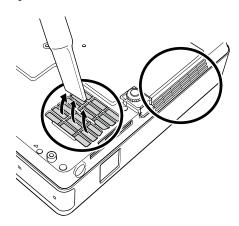
Cleaning the Air Filter and Vent

Clean the air filter and air intake vent after every 100 hours of use. If they are not cleaned periodically, they can become clogged with dust, preventing proper ventilation. This can cause overheating and damage the projector.

Follow these steps:

- 1. Turn off the projector and unplug the power cord.
- 2. Turn the projector upside down.
- 3. To clean the intake vent and filter, use a small vacuum cleaner designed for computers and other office equipment. If you don't have one, gently clean the vent with a soft brush (such as an artist's paintbrush).



4. If the dirt is difficult to remove or the filter is broken, replace the filter as described on page 68. Contact your dealer or call Epson at 800-GO-EPSON (800-463-7766) to obtain a new filter.

note

To order replacement air filters, request part number V13H134A08. See page 11 for ordering information.

note

When you get a replacement lamp for your projector, you should replace the filter.

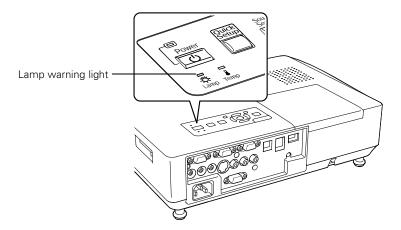
Turn off this product when not in use to prolong the life of the projector.

Replacing the Lamp and Air Filter

The life span of the projection lamp is about 2500 hours if Brightness Control in the Settings menu is set to High (default), and 3000 hours if Brightness Control is set to Low. See page 69 to check the lamp usage.

It is time to replace the lamp when:

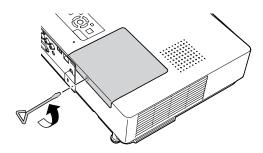
- The projected image gets darker or starts to deteriorate.
- The message Replace the lamp appears on the screen when the lamp comes on and the lamp warning light : flashes orange. To maintain projector brightness and image quality, replace the lamp as soon as possible.
- The lamp warning light 🌣 flashes red (the lamp is burnt out).

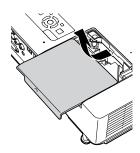


Contact your dealer or call Epson at 800-GO-EPSON (800-463-7766). Request part number V13H010L40.

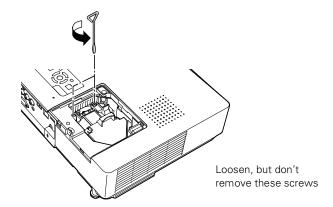
Follow these steps to replace the lamp and air filter:

- 1. Turn off the projector and unplug the power cord.
- 2. Let the projector cool for at least an hour (if it has been on). The lamp is extremely hot immediately after use.
- 3. Loosen the lamp cover screw (you don't need to remove it). Then slide the lamp cover to the side and lift it off of the projector.





4. Loosen the two screws holding the lamp in place (you can't remove them).



warning

Let the lamp cool fully before replacing it.

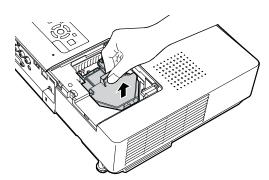
In the unlikely event that the lamp has broken, small glass fragments may be present and should be removed carefully to avoid injury.

If the lamp is used after the replacement period has passed, the possibility that the lamp may break increases. When a lamp replacement message appears, replace the lamp with a new one as soon as possible, even if it is still working.

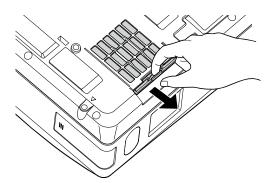
note

(19) The lamp(s) in this product contain mercury. Please consult your state and local regulations regarding disposal or recycling. Do not put in the trash.

5. Hold the lamp as shown and pull it straight out.



- 6. Gently insert the new lamp. (If it doesn't fit easily, make sure it is facing the right way.)
- 7. Once the lamp is fully inserted, tighten its screws.
- 8. Replace the lamp cover, then tighten its screw.
- 9. Turn the projector over.
- 10. Slide the air filter out and remove it.



- 11. Slide in the new air filter until it clicks in place.
- 12. Reset the lamp timer as described in the next section.

Resetting the Lamp Timer

After you replace the lamp, you need to reset the lamp timer using the projector's menus.

- 1. Press the Menu button on the remote control or on the projector's control panel. You see the main menu.
- 2. Use the pointer button on the remote control (or the arrow buttons on the projector) to highlight Reset, then press Enter.

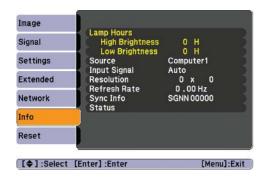
You see this screen:



- 3. Select Reset Lamp Hours and press Enter.
- 4. When you see the prompt, select **Yes and** press **Enter**.
- 5. When you're finished, press Menu to exit the menu system.

Checking Lamp Usage

To check the number of hours the lamp has been used, press the **Menu** button and highlight the **Info** menu. You see a screen like this:



note

The information displayed depends on the input signal currently selected.