EIKI Lens Specs for Widescreen BRILLIANT LC-WB40N

Full Screen - 16:10

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Scroon Dimoneione

Aspect Ratio: (10 High by 16 Wide by 18.868 Diagonal) Aperture: 0.6275 in. wide D	Full Screen - 16:10						Screen Dimensions.						
Aperture: 0.6275 in. wide D" 40 80 100 150 200 30 30 30 30 30 30	Resolution: WXGA (1280x800)						1.8	3.5	4.4	6.6	8.8	13.2	
EIKI Part No. Ref. T/W Shift/Limits Standard Lens EFL Throw (Distance to Screen) in feet. LC-WB40N	Aspect Ratio: (10 High by 16 Wide by 18.868 Diagonal)						2.8	5.7	7.1	10.6	14.15	21.2	
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 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 26.4	Aperture:	0.627	5 in. wide	•		D"	40	80	100	150	200	300	
Standard Lens	EIKI Part No.	Ref.	T/W	Shift/Limits	Standard Lens	EFL	Throw	(Distan	ce to S	creen) i	in feet.		
Example 1: Video Mode, 16:9 Source, Normal (default setting) H' 1.6 3.2 4.0 6.0 8.0 11	LC-WB40N												
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).) H' 1.6 3.2 4.0 6.0 8.0 11 11 1.6 3.2 4.0 6.0 8.0 11 1.8 3.5 4.4 6.6 8.8 13 13 17 17 17 17 17 18 18 18 18 18	Standard Lens		1.18		0.756" ~ 1.189" Power, Zoom	0.74	3.3	6.7	8.3	12.5	16.7	25.0	
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).) W' 2.8 5.7 7.1 10.6 14.2 21 38.8 77.8 97.2 146.2 194.8 291 1.8 3.5 4.4 6.6 8.8 13 2.4 4.7 5.9 8.8 11.7 17 3.6 0 70.0 88 132 176 20 Example 3: Computer Mode, XGA (4:3) Source, True (optional) Setting W' 2.3 4.5 5.6 8.4 11.3 16			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	
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).) W' 2.8 5.7 7.1 10.6 14.2 21 38.8 77.8 97.2 146.2 194.8 291 1.8 3.5 4.4 6.6 8.8 13 2.4 4.7 5.9 8.8 11.7 17 3.6 0 70.0 88 132 176 20 Example 3: Computer Mode, XGA (4:3) Source, True (optional) Setting W' 2.3 4.5 5.6 8.4 11.3 16													
Projected Image: 1280x720 - full width - 40 black pixels top and bottom D" 38.8 77.8 97.2 146.2 194.8 291 Example 2: Video Input, 4:3 Source, Normal (default) Setting H' 1.8 3.5 4.4 6.6 8.8 13 Signal is scaled proportionally to fit: maintains aspect ratio. W' 2.4 4.7 5.9 8.8 11.7 17 Projected Image: 1067x800 - full height, 107 black pixels left & right D" 36.0 70.0 88 132 176 26 Example 3: Computer Mode, XGA (4:3) Source, True (optional) Setting H' 1.7 3.4 4.2 6.3 8.4 12 No scaling. (For Computer Input, XGA Source, Normal (default) Setting: see Example 2 (4:3).) W' 2.3 4.5 5.6 8.4 11.3 16	Example 1: Video Mode, 16:9 Source, Normal (default setting)					H'	1.6	3.2	4.0	6.0	8.0	11.9	
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).) H' 1.8 3.5 4.4 6.6 8.8 13 17 17 20 21 21 22 4.7 5.9 8.8 11.7 17 20 20 21 22 23 4.5 5.6 8.4 11.3 16	No scaling.						2.8	5.7	7.1	10.6	14.2	21.2	
Signal is scaled proportionally to fit: maintains aspect ratio. W' 2.4 4.7 5.9 8.8 11.7 17 Projected Image: 1067x800 - full height, 107 black pixels left & right D" 36.0 70.0 88 132 176 26 Example 3: Computer Mode, XGA (4:3) Source, True (optional) Setting H' 1.7 3.4 4.2 6.3 8.4 12 No scaling. (For Computer Input, XGA Source, Normal (default) Setting: see Example 2 (4:3).) W' 2.3 4.5 5.6 8.4 11.3 16	Projected Image: 1280x720 - full width - 40 black pixels top and bottom						38.8	77.8	97.2	146.2	194.8	291.9	
Projected Image: 1067x800 - full height, 107 black pixels left & right D" 36.0 70.0 88 132 176 20 Example 3: Computer Mode, XGA (4:3) Source, True (optional) Setting H' 1.7 3.4 4.2 6.3 8.4 12 No scaling. (For Computer Input, XGA Source, Normal (default) Setting: see Example 2 (4:3).) W' 2.3 4.5 5.6 8.4 11.3 16	Example 2: Video Input, 4:3 Source, Normal (default) Setting					H'	1.8	3.5	4.4	6.6	8.8	13.2	
Example 3: Computer Mode, XGA (4:3) Source, <u>True</u> (optional) Setting No scaling. (For Computer Input, XGA Source, Normal (default) Setting: see Example 2 (4:3).) W' 2.3 4.5 5.6 8.4 11.3 16	Signal is scaled proportionally to fit: maintains aspect ratio.						2.4	4.7	5.9	8.8	11.7	17.6	
No scaling. (For Computer Input, XGA Source, Normal (default) Setting: see Example 2 (4:3).) W' 2.3 4.5 5.6 8.4 11.3 16	Projected Image: 1067x800 - full height, 107 black pixels left & right						36.0	70.0	88	132	176	264	
	Example 3: Computer Mode, XGA (4:3) Source, <u>True</u> (optional) Setting					H'	1.7	3.4	4.2	6.3	8.4	12.7	
Projected Image: 1024y768 - 128 black nivels left & right: 16 black nivels ton & bottom.	No scaling. (For Computer Input, XGA Source, Normal (default) Setting: see Example 2 (4:3).)					w'	2.3	4.5	5.6	8.4	11.3	16.9	
1 10 00 100 11 11 102 TATO 0 1 120 DIGON PINOIS ION & HIGHN, 10 DIGON PINOIS 10P & DOUBLIN	Projected Image: 1024x768 - 128 black pixels left & right, 16 black pixels top & bottom					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 **W**idth 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.