



Wireless Projection in the Maker-E

Connecting a computer to the projector in the Maker-E wirelessly.

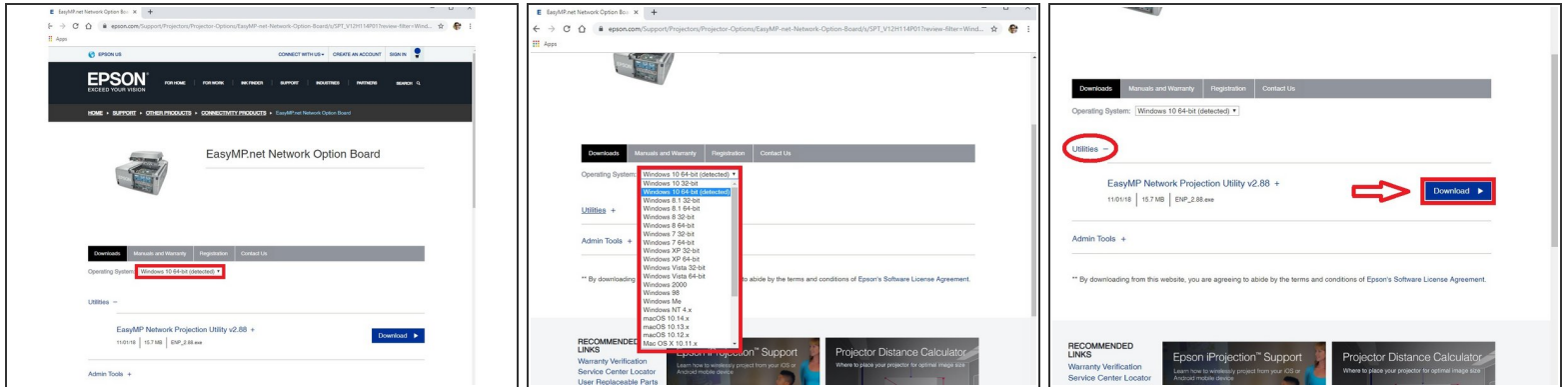
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INTRODUCTION

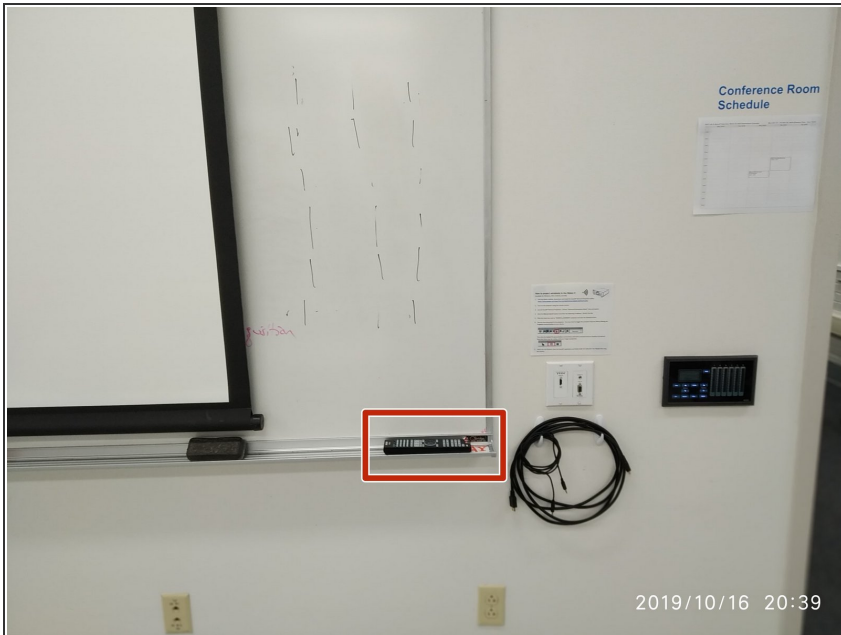
This tutorial shows how to connect the projector in the Maker-E to a computer. This option is available for both Windows and Mac systems.

Step 1 — Download the program



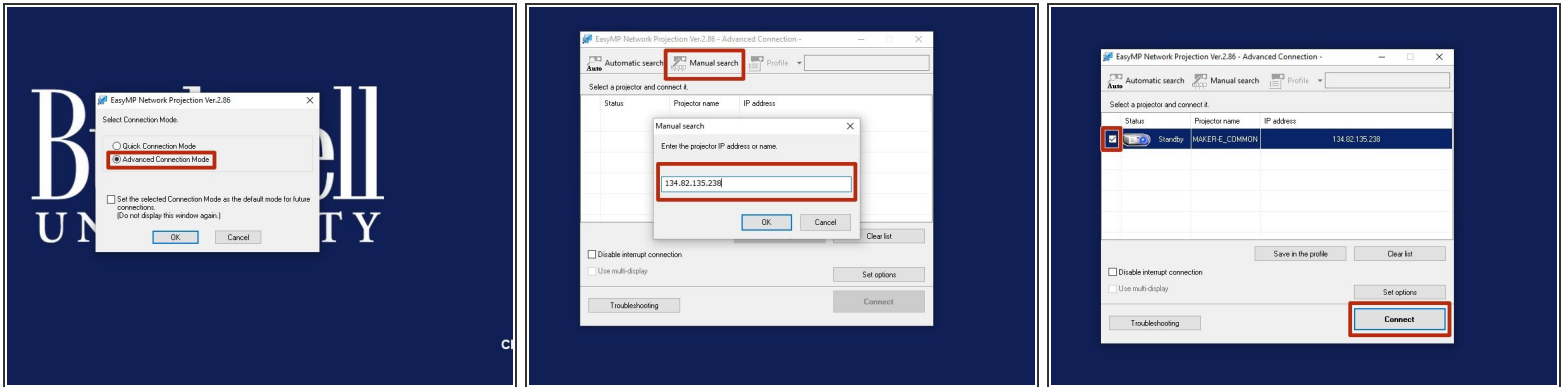
- Find the application EasyMP Network Project Utility on Epson website using this [link](#).
- Choose the appropriate system type (as shown in the 2nd photo).
- From Utilities, download the program shown after specifying the installed operating system.
- Or use this [link](#) to download the program if you are using a Maker-E computer.

Step 2 — Turn on projector



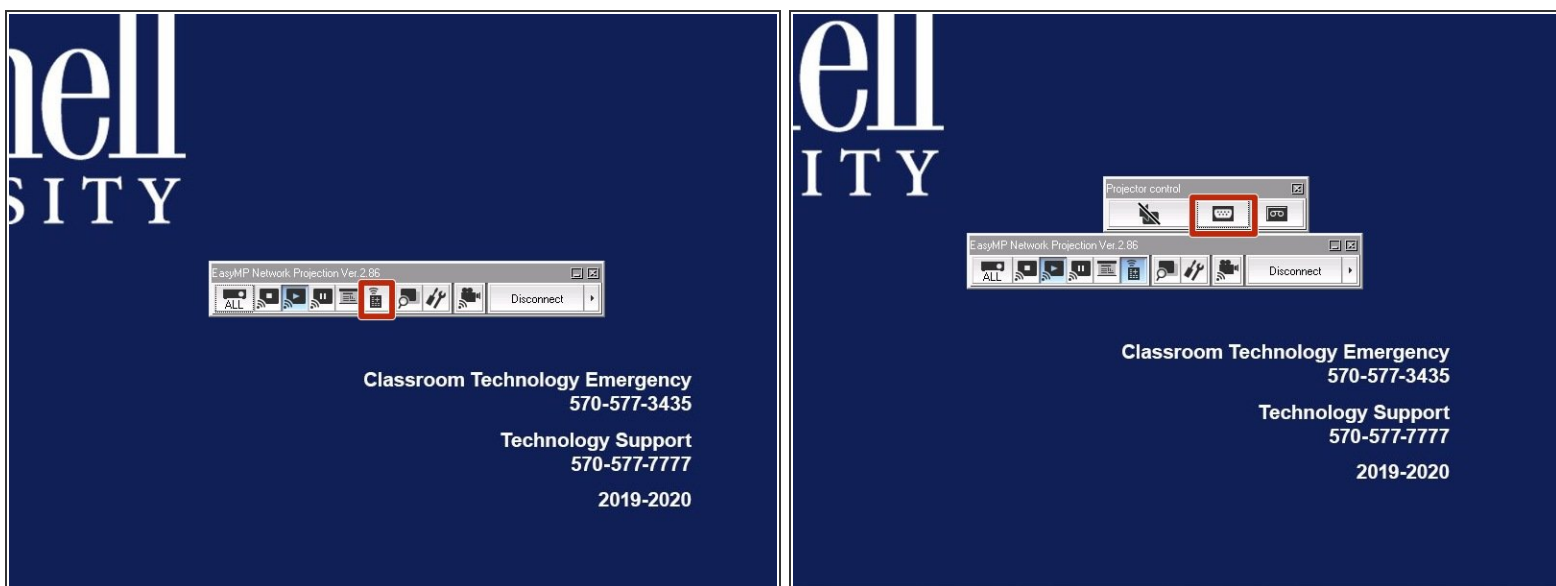
- Pull down the projector screen from above the white board.
- Use the remote control (usually located on the white board shelf) to turn on the projector.

Step 3 — Connecting to the projector



- Launch EasyMP Network Projection on your device.
- Choose "Advanced Connection Mode" when prompted.
- Click the **Manual Search** button and enter the following IP address: 134.82.135.238
- Click the check box next to "MAKER-E_COMMON" and click **Connect** button.

Step 4 — Checking connection



- You are now connected to the projector.
- You may need to toggle the projector input to LAN by clicking the **Projector Control** button on your device. Then, click **Switch PC Source** button several times until LAN is selected and your desktop is projected.
- Note that there may be a delay until your image is projected.

Step 5 — Turn off the projector



- When you are finished, close EasyMP application.
- Turn off the projector using the remote.
- Pull the projector screen back up.