



Projector RS232 Command Control Installation Guide

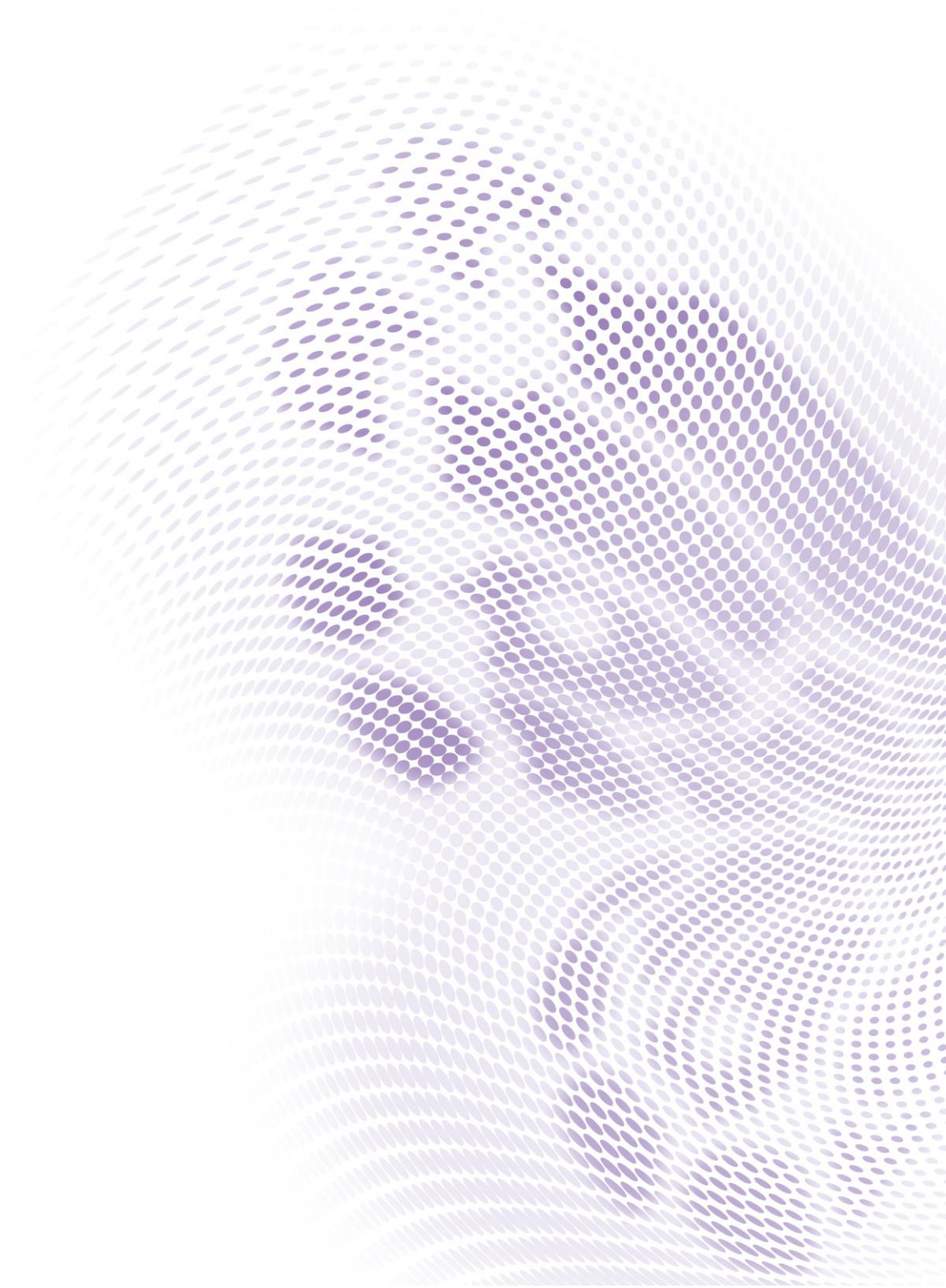


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Introduction

The document describes how to control your BenQ projector via RS232 from a computer. Follow the procedures to complete the connection and settings first, and refer to the command table for RS232 commands.



Available functions and commands vary by model. Check the specifications and user manual of the purchased projector for product functions.

Wire arrangement

Wire Arrangement		
P1	Color	P2
1	Black	1
2	Brown	3
3	Red	2
4	Orange	4
5	Yellow	5
6	Green	6
7	Blue	7
8	Purple	8
9	Gray	9
Case	Drain wire	Case

RS232 pin assignment

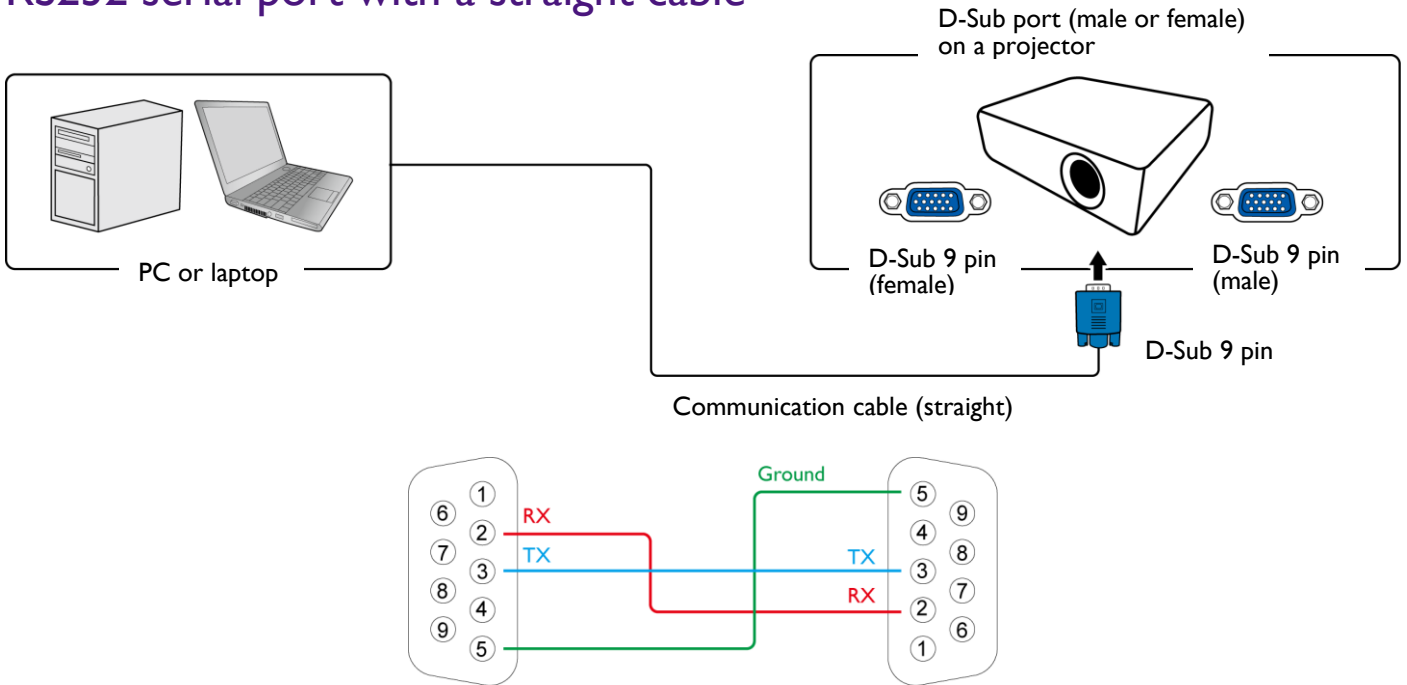


Pin	Description	Pin	Description
1	NC	2	RXD
3	TXD	4	NC
5	GND	6	NC
7	RTS	8	CTS
9	NC		

Connections and communication settings

Choose one of the connections and set up properly before RS232 control.

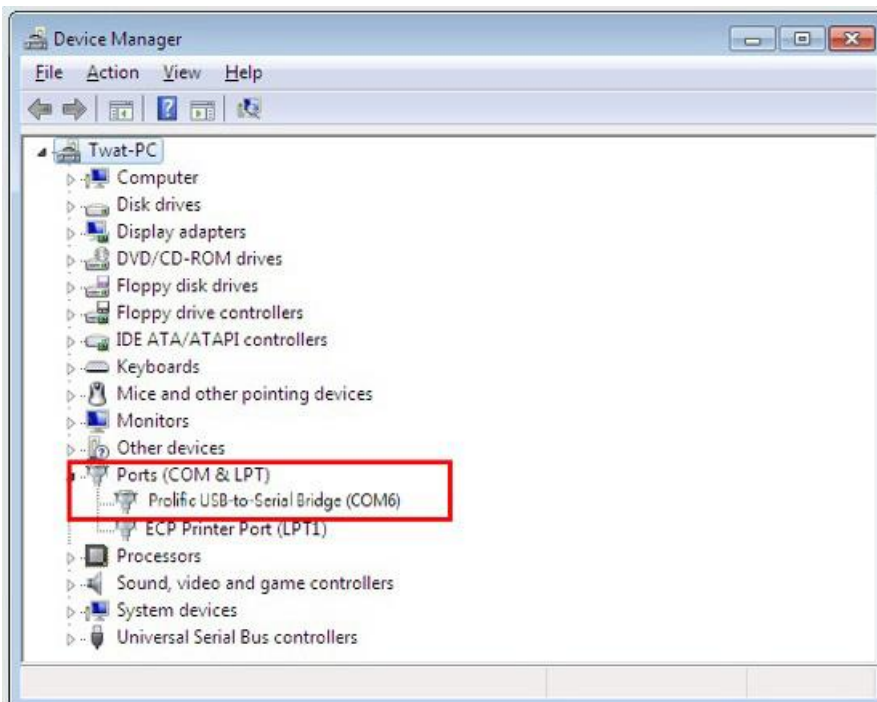
RS232 serial port with a straight cable



Settings

On-screen images in this document are for reference only. The screens may vary depending on your Operating System, I/O ports used for connection, and the specifications of the connected projector.

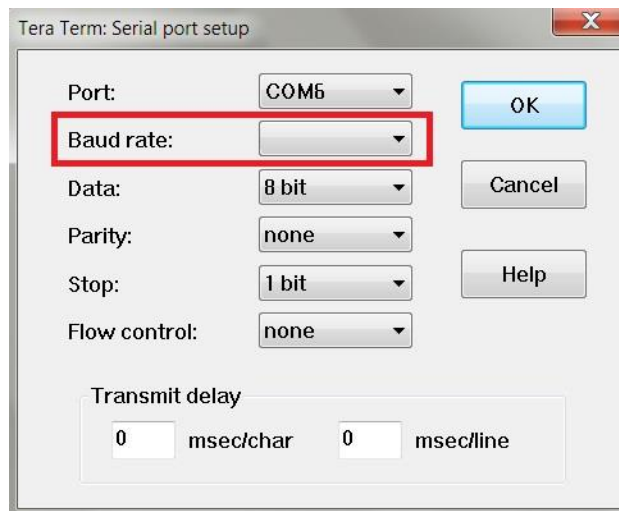
- I. Determine the COM Port name used for the RS232 communications in **Device Manager**.




2. Choose **Serial** and the corresponding COM port as the communication port. In this given example, COM6 is selected.

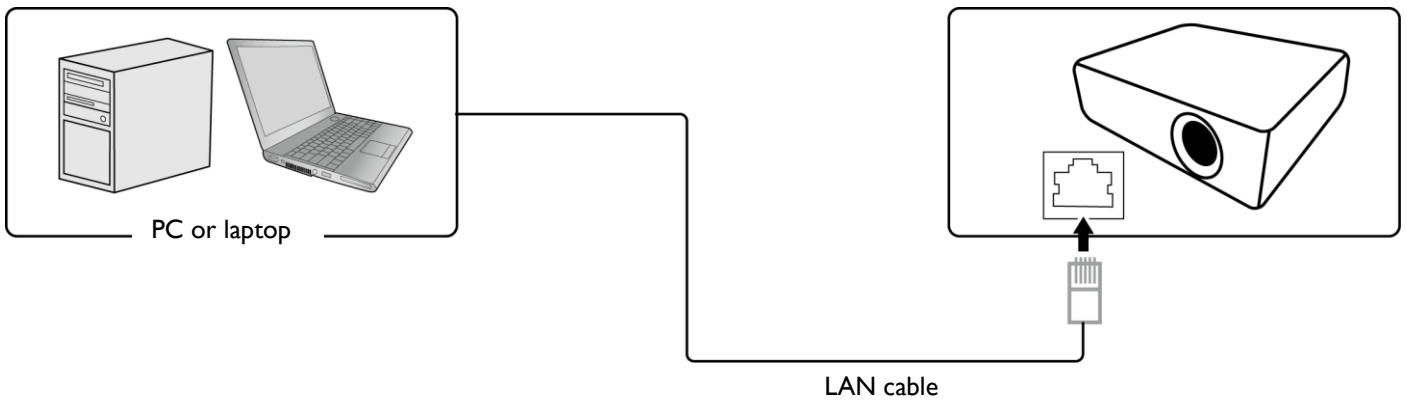


3. Finish **Serial port setup**.



Baud rate	9600 bps (It cannot be changed)  Check the baud rate of the connected projector from its OSD menu.
Data length	8 bit
Parity check	None
Stop bit	1 bit
Flow control	None

RS232 via LAN

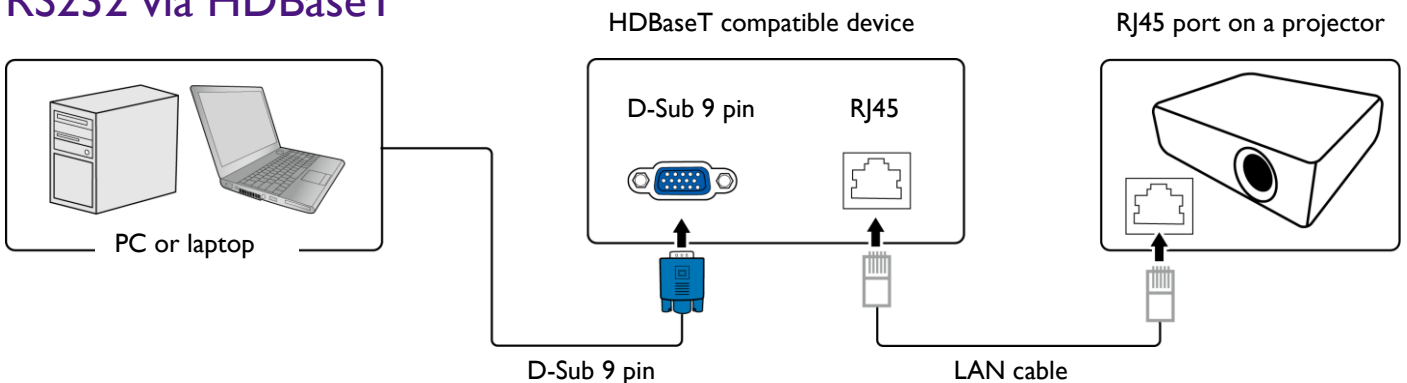


Settings

1. Find the Wired LAN IP address of the connected projector from the OSD menu and make sure the projector and the computer are within the same network.
2. Input **8000** in the **TCP port #** field.



RS232 via HDBaseT

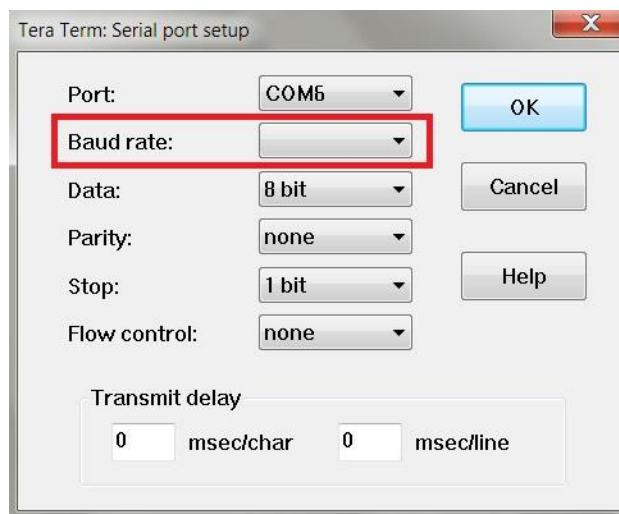



Settings

1. Determine the COM Port name used for the RS232 communications in **Device Manager**.
2. Choose **Serial** and the corresponding COM port as the communication port. In this given example, COM6 is selected.



3. Finish **Serial** port setup.



Baud rate	9600 bps (It cannot be changed)  Check the baud rate of the connected projector from its OSD menu.
Data length	8 bit
Parity check	None
Stop bit	1 bit
Flow control	None

Command table



- Available features differ by projector specification, input sources, settings, etc..
- Commands are working if the standby power is 0.5W or a supported baud rate of the projector is set.
- Uppercase, lowercase, and a mixture of both types of characters are accepted for a command.
- If a command format is illegal, it will echo **Illegal format**.
- If a command with correct format is not valid for the projector model, it will echo **Unsupported item**.
- If a command with correct format cannot be executed under certain condition, it will echo **Block item**.
- If RS232 control is performed via LAN, a command works whether it starts and ends with **<CR>**. All the commands and behaviors are identical with the control through a serial port.

Function	Type	Operation	ASCII	Setting Condition	Support
Power	Write	Power On	<CR>*pow=on#<CR>	StandBy	YES
	Write	Power off	<CR>*pow=off#<CR>	Lamp On	YES
	Read	Power Status	<CR>*pow=?#<CR>	Any State	YES
Source Selection	Write	COMPUTER/YPbPr	<CR>*sour=RGB#<CR>	Lamp On & Not in blank screen	YES
	Write	COMPUTER 2/YPbPr2	<CR>*sour=RGB2#<CR>		YES
	Write	Component	<CR>*sour=Ypbr#<CR>		NO
	Write	Component2	<CR>*sour=ypr2#<CR>		NO
	Write	DVI-A	<CR>*sour=dviA#<CR>		NO
	Write	DVI-D	<CR>*sour=dvid#<CR>		YES
	Write	HDMI	<CR>*sour=hdmi#<CR>		YES
	Write	HDMI 2	<CR>*sour=hdmi2#<CR>		NO
	Write	Composite	<CR>*sour=vid#<CR>		NO
	Write	S-Video	<CR>*sour=svid#<CR>		NO
	Write	Network	<CR>*sour=network#<CR>		NO
	Write	USB Display	<CR>*sour=usbdisplay#<CR>		NO
	Write	USB Reader	<CR>*sour=usbreader#<CR>		NO
	Write	Wireless	<CR>*sour=wireless#<CR>		NO
	Write	DisplayPort	<CR>*sour=dp#<CR>		YES
Write	3G-SDI	<CR>*sour=sdi#<CR>		YES	
Write	HD Connect	<CR>*sour=hdconnect#<CR>		NO	
Write	HDBaseT	<CR>*sour=hdbaset#<CR>		YES	
Read	Current source	<CR>*sour=?#<CR>		YES	
Picture Mode	Write	Dynamic	<CR>*appmod=dynamic#<CR>	Source Locked	NO

	Write	Presentation	<CR>*appmod=preset#<CR>		YES
	Write	sRGB	<CR>*appmod=srgb#<CR>		NO
	Write	Bright	<CR>*appmod=bright#<CR>		YES
	Write	Living Room	<CR>*appmod=livingroom#<CR>		NO
	Write	Game	<CR>*appmod=game#<CR>		NO
	Write	Cinema	<CR>*appmod=cine#<CR>		YES
	Write	Dicom SIM	<CR>*appmod=dicom#<CR>		YES
	Write	Vivid	<CR>*appmod=vivid#<CR>		YES
	Write	Standard	<CR>*appmod=std#<CR>		YES
	Write	User 1	<CR>*appmod=user1#<CR>		YES
	Write	User2	<CR>*appmod=user2#<CR>		YES
	Write	User3	<CR>*appmod=user3#<CR>		YES
	Write	ISF Day	<CR>*appmod=isfday#<CR>		YES
	Write	ISF Night	<CR>*appmod=isfnight#<CR>		YES
	Write	3D	<CR>*appmod=threed#<CR>		YES
	Read	Picture Mode	<CR>*appmod=?#<CR>		YES
Picture Settings	Write	Contrast +	<CR>*con=+#<CR>	Source Locked	YES
	Write	Contrast -	<CR>*con=-#<CR>		YES
	Read	Contrast value	<CR>*con=?#<CR>		YES
	Write	Brightness +	<CR>*bri=+#<CR>		YES
	Write	Brightness -	<CR>*bri=-#<CR>		YES
	Read	Brightness value	<CR>*bri=?#<CR>		YES
	Write	Color +	<CR>*color=+#<CR>		YES
	Write	Color -	<CR>*color=-#<CR>		YES
	Read	Color value	<CR>*color=?#<CR>		YES
	Write	Hue +	<CR>*hue=+#<CR>		YES
	Write	Hue -	<CR>*hue=-#<CR>		YES
	Read	Hue value	<CR>*hue=?#<CR>		YES
	Write	Sharpness +	<CR>*sharp=+#<CR>		YES
	Write	Sharpness -	<CR>*sharp=-#<CR>		YES
	Read	Sharpness value	<CR>*sharp=?#<CR>		YES
	Write	Gamma 1.0	<CR>*gm=1.0#<CR>		YES
	Write	Gamma 1.8	<CR>*gm=1.8#<CR>		YES
	Write	Gamma 2.0	<CR>*gm=2.0#<CR>		YES
	Write	Gamma 2.2	<CR>*gm=2.2#<CR>		YES
	Write	Gamma 2.35	<CR>*gm=2.35#<CR>		YES
	Write	Gamma 2.5	<CR>*gm=2.5#<CR>		YES

	Write	Gamma BenQ	<CR>*gm=benq#<CR>		YES
	Read	Gamma Status	<CR>*gm=?#<CR>		YES
	Write	Noise Reduction +	<CR>*nr=+#<CR>		YES
	Write	Noise Reduction -	<CR>*nr=-#<CR>		YES
	Read	Noise Reduction value	<CR>*nr=?#<CR>		YES
	Write	Overscan Off	<CR>*ov=off#<CR>		YES
	Write	Overscan Crop	<CR>*ov=crop#<CR>		YES
	Write	Overscan Zoom	<CR>*ov=zoom#<CR>		YES
	Read	Overscan Status	<CR>*ov=?#<CR>		YES
	Write	Reset picture settings	<CR>*picture=reset#<CR>		YES
	Write	Digital Zoom In	<CR>*zoomI#<CR>	Source Locked	YES
	Write	Digital Zoom out	<CR>*zoomO#<CR>		YES
	Write	Digital Pan right	<CR>*zoomP=+#<CR>		YES
	Write	Digital Pan left	<CR>*zoomP=-#<CR>		YES
	Write	Digital Pan value	<CR>*zoomP=?#<CR>		YES
	Write	Digital Scan up	<CR>*zoomS=+#<CR>		YES
	Write	Digital Scan down	<CR>*zoomS=-#<CR>		YES
	Write	Digital Scan value	<CR>*zoomS=?#<CR>		YES
	Write	Digital Zoom Reset	<CR>*zoomD=reset#<CR>		YES
	Write	Auto PC (Resync current source)	<CR>*auto#<CR>	Source Locked	YES
	Write	Color Temperature-Warmer	<CR>*ct=warm#<CR>	Source Locked	YES
	Write	Color Temperature-Warm	<CR>*ct=warm#<CR>		YES
	Write	Color Temperature-Normal	<CR>*ct=normal#<CR>		YES
	Write	Color Temperature-Cool	<CR>*ct=cool#<CR>		YES
	Write	Color Temperature-Cooler	<CR>*ct=cooler#<CR>		NO
	Write	Color Temperature-lamp native	<CR>*ct=native#<CR>		YES
	Read	Color Temperature Status	<CR>*ct=?#<CR>		YES
	Write	Auto	<CR>*auto#<CR>	Laser On	NO
Picture Settings : Color Adjustment	Write	Color Red Offset +	<CR>*roffset=+#<CR>	Source Locked	YES
	Write	Color Red Offset -	<CR>*roffset=-#<CR>		YES
	Read	Color Red Offset value	<CR>*roffset=?#<CR>		YES

	Write	Color Green Offset +	<CR>*goffset=+#<CR>		YES
	Write	Color Green Offset -	<CR>*goffset=-#<CR>		YES
	Read	Color Green Offset value	<CR>*goffset=?#<CR>		YES
	Write	Color Blue Offset +	<CR>*boffset=+#<CR>		YES
	Write	Color Blue Offset -	<CR>*boffset=-#<CR>		YES
	Read	Color Blue Offset value	<CR>*boffset=?#<CR>		YES
	Write	Color Red Gain +	<CR>*rgain=+#<CR>		YES
	Write	Color Red Gain -	<CR>*rgain=-#<CR>		YES
	Read	Color Red Gain value	<CR>*rgain=?#<CR>		YES
	Write	Color Green Gain +	<CR>*ggain=+#<CR>		YES
	Write	Color Green Gain -	<CR>*ggain=-#<CR>		YES
	Read	Color Green Gain value	<CR>*ggain=?#<CR>		YES
	Write	Color Blue Gain +	<CR>*bgain=+#<CR>		YES
	Write	Color Blue Gain -	<CR>*bgain=-#<CR>		YES
	Read	Color Blue Gain value	<CR>*bgain=?#<CR>		YES
Picture Settings : Hue	Write	Hue Red +	<CR>*huer=+#<CR>	Source Locked	YES
	Write	Hue Red -	<CR>*huer=-#<CR>		YES
	Read	Hue Red value	<CR>*huer=?#<CR>		YES
	Write	Hue Green +	<CR>*hueg=+#<CR>		YES
	Write	Hue Green -	<CR>*hueg=-#<CR>		YES
	Read	Hue Green value	<CR>*hueg=?#<CR>		YES
	Write	Hue Blue +	<CR>*hueb=+#<CR>		YES
	Write	Hue Blue -	<CR>*hueb=-#<CR>		YES
	Read	Hue Blue value	<CR>*hueb=?#<CR>		YES
	Write	Hue Cyan +	<CR>*huec=+#<CR>		YES
	Write	Hue Cyan -	<CR>*huec=-#<CR>		YES
	Read	Hue Cyan value	<CR>*huec=?#<CR>		YES
	Write	Hue Magenta +	<CR>*huem=+#<CR>		YES
	Write	Hue Magenta -	<CR>*huem=-#<CR>		YES
	Read	Hue Magenta value	<CR>*huem=?#<CR>		YES
	Write	Hue Yellow +	<CR>*huey=+#<CR>		YES
	Write	Hue Yellow -	<CR>*huey=-#<CR>		YES
	Read	Hue Yellow value	<CR>*huey=?#<CR>		YES
Picture Settings : Saturation	Write	Saturation Red +	<CR>*satr=+#<CR>	Source Locked	YES

	Write	Saturation Red -	<CR>*satr=-#<CR>		YES
	Read	Saturation Red value	<CR>*satr=?#<CR>		YES
	Write	Saturation Green +	<CR>*satg=+#<CR>		YES
	Write	Saturation Green -	<CR>*satg=-#<CR>		YES
	Read	Saturation Green value	<CR>*satg=?#<CR>		YES
	Write	Saturation Blue +	<CR>*satb=+#<CR>		YES
	Write	Saturation Blue -	<CR>*satb=-#<CR>		YES
	Read	Saturation Blue value	<CR>*satb=?#<CR>		YES
	Write	Saturation Cyan +	<CR>*sac=+#<CR>		YES
	Write	Saturation Cyan -	<CR>*sac=-#<CR>		YES
	Read	Saturation Cyan value	<CR>*sac=?#<CR>		YES
	Write	Saturation Magenta +	<CR>*sacm=+#<CR>		YES
	Write	Saturation Magenta -	<CR>*sacm=-#<CR>		YES
	Read	Saturation Magenta value	<CR>*sacm=?#<CR>		YES
	Write	Saturation Yellow +	<CR>*sacy=+#<CR>		YES
	Write	Saturation Yellow -	<CR>*sacy=-#<CR>		YES
	Read	Saturation Yellow value	<CR>*sacy=?#<CR>		YES
Picture Settings : Gain	Write	Gain Red +	<CR>*gainr=+#<CR>	Source Locked	YES
	Write	Gain Red -	<CR>*gainr=-#<CR>		YES
	Read	Gain Red value	<CR>*gainr=?#<CR>		YES
	Write	Gain Green +	<CR>*gaing=+#<CR>		YES
	Write	Gain Green -	<CR>*gaing=-#<CR>		YES
	Read	Gain Green value	<CR>*gaing=?#<CR>		YES
	Write	Gain Blue +	<CR>*gainb=+#<CR>		YES
	Write	Gain Blue -	<CR>*gainb=-#<CR>		YES
	Read	Gain Blue value	<CR>*gainb=?#<CR>		YES
	Write	Gain Cyan +	<CR>*gainc=+#<CR>		YES
	Write	Gain Cyan -	<CR>*gainc=-#<CR>		YES
	Read	Gain Cyan value	<CR>*gainc=?#<CR>		YES
	Write	Gain Magenta +	<CR>*gainm=+#<CR>		YES
	Write	Gain Magenta -	<CR>*gainm=-#<CR>		YES
	Read	Gain Magenta value	<CR>*gainm=?#<CR>		YES
	Write	Gain Yellow +	<CR>*gainy=+#<CR>		YES
	Write	Gain Yellow -	<CR>*gainy=-#<CR>		YES
	Read	Gain Yellow value	<CR>*gainy=?#<CR>		YES

Picture Settings : White Balance	Write	White balance Red +	<CR>*wbr=+#<CR>	Source Locked	YES
	Write	White balance Red -	<CR>*wbr=-#<CR>		YES
	Read	White balance Red value	<CR>*wbr=?#<CR>		YES
	Write	White balance Green +	<CR>*wbg=+#<CR>		YES
	Write	White balance Green -	<CR>*wbg=-#<CR>		YES
	Read	White balance Green value	<CR>*wbg=?#<CR>		YES
	Write	White balance Blue +	<CR>*wbb=+#<CR>		YES
	Write	White balance Blue -	<CR>*wbb=-#<CR>		YES
	Read	White balance Blue value	<CR>*wbb=?#<CR>		YES
	Write	White balance Cyan +	<CR>*wbc=+#<CR>		NO
	Write	White balance Cyan -	<CR>*wbc=-#<CR>		NO
	Read	White balance Cyan value	<CR>*wbc=?#<CR>		NO
	Write	White balance Magenta +	<CR>*wbm=+#<CR>		NO
	Write	White balance Magenta -	<CR>*wbm=-#<CR>		NO
	Read	White balance Magenta value	<CR>*wbm=?#<CR>		NO
	Write	White balance Yellow +	<CR>*wby=+#<CR>		NO
	Write	White balance Yellow -	<CR>*wby=-#<CR>		NO
	Read	White balance Yellow value	<CR>*wby=?#<CR>		NO
Display	Write	Aspect 4:3	<CR>*asp=4:3#<CR>	Source Locked	YES
	Write	Aspect 16:9	<CR>*asp=16:9#<CR>		YES
	Write	Aspect 16:10	<CR>*asp=16:10#<CR>		YES
	Write	Aspect Auto (Aspect Source)	<CR>*asp=AUTO#<CR>		YES
	Write	Aspect Real	<CR>*asp=REAL#<CR>		YES
	Write	Aspect Theater Scpoe	<CR>*asp=THEA#<CR>		YES
	Write	Aspect 5:4	<CR>*asp=5:4#<CR>		YES
	Write	Aspect 1.88	<CR>*asp=1.88#<CR>		YES
	Write	Aspect 2.35	<CR>*asp=2.35#<CR>		YES
	Read	Aspect Status	<CR>*asp=?#<CR>		YES
	Write	V Position +	<CR>*vpos=+#<CR>	Source Locked	YES
	Write	V Position -	<CR>*vpos=-#<CR>		YES
	Read	Current V Position	<CR>*vpos=?#<CR>		YES
	Write	H Position +	<CR>*hpos=+#<CR>		YES
	Write	H Position -	<CR>*hpos=-#<CR>		YES

	Read	Current H Position	<CR>*hpos=?#<CR>		YES
	Write	Phase +	<CR>*phase=+#<CR>	Source Locked (analog source only)	YES
	Write	Phase -	<CR>*phase=-#<CR>		YES
	Read	Current Phase	<CR>*phase=?#<CR>		YES
	Write	Tracking +	<CR>*tracking=+#<CR>		YES
	Write	Tracking -	<CR>*tracking=-#<CR>		YES
	Read	Current Tracking	<CR>*tracking=?#<CR>		YES
	Write	Sync level +	<CR>*synclevel=+#<CR>		YES
	Write	Sync level -	<CR>*synclevel=-#<CR>		YES
	Read	Current Sync level	<CR>*synclevel=?#<CR>		YES
	Write	Color space Auto	<CR>*cs=auto#<CR>		YES
	Write	Color space YPbPr	<CR>*cs=yp#<CR>		YES
	Write	Color space YCbCr	<CR>*cs=yc#<CR>		YES
	Write	Color space RGB-PC	<CR>*cs=rgbp#<CR>		YES
	Write	Color space RGB-Video	<CR>*cs=rgbv#<CR>		YES
	Read	Current color space	<CR>*cs=?#<CR>		YES
	Write	Reset display	<CR>*display=reset#<CR>		YES
Display : 3D & PIP	Write	3D Sync Off	<CR>*3d=off#<CR>	Source Locked & 3D timing	YES
	Write	3D Auto	<CR>*3d=auto#<CR>		YES
	Write	3D Sync Side by Side	<CR>*3d=sbs#<CR>		YES
	Write	3D Sync Top Bottom	<CR>*3d=tb#<CR>		YES
	Write	3D Sync Frame Sequential	<CR>*3d=fs#<CR>		YES
	Write	3D Frame packing	<CR>*3d=fp#<CR>		NO
	Write	3D inverter disable	<CR>*3d=da#<CR>		YES
	Write	3D inverter	<CR>*3d=iv#<CR>		YES
	Write	2D to 3D	<CR>*3d=2d3d#<CR>		NO
	Write	3D nVIDIA	<CR>*3d=nvidia#<CR>		NO
	Read	3D Sync Status	<CR>*3d=?#<CR>		YES
	Read	3D DLP Link On	<CR>*dplink=on#<CR>		YES
	Read	3D DLP Link Off	<CR>*dplink=off#<CR>		YES
	Read	3D DLP Link Status	<CR>*dplink=?#<CR>		YES
	Read	3D Sync reference	<CR>*3dsync=?#<CR>		YES
	Write	PIP mode On	<CR>*pip=on#<CR>	Laser On	YES

	Write	PIP mode Off	<CR>*pip=off#<CR>		YES
	Write	PIP HDMI	<CR>*psour=hdmi#<CR>		YES
	Write	PIP DVI-D	<CR>*psour=dvid#<CR>		YES
	Write	PIP COMPUTER/YPbPr	<CR>*psour=RGB#<CR>		YES
	Write	PIP COMPUTER 2/YPbPr2	<CR>*psour=RGB2#<CR>		YES
	Write	PIP DisplayPort	<CR>*psour=dp#<CR>		YES
	Write	PIP 3G-SDI	<CR>*psour=sdi#<CR>		YES
	Write	PIP HDBaseT	<CR>*psour=hdbaset#<CR>		YES
	Read	Current PIP source	<CR>*psour=?#<CR>		YES
	Write	PIP position Top Left	<CR>*pippos=tl#<CR>		YES
	Write	PIP position Top Right	<CR>*pippos=tr#<CR>		YES
	Write	PIP position Bottom Left	<CR>*pippos=bl#<CR>		YES
	Write	PIP position Bottom Right	<CR>*pippos=br#<CR>		YES
	Write	PIP position PBP	<CR>*pippos=pbp#<CR>		YES
	Read	Current PIP position	<CR>*pippos=?#<CR>		YES
Setup	Write	Set language to English	<CR>*lang=EN#<CR>	Laser On	YES
	Write	Set language to French	<CR>*lang=FR#<CR>		YES
	Write	Set language to Spanish	<CR>*lang=SP#<CR>		YES
	Write	Set language to German	<CR>*lang=GE#<CR>		YES
	Write	Set language to Portuguese	<CR>*lang=PO#<CR>		YES
	Write	Set language to Simplify Chinese	<CR>*lang=SC#<CR>		YES
	Write	Set language to Traditional Chinese	<CR>*lang=TR#<CR>		YES
	Write	Set language to Japanese	<CR>*lang=JA#<CR>		YES
	Write	Set language to Korean	<CR>*lang=KO#<CR>		YES
	Write	Set language to Swedish	<CR>*lang=SW#<CR>		YES
	Write	Set language to Russian	<CR>*lang=RU#<CR>		YES
	Write	Set language to Italian	<CR>*lang=IT#<CR>		YES
	Read	language status	<CR>*lang=?#<CR>		YES
	Write	Projector Position-Front Table	<CR>*pp=FT#<CR>		YES
	Write	Projector Position-Rear Table	<CR>*pp=RE#<CR>		YES
	Write	Projector Position-Rear Ceiling	<CR>*pp=RC#<CR>		YES
	Write	Projector Position-Front Ceiling	<CR>*pp=FC#<CR>		YES
	Write	Projector Position-Freetilt	<CR>*pp=TF#<CR>		YES
	Read	Projector Position Status	<CR>*pp=?#<CR>		YES
	Write	Quick auto search on	<CR>*QAS=on#<CR>		YES

	Write	Quick auto search off	<CR>*QAS=off#<CR>		YES
	Read	Quick auto search status	<CR>*QAS=?#<CR>		YES
	Write	Set test pattern Off	<CR>*tp=off#<CR>		YES
	Write	Set test pattern White	<CR>*tp=white#<CR>		YES
	Write	Set test pattern Black	<CR>*tp=black#<CR>		YES
	Write	Set test pattern Red	<CR>*tp=red#<CR>		YES
	Write	Set test pattern Green	<CR>*tp=green#<CR>		YES
	Write	Set test pattern Blue	<CR>*tp=blue#<CR>		YES
	Write	Set test pattern Checkerboard	<CR>*tp=checker#<CR>		YES
	Write	Set test pattern CrossHatch	<CR>*tp=crosshatch#<CR>		YES
	Write	Set test pattern V Burst	<CR>*tp=vburst#<CR>		YES
	Write	Set test pattern H Burst	<CR>*tp=hbust#<CR>		YES
	Write	Set test pattern Lens shift	<CR>*tp=lens#<CR>		YES
	Write	Set test pattern ColorBar	<CR>*tp=colorbar#<CR>		YES
	Read	Get test pattern status	<CR>*tp=?#<CR>		YES
	Write	Reset Setup	<CR>*setup=reset#<CR>		YES
Light Settings (laser)	Write	Laser power Normal mode	<CR>*lampm=lnor#<CR>	Laser On	YES
	Write	Laser power Eco mode	<CR>*lampm=eco#<CR>		YES
	Write	Laser power Custom mode	<CR>*lampm=cust#<CR>		YES
	Read	Get laser power mode	<CR>*lampm=?#<CR>		YES
	Write	Custom power level +	<CR>*lampcpl=+#<CR>	Laser On & laser power mode = 'Custom mode'	YES
	Write	Custom power level -	<CR>*lampcpl=-#<CR>		YES
	Write	Custom power level value (format "dd.d" in step of 0.5; range 20.0 ~ 100.0)	<CR>*lampcustom=dd.d#<CR>		YES
	Read	Custom power level ? (format "dd.d" in step of 0.5; range 20.0 ~ 100.0)	<CR>*lampcpl=?#<CR>		YES
	Write	High Altitude mode on	<CR>*Highaltitude=on#<CR>	Laser On	YES
	Write	High Altitude mode off	<CR>*Highaltitude=off#<CR>		YES
	Write	High Altitude mode auto	<CR>*Highaltitude=auto#<CR>		YES
	Read	High Altitude mode status	<CR>*Highaltitude=?#<CR>		YES

Warping	Write	Set Active Warp to Keystone	<CR>*warp=keystone#<CR>	Laser On	YES
	Write	Set Active Warp to 4 Corners	<CR>*warp=4corners#<CR>		YES
	Write	Set Active Warp to Rotation	<CR>*warp=rotation#<CR>		YES
	Write	Set Active Warp to Pin/Barrel	<CR>*warp=pinbarrel#<CR>		YES
	Read	Active Warp Status	<CR>*warp=?#<CR>		YES
	Write	Warp Reset	<CR>*warp=reset#<CR>		YES
	Write	Keystone-Horizontal Decrease	<CR>*hkeyst=-#<CR>		YES
	Write	Keystone-Horizontal Increase	<CR>*hkeyst=+#<CR>		YES
	Read	Keystone-Horizontal Status	<CR>*hkeyst=?#<CR>		YES
	Write	Keystone-Vertical Decrease	<CR>*vkeyst=-#<CR>		YES
	Write	Keystone-Vertical Increase	<CR>*vkeyst=+#<CR>		YES
	Read	Keystone-Vertical Status	<CR>*vkeyst=?#<CR>		YES
	Write	Rotation Decrease	<CR>*rot=-#<CR>		YES
	Write	Rotation Increase	<CR>*rot=+#<CR>		YES
	Read	Rotation Status	<CR>*rot=?#<CR>		YES
	Write	Horizontal Pin/Barrel Decrease	<CR>*hpinba=-#<CR>		YES
	Write	Horizontal Pin/Barrel Increase	<CR>*hpinba=+#<CR>		YES
	Read	Horizontal Pin/Barrel Status	<CR>*hpinba=?#<CR>		YES
	Write	Vertical Pin/Barrel Decrease	<CR>*vpinba=-#<CR>		YES
	Write	Vertical Pin/Barrel Increase	<CR>*vpinba=+#<CR>		YES
	Read	Vertical Pin/Barrel Status	<CR>*vpinba=?#<CR>		YES
	Write	4 Corners Top-Left-X Decrease	<CR>*4ctlx=-#<CR>		YES
	Write	4 Corners Top-Left-X Increase	<CR>*4ctlx=+#<CR>		YES
	Read	4 Corners Top-Left-X Status	<CR>*4ctlx=?#<CR>		YES
	Write	4 Corners Top-Left-Y Decrease	<CR>*4ctly=-#<CR>		YES
	Write	4 Corners Top-Left-Y Increase	<CR>*4ctly=+#<CR>		YES
	Read	4 Corners Top-Left-Y Status	<CR>*4ctly=?#<CR>		YES
	Write	4 Corners Top-Right-X Decrease	<CR>*4ctrx=-#<CR>		YES
	Write	4 Corners Top-Right-X Increase	<CR>*4ctrx=+#<CR>		YES
	Read	4 Corners Top-Right-X Status	<CR>*4ctrx=?#<CR>		YES
	Write	4 Corners Top-Right-Y Decrease	<CR>*4ctry=-#<CR>		YES
	Write	4 Corners Top-Right-Y Increase	<CR>*4ctry=+#<CR>		YES
	Read	4 Corners Top-Right-Y Status	<CR>*4ctry=?#<CR>		YES
	Write	4 Corners Bottom-Left-X	<CR>*4cblx=-#<CR>		YES

		Decrease			
	Write	4 Corners Bottom-Left-X Increase	<CR>*4cblx=+#<CR>		YES
	Read	4 Corners Bottom-Left-X Status	<CR>*4cblx=?#<CR>		YES
	Write	4 Corners Bottom-Left-Y Decrease	<CR>*4cbly=-#<CR>		YES
	Write	4 Corners Bottom-Left-Y Increase	<CR>*4cbly=+#<CR>		YES
	Read	4 Corners Bottom-Left-Y Status	<CR>*4cbly=?#<CR>		YES
	Write	4 Corners Bottom-Right-X Decrease	<CR>*4cbrx=-#<CR>		YES
	Write	4 Corners Bottom-Right-X Increase	<CR>*4cbrx=+#<CR>		YES
	Read	4 Corners Bottom-Right-X Status	<CR>*4cbrx=?#<CR>		YES
	Write	4 Corners Bottom-Right-Y Decrease	<CR>*4cbry=-#<CR>		YES
	Write	4 Corners Bottom-Right-Y Increase	<CR>*4cbry=+#<CR>		YES
	Read	4 Corners Bottom-Right-Y Status	<CR>*4cbry=?#<CR>		YES
	Write	Surface Fit Left Decrease	<CR>*surfitl=-#<CR>		YES
	Write	Surface Fit Left Increase	<CR>*surfitl=+#<CR>		YES
	Read	Surface Fit Left Status	<CR>*surfitl=?#<CR>		YES
	Write	Surface Fit Right Decrease	<CR>*surfitr=-#<CR>		YES
	Write	Surface Fit Right Increase	<CR>*surfitr=+#<CR>		YES
	Read	Surface Fit Right Status	<CR>*surfitr=?#<CR>		YES
	Write	Surface Fit Top Decrease	<CR>*surfitt=-#<CR>		YES
	Write	Surface Fit Top Increase	<CR>*surfitt=+#<CR>		YES
	Read	Surface Fit Top Status	<CR>*surfitt=?#<CR>		YES
	Write	Surface Fit Bottom Decrease	<CR>*surfitb=-#<CR>		YES
	Write	Surface Fit Bottom Increase	<CR>*surfitb=+#<CR>		YES
	Read	Surface Fit Bottom Status	<CR>*surfitb=?#<CR>		YES
Blanking	Write	Blanking Reset	<CR>*bnk=reset#<CR>	Laser On	YES
	Write	Blanking Top Decrease	<CR>*bnkt=-#<CR>		YES
	Write	Blanking Top Increase	<CR>*bnkt=+#<CR>		YES
	Read	Blanking Top Status	<CR>*bnkt=?#<CR>		YES
	Write	Blanking Bottom Decrease	<CR>*bnkb=-#<CR>		YES
	Write	Blanking Bottom Increase	<CR>*bnkb=+#<CR>		YES

	Read	Blanking Bottom Status	<CR>*bnkb=?#<CR>		YES
	Write	Blanking Left Decrease	<CR>*bnkl=-#<CR>		YES
	Write	Blanking Left Increase	<CR>*bnkl=+#<CR>		YES
	Read	Blanking Left Status	<CR>*bnkl=?#<CR>		YES
	Write	Blanking Right Decrease	<CR>*bnkr=-#<CR>		YES
	Write	Blanking Right Increase	<CR>*bnkr=+#<CR>		YES
	Read	Blanking Right Status	<CR>*bnkr=?#<CR>		YES
Edge Blending	Write	Edge Blending On	<CR>*eb=on#<CR>	Laser On	YES
	Write	Edge Blending Off	<CR>*eb=off#<CR>		YES
	Read	Edge Blending Status	<CR>*eb=?#<CR>		YES
	Write	Edge Blending Reset	<CR>*eb=reset#<CR>		YES
	Write	Edge Blending adjust lines On	<CR>*ebadl=on#<CR>		YES
	Write	Edge Blending adjust lines Off	<CR>*ebadl=off#<CR>		YES
	Read	Edge Blending adjust lines Status	<CR>*ebadl=?#<CR>		YES
	Write	Edge Blending White Level Top Decrease	<CR>*ebwt=-#<CR>		YES
	Write	Edge Blending White Level Top Increase	<CR>*ebwt=+#<CR>		YES
	Read	Edge Blending White Level Top Status	<CR>*ebwt=?#<CR>		YES
	Write	Edge Blending White Level Bottom Decrease	<CR>*ebwb=-#<CR>		YES
	Write	Edge Blending White Level Bottom Increase	<CR>*ebwb=+#<CR>		YES
	Read	Edge Blending White Level Bottom Status	<CR>*ebwb=?#<CR>		YES
	Write	Edge Blending White Level Left Decrease	<CR>*ebwl=-#<CR>		YES
	Write	Edge Blending White Level Left Increase	<CR>*ebwl=+#<CR>		YES
	Read	Edge Blending White Level Left Status	<CR>*ebwl=?#<CR>		YES
	Write	Edge Blending White Level Right Decrease	<CR>*ebwr=-#<CR>		YES
	Write	Edge Blending White Level Right Increase	<CR>*ebwr=+#<CR>		YES
	Read	Edge Blending White Level Right Status	<CR>*ebwr=?#<CR>		YES

	Write	Edge Blending Black Level Top Decrease	<CR>*ebbt=-#<CR>		YES
	Write	Edge Blending Black Level Top Increase	<CR>*ebbt=+#<CR>		YES
	Read	Edge Blending Black Level TopStatus	<CR>*ebbt=?#<CR>		YES
	Write	Edge Blending Black Level Bottom Decrease	<CR>*ebbb=-#<CR>		YES
	Write	Edge Blending Black Level Bottom Increase	<CR>*ebbb=+#<CR>		YES
	Read	Edge Blending Black Level Bottom Status	<CR>*ebbb=?#<CR>		YES
	Write	Edge Blending Black Level Left Decrease	<CR>*ebbl=-#<CR>		YES
	Write	Edge Blending Black Level Left Increase	<CR>*ebbl=+#<CR>		YES
	Read	Edge Blending Black Level Left Status	<CR>*ebbl=?#<CR>		YES
	Write	Edge Blending Black Level Right Decrease	<CR>*ebbr=-#<CR>		YES
	Write	Edge Blending Black Level Right Increase	<CR>*ebbr=+#<CR>		YES
	Read	Edge Blending Black Level Right Status	<CR>*ebbr=?#<CR>		YES
	Write	Edge Blending Black Level All color Decrease	<CR>*ebca=-#<CR>		YES
	Write	Edge Blending Black Level All color Increase	<CR>*ebca=+#<CR>		YES
	Read	Edge Blending Black Level All color Status	<CR>*ebca=?#<CR>		YES
	Write	Edge Blending Black Level Red Decrease	<CR>*ebcr=-#<CR>		YES
	Write	Edge Blending Black Level Red Increase	<CR>*ebcr=+#<CR>		YES
	Read	Edge Blending Black Level Red Status	<CR>*ebcr=?#<CR>		YES
	Write	Edge Blending Black Level Green Decrease	<CR>*ebcg=-#<CR>		YES

	Write	Edge Blending Black Level Green Increase	<CR>*ebcg=+#<CR>		YES
	Read	Edge Blending Black Level Green Status	<CR>*ebcg=?#<CR>		YES
	Write	Edge Blending Black Level Blue Decrease	<CR>*ebcb=-#<CR>		YES
	Write	Edge Blending Black Level Blue Increase	<CR>*ebcb=+#<CR>		YES
	Read	Edge Blending Black Level Blue Status	<CR>*ebcb=?#<CR>		YES
System	Write	Standby Settings-Network on	<CR>*standbynet=on#<CR>	Any State	YES
	Write	Standby Settings-Network off	<CR>*standbynet=off#<CR>		YES
	Read	Standby Settings-Network Status	<CR>*standbynet=?#<CR>		YES
	Write	Auto Power Off-on	<CR>*autopoweroff=on#<CR>		YES
	Write	Auto Power Off-off	<CR>*autopoweroff=off#<CR>		YES
	Read	Auto Power Off-Status	<CR>*autopoweroff=?#<CR>		YES
	Write	Direct Power On-on	<CR>*directpower=on#<CR>		YES
	Write	Direct Power On-off	<CR>*directpower=off#<CR>		YES
	Read	Direct Power On-Status	<CR>*directpower=?#<CR>		YES
	Write	Set background to Logo	<CR>*bg=logo#<CR>	Laser On	YES
	Write	Set background to Black	<CR>*bg=black#<CR>		YES
	Write	Set background to Blue	<CR>*bg=blue#<CR>		YES
	Write	Set background to White	<CR>*bg=white#<CR>		YES
	Read	Get background status	<CR>*bg=?#<CR>		YES
	Write	Startup logo off	<CR>*startlogo=off#<CR>	Any State	YES
	Write	Startup logo on	<CR>*startlogo=on#<CR>		YES
	Write	Get startup logo status	<CR>*startlogo=?#<CR>		YES
	Write	Select EDID WUXGA	<CR>*edid=wuxga#<CR>	Laser On	YES
	Write	Select EDID 1080P	<CR>*edid=1080p#<CR>		YES
	Read	Get EDID selection	<CR>*edid=?#<CR>		YES
	Write	Trigger on	<CR>*trigger=on#<CR>	Laser On	YES
	Write	Trigger off	<CR>*trigger=off#<CR>		YES
	Read	Trigger status	<CR>*trigger=?#<CR>		YES
	Write	Dynamic black on	<CR>*db=on#<CR>	Laser On	YES
	Write	Dynamic blackoff	<CR>*db=off#<CR>		YES
	Read	Dynamic black status	<CR>*db=?#<CR>		YES
	Write	Factory reset	<CR>*fact=reset#<CR>	Any State	YES

	Write	System reset	<CR>*system=reset#<CR>	Laser On	YES
Information	Read	Get Model Name	<CR>*modelName=?#<CR>	Any State	YES
	Read	Get Serial Number	<CR>*sn=?#<CR>		YES
	Read	Get F/W Version	<CR>*swver=?#<CR>		YES
	Read	Get BQ F/W Version	<CR>*fwver=?#<CR>		YES
	Read	Get Active source	<CR>*activesour=?#<CR>	Source Locked	YES
	Read	Get Pixel clock	<CR>*pixelclock=?#<CR>		YES
	Read	Get Signal format	<CR>*signal=?#<CR>		YES
	Read	Get H refresh rate	<CR>*hfreq=?#<CR>		YES
	Read	Get V refresh rate	<CR>*vfreq=?#<CR>		YES
	Read	Laser Hour	<CR>*lsrtim=?#<CR>	Any State	YES
Miscellaneous	Write	Blank On	<CR>*blank=on#<CR>	Laser On	YES
	Write	Blank Off	<CR>*blank=off#<CR>		YES
	Read	Blank Status	<CR>*blank=?#<CR>		YES
	Write	Freeze On	<CR>*freeze=on#<CR>	Source Locked	YES
	Write	Freeze Off	<CR>*freeze=off#<CR>		YES
	Read	Freeze Status	<CR>*freeze=?#<CR>		YES
	Write	Menu On	<CR>*menu=on#<CR>	Laser On	YES
	Write	Menu Off	<CR>*menu=off#<CR>		YES
	Read	Menu Status	<CR>*menu=?#<CR>		YES
	Write	Up	<CR>*up#<CR>	Laser On	YES
	Write	Down	<CR>*down#<CR>		YES
	Write	Right	<CR>*right#<CR>		YES
	Write	Left	<CR>*left#<CR>		YES
	Write	Enter	<CR>*enter#<CR>		YES
	Write	Remote Set	<CR>*rrset=0#<CR>	Laser On	YES
	Read	Remote Set Status	<CR>*rrset=?#<CR>		YES
	Write	Remote Receiver-front+rear	<CR>*rr=fr#<CR>		NO
	Write	Remote Receiver-front	<CR>*rr=f#<CR>		NO
	Write	Remote Receiver-rear	<CR>*rr=r#<CR>		NO
	Write	Remote Receiver-top	<CR>*rr=t#<CR>		NO
	Write	Remote Receiver-top+front	<CR>*rr=tf#<CR>		NO
	Write	Remote Receiver-top+rear	<CR>*rr=tr#<CR>		NO
	Read	Remote Receiver Status	<CR>*rr=?#<CR>		NO
Miscellaneous	Write	Instant On-on	<CR>*ins=on#<CR>		NO

	Write	Instant On-off	<CR>*ins=off#<CR>		NO
	Read	Instant On Status	<CR>*ins=?#<CR>		NO
	Write	Lamp Saver Mode-on	<CR>*lpsaver=on#<CR>		NO
	Write	Lamp Saver Mode-off	<CR>*lpsaver=off#<CR>		NO
	Read	Lamp Saver Mode Status	<CR>*lpsaver=?#<CR>		NO
	Write	Projection Log In Code on	<CR>*prjlogincode=on#<CR>		NO
	Write	Projection Log In Code off	<CR>*prjlogincode=off#<CR>		NO
	Read	Projection Log In Code Status	<CR>*prjlogincode=?#<CR>		NO
	Write	Broadcasting on	<CR>*broadcasting=on#<CR>		NO
	Write	Broadcasting off	<CR>*broadcasting=off#<CR>		NO
	Read	Broadcasting Status	<CR>*broadcasting=?<CR>		NO
	Write	AMX Device Discovery-on	<CR>*amxdd=on#<CR>		NO
	Write	AMX Device Discovery-off	<CR>*amxdd=off#<CR>		NO
	Read	AMX Device Discovery Status	<CR>*amxdd=?#<CR>		NO
	Read	Mac Address	<CR>*macaddr=?#<CR>		NO
	Read	Error Code	<CR>*error=report#<CR>	Any State	YES
	Write	Serial Number code l	<CR>*SN=XXX#<CR>	Any State	YES
	Read	Serial Number Query	<CR>*SN=?#<CR>		YES
	Write	Lens Shift Up	<CR>*lst=up#<CR>	Laser On	YES
	Write	Lens Shift Down	<CR>*lst=down#<CR>		YES
	Write	Lens Shift Left	<CR>*lst=left#<CR>		YES
	Write	Lens Shift Right	<CR>*lst=right#<CR>		YES
	Write	Lens Focus Plus	<CR>*focus=+#<CR>		YES
	Write	Lens Focus Minus	<CR>*focus=-#<CR>		YES
	Write	Lens Zoom Plus	<CR>*zoom=+#<CR>		YES
	Write	Lens Zoom Minus	<CR>*zoom=-#<CR>		YES
Lamp Control	Read	Lamp Hour	<CR>*ltim=?#<CR>	Any State	YES
	Read	Lamp2 Hour	<CR>*ltim2=?#<CR>		NO
	Write	Lamp hour reset	<CR>*ltim=reset#<CR>		YES
	Write	Lamp2 hour reset	<CR>*ltim2=reset#<CR>		NO
	Write	Total machine hour reset (power on time)	<CR>*tmhour=reset#<CR>		NO
	Read	Total machine hour (power on time) Query	<CR>*tmhour=?#<CR>		YES
	Write	Normal mode	<CR>*lampm=lnor#<CR>	Lamp On	NO
	Write	Eco mode	<CR>*lampm=eco#<CR>		NO
	Write	Dual lamp	<CR>*lammd=dual#<CR>		NO
	Write	number l lamp	<CR>*lammd=numl#<CR>		NO

	Write	number 2 lamp	<CR>*lammd=num2#<CR>		NO
	Write	Single lamp (minimum)	<CR>*lammd=single#<CR>		NO
	Read	Current Lamp status	<CR>*lammd=?#<CR>		NO
	Write	Smart Eco mode	<CR>*lampm=seco#<CR>		NO
	Write	Smart Eco mode(LampCare)	<CR>*lampm=seco2#<CR>		NO
	Write	Smart Eco mode(lumenCare)	<CR>*lampm=seco3#<CR>		NO
	Write(雙燈)	Dual Brightest	<CR>* lampm =dualbr#<CR>		NO
	Write(雙燈)	Dual Reliable	<CR>* lampm =dualre#<CR>		NO
	Write(雙燈)	Single Alternative	<CR>* lampm =single#<CR>		NO
	Write(雙燈)	Single Alternative Eco	<CR>* lampm =singleeco#<CR>		NO
	Read	Lamp Mode Status	<CR>*lampm=?#<CR>		NO
Audio Control	Write	Mute On	<CR>*mute=on#<CR>		NO
	Write	Mute Off	<CR>*mute=off#<CR>		NO
	Read	Mute Status	<CR>*mute=?#<CR>		NO
	Write	Volume +	<CR>*vol=+#<CR>		NO
	Write	Volume -	<CR>*vol=-#<CR>		NO
	Read	Volume Status	<CR>*vol=?#<CR>		NO
	Write	Mic. Volume +	<CR>*micvol=+#<CR>		NO
	Write	Mic. Volume -	<CR>*micvol=-#<CR>		NO
	Read	Mic. Volume Status	<CR>*micvol=?#<CR>		NO
Audio source select	Write	Audio pass Through off	<CR>*audiosour=off#<CR>		NO
	Write	Audio-Computer 1	<CR>*audiosour=RGB#<CR>		NO
	Write	Audio-Computer2	<CR>*audiosour=RGB2#<CR>		NO
	Write	Audio-Video/S-Video	<CR>*audiosour=vid#<CR>		NO
	Write	Audio-Component	<CR>*audiosour=yubr#<CR>		NO
	Write	Audio-HDMI	<CR>*audiosour=hdmi#<CR>		NO
	Write	Audio-HDMI2	<CR>*audiosour=hdmi2#<CR>		NO
	Read	Audio pass Status	<CR>*audiosour=?#<CR>		NO

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