GS1
Digital Projector
User Manual

Copyright and disclaimer

Copyright

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Warranty

BenQ warrants this product against any defects in material and workmanship, under normal usage and storage.

Proof of purchase date will be required with any warranty claim. In the event this product is found to be defective within the warranty period, BenQ's only obligation and your exclusive remedy shall be replacement of any defective parts (labor included). To obtain warranty service, immediately notify the dealer from which you purchased the product of any defects.

Important: The above warranty shall be void if the customer fails to operate the product in accordance with BenQ's written instructions, especially the ambient humidity must be in-between 10% and 90%, temperature in-between 0°C and 35°C, altitude lower than 3000 meters, and avoiding to operate the projector in a dusty environment. This warranty gives you specific legal rights, and you may have other rights which vary from country to country.

For other information, please visit www.BenQ.com.

Statement regarding hyperlinks and third-party websites

BenQ is not responsible for the content of the websites or of similar resources, which are maintained and controlled by third parties, that may be linked from this product. Providing links to those websites or to similar resources does not mean that BenQ makes any warranty or representation to their content by expression or by implication.

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In addition, BenQ is not involved in any transactions you conduct in the websites or similar resources maintained by third parties.

You should contact the content or service providers for any questions, concerns, or disputes.

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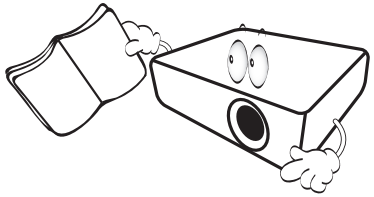
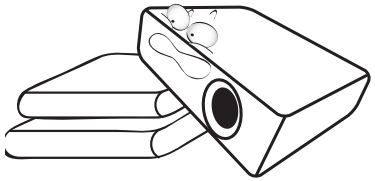
Important safety instructions

Your projector is designed and tested to meet the latest standards for safety of information technology equipment. However, to ensure safe use of this product, it is important that you follow the instructions mentioned in this manual and marked on the product.

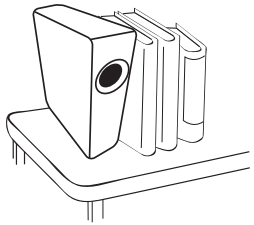
1. Please read this user manual before you operate your projector. Keep this manual in a safe place for future reference.



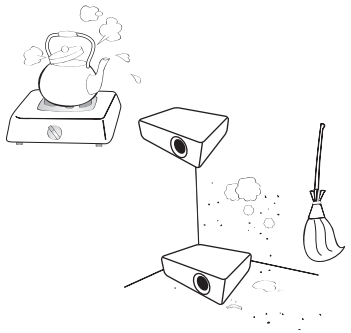
2. Always place the projector on a level, horizontal surface during operation.
   - Do not place the projector on an unstable cart, stand, or table as it may fall and be damaged.
   - Do not place inflammables near the projector.
   - Do not use if tilted at an angle of more than 10 degrees left to right, nor at angle of more than 15 degrees front to back.



3. Do not store the projector on end vertically. Doing so may cause the projector to fall over, causing injury or resulting in damage.

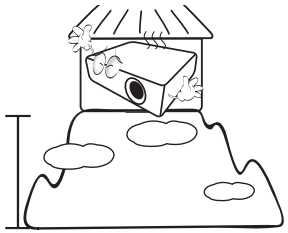


4. Do not place the projector in any of the following environments:
   - Space that is poorly ventilated or confined. Allow at least 50 cm clearance from walls and free flow of air around the projector.
   - Locations where temperatures may become excessively high, such as the inside of a car with all windows closed.
   - Locations where excessive humidity, dust, or cigarette smoke may contaminate optical components, shorten the projector's lifespan and darken the screen.

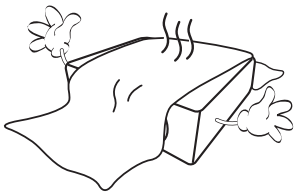


   - Locations near fire alarms.
   - Locations with an ambient temperature above 35°C/95°F.

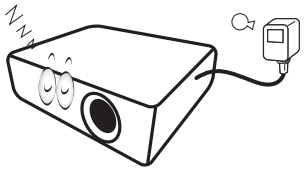
- Locations where the altitudes are higher than 3000 m (10000 feet).



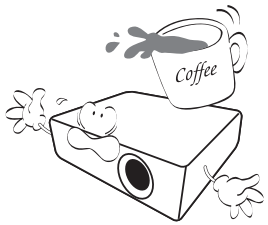
5. Do not block the vents holes while the projector is on (even in standby mode).
   - Do not cover the projector with any item.
   - Do not place the projector on a blanket, bedding or any other soft surface.



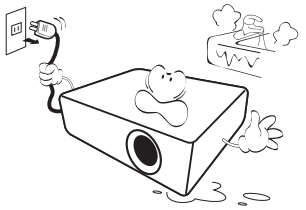
6. In areas where the mains power supply voltage may fluctuate by ±10 volts, it is recommended that you connect the projector through a power stabilizer, surge protector or uninterruptible power supply (UPS) as appropriate to your situation.



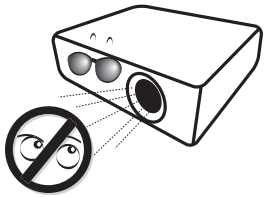
7. Do not step on the projector or place any objects upon it.



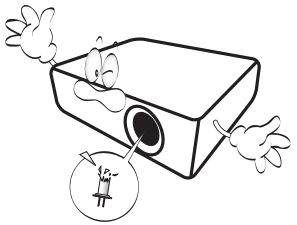
8. Do not place liquids near or on the projector. Liquids spilled into the projector will void your warranty. If the projector does become wet, disconnect it from the power point and call BenQ to have the projector repaired.



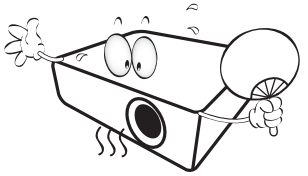
9. Do not look straight into the projector lens during operation. It may harm your sight.



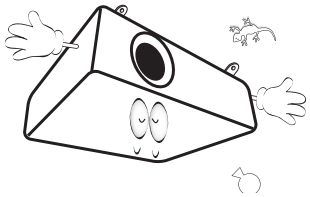
10. Do not operate the projector lamp beyond the rated lamp life. Excessive operation of lamps beyond the rated life could cause a lamp to break on rare occasions.



11. The lamp becomes extremely hot during operation. Allow the projector to cool for approximately 45 minutes prior to removing the lamp assembly for replacement.

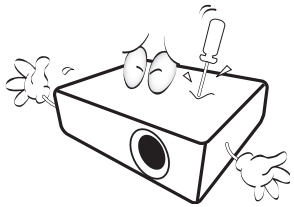


12. This projector is capable of displaying inverted images for ceiling installation.



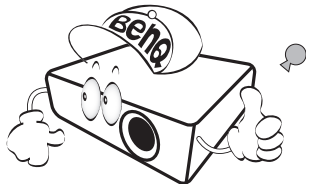
13. Do not attempt to disassemble this projector. There are dangerous high voltages inside which may cause death if you should come into contact with live parts.

    Under no circumstances should you ever undo or remove any other covers. Refer servicing only to suitably qualified professional service personnel.



Please keep the original packing for possible future shipment. If you need to pack your projector after use, adjust the projection lens to an appropriate position, put the lens cushion around the lens, and fit the lens cushion and projector cushion together to prevent damage during transportation.

14. When you think service or repair is required, take the projector only to a suitably qualified technician.



Moisture condensation

Never operate the projector immediately after moving it from a cold location to a hot location. When the projector is exposed to such a change in temperature, moisture may condense on the crucial internal parts. To prevent the projector from possible damage, do not use the projector for at least 2 hours when there is a sudden change in temperature.

Avoid volatile liquids

Do not use volatile liquids, such as insecticide or certain types of cleaner, near the projector. Do not have rubber or plastic products touching the projector for a long time. They will leave marks on the finish. If cleaning with a chemically treated cloth, be sure to follow the cleaning product's safety instructions.

Disposal

This product contains the following materials which are harmful to human bodies and environment.

- Lead, which is contained in solder.
- Mercury, which is used in the lamp.

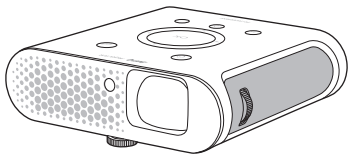
To dispose of the product or used lamps, consult your local environment authorities for regulations.

The illustrations and the images shown in this document are for your reference. The actual content may vary by the product supplied for your region.

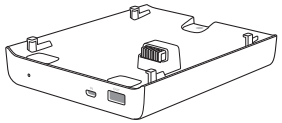
Package contents

Carefully unpack and verify that you have the items below. Some of the items may not be available depending on your region of purchase. Please check with your place of purchase.

Standard accessories

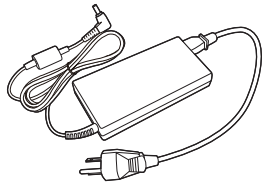


GS1 Projector

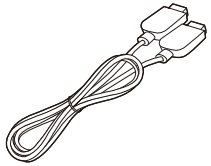


GS1 Battery

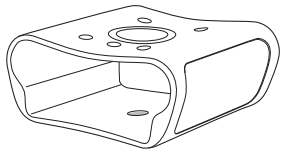
Remote Control



Adapter

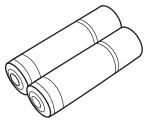


HDMI Cable



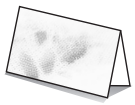
Protective Case

Carry Bag



Batteries (AAA) x 2

Quick Start Guide



Warranty Card

- Some of the accessories may vary from region to region.
- The warranty card is only supplied in some specific regions. Please consult your dealer for detailed information.

Introduction

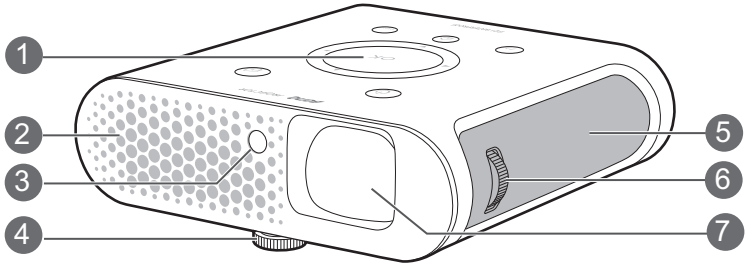
Projector features

- **Full HD compatible**
  The projector is compatible with Standard Definition TV (SDTV) 480i, Enhanced Definition television (EDTV) 480p, 576i, 576p and High Definition TV (HDTV) 720p, 1080i/p 60Hz formats, with the 1080p format providing clear image reproduction.
- **Good picture quality**
  The projector provides excellent picture quality due to its resolution, 500 lm brightness, high contrast ratio, vivid color and rich gray-scale reproduction.
- **Built-in Bluetooth speakers**
  The two built-in 5W chamber speakers feature the capability of wirelessly connecting to any Bluetooth-enabled device media player to broadcast any music played by the device.
- **WLAN capabilities**
  The projector is able to connect to any WLAN access point to access the internet and utilize streaming apps.
- **Wide variety of inputs and video formats**
  The projector supports a wide variety of inputs for connection to your video, computer, and smart equipment, including personal computer (both Mac and PC) and HDMI source.
- **Convenient Android-based BenQ Launcher**
  The projector operates using the Android-based **BenQ Launcher** which complemented by a WLAN connection allows you to project/broadcast media via embedded or downloaded streaming apps.
- **Advanced LED light source**
  The projector features a long lasting LED lightbulb that provides a longer lifespan than traditional bulbs.
- **Short throw lens**
  The projector provides a roughly 80" display from a 1 meter distance, that makes it extremely suitable for areas with limited space such as a study, bedroom, or small apartment.
- **High brightness**
  The projector features super high brightness to achieve excellent picture quality in ambient light conditions, outperforming ordinary projectors.

- **Vivid color reproduction**
  The projector features the capability of representing 1.07 billion colors.
- **Auto Keystone**
  The projector offers an automatic keystone adjustment function which adjusts the projected image accordingly.
- **3D function**
  To enjoy the 3D movies, videos, and sporting events in a more realistic way by presenting the depth of the images through HDMI.
- **Media playback from USB storage devices**
  The projector supports playing of media including multiple video and music file formats that are located on any USB storage devices connected to the USB port on the projector.
- **Portability**
  The projector is small and light, making it useful for business trips and leisure activities.You can view documents, videos and photos anywhere.

Projector exterior view

Front and upper side view



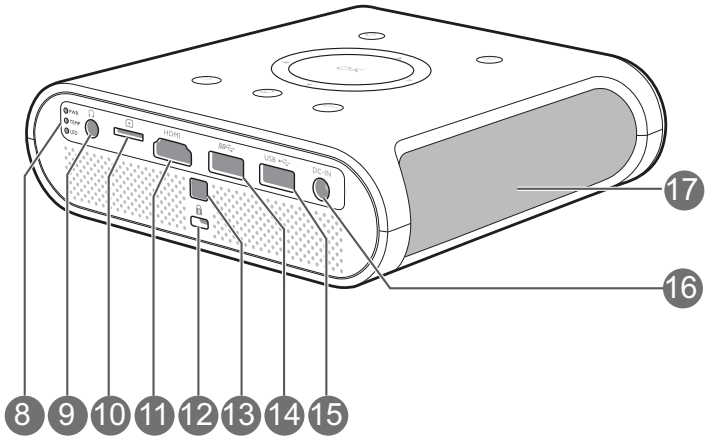
1. **Control Panel (See Control panel on page 18 for details.)**
2. **Vent (cool air intake)**
3. **Front IR sensor**
4. **Angle adjust dial (located underneath the projector)**

   Turn this dial to adjust the projection angle. See Adjusting the projection angle on page 43 for details.
5. **Speaker grill**

   Inside the speaker grill is the left speaker.
6. **Focus ring**
7. **Projection lens**

Rear and upper side view

See Connection on page 28 for connection details.



8. **LED Indicator lights (See Indicators on page 77 for details)**
9. **Audio output jack**
10. **MicroSD card slot**

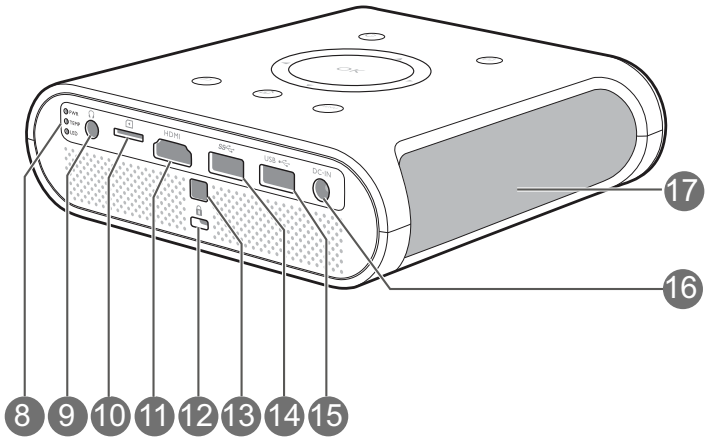
    Used to connect microSD memory cards to project/broadcast media stored on the card.
11. **HDMI port**

    This port can also be used for charging the connected HDMI compatible smart device as long as the power is fed to the projector.
12. **Kensington lock slot (See Securing the projector on page 41 for details)**
13. **Rear IR sensor**
14. **USB 3.0 Type-A port**

    Used to connect a USB storage device to project/broadcast media stored on the device. You may also connect a wireless keyboard/mouse via this USB port.

    This USB port also allows you to charge attached USB-enabled devices (i.e. a smartphone, tablet, etc.).
15. **USB 2.0 Type-A port**

    Used to connect a USB storage device to project/broadcast media stored on the device. You may also connect a wireless keyboard/mouse via this USB port.



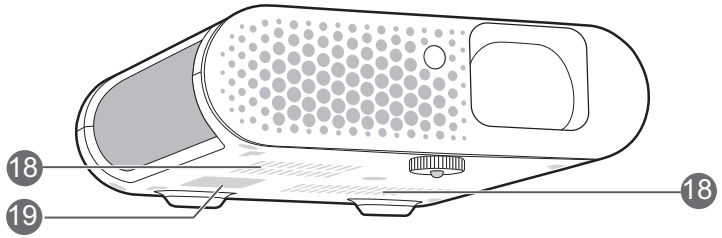
16. DC-IN power jack

Please only use the supplied power adapter to avoid possible dangers such as electric shock and fire.

17. Speaker grill

Inside the speaker grill is the right speaker.

Front and bottom side view



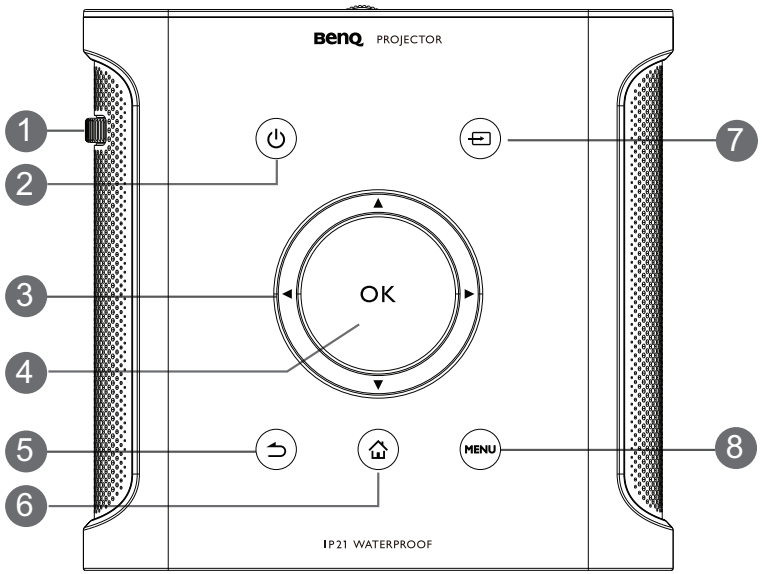
18. Vents (cool air intake)

19. Battery Connector

When properly installed on the battery this connector is used to transfer power between the projector and the GS1 Battery (see Installing the battery on page 67 for details).

Controls and functions

Control panel



1. **Focus ring**

   Adjusts the focus of the projected image.

2. **POWER**

   Toggles the projector between standby mode and on. See Starting up the projector on page 33 for more details.

3. **Arrow keys (◄Left, ►Right, ▲Up, ▼Down)**

   - When the OSD menu is activated, these keys are used as directional arrows to select the desired menu items and to make adjustments.
   - When the OSD menu is off and you are under the **BenQ Launcher** mode, these keys are used as directional arrows to select the desired menu items and to make adjustments.

4. **OK**

   - Confirms the selected OSD menu item.
   - When the OSD menu is off and you are under **BenQ Launcher** mode, use the key to confirm the selection on the **BenQ Launcher** menu.

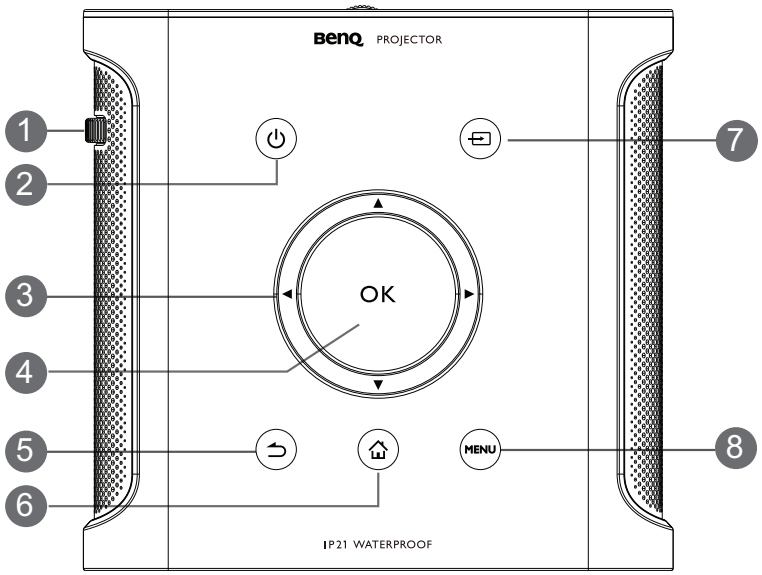
5. **BACK**

   - Goes back to previous OSD menu, exits and saves menu settings.
   - When the OSD menu is off and you are under **BenQ Launcher** mode, use the key to return to the previous layer.

6. **HOME**

   Press this key to enter the home menu of the **BenQ Launcher** mode.

This key is only active when the projector is under **BenQ Launcher** mode.



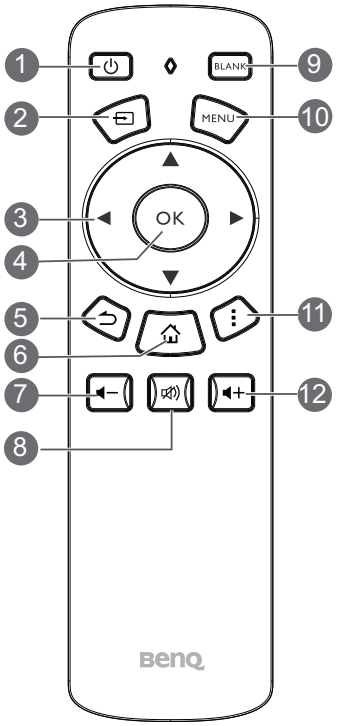
7. **Source**

Launches the Source On-Screen Display (OSD) menu (the source menu will automatically close after 30 seconds of inactivity).

8. **MENU**

Opens the projectors OSD menu.

Remote control



1. **Power**

   Toggles the projector between on and off mode.

2. **Source**

   Launches the Source On-Screen Display (OSD) menu (the source menu will automatically close after 30 seconds of inactivity).

3. **Arrow keys (◄Left, ►Right, ▲Up, ▼Down)**

   - When the OSD menu is activated, these keys are used as directional arrows to select the desired menu items and to make adjustments.
   - When the OSD menu is off and you are under the **BenQ Launcher** mode, these keys are used as directional arrows to select the desired menu items and to make adjustments.

4. **OK**

   - Confirms the selected OSD menu item.
   - When the OSD menu is off and you are under **BenQ Launcher** mode, use the key to confirm the selection on the **BenQ Launcher** menu.

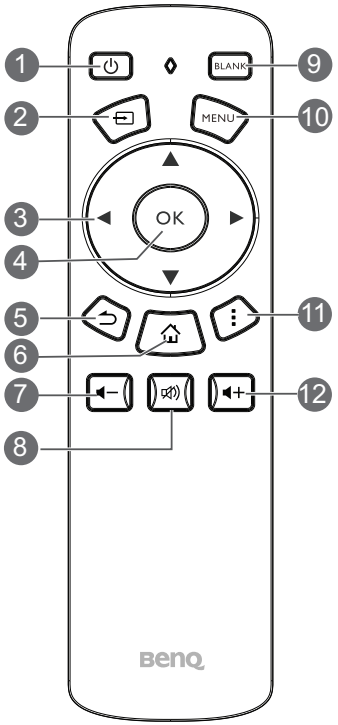
5. **BACK**

   - Goes back to previous OSD menu, exits and saves menu settings.
   - When the OSD menu is off and you are under **BenQ Launcher** mode, use the key to return to the previous layer.

6. **HOME**

   Press this key to enter the home menu of the **BenQ Launcher** mode.

This key is only active when the projector is under **BenQ Launcher** mode.



7. **Volume Down**

Decreases the projector volume.

8. **Mute**

Toggles projector audio between on and off.

9. **BLANK**

Switches the projected image to either a blank screen or switches the blank screen back to the original projected image.

10. **MENU**

Opens the projectors OSD menu.

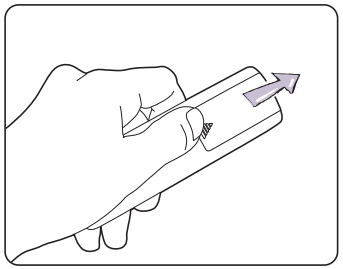
11. **Options**

Launches the contextual options menu for various pages under **BenQ Launcher** mode.

12. **Volume Up**

Increases the projector volume.

Replacing the remote control battery



1. Push and hold the arrow on battery cover while pushing out the battery cover.
2. Insert the two new batteries in the battery slots. Note that the battery contacts should be orientated to match the orientation etched on the battery slots.
3. Push the battery cover back onto the remote control.

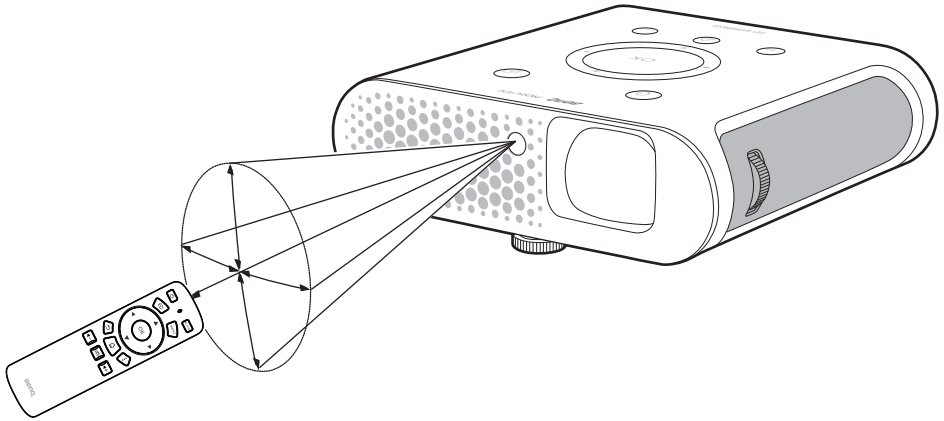
- **Avoid leaving the remote control and battery in an excessive heat or humid environment like the kitchen, bathroom, sauna, sunroom or in a closed car.**
- **Replace only with the same or equivalent type recommended by the battery manufacturer.**
- **Dispose of the used batteries according to the manufacturer's instructions and local environment regulations for your region.**
- **Never throw the battery into a fire. There may be danger of an explosion.**
- **If the battery is drained or if you will not be using the remote control for an extended period of time, remove the battery to avoid damage to the remote control from possible battery leakage.**

Remote control effective range

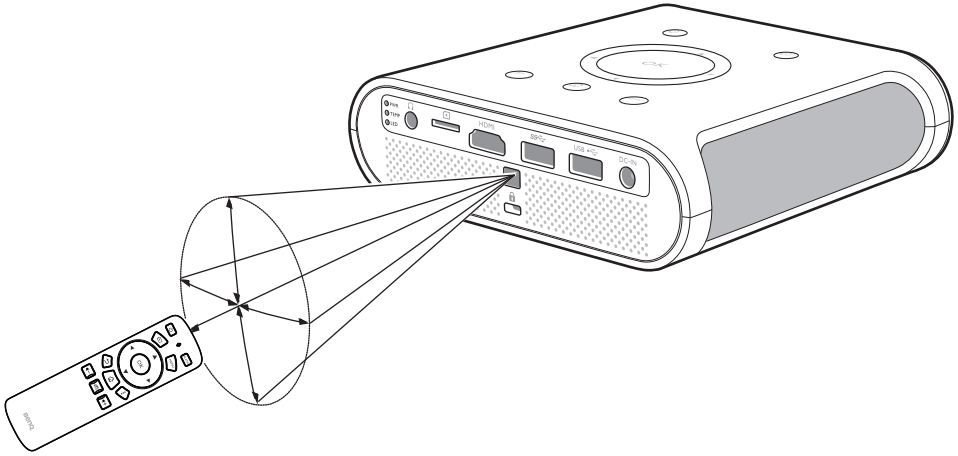
The remote control must be held at an angle within 15 degrees perpendicular to the projector's IR remote control sensor(s) to function correctly. The distance between the remote control and the sensor(s) should not exceed 8 meters (~ 26 feet).

Make sure that there are no obstacles between the remote control and the IR sensor(s) on the projector.

- **Operating the projector from the front**



- **Operating the projector from the rear**



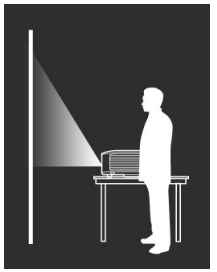
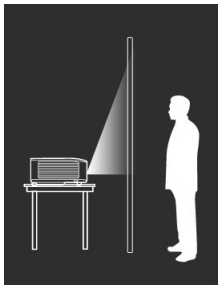
Installation

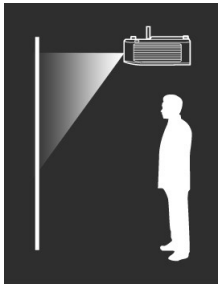
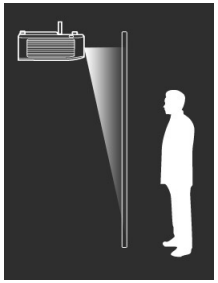
Choosing a location

Before choosing an installation location for your projector, take the following factors into consideration:

- Size and position of your screen
- Electrical outlet location
- Location and distance between the projector and the rest of your equipment
- Location and distance between the projector and the wireless access point, or if using a LAN cable, the internet hub.

You can install your projector in the following ways.

1. **Front:** Select this location with the projector placed near the floor in front of the screen. This is the most common way to position the projector for quick setup and portability. Turn on the projector and make the following settings: **MENU** > **Settings** > **Projector Position** > **Front**	
2. **Rear:** Select this location with the projector placed near the floor behind the screen. Turn on the projector and make the following settings: **MENU** > **Settings** > **Projector Position** > **Rear** A special rear projection screen is required.	

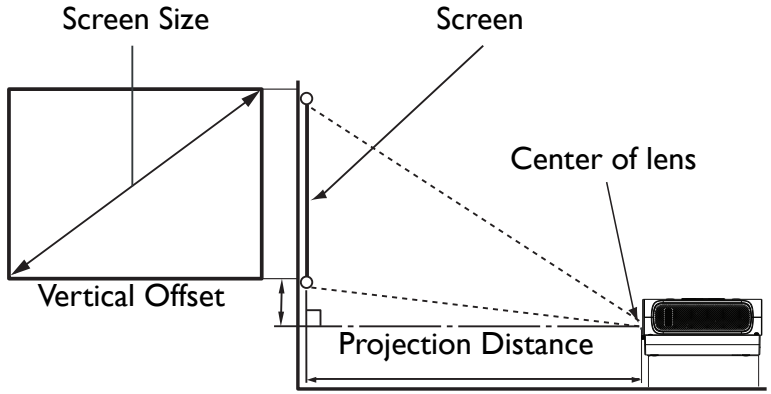
3. Front Ceiling: Select this location with the projector elevated near the ceiling in front of the screen. Turn on the projector and make the following settings: **MENU** > **Settings** > **Projector Position** > **Front Ceiling** The projector does not feature ceiling mount components/equipment so when choosing to use a front ceiling location you must place it on an elevated location of your choice.	
4. Rear Ceiling: Select this location with the projector elevated from the ceiling behind the screen. Turn on the projector and make the following settings: **MENU** > **Settings** > **Projector Position** > **Rear Ceiling** A special rear projection screen is required. The projector does not feature ceiling mount components/equipment so when choosing to use a front ceiling location you must place it on an elevated location of your choice.	

Obtaining a preferred projected image size

The projected image size is determined by the distance from the projector lens to the screen, and the video format.

Projection dimensions

Use the illustration and tables below to help you determine the projection distance.



Screen size				Projector distance (mm)
Diagonal		H (mm)	W (mm)	Average
Inch	mm			
60	1524	747	1328	1063
70	1778	872	1550	1240
80	2032	996	1771	1417
90	2286	1121	1992	1594
100	2540	1245	2214	1771
110	2794	1370	2435	1948

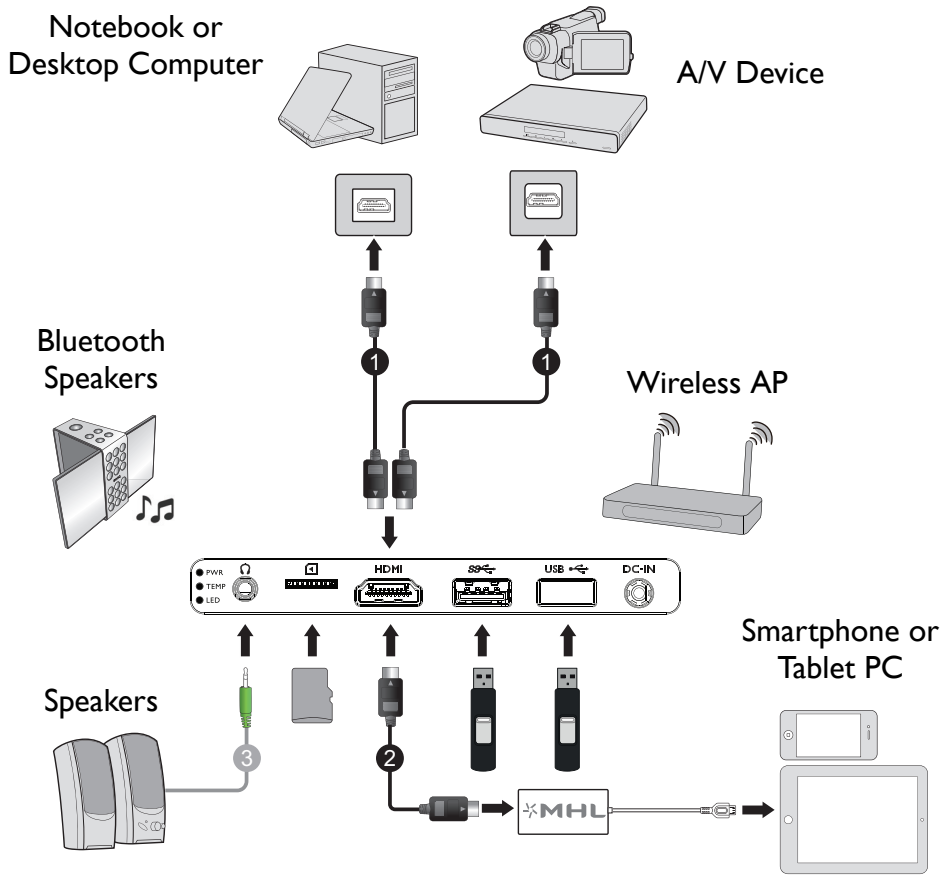
Screen size				Projector distance (mm)
Diagonal		H (mm)	W (mm)	Average
Inch	mm			
120	3048	1494	2657	2125
140	3556	1743	3099	2479
160	4064	1992	3542	2834
180	4572	2241	3985	3188
200	5080	2491	4428	3542

All measurements are approximate and may vary from the actual sizes. If you want a permanent installation of the projector, we recommend that you use the actual projector to physically test the projection size, distance, and the projector's optical characteristics prior to the installation. This helps you determine the exact mounting position which best suits your installation.

Connection

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

1. Turn all equipment off before making any connections.
2. Use the correct signal cables for each source.
3. Make sure the cables are firmly inserted.
4. Place the projector within range of the wireless AP you plan to connect it to.

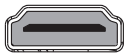


- **In the connection illustrations shown above, some cables may not be included with the projector (see Package contents on page 10). They are commercially available from electronics stores.**
- **The illustrations above are for reference only. The rear connecting jacks available on the projector vary with each projector model.**

1. HDMI cable
2. HDMI to Micro USB cable
3. Audio 3.5” cable

Connecting with video equipment

You only need to connect the projector to a video source device using the HDMI port. The HDMI port provides the best picture quality. Use of the HDMI port depends upon the availability of matching terminals on the video source device as described below:

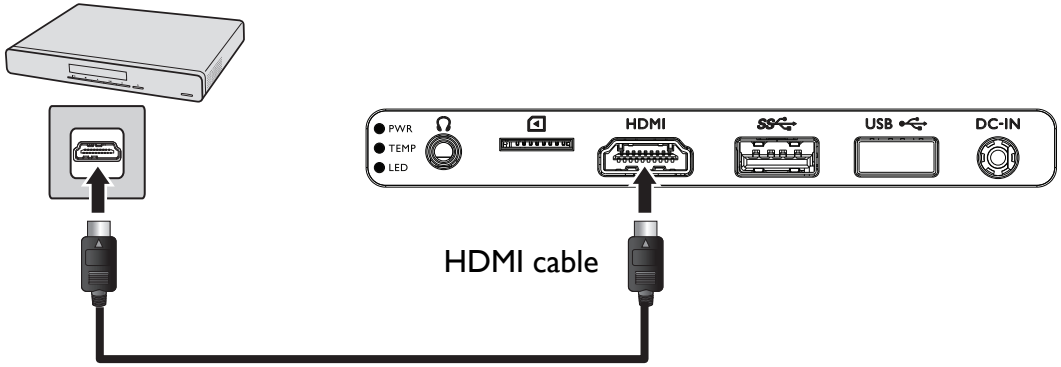
Terminal name	Terminal appearance	Reference	Picture quality
HDMI		• Connecting HDMI devices • Connecting smart devices	● Best

In the connection illustrations shown below, some cables may not be included with the projector (see Package contents on page 10). They are commercially available from electronics stores.

Connecting HDMI devices

HDMI (High-Definition Multimedia Interface) supports uncompressed video data transmission between compatible devices like DTV tuners, DVD players, Blu-ray players and displays over a single cable. You should use an HDMI cable when making a connection between the projector and HDMI devices.

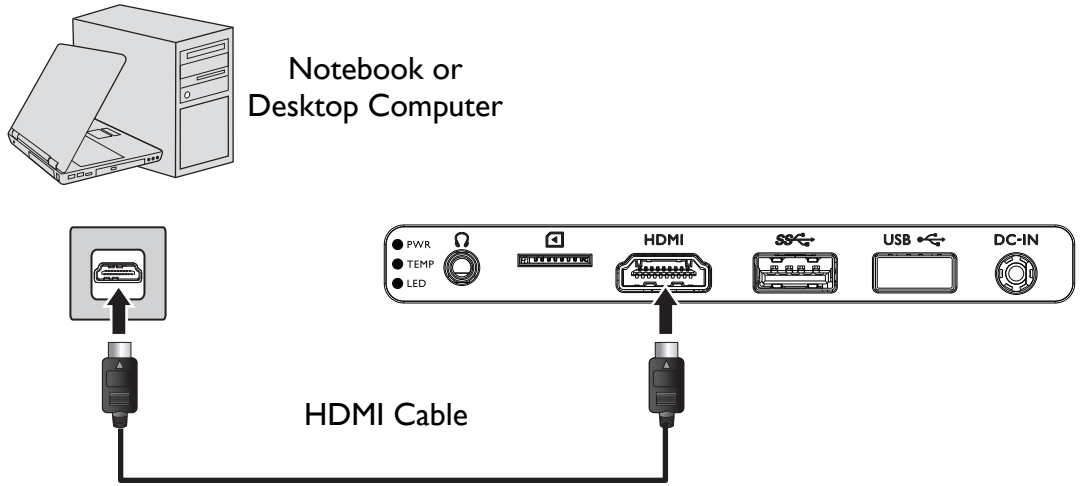
HDMI device: DVD player, digital tuner, etc.



Connecting with a computer

Using an HDMI cable

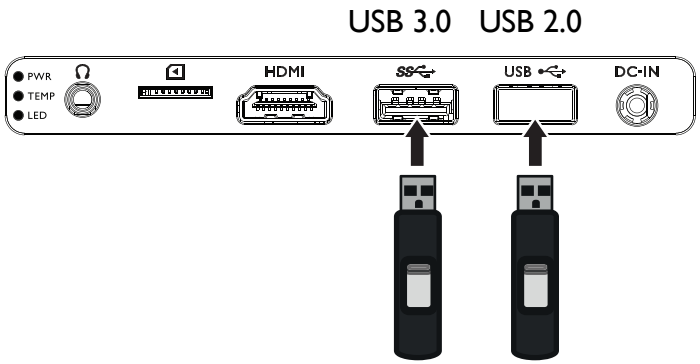
Connect the projector to a computer with an HDMI cable.



- Some computers feature HDMI ports that do not transmit audio, in such cases a separate audio device and cable must be connected to the projector.
- 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 flash drive

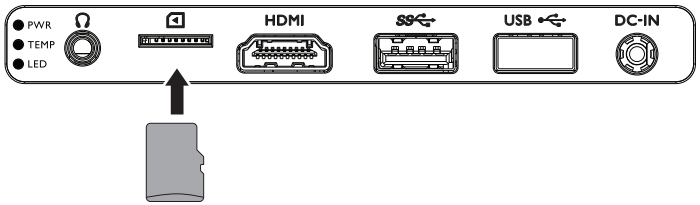
Connect a USB flash drive to one of the USB ports on the rear of the projector to view media files stored on the flash drive.



USB Flash Drive

Connecting a microSD memory card

Connect a microSD memory card to the microSD memory card slot on the rear of the projector to view media files stored on the memory card.



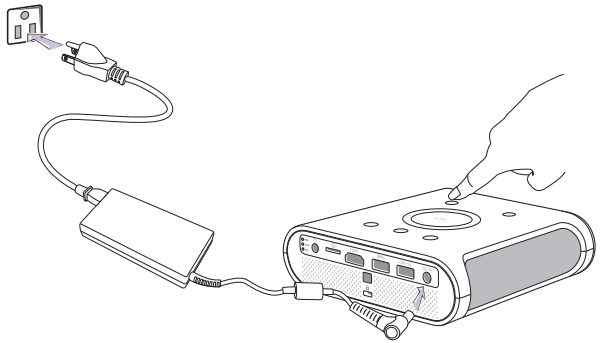
microSD Memory Card

When a microSD card featuring supported media files is inserted into the projector, the projector will automatically launch the media player app for playback of the media files.

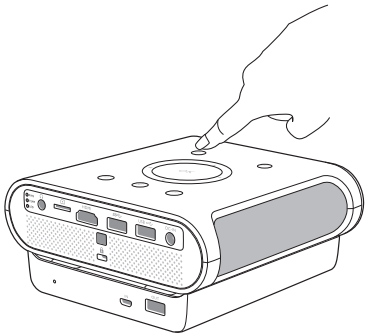
Operations

Starting up the projector

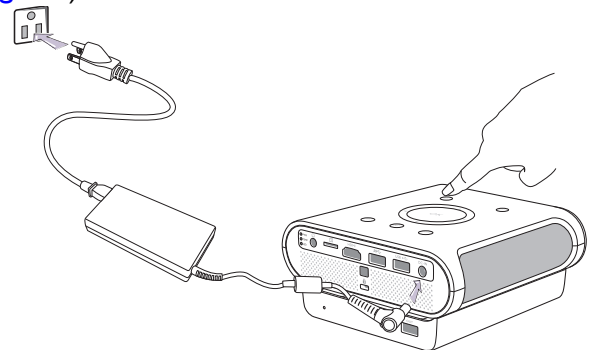
1. Supply power to the projector using one of the following methods:
   - Plug the supplied power adapter into the projector and a power outlet.



   - Install the projector onto a charged GS1 battery (see Installing the battery on page 67).



- Install the projector onto a GS1 battery (see Installing the battery on page 67) and then plug the supplied power adapter into the projector and a power outlet (see Connections on page 68).



When supplying power directly to the projector please use the supplied power cable to avoid possible dangers such as electric shock and fire.

When the projector is installed onto the GS1 Battery and the supplied power adapter is plugged into the projector the adapter will charge the GS1 battery.

When the projector is installed onto the GS1 Battery and a Micro USB adapter is plugged into the GS1 battery the following situations will occur:
- **The adapter will charge the GS1 battery when the projector is powered off.**
- **The adapter will not provide power to both the battery or projector when the projector is powered on (i.e. projector will only run on battery power when the projector is powered on).**

2. Turn on the power outlet switch (where fitted). The **PWR** indicator light on the projector lights orange after power has been applied.
3. Connect any video equipment to the respective port on the rear of the projector. If you do not want to project video via such equipment but want to access the **BenQ Launcher**, you do not need to connect any video equipment.

For more details on connection options, see Connection on page 28**.**

4. Press ⏻ on the projector or the remote control to start the projector. As soon as the lamp lights up, the **PWR** indicator light flashes green and stays green when the projector is on.

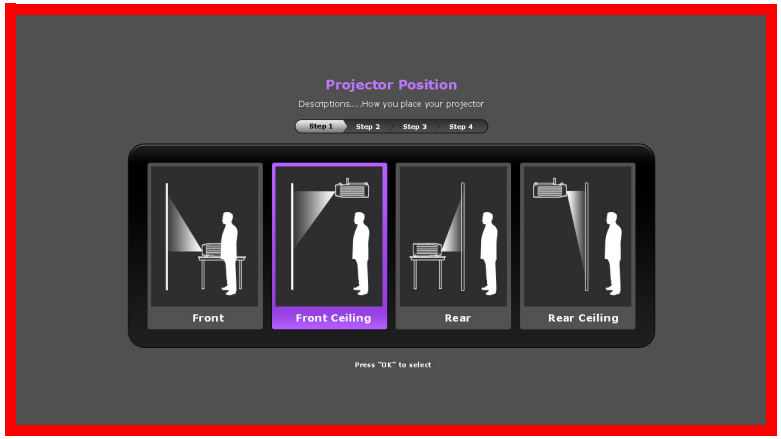
   The fans starts operating, and a start-up image displays on the screen while it warms up, this process may take a few minutes. The projector does not respond to further commands while it is warming up.

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 and move on to step 6.
   - Use the arrow keys (◄/►/▲/▼) on your remote control to move through the menu items.
   - Use **OK** to confirm the selected menu item.

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

Step 1:

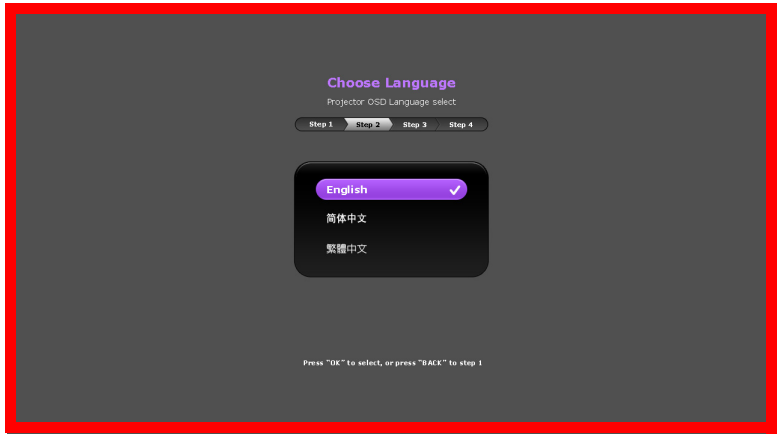
Specify **Projector Position**.



For more information about projector position, see Choosing a location on page 24**.**

Step 2:

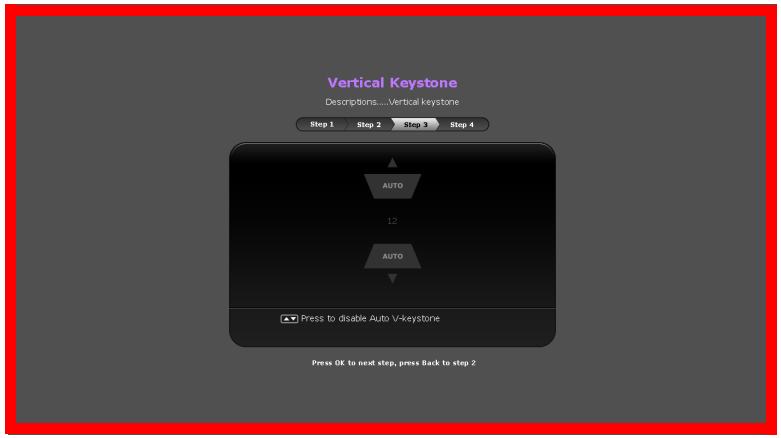
Specify OSD **Language**.



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

Step 3:

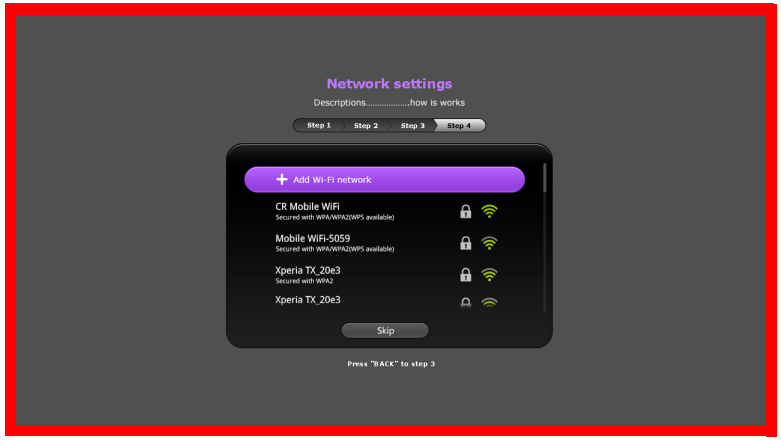
Specify **Vertical Keystone**.



Step 4:

Specify the **Network Settings** (connecting to a WLAN AP).

You may need to enter a password if you choose to connect to a WLAN AP.



For more information about changing your network settings, see Choosing a location on page 24**.**

Step 5: Specify the **Time Zone**.

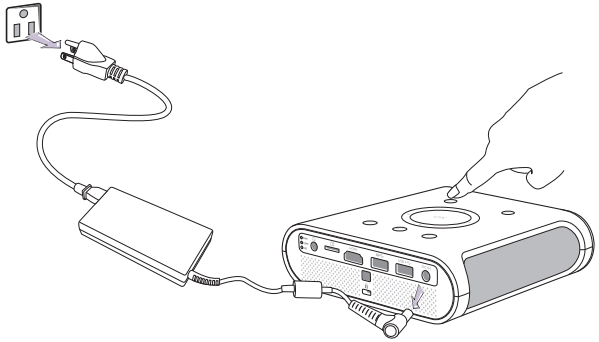
Now you've completed the initial setup.

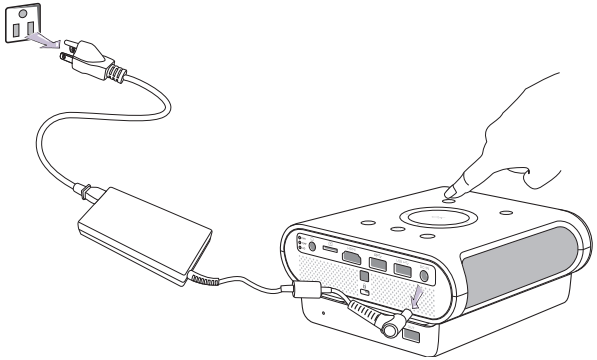
6. Switch on the connected equipment.
7. The projector starts to search for available input signals. The current input signal being scanned displays on the screen. If the projector is unable to detect a valid signal, the projector will automatically open the **BenQ Launcher**. You may press ⏎ on your remote control to select your desired input signal.
8. If the horizontal frequency of the input source exceeds the range supported by the projector, the **"No Signal"** message displays on the screen. It will remain on-screen until you change the horizontal frequency of the input source to an appropriate one.

Shutting down the projector

1. Press ⏻ on the projector or your remote control. The projector displays a shutdown confirmation message.
2. Press ⏻ a second time. The **PWR** indicator light flashes orange and the fans run for about two minutes to cool the lamp. The projector does not respond to any commands during the cooling process.
3. When the cooling process ends, the **PWR** indicator light will show a solid orange.

If the projector will not be used for an extended period, unplug the power cable from the power outlet or remove the projector from the GS1 Battery (see Removing the battery on page 68).





- **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 Mode**:

1. Press **MENU** on the projector or the remote control.
2. Select **Settings** and press **OK**.

3. Select **High Altitude Mode** and press **OK** to set **High Altitude Mode** to **On**.
4. To leave the OSD, press ⮌ until the projector returns to the home screen, or press ⌂ to go back to the home screen directly.

Operation under **High Altitude Mode** 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.