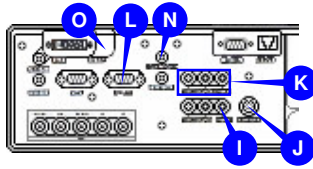


Signal Connectors (continued)



I VIDEO IN

- RCA jack
- System: NTSC, PAL, SECAM, PAL-M, PAL-N, NTSC4.43, PAL60
- 1.0 ± 0.1 Vp-p at 75 Ω terminator

J S-VIDEO



Mini Din 4 pin jack

Pin	Signal
①	Color signal: 0.286 Vp-p (NTSC, burst), 75 Ω terminator Color signal: 0.300 Vp-p (PAL/SECAM, burst), 75 Ω terminator
②	Brightness signal: 1.0 Vp-p, 75 Ω terminator
③	Ground
④	Ground

K COMPONENT (CR/PR, CB/PB, Y)

- RCA jack x3
- System: 525i, 525p, 625i, 750p, 1125i
- Y signal: 1.0 ± 0.1 Vp-p at 75 Ω terminated with composite sync.
- CB/PB signal: 0.7 ± 0.1 Vp-p at 75 Ω terminated
- CR/PR signal: 0.7 ± 0.1 Vp-p at 75 Ω terminated

L RGB OUT



D-Sub 15 pin shrink jack

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

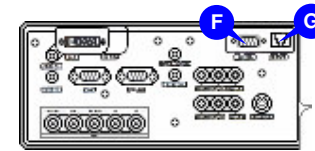
Pin	Signal	Pin	Signal	Pin	Signal
①	Video output Red	⑥	Ground Red	⑪	-
②	Video output Green	⑦	Ground Green	⑫	-
③	Video output Blue	⑧	Ground Blue	⑬	H./Composite sync.
④	-	⑨	-	⑭	V. sync.
⑤	Ground	⑩	Ground	⑮	-

N REMOTE CONTROL

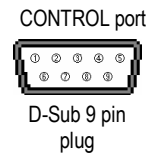
- 3.5 dia. Stereo mini jack
- To be connected with the remote control that came with the projector.

O DC OUT

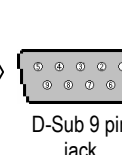
Signal Connectors (continued)



F CONTROL

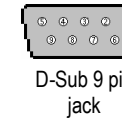


D-Sub 9 pin plug



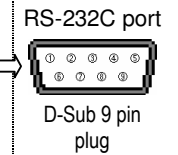
D-Sub 9 pin jack

-	①	①	CD
RD	②	②	RD
TD	③	③	TD
-	④	④	DTR
GND	⑤	⑤	GND
-	⑥	⑥	DSR
RTS	⑦	⑦	RTS
CTS	⑧	⑧	DTS
-	⑨	⑨	RI



D-Sub 9 pin jack

Computer side



RS-232C port

memo About the details of RS-232C communication, please refer to the following page.

G NETWORK

- RJ-45 (10BASE-T) jack

RS-232C Communication

Connecting The Cable

- 1 Turn off the projector and the computer power supplies.
- 2 Connect the CONTROL port of the projector with a RS-232C port of the computer by a RS-232C cable. Use the cable that fulfills the specification shown in the previous page.
- 3 Turn on the computer power supply and after the computer has started up, turn on the projector power supply.

Communications Setting

19200bps, 8N1

1. Protocol

Consist of header (7 bytes) + command data (6 bytes).

2. Header

BE + EF + 03 + 06 + 00 + CRC_low + CRC_high

CRC_low : Lower byte of CRC flag for command data

CRC_high : Upper byte of CRC flag for command data

3. Command data

Command Data Chart

byte_0	byte_1	byte_2	byte_3	byte_4	byte_5
Action		Type		Setting code	
low	high	low	high	low	high

Action (byte_0 - 1)

Action	Classification	Content
1	SET	Change setting to desired value.
2	GET	Read projector internal setup value.
4	INCREMENT	Increment setup value by 1.
5	DECREMENT	Decrement setup value by 1.
6	EXECUTE	Run a command.

Signal Connectors (continued)

Requesting projector status (Get command)

- (1) Send the request code Header + Command data ('02H'+ '00H'+ type (2 bytes)+ '00H'+ '00H') from the computer to the projector.
- (2) The projector returns the response code '1DH'+ data (2 bytes) to the computer.

Changing the projector settings (Set command)

- (1) Send the setting code Header + Command data ('01H'+ '00H'+ type (2 bytes) + setting code (2 bytes)) from the computer to the projector.
- (2) The projector changes the setting based on the above setting code.
- (3) The projector returns the response code '06H' to the computer.

Using the projector default settings (Reset Command)

- (1) The computer sends the default setting code Header + Command data ('06H'+ '00H'+ type (2 bytes) + '00H'+ '00H') to the projector.
- (2) The projector changes the specified setting to the default value.
- (3) The projector returns the response code '06H' to the computer.

Increasing the projector setting value (Increment command)

- (1) The computer sends the increment code Header + Command data ('04H'+ '00H'+ type (2 bytes) + '00H'+ '00H') to the projector.
- (2) The projector increases the setting value on the above setting code.
- (3) The projector returns the response code '06H' to the computer.

Decreasing the projector setting value (Decrement command)

- (1) The computer sends the decrement code Header + Command data ('05H'+ '00H'+ type (2 bytes) + '00H'+ '00H') to the projector.
- (2) The projector decreases the setting value on the above setting code.
- (3) The projector returns the response code '06H' to the computer.

When the projector cannot understand the received command

When the projector cannot understand the received command, the error code '15H' is sent back to the computer.

Sometimes the projector cannot properly receive the command. In such a case, the command is not executed and the error code '15H' is sent back to the computer. If this error code is returned, send the same command again.

When the projector cannot execute the received command.

When the projector cannot execute the received command, the error code '1cH' + 'xxxxH' is sent back to the computer. 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, an error code will be returned to the computer.

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.
- 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.

Signal Connectors (continued)

Command Data Chart

Names	Operation type	Header				Command data								
						CRC	Action	Type	Setting code					
Keystone V	Get	BE	EF	03	06	00	B9 D3	02	00	07	20	00	00	
	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	
Keystone H	Get	BE	EF	03	06	00	E9 D0	02	00	0B	20	00	00	
	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	BE	EF	03	06	00	98 D8	06	00	20	70	00	00	
Brightness	Get	BE	EF	03	06	00	89 D2	02	00	03	20	00	00	
	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	
Contrast	Get	BE	EF	03	06	00	FD D3	02	00	04	20	00	00	
	Increment	BE	EF	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	
Aspect	Set	4:3	BE	EF	03	06	00	9E D0	01	00	08	20	00	00
		16:9	BE	EF	03	06	00	0E D1	01	00	08	20	01	00
		SMALL	BE	EF	03	06	00	FE D1	01	00	08	20	02	00
		NORMAL	BE	EF	03	06	00	5E DD	01	00	08	20	10	00
	Get	BE	EF	03	06	00	AD D0	02	00	08	20	00	00	
Whisper	Set	NORMAL	BE	EF	03	06	00	3B 23	01	00	00	33	00	00
		WHISPER	BE	EF	03	06	00	AB 22	01	00	00	33	01	00
	Get	BE	EF	03	06	00	08 23	02	00	00	33	00	00	
Mirror	Set	Normal	BE	EF	03	06	00	C7 D2	01	00	01	30	00	00
		H Inverse	BE	EF	03	06	00	57 D3	01	00	01	30	01	00
		V Inverse	BE	EF	03	06	00	A7 D3	01	00	01	30	02	00
	H&V Inverse	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		
Language	Set	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
		中文	BE	EF	03	06	00	A7 D5	01	00	05	30	09	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
		PYCKNN	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	0D	00
		POLSKI	BE	EF	03	06	00	97 D7	01	00	05	30	0E	00
		Get	BE	EF	03	06	00	C4 D3	02	00	05	30	00	00

(This table is continued to the following page.)

Signal Connectors (continued)

Command Data Chart (continued)

Names	Operation type	Header				Command data								
						CRC	Action	Type	Setting code					
Gamma	Set	NORMAL	BE	EF	03	06	00	C7 F0	01	00	A1	30	00	00
		CINEMA	BE	EF	03	06	00	57 F1	01	00	A1	30	01	00
		DYNAMIC	BE	EF	03	06	00	A7 F1	01	00	A1	30	02	00
		CUSTOM	BE	EF	03	06	00	07 FD	01	00	A1	30	10	00
Custom Gamma	Get	BE	EF	03	06	00	F4 F0	02	00	A1	30	00	00	
	Increment	BE	EF	03	06	00	08 F1	02	00	A0	30	00	00	
	Decrement	BE	EF	03	06	00	6E F1	04	00	A0	30	00	00	
Custom Color Temp	Set	USER	BE	EF	03	06	00	3B F8	01	00	B0	30	10	00
		HIGH	BE	EF	03	06	00	0B F5	01	00	B0	30	03	00
		MIDDLE	BE	EF	03	06	00	9B F4	01	00	B0	30	02	00
		LOW	BE	EF	03	06	00	6B F4	01	00	B0	30	01	00
	Get	BE	EF	03	06	00	C8 F5	02	00	B0	30	00	00	
Custom User R	Set	50	BE	EF	03	06	00	57 F7	01	00	B1	30	05	00
		60	BE	EF	03	06	00	C7 F6	01	00	B1	30	04	00
		70	BE	EF	03	06	00	F7 F4	01	00	B1	30	03	00
		80	BE	EF	03	06	00	67 F5	01	00	B1	30	02	00
		90	BE	EF	03	06	00	97 F5	01	00	B1	30	01	00
	100	BE	EF	03	06	00	07 F4	01	00	B1	30	00	00	
Get	BE	EF	03	06	00	34 F4	02	00	B1	30	00	00		
Custom User G	Set	50	BE	EF	03	06	00	13 F7	01	00	B2	30	05	00
		60	BE	EF	03	06	00	83 F6	01	00	B2	30	04	00
		70	BE	EF	03	06	00	B3 F4	01	00	B2	30	03	00
		80	BE	EF	03	06	00	23 F5	01	00	B2	30	02	00
		90	BE	EF	03	06	00	D3 F5	01	00	B2	30	01	00
	100	BE	EF	03	06	00	43 F4	01	00	B2	30	00	00	
Get	BE	EF	03	06	00	70 F4	02	00	B2	30	00	00		
Custom User B	Set	50	BE	EF	03	06	00	EF F6	01	00	B3	30	05	00
		60	BE	EF	03	06	00	7F F7	01	00	B3	30	04	00
		70	BE	EF	03	06	00	4F F5	01	00	B3	30	03	00
		80	BE	EF	03	06	00	DF F4	01	00	B3	30	02	00
		90	BE	EF	03	06	00	2F F4	01	00	B3	30	01	00
	100	BE	EF	03	06	00	BF F5	01	00	B3	30	00	00	
Get	BE	EF	03	06	00	8C F5	02	00	B3	30	00	00		
Color Balance R	Get	BE	EF	03	06	00	01 D2	02	00	05	20	00	00	
	Increment	BE	EF	03	06	00	67 D2	04	00	05	20	00	00	
	Decrement	BE	EF	03	06	00	B6 D3	05	00	05	20	00	00	
Color Balance R Reset	Execute	BE	EF	03	06	00	94 D3	06	00	05	70	00	00	
Color Balance G	Get	BE	EF	03	06	00	B5 D7	02	00	12	20	00	00	
	Increment	BE	EF	03	06	00	D3 D7	04	00	12	20	00	00	
	Decrement	BE	EF	03	06	00	02 D6	05	00	12	20	00	00	
Color Balance G Reset	Execute	BE	EF	03	06	00	04 DB	06	00	29	70	00	00	
Color Balance B	Get	BE	EF	03	06	00	45 D2	02	00	06	20	00	00	
	Increment	BE	EF	03	06	00	23 D2	04	00	06	20	00	00	
	Decrement	BE	EF	03	06	00	F2 D3	05	00	06	20	00	00	
Color Balance B Reset	Execute	BE	EF	03	06	00	D0 D3	06	00	06	70	00	00	

(This table is continued to the following page.)

Signal Connectors (continued)

Command Data Chart (continued)

Names	Operation type	Header				Command data			
		CRC	Action	Type	Setting code				
Sharpness	Get	BE EF 03 06 00	F1 72	02 00	01 22	00 00			
	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			
Color	Get	BE EF 03 06 00	B5 72	02 00	02 22	00 00			
	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			
Tint	Get	BE EF 03 06 00	49 73	02 00	03 22	00 00			
	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			
My Memory Load	Set	1	BE EF 03 06 00	0E D7	01 00	14 20	00 00		
		2	BE EF 03 06 00	0E 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 D7	01 00	14 20	03 00		
My Memory Save	Set	1	BE EF 03 06 00	F2 D6	01 00	15 20	00 00		
		2	BE EF 03 06 00	62 D7	01 00	15 20	01 00		
		3	BE EF 03 06 00	92 D7	01 00	15 20	02 00		
		4	BE EF 03 06 00	02 D6	01 00	15 20	03 00		
V Position	Get	BE EF 03 06 00	0D 83	02 00	00 21	00 00			
	Increment	BE EF 03 06 00	6B 83	04 00	00 21	00 00			
	Decrement	BE EF 03 06 00	BA 82	05 00	00 21	00 00			
V Position Reset	Execute	BE EF 03 06 00	E0 D2	06 00	02 70	00 00			
H Position	Get	BE EF 03 06 00	F1 82	02 00	01 21	00 00			
	Increment	BE EF 03 06 00	97 82	04 00	01 21	00 00			
	Decrement	BE EF 03 06 00	46 83	05 00	01 21	00 00			
H Position Reset	Execute	BE EF 03 06 00	1C D3	06 00	03 70	00 00			
H Phase	Get	BE EF 03 06 00	49 83	02 00	03 21	00 00			
	Increment	BE EF 03 06 00	2F 83	04 00	03 21	00 00			
	Decrement	BE EF 03 06 00	FE 82	05 00	03 21	00 00			
H Size	Get	BE EF 03 06 00	B5 82	02 00	02 21	00 00			
	Increment	BE EF 03 06 00	D3 82	04 00	02 21	00 00			
	Decrement	BE EF 03 06 00	02 83	05 00	02 21	00 00			
H Size Reset	Execute	BE EF 03 06 00	68 D2	06 00	04 70	00 00			
Over Scan	Get	BE EF 03 06 00	91 70	02 00	09 22	00 00			
	Increment	BE EF 03 06 00	F7 70	04 00	09 22	00 00			
	Decrement	BE EF 03 06 00	26 71	05 00	09 22	00 00			
Over Scan Reset	Execute	BE EF 03 06 00	EC D9	06 00	27 70	00 00			
Color Space	Set	AUTO	BE EF 03 06 00	0E 72	01 00	04 22	00 00		
		RGB	BE EF 03 06 00	9E 73	01 00	04 22	01 00		
		SMPTE240	BE EF 03 06 00	6E 73	01 00	04 22	02 00		
		REC709	BE EF 03 06 00	FE 72	01 00	04 22	03 00		
		REC601	BE EF 03 06 00	CE 70	01 00	04 22	04 00		
		Get	BE EF 03 06 00	3D 72	02 00	04 22	00 00		
Component	Set	COMPONENT	BE EF 03 06 00	4A D7	01 00	17 20	00 00		
		SCART RGB	BE EF 03 06 00	DA D6	01 00	17 20	01 00		
		Get	BE EF 03 06 00	79 D7	02 00	17 20	00 00		

(This table is continued to the following page.)

Signal Connectors (continued)

Command Data Chart (continued)

Names	Operation type	Header				Command data			
		CRC	Action	Type	Setting code				
Video Format	Set	AUTO	BE EF 03 06 00	9E 75	01 00	00 22	0A 00		
		NTSC	BE EF 03 06 00	FE 71	01 00	00 22	04 00		
		PAL	BE EF 03 06 00	6E 70	01 00	00 22	05 00		
		SECAM	BE EF 03 06 00	6E 75	01 00	00 22	09 00		
		NTSC 4.43	BE EF 03 06 00	5E 72	01 00	00 22	02 00		
		M-PAL	BE EF 03 06 00	FE 74	01 00	00 22	08 00		
		N-PAL	BE EF 03 06 00	0E 71	01 00	00 22	07 00		
3D-YCS	Set	Get	BE EF 03 06 00	0D 73	02 00	00 22	00 00		
		TURN OFF	BE EF 03 06 00	E6 70	01 00	0A 22	00 00		
		TURN ON	BE EF 03 06 00	76 71	01 00	0A 22	01 00		
		Get	BE EF 03 06 00	D5 70	02 00	0A 22	00 00		
Video NR	Set	LOW	BE EF 03 06 00	26 72	01 00	06 22	01 00		
		MIDDLE	BE EF 03 06 00	D6 72	01 00	06 22	02 00		
		HIGH	BE EF 03 06 00	46 73	01 00	06 22	03 00		
S2-Aspect	Set	Get	BE EF 03 06 00	85 73	02 00	06 22	00 00		
		TURN OFF	BE EF 03 06 00	1A 71	01 00	0B 22	00 00		
		TURN ON	BE EF 03 06 00	8A 70	01 00	0B 22	01 00		
		Get	BE EF 03 06 00	29 71	02 00	0B 22	00 00		
Auto Adjust	Execute	BE EF 03 06 00	91 D0	06 00	0A 20	00 00			
Auto off	Get	BE EF 03 06 00	08 86	02 00	10 31	00 00			
	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			
Auto Search	Set	TURN OFF	BE EF 03 06 00	B6 D6	01 00	16 20	00 00		
		TURN 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		
Blank Color	Set	My Screen	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		
		Blue	BE EF 03 06 00	CB D3	01 00	00 30	03 00		
		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		
Blank on/off	Set	Get	BE EF 03 06 00	08 D3	02 00	00 30	00 00		
		TURN OFF	BE EF 03 06 00	FB D8	01 00	20 30	00 00		
		TURN ON	BE EF 03 06 00	6B D9	01 00	20 30	01 00		
Startup	Set	Get	BE EF 03 06 00	C8 D8	02 00	20 30	00 00		
		My Screen	BE EF 03 06 00	CB CB	01 00	04 30	20 00		
		Original	BE EF 03 06 00	0B D2	01 00	04 30	00 00		
		TURN OFF	BE EF 03 06 00	9B D3	01 00	04 30	01 00		
Menu Position V	Get	BE EF 03 06 00	40 D7	02 00	16 30	00 00			
	Increment	BE EF 03 06 00	26 D7	04 00	16 30	00 00			
	Decrement	BE EF 03 06 00	F7 D6	05 00	16 30	00 00			
Menu Position V Reset	Execute	BE EF 03 06 00	A8 C7	06 00	44 70	00 00			

(This table is continued to the following page.)

Signal Connectors (continued)

Command Data Chart (continued)

Names	Operation type	Header				Command data				
		BE	EF	03	06 00	CRC	Action	Type	Setting code	
Menu Position H	Get	BE	EF	03	06 00	04 D7	02 00	15 30	00 00	
	Increment	BE	EF	03	06 00	62 D7	04 00	15 30	00 00	
	Decrement	BE	EF	03	06 00	B3 D6	05 00	15 30	00 00	
Menu Position H Reset	Execute	BE	EF	03	06 00	DC C6	06 00	43 70	00 00	
Message	Set	TURN OFF	BE	EF	03	06 00	8F D6	01 00	17 30	00 00
		TURN 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	
Volume	Get	BE	EF	03	06 00	31 D3	02 00	01 20	00 00	
	Increment	BE	EF	03	06 00	57 D3	04 00	01 20	00 00	
	Decrement	BE	EF	03	06 00	86 D2	05 00	01 20	00 00	
MUTE	Set	TURN ON	BE	EF	03	06 00	46 D3	01 00	02 20	00 00
		TURN OFF	BE	EF	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	
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	
Magnify	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	
Freeze	Set	Normal	BE	EF	03	06 00	83 D2	01 00	02 30	00 00
		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	
Power	Set	TURN OFF	BE	EF	03	06 00	2A D3	01 00	00 60	00 00
		TURN ON	BE	EF	03	06 00	BA D2	01 00	00 60	01 00
	Get	BE	EF	03	06 00	19 D3	02 00	00 60	00 00	
Input Source	Set	M1-D	BE	EF	03	06 00	0E D2	01 00	00 20	03 00
		RGB	BE	EF	03	06 00	FE D2	01 00	00 20	00 00
		BNC	BE	EF	03	06 00	3E D0	01 00	00 20	04 00
		Video	BE	EF	03	06 00	6E D3	01 00	00 20	01 00
		S-Video	BE	EF	03	06 00	9E D3	01 00	00 20	02 00
		Component	BE	EF	03	06 00	AE D1	01 00	00 20	05 00
Error Status	Get	Get	BE	EF	03	06 00	CD D2	02 00	00 20	00 00
		(Example of Return)	BE	EF	03	06 00	D9 D8	02 00	20 60	00 00
		(Normal) (Cover-error) (Fan-error) (Lamp-error) 04 00 05 00 06 00 07 00 08 00 (Temp-error) (Air flow-error) (Lamp-Time-over) (Cool-error) (Filter-Error)								

(This table is continued to the following page.)

Signal Connectors (continued)

Command Data Chart (continued)

Names	Operation type	Header				Command data				
		BE	EF	03	06 00	CRC	Action	Type	Setting code	
PinP Size	Set	Off	BE	EF	03	06 00	FE 22	01 00	00 23	00 00
		Large	BE	EF	03	06 00	6E 23	01 00	00 23	01 00
		Small	BE	EF	03	06 00	9E 23	01 00	00 23	02 00
PinP Position	Set	Get	BE	EF	03	06 00	CD 22	02 00	00 23	00 00
		Upper Left	BE	EF	03	06 00	02 23	01 00	01 23	00 00
		Upper Right	BE	EF	03	06 00	92 22	01 00	01 23	01 00
		Bottom Left	BE	EF	03	06 00	62 22	01 00	01 23	02 00
		Bottom Right	BE	EF	03	06 00	F2 23	01 00	01 23	03 00
PinP Audio Ch	Set	Get	BE	EF	03	06 00	31 23	02 00	01 23	00 00
		RGB	BE	EF	03	06 00	BA 22	01 00	03 23	00 00
		Video	BE	EF	03	06 00	2A 23	01 00	03 23	01 00
PinP Input	Set	Get	BE	EF	03	06 00	89 22	02 00	03 23	00 00
		Video	BE	EF	03	06 00	D6 22	01 00	02 23	01 00
		S-Video	BE	EF	03	06 00	26 22	01 00	02 23	02 00
My screen size	Set	Get	BE	EF	03	06 00	75 23	02 00	02 23	00 00
		Full	BE	EF	03	06 00	43 D6	01 00	12 30	00 00
		x1	BE	EF	03	06 00	D3 D7	01 00	12 30	01 00
My screen Lock	Set	Get	BE	EF	03	06 00	70 D6	02 00	12 30	00 00
		Off	BE	EF	03	06 00	3B EF	01 00	C0 30	00 00
		On	BE	EF	03	06 00	AB EE	01 00	C0 30	01 00
IR Remote Front	Set	Get	BE	EF	03	06 00	08 EF	02 00	C0 30	00 00
		Off	BE	EF	03	06 00	FF 32	01 00	00 26	00 00
		On	BE	EF	03	06 00	6F 33	01 00	00 26	01 00
IR Remote Rear	Set	Get	BE	EF	03	06 00	CC 32	02 00	00 26	00 00
		Off	BE	EF	03	06 00	03 33	01 00	01 26	00 00
		On	BE	EF	03	06 00	93 32	01 00	01 26	01 00
IR Remote Top	Set	Get	BE	EF	03	06 00	30 33	02 00	01 26	00 00
		Off	BE	EF	03	06 00	47 33	01 00	02 26	00 00
		On	BE	EF	03	06 00	D7 32	01 00	02 26	01 00
Power Up Source	Set	Get	BE	EF	03	06 00	74 33	02 00	02 26	00 00
		Last Ch	BE	EF	03	06 00	9E D9	01 00	18 20	10 00
		M1-D	BE	EF	03	06 00	AE D4	01 00	18 20	03 00
		RGB	BE	EF	03	06 00	5E D4	01 00	18 20	00 00
		BNC	BE	EF	03	06 00	9E D6	01 00	18 20	04 00
		Component	BE	EF	03	06 00	0E D7	01 00	18 20	05 00
		S-Video	BE	EF	03	06 00	3E D5	01 00	18 20	02 00
Auto Adjust Enable	Set	Video	BE	EF	03	06 00	CE D5	01 00	18 20	01 00
		Get	BE	EF	03	06 00	6D D4	02 00	18 20	00 00
		DISABLE	BE	EF	03	06 00	A2 D5	01 00	19 20	00 00
Internal Speaker	Set	ENABLE	BE	EF	03	06 00	32 D4	01 00	19 20	01 00
		Get	BE	EF	03	06 00	91 D5	02 00	19 20	00 00
		TURN OFF	BE	EF	03	06 00	6E D5	01 00	1C 20	00 00
Lens Lock	Set	TURN ON	BE	EF	03	06 00	FE D4	01 00	1C 20	01 00
		Get	BE	EF	03	06 00	5D D5	02 00	1C 20	00 00
		TURN OFF	BE	EF	03	06 00	FF 97	01 00	10 24	00 00
Lens Lock	Set	TURN ON	BE	EF	03	06 00	6F 96	01 00	10 24	01 00
		Get	BE	EF	03	06 00	CC 97	02 00	10 24	00 00

(This table is continued to the following page.)

Signal Connectors (continued)

Command Data Chart (continued)

Names	Operation type	Header				Command data									
					CRC	Action	Type	Setting code							
Remote ID	Set	All	BE	EF	03	06	00	9F	30	01	00	08	26	00	00
		1	BE	EF	03	06	00	0F	31	01	00	08	26	01	00
		2	BE	EF	03	06	00	FF	31	01	00	08	26	02	00
		3	BE	EF	03	06	00	6F	30	01	00	08	26	03	00
	Get	BE	EF	03	06	00	AC	30	02	00	08	26	00	00	
Auto Power On	Set	TURN OFF	BE	EF	03	06	00	3B	89	01	00	20	31	00	00
		TURN ON	BE	EF	03	06	00	AB	88	01	00	20	31	01	00
	Get	BE	EF	03	06	00	08	89	02	00	20	31	00	00	
Lens	Set	All	BE	EF	03	06	00	3F	D8	01	00	70	25	00	00
		1	BE	EF	03	06	00	AF	D9	01	00	70	25	01	00
		2	BE	EF	03	06	00	5F	D9	01	00	70	25	02	00
		3	BE	EF	03	06	00	CF	D8	01	00	70	25	03	00
		4	BE	EF	03	06	00	FF	DA	01	00	70	25	04	00
		5	BE	EF	03	06	00	6F	DB	01	00	70	25	05	00
	Get	BE	EF	03	06	00	0C	D8	02	00	70	25	00	00	