

EX240U

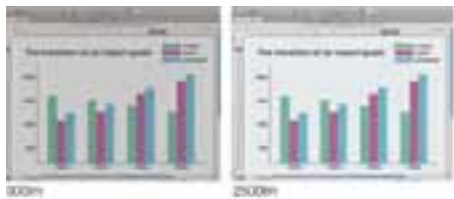
Stylish, ergonomic design...
loaded with cutting-edge functionality



Light & compact

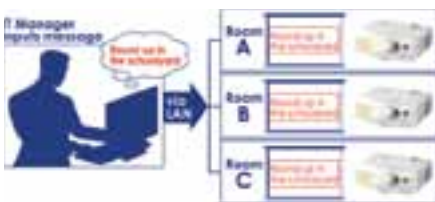
A light 2.4kg, 2500lm brightness

The EX240U weighs in at a light 2.4kg for excellent portability, and offers an impressive projection brightness of 2500lm. Whether used in a meeting room or classroom, clear images are reproduced even with ambient light.



Network Connectivity

The EX240U is equipped with a built-in LAN(RJ-45) terminal for remote operation when connected to a network. Additionally, when used with Crestron® software, integrated control of up to 250 projectors including power on/off control, message display on multiple projectors and confirmation of lamp service hours is possible using RoomView™/e-Control™ applications.



3D Ready - Enjoy the future today

Experience the impact and allure of 3D images. The 3D video content must be in field sequential format and special electronic shutter glasses are required.



More Functions

- Silent 29dBA Operation (Low Mode)
- Wall Screen
- Direct Power Off
- Top-loading lamp*1

*1: A lamp replacement attachment is included to prevent the lamp from being dropped during replacement.

- Long 4,000hr*2 Lamp Life

*2: When used in low lamp mode. Maximum lamp life in standard mode use is 3,000 hours. It's an estimated life time and the lamp is to be shut off upon the arrival. Lamp life refers to the average time required for brightness to be reduced by half, and not the time specified in the warranty. Lamp service life may vary widely depending on the environment and conditions, and whether or not cleaning and other maintenance procedures are followed.



- Stand-by Mode under 1W*3

*3: When LAN control is set to RS-232C, and "Stand-by Audio Out" and "Stand-by Monitor Out" are set to "Off."

- BrilliantColour™*4 (6-segment colour wheel) Adopted

*4: BrilliantColour is a trademark of Texas Instruments.

- 18-language On-screen Display Capable
- Closed Caption (CC) Capable
- Dual RGB Input Terminal

Brighter display solutions

