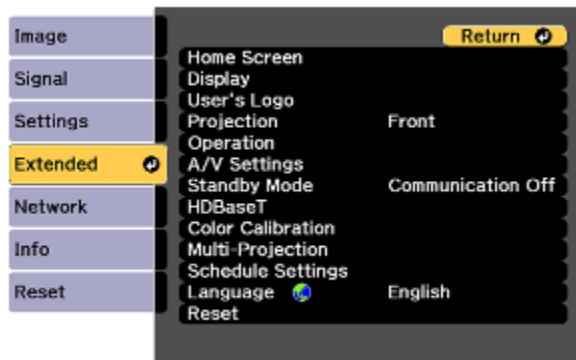


Saving a User's Logo Image to Display - Epson Pro L1100U/L (Auditorium) Projector

You can transfer an image to the projector and then display it whenever the projector turns on. You can also display the image when the projector is not receiving an input signal or when you temporarily stop projections (using the A/V Mute feature). This transferred image is called the User's Logo screen.

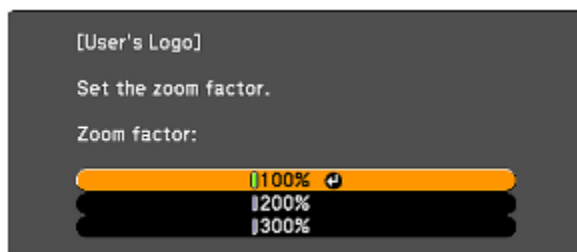
The image you select as the User's Logo can be a photo or a graphic. Insert the photo or graphic into a Word document and save it to the User's computer or the H:\\drive.

1. Display the image you want to project as the User's logo.
2. Press the **Menu** button, select the **Extended** menu, and press **Enter**.



3. Select the **User's Logo** setting and press **Enter**.
You see a prompt asking if you want to use the displayed image as a user's logo.
4. Select **Yes** and press **Enter**.
You see a selection box overlaying your image.
5. Use the arrow buttons on the remote control or control panel to surround the image area you want to use as the User's Logo and press **Enter**.
6. Select **Yes** and press **Enter**. (If you want to change the selected area, select **No**, press **Enter**, and repeat the last step.)

You see the User's Logo zoom factor menu.



7. Select a zoom percentage and press **Enter**.

You see a prompt asking if you want to save the image as the User's Logo.

8. Select **Yes** and press **Enter**.

You see a completion message.

9. Press **esc** to exit the message screen.

10. Select the **Extended** menu and press **Enter**.

11. Select **Display** and press **Enter**.

12. Select when you want to display the User's Logo screen:

- To display it whenever there is no input signal, select **Display Background** and set it to **Logo**.
- To display it whenever you turn the projector on, select **Startup Screen** and set it to **On**.

Pp. 144-145: <https://www.lakemills.k12.wi.us/staff/mmprojectors.cfm>

<https://files.support.epson.com/docid/cpd5/cpd51321.pdf>