Projector CP-AX2503/CP-AX3003/CP-AX3503/CP-AW2503/CP-AW3003 **User's Manual (detailed) Operating Guide – Technical**

Example of computer signal

Resolution (H x V)	H. frequency (kHz)	V. frequency (Hz)	Rating	Signal mode
720 x 400	37.9	85.0	VESA	TEXT
640 x 480	31.5	59.9	VESA	VGA (60Hz)
640 x 480	37.9	72.8	VESA	VGA (72Hz)
640 x 480	37.5	75.0	VESA	VGA (75Hz)
640 x 480	43.3	85.0	VESA	VGA (85Hz)
800 x 600	35.2	56.3	VESA	SVGA (56Hz)
800 x 600	37.9	60.3	VESA	SVGA (60Hz)
800 x 600	48.1	72.2	VESA	SVGA (72Hz)
800 x 600	46.9	75.0	VESA	SVGA (75Hz)
800 x 600	53.7	85.1	VESA	SVGA (85Hz)
832 x 624	49.7	74.5		Mac 16" mode
1024 x 768	48.4	60.0	VESA	XGA (60Hz)
1024 x 768	56.5	70.1	VESA	XGA (70Hz)
1024 x 768	60.0	75.0	VESA	XGA (75Hz)
1024 x 768	68.7	85.0	VESA	XGA (85Hz)
1152 x 864	67.5	75.0	VESA	1152 x 864 (75Hz)
1280 x 768	47.7	60.0	VESA	W-XGA (60Hz)
1280 x 800	49.7	60.0	VESA	1280 x 800 (60Hz)
1280 x 960	60.0	60.0	VESA	1280 x 960 (60Hz)
1280 x 1024	64.0	60.0	VESA	SXGA (60Hz)
1280 x 1024	80.0	75.0	VESA	SXGA (75Hz)
*1 1280 x 1024	91.1	85.0	VESA	SXGA (85Hz)
1440 x 900	55.9	59.9	VESA	WXGA+ (60Hz)
*2 1400 x 1050	65.2	60.0	VESA	SXGA+ (60Hz)
*3 1680 x 1050	65.3	60.0	VESA	WSXGA+ (60Hz)
*1 1600 x 1200	75.0	60.0	VESA	UXGA (60Hz)

*1) Supported except for HDMI[™] input. *2) Only for CP-AX2503, CP-AX3003, CP-AX3503. *3) Only for CP-AW2503, CP-AW3003,

NOTE • Be sure to check jack type, signal level, timing and resolution before connecting this projector to a PC.

 Some PCs may have multiple display screen modes. Use of some of these modes will not be possible with this projector.

• Depending on the input signal, full-size display may not be possible in some cases. Refer to the number of display pixels above.

 Although the projector can display signals with resolution up to UXGA (1600x1200), the signal will be converted to the projector's panel resolution before being displayed. The best display performance will be achieved if the resolutions of the input signal and projector panel are identical. Automatic adjustment may not function correctly with some input signals.

 The image may not be displayed correctly when the input sync signal is a composite sync or a sync on G. The illustrations in this manual are for illustrative purposes. They may differ slightly from your projector.

Initial set signals

The following signals are used for the initial settings. The signal timing of some computer models may be different. In such case, adjust the items V POSITION and H POSITION in the IMAGE menu.



Resolution	Horizontal signal timing (µs)			Vertical signal timing (lines)				Signal mode	
(H x V)	(A)	(B)	(C)	(D)	(a) (b) (c) (d)		Signal mode		
720 x 400	2.0	3.0	20.3	1.0	3	42	400	1	TEXT
640 x 480	3.8	1.9	25.4	0.6	2	33	480	10	VGA (60Hz)
640 x 480	1.3	4.1	20.3	0.8	3	28	480	9	VGA (72Hz)
640 x 480	2.0	3.8	20.3	0.5	3	16	480	1	VGA (75Hz)
640 x 480	1.6	2.2	17.8	1.6	3	25	480	1	VGA (85Hz)
800 x 600	2.0	3.6	22.2	0.7	2	22	600	1	SVGA (56Hz)
800 x 600	3.2	2.2	20.0	1.0	4	23	600	1	SVGA (60Hz)
800 x 600	2.4	1.3	16.0	1.1	6	23	600	37	SVGA (72Hz)
800 x 600	1.6	3.2	16.2	0.3	3	21	600	1	SVGA (75Hz)
800 x 600	1.1	2.7	14.2	0.6	3	27	600	1	SVGA (85Hz)
832 x 624	1.1	3.9	14.5	0.6	3	39	624	1	Mac 16" mode
1024 x 768	2.1	2.5	15.8	0.4	6	29	768	3	XGA (60Hz)
1024 x 768	1.8	1.9	13.7	0.3	6	29	768	3	XGA (70Hz)
1024 x 768	1.2	2.2	13.0	0.2	3	28	768	1	XGA (75Hz)
1024 x 768	1.0	2.2	10.8	0.5	3	36	768	1	XGA (85Hz)
1152 x 864	1.2	2.4	10.7	0.6	3	32	864	1	1152 x 864 (75Hz)
1280 x 768	1.7	2.5	16.0	0.8	3	23	768	1	W-XGA (60Hz)
1280 x 800	1.6	2.4	15.3	0.8	3	24	800	1	1280 x 800 (60Hz)
1280 x 960	1.0	2.9	11.9	0.9	3	36	960	1	1280 x 960 (60Hz)
1280 x 1024	1.0	2.3	11.9	0.4	3	38	1024	1	SXGA (60Hz)
1280 x 1024	1.1	1.8	9.5	0.1	3	38	1024	1	SXGA (75Hz)
1280 x 1024	1.0	1.4	8.1	0.4	3	44	1024	1	SXGA (85Hz)
1440 x 900	1.4	2.2	13.5	0.8	6	25	900	3	WXGA+ (60Hz)
1400 x 1050	1.2	2.0	11.4	0.7	3	33	1050	1	SXGA+ (60Hz)
1680 x 1050	1.2	1.9	11.5	0.7	6	30	1050	3	WSXGA+ (60Hz)
1600 x 1200	1.2	1.9	9.9	0.4	3	46	1200	1	UXGA (60Hz)

000306 60890 02345

Connection to the ports

NOTICE Use the cables with straight plugs, not L-shaped ones, as the input ports of the projector are recessed.

► Only the signal that is input from the **COMPUTER IN1** can be output from the **COMPUTER IN2/MONITOR OUT** port. The way is available only when the MONITOR OUT is selected for the COMPUTER IN2. (□INPUT menu - COMPUTER IN in the User's Manual - Operating Guide)



(ACOMPUTER IN1, BCOMPUTER IN2/MONITOR OUT

D-sub 15pin mini shrink jack

(1) for PC signal

- Video signal: RGB separate, Analog, 0.7Vp-p, 75Ω terminated (positive)
- H/V. sync. Signal: TTL level (positive/negative)
- Composite sync. Signal: TTL level

Pin	Signal	Pin	Signal
1	Video Red	10	Ground
2	Video Green	11	(No connection)
3	Video Blue	12	(A): SDA (DDC data)
4	(No connection)	12	(B), (C): (No connection)
5	Ground	13	H. sync / Composite sync.
6	Ground Red	14	V. sync.
7	Ground Green	15	A: SCL (DDC clock)
8	Ground Blue		(B), (C): (No connection)
9	(No connection)	-	-

(2) for Component signal

• Y : Component video Y with composite sync, 1.0±0.1 Vp-p, 75 Ω terminator

• Cr/Pr : Component video Cr/Pr, 0.7±0.1 Vp-p, 75 Ω terminator

Cb/Pb : Component video Cb/Pb, 0.7±0.1 Vp-p, 75 Ω terminator
System:480i@60,480p@60,576i@50,576p@50,720p@50/60,1080i@50/60,1080p@50/60

Pin	Signal	Pin	Signal
1	Cr/Pr	9	(No connection)
2	Y	10	Ground
3	Cb/Pb	11	(No connection)
4	(No connection)	12	(No connection)
5	Ground	13	(No connection)
6	Ground Cr/Pr	14	(No connection)
7	Ground Y	15	(No connection)
8	Ground Cb/Pb	-	-



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RCA jack

- System: NTSC, PAL, SECAM, PAL-M, PAL-N, NTSC4.43, PAL(60Hz)
- 1.0±0.1Vp-p, 75Ω terminator



DHDMI1 CHDMI2

- Type :Digital audio/video connector
- Audio signal : Linear PCM (Sampling rate; 32/44.1/48 kHz)



Pin	Signal	Pin	Signal	Pin	Signal
1	T.M.D.S. Data2 +	8	T.M.D.S. Data0 Shield	15	SCL
2	T.M.D.S. Data2 Shield	9	T.M.D.S. Data0 -	16	SDA
3	T.M.D.S. Data2 -	10	T.M.D.S. Clock +	17	DDC/CEC Ground
4	T.M.D.S. Data1 +	11	T.M.D.S. Clock Shield	18	+5V Power
5	T.M.D.S. Data1 Shield	12	T.M.D.S. Clock -	19	Hot Plug Detect
6	T.M.D.S. Data1 -	13	CEC		
7	T.M.D.S. Data0 +	14	Reserved(N.C. on device)		

FAUDIO IN1

Ø3.5 stereo mini jack

22kΩ terminator

AUDIO IN2 GR, HL

RCA jack x2 • 22kΩ terminator

()AUDIO OUT

Ø3.5 stereo mini jack • 1kΩ output impedance

JMIC

Ø3.5 mono mini jack <Low level> • 2 mVrms, 1kΩ terminator <High level> • 20 mVrms, 1kΩ terminator



WUSB TYPE A

USB A type jack

Pin	Signal
1	+5V
2	- Data
3	+ Data
4	Ground



USB TYPE B

USB B type jack

Pin	Signal
1	+5V
2	- Data
3	+ Data
4	Ground



MCONTROL

D-sub 9pin plug

• About the details of RS-232C communication, please refer to the section "RS-232C Communication".



Pin	Signal	Pin	Signal	Pin	Signal
1	(No connection)	4	(No connection)	7	RTS
2	RD	5	5 Ground		CTS
3	TD	6	(No connection)	9	(No connection)

NLAN

RJ-45 jack

Pin	Signal	Pin	Signal	Pin	Signal
1	TX+	4	-	7	-
2	TX-	5	-	8	-
3	RX+	6	RX-		



To input component video signal to COMPUTER IN ports

ex.



To input component video signal to the **COMPUTER IN1** or **IN2** port of the projector, use a RCA to D-sub cable or adapter.

For about the pin description of the required cable or adapter, refer to the descriptions about **COMPUTER IN1** and **IN2** port ($\square 3$).

RS-232C Communication

When the projector connects to the computer by RS-232C communication, the projector can be controlled with RS-232C commands from the computer. For details of RS-232C commands, refer to RS-232C Communication / Network command table ($\coprod 17$).

Connection

- 1. Turn off the projector and the computer.
- 2. Connect the projector's **CONTROL** port and the computer's RS-232C port with a RS-232C cable (cross). Use the cable that fulfills the specification shown in figure
- **3.** Turn the computer on, and after the computer has started up turn the projector on.
- A Set the COMMUNICATION TYPE to OFF. (OPTION menu SERVICE -
- 4. COMMUNICATION in the User's Manual Operating Guide)



Communication settings

1. Protocol

19200bps,8N1

2. Command format ("h" shows hexadecimal)

Byte Number	0	1	2	3	4	5	6	7	8	9	10	11	12				
Command			He	ader				Data									
	Hea co	ader de	Packet	Data Packet size		CRC flag		Action		Туре		Setting code					
Action	L	Н		L	Н	L	Н	L	Н	L	Н	L	Н				
<set>Change setting to desired value [(cL)(cH)] by [(bL)(bH)].</set>						(aL)	(aH)	01h	00h	(bL)	(bH)	(cL)	(cH)				
<get>Read projector internal setup value [(bL) (bH)] .</get>						(aL)	(aH)	02h	00h	(bL)	(bH)	00h	00h				
<increment> Increment setup value [(bL)(bH)] by 1.</increment>	BEh	EFh	03h	03h 06l	03h	03h	03h	06h	00h	(aL)	(aH)	04h	00h	(bL)	(bH)	00h	00h
<decrement> Decrement setup value [(bL)(bH)] by 1.</decrement>								(aL)	(aH)	05h	00h	(bL)	(bH)	00h	00h		
<execute> Run a command [(bL)(bH)].</execute>						(aL)	(aH)	06h	00h	(bL)	(bH)	00h	00h				

[Header code] [Packet] [Data size]

Set [BEh, EFh, 03h, 06h, 00h] to byte number 0~4.

[CRC flag]

For byte number 5, 6, refer to RS-232C Communication / Network command table (17).

[Action]

Set functional code to byte number 7, 8. <SET> = [01h, 00h], <GET> = [02h, 00h], <INCREMENT> = [04h, 00h] <DECREMENT> = [05h, 00h], <EXECUTE> = [06h, 00h] Refer to the Communication command table (\square *above*).

[Type] [Setting code]

For byte number $9 \sim 12$, refer to RS-232C Communication / Network command table ($\square 17$).

3. Response code / Error code ("h" shows hexadecimal)

(1) ACK reply : 06h

When the projector receives the Set, Increment, Decrement or Execute command correctly, the projector changes the setting data for the specified item by [Type], and it returns the code.

(2) NAK reply : 15h

When the projector cannot understand the received command, the projector returns the error code.

In such a case, check the sending code and send the same command again.

(3) Error reply : 1Ch + 0000h

When the projector cannot execute the received command for any reasons, the projector returns the error code.

In such a case, check the sending code and the setting status of the projector.

(4) Data reply : 1Dh + xxxxh

When the projector receives the GET command correctly, the projector returns the responce code and 2 bytes of data.

NOTE • For connecting the projector to your devices, please read the manual for each devices, and connect them correctly with suitable cables.

• Operation cannot be guaranteed when the projector receives an undefined command or data.

• Provide an interval of at least 40ms between the response code and any other code.

• The projector outputs test data when the power supply is switched ON, and when the lamp is lit. Ignore this data.

• Commands are not accepted during warm-up.

• When the data length is greater than indicated by the data length code, the projector ignore the excess data code. Conversely when the data length is shorter than indicated by the data length code, the projector returns the error code to the computer.

Command Control via the Network

When the projector connects network, the projector can be controlled with RS-232C commands from the computer with web browser.

For details of RS-232C commands, refer to RS-232C Communication / Network command table ($\square 17$).

NOTE • If data is transferred via wireless and wired LAN at the same time, the projector may not be able to process the data correctly.

Connection

- Turn off the projector and the computer.
- 1
- If you use wired LAN, connect the projector's LAN port to the computer's
- 2. LAN port with a LAN cable. Use the cable that fulfills the specification shown in figure. If you use wireless LAN, insert the USB wireless adapter into the projector's **USB TYPE A** port.
- Turn the computer on, and after the computer has started up turn the 3. projector on.



LAN cable (CAT-5 or greater)

Communication Port

The following two ports are assigned for the command control.

TCP #23 TCP #9715

Configure the following items form a web browser when command control is used.

Ро	rt Settings				
	Network Control Port1 (Port: 23)	Port open	Click the [Enable] check box to open [Network Control Port1 (Port: 23)] to use TCP #23. Default setting is "Enable".		
		Authentication	Click the [Enable] check box for the [Authentication] setting when authentication is required. Default setting is "Disable".		
	Network Control Port2 (Port: 9715)	Port open	Click the [Enable] check box to open [Network Control Port2 (Port: 9715)] to use TCP #9715. Default setting is "Enable".		
		Authentication	Click the [Enable] check box for the [Authentication] setting when authentication is required. Default setting is "Enable".		

When the authentication setting is enabled, the following settings are required.

Se	Security Settings							
		Authentication Password	Enter the desired authentication password. This setting will be the same for [Network					
	Network Control	Re-enter Authentication Password	Control Port1 (Port: 23)] and [Network Control Port2 (Port: 9715)] . Default setting is blank.					

Command control settings

[TCP #23]

1. Command format

Same as RS-232C communication, refer to RS-232C Communicaton command format.

2. Response code / Error code ("h" shows hexadecimal)

Four of the response / error code used for TCP#23 are the same as RS-232C Communication $(1)\sim(4)$. One authentication error reply (5) is added.

- (1) ACK reply : 06h Refer to RS-232C communication (10).
- (2) NAK reply : 15h Refer to RS-232C communication (10).
- (3) Error reply : 1Ch + 0000h Refer to RS-232C communication (110).
- (4) Data reply : 1Dh + xxxxh Refer to RS-232C communication (110).
- (5) Authentication error reply : 1Fh + 0400h

When authentication error occurred, the projector returns the error code.

[TCP #9715]

1. Command format

The commands some datum are added to the head and the end of the ones of TCP#9715 are used.

Header	Data length	RS-232C command	Check sum	Connection ID
0×02	0×0D	13 bytes	1 byte	1 byte

[Header]

02, Fixed

[Data Length]

RS-232C commands byte length (0×0D, Fixed)

[RS-232C commands]

Refer to RS-232C Communication command format (

[Check Sum]

This is the value to make zero on the addition of the lower 8 bits from the header to the checksum.

[Connection ID]

Random value from 0 to 255 (This value is attached to the reply data).

NOTE • Operation cannot be guaranteed when the projector receives an undefined command or data.

• Provide an interval of at least 40ms between the response code and any other code.

• Commands are not accepted during warm-up.

2. Response code / Error code ("h" shows hexadecimal)

The connection ID is attached for the TCP#23's response / error codes are used. The connection ID is same as the sending command format.

- (1) ACK reply : 06h + x×h (××h : connection ID)
- (2) NAK reply : 15h + ××h
- (3) Error reply : 1Ch + 0000h + ××h
- (4) Data reply : 1Dh + xxxxh + xxh
- (5) Authentication error reply : 1Fh + 0400h + ××h
- (6) Projector busy reply: 1Fh + xxxxh + xxh

When the projector is too busy to receives the command, the projector returns the error code.

In such a case, check the sending code and send the same command again.

Automatic Connection Break

The TCP connection will be automatically disconnected after there is no communication for 30 seconds after being established.

Authentication

The projector does not accept commands without authentication success when authentication is enabled. The projector uses a challenge response type authentication with an MD5 (Message Digest 5) algorithm. When the projector is using a LAN, a random 8 bytes will be returned if authentication is enabled. Bind this received 8 bytes and the authentication password and digest this data with the MD5 algorithm and add this in front of the commands to send.

Following is a sample if the authentication password is set to "password" and the random 8 bytes are "a572f60c".

- 1) Select the projector.
- 2) Receive the random 8 bytes "a572f60c" from the projector.
- 3) Bind the random 8 bytes "a572f60c" and the authentication password "password" and it becomes "a572f60cpassword".
- 4) Digest this bind "a572f60cpassword" with MD5 algorithm. It will be "e3d97429adffa11bce1f7275813d4bde".
- 5) Add this "e3d97429adffa11bce1f7275813d4bde" in front of the commands and send the data.

Send "e3d97429adffa11bce1f7275813d4bde"+command.

6) When the sending data is correct, the command will be performed and the reply data will be returned. Otherwise, an authentication error will be returned.

NOTE • As for the transmission of the second or subsequent commands, the authentication data can be omitted when the same connection.

Network Bridge Communication

This projector is equipped with NETWORK BRIDGE function.

When the projector connects to the computer by LAN communicaton, an external device that is connected with this projector by RS-232C communication can be controlled from the computer as a network terminal.

For details, see the 1.5 Network Bridge Function - Network Guide.

NOTE • If data is transferred via wireless and wired LAN at the same time, the projector may not be able to process the data correctly.

Connection

- If you use wired LAN, connect the computer's LAN port and the projector's
- 1. LAN port with a LAN cable. Use the cable that fulfills the specification shown in figure. If you use wireless LAN, insert the USB wireless adapter into the projector's USB TYPE A port.
- Connect the projector's **CONTROL** port and the RS-232C port of the
- 2. devices that you want to control with a RS-232C cable.
- Turn the computer on, and after the computer has started up turn the projector 3. on.
- Set the COMMUNICATION TYPE to NETWORK BRIDGE. (OPTION menu -
- SERVICE COMMUNICATION in the User's Manual Operating Guide)



Communication settings

For communication setting, use the OPTION - SERVICE - COMMUNICATION menu. (COPTION menu - SERVICE - COMMUNICATION in the User's Manual - Operating Guide)

Item	Condition
BAUD RATE	4800bps / 9600bps / 19200bps / 38400bps
Data length	8 bit (fixed)
PARITY	NONE/ODD/EVEN
Start bit	1 bit (fixed)
Stop bit	1 bit (fixed)
Transmission method	HALF-DUPLEX/FULL-DUPLEX

NOTE • For connecting the projector to your devices, please read the manual for each devices, and connect them correctly with suitable cables.

 \bullet Turn off (the power of) both the projector and other devices and unplug , beore connecting them.

• For details of Transmission method, refer to 7.4 Transmission method

- Network Guide.

RS-232C Communication / Network command table

Names	Operation Type		L	loade	r		Command Data					
Names		operation type	'	leaue	51	CRC	Action	Туре	Setting code			
	0.4	Turn off	BE EF	03	06 00	2A D3	01 00	00 60	00 00			
	Set	Turn on	BE EF	03	06 00	BA D2	01 00	00 60	01 00			
Power			BE EF	03	06 00	19 D3	02 00	00 60	00 00			
I Ower		Cot	[Example return]									
		Gei	00 0	00 00 01 00 02 00								
			[Off]	[Or] [Cool dowr	<u>ו</u>]				
		COMPUTER IN1	BE EF	03	06 00	FE D2	01 00	00 20	00 00			
		COMPUTER IN2	BE EF	03	06 00	3E D0	01 00	00 20	04 00			
		HDMI1	BE EF	03	06 00	0E D2	01 00	00 20	03 00			
	Set	HDMI2	BE EF	03	06 00	6E D6	01 00	00 20	0D 00			
Input Source	000	VIDEO	BE EF	03	06 00	6E D3	01 00	00 20	01 00			
		USB TYPE A	BE EF	03	06 00	5E D1	01 00	00 20	06 00			
		LAN	BE EF	03	06 00	CE D5	01 00	00 20	0B 00			
		USB TYPE B	BE EF	03	06 00	FE D7	01 00	00 20	0C 00			
		Get	BE EF	03	06 00	CD D2	02 00	00 20	00 00			
			BE EF	03	06 00	D9 D8	02 00	20 60	00 00			
			[Example	return]							
Error Status		Get	00 00	00 00 01 00 02 00 03 00								
Endi Olalus		001	[Normal] [Cover error] [Fan error] [Lamp error]									
			04 00 05 00 07 00 08 00									
			[lemp er	ror] [A	ir flow erro	orj [Cold er	rorj [Filter	error				
MAGNIFY	<u> </u>	Get	BE EF	03	06 00	7C D2	02 00	07 30	00 00			
		Increment	BE EF	03	06 00	1A D2	04 00	07 30	00 00			
		Decrement	BE EF	03	06 00	CB D3	05 00	07 30	00 00			
	Set	NORMAL	BE EF	03	06 00	83 D2	01 00	02 30	00 00			
FREEZE		FREEZE	BE EF	03	06 00	13 D3	01 00	02 30	01 00			
		Get	BE EF	03	06 00	B0 D2	02 00	02 30	00 00			
		NORMAL	BE EF	03	06 00	23 F6	01 00	BA 30	00 00			
		CINEMA	BE EF	03	06 00	B3 F7	01 00	BA 30	01 00			
		DYNAMIC	BE EF	03	06 00	E3 F4	01 00	BA 30	04 00			
		BOARD(BLACK)	BE EF	03	06 00	E3 EF	01 00	BA 30	20 00			
	Set	BOARD(GREEN)	BE EF	03	06 00	73 EE	01 00	BA 30	21 00			
		WHITEBOARD	BE EF	03	06 00	83 EE	01 00	BA 30	22 00			
		DAYTIME	BE EF	03	06 00	E3 C7	01 00	BA 30	40 00			
PICTURE		PHOTO	BE EF	03	06 00	73 F5	01 00	BA 30	05 00			
MODE		DICOM SIM.	BE EF	03	06 00	73 C6	01 00	BA 30	41 00			
			BE EF	03	06 00	10 F6	02 00	BA 30	00 00			
			[Example	return]							
			00	00	01 00	04	00	10 00	05 00			
		Get		maij	Cinema	aj [Dyn ₄_oo	amicj					
				00 Δ(RI Δ)				JU EBOARDII				
			41	00								
		Get	BE EF	03	06 00	89 D2	02 00	03 20	00 00			
BRIGHTNESS		Increment	BE EF	03	06 00	EF D2	04 00	03 20	00 00			
		Decrement	BE EF	03	06 00	3E D3	05 00	03 20	00 00			
BRIGHTNESS Reset		Execute	BE EF	03	06 00	58 D3	06 00	00 70	00 00			
	1		I									

(continued on next page)

	Operation Type						Command Data			
Names		Operation Type	F	leade	er	CRC	Action	Туре	Setting code	
		Get	BE EE	03	06.00	ED D3	02 00	04 20		
CONTRAST		Increment	BF FF	03	06 00	9B D3	04 00	04 20	00 00	
		Decrement	BE EF	03	06 00	4A D2	05 00	04 20	00 00	
CONTRAST Reset		Execute	BE EF	03	06 00	A4 D2	06 00	01 70	00 00	
		1 DEFAULT	BE EF	03	06 00	07 E9	01 00	A1 30	20 00	
		1 CUSTOM	BE EF	03	06 00	07 FD	01 00	A1 30	10 00	
		2 DEFAULT	BE EF	03	06 00	97 E8	01 00	A1 30	21 00	
		2 CUSTOM	BE EF	03	06 00	97 FC	01 00	A1 30	11 00	
		3 DEFAULT	BE EF	03	06 00	67 E8	01 00	A1 30	22 00	
		3 CUSTOM	BE EF	03	06 00	67 FC	01 00	A1 30	12 00	
	Sot	4 DEFAULT	BE EF	03	06 00	F7 E9	01 00	A1 30	23 00	
		4 CUSTOM	BE EF	03	06 00	F7 FD	01 00	A1 30	13 00	
GAMMA	000	5 DEFAULT	BE EF	03	06 00	C7 EB	01 00	A1 30	24 00	
		5 CUSTOM	BE EF	03	06 00	C7 FF	01 00	A1 30	14 00	
		6 DEFAULT	BE EF	03	06 00	57 EA	01 00	A1 30	25 00	
		6 CUSTOM	BE EF	03	06 00	57 FE	01 00	A1 30	15 00	
		7 DEFAULT	BE EF	03	06 00	A7 EA	01 00	A1 30	26 00	
		7 CUSTOM	BE EF	03	06 00	A7 FE	01 00	A1 30	16 00	
		8 DEFAULT	BE EF	03	06 00	37 EB	01 00	A1 30	27 00	
		8 CUSTOM	BE EF	03	06 00	37 FF	01 00	A1 30	17 00	
		Get	BE EF	03	06 00	F4 F0	02 00	A1 30	00 00	
ACCENT		Get	BEEF	03	06 00	5D 70	02 00	0C 22	00 00	
UALIZER		Increment	BEEF	03	06 00	3B 70	04 00	0C 22	00 00	
		Decrement	BE EF	03	06 00	EA 71	05 00	00 22	00 00	
UALIZER RESET		Execute	BE EF	03	06 00	C8 DB	06 00	2C 70	00 00	
		Get	BE EF	03	06 00	A1 71	02 00	0D 22	00 00	
HDCR		Increment	BE EF	03	06 00	C7 71	04 00	0D 22	00 00	
		Decrement	BE EF	03	06 00	16 70	05 00	0D 22	00 00	
HDCR RESET		Execute	BE EF	03	06 00	34 DA	06 00	2D 70	00 00	
		Off	BE EF	03	06 00	FB FA	01 00	80 30	00 00	
Lisor Commo	Set	9 steps gray scale	BE EF	03	06 00	6B FB	01 00	80 30	01 00	
Pattern		15 steps gray scale	BE EF	03	06 00	9B FB	01 00	80 30	02 00	
		Ramp	BE EF	03	06 00	0B FA	01 00	80 30	03 00	
		Get	BE EF	03	06 00	C8 FA	02 00	80 30	00 00	
User Gamma		Get	BE EF	03	06 00	08 FE	02 00	90 30	00 00	
Point 1		Increment	BE EF	03	06 00	6E FE	04 00	90 30	00 00	
		Decrement	BE EF	03	06 00	BF FF	05 00	90 30	00 00	
User Gamma Point 1 Reset		Execute	BE EF	03	06 00	58 C2	06 00	50 70	00 00	
Liser Gamma		Get	BE EF	03	06 00	F4 FF	02 00	91 30	00 00	
Point 2		Increment	BE EF	03	06 00	92 FF	04 00	91 30	00 00	
		Decrement	BE EF	03	06 00	43 FE	05 00	91 30	00 00	
User Gamma Point 2 Reset		Execute	BE EF	03	06 00	A4 C3	06 00	51 70	00 00	
Liser Camma		Get	BE EF	03	06 00	B0 FF	02 00	92 30	00 00	
User Gamma Point 3		Increment	BE EF	03	06 00	D6 FF	04 00	92 30	00 00	
FUILT		Decrement	BE EF	03	06 00	07 FE	05 00	92 30	00 00	

Nerroe		De exetiere True e					Command Data			
Names		operation Type		leade	SL.	CRC	Action	Туре	Setting code	
User Gamma Point 3 Reset		Execute	BE EF	03	06 00	E0 C3	06 00	52 70	00 00	
		Get	BE EF	03	06 00	4C FE	02 00	93 30	00 00	
User Gamma		Increment	BE EF	03	06 00	2A FE	04 00	93 30	00 00	
Point 4		Decrement	BE EF	03	06 00	FB FF	05 00	93 30	00 00	
User Gamma Point 4 Reset		Execute	BE EF	03	06 00	1C C2	06 00	53 70	00 00	
		Get	BE EF	03	06 00	38 FF	02 00	94 30	00 00	
Diser Gamma		Increment	BE EF	03	06 00	5E FF	04 00	94 30	00 00	
1 0111 3		Decrement	BE EF	03	06 00	8F FE	05 00	94 30	00 00	
User Gamma Point 5 Reset		Execute	BE EF	03	06 00	68 C3	06 00	54 70	00 00	
Lloor Commo		Get	BE EF	03	06 00	C4 FE	02 00	95 30	00 00	
Point 6		Increment	BE EF	03	06 00	A2 FE	04 00	95 30	00 00	
		Decrement	BE EF	03	06 00	73 FF	05 00	95 30	00 00	
User Gamma Point 6 Reset		Execute	BE EF	03	06 00	94 C2	06 00	55 70	00 00	
		Get	BE EF	03	06 00	80 FE	02 00	96 30	00 00	
User Gamma		Increment	BE EF	03	06 00	E6 FE	04 00	96 30	00 00	
Point 7		Decrement	BE EF	03	06 00	37 FF	05 00	96 30	00 00	
User Gamma Point 7 Reset		Execute	BE EF	03	06 00	D0 C2	06 00	56 70	00 00	
		Get	BE EF	03	06 00	7C FF	02 00	97 30	00 00	
User Gamma		Increment	BE EF	03	06 00	1A FF	04 00	97 30	00 00	
Point 8		Decrement	BE EF	03	06 00	CB FE	05 00	97 30	00 00	
User Gamma Point 8 Reset		Execute	BE EF	03	06 00	2C C3	06 00	57 70	00 00	
		1 HIGH	BE EF	03	06 00	0B F5	01 00	B0 30	03 00	
		1 CUSTOM	BE EF	03	06 00	CB F8	01 00	B0 30	13 00	
		2 MID	BE EF	03	06 00	9B F4	01 00	B0 30	02 00	
		2 CUSTOM	BE EF	03	06 00	5B F9	01 00	B0 30	12 00	
		3 LOW	BE EF	03	06 00	6B F4	01 00	B0 30	01 00	
		3 CUSTOM	BE EF	03	06 00	AB F9	01 00	B0 30	11 00	
	Cat	4 Hi-BRIGHT-1	BE EF	03	06 00	3B F2	01 00	B0 30	08 00	
COLOR TEMP	Set	4 CUSTOM	BE EF	03	06 00	FB FF	01 00	B0 30	18 00	
		5 Hi-BRIGHT-2	BE EF	03	06 00	AB F3	01 00	B0 30	09 00	
		5 CUSTOM	BE EF	03	06 00	6B FE	01 00	B0 30	19 00	
		6 Hi-BRIGHT-3	BE EF	03	06 00	5B F3	01 00	B0 30	0A 00	
		6 CUSTOM	BE EF	03	06 00	9B FE	01 00	B0 30	1A 00	
		7 Hi-BRIGHT-4	BE EF	03	06 00	CB F2	01 00	B0 30	0B 00	
		7 CUSTOM	BE EF	03	06 00	0B FF	01 00	B0 30	1B 00	
		Get	BE EF	03	06 00	C8 F5	02 00	B0 30	00 00	
		Get	BE EF	03	06 00	34 F4	02 00	B1 30	00 00	
GAIN R		Increment	BE EF	03	06 00	52 F4	04 00	B1 30	00 00	
		Decrement	BE EF	03	06 00	83 F5	05 00	B1 30	00 00	
COLOR TEMP GAIN R Reset		Execute	BE EF	03	06 00	10 C6	06 00	46 70	00 00	
		Get	BE EF	03	06 00	70 F4	02 00	B2 30	00 00	
		Increment	BE EF	03	06 00	16 F4	04 00	B2 30	00 00	
GAIN G		Decrement	BE EF	03	06 00	C7 F5	05 00	B2 30	00 00	

					Command Data				
Names		Operation Type	F F	leade	er	CRC	Action	Туре	Setting code
COLOR TEMP GAIN G Reset		Execute	BE EF	03	06 00	EC C7	06 00	47 70	00 00
		Get	BE EF	03	06 00	8C F5	02 00	B3 30	00 00
COLOR TEMP		Increment	BE EF	03	06 00	EA F5	04 00	B3 30	00 00
GAIN B		Decrement	BE EF	03	06 00	3B F4	05 00	B3 30	00 00
COLOR TEMP GAIN B Reset		Execute	BE EF	03	06 00	F8 C4	06 00	48 70	00 00
		Get	BE EF	03	06 00	04 F5	02 00	B5 30	00 00
OFESET R		Increment	BE EF	03	06 00	62 F5	04 00	B5 30	00 00
		Decrement	BE EF	03	06 00	B3 F4	05 00	B5 30	00 00
COLOR TEMP OFFSET R Reset		Execute	BE EF	03	06 00	40 C5	06 00	4A 70	00 00
		Get	BE EF	03	06 00	40 F5	02 00	B6 30	00 00
OFESET G		Increment	BE EF	03	06 00	26 F5	04 00	B6 30	00 00
ONIGENO		Decrement	BE EF	03	06 00	F7 F4	05 00	B6 30	00 00
COLOR TEMP OFFSET G Reset		Execute	BE EF	03	06 00	BC C4	06 00	4B 70	00 00
		Get	BE EF	03	06 00	BC F4	02 00	B7 30	00 00
		Increment	BE EF	03	06 00	DA F4	04 00	B7 30	00 00
OLISELL		Decrement	BE EF	03	06 00	0B F5	05 00	B7 30	00 00
COLOR TEMP OFFSET B Reset		Execute	BE EF	03	06 00	C8 C5	06 00	4C 70	00 00
		Get	BE EF	03	06 00	B5 72	02 00	02 22	00 00
COLOR		Increment	BE EF	03	06 00	D3 72	04 00	02 22	00 00
		Decrement	BE EF	03	06 00	02 73	05 00	02 22	00 00
COLOR Reset		Execute	BE EF	03	06 00	80 D0	06 00	0A 70	00 00
		Get	BE EF	03	06 00	49 73	02 00	03 22	00 00
TINT		Increment	BE EF	03	06 00	2F 73	04 00	03 22	00 00
		Decrement	BE EF	03	06 00	FE 72	05 00	03 22	00 00
TINT Reset		Execute	BE EF	03	06 00	7C D1	06 00	0B 70	00 00
		Get	BE EF	03	06 00	F1 72	02 00	01 22	00 00
SHARPNESS		Increment	BE EF	03	06 00	97 72	04 00	01 22	00 00
		Decrement	BE EF	03	06 00	46 73	05 00	01 22	00 00
SHARPNESS Reset		Execute	BE EF	03	06 00	C4 D0	06 00	09 70	00 00
ACTIVE IRIS		OFF	BE EF	03	06 00	0B 22	01 00	04 33	00 00
	Set	THEATER	BE EF	03	06 00	CB 2F	01 00	04 33	10 00
		PRESENTATION	BE EF	03	06 00	5B 2E	01 00	04 33	11 00
	ļ,	Get	BE EF	03	06 00	38 22	02 00	04 33	00 00
		1	BE EF	03	06 00	0E D7	01 00	14 20	00 00
MY MEMORY Load	Set	2	BE EF	03	06 00	9E D6	01 00	14 20	01 00
		3	BE EF	03	06 00	6E D6	01 00	14 20	02 00
		4	BE EF	03	06 00	FE D/	01 00	14 20	03 00
				03	00 00	F2 D0	01 00	15 20	00 00
MY MEMORY	Set	2	DE EF	03	00 00	02 D7	01 00	15 20	02.00
Gave		4	BE EF	03	06 00	02 D7	01 00	15 20	03 00

Namaa		Description Type		Header					Command Data			
inames		operation Type		Г	leaue	ſ	CRC	Action	Туре	Setting code		
		4:3	BE E	EF	03	06 00	9E D0	01 00	08 20	00 00		
		16:9	BE E	EF	03	06 00	0E D1	01 00	08 20	01 00		
	0	NATIVE	BE E	ΞF	03	06 00	5E D7	01 00	08 20	08 00		
ASPECT	Set	14:9	BE E	ΞF	03	06 00	CE D6	01 00	08 20	09 00		
		16:10	BE E	EF	03	06 00	3E D6	01 00	08 20	0A 00		
		NORMAL	BE E	ΞF	03	06 00	5E DD	01 00	08 20	10 00		
	Get		BE E	EF	03	06 00	AD D0	02 00	08 20	00 00		
		Get	BE E	EF	03	06 00	91 70	02 00	09 22	00 00		
OVER SCAN		Increment	BE E	ΞF	03	06 00	F7 70	04 00	09 22	00 00		
		Decrement	BE E	ΞF	03	06 00	26 71	05 00	09 22	00 00		
OVER SCAN Reset		Execute	BE E	ΞF	03	06 00	EC D9	06 00	27 70	00 00		
		Get	BE E	EF	03	06 00	0D 83	02 00	00 21	00 00		
V POSITION		Increment	BE E	ΞF	03	06 00	6B 83	04 00	00 21	00 00		
		Decrement	BE E	ΞF	03	06 00	BA 82	05 00	00 21	00 00		
V POSITION Reset		Execute	BE E	ΞF	03	06 00	E0 D2	06 00	02 70	00 00		
		Get	BE E	ΞF	03	06 00	F1 82	02 00	01 21	00 00		
H POSITION	Increment		BE E	ΞF	03	06 00	97 82	04 00	01 21	00 00		
		Decrement	BE E	ΞF	03	06 00	46 83	05 00	01 21	00 00		
H POSITION Reset		Execute		ΞF	03	06 00	1C D3	06 00	03 70	00 00		
		Get	BE E	ΞF	03	06 00	49 83	02 00	03 21	00 00		
H PHASE	Increment		BE E	EF	03	06 00	2F 83	04 00	03 21	00 00		
		Decrement		ΞF	03	06 00	FE 82	05 00	03 21	00 00		
		Get	BE E	EF	03	06 00	B5 82	02 00	02 21	00 00		
H SIZE		Increment		ΞF	03	06 00	D3 82	04 00	02 21	00 00		
		Decrement	BE E	EF	03	06 00	02 83	05 00	02 21	00 00		
H SIZE Reset		Execute	BE E	EF	03	06 00	68 D2	06 00	04 70	00 00		
AUTO ADJUST EXECUTE		Execute	BE E	ΞF	03	06 00	91 D0	06 00	0A 20	00 00		
		OFF	BE E	ΞF	03	06 00	4A 72	01 00	07 22	00 00		
	Set	TV	BE E	EF	03	06 00	DA 73	01 00	07 22	01 00		
		FILM	BE E	EF	03	06 00	2A 73	01 00	07 22	02 00		
		Get	BE E	EF	03	06 00	79 72	02 00	07 22	00 00		
		LOW	BE E	EF	03	06 00	26 72	01 00	06 22	01 00		
	Set	MID	BE E	EF	03	06 00	D6 72	01 00	06 22	02 00		
		HIGH	BE E	EF	03	06 00	46 73	01 00	06 22	03 00		
		Get	BE E	EF	03	06 00	85 73	02 00	06 22	00 00		
		AUTO	BE E	EF	03	06 00	0E 72	01 00	04 22	00 00		
		RGB	BE E	EF	03	06 00	9E 73	01 00	04 22	01 00		
COLOR SPACE	Set	SMPTE240	BE E	EF	03	06 00	6E 73	01 00	04 22	02 00		
		REC709	BE E	EF	03	06 00	FE 72	01 00	04 22	03 00		
		REC601	BE E	EF	03	06 00	CE 70	01 00	04 22	04 00		
		Get	BE E	EF	03	06 00	3D 72	02 00	04 22	00 00		

							Command Data			
Names		peration Type	F	leade	r	CRC	Action	Туре	Setting code	
		ALITO	BE EE	03	06.00	Δ2 70	01 00	11 22		
		NTSC	BE EF	03	06 00	C2 74	01 00	11 22	04 00	
		PAI	BE EF	03	06 00	52 75	01 00	11 22	05.00	
	Sat	SECAM	BE EF	03	06 00	52 70	01 00	11 22	00 00	
FORMAT	001	NTSC4 43		03	06 00	62 77	01 00	11 22	03 00	
		M DAI		03	00 00	02 71	01 00	11 22	02 00	
			DE EF	03	00 00	22 74	01 00	11 22	08 00	
			DE EF	03	00 00	32 74	01 00	11 22	07 00	
				03	00 00		02 00	12.22	00 00	
	0-4		BEEF	03	00 00	BA 77	01.00	13 22	00 00	
HDMI1 FORMAT	Set	VIDEO	BEEF	03	06 00	2A 76	01 00	13 22	01 00	
		COMPUTER	BEEF	03	06 00	DA 76	01 00	13 22	02 00	
		Get	BEEF	03	06 00	89 77	02 00	13 22	00 00	
		AUTO	BE EF	03	06 00	52 75	01 00	1D 22	00 00	
HDMI2 FORMAT	Set	VIDEO	BE EF	03	06 00	C2 74	01 00	1D 22	01 00	
		COMPUTER	BE EF	03	06 00	32 74	01 00	1D 22	02 00	
		Get	BE EF	03	06 00	61 75	02 00	1D 22	00 00	
		AUTO	BE EF	03	06 00	86 D8	01 00	22 20	00 00	
	Set	NORMAL	BE EF	03	06 00	16 D9	01 00	22 20	01 00	
HDMIT RANGE		ENHANCED	BE EF	03	06 00	E6 D9	01 00	22 20	02 00	
		Get	BE EF	03	06 00	B5 D8	02 00	22 20	00 00	
		AUTO	BE EF	03	06 00	7A D9	01 00	23 20	00 00	
HDMI2 RANGE	Set	NORMAL	BE EF	03	06 00	EA D8	01 00	23 20	01 00	
		ENHANCED	BE EF	03	06 00	1A D8	01 00	23 20	02 00	
		Get	BE EF	03	06 00	49 D9	02 00	23 20	00 00	
		AUTO	BE EF	03	06 00	CE D6	01 00	10 20	03 00	
COMPUTER IN1	Set	SYNC ON G OFF	BE EF	03	06 00	5E D7	01 00	10 20	02 00	
		Get	BE EF	03	06 00	0D D6	02 00	10 20	00 00	
		AUTO	BE EF	03	06 00	32 D7	01 00	11 20	03 00	
	Set	SYNC ON G OFF	BE EF	03	06 00	A2 D6	01 00	11 20	02 00	
COMPUTER IN2		MONITOR OUT	BEEF	03	06 00	02 D0	01 00	11 20	08 00	
		Get	BE EE	03	06 00	F1 D7	02 00	11 20	00 00	
		OFF	BE EF	03	06 00	3B C2	01 00	50.30	00 00	
FRAME LOCK –	Set	ON	BE EF	03	06 00	AB C3	01 00	50 30	01 00	
COMPUTER IN1		Get	BE EF	03	06 00	08 C2	02 00	50 30	00.00	
		OFF	BE EF	03	06 00	0B C3	01 00	54 30	00 00	
FRAME LOCK -	Set		BE EF	03	06 00	9B C2	01 00	54 30	01 00	
COMPUTER IN2		Get	BE EF	03	00 00	38 C3	02 00	54 30	00.00	
				03	06 00	75 02	02 00	53 30	00 00	
FRAME LOCK -	Set			03	06.00	FE C3	01.00	53 30	00 00	
HDMI1		Cot		03	00 00	40.02	0100	52 20	01.00	
		Gel		03	06.00	40.02	02 00	53 30	00 00	
FRAME LOCK -	Set	OFF	BEEF	03	00 00	97.00	01.00	5D 30	00 00	
HDMI2		ON On	BEEF	03	06 00	07 01	01 00	5D 30	01 00	
		Get	BEEF	03	06 00	A4 C0	02.00	50 30	00.00	
		Get	BE EF	03	06 00	D0 D0	02 00	0A 30	00 00	
D-ZOOM		Increment	BE EF	03	06 00	B6 D0	04 00	0A 30	00 00	
		Decrement	BE EF	03	06 00	67 D1	05 00	0A 30	00 00	
D-ZOOM Reset		Execute	BE EF	03	06 00	98 C9	06 00	70 70	00 00	
		Get	BE EF	03	06 00	2C D1	02 00	0B 30	00 00	
D-SHIFT V		Increment	BE EF	03	06 00	4A D1	04 00	0B 30	00 00	
	Decrement		BE EF	03	06 00	9B D0	05 00	0B 30	00 00	

Namoo		Description Turns		loodo			Command Data			
inames		operation Type		reade	1	CRC	Action	Туре	Setting code	
D-SHIFT V Reset		Execute	BE EF	03	06 00	A8 C8	06 00	74 70	00 00	
		Get	BE EF	03	06 00	58 D0	02 00	0C 30	00 00	
D-SHIFT H		Increment	BE EF	03	06 00	3E D0	04 00	0C 30	00 00	
		Decrement	BE EF	03	06 00	EF D1	05 00	0C 30	00 00	
D-SHIFT H Reset		Execute	BE EF	03	06 00	54 C9	06 00	75 70	00 00	
PICTURE		TOP	BE EF	03	06 00	02 D0	01 00	09 20	02 00	
POSITION	Set	MIDDLE	BE EF	03	06 00	62 D1	01 00	09 20	00 00	
(CP-AX2503,		BOTTOM	BE EF	03	06 00	F2 D0	01 00	09 20	01 00	
CP-AX3003, CP-AX3503)		Get	BE EF	03	06 00	51 D1	02 00	09 20	00 00	
		RIGHT	BE EF	03	06 00	46 D5	01 00	1E 20	01 00	
	Set	MIDDLE	BE EF	03	06 00	D6 D4	01 00	1E 20	00 00	
(CP-AW2505, CP-AW3003)		LEFT	BE EF	03	06 00	B6 D5	01 00	1E 20	02 00	
		Get	BE EF	03	06 00	E5 D4	02 00	1E 20	00 00	
		Get	BE EF	03	06 00	B9 D3	02 00	07 20	00 00	
KEYSTONE V		Increment	BE EF	03	06 00	DF D3	04 00	07 20	00 00	
		Decrement	BE EF	03	06 00	0E D2	05 00	07 20	00 00	
KEYSTONE V Reset		Execute	BE EF	03	06 00	08 D0	06 00	0C 70	00 00	
		Get	BE EF	03	06 00	E9 D0	02 00	0B 20	00 00	
KEYSTONE H		Increment	BE EF	03	06 00	8F D0	04 00	0B 20	00 00	
		Decrement	BE EF	03	06 00	5E D1	05 00	0B 20	00 00	
KEYSTONE H Reset		Execute		03	06 00	98 D8	06 00	20 70	00 00	
	Cat	Disable	BE EF	03	06 00	FE 88	01 00	20 21	00 00	
PERFECT FIT	Sei	Enable	BE EF	03	06 00	6E 89	01 00	20 21	01 00	
		Get	BE EF	03	06 00	CD 88	02 00	20 21	00 00	
		Get	BE EF	03	06 00	31 89	02 00	21 21	00 00	
		Increment	BE EF	03	06 00	57 89	04 00	21 21	00 00	
		Decrement	BE EF	03	06 00	86 88	05 00	21 21	00 00	
		Get	BE EF	03	06 00	75 89	02 00	22 21	00 00	
		Increment	BE EF	03	06 00	13 89	04 00	22 21	00 00	
		Decrement	BE EF	03	06 00	C2 88	05 00	22 21	00 00	
		Get	BE EF	03	06 00	89 88	02 00	23 21	00 00	
Right Top -H		Increment	BE EF	03	06 00	EF 88	04 00	23 21	00 00	
		Decrement	BE EF	03	06 00	3E 89	05 00	23 21	00 00	
		Get	BE EF	03	06 00	FD 89	02 00	24 21	00 00	
Right Top -V		Increment	BE EF	03	06 00	9B 89	04 00	24 21	00 00	
Tright Top = V		Decrement	BE EF	03	06 00	4A 88	05 00	24 21	00 00	
		Get	BE EF	03	06 00	01 88	02 00	25 21	00 00	
		Increment	BE EF	03	06 00	67 88	04 00	25 21	00 00	
		Decrement	BE EF	03	06 00	B6 89	05 00	25 21	00 00	
DERECT EIT		Get	BE EF	03	06 00	45 88	02 00	26 21	00 00	
Left Bottom -V		Increment	BE EF	03	06 00	23 88	04 00	26 21	00 00	
		Decrement	BE EF	03	06 00	F2 89	05 00	26 21	00 00	
		Get	BE EF	03	06 00	B9 89	02 00	27 21	00 00	
Right Bottom -H		Increment	BE EF	03	06 00	DF 89	04 00	27 21	00 00	
Right Bottom -H		Decrement	BE EF	03	06 00	0E 88	05 00	27 21	00 00	

Namaa						-		Command Data			
Names		operation Type		F	leade	ſ	CRC	Action	Туре	Setting code	
		Get	BE	EF	03	06 00	AD 8A	02 00	28 21	00 00	
PERFECT FIT		Increment	BE	EF	03	06 00	CB 8A	04 00	28 21	00 00	
Right Bottom -v		Decrement	BE	EF	03	06 00	1A 8B	05 00	28 21	00 00	
PERFECT FIT All Corners Reset		Execute	BE	EF	03	06 00	D5 8A	06 00	29 21	00 00	
PERFECT		Get	BE	EF	03	06 00	31 97	02 00	41 21	00 00	
FIT Left Side		Increment	BE	EF	03	06 00	57 97	04 00	41 21	00 00	
Distortion		Decrement	BE	EF	03	06 00	86 96	05 00	41 21	00 00	
PERFECT		Get	BE	EF	03	06 00	75 97	02 00	42 21	00 00	
FIT Right Side		Increment	BE	EF	03	06 00	13 97	04 00	42 21	00 00	
Distortion		Decrement	BE	EF	03	06 00	C2 96	05 00	42 21	00 00	
PERFECT		Get	BE	EF	03	06 00	89 96	02 00	43 21	00 00	
FIT Distortion		Increment	BE	EF	03	06 00	EF 96	04 00	43 21	00 00	
Position V		Decrement	BE	EF	03	06 00	3E 97	05 00	43 21	00 00	
PERFECT		Get	BE	EF	03	06 00	FD 97	02 00	44 21	00 00	
FIT Top Side		Increment	BE	EF	03	06 00	9B 97	04 00	44 21	00 00	
Distortion		Decrement	BE	EF	03	06 00	4A 96	05 00	44 21	00 00	
PERFECT FIT		Get	BE	EF	03	06 00	01 96	02 00	45 21	00 00	
Bottom Side		Increment	BE	EF	03	06 00	67 96	04 00	45 21	00 00	
Distortion		Decrement	BE	EF	03	06 00	B6 97	05 00	45 21	00 00	
PERFECT		Get	BE	EF	03	06 00	45 96	02 00	46 21	00 00	
FIT Distortion		Increment	BE	EF	03	06 00	23 96	04 00	46 21	00 00	
Position H		Decrement	BE	EF	03	06 00	F2 97	05 00	46 21	00 00	
PERFECT FIT All Sides Reset		Execute	BE	EF	03	06 00	3D 96	06 00	47 21	00 00	
PERFECT FIT Memory Save-1		Execute	BE	EF	03	06 00	29 95	06 00	48 21	00 00	
PERFECT FIT Memory Save-2		Execute	BE	EF	03	06 00	D5 94	06 00	49 21	00 00	
PERFECT FIT Memory Save-3		Execute	BE	EF	03	06 00	91 94	06 00	4A 21	00 00	
PERFECT FIT Memory Load-1		Execute	BE	EF	03	06 00	6D 95	06 00	4B 21	00 00	
PERFECT FIT Memory Load-2		Execute	BE	EF	03	06 00	19 94	06 00	4C 21	00 00	
PERFECT FIT Memory Load-3		Execute	BE	EF	03	06 00	E5 95	06 00	4D 21	00 00	
	Sat	OFF	BE	EF	03	06 00	FB 27	01 00	10 33	00 00	
AUTO ECO	Set	ON	BE	EF	03	06 00	6B 26	01 00	10 33	01 00	
WIODL		Get	BE	EF	03	06 00	C8 27	02 00	10 33	00 00	
		NORMAL	BE	EF	03	06 00	3B 23	01 00	00 33	00 00	
		ECO	BE	EF	03	06 00	AB 22	01 00	00 33	01 00	
ECO MODE	Set	INTELLIGENT ECO	BE	EF	03	06 00	FB 2E	01 00	00 33	10 00	
		SAVER	BE	EF	03	06 00	FB 3A	01 00	00 33	20 00	
		Get	BE	EF	03	06 00	08 23	02 00	00 33	00 00	
		FRONT / DESKTOP	BE	EF	03	06 00	C7 D2	01 00	01 30	00 00	
	Set	REAR / DESKTOP	BE	EF	03	06 00	57 D3	01 00	01 30	01 00	
INSTALLATION	000	REAR / CEILING	BE	EF	03	06 00	A7 D3	01 00	01 30	02 00	
		FRONT / CEILING	BE	EF	03	06 00	37 D2	01 00	01 30	03 00	
		Get	BE	EF	03	06 00	F4 D2	02 00	01 30	00 00	

Namoo		Description Type		loodo			Command Data			
inames		peration type	r r	reaue	1	CRC	Action	Туре	Setting code	
		NORMAL	BE EF	03	06 00	D6 D2	01 00	01 60	00 00	
STANDBY	Set	SAVING	BE EF	03	06 00	46 D3	01 00	01 60	01 00	
MODE	- '	Get	BE EF	03	06 00	E5 D2	02 00	01 60	00 00	
		COMPUTER IN1	BE EF	03	06 00	3E F4	01 00	B0 20	00 00	
MONITOR OUT -	Set	OFF	BE EF	03	06 00	CE B5	01 00	B0 20	FF 00	
COMPUTER IN1		Get	BE EF	03	06 00	0D F4	02 00	B0 20	00 00	
		COMPUTER IN1	BE EF	03	06 00	C2 F5	01 00	B1 20	00 00	
MONITOR OUT	Set	OFF	BE EF	03	06 00	32 B4	01 00	B1 20	FF 00	
- VIDEO		Get	BE EF	03	06 00	F1 F5	02 00	B1 20	00 00	
	<u> </u>	COMPUTER IN1	BE EF	03	06 00	7A F4	01 00	B3 20	00 00	
MONITOR OUT	Set	OFF	BE EF	03	06 00	8A B5	01 00	B3 20	FF 00	
- HDMI1		Get	BE EF	03	06 00	49 F4	02 00	B3 20	00 00	
		COMPUTER IN1	BE EF	03	06 00	92 F6	01 00	BD 20	00 00	
MONITOR OUT	Set	OFF	BE EF	03	06 00	62 B7	01 00	BD 20	FF 00	
- HDMI2		Get	BE EF	03	06 00	A1 F6	02 00	BD 20	00 00	
		COMPUTER IN1	BE EF	03	06 00	1A F6	01 00	BB 20	00 00	
MONITOR OUT	Set	OFF	BE EF	03	06 00	EA B7	01 00	BB 20	FF 00	
- LAN		Get	BE EF	03	06 00	29 F6	02 00	BB 20	00 00	
		COMPUTER IN1	BE EF	03	06 00	B6 F4	01 00	B6 20	00 00	
MONITOR OUT-	Set	OFF	BE EF	03	06 00	46 B5	01 00	B6 20	FF 00	
USBITTPEA	Get		BE EF	03	06 00	85 F4	02 00	B6 20	00 00	
MONITOR OUT - USB TYPE B		COMPUTER IN1	BE EF	03	06 00	6E F7	01 00	BC 20	00 00	
	Set	OFF	BE EF	03	06 00	9E B6	01 00	BC 20	FF 00	
		Get	BE EF	03	06 00	5D F7	02 00	BC 20	00 00	
		COMPUTER IN1	BE EF	03	06 00	2A F7	01 00	BF 20	00 00	
MONITOR OUT	Set	OFF	BE EF	03	06 00	DA B6	01 00	BF 20	FF 00	
- STANDBY		Get	BE EF	03	06 00	19 F7	02 00	BF 20	00 00	
		Get	BE EF	03	06 00	CD CC	02 00	60 20	00 00	
VOLUME -	Increment		BE EF	03	06 00	AB CC	04 00	60 20	00 00	
COMPUTER IN1	Decrement		BE EF	03	06 00	7A CD	05 00	60 20	00 00	
		Get	BE EF	03	06 00	FD CD	02 00	64 20	00 00	
VOLUME -		Increment	BE EF	03	06 00	9B CD	04 00	64 20	00 00	
COMPUTER IN2		Decrement	BE EF	03	06 00	4A CC	05 00	64 20	00 00	
		Get	BE EF	03	06 00	31 CD	02 00	61 20	00 00	
VOLUME -		Increment	BE EF	03	06 00	57 CD	04 00	61 20	00 00	
VIDEO		Decrement	BE EF	03	06 00	86 CC	05 00	61 20	00 00	
		Get	BE EF	03	06 00	89 CC	02 00	63 20	00 00	
VOLUME -		Increment	BE EF	03	06 00	EF CC	04 00	63 20	00 00	
HDIVIT		Decrement	BE EF	03	06 00	3E CD	05 00	63 20	00 00	
		Get	BE EF	03	06 00	61 CE	02 00	6D 20	00 00	
VOLUME -		Increment	BE EF	03	06 00	07 CE	04 00	6D 20	00 00	
HDIVIIZ		Decrement	BE EF	03	06 00	D6 CF	05 00	6D 20	00 00	
		Get	BE EF	03	06 00	E9 CE	02 00	6B 20	00 00	
VOLUME - LAN		Increment	BE EF	03	06 00	8F CE	04 00	6B 20	00 00	
		Decrement	BE EF	03	06 00	5E CF	05 00	6B 20	00 00	
		Get	BE EF	03	06 00	45 CC	02 00	66 20	00 00	
VULUME - USB		Increment	BE EF	03	06 00	23 CC	04 00	66 20	00 00	
IYPEA		Decrement	BE EF	03	06 00	F2 CD	05 00	66 20	00 00	
		Get	BE EF	03	06 00	9D CF	02 00	6C 20	00 00	
VOLUME - USB		Increment	BE EF	03	06 00	FB CF	04 00	6C 20	00 00	
ITPEB	-	Decrement	BE EF	03	06 00	2A CE	05 00	6C 20	00 00	

(continued on next page)

							Command Data			
Names		Operation Type	F	leade	er	CRC	Action	Туре	Setting code	
		Get	BE EE	03	06.00	D9 CF	02 00	6F 20	00.00	
VOLUME -		Increment	BE EF	03	06 00	BE CE	02 00	6F 20	00 00	
STANDBY		Decrement	BE EF	03	06 00	6F CF	05 00	6F 20	00 00	
		OFF	BE EF	03	06 00	46 D3	01 00	02 20	00 00	
MUTE	Set	ON	BE EE	03	06 00	D6 D2	01 00	02 20	01 00	
		Get	BE EF	03	06 00	75 D3	02 00	02 20	00 00	
		ON	BE EF	03	06 00	FF D4	01 00	1C 20	01 00	
SPEAKER	Set	OFF	BE EF	03	06 00	6F D5	01 00	1C 20	00 00	
		Get	BE EF	03	06 00	5D D5	02 00	1C 20	00 00	
			BE EF	03	06 00	6F DC	01 00	30 20	01 00	
AUDIO	Set	AUDIO IN2	BE EF	03	06 00	9F DC	01 00	30 20	02 00	
SOURCE -	000	OFF	BE EF	03	06 00	FF DD	01 00	30 20	00 00	
COMPUTER IN1		Get	BE EF	03	06 00		02 00	30 20	00 00	
			BE EE	03	06 00		01 00	34 20	01 00	
AUDIO	Sot		BE EE	03	06 00		01 00	34 20	02.00	
SOURCE -	000		BE EE	03	00 00		01 00	34 20	02 00	
COMPUTER IN2		Get	BE EE	03	00 00		02 00	34 20	00 00	
				03	00 00		02 00	38.20	00 00	
				03	00 00		01.00	38.20	00 00	
	Set			03	00 00		01.00	38.20	01.00	
				03	00 00		01.00	38.20	11 00	
		Cot		03	00 00		01.00	38.20	00.00	
				03	00 00		02 00	26 20	00 00	
				03	00 00		01.00	30 20	00 00	
	Set			03	00 00		01.00	36.20	01.00	
				03	00 00		01.00	26 20	10.00	
		AUDIO USB TIFE A		03	00 00		01.00	30 20	10 00	
		OFF		03	00 00		02 00	30 20	00 00	
				03	00 00		01.00	30 20	00 00	
	Set			03	00 00		01.00	30 20	0100	
TVDE B				03	00 00		01.00	30 20	12.00	
		AUDIO USB I TPE B		03	06.00		01.00	30 20	12 00	
		OFF		03	00 00		02 00	30 20	00 00	
				03	00 00		01.00	22 20	00 00	
	Set			03	00 00		01.00	33 20	0100	
				03	00 00		01.00	22 20	20.00	
				03	00 00	00 DD	01.00	22 20	20 00	
		OEE		03	00 00	69 DD	02 00	20 20	00 00	
				03	00 00		01.00	3D 20	00 00	
SOURCE	Set			03	00 00	22 DE	01.00	30 20	01.00	
HDMI2				03	00 00	32 DE	01.00	3D 20	02 00	
TIDIVIIZ				03	06.00	02 C7	01.00	3D 20	2100	
				03	00 00		02 00	30 20	00 00	
AUDIO	Sat		DE EF	03	00 00	92 DD	01 00	21 20	01 00	
SOURCE -	Sei			03	00 00	02 00	01 00	31 20	02 00	
VIDEO				03		02 DC	01 00	21 20		
				03	06 00		02 00	3E 20	01 00	
AUDIO	Sat		DE EF	03	00 00		01 00	3E 20		
SOURCE -	Set		DE EF	03			01 00	3F 20	02 00	
STANDBY			DE EF	03	00 00		01 00	3F 20	00 00	
		Gei	DE EF	00			UZ UU	JF 20	00 00	

RS-232C Communication / Network command table (c	continued)
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Namoa	Operation Type		Header				Command Data		
Indiffes						CRC	Action	Туре	Setting code
		Get	BE EF	03	06 00	75 F1	02 00	A2 20	00 00
MIC VOLUME		Increment	BE EF	03	06 00	13 F1	04 00	A2 20	00 00
		Decrement	BE EF	03	06 00	C2 F0	05 00	A2 20	00 00
		ENGLISH	BE EF	03	06 00	F7 D3	01 00	05 30	00 00
		FRANÇAIS	BE EF	03	06 00	67 D2	01 00	05 30	01 00
		DEUTSCH	BE EF	03	06 00	97 D2	01 00	05 30	02 00
		ESPAÑOL	BE EF	03	06 00	07 D3	01 00	05 30	03 00
		ITALIANO	BE EF	03	06 00	37 D1	01 00	05 30	04 00
		NORSK	BE EF	03	06 00	A7 D0	01 00	05 30	05 00
		NEDERLANDS	BE EF	03	06 00	57 D0	01 00	05 30	06 00
		PORTUGUÊS	BE EF	03	06 00	C7 D1	01 00	05 30	07 00
		日本語	BE EF	03	06 00	37 D4	01 00	05 30	08 00
		简体中文	BE EF	03	06 00	A7 D5	01 00	05 30	09 00
		繁體中文	BE EF	03	06 00	37 DE	01 00	05 30	10 00
		한글	BE EF	03	06 00	57 D5	01 00	05 30	0A 00
		SVENSKA	BE EF	03	06 00	C7 D4	01 00	05 30	0B 00
		РУССКИЙ	BE EF	03	06 00	F7 D6	01 00	05 30	0C 00
		SUOMI	BE EF	03	06 00	67 D7	01 00	05 30	
		POLSKI	BE EF	03	06 00	97 D7	01 00	05 30	0E 00
	Set	TÜRKCE	BE EF	03	06 00	07 D6	01 00	05 30	0E 00
		DANSK	BE EF	03	06 00	A7 DF	01 00	05 30	11 00
EAROOAGE		ČESKY	BE EF	03	06 00	57 DF	01 00	05 30	12 00
		MAGYAR	BE EE	03	06 00		01 00	05 30	12 00
		ROMÂNĂ	BE EF	03	06 00	F7 DC	01 00	05 30	14 00
		SLOVENSKI	BE EF	03	06 00	67 DD	01 00	05 30	15 00
			BE EF	03	06 00	97 00	01 00	05 30	16 00
		EVVHNIKA	BE EF	03	06 00		01 00	05 30	17 00
			BE EE	03	06 00	67 DC	01 00	05 30	17 00
		FESTI	BE EE	03	06 00	67 D8	01 00	05 30	10 00
			BE EE	03	00 00	07 D0	01 00	05 30	13 00
		1900		03	00 00		01 00	05 30	1R 00
				03	00 00	07 D9	01 00	05 30	10 00
		ميېرىن معنان		03	00 00		01 00	05 30	
				03	00 00		01 00	05 30	15 00
				03	00 00		01 00	05 30	1E 00
				03	00 00		01 00	05 30	1F 00
			DE EF	03	06 00	37 CA	01 00	05 30	20 00
	NOT	Gel E) Not all of the lang		U3 hia tah		C4 D3	02 00	05 30	00 00
	NUT			02			02.00	15 20	00.00
MENU		Gel	DE EF	03	00 00	04 D7	02 00	15 30	00 00
POSITION H	Increment		BE EF	03	06 00	62 D7	04 00	15 30	00 00
		Decrement	DE EF	03	00 00	B3 D0	05 00	15 30	00 00
MENU POSITION H		Everyte		02	00.00		06.00	42 70	00.00
		Execute	DE EF	03	00 00		00 00	43 /0	00 00
110301		Get	RE EE	03	06.00	40 07	02 00	16 30	00.00
MENU		Increment	DE EF	03	00 00	40 D7	02 00	16 20	
POSITION V		Decrement	BE EE	03	00 00	E7 D6	04 00	16 30	
		Decrement	DL EF	03	00 00		05 00	10.30	00 00
POSITION V Reset		Execute	BE EF	03	06 00	A8 C7	06 00	44 70	00 00

Nomoo	Names Operation Type		Header			Command Data			
names			eration Type Header CRC		CRC	Action	Туре	Setting code	
		MyScreen	BE EF	03	06 00	FB CA	01 00	00 30	20 00
		ORIGINAL	BE EF	03	06 00	FB E2	01 00	00 30	40 00
BLANK	Set	BLUE	BE EF	03	06 00	CB D3	01 00	00 30	03 00
DEANIX		WHITE	BE EF	03	06 00	6B D0	01 00	00 30	05 00
		BLACK	BE EF	03	06 00	9B D0	01 00	00 30	06 00
		Get	BE EF	03	06 00	08 D3	02 00	00 30	00 00
	Set	OFF	BE EF	03	06 00	FB D8	01 00	20 30	00 00
BLANK On/Off		ON	BE EF	03	06 00	6B D9	01 00	20 30	01 00
		Get	BE EF	03	06 00	C8 D8	02 00	20 30	00 00
		BLUE	BE EF	03	06 00	67 D1	01 00	0D 30	03 00
ALITO BLANK	Set	WHITE	BE EF	03	06 00	C7 D2	01 00	0D 30	05 00
		BLACK	BE EF	03	06 00	37 D2	01 00	0D 30	06 00
		Get	BE EF	03	06 00	A4 D1	02 00	0D 30	00 00
		MyScreen	BE EF	03	06 00	CB CB	01 00	04 30	20 00
START UP	Set	ORIGINAL	BE EF	03	06 00	0B D2	01 00	04 30	00 00
		OFF	BE EF	03	06 00	9B D3	01 00	04 30	01 00
		Get	BE EF	03	06 00	38 D2	02 00	04 30	00 00
	Set	OFF	BE EF	03	06 00	3B EF	01 00	C0 30	00 00
MyScreen Lock	001	ON	BE EF	03	06 00	AB EE	01 00	C0 30	01 00
		Get	BE EF	03	06 00	08 EF	02 00	C0 30	00 00
	Set	OFF	BE EF	03	06 00	8F D6	01 00	17 30	00 00
MESSAGE		ON	BE EF	03	06 00	1F D7	01 00	17 30	01 00
		Get	BE EF	03	06 00	BC D6	02 00	17 30	00 00
		TEST PATTERN	BE EF	03	06 00	43 D9	01 00	22 30	00 00
		DOT-LINE1	BE EF	03	06 00	D3 D8	01 00	22 30	01 00
		DOT-LINE2	BE EF	03	06 00	23 D8	01 00	22 30	02 00
		DOT-LINE3	BE EF	03	06 00	B3 D9	01 00	22 30	03 00
TEMPI ATE	Set	DOT-LINE4	BE EF	03	06 00	83 DB	01 00	22 30	04 00
		CIRCLE 1	BE EF	03	06 00	13 DA	01 00	22 30	05 00
		CIRCLE 2	BE EF	03	06 00	E3 DA	01 00	22 30	06 00
		MAP 1	BE EF	03	06 00	83 D4	01 00	22 30	10 00
		MAP 2	BE EF	03	06 00	13 D5	01 00	22 30	11 00
		Get	BE EF	03	06 00	70 D9	02 00	22 30	00 00
TEMPLATE On/	Set	OFF	BE EF	03	06 00	BF D8	01 00	23 30	00 00
		ON	BE EF	03	06 00	2F D9	01 00	23 30	01 00
		Get	BE EF	03	06 00	8C D8	02 00	23 30	00 00
		OFF	BE EF	03	06 00	FA 62	01 00	00 37	00 00
	Set	ON	BE EF	03	06 00	6A 63	01 00	00 37	01 00
C. C DISI LAT		AUTO	BE EF	03	06 00	9A 63	01 00	00 37	02 00
	ļ	Get	BE EF	03	06 00	C9 62	02 00	00 37	00 00
	Set	CAPTIONS	BE EF	03	06 00	06 63	01 00	01 37	00 00
C. C MODE		TEXT	BE EF	03	06 00	96 62	01 00	01 37	01 00
	ļ,	Get	BE EF	03	06 00	35 63	02 00	01 37	00 00
		1	BE EF	03	06 00	D2 62	01 00	02 37	01 00
CC-	Set	2	BE EF	03	06 00	22 62	01 00	02 37	02 00
CHANNEL		3	BE EF	03	06 00	B2 63	01 00	02 37	03 00
S LL		4	BE EF	03	06 00	82 61	01 00	02 37	04 00
		Get	BE EF	03	06 00	71 63	02 00	02 37	00 00

Namos			Header CRC			Command Data			
Names Operation Type		peration type				CRC	Action	Туре	Setting code
	Cat	OFF	BE EF	03	06 00	B6 D6	01 00	16 20	00 00
AUTO SEARCH	Set	ON	BE EF	03	06 00	26 D7	01 00	16 20	01 00
		Get	BE EF	03	06 00	85 D6	02 00	16 20	00 00
DIDEOT	Cat	OFF	BE EF	03	06 00	3B 89	01 00	20 31	00 00
	Sei	ON	BE EF	03	06 00	AB 88	01 00	20 31	01 00
POWERON		Get	BE EF	03	06 00	08 89	02 00	20 31	00 00
		Get	BE EF	03	06 00	08 86	02 00	10 31	00 00
AUTOPOWER		Increment	BE EF	03	06 00	6E 86	04 00	10 31	00 00
		Decrement	BE EF	03	06 00	BF 87	05 00	10 31	00 00
	Cat	MOUSE	BE EF	03	06 00	FF 23	01 00	50 26	00 00
USB TYPE B	Sei	USB DISPLAY	BE EF	03	06 00	6F 22	01 00	50 26	01 00
		Get	BE EF	03	06 00	CC 23	02 00	50 26	00 00
LAMP TIME		Get	BE EF	03	06 00	C2 FF	02 00	90 10	00 00
LAMP TIME Reset		Execute	BE EF	03	06 00	58 DC	06 00	30 70	00 00
FILTER TIME		Get	BE EF	03	06 00	C2 F0	02 00	A0 10	00 00
FILTER TIME Reset		Execute	BE EF	03	06 00	98 C6	06 00	40 70	00 00
		COMPUTER IN1	BE EF	03	06 00	3A 33	01 00	00 36	00 00
		COMPUTER IN2	BE EF	03	06 00	FA 31	01 00	00 36	04 00
		LAN	BE EF	03	06 00	0A 34	01 00	00 36	0B 00
		USB TYPE A	BE EF	03	06 00	9A 30	01 00	00 36	06 00
		USB TYPE B	BE EF	03	06 00	3A 36	01 00	00 36	0C 00
		HDMI1	BE EF	03	06 00	CA 33	01 00	00 36	03 00
		HDMI2	BE EF	03	06 00	AA 37	01 00	00 36	0D 00
		VIDEO	BE EF	03	06 00	AA 32	01 00	00 36	01 00
		SLIDESHOW	BE EF	03	06 00	9A 2B	01 00	00 36	22 00
	Cat	MY IMAGE	BE EF	03	06 00	5A 3D	01 00	00 36	16 00
MY BUTTON-1	Sel	MESSENGER	BE EF	03	06 00	AA 29	01 00	00 36	25 00
		INFORMATION	BE EF	03	06 00	FA 3E	01 00	00 36	10 00
		MY MEMORY	BE EF	03	06 00	9A 3F	01 00	00 36	12 00
		ACTIVE IRIS	BE EF	03	06 00	AA 3D	01 00	00 36	15 00
		PICTURE MODE	BE EF	03	06 00	0A 3E	01 00	00 36	13 00
		FILTER RESET	BE EF	03	06 00	3A 3C	01 00	00 36	14 00
		RESOLUTION	BE EF	03	06 00	9A 3A	01 00	00 36	1E 00
		MIC VOLUME	BE EF	03	06 00	9A 24	01 00	00 36	36 00
		ECO MODE	BE EF	03	06 00	0A 25	01 00	00 36	37 00
		SAVER MODE	BE EF	03	06 00	6A 21	01 00	00 36	39 00
		Get	BE EF	03	06 00	09 33	02 00	00 36	00 00

Names Operation Type		Header				Command Data			
Indifies		peration type	Г	CRC			Action	Туре	Setting code
		COMPUTER IN1	BE EF	03	06 00	C6 32	01 00	01 36	00 00
		COMPUTER IN2	BE EF	03	06 00	06 30	01 00	01 36	04 00
		LAN	BE EF	03	06 00	F6 35	01 00	01 36	0B 00
		USB TYPE A	BE EF	03	06 00	66 31	01 00	01 36	06 00
		USB TYPE B	BE EF	03	06 00	C6 37	01 00	01 36	0C 00
		HDMI1	BE EF	03	06 00	36 32	01 00	01 36	03 00
		HDMI2	BE EF	03	06 00	56 36	01 00	01 36	0D 00
		VIDEO	BE EF	03	06 00	56 33	01 00	01 36	01 00
		SLIDESHOW	BE EF	03	06 00	66 2A	01 00	01 36	22 00
	0-4	MY IMAGE	BE EF	03	06 00	A6 3C	01 00	01 36	16 00
MY BUTTON-2	Set	MESSENGER	BE EF	03	06 00	56 28	01 00	01 36	25 00
		INFORMATION	BE EF	03	06 00	06 3F	01 00	01 36	10 00
		MY MEMORY	BE EF	03	06 00	66 3E	01 00	01 36	12 00
		ACTIVE IRIS	BE EF	03	06 00	56 3C	01 00	01 36	15 00
		PICTURE MODE	BE EF	03	06 00	F6 3F	01 00	01 36	13 00
		FILTER RESET	BE EF	03	06 00	C6 3D	01 00	01 36	14 00
		RESOLUTION	BE EF	03	06 00	66 3B	01 00	01 36	1E 00
		MIC VOLUME	BE EF	03	06 00	66 25	01 00	01 36	36 00
		ECO MODE	BE EF	03	06 00	F6 24	01 00	01 36	37 00
		SAVER MODE	BE EF	03	06 00	96 20	01 00	01 36	39 00
		Get	BE EF	03	06 00	F5 32	02 00	01 36	00 00
M 16 D 10	Get		BE EF	03	06 00	C8 D7	02 00	10 30	00 00
Magnify Position	Increment		BE EF	03	06 00	AE D7	04 00	10 30	00 00
н	Decrement		BE EF	03	06 00	7F D6	05 00	10 30	00 00
	Get		BE EF	03	06 00	34 D6	02 00	11 30	00 00
Magnify Position	Increment		BE EF	03	06 00	52 D6	04 00	11 30	00 00
v		Decrement	BE EF	03	06 00	83 D7	05 00	11 30	00 00
DEMOTE	Set	OFF	BE EF	03	06 00	FF 32	01 00	00 26	00 00
REMOTE		ON	BE EF	03	06 00	6F 33	01 00	00 26	01 00
FRONT		Get	BE EF	03	06 00	CC 32	02 00	00 26	00 00
REMOTE TOP	0	OFF	BE EF	03	06 00	47 33	01 00	02 26	00 00
	Set	ON	BE EF	03	06 00	D7 32	01 00	02 26	01 00
		Get	BE EF	03	06 00	74 33	02 00	02 26	00 00
	Cat	OFF	BE EF	03	06 00	FF 3D	01 00	30 26	00 00
REMOTE FREQ.	Sei	ON	BE EF	03	06 00	6F 3C	01 00	30 26	01 00
NURIVIAL		Get	BE EF	03	06 00	CC 3D	02 00	30 26	00 00
	Cat	OFF	BE EF	03	06 00	03 3C	01 00	31 26	00 00
	Set	ON	BE EF	03	06 00	93 3D	01 00	31 26	01 00
HIGH		Get	BE EF	03	06 00	30 3C	02 00	31 26	00 00

	RS-232C C	ommunication /	Network of	command t	table (continued)
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Namoa	Operation Type		Header				Command Data		
Indifies			Cleader Cl			CRC	Action	Туре	Setting code
		OFF	BE EF	03	06 00	3A C3	01 00	00 35	00 00
		IMAGE-1	BE EF	03	06 00	AA C2	01 00	00 35	01 00
	Set	IMAGE-2	BE EF	03	06 00	5A C2	01 00	00 35	02 00
INIT IMAGE		IMAGE-3	BE EF	03	06 00	CA C3	01 00	00 35	03 00
		IMAGE-4	BE EF	03	06 00	FA C1	01 00	00 35	04 00
		Get	BE EF	03	06 00	09 C3	02 00	00 35	00 00
MY IMAGE IMAGE-1 Delete		Execute	BE EF	03	06 00	71 C3	06 00	01 35	00 00
MY IMAGE IMAGE-2 Delete	Execute		BE EF	03	06 00	35 C3	06 00	02 35	00 00
MY IMAGE IMAGE-3 Delete	Execute		BE EF	03	06 00	C9 C2	06 00	03 35	00 00
MY IMAGE IMAGE-4 Delete	Execute		BE EF	03	06 00	BD C3	06 00	04 35	00 00
	Get		BE EF	03	06 00	CD C3	02 00	50 20	00 00
VOLUME - ALL	Increment		BE EF	03	06 00	AB C3	04 00	50 20	00 00
		Decrement	BE EF	03	06 00	7A C2	05 00	50 20	00 00
	Sot	Disable	BE EF	03	06 00	BA F0	01 00	A3 20	00 00
	Sei	Enable	BE EF	03	06 00	2A F1	01 00	A3 20	01 00
		Get	BE EF	03	06 00	89 F0	02 00	A3 20	00 00
USB TYPE A	Sot	Disable	BE EF	03	06 00	CE F1	01 00	A4 20	00 00
SOUND	Set	Enable	BE EF	03	06 00	5E F0	01 00	A4 20	01 00
ENABLE		Get	BE EF	03	06 00	FD F1	02 00	A4 20	00 00
USB TYPE B	Sat	Disable	BE EF	03	06 00	32 F0	01 00	A5 20	00 00
SOUND	Sel	Enable	BE EF	03	06 00	A2 F1	01 00	A5 20	01 00
ENABLE		Get	BE EF	03	06 00	01 F0	02 00	A5 20	00 00

PJLink command

Commands	Control Description	Parameter or Response
		0 = Standby
POWR	Power Contorol	1 = Power On
		0 = Standby
POWR ?	Power Status inquiry	1 = Power On
		2 = Cool Down
		11 = COMPUTER IN 1
		12 = COMPUTER IN 2
		23 = VIDEO
	Input Course coloction	31 = HDMI1
INPT	input Source selection	33 = HDMI2
		41 = USB TYPE A
		51 = LAN
		52 = USB TYPE B
		11 = COMPUTER IN 1
	Input Source inquiry	12 = COMPUTER IN 2
		23 = VIDEO
		31 = HDMI1
		33 = HDMI2
		41 = USB TYPE A
		51 = LAN
		52 = USB TYPE B
		10 = BLANK off
		11 = BLANK on
	AV Mute	20 = Mute off
AVIVII		21 = Mute on
		30 = AV Mute off
		31 = AV Mute on
		10 = BLANK off
		11 = BLANK on
	A) / Muto inquir:	20 = Mute off
	Av mate inquiry	21 = Mute on
		30 = AV Mute off
		31 = AV Mute on

Commands	Control Description	Parameter or Response				
		1st byte: Refers to Fan error; one of 0 to 2				
		2nd byte: Refers to Lamp error; one of 0 to 2				
		3rd byte: Refers to Temptrature error; one of 0 to 2				
		4th byte: Refers to Cover error; one of 0 to 2				
ERST ?	Error Status inquiry	5th byte: Refers to Filter error; one of 0 to 2				
		6th byte: Refers to Other error; one of 0 to 2				
		The mearning of 0 to 2 is as given below				
		0 = Error is not detected; 1 = Warning; 2 = Error				
LAMP ?	Lomp Status inquiny	1st number (digits 1 to 5): Lamp Time				
	Lamp Status inquiry	2nd number : 0 = Lamp off, 1 = Lamp on				
INST ?	Input Source List inquiry	11 12 23 31 33 41 51 52				
NAME ?	Projector Name inquiry	Responds with the name set in "PROJECTOR NAME" of "NETWORK"				
INF1?	Manufucturer's Name inquiry	НІТАСНІ				
		CP-AX2503				
INF2 ?		CP-AX3003				
	Model Name inquiry	CP-AX3503				
		CP-AW2503				
		CP-AW3003				
INFO ?	Other Information inquiry	Responds with the factory information and so on				
CLSS ?	Class Information inquiry	1				

NOTE • The password used in PJLink[™] is the same as the password set in the Web Brouwser Comtrol. To use PJLink[™] without authentication, do not set any password in Web Browser Control.

• For specifications of PJLink[™], see the web site of the Japan Business Machine and Information System Industries Association.

URL: http://pjlink.jbmia.or.jp/