The top half of the page features a complex, abstract background of overlapping, semi-transparent blue triangles and polygons in various shades of blue, creating a dynamic, crystalline effect. This pattern tapers off towards the bottom left, meeting a white background.

Technical Reference
020-103480-05

GS Series 2K

Serial Commands

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Warning messages indicate a hazardous situation which, if not avoided, could result in death or serious injury.



Caution messages indicate a hazardous situation which, if not avoided, could result in minor or moderate injury.



Notice messages indicate a hazardous situation which, if not avoided, may result in equipment or property damage.



Information messages provide additional information, emphasize or provide a useful tip.

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Communicating with GS Series 2K

Understand the information and procedures for communicating with GS Series 2K from a remote location.

You can communicate with the projector through the RS232 IN port or the Ethernet port. When connecting the projector to a computer, use a direct connection. Docking ports can cause software upgrade failures.

Models

GS Series 2K consists of the following models:

- DWU880-GS
- DWU880A-GS
- DWU1100-GS
- DWU1100A-GS
- DWU1400-GS
- DWU1400A-GS

Connecting to the projector RS232 IN port

Communicate with the projector through the RS232 IN port.

1. Connect one end of a null standard nine-pin female to female modem cable to the projector RS232 IN port.
2. Connect the other end of the null standard nine-pin female to female modem cable to a computer.
3. Connect PIN 2 to PIN 3, PIN 3 to PIN 2 and PIN 5 to PIN 5.

Connecting to the projector Ethernet port

Communicate with the projector through the Ethernet port.

1. Change the IP address of your computer to place your computer on the same subnet as the projector.
Make sure the computer and projector IP addresses do not conflict with any device on the network.
2. Connect to the projector from your computer.

You can make the connection through an Ethernet cable or a wireless router.

3. On the TCP software, use port 3002.
4. Start sending serial commands.

RS232 communication parameters

The RS232 IN port has several communication parameters.

| Parameter | Value |
|-------------------|--------|
| Default baud rate | 115200 |
| Parity | None |
| Data bits | 8 |
| Stop bits | 1 |
| Flow control | None |

Correct command formatting

Add a space between the function code and the number when entering commands.

For example, (PWR1) can be entered as (PWR 1). To increase or decrease a value in some commands, enter n for the next value and p for the previous value. For example:

```
(OVS0) : OFF
(OVS1) : ZOOM
(OVS2) : CROP
```

If the current over scan (OVS) setting is off (OVS n), the command (OVS p) sets the value to zoom.

Understanding the message format

Commands sent to and from GS Series 2K projectors are formatted as simple text messages consisting of a three letter function code, an optional four letter subcode, and optional data.

| Source | Format | Function | Example |
|-----------------|---------------------|-----------------------------------------------------|-------------------|
| From controller | (Code Data) | SET (set power on) | (PWR1) or (PWR 1) |
| | (Code+Subcode Data) | SET (set input port configuration) | (SIN+PORT 1) |
| | (Code ?) | REQUEST (what is current power state?) | (PWR?) or (PWR ?) |
| | (Code+Subcode ?) | REQUEST (what is current input port configuration?) | (SIN+PORT?) |
| From projector | (Code Data) | REPLY (power state is 1 "On") | (PWR!001 "On") |

| Source | Format | Function | Example |
|--------|---------------------|--------------------------------------------------|---------------------------|
| | (Code+Subcode Data) | REPLY (input port configuration is 1 "One-Port") | (SIN+PORT!001 "One-Port") |

You can include optional features such as message acknowledgments with your commands.

Available message types

| Message type | Description |
|--------------|----------------------------------------------------------------------------------------------|
| Set | A command to set a projector parameter at a specific level, such as changing the brightness. |
| Request | A request for information, such as what is the current brightness setting. |
| Reply | Returns the data in response to a request or as confirmation of a command. |

Message structure

Understand the components of an ASCII command.

Regardless of message type or origin, all messages use the same basic format and code. Opening and closing round brackets (parentheses) surround each message.

| Message element | Description |
|------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Parentheses | Commands are enclosed by parentheses (). If a start character is received before an end character of the previous message, the partial (previous) message is discarded. |
| Prefix characters (optional) | Acknowledges the projector has responded or increases message integrity when added before the three-character function code. <ul style="list-style-type: none"> Number symbol (#)—Request a full acknowledgment. A full acknowledgment sends an echo of the message as a reply from the projector when it finishes processing the command. Do not include a full acknowledgment in a request message. |
| Function code | The primary projector function being queried or modified. Each function code is represented by a three-character, upper or lower case ASCII code (A-Z). The function code appears after the first parenthesis. If a command does not include a subcode, a space between the function code and the first parameter (or special character) is optional. |
| +subcode | The secondary projector function being queried or modified. Each subcode is represented by a four-character, upper or lower case ASCII code (A-Z and 0-9). The subcode appears after the function code, and it is separated from the function code with a plus symbol (+). If a subcode is not included, the plus symbol is not required. If a command includes a subcode, a space between the subcode and the first parameter (or special character) is optional. |
| Request and reply symbols | The question mark symbol (?) appears after the function code when the controller requests projector information. |

| Message element | Description |
|-----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| | <p>An exclamation mark (!) appears after the function code when the projector responds to a request.</p> <p>Do not include a question or exclamation mark when creating a SET command.</p> |

Error messages

If a command cannot be performed, a descriptive error identifying the problem appears.

For example, the following message indicates a syntax error:

```
(ITP) - (65535 00000 ERR00005 "ITP: Too Few Parameters")
```

Serial API commands

The GS Series 2K commands can be used to modify product settings.

ACE—Auto Color Uniformity

Balances the image color automatically with auto color uniformity.

Commands

| Command | Description | Values |
|-------------|---------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------|
| ACE <0 1> | Enables or disables automatically adjusting color uniformity. | 0 = Disables automatically adjusting color uniformity (Default) 1 = Enables automatically adjusting color uniformity |

Examples

Disable automatically adjusting color uniformity:

(ACE 0)

Enable automatically adjusting color uniformity:

(ACE 1)

ACC—Auto Color Calibration

Starts adjusting the image color.

Commands

| Command | Description | Values |
|---------|-----------------------------------|--------|
| ACC 1 | Starts adjusting the image color. | 1 |

Examples

Start adjusting the image color:

(ACC 1)

ACR–Auto Color Uniformity Reset

Restores the auto color uniformity settings to the factory defaults.

Commands

| Command | Description | Values |
|---------|----------------------------------------------------------------------|--------|
| ACR 1 | Restores the auto color uniformity settings to the factory defaults. | 1 |

Examples

Restore to factory defaults:
(ACR 1)

ACT–Auto Color Uniformity Target Selection

Selects a calibration target for automatic color uniformity.

Commands

| Command | Description | Values |
|---------|--------------------------------------------------------------|--------------------------|
| ACTxy | Selects a calibration target for automatic color uniformity. | x = 1 to 9 y = 1 to 7 |

ADR–Address

Sets or queries the device address.

This command also helps to identify where a response or asynchronous message originates from. Generally, this command is used for projectors that are daisy-chained together using the RS232 style communication.

Commands

| Command | Description | Values |
|-------------|---------------------------------------------------|-----------------------|
| ADR? | Checks the current projector address. (Read-only) | — |
| ADR <value> | Sets the projector address to <value>. | 0 to 9 0 (Default) |

Examples

Set the projector address 0:

(ADR 0)

AIR–Auto Image Resync

Sets the Timing Detection mode to enhanced or normal to support additional PC timings. When the projected picture is not completed, this function is used to adjust the picture.

Commands

| Command | Description | Values |
|-------------|---------------------------------|--------------------------------------|
| AIR <0 1> | Sets the Timing Detection mode. | 0 = Normal (Default) 1 = Enhanced |

Examples

Set the Timing Detection mode to Normal:

(AIR 0)

Set the Timing Detection mode to Enhanced:

(AIR 1)

APW–Auto Power On

Turns the projector on with a wall switch and bypasses standby mode.

Commands

| Command | Description | Values |
|-------------|--------------------------------------------------------|-------------------------------------------------------------------|
| APW <0 1> | Automatically powers up the projector to the on state. | 0 = Disables auto power up (Default) 1 = Enables auto power up |

Examples

Turn off auto power:

(APW 0)

Turn on auto power:

(APW 1)

ASH–Auto Shutdown

Powers off the projector after a set period of time.

Commands

| Command | Description | Values |
|-------------|------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ASH <value> | Enables or disables auto shutdown. | 0 = Turns off auto shutdown (Default) 1 = Activates auto shutdown after five minutes 2 = Activates auto shutdown after 10 minutes 3 = Activates auto shutdown after 15 minutes 4 = Activates auto shutdown after 20 minutes 5 = Activates auto shutdown after 25 minutes 6 = Activates auto shutdown after 30 minutes |

Examples

| |
|------------------------------------------------------|
| Turn off auto shutdown: (ASH 0) |
| Activate auto shutdown after ten minutes: (ASH 2) |

ATF–Auto Focus

Adjusts the image focus automatically with the camera kit.

Commands

| Command | Description | Values |
|---------|--------------------------------------------------------|--------|
| ATF 1 | Adjusts the image focus automatically with camera kit. | 1 |

Examples

| |
|----------------------------------------------------------------------|
| Adjust the image focus automatically with the camera kit: (ATF 1) |
|----------------------------------------------------------------------|

ATW–Auto Wall Color

Sets the wall color automatically so the projector can enhance the color performance customized for the specific wall.

Commands

| Command | Description | Values |
|---------|------------------------------------------------------------------------------------------------------------------------|--------|
| ATW 1 | Sets the wall color automatically so the projector can enhance the color performance customized for the specific wall. | 1 |

Examples

Set the wall color automatically:
(ATW 1)

AWF–Auto Warp Filter

Automatically corrects the distorted image.

Image distortion is caused by projection to a curved surface or by lens distortion.

Commands

| Command | Description | Values |
|-------------|--------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------|
| AWF <0 1> | Enables or disables automatically applying a preset warp filter for image distortion correction. | 0 = Disables automatic warping 1 = Enables automatic warping (Default) |

Examples

Disable automatic applying of a preset warp filter:
(AWF 0)

Enable automatic applying of a preset warp filter:
(AWF 1)

BAC–Backup Restore

Saves and restores GS Series 2K settings to and from a backup file.

Commands

| Command | Description | Values |
|-------------------|--------------------------------------------------------|------------------------------------------------------------------------------|
| BAC+REST <record> | Restores the GS Series 2K settings from a backup file. | 0 = Record 1 1 = Record 2 2 = Record 3 3 = Record 4 4 = Record 5 |
| BAC+SAVE <record> | Saves GS Series 2K settings to a backup file. | 0 = Record 1 1 = Record 2 2 = Record 3 3 = Record 4 4 = Record 5 |

Examples

| |
|-------------------------------------------------------------------|
| Restore GS Series 2K settings from backup file 4: (BAC+REST 3) |
| Save GS Series 2K settings to backup file 1: (BAC+SAVE 0) |

BDR–Baud Rate

Sets the baud rate for a serial communications port.

Commands

| Command | Description | Values |
|-------------|--------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------|
| BDR? | Returns the baud rate for the serial port. (Read-only) | — |
| BDR <value> | Sets the baud rate for the serial port. | 0 = 1200 1 = 2400 2 = 4800 3 = 9600 4 = 14400 5 = 19200 6 = 38400 7 = 57600 8 = 115200 (Default) |

Examples

| |
|---------------------------------------------------------------------------------------------|
| <p>Get the baud rate for the serial port: (BDR?)</p> <p>Result: (BRD! "115200")</p> |
| <p>Set the baud rate on port A to 115200 bits per second: (BDR+PRTA 8)</p> |

BGC–Base Gamma Curve

Selects a gamma correction curve.

Commands

| Command | Description | Values |
|-------------|-----------------------------------|-----------------------------------------------------------------------------------------------|
| BGC <value> | Selects a gamma correction curve. | 0 = Video input 1 = Film 2 = Bright 3 = Computer input (CRT) 4 = DICOM 5 = HDR |

Examples

| |
|------------------------------------------------------------------------|
| <p>Select a gamma correction curve for film input: (BGC 1)</p> |
| <p>Select a gamma correction curve for bright content: (BGS 2)</p> |

BKI–Backup Input

Sets the backup input parameters.

Commands

| Command | Description | Values |
|-------------|----------------------------------------------|---------------------------------------|
| BKI <0 1> | Enables or disables the backup input. | 0 = Diables input 1 = Enable input |
| BKI+CHAN? | Returns the backup input change. (Read-only) | — |

| Command | Description | Values |
|------------------|------------------------------------------------------------|----------------------------------------------------|
| BKI+CSRC? | Returns the current signal of the first input. (Read-only) | — |
| BKI+FCSP? | Returns the color space of the first input. | — |
| BKI+FHDR? | Returns the HDR status of the first input. | — |
| BKI+FHOR? | Returns the horizontal refresh of the first input. | — |
| BKI+FRES? | Returns the resolution of the first input. | — |
| BKI+FSRC <value> | Sets the first input for the backup input. | 3 = HDMI1 4 = HDMI2 5 = DVI-D 8 = HDBaseT |
| BKI+SSRC? | Returns the current signal of the second input. | — |
| BKI+SSRC <value> | Sets the second input for the backup input. | 3 = HDMI1 4 = HDMI2 5 = DVI-D 8 = HDBaseT |
| BKI+SCSP? | Returns the color space of the second input. | — |
| BKI+SHDR? | Returns the HDR status of the second input. | — |
| BKI+SHOR? | Returns the horizontal refresh of the second input. | — |
| BKI+SRES? | Returns the resolution of the second input. | — |
| BKI+STAT? | Returns the backup input status. (Read-only) | — |

BLD—Apply Blend Settings

Applies previously saved blend settings to the projector.

Commands

| Command | Description | Values |
|-------------|----------------------------------------------------------|------------------------------------------------------|
| BLD? | Returns the blend setting applied to the projector. | — |
| BLD <value> | Applies previously saved blend setting to the projector. | 0 (Default) 1 to 4 = Selects saved blend settings |

Examples

Disable blending:

(BLD 0)

Use saved blend setting #3:

(BLD 3)

BLS–Save Blend Settings

Saves the geometry correction after doing blending.

Commands

| Command | Description | Values |
|-------------|-----------------------------------------------------|---------------------------------------------------------------------------------|
| BLS <value> | Saves the geometry correction after doing blending. | 0 to 3 = Saves geometry correction to one of four blend settings 0 (Default) |

Examples

Save the geometry correction to blend setting #4:

(BLS 3)

BOG–Blue Gain

Adds an offset to input blue gain settings of an image.

Adjusting this setting also affects the black and white components of an image. This setting can only be applied to VGA or component signals.

Commands

| Command | Description | Values |
|-------------|---------------------------|--------------------------|
| BOG <value> | Sets the blue gain value. | 0 to 100 50 (Default) |

Examples

Set the blue gain value to 50:

(BOG 50)

BOO–Blue Offset

Adjusts the blue offset of an image.

Adjusting this setting also affects the black and white components of an image. This setting can only be applied to VGA or component signals.

Commands

| Command | Description | Values |
|-------------|-----------------------------|--------------------------|
| BOO <value> | Sets the blue offset value. | 0 to 100 50 (Default) |

Examples

Set the blue offset value to 50:
(BOO 50)

BRT–Brightness

Adjust the intensity of the image.

Commands

| Command | Description | Values |
|-------------|-------------------------------------|--------------------------|
| BRT <value> | Adjusts the intensity of the image. | 0 to 100 50 (Default) |

Examples

Set the intensity of the image to 50:
(BRT 50)

CCA–Color Matching

Defines the hue of each primary color component (red, green, blue, and white).

Commands

| Command | Description | Values |
|------------------|------------------------------------|---------------------------|
| CCA+BLUG <value> | Specifies the blue levels of gain. | 0 to 254 127 (Default) |

| Command | Description | Values |
|------------------|-------------------------------------------------------------------|-----------------------------------------------------------------------------------------|
| CCA+BLUH <value> | Specifies the blue levels of hue. | 0 to 254 127 (Default) |
| CCA+BLUS <value> | Specifies the blue levels of saturation. | 0 to 254 127 (Default) |
| CCA+BRTD 1 | Resets the blue color settings to their defaults. | 1 |
| CCA+CRTD 1 | Resets the cyan color settings to their defaults. | 1 |
| CCA+CYAH <value> | Specifies the cyan levels of hue. | 0 to 254 127 (Default) |
| CCA+CYAG <value> | Specifies the cyan levels of gain. | 0 to 254 127 (Default) |
| CCA+CYAS <value> | Specifies the cyan levels of saturation. | 0 to 254 127 (Default) |
| CCA+GREG <value> | Specifies the green levels of gain. | 0 to 254 127 (Default) |
| CCA+GREH <value> | Specifies the green levels of hue. | 0 to 254 127 (Default) |
| CCA+GRES <value> | Specifies the green levels of saturation. | 0 to 254 127 (Default) |
| CCA+GRTD 1 | Resets the green color settings to their defaults. | 1 |
| CCA+MAGG <value> | Specifies the magenta levels of gain. | 0 to 254 127 (Default) |
| CCA+MAGH <value> | Specifies the magenta levels of hue. | 0 to 254 127 (Default) |
| CCA+MAGS <value> | Specifies the magenta levels of saturation. | 0 to 254 127 (Default) |
| CCA+MHTP <0 1> | Turns automatic test patterns for HSG adjustment items on or off. | 0 = Turns off automatic test patterns 1 = Turns on automatic test patterns (Default) |
| CCA+MRTD 1 | Resets the magenta color settings to their defaults. | 1 |
| CCA+REDG <value> | Specifies the red levels of gain. | 0 to 254 127 (Default) |
| CCA+REDH <value> | Specifies the red levels of hue. | 0 to 254 127 (Default) |
| CCA+REDS <value> | Specifies the red levels of saturation. | 0 to 254 |

| Command | Description | Values |
|----------------------|----------------------------------------------------------------------------------------------------------|---------------------------------------------------------|
| | | 127 (Default) |
| CCA+RRTD 1 | Resets the red color settings to their defaults. | 1 |
| CCA+WALL <0 1 2> | Sets the wall color so the projector can enhance the color performance customized for the specific wall. | 0 = White (Default) 1 = Grey 130 2 = Light yellow |
| CCA+WHBG <value> | Specifies the blue levels of white gain. | 0 to 254 127 (Default) |
| CCA+WHGG <value> | Specifies the green levels of white gain. | 0 to 254 127 (Default) |
| CCA+WHRG <value> | Specifies the red levels of white gain. | 0 to 254 127 (Default) |
| CCA+WRTD 1 | Resets the white gains settings to their defaults. | 1 |
| CCA+YELG <value> | Specifies the yellow levels of gain. | 0 to 254 127 (Default) |
| CCA+YELH <value> | Specifies the yellow levels of hue. | 0 to 254 127 (Default) |
| CCA+YELS <value> | Specifies the yellow levels of saturation. | 0 to 254 127 (Default) |
| CCA+YRTD 1 | Resets the yellow color settings to their defaults. | 1 |

Examples

| |
|------------------------------------------------------------------------------|
| <p>Set the red level of hue to 120: (CCA+REDH 120)</p> |
| <p>Turn on automatic test patterns for HSG adjustments: (CCA+MHTP 1)</p> |
| <p>Set the wall color to white: (CCA+WALL 1)</p> |

CCI–Color Temperature

Applies a predefined color temperature value to the input signal.

Commands

| Command | Description | Values |
|-------------|--------------------------------------------------|-----------------------------------------------|
| CCI <value> | Applies a color temperature to the input signal. | 0 = Warmest 1 = Warm (Default) 2 = Cool |

Examples

| |
|-------------------------------------------------|
| Apply the warmest color temperature: (CCI 0) |
| Apply the cool color temperature: (CCI 2) |

CCT–CCT Calibration

Sets the CCT calibration.

Commands

| Command | Description | Values |
|-------------|---------------------------|-----------|
| CCT <value> | Sets the CCT calibration. | 80 to 110 |

CEL–Ceiling Mount Setting

Changes the image orientation of ceiling mounted projectors.

Commands

| Command | Description | Values |
|-------------|--------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CEL <value> | Changes the image orientation of ceiling mounted projectors. | 0 = Turns off the ceiling mount setting 1 = Turns on the ceiling mount setting and turns the image upside down 2 = Automatically adjusts image orientation to the projector position (Default) |

Examples

Turn off the ceiling mount setting:
(CEL 0)

Turn on the ceiling mount setting and turns the image upside down:
(CEL 1)

Automatically adjust the image orientation to the projector position:
(CEL 2)

CER—Reset to Default

Resets the function settings to factory default values.

Commands

| Command | Description | Values |
|---------|---------------------------------------------------------|--------|
| CER 1 | Resets the function settings to factory default values. | 1 |

Examples

Reset the function settings to factory default values:
(CER 1)

CLR—Color

Adjusts the saturation (amount) of color in an analog video image.

Commands

| Command | Description | Values |
|-------------|----------------------------------|--------------------------|
| CLR <value> | Sets the color saturation value. | 0 to 100 50 (Default) |

Examples

Set the color saturation value to 50:
(CLR 50)

CNR–4-Corner Geometry Correction

Fits an image in an area defined by x and y coordinates.

Commands

| Command | Description | Values |
|------------------|----------------------------------------------------------|-------------------------|
| CNR+BLCX <value> | Applies a bottom left horizontal adjustment, in pixels. | 0 to 120 0 (Default) |
| CNR+BLCY <value> | Applies a bottom left vertical adjustment, in pixels. | 0 to 80 0 (Default) |
| CNR+BRCX <value> | Applies a bottom right horizontal adjustment, in pixels. | 0 to 120 0 (Default) |
| CNR+BRCY <value> | Applies a bottom right vertical adjustment, in pixels. | 0 to 80 0 (Default) |
| CNR+RSET 1 | Resets the adjustments to the defaults. | 1 |
| CNR+TLCX <value> | Applies a top left horizontal adjustment, in pixels. | 0 to 120 0 (Default) |
| CNR+TLCY <value> | Applies a top left vertical adjustment, in pixels. | 0 to 80 0 (Default) |
| CNR+TRCX <value> | Applies a top right horizontal adjustment, in pixels. | 0 to 120 0 (Default) |
| CNR+TRCY <value> | Applies a top right vertical adjustment, in pixels. | 0 to 80 0 (Default) |

Examples

Set the top-left vertical adjustment value to 20:

```
(CNR+TLCY 20)
```

CON–Contrast

Sets the image contrast by adjusting the gain applied to the input signal.

This command adjusts the degree of difference between the lightest and darkest parts of the image and changes the amount of black and white in the image.

Commands

| Command | Description | Values |
|-------------|-------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| CON <value> | Sets the degree of difference between the lightest and darkest parts of the image and changes the amount of black and white in the image. | 0 to 100 50 (Default) |

Examples

Set the contrast value to 50:
(CON 50)

CSP–Color Space

Specifies which color space the input signal uses.

Commands

| Command | Description | Values |
|-------------|-----------------------------------------------|----------------------------------------------------------------------------------------------------------------|
| CSP <value> | Selects the color space for the input signal. | 0 = Auto (Default = On) For RGB: 1 = RGB Full 2 = RGB Limited For YUV: 3 = REC709 4 = REC601 |

Examples

Select the limited RGB color space for the input signal:
(CSP 2)

Select the REC601 YUV color space for the input signal:
(CSP 4)

CWI–Wheel Index Setting

Adjusts the phosphor and filter wheels.

This command can only be run when the projector is in service mode.

Commands

| Command | Description | Values |
|------------------|---------------------------------------------------|----------|
| CWI+FT3X <index> | Sets the speed of the filter wheel index to 3x. | 0 to 719 |
| CWI+PF3X <index> | Sets the speed of the phosphor wheel index to 3x. | |

Examples

Set the speed of phosphor wheel index 26 to 3x:
 (CWI+PF3X 26)

DBS–Dynamic Black

Enables the function to automatically adjust the contrast ratio for video sources. It improves the black level in dark scenes by reducing the light output.

Commands

| Command | Description | Values |
|-------------|------------------------------------|-------------------------------------------------------------------|
| DBS <0 1> | Enables or disables Dynamic Black™ | 0 = Disables Dynamic Black (Default) 1 = Enables Dynamic Black |

Examples

Disable Dynamic Black:
 (DBS 0>

Enable Dynamic Black:
 (DBS 1>

DDD–Day

Sets the day in the date.

Commands

| Command | Description | Values |
|-----------|---------------------------|------------------------|
| DDD <day> | Sets the day in the date. | 1 to 31 1 (Default) |

Examples

Set the day to the 25th of the month:
(DDD 24)

DDM–Month

Sets the month in the date.

Commands

| Command | Description | Values |
|-------------|-----------------------------|------------------------|
| DDD <month> | Sets the month in the date. | 1 to 12 1 (Default) |

Examples

Set the month to September:
(DDD 9)

DDY–Year

Sets the year in the date.

Commands

| Command | Description | Values |
|------------|----------------------------|--------------|
| DDD <year> | Sets the year in the date. | 2000 to 2037 |

Examples

Set the year to 2024:
(DDD 2024)

DEF–Factory Defaults

Resets GS Series 2K to its factory default values.

Commands

| Command | Description | Values |
|---------|--------------------------------------------------------------------------------------------------------------------------------------|--------|
| DEF 111 | Restores all settings to the factory defaults. To prevent accidental use of this command, the number 111 must follow the command. | 111 |

Examples

Reset GS Series 2K to factory defaults:
(DEF 111)

DLL–Dynamic Black Level

Adjusts the light source when the brightness level of the current content gets lower than the set value.

Commands

| Command | Description | Values |
|-------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------|
| DLL <value> | Adjusts the light source when the brightness level of the current content gets lower than the set value. The higher the value, the larger the range to adjust the light source. | 50 to 100 100 (Default) |

Examples

Set the level to 60% of constant brightness:
(DLL 60)

Set the level to 90% of constant brightness:
(DLL 90)

DSH–Digital Horizontal Shift

Moves the projector image left or right. If the image is not zoomed out (Digital Zoom), this command is disabled.

Commands

| Command | Description | Values |
|-------------|-------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| DSH <value> | Moves the projector to the left or right. | 0 to 100 0 = Moves the display area to the extreme left 50 = Centers the display area horizontally (Default) 100 = Moves the display area to the extreme right |

Examples

Center the display area horizontally:
(DSH 50)

DST–Daylight Saving Time

Enables or disables daylight saving time.

Commands

| Command | Description | Values |
|-------------|-------------------------------------------|---------------------------------------------------------------------------------|
| DST <0 1> | Enables or disables daylight saving time. | 0 = Disables daylight saving time (Default) 1 = Enables daylight saving time |

Examples

Disable daylight saving time:
(DST 0)

Enable daylight saving time:
(DST 1)

DSV–Digital Vertical Shift

Moves the projector image up or down. If the image is not zoomed out (Digital Zoom), this command is disabled.

Commands

| Command | Description | Values |
|-------------|----------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|
| DSV <value> | Moves the projector to the up or down. | 0 to 100 0 = Moves the display area to the top 50 = Centers the display area vertically (Default) 100 = Moves the display area to the bottom |

Examples

Center the display area vertically:
(DSV 50)

DTH–Hour

Sets the hour for the current time using the 24-hour clock.

Commands

| Command | Description | Values |
|------------|-------------------------------------|------------------------|
| DTH <hour> | Sets the hour for the current time. | 0 to 23 0 (Default) |

Examples

Set the hour to 4:00 PM:
(DTH 16)

DTL–Detail

Applies a predefined sharpness setting to the current input signal.

Commands

| Command | Description | Values |
|-------------|----------------------------------------|---------------------------------------------------------------------------|
| DTL <value> | Selects the edge clarity of the image. | 0 = Maximum 1 = High 2 = Normal (Default) 3 = Low 4 = Minimum |

Examples

Set the edge clarity of the image to high:
(DTL 1)

DTM–Minute

Sets the minute for the current time.

Commands

| Command | Description | Values |
|--------------|---------------------------------------|------------------------|
| DTM <minute> | Sets the minute for the current time. | 0 to 59 0 (Default) |

Examples

Set the minute to a quarter past the hour:
(DTM 15)

DTS–Date and Time Apply

Applies the date and time settings.

Commands

| Command | Description | Values |
|---------|-------------------------------------|--------|
| DTS 1 | Applies the date and time settings. | 1 |

Examples

Apply the date and time settings:
(DTS 1)

DUI–Update Interval

Sets the update interval for the date and time.

Commands

| Command | Description | Values |
|-------------|-------------------------------------------------|-----------------------------------|
| DUI <0 1> | Sets the update interval for the date and time. | 0 = Hourly 1 = Daily (Default) |

Examples

Set the update interval for the date and time to daily:
(DUI 1)

DZH–Digital Horizontal Zoom

Changes the size of the horizontal display area.

If the display area has been resized with this setting, use the DSH–Digital Horizontal Shift and DSV–Digital Vertical Shift commands to readjust the image.

Commands

| Command | Description | Values |
|-------------|--------------------------------------------------|-------------------------------|
| DZH <value> | Changes the size of the horizontal display area. | 50% to 400% 100% (Default) |

Examples

Change the horizontal size of the display area to 100%:
(DZH 100)

DZV–Digital Vertical Zoom

Changes the size of the vertical display area.

If the display area has been resized with this setting, use the DSH–Digital Horizontal Shift and DSV–Digital Vertical Shift commands to readjust the image.

Commands

| Command | Description | Values |
|-------------|------------------------------------------------|-------------------------------|
| DZV <value> | Changes the size of the vertical display area. | 50% to 400% 100% (Default) |

Examples

Change the vertical size of the display area to 100%:
(DZV 100)

EBL–Edge Blending

Creates a single image from a multi-projector installation.

Commands

| Command | Description | Values |
|------------------|-------------------------------------------------------|---------------------------------------------------------------------------------------------------------|
| EBL+BTME <0 1> | Enables or disables edge blending of the bottom edge. | 0 = Disables edge blending of the bottom edge (Default) 1 = Enables edge blending of the bottom edge |
| EBL+BTMS <value> | Sets the starting point of the bottom edge blend. | 0 to 200 pixels 0 (Default) |
| EBL+BTMW <value> | Sets the height of the bottom edge blend. | 4 to 500 pixels |

| Command | Description | Values |
|------------------|------------------------------------------------------|-------------------------------------------------------------------------------------------------------|
| | | 4 (Default) |
| EBL+GAMA | Sets the gamma value for blending. | 0 = 1.8 1 = 1.9 2 = 2.0 3 = 2.1 4 = 2.2 (Default) 5 = 2.3 6 = 2.4 |
| EBL+LFTE <0 1> | Enables or disables edge blending of the left edge. | 0 = Disables edge blending of the left edge (Default) 1 = Enables edge blending of the left edge |
| EBL+LFTS <value> | Sets the starting point of the left edge blend. | 0 to 200 pixels 0 (Default) |
| EBL+LFTW <value> | Sets the height of the left edge blend. | 4 to 800 pixels 4 (Default) |
| EBL+RHTE <0 1> | Enables or disables edge blending of the right edge. | 0 = Disables edge blending of the right edge (Default) 1 = Enables edge blending of the right edge |
| EBL+RHTS <value> | Sets the starting point of the right edge blend. | 0 to 200 pixels 0 (Default) |
| EBL+RHTW <value> | Sets the height of the right edge blend. | 4 to 800 pixels 4 (Default) |
| EBL+TOPE <0 1> | Enables or disables edge blending of the top edge. | 0 = Disables edge blending of the top edge (Default) 1 = Enables edge blending of the top edge |
| EBL+TOPS <value> | Sets the starting point of the top edge blend. | 0 to 200 pixels 0 (Default) |
| EBL+TOPW <value> | Sets the height of the top edge blend. | 4 to 500 pixels 4 (Default) |

Examples

| |
|----------------------------------------------------------------------------|
| Turn on the bottom edge blending: (EBL+BTME 1) |
| Set the left edge blending starting point to 150 pixels: (EBL+LFTS 150) |
| Set the top blend height to 200 pixels: (EBL+TOPW 200) |

EDI–HDMI EDID Selection

Enables or disables the Extended Display Identification Data (EDID) for HDMI 2.0 to play videos from hardware devices, such as DVD players.

Commands

| Command | Description | Values |
|------------------|-----------------------------------------------------------------------------------|--------------------------------------------|
| EDI+HD1S <0 1> | Enables or disables the Extended Display Identification Data (EDID) for HDMI 2.0. | 0 = 1.4 (Default) 1 = 2.0 3 = Custom |
| EDI+HD2S <0 1> | Enables or disables the Extended Display Identification Data (EDID) for HDMI 2.0. | 0 = 1.4 (Default) 1 = 2.0 3 = Custom |

Examples

| |
|-----------------------------------|
| Disable HDMI 2.0: (EDI+HD1S 0) |
| Enable HDMI 2.0: (EDI+HD1S 1) |

EQM–EQ Mode

Sets the equalizer level for the specified HDMI output port.

Commands

| Command | Description | Values |
|------------------|-----------------------------------------------------|-------------------------------------------------------------------------------------------------|
| EQM+HDMA <value> | Sets the equalizer level for the HDMI1 output port. | 0 = Auto (Default) 1 = LV1 2 = LV2 3 = LV3 4 = LV4 5 = LV5 6 = LV6 7 = LV7 |
| EQM+HDMA <value> | Sets the equalizer level for the HDMI2 output port. | 0 = Auto (Default) 1 = LV1 2 = LV2 3 = LV3 4 = LV4 |

| Command | Description | Values |
|------------------|-----------------------------------------------------|-------------------------------------------------------------------------------------------------|
| | | 5 = LV5 6 = LV6 7 = LV7 |
| EQM+DVIC <value> | Sets the equalizer level for the DVI-D output port. | 0 = Auto (Default) 1 = LV1 2 = LV2 3 = LV3 4 = LV4 5 = LV5 6 = LV6 7 = LV7 |

Examples

| |
|------------------------------------------------------------------|
| Set the equalizer level for the HDMI1 port to 3: (EQM+HDMA 3) |
| Set the equalizer level for the HDMI2 port to 5: (EQM+HDMA 5) |
| Set the equalizer level for the DVI-D port to 7: (EQM+DVIC 7) |

ERR—Error Log

Displays or clears the error log.

Commands

| Command | Description | Values |
|------------|----------------------------------|--------|
| ERR? | Shows the error log. (Read-only) | — |
| ERR+CLER 1 | Clears the error log. | 1 |

Examples

| |
|--------------------------------------|
| Show the error log: (ERR?) |
| Clear the error log: (ERR+CLER 1) |

FAN–Fan Info

Displays the information of each fan.

Commands

| Command | Description | Values |
|-----------|------------------------------------------------|--------|
| FAN+FA01? | Displays information for fan 1. (Read-only) | — |
| FAN+FA02? | Displays information for fan 2. (Read-only) | — |
| FAN+FA03? | Displays information for fan 3. (Read-only) | — |
| FAN+FA04? | Displays information for fan 4. (Read-only) | — |
| FAN+FA05? | Displays information for fan 5. (Read-only) | — |
| FAN+FA06? | Displays information for fan 6. (Read-only) | — |
| FAN+FA07? | Displays information for fan 7. (Read-only) | — |
| FAN+FA08? | Displays information for fan 8. (Read-only) | — |
| FAN+FA09? | Displays information for fan 9. (Read-only) | — |
| FAN+TEC1? | Displays information for fan TEC1. (Read-only) | — |

Examples

Display the information for the fan 5:
(FAN+FA05)

FCS–Focus

Adjusts the focus of the image.

Commands

| Command | Description | Values |
|----------------|-------------------------|------------------------------------------------------------------------------------------|
| FCS <position> | Adjusts the lens focus. | n = Increases the focus of the lens by one p = Decreases the focus of the lens by one |

FCT–Serial Number

Sets the serial number for the projector.

Commands

| Command | Description | Values |
|---------------------------|-------------------------------------------|-----------------------------|
| FCT+SERN "AAABYYWWNNN" | Sets the serial number for the projector. | AAABYYWWNNN = Serial number |

FDI–Fade In

Fades in the image over a number of seconds.

Commands

| Command | Description | Values |
|-------------|----------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------|
| FDI <value> | Fades in the image over a number of seconds. | 0 = Off (Default) 1 = 0.5 2 = 1.0 3 = 1.5 4 = 2.0 5 = 2.5 6 = 3.0 7 = 3.5 8 = 4.0 9 = 4.5 10 = 5.0 |

Examples

Fade in the image over four seconds:

(FDI 8)

FDO–Fade Out

Fades out the image over a number of seconds.

Commands

| Command | Description | Values |
|-------------|-----------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------|
| FDO <value> | Fades out the image over a number of seconds. | 0 = Off (Default) 1 = 0.5 2 = 1.0 3 = 1.5 4 = 2.0 5 = 2.5 6 = 3.0 7 = 3.5 8 = 4.0 9 = 4.5 10 = 5.0 |

Examples

Fade out the image over two seconds:
(FDO 4)

FDY–Frame Delay

Corrects asynchronous displaying of images for 3D blending.

Commands

| Command | Description | Values |
|-------------|------------------------------------------------------------------------------|-------------------------------------|
| FDY <value> | Sets the value to correct asynchronous displaying of images for 3D blending. | 1 to 200 (by timing) 1 (Default) |

Examples

Set the frame delay to 100:
(FDY 100)

FRZ–Image Freeze

Freezes the active video or test pattern to allow a detailed examination of a single frame of an otherwise moving image.

Commands

| Command | Description | Values |
|-------------|-------------------------------------------|-----------------------------------------------------------------------------------|
| FRZ <0 1> | Freezes the active video or test pattern. | 0 = Disables freezing of current video (Default) 1 = Freezes the current video |

Examples

Freeze the image:
(FRZ 1)

FVI–Firmware Version Information

Displays the firmware information such as software version, LAN version, formatter version, and so on.

Commands

| Command | Description | Values |
|---------|------------------------------------|--------|
| FVI? | Displays the firmware information. | — |

Examples

Return the firmware information:
(FVI?)

GOG–Green Gain

Adds an offset to input green gain settings of an image.

Adjusting this setting also affects the black and white components of an image.

Commands

| Command | Description | Values |
|-------------|----------------------------|--------------------------|
| GOG <value> | Sets the green gain value. | 0 to 100 50 (Default) |

Examples

Set the green gain value to 50:
(GOG 50)

GOO—Green Offset

Adjusts the green offset of an image.

Adjusting this setting also affects the black and white components of an image.

Commands

| Command | Description | Values |
|-------------|------------------------------|--------------------------|
| GOO <value> | Sets the green offset value. | 0 to 100 50 (Default) |

Examples

Set the green offset value to 50:
(GOO 50)

GOR—RGB Gain/Offset Reset

Resets red, green, and blue gain and offset values.

Commands

| Command | Description | Values |
|---------|--------------------------------------------------------------------------|--------|
| GOR 1 | Resets the red, green, and blue offset values to their default settings. | 1 |

Examples

Reset the offset values to their default values:
(GOR 1)

HAT—High Altitude

Increases the fan speeds to improve cooling when the projector is installed in a high altitude location.

Commands

| Command | Description | Values |
|-------------|--------------------------------------------------|-------------------------------------------------------------------------------------------------|
| HAT <0 1> | Enables or disables high altitude functionality. | 0 = Turns off high altitude functionality (Default) 1 = Turns on high altitude functionality |

Examples

Turn on high altitude functionality:
(HAT 1)

HDR—HDR

Increases the dynamic range to see the full spectrum of the image.

In other words, after enabling this function, details are visible in the dark while the bright parts of the image are still visible.

Commands

| Command | Description | Values |
|------------------|--------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| HDR+HDRE <0 1> | Automatically detects the HDR signal or disables the signal. | 0 = Off—Disables HDR 1 = On—Automatically detects the HDR signal (Default) |
| HDR+HDRL <value> | Determines how HDR signals are processed. | 0 = HDR 1—Applies for images with richly saturated colors 1 = HDR 2—Applies for images with natural colors 2 = HDR 3—Applies for images requiring improved details 3 = HDR 4—Applies for images requiring more details in dark scenes |

Examples

Enable detecting the HDR signal:
(HDR+HDRE 1)

Disable detecting the HDR signal:
(HDR+HDRE 0)

Apply HDR processing for images with natural colors:

(HDR+HDRL 2)

HKS—Hot Key Settings

Assigns different functions to the infrared remote hot key.

Commands

| Command | Description | Values |
|-------------|--------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| HKS <value> | Assigns different functions to the infrared remote hot keys. | 0 = Adjusts the aspect ratio (Default) 1 = Displays the picture settings 2 = Resets to the default values 3 = Selects the edge clarity of the image 4 = Enables or disables dynamic black and real black 5 = Sets the light source and intensity modes 6 = Freezes the image 7 = Displays projector information 8 = Disables warping and blending |

Examples

Set the infrared remote hot key to freeze the screen:

(HKA 6)

HMO—HDMI Output

Sets the default HDMI output port.

Commands

| Command | Description | Values |
|-------------|------------------------------------|------------------------------------|
| HMO <1 2> | Sets the default HDMI output port. | 1 = HDMI 1 (Default) 2 = HDMI 2 |

Examples

Set the default HDMI output port to HDMI 1:

(HMO 1)

Set the default HDMI output port to HDMI 2:

(HMO 2)

HPC–Horizontal Pincushion

Corrects the distortion created when the left and right sides of the image bends inwards to the center of the display.

Commands

| Command | Description | Values |
|-------------|------------------------------------------|--------------------------|
| HPC <value> | Adjusts the horizontal distortion value. | 0 to 100 50 (Default) |

Examples

Adjust the horizontal distortion to the default:
(HPC 50)

ICI–Communications Info

Displays the current settings for the communication information such as the projector's IP address, subnet, and so on.

Returns communications information in read-only mode.

Commands

| Command | Description | Values |
|---------|------------------------------------------------------------------|--------|
| ICI? | Displays the current settings for the communication information. | — |

Examples

Return the communication information:
(ICI?)

ILI–Light Source Info

Displays the light source information such as projector hours and laser diode (LD) hours.

Commands

| Command | Description | Values |
|---------|----------------------------------------|--------|
| ILI? | Displays the light source information. | — |

Examples

Return the light source information:
(ILI?)

IRC–IR Control

Enables or disables the IR sensors.

Commands

| Command | Description | Values |
|------------------|----------------------------------------------------------|---------------------------------------------------------------------------------------------------------------|
| IRC+FRNT <0 1> | Enables or disables the signal from the front IR sensor. | 0 = Disables the signal from the front IR sensor 1 = Enables the signal from the front IR sensor (Default) |
| IRC+HDBT <0 1> | Enables or disables the signal from the HDBaseT box. | 0 = Disables the signal from the HDBaseT box 1 = Enables the signal from the HDBaseT box (Default) |
| IRC+TOPP <0 1> | Enables or disables the signal from the top IR sensor. | 0 = Disables the signal from the top IR sensor 1 = Enables the signal from the top IR sensor (Default) |

Examples

Enable the signal from the front IR sensor:
(IRC+FRNT 1)

Disable the sensor from the HDBaseT box:
(IRC+HDBT 0)

Disable the signal from the top IR sensor:
(IRC+TOPP 0)

ITP–Test Pattern

Displays a test pattern.

Commands

| Command | Description | Values |
|---------------|-----------------------------------------|--------------------------------------------|
| ITP <pattern> | Displays a test pattern on the display. | 0 = Off (Default) 1 = Grid 2 = White |

| Command | Description | Values |
|---------|-------------|------------------------------------------------|
| | | 3 = Black 4 = Checkerboard 5 = Color bar |

Examples

| |
|---------------------------------------------------------------------------|
| Disable test patterns and revert to the previous input signal: (ITP 0) |
| Set the test pattern to the grid pattern: (ITP 1) |

KBL–Keypad Backlight

Determines if the keypad is backlit or not and for how long.

Commands

| Command | Description | Values |
|-------------|-----------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| KBL <value> | Sets how long the keypad stays backlit. | 0 = Stays backlit for 5 seconds (Default) 1 = Stays backlit for 10 seconds 2 = Stays backlit for 20 seconds 3 = Stays backlit for 30 seconds 4 = Keeps the keypad constantly backlit 5 = Disables the backlight feature |

Examples

| |
|-------------------------------------------------|
| Backlight the keypad for 20 seconds: (KBL 2) |
| Disable the backlight feature: (KBL 0) |

KEY–Key Mode Emulator

Uses key codes to emulate button presses on the infrared remotes or wired keypads.

Commands

| Command | Description | Values |
|--------------|--------------------------------------------------------------------------|--------------------------|
| KEY <number> | Sends the command associated with the key to the product. (Read-only) | number = Menu key number |

Examples

Send menu key 19 to the projector and displays the menu on the on-screen display:
(KEY 19)

Infrared remote key codes

| Remote button | Key code (decimal) | Remote button | Key code (decimal) |
|---------------------|--------------------|------------------|--------------------|
| ON (Power) | 57 | ENTER | 40 |
| Standby (Power Off) | 58 | INPUT | 48 |
| INFO | 66 | OSD | 49 |
| AUTO | 47 | CONTRAST | 24 |
| 1 | 26 | BRIGHT | 25 |
| 2 | 27 | FOCUS_LEFT | 5 |
| 3 | 28 | FOCUS_RIGHT | 6 |
| 4 | 29 | PROJ | 22 |
| 5 | 30 | GAMMA 23 | 23 |
| 6 | 31 | ZOOM- | 9 |
| 7 | 32 | ZOOM+ | 10 |
| 8 | 33 | KEYSTONE H-LEFT | 69 |
| 9 | 34 | KEYSTONE H-RIGHT | 70 |
| HELP | 35 | LENS H-LEFT | 13 |
| 0 | 36 | LENS H-RIGHT | 14 |
| HOT KEY | 65 | KEYSTONE V-UP | 71 |
| MENU | 19 | KEYSTONE V-DOWN | 72 |
| TEST | 1 | LENS V-UP | 18 |
| SHUTTER | 2 | LENS V-DOWN | 17 |
| EXIT | 20 | PIP/POP | 15 |

| Remote button | Key code (decimal) | Remote button | Key code (decimal) |
|---------------|--------------------|---------------|--------------------|
| UP | 38 | SIZE | 67 |
| RIGHT | 41 | LAYOUT | 68 |
| DOWN | 42 | SWAP | 43 |
| LEFT | 39 | | |

LCB–Lens Motor Calibration

Calibrates all of the lens motors.

Commands

| Command | Description | Values |
|------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------|
| LCB+HOME 1 | Moves the lens to the center and horizontal and vertical position. Zoom and focus are not affected. | 1 |
| LCB+LOCK <0 1> | Locks the zoom, focus, horizontal, and vertical lens motors. This helps to prevent accidental lens position changes in multi-projector installations. | 0 = Allows movement of the zoom, focus, horizontal, and vertical lens motors (Default) 1 = Locks the zoom, focus, horizontal, and vertical lens motors |

Examples

| |
|-----------------------------------------------------------------------------|
| Center the lens: (LCB+HOME 1) |
| Lock the zoom, focus, horizontal, and vertical lens motors: (LCB+LOCK 1) |

LCE–Last Serial Command Error

Displays the last serial command error.

Commands

| Command | Description | Values |
|---------|----------------------------------------------------|--------|
| LCE? | Returns the last serial command error. (Read-only) | — |

LDI–Laser Diode Information

Displays the information of each laser diode bank including its voltage and temperature.

Commands

| Command | Description | Values |
|-----------|--------------------------------------------------------------------------------------|--------|
| LDI+LD01? | Displays the voltage, current, and temperature status for laser diode 1. (Read-only) | — |
| LDI+LD02? | Displays the voltage, current, and temperature status for laser diode 2. (Read-only) | — |
| LDI+LD03? | Displays the voltage, current, and temperature status for laser diode 3. (Read-only) | — |
| LDI+LD04? | Displays the voltage, current, and temperature status for laser diode 4. (Read-only) | — |
| LDI+LD05? | Displays the voltage, current, and temperature status for laser diode 5. (Read-only) | — |
| LDI+LD06? | Displays the voltage, current, and temperature status for laser diode 6. (Read-only) | — |
| LDI+LD07? | Displays the voltage, current, and temperature status for laser diode 7. (Read-only) | — |
| LDI+LD08? | Displays the voltage, current, and temperature status for laser diode 8. (Read-only) | — |

Examples

Display the information for the laser diode bank 1:
(LDI+LD01)

LHO–Lens Shift Horizontal

Adjusts the horizontal lens offset.

Commands

| Command | Description | Values |
|----------------|----------------------------------------------|--------------------------------------------------------------------------------------------------------------|
| LHO <position> | Adjusts the horizontal location of the lens. | n = Increases horizontal location of the lens by one p = Decreases horizontal location of the lens by one |

LLM–Low Latency Mode

Enables or disables the low latency mode for streaming media to minimize the input lag.

Commands

| Command | Description | Values |
|-------------|---------------------------------------|-------------------------------------------------------------------------|
| LLM <0 1> | Enables or disables low latency mode. | 0 = Disables low latency mode (Default) 1 - Enables low latency mode |

Examples

Disable low latency mode:

(LLM 0)

Enable low latency mode:

(LLM 1)

LMA–Lens Memory Apply Position

Applies the lens position according to the chosen lens memory position.

Commands

| Command | Description | Values |
|-------------|-------------------------------------------------------------------------|--------|
| LMA <value> | Applies the lens position according to the chosen lens memory position. | 0 to 4 |

Examples

Set the lens position to the value stored in record 2:

(LMA 1)

Set the lens position to the value stored in record 5:

(LET 4)

LMS–Lens Memory Save Current Position

Saves the current lens position to the projector memory.

Commands

| Command | Description | Values |
|-------------|----------------------------------------------------------|--------|
| LMS <value> | Saves the current lens position to the projector memory. | 0 to 4 |

Examples

Save the lens position to the value stored in record 1:

(LMS 0)

Save the lens position to the value stored in record 4:

(LET 3)

LOC—Localization Language

Sets the language for the on-screen display (OSD).

Commands

| Command | Description | Values |
|------------------|--------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| LOC+LANG <value> | Sets the on-screen display language. | 0 = English (Default) 1 = French 2 = Spanish 3 = German 4 = Italian 5 = Polish 6 = Russian 7 = Simplified Chinese 8 = Traditional Chinese 9 = Japanese 10 = Korean |

Examples

| |
|----------------------------------------------|
| Set the language to French: (LOC+LANG 1) |
| Set the language to Russian: (LOC+LANG 6) |

LOL—Lights Out Signal Level

Sets the signal level for lights out for the RealBlack feature.

Commands

| Command | Description | Values |
|-------------|-----------------------------------|-----------------------|
| LOL <value> | Sets the lights out signal level. | 0 to 5 0 (Default) |

Examples

| |
|---------------------------------------|
| Set the signal level to 4: (LOL 4) |
|---------------------------------------|

LOT–Lights Out Timer

Sets a timer for lights out for the RealBlack feature.

Commands

| Command | Description | Values |
|-------------|----------------------------|------------------------|
| LOT <value> | Sets the lights out timer. | 0 to 20 0 (Default) |

Examples

Set a timer to turn off the lights in 20 seconds:

(LOT 20)

LPM–Light Source Mode

Sets the light source and intensity modes.

Commands

| Command | Description | Values |
|-------------|-----------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| LPM <value> | Sets the light source mode. | 0 = Constant Power—Specifies the power level supplied (Default) 1 = Constant Intensity—Maintains a specific brightness level over time 2 = Eco Mode—Maintains brightness at 80% for as long as possible 3 = Eco Mode—Maintains brightness at 50% for as long as possible |

Examples

Maintain the light source with 50% brightness for as long as possible:

(LPM 3)

LPP—Constant Power

Sets the constant power mode.

Commands

| Command | Description | Values |
|-------------|------------------------------------------|----------------------------------------|
| LPP <power> | Sets the value of the laser diode power. | 1 (30%) to 100 (100%) 100 (Default) |

Examples

Set the laser diode power to 30%:
(LPP 1)

LSE—Last System Error

Retrieves the last recorded system error.

Commands

| Command | Description | Values |
|---------|------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------|
| LSE? | Displays the last system error. (Read-only) | 1 = The light source did not engage after five attempts 3 = The light source went out unexpectedly 4 = Fan failure 5 = Over temperature |

LVO—Lens Shift Vertical

Adjusts the vertical lens offset.

Commands

| Command | Description | Values |
|----------------|--------------------------------------------|----------------------------------------------------------------------------------------------------------|
| LVO <position> | Adjusts the vertical location of the lens. | n = Increases vertical location of the lens by one p = Decreases vertical location of the lens by one |

MBE–Message Box Enable

Enables or disables the displaying of groups of message boxes on the on-screen display.

Commands

| Command | Description | Values |
|------------------|-----------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|
| MBE+USER <0 1> | Enables or disables displaying message boxes directly triggered by user actions, for example gamma or lens control message boxes. | 0 = Disables displaying message boxes directly triggered by user actions 1 = Enables displaying message boxes directly triggered by user actions (Default) |

Examples

| |
|----------------------------------------------------------------------------------------------------------|
| <p>Set user message boxes to not be displayed:</p> <pre>(MBE+USER 0)</pre> <p>Result:</p> <pre>OFF</pre> |
| <p>Set user message boxes to be displayed:</p> <pre>(MBE+USER 1)</pre> <p>Result:</p> <pre>ON</pre> |

MIF–Main (Single) Source Information

Displays the current settings for the main image input.

Returns source information in read-only mode.

Commands

| Command | Description | Values |
|-----------|-----------------------------------------------------|--------|
| MIF+ACTS? | Returns the active source. (Read-only) | — |
| MIF+APRT? | Returns the aspect ratio. (Read-only) | — |
| MIF+CLSP? | Returns the color space setting. (Read-only) | — |
| MIF+HREF? | Returns horizontal refresh information. (Read-only) | — |
| MIF+PIXC? | Returns the pixel clock settings. (Read-only) | — |
| MIF+RESL? | Returns the resolution. (Read-only) | — |
| MIF+SGFT? | Returns the signal format. (Read-only) | — |
| MIF+SYNC? | Returns the sync type. (Read-only) | — |
| MIF+VREF? | Returns vertical refresh information. (Read-only) | — |

Examples

Return the image resolution:
(MIF+RESL?)

MNR–MPEG Noise Reduction

Reduces MPEG noise.

MPEG compression causes block noise, which appears like small blocks in the image. The image compression algorithms result in mosquito noise around the sharp edges in the image.

Commands

| Command | Description | Values |
|-------------|----------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| MNR ? | Returns the level of MPEG noise reduction applied. | — |
| MNR <value> | Adjusts the level of MPEG noise. | 0 = Disables removing MPEG noise 1 = Applies low adjustment for removing MPEG noise 2 = Applies middle adjustment for removing MPEG noise 3 = Applies high adjustment for removing MPEG noise |

Examples

Disable removing MPEG noise:
(MNR 0)

Apply low adjustment for removing MPEG noise:
(MNR 1)

MSH–Menu Shift Horizontal

Moves on-screen menus and messages horizontally.

Commands

| Command | Description | Values |
|-------------|------------------------------------------|-------------------------|
| MSH <value> | Moves the on-screen display to the left. | 0 to 100 0 (Default) |

Examples

Move the on-screen menu to the left:

(MSH 0)

MSV–Menu Shift Vertical

Changes the vertical position of the menus.

Commands

| Command | Description | Values |
|-------------|---------------------------------------------------------------------|-------------------------|
| MSV? | Returns the current vertical position of the main menu. (Read-only) | — |
| MSV <value> | Sets the vertical position of the menus. | 0 to 100 0 (Default) |

Examples

Get current vertical position of the main menu:

(MSV?)

Result:

0

Set the main menu vertical position to 50 pixels from the center:

(MSV 50)

MTO–Menu Time Out

Adjusts the time for on-screen display to disappear.

Commands

| Command | Description | Values |
|-------------|-------------------------------------------------------|----------------------------------------------------|
| MTO <value> | Sets the time for the on-screen display to disappear. | 0 = Off 1 = 1 minute (Default) 2 = 3 minutes |

Examples

Never make the on-screen display disappear:

(MTO 0)

Set the on-screen display to disappear after three minutes:

(MTO 2)

MWF—Manual Warp Filter

Manually corrects the distorted image.

Image distortion is caused by projection to a curved surface or by lens distortion.

Commands

| Command | Description | Values |
|----------|------------------------------------------------------------|--------|
| MWF+HORZ | Adjusts the horizontal filter to correct image distortion. | 0 to 9 |
| MWF+VERT | Adjusts the vertical filter to correct image distortion. | |

NET—Network Setup

Modifies the network setup for this device.

Commands

| Command | Description | Values |
|--------------------|-----------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------|
| NET+DHCP <0 1> | Turns DHCP on or off. | 0 = Turns off DHCP 1 = Turns on DHCP (Default) |
| NET+ETH0 "<value>" | Modifies Ethernet settings. | value = Ethernet address |
| NET+GATE "<value>" | Modifies gateway settings. | value = Default gateway |
| NET+HOST "<value>" | Modifies the projector name. | value = Hostname |
| NET+MAC0 "<value>" | Modifies the MAC address settings. | value = MAC address |
| NET+PATH <0 1> | Modifies the LAN interface. | 0 = RJ-45 (Default) 1 = HDBaseT |
| NET+PDNS "<value>" | Modifies the primary DNS. | value = Primary DNS |
| NET+RSET 1 | Returns the projector name, LAN IP address, WLAN IP address, and SNMP settings to their factory defaults. (Read-only) | 1 |
| NET+SDNS "<vale>" | Modifies the secondary DNS. | value = Secondary DNS |
| NET+SETT 1 | Applies the network settings. | 1 |
| NET+SHOW <0 1> | Turns network messages on or off. | 0 = Turns off network messages 1 = Turns on network messages (Default) |
| NET+STAT | Returns the status of the network. (Read-only) | — |
| NET+SUB0 "<value>" | Modifies subnet mask settings. | value = Subnet mask |

Examples

| |
|------------------------------------------------------------------------------|
| Turn off DHCP: (NET+DHCP 0) |
| Set the MAC address to 00:E0:47:01:02:3C: (NET+MAC0 "00:E0:47:01:02:3C") |
| Turn on network messages: (NET+SHOW 1) |
| Set the Ethernet address to 192.168.000.001: (NET+ETH0 "192.168.000.001") |
| Reset to the default settings: (NET+RSET 1) |
| Set the subnet mask to 255.255.255.000: (NET+SUB0 "255.255.255.000") |

NTP–NTP Server

Sets the network time protocol (NTP) to synchronize the projector clock over the Internet.

Commands

| Command | Description | Values |
|----------------|-------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------|
| NTP <protocol> | Sets the network time protocol (NTP) to a specified server. | 0 = time.google.com (Default) 1 = asia.pool.ntp.org 2 = europe.pool.ntp.org 3 = north-america.pool.ntp.org |

Examples

| |
|----------------------------------------------------------------|
| Set the network time protocol to the Google server: (NTP 0) |
|----------------------------------------------------------------|

NTW–Wireless Network

Modifies the wireless network settings.

Commands

| Command | Description | Values |
|-----------------------|-------------------------------------------------------|-----------------------|
| NTW+ENIP "<value>" | Modifies the end IP address for the wireless network. | value = Numeric value |

| Command | Description | Values |
|-----------------------|---------------------------------------------------------|-----------------------------------------------------------------------------------|
| NTW+ETH0 "<value>" | Modifies the start IP address for the wireless network. | value = Numeric value |
| NTW+GATE "<value>" | Modifies gateway settings. | value = Numeric value |
| NTW+SETT | Applies the WLAN settings. | 1 |
| NTW+SLCT <0 1> | Turns wireless network on or off. | 0 = Turns the wireless network off 1 = Turns the wireless network on (Default) |
| NTW+SSID "<value>" | Modifies the unique wireless network name. | value = Numeric value |
| NTW+SUB0 "<value>" | Modifies subnet mask settings. | value = Numeric value |

Examples

| |
|-----------------------------------------------------------------------------|
| Set the IP address to 192.168.000.001: (NET+ETH0 "192.168.000.001") |
| Set the MAC address to 00:E0:47:01:02:3C: (NET+MAC0 "00:E0:47:01:02:3C") |
| Turn on the wireless LAN: (NTW+SLCT 1) |
| Set the subnet mask to 255.255.255.000: (NET+SUB0 "255.255.255.000") |

OSD—On Screen Display

Displays or hides the on-screen display.

Commands

| Command | Description | Values |
|-------------|----------------------------------------------------------|---------------------------------------------------------------------------------|
| OSD? | Returns the status of the on-screen display. (Read-only) | — |
| OSD <0 1> | Enables or disables the on-screen display. | 0 = Hides the on-screen display 1 = Displays the on-screen display (Default) |

Examples

| |
|-------------------------------------------------|
| Get the current state of the on-screen display: |
|-------------------------------------------------|

```
(OSD?)
Hide the on-screen display:
(OSD 0)
```

OST–OSD Transparency

Changes the transparency of on-screen menus and messages.

Commands

| Command | Description | Values |
|-------------|-----------------------------------------------------|------------------------|
| OST <value> | Changes the transparency of the menus and messages. | 0 to 90 0 (Default) |

Examples

```
Turn off the transparency:
(OSD 0)
```

PBR–Brightness

Adjusts the brightness of the sub image to adapt to various ambient light.

Commands

| Command | Description | Values |
|------------------|----------------------------------------------------------------------------|--------------------------------------------------|
| PBR <brightness> | Adjusts the brightness of the sub image to adapt to various ambient light. | brightness = Moves in steps of 1 50 (Default) |

PCG–Change Pin

Changes the personal identification number (PIN) on a projector.

Commands

| Command | Description | Values |
|---------------------|----------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------|
| PCG "<00000,NNNNN>" | Replaces the existing PIN number, where: <ul style="list-style-type: none"> • 00000 = Previous PIN • NNNNN = New PIN | Valid PIN number 12345 (Default) |

Examples

Replace the default PIN number with a new PIN:
 (PCG "12345,78564")

PCO–Contrast

Adjusts the contrast ratio of the sub image.

Commands

| Command | Description | Values |
|----------------|----------------------------------------------|------------------------------------------------|
| PCO <contrast> | Adjusts the contrast ratio of the sub image. | contrast = Moves in steps of 1 50 (Default) |

PCS–Color Space

Selects a color space for the sub image.

Commands

| Command | Description | Values |
|-------------|------------------------------------------|---------------------------------------------------------------------------------------------------------------------|
| PCS <value> | Selects a color space for the sub image. | 0 = Auto (Default) RGB 1 = RGB Full (Default) 2 = RGB Limited YUV 3 = REC709 (Default) 4 = REC601 |

Examples

Set the color space to Auto:
 (PCS 0)

Set the RGB color space to RGB Limited:
 (PCS 2)

Set the YUV color space to REC601:
 (PCS 4)

PHS–Picture-in-Picture Horizontal Size

Sets the size (width) of the picture-in-picture/picture-by-picture window.

The active portion of the input signal, as determined by blanking controls, is scaled to fit into the picture-in-picture window.

Commands

| Command | Description | Values |
|-------------|------------------------------------------------------|------------------------------------------------|
| PHS? | Displays the picture-in-picture size. (Read-only) | — |
| PHS <value> | Sets the picture-in-picture/picture-by-picture size. | 0 = Small 1 = Medium 2 = Large (Default) |

Examples

Set the picture-in-picture size to large:
(PHS 2)

PIF–Projector Information

Displays information about the projector.

This command is only available when the projector is in service mode and is read-only.

Commands

| Command | Description | Values |
|-----------|-----------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| PIF+FWV#? | Returns the version of various components. (Read-only) | 1 = F-MCU 2 = Scaler 5 = K-MCU 6 = LAN 7 = Formatter 8 = HDBaseT 9 = A-MCU A = FPGA 1 B = FPGA 2 C = Camera version R = FW version |
| PIF+LOCK? | Returns if the lens motors are locked or not. (Read-only) | — |
| PIF+MDLN? | Returns the model name. (Read-only) | — |

| Command | Description | Values |
|-----------|----------------------------------------------------------|--------|
| PIF+NERS? | Returns the native resolution. (Read-only) | — |
| PIF+SNUM? | Returns the serial number. (Read-only) | — |
| PIF+STBM? | Returns if the projector is in Standby mode. (Read-only) | — |
| PIF+WHEE? | Returns the color wheel index. (Read-only) | — |

PIP—Picture in Picture

Enables or disables picture-in-picture (PIP)/picture-by-picture (PBP) mode.

Commands

| Command | Description | Values |
|-------------|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------|
| PIP? | Returns the state of the picture-in-picture/picture-by-picture command. (Read-only) | — |
| PIP <0 1> | Enables or disables the picture-in-picture/picture-by-picture window. | 0 = Disables the picture-in-picture/picture-by-picture video (Default) 1 = Enables the picture-in-picture/picture-by-picture video |

Examples

| |
|----------------------------------------------------------------------------------|
| Return the state of the picture-in-picture/picture-by-picture command: (PIP?) |
| Disable picture-in-picture/picture-by-picture video: (PIP 0) |
| Enable picture-in-picture/picture-by-picture video: (PIP 1) |

PIV—PIN Protect

Activates password protection on the projector, where a personal identification number (PIN) must be provided before an image can be displayed.

Commands

| Command | Description | Values |
|-------------|-------------------------------------------------|--------------------------------------------------------|
| PIV "XXXXX" | Activates password protection on the projector. | X = 0 to 9 Replace each X with a number from 0 to 9 |

Examples

Set the PIN to 33445:
(PIV "33445")

PPP–Main Layout

Chooses a preset location for the picture-in-picture and picture-by-picture window.

Note the following:

- The Location settings adjust the position of the window.
- Blanking is not affected.
- While in split screen mode, several channel controls that resize image are disabled.

Commands

| Command | Description | Values |
|-------------|--------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| PPP <value> | Selects the picture-in-picture/ picture-by-picture image location. | 0 = Places the picture-by-picture image on the left vertical center of the main image (Default) 1 = Places the picture-by-picture image on the top center of the main image 2 = Places the picture-by-picture image on the right vertical center of the main image 3 = Places the picture-by-picture image on the bottom center of the main image 4 = Places the picture-in-picture image on the bottom right of the main image 5 = Places the picture-in-picture image on the bottom left of the main image 6 = Places the picture-in-picture image on the top left of the main image 7 = Places the picture-in-picture image on the top right of the main image |

Examples

Set the picture-by-picture image on the bottom of the main image:
(PPP 1)

Set the picture-by-picture image on the top-left corner of the image:
(PPP 6)

PPS—Picture-in-Picture/Picture-by-Picture Swap

Swaps the current main and picture-in-picture/picture-by-picture inputs, regardless if valid signals are on either of the inputs.

Commands

| Command | Description | Values |
|---------|-----------------------------------------------------------------|--------|
| PPS 1 | Swaps the main and picture-in-picture/picture-by-picture input. | 1 |

Examples

Swap the main and picture-in-picture/picture-by-picture input.:
(PPS 1)

PST—Picture Setting

Changes the picture-related settings for the current source to a set of predefined values.

This command optimizes the projector display for certain conditions, such as presentation, video, 2D high speed, 3D, and so on. Applying this setting affects the following commands:

- Gamma
- Sharpness
- White peaking
- Overscan
- Brightness
- Contrast
- Color
- Tint
- Gain—red, green, blue
- Offset—red, green, blue

Commands

| Command | Description | Values |
|-------------|--------------------------|-------------------------------------------------------------------------------------------------------------|
| PST <value> | Optimizes the projector. | 0 = Video 1 = Bright (Default) 2 = Enhanced 3 = REC709 4 = DICOM SIM 5 = Blending 6 = HDR |

| Command | Description | Values |
|------------|------------------------------------------------|-----------------------------------------|
| | | 7 = 3D 8 = 2D High Speed 9 = User |
| PST+USER 1 | Stores the current settings to a user profile. | 1 |

Examples

| |
|-----------------------------------------------------------------|
| Optimize the projector for bright viewing content: (PST 1) |
| Optimize the projector to display DICOM SIM content: (PST 4) |

PSU–User Configuration

Customizes the picture setting by adjusting the brightness, contrast, input levels, color temperature, gamma, detail, white peaking, and so on.

Commands

| Command | Description | Values |
|-------------|--------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------|
| PSU <value> | Customize the picture setting. | 0 = Video 1 = Bright (Default) 2 = Enhanced 3 = REC709 4 = DICOM SIM 5 = Blending 6 = HDR 7 = 3D 8 = 2D High Speed |

Examples

| |
|--------------------------------------------------------------------------------|
| Adjust the Bright parameter to customize the user picture settings: (PSU 1) |
| Adjust the HDR parameter to customize the user picture settings: (PSU 6) |

PWR—Power

Changes the power state of the product.

Commands

| Command | Description | Values |
|-----------------|-----------------------------------------------------------------|-------------------------------------------------------------------------------------|
| PWR? | Returns the power settings for the display. (Read-only) | — |
| PWR <0 1> | Turns the projector on or off. | 0 = Turns off the projector 1 = Turns on the projector |
| PWR+STBM<0 1> | Places the projector in standby mode when connected to AC power | 0 = 0.5 W mode—low power mode 1 = Communication mode—normal power mode (Default) |

Examples

| |
|------------------------------------------------------------|
| Get the projector power status: (PWR?) |
| Place the projector in communication mode: (PWR+STBM 1) |

RBS—Real Black

Enables the function to automatically increase the contrast ratio by turning off the laser light when black image is detected.

Commands

| Command | Description | Values |
|-------------|--------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------|
| RBS <0 1> | Enables the function to automatically increase the contrast ratio by turning off the laser light when black image is detected. | 0 = Disables Real Black (Default) 1 = Enable Real Black |

Examples

| |
|--------------------------------|
| Disable Real Black: (RBS 0) |
| Enable Real Black: (RBS 1) |

RCF–Reset Configuration

Resets the network configuration setting, including LAN setting and WLAN setting, to default.

Commands

| Command | Description | Values |
|---------|-----------------------------------------------------------------------------------------------|--------|
| RCF 1 | Resets the network configuration setting, including LAN setting and WLAN setting, to default. | 1 |

Examples

Reset the network configuration settings:
(RCF 1)

RIS–Reset Image Settings

Resets all contract enhancement settings to the default factory defaults.

Commands

| Command | Description | Values |
|---------|---------------------------------------------------------------------------|--------|
| RIS 1 | Resets all contract enhancement settings to the default factory defaults. | 1 |

Examples

Reset the image settings:
(RIS 1)

ROG–Red Gain

Adds an offset to input red gain settings of an image.

Adjusting this setting also affects the black and white components of an image.

Commands

| Command | Description | Values |
|-------------|--------------------------|--------------------------|
| ROG <value> | Sets the red gain value. | 0 to 100 50 (Default) |

Examples

Set the red gain value to 50:
(ROG 50)

ROO–Red Offset

Adjusts the red offset of an image.

Adjusting this setting also affects the black and white components of an image.

Commands

| Command | Description | Values |
|-------------|----------------------------|--------------------------|
| ROO <value> | Sets the red offset value. | 0 to 100 50 (Default) |

Examples

Set the red offset value to 50:
(ROO 50)

RSP–Reset Size & Position

Set the image size preset to display the image in its native resolution or to resize by maximizing the height, width, both height and width, or to the maximum size while keeping the original aspect ratio.

Commands

| Command | Description | Values |
|---------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| RSP 1 | Set the image size preset to display the image in its native resolution or to resize by maximizing the height, width, both height and width, or to the maximum size while keeping the original aspect ratio. | 1 |

Examples

Reset the image size and position:
(RSP 1)

SBL–Status LED

Turns the status LED on or off.

Commands

| Command | Description | Values |
|-------------|---------------------------------|-----------------------------------------------------------------------------------------------------------------------------------|
| SBL <value> | Turns the status LED on or off. | 0 = Turns on the status LED (Default) 1 = Turns off the status LED 2 = Turns on the status LED only for warnings and errors |

Examples

| |
|-----------------------------------------------------------------|
| Enable the status LED so it is always on: (SBL 0) |
| Turn on the status LED only for warnings and errors: (SBL 2) |

SCH–Schedule

Sets the overall schedule functionality. The schedule can set the power settings, input source, light source mode, and shutter.

Only one power on and one power off event can be scheduled at a time. A power off command is ignored if the is on.

Commands

| Command | Description | Values |
|------------------|---------------------------------------------|-------------------------------------------------------------------|
| SCH+MODE <0 1> | Enables or disables the scheduler. | 0 = Disables the scheduler (Default) 1 = Enables the scheduler |
| SCH+REST 1 | Resets the schedule settings | 1 |
| SCH+WDAY? | Views the event list scheduled for the day. | — |

Examples

| |
|----------------------------------------------|
| Enable the scheduler: (SCH+MODE 1) |
| Reset the schedule settings: (SCH+REST 1) |

SCR—Skin Color

Adjusts the color tone of human skin in videos.

Commands

| Command | Description | Values |
|-------------|---------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| SCR ? | Returns the color tone set. | — |
| SCR <value> | Adjusts the color tone of human skin. | 0 = Disables adjusting skin color tone 1 = Applies low adjustment to skin color tone 2 = Applies middle adjustment to skin color tone 3 = Applies high adjustment to skin color tone |

Examples

| |
|-----------------------------------------------------------------------------|
| Disable adjusting the color tone of human skin in videos: (SCR 0) |
| Apply high adjustment to the color tone of human skin in videos: (SCR 3) |

SD#—Schedule

Sets the events for the schedule.

Commands

| Command | Description | Values |
|----------------------------------------------|-------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------|
| SD#+CPWD <event> | Copies the event for the specified day. | # = 0 to 6, where 0= Sunday, 1 = Monday, and so on event = 0 to 6 |
| SD#+EVRD ? | Returns the event scheduled for the specified day. (Read-only) | # = 0 to 6, where 0= Sunday, 1 = Monday, and so on |
| SD#+EVRT <event> | Sets the event for the specified day. | # = 0 to 6, where 0= Sunday, 1 = Monday, and so on event = 1 to 16 |
| SD#+EVWR "<event>, <time>, <function>" | Sets the functionality for the schedule to run on the specified day and time. | # = 0 to 6, where 0= Sunday, 1 = Monday, and so on event = 01 to 16 time = 00:00 to 23:59 function = the following values: |

| Command | Description | Values |
|------------------|---------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| | | 00 = Off (Default)—Disables the power settings (11 to 13), input source (21 to 28), light source mode (31 to 34), and shutter (41 and 42) 11 = Power On (Default) 12 = 0.5W Mode 13 = Communication Mode 21 = VGA (Default) 23 = HDMI1 24 = HDMI2 28 = HDBaseT 31 = Constant Power (Default) 32 = Constant Intensity 33 = ECO 1 34 = ECO 2 41 = Shutter On (Default) 42 = Shutter Off |
| SD#+MODE <0 1> | Enables or disables the schedule for the specified day. | # = 0 to 6, where 0= Sunday, 1 = Monday, and so on 0 = Disables the schedule for the specified day 1 = Enables the schedule for the specified day |
| SD#+REST 1 | Resets the events scheduled for the specified day. | # = 0 to 6, where 0= Sunday, 1 = Monday, and so on 1 |

Examples

| |
|--------------------------------------------------------------------------------------------------------------------------------------------------|
| Reset the events scheduled for Tuesday: (SD2+REST 1) |
| Enable the schedule for Friday: (SD5+MODE 1) |
| Set the parameters (power on, HDBaseT, constant power, and shutter off) for the 01 event schedule to run on Monday: (SD2+EVWR 01 11 28 31 42) |

SDT–Schedule Date and Time

Queries the date and time set for the schedule.

Commands

| Command | Description | Values |
|---------|---------------------------------------------------------|--------|
| SDT ? | Returns the date and time for the schedule. (Read-only) | — |

SEC–Serial Port Echo

Controls whether the serial port echoes characters.

Commands

| Command | Description | Values |
|-------------|-----------------------------------------------------|-------------------------------------------------------------------------------------------------------|
| SEC <0 1> | Enables or disables the serial port character echo. | 0 = Turns off the serial port character echo (Default) 1 = Turns on the serial port character echo |

Examples

| |
|----------------------------------------------------|
| Disable the serial port character echo: (SEC 0) |
| Turn on the serial port character echo: (SEC 1) |

SHU–Shutter

Opens and closes the shutter.

Commands

| Command | Description | Values |
|-------------|--------------------------------------------|-----------------------------------------------------------|
| SHU? | Gets the state of the shutter. (Read-only) | — |
| SHU <0 1> | Opens or closes the shutter. | 0 = Opens the shutter 1 = Closes the shutter (Default) |

Examples

| |
|-------------------------------|
| Get the state of the shutter: |
|-------------------------------|

| |
|----------------------------------------------------------------|
| (SHU?) Result: (SHU!0) Indicates the shutter is open. |
| Open the shutter: (SHU 0) |
| Close the shutter: (SHU 1) |

SIF—Secondary Source Information

Displays the current settings for the picture-in-picture/picture-by-picture image input. Returns secondary source information in read-only mode.

Commands

| Command | Description | Values |
|-----------|-----------------------------------------------------|--------|
| SIF+ACTS? | Returns the active source. (Read-only) | — |
| SIF+APRT? | Returns the aspect ratio. (Read-only) | — |
| SIF+CLSP? | Returns the color space setting. (Read-only) | — |
| SIF+HREF? | Returns horizontal refresh information. (Read-only) | — |
| SIF+PIXC? | Returns the pixel clock settings. (Read-only) | — |
| SIF+RESL? | Returns the resolution. (Read-only) | — |
| SIF+SGFT? | Returns the signal format. (Read-only) | — |
| SIF+SYNC? | Returns the sync type. (Read-only) | — |
| SIF+VREF? | Returns vertical refresh information. (Read-only) | — |

Examples

| |
|---------------------------------------------|
| Return the image resolution: (SIF+RESL?) |
|---------------------------------------------|

SIN–Select Input

Selects the active input.

Commands

| Command | Description | Values |
|------------------|---------------------------------------------------------|-----------------------------------------------------|
| SIN+MAIN <value> | Sets the active input for the main video. | 3 = HDMI1 |
| SIN+PIIP <value> | Sets the active input for the picture-in-picture video. | 4 = HDMI2 5 = DVI-D 7 = 3G-SDI 8 = HDBaseT |

Examples

| |
|------------------------------------------------------------|
| Set the main video to HDMI 1: (SIN+MAIN 3) |
| Set the picture-in-picture video to DVI-D: (SIN+PIIP 5) |

SIS–3D Sync In Select

Determines how 3D Sync in Select mode operates.

Commands

| Command | Description | Values |
|-------------|-----------------------------------|----------------------------------------------------|
| SIS <value> | Sets the 2D Sync in Select value. | 0 = Auto (Default) 1 = Internal 2 = External |

SIV–Serial Command Version

Displays the serial command version.

Commands

| Command | Description | Values |
|---------|--------------------------------------------------|--------|
| SIV? | Displays the serial command version. (Read-only) | — |

SKS–Source Key Function Settings

Sets the method for searching the input source.

Commands

| Command | Description | Values |
|-------------|-------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| SKS <value> | Sets the method for searching the input source. | 0 = Changes the source manually by pressing INPUT 1 = Lists all the sources and then select the appropriate input source 2 = Automatically searches the source (Default) |

Examples

| |
|---------------------------------------------|
| Change the source manually: (SKS 0) |
| Automatically search the source: (SKS 2) |

SLP–Sleep Timer

Turns the projector off after a set period of time.

Timing starts when the projector is turned on, or when the sleep timer auto power off function is canceled. Automatic power off only occurs when an image is displayed.

Commands

| Command | Description | Values |
|-------------|---------------------------------------|----------------------------------------------------------------|
| SLP <value> | Sets the duration of the sleep timer. | 0 = Off (Default) 1 = 2 hours 2 = 4 hours 3 = 6 hours |

Examples

| |
|-----------------------------------------------------|
| Turn off the sleep timer: (SLP 0) |
| Set the sleep timer duration to 4 hours: (SLP 2) |

SNS–Source Name Setting

Changes the source name to a user-defined name.

Subcode availability is determined by your hardware configuration.

Commands

| Command | Description | Values |
|--------------------------|----------------------------------------|--------------------------------------------------------------------|
| SNS+SRC <value> "<name>" | Applies a name to the specified input. | 3 = HDMI 1 4 = HDMI 2 5 = DVI-D 7 = 3G-SDI 8 = HDBaseT |

Examples

Change the source name to DVI-D:

```
(SNS+SRC 5 "DVI-D")
```

SOR–Rear Projection

Selects the orientation of the displayed image.

Reverse the image so it can be projected from behind a translucent screen.

Commands

| Command | Description | Values |
|-------------|--------------------------------------|-------------------------------------------------------------------------|
| SOR <0 1> | Enables or disables rear projection. | 0 = Turns off rear projection (Default) 1 = Turns on rear projection |

Examples

Turn off rear projection:

```
(SOR 0)
```

Turn on rear projection:

```
(SOR 1)
```

SOS–3D Sync Out

Transmits a 3D sync signal by the 3D sync output connector to the emitter or another downstream projector for 3D blending purposes.

Commands

| Command | Description | Values |
|-------------|----------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| SOS <0 1> | Configures the 3D Sync OUT port. | 0 = Configures the 3D Sync OUT port to be fed directly to a 3D emitter (Default) 1 = Configures the 3D Sync OUT port to be fed to another downstream projector |

Examples

Configure the 3D Sync OUT port to fed directly to a 3D emitter:

(SOS 0)

Configure the 3D Sync OUT port to fed to a downstream projector:

(SOS 1)

SPD–Dynamic Black Speed

Adjusts the speed of the light source correction.

Commands

| Command | Description | Values |
|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------|
| SPD <value> | Adjusts the speed of the light source correction. A lower value makes the correction slower and less aggressive, while a higher value results in a faster correction. | 1 to 15 1 (Default) |

Examples

Slowly correct the light source:

(SPD 1)

Correct the light source more aggressively:

(SPD 14)

SPS–Splash Screen

Specifies the splash screen to display when no signal is present.

Commands

| Command | Description | Values |
|------------------|------------------------------------|---------------------------------------------------------------------------------------|
| SPS+SLCT <value> | Sets the splash screen to display. | 0 = Factory logo (Default) 1 = Blue screen 2 = Black screen 3 = White screen |

Examples

| |
|------------------------------------------------------------|
| Set the splash screen to blue: (SPS+SLCT 1) |
| Set the splash screen to the factory logo: (SPS+SLCT 0) |

SST–Projector Status

Returns status information about the projector in read-only mode.

Commands

| Command | Description | Values |
|---------|---------------------------------------|--------|
| SST? | Returns all status items. (Read-only) | – |

STH–Dynamic Black Strength

Sets the strength of the dynamic contrast adjustment.

Commands

| Command | Description | Values |
|-------------|----------------------------------------------------------------------------------------------------------|-----------------------|
| STH <value> | Sets the strength of the dynamic contrast adjustment. The higher the value, the stronger the correction. | 0 to 3 2 (Default) |

Examples

| |
|----------------------------------------------------------------|
| Set the strength of the dynamic contrast adjustment to strong: |
|----------------------------------------------------------------|

(STH 3)

STP—Start Up

Enables or disables starting up the projector.

Commands

| Command | Description | Values |
|-------------|------------------------------------------------|-----------------------------|
| STP <0 1> | Enables or disables starting up the projector. | 0 = Off (Default) 1 = On |

Examples

Enable starting up the projector:

(STP 1)

Disable starting up the projector:

(STP 0)

SZP—Size Presets

Sets the image to one of several preset size/position presets.

For all 3D input timings, only the 3D Mode size preset is available.

Commands

| Command | Description | Values |
|-------------|----------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| SZP <value> | Sets the preset size type. | 0 = Auto—Displays an image with the detected size (Default) 1 = Native—Displays the image in its native resolution 2 = 4:3—Retains the 4:3 aspect ratio 3 = LetterBox—Displays the image with black borders on the top and bottom 4 = Full Size—Fills the screen with the image (regardless of the source) 5 = Full Width—Stretches the image to the full display width and keeps the aspect ratio 6 = Full Height—Stretches the image to the full display height and keeps the aspect ratio 7 = Custom—Displays the image with a custom size and position for each source 8 = 3D Mode—Enabled for 3D input timings 9 = 21:9 |

Examples

Set the size preset to LetterBox:
(SZP 3)

TCM–Clock Mode

Configures the clock mode.

Commands

| Command | Description | Values |
|-------------|----------------------------|---------------------------------------------|
| TCM <0 1> | Configures the clock mode. | 0 = User NTP Server (Default) 1 = Manual |

Examples

Use the NTP Server:
(TCM 0)

Manually set the clock mode:
(TCM 1)

TDE–3D Enable

Sets the decoding method for 3D timings with different kinds of packing formats.

Commands

| Command | Description | Values |
|-------------|----------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|
| TDE <value> | Sets the decoding method for 3D timings with different kinds of packing formats. | 0 = Auto (Default) 1 = Frame Packing 2 = Side by Side 3 = Top and Bottom 4 = Frame Sequential 5 = Off |

Examples

Set the decoding method for 3D timings to Frame Packing:
(TDE 1)

TDI–3D Invert

Enables or disables inverting the 3D sequence in the case of a left and right eye mismatch.

Commands

| Command | Description | Values |
|-------------|---------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------|
| TDI <0 1> | Enables or disables inverting the 3D sequence in the case of a left and right eye mismatch. | 0 = Turns off inverting the 3D sequence (Default) 1 = Turns on inverting the 3D sequence |

Examples

| |
|------------------------------------------------|
| Turn off inverting the 3D sequence: (TDI 0) |
| Turn on inverting the 3D sequence: (TDI 1) |

TNR–Temporal Noise Reduction

Removes the luminance component noise for low-light videos.

Commands

| Command | Description | Values |
|-------------|---------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TNR ? | Returns the level of noise adjustment applied for low-light videos. | — |
| TNR <value> | Adjusts luminance component noise for low-light videos. | 0 = Disables removing noise 1 = Applies low adjustment for removing noise 2 = Applies middle adjustment for removing noise 3 = Applies high adjustment for removing noise |

Examples

| |
|----------------------------------------------------------------------------|
| Disable removing noise from low-light videos: (TNR 0) |
| Apply high adjustment for removing noise from low-light videos: (TNR 3) |

TNT–Tint

Adjusts the balance of red-to-green in your image.

Commands

| Command | Description | Values |
|-------------|---------------------------------------------------|--------------------------|
| TNT <value> | Sets the red-to-green color balance in the image. | 0 to 100 50 (Default) |

Examples

Set the red-to-green color balance to 50:
(TNT 50)

TPG–Test Pattern

Sets the projector's test patterns to assist with configuration of the projector and to diagnose any issues that may occur.

Commands

| Command | Description | Values |
|-------------------------|------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TPG+ITPG <test pattern> | Sets the projector's test pattern. | 0 = Off 1 = Grid 2 = White 3 = Black 4 = Checkerboard 5 = Color Bars 6 = Red 7 = Green 8 = Blue 9 = Yellow 10 = Magneta 11 = Cyan 12 = Boresight 13 = Full Screen 14 = 13 Points |

Examples

Set the test pattern to red:

(TPG+ITPG 6)

Set the test pattern to boresight:

(TPG+ITPG 12)

UID—Enter Service Mode

Puts the projector in service mode.

Commands

| Command | Description | Values |
|-----------------------|---------------------------------------|--------|
| UID "service,service" | Places the projector in service mode. | — |

Examples

Place the projector in service mode:

(UID "service" "<password>")

UTC—Time Zone

Sets the timezone for where the projector is located.

Commands

| Command | Description | Values |
|----------------|--------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| UTC <timezone> | Sets the timezone where the projector is located | 0 = UTC+14:00 1 = UTC+13:00 2 = UTC+12:45 3 = UTC+12:00 4 = UTC+11:00 5 = UTC+10:30 6 = UTC+10:00 7 = UTC+09:30 8 = UTC+09:00 9 = UTC+08:45 10 = UTC+08:00 11 = UTC+07:00 12 = UTC+06:30 13 = UTC+06:00 14 = UTC+05:45 15 = UTC+05:30 |

| Command | Description | Values |
|---------|-------------|----------------|
| | | 16 = UTC+05:00 |
| | | 17 = UTC+04:30 |
| | | 18 = UTC+04:00 |
| | | 19 = UTC+03:30 |
| | | 20 = UTC+03:00 |
| | | 21 = UTC+02:00 |
| | | 22 = UTC+01:00 |
| | | 23 = UTC+00:00 |
| | | 24 = UTC-01:00 |
| | | 25 = UTC-02:00 |
| | | 26 = UTC-03:00 |
| | | 27 = UTC-03:30 |
| | | 28 = UTC-04:00 |
| | | 29 = UTC-05:00 |
| | | 30 = UTC-06:00 |
| | | 31 = UTC-07:00 |
| | | 32 = UTC-08:00 |
| | | 33 = UTC-09:00 |
| | | 34 = UTC-09:30 |
| | | 35 = UTC-10:00 |
| | | 36 = UTC-11:00 |
| | | 37 = UTC-12:00 |

Examples

Set the timezone to Eastern Standard Time:
(UTC 29)

VPC—Vertical Pincushion

Corrects the distortion created when the top and bottom sides of the image bend inwards to the center of the display.

If a DPWM is installed use the pincushion/barrel function for adjustments.

Commands

| Command | Description | Values |
|-------------|-------------------------------------|--------------------------|
| VPC <value> | Sets the vertical distortion value. | 0 to 100 50 (Default) |

Examples

Set the vertical distortion value to 25:
(VPC 25)

VTT–12V Trigger

Enables or disables the 12V trigger.

The 12V trigger is used for electrical projector screens. The projector screen is automatically lowered or raised when the projector is switched on or off.

Commands

| Command | Description | Values |
|-------------|--------------------------------------|-----------------------------------------------------------------------|
| VTT <0 1> | Enables or disables the 12V trigger. | 0 = Disables the 12V trigger (Default) 1 = Enables the 12V trigger |

Examples

Disable the 12V trigger:
(VTT 0)

Enable the 12V trigger:
(VTT 1)

WAP–Apply Warp Settings

Applies previously saved geometry setting to the projector.

Commands

| Command | Description | Values |
|-------------|-------------------------------------------------------------|------------------------------------------------------------------------|
| WAP? | Returns the geometry setting applied to the projector. | — |
| WAP <value> | Applies previously saved geometry setting to the projector. | 0 = Disables warping (Default) 1 to 4 = Selects saved warp settings |

Examples

Disable warping:
(WAP 0)

Use saved warp setting #3:

(WAP 3)

WAS—Save Warp Settings

Saves the geometry correction after doing warping and blending.
One projector can save up to five geometry settings.

Commands

| Command | Description | Values |
|-------------|-----------------------------------------------------------------|--------------------------------------------------------------------------------|
| WAS <value> | Saves the geometry correction after doing warping and blending. | 0 to 3 = Saves geometry correction to one of five warp settings 0 (Default) |

Examples

Save the geometry correction to warp setting #3:
(WAS 3)

WPK—White Peaking

Increases the brightness of whites to near 100%.
This setting can only be applied to video sources.

Commands

| Command | Description | Values |
|-------------|-------------------------------------|-----------------------------------------------------|
| WPK? | Returns the white peak setting set. | — |
| WPK <value> | Sets the white peak. | 0 to 100 in increments of 10 steps 100 (Default) |

Examples

Set the white peak to 50:
(WPK 50)

WRE–Warping Reset

Resets the geometry correction.

Commands

| Command | Description | Values |
|---------|---------------------------------|--------|
| WRE 1 | Resets the geometry correction. | 1 |

Examples

Reset the geometry correction:

(WRE 1)

WRP–Geometry Correction

Applies a geometry correction to an image.

Commands

| Command | Description | Values |
|------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|
| WRP+HKST <value> | Corrects image distortion created when the projected image is to the left or right of the lens axis. Increase the value to increase right keystoneing. | 0 to 40 20 (Default) |
| WRP+VKST <value> | Corrects the distortion created when the projected image is above or below the lens axis. Increase the value to increase positive keystoneing. | 0 to 40 20 (Default) |

Examples

Set the horizontal keystone value to 10:

(WRP+HKST 10)

ZOM–Zoom

Sets the lens zoom.

Commands

| Command | Description | Values |
|-------------|----------------------------------|--------------------------------------------------------|
| ZOM <value> | Increases or decreases the zoom. | n = Increases zoom by one p = Decreases zoom by one |