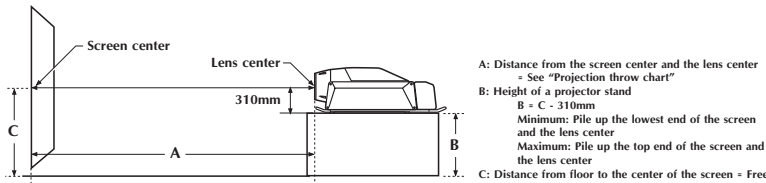


SR projector SRX-R110/SRX-R105

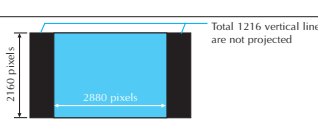
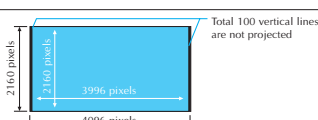
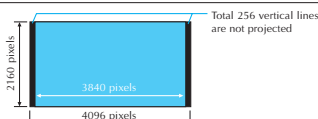
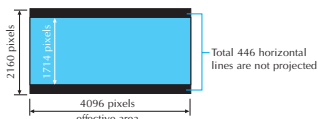
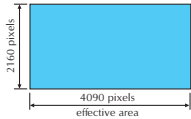


Installation Data



LKRL-Z115 Zoom Lens

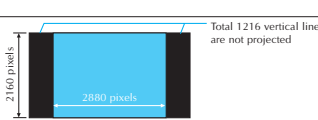
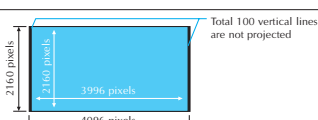
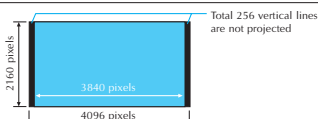
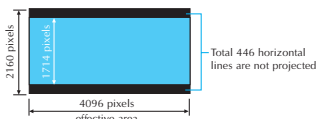
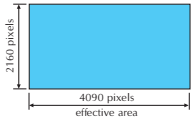
In case of [4096]-horizontal pixels (A) Full Screen Projection – 4096(H) pixels x 2160(V) pixels									Unit=mm (inches)
Screen width [W]	4500	5000	6000	7000	8000	9000	10000	12000	14000
Required screen height [H] H = W x 0.527344	2380	2640	3170	3700	4220	4750	5280	6330	7390
Diagonal Screen Size [SS] SS = W x 1.130527	5090 (200.4)	5660 (222.8)	6790 (267.3)	7920 (311.8)	9050 (356.3)	10180 (400.8)	11310 (445.3)	13570 (534.3)	15830 (623.2)
Throwing distance [min.] = W x 1.493566 – 64.0	6610	7410	8900	10400	11890	13380	14880	17860	20850
Throwing distance [max.] = W x 1.749196 – 60.1	7810	8680	10430	12180	13930	15680	17430	20930	24420
In case of [4096]-horizontal pixels (B) Cinemascope (2.39:1) Projection – 4096(H) x 1714(V) pixels									Unit=mm (inches)
Screen width [W]	4500	5000	6000	7000	8000	9000	10000	12000	14000
Required screen height [H] H = W x 0.418457	1890	2100	2520	2930	3350	3770	4190	5030	5860
Diagonal Screen Size [SS] SS = W x 1.084023	4880 (192.1)	5430 (213.8)	6510 (256.3)	7590 (298.8)	8680 (341.7)	9760 (384.3)	10850 (427.2)	13010 (512.2)	15180 (597.6)
Throwing distance [min.] = W x 1.493566 – 64.0	6660	7410	8900	10400	11890	13380	14880	17860	20850
Throwing distance [max.] = W x 1.749196 – 60.1	7810	8680	10430	12180	13930	15680	17430	20930	24420
In case of [3840]-horizontal pixels (A) 16:9 Projection – 3840(H) x 2160(V) pixels									Unit=mm (inches)
Screen width [W]	4500	5000	6000	7000	8000	9000	10000	12000	14000
Required screen height [H] H = W x 0.562500	2540	2820	3380	3940	4500	5070	5630	6750	7880
Diagonal Screen Size [SS] SS = W x 1.147347	5170 (203.6)	5740 (226)	6890 (271.3)	8040 (316.5)	9180 (361.4)	10330 (406.7)	11480 (452)	13770 (542.1)	16070 (632.7)
Throwing distance [min.] = W x 1.593137 – 64.0	7110	7910	9500	11090	12690	14280	15870	19060	22240
Throwing distance [max.] = W x 1.865809 – 60.1	8330	9260	11130	13000	14860	16730	18590	22320	26060
In case of [3996]-horizontal pixels (B) Vista Vision (1.85:1) Projection – 3996(H) x 2160(V) pixels									Unit=mm (inches)
Screen width [W]	4500	5000	6000	7000	8000	9000	10000	12000	14000
Required screen height [H] H = W x 0.540541	2440	2710	3250	3790	4330	4870	5410	6490	7570
Diagonal Screen Size [SS] SS = W x 1.136743	5120 (201.4)	5690 (223.8)	6830 (268.5)	7960 (313.3)	9100 (358)	10240 (402.8)	11370 (447.5)	13650 (537)	15920 (626.6)
Throwing distance [min.] = W x 1.530943 – 64.0	6830	7600	9130	10660	12190	13720	15250	18310	21370
Throwing distance [max.] = W x 1.792969 – 60.1	8000	8900	10690	12490	14280	16070	17860	21450	25040
In case of [2880]-horizontal pixels (A) 4:3 Projection – 2880(H) x 2160(V) pixels									Unit=mm (inches)
Screen width [W]	4500	5000	6000	7000	8000	9000	10000	12000	14000
Required screen height [H] H = W x 0.750000	3380	3750	4500	5250	6000	6750	7500	9000	10500
Diagonal Screen Size [SS] SS = W x 1.250000	5630 (221.7)	6250 (246.1)	7500 (295.3)	8750 (344.5)	10000 (393.7)	11250 (443)	12500 (492.1)	15000 (590.6)	17500 (689)
Throwing distance [min.] = W x 2.124183 – 64.0	9500	10560	12690	14810	16930	19060	21180	25430	29680
Throwing distance [max.] = W x 2.487745 – 60.1	11130	12370	14860	17350	19840	22320	24810	29790	34760



*Effective area of projector LCD device

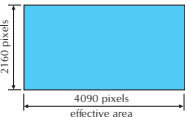
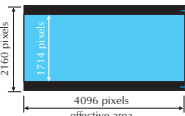
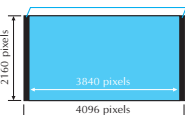
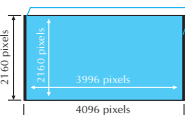
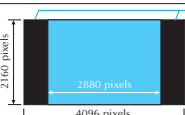
LKRL-Z125 Zoom Lens

In case of [4096]-horizontal pixels (A) Full Screen Projection – 4096(H) x 2160(V) pixels									Unit=mm (inches)
Screen width [W]	4500	5000	6000	7000	8000	9000	10000	12000	14000
Required screen height [H] H = W x 0.527344	2380	2640	3170	3700	4220	4750	5280	6330	7390
Diagonal Screen Size [SS] SS = W x 1.130527	5090 (200.4)	5660 (222.8)	6790 (267.3)	7920 (311.8)	9050 (356.3)	10180 (400.8)	11310 (445.3)	13570 (534.3)	15830 (623.2)
Throwing distance [min.] = W x 2.312155 – 97.5	10310	11470	13780	16090	18400	20720	23030	27650	32280
Throwing distance [max.] = W x 3.797105 – 161.8	16920	18820	22620	26410	30210	34010	37800	45400	52990
In case of [4096]-horizontal pixels (B) Cinemascope (2.39:1) Projection – 4096(H) x 1714(V) pixels									Unit=mm (inches)
Screen width [W]	4500	5000	6000	7000	8000	9000	10000	12000	14000
Required screen height [H] H = W x 0.418457	1890	2100	2520	2930	3350	3770	4190	5030	5860
Diagonal Screen Size [SS] SS = W x 1.084023	4880 (192.1)	5430 (213.8)	6510 (256.3)	7590 (298.8)	8680 (341.7)	9760 (384.3)	10850 (427.2)	13010 (512.2)	15180 (597.6)
Throwing distance [min.] = W x 2.312155 – 97.5	10310	11470	13780	16090	18400	20720	23030	27650	32280
Throwing distance [max.] = W x 3.797105 – 161.8	16920	18820	22620	26410	30210	34010	37800	45400	52990
In case of [3840]-horizontal pixels (A) 16:9 Projection – 3840(H) x 2160(V) pixels									Unit=mm (inches)
Screen width [W]	4500	5000	6000	7000	8000	9000	10000	12000	14000
Required screen height [H] H = W x 0.562500	2540	2820	3380	3940	4500	5070	5630	6750	7880
Diagonal Screen Size [SS] SS = W x 1.147347	5170 (203.5)	5740 (226)	6890 (271.3)	8040 (316.5)	9180 (361.4)	10330 (406.7)	11480 (452)	13770 (542.1)	16070 (632.7)
Throwing distance [min.] = W x 2.466299 – 97.5	11010	12240	14710	17170	19640	22100	24570	29500	34440
Throwing distance [max.] = W x 4.050245 – 161.8	18060	20080	24130	28180	32240	36290	40340	48440	56540
In case of [3996]-horizontal pixels (B) Vista Vision (1.85:1) Projection – 3996(H) x 2160(V) pixels									Unit=mm (inches)
Screen width [W]	4500	5000	6000	7000	8000	9000	10000	12000	14000
Required screen height [H] H = W x 0.540541	2440	2710	3250	3790	4330	4870	5410	6490	7570
Diagonal Screen Size [SS] SS = W x 1.136743	5120 (201.4)	5690 (223.8)	6830 (268.5)	7960 (313.3)	9100 (358)	10240 (402.8)	11370 (447.5)	13650 (537)	15920 (626.6)
Throwing distance [min.] = W x 2.370017 – 97.5	10570	11760	14130	16500	18870	21240	23610	28350	33090
Throwing distance [max.] = W x 3.892127 – 161.8	17350	19290	23190	27080	30970	34860	38750	46540	54320
In case of [2880]-horizontal pixels (A) 4:3 Projection – 2880(H) x 2160(V) pixels									Unit=mm (inches)
Screen width [W]	4500	5000	6000	7000	8000	9000	10000	12000	14000
Required screen height [H] H = W x 0.750000	3380	3750	4500	5250	6000	6750	7500	9000	10500
Diagonal Screen Size [SS] SS = W x 1.250000	5630 (221.7)	6250 (246.1)	7500 (295.3)	8750 (344.5)	10000 (393.7)	11250 (443)	12500 (492.1)	15000 (590.6)	17500 (689)
Throwing distance [min.] = W x 3.288399 – 97.5	14710	16350	19640	22930	26210	29500	32790	39370	45950
Throwing distance [max.] = W x 5.400327 – 161.8	24130	26830	32240	37640	43040	48440	53840	64640	75440



*Effective area of projector LCD device

LKRL-Z120 Zoom Lens

In case of [4096]-horizontal pixels (A) Full Screen Projection – 4096(H) x 2160(V) pixels										Unit=mm (inches)
Screen width [W]	4500	5000	6000	7000	8000	9000	10000	12000	14000	
Required screen height [H] H = W x 0.527344	2380	2640	3170	3700	4220	4750	5280	6330	7390	
Diagonal Screen Size [SS] SS = W x 1.130527	5090 (200.4)	5660 (222.8)	6790 (267.3)	7920 (311.8)	9050 (356.3)	10180 (400.8)	11310 (445.3)	13570 (534.3)	15830 (623.2)	
Throwing distance [min.] = W x 1.749196 – 77.1	7800	8670	10420	12170	13920	15670	17420	20920	24420	
Throwing distance [max.] = W x 2.312155 – 119.5	10280	11440	13750	16060	18370	20680	23000	27620	32250	
In case of [4096]-horizontal pixels (B) Cinemascope (2.39:1) Projection – 4096(H) x 1714(V) pixels										Unit=mm (inches)
Screen width [W]	4500	5000	6000	7000	8000	9000	10000	12000	14000	
Required screen height [H] H = W x 0.418547	1890	2100	2520	2930	3350	3770	4190	5030	5860	
Diagonal Screen Size [SS] SS = W x 1.084023	4880 (192.1)	5430 (213.8)	6510 (256.3)	7590 (298.8)	8680 (341.7)	9760 (384.3)	10850 (427.2)	13010 (512.2)	15180 (597.6)	
Throwing distance [min.] = W x 1.749196 – 77.1	7800	8670	10420	12170	13920	15670	17420	20920	24420	
Throwing distance [max.] = W x 2.312155 – 119.5	10280	11440	13750	16060	18370	20680	23000	27620	32250	
In case of [3840]-horizontal pixels (A) 16:9 Projection – 3840(H) x 2160(V) pixels										Unit=mm (inches)
Screen width [W]	4500	5000	6000	7000	8000	9000	10000	12000	14000	
Required screen height [H] H = W x 0.562500	2540	2820	3380	3940	4500	5070	5630	6750	7880	
Diagonal Screen Size [SS] SS = W x 1.147347	5170 (203.5)	5740 (226)	6890 (271.3)	8040 (316.5)	9180 (361.4)	10330 (406.7)	11480 (452)	13770 (542.1)	16070 (632.7)	
Throwing distance [min.] = W x 1.865809 – 77.1	8320	9260	11120	12990	14850	16720	18590	22320	26050	
Throwing distance [max.] = W x 2.466299 – 119.5	10970	12210	14670	17140	19610	22070	24540	29470	34400	
In case of [3996]-horizontal pixels (B) Vista Vision (1.85:1) Projection – 3996(H) x 2160(V) pixels										Unit=mm (inches)
Screen width [W]	4500	5000	6000	7000	8000	9000	10000	12000	14000	
Required screen height [H] H = W x 0.540541	2440	2710	3250	3790	4330	4870	5410	6490	7570	
Diagonal Screen Size [SS] SS = W x 1.136743	5120 (201.4)	5690 (223.8)	6830 (268.5)	7960 (313.3)	9100 (358)	10240 (402.8)	11370 (447.5)	13650 (537)	15920 (626.6)	
Throwing distance [min.] = W x 1.792969 – 77.1	8000	8890	10690	12480	14270	16060	17860	21440	25030	
Throwing distance [max.] = W x 2.370017 – 119.5	10540	11730	14100	16470	18840	21210	23580	28320	33060	
In case of [2880]-horizontal pixels (A) 4:3 Projection – 2880(H) x 2160(V) pixels										Unit=mm (inches)
Screen width [W]	4500	5000	6000	7000	8000	9000	10000	12000	14000	
Required screen height [H] H = W x 0.750000	3380	3750	4500	5250	6000	6750	7500	9000	10500	
Diagonal Screen Size [SS] SS = W x 1.250000	5630 (221.7)	6250 (246.1)	7500 (295.3)	8750 (344.5)	10000 (393.7)	11250 (443)	12500 (492.1)	15000 (590.6)	17500 (689)	
Throwing distance [min.] = W x 2.487745 – 77.1	11120	12370	14850	17340	19830	22320	24810	29780	34760	
Throwing distance [max.] = W x 3.288399 – 119.5	14670	16320	19610	22890	26180	29470	32760	39340	45910	

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