

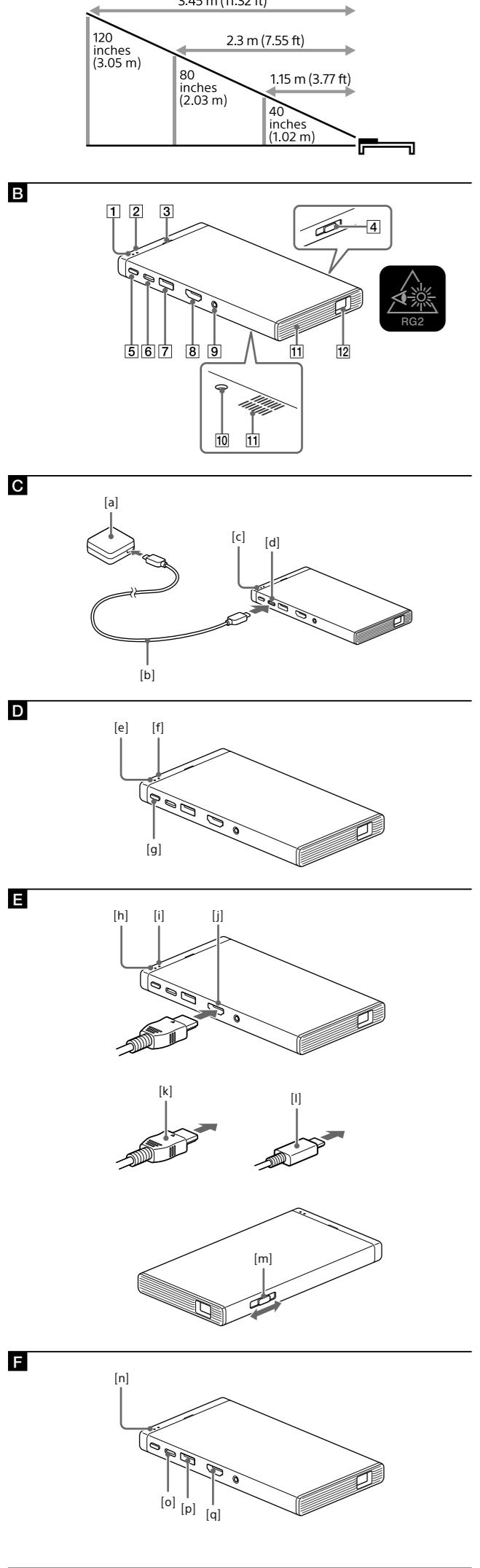


## Mobile Projector

**ES** Operating Instructions  
**ES** Manual de instrucciones  
**ES** Instructions d'utilisation  
**ES** Instructions de operación  
**ES** 사용 설명서  
**ES** 用 使 说 明 书  
**ES** 使用说明书  
**ES** ملخص التوجيهات

MP-CD1

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## English

Please read the following instructions carefully before using the projector, and keep this manual for future reference.

### CAUTION

- Do not stare at operating lamp. May be harmful to the eyes.
- Possibly hazardous optical radiation emitted from this product.

### Check Product and Accessories Provided

- Projector
- USB-C™ cable (1)
- Micro USB to USB-C adapter (1)
- High Speed HDMI™ Cable with Ethernet (1)
- Carrying pouch (1)
- Instruction Manual (this manual, 1)

### A Distance and Screen Size

The illustration shows how the screen size changes depending on the distance from the projector.

### B Parts and Controls

- ① (●) [charge] lamp (See **E**, **G**, **H** and **F**)  
Lights up or flashes (blinks) in orange, green, or red to indicate the status of the projector.
- ② (●) [power] lamp (See **E** and **F**)  
Lights up or blinks in white when the projector is turned on.
- ③ Speaker  
Outputs the sound of a connected device. To adjust the volume, use the volume control on the connected device.
- ④ Focus adjuster (See **E**)
- ⑤ (●) [power] button (See **D**)
- ⑥ USB-C IN jack (See **E** and **F**)  
Changes the projector.
- ⑦ USB-C OUT port (See **E**)  
Supplies power from the projector to another device.
- ⑧ HDMI/MHL IN jack (See **E** and **F**)  
Connects to an HDMI or MHL compatible device for projecting.
- ⑨ AUDIO OUT jack  
Connects to headphones or speakers.
- ⑩ Tripod socket hole
- ⑪ Ventilation hole
- ⑫ Projection lens

### C Charging the Projector

- 1. Connect the supplied USB-C cable [b] to the USB-C IN jack [d] and an optional AC adapter [1].
- 2. Connect the AC adapter [a] to a wall outlet.
- The (●) [charge] lamp [c] lights up (orange) while charging and the light turns off when charging is complete (or the power is disconnected).

**Tips**  
When using the supplied USB-C cable [b] to charge the projector, you can change the projector's input source if it is off. Recharging using a USB output AC adapter rated at 100–240 VAC is recommended. Please note that the maximum input current is 3.0 A.  
If you have a Micro USB cable and its AC adapter, you can recharge by connecting the Micro USB cable to the projector. However, the power supply for charging the projector is up to 1.5 A. If projecting continuously while charging the projector, the projector may shut down due to a decrease in battery quantity.

### D Checking the Remaining Battery Power

- 1. Press and quickly release the (●) [power] button [g] (within 1 second) when the power is off.
- The (●) [power] lamp [f] flashes (orange) in one of the following patterns according to the remaining battery power:

Lamp flash pattern	Remaining
Flashes 3 times and after a specified time, flashes 3 times again.	70% to 100%
Flashes 2 times and after a specified time, flashes 2 times again.	30% to 70%
Flashes 1 time and after a specified time, flashes 2 times again.	0% to 30%
Flashes 1 time and after a specified time, flashes 1 time again.	0%

Note When the power is on, the (●) [charge] lamp displays the remaining battery power when you change the sound/picture mode (see below).

### E Turning the Power on

- 1. Press the (●) [power] button [g] (within 1 second) when the power is off.
- The (●) [power] lamp [f] lights up (white). To turn off the projector, press and hold the (●) [power] button [g] for longer than one second.

### F Connecting a Device and Projecting its Content

- 1. Connect a device to the HDMI/MHL IN jack [j] using the supplied High Speed HDMI™ Cable with Ethernet [k] or an optional MHL cable [l].
- To connect a computer, playstation, or video device, use the supplied High Speed HDMI™ Cable with Ethernet [k].
- 2. Adjust the focus of the projected image [m].
- 3. Play the connected device.

**Tips**  
The projector has an auto keytone correction function. The screen will be corrected automatically when the projector is turned on or off. Depending on the setting, you cannot perform the auto keytone correction function.

You can change the projector while using it. Note that the remaining battery power may decrease even while changing depending on the AD adapter capability or project time.

To connect Apple devices, use an Apple Digital AV adapter (available or not supplied).

**Notes**  
When the remaining battery power is low, the (●) [charge] lamp [h] keeps blinking until eventually the projector shuts down.

If the (●) [power] lamp [f] keeps blinking while the projector is operating and brightness is reduced, the projector may be in "sleep mode". Sony does not warrant that the operation of the product will continue if you do not charge the battery.

### D Changing the Sound and Picture Mode

You can mute the sound and choose the dynamic picture mode. Dynamic picture mode increases the brightness of the image.

- 1. Press and quickly release the (●) [power] button [g] (within 1 second) when the power is on.
- Each time the (●) [power] button [g] is pressed (and quickly released within 1 second), the sound and picture mode changes and the corresponding marks appear on the screen as follows:
  - (●) [power] lamp [f] (orange) → (●) [power] lamp [f] (unlit) (no projection or no device is connected to the HDMI/MHL IN jack).
  - (●) [power] lamp [f] (orange) → (●) [power] lamp [f] (unlit) (dynamic picture, unlit)
  - (●) [power] lamp [f] (orange) → (●) [power] lamp [f] (unlit) (standard picture, unlit)
  - (●) [power] lamp [f] (orange) → (●) [power] lamp [f] (unlit) (picture sound, unlit)
  - (●) [power] lamp [f] (orange) → (●) [power] lamp [f] (unlit) (picture sound, unlit)

### F Supplying Power from the Projector to Another Device

- 1. Connect a device to the USB OUT jack [p] using an optional USB cable.
- The (●) [charge] lamp [n] lights up (green).

**Tips**  
• Supplying power to another device is possible even while the projector is being used.

• While supplying power to another device, you can change the projector through the USB OUT jack [p] at the same time. Note that the remaining battery power may decrease even while changing depending on the AD adapter capability or project time.

**Notes**  
• When a Micro USB-compatible smartphone or tablet is connected to the HDMI/MHL IN jack [j], the power is supplied to the connected MHL-compatible device through the HDMI/MHL IN jack and the power supplied to the USB OUT jack [p] stops.

• When the projector is connected to the power source via the (●) [charge] lamp [n] keeps blinking (orange) until eventually the projector shuts down.

• The USB OUT jack [p] is for output only. Do not connect the USB OUT jack to a USB port that is not for output.

• If the connected mobile device is sleeping, the projector may stop supplying power to the mobile device automatically after a certain period of time. Disconnect the USB cable from the USB OUT jack [p] and reconnect it to supply power again.

### Troubleshooting

#### The projector does not turn on.

- If the remaining battery power is low, charge the battery.
- Use the projector in a location with an ambient temperature between 0°C and 40°C.
- Try turning the power off and on again.

#### The projector does not charge.

- The USB OUT jack [p] can only be used to supply power to another device and cannot be used to charge the projector. To charge the projector, use the USB-C IN jack [j].
- The projector automatically shuts down during use.

The remaining battery power is low. Charge the battery.

The (●) [charge] lamp [n] is blinking (orange). The remaining battery power is low. Charge the battery.

**No images are projected.**

- Check that the cable, connector and/or adaptor are connected correctly.
- Some image formats may not be available depending on the connected device or the connection method.

**There is no sound.**

- Check the volume level of the connected device.
- Some sound formats may not be available depending on the connected device.

The (●) [charge] lamp [n] blinks (orange) while the projector is supplying the same.

The (●) [charge] lamp [n] is blinking (orange). The remaining battery power is low. Charge the battery.

**Limitations of warranties or conditions, except to the extent provided in the warranty terms and conditions, are not applicable to the projector.**

Some jurisdictions do not allow limitations on warranties or conditions, so some of these limitations may not apply to you. Check your state or local laws.

**For purchases made in the U.S.A.** Read the following for the resolution/Arbitration procedure to follow if your rights and instructions do not relate to the product.

**What Happens If We Have a Dispute?** Details of arbitration or claim or defense relating to the product, and of the rights and obligations of Sony and the consumer under the warranty, are set forth in the arbitration section of the warranty.

**By Agreeing to Arbitration, You Are Giving Up Your Right to Litigate Before a Jury.** You are giving up your right to have a jury hear your dispute. Instead, disputes will be decided by an arbitrator who is not a member of your family or household. You are giving up your right to have a judge hear your dispute. Instead, disputes will be decided by an arbitrator.

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**For purchases made in the People's Republic of China.** Read the following for the resolution/Arbitration procedure to follow if your rights and instructions do not relate to the product.

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**For purchases made in Hong Kong.** Read the following for the resolution/Arbitration procedure to follow if your rights and instructions do not relate to the product.

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**For purchases made in Taiwan.** Read the following for the resolution/Arbitration procedure to follow if your rights and instructions do not relate to the product.

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**For purchases made in Singapore.** Read the following for the resolution/Arbitration procedure to follow if your rights and instructions do not relate to the product.

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**For purchases made in Thailand.** Read the following for the resolution/Arbitration procedure to follow if your rights and instructions do not relate to the product.

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**For purchases made in Malaysia.** Read the following for the resolution/Arbitration procedure to follow if your rights and instructions do not relate to the product.

**What Happens If We Have a Dispute?** Details of arbitration or claim or defense relating to the product, and of the rights and obligations of Sony and the consumer under the warranty,

## 한국어

프로젝터 사용을 위한 다음 항목을 꼽아보거나 참고할 수 있도록 예상되는 보증기준입니다.

### 주의

• 직동 헤드폰 들어보기 마십시오. 눈에 해로울 수 있습니다.

• 강제로 위험 요소가 있는 광학 출입문은 이 제품에서 나오지 않습니다.

### 제품 및 제공된 액세서리

- 프로젝터 (1)
- USB-C 케이블 (1)
- Micro-USB 케이블 (1)
- 미니 HDMI 케이블 (1)
- 케이블 관리 헤드폰 (1)
- 사용 설명서 (설명서, 1)

### A 기기 및 하면 크기

그리운 도로여행의 기대에 맞춰 헤드폰이 어떻게 바뀌는지 보여줍니다.

### B 각 부분과 조작 버튼

- 헤드폰 (1)
- USB-C 케이블 (1)
- 미니 HDMI 케이블 (1)
- 케이블 관리 헤드폰 (1)
- 사용 설명서 (설명서, 1)

### C 프로젝터 충전

1. 부속된 [C] USB-C [b]를 USB-C IN [d]와 충전 인력 어댑터 [e]에 연결합니다.

2. AC 어댑터 [e]를 전원에 연결합니다.

3. 헤드폰 충전을 위해 HDMI OUT [c]에 연결합니다.

4. AUDIO OUT [d]에 헤드폰을 연결합니다.

5. 전원 소켓 구멍에 헤드폰을 연결합니다.

6. 헤드폰을 충전합니다.

7. USB OUT [c]에 연결합니다.

8. 헤드폰 충전을 위해 HDMI OUT [c]에 연결합니다.

9. AUDIO OUT [d]에 헤드폰을 연결합니다.

10. 전원 소켓 구멍에 헤드폰을 연결합니다.

11. 헤드폰을 충전합니다.

12. 헤드폰을 충전합니다.

### D 전원 켜기

1. 헤드폰을 충전합니다.

2. AC 어댑터 [e]를 전원에 연결합니다.

3. 헤드폰 충전을 위해 HDMI OUT [c]에 연결합니다.

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136. 헤드폰을 충전합니다.

137. 헤드폰을 충전합니다