

# **Dell™ M110 Projector**

## **Wireless Installation Guide**



## About Notes



**NOTE:** A NOTE indicates important information that helps you make better use of your projector.

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# Wireless Installation Instruction



**NOTE:** Your computer must have the following minimum system requirements:

## Operating System:

- Windows

Microsoft Windows XP™ Home or Professional Service pack 2 (32-bit recommended), Windows® Vista 32-bit or 64-bit, and Windows® 7 Home or Professional 32-bit or 64-bit

- MAC

MacBook and above, MacOS 10.5 and above

## Minimum Hardware:

- a Intel® Dual Core™ 1.8 MHz or greater
- b 256 MB of RAM required, 512 MB or more recommended
- c 10 MB of available hard-disk space
- d nVIDIA or ATI graphic card must with 64 MB VRAM or above
- e Ethernet adapter (10 / 100 bps) for an Ethernet connection

- f A supported WLAN adapter for a WLAN connection (any NDIS-compliant 802.11b or 802.11g or 802.11n WiFi device)

## Web browser:

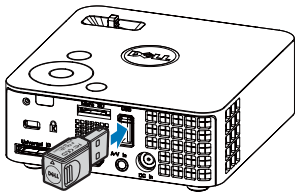
Microsoft Internet Explorer 6.0 or 7.0 (recommended) or 8.0, Firefox 2.0, Safari 3.0 and above



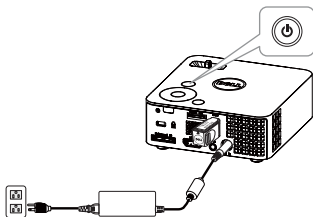
**NOTE:** The wireless dongle is not shipped with your projector. You can purchase it on the Dell website at [www.dell.com](http://www.dell.com).

## Enable Wireless on the Projector

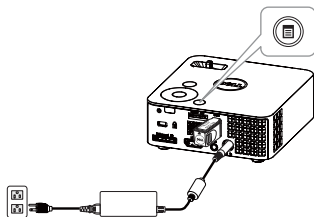
- 1 Install the optional wireless dongle.



- 2 Connect the power cord with AC adapter to the wall outlet and press the power button.

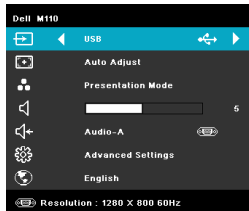


- 3 Press the **Menu** button on your projector control panel or remote control.



**NOTE:** Use  ,  ,  and  buttons to navigate and  to select.

- 4 Select the input source as USB.



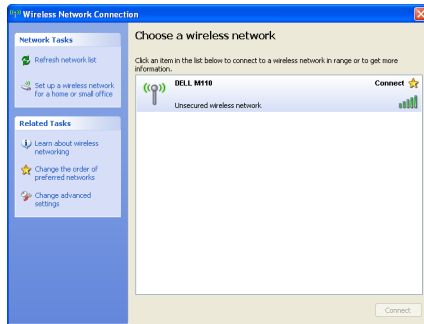
The **Wireless Guide Screen** shown below appears:



- 5** Make a note of the **LOGIN CODE**, **SSID**, and **IP ADDRESS**. You will need this information to log in later.

## Install the Wireless Application Software on Your Computer

- 6** Connect your computer to the M110 wireless network.



### NOTE:

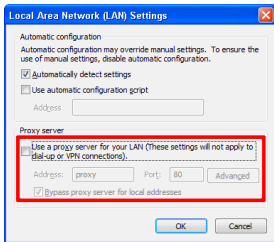
- a** Your computer must have wireless network function to detect the connection.

## Wireless Installation Instruction

- b** When you connect to the M110 wireless network, you will lose wireless connectivity with other wireless networks.



**NOTE:** It is recommended that all proxies are *turned off*. (In Microsoft® Windows 7: Click **Control Panel** → **Internet Options** → **Connections** → **LAN Settings**)



- 7** "Wireless Application Software" is required if used for wireless display. Please download and install the software for first-time use. If it is already installed, skip **Step 7 - 12**.

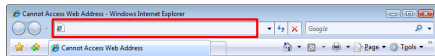


**NOTE:** You only need to install the "Wireless Application Software" once.

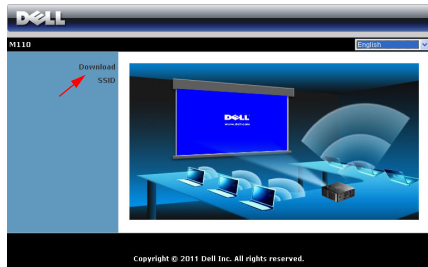
- 8** Open the Internet browser on your computer. You will be automatically directed to the **M110 Web Management** web page.



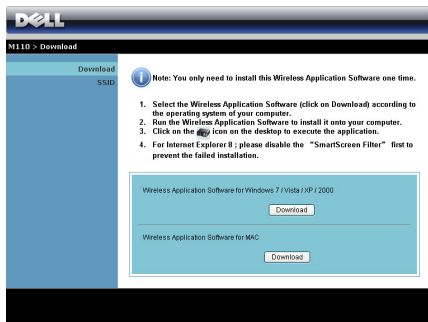
**NOTE:** If the web page does not load automatically, enter the IP address (default IP address is 192.168.100.10) in the browser's address bar.



- 9** The M110 web management page opens. For first-time use, click **Download**.



- 10 Select the appropriate operating system, and then click **Download**.



- 11 Click **Run** to proceed with the installation.

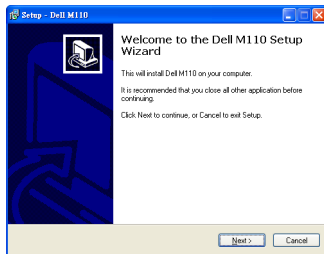


**NOTE:** You may choose to save the file and install it at a later time. To do this, click **Save**.




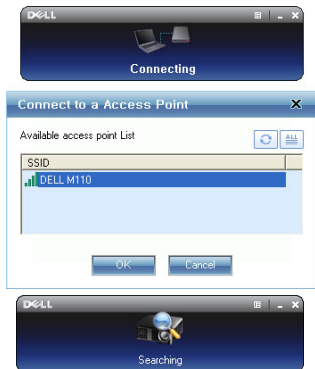
**NOTE:** If you are unable to install the application because of inadequate rights on the computer, please contact your network administrator.

- 12 The installation software will launch. Follow the on-screen instructions to complete setup.



### Launch the Wireless Application

- 13 Once the installation is complete, the program will launch automatically. Or you can double-click the icon  on the desktop to start the application.



### Login

- 14 To communicate with your projector, enter the **Login Code** (see Step 5), and then click **OK**.












## Understanding the Buttons





After a successful log in, the following screen appears:



	Item	Description
1	<b>Status Bar</b>	Display IP and LOGIN CODE information.
	 Menu	Click to activate the application menu.
	 Minimize button	Click to minimize the application.
	 Close button	Click to exit the application.

2	<b>Control Toolbar</b>	
	 Full screen	Click to project the image in full screen.
	 Stop	Click to stop projection.
	 Pause	Click to pause projection.
3	<b>Connection Status</b>	
	 Connection Icon	Blinks when projection is in progress.

## Projecting the Presentation

- To project the presentation, click .
- To pause the presentation, click . The icon turns green.
- To continue the presentation, click  again.
- To stop the presentation, click .

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**NOTE:** The following information is for wireless data presentation mode only. Image display could be slow or not displayed smoothly if displaying a video clip or animation. Refer to the frame-rate table below for reference:

Screen Variation % <sup>1</sup>	Estimated frames per second <sup>2</sup>
<5 %	30 <sup>3</sup>
<10 %	28 <sup>3</sup>
<20 %	26 <sup>3</sup>
<40 %	23 <sup>3</sup>
<75 %	19 <sup>3</sup>
<=100 %	18 <sup>3</sup>



### NOTE:


- 1 The percentage of screen variation is based on 1024 x 768. Example, to display a 320 x 240 video clip on 1024 x 768 desktop, the screen variation is 9.8%.

- 2 Actual frame rate could be different depending on factors such as network environment, image content, signal conditions, locations, and CPU performance.
- 3 Under clean WLAN environment using 802.11g connection, and no screen stretching.



**NOTE:** Your computer will not enter S1 (standby mode) / S3 (sleep mode) / S4 (hibernate mode) when running a wireless Display presentation.

## Using the Menu

Click  to display the menu.



**WEB MANAGEMENT**—Click to open the Web Management page.

**SEARCH FOR PROJECTOR**—Click to search and connect to wireless projector.

**MAKE APPLICATION TOKEN**—Click to make application token. See "Make Application Token" on page 12.

**INFO**—Click to display system information.


**HOTKEY**—Click to display the hotkey information.

**ABOUT**—Click to display the application version.

**EXIT**—Click to close the application.

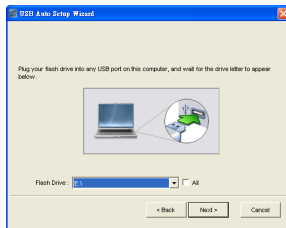
# Make Application Token

The Application Token lets you perform Plug and Show using a USB token.

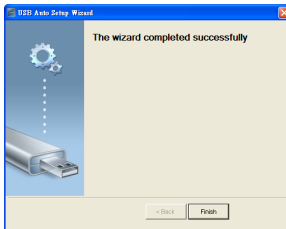
- 1 From the application software, click  > **Make Application Token**.
- 2 The following screen appears. Click **Next**.



- 3 Plug a flash drive into the USB ports on your computer. Select the drive from the list, and then click **Next**.



- 4 Click **Finish** to close the wizard.





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