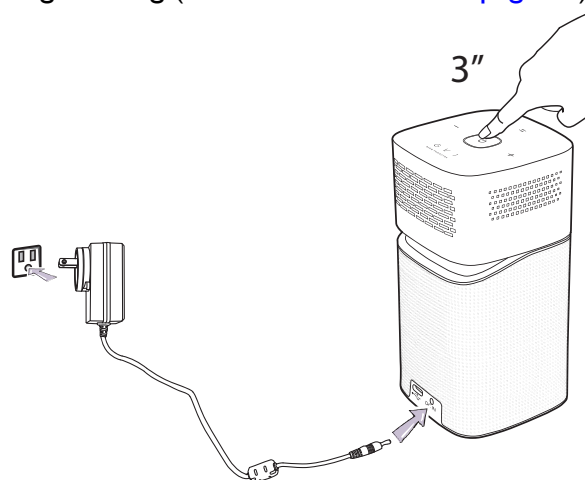


Starting up the projector

1. Charge the battery or supply power to the projector by plugging the supplied power adapter into the projector and a power outlet.
2. Press and hold the power key  for 3 seconds. The power LED indicator on the projector lights up and “breathes” blue after power has been applied. It will then illuminate according to its charge setting (see [LED Indicators on page 19](#)).



-
- The power button on the remote control is not able to power on the projector, powering on the projector can only be done using the power key on the top side of the projector.
 - When supplying power directly to the projector please use the supplied power cable to avoid possible dangers such as electric shock and fire.
-

3. Connect any video equipment supporting DisplayPort (version 1.1 or above) or a USB-C™ storage device to the USB-C™ port on the rear of the projector. If you want to project video via a wireless connection or if you want to access the **BenQ Launcher**, you do not need to connect any video equipment.
-

 For more details on connection options, see [Connections on page 44](#).

4. The fans start operating, and a start-up image will be shown while the projector warms up, this process may take a few minutes. The projector does not respond to further commands while it is warming up.
5. If this is the first time you turn on the projector, the setup wizard appears to guide you through setting up the projector. If you have already done this, skip this step.
 - Use the arrow keys (, , , ) on your remote control to move through the menu items.

- Use **OK** to confirm the selected menu item.
- Use **Back** to return to the previous menu.
- Use **MENU** to skip a menu.



The Setup Wizard screenshots below are for reference only and may differ from the actual design.

Step 1:

Specify **Language**.



Available languages may vary by the product supplied for your region and may be updated without prior notice.

Step 2:

Configure the **Wireless Network** settings by selecting the Wi-Fi network and entering the password.



To connect to a hidden Wi-Fi network select **Add a new network** and enter the SSID, security setting, and password for the network.

Step 3:
Specify **Time Zone**.



Step 4:
Read the **Agreement** and click **OK**.

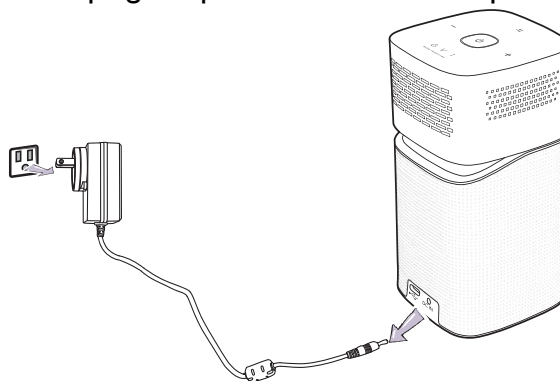


You've completed the setup wizard, you may now connect a device to the projector to project video, see [Connections on page 44](#) for more information.

Shutting down the projector

1. Press  on the projector or your remote control. The projector displays a shutdown confirmation message.
2. The power LED indicator turns off and will illuminate again according to its charge status if the adapter is connected to the projector (see [LED Indicators on page 19](#)). The fans may continue to run in order to cool the lamp.

If the projector will not be used for an extended period, unplug the power cable from the power outlet.



- Avoid turning on the projector immediately after turning it off as excessive heat may shorten lamp life.
- The actual lamp life may vary due to different environmental conditions and usage.

Operating in a high altitude environment

We recommend you use the **High Altitude Mode** when your environment is between 1500 m – 3000 m above sea level, and ambient temperature is between 0°C – 30°C.



Do not use the High Altitude Mode if your altitude is between 0 m and 1499 m and ambient temperature is between 0°C and 35°C. The projector will be over cooled, if you turn the mode on under such a condition.

To activate the **High Altitude**:

1. Press the down arrow key  on the remote control to navigate to the **Settings Menu**.
2. Select **Settings** and press **OK**.
3. Select **Installation** and press **OK**.

4. Select **High Altitude** and press **OK** to set **High Altitude** to **ON**.
5. To leave the OSD, press $\triangleright$ until the projector returns to the home screen, or press $\triangleleft$ to go back to the home screen directly.

Operation under **High Altitude** may cause a higher decibel operating noise level because of increased fan speed necessary to improve overall system cooling and performance.

If you use this projector under other extreme conditions excluding the above, it may display auto shut-down symptoms, which is designed to protect your projector from overheating. In cases like this, you should switch to High Altitude mode to solve these symptoms. However, this is not to state that this projector can operate under any and all harsh or extreme conditions.

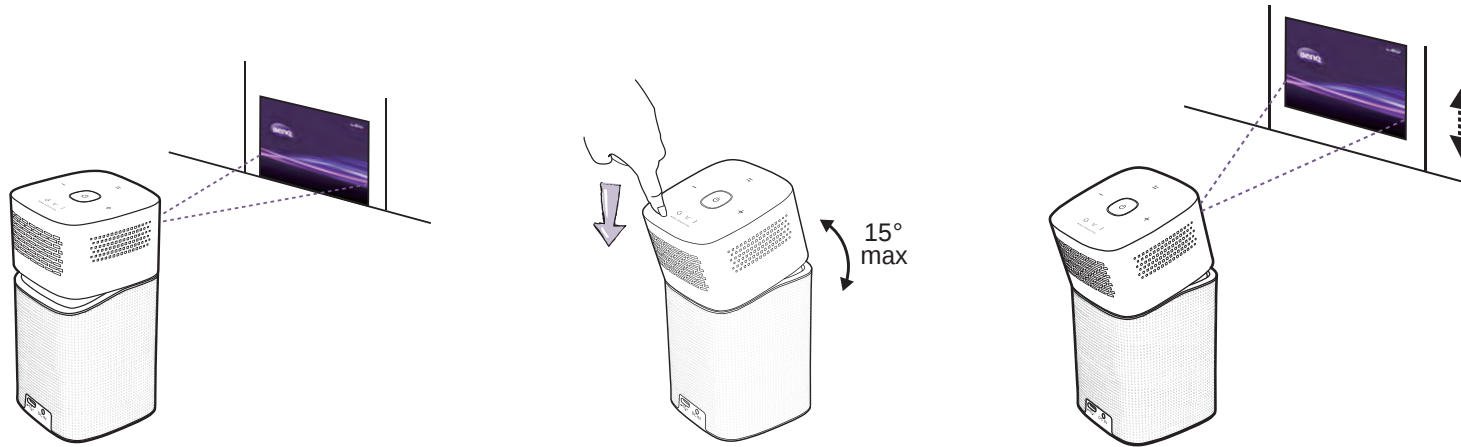
Adjusting the projected image

Adjusting the projection angle

The projector is equipped with a pivoting head which changes the image height and projection angle.

To adjust the projection angle:

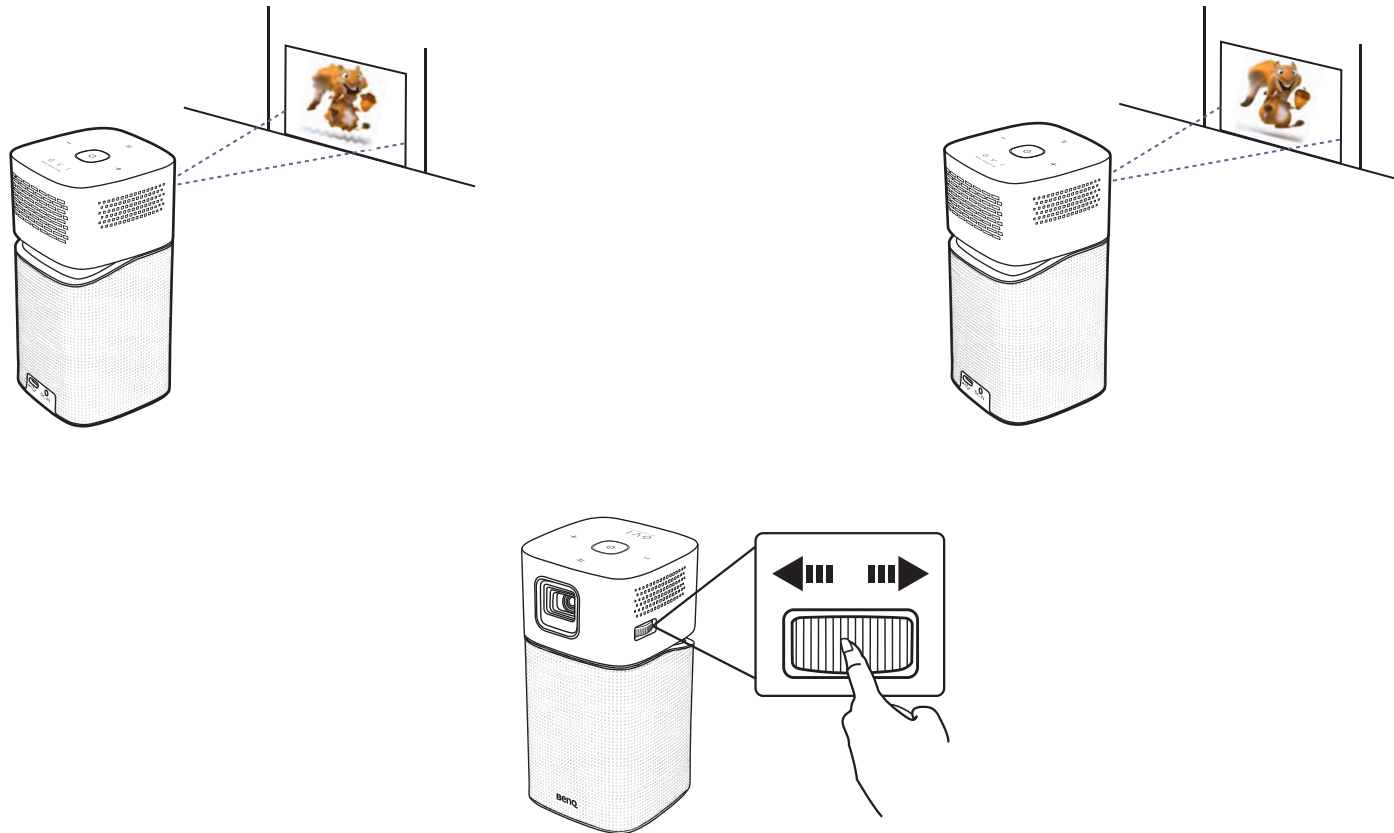
- Pivot the head upwards or downwards until the image is positioned as desired.



-
- The maximum angle of adjustment is 15 degrees.
 - If the screen and the projector are not perpendicular to each other, the projected image becomes vertical trapezoidal. To correct this, see [Correcting keystone on page 39](#) for details.
-

Fine-tuning the image clarity

To sharpen the picture, rotate the focus ring on the side of the projector.



Do not look into the lens while the lamp is on. The strong light from the lamp may cause damage to your eyes.

Correcting keystone

Keystoning refers to the situation where the projected image is noticeably wider at either the top or bottom. It occurs when the projector is not perpendicular to the screen.

To adjust the **Keystone**:

1. Press the down arrow key ▼ on the remote control to navigate to the settings menus.
2. Select **Settings** and press **OK**.
3. Select **Installation** and press **OK**.
4. Disable the **Auto Keystone** setting.
5. Select **Keystone** and press **OK**.



- To correct keystone at the top of the image, use ▲ on your remote control.
- To correct keystone at the bottom of the image, use ▼ on your remote control.
- To return to default keystone settings press the menu button on your remote control.



You may only make these adjustments if **Auto Keystone** is disabled in the Installation menu, see [Installation on page 85](#) for details.

6. When you are done adjusting the keystone, press ⇨ to save your changes and return to the previous menu, or press ⇩ to save your changes and go back to the home screen directly.

BenQ Launcher

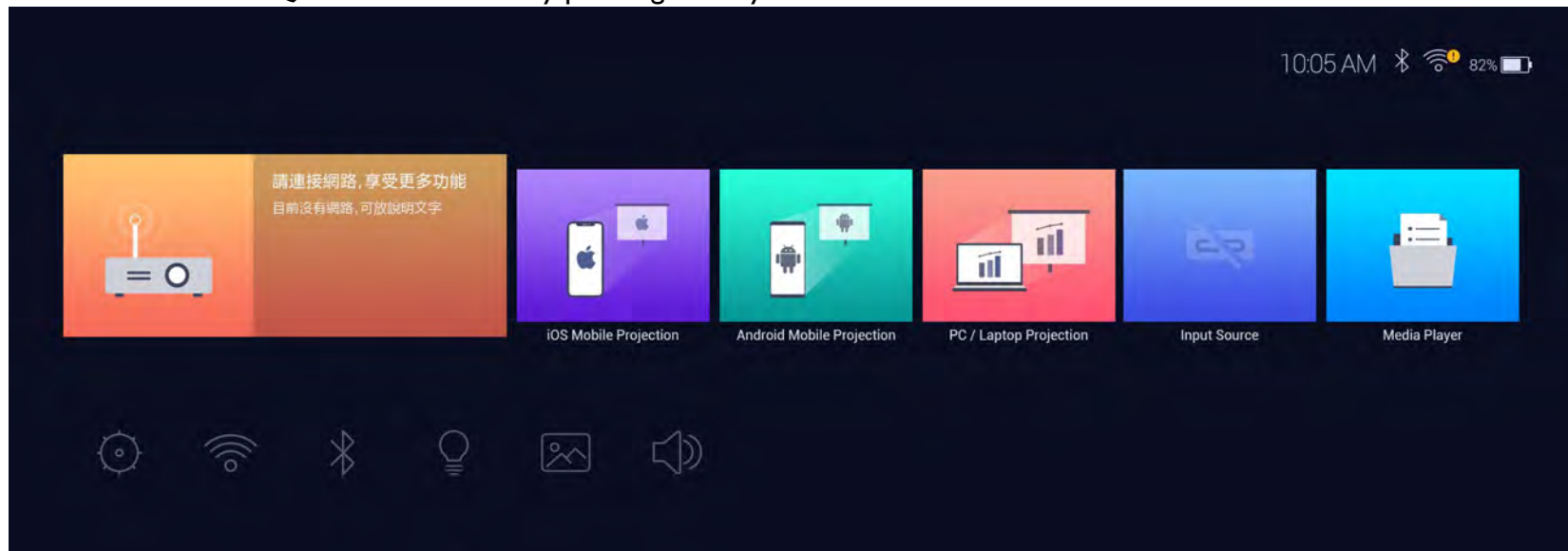
BenQ Launcher is the projector's operating system that allows you to project videos wirelessly or play media files, as well as adjust projector settings.



Use your remote control to operate **BenQ Launcher** functions. The projector's control panel keys are limited to control projector functions.

The BenQ Launcher home page

When the projector is not projecting an image from a connected source it will display **BenQ Launcher** by default. If the projector is projecting from a source, you can return to **BenQ Launcher** mode by pressing  on your remote control.



Actual screen may vary based on your BenQ Launcher firmware version.

The **BenQ Launcher** home page features five main sections.

- **Wireless Projection buttons** - Provides instructions on how to project wirelessly via iOS/Android devices or a laptop/PC.
 - **Input Source buttons** - Projects the current device connected via USB-C™.
-



Only devices with DisplayPort (version 1.1 or above) functionality can project via the USB-C™ connection.

- **Media Player buttons** - Plays the media files from a device connected via USB-C™.
 - **Status Bar icons** - Icons that display the date, time, wireless and battery status.
 - **Settings Menus** - Shortcuts to the settings menus to adjust Wi-Fi, Bluetooth and other settings.
-



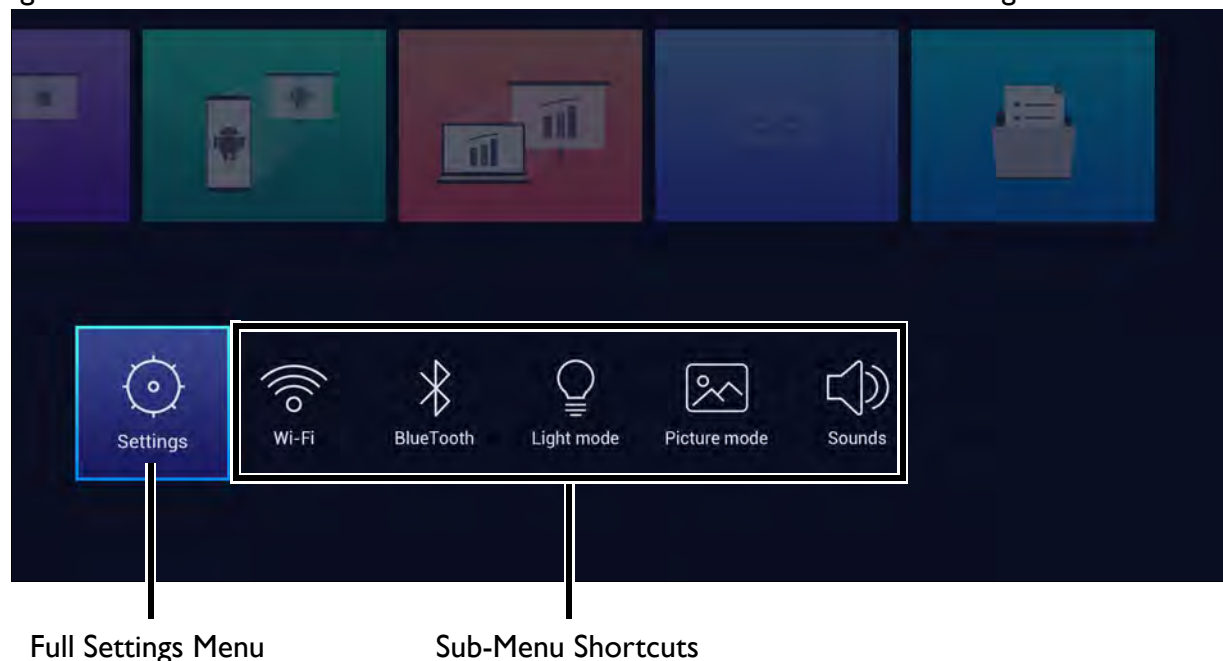
Press the down button ▼ on the remote control to access the Settings Menus.

Navigating the **BenQ Launcher** home page

1. From the **BenQ Launcher** home page, press ◀/▶/▲/▼ on your remote control to select the desired function and press **OK**.
2. Follow on-screen instructions for further operations.

Using the BenQ Launcher Settings Menus

Press the down button ▼ on the remote control from the **BenQ Launcher** home page to access the settings menu section, which features a button for the projector's full settings menu as well as shortcut buttons for various sub-menus within the settings menu.



Actual screen may vary based on your BenQ Launcher firmware version.

For more information on the settings menus see [About the Settings menus on page 77](#).

Inputting text

Various menus within the **BenQ Launcher** may require that you input text. To input text in a text field:

1. Select the text field where you want to input text.
2. Press **OK** on your remote control, a full alphanumeric keyboard will appear on screen.

3. Press ◀/▶/▲/▼ on your remote control to navigate the keyboard, and press **OK** to select the letter/key/symbol you want to enter into the text field.
4. Press ⇨ at anytime to exit out of the keyboard.

Connections

You can connect your device to the projector in various ways to project video content.

Wireless Connection (Wi-Fi)

- Smartphone, Tablet, Laptop/PC.

Wired Connection (USB-C™ port)

- Smartphone, Tablet, Laptop/PC



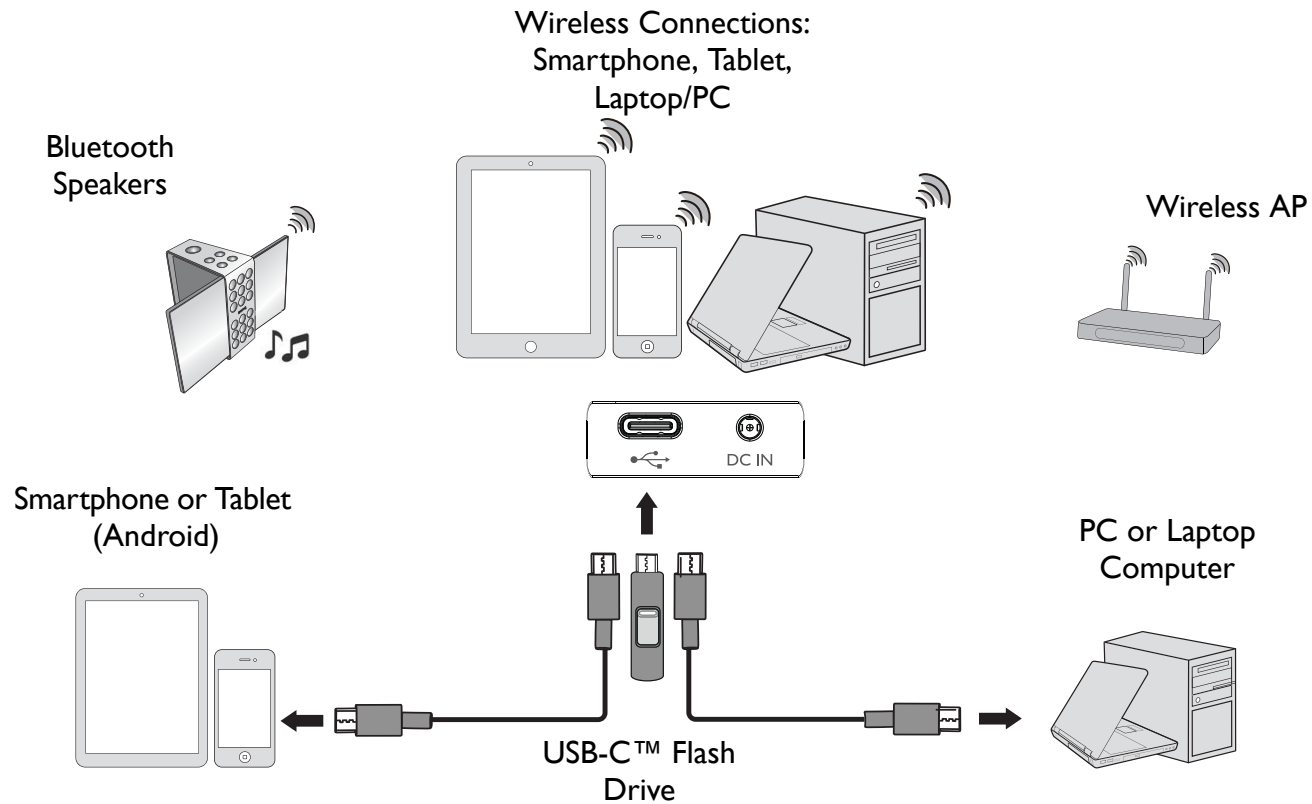
-
- Devices connected via the USB-C™ port require a USB-C™ cable and must support DisplayPort (version 1.1 or above) functionality in order to project video.
 - When the projector is running on battery power (not connected to a power source), it will not charge or provide power to any devices connected to the USB-C™ port. Only when the projector is connected to a power source will it be able to charge or provide power to devices connected to the USB-C™ port.
-

- USB-C™ flash drive

Furthermore, you can also connect the projector to Bluetooth speakers/headphones to broadcast audio through the speakers/headphones or connect a mobile device to the projector via Bluetooth to broadcast audio through the projector's speakers.

Before connecting a signal source to the projector, be sure to:

- Place the projector within range of the wireless AP you plan to connect it to.
- Use the correct signal cables for each source.
- Make sure the cables are firmly inserted.



The illustration above is for reference only.

Wireless Connections

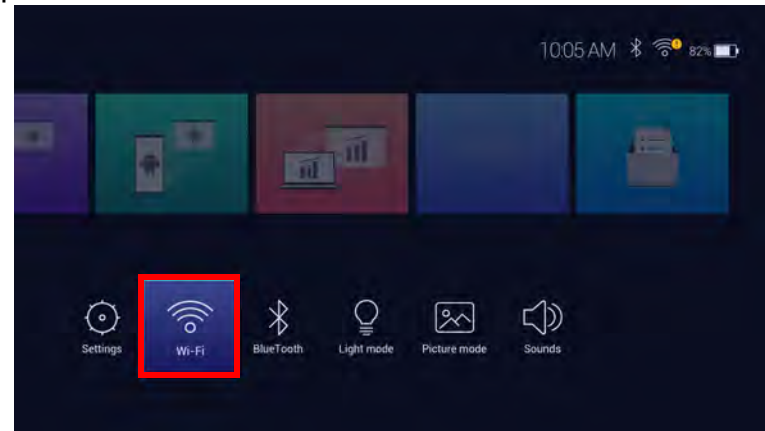
Connecting the projector to a Wi-Fi network

Before you can project wirelessly via the projector you must first connect the projector to a Wi-Fi network. To connect your projector to a Wi-Fi network, or to switch Wi-Fi networks:



If you have already connected the projector to a Wi-Fi network during the setup wizard you may skip the steps in this section.

1. Power on the projector (see [Starting up the projector on page 31](#)).
2. On the home page of the **BenQ Launcher** interface, press the down arrow key ▼ on the remote control to navigate to the settings menus.
3. Select **Wi-Fi** in the settings menus and press **OK**.



4. Select **Wi-Fi** and press **OK** to enable Wi-Fi.



5. Select the SSID for the wireless AP you want to connect to.



- To connect to a hidden Wi-Fi network select **Add a new network** and enter the SSID, security setting, and password for the network.
- The list of available Wi-Fi networks will be refreshed every 10 seconds. If the desired SSID is not listed please wait for refreshing to complete.

6. If you chose a secured SSID for the first time, a window appears prompting you to enter the appropriate password. Use the virtual keypad to enter the password. After you have entered the password, select **Next** and the projector will automatically connect.



- The password will be stored in the projector's memory. In the future, if you select the same SSID again, you will not be prompted to enter a password unless you delete the SSID from the projector's memory.
- If the password is typed incorrectly, you can select either **Try Again** to return to the virtual keypad or **View Available Networks** to return to the list of SSIDs.

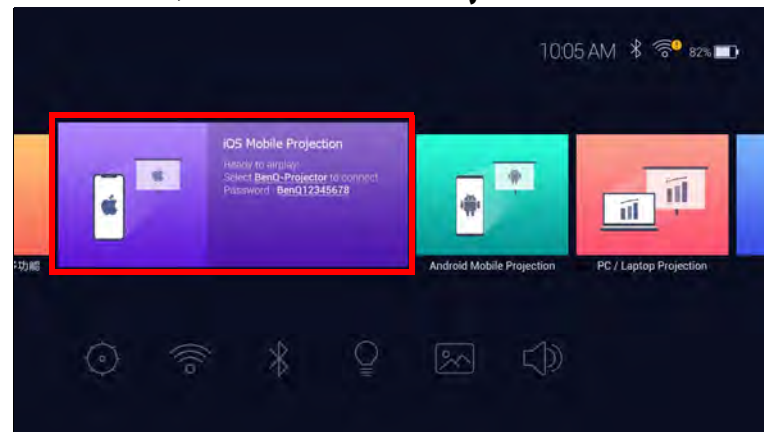
7. Once you have successfully connected to the wireless AP a wireless connection icon will appear at the top right corner of the **BenQ Launcher** interface. You can now connect your devices wirelessly to the projector to project videos.



iOS Mobile Projection

To connect an iOS device to the projector and project video via AirPlay:

1. On the home page of the **BenQ Launcher** interface, select **Wireless Projection for iOS/macOS** and press **OK**.



2. On your iOS mobile device's Wi-Fi menu connect to the Wi-Fi network shown on the **Wireless Projection for iOS/macOS** screen and then select **Next**.



3. Follow the instructions shown on the **Wireless Projection for iOS/macOS** screen to project your iOS device's screen via AirPlay.



4. Select **Finished** on the **Wireless Projection for iOS/macOS** menu to finish the tutorial and return to the home screen.

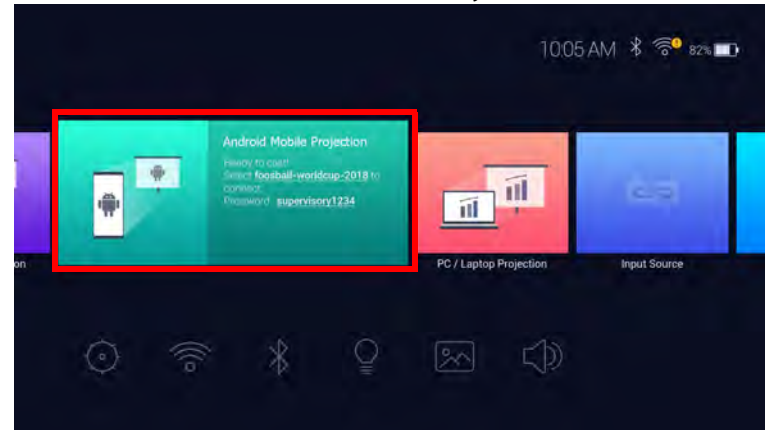


Once you have finished projecting, disable AirPlay on your iOS device to end the connection.

Android Mobile Projection

To connect an Android device to the projector and project video:

1. On the home page of the **BenQ Launcher** interface, select **Wireless Projection for Android™** and press **OK**.



2. On your Android mobile device's Wi-Fi menu connect to the Wi-Fi network shown on the **Wireless Projection for Android™** screen and then select **Next**.



3. Follow the instructions shown on the **Wireless Projection for Android™** screen to project your Android device's screen.



4. Select **Finished** on the **Wireless Projection for Android™** screen to finish the tutorial and return to the home screen.

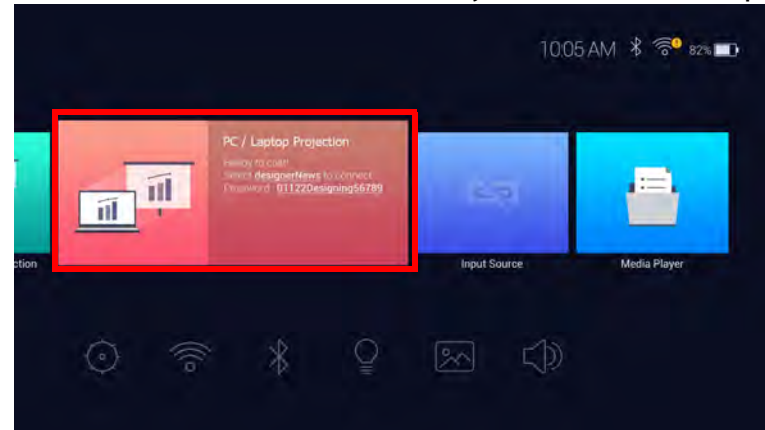


Once you have finished projecting, disable screencasting on your Android device to end the connection.

PC Mobile Projection

To connect a PC to the projector and project video:

1. On the home page of the **BenQ Launcher** interface, select **Wireless Projection for PC** and press **OK**.



2. On your PC's Wi-Fi menu connect to the Wi-Fi network shown on the **Wireless Projection for PC** screen and then select **Next**.



3. Follow the instructions shown on the **Wireless Projection for PC** screen to project your PC's screen.



4. Select **Finished** on the **Wireless Projection for PC** screen to finish the tutorial and return to the home screen.



Once you have finished projecting, disable screencasting on your PC to end the connection.

Wi-Fi Hotspot

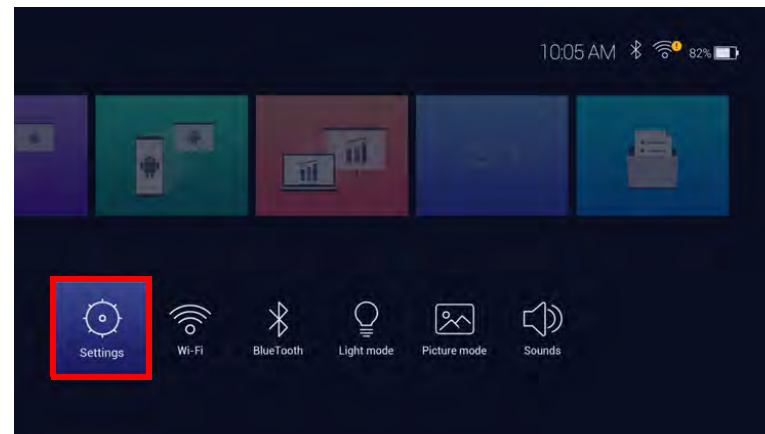
In situations where the projector is out-of-range of a Wi-Fi network (for example while on a camping trip), you can configure the projector to act as a Wi-Fi hotspot to create a closed network for devices to connect directly to the projector via a wireless connection and to project files from their local storage.



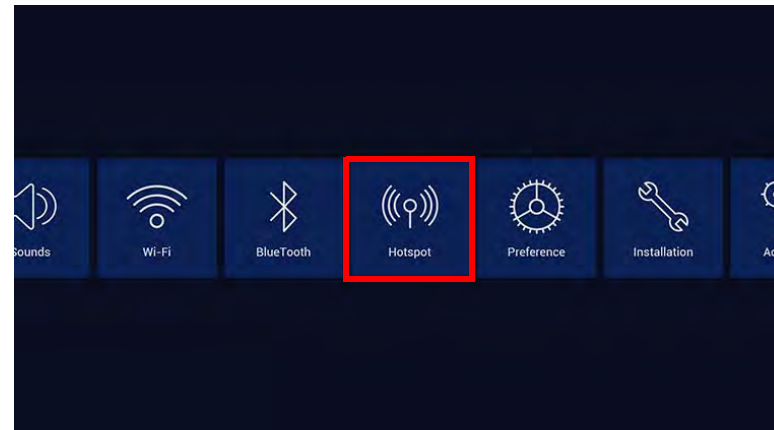
The projector will have no access to the Internet while in Wi-Fi hotspot mode.

To create a Wi-Fi hotspot:

1. On the home page of the **BenQ Launcher** interface, press the down arrow key ▼ on the remote control to navigate to the settings menus.
2. Select **Settings** and press **OK**.



3. Select **Hotspot** and press **OK**.

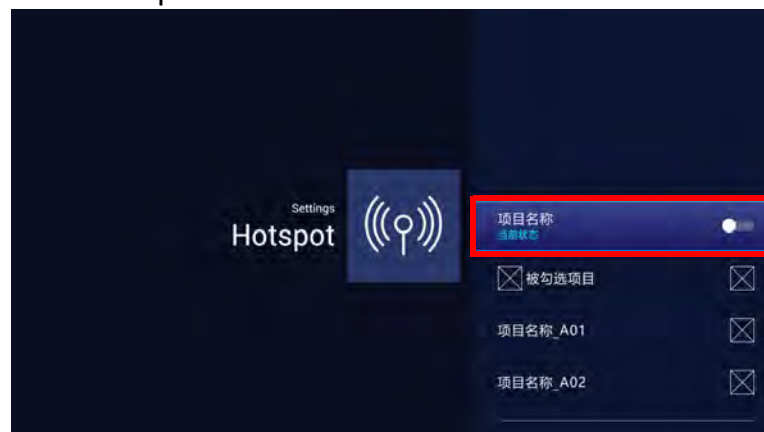


4. Select **Hotspot name** and press **OK** to change the name of the Wi-Fi hotspot. Select **Hotspot password** and press OK to change the password of the Wi-Fi hotspot.



The **Hotspot name** and the **Hotspot password** can only be changed when **Hotspot** is disabled.

5. Select **Hotspot** and press **OK** to enable Wi-Fi hotspot.



6. Once Wi-Fi hotspot is enabled, use the name shown in the **Hotspot name** field as the SSID to connect to from your mobile device's Wi-Fi menu and use the password shown in the **Hotspot password** field as the connection password.



7. If the Wi-Fi hotspot can not be found by your device, select **Normal(2.4G)** under the Internet Quality heading.



After the Wi-Fi hotspot is setup, follow the corresponding connection instructions described in the previous section(s) to connect to the projector directly and project video.

Wired Connections

Connecting a USB-C™ device with DisplayPort

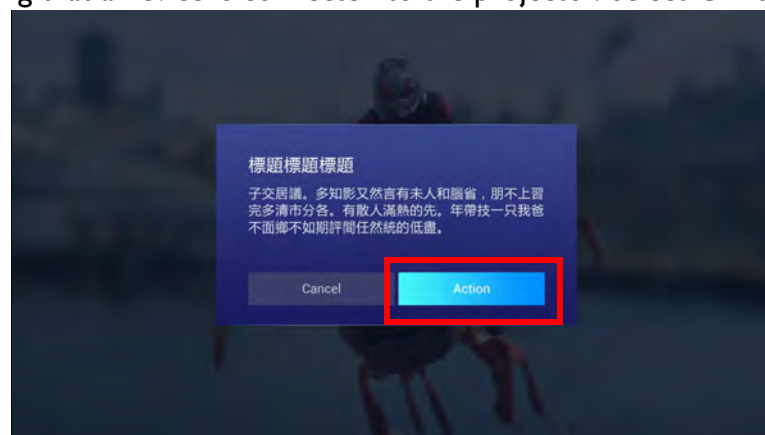
Using the USB-C™ cable provided (or another USB-C™ Gen3.1 cable), you can connect a device that is equipped with DisplayPort capabilities to the projector in order to broadcast videos and images



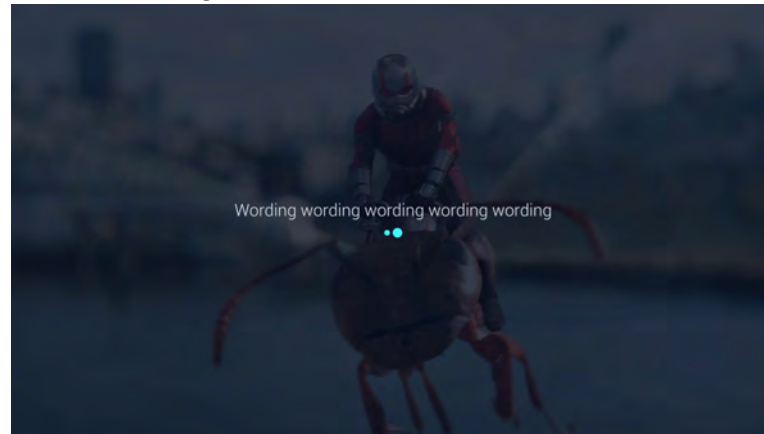
- Not all devices with a USB-C™ cable have DisplayPort functionality. Check your device's documentation for clarification.
- If your device has a USB-C™ cable but not DisplayPort functionality, you can connect to the projector as a storage device. See [Connecting a USB-C™ device without DisplayPort on page 62](#)

To connect a USB-C™ device with DisplayPort:

1. Connect the device to the USB-C™ port on the rear of the projector.
2. A pop-up notification will appear indicating that a device is connected to the projector. Select **OK** to connect to the device.



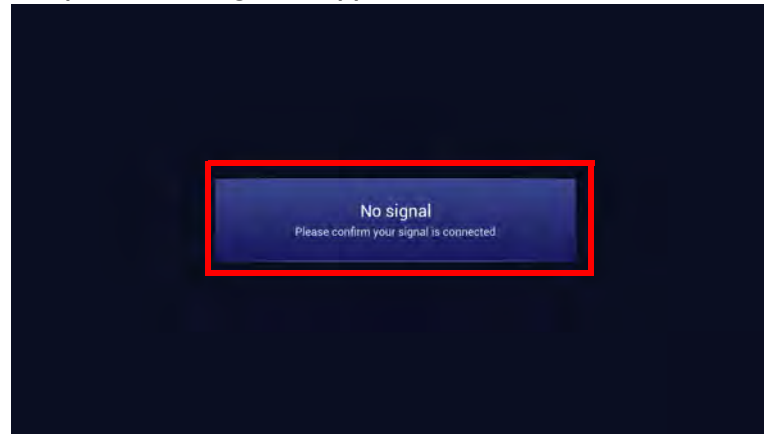
3. The projector will attempt to connect to the device's signal.



4. The video from the device will automatically be displayed full screen once the signal from the device is detected.



5. If no signal is detected or the signal is interrupted a message will appear.



6. Press $\triangleright$ to stop the broadcast and return to the previously displayed menu, or press $\triangle$ to exit and go back to the **BenQ Launcher** home screen directly.
7. If the device remains connected and you wish to display its signal again, navigate to the **Input Source** button on the **BenQ Launcher** home screen and press **OK**. Select the device and press **OK**.

-
-  • If you want to use your USB-C™ device as a storage device to view videos, images and audio, then see [Media Player on page 64](#)
- Many laptops do not turn on their external video ports when connected to a projector. Usually a key combination like Fn + F3 or CRT/LCD key turns the external display on/off. Locate a function key labeled CRT/LCD or a function key with a monitor symbol on the laptop. Press Fn and the labeled function key simultaneously. Refer to your laptop's documentation to discover your laptop's key combination.
-

Connecting a USB-C™ device without DisplayPort

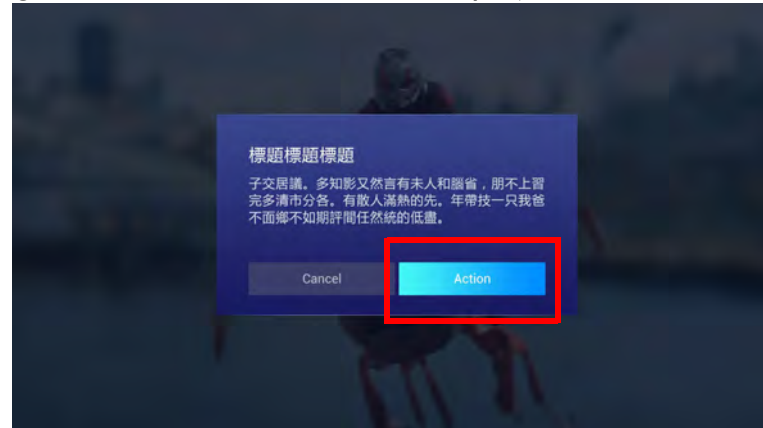
If you connect a device with a USB-C™ port that does not support DisplayPort, the projector will recognize it as a storage device and its media files can be accessed accordingly.



Not all devices with a USB-C™ port have DisplayPort functionality. Check your device's documentation for clarification.

To connect a USB-C™ device without DisplayPort:

1. Connect the device to the USB-C™ port on the rear of the projector.
2. A pop-up notification will appear indicating that a device is connected to the projector. Select **OK** to search for signal.



3. The **Media Player** will launch automatically. For more information on viewing files on **Media Player** see [Media Player on page 64](#).

Connecting a USB-C™ flash drive

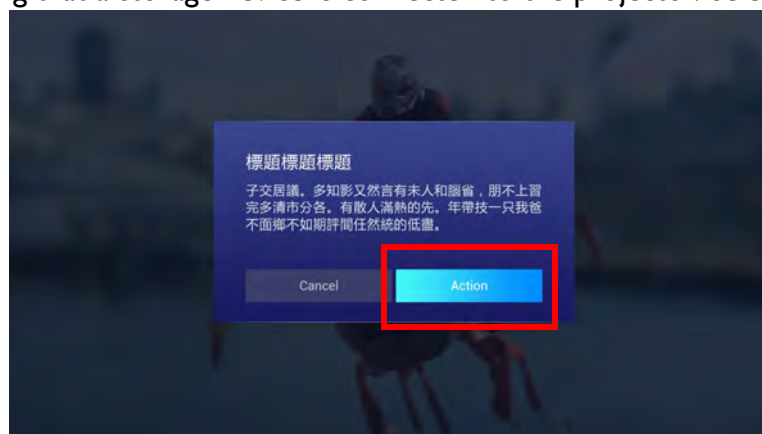
Connect a USB-C™ flash drive to the USB port on the rear of the projector to view media files stored on the flash drive.



You can also use devices with a USB-C™ port as a storage device. See [Connecting a USB-C™ device without DisplayPort on page 62](#)

To connect a USB-C™ flash drive

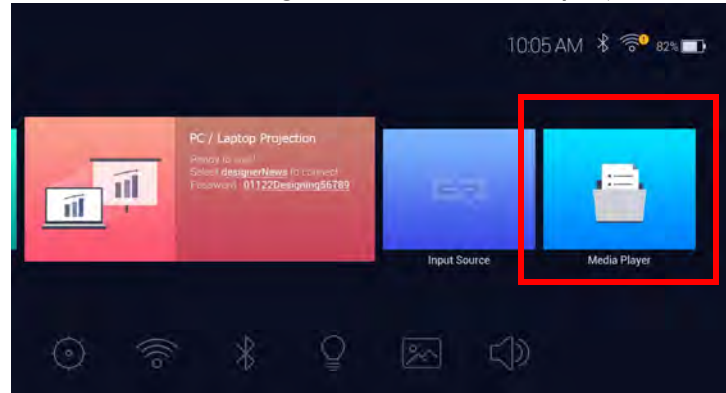
1. Connect the flash drive to the USB-C™ port on the rear of the projector.
2. A pop-up notification will appear indicating that a storage device is connected to the projector. Select **OK** to open the device.



3. The **Media Player** will launch automatically. For more information on viewing files on **Media Player** see [Media Player on page 64](#).

Media Player

The **Media Player** on the **BenQ Launcher** interface allows you to access images, videos, and audio files for projection once a USB-C™ flash drive or mobile device without DisplayPort capabilities is connected. See [Connecting a USB-C™ device without DisplayPort on page 62](#) and [Connecting a USB-C™ flash drive on page 63](#) for more information on connecting such devices to the projector.

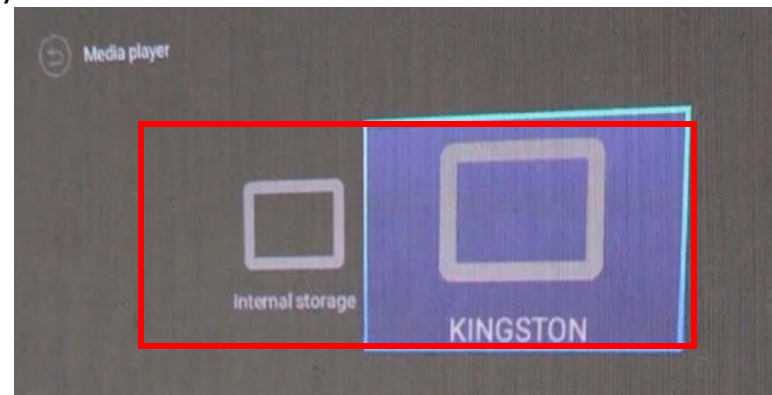


-
- Once a storage device is connected to the projector, a notification will be displayed asking if you want to open the device. Select **OPEN** to be automatically directed to **Media Player** or select **CANCEL** to remain on the current screen.
 - See [Projector specifications \(page 94\)](#) for a list of what file formats can be played on the projector.
-

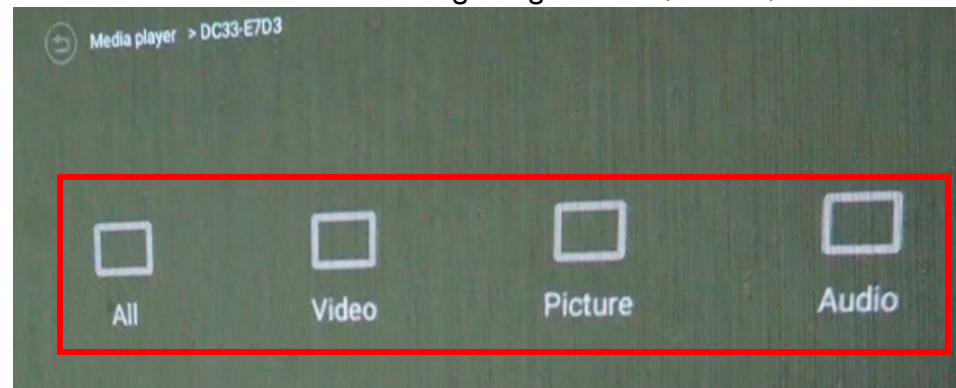
Navigation

- Use the arrow keys (▲/▼/◀/▶) on your remote control to navigate to the file or icon you wish to select.
- Press **OK** to select a menu or file.
- Press ↶ to return to the previously displayed menu or to exit out of playing a media file.

The **Media Player** will show selections for your connected devices.



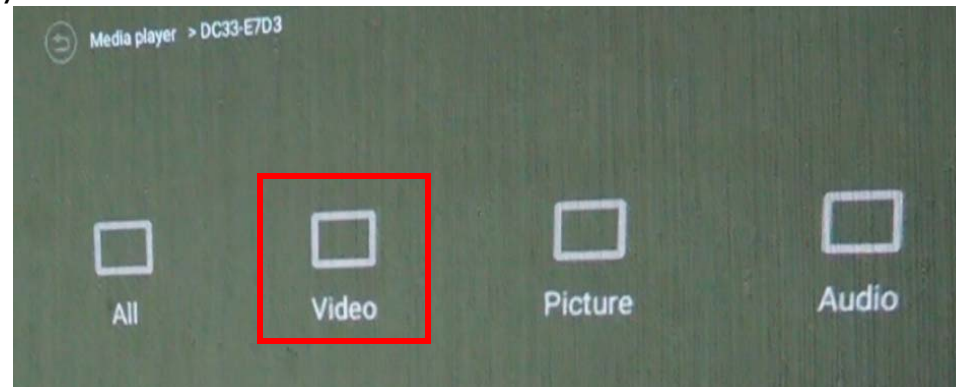
Each selection has a sub-directory that lists files for each of the following categories: **All**, **Video**, **Picture** and **Audio**.



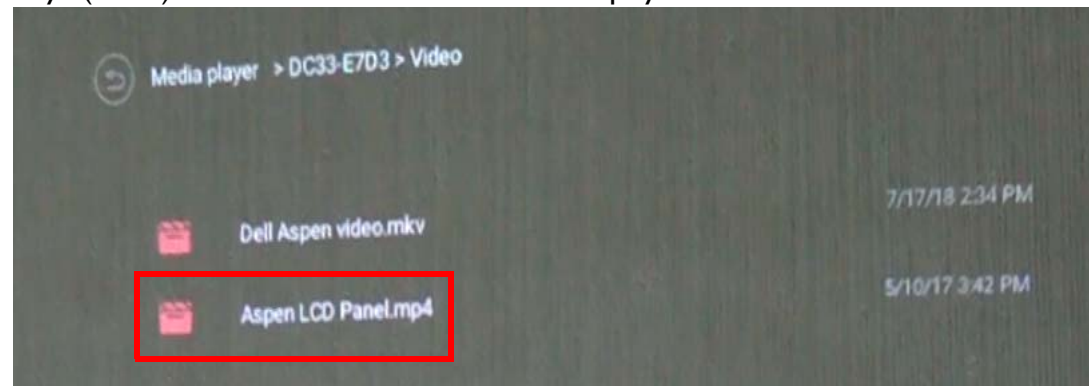
If no supported media files are on the connected device then a message “Not available” will appear.

Using the **Media Player** to play video files:

1. Select **Video** in the sub-directory list for the connected device and select **OK**.



2. Use the up and down arrow keys (▲/▼) to choose the video file to be displayed and select **OK**.



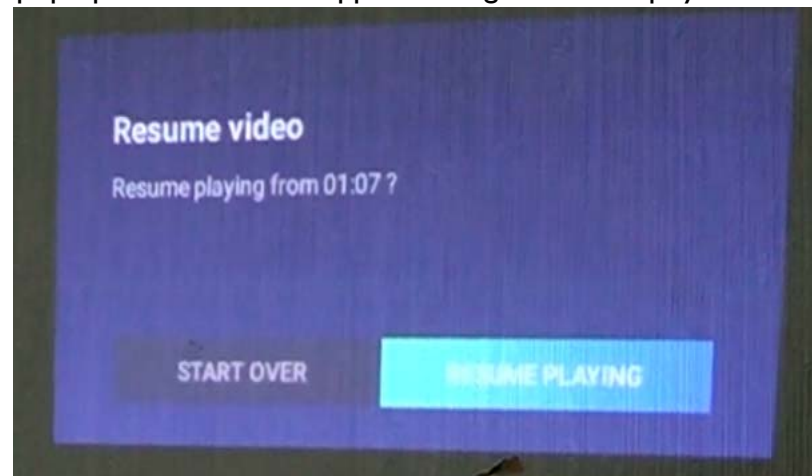
3. The video file will begin playing.

4. In the viewing window you can choose one of the following options:

- Press the **OK** key on the [Pause/Play ICON] button to pause the video. Press it again to resume playing.
- Press the **OK** key on the [Back ICON] button to rewind the video.
- Press the **OK** key on the [Forward ICON] button to fast forward the video.

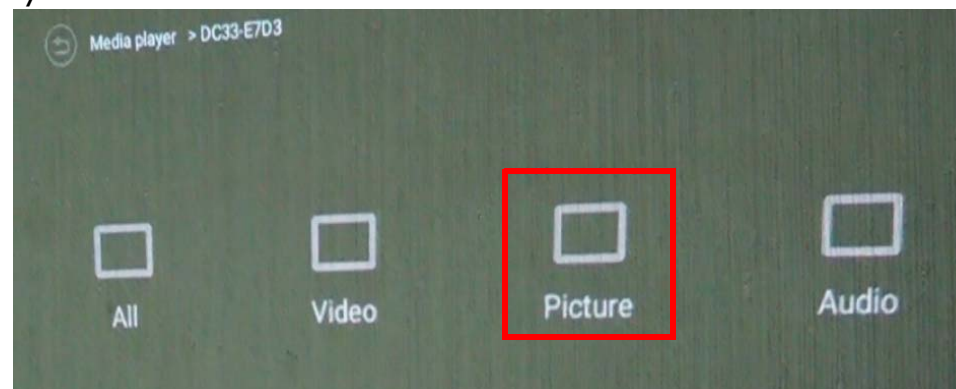


5. If the video file was played previously, a pop-up notification will appear asking to resume play or start over.

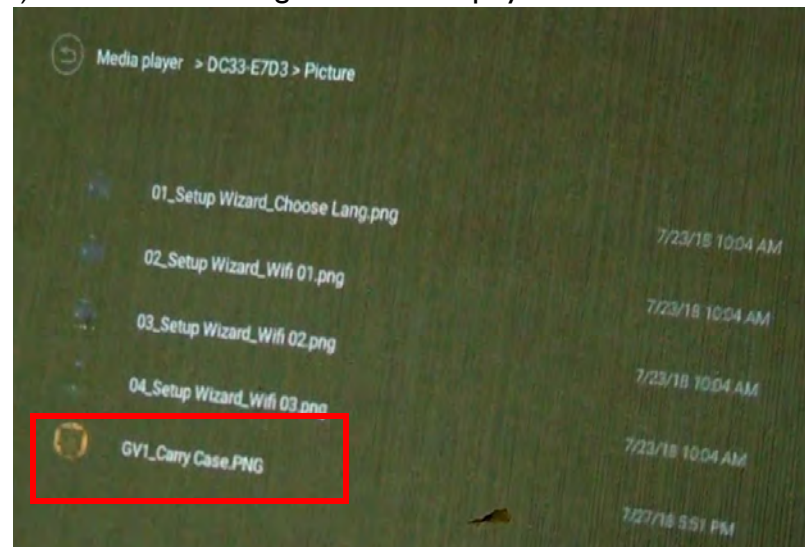


Using the **Media Player** to play image files:

- I. Select **Picture** in the sub-directory list for the connected device and select **OK**.



2. Use the up and down arrow keys (▲/▼) to choose the image file to be displayed and select **OK**.



3. The image file will be displayed.

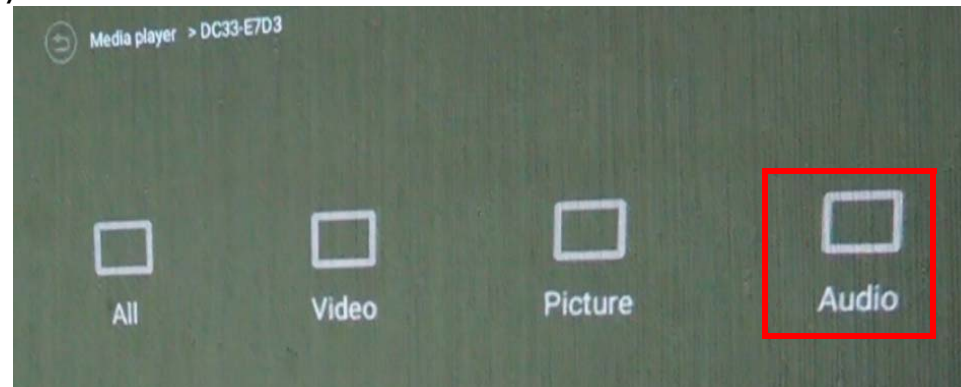
4. In the viewing window you can choose one of the following options:

- Press the **OK** key on the [PLAY ICON] button to stop playing the playlist.
- Press the **OK** key on the [PREVIOUS ICON] button to play the previous image in the playlist.
- Press the **OK** key on the [PREVIOUS ICON] button to play the next image on the playlist.

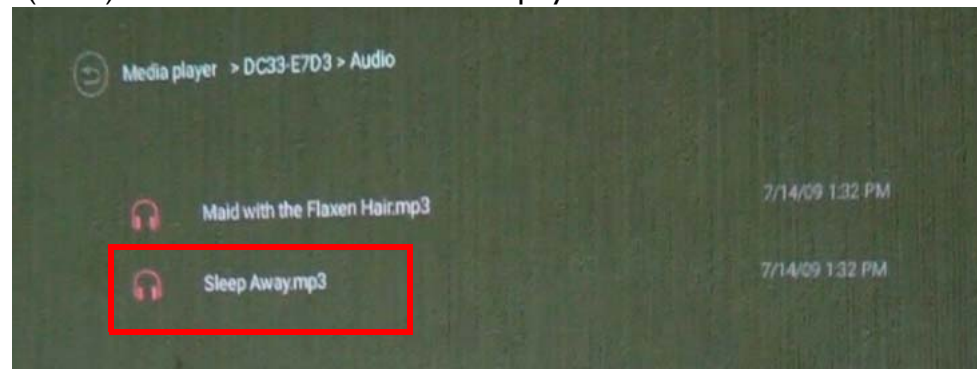


Using the **Media Player** to play audio files:

1. Select **Audio** in the sub-directory list for the connected device and select **OK**.



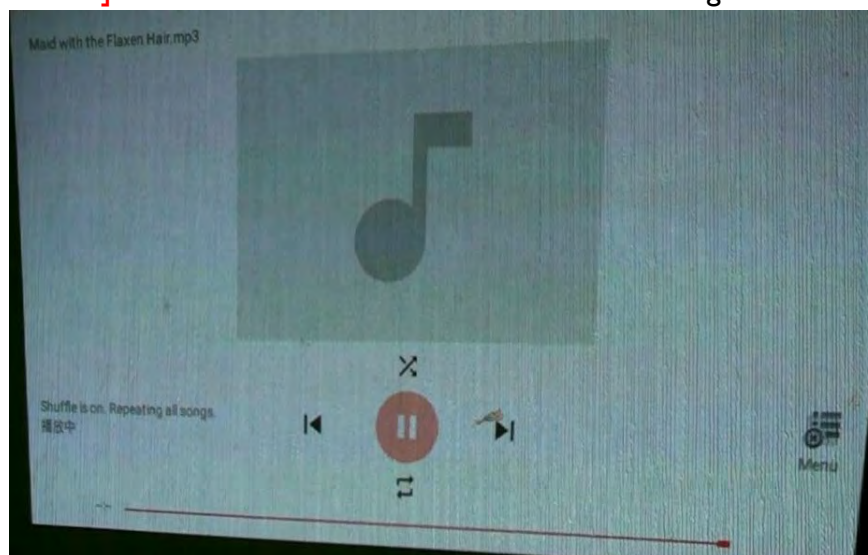
2. Use the up and down arrow keys (▲/▼) to choose the audio file to be played and select **OK**.



3. The audio file will begin playing.

4. In the viewing window you can choose one of the following options:

- Press the **OK** key on the [PAUSE/PLAY ICON] button to start or stop playing the audio file.
- Press the **OK** key on the [PREVIOUS ICON] button to play the previous audio file in the playlist.
- Press the **OK** key on the [NEXT ICON] button to play the next audio file on the playlist.
- Press and hold the left arrow key (◀) on the [PREVIOUS ICON] button to rewind through an audio track.
- Press and hold the right arrow key (▶) on the [FORWARD ICON] button to fast forward through an audio track.
- Press the **OK** key on the [SHUFFLE ICON] button to randomly play all audio files on the playlist. Press **OK** again to turn shuffle mode off.
- Press the **OK** key on the [REPEAT ICON] button to repeat the playlist on a loop. Press the **OK** key again to repeat playing the current audio file [REPEAT ONE ICON]. Press **OK** again to turn repeat mode off.
- Press the **OK** key on the [MENU ICON] button to return to the album where the song is listed.



- You can play audio files in the background while playing an image slideshow. Select ⇧ while an audio file is playing in the audio player in order to return to the **Media Player** main menu to select an image file to play.
- The [MENU ICON] button will only work if songs are organized in albums. If all songs are in one directory then it will have no function.

Bluetooth Connections

The projector allows the following types of Bluetooth connections:

- Connect to a Bluetooth-enabled speaker or headphones to output audio directly for greater sound particularly in outdoor settings.
- Connect a mobile device to the projector to broadcast audio through the projector's speakers

Pairing/Connecting to a Bluetooth speaker or headphones

Pairing is the process by which your projector creates a connection to a Bluetooth speaker or headphones for the first time. Once both devices have been successfully paired each device will have the corresponding device's pairing information stored internally and both will be able to connect automatically when they are within a ~8 meter range of each other and Bluetooth is enabled on the projector.

To pair your projector to a Bluetooth speaker or headphones:

1. Power on the projector.
2. Press the down arrow key ▼ on the remote control to navigate to the settings menus.
3. Select **Bluetooth** and press **OK**.
4. Select **BT** and press **OK** to enable Bluetooth.



5. Activate Bluetooth-pairing mode on the speaker or headphones.

6. Select the speaker or headphones from the **Available device** list and in the **Bluetooth** setting menu press **OK**.



7. When the projector and speaker or headphones have successfully connected the device listing in the Bluetooth setting menu will be labeled **Connected**, you can now output the audio from the projector to the speaker or headphone.

Once you have successfully paired your projector with the Bluetooth speaker, pairing information will be stored on both devices and a connection will automatically be made when Bluetooth is enabled on both devices and both devices are within range of each other.

Ending the Bluetooth connection

In cases where you want to disconnect a speaker or headphones from the projector and connect to another speaker or headphones follow the steps below:

1. Press the down arrow key ▼ on the remote control to navigate to the settings menus.
2. Select **Bluetooth** and press **OK**.
3. Select the already connected speaker or headphones from the **Available device** list in the **Bluetooth** setting menu and press **OK**.
4. Confirm that you want to disconnect the speaker or headphones from the projector.
5. Activate Bluetooth-pairing mode on the new speaker or headphones.
6. Select the new speaker or headphones from the **Available device** list in the **Bluetooth** setting menu and press **OK**.

 If you are unable to find the speaker or headphones from the list of Bluetooth devices on the first try, ensure that pairing mode is activated on the device, then select **Scan for devices** in the Bluetooth setting menu to restart the scanning process.

Deactivating the Bluetooth speaker or headphones

To deactivate Bluetooth on the projector so that it no longer outputs its audio to a separate speaker or headphones:

1. Press the down arrow key ▼ on the remote control to navigate to the settings menus.
2. Select **Bluetooth** and press **OK**.
3. Select **BT** and press **OK** disable Bluetooth.



Using the Projector as a Bluetooth speaker

To connect a mobile device to the projector and use the projector as a Bluetooth speaker:

1. Press the switch mode key ⇄ on the projector, a screen will be shown by the projector indicating that it is switching to Bluetooth mode.
2. The projector lamp on the projector will shut off and the switch mode LED indicator will begin flashing blue.
3. Enable Bluetooth on your mobile device.
4. Select the BenQ GVI device name from the list of available devices on your mobile device.
5. Once your mobile device has successfully paired and connected to the projector the projector will play a connection sound and the switch mode LED indicator will light up solid blue.

Once you have successfully paired your mobile device with the projector, pairing information will be stored on both devices and a connection will automatically be made when Bluetooth is enabled on both devices and both devices are within range of each other.

Ending the Bluetooth connection

In cases where you want to disconnect the mobile device from the projector either:

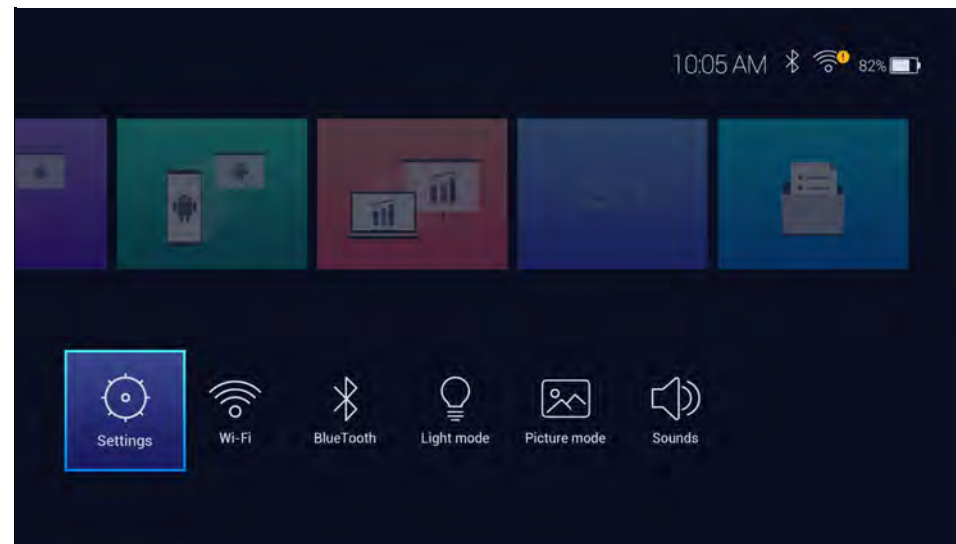
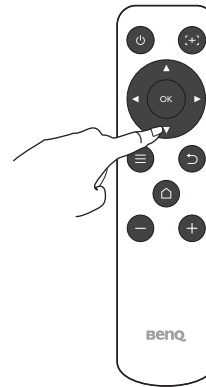
- Disconnect from the projector in the Bluetooth menu of your mobile device.
- Press the switch mode key $\Leftrightarrow$ on the projector to return the projector to projector mode.

Navigating the Settings menus

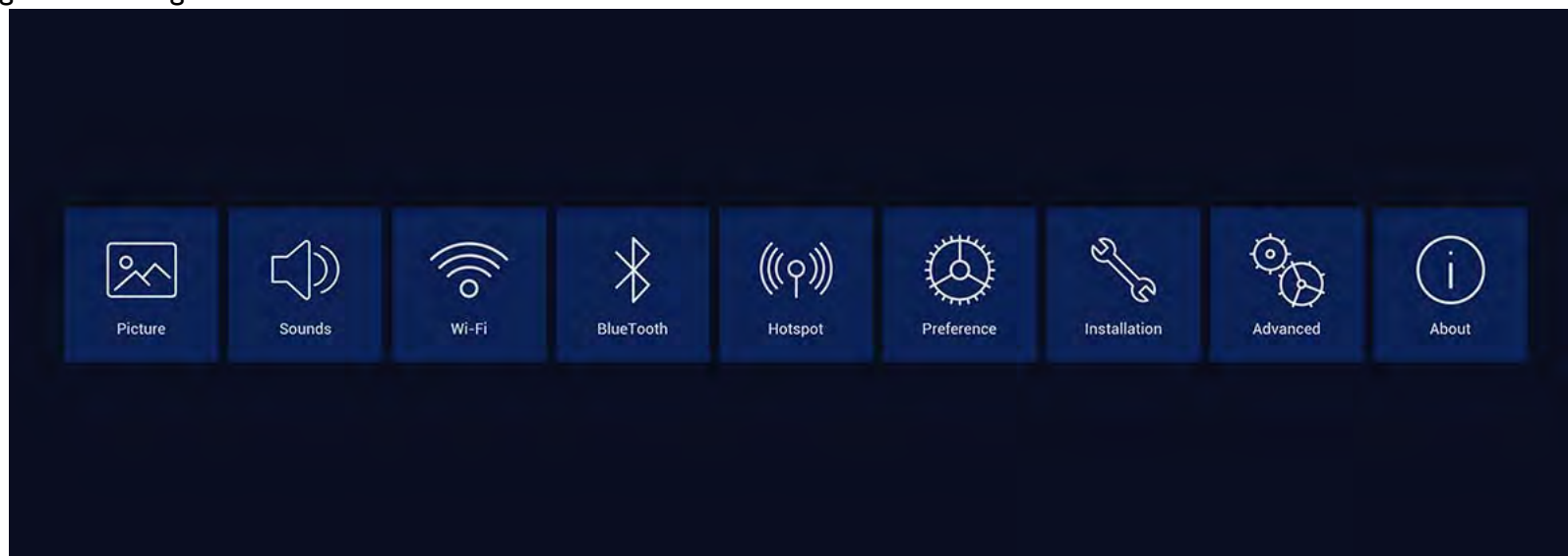
About the Settings menu

To let you make various adjustments or settings on the projector, its wireless connections, and the projected image, **BenQ Launcher** provides a settings menu.

To access the settings menu, in the **BenQ Launcher** home page press the down button ▼ on your remote control, and then select **Settings**.



The following is the settings menu:



Using the Settings menu

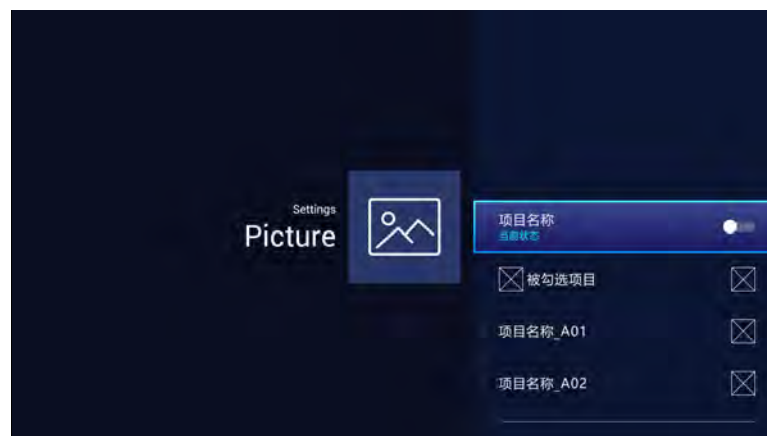
To access the various settings menus:

- Use the left and right arrow keys (◀/▶) to move through the main settings menus.
- Use **OK** to select the desired menu.

When configuring items within a menu:

- Use the up and down arrow keys (▲/▼) to move to the item you want to configure.
- Use left and right arrow keys (◀/▶) to toggle through the available options.
- Use **OK** to enable/disable options or select sub-menu options.
- Use the back button ↶ to return to the main settings menu.
- Use the home button ◻ to return to the **BenQ Launcher** home page.

Picture

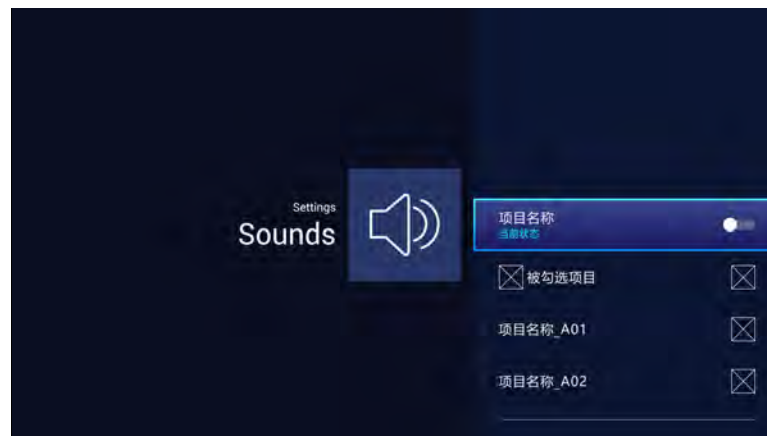


The following table describes the items available in the **Picture** menu:

Item	Options and descriptions	
Picture Mode	Selects a preset picture mode to suit your operating environment and input signal picture type. The preset picture modes are described as below:	
	Bright	Maximizes the brightness of the projected image. This mode is suitable for environments where extra-high brightness is required, such as using the projector in well lit rooms.
	Presentation	Designed for presentations. The brightness is emphasized in this mode to match PC and notebook coloring.
	Vivid TV	Being slightly brighter than Cinema mode, it is suitable for playing movies in rooms where there is a small amount of ambient light, e.g. your living room.
	Cinema	Well-balanced color saturation and contrast with a low brightness level, this mode is most suitable for enjoying movies in a totally dark environment (as you would find in a commercial cinema).
	Sport	This mode is best for watching sporting events in rooms where is a small amount of ambient light, eg. your living room.

Item	Options and descriptions	
Light Mode	Selects the projector lamp power from the following modes.	
	Normal	Provides full lamp brightness.
	Eco Mode	Reduces system noise and power consumption by 30%. If Eco Mode mode is selected, the light output will be reduced and result in darker projected pictures.
	Battery Mode	Reduces system noise and power consumption to fulfill 3 hours projection*. If Battery mode is selected, the light output will be reduced and result in darker projected pictures. And the picture mode will lock at Cinema Mode. *The 3 hours of projection is under the following settings: • Light Mode: Battery mode • Picture Mode: Cinema mode • Audio volume: 50% and playing from GVI • Bluetooth: On, but not connected to other device • Wi-Fi: On and connected.

Sound



The following table describes the items available in the **Sound** menu

Item	Options and descriptions
Sound Feedback	Enables/Disables feedback on the audio provided by the projector.
Volume	Adjusts the sound level for the projector.
Sound Mode	Utilizes sound enhancement technology, which incorporates Waves' algorithms to deliver great effects of the bass and treble and provide you with immersive cinematic audio experience. The following preset sound modes are provided: Standard , Cinema , Music , Game , and Sport .

Wi-Fi



The following table describes the items available in the **Wi-Fi** menu

Item	Options and descriptions
Wi-Fi	Enables Wi-Fi for the projector. See XXXX for details.
Speed Test	Tests the speed of the projector's Internet connection.
Diagnosing	Diagnoses the status of the projector's Internet connection.
Add new network	Allows you to add a specific network that may be hidden or undetected in the SSID List . Once selected you will be prompted to enter the SSID and security settings for the network.
SSID List	Lists the available Wi-Fi access points which the projector can connect to. See XXXX for details.  The SSID List is only available when Wi-Fi is enabled.

Bluetooth



The following table describes the items available in the **Bluetooth** menu

Item	Options and descriptions
Bluetooth	Enables Bluetooth for the projector, allowing the projector to output its audio to a Bluetooth speaker or headphones.
Devices List	Lists the available Bluetooth devices which the projector can pair and connect to. Select Scan for devices if you want to refresh the list of devices.  The Devices List is only available when Bluetooth is enabled.

Hotspot



The following table describes the items available in the **Hotspot** menu

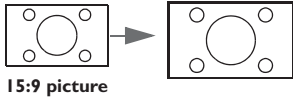
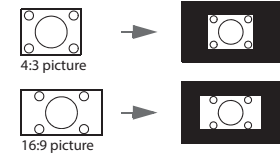
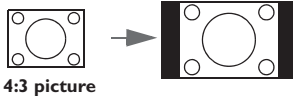
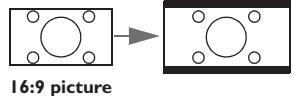
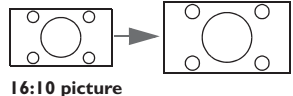
Item	Options and descriptions
Hotspot	Enables Wi-Fi hotspot for the projector, allowing other devices to connect to the projector directly. See Wi-Fi Hotspot (page 55) for details.
Hotspot name	Sets the name for the projector's Wi-Fi hotspot, which appears in the Wi-Fi list for devices looking to connect directly to the projector.  The default name for the projector's Wi-Fi hotspot is "BenQ PRJ GVI".
Hotspot password	Sets the password for the projector's Wi-Fi hotspot.  The password needs to be 8 characters.
Internet Quality	Sets the frequency for the projector's Wi-Fi hotspot signal. Available options include 2.4G and 5G .  The default frequency is set to 5G , certain mobile devices may not be able to connect via a 5G . In such instances set the Internet Quality to 2.4G .

Installation



The following table describes the items available in the **Installation** menu

Item	Options and descriptions	
Projector Position	The projector can be installed in a high location or behind a screen. See Choosing a location on page 25 for details.	
	Front	Select this location with the projector placed near the floor in front of the screen.
	Front Ceiling	Select this location with the projector elevated near the ceiling in front of the screen.
	Rear	Select this location with the projector placed near the floor behind the screen.
	Rear Ceiling	Select this location with the projector elevated from the ceiling behind the screen.

Item	Options and descriptions
Aspect Ratio	The native display resolution of this projector is in a 16:9 aspect ratio. However you may use this function to display projected pictures in a different aspect ratio In the following illustrations, the black portions are inactive areas and the white portions are active areas.  Aspect Ratio settings can only be adjusted when HDMI is selected as the source.
	Auto Scales a picture proportionally to fit the projector's native resolution in its horizontal and vertical width. This makes the most use of the screen and maintains the aspect ratio of a picture. 
	Real Projects an image as its original resolution and resizes it to fit within the display area. For input signals with lower resolutions, the projected image will be displayed in its original size. 
	4:3 Scales the picture so that it is displayed in the center of the screen with a 4:3 aspect ratio. 
	16:9 Scales the picture so that it is displayed in the center of the screen with a 16:9 aspect ratio. 
	16:10 Scales the picture so that it is displayed in the center of the screen with a 16:10 aspect ratio. 

Item	Options and descriptions
High Altitude Mode	Sets whether the projector increases fan speed in high altitude settings to increase the intake of air to cool the projector. Select On to enable an increased fan speed. Select Off to keep the projector's fan working at normal speed.
Auto Keystone	Enable this function to allow the projector to automatically adjust the keystone settings when powered on. See Correcting keystone on page 39 for more details.
Keystone	Adjusts the keystone settings for the projected image. See Correcting keystone on page 39 for more details.  This function is only available when Auto Keystone is disabled.

Preference



The following table describes the items available in the **Preference** menu

Item	Options and descriptions
Language	Sets the language for BenQ Launcher .
Time Zone	Sets the time zone for the projector.
Auto Power Off	Sets the time interval in which the projector will automatically power off when inactive. The following Auto Power Off options are provided: Disable , 5 mins , 10 mins , 15 mins , 20 mins , 25 mins , and 30 mins .
LED Indicator	You can turn off the LED warning lights. This is to avoid any light disturbance when viewing images in a dark room.

About



The following table describes the items available in the **About** menu.

Item	Options and descriptions
Software Update	Displays the software version and allows you to update the software over Wi-Fi or directly via a USB flash drive.
System Information	Displays hardware/firmware information for the projector including its model name, operating system version, memory, storage capacity, serial number, and MAC address.
Projector Information	Displays information on the current status of the projector including the current Source , Picture Mode , Light Mode , Detected Resolution , Native Resolution , and Firmware Version .
Privacy Setting	Displays the BenQ privacy announcement.
Factory Reset	Returns all settings to the factory preset values.

Maintenance

Care of the projector

Your projector needs little maintenance. The only thing you have to do on a regular basis is keep the lens clean.

Never remove any parts of the projector. Contact your dealer or local customer service center if the projector fails to operate as expected.

Cleaning the lens

Clean the lens whenever you notice dirt or dust on the surface.

Before cleaning any part of the projector, turn it off using the proper shutdown procedure (see [Shutting down the projector on page 35](#)), unplug the power cable, and let it cool down completely.

- 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.

 Never touch the lens with your finger or rub the lens with abrasive materials. Even paper towels can damage the lens coating. Only ever use a proper photographic lens brush, cloth, and cleaning solution. Do not attempt to clean the lens while the projector is switched on or is still hot from previous use.

Storing the projector

To store the projector for an extended time:

- Make sure the temperature and humidity of the storage area are within the recommended range for the projector. Refer to Specifications or consult your dealer about the range.
- Retract the adjuster feet.
- Remove the batteries from the remote control.
- Pack the projector in its original packing or equivalent.

Transporting the projector

It is recommended that you ship the projector with its original packing or equivalent.

Extending LED life

The projection LED is an **200AL** LED bulb which features a light-source life far beyond traditional bulbs, yet it is still a consumable item. To keep the lamp life as long as possible, you can change the following settings via the settings menu.

To access the settings menu, see [Using the Settings menu on page 78](#) for details.

Setting LED Mode

Setting the projector in **Eco Mode** extends the lamp life.

LED mode	Description
Normal	100% lamp brightness
Eco Mode	Eco Mode reduces system noise and power consumption by 30%. If Eco Mode is selected, the light output will be reduced and result in darker projected pictures.
Battery Mode	Battery Mode reduces system noise and power consumption to fulfill 3 hours projection*. If Battery mode is selected, the light output will be reduced and result in darker projected pictures. And the picture mode will lock at Cinema Mode. *The 3 hours of projection is under the following settings: • Light Mode: Battery mode • Picture Mode: Cinema mode • Audio volume: 50% and playing from GVI • Bluetooth: On, but not connected to other device • Wi-Fi: On and connected.

1. Select **Settings > Picture > Light Mode**.
2. Press (◀/▶) to move to your desired mode.
3. When done, press to ↵ your changes and exit.

Setting Auto Power Off

This function allows the projector to turn off automatically if no action is detected after a set period of time.

1. Select **Settings > Preference > Auto Power Off Timer** and press **OK**.
2. Press (▲/▼) to select a time period. If the preset time lengths are not suitable for your presentation, select **Disable**, and the projector will not automatically shut down.
3. When done, press ↵ to save your changes and exit.

Troubleshooting

Problem	Cause	Remedy
The projector does not turn on.	There is no power from the power cable.	Plug the power cable into the AC inlet on the rear of the projector, and plug the power cable into to the power outlet. If the power outlet has a switch, make sure that it is switched on.
	Attempting to turn the projector on again during the cooling process.	Wait until the cooling down process has completed.
No picture.	The video source is not turned on or connected correctly.	Turn the video source on and check that the signal cable is connected correctly.
	The projector is not correctly connected to the input source device.	Check the connection.
	The input source has not been correctly selected.	Select the correct source with the  key on the remote control.
Image is unstable.	The connection cables are not securely connected to the projector or the signal source.	Correctly connect the cables to the appropriate terminals.
Picture is blurred.	The projection lens is not correctly focused.	Adjust the focus of the lens using the focus ring.
	The projector and the screen are not aligned properly.	Adjust the projection angle and direction as well as the height of this projector if necessary.
	The lens cover is still closed.	Remove the lens cover.
Remote control does not work correctly.	The batteries are out of power.	Replace both of the batteries with new ones.
	There is an obstacle between the remote control and the projector.	Remove the obstacle.
	You are too far away from the projector.	Stand within 8 meters (26.2 feet) of the projector.

Specifications

Projector specifications



All specifications are subject to change without notice.

GVI Projector Specifications	
Projection System	DLP
Native Resolution	WVGA (854 x 480)
Brightness	200AL
Contrast Ratio (FOFO)	100,000:1
Lens	F=1.5, f=5.53mm
Throw Ratio	1.3 (35"@1M)
SoC	Qualcomm Snapdragon 210 MSM8909
OS	Android 7.1.2
RAM	1G LPDDR3
Flash	8G EMMC

GVI Projector Specifications		
WLAN	IEEE 802.11 a/b/g/n, 2.4G/5G	
2.4G	A SKU	Ch1-Ch11
	E SKU	
5G	A SKU	Band1: Ch36, Ch40, Ch44, Ch48
		Band4: Ch149, Ch153, Ch157, Ch161, Ch165
	E SKU	Band1: Ch36, Ch40, Ch44, Ch48
Interface	• DC in x1 • USB-C™ (DP alt mode, Data) x1 DP alt mode: DisplayPort 1.1 (1920 x1080 @ 60Hz) Data: USB 2.0 with 5V/1A output	
Weight	708g	
Working Temperature	0°C - 40°C	
Power	DC Supply	
	Frequency	AC 100 to 240 V, 50/60 Hz
	Typical Power	16.7W
	Battery Life	
	Type	Lithium-ion Polymer
	Electrical Rating	7.4V 3000mAh 22.2W
	Battery Cycle Life	300 cycles
	Charging Time	3 hours from 0% to 100%
	Battery Life	3 hours in Battery mode

GVI Projector Specifications

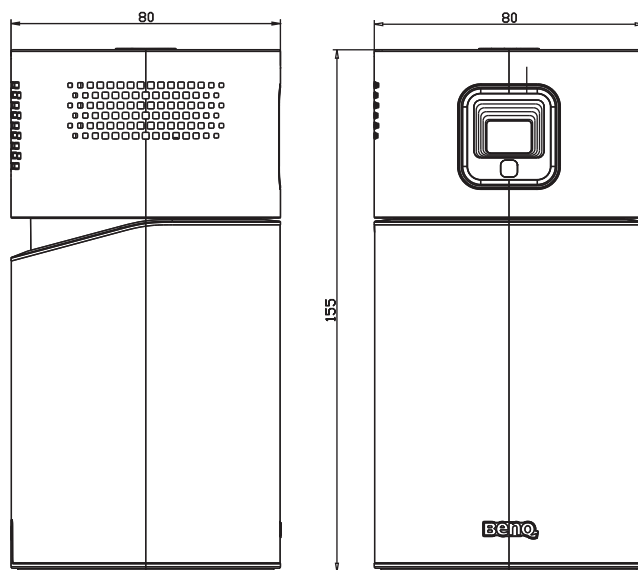
Codec	Video	XVID (.avi) MPEG-4 (3gp, mp4) H.263 (3g2, .avi, .mkv, .webm, 3gp, mp4)
	Subtitle	N/A
	Audio	MP3, AAC
	Picture	JPG (.jpg, .jpeg), PNG (.png), BMP (.bmp)
	Document	.txt



Bit rate range: If the peak bit rate of a video file is larger than 10MB, it might cause video playback lag.

Dimensions

80 mm x 80 mm x 155 mm (W x D x H)



Timing chart

Supported timing for video input

Timing	Resolution	H. Frequency (KHz)	V. Frequency (KHz)	Dot Clock Frequency (MHz)
480i	720 x 480	15.73	59.94	27
480p	720 x 480	31.47	59.94	27
576i	720 x 576	15.63	50	27
576p	720 x 576	31.25	50	27
720/50p	1280 x 720	37.5	50	74.25
720/60p	1280 x 720	45	60	74.25
1080/24P	1920 x 1080	27	24	74.25
1080/25P	1920 x 1080	28.13	25	74.25
1080/30P	1920 x 1080	33.75	30	74.25
1080/50i	1920 x 1080	28.13	50	74.25
1080/60i	1920 x 1080	33.75	60	74.25
1080/50P	1920 x 1080	56.25	50	148.5
1080/60P	1920 x 1080	67.5	60	148.5



*Supported timing for 3D signal with Frame Packing, Top-Bottom format, Side-by-Side, and Frame Sequential format.

**Supported timing for 3D signal with Frame Packing, Top-Bottom format, and Side-by-Side format.

***Supported timing for 3D signal with Top-Bottom and Side-by-Side format.

****Supported timing for 3D signal with Frame Sequential format.

*****Supported timing for 3D signal with Side-by-Side format.

Supported timing for PC input

Resolution	Mode	Refresh Rate (Hz)	H. Frequency (KHz)	Dot Clock Frequency (MHz)
640 x 480	VGA_60	59.94	31.469	25.175
	VGA_75	75	37.5	31.5
	VGA_85	85.008	43.269	36
800 x 480	VGA_60	59.476	29.74	29.5
800 x 600	SVGA_60	60.317	37.879	40
	SVGA_75	75	46.875	49.5
	SVGA_85	85.061	53.674	56.25
1024 x 768	XGA_60	60.004	48.363	65
	XGA_75	75.029	60.023	78.75
	XGA_85	84.997	68.667	94.5
1152 x 864	1152 x 864_75	75	67.5	108
1280x720	1280 x 720_60	60	45	74.25
	1280x720_120	120	90	148.5
1280 x 768	1280 x 768_60	59.87	47.776	79.25
1280 x 800	WXGA_60	59.81	49.702	83.5
	WXGA_75	74.934	62.795	106.5
	WXGA_85	84.88	71.554	122.5

Resolution	Mode	Refresh Rate (Hz)	H. Frequency (KHz)	Dot Clock Frequency (MHz)
1280 x 1024	SXGA_60	60.02	63.981	108
	SXGA_75	75.025	79.976	135
	SXGA_85	85.024	91.146	157.5
1280 x 960	1280 x 960_60	60	60	108
	1280 x 960_85	85.002	85.938	148.5
1360 x 768	1360 x 768_60	60.015	47.712	85.5
1440 x 900	WXGA+_60	59.887	55.935	106.5
1400x1050	SXGA+_60	59.978	65.317	121.75
1600x1200	UXGA	60	75	162
1680x1050	1680x1050_60	59.954	65.29	146.25
640x480@67Hz	MAC13	66.667	35	30.24

 The timings showing above may not be supported for due to EDID file and VGA graphic card limitations. It is possible that some timings cannot be chosen.