0904-062-00102A

SONY

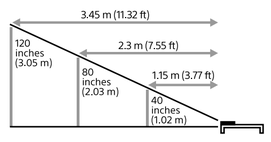
Mobile Projector

US Operating Instructions
ES Manual de instrucciones
PT Instruções de operação
KR 사용 설명서
TH คู่มือการใช้งาน
CS 使用说明书
AR تعليمات التشغيل

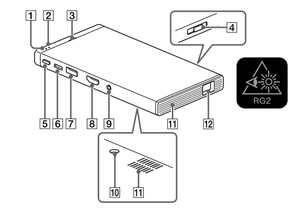
MP-CD1

© 2018 Sony Corporation Printed in China

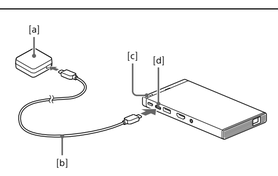
A



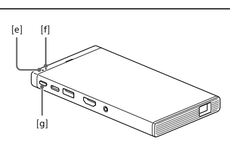
B



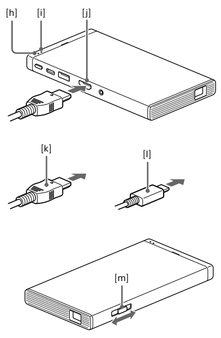
C



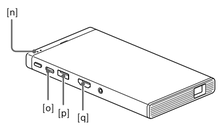
D



E



F



English

Please read the following instructions carefully before using the projector, and keep this manual for future reference.

CAUTION

- Do not stare at operating lamp. May be harmful to the eyes.
- Possibly hazardous optical radiation emitted from this product.

Check Product and Accessories Provided

- Projector (1)
- USB-C™ cable (1)
- Micro USB to USB-C adaptor (1)
- High Speed HDMI™ Cable with Ethernet (1)
- Carrying pouch (1)
- Instruction Manual (this manual, 1)

A Distance and Screen Size

The illustration shows how the screen size changes depending on the distance from the projector.

B Parts and Controls

1 ➔▭ (charge) lamp (See **C**, **D**, **E**, and **F**.)
Lights up or flashes (blinks) in orange, green, or red to indicate the status of the projector.
2 ⏻ (power) lamp (See **D** and **E**.)
Lights up or blinks in white when the projector is turned on.
3 Speaker
Outputs the sound of a connected device. To adjust the volume, use the volume control on the connected device.
4 Focus adjuster (See **E**.)
5 ⏻ (power) button (See **D**.)
6 USB-C IN jack (See **C** and **F**.)
Charges the projector.
7 USB OUT jack (See **F**.)
Supplies power from the projector to another device.
8 HDMI/MHL IN jack (See **E** and **F**.)
Connects to an HDMI or MHL compatible device for projecting.
9 AUDIO OUT jack
Connects to headphones or speakers.
10 Tripod socket hole
11 Ventilation holes
12 Projection lens

C Charging the Projector

1. **Connect the supplied USB-C cable [b] to the USB-C IN jack [d] and an optional AC adaptor [a].**
2. **Connect the AC adaptor [a] to a wall outlet.**
   The ➔▭ (charge) lamp [c] lights up (orange) while charging and the light turns off when charging is complete (or the power is disconnected).

Tips

- When using the supplied USB-C cable [b] to charge the projector, you can charge the projector whether it is on or off. Recharging using a USB output AC adaptor rated at 5 V 3.0 A or greater is possible. Please note that this product's maximum input current is 3.0 A.
- If you have a Micro USB cable and its AC adaptor (neither of them are supplied), you can also use them to charge the projector by connecting the Micro USB cable to the supplied Micro USB to USB-C adaptor. However, the power supply for charging the projector is up to 1.5 A. If projecting continuously while charging the projector, the projector may shut down due to a decrease in battery quantity.

D Checking the Remaining Battery Power

1. **Press and quickly release the ⏻ (power) button [g] (within 1 second) when the power is off.**
   The ➔▭ (charge) lamp [e] flashes (orange) in one of the following patterns according to the remaining battery power.

Lamp flash pattern	Battery remaining
☼☼☼ • ☼☼☼ • (Flashes 3 times and after a specified time, flashes 3 times again.)	70% to 100%
☼☼ • • ☼☼ • • (Flashes 2 times and after a specified time, flashes 2 times again.)	30% to 70%
☼ • • • ☼ • • • (Flashes 1 time and after a specified time, flashes 1 time again.)	0% to 30%

Note

- When the power is on, the ➔▭ (charge) lamp displays the remaining battery power when you change the sound/picture mode (see below).

D Turning the Power on

1. **Press and hold the ⏻ (power) button [g] for longer than one second.**
   The ⏻ (power) lamp [f] lights up (white).
   To turn off the projector, press and hold the ⏻ (power) button [g] for longer than one second.

E Connecting a Device and Projecting its Content

1. **Connect a device to the HDMI/MHL IN jack [j] using the supplied High Speed HDMI Cable with Ethernet [k] or an optional MHL cable [l].**
   To connect a computer, PlayStation, or video device, use the supplied High Speed HDMI Cable with Ethernet [k].
   To connect an MHL-compatible smartphone or tablet, use an optional MHL cable [l]. The power is supplied from the projector through the MHL cable. The ➔▭ (charge) lamp [h] lights up (green).
2. **Adjust the focus of the projected image [m].**
3. **Play the connected device.**

Tips

- The projector has an auto keystone correction function. The screen will be corrected automatically when the projected image is vertically distorted. When projecting on the ceiling, you cannot perform the auto keystone correction function.
- You can charge the projector while using it. Note that the remaining battery power may decrease even while charging depending on the AC adaptor capability or projecting content.
- To connect apple devices, use an Apple Digital AV adapter (commercially available).
- An MHL cable [l] is not supplied.

Notes

- When the remaining battery power is low, the ➔▭ (charge) lamp (orange) [h] keeps blinking until eventually the projector shuts down.
- When the remaining battery power is 10% or less, the ▭ (battery low) mark appears on the projected screen.
- The ⏻ (power) lamp [i] keeps blinking (white) when the projector is overheated and the brightness is reduced by half. If the temperature keeps rising, the projector will shut down automatically.

D Changing the Sound and Picture Mode

You can mute the sound and choose the dynamic picture mode. Dynamic picture mode increases the brightness of the image.

1. **Press and quickly release the ⏻ (power) button [g] (within 1 second) when the power is on.**
   Each time the ⏻ (power) button [g] is pressed (and quickly released within 1 second), the sound and picture mode changes and the corresponding marks appear on the screen as follows.
   - When the content of the connected device is not projected (or no device is connected to the HDMI/MHL IN jack):
     🔇 (standard picture, muted) → ☼ 🔊 (dynamic picture, unmuted) → ☼ 🔇 (dynamic picture, muted) → 🔊 (standard picture, unmuted)
   - When the content of the connected device is projected:
     (dynamic picture) → (standard picture)
     (Currently appearing sound mode 🔊 (unmuted) or 🔇 (muted) does not change.)

F Supplying Power from the Projector to Another Device

1. **Connect a device to the USB OUT jack [p] using an optional USB cable.**
   The ➔▭ (charge) lamp [n] lights up (green).

Tips

- Supplying power to another device is possible even while the projector is being used.
- While supplying power to another device, you can charge the projector through the USB-C IN jack [o] at the same time. Note that the remaining battery power may decrease even while charging depending on the AC adaptor capability or projecting content.

Notes

- When an MHL-compatible smartphone or tablet is connected to the HDMI/MHL IN jack [q], the power is supplied to the connected MHL-compatible device through the HDMI/MHL IN jack and the power supply from the USB OUT jack [p] stops.
- When the remaining battery power of the projector is low, the ➔▭ (charge) lamp [n] keeps blinking (orange) until eventually the projector shuts down.
- The USB OUT jack [p] can only be used to supply power to another device and cannot be used to charge the projector. To charge the projector, use the USB-C IN jack [o].
- The USB OUT jack [p] is for output only. Do not connect the USB OUT jack to a USB jack that outputs power such as a one on a computer. Doing so may cause a malfunction.
- If the connected HDMI device is sleeping, the projector may stop supplying power to the device automatically after a certain period of time. Disconnect the USB cable from the USB OUT jack [p] and reconnect it to supply power again.

Troubleshooting

The power does not turn on.
→ If the remaining battery power is low or insufficient, charge the battery.
→ Use the projector in a location with an ambient temperature between 0 °C and 35 °C.
→ Try turning the power off and on again.

The projector does not charge.
→ The USB OUT jack can only be used to supply power to another device and cannot be used to charge the projector. To charge the projector, use the USB-C IN jack.

The projector automatically shuts down during use.
→ The remaining battery power is low. Charge the battery.
→ The projector automatically shuts down when it overheats. Let it cool down before you operate it again.
→ When the projector is in use, connected via MHL and powered by AC adaptor, the rate of power consumption may be more than the rate of charge. Depending on the remaining battery power, the projector may shut down. If this happens, disconnect the MHL connection and charge the projector.

The ⏻ (power) lamp (white) and the ➔▭ (charge) lamp (red) blink at the same time.
→ An internal error may have occurred. Try turning the power off and on again.

The ➔▭ (charge) lamp is blinking (orange).
→ The remaining battery power is low. Charge the battery.

No images are projected.
→ Check that the cable, connector and/or adaptor are connected correctly.
→ Some image formats may not be available depending on the connected device or the connection method.

There is no sound.
→ Check the volume level of the connected device.
→ Some sound formats may not be available depending on the connected device or the connection method.

The ➔▭ (charge) lamp blinks (red) while the projector is supplying power to another device via the USB OUT jack.
→ The USB-C cable (supplied) may not be connected correctly. Disconnect it and reconnect.
→ The specifications of the connected device may not meet the requirements. Check the charging specifications of the device.

The image is a trapezoidal shape.
→ The projector automatically corrects the vertically distorted image. However, if the distortion is too large, this function may not work sufficiently. Also, the horizontally distorted image will not be corrected. In such cases, move the projector to adjust the projection angle.

The projected image is unclear.
→ Adjust the focus using the focus adjuster. The screen size of which the focus is adjustable is from 20 inches to 120 inches.

The fan has started making loud noise.
→ Stop use and contact your Sony dealer or authorized Sony service facility.

Other devices cannot connect to the projector.
→ Not all video devices have HDMI connectivity or MHL connectivity. To see if your video device has any of these capabilities, check its specifications or contact the manufacturer.

The projector stops responding.
→ Press the power button for more than 10 seconds. Do this operation only when the projector freezes. Do not use this operation under normal circumstances.

Specifications

Design and specifications are subject to change without notice.

Dimensions: Approx. 83.0 mm × 16.0 mm × 150.0 mm (3 3/8 inches × 21/32 inches × 6 inches) (W/H/L) (without protrusions)
Weight: Approx. 280 g (9.9 oz.)
Operating temperature: 0 °C to 35 °C (32 °F to 95 °F)
Output resolution: 854 × 480
Audio output: Φ3.5 Audio Jack
Speaker output: 1.0 W
HDMI/MHL input: HDMI 1.4b/MHL 1.4 (HDCP1.4)
Projected image size: 40 inches at projection distance of 1.15 m (3.77 ft)/Max. 120 inches at projection distance of 3.45 m (11.32 ft)
Brightness: ANSI 105 lumens
Color reproducibility: Full color (16,770,000 colors)
Aspect ratio: 16:9
Contrast ratio: 400:1
Continuous projecting time: Approx. 120 minutes (when fully charged and without power supply)
Light source life: Approx. 50,000 hours
Input: DC 5 V:3.0 A
Li-ion Battery: 3.8 V, 5,000 mAh
Charging time: Approx. 2.5 hours (from CP-AD3 (sold separately))
Approx. 4 hours (with 1.5 A power supply)
Output: DC 5 V:1.5 A, 1 port

Notes on Use

- Before use, take the projector out of the carrying pouch. When taking out, hold the projector firmly.
- Do not operate the unit if it has been wet or damaged. Otherwise, it can lead to electric shock, explosion and/or injury.
- When using a TV, radio or tuner, interference may occur. Do not set up the projector in close proximity to these products.
- Use the projector on a stable and flat surface.
- Do not use the projector in humid, dusty or sandy conditions. Dust or sand may enter through the ventilation holes on the bottom of the projector and cause a malfunction.
- Do not block the ventilation holes with hands, etc. This is dangerous and may cause the projector to overheat.
- Do not put any foreign objects in the ventilation holes.
- Do not insert your fingernails into the ventilation holes and other jacks, nor hook your fingernails on the gaps while using the projector.
- Do not short-circuit the projector. Do not allow metal objects such as hairpins to come into contact with the projector or its jacks.
- Do not disassemble or modify the projector.
- The battery is built into the projector and cannot be removed.
- Do not place the projector in a fire, nor heat it in a microwave oven or oven.
- Do not allow the projector to get wet with fresh water, sea water, milk, soft drinks or soap water. Do not use the projector while wet.
- Do not use or store the projector in a place where the temperature is extremely high, such as near a fire, under direct sunlight, near a heater or in a car parked in the sun.
- Do not use the projector in a place with poor ventilation, such as while wrapped in a quilt/blanket or in a bag.
- Do not expose the projector to a strong impact. Avoid hitting it with a hammer, putting any heavy object on top, stepping on it or dropping it.
- Avoid continuous contact between your skin and the projector while charging it or during use. Doing so may cause a low-temperature burn injury. Be careful of heat transmitted through clothes as it may also cause a low-temperature burn injury.
- Before connecting a portable device to the projector, attach the portable device's battery pack. Connecting a portable device while its battery is removed may cause loss of data or damage to the portable device.
- Do not touch or stick your finger into the connection parts.
- Refer also to the manual of the device that you use in conjunction with the projector as you may need to operate the device in order to use it with the projector.
- When the projector body is overheated from use, the ➔▭ (charge) lamp blinks rapidly (orange or green). In this case, stop using the projector.
- Use the projector in a place where there is no dust or cigarette smoke because the projector is a sensitive device.
- Do not place the projector close to credit cards or other cards. Doing so may result in the loss of recorded data.
- If the projection lens is not clean, wipe it with a soft cloth such as an eyeglass cleaning cloth.
- Do not store the projector in a humid or dusty place.
- Remove cables from the projector after use or while not in use.
- Check the connections of the projector periodically to make sure dust does not accumulate.
- Children should only use the projector under adult supervision. Keep the projector out of reach of infants.
- It is recommended that you maintain a distance of more than 1.5 times the diagonal length of the screen. If you watch the screen at a close distance for a long time, your eye sight may become worse.
- EHV (exposure hazard value); 3.17 HD (hazard distance); 0.76 m
- The projected light of the projector is categorized as Risk Group 2 (RG2) based on IEC62471-5:2015.
- Sony is not liable for damage or loss resulting from the use of the projector, or for any claim from a third party.
- Sony is not liable for PC, cell phone or other hardware problems that arise from use with the projector; compatibility of the product with specific hardware, software or peripherals; operating conflicts with other installed software; data loss; or other accidental or unavoidable damages.
- Sony is not liable for financial damages, lost profits, claims from third parties, etc., arising from the use of the projector.
- If a malfunction occurs, stop use and contact your Sony dealer or authorized Sony service facility.
- It has been reported that some portable devices may incur a sudden loss of data that is saved in the memory, regardless if the data is used with the projector or not (for details, refer to the user manual supplied with the portable device). Before using the projector, be sure to back up data that is saved in the memory. Sony is not liable for loss of data.

Trademarks

- The terms HDMI and HDMI High-Definition Multimedia Interface, and the HDMI Logo are trademarks or registered trademarks of HDMI Licensing Administrator, Inc. in the United States and other countries.
- MHL, Mobile High-Definition Link and the MHL Logo are trademarks or registered trademarks of MHL Licensing, LLC.
- DLP® and the DLP logo are registered trademarks of Texas Instruments.
- DLP IntelliBright™ is a trademark of Texas Instruments.
- USB Type-C™ and USB-C™ are trademarks of USB Implementers Forum, Inc.
- In addition, system and product names used in this manual are, in general, trademarks or registered trademarks of their respective developers or manufacturers. However, the ™ or ® marks are not used in all cases in this manual.
- iPhone and iPad are trademarks of Apple Inc.
- "PlayStation" is a registered trademark or trademark of Sony Interactive Entertainment Inc.

For the customers in the U.S.A.

Any changes or modifications (including the antennas) to this device that are not expressly approved by the manufacturer may void the user's authority to operate the equipment.

Note : This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Shielded cables must be used with this unit to ensure compliance with the Class B FCC limits.

If you have any questions about this product, you may call:
Sony Customer Information Services Center
1-800-222-SONY(7669)

Declaration of Conformity
Trade Name: SONY
Model No.: MP-CD1
Responsible Party: Sony Electronics Inc.
Address: 16535 Via Esprillo, San Diego, CA 92127 U.S.A.
Telephone No.: 858-942-2230
This device complies with part 15 of the FCC Rules.
Operation is subject to the following two conditions:
(1)This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

RECYCLING RECHARGEABLE BATTERIES
USA Only
Rechargeable batteries are recyclable. You can help preserve our environment by returning your used rechargeable batteries to the collection and recycling location nearest you.
For more information regarding recycling of rechargeable batteries, visit www.sony.com/electronics/eco/environmental-management
Caution: Do not handle damaged or leaking rechargeable batteries.

The year and month of manufacture is printed on the bottom of this product at the left. The first four digits stand for the year and the last two stand for the month.

***For USA only.**
Customer Service
Phone: (877) 440-3453 or (956) 795-4660 U.S.A.
e-mail: snl.service@am.sony.com
INTERNET: http://www.sony.com/battery

LIMITED WARRANTY
U.S. and Canada only – For one year from the original date of purchase of the product.

Sony Electronics Inc. solely for purchases made in the United States and Sony of Canada Ltd. solely for purchases made in Canada (collectively "Sony") warrants this product against defects in material or workmanship for the original owner and any subsequent end user owner(s) ("You" or "Your") for the time period set forth above as set forth herein. Pursuant to this Limited Warranty, Sony will, at its option, (i) repair the product using new or refurbished parts or (ii) replace the product with a new or recertified/refurbished product of the same (or similar) model. For purposes of this Limited Warranty, "recertified" or "refurbished" means a product or part that has been returned to its original specifications. **In the event of a defect, these are Your exclusive remedies.** Sony does not warrant that the operation of the product will be uninterrupted or error-free.

Term: For the time period set forth above from the original date of purchase of the product when purchased directly from Sony or Sony authorized dealer (To determine if a dealer is in the Sony authorized dealer network, please visit US: www.sony.com/retailers; Canada: https://dealerlocator.sony.ca/locator; or contact Sony directly), Sony will, at its option, repair or replace with a new, recertified or refurbished product or part, any product or part determined to be defective.

This Limited Warranty covers only the hardware components packaged with the product. It does not cover separate accessories, technical assistance for hardware or software usage and it does not cover any software products whether or not contained in the product, and other included content; any such software or other included content is provided "AS IS" unless expressly provided for in any enclosed software Limited Warranty or End User License Agreement. Please refer to the End User License Agreement(s) included with the product for Your rights and obligations with respect to the software or other included content. If You purchased an extended service plan, please refer to the service plan for the coverage, duration and terms of service. Extended service plans are not governed by this Limited Warranty.

To obtain warranty service, You must deliver the product, in either its original packaging or packaging affording an equal degree of protection to a Sony authorized service center together with a dated purchase receipt in order to obtain warranty service. Sony cannot guarantee that it will be able to repair any product under this warranty or make a product exchange without risk to or loss of software or data. **It is Your responsibility to remove or backup any removable media or parts, data, software or other materials You may have stored or preserved on Your product. It is likely that any media or parts, data, software, or other materials (like pictures, music, videos, etc.) will be lost or reformatted during service and Sony will not be responsible for any such damage or loss.** Contact the following for specific instructions on how to obtain warranty service for Your product:

For purchases made in the UNITED STATES:
Visit Sony's Website: **www.sony.com/support**
Or call the Customer Experience Center: 1-800-222-SONY (7669)
To register Your product or for contact information to purchase accessories or parts go to Sony's Website

For purchases made in CANADA:
Visit Sony's Website: **www.sony.ca/support**
Or call the Customer Experience Center: 1-877-899-SONY (7669)
To register Your product or for contact information to purchase accessories or parts go to Sony's Website

On-site service for televisions of certain dimensions may be available to a customer living within a 50km radius of an authorized Sony service facility, provided the residence can be accessed by an on-road service vehicle.

Repair/Replacement Warranty: This Limited Warranty shall apply to any repair, replacement part or replacement, recertified or refurbished product for the remainder of the original Limited Warranty period or for ninety (90) days, whichever is longer. Any parts or product replaced under this Limited Warranty will become the property of Sony. Any replacement, recertified or refurbished product provided under this Limited Warranty may, at Sony's option, vary in color and/or cosmetic design from the original product and may not include any original engraving or similar customization/personalization.

Sony is not responsible for, and this Limited Warranty does not cover, any damage arising from a failure to operate the product within its intended uses, or otherwise follow the owner's manual and safety instructions relating to the product's use and installation. This Limited Warranty only covers product issues caused by defects in material or workmanship during ordinary consumer use. This Limited Warranty does not cover products purchased from sources other than Sony or a Sony authorized dealer (including non-authorized online auctions), or issues due to: (i) outdoor exposure and other acts of nature; (ii) power surges; (iii) accidental damage; (iv) abuse; (v) limitations of technology; (vi) cosmetic damage; (vii) contact with liquid, heat, humidity or perspiration, sand, smoke, or foreign materials; (viii) use of parts or supplies not sold or authorized by Sony; (ix) servicing not authorized or performed by Sony or a Sony authorized service center; (x) computer or internet viruses, bugs, worms, or Trojan Horses; (xi) malfunctions due to peripherals/accessories; (xii) modifications of or to any part of the product, including "rooting" or other modifications to control the behavior of the product or any factory installed operating system; (xiii) consumable parts such as batteries; or (xiv) any product where the factory-applied serial number has been altered or removed from the product. Further, to the extent this product incorporates use of a display, please note that a display contains hundreds of thousands of individual pixels, and displays typically contain a small number of pixels that do not function properly. This Limited Warranty does not cover up to .01% pixel outages (small dot picture elements that are dark or incorrectly illuminated).

This Limited Warranty does not cover Sony products sold "AS IS" or "WITH ALL FAULTS" or consumables (such as fuses or disposable batteries). Sony will not replace missing components from any package purchased "Open Box" or "AS IS". This Limited Warranty is valid only in the United States and Canada (as applicable).

LIMITATION ON DAMAGES: SONY SHALL NOT BE LIABLE FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES FOR BREACH OF ANY EXPRESS OR IMPLIED WARRANTY OR CONDITION ON THIS PRODUCT. NOR SHALL RECOVERY OF ANY KIND AGAINST SONY BE GREATER THAN THE ORIGINAL PURCHASE PRICE OF THE PRODUCT FROM SONY OR AN AUTHORIZED SONY DEALER.

DURATION OF IMPLIED WARRANTIES OR CONDITIONS: EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ANY IMPLIED WARRANTY OF MERCHANTIBILITY OR FITNESS FOR A PARTICULAR PURPOSE ON THIS PRODUCT IS LIMITED IN DURATION TO THE DURATION OF THIS LIMITED WARRANTY.

Some jurisdictions do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to You. This Limited Warranty gives You specific legal rights and You may have other rights which vary from jurisdiction to jurisdiction.

For purchases made in the U.S.: Read the following Dispute Resolution/Arbitration provision carefully. It details Your rights and instructions should a dispute related to the product arise.

What Happens If We Have A Dispute: Should a dispute or claim arise related to the product, Your purchase and/or use of the product, the terms of this Limited Warranty, or any service provided under the terms of this Limited Warranty (including any repair or replacement) ("Dispute"), You and Sony agree that the **Dispute shall be resolved exclusively through binding arbitration. YOU UNDERSTAND AND ACKNOWLEDGE THAT BY AGREEING TO ARBITRATION, YOU ARE GIVING UP THE RIGHT TO LITIGATE (OR PARTICIPATE IN AS A PARTY OR CLASS MEMBER) IN ANY DISPUTES IN COURT. You also agree that ANY DISPUTE RESOLUTION PROCEEDING WILL ONLY CONSIDER YOUR INDIVIDUAL CLAIMS, AND BOTH PARTIES AGREE NOT TO HAVE ANY DISPUTE HEARD AS A CLASS ACTION, REPRESENTATIVE ACTION, CONSOLIDATED ACTION, OR PRIVATE ATTORNEY GENERAL ACTION.** Despite the above, You have the right to litigate any Dispute on an individual basis in small claims court or other similar court of limited jurisdiction, to the extent the amount at issue does not exceed $15,000, and as long as such court has proper jurisdiction and all other requirements (including the amount in controversy) are satisfied.

Arbitration Instructions. To begin Arbitration, either You or Sony must make a written demand to the other for arbitration. The Arbitration will take place before a single arbitrator. The arbitration will be administered in keeping with the Expedited Procedures of the Commercial Arbitration Rules and the Supplementary Proceedings for Consumer-Related disputes ("Rules") of the American Arbitration Association ("AAA"), when applicable and in effect when the claim is filed. You may get a copy of AAA's Rules by contacting AAA at (800) 778-7879 or visiting www.adr.org. The filing fees to begin and carry out arbitration will be shared between You and Sony, but in no event shall Your fees ever exceed the amount allowable by the special rules for Consumers Disputes provided for by AAA, at which point Sony will cover all additional administrative fees and expenses. This does not prohibit the Arbitrator from giving the winning party their fees and expenses of the arbitration when appropriate pursuant to the Rules. Unless You and Sony agree differently, the arbitration will take place in the county and state where You live, and applicable federal or state law shall govern the substance of any Dispute during the arbitration. However, the Federal Arbitration Act, 9 U.S.C. § 1, et seq., will govern the arbitration itself and not any state law on arbitration. The Arbitrator's decision will be binding and final, except for a limited right of appeal under the Federal Arbitration Act.

Opt-Out Instructions. IF YOU DO NOT WISH TO BE BOUND BY THE BINDING ARBITRATION PROVISION, THEN: (1) You must notify Sony in writing within 30 days of the date that You purchased the product; (2) Your written notification must be mailed to Sony Electronics Inc., 16535 Via Esprillo, MZ 1105, San Diego CA 92127, Attn: Legal Department; AND (3) Your written notification must include (a) Your NAME, (b) Your ADDRESS, (c) the DATE You purchased the product, and (d) a clear statement that "YOU DO NOT WISH TO RESOLVE DISPUTES WITH ANY SONY ELECTRONICS ENTITY THROUGH ARBITRATION AND/OR BE BOUND BY THE CLASS ACTION WAIVER."
Opting out of this dispute resolution procedure will not affect the coverage of the Limited Warranty in any way, and You will continue to enjoy the benefits of the Limited Warranty. (T31-1)

MSP Driver Library
License: BSD

Copyright © 2013, Texas Instruments
All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. Neither the name of Texas Instruments nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Español

PROYECTOR PORTATIL
MODELO MP-CD1

POR FAVOR LEA DETALLADAMENTE ESTE MANUAL DE INSTRUCCIONES ANTES DE CONECTAR Y OPERAR ESTE EQUIPO.
RECUERDE QUE EL MAL USO DE ESTE APARATO PODRIA ANULAR LA GARANTIA.

Lea cuidadosamente las instrucciones a continuación antes de utilizar el proyector, y conserve este manual para futuras referencias.

PRECAUCIÓN

- No mire la lámpara cuando está en funcionamiento. Puede dañar la vista.
- Este producto puede emitir radiación óptica peligrosa.

Glosario de términos

HDCP: Protección de contenido digital de banda ancha
HDMI: Interfaz multimedia de alta definición
IN, INPUT: Entrada
MHL: Enlace de alta definición móvil
OUT, OUTPUT: Salida
PC, ordenador: Computadora personal
Smartphone: Teléfono inteligente
Tablet: Tableta electrónica
TV: Televisor
USB: Puerto serial universal
AV: Audio y Video
Ethernet: Conexión a internet

Compruebe el producto y los accesorios que se suministran

- Proyector (1)
- Cable USB-C™ (1)
- Adaptador micro USB a USB-C (1)
- Cable HDMI™ de alta velocidad con Ethernet (1)
- Bolsa de transporte (1)
- Manual de instrucciones (este manual, 1)

A Distancia y tamaño de la pantalla

La ilustración muestra cómo cambia el tamaño de la pantalla en función de la distancia desde el proyector.

B Piezas y controles

1 Lámpara ➔▭ (carga) (Consulte **C**, **D**, **E**, y **F**.)
Se enciende o parpadea en naranja, verde, o rojo para indicar el estado del proyector.
2 Lámpara ⏻ (encendido) (Consulte **D** y **E**.)
Se enciende o parpadea en blanco cuando el proyector está encendido.
3 Altavoz
Transmite sonidos de un dispositivo conectado. Si desea ajustar el volumen, utilice el control de volumen del dispositivo conectado.
4 Ajustador de enfoque (Consulte **E**.)
5 Botón ⏻ (encendido) (Consulte **D**.)
6 Toma USB-C IN (Consulte **C** y **F**.)
Carga el proyector.
7 Toma USB OUT (Consulte **F**.)
Suministra energía desde el proyector hacia otro dispositivo.
8 Toma HDMI/MHL IN (Consulte **E** y **F**.)
Conecta un dispositivo HDMI o MHL compatible para realizar la proyección.
9 Toma AUDIO OUT
Conecta los auriculares o los altavoces.
10 Orificio de la toma del trípode
11 Orificios de ventilación
12 Lentes de proyección

C Carga del proyector

1. **Conecte el cable USB-C [b] suministrado al toma USB-C IN [d] y a un adaptador de ca [a] opcional.**
2. **Conecte el adaptador de ca [a] un enchufe de pared.**
   La lámpara ➔▭ (carga) [c] se ilumina (en naranja) durante la carga y la luz se apaga cuando se completa la carga (o se desconecta la alimentación).

Consejos

- Cuando utilice el cable USB-C [b] suministrado para cargar el proyector, puede cargarlo si está encendido o apagado. Se puede recargar usando un adaptador de ca con salida USB (Puerto Serial Universal) y cc 5 V de potencia a 3.0 A o más. Tenga en cuenta que la corriente de entrada máxima para este dispositivo son 3.0 A.
- Si tiene un cable micro USB y su adaptador de ca (no se suministra ninguno de ellos), también puede usarlos para cargar el proyector conectando el cable micro USB al adaptador micro USB para USB-C suministrado. No obstante, la alimentación de energía para la carga del proyector alcanza los 1.5 A. Si el proyector funciona de forma constante mientras se carga, puede que se apague debido a una reducción en el nivel de la batería.

D Comprobación de la carga restante de la batería

1. **Presione y suelte rápidamente el botón ⏻ (encendido) [g] (1 segundo) cuando la alimentación esté apagada.**
   La lámpara ➔▭ (carga) [e] parpadea (en naranja) en uno de los siguientes patrones según la carga restante de la batería.

Patrón del parpadeo de la lámpara	Batería restante
☼☼☼ • ☼☼☼ • (Parpadea 3 veces y luego de un tiempo determinado, vuelve a parpadear otras 3 veces).	70% a 100%
☼☼ • • ☼☼ • • (Parpadea 2 veces y luego de un tiempo determinado, vuelve a parpadear otras 2 veces).	30% a 70%
☼ • • • ☼ • • • (Parpadea 1 vez y luego de un tiempo determinado, vuelve a parpadear 1 vez más).	0% a 30%

Nota

- Cuando la alimentación está conectada, la lámpara ➔▭ (carga) muestra la energía restante de la batería al cambiar el modo entre sonido e imágenes (consulte abajo).

D Encendido

1. **Mantenga presionado el botón ⏻ (encendido) [g] durante más de un segundo.**
   La lámpara ⏻ (encendido) [f] se enciende (blanco).
   Para apagar el proyector, mantenga presionado el botón ⏻ (encendido) [g] durante más de un segundo.

E Conexión de un dispositivo y proyección de su contenido

1. **Conecte un dispositivo al toma HDMI/MHL IN [j] utilizando el cable HDMI de alta velocidad con Ethernet [k] suministrado o un cable MHL [l] opcional.**
   Si desea conectar un ordenador, una PlayStation o un dispositivo de vídeo, utilice el cable HDMI de alta velocidad con Ethernet [k] suministrado.
   Si desea conectar un smartphone o una tableta compatible con MHL, utilice un cable MHL [l] opcional. La alimentación se suministra desde el proyector a través del cable MHL. La lámpara ➔▭ (carga) [h] se ilumina (verde).
2. **Ajuste el enfoque de la imagen proyectada [m].**
3. **Reproduzca desde el dispositivo conectado.**

Consejos

- El proyector tiene una función de corrección automática de la distorsión trapezoidal. La pantalla se corregirá automáticamente cuando la imagen que se proyecte tenga una distorsión vertical. Al proyector en el techo, no puede usar la función de corrección trapezoidal automática.
- Puede cargar el proyector mientras lo usa. Tenga en cuenta que la carga restante de la batería puede disminuir incluso durante la carga en función de la capacidad del adaptador de ca o del contenido proyectado.
- Si desea conectar dispositivos Apple, utilice un adaptador AV de Apple Digital (comercialización disponible).
- El cable MHL [l] no se suministra.

Notas

- Cuando la carga restante de la batería es baja, la lámpara ➔▭ (carga) (naranja) [h] continúa parpadeando hasta que el proyector se apaga.
- Cuando la energía restante de la batería es 10% o menos, aparece la marca ▭ (batería baja) en la pantalla proyectada.
- La lámpara ⏻ (encendido) [i] parpadea (blanco) cuando el proyector se sobrecalienta y el brillo se reduce a la mitad. Si la temperatura sigue subiendo, el proyector se apagará automáticamente.

D Cambio entre el modo de sonido y de imagen

Puede silenciar el sonido y elegir el modo de imagen dinámica. El modo de imagen dinámica aumenta el brillo de la imagen.

1. **Presione y suelte rápidamente el botón ⏻ (encendido) [g] (1 segundo) cuando la alimentación esté encendida.**
   Cada vez que se presiona el botón ⏻ (encendido) [g] (y se suelta rápidamente en 1 segundo), cambia el modo de sonido e imagen y aparecen las marcas correspondientes en la pantalla según se muestra a continuación.
   - Cuando el contenido del dispositivo conectado no se proyecta (o no hay ningún dispositivo conectado al toma HDMI/MHL IN):
     🔇 (imagen estándar, sin sonido) → ☼ 🔊 (imagen dinámica, con sonido) → ☼ 🔇 (imagen dinámica, sin sonido) → 🔊 (imagen estándar, con sonido)
   - Cuando se proyecta el contenido del dispositivo conectado:
     (imagen dinámica) → (imagen estándar)
     (El modo de sonido que aparece actualmente 🔊 (con sonido) o 🔇 (sin sonido)

한국어

프로젝터를 사용하기 전에 다음 지침을 꼼꼼히 읽고 나중에 참고할 수 있도록 본 설명서를 보관하십시오.

주의

- 작동 램프를 들여다보지 마십시오. 눈에 해로울 수 있습니다.
- 잠재적 위험 요소가 있는 광학 방출원은 이 제품에서 나오지 않습니다.

제품 및 제공된 액세서리

- 프로젝터 (1)
- USB-C™ 케이블 (1)
- Micro USB 및 USB-C 어댑터 (1)
- 이더넷 지원 고속 HDMI™ 케이블 (1)
- 휴대용 파우치 (1)
- 사용 설명서(본 설명서, 1)

A 거리 및 화면 크기

그림은 프로젝터와의 거리에 따라 화면 크기가 어떻게 바뀌는지 보여줍니다.

B 각 부분과 조작 버튼

1 ➡□(충전) 램프(**G**, **D**, **E** 및 **F** 참조.)
주황색, 녹색 또는 빨간색으로 켜지거나 깜박임으로써 프로젝터 상태를 나타냅니다.

2 ⏻(전원) 램프(**D** 및 **E** 참조.)
프로젝터가 켜져 있으면 흰색으로 켜지거나 깜박입니다.

3 스피커
연결된 장치의 사운드를 출력합니다. 볼륨을 조절하려면 연결된 장치의 볼륨 컨트롤을 사용하십시오.

4 초점 조절기(**E** 참조.)

5 ⏻(전원) 버튼(**D** 참조.)

6 USB-C IN 잭(**C** 및 **F** 참조.)
프로젝터를 충전합니다.

7 USB OUT 잭(**F** 참조.)
프로젝터의 전원을 다른 장치에 공급합니다.

8 HDMI/MHL IN 잭(**E** 및 **F** 참조.)
투영을 위해 HDMI 또는 MHL 호환 장치에 연결합니다.

9 AUDIO OUT 잭
헤드폰 또는 스피커에 연결합니다.

10 삼각대 소켓 구멍

11 통풍구

12 투영 렌즈

C 프로젝터 충전

1. **부속된 USB-C 케이블 [b]를 USB-C IN 잭 [d]와 옵션인 AC 어댑터 [a]에 연결합니다.**
2. **AC 어댑터 [a]를 콘센트에 연결합니다.**
   충전 중에는 ➡□(충전) 램프 [c]가 점등(주황색)되고 충전이 완료되면(또는 전원 해제되면) 꺼집니다.

팁

- 부속된 USB-C 케이블 [b]를 사용하여 프로젝터를 충전하는 경우 프로젝터 전원 상태에 상관없이 충전할 수 있습니다. 정격 5 V 3.0 A 이상의 USB 출력 AC 어댑터를 사용하여 재충전하는 것이 가능합니다. 이 제품의 최대 입력 전류가 3.0 A 임을 유의하십시오.
- Micro USB 케이블 및 AC 어댑터(둘 다 별매)가 있을 경우 Micro USB 케이블을 부속된 Micro USB 및 USB-C 어댑터에 연결하여 프로젝터를 충전할 수 있습니다. 하지만 프로젝터 충전을 위한 전원 공급은 최대 1.5 A입니다. 프로젝터 충전 중에 계속 투영하는 경우, 배터리 부족으로 인해 프로젝터가 종료될 수 있습니다.

D 배터리 잔량 확인

1. **전원을 끈 상태에서 ⏻(전원) 버튼 [g]를 놓았다가 재빨리 랩니다(1초 이내).**
   배터리 잔량에 따라 다음 패턴 중 한 가지로 ➡□(충전) 램프 [e]가 깜박입니다(주황색).

램프 깜박임 패턴	배터리 잔량
☼☼☼・☼☼☼・	70% ~ 100%
(3번 깜박이고, 지정된 시간 이후 다시 3번 깜박임.)	
☼・・・☼・・・	30% ~ 70%
(2번 깜박이고, 지정된 시간 이후 다시 2번 깜박임.)	
☼・・・・・・	0% ~ 30%
(1번 깜박이고, 지정된 시간 이후 다시 1번 깜박임.)	

참고

- 전원이 켜져 있으면 사운드/영상 모드를 변경할 때 ➡□(충전) 램프가 배터리 잔량을 표시합니다(아래 참조).

D 전원 켜기

1. **⏻(전원) 버튼 [g]를 1초 이상 길게 누릅니다.**
   ⏻(전원) 램프 [f]가 점등됩니다(흰색).
   프로젝터를 끄려면 ⏻(전원) 버튼 [g]를 1초 이상 길게 누릅니다.

E 장치 연결 및 콘텐츠 투영

1. **부속된 이더넷 지원 고속 HDMI 케이블 [k] 또는 옵션형 MHL 케이블 [l]를 사용하여 HDMI/MHL IN 잭 [j]에 장치를 연결합니다.**
   컴퓨터, PlayStation 또는 비디오 장치를 연결하려면 부속된 이더넷 지원 고속 HDMI 케이블 [k]를 사용하십시오.
   MHL 호환 스마트폰 또는 태블릿을 연결하려면 옵션형 MHL 케이블 [l]를 사용하십시오. 전원은 프로젝터에서 MHL 케이블을 통해 공급됩니다.
   ➡□(충전) 램프 [h]가 점등됩니다(녹색).
2. **투영된 이미지 [m]의 초점을 조절합니다.**
3. **연결된 장치를 재생합니다.**

팁

- 프로젝터에는 자동 키스톤 수정 기능이 있습니다. 투영된 이미지가 세로로 왜곡된 경우 화면이 자동으로 올바르게 조정됩니다. 천장에 투영하는 경우, 자동 키스톤 조정 기능을 수행할 수 없습니다.
- 프로젝터 사용 중에 충전할 수 있습니다. AC 어댑터 용량 또는 투영 이미지에 따라 충전 중에도 배터리 잔량이 줄어들 수 있습니다.
- Apple 장치를 연결하려면 Apple Digital AV 어댑터(시판)를 사용하십시오.
- MHL 케이블 [l]는 부속되어 있지 않습니다.

참고

- 배터리 잔량이 낮은 경우 프로젝터를 끌 때까지 ➡□(충전) 램프(주황색) [h]가 계속해서 깜박입니다.
- 배터리 잔량이 10% 이하인 경우 ☼□(배터리 부족) 표시가 투영된 화면에 나타납니다.
- 프로젝터가 과열된 경우 ⏻(전원) 램프 [i]가 계속해서 깜박(흰색)이고 밝기가 절반으로 줄어듭니다. 온도가 계속 상승하면 프로젝터가 자동으로 꺼집니다.

D 사운드 및 영상 모드 변경

사운드를 음소거하고 역동적인 영상 모드를 선택할 수 있습니다. 역동적인 영상 모드에서는 이미지 밝기가 밝아집니다.

1. **전원을 켠 상태에서 ⏻(전원) 버튼 [g]를 놓았다가 재빨리 랩니다(1초 이내).**
   ⏻(전원) 버튼 [g]를 누를 때마다 (1초 이내에 재빨리 랩) 사운드 및 영상 모드가 바뀌고 해당 표시가 다음과 같이 화면에 나타납니다.
   - 연결된 장치의 콘텐츠가 투영되지 않는 경우(또는 장치가 HDMI/MHL IN 잭에 연결되지 않은 경우):
     ☼(표준 영상, 음소거) → ☼◀)(역동적인 영상, 음소거 취소) → ☼☼(역동적인 영상, 음소거) → ◀)(표준 영상, 음소거 취소)
   - 연결된 장치의 콘텐츠가 투영되는 경우:
     (역동적인 영상) → (표준 영상)
     (현재 나타난 사운드 모드 ◀)(음소거 취소) 또는 ☼(음소거)가 바뀌지 않습니다.)

F 프로젝터의 전원을 다른 장치에 공급

1. **옵션형 USB 케이블을 사용하여 USB OUT 잭 [p]에 장치를 연결합니다.**
   ➡□(충전) 램프 [n]이 점등됩니다(녹색).

팁

- 프로젝터 사용 중에도 전원을 다른 장치에 공급할 수 있습니다.
- 다른 장치에 전원을 공급하는 동시에 USB-C IN 잭 [o]를 통해 프로젝터를 충전할 수 있습니다. AC 어댑터 용량 또는 투영 이미지에 따라 충전 중에도 배터리 잔량이 줄어들 수 있습니다.

참고

- MHL 호환 스마트폰 또는 태블릿이 HDMI/MHL IN 잭 [q]에 연결된 경우 HDMI/MHL IN 잭을 통해 연결된 MHL 호환 장치에 전원이 공급되고 USB OUT 잭 [p]에서 전원 공급이 중단됩니다.
- 프로젝터의 배터리 잔량이 낮은 경우 프로젝터를 끌 때까지 ➡□(충전) 램프 [n]이 계속해서 깜박입니다(주황색).
- USB OUT 잭 [p]는 다른 장치에 전원을 공급하는 용도로만 사용할 수 있으며 프로젝터를 충전하는 데에는 사용할 수 없습니다. 프로젝터를 충전하려면 USB-C IN 잭을 사용하십시오.
- USB OUT 잭 [p]는 출력 전용입니다. 컴퓨터에 있는 것과 같이 전원이 출력되는 USB 잭에 USB OUT 잭을 연결하지 마십시오. 고장의 원인이 됩니다.
- 연결된 HDMI 장치가 절전 모드인 경우, 특정 시간이 지난 후 장치에 대한 전원 공급이 자동으로 중단될 수 있습니다. USB 케이블을 USB OUT 잭 [p]으로부터 분리한 다음 전원 공급을 위해 다시 연결하십시오.

문제 해결

전원이 켜지지 않습니다.
→ 남은 배터리 전원이 낮거나 부족한 경우, 배터리를 충전하십시오.
→ 주변 온도가 0 °C ~ 35°C 범위인 장소에서 프로젝터를 사용하십시오.
→ 전원을 껐다가 다시 켜 보십시오.

프로젝터가 충전되지 않습니다.
→ USB OUT 잭은 다른 장치에 전원을 공급하는 용도로만 사용할 수 있으며 프로젝터를 충전하는 데에는 사용할 수 없습니다. 프로젝터를 충전하려면 USB-C IN 잭을 사용하십시오.

사용 중에 프로젝터가 자동으로 꺼집니다.
→ 배터리 잔량이 부족합니다. 배터리를 충전하십시오.
→ 과열되면 프로젝터가 자동으로 꺼집니다. 냉각시킨 후에 다시 조작하십시오.
→ 프로젝터 사용 시 MHL로 연결하고 AC 어댑터로 전원을 공급할 경우, 전력 소비 속도가 충전 속도보다 빠를 수 있습니다. 배터리 잔량에 따라 프로젝터가 꺼질 수 있습니다. 그럴 경우 MHL 연결을 해제하고 프로젝터를 충전하십시오.

⏻(전원) 램프(흰색) 및 ➡□(충전) 램프(빨간색)가 동시에 깜박입니다.
→ 내부 오류가 발생했을 수 있습니다. 전원을 껐다가 다시 켜 보십시오.

➡□(충전) 램프가 깜박입니다(주황색).
→ 배터리 잔량이 부족합니다. 배터리를 충전하십시오.

이미지가 투영되지 않습니다.
→ 케이블, 커넥터 및/또는 어댑터가 바르게 연결되었는지 확인하십시오.
→ 연결된 장치 또는 연결 방법에 따라 일부 이미지 형식을 사용하지 못할 수 있습니다.

사운드가 출력되지 않습니다.
→ 연결된 장치의 볼륨을 확인하십시오.
→ 일부 사운드 형식은 연결된 장치 또는 연결 방식에 따라 사용이 불가능할 수 있습니다.

USB OUT 잭을 통해 프로젝터의 전원이 다른 장치에 공급 중이면 ➡□(충전) 램프가 깜박입니다(빨간색).
→ USB-C 케이블(부속)이 올바르게 연결되지 않았을 수 있습니다. 연결을 해제했다가 다시 연결하십시오.
→ 연결된 장치의 사양이 요구 사항에 부합하지 않았을 수 있습니다. 장치의 충전 사양을 확인하십시오.

이미지가 사다리꼴 모양으로 표시됩니다.
→ 세로로 왜곡된 이미지는 프로젝터가 자동으로 올바르게 조정합니다. 그러나, 왜곡이 심한 경우 자동 조정 기능이 적용되지 않을 수 있습니다. 또한, 가로로 왜곡된 이미지는 조정되지 않습니다. 그럴 경우 프로젝터를 옮겨 투영각을 조절하십시오.

투영된 이미지가 선명하지 않습니다.
→ 초점 조절기를 사용하여 초점을 조절하십시오. 초점 조절이 가능한 화면 크기는 20인치 ~ 120인치입니다.

팬이 시작되는 소리가 큽니다.
→ 사용을 중지하고 Sony 대리점 또는 Sony 공인 서비스점으로 문의하십시오.

다른 장치를 프로젝터에 연결할 수 없습니다.
→ HDMI 또는 MHL과 호환이 되지 않는 비디오 장치도 있습니다. 사용 중인 비디오 장치에 이러한 기능이 있는지 확인하려면 사양을 확인하거나 제조사에 문의하십시오.

프로젝터가 반응하지 않습니다.
→ 전원 버튼을 10초 이상 누르십시오. 이 조작은 프로젝터가 반응이 없을 경우에만 수행하십시오. 정상 작동 중에는 수행하지 마십시오.

사양

디자인 및 사양은 예고 없이 변경될 수 있습니다.

치수: 약 83.0 mm × 16.0 mm × 150.0 mm(W/H/L) (돌출부 없음)
중량: 약 280 g
작동 온도: 0 °C ~ 35 °C
출력 해상도: 854 × 480
오디오 출력: ⌀3.5 오디오 잭
스피커 출력: 1.0 W
HDMI/MHL 입력: HDMI 1.4b/MHL 1.4 (HDCP1.4)
투영된 이미지 크기: 투영 거리 1.15 m에서 40인치/투영 거리 3.45 m에서 최대 120인치
밝기: ANSI 105 루멘
컬러 재현성: 풀 컬러(16,770,000컬러)
화면 비율: 16:9
콘트라스트 비율: 400:1
연속 투영 시간: 약 120분(만충전 및 전원 미공급 시)
광원 수명: 약 50,000시간
입력: DC 5 V/3.0 A
리튬 이온 배터리: 3.8 V, 5,000 mAh
충전 시간: 약 2.5시간(CP-AD3(별매))
약 4시간(1.5 A 전원 공급)
출력: DC 5 V/1.5 A, 1포트

사용상의 주의

- 사용하기 전에 프로젝터를 휴대용 파우치에서 꺼내십시오. 꺼낼 때 프로젝터를 단단히 잡으십시오.
- 기기가 잦었거나 손상된 경우 조작하지 마십시오. 잦히하면 감전되거나, 폭발 및/또는 신체적 부상을 유발할 수 있습니다.
- TV, 라디오 또는 튜너 사용 중에 간섭이 발생할 수 있습니다. 프로젝터를 이러한 제품 가까이에 설치하지 마십시오.
- 안정적이고 평평한 면에서 프로젝터를 사용하십시오.
- 습기, 먼지 또는 오래가 많은 조건에서 프로젝터를 사용하지 마십시오. 프로젝터 밑면의 통풍구로 먼지 또는 오래가 들어가면 고장이 발생할 수 있습니다.
- 손 등으로 통풍구를 막지 마십시오. 프로젝터가 과열될 수 있으므로 위험합니다.
- 통풍구에 이물질을 넣지 마십시오.
- 통풍구와 기타 작에 손톱을 넣지 말고, 프로젝터 사용 중에 틈새에 손톱을 끼우지 마십시오.
- 프로젝터를 단락시키지 마십시오. 머리핀 등의 금속 물체가 프로젝터 작에 닿지 않도록 하십시오.
- 프로젝터를 분해하거나 개조하지 마십시오.
- 배터리는 프로젝터에 내장되어 있으며 분리할 수 없습니다.
- 프로젝터를 불 근처에 놓지 마시고 전자레인지나 오븐에 넣고 가열하지 마십시오.
- 프로젝터가 닿수, 바닷물, 우유, 음료수 또는 비눗물에 젖지 않도록 하십시오. 프로젝트가 젖어 있는 경우 사용하지 마십시오.
- 온도가 매우 높은 장소(예: 불 근처, 직사광선 아래, 히터 근처 또는 햇볕에 주차된 차량 안)에서 프로젝터를 사용하거나 보관하지 마십시오.
- 통풍이 잘 되지 않는 조건(예: 이불/담요로 덮거나 가방 안에 넣은 경우)에서 프로젝터를 사용하지 마십시오.
- 프로젝터에 강한 충격을 가하지 마십시오. 망치로 두드리거나, 무거운 물체를 올려놓거나, 발로 밟거나 떨어뜨리지 마십시오.
- 충전 중 또는 사용 시에 프로젝터에 피부를 지속적으로 접촉시키지 마십시오. 그럴 경우 저온 화상을 입을 수 있습니다. 의복을 통해서도 열이 전달되어 저온 화상을 입을 수 있으므로 주의하십시오.
- 휴대용 장치를 프로젝터에 연결하기 전에, 휴대용 장치의 배터리 팩을 연결하십시오. 배터리가 분리된 상태에서 휴대용 장치를 연결하면 데이터가 손실되거나 휴대용 장치가 손상될 수도 있습니다.
- 연결 부분을 건드리거나 손가락으로 누르지 마십시오.
- 프로젝터와 함께 사용하기 위해 장치를 조작해야 하는 경우, 프로젝터와 함께 사용하는 장치의 설명서도 참조하십시오.
- 사용 중에 프로젝터 본체가 과열되면 ➡□(충전) 램프가 빠르게 깜박입니다(주황색 또는 녹색). 이 경우 프로젝터 사용을 중지하십시오.
- 프로젝터는 예민한 장치이므로 먼지 또는 당해 연기가 없는 곳에서 사용하십시오.
- 프로젝터를 신용카드 또는 기타 카드 가까이에 두지 마십시오. 그럴 경우 기록된 데이터가 소실될 수 있습니다.
- 투영 렌즈가 깨끗하지 않은 경우 안경 닦는 헝겊과 같이 부드러운 헝겊으로 닦으십시오.
- 습기 또는 먼지가 많은 곳에 프로젝터를 보관하지 마십시오.
- 사용 후 또는 사용하지 않을 때는 프로젝터에서 케이블을 분리하십시오.
- 먼지가 쌓이지 않았는지 프로젝터의 연결을 주기적으로 확인하십시오.
- 어린이는 어른과 함께 프로젝터를 사용해야 합니다. 유아의 손이 닿지 않는 곳에 프로젝터를 보관하십시오.
- 거리를 화면 대각선 길이의 1.5배 이상 유지하는 것이 좋습니다. 화면을 근거리에서 장시간 시청할 경우, 시력 저하가 올 수 있습니다.
- EHV(Exposure Hazard Value): 3.17　HD(Hazard Distance): 0.76 m
- 프로젝터로부터 투영되는 빛빛은 IEC62471-5:2015에 의거하여 Risk Group 2(RG2)로 분류됩니다.
- Sony는 프로젝터의 사용으로 인한 손상 및 손실 또는 제3자의 어떠한 청구에 대해서도 책임을 지지 않습니다.
- Sony는 프로젝터를 사용함으로써 발생한 PC, 휴대폰 또는 기타 하드웨어에서의 문제; 특정 하드웨어, 소프트웨어 또는 주변기기와 제품의 호환성; 설치된 다른 소프트웨어와의 작동 충돌; 데이터 손실; 기타 사고 또는 불가피한 손상에 대해 책임지지 않습니다.
- Sony는 프로젝터의 사용으로 발생된 재정적 손해, 수익 손실, 제3자의 청구 등에 대해 책임을 지지 않습니다.
- 고장이 발생한 경우 사용을 중지하고 구입하신 Sony 대리점 또는 Sony 공인 서비스점으로 문의하십시오.
- 보고에 따르면, 데이터가 프로젝터에 사용되거나 사용되지 않은 경우에도 일부 휴대용 장치에서 메모리에 기록된 데이터가 깔자기 손실될 수도 있습니다
  (자세한 내용은 휴대용 장치에 부속된 사용 설명서를 참조하십시오). 프로젝터를 사용하기 전에, 메모리에 저장된 데이터를 반드시 백업하십시오. Sony는 데이터 손실에 대해 책임을 지지 않습니다.

상표

- 용어 HDMI 및 HDMI High-Definition Multimedia Interface 그리고 HDMI 로고는 미국 및 기타 국가에서 사용되는HDMI Licensing Administrator, Inc.의 상표 또는 등록상표입니다.
- MHL, Mobile High-Definition Link 및 MHL 로고는 MHL Licensing, LLC의 상표 또는 등록 상표입니다.
- DLP® 및 DLP 로고는 Texas Instruments의 등록 상표입니다.
- DLP IntelliBright™는 Texas Instruments의 상표입니다.
- USB Type-C™ 및 USB-C™는 USB Implementers Forum, Inc.의 상표입니다.
- 또한, 이 설명서에 사용된 시스템 및 제품 이름은 일반적으로 각 개발자 또는 제조업체의 상표 또는 등록 상표입니다. 그러나, 이 설명서에서 모든 경우에 ™ 또는 * 표시가 사용되는 것은 아닙니다.
- iPhone 및 iPad는 Apple Inc.의 상표입니다.

– 이 기기는 가정용(B급) 전자파 적합 기기로서 주로 가정에서 사용하는 것을목적으로 하며, 모든 지역에서 사용 할 수 있습니다.

식별부호 : R-REI-SOK-MP-CD1
상호명 : 소니코리아㈜
기자재명칭 : 모바일 프로젝터
모델명 : MP-CD1
제조자 : Sony Corporation
제조국가 : 중국
제조연월 : 제품에 표시

제조 연도와 월은 본 제품 왼쪽 하단에 인쇄되어 있습니다. 첫 네 자리는 연도를 나타내고 마지막 두 자리는 월을 나타냅니다.

리튬이온전지 폐기지침 및 충전방법에 대한 권고사항

1) 취급사항

〈경고〉 발열, 화재, 폭발 등의 위험을 수반할 수 있으니 다음 사항을 지켜주시기 바랍니다.
a) 욕안으로 식별이 가능할 정도의 부풀음이 발생된 전지는 위험할 수 있으므로 제조자 또는 판매자에게 즉시 문의할 것
b) 화기에 가까이 하지 말 것 (전자레인지에 넣지 말 것)
c) 여름철 자동차 내부에 방치하지 말 것
d) 점질방 등 고온다습한 곳에서 보관, 사용하지 말 것
e) 이불, 전기장판, 카펫 위에 올려놓고 장시간 사용하지 말 것
f) 전원을 켠 상태로 밀폐된 공간에 장시간 보관하지 말 것
g) 분해, 압착, 관통 등의 행위를 하지 말 것
h) 높은 곳에서 떨어뜨리는 등 비정상적 충격을 주지 말 것
i) 60 ˚C 이상의 고온에 노출하지 말 것
j) 습기에 접촉되지 않도록 할 것

2) 폐기지침

a) 다 쓴 배터리는 함부로 버리지 마십시오.
b) 배터리를 폐기할 경우 소각 및 불 속에 집어넣지 마십시오. 열로 인해 폭발 및 화재가 발생할 수 있습니다.
c) 배터리 폐기방법은 나라 및 지역에 따라 다를 수 있습니다. 적절한 방법으로 폐기하세요.

3) 충전방법에 대한 권고사항

취급설명서로 지정한 충전 방법을 따라서 충전하십시오.
그 외의 방법으로 배터리를 충전하지 마십시오.
화재나 폭발이 발생할 수 있습니다.

ภาษาไทย

โปรดอ่านคำแนะนำต่อไปนี้ให้ละเอียดก่อนใช้โปรเจคเตอร์ และเก็บคู่มือเล่มนี้ไว้สำหรับใช้อ้างอิงในอนาคต

ข้อควรระวัง

- อย่าจ้องมองไปที่หลอดไฟขณะที่ทำงานอยู่ เพราะอาจเป็นอันตรายต่อดวงตาของท่านได้
- เนื่องจากผลิตภัณฑ์นี้อาจมีการปล่อยรังสีของแสงที่เป็นอันตรายออกมา

ตรวจสอบผลิตภัณฑ์และอุปกรณ์เสริมที่ให้มา

- โปรเจคเตอร์ (1)
- สาย USB-C™ (1)
- ตัวแปลงไมโครจาก USB เป็น USB-C (1)
- สายเคเบิล HDMI™ ความเร็วสูงพร้อม Ethernet
- ของพกพา (1)
- คู่มือการใช้งาน (คู่มือฉบับนี้, 1)

A ระยะห่างและขนาดหน้าจอ

ภาพประกอบแสดงให้เห็นว่าขนาดหน้าจอเปลี่ยนแปลงไปตามระยะห่างจากโปรเจคเตอร์อย่างไร

B ส่วนประกอบและปุ่มควบคุม

1 ไฟ ➡□ (ชาร์จ) (ดู **C**, **D**, **E** และ **F**)
สว่างขึ้นหรือกะพริบเป็นสีส้ม สีเขียว หรือสีแดงเพื่อแสดงสถานะของโปรเจคเตอร์

2 ไฟ ⏻ (เปิด/ปิด) (ดู **D** และ **E**)
สว่างขึ้นหรือกะพริบเป็นสีขาวเมื่อเปิดโปรเจคเตอร์

3 ลำโพง
ส่งสัญญาณเสียงของอุปกรณ์ที่เชื่อมต่ออยู่กมา หากต้องการปรับระดับเสียง ให้ใช้ปุ่มปรับระดับเสียงบนอุปกรณ์ที่เชื่อมต่อ

4 ตัวปรับโฟกัส (ดู **E**)

5 ปุ่ม ⏻ (เปิด/ปิด) (ดู **D**)

6 ช่องต่อ USB-C IN (ดู **C** และ **F**)
ชาร์จโปรเจคเตอร์

7 ช่องต่อ USB OUT (ดู **F**)
จ่ายไฟฟ้าจากโปรเจคเตอร์ไปยังอุปกรณ์อื่น

8 ช่องต่อ HDMI/MHL IN (ดู **E** และ **F**)
เชื่อมต่อกับอุปกรณ์ที่รองรับ HDMI หรือ MHL เพื่อฉายภาพ

9 ช่องต่อ AUDIO OUT
เชื่อมต่อเข้ากับหูฟังหรือลำโพง

10 ช่องเสียบช็อกเกิ้ลขาตั้ง

11 ช่องระบายอากาศ

12 เลนส์ของโปรเจคเตอร์

C การชาร์จโปรเจคเตอร์

1. **เชื่อมต่อสาย USB-C ที่ให้มา [b] เข้ากับช่องต่อ USB-C IN [d] และอะแด็ปเตอร์ AC ซึ่งเป็นอุปกรณ์เสริม [a]**
2. **เชื่อมต่ออะแด็ปเตอร์ AC [a] เข้ากับเต้ารับที่ผนัง**
   ไฟ ➡□ (ชาร์จ) [c] จะสว่างขึ้น (สีส้ม) ในขณะชาร์จแล้วไฟจะดับลงเมื่อชาร์จจนเต็มแล้ว (หรือเมื่อตัดการเชื่อมต่ออออกจากแหล่งจ่ายไฟ)

คำแนะนำ

- เมื่อชาร์จโปรเจคเตอร์โดยใช้สาย USB-C ที่ให้มา [b] ท่านจะสามารถชาร์จโปรเจคเตอร์ได้ไม่ว่าโปรเจคเตอร์จะปิดหรือปิดอยู่ก็ตาม สามารถชาร์จซ้ำซ้อนอะแดปเตอร์ไฟฟ้ากระแสสลับที่มีด้านออกเป็น USB ขนาดพิกัด 5 โวลต์ 3.0 A หรือมากกว่า โปรดทราบว่าปริมาณกระแสไฟฟ้าด้านเข้าสูงสุดของผลิตภัณฑ์นี้คือ 3.0 A
- หากท่านมีสายโมโครโน USB และอะแด็ปเตอร์ AC ของสายโมโครโน USB (ไม่ได้ให้มาทั้งสองอย่าง) ท่านจะสามารถใช้อุปกรณ์ทั้งสองในการชาร์จโปรเจคเตอร์ได้เช่นกัน โดยการเชื่อมต่อสายโมโครโน USB เข้ากับโมโครโน USB ที่ให้มาและเชื่อมต่อเข้ากับอะแด็ปเตอร์ของ USB-C อย่างใดก็ตาม กระแสไฟฟ้าสำหรับชาร์จโปรเจคเตอร์ต้องไม่เกิน 1.5 A หากจะมากพอย่างต่อเนื่องในขณะที่ชาร์จโปรเจคเตอร์อยู่ โปรเจคเตอร์อาจปิดการทำงานเนื่องจากปริมาณแบตเตอรี่ลดลง

D การตรวจสอบกำลังไฟแบตเตอรี่ที่เหลืออยู่

1. **กดปุ่ม ⏻ (เปิด/ปิด) ค้างไว้ [g] แล้วปล่อยอย่างรวดเร็ว (ภายใน 1 วินาที) ในขณะที่ปิดเครื่องอยู่**
   ไฟ ➡□ (ชาร์จ) [e] จะกะพริบ (สีส้ม) ในรูปแบบโครูปแบบหนึ่งต่อไปนี้ตามกำลังไฟแบตเตอรี่ที่เหลืออยู่

รูปแบบการกะพริบของไฟ	กำลังไฟแบตเตอรี่ที่เหลืออยู่
☼☼☼・☼☼☼・	70% ถึง 100%
(กะพริบ 3 ครั้ง และกะพริบอีก 3 ครั้ง หลังจากครบเวลาที่กำหนดไว้)	
☼☼・・☼☼・・	30% ถึง 70%
(กะพริบ 2 ครั้ง และกะพริบอีก 2 ครั้ง หลังจากครบเวลาที่กำหนดไว้)	
☼・・・☼・・・	0% ถึง 30%
(กะพริบ 1 ครั้ง และกะพริบอีก 1 ครั้ง หลังจากครบเวลาที่กำหนดไว้)	

หมายเหตุ

- เมื่อเปิดเครื่อง ไฟ ➡□ (ชาร์จ) จะแสดงกำลังไฟแบตเตอรี่ที่เหลืออยู่เมื่อท่านเปลี่ยนโหมดเสียง/ภาพ (ดูด้านล่าง)

D การเปิดเครื่อง

1. **กดปุ่ม ⏻ (เปิด/ปิด) ค้างไว้ [g] นานกว่า 1 วินาที**
   ไฟ ⏻ (เปิด/ปิด) [f] จะสว่างขึ้น (สีขาว)
   หากต้องการปิดโปรเจคเตอร์ ให้กดปุ่ม ⏻ (เปิด/ปิด) [g] ค้างไว้นานกว่าหนึ่งวินาที

E การเชื่อมต่ออุปกรณ์และฉายภาพจากอุปกรณ์ที่เชื่อมต่อ

1. **เชื่อมต่ออุปกรณ์เข้ากับช่อง HDMI/MHL IN [j] โดยใช้สายเคเบิล HDMI ความเร็วสูงพร้อม Ethernet ที่ให้มา [k] หรือใช้สาย MHL ซึ่งเป็นอุปกรณ์เสริม [l]**
   การเชื่อมต่อกับคอมพิวเตอร์, PlayStation หรืออุปกรณ์วิดีโอ ให้ใช้สายเคเบิล HDMI ความเร็วสูงพร้อม Ethernet ที่ให้มา [k]
   การเชื่อมต่อกับสมาร์ทโฟนหรือแท็บเล็ตที่รองรับ MHL ให้ใช้สาย MHL ซึ่งเป็นอุปกรณ์เสริม [l] โพ่ะจะถ่ายจากโปรเจคเตอร์ผ่านสาย MHL ไฟ ➡□ (ชาร์จ) [h] จะสว่างขึ้น (สีเขียว)
2. **ปรับโฟกัสของภาพที่ฉาย [m]**
3. **เล่นอุปกรณ์ที่เชื่อมต่ออยู่**

คำแนะนำ

- โปรเจคเตอร์นี้มีฟังก์ชันการแก้ไขภาพสี่เหลี่ยมคางหมูแบบอัตโนมัติ (Auto Keystone Correction) หน้าจอจะได้รับการแก้ไขโดยอัตโนมัติเมื่อภาพที่ฉายเกิดความผิดเพี้ยนในแนวตั้ง เมื่อฉายภาพไปที่เพดาน ท่านจะไม่สามารถใช้งานฟังก์ชันการแก้ไขภาพสี่เหลี่ยมคางหมูแบบอัตโนมัติได้
- ท่านสามารถชาร์จโปรเจคเตอร์ในระหว่างใช้งานได้ โปรดทราบว่ากำลังไฟแบตเตอรี่ที่เหลืออยู่อาจลดลงได้แม้ในขณะชาร์จ ทั้งนี้ขึ้นอยู่กับประสิทธิภาพของอะแด็ปเตอร์ AC หรือเนื่องทำที่กำลังฉายอยู่
- หากต้องการเชื่อมต่ออุปกรณ์ของ Apple ให้ใช้อะแด็ปเตอร์ Apple Digital AV (มีจำหน่ายทั่วไป)
- ไม่ได้ให้สาย MHL [l] มาด้วย

หมายเหตุ

- เมื่อกำลังไฟแบตเตอรี่เหลืออยู่ในระดับต่ำ ไฟ ➡□ (ชาร์จ) (สีส้ม) [h] จะกะพริบอย่างต่อเนื่องจนกระทั่งโปรเจคเตอร์ปิดเครื่องเองในที่สุด
- เมื่อกำลังไฟของแบตเตอรี่เหลืออยู่ 10% หรือน้อยกว่า เครื่องหมาย ☼□ (แบตเตอรี่ต่ำ) จะปรากฏบนหน้าจอของโปรเจคเตอร์
- ไฟ ⏻ (เปิด/ปิด) [f] จะกะพริบอย่างต่อเนื่อง (สีขาว) เมื่อโปรเจคเตอร์มีความร้อนสูงเกินไป และความสว่างจะลดลงครึ่งหนึ่ง หากอุณหภูมิยังคงสูงขึ้นต่อไปเรื่อยๆ โปรเจคเตอร์จะปิดเครื่องเองโดยอัตโนมัติ

D การเปลี่ยนโหมดเสียงและภาพ

ท่านสามารถปิดเสียงไว้ชั่วคราวและเลือกโหมดภาพแบบโดนามิกได้ โหมดภาพแบบโดนามิกจะเพิ่มความสว่างของภาพ

1. **กดปุ่ม ⏻ (เปิด/ปิด) [g] แล้วปล่อยอย่างรวดเร็ว (ภายใน 1 วินาที) ในขณะที่เปิดเครื่องอยู่**
   ในแต่ละครั้งที่กดปุ่ม ⏻ (เปิด/ปิด) [g] (และปล่อยอย่างรวดเร็วภายใน 1 วินาที) โหมดเสียงและภาพจะเปลี่ยนไปและเครื่องหมายที่เกี่ยวข้องจะปรากฏขึ้นบนหน้าจอดังนี้
   - เมื่อไม่มีการฉายเนื้อหาของอุปกรณ์ที่เชื่อมต่อ (หรือไม่มีอุปกรณ์เชื่อมต่ออยู่กับช่องต่อ HDMI/MHL IN):
     ☼ (ภาพแบบมาตรฐาน, ปิดเสียง) → ☼ ◀) (ภาพแบบไดนามิก, ไม่ปิดเสียง) → ☼ ☼ (ภาพแบบไดนามิก, ปิดเสียง) → ◀) (ภาพแบบมาตรฐาน, ไม่ปิดเสียง)
   - เมื่อมีการฉายเนื้อหาของอุปกรณ์ที่เชื่อมต่ออยู่:
     (ภาพแบบไดนามิก) → (ภาพแบบมาตรฐาน)
     (โหมดเสียงที่ปรากฏอยู่ในขณะนี้ ◀) (ไม่ปิดเสียง) หรือ ☼ (ปิดเสียง) ไม่มีการเปลี่ยนแปลง)

F การจ่ายไฟฟ้าจากโปรเจคเตอร์ไปยังอุปกรณ์อื่น

1. **เชื่อมต่ออุปกรณ์เข้ากับช่อง USB OUT [p] โดยใช้สาย USB ซึ่งเป็นอุปกรณ์เสริม**
   ไฟ ➡□ (ชาร์จ) [n] จะสว่างขึ้น (สีเขียว)

คำแนะนำ

- การจ่ายไฟฟ้าไปยังอุปกรณ์อื่นสามารถทำได้แม้ในขณะที่กำลังใช้งานโปรเจคเตอร์อยู่
- ขณะที่จ่ายไฟฟ้าให้กับอุปกรณ์อื่น ท่านสามารถชาร์จโปรเจคเตอร์ผ่านช่องต่อ USB-C IN [o] ในเวลาเดียวกันได้ โปรดทราบว่ากำลังไฟแบตเตอรี่ที่เหลืออยู่อาจลดลงได้แม้ในขณะชาร์จ ทั้งนี้ขึ้นอยู่กับประสิทธิภาพของอะแด็ปเตอร์ AC หรือเนื่องทำที่กำลังฉายอยู่

หมายเหตุ

- เมื่อมีการเชื่อมต่อสมาร์ทโฟนหรือแท็บเล็ตที่รองรับ MHL เข้ากับช่องต่อ HDMI/MHL IN [q] กระแสไฟฟ้าจะถูกจ่ายไปยังอุปกรณ์ดังกล่าวผ่าน MHL ที่เชื่อมต่ออยู่ผ่านทางช่องต่อ HDMI/MHL IN และการชาร์จจากช่องต่อ USB OUT [p] จะหยุดลง
- เมื่อกำลังไฟแบตเตอรี่ของโปรเจคเตอร์เหลืออยู่ในระดับต่ำ ไฟ ➡□ (ชาร์จ) [n] จะกะพริบอย่างต่อเนื่อง (สีส้ม) จนกระทั่งโปรเจคเตอร์ปิดเครื่องเองในที่สุด
- ช่องต่อ USB OUT [p] สามารถใช้ในการชาร์จไฟให้กับอุปกรณ์อื่นเท่านั้น ไม่สามารถใช้ในการชาร์จโปรเจคเตอร์ได้ หากต้อง