

## LT30/35 Installation Guide

### Ceiling Mounted and Desktop

Rev 1.0

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#### Product Description

|             |                        |             |                                  |
|-------------|------------------------|-------------|----------------------------------|
| Type:       | .7 DMD DMD™ projector  | Dimensions: | 10.24" (W) x 3.5" (H) x 5.2" (D) |
| Resolution: | 1024 x 768             | Weight:     | 4.4 lbs                          |
| Brightness: | LT30: 2600 ANSI Lumens |             |                                  |
|             | LT35: 3000 ANSI Lumens |             |                                  |

#### Lens Specifications

|               |                                  |                                       |                |
|---------------|----------------------------------|---------------------------------------|----------------|
| Throw Ratio:  | 1.8 - 2.16:1 (for 100" diagonal) | Focal Length:                         | 25.7 - 30.8 mm |
| Offset Angle: | 9.8° - 11.7° (for 100" diagonal) | F/stop:                               | 2.4 - 2.6      |
| Screen Sizes: | 30" - 300" diagonal (4:3)        | Manual Zoom/Power Focus (w/autofocus) |                |

#### Notes

- For screen sizes not indicated on the projection tables, use the formulas below. If the figures on the tables do not match the results of formulas, use the figures in the table.
- All calculations are based on 4:3 aspect ratio.
- Distances are in inches, for millimeters multiply by 25.4.
- Distances may vary ±5%.

#### Formulas

The Projection Formulas use the Image width for calculation. For proper projection placement, determine the image width for the desired screen size. Use the Screen Formulas below to calculate all screen dimensions. Plug in the width for "W" in the Projection Formulas.

Refer to the diagrams and charts for popular screen sizes on page 2:

##### Definitions:

W = Image Width  
H = Image Height (size)  
B = Vertical distance between lens center and screen center  
C = Throw distance  
D = Vertical distance between lens center and screen top  
(screen bottom for desktop application)

##### 4:3 Screen Formulas:

W = H x 4/3  
H = W x 3/4  
Screen Diagonal =  $\sqrt{W^2 + H^2}$

#### Projection Formulas:

B = 0.375W  
C (wide) = 1.831W - 2.076  
C (tele) = 2.159W - 2.06  
a (wide) =  $\tan^{-1}(B/C(\text{wide}))$   
a (tele) =  $\tan^{-1}(B/C(\text{tele}))$

# Nec Lt35 Manual

**Sebastian Brünink**

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