

FUNCTION	RS232 COMMAND	FEEDBACK
IMAGE HIDE ON	PR_IHON	PR_IHON
IMAGE HIDE OFF	PR_IHOFF	PR_IHOFF
PROJECTOR LATEST ERROR	PR_ERROR	See Error Codes

LATEST ERROR CODES (See PR_ERROR)

01	The lamp does not turn on.	40	FAN1 (the cooling fan for DD) has stopped.
02	Accumulated lamp time has exceeded 1500 hours.	41	FAN2 (the cooling fan for the lamp) has stopped.
06	The lamp goes off during projection.	42	FAN3 (the cooling fan for over all exhaust) has stopped.
08	Abnormal temperature in the projector.	43	FAN4 (the cooling fan for the MAIN circuit board) has stopped.
09	Abnormal temperature around the intake vent.	44	FAN5 (the cooling fan for the lighting system (PCS)) has stopped.
0A	Abnormal temperature around the exhaust vent.	46	FAN7 (the cooling fan for the device) has stopped.
15	The lamp cover is open.	47	FAN8 (the cooling fan for the power supply of the lamp) has stopped.
30	Trouble with CPU circuit board.	49	FAN10 (the cooling fan for DD) has stopped.
31	Trouble with MAIN circuit board.	4A	FAN11 (the cooling fan for DD) has stopped.
32	Trouble with DD-RB circuit board.		
33	Trouble with DD-G circuit board.		



810 Reference Video System

RS232 Control Information

810 Scaler/Projector RS232 Commands

This document shows relevant RS232 commands for the 810 Scaler and Projector. All commands are supplied to the Scaler: the Projector is controlled by the Scaler.

RS232 port setting: Baud Rate 9600, Data Bits 8, Stop bits: 1 Parity: None

Terminate all commands with a Carriage Return.

810 SCALER

FUNCTION	RS232 COMMAND	FEEDBACK
POWER ON	SC_ON	SC_ON
POWER OFF	SC_OFF	SC_OFF

SOURCE (Logical)

SOURCE	SC_SRC	SC_SRC
CD	SC_CD	SC_CD
RADIO	SC_RD	SC_RD
AUX	SC_AX	SC_AX
TV	SC_TV	SC_TV
TAPE	SC_TA	SC_TA
SAT	SC_SA	SC_SA
DISC	SC_DC	SC_DC
CABLE	SC_CB	SC_CB
DVD	SC_DV	SC_DV
VCR1	SC_V1	SC_V1
VCR2	SC_V2	SC_V2
GAME	SC_GA	SC_GA

INPUT (Physical)

HDMI	SC_HDMI	SC_HDMI
DVI	SC_DVI	SC_DVI

FUNCTION	RS232 COMMAND	FEEDBACK
MENU	SC_ME	SC_ME
MENU UP	SC_MU	SC_MU
MENU DOWN	SC_MD	SC_MD
MENU LEFT	SC_ML	SC_ML
MENU RIGHT	SC_MR	SC_MR
.		
ENTER	SC_EN	SC_EN
PRESET	SC_PRE	SC_PRE
ASPECT TOGGLE	SC_ASP	SC_ASP
ASPECT 16:9	SC_ASP1	SC_ASP1
ASPECT 2.35:1	SC_ASP2	SC_ASP2
ASPECT 4:3	SC_ASP3	SC_ASP3
ASPECT FULL	SC_ASP4	SC_ASP4

SCALER VIDEO PROCESSING USER PRESET DIRECT CONTROL:

Command syntax in this section: Send Command Name <space> argument, eg "SC_PRESET BYPASS"

VIDEO PRESET SELECTION	SC_PRESET [BYPASS/QDEO/1/2/3/4/5/6/7]	SC_PRESET
NOISE REDUCTION*	SC_NR [OFF/L/M/H]	SC_NR
COMPRESSION ARTIFACT REDUCTION*	SC_CAR [OFF/ON]	SC_CAR
INTELLIGENT COLOUR REMAPPING*	SC_ICR [VIVID/SKY+GRASS/SKY/GRASS/OFF]	SC_ICR
ADAPTIVE CONTRAST ENHANCEMENT*	SC_ACE [OFF/L/M/H]	SC_ACE
EDGE ENHANCEMENT*	SC_EDGE [OFF/L/M/H]	SC_EDGE
BRIGHTNESS ADJUST*	SC_BRIGHTNESS [-/+]	SC_BRIGHTNESS 50
CONTRAST ADJUST*	SC_CONTRAST [-/+]	SC_CONTRAST 50
SATURATION ADJUST*	SC_SATURATION [-/+]	SC_SATURATION 50
TINT ADJUST*	SC_TINT [-/+]	SC_TINT 50
CYAN COLOUR ADJUST*	SC_CYAN [-/+]	SC_CYAN 50
YELLOW COLOUR ADJUST*	SC_YELLOW [-/+]	SC_YELLOW 50
MAGENTA COLOUR ADJUST*	SC_MAGENTA [-/+]	SC_MAGENTA 50
RED COLOUR ADJUST*	SC_RED [-/+]	SC_RED 50
GREEN COLOUR ADJUST*	SC_GREEN [-/+]	SC_GREEN 50
BLUE COLOUR ADJUST*	SC_BLUE [-/+]	SC_BLUE 50

*A User Preset must be selected for the command to have an effect. Example values in feedback column.

See User Manual for detailed description of control usage.

810 PROJECTOR

FUNCTION	RS232 COMMAND	FEEDBACK
POWER ON	PR_ON	PR_ON
POWER OFF	PR_OFF	PR_OFF
GAMMA A	PR_GMA	PR_GMA
GAMMA B	PR_GMB	PR_GMB
GAMMA C	PR_GMC	PR_GMC
ZOOM + BIG STEP	PR_ZPBS	PR_ZPBS
ZOOM + SMALL STEP	PR_ZPSS	PR_ZPSS
ZOOM – BIG STEP	PR_ZMBS	PR_ZMBS
ZOOM – SMALL STEP	PR_ZMSS	PR_ZMSS
FOCUS + BIG STEP	PR_FPBS	PR_FPBS
FOCUS + SMALL STEP	PR_FPSS	PR_FPSS
FOCUS – BIG STEP	PR_FMBS	PR_FMBS
FOCUS – SMALL STEP	PR_FMSS	PR_FMSS
H SHIFT + BIG STEP	PR_HSPBS	PR_HSPBS
H SHIFT + SMALL STEP	PR_HSPSS	PR_HSPSS
H SHIFT – BIG STEP	PR_HSMBS	PR_HSMBS
H SHIFT – SMALL STEP	PR_HSMSS	PR_HSMSS
V SHIFT + BIG STEP	PR_VSPBS	PR_VSPBS
V SHIFT + SMALL STEP	PR_VSPSS	PR_VSPSS
V SHIFT – BIG STEP	PR_VSMBS	PR_VSMBS
V SHIFT – SMALL STEP	PR_VSMSS	PR_VSMSS

PROJECTOR DISPLAY DIRECT CONTROL

PROJECTOR FRAME LOCK	PR_FRLOCK [OFF/ON]	PR_FRLOCK
PROJECTOR DISPLAY MODE	PR_DMODE [SINGLE/DOUBLE/CROSS]	PR_DMODE
PROJECTOR FORCE SIGNAL	PR_F SIGNAL [OFF/1/2/3/4/5/6/7/8]	PR_F SIGNAL
TEST PATTERN OFF	PR_TPOFF	PR_TPOFF
TEST PATTERN 1 (COLOUR BARS)	PR_TP1	PR_TP1
TEST PATTERN 2 (COLOUR CROSSHATCH)	PR_TP2	PR_TP2
TEST PATTERN 3 (CROSSHATCH)	PR_TP3	PR_TP3
TEST PATTERN 4 (STAIRCASE)	PR_TP4	PR_TP4
TEST PATTERN 5 (RAMP)	PR_TP5	PR_TP5
TEST PATTERN 6 (WHITE WINDOW)	PR_TP6	PR_TP6