ARTOME X10

Getting Started



Connect the power cable to the power connector on the back wall of the device.



2 Connect your laptop to the HDMI port on the back wall using an HDMI cable.

Artome Remote



POWER

Turns the device on and off.

SOURCE

Selects the source between connected devices.

MENU & BACK

Opens the projector menu. Use the arrow keys to navigate. Press "Back" to go to the previous menu level.

AV MUTE (PAUSE)

Turns off the image and the sound.

VOLUME & MUTE

Adjusts the volume.

AUDIO ONLY

Activates audio only mode. Press again to return to projection mode.

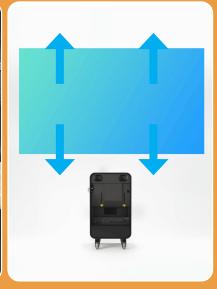
FREEZE

Freezes the image, but not the sound. Long pressing enables motorized focusing with VMZ6ST/VMZ7ST.

Adjusting the Image







(1) Open the front door by pressing the upper left corner. (2) Rotate both adjustment knobs to release the angle adjustment. (3) Move the angle adjustment knobs up or down to adjust the image height.







Connecting Audio Device via 3.5mm Jack

Connect your 3.5 mm jack cable to the "AUX in" port on the back wall of the device.





Connect the other end of your 3.5mm jack cable to the audio device you are connecting.

Adjusting Image Size & Location

- Move the unit farther from the wall to enlarge the image, or closer to reduce it. After adjusting the image size, check and fine-tune the focus for clarity.
- **Image Shift & Focus:** Open the lens latch to access the projector's Zoom, Focus, and Lens Shift controls.





Video conferencing:

Connect the HDMI and USB-B cable to the Artome Hybridock inside the unit, and the other end to your laptop.



SPEAKER

"The name of the speakerphone"

Speakerphone plays back the video call audio

Artome Hybridock (USB)

Artome speakers play back the video call audio

PT-VMZXX (HDMI)

Artome speakers play back the video call audio

MICROPHONE

"The name of the speakerphone"

Uses speakerphone as the audio source

Artome Hybridock

Uses Artome MIC 1 or MIC 2 connection as the audio source

the mic sound plays back from the Artome speakers in addition to the video call

CAMERA

"The name of the USB camera"

Uses camera connected to Artome as the image source



💶 Google Meet









