

SMART Board® 600i4

Interactive whiteboard system

Configuration and user's guide

Read this guide on your smart phone or other mobile device.



FCC warning

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the manufacturer's instructions, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

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01/2012

Important information

Before you install and use your SMART Board® 600i4 interactive whiteboard system, read and understand the safety warnings and precautions in this user's guide and the included warnings document. These safety warnings and precautions describe the safe and correct operation of your interactive whiteboard system and its accessories, helping you to prevent injuries and equipment damage. Ensure that your interactive whiteboard system is always being used correctly.

In this document, "interactive whiteboard system" refers to the following:

- SMART Board 600 series interactive whiteboard
- SMART UF65 or SMART UF65w projector
- Accessories and optional equipment

The projector included with your system is designed to work only with certain SMART Board interactive whiteboard models. Contact your authorized SMART reseller (smarttech.com/where) for more information.

Safety warnings, cautions and important information

Installation



WARNING

- Failure to follow the installation instructions shipped with your SMART product could result in personal injury and damage to the product.
- To reduce the risk of fire or electric shock, do not expose the SMART product to rain or moisture.

IMPORTANT INFORMATION

- Two people are required to mount your SMART product because it may be too heavy for one person to safely maneuver.

When you lift your interactive whiteboard, you and your assistant should stand on either side of the screen, supporting its weight at the bottom while balancing the top with your other hands.

- When mounting the projector boom on a framed or hollow wall, attach both the mounting bracket and the safety tether to a stud to safely support the projector's weight. If you use only drywall anchors, the drywall can fail, resulting in possible personal injury, and damage to the product which may not be covered by your warranty.
- If you remove the bolt supporting the limit strap, the projector's boom will be free to swing. Make sure that the bolt is tightened, and never remove it from the unit without first supporting the projector boom.
- Do not leave cables on the floor where they can be a tripping hazard. If you must run a cable over the floor, lay it in a flat, straight line and secure it to the floor with tape or a cable management strip of a contrasting color. Handle cables carefully and avoid excessive bending.

CAUTION

- Do not operate this unit immediately after moving it from a cold location to a warm location. When the unit is exposed to such a change in temperature, moisture can condense on the lens and crucial internal parts. Allow the system to stabilize to room temperature before operation to prevent possible damage to the unit.
- Do not place the unit in hot locations, such as near heating equipment. Doing so could cause a malfunction and shorten the life of the projector.
- Avoid setting up and using the SMART product in an area with excessive levels of dust, humidity and smoke.
- Do not place your SMART product in direct sunlight or near any appliance that generates a strong magnetic field.
- If you need to lean the interactive whiteboard against a wall before you mount it, make sure it remains in an upright position, resting on the pen tray brackets, which can sustain the weight of the interactive whiteboard.



Do not rest the interactive whiteboard on its side or on the top of the frame.

IMPORTANT INFORMATION

- You must connect the USB cable that came with your SMART Board interactive whiteboard to a computer that has a USB compliant interface and that bears the USB logo. In addition, the USB source computer must be compliant with CSA/UL/EN 60950 and bear the CE mark and CSA and/or UL Mark(s) for CSA/UL 60950. This is for operating safety and to avoid damage to the SMART Board interactive whiteboard.

IMPORTANT

- Use the *SMART Board 600i4 and D600i4 interactive whiteboard systems installation instructions* (smarttech.com/kb/146183) to install your interactive whiteboard, projector and ECP.
- Make sure an electrical socket is near your SMART product and remains easily accessible during use.
- Using your SMART product near a TV or radio could cause interference to the images or sound. If this happens, move the TV or radio away from the projector.

Operation

WARNING

- If you are using an audio system, use only the power supply included with that product. Using the wrong power supply might create a safety hazard or damage the equipment. If in doubt, refer to the specification sheet for your product to verify the power supply type.
- Do not climb (or allow children to climb) on a wall- or stand-mounted SMART Board interactive whiteboard.

Do not climb on, hang from or suspend objects from the projector boom.

Climbing on the interactive whiteboard or projector boom could result in personal injury or product damage.



- For warnings related to the projector's 3D support, see smarttech.com/support/3Dwarnings.

CAUTION

- Do not block the projector's ventilation slots and openings.
- Avoid putting the projector into Standby mode during the lamp ignition phase because this can lead to premature lamp failure. Keep the projector lamp on for a minimum of 45 minutes before putting it into Standby mode to preserve the lamp life.

IMPORTANT INFORMATION

- In a high altitude location over 6000' (1800 m), where the air is thin and cooling efficiency is reduced, use the projector with the fan mode set to High.
- Cycling power to the projector repeatedly can lock or damage your SMART product. After you put the product into Standby mode, wait at least 45 minutes for cooling before starting the product again.
- If dust or small items prevent pen tray buttons from being pressed or cause constant button contact, remove the obstructions carefully.



IMPORTANT

- If you have peripheral devices that do not use a 4-pin mini-DIN S-video connector or an RCA Composite video jack, or if your device has an audio connection that does not use RCA jacks, you may need to purchase third-party adapters.
- There are no projector menu options on the ECP. Keep your remote control in a safe place because the ECP is not a substitute for the remote control.
- Do not disconnect cables from the ECP to connect peripheral devices because you could disconnect controls for your interactive whiteboard.
- Disconnect the product from its power source when it's not used for a long period.

Cleaning



CAUTION

- Before you clean the projector, press the **Power**  button twice on the ECP or remote control to put the system in Standby mode, and then allow the lamp to cool for at least 30 minutes.
- Do not spray cleaners, solvents or compressed air near any part of the projector because they can damage or stain the unit. Spraying the system could spread a chemical mist on some of the projector's components and lamp, resulting in damage and poor image quality.
- Do not allow liquids or commercial solvents of any kind to flow into the projector.

IMPORTANT INFORMATION



IMPORTANT

- Put your SMART product into Standby mode before cleaning it.
- Follow these guidelines to clean the projector:
 - Wipe the exterior of the projector with a lint-free cloth.
 - If necessary, use a soft cloth moistened with a mild detergent to clean the projector housing.
 - Do not use abrasive cleaners, waxes or solvents.
 - Avoid touching the lens. If it is necessary to clean the lens:
 - Use liquids or commercial solvents (such as glass cleaners) to clean the lens, but do not spray them directly on the system.
 - Use protective gloves and dip a lint-free cloth (such as Purestat PW2004) in an anti-static solvent (such as Hyperclean EE-6310).
 - Gently wipe the lens from the center to the edge. Do not apply any pressure to the lens.

Service



WARNING

- There are no user-serviceable parts inside the pen tray. Only qualified personnel should disassemble the pen tray's printed circuit boards, and this procedure must be done with proper electrostatic discharge (ESD) protection.



CAUTION

- Do not adjust any settings in the service menu other than those listed in the following procedures. Changing other settings might damage or affect the operation of your projector and may invalidate your warranty.
- When transporting your SMART product, repack it with as much of the original packaging as possible. This packaging was designed with optimal shock and vibration protection.
- If your SMART product requires replacement parts, make sure the service technician uses replacement parts specified by SMART Technologies or parts with the same characteristics as the original.

Environmental requirements

Before you install your SMART Board 600 interactive whiteboard system, review the following environmental requirements.

Environmental requirement	Parameter
Operating temperature	<ul style="list-style-type: none"> • 41°F to 95°F (5°C to 35°C) from 0' to 6000' (0 m to 1800 m) • 41°F to 86°F (5°C to 30°C) from 6000' to 9800' (1800 m to 3000 m)
Storage temperature	<ul style="list-style-type: none"> • -40°F to 122°F (-40°C to 50°C)
Humidity	<ul style="list-style-type: none"> • 30% to 80% relative humidity, non-condensing • Humidity above 80% could cause slight wrinkling in the screen surface sheet. The wrinkles disappear when the humidity lowers.
Water and fluid resistance	<ul style="list-style-type: none"> • Intended for indoor use only. Doesn't meet any salt-spray or water ingress requirements. • Don't pour or spray liquids directly onto your interactive whiteboard, the projector or any of its sub-components.
Dust	<ul style="list-style-type: none"> • Intended for use in office and classroom environments. Not for industrial use where heavy dust and pollutants can cause malfunctions or impaired operation. Periodic cleaning is required in areas with heavier dust. See <i>Cleaning the projector</i> on page 33 for information on cleaning the SMART UF65 projector. • Designed for pollution degree 1 (P1) as per EN61558-1, which is defined as "No pollution or only dry non-conductive pollution".
Electrostatic discharge (ESD)	<ul style="list-style-type: none"> • EN61000-4-2 severity level 4 for direct and indirect ESD • No malfunction or damage up to 8kV (both polarities) with a 330 ohm, 150 pF probe (air discharge) • Unmated connectors meet no malfunction or damage up to 4kV (both polarities) for direct (contact) discharge
Cables	<ul style="list-style-type: none"> • All SMART Board 600i4 interactive whiteboard system cables should be shielded to prevent potential accidents and degraded video and audio quality.
Conducted and radiated emissions	<ul style="list-style-type: none"> • EN55022/CISPR 22, Class A

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Chapter 1

About your interactive whiteboard system

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Your SMART Board 600i4 interactive whiteboard system combines the following components:

- SMART Board 600 series interactive whiteboard
- Wall-mounted, short-throw SMART UF65 or SMART UF65w projector
- Accessories and optional equipment

This chapter describes the features of your interactive whiteboard and provides information about product parts and accessories.

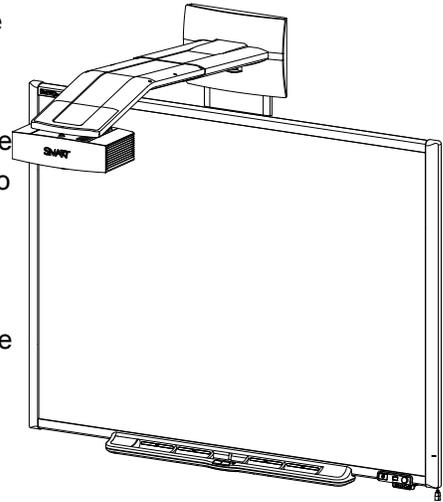
SMART Board 600i4 interactive whiteboard system features

Your SMART Board 600i4 interactive whiteboard system uses the short-throw, high-offset SMART UF65 or SMART UF65w projector. Although the projector's basic operation is the same as that of earlier models, SMART made many improvements that make the SMART UF65 and SMART UF65w projectors easier to install and use.

CHAPTER 1

About your interactive whiteboard system

When the project displays an image from your computer on the touch-sensitive interactive whiteboard, you can do everything that you can do at your computer—open and close applications, scroll through files, conference with others, create new documents or edit existing ones, visit websites, play video clips and more—by touching the screen. This projector also supports video and audio connections from a variety of devices, including DVD/Blu-ray™ players, VCRs, document cameras and digital cameras, and can project media from these sources onto the interactive screen.



When you use SMART software with your SMART Board 600i4 interactive whiteboard system, you can write or draw over the projected computer image in digital ink using a pen tray pen or your finger, and then save these notes to a .notebook file or directly into any Ink Aware application.

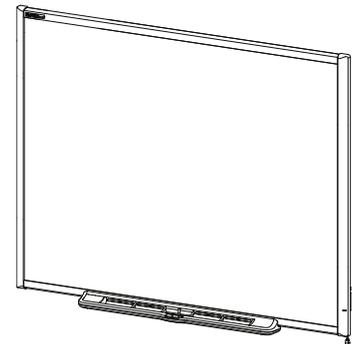
SMART Board 600 series interactive whiteboard

Your SMART Board 600 series interactive whiteboard includes many features of earlier SMART Board interactive whiteboards, such as a resistive touch screen and a pen tray.

The SMART Board 600 series interactive whiteboard performs best with the SMART UF65 projector because of its exceptional color performance and input response.

Other features of your interactive whiteboard include the following:

- A pen tray that automatically detects when you pick up a pen tray pen or the eraser
- Pen tray buttons that activate the on-screen keyboard, right-click, Orientation and Help functions
- A durable tear-resistant surface optimized for projection and easily cleaned with whiteboard cleaner
- A security cable lock feature that enables you to lock your interactive whiteboard to help safeguard it from theft



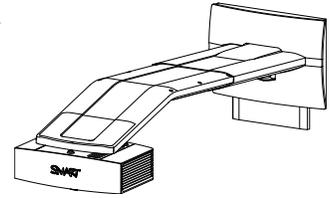
For more information about your SMART Board interactive whiteboard, see the *SMART Board 600 and D600 series interactive whiteboard installation and user's guide* (smarttech.com/kb/001414).

CHAPTER 1

About your interactive whiteboard system

SMART UF65 or SMART UF65w projector

The SMART UF65 or SMART UF65w projector system includes a short-throw projector for use with SMART Board 600 interactive whiteboards and a sturdy support system suitable for many different environments.



The features of the projector system include:

- Wall-mounted, high-offset projector engine that uses DLP® technology by Texas Instruments™, providing BrilliantColor™ performance and Gamma 2.2 correction with SMART Presentation, Bright Room, Dark Room, sRGB and User modes
- PAL, PAL-N, PAL-M, SECAM, NTSC, NTSC 4.43 video system compatibility
- Composite, S-video, and VESA RGB with additional interface support for Component YPbPr and Component YCbCr inputs with proper adapters (not included)
- WXGA, QVGA, VGA, SVGA, XGA, SXGA, SXGA+ and UXGA video format compatibility
- Native 1024 × 768 resolution (SMART UF65 projector)

OR

Native 1280 × 800 resolution (SMART UF65w projector)

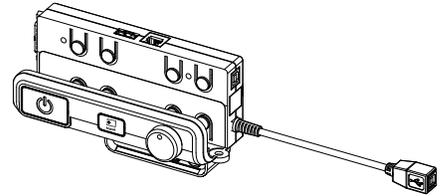
- Remote management via a serial RS-232 interface or a network interface
- Alert broadcast feature that enables administrators to send notification messages to network-connected SMART UF65 projector systems for immediate on-screen display
- DLP Link™ technology that ensures compatibility with the emerging 3D content ecosystem
- Self-protection timer for hot re-strike of the projector lamp
- Protected cable routing through the projector housing and a cable cover that prevent tampering and clutter
- Safety-oriented design that includes boom support with a controlled-collapse feature
- Secure mounting and installation system that includes:
 - An optional projector padlock ring to prevent removal of the projector from the boom
 - Mounting hardware for solid masonry or framed wall installations, as well as a safety tether and limit strap
 - Templates and instructions for positioning the system safely

CHAPTER 1

About your interactive whiteboard system

Extended Control Panel (ECP)

Your projector system's ECP attaches to the bottom frame of your interactive whiteboard. The ECP features controls for power, source selection and volume adjustment, as well as an integrated USB hub that enables you to switch seamlessly between two connected computers.



Connection receptacles for your source inputs include:

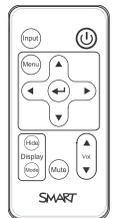
- One USB A receptacle on the front of the ECP for USB drives
- Two USB A receptacles behind the interactive whiteboard
- Two RCA jacks on the front of the ECP for dual-channel audio input
- One RCA jack on the front of the ECP for composite video input
- One captive USB B receptacle for your primary computer
- One DB15M receptacle behind the interactive whiteboard for connecting to the projector
- One USB B receptacle behind the interactive whiteboard for connecting a secondary computer

Included accessories

The following accessories are included with your interactive whiteboard system.

Remote control

The remote control enables you to control the system and set up your projector. Use the remote control to access menu options, system information and input selection options.



Pens

The pens have rubberized grip areas and are colored to match four colors of digital ink: black, red, green and blue.

You can use dry-erase markers to replace the included pens, as long as they're a similar shape, don't scratch or mark your interactive whiteboard surface and reflect infrared light. If the substitute doesn't reflect infrared light, the pen tray sensors might not detect the presence of the pen.



CHAPTER 1

About your interactive whiteboard system

i NOTE

Some of SMART's older pens aren't designed to reflect infrared light and the pen tray sensors might not detect them reliably.

💡 TIP

Wrap light-colored tape around a substitute pen to improve the reflection of infrared light and help with tool detection.

Eraser

The eraser resembles a rectangular chalkboard eraser. You can use a substitute object, as long as it has a similar shape, reflects infrared light and doesn't scratch or mark the interactive whiteboard surface.



Optional accessories

You can add a variety of accessories to your interactive whiteboard to best meet your specific needs. Purchase these items from your authorized SMART reseller when you order your interactive whiteboard system or later.

For more information on accessories, go to [smarttech.com/accessories](https://www.smarttech.com/accessories).

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Installing your interactive whiteboard system

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Consult the SMART Board 600i4 interactive whiteboard system installation document included with your product for instructions on how to install your product.

IMPORTANT

Use the *SMART Board 600i4 and D600i4 interactive whiteboard systems installation instructions* (smarttech.com/kb/146183) to install your interactive whiteboard, projector and ECP.

This chapter provides additional considerations and details for installing your interactive whiteboard system.

Choosing a location

Choose a location for your interactive whiteboard system that's far from bright light sources, such as windows and strong overhead lighting. Bright light sources can cause distracting shadows on your interactive whiteboard and can reduce the contrast of the projected image.

Select a wall with a flat, regular surface and sufficient clearance to accommodate your interactive whiteboard system. Install the projector and your interactive whiteboard on the same flat surface. For best presentation alignment, mount your interactive whiteboard system in a location that's central to your audience's viewing direction.

For mobile or adjustable installation options, contact your authorized SMART reseller.

CHAPTER 2

Installing your interactive whiteboard system



WARNING

- When mounting the projector boom on a framed or hollow wall, attach both the mounting bracket and the safety tether to a stud to safely support the projector's weight. If you use only drywall anchors, the drywall can fail, resulting in possible personal injury, and damage to the product which may not be covered by your warranty.
- If you remove the bolt supporting the limit strap, the projector's boom will be free to swing. Make sure that the bolt is tightened, and never remove it from the unit without first supporting the projector boom.

Choosing a height

SMART includes a mounting template with each interactive whiteboard system. If you lose this template, contact your authorized SMART reseller. Using this template ensures that you can do the following:

- Mount the projector at a safe height for head space clearance, while maintaining enough space for airflow and installation access above the unit.
- Position the projector at the correct height above your interactive whiteboard to align the projected image with the touch screen.

Dimensions on the template recommend a distance from the floor suitable for adults of average height. You should consider the general height of your user community when you choose a position for your interactive whiteboard.

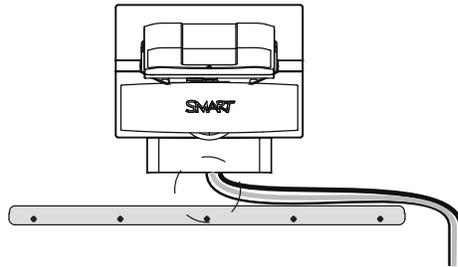
Routing the cables

When connecting cables from a SMART UF65 projector to your interactive whiteboard, make sure that all cables pass along the top of the interactive whiteboard wall-mounting bracket and then down the right side of the interactive whiteboard.

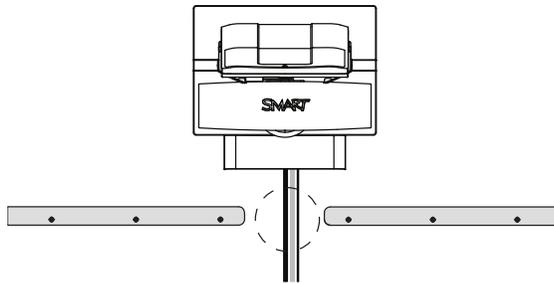
CHAPTER 2

Installing your interactive whiteboard system

When connecting cables from a SMART UF65w projector to your interactive whiteboard, make sure that all cables pass between the two interactive whiteboard wall-mounting brackets. Space your wall-mounting brackets' innermost screw holes 4" (10.2 cm) apart to provide full support for the weight of your interactive whiteboard.



Cable routing for SMART Board 660, 680 and D680 interactive whiteboards



Cable routing for SMART Board 685 and D685 interactive whiteboards

i NOTE

Don't connect the power cable to a power outlet until you've connected all the cables to the projector and ECP.

Installing SMART software

You must install SMART software on the computer connected to your interactive whiteboard system to access all of its features.

Download SMART software from smarttech.com/software. These pages list the minimum hardware requirements for each software version. If SMART software is already installed on your computer, take this opportunity to upgrade your software to ensure compatibility.

CHAPTER 2

Installing your interactive whiteboard system

Securing your interactive whiteboard system

This section explains how to secure the different components of your interactive whiteboard system.

Locking the pen tray to your interactive whiteboard

To learn how to lock the pen tray to your interactive whiteboard, see the *SMART Board 600 and D600 series interactive whiteboard installation and user's guide* (smarttech.com/kb/001414).

Securing the projector to the boom

To learn how to secure the projector to the boom, see the included *SMART Board 600i4 and D600i4 interactive whiteboard systems installation instructions* (smarttech.com/kb/146183).

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This chapter describes the basic operation of your interactive whiteboard system and explains how to set up your remote control, retrieve system information, access the projector's image adjustment options and integrate your interactive whiteboard system with peripheral devices.

Using your projector

This section explains how to use your projector and its included remote control.

Using your remote control

The projector remote control enables you to access on-screen projector menus and change projector settings.

CHAPTER 3

Using your interactive whiteboard system

Replacing the remote control battery

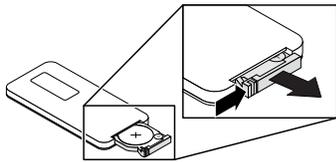
Follow this procedure to replace the remote control battery.

WARNING

- Reduce the risk associated with a leaking battery in the projector's remote control by following these practices:
 - Use only the specified type of coin-cell battery.
 - Orient the battery's positive (+) and negative (-) terminals according to the markings on the remote control.
 - Remove the battery when the remote control is unused for an extended period.
 - Do not heat, disassemble, short or recharge the battery, or expose it to fire or high temperatures.
 - Avoid eye and skin contact with the battery if it has a leak.
- Dispose of the exhausted battery and product components in accordance with applicable regulations.

To replace the remote control battery

1. Hold down the side release on the left side of the battery holder and pull the battery holder completely out of the remote control.



2. Remove the old battery from the battery holder and replace it with a CR2025 coin-cell battery.

IMPORTANT

Align the positive (+) and negative (-) signs on the battery terminals with the correct signs on the battery holder.

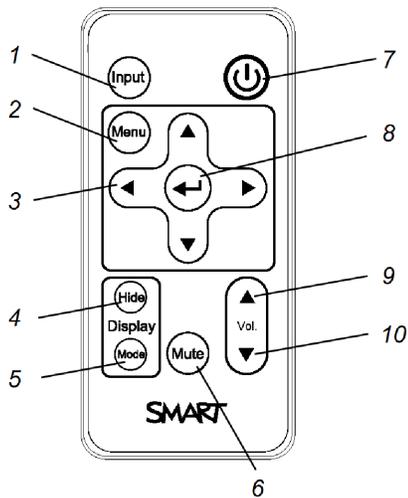
3. Insert the battery holder into the remote control.

CHAPTER 3

Using your interactive whiteboard system

Using the remote control buttons

The projector remote control enables you to access on-screen menus and change projector settings. Use the **Power**  button on the remote control or ECP to put the projector into Standby mode or to turn it on. You can also use the **Input** button on the remote control or ECP to switch sources on the projector.



Number	Function	Description
1	Input	Select a video and audio input source.
2	Menu	Show or hide the projector menus.
3	◀ (Left), ▶ (Right), ▲ (Up) and ▼ (Down) arrows	Change the menu selections and adjustments.
4	Hide	Freeze, hide or display the image: <ul style="list-style-type: none">• Press once to freeze the image. For example, you can display a question on the screen while you check your e-mail.• Press again to hide the image, that is, to display a black screen.• Press again to return to the live image.
5	Mode	Select a display mode.
6	Mute	Mute audio amplification.
7	 (Power)	Turn on the projector or put it into Standby mode.
8	↵ (Enter)	Accept the selected mode or option.
9	▲ (Volume Up)	Increase audio amplification volume.
10	▼ (Volume Down)	Decrease audio amplification volume.

i NOTE

The **Mute**, **Volume Up** and **Volume Down** buttons work only if there is an audio source and speaker system connected to the projector for the currently selected input source.

Adjusting projector settings

The remote control's **Menu** button enables you to access the on-screen display to adjust the projector settings.

🔑 IMPORTANT

There are no projector menu options on the ECP. Keep your remote control in a safe place because the ECP is not a substitute for the remote control.

Setting	Use	Notes
 Image Adjustment menu		
Display Mode	Indicates the projector's display output (SMART Presentation , Bright Room , Dark Room , sRGB and User).	The default is SMART Presentation .
Brightness	Adjusts projector brightness from 0 to 100.	The default is 50.
Contrast	Adjusts the difference between the lightest and darkest parts of the image from 0 to 100.	The default is 50.
Frequency	Adjusts the display data frequency of the projected image from -5 to 5 to match the frequency of your computer's graphics card.	The default is 0. This setting applies to VGA inputs only.
Tracking	Synchronizes your projector's display timing with your computer's graphics card from 0 to 63.	This setting applies to VGA inputs only.
H-position	Moves the horizontal position of the source video left or right from 0 to 100 (relative to the projected image).	Don't adjust this setting unless you're advised to by SMART Support. Apply this setting only after you make all boom adjustments. This setting applies to VGA inputs only and is useful in situations where the source video is cut off.

CHAPTER 3

Using your interactive whiteboard system

Setting	Use	Notes
V-position	Moves the vertical position of the source video up or down from -5 to 5 (relative to the projected image).	Don't adjust this setting unless you're advised to by SMART Support. Apply this setting only after you make all boom adjustments. This setting applies to VGA inputs only and is useful in situations where the source video is cut off.
Saturation	Adjusts the projected image's color saturation from 0 to 100.	This setting applies to S-video and Composite video inputs only.
Sharpness	Adjusts the projected image's sharpness from 0 to 31.	This setting applies to S-video and Composite video inputs only.
Tint	Adjusts the image color balance of red and green from 0 to 100.	This setting applies to S-video and Composite video inputs only.
White Peaking	Adjusts the image color brightness from 0 to 10 while providing more vibrant white shades.	A value closer to 0 creates a natural image and a value closer to 10 enhances brightness.
Degamma	Adjusts the color performance of the display from 0 to 3.	
Color	Adjusts the Red, Green, Blue, Cyan, Magenta and Yellow colors on the projector from 0 to 100 to provide custom color and luminance output.	Each color has a default value of 100. Adjustments to the color settings register under the User mode.
 Audio menu		
Volume	Adjusts the projector's volume amplification from -20 to 20.	The default is 0.
Mute	Mutes the projector's audio output.	The default is off. If you mute the projector's audio output and then increase or decrease the volume, the volume is restored automatically. You can prevent this from happening by disabling the volume control.
Disable Volume Control	Disables the projector's volume control and the ECP's volume control knob.	
Closed Captioning	Turns closed captioning on or off for video sources that support closed captioning.	
Closed Captioning Language	Sets the closed captioning language to CC1 or CC2 .	Typically, CC1 displays U.S. English subtitles, while CC2 displays other regional languages, such as French or Spanish, depending on television channel or media setup.

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Using your interactive whiteboard system

Setting	Use	Notes
 Projector Functions menu		
3D On/Off	Turns the DLP Link technology 3D feature on or off.	The default is off.
3D Format	Displays the current 3D format (Interleaved or Under-over).	Interleaved breaks down the image frame for each eye, alternately displaying a line of visual information from each frame. Under-over concurrently displays horizontally stretched image frames for each eye, one above the other.
3D Invert Left-Right	Selects the 3D Invert setting (L-R or R-L).	L-R displays visual data for the left eye first. R-L displays visual data for the right eye first.
Auto Signal Detect	Enables or disables signal searching of input connectors.	The default is off. Select On to have the projector continuously switch inputs until it finds an active video source. Select Off to maintain signal detection in one input.
Lamp Reminder	Turns the lamp replacement reminder on or off.	This reminder appears 100 hours before the recommended lamp replacement.
Lamp Mode	Adjusts lamp brightness to Standard or Economy .	Standard displays a high-quality, bright image. Economy increases the lamp life by decreasing the brightness of the image.
Auto Power Off (minutes)	Sets the length of the auto power-off countdown timer between 1 and 240 minutes.	The default is 120 minutes. The timer begins to count down when the projector no longer receives a video signal. The timer finishes when the projector enters Standby mode. Select 0 to turn off the timer.
Zoom	Adjusts the zoom to the center of the image in or out from 0 to 30.	The default is 0. Zooming in cuts off the outer edges of the source video.
Projector ID	Sets the projector's unique ID number (from 0 to 99) within your organization's network.	You can refer to this number when using the network remote management feature (see <i>Remotely managing your system through a network interface</i> on page 63).

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Using your interactive whiteboard system

Setting	Use	Notes
Aspect Ratio	Adjusts the image output to Fill Screen , Match Input or 16:9 .	<p>The default is Fill Screen.</p> <p>Fill Screen produces an image that fills the entire screen by stretching and scaling the source video to match the projector's native resolution and aspect ratio.</p> <p>Match Input displays the source video in its native resolution and aspect ratio. As a result, unused space could appear along the top and bottom edges of the screen (letterbox format) or along the left and right edges of the screen (pillarbox format).</p> <p>16:9 displays the source video in 16:9 aspect ratio. As a result, unused space appears along the top and bottom edges of the screen. This is recommended for use with HDTV and DVD/Blu-ray discs enhanced for wide-screen televisions.</p> <p>See <i>Video format compatibility</i> on page 27 for descriptions of each mode.</p>
Startup Screen	Selects the type of startup screen (SMART , Capture User Startup Screen or Preview Startup Screen).	<p>This screen displays when the projector lamp is starting and a video source signal isn't displayed.</p> <p>SMART displays the default SMART logo on a blue background.</p> <p>Capture User Startup Screen closes the on-screen display menu and captures the entire projected image. The captured image is displayed the next time the on-screen display opens. (The capture can take up to one minute, depending on the complexity of the background graphic.)</p> <p>Preview Startup Screen enables you to preview the default or captured startup screen.</p>

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Using your interactive whiteboard system

Setting	Use	Notes
Set to Default?	Resets projector settings to their default values.	If you select Yes , all projector settings reset to their defaults, reversing any menu changes you made. This action is irreversible. Don't adjust this setting unless you want to reset all of the applied settings, or unless you're advised to by a SMART Support specialist.
 Network menu		
Network and VGA Out	Activates the projector's VGA Out and RJ45 connector and network features.	
Status	Displays the current network status (Connected , Disconnected or Off).	The default is off.
DHCP	Displays the status of the network's Dynamic Host Configuration Protocol (DHCP) as On or Off .	The default is on. On enables a DHCP server on the network to automatically assign an IP address to the projector. Off enables an administrator to assign an IP address manually.
Password Reminder	E-mails the network password to the predefined e-mail recipient.	See <i>Web page management</i> on page 63 to set up a destination e-mail address.
IP Address	Displays the projector's current IP address in values between 0.0.0.0 and 255.255.255.255.	To change the projector's IP address, use the RS-232 connector (see <i>Network controls</i> on page 79) or use a DHCP server to assign a dynamic IP address, and then set a static IP address using the network remote management feature (see <i>Remotely managing your system through a network interface</i> on page 63).
Subnet Mask	Displays the projector's subnet mask number in values between 0.0.0.0 and 255.255.255.255.	
Gateway	Displays the projector's default network gateway in values between 0.0.0.0 and 255.255.255.255.	
DNS	Displays the projector's primary domain name number in values between 0.0.0.0 and 255.255.255.255.	
MAC Address	Displays the projector's MAC address in xx-xx-xx-xx-xx-xx format.	

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Using your interactive whiteboard system

Setting	Use	Notes
Group Name	Displays the projector's workgroup name as set by an administrator (maximum 12 characters).	You can set the projector's workgroup name using the remote management features (see <i>Remotely managing your system through a network interface</i> on page 63 and <i>Remotely managing your system through an RS-232 serial interface</i> on page 71).
Projector Name	Displays the projector's name as set by an administrator (maximum 12 characters).	You can set the projector's name using the remote management features (see <i>Remotely managing your system through a network interface</i> on page 63 and <i>Remotely managing your system through an RS-232 serial interface</i> on page 71).
Location	Displays the projector's location as set by an administrator (maximum 16 characters).	You can set the projector's location using the remote management features (see <i>Remotely managing your system through a network interface</i> on page 63 and <i>Remotely managing your system through an RS-232 serial interface</i> on page 71).
Contact	Displays the contact name or number for projector support as set by an administrator (maximum 16 characters).	You can set the contact name or number using the remote management features (see <i>Remotely managing your system through a network interface</i> on page 63 and <i>Remotely managing your system through an RS-232 serial interface</i> on page 71).
 Language menu		
Language	Selects language preference.	Projector menu support is available in English (default), Chinese (Simplified), Chinese (Traditional), Czech, Danish, Dutch, Finnish, French, German, Greek, Italian, Japanese, Korean, Norwegian, Polish, Portuguese (Brazil), Portuguese (Portugal), Russian, Spanish and Swedish.
 Information menu		
Lamp Hours	Displays the current number of lamp usage hours from 0 to 4000 hours from when it was last reset.	Always reset the lamp hours after you replace a lamp, because lamp service reminders are based on the current hours of use. See <i>Resetting the lamp hours</i> on page 47 for details on the lamp hours reset procedure.

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Using your interactive whiteboard system

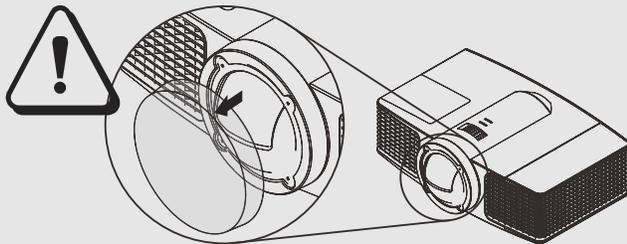
Setting	Use	Notes
Input	Displays the currently displayed video input source (VGA-1 , VGA-2 , Composite , S-Video or None).	
Resolution	Displays the projector's most recently detected video source signal resolution and refresh rate.	If there is no current video input source signal, this setting displays the last known source signal image resolution and refresh rate.
Firmware Version	Displays the projector's digital display processor (DDP) firmware version in x.x.x.x format.	
MPU Version	Displays the projector microprocessor unit (MPU) firmware version in x.x.x.x format.	
Network Version	Displays the projector's network communications processor firmware version in x.x.x.x format.	If you haven't enabled the Network and VGA Out setting, this setting is unable to display the projector's network communications processor firmware version and displays 0.0.0.0 instead.
Model Number	Displays the projector's model number.	
Serial Number	Displays the projector's serial number.	

Focusing the image

To focus the projected image, use the focus ring located on the bottom of the projector.

i NOTE

Ensure that you remove the projector's plastic lens cover.

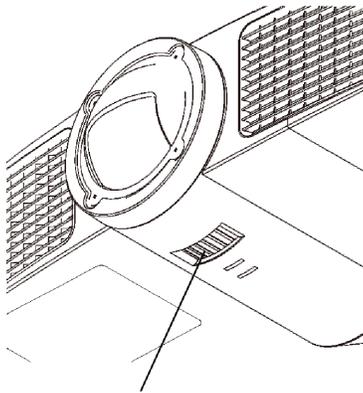


CHAPTER 3

Using your interactive whiteboard system

■ To focus and adjust the image

Rotate the focus ring right or left until the image is in focus.



Focus ring

Adjusting the image

Refer to these notes when adjusting the projected image as described in the included *SMART Board 600i4 and D600i4 interactive whiteboard systems installation instructions*

(smarttech.com/kb/146183).

- While adjusting the projected image size, shape and location, use the projector's default background so that you can see the full projected image clearly. Don't use other images, which might be cropped or scaled by the projector and result in a misleading projected image size, shape, and location.
- Use the mechanical adjustments described in the installation document to make all physical image adjustments. Don't use the projector's on-screen menu options during the projector alignment process.
- Don't loosen the wing nut on the top of the ball joint too much or the projector won't hold the adjustments.
- As you tilt the projector up or lower its mounting boom to raise the image, the entire projected image increases or decreases in size, especially at the bottom of the projected image.
- When adjusting keystone (tilt), ensure that the top and bottom edges of the image are horizontal before you position the left and right edges of the image relative to your interactive whiteboard.
- When you move the projector forward or backward on the boom to make the image larger or smaller, you might need to tilt or turn the projector slightly to keep the image square.

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Using your interactive whiteboard system

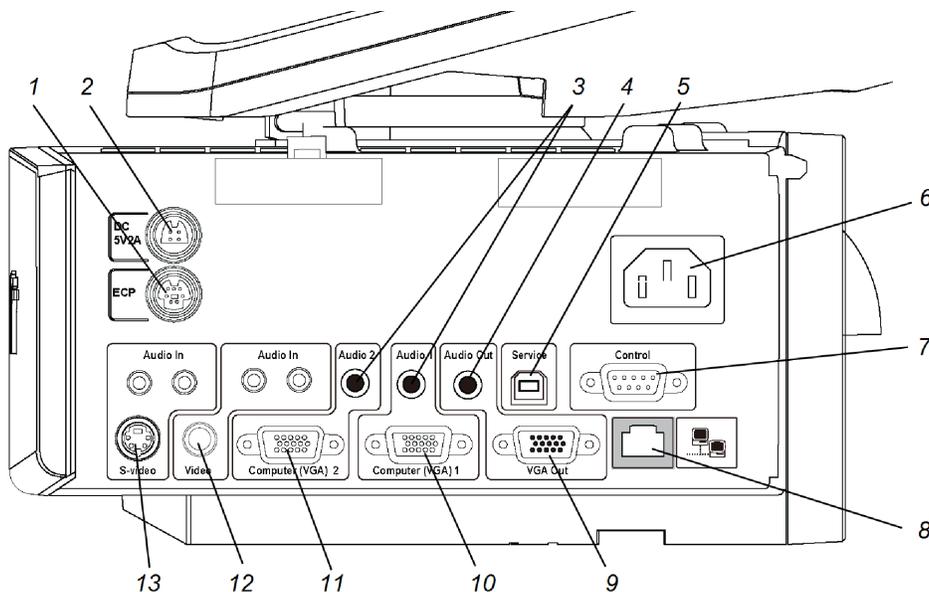
- To fine-tune the image, you might need to repeat all steps described in the installation document in smaller increments.

Projector connection diagram

You can connect a variety of peripheral devices to your projector, including DVD/Blu-ray players, VCRs, document cameras, digital cameras and high-definition sources, as well as peripheral device outputs such as a secondary projector or a flat-panel display and powered speakers.

i NOTE

You might need to purchase third-party adapters to connect certain peripheral devices.



No.	Connector	Connect to:
1	7-pin mini-DIN	ECP cable harness
2	4-pin power mini-DIN 5V/2A output	ECP cable harness
3	3.5 mm phone jack audio input (×2)	Audio sources associated with primary and secondary computers
4	3.5 mm phone jack audio output	Speakers (not included)
5	USB B	Computer (for service access only)
6	Power	Mains power supply
7	RS-232F (DB9)	ECP cable harness
8	RJ45	Network (for web page management and SNMP access)
9	DB15F RGB video output (VGA Out)	Secondary display (not included)

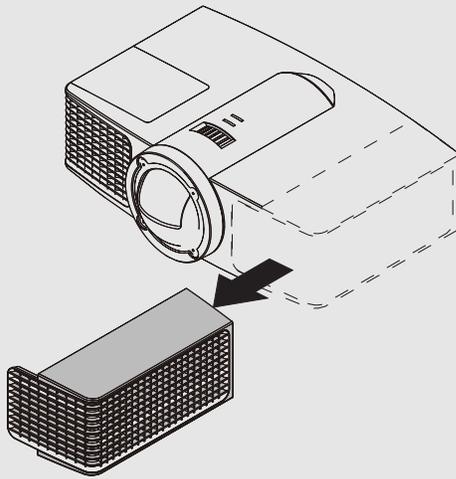
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Using your interactive whiteboard system

No.	Connector	Connect to:
10	DB15F RGB video input (VGA 1)	Primary computer (not included)
11	DB15F RGB video input (VGA 2)	Secondary computer (not included)
12	RCA composite video input (and left and right RCA audio input)	ECP cable harness
13	4-pin mini-DIN S-video input (and left and right RCA audio input)	Video source (not included)

i NOTES

- Remove the cable cover to access the connection panel.



- To connect your SMART Board 600 series interactive whiteboard, see the *SMART Board 600 and D600 series interactive whiteboard installation and user's guide* (smarttech.com/kb/001414).
- To connect accessories to your SMART Board interactive whiteboard, refer to the documents included with the accessories and consult the SMART Support website (smarttech.com/support) for additional information.

Using your interactive whiteboard

Refer to the *SMART Board 600 and D600 series interactive whiteboard installation and user's guide* (smarttech.com/kb/001414) for more information on using your interactive whiteboard.

When you connect your SMART Board interactive whiteboard to a computer with SMART software, you can access the full capabilities of your interactive whiteboard.

For more information on this software, press the **Help** button on your interactive whiteboard pen tray.

For additional resources, go to smarttech.com, click the flag icon to the right of the SMART logo, and then select your country and language. In the Support section of this website, you'll find up-to-date, product-specific information, including setup instructions and specifications. The SMART Learning Space (learningspace.smarttech.com) also has free learning resources, hands-on lessons and information on how to get more training.

Using the Extended Control Panel (ECP)

The ECP gives you control of the basic operations of your interactive whiteboard system.

Additionally, you can connect peripheral devices directly to the ECP, as described in *Connecting peripheral sources and outputs* on page 31. Press the **Power**  button on the ECP or remote control to put the projector system into Standby mode or turn it on. Press the **Input** button on the ECP or remote control to switch sources on the projector.



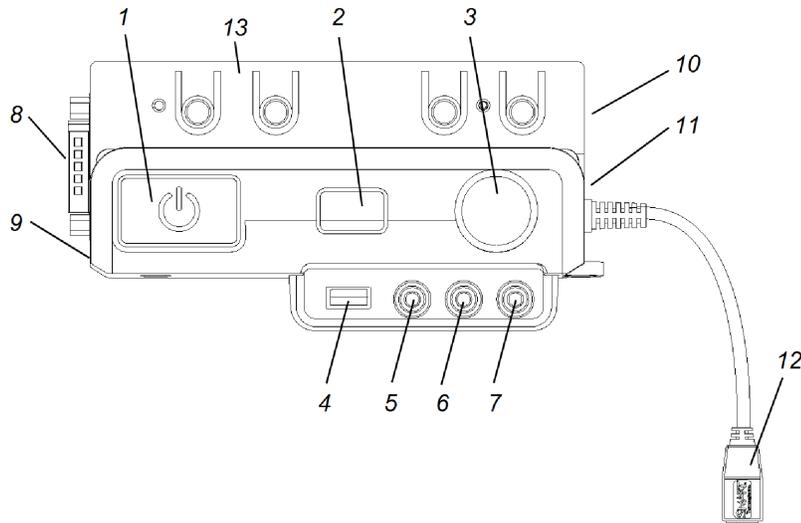
IMPORTANT

- There are no projector menu options on the ECP. Keep your remote control in a safe place because the ECP is not a substitute for the remote control.
- Do not disconnect cables from the ECP to connect peripheral devices because you could disconnect controls for your interactive whiteboard.

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Using your interactive whiteboard system

The following diagram and table describe the components of the ECP:



Number	Function
Front	
1	Power  and ECP status indicator light
2	Input selection
3	Volume control
4	USB A receptacle (for USB drives)
5	RCA jack composite video input (for peripheral devices such as a DVD/Blu-ray players)
6	RCA audio jack right input
7	RCA audio jack left input
Left side	
8	DB15 socket (ECP cable harness only)
9	USB A receptacle (for any USB peripheral, up to 500mA)
Right side	
10	USB B receptacle (for a secondary computer such as a laptop)
NOTE	
This USB receptacle is active only when you select VGA2 as the projector input source.	
11	USB A receptacle (for SMART Board interactive whiteboard only)

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Using your interactive whiteboard system

Number	Function
12	USB B receptacle (for your primary computer)
 NOTE This USB receptacle is active only when you select VGA1 as the projector input source.	
Back	
13	RJ11 6-conductor receptacle (for SMART Hub™ SE collaboration platform control)

Chapter 4

Integrating other devices

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This chapter provides information on integrating your SMART Board 600i4 interactive whiteboard system with peripheral devices.

Video format compatibility

Your projector has a native video format and various video format compatibility modes. You can change image appearances for certain formats and compatibilities.

Native video format

The following table lists the native VESA RGB video formats for the projector.

Projector	Resolution	Mode	Aspect ratio	Refresh rate (Hz)	Horizontal frequency (kHz)	Pixel clock (MHz)
SMART UF65	1024 × 768	XGA	4:3	60	48	63.5
SMART UF65w	1280 × 800	WXGA	16:10	60	48	83.5

CHAPTER 4

Integrating other devices

Video format compatibility

The following tables list the projectors' compatible VESA RGB video formats by resolution, which you can adjust by using the aspect ratio commands described in *Adjusting projector settings* on page 14.

SMART UF65 projector

Resolution	Mode	Aspect ratio	Refresh rate (Hz)	“Match Input” appearance
720 × 400	720×400_85	1.8:1	85.039	Letterbox
640 × 480	VGA 60	4:3	59.94	Full screen
640 × 480	VGA 72	4:3	72.809	Full screen
640 × 480	VGA 75	4:3	75	Full screen
640 × 480	VGA 85	4:3	85.008	Full screen
800 × 600	SVGA 56	4:3	56.25	Full screen
800 × 600	SVGA 60	4:3	60.317	Full screen
800 × 600	SVGA 72	4:3	72.188	Full screen
800 × 600	SVGA 75	4:3	75	Full screen
800 × 600	SVGA 85	4:3	85.061	Full screen
832 × 624	MAC 16"	4:3	74.55	Full screen
1024 × 768	XGA 60	4:3	60.004	Full screen
1024 × 768	XGA 70	4:3	70.069	Full screen
1024 × 768	XGA 75	4:3	75.029	Full screen
1024 × 768	XGA 85	4:3	84.997	Full screen
1024 × 768	MAC 19"	4:3	74.7	Full screen
1152 × 864	SXGA1 75	4:3	75	Full screen
1280 × 768	SXGA1 75	1.67:1	60	Letterbox
1280 × 800	WXGA	16:10	60	Letterbox
1280 × 800	WXGA	16:10	58.2	Letterbox
1280 × 960	Quad VGA 60	4:3	60	Full screen
1280 × 960	Quad VGA 85	4:3	85.002	Full screen
1280 × 1024	SXGA3 60	5:4	60.02	Letterbox
1280 × 1024	SXGA3 75	5:4	75.025	Letterbox
1280 × 1024	SXGA3 85	5:4	85.024	Letterbox
1400 × 1050	SXGA+	4:3	59.978	Full screen
1600 × 1200	UXGA	4:3	60	Full screen

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Integrating other devices

SMART UF65w projector

Resolution	Mode	Aspect ratio	Refresh rate (Hz)	“Match Input” appearance
720 × 400	720×400_85	9:5	85.039	Letterbox
640 × 480	VGA 60	4:3	59.94	Pillarbox
640 × 480	VGA 72	4:3	72.809	Pillarbox
640 × 480	VGA 75	4:3	75	Pillarbox
640 × 480	VGA 85	4:3	85.008	Pillarbox
800 × 600	SVGA 56	4:3	56.25	Pillarbox
800 × 600	SVGA 60	4:3	60.317	Pillarbox
800 × 600	SVGA 72	4:3	72.188	Pillarbox
800 × 600	SVGA 75	4:3	75	Pillarbox
800 × 600	SVGA 85	4:3	85.061	Pillarbox
832 × 624	MAC 16"	4:3	74.55	Pillarbox
1024 × 768	XGA 60	4:3	60.004	Pillarbox
1024 × 768	XGA 70	4:3	70.069	Pillarbox
1024 × 768	XGA 75	4:3	75.029	Pillarbox
1024 × 768	XGA 85	4:3	84.997	Pillarbox
1024 × 768	MAC 19"	4:3	74.7	Pillarbox
1152 × 864	SXGA1 75	4:3	75	Pillarbox
1280 × 768	WXGA 60	1.67:1	60	Letterbox
1280 × 1024	Quad VGA 60	4:3	60	Letterbox
1280 × 960	Quad VGA 85	4:3	85.002	Letterbox
1280 × 960	SXGA3 60	5:4	60.02	Pillarbox
1280 × 1024	SXGA3 75	5:4	75.025	Pillarbox
1280 × 1024	SXGA3 85	5:4	85.024	Pillarbox
1400 × 1050	SXGA+	4:3	59.978	Pillarbox
1600 × 1200	UXGA_60	4:3	60	Pillarbox

HD and SD signal format compatibility

The following tables list the projectors' high definition and standard definition format signal compatibility, which you can adjust by using the aspect ratio commands described in *Adjusting projector settings* on page 14.

CHAPTER 4

Integrating other devices

SMART UF65 projector

Signal format	Aspect ratio	Horizontal frequency (kHz)	Vertical frequency (Hz)	“Match Input” appearance
480i (DVD player) (640 × 480)	4:3	15.73	59.94	Full screen
567i (DVD player) (720 × 576)	5:4	15.63	50	Letterbox
720p	16:9	44.96	59.94	Letterbox
720p	16:9	35	50	Letterbox
1080i	16:9	33.7	59.94	Letterbox
1080i	16:9	28.1	50	Letterbox

SMART UF65w projector

Signal format	Aspect ratio	Horizontal frequency (kHz)	Vertical frequency (Hz)	“Match Input” appearance
480i (525i)	4:3	15.73	59.94	Full screen
480p (525p)	4:3	31.47	59.94	Full screen
576i (625i)	5:4	15.63	50	Pillarbox
576p (625p)	5:4	31.25	50	Pillarbox
720p (750p)	16:9	45	59.94	Letterbox
720p (750p)	16:9	37.5	50	Letterbox
1080i (1125i)	16:9	33.75	59.94	Letterbox
1080i (1125i)	16:9	28.13	50	Letterbox
1080p (1125p)	16:9	67.5	59.94	Letterbox
1080p (1125p)	16:9	56.25	50	Letterbox

Video system signal compatibility

The following tables list the projectors' video system signal compatibility, particularly for signals delivered over S-Video and Composite video connectors, which you can adjust by using the aspect ratio commands described in *Adjusting projector settings* on page 14.

i NOTE

The **16:9** command delivers all video modes with black bands along the top and bottom edges of the screen. The **Match Input** command might deliver video modes with blank bands along the top and bottom edges of the screen, depending on the input resolution.

CHAPTER 4

Integrating other devices

SMART UF65 projector

Video mode	Aspect ratio	Horizontal frequency (kHz)	Vertical frequency (Hz)	Color signal (MHz)
NTSC	4:3	15.73	29.96	3.58
PAL	4:3	15.62	25	4.43
SECAM	4:3	15.62	25	4.25 (f _{ob}) 4.06 (f _{or})

SMART UF55w projector

Video mode	Aspect ratio	Horizontal frequency (kHz)	Vertical frequency (Hz)	Color signal (MHz)
NTSC	4:3	15.73	59.94	3.58
PAL	4:3	15.63	50	4.43
SECAM	4:3	15.63	50	4.25 and 4.41
PAL-M	4:3	15.73	59.94	3.58
PAL-N	4:3	15.63	50	3.58
PAL-60	4:3	15.73	59.94	4.43
NTSC 4.43	4:3	15.73	59.94	4.43

Connecting peripheral sources and outputs

Follow these instructions if you have a peripheral device to connect to your interactive whiteboard system, such as a DVD/Blu-ray player or a USB device.

i NOTES

- Measure the distance between the projector and the peripheral device you want to connect. Make sure each cable is long enough, has plenty of slack and can be placed safely in your room without presenting a trip hazard.
- Do not disconnect cables from the ECP to connect peripheral devices because you could disconnect controls for your interactive whiteboard.
- Don't connect SMART Board Audio (SBA-L) USB speakers to the ECP. Connect these speakers to the projector using a dual-channel (left and right) RCA plugs-to-3.5 mm audio connector cable (included with the speakers).
- The composite video connector and associated dual channel audio inputs on the ECP are for input only. These RCA jacks don't provide an output signal.

CHAPTER 4

Integrating other devices

■ To connect a peripheral source or output to your projector

1. If you have speakers installed, turn the volume dial on the ECP all the way down to prevent buzzing or a spark.
2. If your peripheral device uses a composite video connection, connect its input cables to the ECP.

If your peripheral device uses a USB connection, connect its input cables to one of the available USB receptacles on the ECP.

3. Switch input sources to the peripheral device by pressing the **Input** button on the ECP or remote control.

NOTE

If your USB device does not work, the device may be malfunctioning or incompatible, or the USB port may be disabled. See *Disabling user USB access* on page 85.

4. Restore the volume on the ECP's volume dial.

Chapter 5

Maintaining your interactive whiteboard system

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This chapter includes methods for properly cleaning and preventing damage to your SMART Board 600i4 interactive whiteboard system.

Maintaining your interactive whiteboard

For information on maintaining your interactive whiteboard, see the *SMART Board 600 and D600 series interactive whiteboard installation and user's guide* (smarttech.com/kb/001414).

Cleaning the projector

WARNING

Cleaning a boom-mounted projector can result in a fall and injury. Use caution when climbing a ladder.

CHAPTER 5

Maintaining your interactive whiteboard system

CAUTION

- Before you clean the projector, press the **Power**  button twice on the ECP or remote control to put the system in Standby mode, and then allow the lamp to cool for at least 30 minutes.
- Do not spray cleaners, solvents or compressed air near any part of the projector because they can damage or stain the unit. Spraying the system could spread a chemical mist on some of the projector's components and lamp, resulting in damage and poor image quality.
- Do not allow liquids or commercial solvents of any kind to flow into the projector.

IMPORTANT

Follow these guidelines to clean the projector:

- Wipe the exterior of the projector with a lint-free cloth.
- If necessary, use a soft cloth moistened with a mild detergent to clean the projector housing.
- Do not use abrasive cleaners, waxes or solvents.
- Avoid touching the lens. If it is necessary to clean the lens:
 - Use liquids or commercial solvents (such as glass cleaners) to clean the lens, but do not spray them directly on the system.
 - Use protective gloves and dip a lint-free cloth (such as Purestat PW2004) in an anti-static solvent (such as Hyperclean EE-6310).
 - Gently wipe the lens from the center to the edge. Do not apply any pressure to the lens.

This section provides instructions for using a vacuum cleaner to remove accumulated dust from your projector lamp module, vents and slots. SMART recommends cleaning your projector every six months. However, if your projector is regularly exposed to dust, clean it every three months.

IMPORTANT

This procedure is intended for qualified installers only.

To clean the projector you must:

- Remove the projector from the boom (page 35)
- Access the lamp module (page 37)
- Vacuum the lamp module and projector vents (page 39)

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Maintaining your interactive whiteboard system

- Replace the lamp module and lamp cover (page 40)
- Replace the projector (page 40)

You need a Phillips No. 2 screwdriver to perform the following procedures.

Removing the projector from the boom

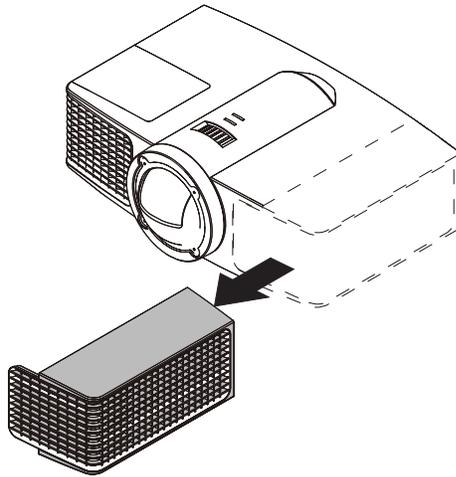
Before you can access the projector lamp module, you must remove the projector from the boom.

WARNING

Two people are required to remove the projector from the boom.

To remove the projector from the boom

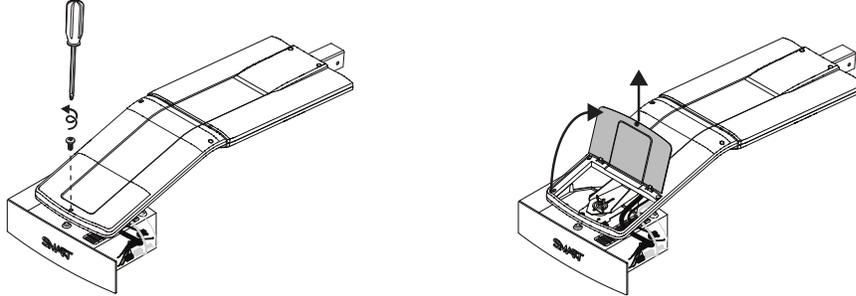
1. Press the **Power**  button twice on the remote control or ECP to put the system into Standby mode.
2. Wait at least 30 minutes for the projector to cool down completely, and then disconnect the power cable from the power outlet.
3. Remove the cable cover, and then disconnect all cables from the projector.



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Maintaining your interactive whiteboard system

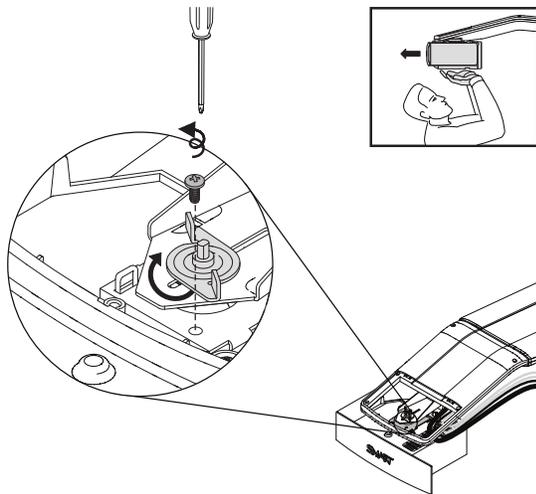
4. While firmly holding the projector, and without applying pressure or weight to the projector boom, remove the screw holding the projector cover in place with the screwdriver, and then remove the cover. Place the cover and screw in a safe place.



5. If you use a projector padlock, remove it from the locking loop. If you need to access the projector locking screw, loosen the wing nut and slide the projector away from your interactive whiteboard screen, and then tighten the wing nut.
6. Using the screwdriver, remove the single screw on the bracket. Place the screw in a safe place.

CAUTION

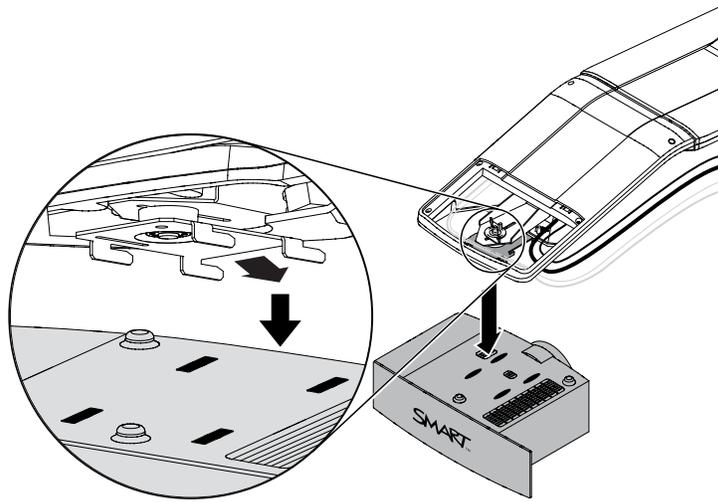
The projector can fall if you move it after you remove this screw.



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7. Using two hands, carefully unhook and remove the projector from the projector boom.



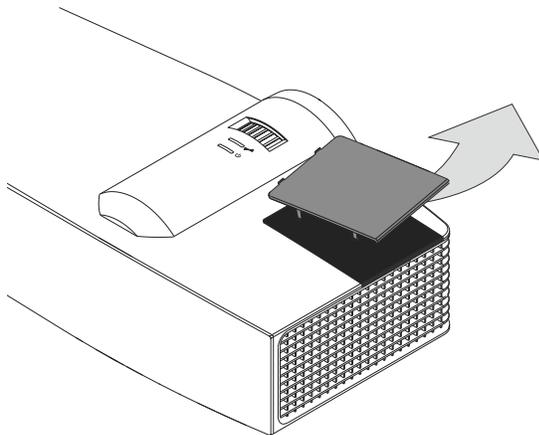
8. Lay the projector flat on your work area with the warning lights facing upward.

Accessing the lamp module

To access the lamp module, remove the lamp cover, and then remove the lamp from the projector.

■ To remove the lamp cover and lamp module

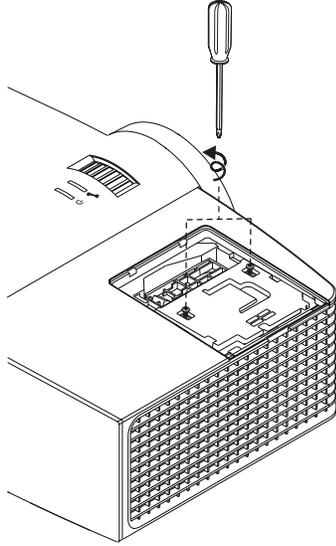
1. Pull off the outer lamp cover with your finger and set it aside.



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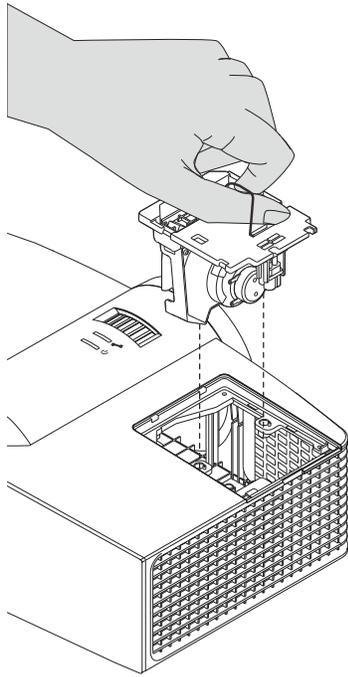
2. Using the screwdriver, loosen the two screws on the inner lamp module. The screws remain captive inside the lamp module.



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3. Pull up on the lamp module's handle, and then remove the lamp.



CAUTION

Do not touch the lamp with your fingers when removing, cleaning and replacing the lamp module. The oils from your skin can damage the lamp when it turns on.

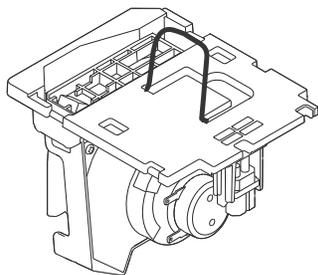
4. Gently place the lamp module on your work area with the handle facing downward.

Vacuuming the lamp module and projector vents

After you remove the lamp cover and lamp module, vacuum the lamp module and projector vents.

To vacuum the lamp module and projector vents

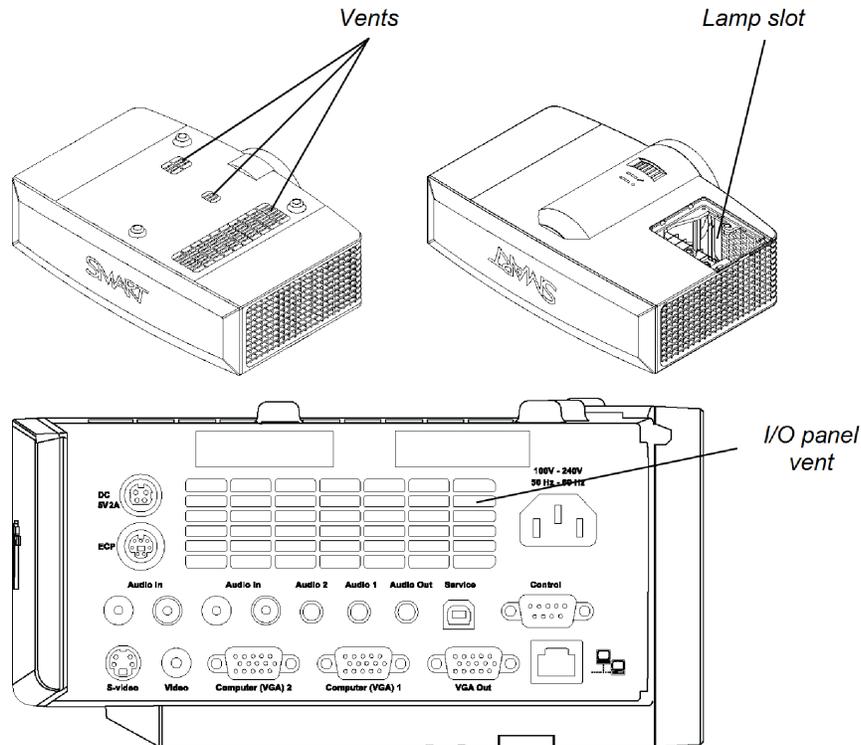
1. Use a vacuum cleaner to thoroughly vacuum each side of the lamp module for 10 seconds.



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2. Thoroughly vacuum the three top vents, the lamp slot and the I/O panel vent for 10 seconds each.



Replacing the lamp module and lamp cover

After you vacuum the lamp module and projector vents, replace the lamp module and cover.

■ To replace the lamp module and lamp cover

1. Replace the lamp module in the lamp slot, push the lamp all the way down, and then tighten the lamp locking screws until they're secure.
2. Replace the outer lamp cover.

Replacing the projector

After you replace the lamp module and lamp cover, replace the projector on the boom.

WARNING

Two people are required to replace the projector.

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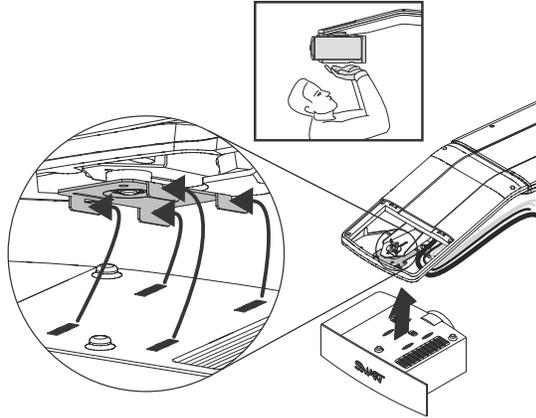
Maintaining your interactive whiteboard system

■ To replace the projector on the boom

1. Using two hands, lift the projector align the hooks on the boom with the slots on the projector.

▲ CAUTION

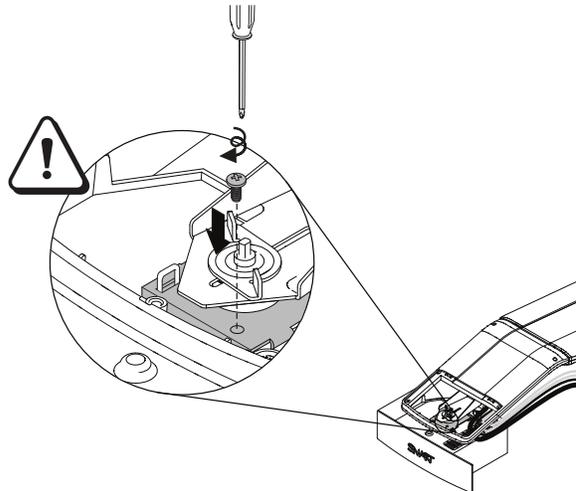
Hold the projector firmly when attaching it to the boom.



2. Secure the projector to the plate with the screw that you retained when you removed the projector from the boom.

▲ WARNING

Be sure to replace this screw. Without it, the projector can fall from the boom and cause personal injury, damage to the projector or both.

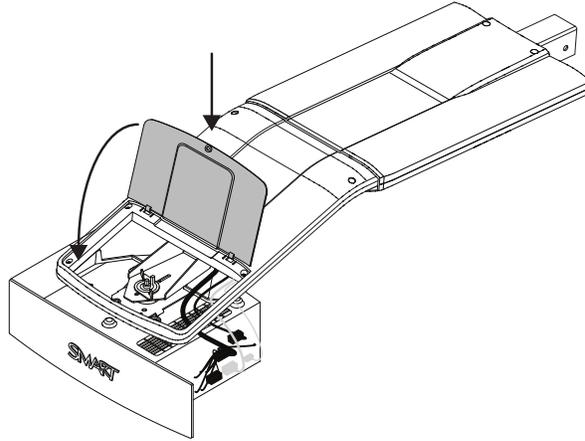


3. Optionally, replace your projector padlock.

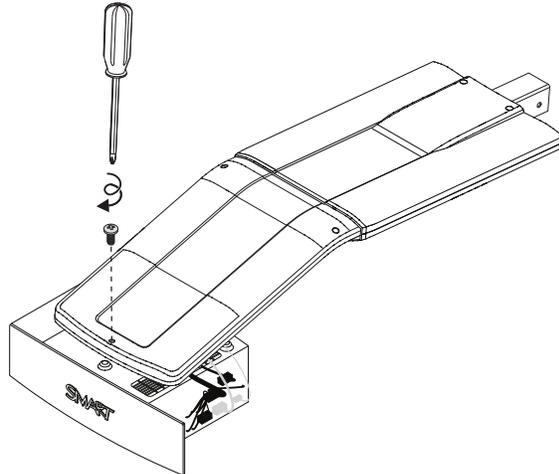
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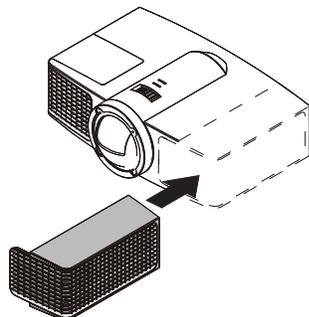
4. Replace the projector cover on the top of the boom.



5. Without applying pressure to the boom, replace and tighten the cover screw until it's secure.



6. Connect all cables to the projector, and then replace the cable cover.



7. Connect the power cable to a power outlet.

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8. Press the **Power**  button once on the remote control or ECP to confirm that the projector is operating and that the lamp module is correctly installed, and then wait for the projector to turn on completely.

The ECP's Power light turns solid green when the system starts.

9. Wait five minutes for the projector to warm up.

NOTE

You might need to adjust the projected image after you perform the previous procedures. For more information, see the included *SMART Board 600i4 and D600i4 interactive whiteboard system installation instructions* (smarttech.com/kb/146183) and *Adjusting the image* on page 21.

Focusing and adjusting the projector image

For information on focusing and adjusting the projector image, see *Focusing the image* on page 20 and *Adjusting the image* on page 21.

Replacing the projector lamp

This section provides detailed instructions for replacing the projector lamp module.

Removing and replacing the projector lamp module

If the lamp fails, or if a replacement message appears on the projector screen, have a qualified person replace the projector lamp module.

WARNING

- See smarttech.com/compliance for the projector's MSDS documents.
- Replace the lamp module when the projector displays its lamp life warning message. If you continue to use the projector after this message appears, the lamp can shatter or burst, scattering glass throughout the projector.

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- If the lamp shatters or bursts, leave and then ventilate the area.
Next do the following:
 - Avoid touching the glass fragments because they can cause injury.
 - Wash your hands thoroughly if you have come into contact with lamp debris.
 - Thoroughly clean the area around the projector, and discard any edible items placed in that area because they could be contaminated.
 - Call your authorized SMART reseller for instructions. Do not attempt to replace the lamp.
- Replacing the lamp module in a wall-mounted projector can result in a fall or injury. Use caution when climbing a ladder, and consider removing the projector from the boom to replace the lamp module.
- Uncovering the lamp while the projector is mounted on the boom can lead to product damage or personal injury from falling pieces of glass if the lamp is broken.
- When replacing the projector lamp module:
 - Put the projector into Standby mode and wait 30 minutes for the lamp to cool completely.
 - Do not remove any screws other than those specified in the lamp replacement instructions.
 - Wear protective eyewear while changing the lamp module. Failure to do so can cause injuries including loss of eyesight if the lamp shatters or bursts.
 - Use only replacement lamp modules approved by SMART Technologies. Contact your authorized SMART reseller for replacement parts.
 - Never replace the lamp module with a previously used lamp module.
 - Always handle the fragile lamp assembly with care to prevent premature lamp failure or exposure to mercury. Use gloves when touching the lamp module. Do not touch the lamp with your fingers.
 - Recycle or dispose of the lamp module as hazardous waste in accordance with local regulations.

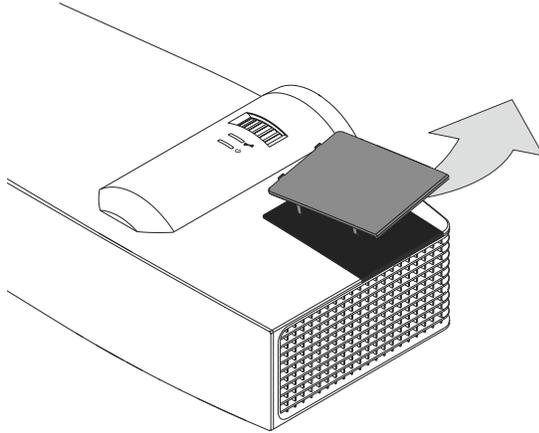
You need a Phillips No. 2 screwdriver to perform the following procedure.

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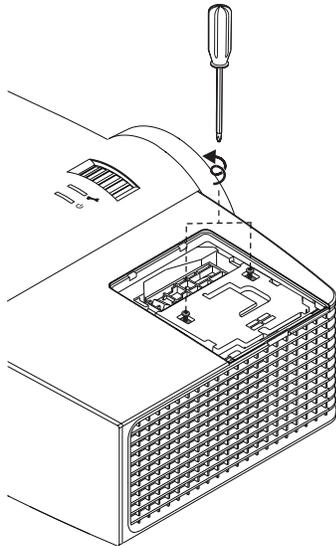
Maintaining your interactive whiteboard system

■ To remove and replace the projector lamp module

1. Remove the outer lamp cover and set it aside.



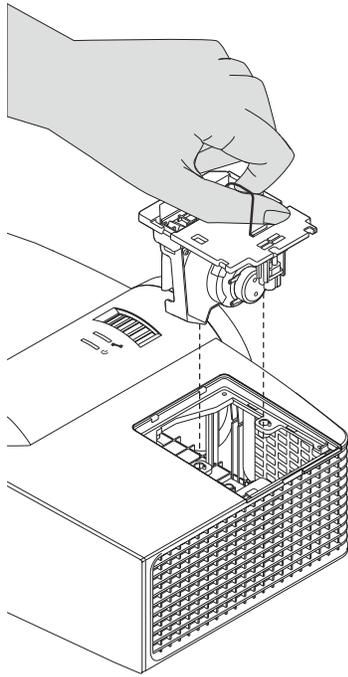
2. Using the screwdriver, loosen the two screws on the inner lamp module. The screws remain captive inside the lamp module.



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3. Pull up on the lamp module's handle, and then remove the lamp.



4. Put the old lamp in a secure container and handle it gently until you recycle or dispose of it.

IMPORTANT

Recycle or dispose of the lamp module according to your local waste authority.

5. Remove the replacement lamp module from its packaging.

CAUTION

Do not touch any part of the lamp module except the housing.

6. Place the replacement lamp module in the lamp slot, push the lamp all the way down, and then tighten the lamp locking screws until they're secure.
7. Replace the outer lamp cover.

NOTE

You might need to adjust the projected image after you perform the previous procedures. For more information, see the included *SMART Board 600i4 and D600i4 interactive whiteboard system installation instructions* (smarttech.com/kb/146183) and *Adjusting the image* on page 21.

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Maintaining your interactive whiteboard system

8. Replace the projector on the boom and connect the cables. See *Replacing the projector* on page 40.

Resetting the lamp hours

After you replace the lamp module, you need to access the projector service menu and reset the lamp hours. To prevent accidental errors, only a system administrator should perform this procedure.

NOTE

Always reset the lamp hours after you replace the lamp, because lamp service reminders are based on the current hours of use.

To reset the lamp hours

1. Using the remote control, press the following buttons quickly to access the service menu:
Down, Up, Up, Left, Up.

CAUTION

Do not adjust any settings in the service menu other than those listed in this guide. Changing other settings can damage or affect the operation of your projector and may invalidate your warranty.

2. Scroll down to *Lamp Hour Reset*, and then press **OK**.

Both *Lamp Hour* values (Standard and Economy) reset to zero.

CAUTION

Do not reset the lamp hours unless you have just replaced the lamp module. Resetting the lamp hours on an old lamp can damage your projector as a result of lamp failure.

NOTE

You're unable to reset the Display Hour value because it's the running total of hours the projector has been in use.

3. Press the **Menu** button on the remote control.
The *SMART UF65 Settings* menu appears.
4. Select  to confirm that *Lamp Hour* is reset to zero.

Chapter 6

Troubleshooting your interactive whiteboard system

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CHAPTER 6

Troubleshooting your interactive whiteboard system

This chapter provides basic troubleshooting information for your interactive whiteboard system.

For issues not covered in this chapter, consult the SMART Support website (smarttech.com/support) or contact your authorized SMART reseller (smarttech.com/where).

Before you start

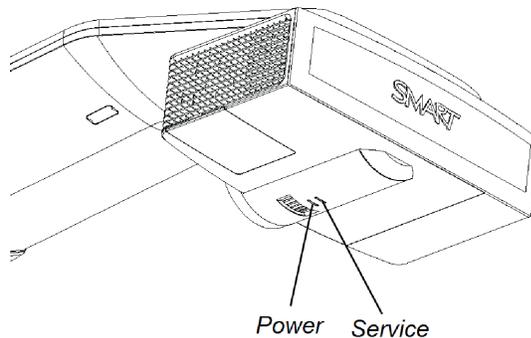
Before you troubleshoot your interactive whiteboard system or contact your authorized SMART reseller or SMART Support for assistance, you need to do the following:

- Locate your interactive whiteboard system's status lights
- Locate your interactive whiteboard system's serial numbers

Locating status lights

Your interactive whiteboard system consists of several components, which have their own status lights:

- Your interactive whiteboard's Ready light is located on the lower-right of the frame.
- Your projector's Power (⏻) and Service (🔧) lights are located on the bottom of the projector.



- The ECP's **Power** ⏻ button (see *Using the Extended Control Panel (ECP)* on page 24) also functions as a status light.

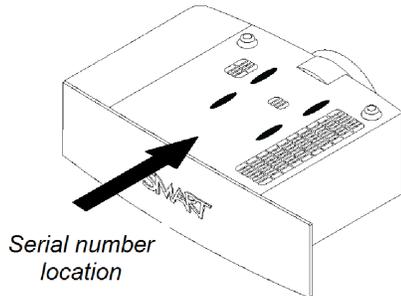
Locating serial numbers

The SMART Board 600 series interactive whiteboard serial number is located on the lower-right edge of your interactive whiteboard's frame. For more information, see the *SMART Board 600 and D600 series interactive whiteboard installation and user's guide* (smarttech.com/kb/001414).

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The SMART UF65 projector serial number is located on the top of the projector.



TIP

You can also access the projector's serial number through the on-screen menu. For more information, see *Adjusting projector settings* on page 14.

For the locations of serial numbers on other components and accessories, see smarttech.com/support.

Determining you interactive whiteboard system's status

Use the following table to determine the status of your interactive whiteboard system:

 Projector Power light	 Projector Service light	 ECP light	 Ready light	Projected image	Touch and pen control	Status and related troubleshooting
Normal operating statuses						
Solid green	Off	Solid green	Solid green	Correct	Full control	The system is operating normally. If image or sound issues occur, see the remaining sections of this chapter for troubleshooting information.
Flashing green	Off	Flashing green	Off	None	None	The system is starting up.
Solid amber	Off	Solid amber	Off	None	None	The system is in Standby mode.
Flashing amber	Off	Flashing amber	Off	None	None	The system is entering Standby mode.
Solid green	Off	Solid green	Solid amber	N/A	None	The interactive whiteboard's controller module is starting up. If this process takes longer than 10 seconds, see <i>Resolving controller module issues</i> on page 53.
Solid green	Off	Solid green	Flashing amber	N/A	N/A	The interactive whiteboard's controller module is ready to receive a firmware update or is applying a firmware update. If the Ready light flashes amber but no firmware update appears on the screen, see <i>Resolving controller module issues</i> on page 53.

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 Projector Power light	 Projector Service light	 ECP light	 Ready light	Projected image	Touch and pen control	Status and related troubleshooting
Error statuses						
Solid green	Off	Solid green	Solid green	Incorrect	Full control	There's an issue with the projected image. See <i>Resolving image issues</i> on page 56.
Solid green	Off	Solid green	Solid green	Correct	None	There's an issue with the interactive whiteboard. See <i>Resolving operation issues</i> on the next page.
Solid green	Off	Solid green	Flashing green	Correct	Touch only	SMART Product Drivers isn't installed or running correctly on the connected computer.
Solid green	Off	Solid green	Off OR Solid red	N/A	None	There's an issue with the connections between the interactive whiteboard and the other components of the system. See <i>Resolving connection issues</i> on the next page.
Solid green	Off	Off	Off OR Solid red	N/A	N/A	The ECP isn't receiving power. See <i>Resolving ECP issues</i> on page 60.
Solid amber	Flashing red	N/A	N/A	None	N/A	There's an issue with the projector lamp. See <i>The "Lamp Failure" message appears</i> on page 55.
Off	Flashing red	Flashing green and amber	Off	None	None	The projector's operating temperature has been exceeded. See <i>The "Projector Overheated", "Fan Failure" or "Color Wheel Failure" message appears</i> on page 54.
Off	Solid red	N/A	N/A	None	N/A	There's an issue with the projector's fan or color wheel. See <i>The "Projector Overheated", "Fan Failure" or "Color Wheel Failure" message appears</i> on page 54.
Off	Off	Off	Off	None	None	The projector power cable isn't properly connected. OR There's an issue with the mains power supply (for example, the circuit breaker is off).

Resolving interactive whiteboard issues

This section includes information on resolving issues with your interactive whiteboard.

For information not covered in this section, see the *SMART Board 600 and D600 series interactive whiteboard installation and user's guide* (smarttech.com/kb/001414).

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Troubleshooting your interactive whiteboard system

Resolving operation issues

To resolve operation issues, complete the following tasks:

- Confirm that the 4-wire cable (and 2-wire cable, if present) is connected to the interactive whiteboard's controller module.
- If necessary, complete additional troubleshooting with the guidance of SMART Support using SMART Board Diagnostics.

Resolving connection issues

To resolve connection issues, complete the following tasks:

- Confirm that the ECP cable harness's 4-pin mini-DIN connector is properly connected to the **5V 2A** connector on the projector.
- Confirm that the USB cable is properly connected from the interactive whiteboard to the ECP.
- Confirm that the USB cable is properly connected from a fully functional USB receptacle on the computer to the correct USB receptacle on the ECP.
- If necessary, complete additional troubleshooting on any devices between the USB connection from the computer to the interactive whiteboard system, including any USB hubs and extension cables.

Resolving controller module issues

If the controller module takes longer than 10 seconds to start up, disconnect the interactive whiteboard's USB cable, wait 10 seconds, and then reconnect it.

If the issue persists, update the firmware as documented in the *SMART Board 600 and D600 series interactive whiteboard installation and user's guide* (smarttech.com/kb/001414).

If the Ready light indicates that a firmware update is in progress but no update is actually taking place, disconnect the interactive whiteboard's USB cable, wait a few seconds, and then reconnect it.

Resolving projector issues

Resolving projector errors

System administrators can resolve the following projector errors on their own prior to contacting SMART Support. Performing initial troubleshooting on your projector will reduce the time of a support call.

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Troubleshooting your interactive whiteboard system

Your projector stops responding

If your projector stops responding, perform the following procedure.

■ To restart an unresponsive projector

1. Put the projector into Standby mode, and then wait 30 minutes for it to cool down.
2. Disconnect the power cable from the power outlet, and then wait at least 60 seconds.
3. Connect the power cable, and then turn on the projector.

The “Projector Overheated”, “Fan Failure” or “Color Wheel Failure” message appears

If the “Projector Overheated”, “Fan Failure” or “Color Wheel Failure” message appears and the projector stops projecting an image, one of the following issues is occurring:

- The projector is overheating internally because of blocked air vents or an internal temperature over 131°F (55°C).
- The temperature outside the projector is too high.
- One of the fans has failed.
- The projector has a color wheel issue.

■ To resolve the “Projector Overheated”, “Fan Failure” or “Color Wheel Failure” error

1. Put the projector into Standby mode, and then wait 30 minutes for it to cool down.
2. If your room is hot, lower the temperature if possible.
3. Ensure that nothing is blocking the projector’s air intake and exhaust.
4. Disconnect the power cable from the power outlet, and then wait at least 60 seconds.
5. Connect the power cable, and then turn on the projector.
6. Adjust the fan speed using the service menu.
7. If the previous steps don’t resolve the issue, put the projector into Standby mode, disconnect the power cable, and then contact your authorized SMART reseller.

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Troubleshooting your interactive whiteboard system

The “Lamp Failure” message appears

If the “Lamp Failure” message appears, one of the following issues is occurring:

- The lamp is overheating, likely due to blocked air vents.
- The lamp has reached the end of its life.
- The projector has an internal problem.

■ To resolve the “Lamp Failure” error

1. Restart the projector (see *Your projector stops responding* on the previous page).
2. Check the remaining lamp hours using the on-screen menu (see *Adjusting projector settings* on page 14).

If the lamp has more than 2000 hours of use, it’s near the end of its lifespan.

3. Replace your lamp module as described in *Removing and replacing the projector lamp module* on page 43.
4. If replacing the lamp module doesn’t resolve the issue, put the projector into Standby mode, disconnect the power cable, and then contact your authorized SMART reseller.

The projector Power and Service lights are off

If the projector Power and Service lights are both off, one of the following issues is occurring:

- There was a power outage or a power surge.
- A circuit breaker or a safety switch was tripped.
- The projector isn’t connected to the power source.
- The projector has an internal problem.

■ To resolve the unlit projector Power and Service lights issue

1. Check the power source, and then make sure that all cables are connected.
2. Confirm that the projector is connected to an active power outlet.
3. Make sure the pins on the connectors aren’t broken or bent.
4. Connect the power cable, and then turn on the projector.
5. If the previous steps don’t resolve the issue, disconnect the power cable and then contact your authorized SMART reseller.

Resolving image issues

To resolve common image issues, complete the following tasks:

- Ensure the computer or other video source is on and set to display a resolution and refresh rate supported by the projector (see *Video format compatibility* on page 27).
- Ensure the video source is properly connected to the projector.
- Press the Input Select button on the remote control or ECP to switch to the correct video source.

If these tasks don't resolve the issue, refer to the following sections for additional troubleshooting information.

Loss of signal

If a video source signal is not detected, out of range of the projector's support video modes or the signal is being switched to a different device or input, the projector doesn't show a source signal and instead displays the SMART logo on a blue screen.



To resolve signal loss issues

1. Wait approximately 45 seconds for the image to synchronize. Some video signals require a longer synchronization period.
2. If the image doesn't synchronize, check the cable connections to the projector and the ECP.
3. Ensure that the image signal is compatible with the projector (see *Video format compatibility* on page 27).
4. If there are any extension cables, switch boxes, connection wall plates or other devices in the video connection from the computer to the projector, temporarily remove them to ensure they are not causing the video signal loss.
5. If your projector still doesn't show a source signal, contact your authorized SMART reseller.

Partial, scrolling or incorrectly displayed image

NOTES

- The following procedure applies to Windows XP operating systems on desktop computers only.
- This procedure may vary depending on your version of Windows operating system and your system preferences.

To resolve a partial, scrolling or incorrectly displayed image

1. Select **Start > Control Panel**.
2. Double-click **Display**.
The *Display Properties* window appears.
3. Click the **Settings** tab.
4. Verify that your display resolution setting is 1024 × 768 (SMART UF65 projector) or 1280 × 800 (SMART UF65w projector).
5. Click **Advanced**, and then click the **Monitor** tab.
6. Verify that the screen refresh rate is 60 Hz.

Unstable or flickering image

If the projector's image is unstable or flickering, you could have different frequency or tracking settings on your input source than on your projector.

IMPORTANT

Write down your setting values before adjusting any of the settings in the following procedure.

To resolve your unstable or flickering image

1. Adjust the **Frequency**, **Tracking**, **H-position** and **V-position** settings in the on-screen menu. See *Adjusting projector settings* on page 14.
2. Check the display mode of your computer's graphics card. Make sure it matches one of the projector's compatible signal formats (see *Video format compatibility* on page 27). Refer to your computer's manual for more information.
3. Configure the display mode of your computer's graphics card to make it compatible with the projector. Refer to your computer's manual for more information.

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Troubleshooting your interactive whiteboard system

4. Optionally, reset the projector as described in *Resetting the projector* on page 61 to adjust the frequency and tracking to their original values.



IMPORTANT

This action resets all values to their defaults.

Frozen image

If your projector has a frozen image, perform the following procedure.

To resolve a frozen image

1. Ensure that the Hide Display feature is off.
2. Press the **Hide** button on the projector's remote control to hide or show the display.
3. Ensure that your source device, such as your DVD player or computer, isn't malfunctioning.
4. Put the projector into Standby mode, and then wait 30 minutes for it to cool down.
5. Disconnect the power cable from the power outlet, and then wait at least 60 seconds.
6. Connect the power cable, and then turn on the projector.
7. If the previous steps don't resolve the issue, contact your authorized SMART reseller.

The image from your connected laptop computer isn't projected

Laptop computer settings can interfere with projector operations.

Some laptop computers deactivate their screens when you connect a secondary display device. Refer to your computer's manual for details on reactivating the computer's display screen.

Unaligned projected image

Alignment errors occur when the projected image isn't perpendicular to the screen. Alignment errors can occur when you mount your interactive whiteboard system on an uneven surface or a wall that has obstructions, or if you swivel the projector too far from the vertical center of your interactive whiteboard.

Use the instructions in the included *SMART Board 600i4 and D600i4 interactive whiteboard systems installation instructions* (smarttech.com/kb/146183) to eliminate most image alignment issues.

The projector image can slip if the projector is moved often or installed in a location prone to vibration, such as next to a heavy door. Follow these precautions to help prevent the image from becoming misaligned:

- Make sure that the installation wall is plumb and square and doesn't move or vibrate excessively.

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- Make sure that there are no obstructions behind the projector's wall-mounting bracket, and that the bracket is firmly secured to the wall according to the installation instructions.
- Make sure that the wing nut on the top of the projector's ball joint is tight.
- Confirm that all cables are held in place with the appropriate cable clip.
- Adjust the projected image. See the included *SMART Board 600i4 and D600i4 interactive whiteboard systems installation instructions* (smarttech.com/kb/146183) and *Adjusting the image* on page 21.

Resolving audio issues

The projector doesn't have integrated speakers, but you can connect an audio system to the audio output connector in the projector's connection panel. If no sound is coming from your audio system, perform the following procedure.

To resolve audio issues

1. Ensure that the speakers' or audio system's cables are properly connected to the audio output plug on the projector's connection panel.
2. Press the **Mute** button on the projector's remote control, and if Audio Mute is on, turn it off.
3. Check the ECP's volume knob or use the projector's remote control to ensure that the volume isn't at the lowest setting.
4. Ensure that your speaker or audio system is on and that the volume is turned up.
5. Check that your source input, such as your computer or video device, isn't malfunctioning. Ensure that its audio output is on and that the volume isn't set to the lowest position.

NOTE

You must display the source input's video to play its audio through the connected speakers or audio system.

6. If the previous steps don't resolve the issue, contact your authorized SMART reseller.

Resolving network communication issues

If you don't have network access, perform the following procedure to troubleshoot your system.

To resolve network communication issues

1. Ensure that your network cable is properly connected to the RJ45 connection on the projector's connection panel.

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2. Ensure that the LAN warning light on the projector is green. To activate the projector's network features, use the "vgaoutnetenable=on" RS-232 command (see *Projector programming commands* on page 73) or enable the **Network and VGA Out** setting (see *Adjusting projector settings* on page 14). The network features on the projector don't work until you complete one of these tasks.
3. Press the **Menu** button, and then select the **Network Settings** menu to check the IP address. See *Adjusting projector settings* on page 14 for a description of the IP address field. Enter this IP address into your browser or SNMP agent.
4. If you still don't have network access, contact your network administrator. If your administrator is unable to resolve the issue, contact your authorized SMART reseller.

Resolving ECP issues

If the ECP isn't receiving power, complete the following tasks:

- Confirm that the ECP cable harness's 11-pin connector is properly connected to the ECP.
- Confirm that the ECP cable harness's 7-pin min-DIN connector is properly connected to the ECP connector on the projector.

Accessing the service menu

CAUTION

- To prevent tampering or unintentional changes, only system administrators should access the service menu. Do not share the service menu access code with casual users of your interactive whiteboard system.
- Do not adjust any settings in the service menu other than those listed in this guide. Changing other settings can damage or affect the operation of your projector and may invalidate your warranty.

Retrieving your password

If you forget the projector's password, you can retrieve it by accessing the projector service menu directly from the projector or from the password settings menu on your projector's web page (see *Password settings* on page 69).

■ To retrieve your password from the service menu

1. Using the remote control, press the following buttons quickly to access the service menu:

Down, Up, Up, Left, Up.

2. Scroll to *Password Get*, and then press **Enter** on the remote control.

The password appears on the screen.

3. Write down the password.
4. Scroll to *Exit*, and then press **Enter** on the remote control to exit the projector service menu.

Resetting the projector

At some point during troubleshooting, you might need to reset all projector settings.



IMPORTANT

This action is irreversible.

■ To reset all projector settings

1. Using the remote control, press the following buttons quickly to access the service menu:

Down, Up, Up, Left, Up.

2. Scroll to *Factory Reset*, and then press **Enter** on the remote control.

3. Scroll to *Exit*, and then press **Enter** on the remote control to exit the projector service menu.

Transporting your interactive whiteboard system

Save your original SMART Board interactive whiteboard packaging so that it's available if you need to transport your interactive whiteboard system. When required, repack it with all of the original packaging. This packaging was designed to provide optimal shock and vibration protection. If you no longer have your original packaging, purchase the same packaging directly from your authorized SMART reseller.

If you prefer to use your own packaging materials, make sure you adequately protect your unit. Make sure that the projector lens and mirror are protected against any physical contact or pressure which may damage the projector's optics. Ship your interactive whiteboard in an upright position to deter shippers from placing heavy objects on it.

Appendix A

Remotely managing your system through a network interface

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This appendix includes detailed instructions on how to remotely manage your SMART Board 600i4 interactive whiteboard system settings through a network interface.

Web page management

You can access advanced setup features via the projector's web page. This web page enables you to manage the projector from a remote location using any computer connected to your intranet.

i NOTE

To access the web page, your browser must support JavaScript. Most commonly used browsers like Internet Explorer® and Firefox® support JavaScript.

Accessing web page management

Before you can access the web page, you must connect the network cable to your projector (see the *Projector connection diagram* on page 22). When you first connect your projector to a network, an IP address appears on the on-screen display.

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NOTE

You can view the projector's IP address by accessing the projector's Network Settings menu page (see *Network settings* on page 67).

To use the management web page

1. Start your Internet browser.
2. Type the IP address in the address line field, and then press ENTER.
The *SMART UF65 Projector Settings* (or *SMART UF65w Projector Settings*) window appears.
3. Select the menu options in the left pane to access the settings on each page.
4. Modify settings using your computer's mouse and keyboard, and then click **Submit** or another action button next to each setting you change.

Home

The Home menu page displays basic projector information and enables you to select the on-screen display language.

NOTE

You can view basic projector information but you're unable to change it (with the exception of the on-screen display language) from the Home menu page.

Submenu setting	Description
Language	Displays language options
Projector Information	Displays current projector information

Control panel

This menu enables you to manage the projector audio and video status, alerts and appearances using an Internet browser.

Submenu setting	Description
Power	Turns the projector on or puts it into Standby mode. Select the Power ON or Power OFF button.
Restore All Projector Defaults	Returns projector settings to default values or refreshes the current settings. Select Submit or Refresh .

IMPORTANT

The **Submit** option is irreversible and resets all values.

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Submenu setting	Description
Volume	Adjusts the projector's volume from -20 to 20.
Mute	Turns on or turns off the mute settings. Select On to mute the projector's sound and Off to turn off mute.
Volume Control	Enables volume control on the ECP. Select On to enable volume adjustment and select Off to disable volume adjustment if you prefer to use your audio system or speaker (not included) controls.
Closed Captioning	Turns on or turns off the closed captioning feature.
Language	Sets the closed captioning language to CC1 or CC2 . Typically, CC1 displays U.S. English subtitles, while CC2 displays other regional languages, such as French or Spanish, depending on television channel or media setup.
Display Mode	Adjusts the display output to SMART Presentation , Bright Room , Dark Room , sRGB and User modes so you can project images from various sources with consistent color performance: <ul style="list-style-type: none">• SMART Presentation is recommended for color fidelity.• Bright Room and Dark Room are recommended for locations with those conditions.• sRGB provides standardized accurate color.• User enables you to apply your own settings.
Brightness	Adjusts projector brightness from 0 to 100.
Contrast	Adjusts the difference between the lightest and darkest parts of the image from 0 to 100.
Frequency	Adjusts the display data frequency of the projected image from -5 to 5 to match the frequency of your computer's graphics card.
Tracking	Synchronizes your projector's display timing with your computer's graphics card from 0 to 31.
Sharpness	Adjusts the projected image's sharpness from 0 to 31.
White Peaking	Adjusts the image color brightness from 0 to 10 while providing more vibrant white shades. A value closer to 0 creates a natural image and a value closer to 10 enhances brightness.
Degamma	Adjusts the color performance of the display from 0 to 3.
Color	Adjusts the Red, Green, Blue, Cyan, Magenta and Yellow colors on the projector from 0 to 100 to provide custom color and luminance output. Each color has a default value of 100. Adjustments to the color settings register to the User mode.
Auto Signal Detect	Enables or disables signal searching of input connectors. <ul style="list-style-type: none">• Select On to have the projector continuously switch inputs until it finds an active video source.• Select Off to maintain signal detection in one input.
Lamp Reminder	Select On to show or Off to hide the lamp replacement reminder when it appears. This reminder appears 100 hours before the recommended lamp replacement.

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Submenu setting	Description
Lamp Mode	Adjusts lamp brightness to Standard or Economy . Standard displays a high-quality, bright image. Economy increases the lamp life by decreasing the brightness of the image.
Auto Power Off	Sets the length of the auto power off countdown timer between 1 and 240 minutes. The timer begins to count down when the projector no longer receives a video signal. The timer finishes when the projector enters Standby mode. Select 0 to turn off the timer.
Zoom	Adjusts the zoom to the center of the image in or out from 0 to 30.
H-position (RGB input)	Moves the horizontal position of the source video left or right from 0 to 100 (relative to the projected image). i NOTE This is useful in situations where the source video is cut off.
V-position (RGB input)	Moves the vertical position of the source video up or down from -5 to 5 (relative to the projected image). i NOTE This is useful in situations where the source video is cut off.
Aspect Ratio	Adjusts the image output to Fill Screen , Match Input or 16:9 . <ul style="list-style-type: none">• Fill Screen produces an image that fills the entire screen by stretching and scaling.• Match Input matches the projector's aspect ratio to the input's aspect ratio. As a result, black bands might appear along the top and bottom edges of the screen horizontally (letterbox format) or along the left and right edges of the screen vertically (pillarbox format).• 16:9 changes the output to 16:9 by letterboxing the image, which is recommended for use with HDTV and DVDs enhanced for wide-screen television. i NOTE See <i>Video format compatibility</i> on page 27 for appearance descriptions in each mode.
Startup Screen	Sets the type of startup screen to SMART or User . The SMART screen is the default SMART logo on a blue background. The User screen uses the saved picture from the Capture User Startup Screen function.
Video Mute	Turns the video mute setting on or off. Select On to hide the display and Off to show it again.

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Submenu setting	Description
High Speed Fan	Adjusts the speed of the projector's fan. Select High or Normal .  NOTE Use the High setting when the projector's temperature is high or the altitude is above 6000' (1800 m).
Projector Mode	Adjusts the projection mode to Front , Ceiling , Rear or Rear Ceiling .  IMPORTANT SMART recommends that you never change this setting from the Ceiling projection mode.
Source	Adjusts the input source to VGA-1 , VGA-2 , Composite or S-Video .
VGA1	Assigns an alternative name to your VGA 1 input, which appears when you select the VGA 1 input.
VGA2	Assigns an alternative name to your VGA 2 input, which appears when you select the VGA 2 input.
S-Video	Assigns an alternative name to your S-video input, which appears when you select the S-video input.
Composite	Assigns an alternative name to your Composite video input, which appears when you select the Composite video input.
Emergency Alert	Turns the on-screen alert broadcast message on or off. When enabled, this message displays over the current projected image.
Alarm Message	Displays an on-screen emergency notification message (maximum 60 characters).

3D settings

This menu allows you to enable or disable 3D image display and set its format.

Submenu setting	Description
3D On/Off	Turns the 3D feature on or off.
3D Invert	Selects the 3D Invert setting (L-R or R-L). <ul style="list-style-type: none">• L-R displays visual data for the left eye first.• R-L displays visual data for the right eye first.
3D Format	Selects the 3D format (Interleaved or Under-over). <ul style="list-style-type: none">• Interleaved breaks down the image frame for each eye, alternately displaying a line of visual information from each frame.• Under-over concurrently displays horizontally stretched image frames for each eye, one above the other.

Network settings

This menu allows you to use or not use Dynamic Host Control Protocol (DHCP) and to set the network-related addresses and names when DHCP is not used.

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Submenu setting	Description
DHCP	Determines if the projector's IP address and other network settings are dynamically assigned by a DHCP server or manually set. <ul style="list-style-type: none">• On allows the network's DHCP server to assign a dynamic IP address to the projector.• Off allows you to manually set the projector's IP address and other network settings.
IP Address	Displays or allows you to set the projector's IP address in values between 0.0.0.0 and 255.255.255.255.
Subnet Mask	Displays or allows you to set the projector's subnet mask number in values between 0.0.0.0 and 255.255.255.255.
Gateway	Displays or allows you to set the projector's default network gateway in values between 0.0.0.0 and 255.255.255.255.
DNS	Displays or allows you to set the projector's IP address for your network's primary domain name server in values between 0.0.0.0 and 255.255.255.255.
Group Name	Displays or allows you to set the projector's workgroup name (maximum 12 characters).
Projector Name	Displays or allows you to set the projector's name (maximum 12 characters).
Location	Displays or allows you to set the projector's location (maximum 16 characters).
Contact	Displays or allows you to set the contact name or number for projector support (maximum 16 characters).
SNMP	Turns the Simple Network Management Protocol (SNMP) agent on or off.
Read-Only Community	Sets a password that is required for each SNMP get request to the device. <div data-bbox="695 1276 1474 1373"><p>i NOTE The default for Read-Only Community is public.</p></div>
Read/Write Community	Sets a password that is required for each SNMP set request to the device. <div data-bbox="695 1457 1474 1554"><p>i NOTE The default for Read/Write Community is private.</p></div>
Trap Destination Address	Displays or allows you to set the IP address of the network's SNMP TRAP manager in values between 0.0.0.0 and 255.255.255.255. The trap destination address is the IP address of the computer assigned to handle unsolicited data generated by SNMP TRAP events generated by the projector, such as power state changes, projector failure modes, a lamp needing to be replaced or other issues.

E-mail alerts

This menu enables you to enter your preferred address for receiving e-mail alerts and adjust related settings.

Submenu setting	Description
E-mail Alert	Selects Enable to turn on or Disable to turn off the E-mail Alert function.
To	Displays or allows you to set the e-mail address of the e-mail alert recipient.
CC	Displays or allows you to set the e-mail address of the e-mail alert “copy to” recipient.
From	Displays or allows you to set the e-mail address of the user who sends the e-mail alert.
Subject	Displays or allows you to set the e-mail alert subject.
Outgoing SMTP server	Displays or allows you to set the Simple Mail Transfer Protocol (SMTP) server that you use on your network.
Username	Displays or allows you to set the SMTP server user name.
Password	Displays or allows you to set the SMTP server password.
Alert Condition	Sends e-mail alerts whenever Lamp Warning , Low Lamp Life , Temperature Warning and Fan Lock conditions occur. Select the settings you want, and then click Submit .

i NOTE

The projector sends an alert e-mail (SMART Alert) to your e-mail address. Click **E-mail Alert Test** to confirm that your e-mail address and SMTP server settings are correct by sending a test e-mail (SMART Alert-Test Mail).

If the settings are not correct, the e-mail alert messages aren't sent or received successfully and no warning or notification message are available to advise of this state.

Password settings

This menu provides a security function that allows an administrator to manage projector use and enable the Administrator Password function.

Submenu setting	Description
Password	When the password function is enabled, the administrator password is required to access Web Management. Select Disable to allow remote web management of the projector without requiring a password.

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NOTES

- The first time you enable the password settings, the default password value is four numbers, for example, 1234.
- The maximum allowable password length is four numbers or letters.
- If you forget the projector password, refer to *Accessing the service menu* on page 60 to set the projector setting to factory defaults.

Simple Network Management Protocol (SNMP)

Your projector support a list of SNMP commands as described in the management information base (MIB) file. You can download this file by browsing to smarttech.com/software and clicking the MIB files link in the *Hardware* section for the SMART UF65 projector.

The SNMP agent in your projector supports SNMP version 1 or 2. Upload the MIB file to your SNMP management system application, and then use it as described in your application's user guide.

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This appendix includes detailed instructions on how to set up your computer or room control system to remotely manage your SMART Board 600i4 interactive whiteboard system settings through an RS-232 serial interface.

Connecting your room control system to the ECP

By connecting a computer or room control system to the 4-pin connector on the ECP, you can select video inputs, start up or shut down your interactive whiteboard system and request information such as projector lamp use, current settings and network addresses.

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Serial interface settings

The serial interface of the projector acts as a Data Communications Equipment (DCE) device and its settings can't be configured. You must configure your computer's serial communication program (such as Microsoft® HyperTerminal) or your room control system's serial communication settings with the following values:

Setting	Value
Data Rate	19.2 kbps
Data Bits	8
Parity	None
Stop Bits	1
Flow Control	None

NOTES

- Asynchronous mode is disabled by default in the projector.
- All commands should be in ASCII format. Terminate all commands with a carriage return.
- All responses from the projector are terminated with a command prompt. Wait until you receive the command prompt indicating that the system is ready for another command before you proceed.
- The room control feature of the projector is always on.

To configure your computer's serial interface

1. Turn on your computer, and then start your serial communications program or terminal emulation program.
2. Connect your computer to the serial connection cable you previously connected to the ECP.
3. Configure your serial interface settings using the values from the table in the previous section, and then press ENTER.

An "invalid cmd= ? for help" message appears, and the > character appears as a command prompt on the following line.

NOTE

If no message or an error message appears, your serial interface configuration isn't correct. Repeat step 3.

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4. Type commands to configure your settings.

NOTES

- To see a list of commands available in the current operating mode, type ? and then press ENTER.
- If you're using a terminal emulation program, turn on your program's local echo setting to see characters as you type them.

Projector programming commands

This section documents the projector programming commands.

Projector power state controls

Your projector responds to commands only at certain power states and times.

There are five projector power states:

- Powering (startup)
- On (operating)
- Cooling
- Confirm off
- Idle (Standby mode)

Command inventory

Your projector responds to the commands in the tables on the following pages. To see a list of valid commands in the projector's current power state, type ? and press ENTER.

IMPORTANT

When entering commands, ensure there is a 10 millisecond delay between characters for reliable operation.

NOTES

- Send a command only after the projector sends a command prompt.
- Commands aren't case sensitive. Type commands exactly as they appear in the left column of the tables, with the proper value or setting in the center column.
- Check your entries carefully before entering your commands.

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- Press ENTER after typing each command.
- After the projector executes a command, it generates a response.
- To prevent buffer overrun, don't send another command until you receive the next command prompt.

Value-based command methods

Absolute values and adjustment values

You can use the command's target range to set an absolute value for a command or cause an adjustment to be made to the current value. To create an adjustment command, add a plus (+) or minus (-) symbol instead of the equal symbol (=) before the value change you want to enter. All absolute values you enter must be within the command target range, and all adjustment values must equal a number within the command target range.

See the following examples for adjusting projector brightness:

```
>get brightness
```

```
brightness=55
```

```
>set brightness=65
```

```
brightness=65
```

```
>set brightness+5
```

```
brightness=70
```

```
>set brightness-15
```

```
brightness=55
```

Video source specification values

You can use the source input field described in *Source selection controls* on page 76 in a command to set an absolute value or adjustment value to a source other than the active source. You can do this while the selected source is inactive, but the source device must be connected or you will receive an invalid command response.

The operational parameters are VGA1, VGA2, Composite or S-Video.

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The following examples set the brightness of VGA1, regardless of whether it's the current source:

```
>set brightness vga1=65
```

```
brightness vga1=65
```

```
>set brightness vga1-7
```

```
brightness vga1=58
```

Power state controls

These commands put the projector in and out of Standby mode and request the projector's current power state. The projector's power state determines whether certain commands are available at that time. These settings are available even when the projector is in Standby mode.

Command	Response
on	powerstate=[field]
off	powerstate=[field]
off now	powerstate=[field]
off low power	powerstate=[field]
get powerstate	powerstate=[field]

The following table describes the power state commands:

Command	Description
on	Turns on the projector.
off	Starts the shutdown process. A dialog box appears with the message, "Press Power Button to Turn off Projector." You must send a second Off command within 10 seconds to put the projector into Standby mode.
off now	Shuts down the projector immediately. You can't delay or cancel this command.
get powerstate	Indicates the projector's current power state.

The following table describes the power state fields:

Field	Description
Powering	The projector is turning on.
On	The projector is on.
Cooling	The projector is cooling.
Confirm off	Confirm off is a non-selectable power state that is returned during stage one of the two-button Off sequence.
Idle	The projector is off but still receiving power (Standby mode).

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Source selection controls

These commands switch input sources. The source type determines which commands can be accepted.

Command	Response	Available in Standby mode
get input	input=[field]	Yes
set input=[field]	input=[field]	No

The following table describes the source selection commands:

Command	Description
get input	Returns the projector's current input.
set input=[field]	Sets the input to one of the selectable fields.

The following table describes the source selection response fields:

Field	Description
VGA1	Switches source to the VGA 1 input connector.
VGA2	Switches source to the VGA 2 input connector.
Composite	Switches source to the Composite video connector. If you installed your interactive whiteboard system according to the instructions, this is the relay from the ECP.
S-Video	Switches source to the S-Video input connector.
None	A non-selectable value that appears when you enter a "get input" command while the projector is in Standby mode.

General source controls

The following source controls apply to all input sources. These controls are unavailable when the projector is in Standby mode. You can specify custom color values for all inputs.

These commands inform you of the current source settings.

Command	Response
get displaymode	displaymode=[current display mode setting]
get brightness	brightness=[current brightness setting]
get contrast	contrast=[current contrast setting]
get whitepeaking	whitepeaking=[current whitepeaking setting]
get degamma	degamma=[current degamma setting]
get red	red=[current red color setting]
get green	green=[current green color setting]
get blue	blue=[current blue color setting]

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Command	Response
get cyan	cyan=[current cyan color setting]
get magenta	magenta=[current magenta color setting]
get yellow	yellow=[current yellow color setting]
get videofreeze	videofreeze=[current video freeze setting]
get cc	cc=[current closed captioning language setting]

These commands control the appearance of your source. These settings are unavailable when the projector is in Standby mode or when the source is disconnected. See *Value-based command methods* on page 74 for setting absolute and adjustment commands.

Command	Command target range	Response
set displaymode [target]	=SMARTpresentation =brightroom =darkroom =sRGB =User	displaymode=[target]
set brightness [value]	=0 to =100	brightness=[value]
set contrast [value]	=0 to =100	contrast=[value]
set whitepeaking [value]	=0 to =10	whitepeaking=[value]
set degamma [value]	=0 to =3	degamma=[value]
set red [value]	=0 to =100	red=[value]
set green [value]	=0 to =100	green=[value]
set blue [value]	=0 to =100	blue=[value]
set cyan [value]	=0 to =100	cyan=[value]
set magenta [value]	=0 to =100	magenta=[value]
set yellow [value]	=0 to =100	yellow=[value]
set videofreeze [target]	=on =off	videofreeze=[target]
set cc [target]	=cc1 =cc2 =off	cc=[target]

NOTE

Typically, **cc1** displays English (U.S.) subtitles, while **cc2** displays other regional languages, such as French or Spanish, depending on television channel or media setup.

Additional VGA source controls

Your VGA source supports all the general source controls described in *General source controls* on page 76, as well as the commands listed in this section. These settings are unavailable when the projector is in Standby mode or when the VGA sources are disconnected.

i NOTE

Some of these commands are invalid with Composite video sources.

These commands inform you of the current VGA source settings.

Command	Response
get frequency	frequency=[current frequency offset setting]
get tracking	tracking=[current tracking offset setting]
get saturation	saturation=[current saturation setting]
get tint	tint=[current tint setting]
get sharpness	sharpness=[current sharpness setting]

These commands control the appearance of your VGA source. These settings are unavailable when the projector is in Standby mode or when the VGA source is disconnected. See *Value-based command methods* on page 74 for setting absolute and adjustment commands.

Command	Command target range	Response
set frequency [value]	=-5 to =5	frequency=[value]
set tracking [value]	=0 to =63	tracking=[value]
set saturation [value]	=0 to =100	saturation=[value]
set tint [value]	=0 to =100	tint=[value]
set sharpness [value]	=0 to =31	sharpness=[value]

Additional Composite video source controls

Your Composite video source supports all the general source controls described on the previous page as well as the commands listed in this section. These settings are unavailable when the projector is in Standby mode or when the Composite video source is disconnected.

i NOTE

Some of these commands are invalid with VGA video sources.

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These commands inform you of the current Composite video source settings.

Command	Response
get saturation	saturation=[current saturation setting]
get tint	tint=[current tint setting]
get sharpness	sharpness=[current sharpness setting]

These commands control the appearance of your Composite video source. See *Value-based command methods* on page 74 for setting absolute and adjustment commands.

Command	Command target range	Response
set saturation [value]	=0 to =100	saturation=[value]
set tint [value]	=0 to =100	tint=[value]
set sharpness [value]	=0 to =31	sharpness=[value]

Audio controls

These commands control your projector's internal audio amplifier, which affects sound passed through the projector to your external audio system (not included). Audio output controls aren't defined by the video source. These settings are unavailable when the projector is in Standby mode.

These commands inform you of the current audio output settings.

Command	Response
get volume	volume=[current volume setting]
get mute	mute=[current mute setting]
get volumecontrol	volumecontrol=[current volume control setting]

These commands control your projector's audio amplifier settings. See *Value-based command methods* on page 74 for setting absolute and adjustment commands.

Command	Command target range	Response
set volume [value]	=-20 to =20	volume=[value]
set mute [target]	=on =off	mute=[target]
set volumecontrol [target]	=on =off	volumecontrol=[target]

Network controls

These commands control your projector's network status and settings. These settings are located in the OSD, and are available even when the projector is in Standby mode. You must locally set the network and VGA out commands to on for the network abilities to work.

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Remotely managing your system through an RS-232 serial interface

These commands inform you of the current network settings.

Command	Response
get netstatus	netstatus=connected netstatus=disconnected netstatus=disabled
get dhcp	dhcp=[current DHCP status]
get ipaddr	ipaddr=[current IP address]
get subnetmask	subnetmask=[current subnet mask number]
get gateway	gateway=[current network gateway]
get primarydns	primarydns=[current primary domain server]
get macaddr	macaddr=[current MAC address]

These commands control your network settings.

Command	Command target range	Response
set dhcp [target]	=on =off	dhcp=[current]
set ipaddr [target]	=0.0.0.0 to =255.255.255.255	ipaddr=[current]
set subnetmask [target]	=0.0.0.0 to =255.255.255.255	subnetmask=[current]
set gateway [target]	=0.0.0.0 to =255.255.255.255	gateway=[current]
set primarydns [target]	=0.0.0.0 to =255.255.255.255	primarydns=[current]

APPENDIX B

Remotely managing your system through an RS-232 serial interface

System controls

These commands enable you to switch system settings and access system information.

These commands inform you of the current system settings. These commands are unavailable when the projector is in Standby mode.

Command	Response
get autosignal	autosignal=[current auto signal detection setting]
get lampreminder	lampreminder=[current lamp reminder setting]
get highbrightness	highbrightness=[current lamp brightness setting]
get autopoweroff	autopoweroff=[current auto power off setting]
get zoom	zoom=[current zoom setting]
get projectorid	projectorid=[current projector ID number]
get hposition	hposition=[current horizontal position offset setting]
get vposition	vposition=[current vertical position offset setting]
get aspectratio	aspectratio=[current projector aspect ratio]
get projectionmode	projectionmode=[current projection mode]
get startupscreen	startupscreen=[current startup screen setting]
get resolution	resolution=[current input resolution]
get language	language=[current language setting]
get groupname	groupname=[current projector group name]
get projectormame	projectormame=[current projector name]
get locationinfo	locationinfo=[current projector location]
get contactinfo	contactinfo=[current support contact information]
get modelnum	modelnum=[current model number]
get videomute	videomute=[current video mute setting]
get serialnum	serialnum=[serial number]
get 3denable	3denable=[current 3D feature setting]
get 3dinvert	3dinvert=[current 3D invert setting]
get 3dformat	3dformat=[current 3D format]
get emergencyalertmsg	emergencyalertmsg=[current emergency alert message]
get emergencyalert	emergencyalert=[current emergency alert setting]

APPENDIX B

Remotely managing your system through an RS-232 serial interface

These commands inform you of the current system settings. These commands are available even when the projector is in Standby mode.

Command	Response
get lamphrs	lamphrs=[current lamp hours of operation]
get syshrs	syshrs=[current projector hours of operation]
get fwverddp	fwverddp=[current projector firmware version]
get fwvnet	fwvnet=[current network firmware version]
get fwvermpu	fwvermpu=[current processor firmware version]
get fwverecp	fwverecp=[current ECP firmware version]
get vgaoutnetenable	vgaoutnetenable=[current]
get signaldetected	signaldetected=[true or false]

These commands control the current system settings. These commands are unavailable when the projector is in Standby mode. See *Value-based command methods* on page 74 for setting absolute and adjustment commands.

Command	Command target range	Response
set autosignal [target]	=on =off	autosignal=[target]
set lampreminder [target]	=on =off	lampreminder=[target]
set highbrightness [target]	=on =off	highbrightness=[target]
set autpoweroff [value]	=0 to =240	autpoweroff=[value]
set zoom [value]	=0 to =30	zoom=[value]
set projectorid [value]	=0 to =99	projectorid=[value]
set hposition [value]	=0 to =100	hposition=[value]
set vposition [value]	=-5 to =5	vposition=[value]
set aspectratio [target]	=fill =match =16:9	aspectratio=[target]
set projectionmode [target]	=front =ceiling =rear =rear ceiling	projectionmode=[target]
set startupscreen [target]	=smart =usercapture =preview	startupscreen=[target]

APPENDIX B

Remotely managing your system through an RS-232 serial interface

Command	Command target range	Response
set language [target]	=Chinese (Simplified) =Chinese (Traditional) =Czech =Danish =Dutch =English =Finnish =French =German =Greek =Italian =Japanese =Korean =Norwegian =Polish =Portuguese (Brazil) =Portuguese (Portugal) =Russian =Spanish =Swedish	language=[target]
set groupname [description]	Enter a descriptor no more than 12 characters long.	groupname=[description]
set projectormame [description]	Enter a descriptor no more than 12 characters long.	projectormame=[description]
set locationinfo [description]	Enter a descriptor no more than 16 characters long.	locationinfo=[description]
set contactinfo [description]	Enter a descriptor no more than 16 characters long.	contactinfo=[description]
set videomute [target]	=on =off	videomute=[target]
set 3denable [target]	=on =off	3denable=[target]
set 3dinvert [target]	=leftright =rightleft	3dinvert=[target]
set 3dformat [target]	=interleaved =overunder	3dformat=[target]
set emergencyalertmsg [description]	Enter a descriptor no more than 60 characters long.	emergencyalertmsg=[description]
set emergencyalert [target]	=on =off	emergencyalert=[target]

APPENDIX B

Remotely managing your system through an RS-232 serial interface

These commands control the current system settings. These commands are available when the projector is in Standby mode and when it is on.

Command	Command target range	Response
set restoredefaults	[none]	restoredefaults=done
set lamphrs [target]	=0	lamphrs=0
set vgaoutnetenable [target]	=on =off	vgaoutnetenable=[target]

NOTE

The **Network and VGA Out** setting's features are off by default. Select **on** to activate these features.

Appendix C

Disabling user USB access

In some situations, you might want to disable the ECP's front USB receptacle. Disabling the USB receptacle prevents users from using or saving documents to USB drives using the ECP's front USB receptacle. The other USB receptacles won't be deactivated since they're required for your interactive whiteboard and computer connections to function.

Follow these instructions to remove and cut the case on the ECP, and then remove the USB jumper switch to disable the ECP's USB receptacle.

CAUTION

Always use an anti-static wrist wrap when working on the ECP.

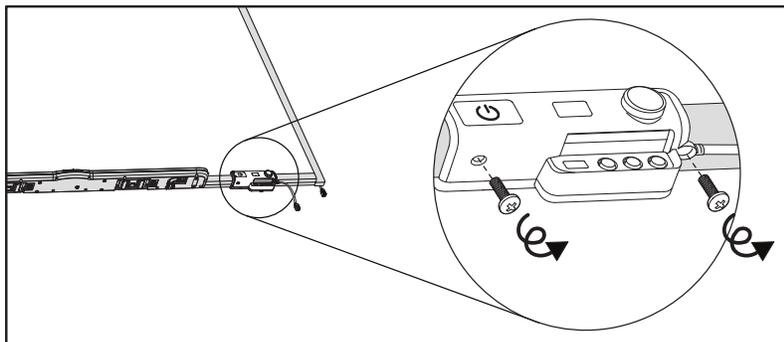
IMPORTANT

Do not perform this operation if you are unfamiliar with using jumper switches.

You require a Phillips No. 2 screwdriver, a pair of wire cutters and a pair of needle-nose pliers to perform the following procedure.

To remove and cut the case on the ECP

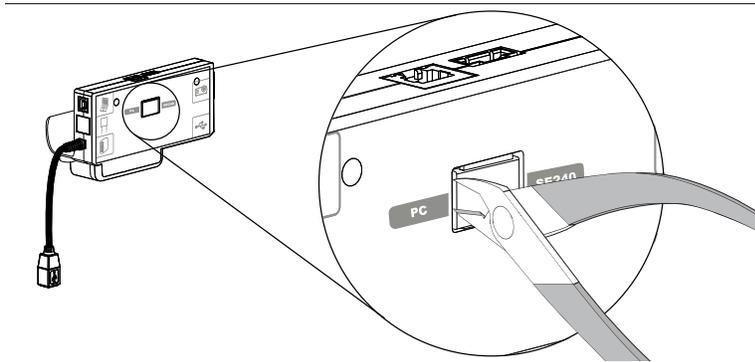
1. Put the projector into Standby mode, and then wait 15 minutes for it to cool down.
2. Disconnect the projector's power cable from the power outlet.
3. While holding the ECP to prevent it from falling, use a Phillips No. 2 screwdriver to remove the two screws from the bottom of the ECP. Place the screws in a safe place.



APPENDIX C

Disabling user USB access

4. Remove all cables connected to the ECP.
5. Locate the jumper cover between the “PC” and “SE240” labels on the side of the ECP that faces the wall.
6. Using a pair of wire cutters, cut through the two tabs on the jumper cover and remove it from the ECP. Keep the jumper cover in a safe place.



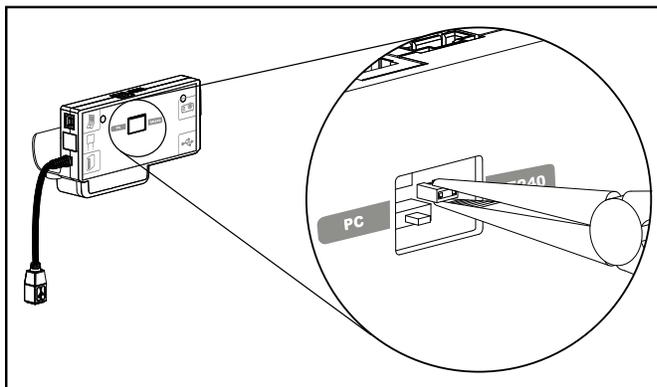
To remove the USB jumper switch

1. Locate the USB jumper behind the jumper cover port.
2. Using needle-nose pliers, pull the jumper from the two connection posts, and then place it on a single post.



IMPORTANT

- Only adjust the jumper position. Do not adjust the PC/SE240 switch, which is also accessible from this area.
- Do not discard the jumper. Discarding the jumper makes the USB deactivation difficult to reverse.



3. Insert the USB jumper cover into the USB A port on the front of the ECP.

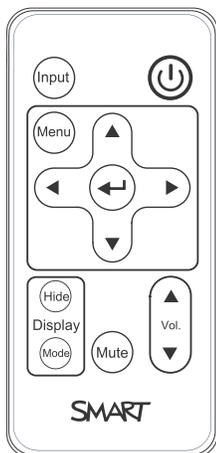
APPENDIX C

Disabling user USB access

4. Connect all cables to the ECP. See the *Using the Extended Control Panel (ECP)* on page 24 for more information.
5. Secure the ECP to your interactive whiteboard with the two screws you removed previously.
6. Connect the projector's power cable to the power outlet.

Appendix D

Remote control code definitions



IR signal format: NEC1

Key	Repeat format	Vendor code		Key code	
		Byte 1	Byte 2	Byte 3	Byte 4
Input	F1	8B	CA	14	EB
Power (⏻)	F1	8B	CA	12	ED
Menu	F1	8B	CA	1B	E4
Up (▲)	F1	8B	CA	40	BF
Left (◀)	F1	8B	CA	42	BD
Enter (↵)	F1	8B	CA	13	EC
Right (▶)	F1	8B	CA	43	BC
Down (▼)	F1	8B	CA	41	BE
Hide	F1	8B	CA	15	EA
Volume up (▲)	F1	8B	CA	44	BB
Mode	F1	8B	CA	45	BA
Mute	F1	8B	CA	11	EE
Volume down (▼)	F1	8B	CA	46	B9

Appendix E

Hardware environmental compliance

SMART Technologies supports global efforts to ensure that electronic equipment is manufactured, sold and disposed of in a safe and environmentally friendly manner.

Waste Electrical and Electronic Equipment regulations (WEEE directive)

Waste Electrical and Electronic Equipment regulations apply to all electrical and electronic equipment sold within the European Union.

When you dispose of any electrical or electronic equipment, including SMART Technologies products, we strongly encourage you to properly recycle the electronic product when it has reached the end of its life. If you require further information, please contact your reseller or SMART Technologies for information on which recycling agency to contact.

Restriction of Certain Hazardous Substances (RoHS directive)

This product meets the requirements of the European Union's Restriction of Certain Hazardous Substances (RoHS) directive 2002/95/EC.

Consequently, this product also complies with other regulations that have arisen in various geographical areas, and that reference the European Union's RoHS directive.

Batteries

Batteries are regulated in many countries. Check with your reseller to find out how to recycle used batteries.

There are special regulations that must be met when shipping a product that has a lithium ion battery packaged with the product or shipping a lithium ion battery. When returning a SMART Technologies

APPENDIX E

Hardware environmental compliance

product which contains a lithium ion battery or returning a lithium ion battery, call SMART Technologies RMA for information on the special shipping regulations.

- 1.866.518.6791, Option 4 (U.S./Canada)
- 1.403.228.5940 (all other countries)

Packaging

Many countries have regulations restricting the use of certain heavy metals in product packaging. The packaging used by SMART Technologies to ship products complies with applicable packaging laws.

China's Electronic Information Products regulations

China regulates products that are classified as EIP (Electronic Information Products). SMART Technologies products fall under this classification and meet the requirements for China's EIP regulations.

For more information, see [smarttech.com/compliance](https://www.smarttech.com/compliance).

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