Maxey Village Hall – Instructions for using the Projector

Figure 1

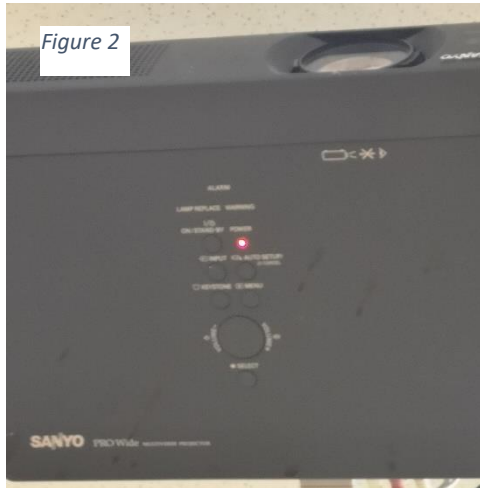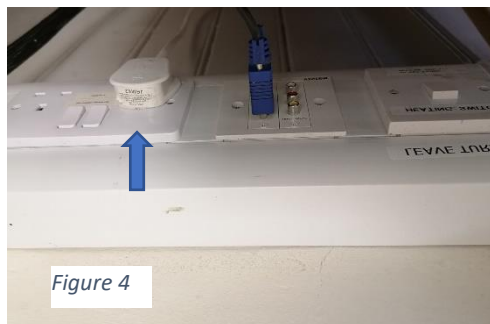
Figure 2

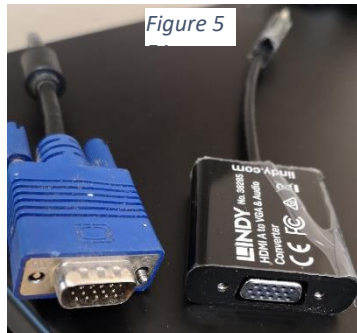*Figure 3*

Figure 4

Figure 5

Figure 6

1. On the stage at the left hand side of stage, locate white wall cabinet and turn on the switch labelled projector see fig 1.
2. The projector which is suspended from the ceiling will show a red light, see fig 2
3. Locate the Sanyo remote control (on black cabinet on stage) and press the red on/off switch, see fig 3
4. The projector light should turn green and begin to warm up. After a couple of minutes, you will see the projector image projected on the stage wall.
5. Behind the black cabinet on the stage turn on the left-hand switch on the wall socket (the plug with a label on top) see fig 4
6. Now connect your PC / laptop / other device. There is an older pin connector and a HDMI adaptor which plugs into this in the top of the black cabinet, see Fig 5. For sound, connect the white jack plug to your device, see fig 6.
7. Start the programme you wish to project on your device and it should appear on the projected image on the wall. If it doesn't then you may have to use the Sanyo remote control to change the input settings.
8. The back wall on the stage usually gives a satisfactory image but there is a pulldown screen if required. The rod for this is usually in the left-hand back corner of the stage.

Shutting unit down:

1. Use the Sanyo remote to turn the projector off. When turned off you should see a red light flashing, which means the internal fan is cooling the bulb down. After a couple of minutes, the red flashing light will stop blinking. The switch on the white cabinet can now be turned off. DO NOT INITIALLY SWITCH OFF THE PROJECTOR USING THIS SWITCH ON THE WHITE CABINET, AS THIS MAY DAMAGE THE BULB.
2. Switch off supply at the back of the black cabinet
3. Disconnect your device and leave everything tidy and safe.

Thank you.