

Lamp Module Replacement Instructions for SP-LAMP-053 and SP-LAMP-054

The Lamp Hours timer in the Projector Info menu counts the number of hours the lamp has been in use. Twenty hours before the lamp life expires, the message “Replace lamp” appears on the screen at startup.

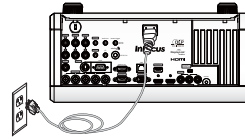
NOTES:

- Always use the correct lamp module for your particular projector model:
SP-LAMP-053 – Used in IN5302/ IN5304/ IN5382/ IN5384
SP-LAMP-054 – Used in SP8602/ SP8682
- Be sure to use the InFocus lamp module designed for this projector. You can order new lamps from www.infocus.com (in select areas), your retailer or your dealer. **Only genuine InFocus lamps are tested for use in this projector.** InFocus is not liable for the performance, safety or certification of any other lamps. The use of other lamps violates the projector warranty and voids all certification marks on this projector.

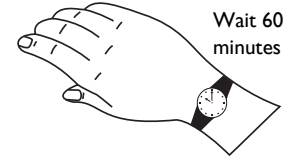
WARNINGS:

- To avoid burns, allow the projector to cool for at least 60 minutes before you replace the lamp.
- Only genuine InFocus lamps are tested with this projector. Use of other lamps may cause electrical shock and fire.
- Unplug the power cord before replacing the lamp.
- Do not drop the lamp module. The glass may shatter and cause injury.
- Do not touch the glass surface of the lamp module. Fingerprints can obscure projection sharpness and may cause the glass to shatter.
- Be extremely careful when removing the lamp housing. In the unlikely event that the lamp ruptures, small glass fragments may be generated. The lamp module is designed to contain most of these fragments, but use caution when removing it. Before replacing a ruptured lamp, clean the lamp compartment and dispose of cleaning materials. Wash hands after lamp replacement. If replacing the lamp while the projector is ceiling-mounted, wear protective eyewear.
- Hg – Lamp contains mercury. Manage in accordance with local disposal laws. See www.lamprecycle.org.

- 1 Turn the projector off and unplug the power cord.
- 2 Wait 60 minutes to allow the projector to cool thoroughly.
- 3 Remove the lamp door by removing the screws on the side of the lamp door, and lifting the door off.
- 4 Loosen the captive screws that attach the lamp housing to the projector.
- 5 Using the handle, carefully remove the lamp housing. Dispose of the lamp in an environmentally proper manner in accordance with local disposal laws.
- 6 Install the new lamp housing, pressing the lamp into place. Do not touch the glass surface of the lamp module. Fingerprints can obscure projection sharpness and may cause the glass to shatter.
- 7 Tighten captive lamp screws.
- 8 Replace the lamp door and tighten both screws.
- 9 Plug in the power cord and press the **Power** button to turn the projector back on.
- 10 To reset the lamp hour timer, navigate to the **Status and Service** menu and select **Reset Lamp Hours**.



Turn off and
unplug projector



Wait 60
minutes

