

数据投影机

XJ-M145/XJ-M155/ XJ-M245/XJ-M255

MA1106-B

数据投影机

USB功能说明书

- 请务必阅读另一本设置手册中的使用须知。
- 请务必将所有用户文件妥善保管以便日后需要时查阅。

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目录

关于本说明书	4
术语及习惯用语	4
关于数据投影机的USB功能	5
如何在数据投影机插入USB装置	7
软件的安装	8
系统的最低要求	8
如何安装EZ-Converter FA	9
如何安装ArcSoft MediaConverter 3 for CASIO Projector	10
Multi Projection Camera Update Software的安装	11
如何投影存储装置上文件的内容	12
如何使用EZ-Converter FA将PowerPoint文件变换为ECA或PtG文件	12
EZ-Converter FA的启动与结束	13
如何将PowerPoint文件变换为ECA文件或PtG文件	14
ArcSoft MediaConverter 3 for CASIO Projector的使用	17
如何使用Viewer投影存储装置上文件的内容	19
如何在数据投影机插入存储装置	19
用Viewer开始投影	21
ECA文件或PtG文件的投影	23
影像文件的投影	26
幻灯片的投影	27
动画文件的投影	28
文件选单操作	31
Viewer设定的配置	34
Viewer疑难排解	37
存储装置	37
文件的显示及播放	38
Viewer的错误信息	39

如何使用YC-400/YC-430 文稿相机进行演示	40
YC Camera应用程序的功能及操作概要	40
文稿相机与数据投影机的连接	40
YC Camera应用程序的操作	43
YC Camera应用程序的投影操作	43
YC Camera应用程序的设置选单设定的配置	47
图形计算器画面影像的投影	51
如何投射图形计算器的画面	51
索引	67

关于本说明书...

本说明书介绍当下列任何装置连接在卡西欧数据投影机的USB端口上时的功能及操作。

- USB存储装置
- CASIO多功能投影相机 (YC-400/YC-430)
- CASIO图形计算器 (fx-9860G系列)



注

- 要使用存储装置 (第5页) 需要另购市卖USB盘或其他存储器。
- 要使用卡西欧(CASIO)多功能投影相机或图形科学计算器需要您另购必要的装置。请注意, 这些产品在有些地区可能买不到。有关详情请向您购买本数据投影机的经销商或特约卡西欧代理商咨询。

术语及习惯用语

在本说明书中, 有许多需要数据投影机及电脑平行执行的操作。下面介绍在本说明书中为区分数据投影机与电脑的操作而使用的特殊术语及习惯用语。

- **投影区**

此为由数据投影机投射的全体长方形区域。有些数据投影机操作会使信息或选单出现在投影区中。

- **电脑画面**

此为电脑的物理显示装置。

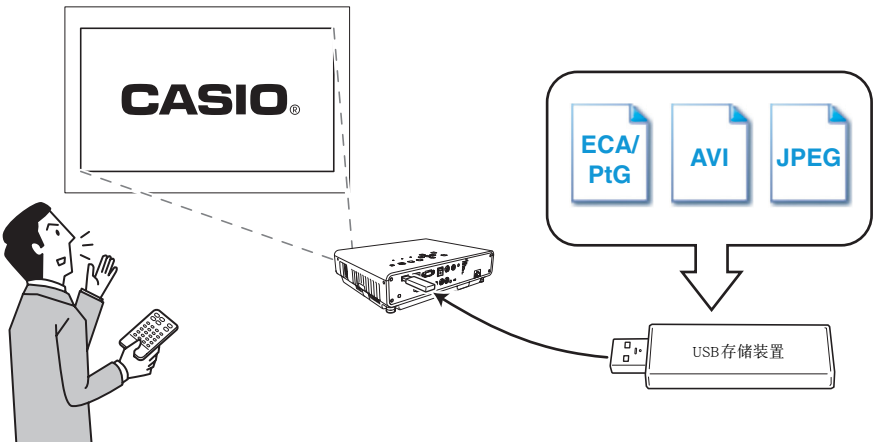
关于数据投影机的USB功能

数据投影机内置的USB端口用于连接外部USB装置，您可用此装置作为投射影像的输入源。

USB 存储装置或存储卡

在数据投影机的USB端口上连接了存储装置后，可以播放（投影）下列类型的文件。

- ECA 文件（投影机的专用演示文件）
数据投影机附带的EZ-Converter FA软件能将PowerPoint文件转换为ECA（.ECA）文件进行播放。
请注意，未经转换的PowerPoint文件不能播放。
- PtG 文件（MobiShow的演示文件）
PtG是一种与AWIND的MobiShow兼容的演示文件格式。本数据投影机只能播放由EZ-Converter FA软件转换过的PtG文件。
- 影像文件
能播放8MB以内的JPEG格式（jpg, jpeg, jpe；逐行扫描格式除外）或BMP格式（bmp）的影像文件。
- 动画文件
能播放下列类型的最大约4GB的动画文件。
 - Motion JPEG格式（.avi） • 分辨率：1280 × 720, 640 × 480, 320 × 240
 - 最高数据传送速度：15 Mbps • 最大帧速率：1280 × 720为24 fps，
640 × 480及320 × 240为30 fps。
- 音频格式：ADPCM

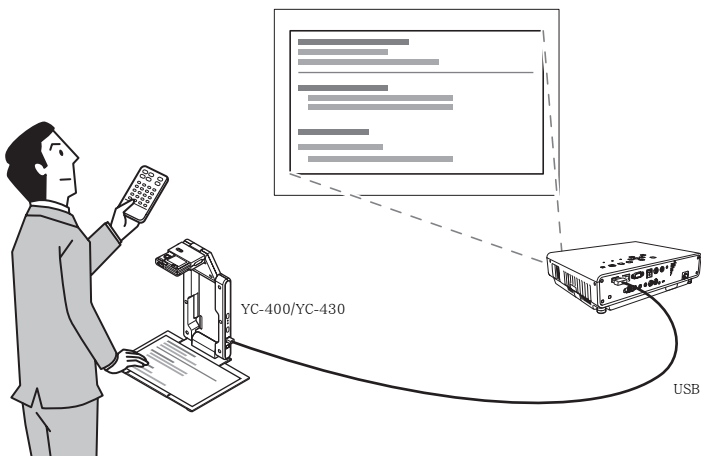


有关详情请参照以下各节。

有关此项目的详细说明：	参照本说明书中的此节：
将PowerPoint文件转换为数据投影机能播放的文件	“如何使用EZ-Converter FA将PowerPoint文件转换为ECA或PtG文件”（第12页）
能插在数据投影机USB端口中的存储装置	“如何在数据投影机上插入存储装置”（第19页）
用于投影存储装置中文件内容的操作步骤	“如何使用Viewer投影存储装置上文件的内容”（第19页）

文稿相机 (CASIO YC-400/YC-430)

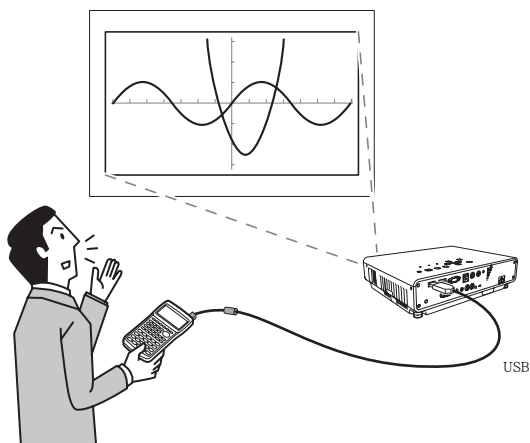
您可在数据投影机的USB端口中插入CASIO文稿相机，并投射放置在YC-400/YC-430文稿台上的文稿的影像。



有关详情请参阅第40页上的“如何使用YC-400/YC-430文稿相机进行演示”一节。

图形计算器 (CASIO fx-9860G系列)

您可以用数据投影机的USB端口将CASIO fx-9860G系列图形计算器连接在数据投影机上，并用投影机投射计算器的画面。



有关详情请参阅“图形计算器画面影像的投影”一节(第51页)。

如何在数据投影机上插入USB装置

在开机状态下插入USB装置时数据投影机的反应依其即插即用设定的配置而不同。在数据投影机的初始缺省状态下，即插即用功能有效。有关即插即用设定的详情，请参阅用户说明书中的“设置选单的内容”一节。

若开机时在USB端口中插入USB装置，数据投影机将执行下述操作之一（依目前的即插即用设定而定）。

当即插即用功能有效时：

插入的装置的种类：	数据投影机自动执行的操作：
USB存储装置或载有存储卡的USB卡读取机	启动Viewer（第19页）并投射Viewer画面。
YC-400/YC-430文稿相机	当文稿相机已开机时启动YC Camera应用程序（第40页）并投射YC Camera应用程序画面。

当即插即用功能无效时：

现在投射的影像不会改变。但根据插入数据投影机的USB装置的种类，Viewer或YC Camera应用程序将在后台启动。

软件的安装

投影机附带CD-ROM光盘中收录有下列USB扩展功能软件。

软件名	说明
EZ-Converter FA	用于将 PowerPoint 文件转换为能在投影机上播放的 ECA 文件或 P1G 文件的软件。
ArcSoft MediaConverter 3 for CASIO Projector	用于变换动画文件的软件。
Multi Projection Camera Update Software	用于更新 YC-400 多功能投影机机固件的软件。



重要!

本产品附带CD-ROM光盘中收录的电脑软件的最新版本可以从下示URL的卡西欧网站下载：

<http://www.casio.com/support/driverdownloads/>

必须下载并使用软件的最新版本。

[Home - Support - Drivers/Downloads - Projectors]

系统的最低要求

- 操作系统：Microsoft® Windows® 7, Windows Vista® SP2, 或 Windows® XP SP3
- 电脑：符合下列条件的 IBM PC/AT 或兼容电脑
 - 购买电脑时已预先安装的 Windows® 7, Windows Vista® 或 Windows® XP
 - 已安装有 PowerPoint 2003, 2007 或 2010 (使用 EZ-Converter FA 时需要)
 - CPU: Pentium® M 1.6GHz 以上; 电脑的操作系统所建议的 CPU
 - 存储器：操作系统推荐的内存容量
 - 显示屏：上述操作系统及电脑支持的分辨率至少为 1024 × 768 的全彩色显示屏
 - 输入装置：键盘或其他指示装置 (支持上述操作系统的鼠标或同等装置)
- 所使用的操作系统推荐的任何其他要求。
- 在有些硬件配置下可能会无法正常动作。
- 不能在操作系统为 Windows®2000, NT, Me, 98SE, 98, 95, 3.1 或 Macintosh 或 Mac OS 的电脑上使用。
- 不能在从其他操作系统升级为 Windows® 7, Windows Vista® 或 Windows® XP 的电脑上使用。
- 不能在操作系统为 Windows® XP Professional x64 Edition 的电脑上使用。

如何安装EZ-Converter FA

1. 将投影机附带的CD-ROM光盘放入电脑的CD-ROM光盘驱动器中。

- CD-ROM 选单画面将自动出现在显示屏上。

2. 在选单画面上，单击“EZ-Converter FA”右侧的[Install]钮。

- 按照画面上出现的对话框中的指示进行操作。
- 若操作系统为Windows 7，并且在安装过程中“用户帐户控制”信息出现，请单击[是]。
- 若操作系统为Windows Vista，并且在安装过程中“用户帐户控制”信息出现，请单击[允许]。
- 若操作系统为Windows XP，并且在安装过程中下示信息出现，请单击[依然继续]。



如何安装 ArcSoft MediaConverter 3 for CASIO Projector

1. 将投影机附带的CD-ROM光盘放入电脑的CD-ROM光盘驱动器中。
 - CD-ROM 选单画面将自动出现在显示屏上。
2. 在选单画面上，单击“ArcSoft MediaConverter 3 for CASIO Projector”右侧的[Install]钮。
 - 按照画面上出现的对话框中的指示进行操作。
 - 若操作系统为Windows 7，并且在安装过程中“用户帐户控制”信息出现，请单击[是]。
 - 若操作系统为Windows Vista，并且在安装过程中“用户帐户控制”信息出现，请单击[继续]。
 - 若操作系统为Windows XP，并且在安装过程中下示信息出现，请单击[依然继续]。



Multi Projection Camera Update Software的安装

只有当相机固件的版本为1.1以上时，才能在数据投影机上连接YC-400多功能投影相机。有关如何检查相机的固件版本的说明，请参阅投影机附带CD-ROM光盘上“User's Guide”文件夹中“Chinese (Simplified)”子文件夹中名为“YC-Update_Guide_English.pdf”的文件。

如何安装Multi Projection Camera Update Software

1. 将投影机附带的CD-ROM光盘放入电脑的CD-ROM光盘驱动器中。
 - CD-ROM选单画面将自动出现在显示屏上。
2. 在选单画面上，单击“Multi Projection Camera Update Software”右侧的[Open Folder]钮。
 - CD-ROM上含有名为“YC-400.exe”的文件的文件夹打开。
3. 双击“YC-400.exe”。
 - 按照电脑画面上出现的指示进行操作。



注

完成上述操作将在您指定的文件夹中创建一个名为“YC-400.bin”的文件。
有关如何使用文件来更新相机固件版本的说明，请参阅投影机附带CD-ROM光盘上“User's Guide”文件夹中“Chinese (Simplified)”子文件夹中名为“YC-Update_Guide_English.pdf”的文件。

如何投影存储装置上文件的内容

本节介绍如何执行下述操作。

- 如何使用EZ-Converter FA电脑软件将PowerPoint文件变换为能用数据投影机的Viewer功能播放的文件。
- 如何使用ArcSoft MediaConverter 3 for CASIO Projector电脑软件将动画文件变换为能用数据投影机的Viewer功能播放的文件。
- 如何用数据投影机的Viewer功能投影存储装置上保存的文件的内容。

Viewer是数据投影机的内置应用程序之一。可用于播放或投影数据投影机连接的存储装置的文件的内容。

如何使用EZ-Converter FA将PowerPoint文件变换为ECA或PtG文件

EZ-Converter FA是用于将PowerPoint文件变换为能在数据投影机上播放及投影的ECA或PtG文件的电脑软件。EZ-Converter FA能变换由Microsoft Office PowerPoint 2003, 2007及2010建立的文件。除一些例外情况(下述)之外, ECA文件或PtG文件的正常保存、播放及投影应能再现原PowerPoint文件的迁移、动画及其他特殊效果。

- PowerPoint文件中的OLE主体(动画、音频等)及VBA主体不能变换。
- PowerPoint文件中动画的定时及反复动作不能变换。
- PowerPoint文件的动画最长变换为由“Max Animation Display Time”一节(第16页)指定的时间, 超出的部分被切去。在变换后文件的播放过程中, 当到达动画变换结束点时, 播放暂停并且您必须按[ENTER]键才能进行到下一步。
- 用EZ-Converter FA变换文件时PowerPoint的源文件播放。若在播放过程中画面不改变超过约三秒钟, 例如, A点与B点之间, 则原文件中B点的效果被忽略, 不变换。在变换后文件的播放过程中, 当到达B点时, 播放暂停并且您必须按[ENTER]键才能进行到下一步。




重要!

要执行本节中介绍的操作, 您需要首先在电脑上从数据投影机附带的CD-ROM光盘安装EZ-Converter FA软件。有关详情请参阅“软件的安装”一节(第8页)。

EZ-Converter FA的启动与结束

如何启动EZ-Converter FA

在电脑上执行下述两种操作之一可启动EZ-Converter FA。

- 在Windows桌面上双击  图标。
- 选择电脑Windows操作系统的开始菜单中的[所有程序] - [CASIO] - [EZ-Converter FA]。

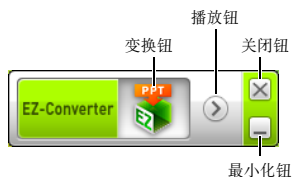


重要!

若电脑的操作系统是Windows Vista或Windows 7，则启动EZ-Converter FA将使“用户帐户控制”信息出现。此时请单击[允许]。

EZ-Converter FA窗口

下示为EZ-Converter FA运行时出现的窗口。



如何显示EZ-Converter FA的帮助

右击窗口左边，然后在出现的选单上选择“Help”。

如何显示EZ-Converter FA的版本信息

右击窗口左边，然后在出现的选单上选择“About”。

如何关闭EZ-Converter FA

单击EZ-Converter FA窗口右上角上的关闭按钮。

如何将PowerPoint文件转换为ECA文件或PtG文件



重要!

- 在执行此处的任何操作之前，必须有一个用Microsoft Office PowerPoint 2003, 2007或2010建立的文件。
- 将PowerPoint文件转换为ECA文件或PtG文件需要将原文件从头到尾播放一遍。请注意，转换所需要的时间基本上取决于播放时间。



注

- 用EZ-Converter FA开始转换操作将暂时改变电脑的画面设定，如下所示。转换操作结束后画面设定将复原。

操作系统：	变化：
Windows XP	<ul style="list-style-type: none">● 画面的分辨率变为800 × 600, 1024 × 768, 1280 × 768或1280 × 800。● 显示卡的硬件加速无效。
Windows Vista或Windows 7	<ul style="list-style-type: none">● 画面的分辨率变为800 × 600, 1024 × 768, 1280 × 768或1280 × 800。● Windows变为基本模式（Windows Aero™无效）。

- 文件转换操作开始时，ECA文件或PtG文件的画面分辨率将变为EZ-Converter FA设定的分辨率（800 × 600, 1024 × 768, 1280 × 768或1280 × 800）。有关配置此设定的详情请参阅“如何指定ECA文件或PtG文件的画面分辨率”（第16页）。

如何将PowerPoint文件转换为ECA文件或PtG文件

1. 打开电脑的电源并启动Windows。

2. 将要保存转换后的ECA文件或PtG文件的USB盘（或存储卡）插入电脑。

- 要将ECA文件或PtG文件保存在电脑的本地硬盘上时请跳过此步。

3. 在电脑上启动EZ-Converter FA。

- 若电脑的操作系统是Windows Vista或Windows 7，则启动EZ-Converter FA将使“用户帐户控制”信息出现。此时请单击[允许]。
- 画面显示EZ-Converter FA窗口。



4. 根据需要配置下列设定。

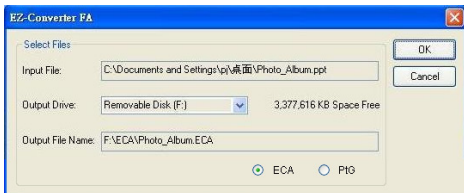
- 指定ECA文件或PtG文件画面的分辨率。请参阅“如何指定ECA文件或PtG文件的画面分辨率”（第16页）
- 若原文件中含有动画，则指定动画的最长显示时间。请参阅“如何指定动画的最长显示时间”（第16页）

5. 单击EZ-Converter FA窗口顶部的 钮。

- 用于打开文件的对话框出现。

6. 选择要变换的PowerPoint文件后单击[打开]按钮。

- 如下所示用于指定文件设置的对话框出现。



7. 按照需要在对话框上配置设定。

- 下面介绍对话框上出现的各项目的含义及设定。

对话框的项目	说明
Input File	显示第6步选择的PowerPoint的文件名。此项目的设定不能改变。
Output Drive	显示在第2步中插入电脑的可移动盘（USB盘或存储卡）的盘名。若电脑上插有多个可移动盘，则请单击[▼]钮并选择要保存变换后文件的盘名。变换后的文件保存在您在此处指定的磁盘上名为ECA（对于ECA文件）或PtG（对于PtG文件）的文件夹中。在初始缺省状态下，若电脑上未插有可移动盘，则变换后的文件将被保存在与原PowerPoint文件相同的地方（磁盘及文件夹）。若需要，单击[Browse]钮并改变保存目的地。
Output File Name	显示变换后的文件的文件名及从磁盘名开始的路径名。除扩展名之外，文件名与PowerPoint的文件名相同。此项目的设定不能改变。
ECA/PtG	指定变换后文件的格式（默认：ECA）。 有关ECA及PtG文件的详情请参阅本说明书的“关于数据投影机的USB功能”一节（第5页）。

8. 配置完所有需要的设定后，单击[OK]按钮。

- PowerPoint文件开始播放并开始变换为ECA文件或PtG文件。
- 文件变换完成时“Conversion complete.”信息出现。
- 若还有其他PowerPoint文件要变换，则反复执行第4步至第7步。
- 要检查ECA文件或PtG文件的内容时，请执行“如何在电脑上播放ECA文件或PtG文件”（第16页）下的操作。

9. 完成对所有需要的文件的变换后，单击EZ-Converter FA窗口右上角上的关闭按钮。

如何指定ECA文件或PtG文件的画面分辨率

1. 右击EZ-Converter FA窗口的左侧。
2. 在出现的选单上单击“Output Resolution”。
3. 在出现的子选单上，选择所需要的分辨率。

- 下列为各型号的数据投影机应使用的分辨率设定。

型号	分辨率
XJ-M145, XJ-M155	1024 × 768, 800 × 600*1
XJ-M245, XJ-M255	1280 × 800, 1280 × 768, 1024 × 768*2

*1 若您不能选择1024 × 768的分辨率，请选择800 × 600。

*2 若您不能选择1280 × 800或1024 × 768的分辨率，请选择1024 × 768。

- 您在此处选择的设定将保持有效，直到再次将其改变。

如何指定动画的最长显示时间

1. 右击EZ-Converter FA窗口的左侧。
 2. 在出现的选单上单击“Max Animation Display Time”。
 3. 在出现的子选单上选择动画的最长显示时间值（秒数）。
- 可选择的子选单为10秒，20秒，30秒及60秒。
 - 您选择的选项将保持有效，直到再次将其改变。


如何在电脑上播放ECA文件或PtG文件

1. 在电脑上启动EZ-Converter FA。
- 画面显示EZ-Converter FA窗口。



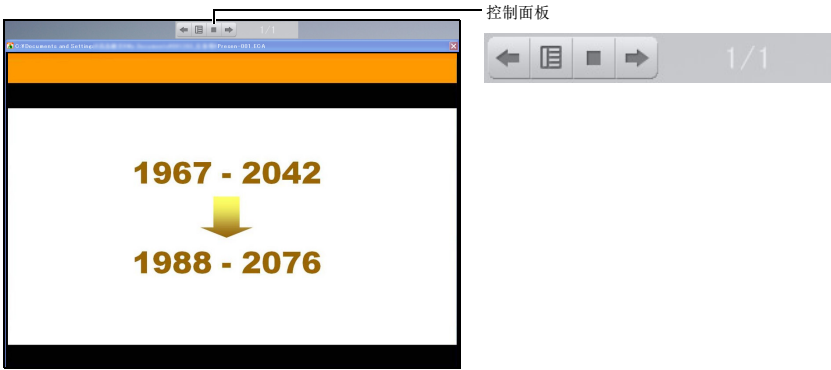
2. 单击EZ-Converter FA窗口顶部的  钮。
- 下示两个按钮出现。









3. 单击  钮。
- 用于打开文件的对话框出现。
4. 选择要播放的ECA文件或PtG文件后单击[Open]钮。

5. 单击 按钮开始播放。

- 画面的顶部出现控制面板。



- 在文件播放过程中，使用控制面板上的按钮可以执行下述操作。

目的：	操作：
返回上一页	单击  按钮。
进行到下一页	单击  按钮。
跳至特定页	1. 单击  按钮后单击出现的选单上的“Slide Viewer”。 2. 在出现的页选单上，单击目标页的缩图后单击[OK]按钮。
显示帮助	单击  按钮后单击出现的选单上的“Help”。
结束文件的播放	单击  按钮或  按钮后单击出现的选单上的“Exit”。按电脑键盘上的[ESC]按钮也能停止播放。

ArcSoft MediaConverter 3 for CASIO Projector 的使用

ArcSoft MediaConverter 3 for CASIO Projector 是一款电脑软件，能将 MP4, MOV*, AVI 或 WMV 格式文件变换为能由投影机的 Viewer 功能播放的 Motion JPEG 格式的 AVI 文件。有关文件格式的详情参阅第 5 页。

* QuickTime Player 的 7 以上版本只能从 MOV 文件进行变换。



重要！

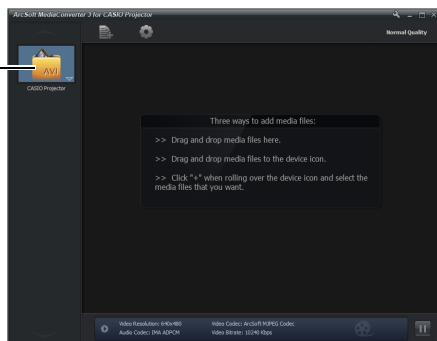
要执行本节中介绍的操作，您需要首先在电脑上从数据投影机附带的 CD-ROM 光盘安装 ArcSoft MediaConverter 3 for CASIO Projector 软件。有关详情请参阅“软件的安装”一节（第 8 页）。

如何将动画文件变换为 Viewer 能播放的格式

1. 在电脑桌面上双击 图标。

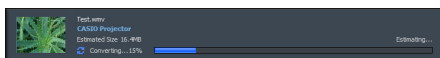
- ArcSoft MediaConverter 3 for CASIO Projector 启动, 如下所示窗口出现。

卡西欧投影机的装置图标

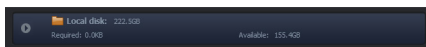


2. 将原动画文件拖入 ArcSoft MediaConverter 3 for CASIO Projector 窗口或卡西欧投影机的装置图标。

- 变换开始, 窗口中如下所示进度栏出现。变换完成后进度栏将自动消失。



- 单击窗口底部的“Local disk”可以打开保存变换后文件的文件夹。



如果您在窗口的底部看不到“Local disk”, 请单击  将其显示。


3. 根据需要反复执行第 1 步及第 2 步操作, 变换所有需要的动画文件。

- 在上述操作中可以选并拖入多个文件。

4. 完成后请单击 ArcSoft MediaConverter 3 for CASIO Projector 窗口右上角的 钮退出。



注

- 有关 ArcSoft MediaConverter 3 for CASIO Projector 的设定及操作的详情请参阅帮助。要显示帮助资讯时, 请单击 ArcSoft MediaConverter 3 for CASIO Projector 窗口右上角的  钮。在出现的选单上单击“Help”。
- 有关用投影机的 Viewer 功能播放变换后动画文件的操作的详情, 请参阅“动画文件的投影”一节 (第 28 页)。

如何使用 Viewer 投影存储装置上文件的内容

使用数据投影机的 Viewer 应用程序能投影存储装置上文件的内容。在数据投影机的 USB 端口中插入数据投影机支持的存储装置时，Viewer 将自动启动。

如何在数据投影机插入存储装置

数据投影机的 USB 端口可识别 USB 界面所支持的 FAT/FAT32 格式存储装置。下面介绍可使用的存储装置。

- USB 盘
- 存储卡
要使用存储卡需要有市卖 USB 卡读取机连接在数据投影机上。
- USB 存储类 (USB 大量存储类) 兼容的数码相机

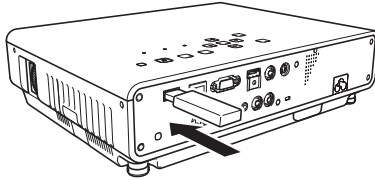


重要!

数据投影机不支持所有的市卖 USB 存储装置，存储卡及数码相机。有关可使用的存储装置的详情，请咨询您的经销商或就近的卡西欧代理商。

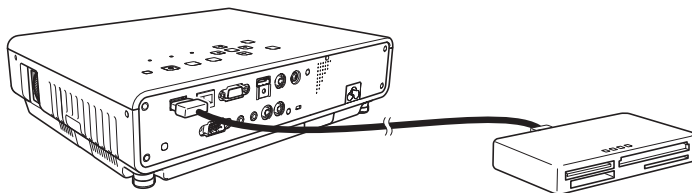
如何在数据投影机插入 USB 盘

在数据投影机的 USB 端口中插入 USB 盘，如下所示。



如何在数据投影仪上连接存储卡

1. 在USB卡读取机的卡槽中插入存储卡。
 - 有关如何在USB卡读取机中装入存储卡的详情，请参阅读取机附带的用户文件。
2. 在数据投影仪的USB端口中连接USB卡读取机。



如何在数据投影仪上连接数码相机

1. 必要时，配置数码相机的USB大量存储类设定。
2. 关闭数码相机的电源并连接USB电缆。
3. 将USB电缆的另一端（A类插头）插入数据投影仪的USB端口。
4. 打开数码相机的电源。



注

有关上述第1、2及4步的详情请参阅数码相机附带的用户文件。

用Viewer开始投影

若数据投影机是开机的，您执行“如何在数据投影机上插入存储装置”（第19页）下的操作在数据投影机上连接USB盘将使下示Viewer的主窗口被投影。



选单项	功能	参照：
演示	进入投影ECA文件或PtG文件的演示模式。	“ECA文件或PtG文件的投影”（第23页） “如何将PowerPoint文件变换为ECA文件或PtG文件”（第14页）
幻灯片	进入投影影像文件的幻灯片模式。	“影像文件的投影”（第26页）
动画	进入投影动画文件的动画模式。	“动画文件的投影”（第28页）
阅读器的设置	显示Viewer的设置选单。	“Viewer设定的配置”（第34页）



注

若此时Viewer不自动开始投影，请执行下述操作选择“USB”作为输入源。

1. 按[INPUT]键。

- 输入源选择画面出现。

2. 用[▲]键及[▼]键将加亮移动至“USB”，然后按[ENTER]键。

磁盘选单

当数据投影机上有连接多个存储装置（通过USB集线器连接的多个USB盘，连接在数据投影机上的存储卡读取机中插有多个存储卡等）时，进入演示模式、幻灯片模式或动画模式会使下示选单出现在投影画面上。



此时，用光标键将加亮移动到要使用的磁盘后按[ENTER]键。您所进入的模式的文件选单出现。



注

数据投影机同时最多只能识别四个磁盘。

ECA 文件或 PtG 文件的投影

使用 Viewer 的演示模式投影 ECA 或 PtG 文件。

如何投影 ECA 文件或 PtG 文件

1. 将保存有您要投影的 ECA 文件或 PtG 文件的存储装置连接在数据投影机。
 - Viewer 的主窗口出现。若 Viewer 的主窗口不出现，请按 [INPUT] 键并选择“USB”作为输入源。
2. 用光标键将加亮移动至“演示”后按 [ENTER] 键。
 - 如下所示文件选单将出现。



- 若您要播放的 ECA 文件或 PtG 文件在一个特定的文件夹中，请用光标键将加亮移动到该文件夹处后按 [ENTER] 键。
3. 用光标键将加亮移动到要播放的 ECA 文件或 PtG 文件处后按 [ENTER] 键（或 [O] 键）。
 - 所选 ECA 文件或 PtG 文件开始播放。
 4. 根据需要执行换页及其他操作。
 - 有关在 ECA 文件或 PtG 文件投影过程中可以进行的操作的详情，请参阅“ECA 文件或 PtG 文件投影过程中的操作”一节（第 24 页）。
 - 要停止 ECA 文件或 PtG 文件的播放并返回文件选单时，按 [ESC] 键。

ECA 文件或 PtG 文件投影过程中的操作

在 ECA 文件或 PtG 文件播放过程中可以执行下述操作。

目的：	操作：
返回上一页	按[◀]键。
进行到下一页	按[▶]键。
暂停 ECA 文件或 PtG 文件的播放	1. 按[FUNC]键。 2. 在出现的功能选单上，用光标键将加亮移动到“暂停”处后按[ENTER]键。
跳至特定页	1. 按[○]键显示页选单。 2. 用光标键将加亮移动到要播放演示的开始页的缩图处，然后按[ENTER]键。 ● 有关在页选单显示时可以执行的其他操作的说明，请参阅“页选单操作”（第25页）。
停止播放并返回文件选单	按[ESC]键。

在 ECA 文件或 PtG 文件的播放暂停过程中可以执行下述操作。

目的：	操作：
从暂停处开始恢复 ECA 文件或 PtG 文件的播放	按[ENTER]键。

页选单操作

在ECA文件或PtG文件播放过程中按[○]键将投射下示页选单。



在页选单投影过程中可以执行下述操作。

目的:	操作:
从特定页重新开始文件的播放	用光标键将加亮移动到要播放演示的开始页的缩图处, 然后按[ENTER] 键
卷动到下一个画面	按[□]键。
卷动到上一个画面	按[△]键。
停止播放并返回文件选单	按[ESC]键。

影像文件的投影

使用Viewer的幻灯片模式投影影像文件。您可以将影像文件分组并以幻灯片的形式依特定顺序进行投影。

如何投影影像文件

1. 将保存有您要投影的影像文件的存储装置连接在数据投影机。
 - Viewer的主窗口出现。若Viewer的主窗口不出现，请按[INPUT]键并选择“USB”作为输入源。
2. 用光标键将加亮移动至“幻灯片”后按[ENTER]键。
 - 如下所示文件选单将出现。



- 若您要投射的影像文件在一个特定的文件夹中，请用光标键将加亮移动到该文件夹处后按[ENTER]键。
3. 用光标键将加亮移动至要投射的影像文件处后按[ENTER]键。
 - 所选影像文件被投影。
 4. 根据需要执行下述操作。

目的:	按键:
卷回上一幅影像	[◀]
卷到下一幅影像	[▶]
将影像向右旋转90度	[△]
将影像向左旋转90度	[□]
开始播放影像文件的幻灯片	[○]

5. 要停止投射影像并返回文件选单时，按[ESC]键。

幻灯片的投影

数据投影机的幻灯片模式能将众多的影像文件分组并以幻灯片的形式顺序投影。幻灯片的显示可以选择为手动播放或自动播放。初始缺省设定为手动播放。

如何为播放幻灯片准备影像文件

在电脑上准备幻灯片时请注意以下几点。

- 幻灯片的所有影像文件都必须同一个文件夹中。
- 在幻灯片播放过程中，影像以文件夹中影像文件的文件名为顺序出现。要指定影像的播放顺序时，请调整文件名使其在文件夹中以您所需要的顺序排列。
- 将含有幻灯片影像的文件夹复制到存储装置中。

如何以幻灯片的形式投射影像文件

- 1. 将保存有幻灯片影像文件的存储装置连接在数据投影机。**
 - Viewer的主窗口出现。若Viewer的主窗口不出现，请按[INPUT]键并选择“USB”作为输入源。
- 2. 选择手动卷动或自动卷动，并配置其他幻灯片设定。**
 - 有关详情请参阅“Viewer设定的配置”一节（第34页）。
- 3. 用光标键将加亮移动至“幻灯片”后按[ENTER]键。**
 - 文件选单出现。
- 4. 用光标键将加亮移动至含有组成幻灯片的影像文件的文件夹处后按[ENTER]键。**
- 5. 用光标键将加亮移动至幻灯片的开始影像文件处后按[○]键。**
 - 所选影像文件被投影，幻灯片开始。

6. 根据需要执行下述操作。

目的：	操作：
卷回上一幅影像	按[◀]键。
卷到下一幅影像	按[▶]键。
暂停幻灯片（只有当设置选单上的“影像切换”设定为“自动”时此选项才有效。）	1. 按[FUNC]键。 2. 在出现的功能选单上，用光标键将亮亮移动到“暂停”处后按[ENTER]键。
将影像向右旋转90度	按[△]键。
将影像向左旋转90度	按[□]键。

- 在幻灯片暂停过程中可以执行下列操作。

目的：	按键：
卷回上一幅影像	[◀]
卷到下一幅影像	[▶]
将影像向右旋转90度	[△]
将影像向左旋转90度	[□]
恢复幻灯片的播放	[○]

7. 幻灯片结束后要返回文件选单时，按[ESC]键。

动画文件的投影

使用Viewer的动画模式投影动画文件。



注

- Viewer能播放Motion JPEG格式的AVI动画文件（有关详情请参阅第5页）。不能播放其他格式的动画文件。
- 数据投影机附带的CD-ROM光盘中收录有能将一些动画文件格式变换为投影机支持的格式的软件（ArcSoft MediaConverter 3 for CASIO Projector）。有关安装此软件的详情请参阅“软件的安装”（第8页）。有关可以变换的动画文件格式及变换操作的说明，请参阅“ArcSoft MediaConverter 3 for CASIO Projector的使用”一节（第17页）。

如何投影动画文件



1. 将保存有您要投影的动画文件的存储装置连接在数据投影机上。
 - Viewer的主窗口出现。若Viewer的主窗口不出现，请按[INPUT]键并选择“USB”作为输入源。
2. 用光标键将加亮移动至“动画”后按[ENTER]键。
 - 如下所示文件选单将出现。



- 若您要播放的动画文件在一个特定的文件夹中，请用光标键将加亮移动到该文件夹处后按[ENTER]键。
3. 用光标键将加亮移动到要播放的动画文件处后按[ENTER]键（或[O]键）。
 - 所选动画文件开始播放。
 4. 根据需要执行暂停及其他操作。
 - 有关在动画文件投影过程中可以进行的操作的详情，请参阅“在动画文件投影过程中的操作”一节（第30页）。
 - 要停止动画文件的播放并返回文件选单时，按[ESC]键。
 - 当播放进行到动画文件的末尾时，投影将显示最终动画帧的静止影像。
 5. 要在动画播放完毕后返回文件选单时，按[ESC]键。

在动画文件投影过程中的操作

在动画文件的播放或暂停过程中可以执行下述操作。



目的：	操作：
暂停或恢复动画播放	按[ENTER]键。 ● 动画播放暂停过程中，暂停图标()会出现在投影画面的左上角。
从开头重新播放文件。	1. 按[FUNC]键。 2. 在出现的功能选单上，用光标键将亮条移动到“从开头播放”处 后按[ENTER]键。
投影画面的左上角显示播放时间  动画播放的总时间 动画播放的经过时间	按[O]键。 ● 按[O]键可交替显示或隐藏时间指示符。
快进*	按[▶]键。
快退*	按[◀]键。
停止动画文件的播放并返回文件选单	按[ESC]键。






* 有关快进及快退的详细说明，请参阅下述“如何在动画播放过程中进行快进或快退”一节。

如何在动画播放过程中进行快进或快退

1. 执行“如何投影动画文件”一节（第29页）中的第1至第3步操作开始播放动画文件。

2. 按[▶]键进行快进或按[◀]键进行快退。

- 相应操作开始，投影画面的左上角出现图标( 表示快进，  表示快退)。
- 按[▶]键或[◀]键可在三个速度之间选择相应的操作。

图标：	表示：
	快进（以10秒钟为单位）
	6倍快进（以60秒钟为单位）
	60倍快进（以10分钟为单位）
	快退（以10秒钟为单位）
	6倍快退（以60秒钟为单位）
	60倍快退（以10分钟为单位）

- 当快进或快退操作进行到动画文件的最后面或最前面的帧时，动画的播放自动停止。

3. 根据需要执行下述操作。

目的：	按键：
结束快进或快退操作并恢复正常播放	[ENTER]
停止播放并返回文件选单	[ESC]

文件选单操作

本节介绍当文件列表显示在演示，幻灯片或动画模式中时可以进行的操作。

列表形式及图标形式

Viewer的文件选单有两种不同的显示形式：列表形式及图标形式。



列表形式



图标形式

列表形式：

列出存储装置中文件夹及文件的名称。是演示，幻灯片或动画模式的初始缺省形式。

图标形式：

显示存储装置中文件夹及文件的图标及名称。Viewer能播放的所有文件都将显示缩图。

如何在列表形式与图标形式之间选换文件选单

按[FUNC]键后按[ENTER]键。



注

缺省形式可指定为列表形式或图标形式。有关详情请参阅第 34 页上的“Viewer 设定的配置”一节。

如何选换文件选单

按[□]键向前卷动, 或按[△]键向后卷动。

如何打开文件夹

用光标键将加亮移动至要打开的文件夹处后按[ENTER]键。

如何退出目前文件夹并返回上一层

按[ESC]键。

如何查看文件的属性

1. 显示文件选单的列表形式。
2. 用[▼]键及[▲]键将加亮移动至要查看其属性的文件处。

- 目前加亮的文件的缩图及属性出现在文件选单的左侧。



- 下面介绍文件属性中显示的信息。

演示模式

项目:	表示:
种类	“ECA 文件”或“PtG 文件”（用EZ-Converter FA变换的演示文件）
大小	文件大小
日期	文件最后一次修改的日期及时间
尺寸	文件中影像的尺寸

幻灯片模式

项目:	表示:
种类	影像种类（“JPEG 影像”或“BMP 影像”）
大小	文件大小
日期	文件最后一次修改的日期及时间
尺寸	文件中影像数据的尺寸
旋转	只有含有Exif格式的方向信息的影像文件显示此项。“Right side - Top”表示向右旋转了90度，而“Left side - Bottom”表示向左旋转了90度。

动画模式

项目:	表示:
种类	“动画”
大小	文件大小
日期	文件最后一次修改的日期及时间
尺寸	文件中动画的尺寸

如何返回 Viewer 的主窗口

1. 按[FUNC]键。
2. 在出现的功能选单上,用光标键将加亮移动到“返回阅读器的选择”处后按[ENTER]键。

Viewer 设定的配置

使用 Viewer 的设置选单能配置 Viewer 的下列功能设定。

各项目中标有星号(*)的为初始缺省设定。

设定名	说明
影像变焦	变焦*: 使影像以数据投影机的最大尺寸进行投影,同时保持影像文件的纵横比。 不变焦: 使影像以实际的尺寸投影。
显示顺序设置	指定文件选单中影像的顺序。 文件名(升序)*: 以升序显示文件的文件名。 文件名(降序): 以降序显示文件的文件名。 时间(新至旧): 按照最后修改的时间,以从新至旧的顺序显示文件。 时间(旧至新): 按照最后修改的时间,以从旧至新的顺序显示文件。
起动方式	指定从 Viewer 的主窗口进入一种模式时缺省形式是列表形式还是图标形式。 列表查看*: 指定缺省形式为列表形式。 图标查看: 指定缺省形式为图标形式。
影像切换	手动*: 指定手动卷动影像。 自动: 指定自动卷动影像。
幻灯片显示的间隔	指定幻灯片播放过程中各影像显示的时间长度。 5秒*, 10秒, 30秒, 1分, 5分
幻灯片反复	反复: 循环播放幻灯片或动画。 不反复*: 当幻灯片或动画播放到末尾时自动停止播放。
动画画面	变焦*: 使动画以数据投影机的最大尺寸进行播放,同时保持动画文件的纵横比。 不变焦: 使动画文件以其原尺寸进行播放。
初始化检视器设置	将 Viewer 的所有设定返回至其初始出厂缺省值。

如何显示 Viewer 的设置选单



执行下述操作之一。

操作 1

1. 投影 Viewer 的主窗口

- 若您正在演示, 幻灯片或动画模式中播放文件, 请暂停播放并返回文件选单。然后, 按 [FUNC]、[▼] 及 [ENTER] 键。

2. 用光标键将加亮移动至“阅读器的设置”后按 [ENTER] 键。

操作 2

1. Viewer 投影过程中按 [MENU] 键。

- 若您正在演示, 幻灯片或动画模式中播放文件, 请在按 [MENU] 键之前暂停播放。

2. 用 [▼] 键将加亮移动至“USB”后按 [ENTER] 键。

3. 用 [▼] 键将加亮移动至“设置”后按 [ENTER] 键。

如何配置 Viewer 的设定

1. 显示 Viewer 的设置选单。
2. 用[▼]键及[▲]键将加亮移动至要改变其设定的项目处。
3. 用[◀]键及[▶]键显示有效的设定。
4. 配置了所有所需要的设定后，按[ESC]键（或按[FUNC]键后按[ENTER]键）。
 - 画面返回 Viewer 的主窗口。

如何将 Viewer 的设定返回至其初始缺省值

1. 显示 Viewer 的设置选单。
2. 用[▼]键将加亮移动至“初始化检视器设置”后按[ENTER]键。
 - “要将检视器设置复原为缺省值吗？”确认对话框出现。
3. 用[▲]键将加亮移动至“是”后按[ENTER]键。
 - Viewer 的各设定返回至其初始出厂缺省值。
 - 有关 Viewer 的初始出厂缺省设定的资讯，请参阅“Viewer 设定的配置”（第 34 页）。

Viewer 疑难排解

当 Viewer 的动作异常时请参照下述说明。

存储装置

问题	原因及所需要的对策
在数据投影机的USB端口中插入USB盘后 Viewer 不出现。	<ul style="list-style-type: none">● 插入的USB盘的格式可能是数据投影机无法识别的。将USB盘插入电脑中，查看其文件系统是否是FAT或FAT32。否则，将USB盘重新格式化为FAT或FAT32。请注意，格式化操作将清除USB盘中的所有数据。若虽然文件系统是FAT或FAT32，但数据投影机仍无法识别USB盘，则USB盘本身可能是非兼容的。使用其他的USB盘。● 数据投影机的“即插即用”设定可能为“关”。使用CD-ROM光盘上收录的用户说明书中的“投影机高级设定的配置”一节中的操作将“即插即用”设定改变为“开”。
有些文件夹及/或文件不出现在文件选中。	若文件夹中有999个以上的文件夹及/或文件，则该文件夹中的所有文件夹及/或文件不能全部显示出来。这种情况发生时，请减少该文件夹中的文件夹及/或文件的数目。
有多个装置通过USB集线器或USB卡读取机与数据投影机连接，但有些装置未被识别。	数据投影机同时最多只能识别四个磁盘。若连接的磁盘数目超过四个，数据投影机将不识别第五个以上的磁盘。连接存储装置时请确认未超过四个。
通过USB在数据投影机上连接数码相机时，数码相机存储器中的内容不出现。	<ul style="list-style-type: none">● 数码相机的USB大量存储类设定可能未正确配置，或需要在相机上进行一些操作。请参照数码相机的用户文件，查找所需要的设定及操作的资讯。● 数码相机可能不支持USB大量存储类。若不支持，则不能用Viewer查看数码相机存储器中的内容。

文件的显示及播放

问题	原因及所需要的对策
用EZ-Converter FA从PowerPoint文件变换的ECA或PtG文件不出现在文件选中。	Viewer可能在演示模式之外的其他模式中。要进入演示模式时,请加亮Viewer主窗口(第21页)中的“演示”,然后按[ENTER]键。
影像文件不出现在文件选中中。	<ul style="list-style-type: none">● Viewer可能在幻灯片模式之外的其他模式中。要进入幻灯片模式时,请加亮Viewer主窗口(第21页)中的“幻灯片”,然后按[ENTER]键。● 文件可能不是数据投影机能识别的格式。影像文件的扩展名必须为:.jpg, .jpeg, .jpe, 或.bmp。有关数据投影机能播放的影像文件格式的详情请参阅“关于数据投影机的USB功能”一节(第5页)。
动画文件不出现在文件选中中。	<ul style="list-style-type: none">● Viewer可能在动画模式之外的其他模式中。要进入动画模式时,请加亮Viewer主窗口(第21页)中的“动画”,然后按[ENTER]键。● 文件可能不是数据投影机能识别的格式。动画文件的扩展名必须为.avi。有关数据投影机能播放的动画文件格式的详情请参阅“关于数据投影机的USB功能”一节(第5页)。
在幻灯片模式的文件选单上,缩图处出现问号(?)。	对于Viewer不能投影的影像(SMB以上的JPEG文件等),其缩图处会显示问号。
在演示模式的文件选单上选择的ECA或PtG文件无法播放。	该文件可能已经损坏。使用“如何将PowerPoint文件变换为ECA文件或PtG文件”一节(第14页)中的操作再次变换PowerPoint文件。
在幻灯片模式的文件选单上选择的影像文件无法显示。	<ul style="list-style-type: none">● 该文件可能已经损坏。若电脑上有原文件,请检查其是否正常。若正常,将原文件复制到存储装置上后再次显示。● 若“影像文件无法显示。”信息出现,请参照“Viewer的错误信息”一节(第39页)。
在动画模式的文件选单上选择的动画文件无法播放。	<ul style="list-style-type: none">● 该文件可能已经损坏。若电脑上有原文件,请检查其是否正常。若正常,将原文件复制到存储装置上后再次显示。● 若“此动画文件无法播放。”信息出现,请参照“Viewer的错误信息”一节(第39页)。

Viewer 的错误信息

问题	原因及所需要的对策
文件夹中没有影像文件。	您用Viewer要访问的文件夹中无任何可显示的文件夹，ECA文件或PtG文件，影像文件或动画文件。用电脑检查文件夹的内容。有关数据投影机能播放的文件格式的详情请参阅“关于数据投影机的USB功能”一节（第5页）。
无法播放的ECA/PtG文件。	ECA文件或PtG文件自身中可能有错误。在电脑上用EZ-Converter FA播放ECA文件或PtG文件进行检查。
影像文件无法显示。	<ul style="list-style-type: none">● 影像文件可能过大，无法播放。请使用8MB以下大小的影像文件。● 影像文件可能为逐行扫描的JPEG文件。数据投影机不能播放逐行扫描的JPEG文件。请使用通常的（非逐行扫描）的JPEG格式文件。● 影像文件自身中可能有错误。在电脑上打开影像文件进行检查。
此动画文件无法播放。	<ul style="list-style-type: none">● 动画文件的格式可能是数据投影机无法播放的。有关数据投影机能播放的动画文件格式的详情请参阅“关于数据投影机的USB功能”一节（第5页）。使用数据投影机附带CD-ROM上收录的软件（ArcSoft MediaConverter 3 for CASIO Projector）能将一些动画文件的格式变换为数据投影机能播放的格式。● 动画文件自身中可能有错误。在电脑上打开动画文件进行检查。

如何使用YC-400/YC-430 文稿相机进行演示

本节介绍如何在数据投影机上连接CASIO YC-400/YC-430 多功能投影相机（文稿相机），并投射放在文稿相机的文稿台上的文稿影像。数据投影机内置的名为YC Camera的应用程序用于投射文稿影像。



重要!

只有当相机固件的版本为 1.1 以上时，才能在数据投影机上连接 YC-400 文稿相机。固件的更新软件收录在投影机附带的 CD-ROM 光盘上。有关详情请参阅“软件的安装”一节（第 8 页）。

YC Camera 应用程序的功能及操作概要

YC Camera 为内置于数据投影机中的应用程序，其使在数据投影机控制 YC-400/YC-430 文稿相机成为可能。使用 YC Camera 应用程序可以投射放在文稿相机的文稿台上的文稿影像。在数据投影机的 USB 端口上连接文稿相机并打开文稿相机的电源，将使 YC Camera 应用程序自动启动。

文稿相机与数据投影机的连接

本节介绍为在数据投影机连接文稿相机，并投射放在文稿相机的文稿台上的文稿影像所需要执行的操作。



重要!

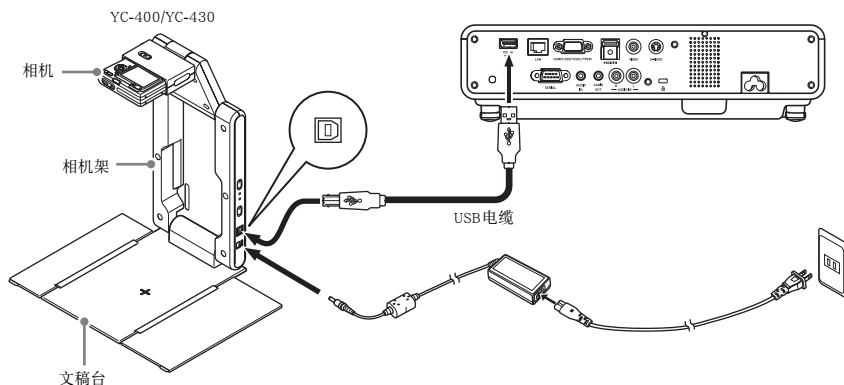
- 下述操作以数据投影机的即插即用功能已开启（初始缺省设定）为前提。若您解除了即插即用功能，则请在进行下述操作之前重新开启即插即用功能。有关即插即用设定的详情，请参阅用户说明书中的“设置选单的内容”一节。
- 当 YC-400/YC-430 文稿相机连接在数据投影机时，拍摄影像的分辨率固定在 400 万像素。在这种情况下分辨率设定不能改变。

如何在数据投影机连接文稿相机并投射文稿的影像

1. 打开数据投影机的电源。

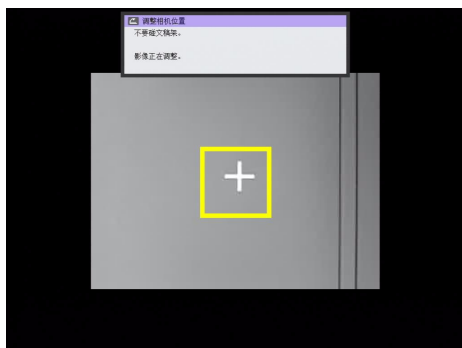
- 等到数据投影机上的POWER/STANDBY指示灯点亮为绿色。

2. 使用文稿相机附带的USB电缆连接文稿相机与数据投影机。



3. 当文稿台上没有任何文稿时，按相机架上的[⏻] (电源) 钮。

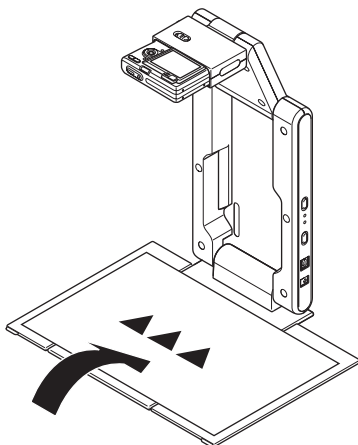
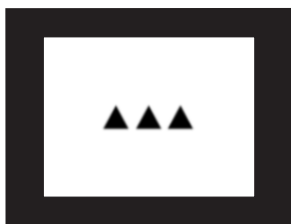
- 文稿相机开机，镜头伸出。
- 数据投影机将识别文稿相机，并自动启动YC Camera应用程序。YC Camera应用程序启动后，数据投影机将投射文稿台的影像，并显示用于调整文稿相机位置的对话框。



- 若文稿相机位置正确，位置调整操作将自动结束，对话框关闭。此时相机画面（文稿相机获取的影像）被投影。
- 若文稿相机位置不正确，提示您调整文稿相机位置的信息将出现。请按照信息中的指示调整文稿相机的位置。

4. 将要投影的文稿放在文稿相机的文稿台上。

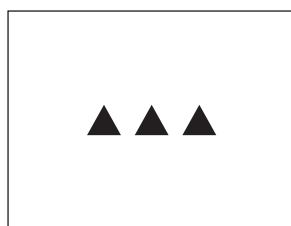
- 文稿必须放在文稿台的中央，不要让文稿的任何部分超出文稿台。
- 在文稿台上放横向文稿时，文稿页的顶部应朝向相机架。
- 刚开始投射的相机画面将有些模糊。



- 当文稿相机确定文稿台上的文稿不再移动时，其将自动拍摄文稿的影像，影像从较模糊的显示画面影像变为高分辨率的影像（拍摄的影像）。



粗（相机画面）影像



拍摄的影像

5. 此时可更换文稿台上的文稿。

- 投影机自动投射下一张文稿的拍摄影像。



注

上述第5步为当数据投影机的YC Camera应用程序配置为初始缺省设定时的情况。若您将YC Camera应用程序的“动作方式”设定改变为“手动摄影”，拍摄影像将不自动切换。有关详情请参阅第49页上的“YC Camera应用程序设置选单的内容”一节。

YC Camera 应用程序的操作

本节介绍使用 YC Camera 应用程序可进行的各种投影操作，以及如何配置 YC Camera 应用程序的设定。

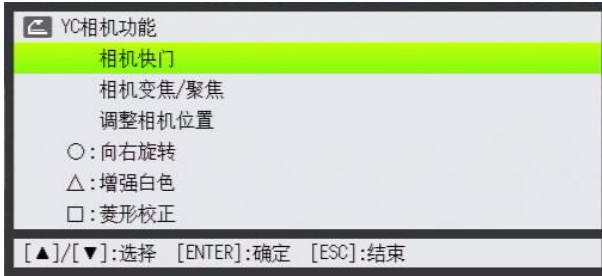


重要!

本节中介绍的操作步骤以您已按照“文稿相机与数据投影机的连接”一节（第 40 页）中的说明将文稿相机连接在数据投影机上，并且数据投影机的 YC Camera 应用程序正在运作为前提。

YC Camera 应用程序的投影操作

本节介绍的操作使用 YC Camera 功能选单进行。YC Camera 应用程序正在运行时，按 [FUNC] 键可显示该功能选单。



使用遥控器上的 [○], [△] 及 [□] 键也能执行相同的操作。

如何手动启动文稿相机的快门

1. 按 [FUNC] 键显示 YC Camera 应用程序的功能选单。
 - 开始时“相机快门”项应加亮显示。
2. 按 [ENTER] 键启动文稿相机的快门。
 - 投影机投射由文稿相机拍摄的影像。

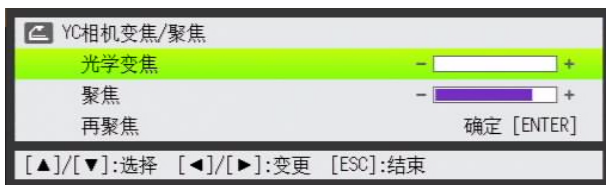


注

在较粗的显示屏影像或拍摄影像被投影时，按 [ENTER] 键可手动启动快门，而不用按 [FUNC] 键。

如何调整文稿相机的变焦设定

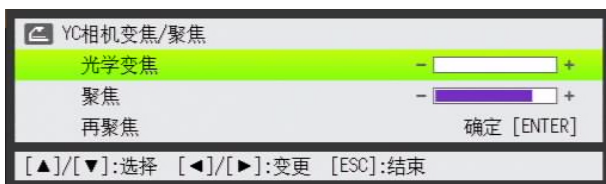
1. 按[FUNC]键显示YC Camera应用程序的功能选单。
2. 用[▼]键将加亮移动至“相机变焦/聚焦”后按[ENTER]键。
 - YC 相机变焦/聚焦对话框出现在投影区中。开始时“光学变焦”项应加亮显示。



3. 用[▶]键及[◀]键调整文稿相机的变焦设定。
4. 变焦设定完毕后，按[ESC]键。
 - YC 相机变焦/聚焦对话框关闭。

如何手动调整文稿的聚焦

1. 按[FUNC]键显示YC Camera应用程序的功能选单。
2. 用[▼]键将加亮移动至“相机变焦/聚焦”后按[ENTER]键。
 - YC 相机变焦/聚焦对话框出现在投影区中。



3. 用[▼]键将加亮移动至“聚焦”。
4. 用[▶]键及[◀]键调整文稿相机的聚焦。
5. 聚焦设定完毕后，按[ESC]键。
 - YC 相机变焦/聚焦对话框关闭。

如何调整相机的位置

1. 从文稿台上取下所有文稿及物体。
2. 按[FUNC]键显示YC Camera应用程序的功能选单。
3. 用[▼]键将加亮移动至“调整相机位置”后按[ENTER]键。
 - 相机位置调整对话框出现。
4. 将文稿相机向下转，使其镜头对准文稿台。
 - 请按照投影区中出现的指示调整相机。



- 若文稿相机位置正确，位置调整操作将结束，对话框关闭。此时相机画面（文稿相机获取的影像）被投影。

如何旋转投射影像

1. 按[FUNC]键显示YC Camera应用程序的功能选单。
2. 用[▼]键将加亮移动至“向右旋转”后按[ENTER]键。
 - 投射影像向右旋转90度。
 - 除上述第1步及第2步操作之外，按[○]键也可旋转投射影像。



注

此操作将只影响正在投射的影像。下次启动快门时产生的投影将根据YC Camera应用程序设置选单上（第47页）的设定进行投射。

如何在投射影像上加强白色



注

- 白色加强操作将加强投影背景的白色，有助于使文稿上的文字更清晰。
- 此操作将只影响正在投射的影像。下次启动快门时产生的投影将根据 YC Camera 应用程序设置选单上（第 47 页）的设定进行投射。



重要!

只能对经菱形校正的投影增强白色。有关详情请参阅“如何对投影进行手动菱形校正”一节（第 46 页）中的注。

1. 按[FUNC]键显示 YC Camera 应用程序的功能选单。
2. 用[▼]键将加亮移动至“增强白色”后按[ENTER]键。
 - 投影机加强投影的白色。
 - 除上述第 1 步及第 2 步操作之外，按[△]键也可加强投影的白色。

如何对投影进行手动菱形校正



注

- 菱形校正功能自动调正在文稿相机的文稿台上未放正的文稿的影像。在初始缺省状态下，YC Camera 应用程序将自动进行菱形校正，但您也可解除自动菱形校正功能。解除后可执行下述操作手动调正影像。
- 此操作将只影响正在投射的影像。下次启动快门时产生的投影将根据 YC Camera 应用程序设置选单上（第 47 页）的设定进行投射。

1. 按[FUNC]键显示 YC Camera 应用程序的功能选单。
2. 用[▼]键将加亮移动至“菱形校正”后按[ENTER]键。
 - 投射影像被调正。
 - 除上述第 1 步及第 2 步操作之外，按[□]键也可对投射影像进行菱形校正操作。

YC Camera 应用程序的设置选单设定的配置

用YC Camera 设置选单可配置各种YC Camera 应用程序的操作设定。



如何配置YC Camera 应用程序的设置选单设定

1. 按[MENU]键显示设置选单。
2. 按[▼]键将加亮移动至“USB”后按[ENTER]键。
3. 按[▼]键一次将加亮移动至“设置”后按[ENTER]键。
 - YC Camera 应用程序的设置选单出现。
4. 用[▼]键及[▲]键选择要改变其设定的选单项。
5. 用[◀]键或[▶]键选择所需要的设定（使其按钮变为●）。
6. 若需要，反覆执行第4步及第5步操作配置其他设定。
7. 操作完毕后，按[ESC]键退出设置选单。

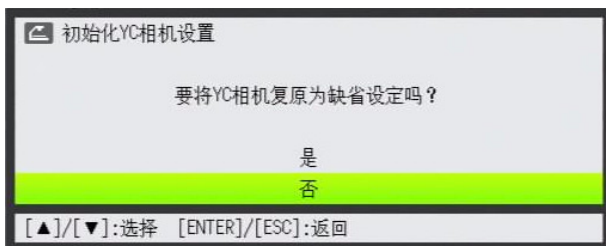


注

若改变了“增强白色”或“菱形校正”设定，新设定将从退出设置选单后文稿相机拍摄的下一幅影像开始有效。其他设定则在退出设置选单后立即有效。

如何将YC Camera应用程序设置选单上的所有设定复原为初始出厂缺省值

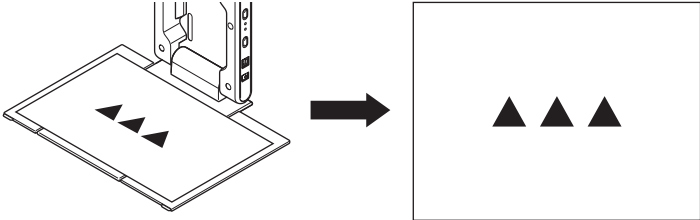
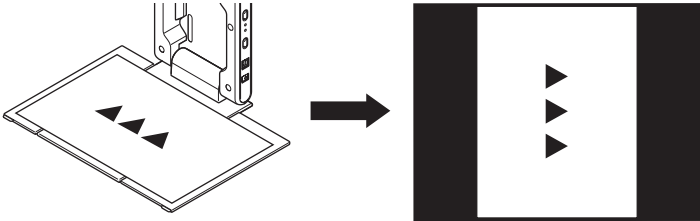

1. 按[MENU]键显示设置选单。
2. 按[▼]键将加亮移动至“USB”后按[ENTER]键。
3. 按[▼]键一次将加亮移动至“设置”后按[ENTER]键。
 - YC Camera应用程序的设置选单出现。
4. 按[▼]键将加亮移动至“初始化YC相机设置”后按[ENTER]键。
 - 下示对话框出现。



5. 用[▲]键选择“是”。
6. 要将所有设定复原为初始缺省值时，按[ENTER]键。
 - 要退出操作而不改变任何设定时，不按[ENTER]键，而按[ESC]键。
7. 操作完毕后，按[ESC]键退出设置选单。

YC Camera 应用程序设置选单的内容

本节详细介绍 YC Camera 应用程序设置选单上的所有项目。各项目中标有星号(*)的为初始缺省设定。

设定名	说明
动作方式	<p>指定是自动还是手动拍摄放在文稿相机的文稿台上的文稿。</p> <p>自动摄影*: 每次在文稿台上放上文稿时,自动拍摄文稿的影像。</p> <p>手动摄影: 每次将文稿放在文稿台上时,需要手动启动快门。</p>
显示屏画面方向	<p>切换画面的方向。</p> <p>水平*: 横向拍摄文稿台上的文稿。</p>  <p>垂直: 纵向拍摄文稿台上的文稿。</p> 
增强白色	<p>指定是否加强投射影像的白色。</p> <p>关*: 不加强白色。</p> <p>开: 加强白色。</p> <p>自动: 投影机自动根据拍摄的影像决定是否进行白色加强。</p> <p> 重要! _____ 当“菱形校正”设定为“关”时,不能增强白色。</p>

设定名	说明
菱形校正	指定是否对投射影像自动进行菱形校正。 开*: 自动进行菱形校正。 关: 不自动进行菱形校正。
投影文稿监视器影像	指定当从文稿台取出文稿时是否投影相机画面上的影像。 开*: 投射相机画面。 关: 不投射相机画面。
初始化YC相机设置	将所有YC Camera应用程序的设置选单返回至初始缺省设定。有关详情请参阅第48页上的“如何将YC Camera应用程序设置选单上的所有设定复原为初始出厂缺省值”一节。

图形计算器画面影像的投影

使用USB电缆能将CASIO图形计算器连接在数据投影机屏幕上，并用数据投影机投射计算器的画面。下列CASIO图形计算器可以支持USB连接。

- fx-9860G 系列

如何投射图形计算器的画面

1. 设置图形计算器的数据通信功能。

进入LINK模式，如下所示配置“Wakeup”及“Capture”设定。

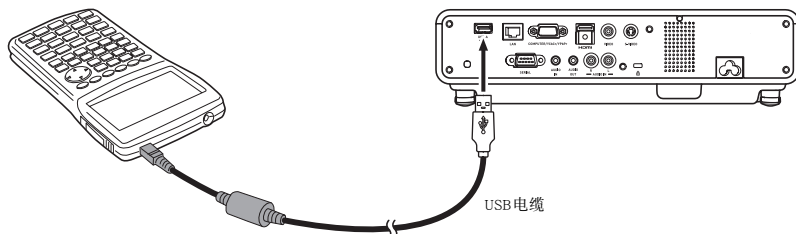


- 在连接计算器与数据投影机之前必须配置这些通信设定。
- 有关配置这些设定的详细说明，请参阅计算器附带的用户文件。

2. 打开数据投影机的电源。

3. 用图形计算器附带的USB电缆如下所示连接图形计算器与数据投影机。

- 数据投影机将投射图形计算器的画面。



* 插图以fx-9860G为例。



重要!

- 与计算器连接时，若数据投影机投射的画面影像中出现沙漏图示，则需要在计算器上进行一些操作。使沙漏消失并恢复正常投影。
- 若在与数据投影机连接后，计算器不正常动作，请尝试从计算器拔下USB电缆后再重新插上。若问题未能解决，请将USB电缆从数据投影机及计算器中都拔下。关闭数据投影机的电源后重新打开，然后再次连接计算器与数据投影机。

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For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users’ freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a “work based on the library” and a “work that uses the library”. The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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A “library” means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The “Library”, below, refers to any such software library or work which has been distributed under these terms. A “work based on the Library” means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term “modification”).

“Source code” for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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- d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

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Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a “work that uses the Library”. Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a “work that uses the Library” with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a “work that uses the library”. The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a “work that uses the Library” uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a “work that uses the Library” with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer’s own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

- a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable “work that uses the Library”, as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)
- b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user’s computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.
- c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
- d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.
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It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

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You should also get your employer (if you work as a programmer) or your school, if any, to sign a “copyright disclaimer” for the library, if necessary. Here is a sample; alter the names:

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by James Random Hacker.
```

```
signature of Ty Coon, 1 April 1990  
Ty Coon, President of Vice
```

That's all there is to it!

索引

- A**
ArcSoft MediaConverter 3 for
 CASIO Projector 8, 10, 17
- B**
变焦 44
- C**
错误信息 39
磁盘选单 22
存储卡 20
- D**
动画文件 5, 28
- E**
ECA 文件 5, 23
EZ-Converter FA 5, 8, 9, 12
- F**
分辨率 5
- H**
幻灯片 27
- J**
即插即用 7
加强白色 46
聚焦 44
- K**
快进 30
快门 43
快退 30
- L**
菱形校正 46
- M**
Multi Projection Camera
 Update Software 8, 11
- P**
PowerPoint 5, 12, 14
PtG 文件 12, 14, 23
- T**
图形计算器 6, 51
- U**
USB 存储装置 5
USB 盘 19
- V**
Viewer 19
- W**
文稿相机 6, 40
- X**
系统的最低要求 8
相机的位置 45
旋转 45
- Y**
疑难排解 37
音频格式 5
影像文件 5, 26
- Z**
帧速率 5