

Expanding fun of video entertainment. Enjoy clear, dynamic images on a large screen in your living room.

Thanks to the high level of brightness, you can enjoy clear and crisp images on a large screen without having to turn off the lights in the room. The HC900 comes with a full range of convenient functions necessary for enjoying video, such as the color adjustment control.



1500lm 4000:1

Brilliant & high-contrast

The brightness of 1500lm lets you enjoy easy-to-view, clear images of a movie or TV program without turning off the lights in the room. Furthermore, the DLP™ system achieves a high contrast level of 4000:1. Together, they deliver sharp and crisp images for maximum enjoyment of video entertainment.

Theater room (Dark environment)





Living room (Slightly bright environment)





Cine Focus

Equipped with a lens featuring a motorized iris for superb black reproduction

The motorised variable aperture for the lens optimises the incident light to the DMD chip, thus achieving superb black reproduction rivalling that of a high-end model.





2.9kg

Easy-to-carry Lightweight Unit

Weighing only 2.9kg, the HC900 is extremely portable yet fully equipped, with two RGB and one DVI-D inputs that provide high-quality images with excellent gradation and high contrast. These input terminals are designed to enhance ease of operation, making the HC900 both highly mobile and suitable for installation in any location.



Impressive Picture Quality

sRGB

Developed to ensure standard and, uniform colour reproduction regardless of the type of display used, sRGB colour profile technology uses independent colour coordinates common to all display technologies. This helps to eliminate the hue variations that occur between different display systems and more accurately matches the way colours look in real life.

To find out more details about sRGB, visit us at: www.mitsubishi.co.uk

Versatile Input Terminals (with HDCP)

Offering far more operating convenience for system installation, these multimedia data/video projectors are fully equipped with DVI (HDCP) input terminals that allow for the easy connection of a wide variety of audio-visual and PC peripheral equipment. This kind of versatility will be

especially welcomed when upgrading from a conventional CRT projector or creating a complete system for permanent installation.





3D-Y/C

Digital signal processing achieves sharp and clear images by minimising cross-colour noise that causes rainbow-coloured flickering of stripe patterns.

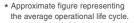


Technological Features

Long Life 4000 Hours

The HC900 is equipped with a 1-chip DMD and a new long-life lamp (up to 4000 hours*) with a much longer operating life than conventional lamps. These features work in concert to not

only greatly extend the projector's life cycle but also help to reduce maintenance requirements and provide more economical operation.



Option Colour Filter CF1

For users who demand even richer colour quality, we offer a colour filter (option) for enhanced colour purity.

* The use of the colour filter slightly decreases the level of brightness.



Specifications

HC900 / HC900E 0.65" wide DMD chip 1024 imes 576 (total 589,824 pixels), 600 video lines 1500 lm 4000:1 (with Cine Focus Close) 40" ~ 300" (100"=3.6m) 250W (Shut Off Time 2000 hours) with Low Mode (200W: Shut Off Time 4000 hours) VGA® ~ SXGA® (640 \times 480 ~ 1280 \times 1024), True: 1024 \times 576, Sync on green available NTSC / NTSC 4.43 / PAL (including PAL-M, N) / SECAM / PAL-60 / DVD (Component) / HDTV {525p, 625p, 1080i (50/60Hz), 720p(50/60Hz)} RGB: mini D-sub 15 pin imes 1, DVI-D (with HDCP) imes 1, Audio: Stereo mini jack imes 1 (ø 3.5 mm) PC input terminals Audio: RCA (L,R) \times 1 Component : Y / CB / CR — Audio : RCA (L,R) \times 1 RS-232C; $8pin \times 1$ 2 W mono 30dBA (lamp mode low) 310 x 100 x 245 mm (excluding stand) 2.9kg / 6.5lbs

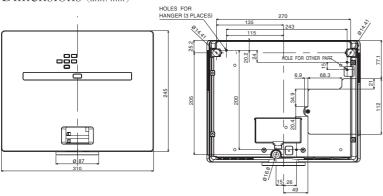
Input and Output Terminals

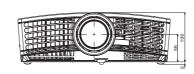


^{*}Windows is a registered trademark of Microsoft Corporation. *Macintosh is a registered trademark of Apple Computer Inc

AC100 ~ 120V / 220-240V / ±10%, 50/60Hz

Dimensions (unit: mm)

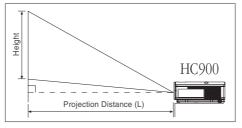






Projection distance at each screen size

		Screen	Distance from screen (L)/(approximate)							
Diagonal Size		Wi	,	Hei	ght		Zoom	Min. Zoom		
inch	cm	inch	cm	inch	cm	inch m		inch	m	
40	102	35	89	20	50	55	1.4	67	1.7	
60	152	52	133	30	75	84	2.1	102	2.6	
80	203	70	177	39	100	113	2.9	137	3.5	
100	254	87	221	49	125	142	3.6	171	4.4	
150	381	131	332	74	187	213	5.4	258	6.6	
200	508	174	443	98	249	285	7.2	345	8.8	
250	635	218	553	123	311	357	9.1	-	-	
275	699	240	609	135	342	393	10.0	-	-	



Screen (4:3)					Image (16:9)								Distance from screen (L)/(approximate)				
Diagonal Size		Width		Height		Diagonal Size		Width		Height		Black Space		Max. Zoom		Min. Zoom	
inch	cm	inch	cm	inch	cm	inch	cm	inch	cm	inch	cm	inch	cm	inch	m	inch	m
40	102	32	81	24	61	37	93	32	81	18	46	3	8	51	1.3	62	1.6
60	152	48	122	36	91	55	140	48	122	27	69	5	11	77	2.0	94	2.4
80	203	64	163	48	122	73	187	64	163	36	91	6	15	103	2.6	125	3.2
100	254	80	203	60	152	92	233	80	203	45	114	8	19	130	3.3	157	4.0
150	381	120	305	90	229	138	350	120	305	68	171	11	29	196	5.0	237	6.0
200	508	160	406	120	305	184	466	160	406	90	229	15	38	262	6.6	316	8.0
250	635	200	508	150	381	229	583	200	508	113	286	19	48	327	8.3	-	-
300	762	240	610	180	457	275	699	240	610	135	343	23	57	393	10.0	-	-



The above numbers are approximate, and may be slightly different from the actual measurements.

 $\label{eq:max_pom} {\sf Max.Zoom(Wide): y=(x-1.3397)/27.4335} \quad {\sf x: Diagonal Size of Screen (inch)} \quad {\sf Min.Zoom(Tele): y=(x-1.1092)/22.712} \quad {\sf y: Throw Distance (m)} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf y: Throw Distance (m)} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf y: Throw Distance (m)} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf y: Throw Distance (m)} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf y: Throw Distance (m)} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf y: Throw Distance (m)} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf y: Throw Distance (m)} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf y: Throw Distance (m)} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf y: Throw Distance (m)} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf y: Throw Distance (m)} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf y: Throw Distance (m)} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf y: Throw Distance (m)} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf y: Throw Distance (m)} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf y: Throw Distance (m)} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf y: Throw Distance (m)} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf y: Throw Distance (m)} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf y: Throw Distance (m)} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf y: Throw Distance (m)} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf y: Throw Distance (m)} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf y: Throw Distance (m)} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \\ {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712} \quad {\sf Min.Zoom(Wide): y=(x-1.1092)/22.712$



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