

Christie LWU755-DS and LWU900-DS lens throw ratios

The following table details the information required to calculate the lens throw ratios for the Christie LWU755-DS and LWU900-DS projectors.

Lens	Throw distance formula		Vertical & horizontal offset (%)	Diagonal screen sizes	
	Imperial (in)	Metric (cm)		Imperial (in)	Metric (cm)
0.38:1 fixed* (121-128102-XX)	TD(A2) = 0.28767 x D - 24.82632	TD(A2) = 0.731 x D - 63.059	+82% /+88% V	100 to 350	254 to 889
			-5% /+5% H		
0.8:1 fixed* (121-111104-XX)	TDmin = 0.7973 x W + 3.0716	TDmin = 0.7973 x W + 7.8020	-6.9% /+6.9% V	30 to 600	76.2 to 1524
			-4.3% /+4.3% H		
0.74-0.98:1 zoom (121-136101-XX)	TDmin = 0.7617 x W + 4.0660	TDmin = 0.7617 x W + 10.3277	-16.7% /+52.5% V	60 to 600	152.4 to 1524
	TDmax = 0.9945 x W + 4.0326	TDmax = 0.9945 x W + 10.2427	-10% / +10% H		
1.2-1.8:1 zoom (121-129103-XX)	TDmin = 1.1683 x W + 2.4163	TDmin = 1.1683 x W + 6.1375	-16.7% /+52.5% V	30 to 600	76.2 to 1524
	TDmax = 1.7647 x W + 2.3656	TDmax = 1.7647 x W + 6.0087	-10% / +10% H		
1.7-3.0:1 zoom (121-139105-XX)	TDmin = 1.7053 x W + 2.8752	TDmin = 1.7053 x W + 7.3031	-16.7% /+56.5% V	30 to 600	76.2 to 1524
	TDmax = 2.9030 x W + 2.6826	TDmax = 2.9030 x W + 6.8139	-10% / +10% H		
2.8-4.9:1 zoom* (121-114107-XX)	TDmin = 2.8192 x W + 1.6775	TDmin = 2.8192 x W + 4.2609	-16.7% /+52.5% V	30 to 600	76.2 to 1524
	TDmax = 4.8259 x W - 1.1161	TDmax = 4.8259 x W - 2.8350	-10% / +10% H		

Lens	Throw distance formula		Vertical & horizontal offset (%)	Diagonal screen sizes	
	Imperial (in)	Metric (cm)		Imperial (in)	Metric (cm)
4.9-8.3:1 zoom* (121-115108-XX)	TDmin = 4.6746 x W + 11.6348	TDmin = 4.6747 x W + 29.5524	-16.7% /+52.5% V	30 to 600	76.2 to 1524
	TDmax = 8.0483 x W + 9.8920	TDmax = 8.0483 x W + 25.1256	-10% / +10% H		

- Throw distance measured from the center of the front foot of the projector.
- Calculated throw distance (TD) values are subject to a +/- 5% tolerance for individual lens variation.
- Calculated offset values are subject to a +/- 7% centering tolerance.
- * = Glass lenses
- A2 = Projector rear to screen
- D = Diagonal
- W = Width