

OVERHEAD PROJECTOR

General features:

- * The lens head and arm move up or down on the support post to focus your transparency sharply on the screen in front of your audience.
- * The focus knob allows smooth and easy adjustment of the lens head and arm distance from the transparency for sharp, clear screen images. The focus knob tension screw may be tightened or loosened to adjust the ease with which the focus knob rotates.
- * The support post connects the lens head and arm to the housing. A Post-mounting screw fastens the post securely so the lens head is placed over the center of the platen housing. A stop screw near the top of the post prevents the lens head from moving off the post when focusing the shortest screen distance.
- * The platen is located on the top of the housing. Your transparency material is placed on the platen during projection.
- * The power switch turns the projection lamp and cooling fan ON and OFF. The platen housing lock button is located on the side of the housing. When the button is pushed in, the platen is unlocked and can be raised for access to the inside of the housing. Mounting holes located on the front and back of the housing provide for fastening the roll feed assembly (accessory) to the overhead projector.
- * A lamp changer provides for fast and convenient lamp change should the projection lamp burns out during your presentation.
- * The rear of the projector has an access door, which opens to allow for the storage of the line cord or roll feed attachment. There is also an opening on the bottom for transparencies.

Setting up the projector:

- * Plug the power cord into a GROUNDED 120-volt AC outlet. For extra safety, the plug on the cord is a three-prong grounding type and should be used without an adapter whenever possible.

IMPORTANT: If an adapter is used, be sure the grounding terminal on the adapter is properly secured to the screw on the wall outlet plate for proper grounding.

- * Place the projector on a flat, steady surface. Select a location that assures everyone in the room can easily view the entire screen.
- * Once the projector is located as described above, rotate the focus knob until the lens head and arm are about halfway up the post.
- * Move the power switch to the ON position. Center the projected frame of light on the screen by moving the projector right or left and adjusting the head angle for a square image.

- * Place a transparency on the platen and turn the focus knob in either direction until the image on the screen is sharp and clear.

Safety Features:

* For operator and equipment protection, this projector is equipped with an electrical safety interlock system and heat-sensitive thermal fuses. Before the platen housing can be unlocked and raised, the power switch must be in the OFF position. An additional interlock switch also cuts off power when the platen housing is raised. If cooling is obstructed or the fan fails to work, a thermal fuse will shut off the projector to prevent excessive temperature rise, which could damage the projector, or items placed on top of the platen housing such as transparencies or LCD computer projection panels.

* The thermal fuse is a manual reset type. Once it has been triggered, it requires manual resetting. To prolong lamp life the thermal fuse will allow the fan to run after the lamp is turned off. When the proper cooling point is reached, the fan will automatically shut off.

NOTE: When the projector is initially turned on only one of the two fans will start. The other fan is connected to the thermal fuse and will start when a higher temperature is reached.

Manual Lamp Change Feature;

* This model is equipped with a lamp change-sliding knob. If the lamp burns out during your presentation, press the power switch to OFF, slide lamp changer knob to the right to spare position. Press power switch back to ON position. If the lamp changer knob is not positioned to the far right or far left the micro-switch will prevent the lamp from being turned on.

* The spare lamp is automatically placed in the projection position and burned out lamp is move to a position where it can be replaced.

CAUTION: Be sure to allow the burned-out lamp to cool thoroughly before replacement. If the lamp housing is not completely closed a micro-switch will prevent the lamp from being turned on.

Distance from Projector to Screen (in feet)

Size of Image on Screen

Model 3990

40" x 40"	48" x 48"
3.5 ft	5 ft
64" x 64"	80" x 80"
6 ft	7 ft
88" x 88"	96" x 96"
8 ft	9 ft