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There are two technologies predominantly used in projectors today - liquid crystalline display (LCD) and digital light processing (DLP). One of the main advantages of DLP compared to LCD is that the DLP projector can handle dust better. LCD projectors require filters to save dust, and that can add to maintenance. The DLP was developed in 1987 by Texas Instruments and DLP projectors are now found in some mobile phones too. Check a few things before you call the service. Check to see if the power cord is plugged in and the main power switch is turned on if the projector, including the fan, is not working at all. Make sure the lens cover is not on the lens if there is no image on the screen. Check to see if there is an image source connected to the projector and that the right source is selected on the remote control. Click the Entry tag button several times to switch between sources, and check any cables between the source and the projector. Focus the lens if the image looks blurry. Check the dirt on the lens and make sure the projector screen is right in front of the screen. Make sure the warning light of the lamp fails if you don't have an image. If it is illuminated, replace the lamp according to the instructions in the manual. Replace the batteries in the remote control if the remote control doesn't work. Make sure the polarity is correct. It will be marked. Make sure you are in the projector range and make sure that there are no obstacles. Make sure the video output setting is set correctly on your PC if the projector doesn't show images from your PC. Tap the right button on your desktop and make sure your laptop is set to be displayed on two screens at the same time. This is sometimes referred to as a double display or extended desktop. If you want to save some space in your living room, or use the wall as a massive TV screen, or even if you... DLP means Digital Light Processing, a video display technology developed by Texas Instruments. Different video display platforms can use DLP technology, but video projectors use it the most. In the past, some rear projection TVs have used it, but they are no longer available. Consumer video projectors who use DLP technology project images on the screen using the following process: the lamp passes light through a rotating wheel of color, which then bounces off a single chip (named DMD chip) that has a surface covered by microscopic mirror tilt sizes. Reflected light patterns then pass through the lens and onto the screen. Images of Texas Tools and Bene At the heart of each DLP video projector is DMD micro-mirror device). This type of chip is structured in such a way that each pixel is a reflective mirror. Between one and two (or more) millions of microcoorors are found on each DMD, depending on the intended resolution of the display and the mirror's tilt speed control. How to chip DMD DMD The source of the video image, microworlds tilt quickly as the image changes. This process creates a gray base for the image. The color is then added as the light passes through the high-speed spinning color of the wheel and is reflected from the microworlds on the DLP chip as they quickly lean towards either from the color of the wheel and the light source. The tilt of each microcosm, combined with a rapidly rotating color wheel, determines the color structure of the projected image. As the amplified light bounces off the micro-world, it is sent through the lens and can be projected onto a large screen suitable for viewing. Another way that DLP is implemented (high-end home theater or commercial movie use) is to use a separate DLP chip for each primary color. This type of design eliminates the need for a rotating color wheel. Instead of a colored wheel, light from a single source passes through a prism that creates separate red, green and blue light sources. Divided light sources are reflected on each of the chips designed for each main color and project on the screen. This app is expensive compared to the color wheel method, so it is rarely available to consumers. While 3-Chip DLP technology is expensive to implement, the other two, more cost-effective alternatives can successfully eliminate the need for a rotating color wheel. One method is to use an LED light source. You can have a separate LED for each main color, or a white LED divided into basic colors using a prism or color filters. These options not only eliminate the need for a colored wheel, but also produce less heat and attract less energy than a traditional lamp. More frequent use of this option has led to a category of products called Pico Projectors. Another option is to use laser or laser/LED hybrid light sources, which like, only the LED solution, not only eliminates the colored wheel, produces less heat, and attracts less energy, but also serves to improve color reproduction and brightness. However, the laser approach is more expensive than a straight LED or lamp/color wheel options (but still cheaper than a 3-chip alternative). While a single chip with a color-wheeled version of DLP technology is very affordable and can produce outstanding results in terms of color and contrast, there are two drawbacks. One drawback is the amount of light output (brightness of color) is not at the same level as the output of white light. The second drawback is the presence of the rainbow effect, which is a brief flash of colors between the screen and the eyes when someone quickly looks from side to side on the screen or glances from the screen on either side of the room. These resemble little shimmering rainbows. This effect is not common and many people are not sensitive to it at all. However, if you are, it can be distracting. You have to your susceptibility to the rainbow effect when buying a DLP video projector. Projectors that use LED or laser light sources are much less likely to show a rainbow effect because the rotating color wheel is not present. For a more in-depth technical view of how DLP technology and DMDs work, check out the video from Applied Science. I love projectors; I have

fond memories of the nights spent in front of the projector with all my housemates as we huddled under the kotatsu (Japanese heated table thing) and settled in to watch the last episode of Heroes. Everything that is done on the big screen is better - movies and games become a surreal experience - even compared to the 50-inch TV screen. Of course, clarity isn't quite as good as those LED pixels or plasma TV, but the size itself leads to a much more immersive experience. Today I take a closer look at the mid-range projector, the Optoma GT750, designed specifically for gaming; and we will be giving this one away to one lucky reader. Check out the other prizes we have organized this month's game! The Optoma GT750 (GT means gaming time, apparently), sells for about \$750 and includes a pair of 3D glasses. There's a similar model (actually, they're identical), the GT750E, which is \$150 cheaper but doesn't include glasses. We tested the GT750 with a pair of Active Shutter 3D glasses, which we also distribute. Size and weight: 324 x 234 x 97mm, 2.9kg Resolution: Native WXGA (1280 x 800) Max Resolution: VGA: UXGA (1600 x 1200), HDMI: 1080p Brightness and Lamp: 3500 ANSI Lumens, 4000 Hours Contrast: 3000:1 Throw Ratio: 0.72:1 Image size (diagonal): 32.2 to 322.4 (0.82 to 8.19 m) Entries: 2 x HDMI, 1 VGA (with component adapter), S-Video, Composite, RCA stereo audio in.a. Similar products to consider include: Optoma HD20 for \$700, designed for home theater and only with a half lumen value, but capable of 1080p; Epson PowerLite Home Cinema 710 for \$650, 720P with 2,800 lumens; and ViewSonic PJ5533W 3D 2800 lumens, \$530 for sale on Amazon. Unboxing and contents After unpacking the relatively underwhelming yet huge Amazon box it arrived in, the Optoma GT750 unit itself was beautifully packed with thick air cushions plus holding the case. There were also two power cables provided for both American/European, and UK traffic jacks (this is a UK unit). The batteries are supplied for the remote control, and there is a component for the VGA adapter for older devices. The printed quick guide comes, but like most purchases now, the actual guide is only available on the drive. For testing purposes, we bought a pair of Active Shutter 3D glasses. The glasses were fitted with a rubber bit of nose adjustment and a battery (CR2032); And intended working with a new active 3D standard called DLP-Link, so if you have any devices that meet this standard, check to see if they are compatible before buying new ones to say that my Samsung 3D TV glasses were not compatible. At the back, you'll find two HDMI outlets - like the entrance, so no passage is available - as well as VGA, S-Video, analog composite video and audio in. Although I've had no problem getting 3D via HDMI with any devices, manually synchronized outlet is also provided for analog 3D devices. I'd like to add that there's a built-in 10W speaker, but it's understandably brutal, so let's never talk about it again. The lens cover has a very shallow lip that fits over the rim of the lens - it feels like it should fall off at any moment, but it's not. Placing the lid back can be uncomfortable though as it should be aligned perfectly. The design of the Optoma GT750 has nothing to write about at home; It doesn't look particularly out of place in the living room setting, but doesn't scream for attention as some industrial projects can. The only complaint I have is glossy black plastic - it's the kind of surface that likes to pick up dust and really highlights greasy fingerprints. A matte finish would have been more appreciative, but I'm nitpicking at the moment. Operations and settings after the first download, you will be asked to choose the language. That's all there is to it; Then the device will go away in search of the source of the video, scanning until it finds something suitable. The only setting you really need to take care of is the image MODE button - it allows you to switch between bright, bright game settings and more muted movie mode, for example. If you have placed the projector in such an angle that it is angled, you will also need to make some additional adjustments; However, I strongly recommend you not to do this to avoid losing quality and instead physically move the device until it is perfect. On top of this, you'll find a set of basic controls for power, menu, key stone selection, and adjustment. In practice, I've only ever used a power button. To turn off the device, you need to press the power twice. There's a short delay of about 5 seconds while powering down, accompanied by heavy fan noise as it cools the lamp slowly. There's also a blue backlit remote control supplied for quick access to other settings; I used this mainly to select the input source, change between image modes, or activate 3D. Given the amount of heat produced by the lamp, there is a fan noise during normal operation. In most game situations, you won't notice it, but for quiet movie scenes it can be annoying. With two computers in the living room anyway, I can't say it bothered me much. 3D Many of you will be much further away from the fact it makes 3D and can stop at this point -- if you're lucky, no one will come in, and I can keep this projector for myself! Before dismissing 3D functionality, know that not all 3Ds are made equal, and the Optoma GT750 uses a good quality 3D method with active shutters. you don't get the same darkened darkened what you do with passive displays, and it's certainly not one of those brutal free implement points. The operation is simple; The prolonged press on the switch button activates the glasses, while within a radius of 20 m from the projector the infrared detector in front of the glass will receive a signal, and the glasses will work. It's a full HD, bright 3D image - and after looking at it a couple of 3D test movies, the effect is similar to a 3D movie experience. It works with the 3D output of the Xbox 360 and Playstation (where the games are compatible, the PS3 has a lot more than the Xbox), but I believe the backlog it introduces on the limited console hardware would be quite detrimental to gameplay. Optoma GT750 adopts a variety of 3D formats, from SBS to weave, so there is no concern about compatibility on this front. If you have a powerful gaming PC, it's compatible with custom Tri-Def drivers, nonfree NVidia or ATI 3D systems (don't know what that means? Extra points cost about \$50 each, so this is a pretty significant extra investment if you buy for the whole family. They also require a single CR2032 battery, and use standard DLP-link technology - my existing Samsung TV glasses (which I already own two pairs for) were not compatible. If you're not in 3D though, don't worry because the Optoma GT750 is still a top quality projector regardless. Throw distance, image size and pixellation Having a fair few projectors before, I can tell you that the number one limiting factor has always been how far you can place the projector off the wall. In the case of Optoma, I pointed it to the largest wall in my living room - admittedly not that big at all, but there you go - optimistic that I could get a large enough image from a table about 2m. The projected image is huge - I actually had to move the projector closer to the wall to get it in shape. It's technically called an ultra short throw distance, and the secret seems to be in the shape of a lens and some clever optics. According to the specifications, the maximum distance from the projection surface is 16 feet. Thus, using the projector throw factor of 0.72:1, the projection images you will have at this distance a whopping 22 feet wide. My mind can't even understand owning a house with a wall big enough to project it on. The projected image is 720P HD, however with this size, you're going to get some pixellation. This problem isn't limited to this particular projector model, of course - it's just the nature of having an image that's great with this few pixels - but it illustrates that HD just isn't enough anymore. Pixelation is most evident Projector as a secondary output of the monitor; but with games and and You won't be truthful about it. Here's an example of the pixellation text, zoomed in on the game menu screen - that's about the only situation you'll really be aware of. Like most projectors, there are key adjustments to change the shape of the image, but for better use of pixels you want to avoid those - the same goes for reducing image size as you are actually just cutting off pixels. Brightness and image quality In the past, I have limited projector hits in the evenings or only with blackout curtains and all lights are off; The Optoma GT750 has 3500 lumens, which translates to a rather ridiculously bright. Some users have even complained that it's too bright to use in a completely dark room, but you can adjust the brightness of the lamp in the menu settings if so. While the specialized projection screen is obviously going to give the best picture playback, the simple, matte magnolia wall was more than good enough for me, with fantastic color reproduction in movies and games. There was no moire, no delays, no noticeable lag. Lamp watches and replacement The only drawback to own a projector is the lamp - they wear out eventually, have to be replaced, and incredibly expensive. The official replacement for this GT750 can be purchased directly from Optoma (no longer available) for around \$250, although you can find suitable alternatives on Amazon for around \$150. On the other hand, the lamp is estimated for 3000 hours at standard brightness, or 4000 in eco mode; assuming 2 hours of games or movies a day that will last about 4 years before it needs to be replaced. The device will alert you when there should be a replacement, thanks to its internal counter. Should you buy an Optoma GT750 3D gaming projector? If you thought your TV was great, think again - nothing beats a projector for a true home theater and an immersive 3D gaming experience. Not just for gaming, this device is great for general TV viewing and movies in 2D or 3D, although you will need to adjust the brightness as it can be a bit blinding with all the lights off. (I recommended) Seriously though, we're giving this review unit, so join the contest! How to win the Optoma GT750 3D gaming projector? The giveaway is over. Congratulations, Andrew Bath! You would receive an email from jackson@makeuseof.com. Please answer by May 22 to claim your prize. Requests after this date will not be entertained. We hope you like the items we recommend! MakeUseOf has a partnership, so we get a share of the income from your purchase. 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