

SONY®

CAL CINE ALTA 4K™



SXRD 4K Ultra High Resolution Projectors

**SRX-R110CE / SRX-R105CE**  
**SRX-S110 / SRX-S105**

[www.sonybiz.net/4k](http://www.sonybiz.net/4k)

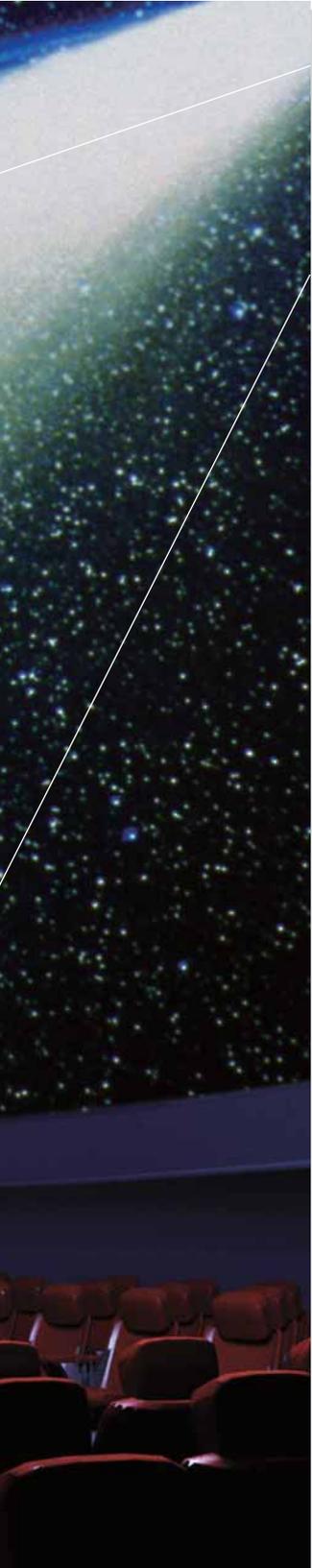


A large planet with a smaller moon-like object in space, viewed from a planetarium. The planet is orange and yellow, with a smaller, reddish-brown moon-like object in the center. The background is a dark blue and green nebula with many small stars. The scene is viewed from a planetarium, with rows of red seats and a blue control console in the foreground.

Amazing 4K resolution images  
for large-venue applications



**SXR4K**



Sony is proud to introduce a series of SXR4K™ ultra high-resolution projectors, which offer supreme picture quality and reality for applications that require highly sophisticated visuals. This state-of-the-art Sony projector series, comprising the SRX-S110, SRX-S105, SRX-R110CE, and SRX-R105CE models, provides a new solution for applications such as command & control, simulations, computer visualisations, planetarium and museum exhibitions, and much more.

Each model is equipped with three Silicon X-tal Reflective Display (SXR4K) imaging devices and delivers an amazing resolution of 4096 x 2160 pixels (H x V) – more than four times the resolution of HD (1920 x 1080, 16:9 wide screen format).

The ultra high resolution capability enables a single HD or 2K image to be internally up-converted by the projector and displayed as a 4K image for a stunning image. Alternatively the projector's multiple screen mode allows full HD images to be displayed simultaneously in four quadrants or in a twin "side by side" display.

The projectors also offer a contrast ratio of more than 1800:1. In addition, the SRX-S110 and SRX-R110CE models provide a high brightness of 10,000 ANSI lumens\*, while the SRX-S105 and SRX-R105CE models offer a brightness of 5,000 ANSI lumens.

The use of twin Xenon lamps combined with multiple gamma curves of 1.8, 2.2, and 2.6 means they offer pure, high-quality colour tonal reproduction.

The SRX-S110 and SRX-S105 models – each with one fixed DVI input module – have a 1080/60P display capability available only with these units, making them ideal for high-end computer graphic-based projection applications. On the other hand, the SRX-R110CE and SRX-R105CE models – supplied with one removable analogue input board – are more suited to video-based projection applications.

Sony SXR4K 4K projectors are the ultimate tool for image display in a variety of critical applications from high resolution visualisation systems to large-venue projection.

\* ANSI lumens is a measuring method of the American National Standards Institute IT 7.228. Since there is no uniform method of measuring brightness, specifications will vary among manufacturers.

# State-of-the-art technology for fantastic picture quality

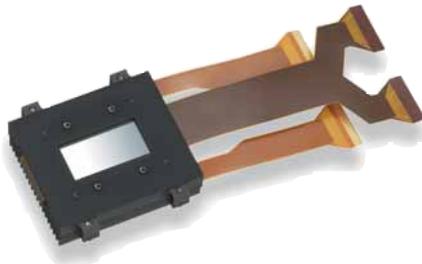


Shown: ApolloWall-Pro from HoloVis ([www.holovis.com](http://www.holovis.com))

## Silicon X-tal Reflective Display (SXRD) imaging device

The SXRD device used by the SRX-Series projectors is a 1.55-inch\* Liquid Crystal on Silicon based imager developed by Sony using cutting-edge manufacturing technology. High-quality, accurate visuals are created using this brilliant imaging device.

\*Measured diagonally.



## 4K resolution

Sony SXRD display devices deliver the exceptionally high resolution of 4K (4096 H x 2160 V pixels at 1.896:1 aspect ratio), more than four times as many pixels as full HDTV (1920 x 1080, 16:9 wide screen format).

The SXRD device helps to achieve this resolution by incorporating nearly 8.85 million pixels per imager at a narrow pitch of 8.5 micrometres. These high-density pixels, which are one quarter the size of pixels projected using typical 2K resolution projection systems (2.2 million pixels), provide an amazing picture. Even in multi-screen mode, full HD and 2K resolution per quadrant is possible. The resolution available from the Sony SRX-Series projectors enables a new level of visual projection.

## High 1800:1 contrast ratio

The SRX-Series projectors offer a high contrast ratio of more than 1800:1\* through the use of Sony's unique SXRD device. The SXRD imaging device itself achieves a contrast ratio of over 4000:1. This stunning picture quality makes the projectors ideal for applications in which dynamic range is essential.

The high contrast ratio has been achieved through two key technologies – the exclusive 'Vertically Aligned Liquid Crystal' system and an extremely thin liquid crystal cell gap.

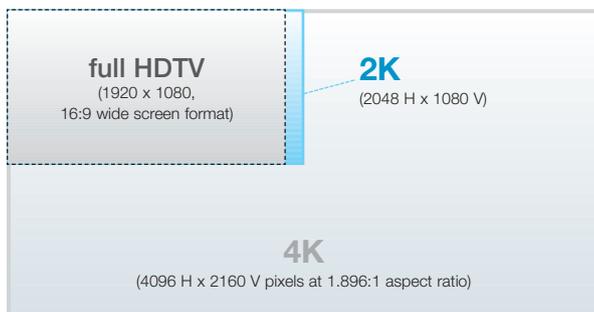
\*The contrast ratio is measured from a screen offering a gain of 1.0.

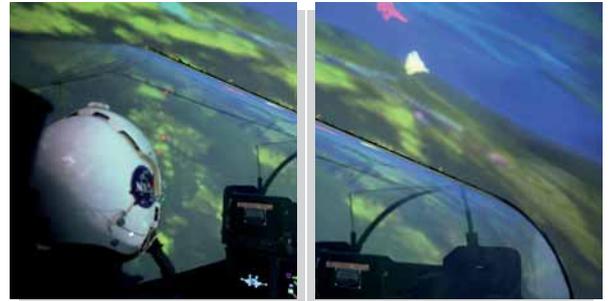
## Vertically Aligned Liquid Crystal system

In every type of projector system, displaying absolute black is a major issue in order to achieve a high contrast ratio. In other words, the contrast ratio of a projector depends on how effectively the light from the source can be blocked so it does not leak through the imager.

All Liquid Crystal Display (LCD) devices control the amount of light to be projected by applying an electric field to the liquid crystal gap. In typical LCD devices, black is produced when an electric field is applied across the liquid crystal cell gap. However molecules near the surface of the glass substrate may not be accurately controlled due to the influence of the alignment film. This is not an issue for bright images. However, when displaying dark images, light may tend to leak from the LCD device, since the molecules near the surface are less accurately controlled. This results in a creamy black instead of a deep black.

The SXRD device does not exhibit these characteristics. This is because the Vertically Aligned Liquid Crystal system displays black when the electric field is not applied. And because all molecules are in the correct alignment, the polarised light alignment is also optimised. The direct result is a far deeper black level, leading to a high contrast ratio.





High-speed Image Display

### Thin liquid crystal cell gap

Another important contributing factor in the high contrast of the SXR D projectors is the SXR D device's ultra thin cell gap of less than 2 micrometres. With conventional Vertically Aligned Liquid Crystal systems, a thin cell gap could not be achieved. Sony has overcome this difficulty through the use of innovative planarisation technology in the silicon backplane structure and an advanced silicon wafer-based assembly process.

The SXR D device also adopts a structure that does not use "spacers". These are columns found in conventional reflective liquid crystal devices to maintain a constant gap between the liquid cell floor and the top of the device. Spacers tend to both scatter and reflect light, which can impair high contrast pictures. In the spacerless SXR D device, these artifacts are no longer seen.

### Short response time

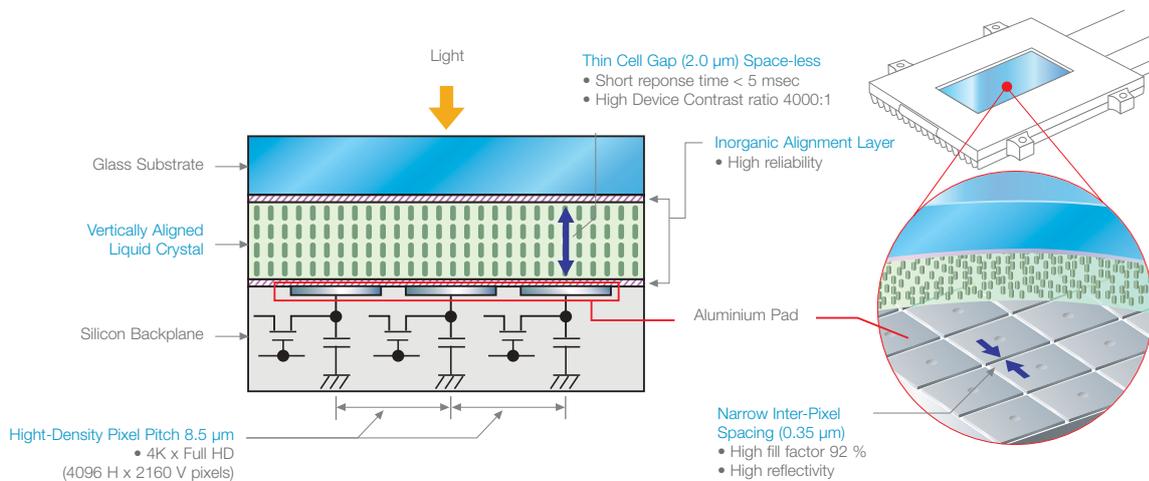
The thin cell gap structure in SXR D devices also contributes to an ultra-fast response time of 5 milliseconds. The SXR D device reacts promptly to an instantaneous change of picture content, enabling them to display a smooth motion.

Consequently, the SRX-Series projectors virtually eliminate motion blur. This is a particularly significant benefit for visuals that include fast-moving objects.

### Reliable imaging device

The SRX-Series projectors use high-power, bright lamps. Consequently, special attention has been paid to the reliability of the SXR D device. The inorganic materials utilised for the alignment layer of the SXR D device are resistant to deterioration or deformities that could occur due to the intense heat and light generated by the powerful twin lamp system.

### SXR D Cross-Section view



# Highly pure, superb colour tonal reproduction



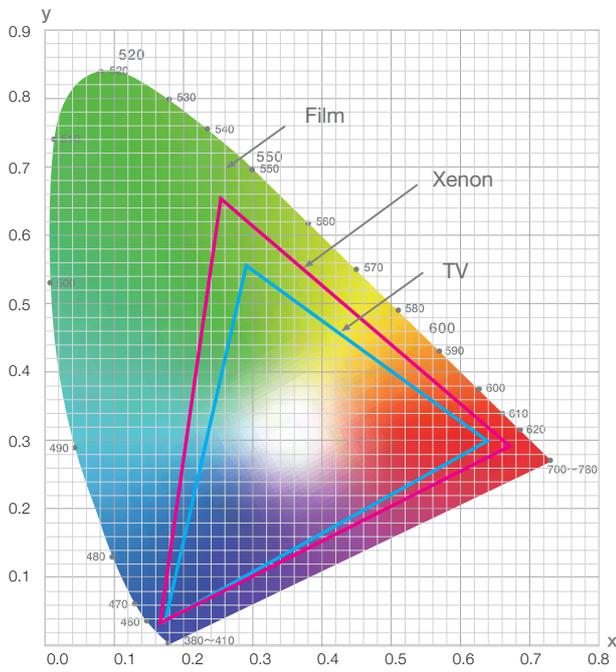
Wide Colour Range

## Xenon lamp provides highly bright and pure light

The SRX-S110 and SRX-R110CE models provide high brightness of 10,000 ANSI lumens\* from two 2kW Xenon lamps, while the SRX-S105 and SRX-R105CE models offer brightness of 5,000 ANSI lumens from two 1 kW Xenon lamps.

The Xenon lamps in SRX-Series projectors achieve a wide colour range by dispersing a very flat and wide light spectrum.

\*Measured under conditions with the lamp power at 100% in dual-lamp mode.



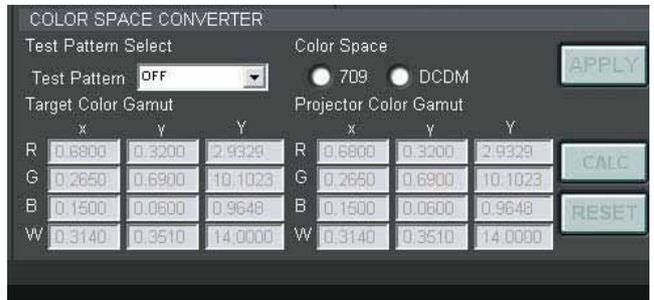
CIE chart

## Colour Space Conversion (CSC) function

The SRX-Series projectors feature a CSC function to help users easily adjust the projector's colour space to that defined by either the ITU\*-R BT.709-3 standards for digital HDTV studio colour space, or the new DCDM colour space.

The latter is significantly wider than ITU 709 and takes advantage of the spectrum emitted by the Xenon lamp. The target colour gamut parameters satisfying the ITU-R BT. 709-3 standard or DCDM specification are automatically calculated from settings on the supplied SRX Controller software, and then applied to the projector. The internal test generator simplifies adjustment and lets the operator align the projector in minutes. White point and colour primary points can be aligned to either of these standards or to the customer's application needs.

\*International Telecommunication Union



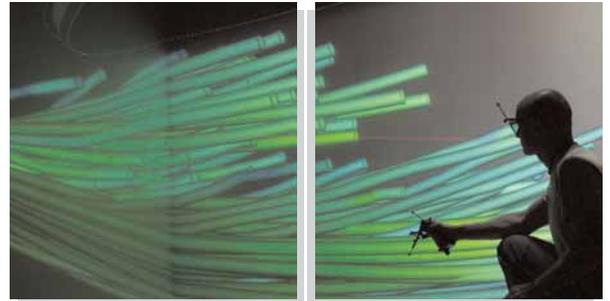
## 12-bit LCD driver

The SRX-Series projectors use a 12-bit imager driver to reproduce extremely natural-looking images. This eliminates quantising and edge errors that take away from the real resolution that these projectors can achieve.

## Gamma curve selection

The SRX-Series projectors provide three preset gamma curve values. Users can select an optimum value from 1.8, 2.2, and 2.6 according to the desired grey scale.

# Operational versatility



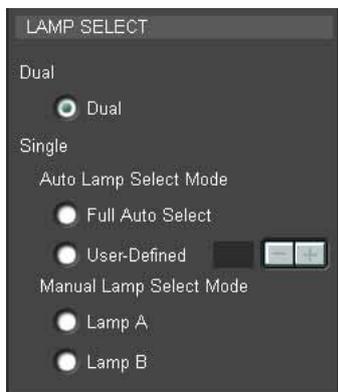
## Dual-lamp system with selectable lamp modes

The SRX-Series projectors have a unique lamp system that uses two lamps for reliable, flexible and efficient use of light sources. With this system, users can operate the projector using both lamps for full brightness or can select single lamp operations.

The dual-lamp mode provides maximum lamp power, and at the same time enables virtually fail-safe operation; if one bulb burns out the other continues to project images.

In the single-lamp mode, users can select either of the two lamps manually, or the projector can automatically select a lamp based on each lamp's operating time. Another automatic mode is provided to make the lamps operate alternately at user-defined intervals selectable from four hours to twelve hours (in increments of one hour). This feature is useful for the application where "24/7" operation is required, but lamp life needs to be maximised.

The lamp power can be set between 100 % and 51 %, in eight steps. This function, combined with the selectable lamp modes, contributes to achieving longer lamp life.



## Variety of lenses

Four optional zoom lenses and a short throw prime lens are available for the SRX-Series projectors. They are designed to project images of extreme resolution and contrast with minimal chromatic aberration from 1,829 mm to 15,497 mm in screen width. The short throw lens works in special applications, such as rear projection, where minimal space behind the screen is desired.

### Available lenses

- LKRL-90: 0.9x fixed focal length projection lens
- LKRL-Z115: 1.5 to 1.9x projection zoom lens
- LKRL-Z117: 1.73 to 2.41x projection zoom lens
- LKRL-Z119: 1.81 to 2.94x projection zoom lens
- LKRL-Z122: 2.31 to 3.92x projection zoom lens
- LKRL-Z140: 4.0 to 7.0x projection zoom lens

## Zoom/Focus memory function

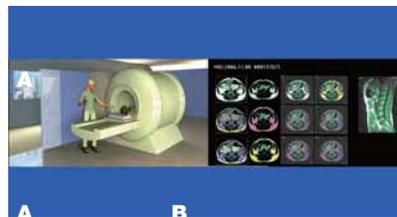
The SRX-Series projectors are equipped with Zoom and Focus Memory functions that make it easy to switch the projection between two types of aspect ratios. When used with the optional LKRL-Z117, LKRL-Z119 and LKRL-Z122 Zoom Lenses, any seven zoom and focus positions can be memorised and instantly recalled via the SRX Controller software. This allows full screen display regardless of the aspect ratio. An electronic vertical alignment feature is included in the same memory to compensate for vertical changes in the image should the projector be mounted at a down angle.

## Multiple screen capability

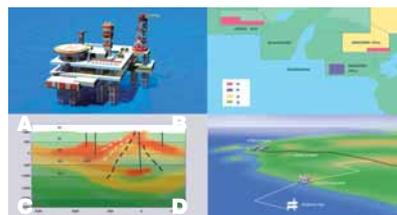
The SRX-Series projectors provide single-mode, dual-mode and quad-mode display. In quad mode, four quadrants of full 2K images (2048 x 1080 pixels) can be projected simultaneously. The projector can additionally internally up-convert a single HD or 2K input. To obtain a 4K image of 4096 x 2160 pixels, 4 inputs of full 2K images are input and stitched together internally in the projector.



Single-mode



Dual-mode



Quad-mode

Option slots



**LKRI-001**  
Analogue Input Board (Supplied with SRX-R105CE/R110CE)



**LKRI-002**  
HD-SDI (4:2:2) Input Board



**LKRI-003**  
Dual-link HD-SDI Input Board



**LKRI-004**  
DVI Interface Board

## Input signal flexibility

To increase the configuration flexibility of the SRX-Series projectors, slots are available to accommodate different optional boards that connect to various types of signal format.

The SRX-S110 and SRX-S105 models are equipped with a DVI signal input as standard, which provides the 1080/60P input capability available only with these units.

In addition to the standard DVI input, three slots are available for the installation of other optional input modules. Meanwhile, the SRX-R110CE and SRX-R105CE models have four available slots for even more flexible input configurations.

The SRX-R105CE and SRX-R110CE are supplied with one removable LKRI-001 input board and the four option board slots can accommodate any combination of input boards. Users can select the screen mode from single, dual, and quad mode, and assign the appropriate signal board to each quadrant.

- The **LKRI-001** Analogue input board has 5 BNC connectors that accept 0.7 volt analogue signal levels as RGBS, RGB sync on G, RGBHV or YUV formats.
- The **LKRI-002** HD-SDI (4:2:2) input board accepts both SMPTE 259M SD digital 525/625 line video and SMPTE 292M 1080 4:2:2 Y-Pb-Pr serial picture data. Switching is automatic by detection of the input signal frequency.
- The **LKRI-003** Dual-link HD-SDI input board accepts any of the following signals: SMPTE 372M dual-link HD-SDI (4:4:4), SMPTE 292M HD-SDI (4:2:2), dual-link DC-SDI (RGB 4:4:4), DC-SDI (YPbPr 4:2:2), or 12-bit (X'Y'Z' 4:4:4) signals. With four LKRI-003 boards, the SRX-R110CE or SRX-R105CE can project 4096 x 2160 4K images.

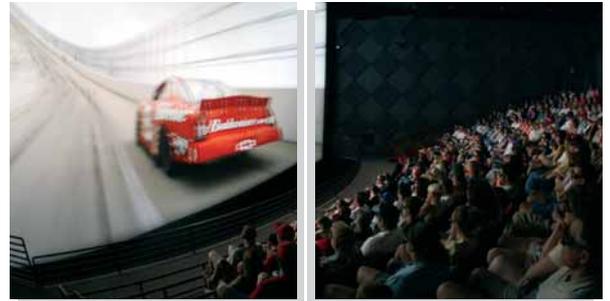
- The **LKRI-004** DVI interface board accepts DVI-D signals up to 2048 x 1080 and the following table illustrates the range of input signals handled by each projector.

	Resolution	SRX-S110/S105	SRX-R110CE/R105CE	Remarks
1	1024 x 768 at 60 Hz (XGA)	YES	YES	VESA
2	1280 x 960 at 60 Hz (SXGA)	YES	YES	VESA
3	1280 x 1024 at 60 Hz (SXGA)	YES	YES	VESA
4	1400 x 1050 at 60 Hz (SXGA+)	YES	YES	VESA
5	1600 x 1200 at 60 Hz (UXGA)	YES	YES	VESA
6	2048 x 1080 at 60 Hz	YES	NO	—
7	1920 x 1080 at 24 Hz	YES	YES	—
8	2048 x 1080 at 24 Hz	YES	YES	—
9	1920 x 1200 at 59.95 Hz Reduced Blanking (WUXGA)	YES	NO	VESA
10	1920 x 1080 at 60 Hz	YES	NO	EIA/CEA-861B
11	2048 x 1080 at 48 Hz	YES	YES	—

## Simple Installation

SRX-Series projectors can be installed easily into almost any environment. Compared with conventional projectors in the ultra-high resolution class, they are highly compact and lightweight. Plus, their power requirements are also reasonable – due to the use of single-phase power, which allows for remarkably low power consumption and simpler installation.

To aid effective cooling, an optional exhaust duct adaptor is available, which allows the projectors to be easily connected to a common 8-inch type duct system.



Large Venue Projection



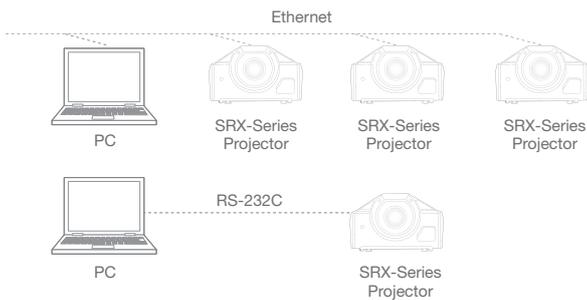
### Simple remote controller unit

Each SRX-Series projector is supplied with a remote controller unit that can perform various simple functions such as turning the lamp power on/off, adjusting the zoom/focus, and controlling the lens shift.

### Easy setup on a PC using supplied software

The SRX-Series projectors come equipped with the SRX Controller software that allows easy setup and adjustments via its intuitive GUIs on a PC\*. These projectors can be controlled through either Ethernet or RS-232C interfaces, and multiple projectors can be controlled from a single PC\*\*. A comprehensive range of setup parameters including input configurations, colorimetry controls, installation adjustments and maintenance settings can be controlled via this software.

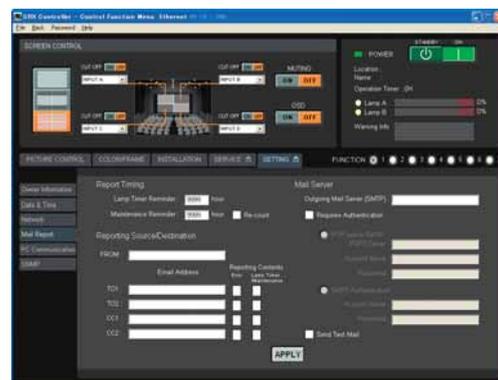
\* System requirements for the setup software OS: Microsoft Windows® XP Professional. PC is not supplied.  
 \*\* When using an Ethernet connection.



Installation settings



Colorimetry settings



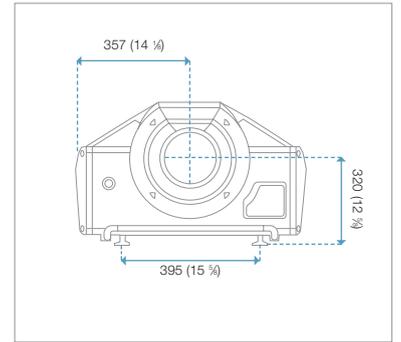
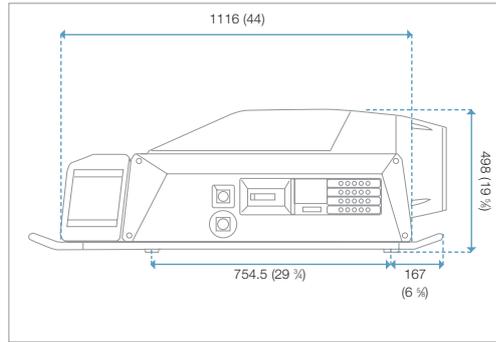
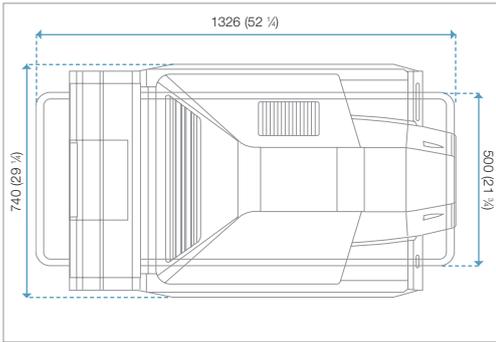
Maintenance settings

### Easy maintenance

Special consideration for maintenance issues was given in the development of the SRX-Series projectors. The supplied setup software is another convenient tool for maintenance. This allows operators to easily verify the lamps' operating time. Automatic email alerts from the projector provide operators with maintenance reminders as well as error messages.

# Dimensions

Unit=mm (inches)



# Accessories



**LKRL-90** Fixed Lens  
0.9x Fixed Focal Length  
Projection lens



**LKRL-Z115** Zoom Lens  
1.5 to 1.9x zoom lens



**LKRL-Z117** Zoom Lens  
1.73 to 2.41x zoom lens



**LKRL-Z119** Zoom Lens  
1.81 to 2.94x zoom lens



**LKRL-Z122** Zoom Lens  
2.31 to 3.92x zoom lens

\*The number denotes the ratio of the projection distance to the screen width.



**LKRL-Z140** Zoom Lens  
4.0 to 7.0x zoom lens



**LKRI-001** Analogue Input Board (Supplied with SRX-R105CE/R110CE)



**LKRI-002** HD-SDI (4:2:2) Input Board



**LKRI-003** Dual-link HD-SDI Input Board



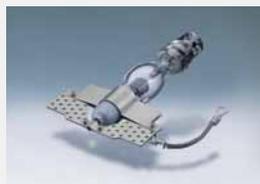
**LKRI-004** DVI Interface Board



**LKRX-105** 1kW Xenon lamp bulb for replacement (for SRX-R105CE and SRX-S105)



**LKRX-B105** 1kW Xenon lamp house unit (for SRX-R105CE and SRX-S105)



**LKRX-110** 2kW Xenon lamp bulb for replacement (for SRX-R110CE and SRX-S110)



**LKRX-B110** 2kW Xenon lamp house unit (for SRX-R110CE and SRX-S110)



**LKRA-001** 8-inch Exhaust Duct Adaptor

# Specifications

## SXRD Device Main Specifications

### Display device

SXRD (Silicon X-tal Reflective Display)

### Size

1.55-inch across Diagonal

### Resolution

4096(H) X 2160(V) Pixels

### Reflectivity

72%

### Contrast (as device)

More than 4000 : 1

### Pixel pitch

8.5 µm

### Width (between pixels)

0.35 µm

### Response speed

5 msec (tr + tf)

### Liquid crystal mode

Vertical Aligned Mode

### Alignment layer

Inorganic Thin Film

### Backplane process

0.35 µm MOS Process

### Liquid crystal cell gap

Less than 2 µm

## Optical

### Projection system

3-SXRD panel, prism colour integrated system

### Imaging device

SXRD, 1.55-inch (diagonal), 4096(H) x 2160(V) pixels on each chip

### Lamp

2 kW Xenon lamp x 2 (SRX-R110CE)

1 kW Xenon lamp x 2 (SRX-R105CE)

### Screen coverage

Approx. 4.5 m to 15.5 m (viewable area, measured horizontally)

### Light output

10,000 ANSI lumens ±10 % (SRX-R110CE/S110)\*

5,000 ANSI lumens ±10 % (SRX-R105CE/S105)

## General

### White reference

Xenon white reference

White reference

Y: 0.3510 / X: 0.3140

### Contrast

more than 1800:1

### Resolution

600 TV lines (SDI input/SMPTE-259M)

1920 x 1080 pixels (HD-SDI input, SMPTE-292M)

4096 x 2160 pixels (RGB)

### Signal specifications

#### SRX-S110 / SRX-S105

Video:

Component (Y • Cb • Cr),

HD (G • B • R/Y • Pb • Pr)

Computer: XGA, SXGA, UXGA

DVI-D: XGA, Quad-VGA, SXGA, UXGA,

WUXGA, 1920 x 1080, 2048 x 1080

#### SRX-R110CE / SRX-R105CE

Video:

Component (Y • Cb • Cr),

HD (G • B • R/Y • Pb • Pr)

Computer: XGA, SXGA, UXGA

## Power requirements

AC 200 to 240 V, 50/60 Hz (SRX-R110CE/S110)

AC 100 to 240 V, 50/60 Hz (SRX-R105CE/S105)

### Operating temperature

+5 °C to +35 °C (+41 °F to +90 °F)

### Storage temperature

-20 °C to +60 °C (-4 °F to +140 °F)

### Operating humidity

35 % to 85 % (without condensation)

### Storage humidity

10 % to 90 %

### Dimensions (W x H x D)

Approx. 740 x 500 x 1330mm

(29 1/8 x 19 3/8 x 52 3/8 inches)

### Mass

Approx. 110 kg (242 lb 8oz)

## Input/Output

### Input A

DVI-D interface board (SRX-S110/SRX-S105)

Open for optional signal interface board

(SRX-R110/SRX-R 105)

### Input B

Open for optional signal interface board

### Input C

Open for optional signal interface board

### Input D

Open for optional signal interface board

### Remote interface

D-sub 9-pin, RS-232C (female) x 1

Ethernet terminal, 10Base-T/100Base-TX x 1

## Input Boards

### LKRI-001

#### Analogue input board

BNC x 5, HD/SD analogue video input,

RGB/Y • Cb • Cr selectable

#### Computer signals

R: 0.7 Vp-p ±2 dB positive, 75 Ω

G: 0.7 Vp-p ±2 dB positive, 75 Ω

B: 0.7 Vp-p ±2 dB positive, 75 Ω

#### Sync

HD Horizontal: TTL level, high impedance,

sync positive/negative

HD Vertical: TTL level, high impedance,

sync positive/negative

#### Standard definition video (Y • Cb • Cr)

Y: 1.0 Vp-p ±2 dB sync negative, 75 Ω

Cb: 0.7 Vp-p ±2 dB positive, 75 Ω

Cr: 0.7 Vp-p ±2 dB positive, 75 Ω

#### High definition video (RGB)

R: 0.7 Vp-p ±2 dB positive, 75 Ω

G: with sync 1.0 Vp-p ±2 dB, 75 Ω,

Tri-level sync: ±0.3 Vp-p / Bi-level sync: 0.3 Vp-p

B: 0.7 Vp-p ±2 dB positive, 75 Ω

#### High definition video (Y • Pb • Pr)

Y: 1.0 Vp-p ±2 dB, 75 Ω,

Tri-level sync: ±0.3 Vp-p / Bi-level sync: 0.3 Vp-p

Pb: ±0.35 Vp-p ±2 dB, positive 75 Ω

Pr: ±0.35 Vp-p ±2 dB, positive 75 Ω

#### LKRI-002 HD-SDI (4:2:2) input board

BNC x 2 (Input x 1, Loop-through out x 1)

HD-SDI (SMPTE-292M / ITU-R.BT709 / BTA-S004)

SDI (SMPTE-259M / ITU-R.BT601)

## LKRI-003 Dual-link HD-SDI input board

BNC x 4 (Input x 2, Loop-through out x 2)

HD-SDI (Single-link, HD-SDI/4:2:2; SMPTE-

292M); Y • Pb • Pr,

DC-SDI (Single-link, DC-SDI/4:2:2); Y • Pb • Pr,

Dual-link HD-SDI (Dual-link HD-SDI/4:4:4,

SMPTE-372M); RGB,

Dual-link DC-SDI (Dual-link DC-SDI/4:4:4); RGB

## LKRI-004 DVI Interface Board

SRX-S110/SRX-S105:

1024 x 768 at 60 Hz (XGA),

1280 x 960 at 60 Hz (SXGA),

1280 x 1024 at 60 Hz (SXGA),

1400 x 1050 at 60 Hz (SXGA+),

1600 x 1200 at 60 Hz (UXGA),

2048 x 1080 at 60 Hz,

1920 x 1080 at 24 Hz,

2048 x 1080 at 24 Hz,

1920 x 1200 at 59.95 Hz Reduced Blanking (WUXGA)

1920 x 1080 at 60 Hz,

2048 x 1080 at 48 Hz

#### SRX-R110/SRX-R105:

1024 x 768 at 60 Hz (XGA),

1280 x 960 at 60Hz (SXGA),

1280 x 1024 at 60 Hz (SXGA),

1400 x 1050 at 60 Hz (SXGA+),

1600 x 1200 at 60 Hz (UXGA),

1920 x 1080 at 24 Hz,

2048 x 1080 at 24 Hz

## Others

### Safety regulations

(UL60950 listed), (cUL60950), (FCC Class A), (IC

Class A), (VCCI Class A), (EN60950), (CE Class A),

(C-tick), (GB4943), (GB9254), (K60950),

(CISPR22), (CISPR24)

### Supplied Accessories

Remote controller x 1

CD-ROM x 1 (Remote control application for

Windows® XP Professional Edition)

Dry cell (AA size) x 2

Ethernet Cross Cable (3 m) x 1

Operation instructions x 1 (SRX-S110/SRX-S105)

Installation manual x 1 (SRX-R110/SRX-R105)

### Optional Accessories

LKRL-90: 0.9x Fixed Focal Length Projection lens

LKRL-Z115: 1.5 to 1.9x zoom lens

LKRL-Z117: 1.73 to 2.41x zoom lens

LKRL-Z119: 1.81 to 2.94x zoom lens

LKRL-Z122: 2.31 to 3.92x zoom lens

LKRL-Z140: 4.0 to 7.0x zoom lens

LKRI-001: Analogue input board

LKRI-002: HD-SDI (4:2:2) input board

LKRI-003: Dual-link HD-SDI input board

LKRI-004: DVI interface board

LKRX-105: 1kW Xenon lamp bulb for replacement

(for SRX-R105CE)

LKRX-B105: 1kW Xenon lamp house unit for

replacement (for SRX-R105CE)

LKRX-110: 2kW Xenon lamp bulb for replacement

(for SRX-R110CE)

LKRX-B110: 2kW Xenon lamp house unit for

replacement (for SRX-R110CE)

LKRA-001: 8-inch Exhaust Duct adaptor

# Preset Data of Input Signals

No	Signal Number	fH	fV	Aspect	Horizontal Sampling	Vertical Sampling
0	NO INPUT	0	0			
3	VIDEO 60 (480 60i)	15.73 kHz	59.94 kHz	4:3	1280	480
4	VIDEO 50 (575 50i)	15.63 kHz	50.00 kHz	4:3	1280	570
5	HDTV (1080 60i)	33.75 kHz	60.00 kHz	16:9	1920	1080
23	1024 x 768 VESA60	48.36 kHz	60.00 kHz	4:3	1024	768
24	1024 x 768 VESA70	56.48 kHz	70.07 kHz	4:3	1024	768
25	1024 x 768 VESA75	60.02 kHz	75.03 kHz	4:3	1024	768
26	1024 x 768 VESA85	68.68 kHz	85.00 kHz	4:3	1024	768
32	1280 x 960 VESA60	60.00 kHz	60.00 kHz	4:3	1280	960
33	1280 x 960 VESA75	75.00 kHz	75.00 kHz	4:3	1280	960
36	1280 x 1024 VESA60	63.97 kHz	60.01 kHz	5:4	1280	1024
37	1280 x 1024 VESA75	79.98 kHz	75.03 kHz	5:4	1280	1024

No	Signal Name	fH	fV	Aspect	Horizontal Sampling	Vertical Sampling
38	1280 x 1024 VESA85	91.15 kHz	85.02 kHz	5:4	1280	1024
39	1600 x 1200 VESA60	75.00 kHz	60.00 kHz	4:3	1600	1200
45	1080 50i	31.25 kHz	50.00 kHz	16:9	1920	1080
47	720 60P	45.00 kHz	60.00 kHz	16:9	1280	720
48	720 50P	37.50 kHz	50.00 kHz	16:9	1280	720
49	1080 48i (24PsF)	27.00 kHz	48.00 kHz	16:9	1920	1080
(75)	1080 60i	33.75 kHz	60.00 kHz	16:9	1920	1080
(76)	1080 25PsF	31.25 kHz	50.00 kHz	16:9	1920	1080
(77)	1080 30PsF	33.75 kHz	60.00 kHz	16:9	1920	1080

### Note:

\* When a signal other than the preset signals shown above is fed into this projector, the images may not be projected properly.

# SONY



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