Throw Distance (Aspect ratio 16:10)

Display Size		60" 1292×808 mm	80" 1723×1077 mm	110" 2369×1481 mm
Throw Distance (Aspect ratio 16:10) Unit: cm	A	32.0	41.0	54.5
	B	23.0	32.0	45.5
	C	-6.6	2.4	15.9
	D	22.5	26.5	32.5
	E	4.7	8.7	14.7

The projection distances in the chart are reference values (deviations of A and D: ±8%) based on lens design specifications. Since there may be a certain deviation in individual lenses, use the actual product and project images by referring to the projection distance chart and confirm that images are projected in an appropriate size.
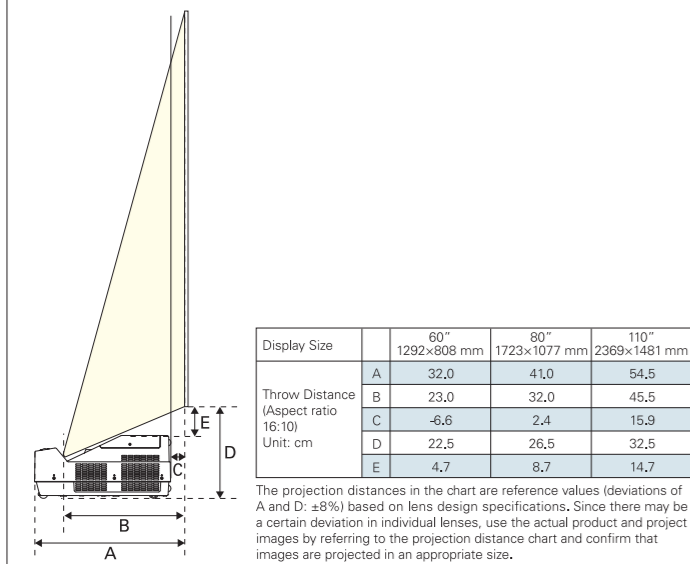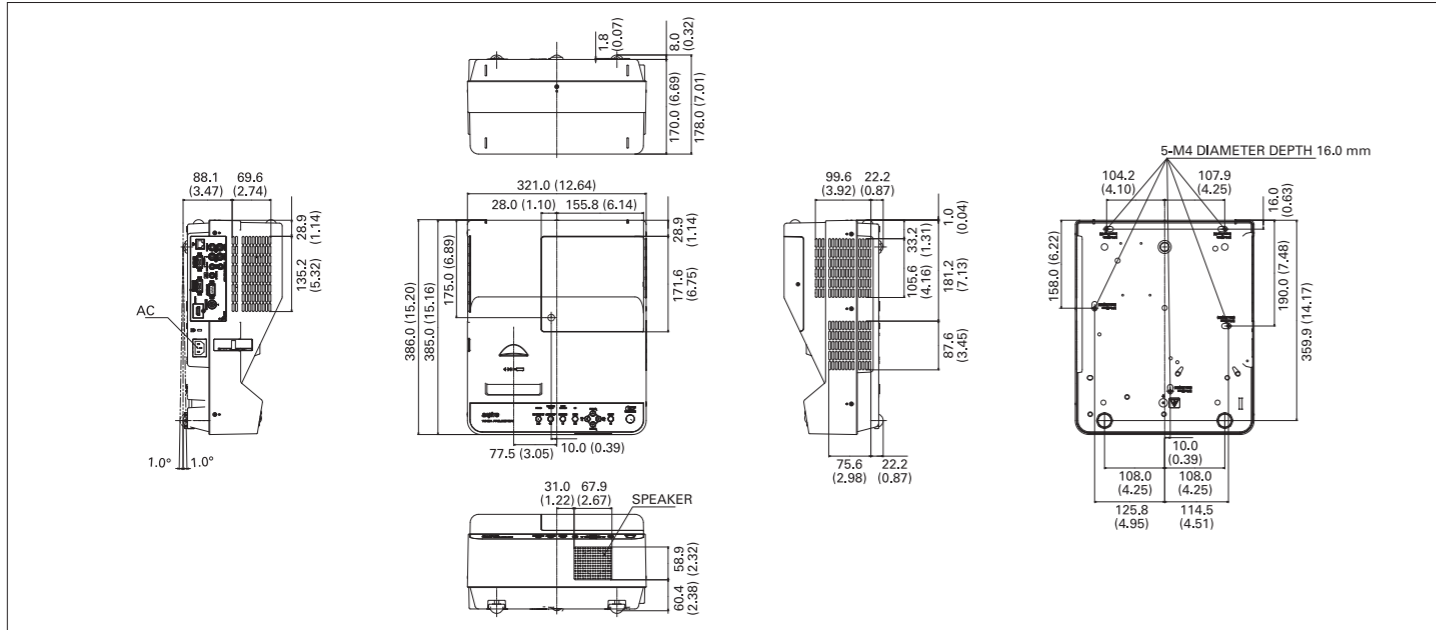
Terminals

Remote control

External dimensions (unit: mm (inch))

All products manufactured by the Projector Division of SANYO's Digital System Company employ a quality management system that has undergone the inspection and registration process of the ISO 9001 international standard.

SANYO's Digital System Company has received ISO 14001 certification for the environmental management system used in its factory.

http://sanyo.com/projector/

Caution: Please consult the instruction manual to ensure safe and proper operation of the product.

Distributed by:

Specifications

Product Number	PDG-DWL2500	
System	DLP® 1-chip system (6 segment)	
DLP® Chip	Size	0.65 inch type, aspect ratio 16:10
	Pixels	1,024,000 (1280 x 800)
Light Source	275 W	
Screen Size	Minimum 60 inch - Maximum 110 inch (23.0 cm - 45.5 cm) (Distance from projection window to the screen.)	
Color Reproducibility	Full color (10.7 billion colors)	
Brightness *1	2,500 lumens	
Contrast *1	2,000:1	
Speaker	10 W Mono	
Scanning Frequency (Input)	Horizontal: 15 - 93 KHz, Vertical: 50 - 120 Hz, Dot clock 150 MHz or less	
Displayable Resolution	During RGB	1280 x 800 dots
	Signal Input	(WUXGA dots resizing display possible)
Terminals	Computer	HDMI x 1: Digital signals input, HDMI (V. 1.3 with Deep Color) D-sub15 x 1: Analog RGB Input (Component input with conversion cable) D-sub15 x 1: Analog RGB Input or Monitor out
	Video	RCA x 1: Composite video Mini-DIN 4-pin: S-Video
	Audio	Mini-Jack (stereo) x 2: Input (for Computer1, 2) 2RCA (R, L - mono) x 1: Input (for Video) Mini-Jack (stereo) x 1: Output (variable audio out)
	Communication	RJ-45 x 1: Wired LAN D-sub 9pin x 1: RS 232C Mini-DIN 3-pin: 3D SYNC OUT
Operating Temperature	5 - 40 °C	
Power Source	100 V - 120 V AC, 200 V - 240 V AC	
Dimensions (W x H x D)*2	321.0 x 170.0 x 385.0 mm (12.6 x 6.9 x 15.2 inch)	
Power comsumption (Lamp mode: Eco / Normal)	100 V - 120 V AC: 320 W / 400 W 200 V - 240 V AC: 305 W / 375 W	
Stand by Power consumption (Standby mode: Eco / Network)	100 V - 120 V AC: 0.47 W / 10.3 W 200 V - 240 V AC: 0.85 W / 11.5 W	
Weight	6.2 kg (13.7 lbs)	
Main Accessories	Removable power cord x 1, D-sub 15 cable x 1, PIN code-locking seal, Owner's manual (Quick Manual & CD-ROM), Remote control x 1 (AAA battery x 2)	

* Replacement Lamp Type No. POA-LMP143
*1 When Lamp Mode: Normal, and Image Mode: Dynamic are selected
   Measurement, measuring conditions, and method of notation all comply with ISO 21118 international standards
   Measurement method/conditions are based on Appendix 2.
*2 Not including protruding parts
* "DLP" and DLP medallion are a registered trademarks of Texas Instruments.
* Microsoft, Windows, Windows Vista are a registered trademark of Microsoft Corp. in the United States and/or other countries.
* All product names and company names are trademarks or registered trademarks of their respective companies.

WXGA
Ultra-Short Focus Projector

PDG-DWL2500

The World's Shortest Focus and a 3D-Ready Design Expand Projector Possibilities.*
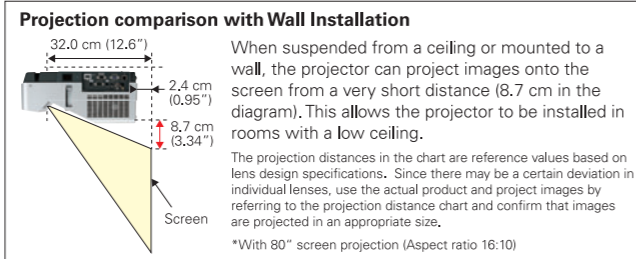

PDG-DWL2500
Brightness of 2,500 lumens

* As of May 18, 2010, for projectors up to 9 kg. Distance from projection window to the screen.

Large 80″ image can be projected from the world's shortest[*1] projection distance of 32 cm

Projection of a large 80″ image at the world's shortest projection distance of about 32 cm (Distance between projector unit and screen surface: 2.4 cm) is achieved by newly developed ultra short-focus mirror projection optical unit.
When the distance between projector unit and screen surface is 0 cm, an approximately 74″ large image can be projected from a position close to the screen, which allows a presenter to stand in front of the image without casting a shadow on the screen or being bothered by projector light in his or her eyes. This makes it perfect for giving effective lectures or presentations in educational settings. Available maximum projection image size: 110″.

[*1] As of May 18, 2010, for projectors up to 9 kg. Distance from projection window to the screen.

Projection comparison with Wall Installation

32.0 cm (12.6″)
2.4 cm (0.95″)
8.7 cm (3.34″)
Screen

When suspended from a ceiling or mounted to a wall, the projector can project images onto the screen from a very short distance (8.7 cm in the diagram). This allows the projector to be installed in rooms with a low ceiling.

The projection distances in the chart are reference values based on lens design specifications. Since there may be a certain deviation in individual lenses, use the actual product and project images by referring to the projection distance chart and confirm that images are projected in an appropriate size.

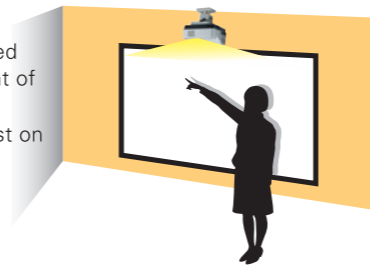*With 80″ screen projection (Aspect ratio 16:10)

Previous model
• When standing in front of a projector, a presenter is dazzled by the light shining.
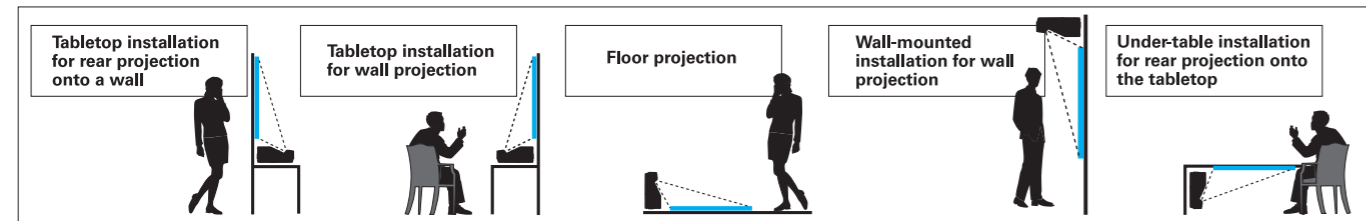• A presenter blocks the light and the shadows on the screen disturb the projection.
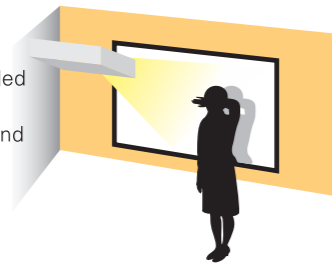
PDG-DWL2500
• A presenter is hardly dazzled even when standing in front of a projector.
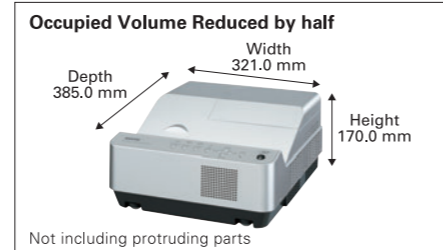• The shadows are hardly cast on the screen.

PDG-DWL2500 allowing versatile use, including among others, floor space projection, tabletop projection, and wall-mounted projection

By making use of the main features of the PDG-DWL2500's extremely wide angle and the short distance of projection needed, adding to traditional uses of projectors, many new and various types of applications and locations become available.

Tabletop installation for rear projection onto a wall
Tabletop installation for wall projection
Floor projection
Wall-mounted installation for wall projection
Under-table installation for rear projection onto the tabletop

Compact design for saving space of the floor or other installations

Realized a compact projector unit measuring 321.0 mm (width) x 170.0 mm (height) x 385.0 mm (depth), which is about half the size of a conventional model, by the development of a new DLP® format compact optical engine for PDG-DWL2500, and downsizing of the optical components along with the optimization of parts layout.
Space saving: PDG-DWL2500 can be installed overhead without looking bulky, or can be installed on the floor without taking up too much space.

Occupied Volume Reduced by half
Width 321.0 mm
Depth 385.0 mm
Height 170.0 mm
Not including protruding parts
Note: The above is an image only for explanation.

10 W speaker

Along with its mobility, the PDG-DWL2500 features a high-output 10 W speaker that delivers sufficient audio authority for the projector to be used in conference rooms, classrooms, and other spaces without the need for a separate sound system.

Long Life Filter

A metal mesh prevents the entry of large dust particles. The filter itself, which is twice as thick as that of our previous model (the PLC-XL51), concentrates mainly on the air intake section for the lamp to prevent the entry of fine dust particles. This enables an estimated 4,000-hour[*2] filter replacement cycle and reduces maintenance hassles.

[*2] Lamp Mode: Eco

Other Feature

• 16:10 wide-screen aspect ratio • Bright 2500 Lumens[*3] • High-Contrast 2000:1[*3] • HDMI Terminal
• Easier Lamp Replacement • A Wired LAN Network Control Function • Digital Zoom Function
• Direct ON / OFF Function • Vertical Keystone Correction (±5 degree)
• Color Board Mode [*4] (Red, Blue, Yellow, Green, Black board)

[*3] When Lamp Mode: Normal, and Image Mode: Dynamic are selected.
[*4] The colors of images projected onto color board may vary from those of the original input signal.

3D Ready [*5]

PDG-DWL2500 have 3D ready[*5], a feature that is rapidly gaining popularity. The "Frame Sequential Display Format"[*6] for 3D technology enables the viewing of 3D images when wearing 3D glasses.
3D presentations in limited spaces are available, thanks to the 3D and short-focus projection technologies.
Corporate customers can use the new products for more realistic and effective presentations, such as 3D product presentations for sales pitches, or design evaluations.
In the entertainment market, the new projectors can be used in various new ways such as the projection of 3D games in an amusement arcade, or the display of a high-impact 3D dinosaur in a natural history museum.

[*5] The only compatible 3D image signal is the "Frame Sequential" format. The Frame Packing and Side-by-side formats are not supported. A certain 3D signals are not supported. Please refer to the user's manual for further information. Active Shutter format 3D glasses (sold separately) are required in order to view projected images in 3D.
[*6] "Frame Sequential Display Format" is a technology that rapidly alternates between left-eye and right-eye images.

Education
Learning with 3D images much increase student's interest, even some contents that is difficult to understand in 2D!
The understanding level and the learning effect improve!

Amusement
It is possible to enjoy playing soccer game by projecting Interactive images on the floor! You can have new experience you have never done!

Museum
With moving dinosaur in 3D, it is possible to have immersive experience as if you are in that era! Visitors would be satisfied a lot!

Business
Showing the owner or prospective buyer rendering in 3D increases reality and persuasion. Moreover, making perspective in 3D eliminates the need for modeling and allows cost reduction!

Note: The above is an image only for explanation.

NVIDIA® 3D Vision™

3D ready for PDG-DWL2500 is compatible with NVIDIA® 3D VISION.
NVIDIA 3D Vision PC supports over 400 existing PC games and keeps increasing in number.
You can easily experience 3D world that will continue to grow such as digital photographs, Blu-ray 3D movies, streamings and videos.

PDG-DWL2500 + NVIDIA® 3D Vision Kit + Compatible NVIDIA® GeForce Graphics Card + PC with Microsoft Windows Vista or Windows7

DLP-Link and IR format

PDG-DWL2500 is compatible with the active shutter glasses of both DLP-link and IR format.

DLP-Link
The image involves the synchronized signal and needless to prepare the emitter to watch 3D images.
Required tools: 3D contents + 3D compatible display device + 3D compatible glasses (DLP-Link)

IR format
The projector is mounted with 3D sync out and capable of connecting IR emitter.
Required tools: 3D contents + 3D compatible display device + 3D compatible glasses (IR format) + IR emitter

[Points of Caution When Watching 3D]
3D images should be viewed head-on from a suitable distance (ideally, a distance that is at least three times the height of the image)
The enjoyment of 3D images varies from person to person. In rare cases, individuals may feel unwell while viewing 3D.
If a double image appears when viewing a 3D presentation, or the 3D effect is difficult to see, this may lead to fatigue or a disagreeable feeling.
If you feel unwell while viewing 3D, stop watching immediately. Avoid viewing 3D if you are not in good health.
3D viewing is only recommended for ages 6 and up.

PDG-DWL2500
|WXGA|2500 lm|