Full Screen - 16:10
Resolution: WXGA (1280x800)
Aspect Ratio: ( 10 High by 16 Wide by 18.868 Diagonal)
Aperture: $\quad 0.6275$ in. wide
EIKI Part No. Ref. T/W Shift/Limits Standard Lens

| LC-WB40N |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Standard Lens | 1.18 | 0.756" ~ 1.189" Power, Zoom | 0.74 | 3.3 | 6.7 | 8.3 | 12.5 | 16.7 | 25.0 |
|  | 1.86 | (19.2 ~ 30.2 mm ) f: 1.7 ~ 2.5 | 1.17 | 5.3 | 10.5 | 13.2 | 19.8 | 26.4 | 39.5 |

## Example 1: Video Mode, 16:9 Source, Normal (default setting)

No scaling.
Projected Image: 1280x720-full width - 40 black pixels top and bottom
Example 2: Video Input, 4:3 Source, Normal (default) Setting
Signal is scaled proportionatly to fit: maintains aspect ratio.
Projected Image: 1067x800-full height, 107 black pixels left \& right
Example 3: Computer Mode, XGA (4:3) Source, True (optional) Setting
No scaling. (For Computer Input, XGA Source, Normal (default) Setting: see Example 2 (4:3).)
Projected Image: 1024×768-128 black pixels left \& right, 16 black pixels top \& bottom
Screen Dimensions.

| $\mathrm{H}^{\prime}$ | 1.8 | 3.5 | 4.4 | 6.6 | 8.8 | 13.2 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| W' | 2.8 | 5.7 | 7.1 | 10.6 | 14.15 | 21.2 |
| D" | 40 | 80 | 100 | 150 | 200 | 300 |

EFL Throw (Distance to Screen) in feet.

|  | H' |  |  |  |  |  |
| :--- | ---: | ---: | ---: | ---: | ---: | ---: |
|  | 1.6 | 3.2 | 4.0 | 6.0 | 8.0 | 11.9 |
|  | W' | 2.8 | 5.7 | 7.1 | 10.6 | 14.2 |


| $\mathbf{H}^{\prime}$ | 1.8 | 3.5 | 4.4 | 6.6 | 8.8 | 13.2 |
| :--- | ---: | ---: | ---: | ---: | ---: | ---: |
| $\mathbf{W}^{\prime}$ | 2.4 | 4.7 | 5.9 | 8.8 | 11.7 | 17.6 |
|  | D" | 36.0 | 70.0 | 88 | 132 | 176 |
|  |  | 264 |  |  |  |  |
|  |  |  |  |  |  |  |


| H' | 1.7 | 3.4 | 4.2 | 6.3 | 8.4 | 12.7 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| W' | 2.3 | 4.5 | 5.6 | 8.4 | 11.3 | 16.9 |
| D' | 34.6 | 67.2 | 84 | 127 | 169 | 253 |

How to use the T/W column. If your screen size does not appear on this chart, use the T/W column to find the lens you need.
Divide the Throw distance by the screen Width to get your "target T/W number". Then, look for a lens with a T/W range that covers it.
Understanding Shift/Limits. The numbers in the Shift/Limits column express the projector positions possible as a ratio of the image heights Above:Below a line drawn perpendicular to the screen between the lens and the screen. 1:1 = center of the image. The two sides of a ratio are cumulative, so the expression $7:-1$ means that the bottom of the image starts $1 / 6$ 'th of the image height above the imaginary line.

These charts are a simulation. Effective Focal Length (EFL) most accurately represents lens behavior, and drives the calculations.. Calculations are from the front glass of the lens and accurate to approximately $+/-3.5 \%$. Specifications are subject to change without notice.

