

EARLY DIGITAL LEARNING PROGRAMME

?



PROJECTOR

PROJECTION DEVICE

The document provides detailed information on the PROJECTOR provided as part of Early Digital Learning Programme in the class rooms

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1. Overview

1a. Purpose:

The purpose of the Projector provided as part of the Early Digital Learning Programme (EDLP) is to enable the Educators/ Teachers to use the Projector in their day to day teaching process in an interactive manner. The Projectors provided are enabled with Wireless Dongles for enabling the wireless connectivity between the Tablet or the Laptop and the Projector.

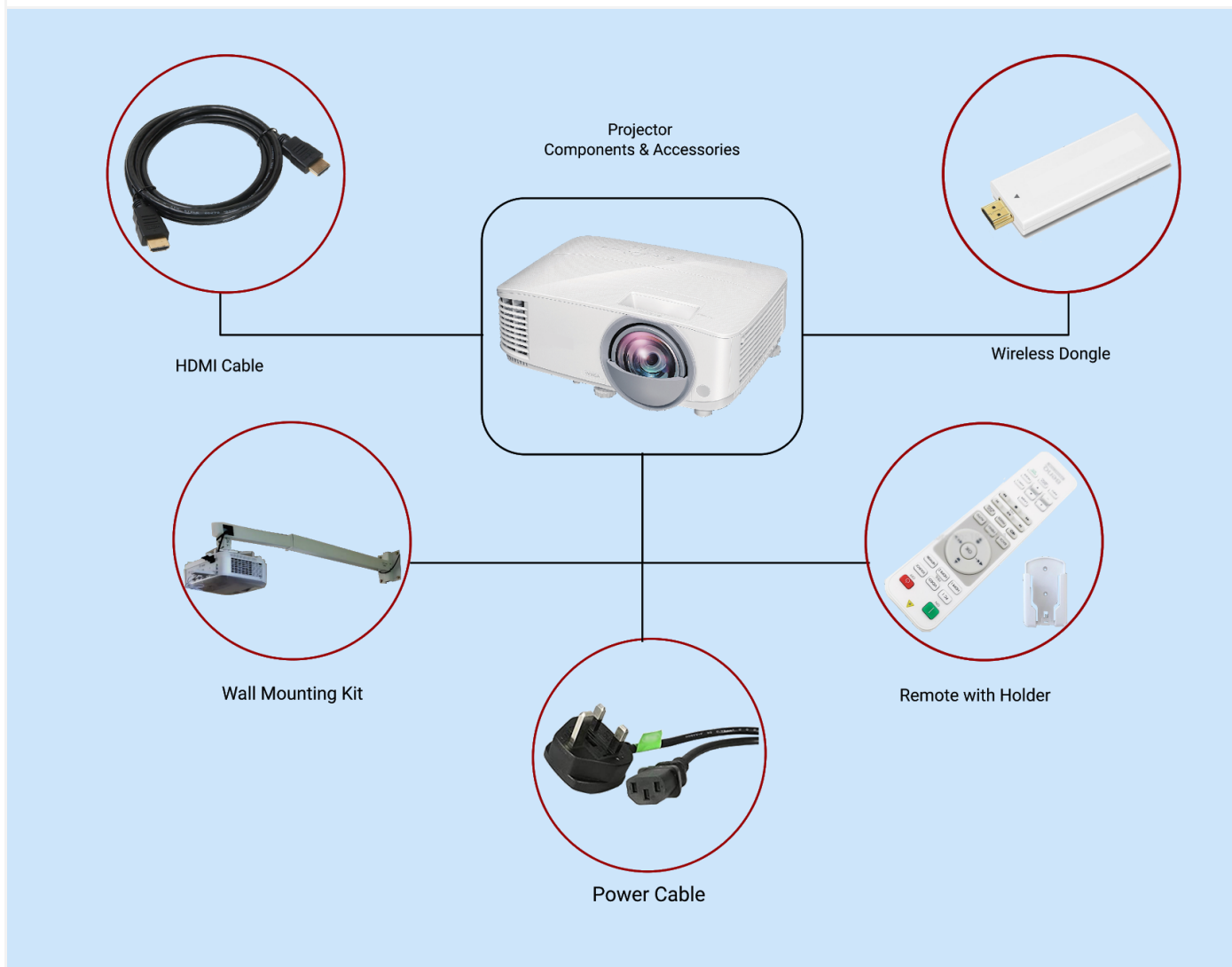


NOTE: The Projectors shall be used under the supervision of the Teacher/ Educator strictly for the School/ Class/ Curriculum related activities only. The Projector settings are calibrated by the tech support team. It should never be altered/ changed as it may disturb the view. Do not try to adjust the Projector manually on your own. The installation and calibration of the Projector shall be carried out by the tech support team.

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1b. Accessories:

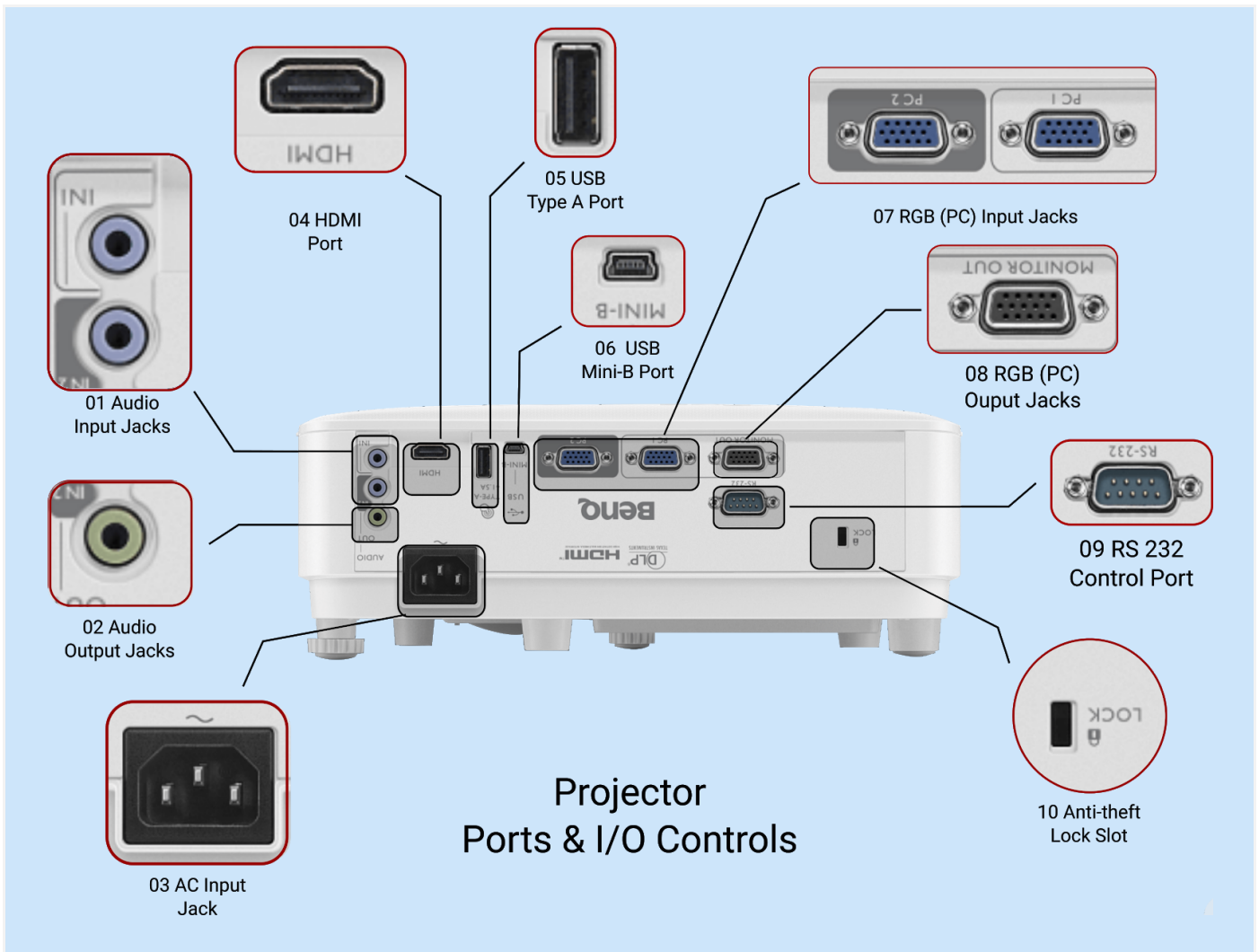
The Projector provided to the classrooms comes as a package with HDMI Cable, Remote with Holder, Wireless Dongle and Wall Mounting kit apart from standard accessories like Power Adaptor.



NOTE: Only the approved and authorized components, accessories shall be used along with the Projector. Any usage of unauthorized accessories/ components/ adaptors may limit the performance of the product and also damage the product.

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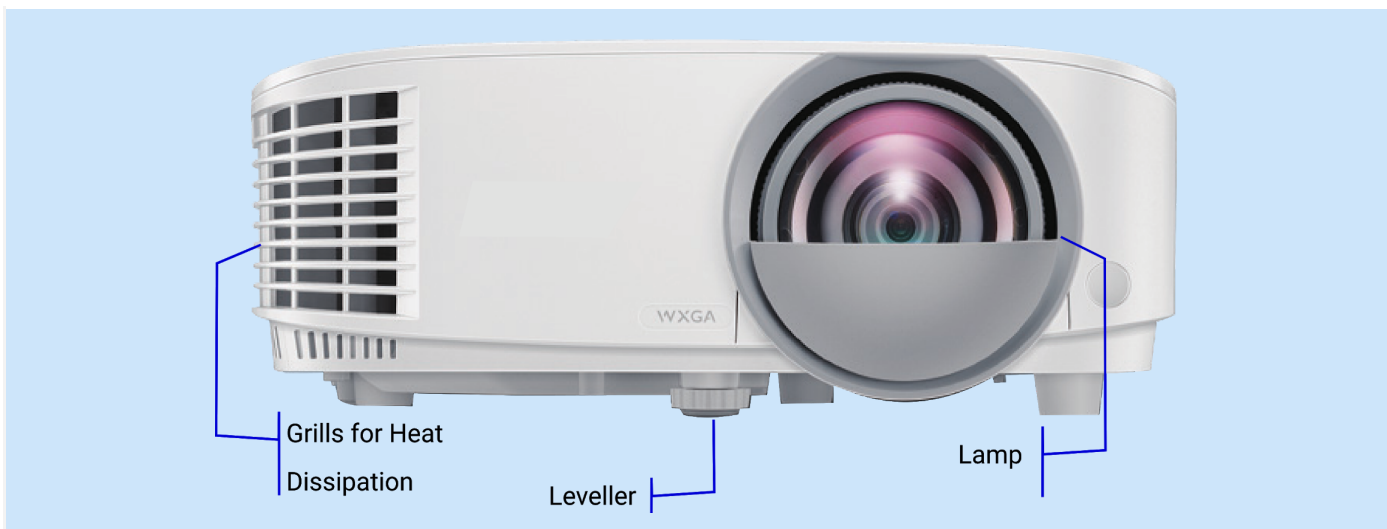
2. Projector Ports and Input-Output Controls



The Projector ports and input output control points are

01. Audio Input jacks
02. Audio Output jack
03. AC Input jack
04. HDMI Port
05. USB Type A port
06. USB Mini-B Port
07. RGB (PC) Signal input jacks
08. RGB (PC) Signal output jack
09. RS-232 Control Port
10. Kensington Anti-Theft Lock Slot

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External components of the Projector



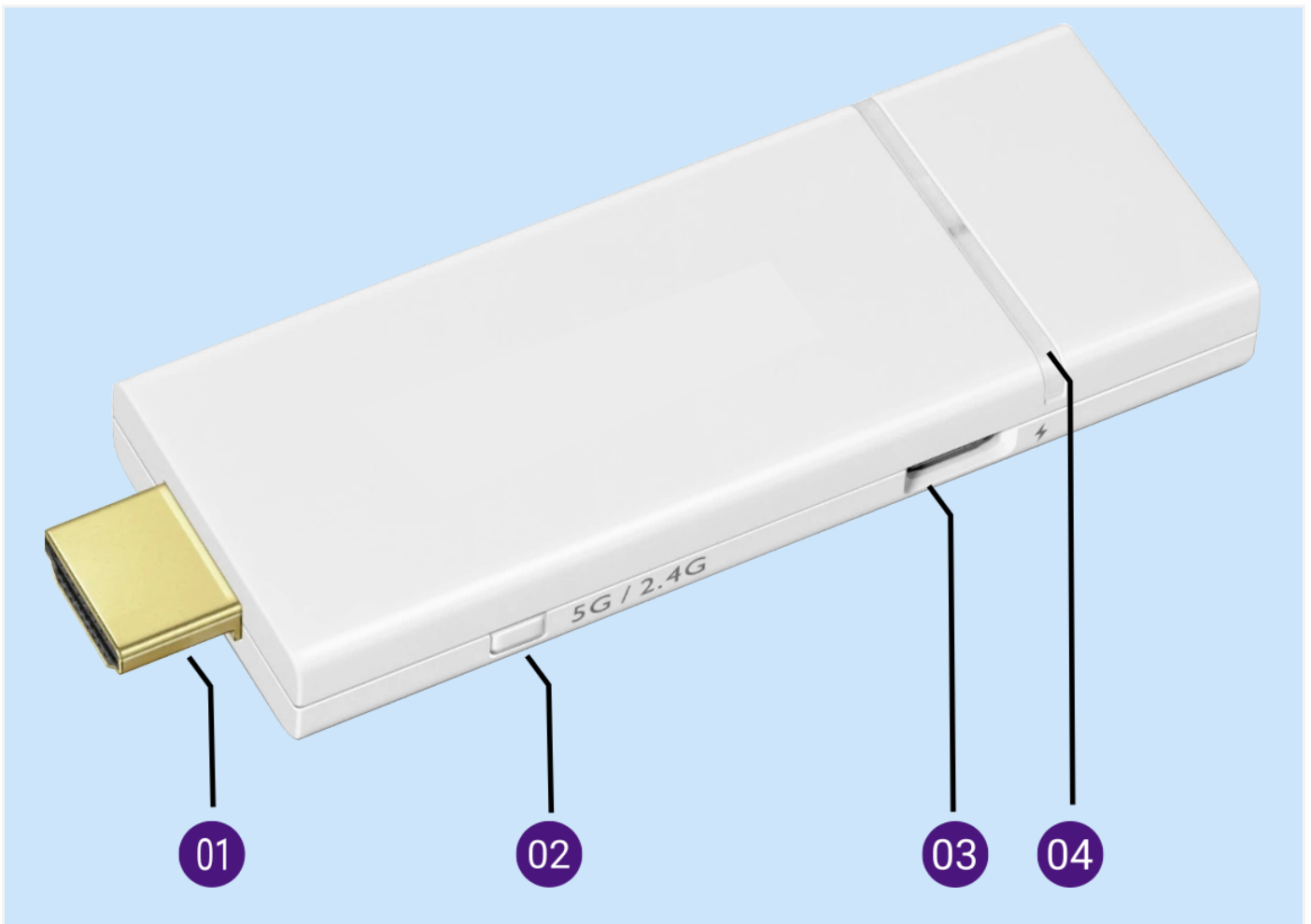
MENU and operating controls



ALERT: The information on the components is provided for reference purpose. It is advised to not to change any settings, position, connectivity of the Projector. Do not disturb the calibration of the Projector as it may affect the viewing experience.

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3. Wireless Dongle



01. HDMI Connector: Connects to the Projector.

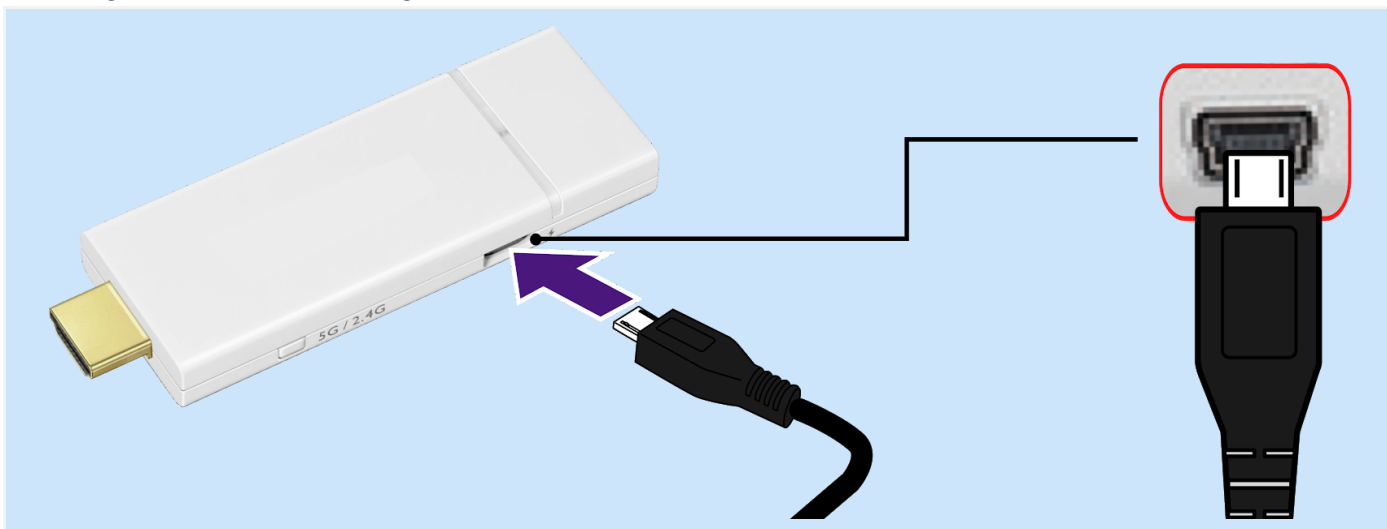
02. 5G / 2.4 Wi-Fi Switcher: Switches the Wi-Fi signal between 5G and 2.4G when pushed. The default setting for the signal is 5G.

03. USB Port: Connects to the display's USB port (or a standard adaptor head) via the Micro-USB cable to supply the Wireless Dongle with power.

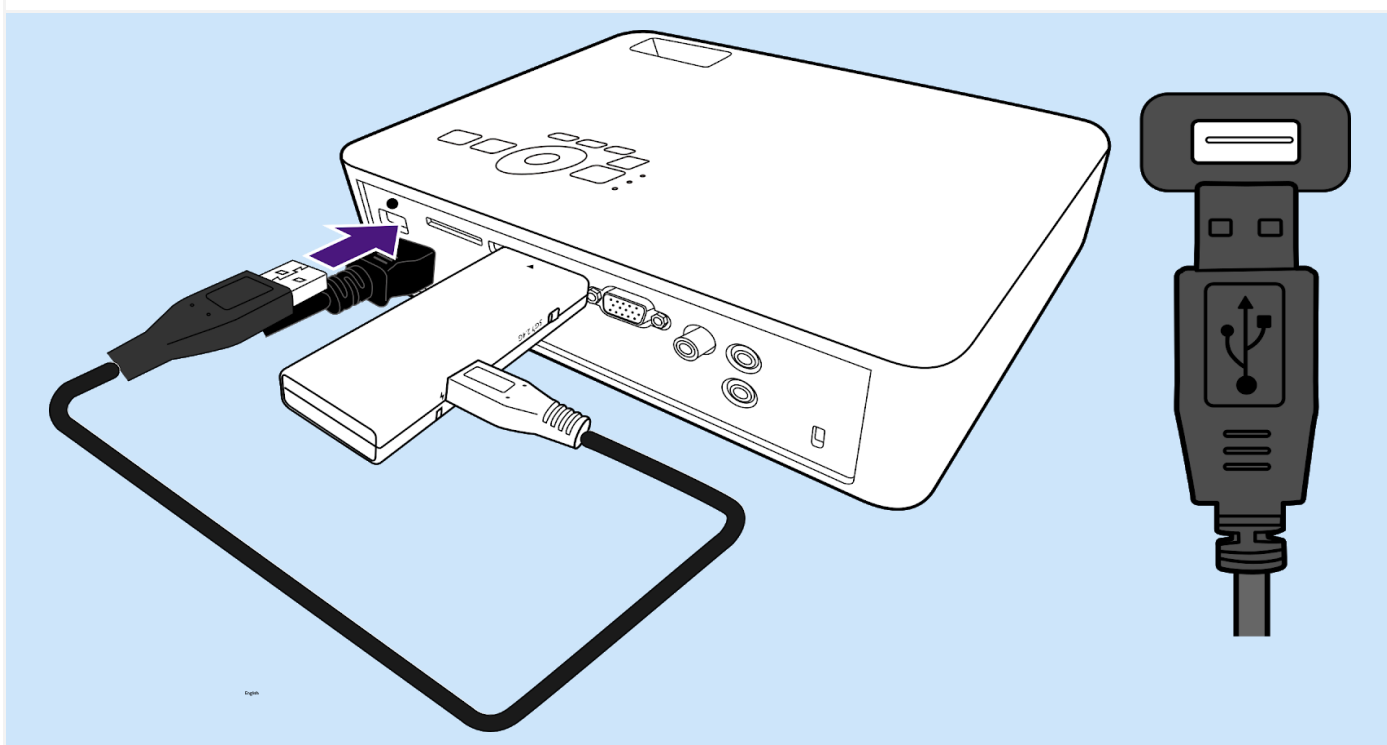
04. LED Indicator: Lights up blue when power is supplied.

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3a. Plugin the Wireless Dongle



Step 01: Plugin the Micro USB cable in Wireless Dongle



Step 02: Plugin the USB Connector in the USB Type A Port of the Projector



ALERT: The plugins to the Wireless Dongle should be intact. Any loose connection may affect the output projection.

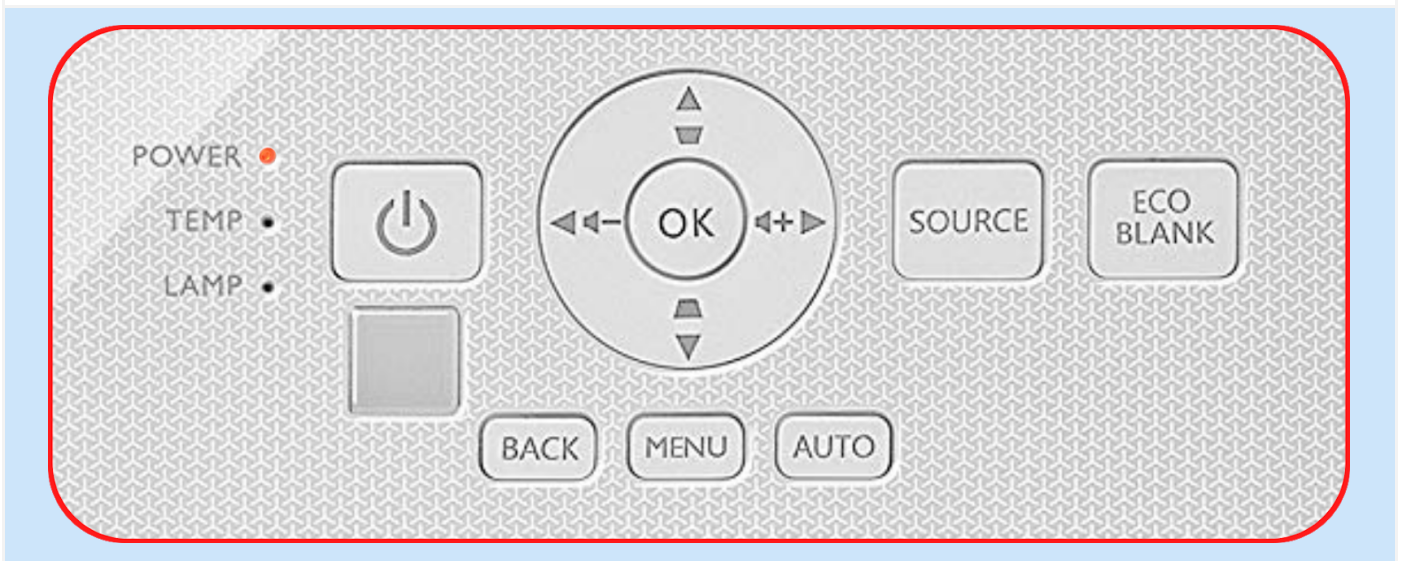
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4. Using the Projector

4a. Turning On the Projector

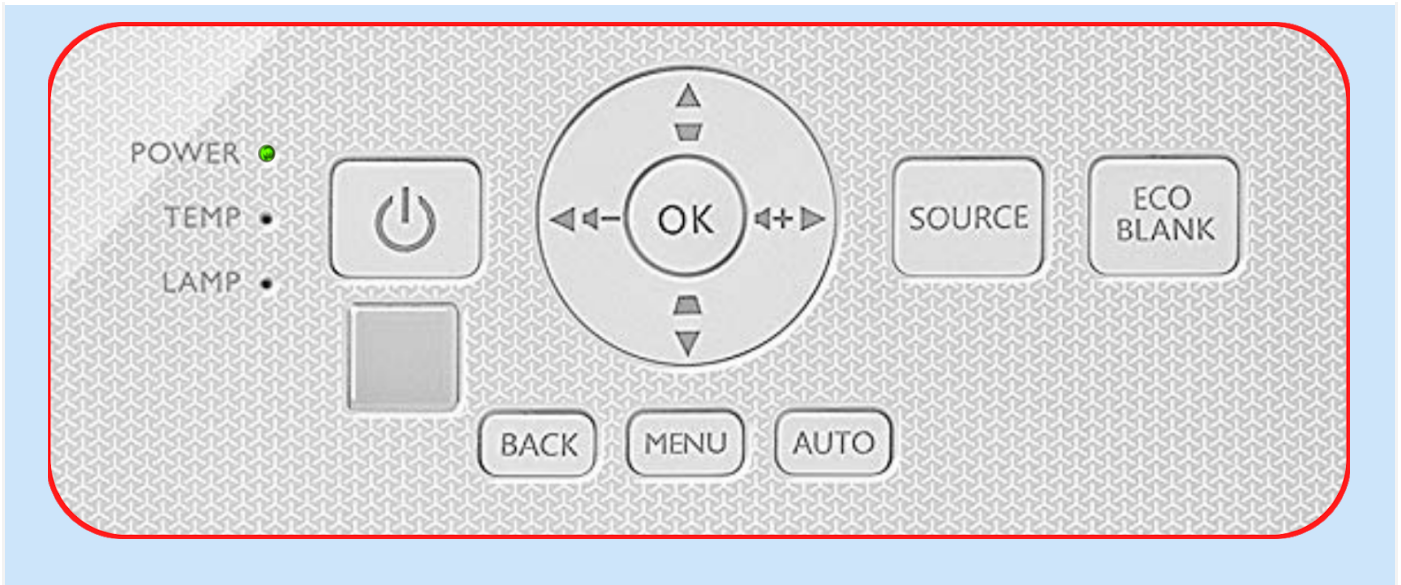


Step 01: Plug the power cord. Turn on the power outlet switch (where fitted). The power indicator on the Projector lights orange after power has been applied.



Step 02: Press POWER on the Projector or on the remote control to start the Projector. The power indicator flashes green and stays green when the Projector is ON. The start up procedure takes about 30 seconds. In the later stage of start up, a startup logo is Projected. (If necessary) Rotate the focus ring to adjust the image clearness.

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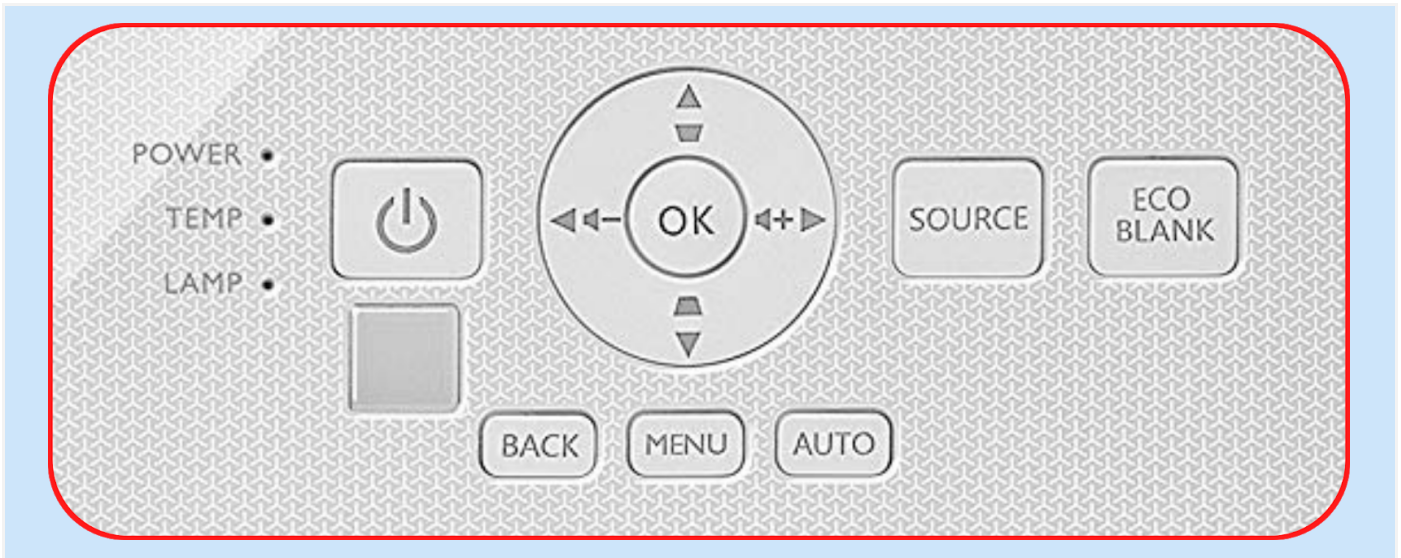
Step 03: Switch all of the connected equipment ON. The Projector will search for input signals. The current input signal being scanned appears. If the Projector does not detect a valid signal, the message "No Signal" will continue displaying until an input signal is found. You can also press SOURCE to select your desired input signal.



ALERT: The power cord of the Projector should be intact to the Power supply and the Projector. Whenever the Projector is not in use, keep the power connection in OFF.

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4b. Using MENU of the Projector



Please note that the on-screen display (OSD) menus vary according to the signal type selected and the Projector model you are using.

The menu items are available when the Projector detects at least one valid signal. If there is no equipment connected to the Projector or no signal detected, limited menu items are accessible.

Using Menu

The Projector is equipped with two (02) types of On-Screen Display (OSD) menus for making various adjustments and settings.

- Basic OSD menu: provides primary menu functions.
- Advanced OSD menu: provides full menu functions

To access the OSD menu, press MENU on the Projector or remote control.

- Use the arrow keys (▶,◀,▲,▼) on the Projector or remote control to move through the menu items.
- Use OK on the Projector or remote control to confirm the selected menu item.

The first time you use the Projector (after finishing the initial setup), Basic OSD menu displays. Below is the overview of the Basic OSD menu.

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	<p>1 Menu Type</p>	<p>4 Press OK to enter the menu.</p>
<p>2</p>	<p>2 Main menu</p>	<p>5 Status</p>
<p>3</p>	<p>3 Current input signal</p>	<p>6 Press MENU to go to the previous page or to exit.</p>

If you intend to switch from the Basic OSD menu to the Advanced OSD menu, follow the instructions below:

Step 01: Go to Basic Menu > Menu Type.

Step 02: Press OK and press / to select Advanced. Next time when you turn on the Projector, you may access the Advanced OSD menu by pressing MENU.

Below is the overview of the Advanced OSD menu.

	<p>1 Main menu & Main menu icon</p>	<p>5 Press BACK to go to the previous page.</p>
<p>2</p>	<p>2 Sub-menu</p>	<p>6 Press MENU to go to the previous page or to exit.</p>
<p>3</p>	<p>3 Current input signal</p>	<p>7 Status</p>
<p>4</p>	<p>4 Press OK to enter the menu.</p>	

Likewise, when you wish to switch from the Advanced OSD menu to the Basic OSD menu, follow the instructions below:

Step 01: Go to Advanced Menu - System > Menu Settings and press OK.

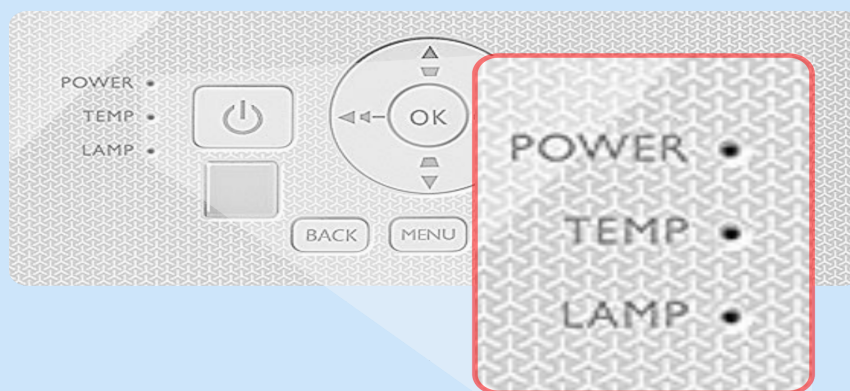
Step 02: Select Menu Type and OK.

Step 03: Press / to select Basic. Next time when you turn on the Projector, you may access the Basic OSD menu by pressing MENU.

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4c. LED Indicators

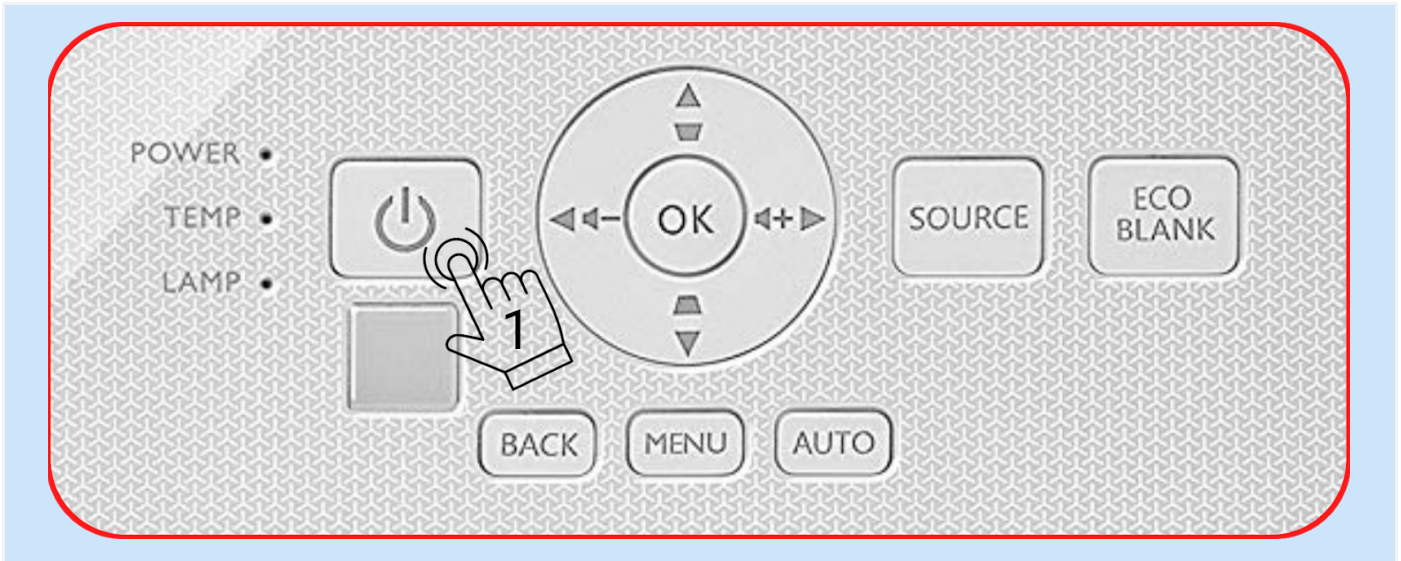
Light			Status & Description	
POWER ○	TEMP ○	LAMP ○		
Power events				
●	○	○	Stand-by mode	
●	○	○	Powering up	
●	○	○	Normal operation	
●	○	○	Normal power-down cooling	
●	●	●	Download	
●	○	●	CW start fail	
Lamp events				
○	○	●	Lamp error in normal operation	
○	○	●	Lamp is not lit up	
●	○	●	Lamp life exhausted	
Thermal events				
●	●	○	Fan 1 error (the actual fan speed is outside the desired speed)	
●	●	○	Fan 2 error (the actual fan speed is outside the desired speed)	
●	●	○	Temperature 1 error (over limited temperature)	
●	●	○	Thermal sensor 1 open error	
●	●	○	Thermal sensor short error	
●	●	○	Thermal IC #I2C connection error	
	○: Off	●: Orange On ●: Orange Flashing	●: Green On ●: Green Flashing	●: Red On ●: Red Flashing



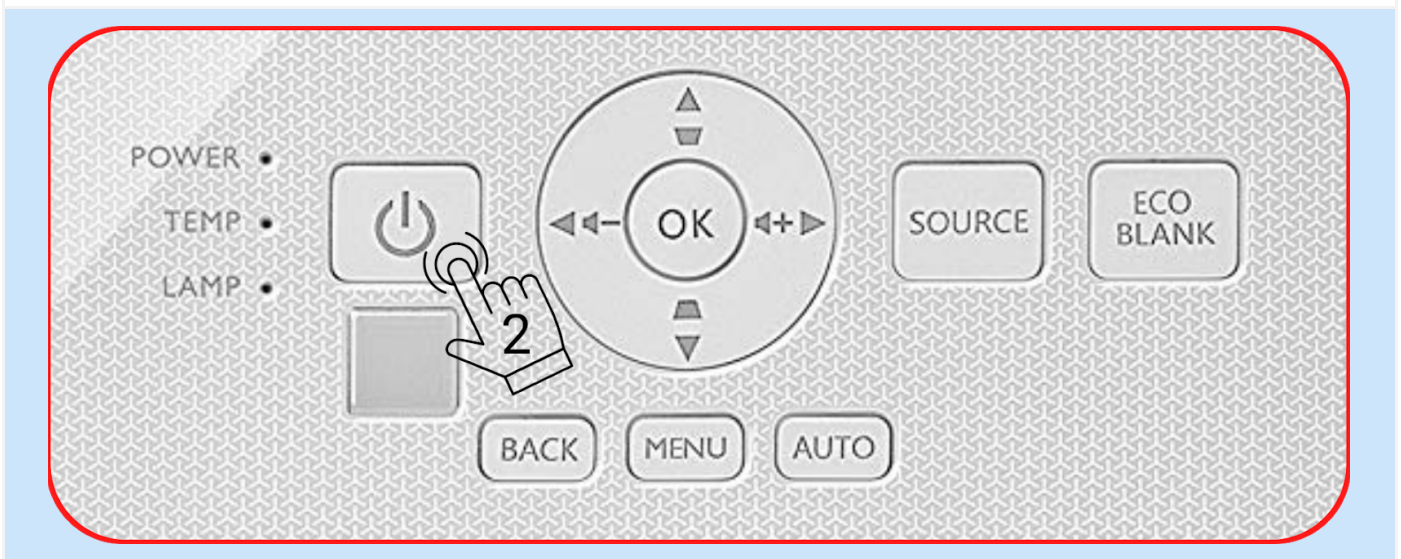
There are three indicators on the Projector Panel - POWER, TEMP and LAMP as shown in the above image. The projector uses these three indicators to alert the user about the events as detailed above.

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4d. Turning Off the Projector

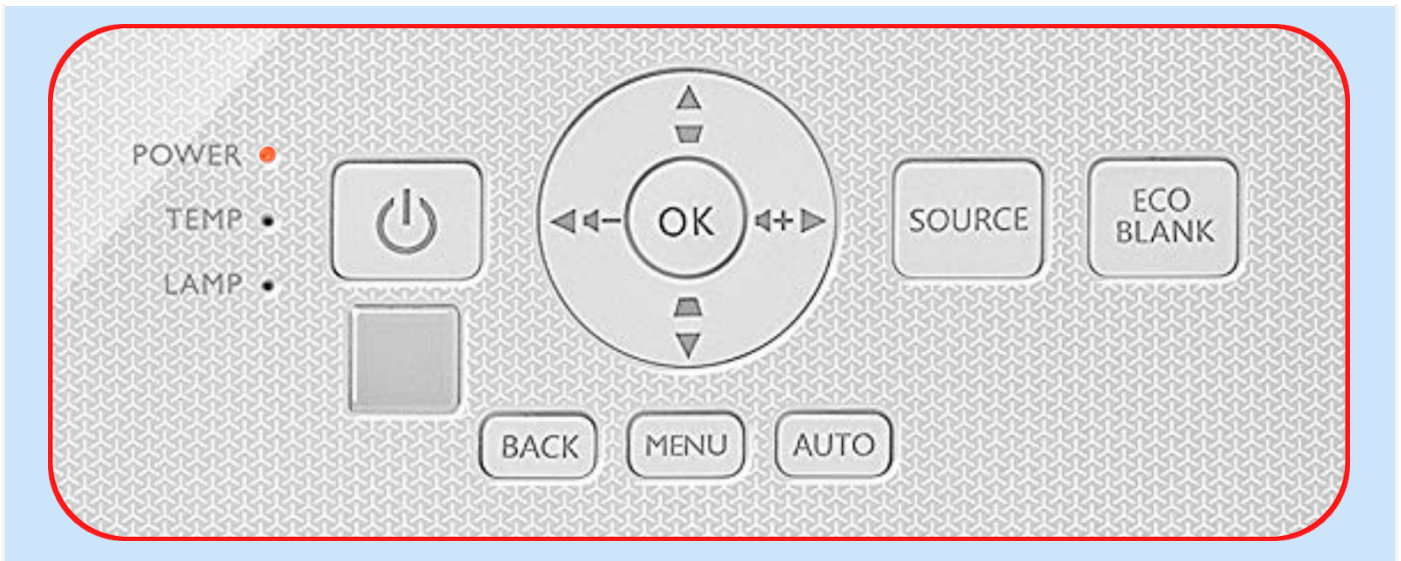


Step 01: Press POWER button on the Projector or on the remote control and a confirmation message will appear prompting you. If you don't respond in a few seconds, the message will disappear.



Step 02: Press POWER button second time. The power indicator flashes orange, the projection lamp shuts down, and the fans will continue to run for approximately 90 seconds to cool down the Projector.

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Step 03: Once the cooling process finishes, the power indicator becomes a steady orange and fans stop. Disconnect the power cord from the power outlet.

- To protect the lamp, the Projector will not respond to any commands during the cooling process.
- Avoid turning on the Projector immediately after turning it off as excessive heat may shorten lamp life.
- Lamp life results will vary depending on environmental conditions and usage.

Direct Power Off

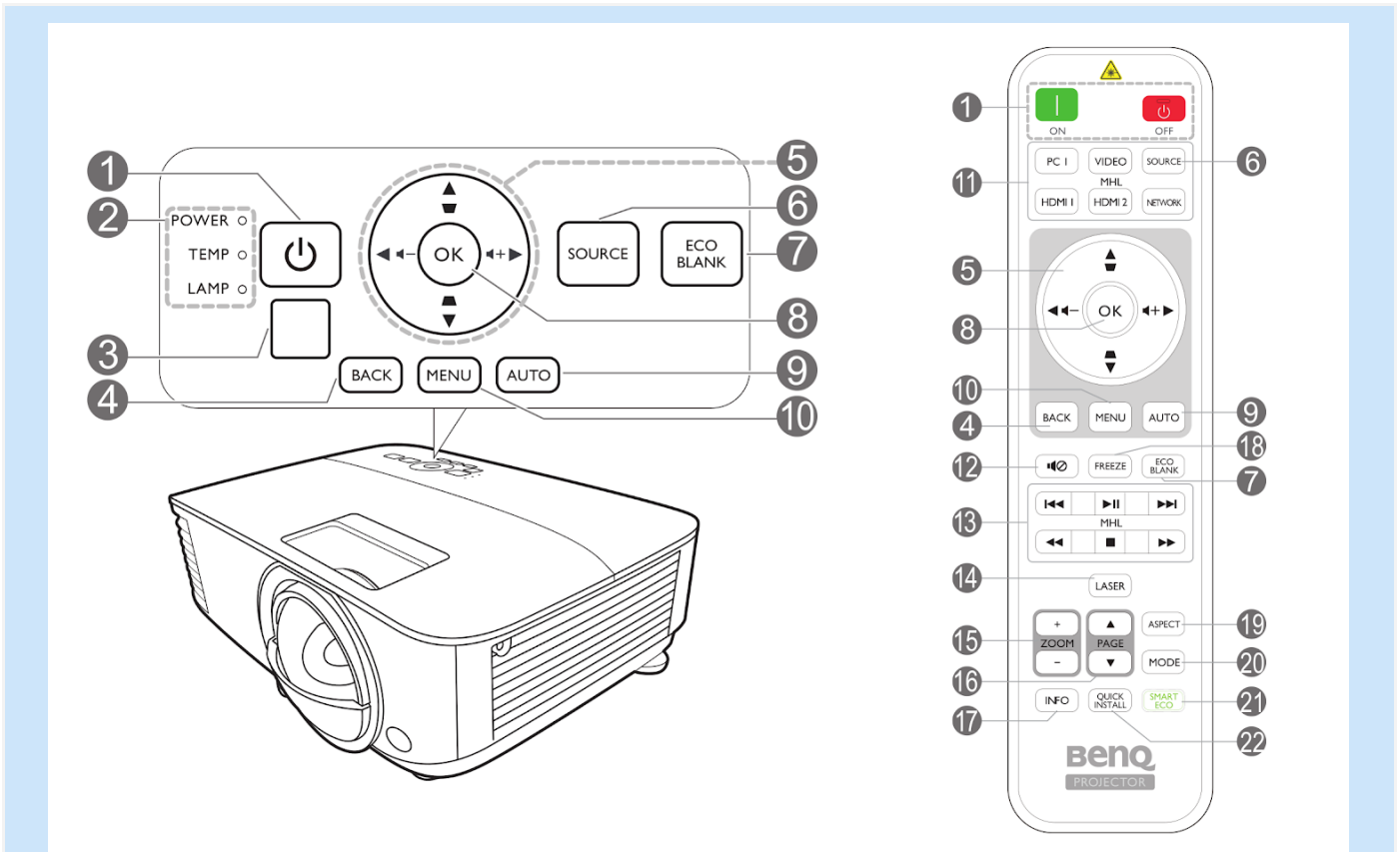
The AC power cord can be pulled out right after the Projector is turned off. To protect the lamp, wait about 10 minutes before restarting the Projector. If you attempt to re-start the Projector, the fans may run for a few minutes to cool down. In such cases, press the POWER button again to start the Projector after the fans stop and the power indicator turns orange.

Setting Auto Power Off

This function allows the Projector to turn off automatically if no input signal is detected after a set period of time to prevent unnecessary waste of lamp life. To set Auto Power Off, go to Advanced Menu - Settings > Power On/Off Settings > Auto Power Off and press ◀/▶.

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5. Control buttons of the Projector and the Remote Control



1. **POWER**

Toggles the projector between standby mode and on.

ON / **Off**

Toggles the projector between standby mode and on.

2. **POWER indicator light/TEMPerature warning light/LAMP indicator light** (See Indicators on page 41.)

3. IR remote sensor

4. **BACK**

Goes back to previous OSD menu, exits and saves menu settings.

5. Arrow keys (▲, ▼, ◀, ▶)

When the On-Screen Display (OSD) menu is activated, these keys are used as directional arrows to select the desired menu items and to make adjustments.

Keystone keys (△, ▽)

Displays the keystone correction page.

Volume keys ◀- / ▶+

Decreases or increase the projector volume.

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6. **SOURCE**

Displays the source selection bar.

7. **ECO BLANK**

Used to hide the screen picture.



Do not block the projection lens from projecting as this could cause the blocking object to become heated and deformed or even cause a fire.

8. **OK**

Confirms the selected On-Screen Display (OSD) menu item.

9. **AUTO**

Automatically determines the best picture timings for the displayed image when PC signal (analog RGB) is selected.

10. **MENU**

Turns on the On-Screen Display (OSD) menu.

11. Source selection buttons: **PC 1, VIDEO HDMI 1, MHL/HDMI 2**

Selects an input source for display.







NETWORK

(No function.)

12. 

Toggles projector audio between on and off.

13. MHL control buttons

( Previous,  Play/Pause,  Next,  Rewind,  Stop,  Fast-forward)

Goes to the previous file/Plays/Pauses/Goes to the next file/Rewinds/Stops/Fast-forwards during media playback.



Only available when controlling your smart device in MHL mode.

14. **LASER**

Emits visible laser pointer light for presentation purposes.

15. **ZOOM+/ZOOM-**

Magnifies or reduces the projected picture size.

16. **PAGE▲/PAGE▼**

Operate your display software program (on a connected PC) which responds to page up/down commands (like Microsoft PowerPoint).

17. **INFO**

Displays the projector information.

18. **FREEZE**

Freezes the projected image.

19. **ASPECT**

Selects the display aspect ratio.

20. **MODE**

Selects an available picture setup mode.

21. **SMART ECO**

Displays the **Lamp Mode** menu for selecting a suitable lamp operating mode.

22. **QUICK INSTALL**

Quickly selects several functions to adjust the projected image and displays the test pattern.

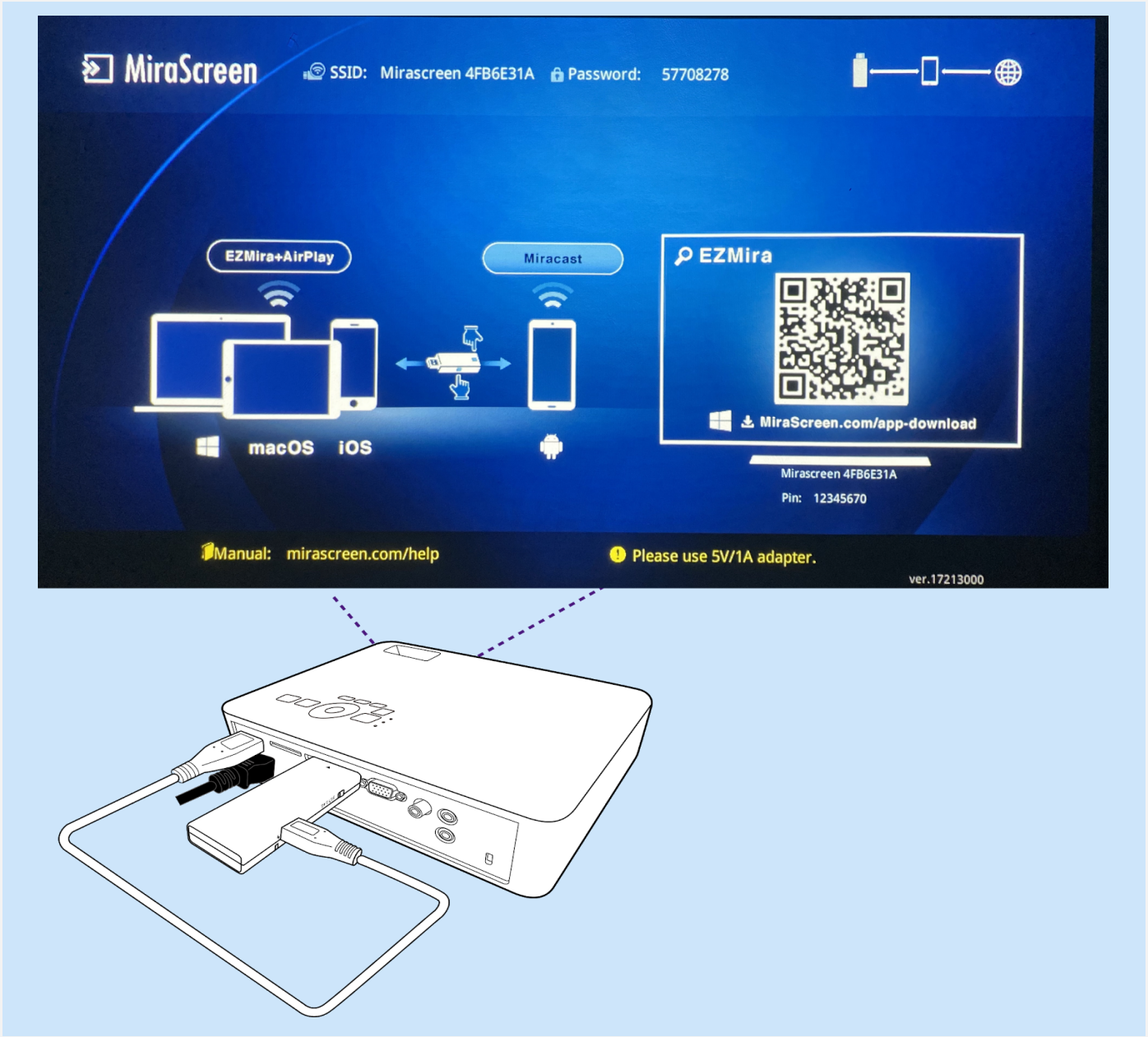


ALERT: The information on the components is provided for the information purpose. It is advised to not to change any settings, position, connectivity of the Projector. Any challenges contact the technical support team.

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6. Connecting the Projector to the Laptop

6a. Mirroring the Laptop Screen using Wireless Dongle

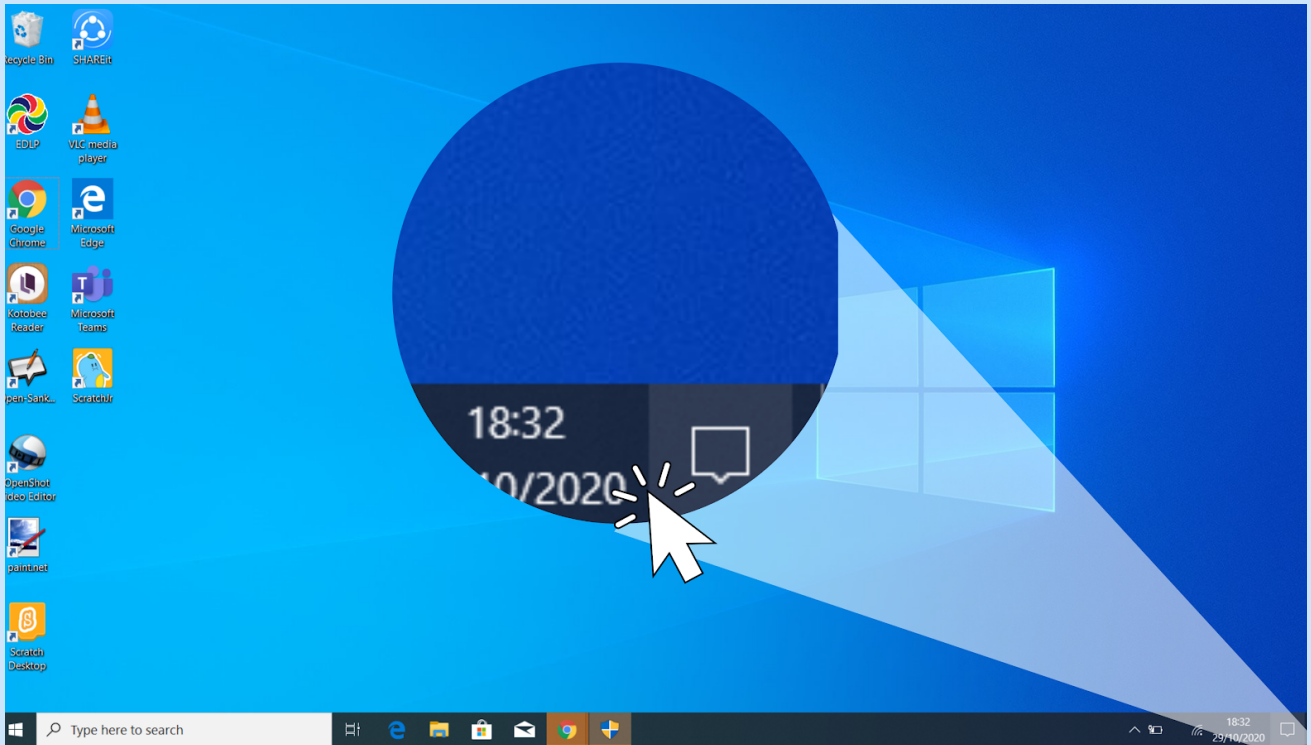


The image shows the MiraScreen interface on a projector screen. The interface is blue and displays the MiraScreen logo, SSID: Mirascreen 4FB6E31A, and Password: 57708278. It features two main sections: 'EZMira+AirPlay' for macOS and iOS, and 'Miracast' for Android. A QR code is displayed under 'EZMira' with the URL 'MiraScreen.com/app-download'. Below the QR code, the SSID 'Mirascreen 4FB6E31A' and Pin '12345670' are shown. At the bottom, there is a manual link 'Manual: mirascreen.com/help' and a warning 'Please use 5V/1A adapter.' with the version 'ver.17213000'.

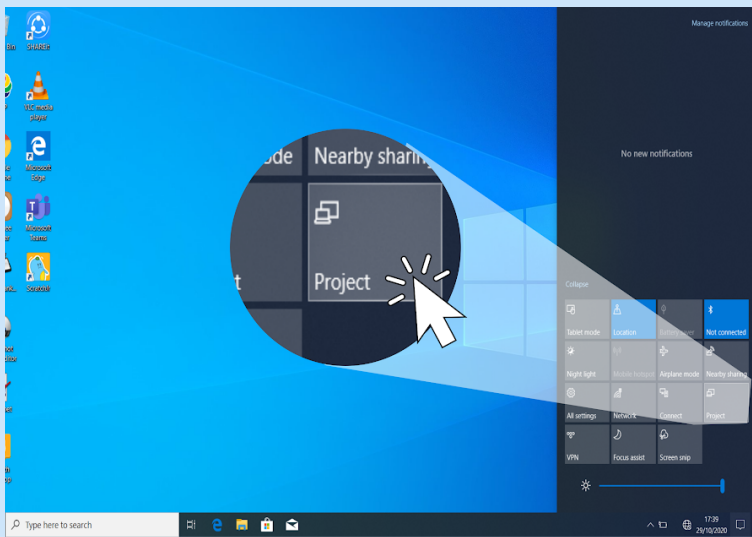
Below the screenshot is a diagram of the wireless dongle. The dongle is a white rectangular device with a USB-A connector on one side and a USB-C connector on the other. A white cable is connected to the USB-C port, and a black cable is connected to the USB-A port. The diagram shows the dongle being connected to a projector.

Ensure the Wireless Dongle is pre-connected to the Projector. Once the Projector power is turned ON, the Wireless Dongle will become functional.

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Step 01



Step 02



Step 03

Step 04

Step 01: Go to Notification Bar in the Laptop

Step 02: Click on "Project"

Step 03: Click "Connect to the wireless display"

Step 04: Wireless Dongle devices within the access are displayed, Click on the Wireless Dongle that matches with the SSID displayed on the projection.

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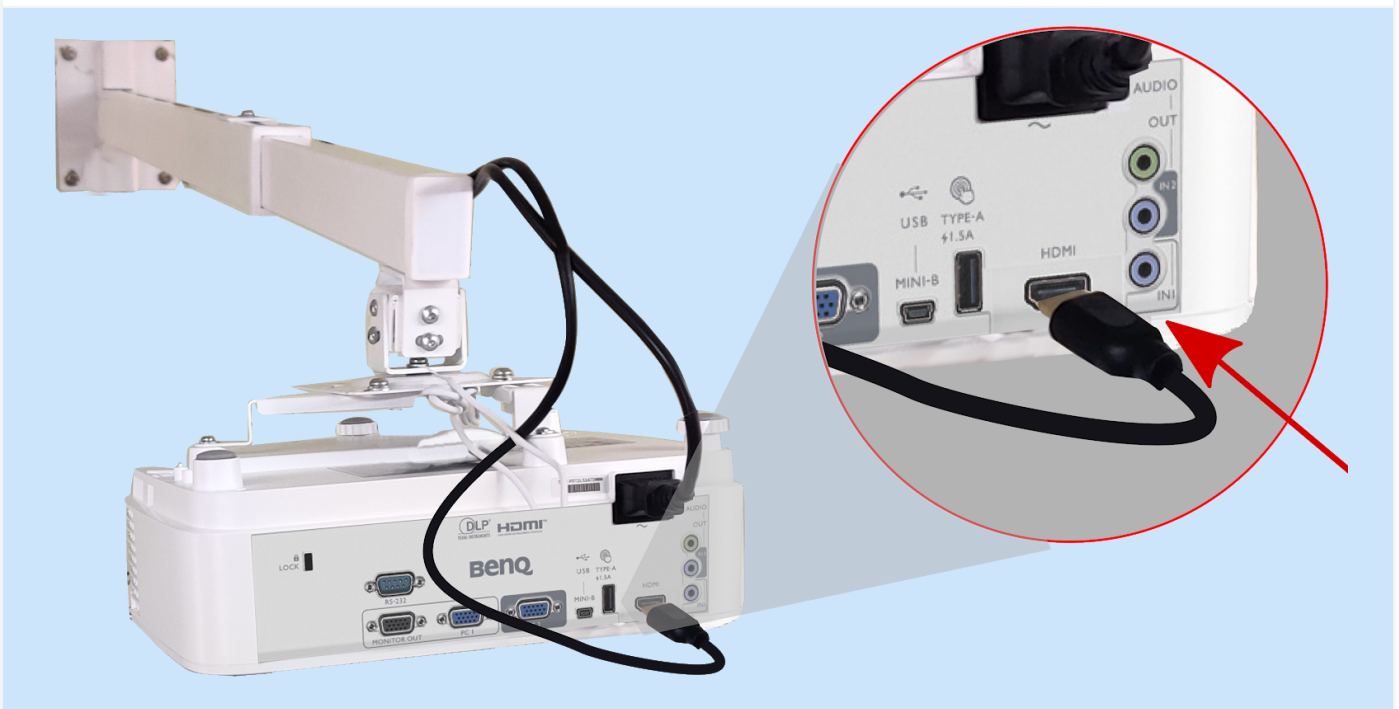
6b. Mirroring the Laptop Screen using HDMI Cable

HDMI Cable is fixed to the wall adjacent to the Whiteboard. It is accessible to the teacher for connecting to the Laptop, as an alternative to wireless dongle fixed to the Projector.

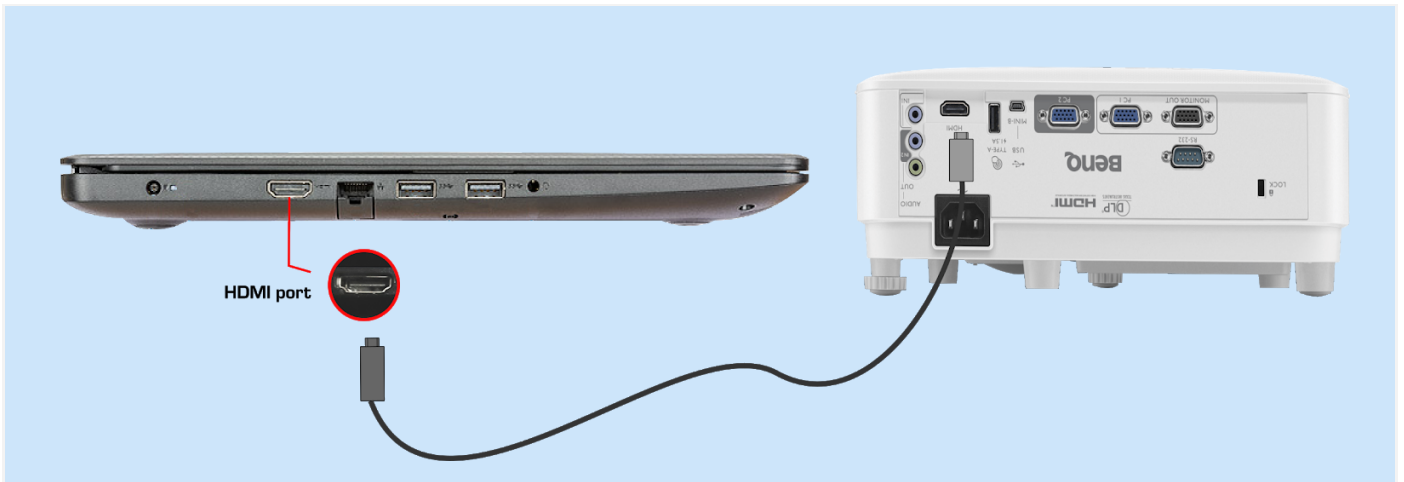
To access the HDMI Cable, Please follow the below steps.



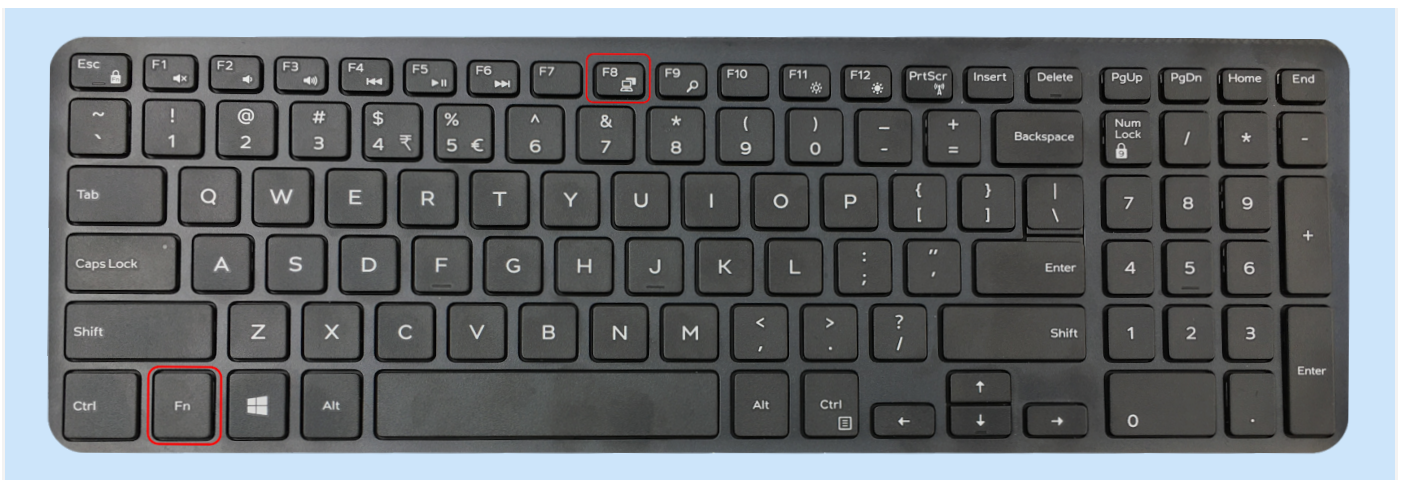
Step 01: Remove Wireless Dongle from the Projector



Step 02: Insert HDMI pin in to the Project HDMI Port



Step 03: Insert Other end HDMI pin in to the Laptop HDMI Port



The Projector auto identifies source, if not Click Function (Fn) key +F8 key on the Laptop keyboard to activate projection

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ALERT: The information is provided for the reference purpose only. It is advised to not to change any settings, position, connectivity of the Projector. Any challenges contact the technical support team.

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7. Connecting the Projector to the Tablet using Wireless Dongle

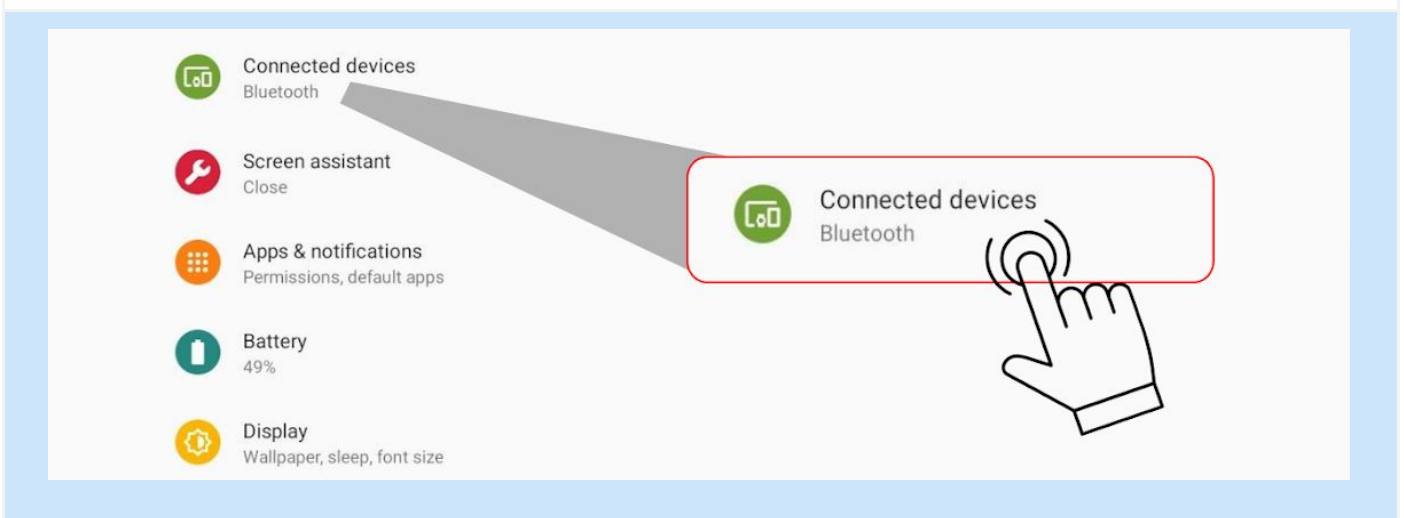


Before initiating the process, switch on the Projector power, In case everything is OK with the Projector and Wireless Dongle above screen will be displayed by the Projector

Connecting screen can be initiated using two (02) methods

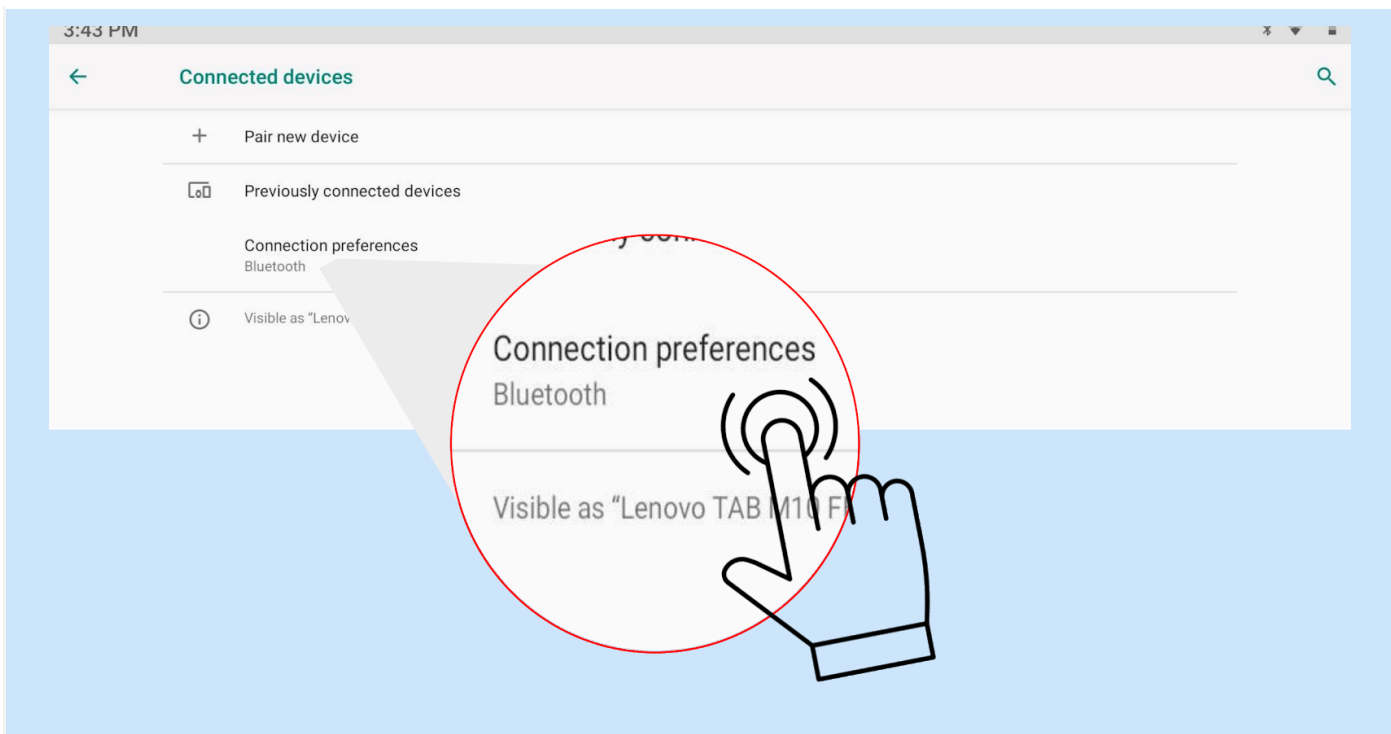
Method 01: Using Settings Menu

Step 01: Click on Settings icon on Home Screen to access the Settings menu

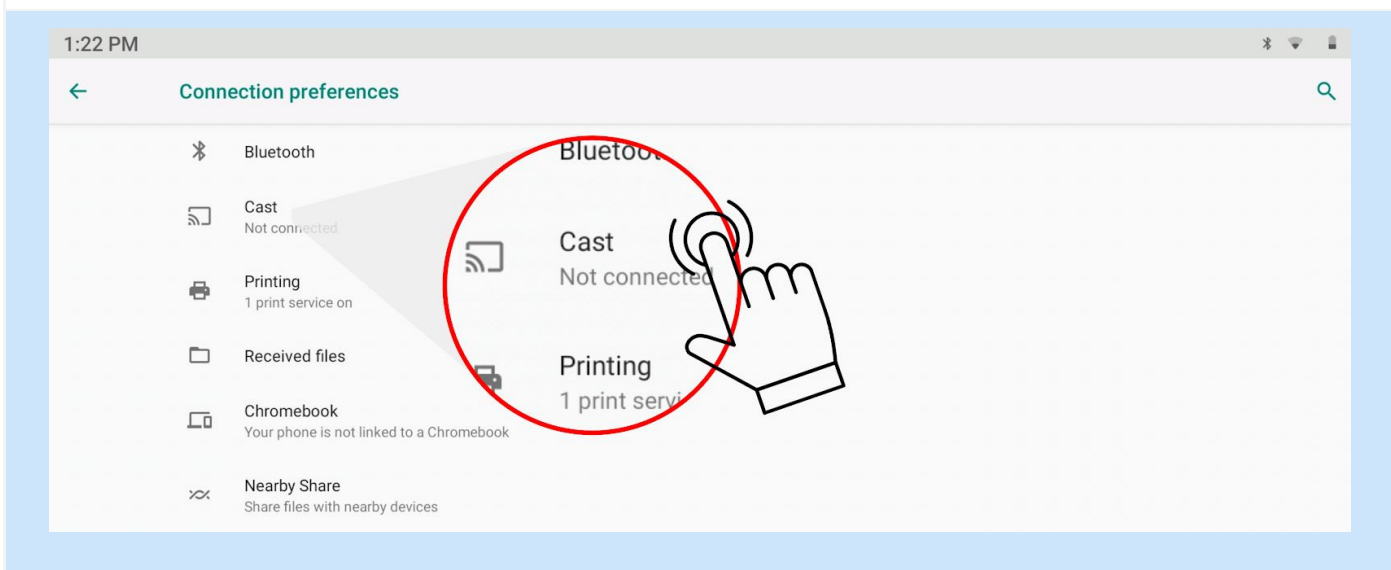


Step 02: Click on the Connected devices icon (By default Bluetooth option is shown for Connected devices)

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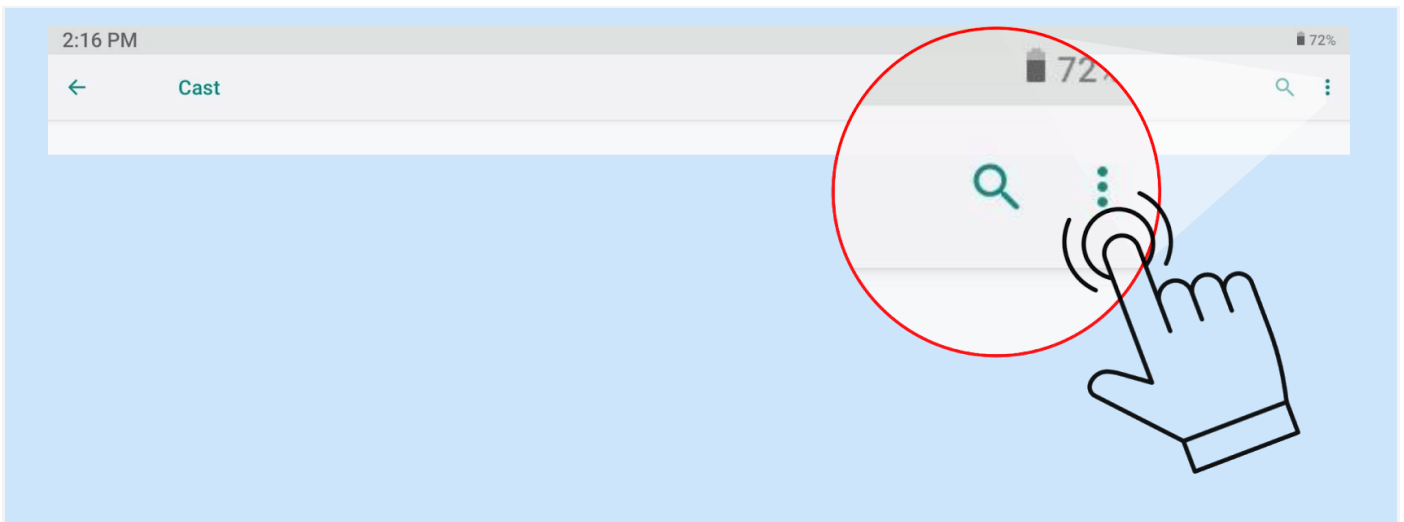


Step 03: Click on the Connection preferences to select Cast from the list of preferences

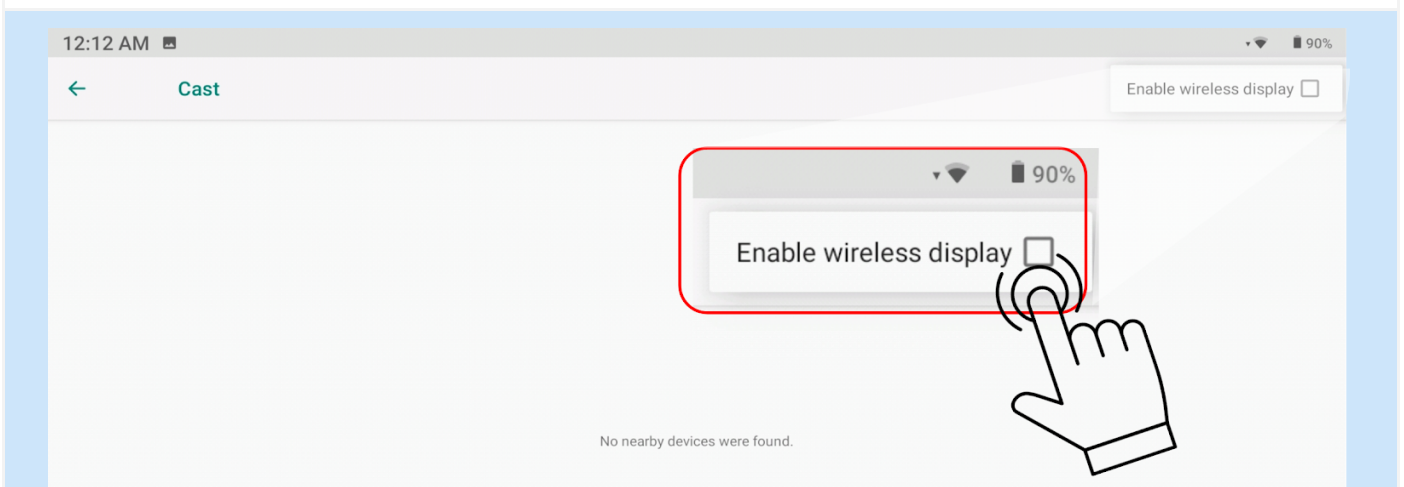


Step 04: Click on Cast to access the settings

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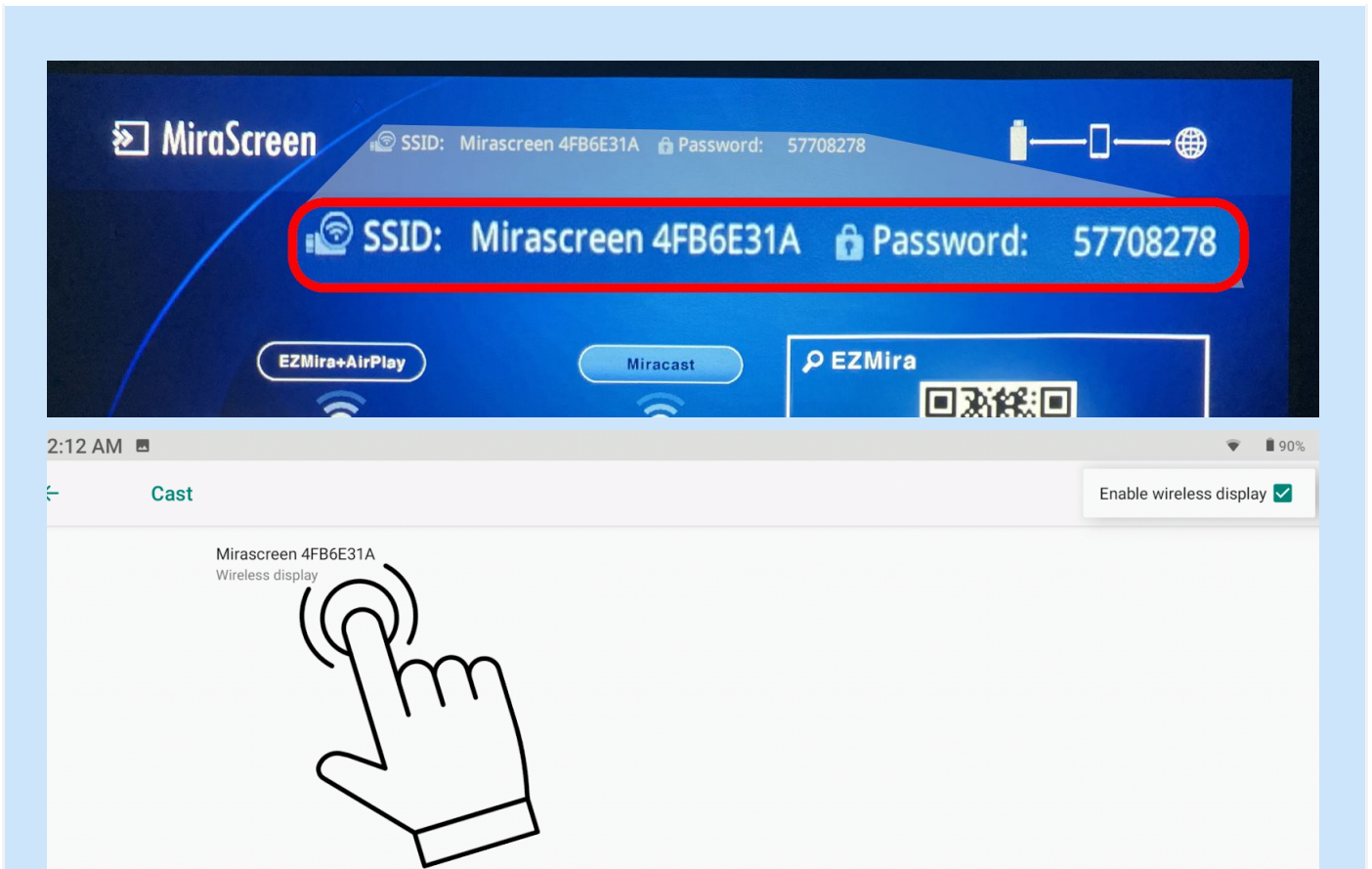


Step 05 - Click on three dots to get Enable wireless display

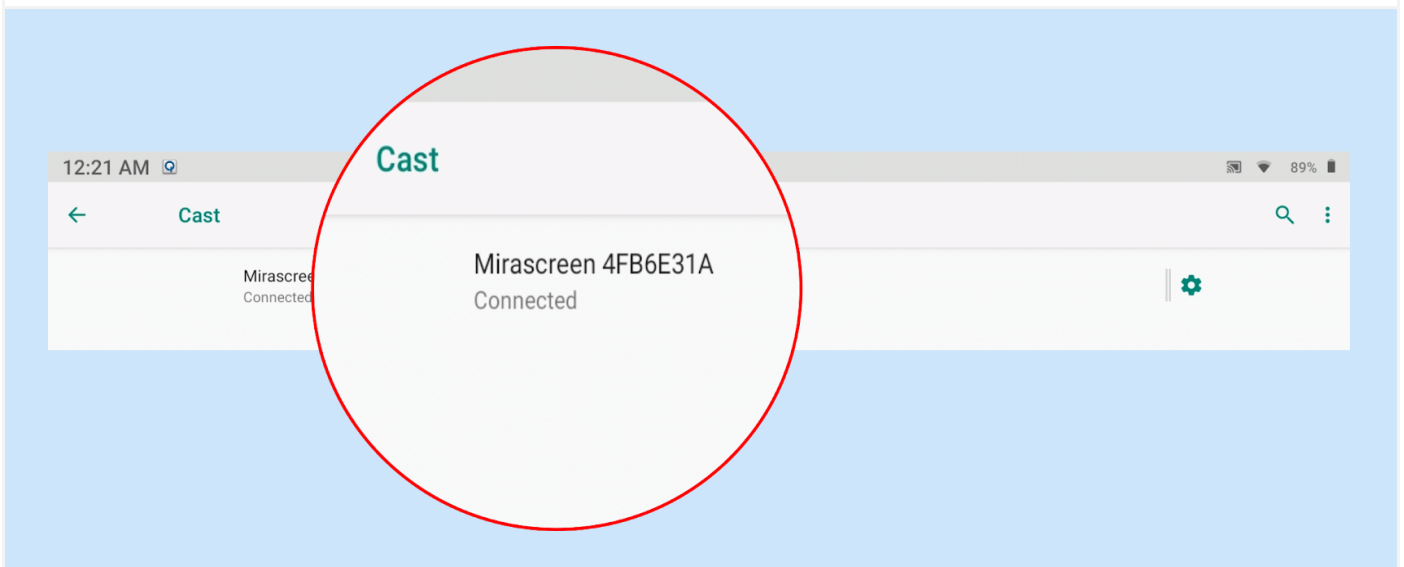


Step 06: Check Enable wireless display option

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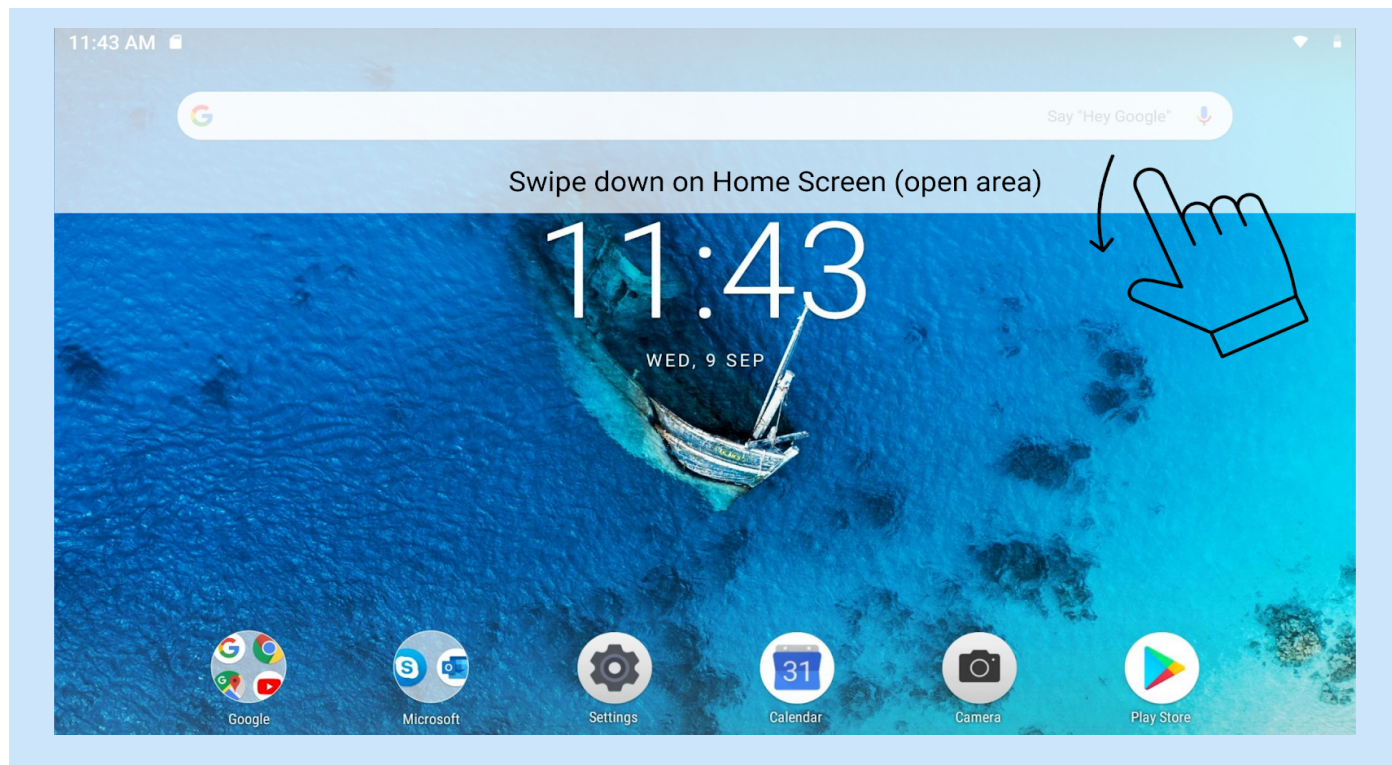
Step 07: Wireless Dongles within the access are displayed, Click on the Wireless Dongle that matches with the SSID displayed on the screen projected by the Projector.



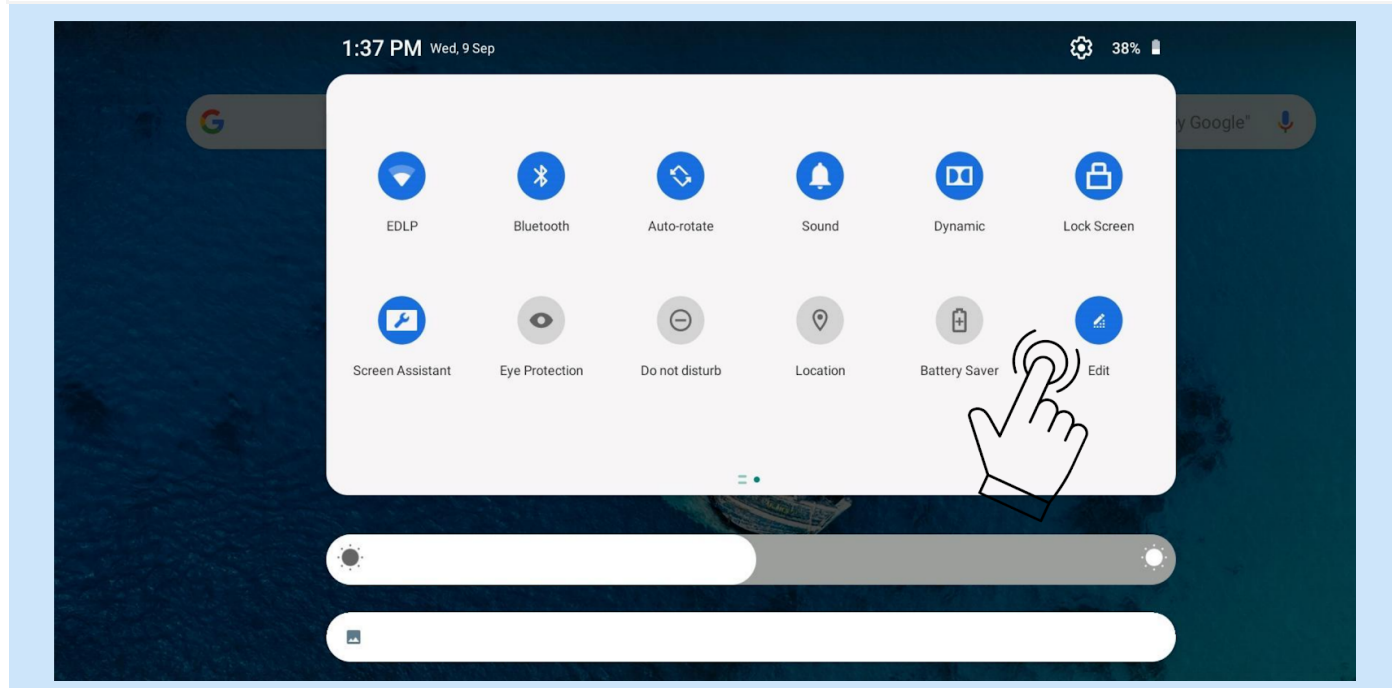
The Wireless Dongle is connected, screen casting is activated.

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Method 02: Using Active Tiles on Notification Menu

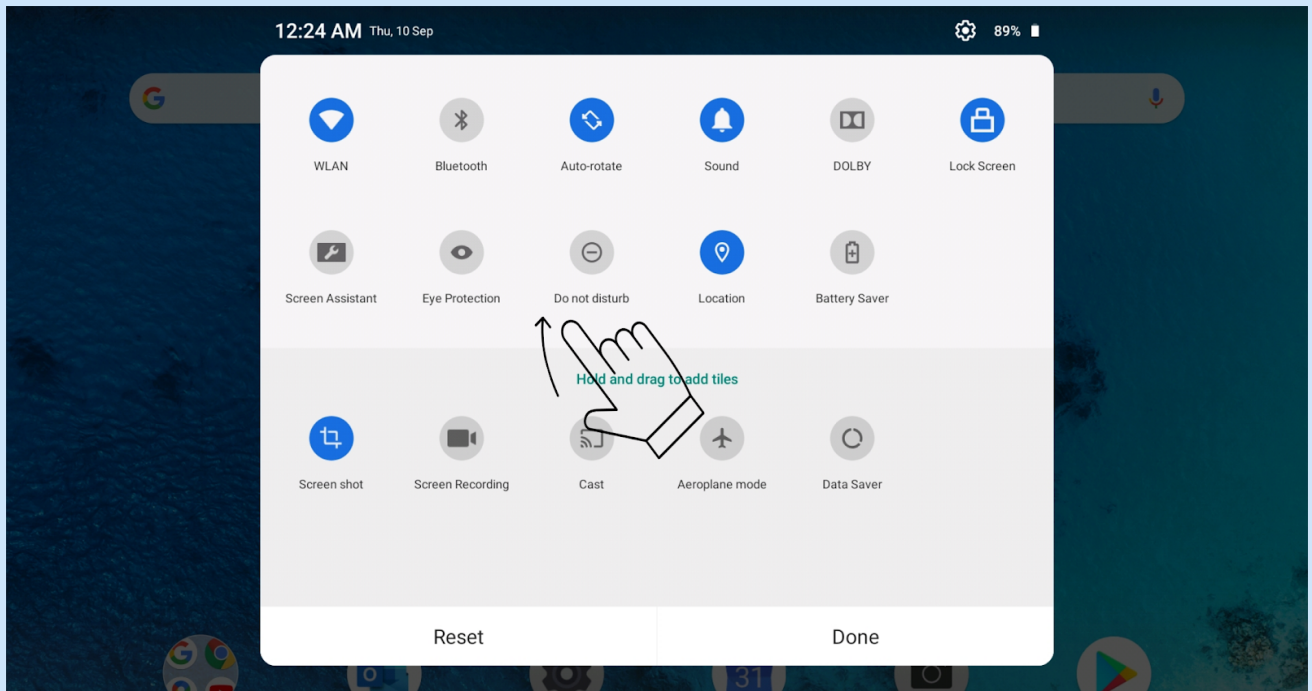


Step 01: Swipe down in the open area of Home Screen to access Notification Menu

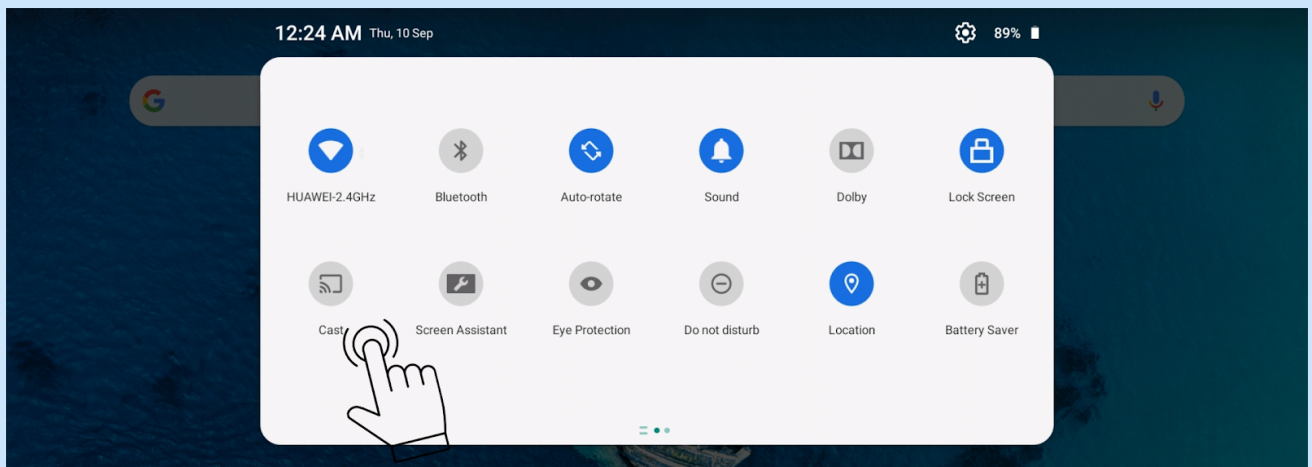


Step 02: Click Edit to view all the Tiles available in Notification menu.

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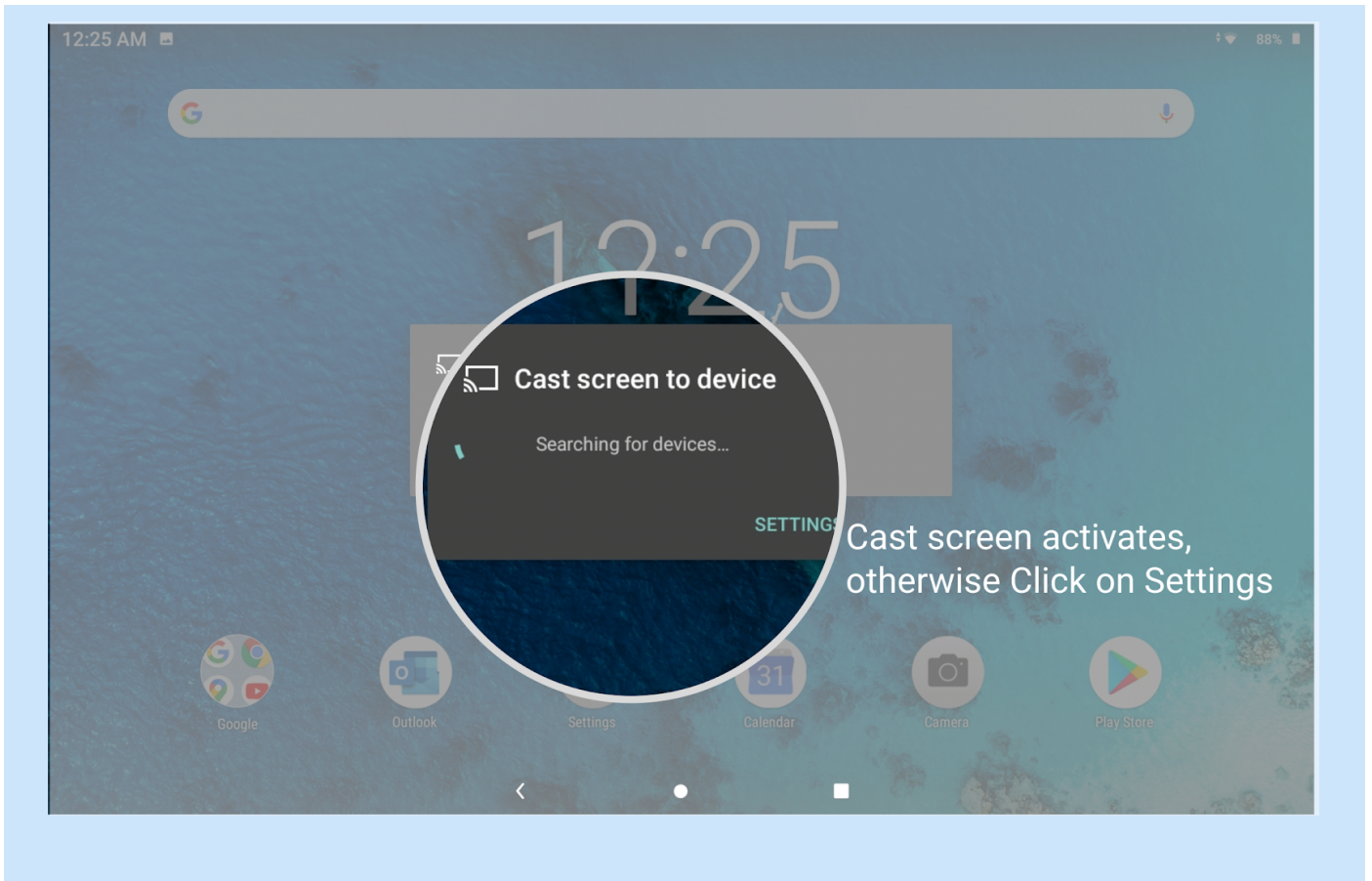


Step 03: Drag Cast icon to active window and Click done



Step 04: Cast icon is added in the active window, Click on Cast

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Step 05: Cast screen to device activates, click Settings and follow steps from Method 01 Step 02 to connect to Wireless Dongle

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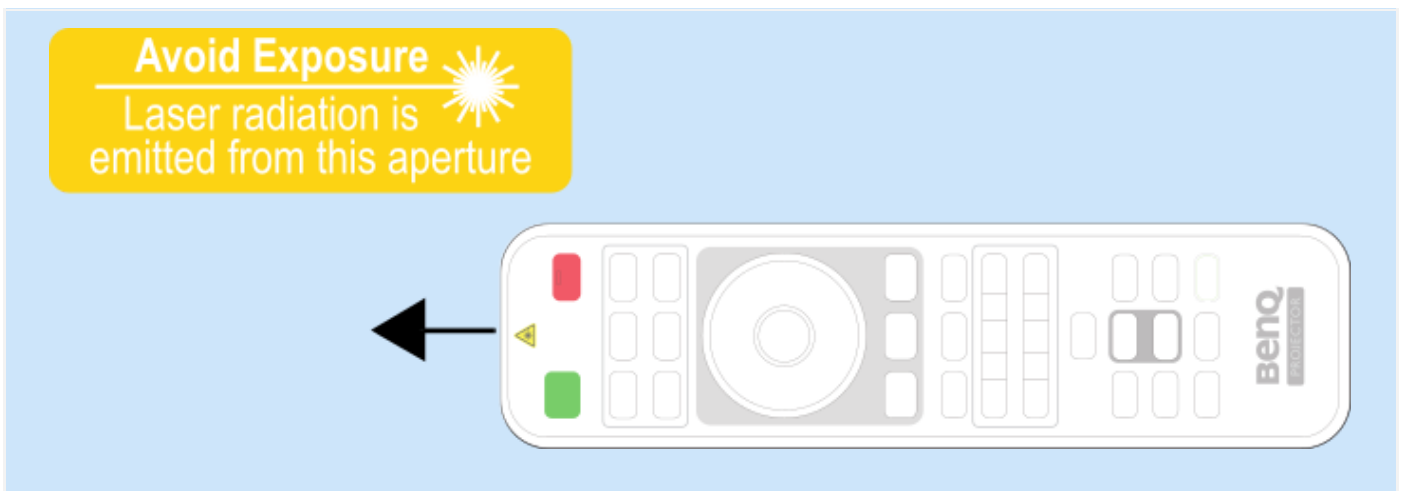
8. Remote Control

8a. Operating the Laser Pointer

The Laser Pointer is a presentation aid for Educators/ Teachers. It emits red colored light when you press it. The laser beam is visible. It is necessary to press and hold LASER for continuous output.

The laser pointer is not a toy. Educators/ Teachers should be mindful of the dangers of laser energy and keep this remote control out of the reach of students.

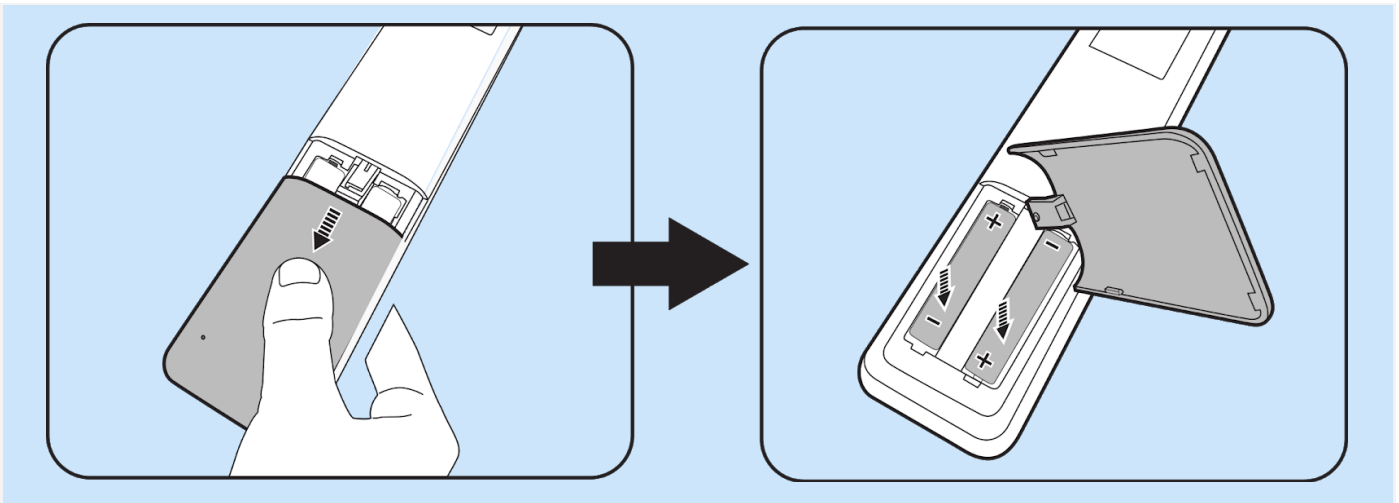
Do not look into the laser light window or shine the laser light beam on yourself or others. See the warning messages on the back of the remote control prior to using it.



ALERT: The information is provided for the reference purpose only. Follow the safety instructions while handling the device.

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8b. Replacing the Remote Control batteries



1. Press and slide off the battery cover, as illustrated.
2. Remove the old batteries (if applicable) and install two AAA batteries. Make sure that the positive and negative ends are positioned correctly, as illustrated.
3. Slide the battery cover in until it clicks into place.
 - Avoid leaving the remote control and batteries in an excessive heat or humid environment.
 - Replace only with the same or equivalent type recommended by the battery manufacturer.
 - Dispose of the used batteries according to the manufacturer's instructions and local environment regulations for your region.
 - Never throw the batteries into a fire. There may be danger of an explosion.
 - If the batteries are dead or if you will not be using the remote control for an extended period of time, remove the batteries to avoid damage to the remote control from possible battery leakage.



ALERT: The information is provided for the reference purpose only. Please follow the safety instructions while disposing the used batteries.

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8c. Remote Holder



Remote Holder is fixed in the classroom beside the Whiteboard / Blackboard at 5Ft height from the ground. Remote of the Projector can be placed in this holder.



ALERT: The information is provided for the reference purpose only.

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9. Care for the Projector



Cleaning the lens

Clean the lens whenever you notice dirt or dust on the surface. Please be sure to turn off the Projector and let it cool down completely before cleaning the lens.

- Use a canister of compressed air to remove dust.
- If there is dirt or smears, use lens-cleaning paper or moisten a soft cloth with lens cleaner and gently wipe the lens surface.
- Never use any type of abrasive pad, alkaline/acid cleaner, scouring powder, or volatile solvent, such as alcohol, benzene, thinner or insecticide. Using such materials or maintaining prolonged contact with rubber or vinyl materials may result in damage to the Projector surface and cabinet material.



ALERT: The cleaning of the projector details are provided for the information purpose. It is advised to not to handle the cleaning by yourself.

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10. Safety Instructions

Please read the detailed manual before operating the Projector. Save it for future reference.

- Do not look straight at the Projector lens during operation. The intense light beam may damage your eyes.
- Do not block the projection lens with any objects when the Projector is under operation as this could cause the objects to become heated and deformed or even cause a fire. To temporarily turn off the lamp, use the ECO BLANK function.
- Do not block the ventilation holes.
- Do not cover this Projector with a cloth or any other item.
- If the ventilation holes are seriously obstructed, overheating inside the Projector may result in a fire.
- When the Projector is under operation, you may sense some heated air and odor from its ventilation grill. It is a normal phenomenon and not a product defect.

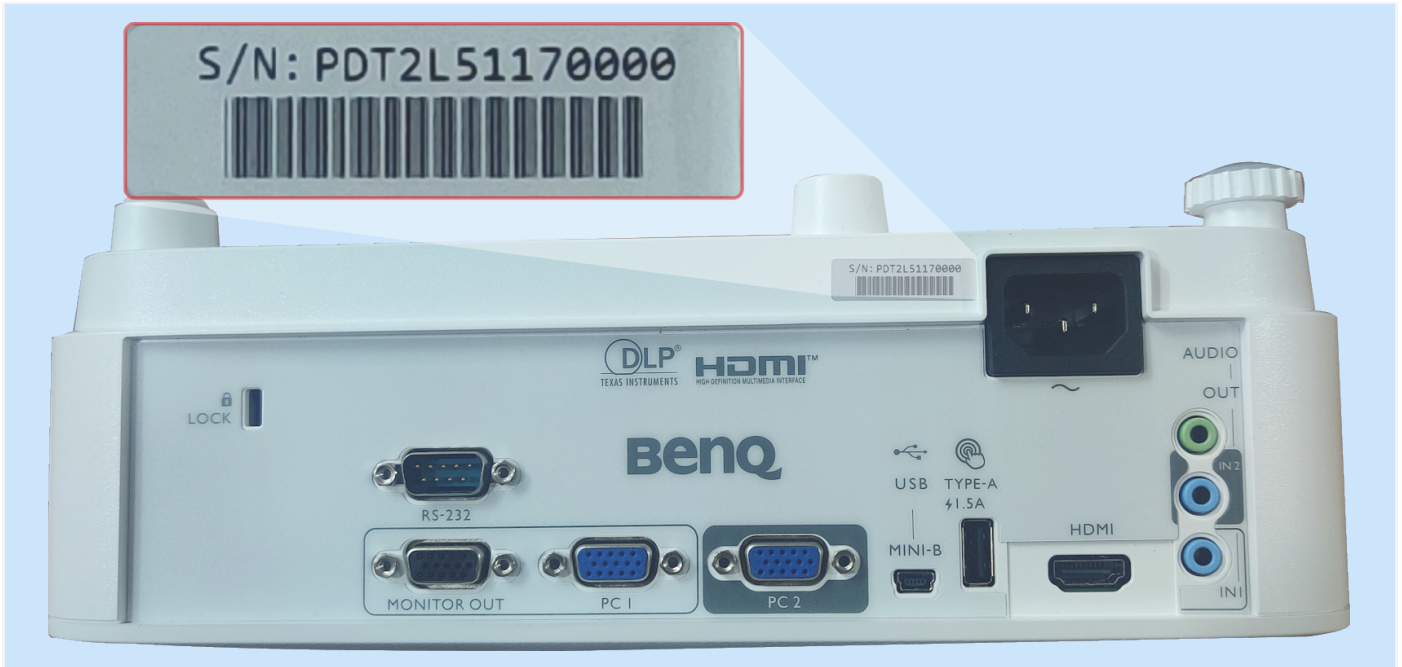


ALERT: The safety instructions shall be mandatorily adhered. Any abnormal behavior of the device do not try to repair yourself, contact the technical support team.

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11. Finding the Serial Number

11a. Projector Serial Number



The Projector Serial Number is found beside the IEC Socket of the Projector.

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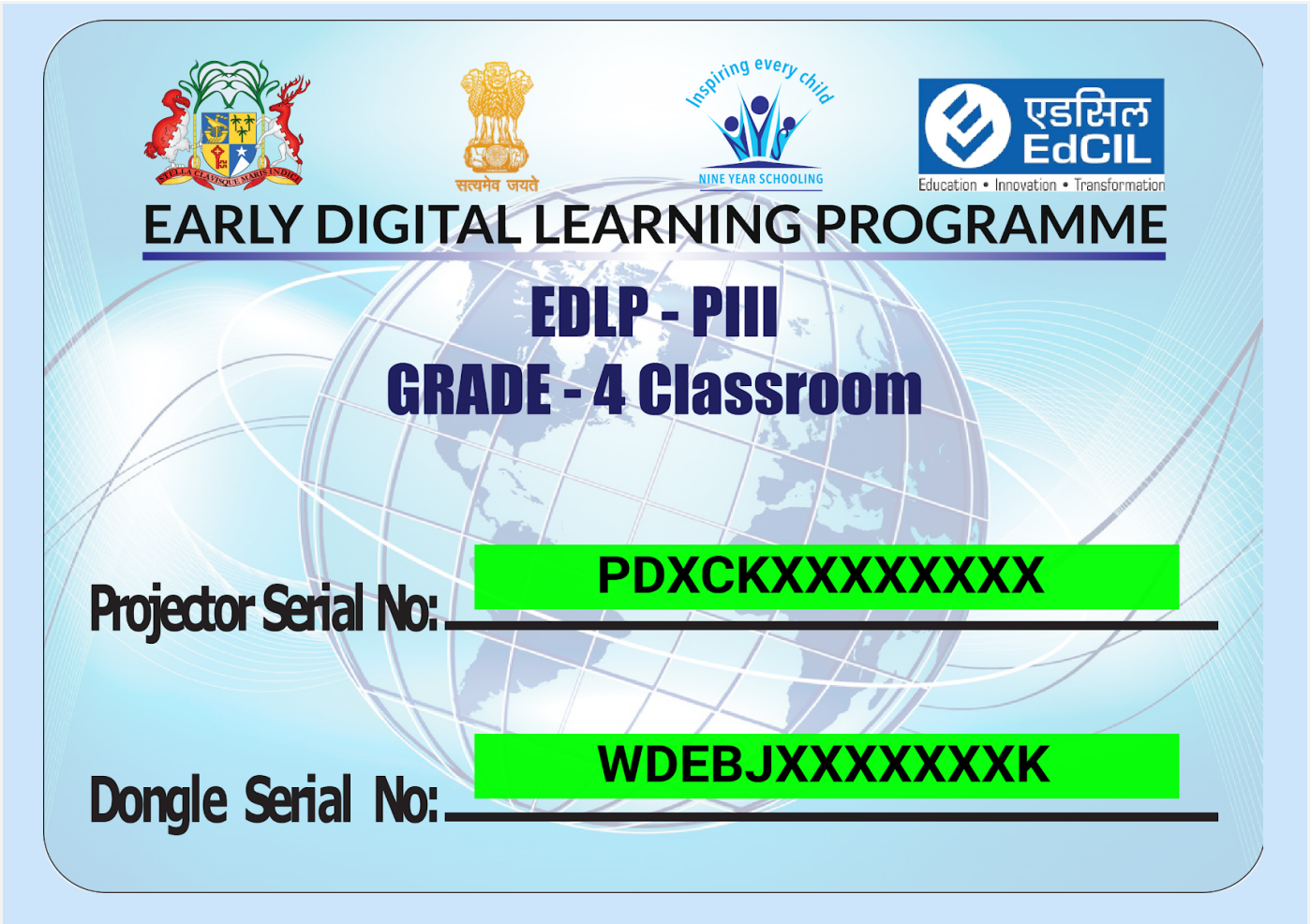
11b. Wireless Dongle Serial Number



The Wireless Dongle Serial Number is found on the label

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11c. Serial Number Name Board



The image shows a name board for the Early Digital Learning Programme. At the top, there are four logos: the state emblem of India, the national emblem of India with the motto 'सत्यमेव जयते', the 'Inspiring every child' logo for 'NINE YEAR SCHOOLING', and the 'एडसिल EdCIL' logo with the tagline 'Education • Innovation • Transformation'. Below these logos, the text 'EARLY DIGITAL LEARNING PROGRAMME' is written in large, bold, blue letters. Underneath that, 'EDLP - PIII' and 'GRADE - 4 Classroom' are written in even larger, bold, blue letters. The background features a globe with grid lines. At the bottom, there are two green rectangular boxes containing serial numbers. The first box is labeled 'Projector Serial No:' and contains 'PDXCKXXXXXXXXX'. The second box is labeled 'Dongle Serial No:' and contains 'WDEBJXXXXXXXXK'. Both labels are in bold black text.

EARLY DIGITAL LEARNING PROGRAMME

EDLP - PIII

GRADE - 4 Classroom

Projector Serial No: PDXCKXXXXXXXXX

Dongle Serial No: WDEBJXXXXXXXXK

Serial Number Name Board is affixed on the class room wall where the Projector is installed to display the Projector and Wireless Dongle Serial Number as shown above.

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12. Troubleshooting

01. The Projector does not turn on

Cause : There is no power from the power cord.

Remedy : Plug the power cord into the IEC Socket on the Projector, and plug the power cord into the power outlet. If the power outlet has a switch, make sure that it is switched on.

Cause : Attempting to turn the Projector on again during the cooling process.

Remedy : Wait until the cooling down process has completed.

02. No Picture

Cause : The video source is not turned on or connected correctly.

Remedy : Turn the video source on and check that the signal cable is connected correctly.

Cause : The Projector is not correctly connected to the input signal device.

Remedy : Check the connection.

Cause : The input signal has not been correctly selected.

Remedy : Select the correct input signal with the **SOURCE** key.

03. Blurred Image

Cause : The projection lens is not correctly focused.

Remedy : Adjust the focus of the lens using the focus ring.

Cause : The Projector and the screen are not aligned properly.

Remedy : Adjust the projection angle and direction as well as the height of the Projector if necessary.

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04. Remote control does not work.

Cause : The batteries are out of power.

Remedy : Replace both of the batteries with new ones.

Cause : There is an obstacle between the remote control and the Projector.

Remedy : Remove the obstacle.

Cause : You are too far away from the Projector.

Remedy : Stand within 8 meters (26 feet) of the Projector.



ALERT: The information is provided for reference purpose only. It is advised to not to change any settings, position, connectivity of the Projector. Any challenges contact the technical support team.

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That's All Folks!

EdCIL (INDIA) Limited
{A Mini Ratna Category-I CPSE Company}
EdCIL House, 18 A, Sector 16 –A, NOIDA, Uttar Pradesh – 201301 (INDIA)
Tel: 0120 – 4156001-6, Fax: 0091 120 2515372; Email: edcilsupport@edcil.co.in