Cont	rastBooster /	Mv CB	BrightnessBooster	/ Mv BB
1. How many ANSI lumens		,		, ==
does your projector have?		+		+
• Less than 600	+ 0		+ 2.5	
 Between 600 and 750 	+ 1		+ 2.0	
 Between 750 and 950 	+ 2		+ 1.5	
 Between 950 and 1250 	+ 3		+ 1.5	
 Between 1250 and 1750 	+ 4		+ 0.5	
More than 1750	+ 4 + 5		+ 0.3	
• Mule tiali 1/30	+ 3		+ 0	
2. How much outside light				
is there in the projection room?		+		+
a. None (or almost none)	+ 0		+ 0	
 b. Very little outside light 	+ 1		+ 0.5	
• c. Some outside light	+ 2		+ 1	
• d. A lot of outside light	+ 3		+ 1.5	
• e. A huge amount of outside light	t + 4		+ 2	
Add up the column My ContrastBoo	ster (ques-			
tions 1 and 2) and place the number	•			
My ContrastBo				
This is the amount you should add to the BaseCoat.				
······································				
3. How large is your				
screen (diagonal measurement)?				+
• Less than 120 cm / 47" + 0				
• Between 120 and 150 cm / 47" and 59" + 0.5				
• Between 150 and 190 cm / 59" and 75" + 1				
• Between 190 and 240 cm / 75" and 95" + 1.5				
• More than 240 cm / 95" + 2				
T L				
4. Is your projector mounted high (ceiling/wall)				
or is it mounted low (for example on a table)				+
• a. High + 0				т
• b. Low			+ 0 + 2	
U. LUW			+ 2	
5. Mara ContractReactor in the PacaCost also means that you must				
5. More ContrastBooster in the BaseCoat also means that you must				
add extra BrightnessBooster to the TopCoat, as follows:			+	
My ContrastBooster total =				
• My ContrastBooster total =			1	
• My ContrastBooster total =				
My ContrastBooster total =	7 or 8 or 9	+ 1.5	1	
Add up the column My BrightnessBooster (questions 1 through 5)				
and place the number here: My BrightnessBooster total =				
This is the amount you should add to the TopCoat.				
·				
21				