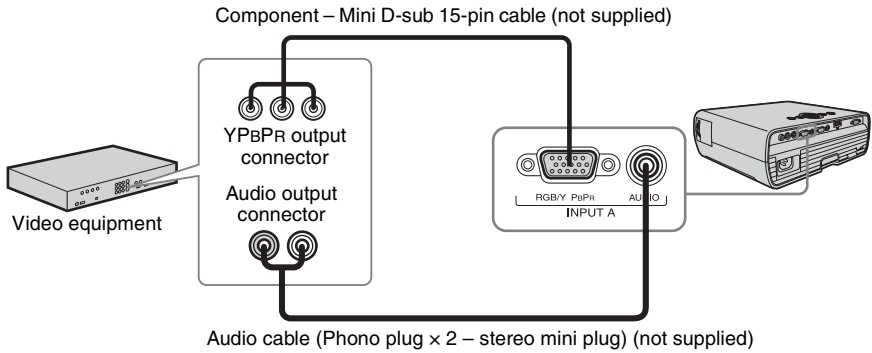
### VIDEO IN

For connecting video equipment with a video output connector.



### INPUT A

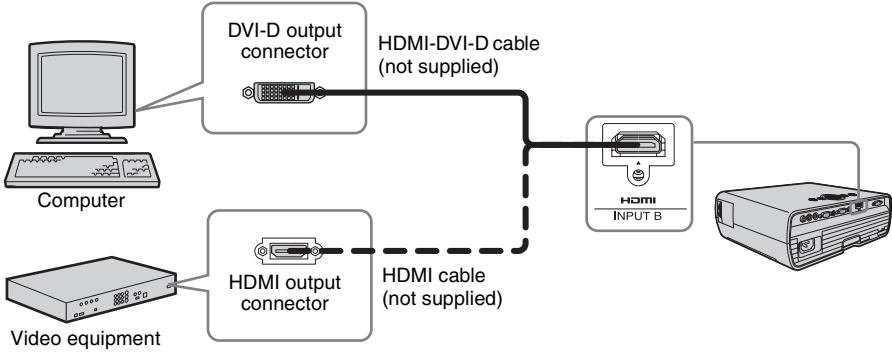
For connecting video equipment with a YPbPr output connector.





## INPUT B

For connecting video equipment with an HDMI output connector.



Preparation

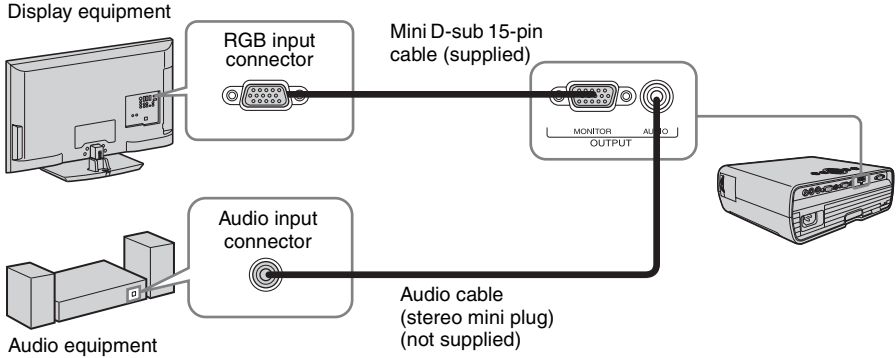
### Notes

- Use HDMI-compatible equipment and cable(s) that have an HDMI logo on them.
- The HDMI connector of this projector is not compatible with DSD (Direct Stream Digital) Signal or CEC (Consumer Electronics Control) Signal.

## Connecting an External Monitor and Audio Equipment

### OUTPUT

Projected images and input audio can be output to display equipment such as a monitor and audio equipment such as speakers with a built-in amplifier. When an audio cable is connected to the audio output connector, no sound will be heard from the built-in speaker.

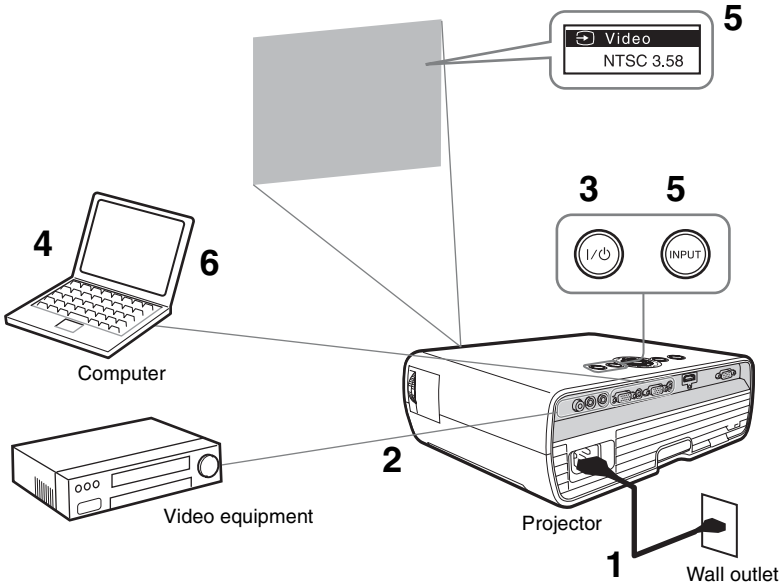


### Note

Projected images and audio can be output. The image is output only as a computer signal input from the RGB input connector (INPUT A) or a video signal input from the YPbPr input connector (INPUT A).

## Projecting an Image

The size of a projected image depends on the distance between the projector and screen. Install the projector so that the projected image fits the screen size. For details on projection distances and projected image sizes, see “Projection Distance” (page 34).



- 1** Plug the AC power cord into the wall outlet.
- 2** Connect all equipment to the projector (page 7).
- 3** Press I/⏻ to turn on the unit.
- 4** Turn on the connected equipment.
- 5** Select the input source.  
Each time you press the INPUT key on the projector, the input signal switches. Press the INPUT key repeatedly to select an image to be projected.

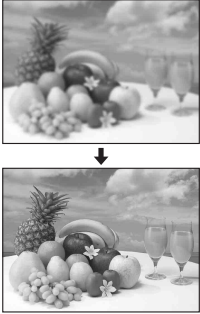

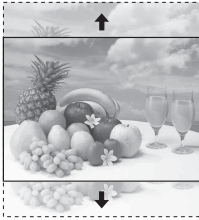
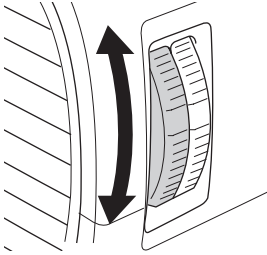
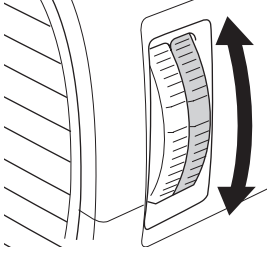
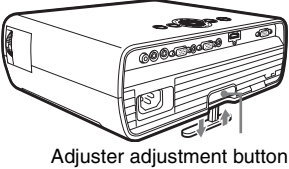
- 6** Switch your computer to output to external display by changing your computer's setting.  
How to switch the computer to output to the projector varies, depending on the type of computer.

(Example)



- 7** Adjust the focus, size, and position of the projected image (page 12).

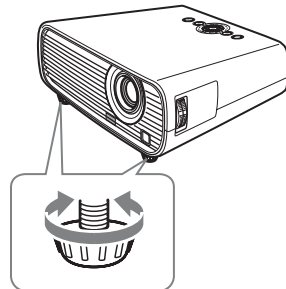
## Adjusting the Projected image

Focus	Size (Zoom)	Position
		
		 <p data-bbox="751 799 992 820">Adjuster adjustment button</p>

### Adjusting the tilt of the projector with the adjusters

You can adjust the height of the projector using the adjusters.

By changing the slope of the projector with adjusters, you can adjust the position of the projected image.



#### Notes

- Be careful not to let the projector down on your fingers.
- Do not push hard on the top of the projector with the adjuster extended. It may cause malfunction.

---

## Changing the aspect ratio of the projected image

Press ASPECT on the remote commander to change the aspect ratio of the projected image. You can also change the setting in Aspect of the INPUT SETTING menu (page 17, page 18).

---

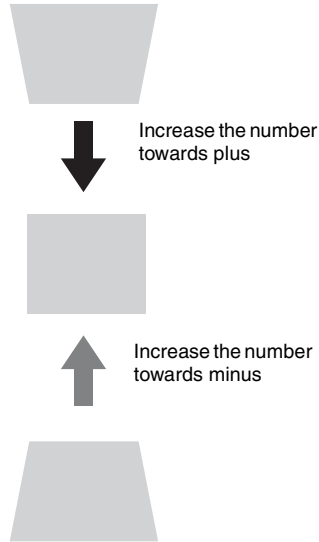
## Correcting trapezoidal distortion of the projected image (Keystone feature)

Keystone feature may not work automatically when the screen is tilted. In this case, set keystone manually.

- 1 Press KEYSTONE on the remote commander or select V Keystone in the INSTALL SETTING menu.
- 2 Use  $\uparrow/\downarrow/\leftarrow/\rightarrow$  to set the value. The higher the setting, narrower the top of the projected image. The lower the setting, the narrower the bottom.

### Note

Since the Keystone adjustment is an electronic correction, the image may be deteriorated.



---

## Automatically adjusts Phase, Pitch and Shift of projected image while a signal is input from a computer (APA (Auto Pixel Alignment))

Press APA on the remote commander. Press again to cancel during the setting. If Smart APA is set to On, executes APA automatically when a signal is input (page 19).

## Turning Off the Power

- 1** Press the I/⏻ key on the main unit or the Remote Commander.  
The message appears. Press it again according to the message.
- 2** Unplug the AC power cord from the wall outlet.  
After step **1**, the fan continues to run for a while to reduce internal heat, however, you may also unplug the AC power cord before the fan stops.

---

### To clear the confirmation message

The message disappears if you press any key other than the I/⏻ key on the main unit or the Remote Commander, or if you do not press any key for a while.

---

### To turn off without displaying confirmation message

Hold the I/⏻ key on the main unit pressed for a few seconds.

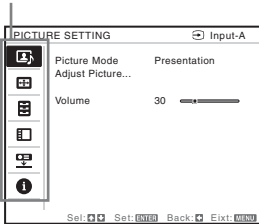
# Using a MENU

**Note**

The menu displays used for the explanation below may be different depending on the model you are using.

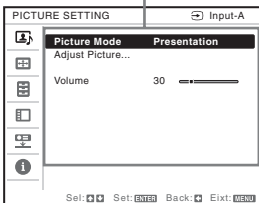
- 1 Press the MENU key to display the menu.
- 2 Select the setting menu.  
Use the **▲** or **▼** key to select the setting menu then press **▶** or ENTER key.

Setting menu



- 3 Select the setting item.  
Use the **▲** or **▼** key to select the setting menu then press **▶** or ENTER key.  
To return to the selection screen of the setting menu, press the **◀** key.

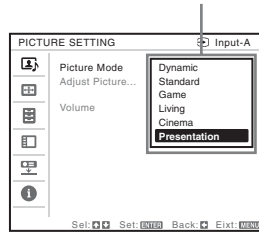
Setting items



- 4 Make the setting or adjustment for the selected item.  
Menu operation differs depending on the setting item. If the next menu window is displayed, select the item according to the operations in step 3.  
To return to the selection screen of the setting items, press the **◀** key. Also, to reset the setting value of an item to its

factory preset value, press the RESET key during setting or adjusting.

Selecting items



**Using the setting menu**

Press the **▲** or **▼** key to select the item. Press the ENTER key to restore the previous screen.

**Using the adjustment menu**

To increase the number, press the **▲** or **▶** key and to decrease the number, press the **▼** or **◀** key. Press the ENTER key to register the setting. The previous screen is restored.



- 5 Press the MENU key to clear the menu.  
The menu disappears automatically if no key is pressed for a while.

# The PICTURE SETTING Menu

For adjusting the picture for each input signal.

Items	Item descriptions
Picture Mode	<p><b>Dynamic:</b> Emphasizes the contrast to produce a “dynamic and vivid” picture.</p> <p><b>Standard:</b> Makes the picture be natural and well balanced.</p> <p><b>Game:</b> Select for viewing game picture.</p> <p><b>Living:</b> Select for viewing sports, music, and digital video camera picture.</p> <p><b>Cinema:</b> Select for viewing film-like picture.</p> <p><b>Presentation</b> <sup>*1</sup>: Makes the picture bright to suit for a presentation.</p>
Adjust Picture...	The unit can store the setting values of the following sub menu items for each picture mode separately.
Contrast	The higher the setting, the greater the contrast. The lower the setting, the lower the contrast.
Brightness	The higher the setting, the brighter the picture. The lower the setting, the darker the picture.
Color <sup>*2</sup> <sup>*4</sup>	The higher the setting, the greater the intensity. The lower the setting, the lower the intensity.
Hue <sup>*2</sup> <sup>*4</sup> <sup>*5</sup>	The higher the setting, the more greenish the picture becomes. The lower the setting, the more reddish the picture becomes.
Sharpness <sup>*2</sup>	The higher the setting, the sharper the picture. The lower the setting, the softer the picture.
Color Temp. <sup>*3</sup>	<p><b>High/Middle/Low:</b> The higher the temperature, the more bluish the picture. The lower the temperature, the more reddish the picture.</p>
DDE (Dynamic Detail Enhancer) <sup>*6</sup>	<p><b>Off:</b> Plays back the interlace format without conversion.</p> <p><b>Progressive:</b> Plays back the video signal of the interlace format converting to progressive.</p> <p><b>Film:</b> Precisely reproduces the image from a film source to suit the original film source.</p>
Gamma Mode <sup>*1</sup>	<p><b>Graphics:</b> Improves the reproduction of halftones. Photos can be reproduced in natural tones.</p> <p><b>Text:</b> Contrasts black and white. Suitable for images that contain lots of text.</p>
Volume	The higher the setting, the higher an audio volume and the lower the setting, the lower the audio volume. The audio output level will work simultaneously.

## Notes

- \*1: When a computer signal is input, this option is available.
- \*2: When a video signal is input, this option is available.
- \*3: When “Picture Mode” is set to the item other than “Presentation,” this option is available.
- \*4: When a B & W signal is input, this option is not available.
- \*5: When an analog TV signal is input, this option may not available, depending on the color system.
- \*6: When a progressive signal or a 1080i signal is input, this option is not available.



# The INPUT SETTING Menu

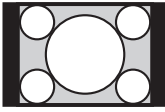


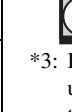
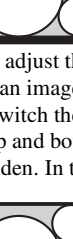
For adjusting the size, position, and aspect ratio of the projected image for each input signal.

Items	Item descriptions
Adjust Signal	Adjusts the image of computer signal. Use this item if the edge of the image is cut and reception is bad.
Dot Phase <sup>*1</sup>	Adjusts the dot phase of the display pixel and the input signal. Set to the value where looks clearest.
H Size <sup>*1</sup>	The higher the setting, the wider the horizontal image elements (pitch). The lower the setting, the narrower the horizontal image elements (pitch).
Shift <sup>*2</sup>	<b>H:</b> The higher the setting, the farther right the image is projected on the screen. The lower the setting, the image farther left. <b>V:</b> The higher the setting, the farther up the image is projected on the screen. The lower the setting, the image farther down.
Aspect <sup>*3</sup>	Changes the aspect ratio of the projected image (page 18).
When the computer signal is input	<b>Normal:</b> Displays the image on the center point of the projected image without changing the resolution of the input signal or enlarging the image. <b>Full1:</b> Displays the image to fit the maximum projected image size without changing the aspect ratio of the input signal. <b>Full2:</b> Displays the image to fit the maximum projected image size. <b>Full3:</b> Displays a 1280 × 760 dot picture on the screen without changing the aspect ratio of the original image.
When the video signal is input	<b>Normal:</b> Displays the image with an aspect ratio fixed to 4:3. <b>Full:</b> Displays the image with an aspect ratio fixed to 16:9. <b>Zoom:</b> Displays the image to enlarge without changing the aspect ratio of the original image. <b>Wide Zoom:</b> Displays the image to enlarge with minimum distortion.
Over Scan <sup>*4</sup>	<b>On/Off:</b> When set to “On”, the outer edges of the picture will be hidden. Select this setting when noise appears along the edge of the picture.

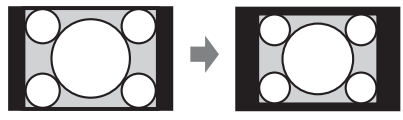
## Notes

- \*1: Available when a computer signal is input from the RGB input connector (INPUT A).
- \*2: Available when a computer signal is input from the RGB input connector (INPUT A) or a video signal is input from the YPbPr input connector (INPUT A).
- \*3:
  - Note that if the projector is used for profit or for public viewing, modifying the original picture by switching to the aspect mode may constitute an infringement of the rights of authors or producers, which are legally protected.
  - Depending on the input signal, setting items for aspect ratio or some other setting items cannot be set in some cases, or changing the aspect ratio setting may have no effect.
  - A part of the image may be displayed in black, depending on the setting item.
- \*4: Available when a video signal is input from the YPbPr input connector (INPUT A) or the HDMI input connector (INPUT B).

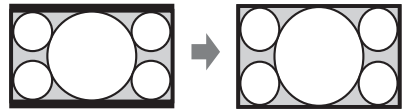
# Aspect

	Input signal	Recommended setting value and projected image
Computer signal	(4:3)	(Full1) <sup>*1 *2 *3</sup> 
	(16:9)	(Full1) <sup>*1 *2 *3</sup> 
	(16:10)	(Full1) <sup>*3</sup> 
Video signal	(4:3)	(Normal) <sup>*4 *5</sup> 
	(16:9)	(Full) 

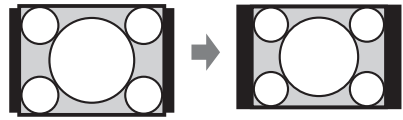
\*1: If you select “Normal,” the image is projected in the same resolution as the input signal without changing the aspect ratio of the original image.



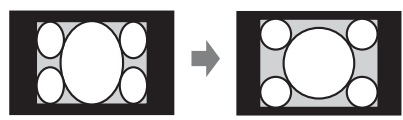
\*2: If you select “Full2,” the image is projected to fit the projected image size, regardless of the aspect ratio of the image.



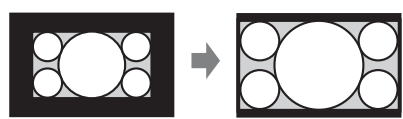
\*3: If you adjust the projected image position using an image with 16:9 aspect ratio and then switch the input source to 4:3 image, the top and bottom edge of the image may be hidden. In this a case, select “Full3.”



\*4: Depending on the input signal, the projected image may be projected as illustrated below. In this a case, select “Full.”



\*5: Depending on the input signal, the image may be projected as illustrated below. In this a case, select “Zoom.”



# The SET SETTING Menu

The SET SETTING menu is used for setting various functions of the projector.

Items	Item descriptions
Smart APA	<b>On/Off:</b> When set to “On,” executes APA automatically when a signal is input. <sup>*1 *2</sup>
Auto Input Search	<b>On/Off:</b> When set to “On,” the projector detects input signals in the following order: Input-A/Input-B/Video. It indicates the input channel when the power is turned on or the INPUT key is pressed.
Input-A Signal Sel.	<b>Auto/Computer/Component/Video GBR:</b> When set to “Auto,” selects the type of video signal input automatically when “Input-A” is selected with the INPUT key. <sup>*3</sup>
Color System	<b>Auto/NTSC<sub>3.58</sub>/PAL/PAL-60/SECAM/NTSC<sub>4.43</sub>/PAL-M/PAL-N:</b> When set to “Auto,” selects the color system automatically when “Video” is selected with the INPUT key. <sup>*3</sup>
Power Saving Mode	<b>Off:</b> The Power Saving Mode is canceled. <b>Lamp Cutoff:</b> The lamp turns off automatically and power consumption is reduced if no signal is input for 10 minutes. The lamp lights again when a signal is input or any key is pressed. In Lamp Cutoff, the I/⏻ key lights in orange (page 23). <b>Standby:</b> The power will be turned off automatically and the projector goes to Standby mode if no signal is input for 10 minutes.
Panel Key Lock	<b>On/Off:</b> When set to “On,” locks all the control panel keys of the projector. However, you can operate the following when set to “On”: <ul style="list-style-type: none"> <li>• Press and hold the I/⏻ key for approximately 10 seconds during Standby mode.  → The projector turns on.</li> <li>• Press and hold the I/⏻ key for approximately 10 seconds during power on.  → The projector goes to Standby mode.</li> <li>• Press and hold the MENU key for approximately 10 seconds during power on.  → “Panel Key Lock” is set to “Off” and enables operation of all keys on the projector.</li> </ul>
CC Display	<b>CC1/CC2/CC3/CC4/Text1/Text2/Text3/Text4:</b> Select the closed caption service (Captions or Text). <b>Off:</b> Closed caption does not appear.
Lamp Timer Reset	When replacing the lamp, resets the lamp timer (page 27).

## Note

- \*1: Executes APA when a computer signal is input via the RGB input connector (INPUT A).
- \*2: If the projected image includes large amount of black portion around it, the APA function will not work properly and a part of the image may not be displayed on the screen and also optimum image cannot be obtained, depending on the type of input signal. In this case, adjust the “Dot Phase,” “H size,” and “Shift” items manually.
- \*3: The image may not be adjusted properly depending on the type of input signal. In such a case, adjust it manually to suit to the connected equipment.

---







## The MENU SETTING Menu

The MENU SETTING menu is used for setting for the operations by using the menu or the Remote Commander.

Items	Item descriptions
Status	<b>On:</b> All on-screen statuses are enabled. <b>Off:</b> Turn off the on-screen displays except for the menus, message when turning off the power, and warning messages.
Language	Selects the language used in the menu and on-screen displays.
Menu Position	<b>Top Left/Bottom Left/Center/Top Right/Bottom Right:</b> Selects the display position of the menu.
Start Up Image	<b>On/Off:</b> When set to “On,” the Start Up Image is displayed on the screen upon startup of the projector.

# The INSTALL SETTING Menu

The INSTALL SETTING menu is used for installing the projector.

Items	Item descriptions
V Keystone <sup>*1</sup>	<b>Auto:</b> Set keystone adjustment automatically. When the projector is installed on an uneven surface, the feature may not work properly. In this case, select “Manual” to set keystone adjustment manually. <b>Manual:</b> The higher the setting, narrower the top of the projected image. The lower the setting, narrower the bottom of the projected image.
Image Flip	<b>HV/H/V/Off:</b> Flips the projected image horizontally and/or vertically according to the installation method.
Background	<b>Black/Blue:</b> Selects the background color of the projected image when no signal is input.
Lamp Mode	<b>High/Standard/Low:</b> When set to “High,” the image becomes brighter, and power consumption becomes higher.
High Altitude Mode <sup>*2</sup>	<b>On/Off:</b> Set to “On” when using the projector at an altitude of 1,500 m or higher. Continuing to use the wrong setting may affect component reliability.
Security Lock <sup>*3</sup>	<b>On/Off:</b> This function enables restriction of the projector to authorized users by password. The setting procedures for security locking are as follows: <ol style="list-style-type: none"><li>1 Select “On” and press ENTER to display the setting menu.</li><li>2 Input the password with the MENU, , , , and ENTER keys. (The default password setting is “ENTER, ENTER, ENTER, ENTER.”)</li><li>3 Input a new password with the MENU, , , , and ENTER keys.</li><li>4 Enter the password again to confirm.</li></ol> Enter the password when you turn on the projector after disconnecting and reconnecting the AC power cord. When it is set to “Off,” you can cancel the security lock. You are required to input the password again. If you fail to enter the correct password after three consecutive times, the projector cannot be used. In this case, press the I/⏻ key to go Standby mode then turn on the power again.
Direct Power On	<b>On/Off:</b> When set to “On,” you can turn the power on without going to Standby mode when the AC power cord is connected to a wall outlet. Regardless of the Direct Power On setting, you can disconnect the AC power cord to turn off the power without going to the Standby mode.
Standby Mode	<b>Standard/Low:</b> When set to “Low,” lowers power consumption in Standby mode.

## Notes

- \*1: Since the Keystone adjustment is an electronic correction, the image may be deteriorated.
- \*2: When “High Altitude Mode” is set to “On,” the speed of the fan increases, and the fan noise becomes slightly louder.
- \*3: You will not be able to use the projector if you forget your password. If you call qualified Sony personnel because you have forgotten the password, you will be asked to verify the projector’s serial number and your identity. (This process may differ in other countries/regions.) Once your identity has been confirmed, we will provide you with the password.

## **i** The INFORMATION Menu

The INFORMATION menu enables you to confirm various information on the projector, such as the total usage hours of a lamp.

<b>Items</b>	<b>Item descriptions</b>
Model Name	Displays the model name.
Serial No.	Displays the serial number.
fH <sup>*1</sup>	Displays the horizontal frequency of the current input signal.
fV <sup>*1</sup>	Displays the vertical frequency of the current input signal.
Signal type	Displays the type of the current input signal.
Lamp Timer	Indicates the total usage time of a lamp.

### **Note**

\*1: These items may not be displayed depending on the input signal.

## Indicators

The indicators allow checking the status and notify you of abnormal operation of the projector. If the projector exhibits abnormal status, address the problem in accordance with the table below.

### I/⏻ key

Status	Meaning/Remedies
Lights in red	The projector is in Standby mode.
Flashes in green	<ul style="list-style-type: none"> <li>• The projector is ready to operate after having been turned on.</li> <li>• The lamp cools after the projector is turned off.</li> </ul>
Lights in green	The projector's power is on.
Lights in orange	The projector is in Power Saving Mode (lamp cut off). (page 19)
Flashes in red	The projector is in abnormal status. Symptoms are indicated by number of flashes. Address the problem in accordance with the following. If the symptom is shown again, consult with qualified Sony personnel.
Flashes twice	<p>The internal temperature is unusually high. Check the items below.</p> <ul style="list-style-type: none"> <li>• Check to see if nothing is blocking the ventilation holes.</li> <li>• Check to see if the air filter is not clogged. (page 3, page 29)</li> </ul>
Flashes six times	Unplug the AC power cord from a wall outlet. After checking that the I/⏻ key goes out, plug the power cord to a wall outlet again then turn on the projector.
Other number of flashes	Consult with qualified Sony personnel.

### LAMP/COVER indicator

Status	Meaning/Remedies
Flashes in red	Symptoms are indicated by number of flashes. Address the problem in accordance with the following.
Flashes twice	The lamp cover or the air filter cover is not attached securely. (page 29)
Flashes three times	The temperature of lamp is unusually high. Turn off the power and wait for lamp to cool then turn on the power again. If the symptom is shown again, the lamp may be burnt out. In such a case, replace the lamp with a new one (page 27).

---

# Messages List

When any of the messages listed below appears on the projected image, address the problem in accordance with the table below.

Message	Meaning/Remedy	Page
High temp.! Lamp off in 1 min.	Check the items below. <ul style="list-style-type: none"><li>• Check to see if nothing is blocking the ventilation holes.</li><li>• Check to see if the air filter is not clogged.</li></ul>	3, 29
Frequency is out of range!	Change the output setting of the connected equipment to one for signals supported by the projector.	33
Please check Input-A Signal Sel.	Set “Input-A Signal Sel.” to “Auto” or select the input signal type to suit to the input signal.	19
Please replace the Lamp and clean the Filter.	Replace the lamp with a new one and clean the air filter. The message appears whenever you turn on the power until you replace the lamp and reset the lamp timer.	27, 29
Not applicable!	Invalid key pressed.	–
The panel keys are locked!	“Panel Key Lock” is set to “On.”	19



# Troubleshooting

Before asking to have the projector repaired, try to diagnose the problem, following the instructions below.

Symptom	Remedy	Page
The power is not turned on.	Check if the AC power cord is firmly connected.	–
	When the “Panel Key Lock” is set to “On,” you cannot turn on the projector using the I/⏻ key on the projector.	19
	If the lamp or lamp cover is not attached securely, the projector cannot be turned on.	27
	If the air filter or air filter cover is not attached securely, the projector cannot be turned on.	29
No image.	Check if the connecting cable is connected to external equipment firmly.	–
	Check if the computer signal is set for output to an external monitor. If you set your computer, such as a notebook computer, to output the signal to both your computer’s display and an external monitor, the picture of the external monitor may not appear properly. Set your computer to output the signal to only an external monitor.	11
	Check if the input source is correctly selected.	11
	Check if the picture is muted.	6
On-screen display does not appear.	The on-screen display does not appear when “Status” in the MENU SETTING menu is set to “Off.”	20
The aspect ratio of the display is not right/the image is displayed smaller /a portion of image does not appear.	Set “Aspect” manually.	5, 17, 18
The image is a trapezoid.	The images become trapezoidal because of the projection angle. In such a case, you can correct the trapezoidal distortion, using a Keystone feature.	5, 13, 21
	When the “V Keystone” is set to “Manual,” the keystone feature does not work automatically. Set “V Keystone” to “Auto” or “Manual” to set manually.	5, 13, 21
	When the projector is installed on an uneven surface, the feature may not work properly. In this case, select “Manual” to set “V Keystone” manually.	5, 13, 21
The image is dark/too bright.	The settings for “Brightness,” “Contrast,” and “Lamp Mode” affect brightness of the image. Check if the value is appropriate.	16, 21
	The image will be dark when the lamp is burnt out. Check “Lamp Timer,” and replace the lamp with a new one if necessary.	22

<b>Symptom</b>	<b>Remedy</b>	<b>Page</b>
The image is not clear.	Check if the projector is in focus.	12
	The picture will not be clear if condensation has accumulated on the lens. In such a case, let the projector sit for about two hours with the power on.	–
The image is noisy.	Check if the connecting cable is connected to external equipment properly.	7
No sound.	Check that the connecting cables between the projector and external video or audio equipment are securely connected.	7
	Check if the output setting of connected external audio equipment is set to output the audio signal from the projector.	–
	Check if the connecting cable is connected to external equipment firmly.	–
	Audio is not output if audio muting is activated.	6
	Check if “Volume” is not set to minimum.	6, 16
The Remote Commander does not work.	Check that the batteries are installed correctly.	–
	Check that the batteries are not exhausted.	–
The fan is noisy.	The sound from the fan is often greater than normal to cool the lamp, etc. in the following cases. <ul style="list-style-type: none"> <li>• “Lamp Mode” is set to “High.”</li> <li>• “High Altitude Mode” is set to “On.”</li> <li>• The unit is used in the location where the temperature is high.</li> </ul>	21, 21
	If the ventilation holes are blocked, the internal temperature of the projector rises and the fan noise becomes larger.	3

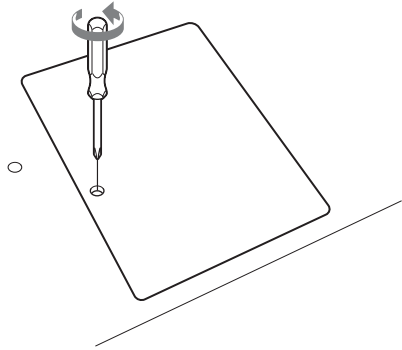
# Replacing the Lamp

Replace the lamp with a new one if a message displayed on the projected image or the LAMP/COVER indicator notifies you to replace the lamp (pages 23, 24). Use an LMP-E211 projector lamp (not supplied) for replacement.

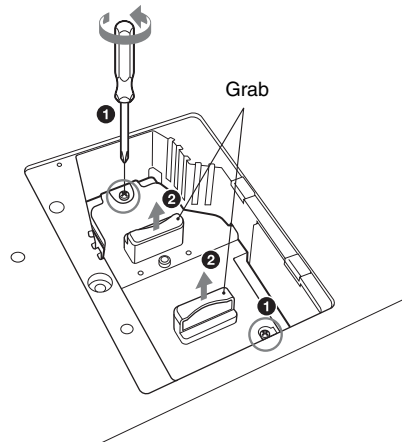
## Caution

- The lamp remains hot after the projector is turned off. **If you touch the lamp, you may burn your finger. When you replace the lamp, wait for at least an hour after turning off the projector for the lamp to cool sufficiently.**
- Do not allow any metallic or inflammable objects into the lamp replacement slot after removing the lamp, otherwise it may cause electrical shock or fire. Do not put your hands into the slot.
- **If the lamp breaks, contact qualified Sony personnel. Do not replace the lamp yourself.**
- When removing the lamp, be sure to pull it out straight, by holding the designated location. If you touch a part of the lamp other than the designated location, you may be burned or injured. If you pull out the lamp while the projector is tilted, the pieces may scatter if the lamp breaks any may cause injury.

- 1** Turn off the projector, and disconnect the AC power cord from a wall outlet.
- 2** When the lamp has cooled sufficiently, open the lamp cover by loosening 1 screw.

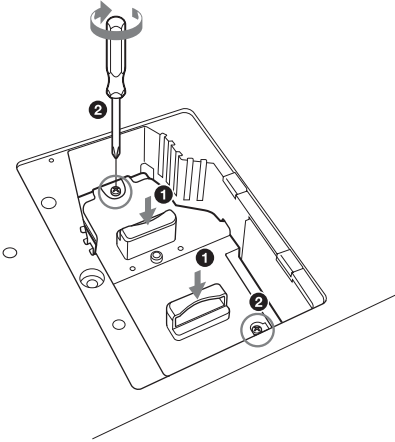


- 3** Loosen the 2 screws on the lamp then pull out the lamp by its grab.



Others

- 4 Insert the new lamp all the way in until it is securely in place. Tighten the 2 screws.



- 5 Close the lamp cover and tighten the 1 screw.

**Note**

Be sure to install the lamp and Lamp cover securely as it was. If not, the projector cannot be turned on.

- 6 Connect the AC power cord to a wall outlet and turn on the projector.
- 7 Reset the lamp timer for notification of the next replacement time.  
Select “Lamp Timer Reset” on the SET SETTING menu then press the ENTER key. When a message appears, select “Yes” to reset the lamp timer (page 19).

**Caution**

**Disposal of the used lamp  
For the customers in the USA**

Lamp in this product contains mercury. Disposal of these materials may be regulated due to environmental considerations. For disposal or recycling information, please contact your local authorities or the Telecommunications Industry Association ([www.eiae.org](http://www.eiae.org)).

# Cleaning the Air Filter

When a message appears on the projected image, clean the air filter (page 24).

If the dust cannot be removed from the air filter even after cleaning, replace the air filter with a new one.

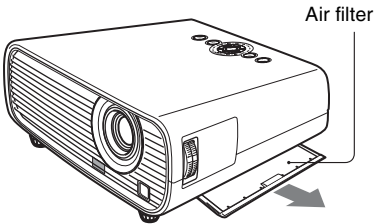
For details on a new air filter, consult with qualified Sony personnel.

## Caution

**If you neglect to clean the air filter, dust may accumulate, clogging it. As a result, the temperature may rise inside the unit, leading to a possible malfunction or fire.**

**1** Turn off the projector, and disconnect the AC power cord from the AC outlet.

**2** Draw out the air filter cover.



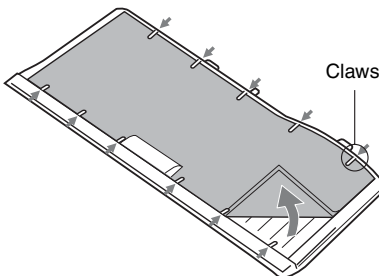
**4** Attach the air filter cover to the unit.

## Note

Be sure to attach the air filter cover firmly. If not, the projector cannot be turned on.

**3** Clean the air filter with a vacuum cleaner.

Remove the air filter as illustrated below then clean with the vacuum cleaner.



Others

# Specifications

Item	Description	
Model	VPL-EW130	
Projection system	3 LCD system	
Display device	Effective display size	0.59-inch (15.0 mm), 3 plate, Aspect ratio 16:10
	Effective picture elements	3,072,000 pixels (1280 × 800 pixels, 3 plate panels)
Projection lens	Zoom	Manual zoom (approx. 1.3 times)
	Focus	Manual
Light source	High-pressure mercury lamp, 210 W type	
Projected image size	25 inches to 200 inches (0.635 m to 5.08 m)	
Luminous flux (Brightness)	3000 lm (when “Lamp Mode” is set to “High”)	
Speaker	1 W × 1 (monaural)	
Applicable scanning frequency *1	Horizontal: 19 kHz to 92 kHz, Vertical: 48 Hz to 92 Hz	
Resolution	When a computer signal is input	Maximum display resolution: 1400 × 1050 pixels (resize) Panel display resolution: 1280 × 800 pixels
	When a video signal is input	NTSC, PAL, SECAM, 480/60i, 576/50i, 480/60p, 576/50p, 720/60p, 720/50p, 1080/60i, 1080/50i
Color system	NTSC <sup>3.58</sup> , PAL, SECAM, NTSC <sup>4.43</sup> , PAL-M, PAL-N, PAL60	
INPUT OUTPUT (Computer/video)	INPUT A	<b>RGB/YPbPr input connector:</b> Mini D-sub 15 pin female, G with sync/Y: 1 Vp-p ± 2 dB, sync negative, 75 ohms terminated, RGB/PbPr: 0.7 Vp-p ± 2 dB, 75 ohms terminated, Sync signal: TTL level high impedance, positive/negative <b>Audio input connector:</b> Stereo mini jack, rated input 500 mVrms, input impedance more than 47 kohms
	INPUT B	<b>HDMI input connector:</b> HDMI 19-pin, HDCP support, HDMI audio support
	VIDEO (VIDEO IN)	<b>Video input connector:</b> Phono jack, 1 Vp-p ± 2 dB, sync negative, 75 ohms terminated <b>Audio input connector:</b> Phono jack × 2, rated input 500 mVrms, Input impedance more than 47 kohms
	OUTPUT	<b>MONITOR output connector:</b> Mini D-sub 15-pin female, G with sync/Y: 1 Vp-p ± 2 dB, sync negative, 75 ohms terminated, RGB/PbPr: 0.7 Vp-p ± 2 dB, 75 ohms terminated, Sync signal: HD, VD 4 V (open), 1 Vp-p (75 ohms), positive/negative <b>Audio output connector:</b> Stereo mini jack, stereo, 1 Vrms (maximum volume, when inputting 500 mVrms), output impedance 5 kohms

Item	Description
<b>Model</b>	<b>VPL-EW130</b>
Others connector	<b>RS-232C connector:</b> D-Sub 9 pin female
Operating temperature/ Operating humidity	0 °C to 40 °C (32 °F to 104 °F)/20% to 80% (no condensation)
Storage temperature/ Storage humidity	-10 °C to +60 °C (14 °F to 140 °F)/ 20% to 80% (no condensation)
Power requirements	100 V to 240 V AC, 3.0 A-1.3 A, 50/60 Hz
Power consumption	<b>100 V AC:</b> 290 W <b>240 V AC:</b> 275 W
Standby power	<b>100 V AC:</b> 3 W (when “Standby Mode” is set to “Standard”)/1 W (when “Standby Mode” is set to “Low”) <b>240 V AC:</b> 3 W (when “Standby Mode” is set to “Standard”)/1 W (when “Standby Mode” is set to “Low”)
Heat dissipation	<b>100 V AC:</b> 990 BTU <b>240 V AC:</b> 940 BTU
Standard dimensions (W/H/D)	Approx. 313.4 × 129.6 × 279.2 mm (12 <sup>11</sup> / <sub>32</sub> × 5 <sup>3</sup> / <sub>32</sub> × 11) Approx. 313.4 × 114.1 × 269 mm (12 <sup>11</sup> / <sub>32</sub> × 4 <sup>1</sup> / <sub>2</sub> × 10 <sup>19</sup> / <sub>32</sub> inches) (without projecting parts)
Mass	Approx. 3.2 kg (6 lb 15 oz)
Supplied accessories	See “Checking the Supplied Accessories” in the supplied Quick Reference Manual.
Optional accessories *2 *3	<b>Projector Lamp LMP-E211 (for replacement)</b>

### Notes

\*1: For details, refer to “Acceptable Input Signals” on page 33.

\*2: Information on accessories in this manual is current as of April 2011.

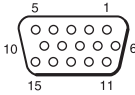
\*3: Not all optional accessories are available in all countries and area. Please check with your local Sony Authorized Dealer.

Design and specifications of the unit, including the optional accessories, are subject to change without notice.

Always verify that the unit is operating properly before use. SONY WILL NOT BE LIABLE FOR DAMAGES OF ANY KIND INCLUDING, BUT NOT LIMITED TO, COMPENSATION OR REIMBURSEMENT ON ACCOUNT OF THE LOSS OF PRESENT OR PROSPECTIVE PROFITS DUE TO FAILURE OF THIS UNIT, EITHER DURING THE WARRANTY PERIOD OR AFTER EXPIRATION OF THE WARRANTY, OR FOR ANY OTHER REASON WHATSOEVER.

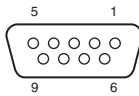
## Pin assignment

### RGB input connector (Mini D-sub 15-pin, female)



1	Video input (red) R	9	Power supply input for DDC
2	Video input (green) G	10	GND
3	Video input (blue) B	11	GND
4	GND	12	DDC/SDA
5	RESERVE	13	Horizontal sync signal
6	GND (R)	14	Vertical sync signal
7	GND (G)	15	DDC/SCL
8	GND (B)		

### RS-232C connector (D-Sub 9-pin, female)



1	NC	6	NC
2	RXDA	7	RTS
3	TXDA	8	CTS
4	DTR	9	NC
5	GND		



## Acceptable Input Signals

### Computer signal

Resolution	fH [kHz]/ fV [Hz]	Input connector	
		RGB	HDMI
640 × 350	31.5/70	●	
	37.9/85	●	
640 × 400	24.8/56	●	
	31.5/70	●	
640 × 480	37.9/85	●	
	31.5/60	●	●
640 × 480	35.0/67	●	
	37.9/73	●	
	37.5/75	●	
	43.3/85	●	
800 × 600	35.2/56	●	
	37.9/60	●	●
	48.1/72	●	
	46.9/75	●	
800 × 600	53.7/85	●	
	49.7/75	●	
832 × 624	49.7/75	●	
1024 × 768	48.4/60	●	●
	56.5/70	●	
	60.0/75	●	
	68.7/85	●	
1152 × 864	64.0/70	●	
	67.5/75	●	
	77.5/85	●	
1152 × 900	61.8/66	●	
1280 × 960	60.0/60	●	●
	75.0/75	●	
1280 × 1024	64.0/60	●	●
	80.0/75	●	
	91.1/85	●	
1400 × 1050	65.3/60	●	●
1280 × 768	47.8/60	●	●
1280 × 720	45.0/60	●	●
1360 × 768	47.7/60	●	●

Resolution	fH [kHz]/ fV [Hz]	Input connector	
		RGB	HDMI
1440 × 900	55.9/60	●	●
1280 × 800	49.7/60	●	●

### Digital TV signal

Signal	fV [Hz]	Input connector	
		RGB/ YPbPr	HDMI
480i	60	●	●
576i	50	●	●
480p	60	●	●
576p	50	●	●
1080i	60	●	●
1080i	50	●	●
720p	60	●	●
720p	50	●	●

### Analog TV signal

Signal	fV [Hz]	Input connector
		VIDEO
NTSC	60	●
PAL/SECAM	50	●

### Notes

- When a signal other than the signals listed in table is input, the picture may not be displayed properly.
- An input signal meant for screen resolution different from that of the panel will not be displayed in its original resolution. Text and lines may be uneven.

Others

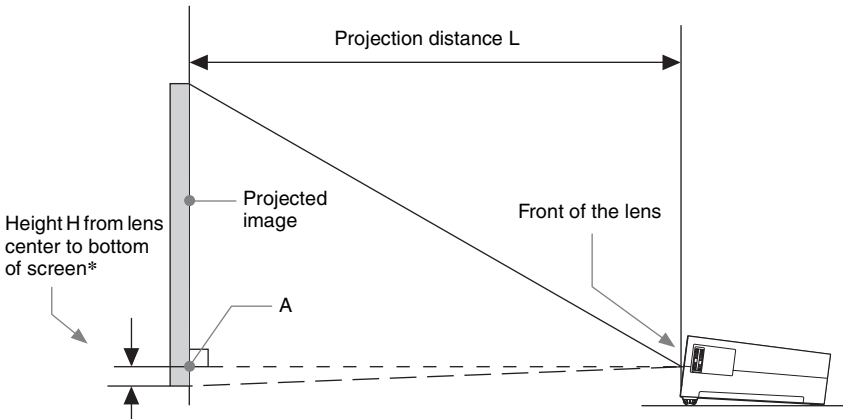
# Projection Distance

The following describes the projection distance and height from lens center to bottom of screen by each projected screen size.

The projection distance is the distance between the front of the lens and the surface of the projected image.

Height H is the height from the bottom of the projected image (top for ceiling mount) to A (determined by drawing a perpendicular line from lens center to projected image surface).

**Floor Installation (Adjuster not stretched, and the V Keystone function has been done.)**



\* The number will be minus when the bottom of the projected image is lower than A.

## Projection distance

Unit: m (inches)

Projected image size		Projection Distance L	Height H from lens center to bottom of screen	
Diagonal D	Width × Height		Minimum Projection Distance L	Maximum Projection Distance L
80 inch (2.03 m)	1.72 × 1.08 (68 × 42)	2.37-3.07 (94-121)	0.21 (8)	0.30 (12)
100 inch (2.54 m)	2.15 × 1.35 (85 × 53)	2.97-3.85 (117-151)	0.26 (10)	0.37 (15)
120 inch (3.05 m)	2.58 × 1.62 (102 × 64)	3.57-4.63 (141-182)	0.31 (12)	0.45 (18)
150 inch (3.81 m)	3.23 × 2.02 (127 × 79)	4.47-5.79 (176-228)	0.39 (15)	0.56 (22)
200 inch (5.08 m)	4.31 × 2.69 (170 × 106)	5.97-7.74 (235-304)	0.52 (20)	0.75 (30)

### Projection distance formula

D: Projected image size (Diagonal)

H: Distance between the bottom edge of the image and the center of the lens

Expression#1 (Projection Distance L)

Unit: m (inches)

Minimum Projection Distance L	Maximum Projection Distance L
$L=0.029993 \times D - 0.0296$ $(L=1.180814 \times D - 1.1659)$	$L=0.038850 \times D - 0.0290$ $(L=1.529526 \times D - 1.1420)$

Expression#2 (Height H from lens center to bottom of screen)

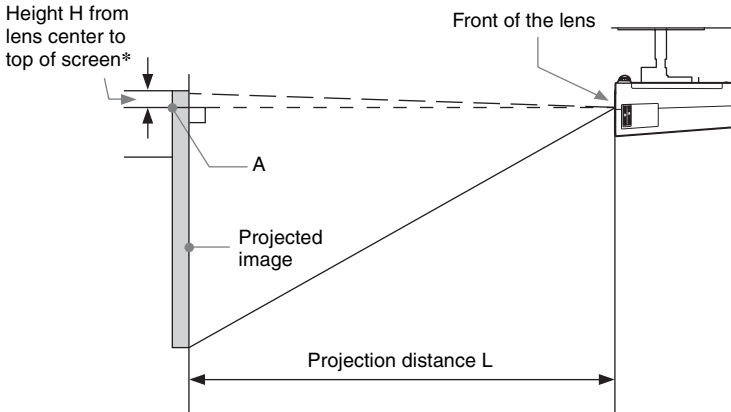
Minimum Projection Distance L	Maximum Projection Distance L
$H=0.00260 \times D - 0.00269$ $(H=0.10228 \times D - 0.10576)$	$H=0.00377 \times D - 0.00298$ $(H=0.14858 \times D - 0.11738)$

Others

**Ceiling Installation (The unit is set so that the bottom is parallel to the ceiling. The V Keystone function has been done.)**

**Caution**

Never mount the projector on the ceiling or move it by yourself. Be sure to consult with qualified Sony personnel (charged).



\* The number will be minus when the top of the projected image is higher than A.

**Projection distance**

Unit: m (inches)

Projected image size		Projection Distance L	Height H from lens center to top of screen	
Diagonal D	Width × Height		Minimum Projection Distance L	Maximum Projection Distance L
80 inch (2.03 m)	1.72 × 1.08 (68 × 42)	2.38-3.09 (94-121)	0.07 (3)	0.12 (5)
100 inch (2.54 m)	2.15 × 1.35 (85 × 53)	2.98-3.87 (118-152)	0.08 (3)	0.15 (6)
120 inch (3.05 m)	2.58 × 1.62 (102 × 64)	3.59-4.65 (142-183)	0.10 (4)	0.18 (7)
150 inch (3.81 m)	3.23 × 2.02 (127 × 79)	4.49-5.82 (177-229)	0.13 (5)	0.23 (9)
200 inch (5.08 m)	4.31 × 2.69 (170 × 106)	5.99-7.77 (236-305)	0.17 (7)	0.30 (12)

**Projection distance formula**

D: Projected image size (Diagonal)

H: Distance between the top edge of the image and the center of the lens

Expression#1 (Projection Distance L)

Unit: m (inches)

Minimum Projection Distance L	Maximum Projection Distance L
$L=0.030093 \times D - 0.0296$ $(L=1.184756 \times D - 1.1665)$	$L=0.039003 \times D - 0.0290$ $(L=1.535564 \times D - 1.1432)$

Expression#2 (Height H from lens center to top of screen)

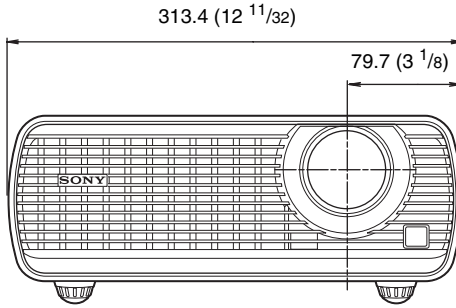
<b>Minimum Projection Distance L</b>	<b>Maximum Projection Distance L</b>
$H=0.00086 \times D - 0.00096$ ( $H=0.03373 \times D - 0.03797$ )	$H=0.00152 \times D - 0.00129$ ( $H=0.05975 \times D - 0.05090$ )

In the case of ceiling mounting, check with your dealer regarding the use of a mount kit that is warranted for use with this product.



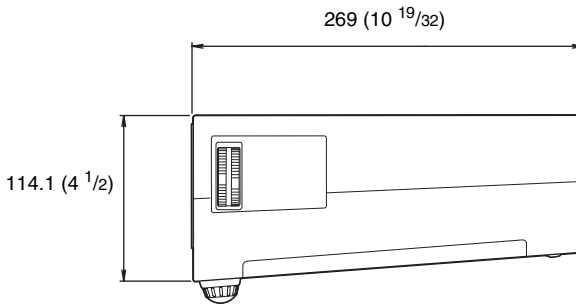
# Dimensions

Front



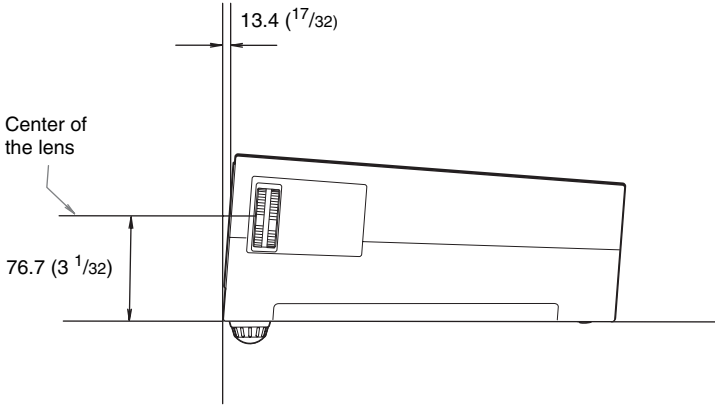
Unit: mm (inches)

Side



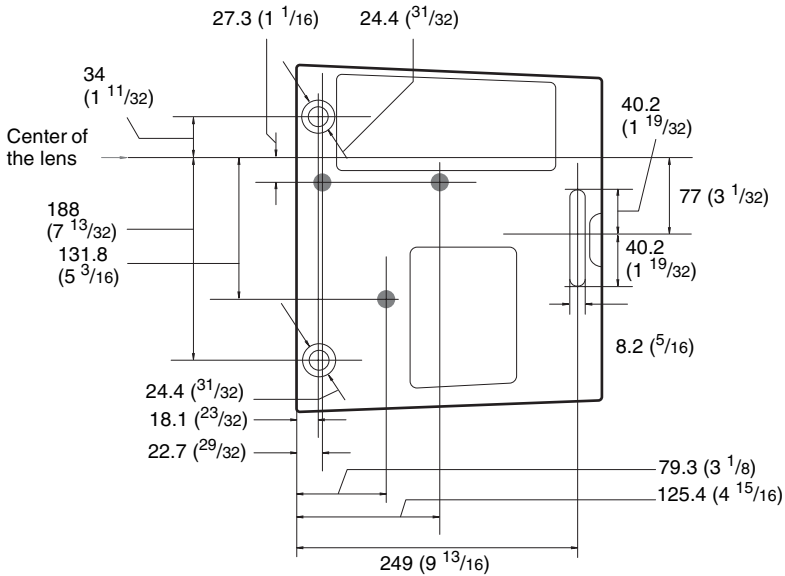
Unit: mm (inches)

Side (The bottom is parallel to the ceiling.)



Unit: mm (inches)

Bottom



Unit: mm (inches)

Others

---

# Index

## A

AC IN .....	4
Acceptable input signal .....	33
Adjust Signal .....	17
Adjuster .....	3, 12
Air filter .....	29
Air filter cover/Ventilation holes (intake) .....	3
APA .....	5
Aspect .....	5, 17, 18
Audio muting .....	6
Auto Input Search .....	19

## B

Background .....	21
Brightness .....	16

## C

CC Display .....	19
Color .....	16
Color System .....	19
Color Temp. ....	16
Connecting a computer .....	7
Connecting a Video equipment .....	8
Connecting an external monitor and audio equipment .....	10
Connector panel .....	3, 4
Contrast .....	16
Control panel .....	5

## D

DDE .....	16
Digital Zoom .....	5
Direct Power On .....	21
Dot Phase .....	17

## E

ECO MODE (Energy-saving mode) .....	6
-------------------------------------	---

## F

fH .....	22
Focus .....	12
Focus ring .....	3
Freeze .....	6
fV .....	22

## G

Gamma Mode .....	16
------------------	----

## H

H Size .....	17
High Altitude Mode .....	21
Hue .....	16

## I

Image Flip .....	21
Information menu .....	22
Input .....	4
INPUT SETTING menu .....	17
Input-A Signal Sel. ....	19
INSTALL SETTING menu .....	21

## K

Keystone .....	5
----------------	---

## L

Lamp cover .....	3
Lamp Mode .....	21
Lamp Timer .....	22
Lamp Timer Reset .....	19
LAMP/COVER indicator .....	3, 23
Language .....	20
Location and function of controls .....	3

## M

Main unit .....	3
MENU SETTING menu .....	20
Messages list .....	24
Model Name .....	22

## O

Output .....	4
Over Scan .....	17

## P

Panel Key Lock .....	19
Picture mode .....	16
Picture muting .....	6
PICTURE SETTING menu .....	16
Pin assignment .....	32
Power Saving Mode .....	19
Projecting an image .....	11
Projection distance .....	34



## R

Remote commander .....	5
Remote control detector .....	3
Replacing the lamp .....	27
RS-232C .....	4

## S

Security bar .....	3
Security Lock .....	3, 21
Selecting an input signal .....	5
Serial No. ....	22
SET SETTING menu .....	19
Sharpness .....	16
Shift .....	17
Smart APA .....	19
Specifications .....	30
Standby Mode .....	21
Start Up Image .....	20
Status .....	20

## T

Troubleshooting .....	25
Turn off .....	5, 14
Turn on .....	5, 11

## U

Using a menu .....	15
--------------------	----

## V

V Keystone .....	5, 13, 21
Ventilation holes .....	3
Volume .....	6

## Z

Zoom .....	12
Zoom ring .....	3

---

## About Trademarks

- Adobe and Adobe Acrobat are trademarks or registered trademarks of Adobe Systems Incorporated in the United States and/or other countries.
- Kensington is a registered trademark of Kensington Technology Group.
- HDMI, HDMI logo and High-Definition Multimedia Interface are trademarks or registered trademarks of HDMI Licensing LLC.
- All other trademarks and registered trademarks are trademarks or registered trademarks of their respective holders. In this manual, <sup>TM</sup> and <sup>®</sup> marks are not specified.

