

- ◆ LVP605 software has opened some RS232 control commands
- ◆ The related software Version LVP605 V1.5.4 or above version.

## 一、RS232 Serial Communication Protocol

Baud rate: 9600

No parity

8 Data bit

1 Stop bit

## 二、RS232 Command Format

Each command consists of 13 character strings. Defined as:

BYT0	BYT1	BYT2	BYT3	BYT4	BYT5	BYT6	BYT7	BYT8	BYT9	BYT10	BYT11	BYT12
0	1	2	3	4	5	6	7	8	9	0	1	2

**BYT0:** device model number. For LVP605 HD processor, **BYT0**=0x05;

**BYT1:** controlled device ID range from 01 to FF total 255 serial number, 0x0 means all devices are under control.;

**BYT2:** command address of each control device;

when **BYT8**=0 , the equipment under control will not return the data commands of the 13 bites.

When **BYT2**=1 , the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation.

**BYTE3~BYTE11:** command parameters;

**BYT12:** **BYT12:** means the model number ChkSum or Xor Calculation of front 12 bites data ;

Command return:

If device return to send command

BYT0	BYT1	BYT2	BYT3	BYT4	BYT5	BYT6	BYT7	BYT8	BYT9	BYT10	BYT11	BYT12
05	01	Cmd	P1	P2	P3	P4	P5	P6	P7	P8	P9	ChkSum

Means command success.;

It it return with O\*FF parameter command

BYT0	BYT1	BYT2	BYT3	BYT4	BYT5	BYT6	BYT7	BYT8	BYT9	BYT10	BYT11	BYT12
05	01	Cmd	FF	FF	ChkSum							

Means command fail.

## 三、LVP605 control command

Take one LVP605 whose serial number is 1 for example, namely BYT1=01. All devices receive commands under cascade connecting.

The commands are showed in radix 16.

### 1、switch input signals (00)

BYT 0	BYT 1	BYT 2	BYT 3	BYT 4	BYT 5	BYT 6	BYT 7	BYT 8	BYT 9	BYT1 0	BYT1 1	BYT12
05	01	00	XX	00	00	00	00	00	00	00	00	ChkSum

Instructions 1) **BYT2=00**, the equipment under control will not return the data commands of the 13 bites.

**BYT2=80**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation.

2) **BYT3=00**, Switch to V1 channel;

**BYT3=01**, Switch to V2 channel;

**BYT3=02**, Switch to V3 channel;

**BYT3=04**, Switch to S-VIDEO channel;

**BYT3=05**, Switch to VGA1 channel;

**BYT3=06**, Switch to VGA2 channel;

**BYT3=07**, Switch to DVI channel;

**BYT3=08**, Switch to HDMI channel;

**BYT3=09**, Switch to EXT channel;

**BYT3=0A**, Switch YPbPr channel;

3) **BYT4 to BYT11 no actual meaning, value is 0**.

\*This command is valid under switching situation.

### 2、PIP mode (01)

BYT 0	BYT 1	BYT 2	BYT 3	BYT 4	BYT 5	BYT 6	BYT 7	BYT 8	BYT 9	BYT1 0	BYT1 1	BYT12
05	01	01	XX	00	00	00	00	00	00	00	00	ChkSum

Instructions 1) **BYT2=01**, the equipment under control will not return the data commands of the 13 bites.

**BYT2=81**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation.

2) **BYT3=00**, Turn off PIP/POP;

**BYT3=01**, enter into PIP/POP;

3) **BYT4 to BYT11 no actual meaning, value is 0**.

\*This command is valid under switching situation and PIP/POP repairing situation.

### 3、PIP channel switching (02)

BYT 0	BYT 1	BYT 2	BYT 3	BYT 4	BYT 5	BYT 6	BYT 7	BYT 8	BYT 9	BYT1 0	BYT1 1	BYT12
05	01	02	XX	00	00	00	00	00	00	00	00	ChkSum

Instructions 1) **BYT2=02**, the equipment under control will not return the data commands of the 13 bites.

**BYT2=82**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation.

- 2) **BYT3=00**, PIP/POP channel is V1;  
**BYT3=01**, PIP/POP channel is V2;  
**BYT3=02**, PIP/POP channel is V3;  
**BYT3=04**, PIP/POP channel is S-VIDEO;  
**BYT3=05**, PIP/POP channel is VGA1;  
**BYT3=06**, PIP/POP channel is VGA2;  
**BYT3=07**, PIP/POP channel is DVI;  
**BYT3=08**, PIP/POP channel is HDMI;  
**BYT3=09**, PIP/POP channel is EXT;

- 3) **BYT4 to BYT11 no actual meaning, value is 0.**

\*This command is valid only under PIP/POP repairing situation or PIP/POP situation.

#### 4. TEXT mode (03)

<b>BYT 0</b>	<b>BYT 1</b>	<b>BYT 2</b>	<b>BYT 3</b>	<b>BYT 4</b>	<b>BYT 5</b>	<b>BYT 6</b>	<b>BYT 7</b>	<b>BYT 8</b>	<b>BYT 9</b>	<b>BYT1 0</b>	<b>BYT1 1</b>	<b>BYT12</b>
05	01	03	XX	00	00	00	00	00	00	00	00	<b>ChkSu m</b>

Instructions 1) **BYT2=03**, the equipment under control will not return the data commands of the 13 bites.

**BYT2=83**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation.

- 2) **BYT3=00**, turn off TEXT;  
**BYT3=01**, enter into TEXT repairing situation;  
3) **BYT4 to BYT11 no actual meaning, value is 0;**

\*This command is valid only under switching situation or TEXT repairing situation.

#### 5. TEXT channel switching (04)

<b>BYT 0</b>	<b>BYT 1</b>	<b>BYT 2</b>	<b>BYT 3</b>	<b>BYT 4</b>	<b>BYT 5</b>	<b>BYT 6</b>	<b>BYT 7</b>	<b>BYT 8</b>	<b>BYT 9</b>	<b>BYT1 0</b>	<b>BYT1 1</b>	<b>BYT12</b>
05	01	04	XX	00	00	00	00	00	00	00	00	<b>ChkSu m</b>

Instructions 1) **BYT2=04**, the equipment under control will not return the data commands of the 13 bites.

**BYT2=84**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation

- 2) **BYT3=00**, TEXT channel is V1;  
**BYT3=01**, TEXT channel is V2;  
**BYT3=02**, TEXT channel is V3;  
**BYT3=04**, TEXT channel is S-VIDEO;  
**BYT3=05**, TEXT channel is VGA1;  
**BYT3=06**, TEXT channel is VGA2;  
**BYT3=07**, TEXT channel is DVI;  
**BYT3=08**, TEXT channel is HDMI;  
**BYT3=09**, TEXT channel is EXT;
- 3) **BYT4 to BYT11 no actual meaning, value is 0;**

\*This command is valid only under TEXT repairing situation or TEXT situation.

## 6、BYPASS (05)

BYT 0	BYT 1	BYT 2	BYT 3	BYT 4	BYT 5	BYT 6	BYT 7	BYT 8	BYT 9	BYT1 0	BYT1 1	BYT12
05	01	05	XX	00	00	00	00	00	00	00	00	ChkSum

Instructions 1) **BYT2=05**, the equipment under control will not return the data commands of the 13 bites.

**BYT2=85**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation

2) **BYT3=00**, turn off BYPASS;

**BYT3=01**, turn on BYPASS;

3) **BYT4 to BYT11 no actual meaning, value is 0**;

\*This command is valid only under switching situation.

## 7、MOSAIC (06)

BYT 0	BYT 1	BYT 2	BYT 3	BYT 4	BYT 5	BYT 6	BYT 7	BYT 8	BYT 9	BYT1 0	BYT1 1	BYT12
05	01	06	XX	00	00	00	00	00	00	00	00	ChkSum

Instructions 1) **BYT2=06**, the equipment under control will not return the data commands of the 13 bites.

**BYT2=86**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation

2) **BYT3=00**, turn off MOSAIC;

**BYT3=01**, turn on MOSAIC;

3) **BYT4 to BYT11 no actual meaning, value is 0**;

\* This command is valid only under switching situation.

## 8、FREEZE (07)

BYT 0	BYT 1	BYT 2	BYT 3	BYT 4	BYT 5	BYT 6	BYT 7	BYT 8	BYT 9	BYT1 0	BYT1 1	BYT12
05	01	07	XX	00	00	00	00	00	00	00	00	ChkSum

Instructions 1) **BYT2=07**, the equipment under control will not return the data commands of the 13 bites.

**BYT2=87**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation

2) **BYT3=00**, turn off FREEZE;

**BYT3=01**, turn on FREEZE;

3) **BYT4 to BYT11 no actual meaning, value is 0**;

\* This command is valid only under switching situation.

## 9、VGA-AUTO (08)

BYT 0	BYT 1	BYT 2	BYT 3	BYT 4	BYT 5	BYT 6	BYT 7	BYT 8	BYT 9	BYT1 0	BYT1 1	BYT12
05	01	08	00	00	00	00	00	00	00	00	00	ChkSum

Instructions 1) **BYT2=08**, the equipment under control will not return the data commands of the 13 bites.

**BYT2=88**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation

2) **BYT3 to BYT11 no actual meaning, value is 0;**

\* This command is valid only under switching situation and VGA channel.

#### 10. Setup the output resolution (09)

BYT 0	BYT 1	BYT 2	BYT 3	BYT 4	BYT 5	BYT 6	BYT 7	BYT 8	BYT 9	BYT1 0	BYT1 1	BYT12
05	01	09	XX	00	00	00	00	00	00	00	00	ChkSum

Instructions 1) **BYT2=09**, the equipment under control will not return the data commands of the 13 bites.

**BYT2=89**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation

2) **BYT3=00**, setup output resolution as 1024x768@60Hz;

**BYT3=01**, setup output resolution as 1024x768@75Hz;

**BYT3=02**, setup output resolution as 1280x1024@60Hz;

**BYT3=03**, setup output resolution as 1280x1024@60Hz;

**BYT3=04**, setup output resolution as 1600x1200@60Hz;

**BYT3=05**, setup output resolution as 1920x1080@50Hz;

**BYT3=06**, setup output resolution as 1920x1080@60Hz;

**BYT3=07**, setup output resolution as 1366x768@60Hz;

**BYT3=08**, setup output resolution as 1440x900@60Hz;

**BYT3=09**, setup output resolution as 2048x1152@60Hz;

3) **BYT4 to BYT11 no actual meaning, value is 0;**

\*Please restart the device after setting output resolution.

#### 11. Setup output image place and size (0A)

BYT 0	BYT 1	BYT 2	BYT 3	BYT 4	BYT 5	BYT 6	BYT 7	BYT 8	BYT 9	BYT1 0	BYT1 1	BYT12
05	01	0A	00	XX	XX	ChkSum						

Instructions 1) **BYT2=0A**, the equipment under control will not return the data commands of the 13 bites.

**BYT2=8A**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation

2) **BYT3** no actual meaning. Value is 0.

3) **BYT4**, quotient of output Hori Start ÷256.

4) **BYT5**, remainder of output Hori Start ÷256.

- 5) **BYT6**, quotient of output Hori Width ÷256.
- 6) **BYT7**, remainder of output Hori Width÷256.
- 7) **BYT8**, quotient of output Vert Start ÷256..;
- 8) **BYT9**, remainder of output Vert Start ÷256;
- 9) **BYT10**, quotient of output Vert Height÷256;
- 10) **BYT11**, remainder of output Vert Height ÷256;

\*Please limit the range of value.

\*Hori Start+ Width < output max width

\*Vert Start+ Height<output max height

## 12、Setup the image size and place of PIP mode 1 (0B)

<b>BYT 0</b>	<b>BYT 1</b>	<b>BYT 2</b>	<b>BYT 3</b>	<b>BYT 4</b>	<b>BYT 5</b>	<b>BYT 6</b>	<b>BYT 7</b>	<b>BYT 8</b>	<b>BYT 9</b>	<b>BYT1 0</b>	<b>BYT1 1</b>	<b>BYT12</b>
05	01	0B	00	XX	XX	<b>ChkSu m</b>						

Instructions 1) **BYT2=0B**, the equipment under control will not return the data commands of the 13

bites.

**BYT2=8B**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation

- 2) **BYT3=00**, setup main channel image size and place.

**BYT3=01**, setup sub channel image size and place.

- 3) **BYT4**, quotient of output Hori Start ÷256.

- 4) **BYT5**, remainder of output Hori Start ÷256.

- 5) **BYT6**, quotient of output Hori Width ÷256.

- 6) **BYT7**, remainder of output Hori Width÷256.

- 7) **BYT8**, quotient of output Vert Start ÷256..;

- 8) **BYT9**, remainder of output Vert Start ÷256;

- 9) **BYT10**, quotient of output Vert Height÷256;

- 10) **BYT11**, remainder of output Vert Height ÷256;

\* Please limit the range of value.:

\*Hori Start+ Width < output max width

\*Vert Start+ Height<output max height

## 13、Setup the image size and place of PIP mode2 (0C)

<b>BYT 0</b>	<b>BYT 1</b>	<b>BYT 2</b>	<b>BYT 3</b>	<b>BYT 4</b>	<b>BYT 5</b>	<b>BYT 6</b>	<b>BYT 7</b>	<b>BYT 8</b>	<b>BYT 9</b>	<b>BYT1 0</b>	<b>BYT1 1</b>	<b>BYT12</b>
05	01	0C	00	XX	XX	<b>ChkSu m</b>						

Instructions 1) **BYT2=0C**, the equipment under control will not return the data commands of the 13

bites.

**BYT2=8C**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation

- 2) **BYT3=00**, setup main channel image size and place.

**BYT3=01**, setup sub channel image size and place.

- 3) **BYT4**, quotient of output Hori Start ÷256;

- 4) **BYT5**, remainder of output Hori Start ÷256.
  - 5) **BYT6**, quotient of output Hori Width ÷256.
  - 6) **BYT7**, remainder of output Hori Width÷256.
  - 7) **BYT8**, quotient of output Vert Start ÷256;
  - 8) **BYT9**, remainder of output Vert Start ÷256;
  - 9) **BYT10**, quotient of output Vert Height÷256;
  - 10) **BYT11**, remainder of output Vert Height ÷256;
- \* Please limit the range of value.:  
 \*Hori Start+ Width < output max width  
 \*Vert Start+ Height<output max height

#### 14、Setup the image size and place of PIP mode3 (0D)

<b>BYT0</b>	<b>BYT1</b>	<b>BYT2</b>	<b>BYT3</b>	<b>BYT4</b>	<b>BYT5</b>	<b>BYT6</b>	<b>BYT7</b>	<b>BYT8</b>	<b>BYT9</b>	<b>BYT10</b>	<b>BYT11</b>	<b>BYT12</b>
05	01	0D	00	XX	XX	<b>ChkSum</b>						

Instructions 1) **BYT2=0D**, the equipment under control will not return the data commands of the 13 bites.

**BYT2=8D**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation

- 2) **BYT3=00**, setup main channel image size and place.  
**BYT3=01**, setup sub channel image size and place.
  - 3) **BYT4**, quotient of output Hori Start ÷256;
  - 4) **BYT5**, remainder of output Hori Start ÷256.
  - 5) **BYT6**, quotient of output Hori Width ÷256.
  - 6) **BYT7**, remainder of output Hori Width÷256.
  - 7) **BYT8**, quotient of output Vert Start ÷256;
  - 8) **BYT9**, remainder of output Vert Start ÷256;
  - 9) **BYT10**, quotient of output Vert Height÷256;
  - 10) **BYT11**, remainder of output Vert Height ÷256;
- \* Please limit the range of value.:  
 \*Hori Start+ Width < output max width  
 \*Vert Start+ Height<output max height

#### 15、Setup the image size and place of PIP mode 4 (0E)

<b>BYT0</b>	<b>BYT1</b>	<b>BYT2</b>	<b>BYT3</b>	<b>BYT4</b>	<b>BYT5</b>	<b>BYT6</b>	<b>BYT7</b>	<b>BYT8</b>	<b>BYT9</b>	<b>BYT10</b>	<b>BYT11</b>	<b>BYT12</b>
05	01	0E	00	XX	XX	<b>ChkSum</b>						

Instructions 1) **BYT2=0E**, the equipment under control will not return the data commands of the 13 bites.

**BYT2=8E**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation

- 2) **BYT3=00**, setup main channel image size and place.  
**BYT3=01**, setup sub channel image size and place.;

- 3) **BYT4**, quotient of output Hori Start ÷256;
  - 4) **BYT5**, remainder of output Hori Start ÷256.
  - 5) **BYT6**, quotient of output Hori Width ÷256.
  - 6) **BYT7**, remainder of output Hori Width÷256.
  - 7) **BYT8**, quotient of output Vert Start ÷256;
  - 8) **BYT9**, remainder of output Vert Start ÷256;
  - 9) **BYT10**, quotient of output Vert Height÷256;
  - 10) **BYT11**, remainder of output Vert Height ÷256;

\* Please limit the range of value.:  
\*Hori Start+ Width < output max width  
\*Vert Start+ Height<output max height

## 16、Setup TEXT OVERLAY (0F)

Instructions 1) BYT2=0F, the equipment under control will not return the data commands of the 13 bites.

**BYT2=8F**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation

- 2) **BYT3=00**, setting < threshold value key.
  - BYT3=01**, setting > threshold value key.
  - 3) **BYT4**, threshold value is R;
  - 4) **BYT5**, threshold value is B;
  - 5) **BYT6**, threshold value is G;
  - 6) **BYT4 to BYT11 no actual meaning, value is 0**;

## 17. Setup brightness (10)

Instructions 1) BYT2=10, the equipment under control will not return the data commands of the 13 bites.

**BYT2=90**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation

- 3) BYT4 to BYT11 no actual meaning, value is 0;

## 18、Setup contrast (11)

Instructions 1) **BYT2=11**, the equipment under control will not return the data commands of the 13 bites.

**BYT2=91**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation

- 2) **BYT3**, contrast value from 0~100;
- 3) **BYT4 to BYT11 no actual meaning, value is 0**;

#### 19、Setup Color (12)

BYT 0	BYT 1	BYT 2	BYT 3	BYT 4	BYT 5	BYT 6	BYT 7	BYT 8	BYT 9	BYT1 0	BYT1 1	BYT12
05	01	12	XX	00	00	00	00	00	00	00	00	ChkSu m

Instructions 1) **BYT2=12**, the equipment under control will not return the data commands of the 13 bites.

**BYT2=92**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation

- 2) **BYT3**, color value from 0~100;
- 3) **BYT4 to BYT11 no actual meaning, value is 0**;

#### 20、Setup definition (13)

BYT 0	BYT 1	BYT 2	BYT 3	BYT 4	BYT 5	BYT 6	BYT 7	BYT 8	BYT 9	BYT1 0	BYT1 1	BYT12
05	01	13	XX	00	00	00	00	00	00	00	00	ChkSu m

Instructions 1) **BYT2=13**, the equipment under control will not return the data commands of the 13 bites.

**BYT2=93**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation

- 2) **BYT3=00**, image smoothness
- BYT3=01**, image vividness
- 3) **BYT4 to BYT11 no actual meaning, value is 0**;

#### 21、Audio Setting (14)

BYT 0	BYT 1	BYT 2	BYT 3	BYT 4	BYT 5	BYT 6	BYT 7	BYT 8	BYT 9	BYT1 0	BYT1 1	BYT12
05	01	14	XX	XX	00	00	00	00	XX	XX	XX	ChkSu m

Instructions 1) **BYT2=14**, the equipment under control will not return the data commands of the 13 bites.

**BYT2=94**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation

- 2) **BYT3=00**, V1 output AD1 audio;
- BYT3=01**, V2 output AD1 audio;
- BYT3=02**, V3 output AD1 audio;
- BYT3=04**, S-VIDEO output AD1 audio;

- BYT3=05**, VGA1 output AD1 audio;  
**BYT3=06**, VGA2 output AD1 audio;  
**BYT3=07**, DVI output AD1 audio;  
**BYT3=08**, HDMI output AD1 audio;  
**BYT3=09**, SDI output AD1 audio;  
**BYT3=0A**, YPBPR output AD1 audio;;  
 2) **BYT4=00**, V1 output AD2 audio;  
**BYT4=01**, V2 output AD2 audio;  
**BYT4=02**, V3 output AD2 audio;  
**BYT4=04**, S-VIDEO output AD2 audio;  
**BYT4=05**, VGA1 output AD2 audio;  
**BYT4=06**, VGA2 output AD2 audio;  
**BYT4=07**, DVI output AD2 audio;  
**BYT4=08**, HDMI output AD2 audio;  
**BYT4=09**, SDI output AD2 audio;  
**BYT4=0A**, YPBPR output AD2 audio;  
 3) **BYT5 to BYT11 no actual meaning, value is 0;**

## 22、Setup Hotspare (15)

<b>BYT 0</b>	<b>BYT 1</b>	<b>BYT 2</b>	<b>BYT 3</b>	<b>BYT 4</b>	<b>BYT 5</b>	<b>BYT 6</b>	<b>BYT 7</b>	<b>BYT 8</b>	<b>BYT 9</b>	<b>BYT1 0</b>	<b>BYT1 1</b>	<b>BYT12</b>
05	01	15	XX	XX	00	00	00	00	00	00	00	<b>ChkSu m</b>

Instructions 1) **BYT2=15**, the equipment under control will not return the data commands of the 13 bites.

**BYT2=95**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation

- 2) **BYT3=00**, V1->V3 turn off hot spare;  
**BYT3=01**, V1->V3 turn on hot spare;  
 2) **BYT4=00**, V2->S-VIDEO turn off hot spare;  
**BYT4=01**, V2->S-VIDEO turn on hot spare;  
 2) **BYT5=00**, HDMI->DVI turn off hot spare;  
**BYT5=01**, HDMI->DVI turn on hot spare;  
 2) **BYT6=00**, VGA1->VGA2 turn off hot spare;  
**BYT6=01**, VGA1->VGA2 turn on hot spare;  
 3) **BYT7 to BYT11 no actual meaning, value is 0;**

## 23、Setup Intercepting image size and place (16)

<b>BYT 0</b>	<b>BYT 1</b>	<b>BYT 2</b>	<b>BYT 3</b>	<b>BYT 4</b>	<b>BYT 5</b>	<b>BYT 6</b>	<b>BYT 7</b>	<b>BYT 8</b>	<b>BYT 9</b>	<b>BYT1 0</b>	<b>BYT1 1</b>	<b>BYT12</b>
05	01	16	00	XX	XX	<b>ChkSu m</b>						

Instructions 1) **BYT2=16**, the equipment under control will not return the data commands of the 13 bites.

**BYT2=96**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation

- 2) **BYT3 no actual meaning, value is 0;**
  - 3) **BYT4**, quotient of intercepting input Hori Start ÷256;
  - 4) **BYT5**, remainder of intercepting input Hori Start ÷256.
  - 5) **BYT6**, quotient of intercepting input Hori Width ÷256;
  - 6) **BYT7**, remainder of intercepting input Hori Width÷256.
  - 7) **BYT8**, quotient of intercepting input Vert Start ÷256;
  - 8) **BYT9**, remainder of intercepting input Vert Start÷256.
  - 9) **BYT10**, quotient of intercepting input Vert Height÷256;
  - 10) **BYT11**, remainder of intercepting input Vert Height÷256.
- \* Please limit the range of value.:  
 \*Hori Start+ Width < output max width  
 \*Vert Start+ Height<output max height

#### 24. Read Device (17)

<b>BYT0</b>	<b>BYT1</b>	<b>BYT2</b>	<b>BYT3</b>	<b>BYT4</b>	<b>BYT5</b>	<b>BYT6</b>	<b>BYT7</b>	<b>BYT8</b>	<b>BYT9</b>	<b>BYT10</b>	<b>BYT11</b>	<b>BYT12</b>
05	01	17	XX	0	0	0	0	0	0	0	0	ChkSum

Instructions 1) **BYT2=17**, the device under control return the read value.

- BYT2=97**, the device under control return the read value.
- 2) **BYT4 to BYT11 no actual meaning, value is 0;**
  - 3) The instructions for BYT3:

**BYT3=00**, the device under control return 13 pcs read data. This means the current situation of system.

<b>BYT0</b>	<b>BYT1</b>	<b>BYT2</b>	<b>BYT3</b>	<b>BYT4</b>	<b>BYT5</b>	<b>BYT6</b>	<b>BYT7</b>	<b>BYT8</b>	<b>BYT9</b>	<b>BYT10</b>	<b>BYT11</b>	<b>BYT12</b>
05	01	XX	XX	ChkSum								

- A) **BYT3=00**, system idle, handled;  
**BYT3=01**, system busy, unhandled.
- B) **BYT4=00**, the current menu situation is under switching.  
**BYT4=01**, the current menu situation is unde PIP/POP repairing.  
**BYT4=03**, the current menu situation is under PIP/POP.  
**BYT4=04**, the current situation is under TEXT preparing.  
**BYT4=05**, the current situation is under TEXT.
- C) **BYT5=00**, seamless switching;  
**BYT5=01**, fade in fade out time 0.5 seconds;  
**BYT5=02**, fade in fade out time 1.0 second;  
**BYT5=03**, fade in fade out time 1.5 seconds;
- D) **BYT6** BIT0 means under MOSAIC situation, 0-UN\_MOSAIC/1-MOSAIC;  
**BYT6** BIT1 means under BYPASS situation, 0-UN\_BYPASS/1-BYPASS;  
**BYT6** BIT2 means under FREEZE situation, 0-UN\_FREEZE/1-FREEZE;
- E) **BYT7** BIT0~BIT3 means MAIN channel value;  
**BYT7** BIT4~BIT7 means PIP channel value;

- F) **BYT8** means the current main channel signal format;
- G) **BYT9** means the current sub channel signal format;
- H) **BYT10** means current PIP mode (0~3 means M1~M4);
- I) **BYT11 OSD extended input model:**
  - 0, no extended input model;
  - 1, extended input is SDI;
  - 2, extended input is VGA;
  - 3, extended input is DVI;
  - 4, extended input is VIDEO

**BYT3=01**, the device under control return 13 pcs read data. This means PIP/POP main parameters.

<b>BYT 0</b>	<b>BYT 1</b>	<b>BYT 2</b>	<b>BYT 3</b>	<b>BYT 4</b>	<b>BYT 5</b>	<b>BYT 6</b>	<b>BYT 7</b>	<b>BYT 8</b>	<b>BYT 9</b>	<b>BYT1 0</b>	<b>BYT1 1</b>	<b>BYT12</b>
05	01	XX	XX	<b>ChkSu m</b>								

- A) **BYT3=00** means current PIP/POP Mode 1.
- BYT3=01** means current PIP/POP Mode 2.
- BYT3=02** means current PIP/POP Mode 3..
- BYT3=03** means current PIP/POP Mode 4;
- B) **BYT4** means quotient of main channel Hori Start ÷256;
- C) **BYT5** means remainder of main channel Hori Start ÷256.
- D) **BYT6** means quotient of main channel Hori Width ÷256;
- E) **BYT7** means remainder of main channel Hori Width ÷256.
- F) **BYT8** means quotient of main channel Vert Start ÷256;
- G) **BYT9** means remainder of main channel Vert Start ÷256.
- H) **BYT10** means quotient of main channel Vert Height ÷256;
- I) **BYT11** means remainder of main channel Vert Height ÷256.

**BYT3=02**, the device under control return 13 pcs read data. This means PIP/POP sub parameters.

<b>BYT 0</b>	<b>BYT 1</b>	<b>BYT 2</b>	<b>BYT 3</b>	<b>BYT 4</b>	<b>BYT 5</b>	<b>BYT 6</b>	<b>BYT 7</b>	<b>BYT 8</b>	<b>BYT 9</b>	<b>BYT1 0</b>	<b>BYT1 1</b>	<b>BYT12</b>
05	01	XX	XX	<b>ChkSu m</b>								

- A) **BYT3=00** means current PIP/POP Mode 1.
- BYT3=01** means current PIP/POP Mode 2.
- BYT3=02** means current PIP/POP Mode 3.
- BYT3=03** means current PIP/POP Mode 4.
- B) **BYT4** means quotient of sub channel Hori Start ÷256;
- C) **BYT5** means remainder of sub channel Hori Start ÷256.
- D) **BYT6** means quotient of sub channel Hori Width ÷256;
- E) **BYT7** means remainder of sub channel Hori Width ÷256.
- F) **BYT8** means quotient of sub channel Vert Start ÷256;
- G) **BYT9** means remainder of sub channel Vert Start ÷256.
- H) **BYT10** means quotient of sub channel Vert Height ÷256

I) **BYT11** means remainder of main channel Vert Height ÷256.

**BYT3=03**, the device under control return 13 pcs read data. This means output parameters.

<b>BYT 0</b>	<b>BYT 1</b>	<b>BYT 2</b>	<b>BYT 3</b>	<b>BYT 4</b>	<b>BYT 5</b>	<b>BYT 6</b>	<b>BYT 7</b>	<b>BYT 8</b>	<b>BYT 9</b>	<b>BYT1 0</b>	<b>BYT1 1</b>	<b>BYT12</b>
05	01	XX	XX	<b>ChkSu m</b>								

A) **BYT3=00**, output resolution: 1024x768@60Hz;

**BYT3=01**, output resolution: 1024x768@75Hz;

**BYT3=02**, output resolution: 1280x1024@60Hz;

**BYT3=03**, output resolution: 1280x1024@60Hz;

**BYT3=04**, output resolution: 1600x1200@60Hz;

**BYT3=05**, output resolution: 1920x1080@50Hz;

**BYT3=06**, output resolution: 1920x1080@60Hz;

**BYT3=07**, output resolution: 1366x768@60Hz;

**BYT3=08**, output resolution: 1440x900@60Hz;

**BYT3=09**, output resolution: 2048x1152@60Hz;

B) **BYT4** means quotient of output Hori Start ÷256;

C) **BYT5** means remainder of output Hori Start÷256.

D) **BYT6** means quotient of output Hori Width ÷256;

E) **BYT7** means remainder of output Hori Width÷256.

F) **BYT8** means quotient of output Vert Start ÷256;

G) **BYT9** means remainder of output Vert Start÷256.

H) **BYT10** means quotient of output Vert Height÷256;

I) **BYT11** means remainder of output Vert Height÷256.

**BYT3=04**, the device under control return 13 pcs read data. This means input parameters.

<b>BYT 0</b>	<b>BYT 1</b>	<b>BYT 2</b>	<b>BYT 3</b>	<b>BYT 4</b>	<b>BYT 5</b>	<b>BYT 6</b>	<b>BYT 7</b>	<b>BYT 8</b>	<b>BYT 9</b>	<b>BYT1 0</b>	<b>BYT1 1</b>	<b>BYT12</b>
05	01	XX	XX	<b>ChkSu m</b>								

A) **BYT3 Mosaic Station:**

BIT0 = 0, Mosaic off;

BIT0 = 1, Mosaic on;

BIT1 = 0, Sync Mosaic off;

BIT1 = 1, Sync Mosaic on;

B) **BYT4** quotient of intercepting input Hori Start ÷256;

C) **BYT5** remainder of intercepting input Hori Start÷256;

D) **BYT6** quotient of intercepting input Hori Width ÷256;

E) **BYT7** remainder of intercepting input Hori Width÷256;

F) **BYT8** quotient of intercepting input Vert Start ÷256;

G) **BYT9** remainder of intercepting input Vert Start÷256;

H) **BYT10** quotient of intercepting input Vert Height ÷256;

I) **BYT11** remainder of intercepting input Vert Height÷256;

**BYT3=05**, the device under control return 13 pcs read data. This means other parameters.

- A) **BYT3** brightness;
  - B) **BYT4** contrast;
  - C) **BYT5 color saturation**;
  - D) **BYT6 definition**;
  - D) **BYT7** BIT0~BIT3 audio2 allocation;  
**BYT7** BIT4~BIT7 audio1 allocation;
    - 00, V1 output AD1/AD2 audio;
    - 01, V2 output AD1/AD2 audio;
    - 02, V3 output AD1/AD2 audio;
    - 04, S-VIDEO output AD1/AD2 audio;
    - 05, VGA1 output AD1/AD2 audio;
    - 06, VGA2 output AD1/AD2audio;
    - 07, DVI output AD1/AD2 audio;
    - 08, HDMI output AD1/AD2 audio;
    - 09, SDI output AD1/AD2 audio;
    - 0A, YPBPR output AD1/AD2 audio;
  - D) **BYT8** BIT0 AV1->AV2 hot-spare station  
**BYT8** BIT1 AV3->S-VIDEO hot-spare sta  
**BYT8** BIT2 HDMI->DVI hot-spare station  
**BYT8** BIT3 VGA1->VGA2 hot-spare stati
    - 0, hot-spare off;
    - 1, hot-spare on;
  - F) **BYT9** to **BYT11** to be saved;

**BYT3=06**, the device under control return 13 pcs read data. This means TEXT parameters.

- A) **BYT3** Text mode;
  - B) **BYT4** threshold value is R;
  - C) **BYT5** threshold value is G;
  - D) **BYT6** threshold value is B;
  - E) **BYT7** to **BYT11** to be saved;

**BYT3=07**, the device under control return 13 pcs read data. This means PIP/POP Mode1 main parameters;

BYT	BYT1	BYT1	BYT12									
0	1	2	3	4	5	6	7	8	9	0	1	

05	01	XX	ChkSum										
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- A) **BYT3=00;**
- B) **BYT4** means quotient of main channel input Hori Start ÷256;
- C) **BYT5** means remainder of main channel input Hori Start÷256;
- D) **BYT6** means quotient of main channel input Hori Width ÷256;
- E) **BYT7** means remainder of main channel input Hori Width÷256;
- F) **BYT8** means quotient of main channel input Vert Start ÷256;
- G) **BYT9** means remainder of main channel input Vert Start÷256;
- H) **BYT10** means quotient of main channel input Vert Height ÷256;
- I) **BYT11** means remainder of main channel input Vert Height÷256;

**BYT3=08** , the device under control return 13 pcs read data. This means PIP/POP Mode1 sub parameters:

BYT 0	BYT 1	BYT 2	BYT 3	BYT 4	BYT 5	BYT 6	BYT 7	BYT 8	BYT 9	BYT1 0	BYT1 1	BYT12	ChkSum
05	01	XX	XX	XX									

- A) **BYT3=00;**
- B) **BYT4** means quotient of sub channel input Hori Start ÷256;
- C) **BYT5** means remainder of sub channel input Hori Start÷256;
- D) **BYT6** means quotient of sub channel input Hori Width ÷256;
- E) **BYT7** means remainder of sub channel input Hori Width÷256;
- F) **BYT8** means quotient of sub channel input Vert Start ÷256;
- G) **BYT9** means remainder of sub channel input Vert Start÷256;
- H) **BYT10** means quotient of sub channel input Vert Height ÷256;
- I) **BYT11** means remainder of sub channel input Vert Height÷256;

**BYT3=09** , the device under control return 13 pcs read data. This means PIP/POP Mode2 main parameters:

BYT 0	BYT 1	BYT 2	BYT 3	BYT 4	BYT 5	BYT 6	BYT 7	BYT 8	BYT 9	BYT1 0	BYT1 1	BYT12	ChkSum
05	01	XX	XX	XX									

- A) **BYT3=01;**
- B) **BYT4** means quotient of main channel input Hori Start ÷256;
- C) **BYT5** means remainder of main channel input Hori Start÷256;
- D) **BYT6** means quotient of main channel input Hori Width ÷256;
- E) **BYT7** means remainder of main channel input Hori Width÷256;
- F) **BYT8** means quotient of main channel input Vert Start ÷256;
- G) **BYT9** means remainder of main channel input Vert Start÷256;
- H) **BYT10** means quotient of main channel input Vert Height ÷256;
- I) **BYT11** means remainder of main channel input Vert Height÷256;

**BYT3=0A** , the device under control return 13 pcs read data. This means PIP/POP Mode2 sub

parameters:

<b>BYT 0</b>	<b>BYT 1</b>	<b>BYT 2</b>	<b>BYT 3</b>	<b>BYT 4</b>	<b>BYT 5</b>	<b>BYT 6</b>	<b>BYT 7</b>	<b>BYT 8</b>	<b>BYT 9</b>	<b>BYT1 0</b>	<b>BYT1 1</b>	<b>BYT12</b>
05	01	XX	XX	<b>ChkSu m</b>								

- A) **BYT3=01;**
- B) **BYT4** means quotient of sub channel input Hori Start ÷256;
- C) **BYT5** means remainder of sub channel input Hori Start÷256;
- D) **BYT6** means quotient of sub channel input Hori Width ÷256;
- E) **BYT7** means remainder of sub channel input Hori Width÷256;
- F) **BYT8** means quotient of sub channel input Vert Start ÷256;
- G) **BYT9** means remainder of sub channel input Vert Start÷256;
- H) **BYT10** means quotient of sub channel input Vert Height ÷256;
- I) **BYT11** means remainder of sub channel input Vert Height÷256;

**BYT3=0B** , the device under control return 13 pcs read data. This means PIP/POP Mode3 main parameters:

<b>BYT 0</b>	<b>BYT 1</b>	<b>BYT 2</b>	<b>BYT 3</b>	<b>BYT 4</b>	<b>BYT 5</b>	<b>BYT 6</b>	<b>BYT 7</b>	<b>BYT 8</b>	<b>BYT 9</b>	<b>BYT1 0</b>	<b>BYT1 1</b>	<b>BYT12</b>
05	01	XX	XX	<b>ChkSu m</b>								

- A) **BYT3=02;**
- B) **BYT4** means quotient of main channel input Hori Start ÷256;
- C) **BYT5** means remainder of main channel input Hori Start÷256;
- D) **BYT6** means quotient of main channel input Hori Width ÷256;
- E) **BYT7** means remainder of main channel input Hori Width÷256;
- F) **BYT8** means quotient of main channel input Vert Start ÷256;
- G) **BYT9** means remainder of main channel input Vert Start÷256;
- H) **BYT10** means quotient of main channel input Vert Height ÷256;
- I) **BYT11** means remainder of main channel input Vert Height÷256;

**BYT3=0C** , the device under control return 13 pcs read data. This means PIP/POP Mode3 sub parameters:

<b>BYT 0</b>	<b>BYT 1</b>	<b>BYT 2</b>	<b>BYT 3</b>	<b>BYT 4</b>	<b>BYT 5</b>	<b>BYT 6</b>	<b>BYT 7</b>	<b>BYT 8</b>	<b>BYT 9</b>	<b>BYT1 0</b>	<b>BYT1 1</b>	<b>BYT12</b>
05	01	XX	XX	<b>ChkSu m</b>								

- A) **BYT3=02;**
- B) **BYT4** means quotient of sub channel input Hori Start ÷256;
- C) **BYT5** means remainder of sub channel input Hori Start÷256;
- D) **BYT6** means quotient of sub channel input Hori Width ÷256;
- E) **BYT7** means remainder of sub channel input Hori Width÷256;
- F) **BYT8** means quotient of sub channel input Vert Start ÷256;
- G) **BYT9** means remainder of sub channel input Vert Start÷256;

- H) **BYT10** means quotient of sub channel input Vert Height ÷256;  
 I) **BYT11** means remainder of sub channel input Vert Height ÷256;

**BYT3=0D**, the device under control return 13 pcs read data. This means PIP/POP Mode4 main parameters:

BYT 0	BYT 1	BYT 2	BYT 3	BYT 4	BYT 5	BYT 6	BYT 7	BYT 8	BYT 9	BYT1 0	BYT1 1	BYT12
05	01	XX	XX	ChkSum								

- A) **BYT3=03**;  
 B) **BYT4** means quotient of main channel input Hori Start ÷256;  
 C) **BYT5** means remainder of main channel input Hori Start÷256;  
 D) **BYT6** means quotient of main channel input Hori Width ÷256;  
 E) **BYT7** means remainder of main channel input Hori Width÷256;  
 F) **BYT8** means quotient of main channel input Vert Start ÷256;  
 G) **BYT9** means remainder of main channel input Vert Start÷256;  
 H) **BYT10** means quotient of main channel input Vert Height ÷256;  
 I) **BYT11** means remainder of main channel input Vert Height÷256;

**BYT3=0E**, the device under control return 13 pcs read data. This means PIP/POP Mode4 sub parameters:

BYT 0	BYT 1	BYT 2	BYT 3	BYT 4	BYT 5	BYT 6	BYT 7	BYT 8	BYT 9	BYT1 0	BYT1 1	BYT12
05	01	XX	XX	ChkSum								

- A) **BYT3=03**;  
 B) **BYT4** means quotient of sub channel input Hori Start ÷256;  
 C) **BYT5** means remainder of sub channel input Hori Start÷256;  
 D) **BYT6** means quotient of sub channel input Hori Width ÷256;  
 E) **BYT7** means remainder of sub channel input Hori Width÷256;  
 F) **BYT8** means quotient of sub channel input Vert Start ÷256;  
 G) **BYT9** means remainder of sub channel input Vert Start÷256;  
 H) **BYT10** means quotient of sub channel input Vert Height ÷256;  
 I) **BYT11** means remainder of sub channel input Vert Height÷256;

## 25、setup PIP/POP mode (18)

BYT 0	BYT 1	BYT 2	BYT 3	BYT 4	BYT 5	BYT 6	BYT 7	BYT 8	BYT 9	BYT1 0	BYT1 1	BYT12
05	01	18	XX	00	00	00	00	00	00	00	00	ChkSum

说明 1) **BYT2=18**, the equipment under control will not return the data commands of the 13 bites.  
**BYT2=98**, the equipment under control will return the data commands of the 13 bites after

receiving commands and finished related operation.

- 2) **BYT3=00**, setup PIP mode 1;  
**BYT3=01**, setup PIP mode 2;  
**BYT3=02**, setup PIP mode 3;  
**BYT3=03**, setup PIP mode 4;
- 3) **BYT4 to BYT11** no actual meaning, value is 0;

## 26、setup seamless switching/fade in fade out mode (19)

BYT 0	BYT 1	BYT 2	BYT 3	BYT 4	BYT 5	BYT 6	BYT 7	BYT 8	BYT 9	BYT1 0	BYT1 1	BYT12
05	01	19	XX	00	00	00	00	00	00	00	00	ChkSum

说明 1) **BYT2=19**, the equipment under control will not return the data commands of the 13 bites.

**BYT2=99**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation.

- 2) **BYT3=00**, setup seamless switching;  
**BYT3=01**, setup fade in fade out time 0.5s;  
**BYT3=02**, setup fade in fade out time 1.0s;  
**BYT3=03**, setup fade in fade out time 1.5s;
- 3) **BYT4 to BYT11** no actual meaning, value is 0;

## 27、setup sync mosaic mode (1A)

BYT 0	BYT 1	BYT 2	BYT 3	BYT 4	BYT 5	BYT 6	BYT 7	BYT 8	BYT 9	BYT1 0	BYT1 1	BYT12
05	01	1A	XX	00	00	00	00	00	00	00	00	ChkSum

说明 1) **BYT2=1A**, the equipment under control will not return the data commands of the 13 bites.

**BYT2=9A**, the equipment under control will return the data commands of the 13 bites after receiving commands and finished related operation.

- 2) **BYT3=00**, setup non sync mosaic;  
**BYT3=01**, setup sync mosaic;
- 3) **BYT4 to BYT11** no actual meaning, value is 0;

## 五、software design

- 1、The initial software must configure the COM port first.
- 2、The next is choosing the equipment number under control ( reading through **Info** button on the equipment panel);
- 3、Test COM port communication is normal.(sending one piece of **Read Device Status** command to check the return.
- 4、Then read device basic configure and current status.

5、Read device basic configure and current status timing, to judge equipment has finished the operation  
可 command sending by software.

6、To make sure equipment receiving command correctly and finishing related operation, some  
command has return setup option. Namely **BYT2** is odd value. This option is recommended.