Last Update: Jun. 30. Ver.06

#### Denon AVR control protocol

Application terminal: Ethernet/RS-232C

Model	Terminal	Beacon No
AVR-X1100W/S700W	Ethernet	11.2.0
AVR-X2100W/S900W	Ethernet/ RS-232C(X2100W NA only)	11.3.0
AVR-X3100W	Ethernet/RS-232C	11.4.0
AVR-X4100W	Ethernet/RS-232C	11.5.0
AVR-X5200W	Ethernet/RS-232C	11.6.0
AVR-X7200W/ AVR-X7200A	Ethernet/RS-232C	11.7.0

Connector specification

#### I . RS-232C

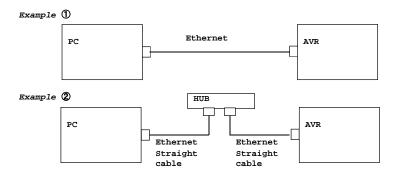
Connector type: DB-9pin female type, slave straight connection (DCE type) ( 1pin : GND , 2pin : TxD , 3pin : RxD , 5pin : Common(GND) , 4,6,7,8,9pin : NC )

Communication format:

Communication system : A half duplex Communication speed : 9600bps Character length : 8 bits Parity control : None Start bit : 1 bit Stop bit : 1 bit

#### ${\rm I\hspace{-.1em}I}$ . Ethernet

Connector type : RJ-45(10BASE-T/100BASE-TX)



Communication format :

Communication system : A half duplex
Communication speed : 10Mbps/100Mbps
Communication port : TCP port 23 (telnet)
Communication data length : 135bytes (maximum)

#### **NETWORK SETUP of AV Receiver**

#### >Procedure of Network Setup mode.

(1)Press SETUP button, then Menu appears on FL-display(and GUI)

(2)Select "Network > Settings > ".

(3)Set parameters described below.

<DHCP> "ON"---Use this setting when DHCP server is on the local network.

<IP Address> When <DHCP> sets "Off", please set IP address.

<Subnet Mask> When <DHCP> sets "Off", please set Subnet Mask.

<Gateway> Set the address of Gateway when Gateway is on the local network

<Primary DNS> Do not set this parameter. Second DNS> Do not set this parameter.

<Proxv> Set this parameter "Off".

<Network Option: Network Standby Mode>

(1)Press **SETUP** button, then Menu appears on FL-display (and GUI)

(2)Select "Network > IP Control"

(3)Set this parameter "Always On".

"Always On"---Use this setting when using the AV Receiver Connected in a network

Always respond to network commands.

"Off In Standby" --- Use this setting when not using the AV Receiver connected in a network

Ignores network commands during standby to sabe power

#### **Protocol specification**

The following three data forms are defined.

COMMAND : The message sent to a system(AVR) from a controller(Touch Panel etc.)

A command to a system is given from a controller. Send the COMMAND in 50ms or more intervals.

EVENT : The message sent to a controller (Touch Panel etc.) from a system (AVR)

The result is sent, when a system is operated directly and a state changes.

The EVENT should be sent within 5 seconds after the state of the system (AVR) is changed

\*The form of EVENT presupposes that it is the same as that of COMMAND. \*\*Refer to the following table for the contents of COMMAND and EVENT.

RESPONSE : The message sent to a controller (Touch Panel etc.) from a system (AVR)

if the 'request command' (COMMAND+? +CR (0x0D)) has came from a controller. The RESPONSE should be sent within 200ms of receiving the request COMMAND. \*The form of RESPONSE presupposes that it is the same as that of EVENT.

Basic specification: The command by ASCII CODE, parameter expression

\*ASCII CODE which can be used is from 0x20 to 0x7F:

the alphabet and the number of 0-9, and space (0x20), some signs. AND carriage return (0x0D) --- It is used only as a pause sign

Command structure: COMMAND + PARAMETER + CR (0x0D)

COMMAND: ASCII CODE of 2 characters SI: Select Input source MS: surround Mode Setting MV Master Volume setting PW: system Power setting

PARAMETER : ASCII CODE (up to 25 characters)

Ex. DVD: function name

STEREO: surround mode name \*Special Parameter---?: for request command

#### The example of a command \* <CR> is the meaning of 0x0D.

SIDVD<CR> : Select Input source DVD

MSSTEREO<CR>: surround Mode Set to STEREO

MVUP<CR> : Master Volume UP PWON<CR> : system Power ON

PWSTANDBY<CR>: system Power STANDBY

SI?<CR>: Request command for now playing input source >> Return RESPONSE 'SI\*\*\*<CR>

#### Others

- A) COMMAND is receivable also during transmission of EVENT.
- B) Since CHANNEL VOLUME changes simultaneously when the input source changes, the value of the channel volume of used channels returns as EVENT.
- C) Since SURROUND MODE or CHANNEL VOLUME changes simultaneously when the INPUT source changes, the SURROUND MODEor CHANNEL VOLUME returns as EVENT.
- D) When SURROUND MODE or CHANNEL VOLUME is the same in between INPUT source change before and after, EVENT of SURROUND MODE and CHANNEL VOLUME does NOT return.
- E) Although EVENT of SURROUND MODE returns when the present SURROUND MODE is set up again, CHANNEL VOLUME does NOT return.
- F) When SURROUND MODE is changed, before returning SURROUND MODE after change as EVENT, the present SURROUND MODE is returned.
- G) The RESPONSE should be sent as opposed to the request command by all the commands with which an EVENT exists , not need to the another request commands(ex. SV command).
- H) The PARAMETER (with COMMAND and RESPONSE, EVENT) of minimum level of MASTER VOLUME defines "00".
- I) If the MASTER VOLUME & CHANNEL VOLUME set with 0.5dB step, the PARAMETER (with COMMAND and RESPONSE, EVENT) defines three ASCII characters as bellows.

Ex. MASTER VOLUME = +18.0dB: MV98<CR>

+1.0dB: MV81<CR> +0.5dB: MV805<CR> 0dB: MV80<CR> -0.5dB: MV795<CR> -1.0dB: MV79<CR>

-79.5dB: MV005<CR> : MV00<CR>

- \* At the \*\*.0dB step, only uses two ASCII characters as PARAMETER, same as usual.
- J) 1 second later, please transmit the next COMMAND after transmitting a power on COMMANE (PWON) .

		NSE PARAMETER list								
	AN PARAMETER	function	example	RESPONSE(example)	EU	EU	EU	EU	EU	
PW	ON	POWER ON/STANDBY change	PWON <cr></cr>	<-	0	0	0	0	0	
	STANDBY		PWSTANDBY <cr></cr>	<-	0	0	0	0	0	
	?	Return PW Status	PW? <cr></cr>		0	0	0	0	0	_
ontro MV	UP	MASTER VOLUME UP/DOWN , direct change to **dB	MVUP <cr></cr>	MV80 <cr></cr>	0	0	0	0	0	
	DOWN		MVDOWN <cr></cr>	MV80 <cr></cr>	0	0	0	0	0	
	**	**:00 to 98 by ASCII, 80=80(0dB), 00=0(dB)(MIN)	MV80 <cr></cr>	<-					1	
		Refer to "Volume CMD"sheet			0	0	0	0	0	
	2	Debug MV Obelia	MV? <cr></cr>			0		0		$\perp$
O) (	?	Return MV Status		0)/51 50 00	0	0	0	0	0	-
CV	FL UP	CHANNEL VOLUME UP/DOWN , direct change to **dB	CVFL UP <cr></cr>	CVFL 50 <cr></cr>	0	0	0	0	0	_
	FL DOWN	FRONT Lch	CVFL DOWN <cr></cr>	CVFL 50 <cr></cr>	0	0	0	0	0	4
	FL **	**:38 to 62 by ASCII , 50=0dB	CVFL 50 <cr></cr>	<-	0	0	0	0	0	
	FR UP		CVFR UP <cr></cr>	CVFR 50 <cr></cr>	0	0	0	0	0	
	FR DOWN	FRONT Rch	CVFR DOWN <cr></cr>	CVFR 50 <cr></cr>	0	0	0	0	0	
	FR **	**:38 to 62 by ASCII, 50=0dB	CVFR 50 <cr></cr>	<-	0	0	0	0	0	
	C UP		CVC UP <cr></cr>	CVC 50 <cr></cr>	0	0	0	0	0	
	C DOWN	CENTERch	CVC DOWN <cr></cr>	CVC 50 <cr></cr>	0	0	0	0	0	
	C **	**:38 to 62 by ASCII , 50=0dB	CVC 50 <cr></cr>	<-	0	0	0	0	0	
	SW UP		CVSW UP <cr></cr>	CVSW 50 <cr></cr>	0	0	0	0	0	1
	0	SUBWOOFER ch	CVSW DOWN <cr></cr>	CVSW 50 <cr></cr>	0	0	0	0	0	1
		**:00,38 to 62 by ASCII , 50=0dB <del>,00=OFF</del>	CVSW 50 <cr></cr>	<-	0	0	0	0	0	1
		,	CVSW2 UP <cr></cr>	CVSW2 50 <cr></cr>	0	0	0	-	-	
		SUBWOOFER 2 ch	CVSW2 DOWN <cr></cr>	CVSW2 50 <cr></cr>	0	0	0			
		**:00,38 to 62 by ASCII , 50=0dB <del>,00=OFF</del>	CVSW2 50 <cr></cr>	CV3VV2 30CCN>	0	0	0	-	-	
			CVSW2 50 <cr></cr>	<- 0\/0\ F0 OD		_				4
		auppour L		CVSL 50 <cr></cr>	0	0	0	0	0	
	SL DOWN	SURROUND Lch	CVSL DOWN <cr></cr>	CVSL 50 <cr></cr>	0	0	0	0	0	
	SL **	**:38 to 62 by ASCII, 50=0dB	CVSL 50 <cr></cr>	<-	0	0	0	0	0	
	SR UP		CVSR UP <cr></cr>	CVSR 50 <cr></cr>	0	0	0	0	0	
		SURROUND Rch	CVSR DOWN <cr></cr>	CVSR 50 <cr></cr>	0	0	0	0	0	
		**:38 to 62 by ASCII , 50=0dB	CVSR 50 <cr></cr>	<-	0	0	0	0	0	
		SURROUND BACK Lch (SBch 2SP)	CVSBL UP <cr></cr>	CVSBL 50 <cr></cr>	0	0	0	0	0	
			CVSBL DOWN <cr></cr>	CVSBL 50 <cr></cr>	0	0	0	0	0	
		**:38 to 62 by ASCII, 50=0dB	CVSBL 50 <cr></cr>	<-	0	0	0	0	0	
	SBR UP	SURROUND BACK Rch (SBch 2SP)	CVSBR UP <cr></cr>	CVSBR 50 <cr></cr>	0	0	0	0	0	
	SBR DOWN	` '	CVSBR DOWN <cr></cr>	CVSBR 50 <cr></cr>	0	0	0	0	0	
	SBR **	**:38 to 62 by ASCII , 50=0dB	CVSBR 50 <cr></cr>	<-	0	0	0	0	0	1
		SURROUND BACK ch (SBch 1SP)	CVSB UP <cr></cr>	CVSB 50 <cr></cr>	0	0	0	0	0	1
		CONTROLLE BROKEN (CBOILTEL)	CVSB DOWN <cr></cr>	CVSB 50 <cr></cr>	0	0	0	0	0	+
		**:38 to 62 by ASCII , 50=0dB	CVSB 50 <cr></cr>	<-	0	0	0	0	0	+
	<b>-</b>	FRONT HEIGHT Lch	CVSB 304CK>	CVFHL 50	0	0	0	0	0	+-
		NONT HEIGHT LOII	CVFHL DP <cr></cr>	CVFHL 50 CVFHL 50	0	0	0	0	0	+
		**:20 to 62 by ASCII FO OdP								+
		**:38 to 62 by ASCII , 50=0dB	CVFHL 50 <cr></cr>	<- CVELID 50	0	0	0	0	0	+-
		FRONT HEIGHT Rch	CVFHR UP <cr></cr>	CVFHR 50	0	0	0	0	0	+
			CVFHR DOWN <cr></cr>	CVFHR 50	0	0	0	0	0	4
	SBR ** SB UP SB DOWN SB ** FHL UP FHL DOWN FHL ** FHR UP FHR DOWN FHR **	**:38 to 62 by ASCII , 50=0dB	CVFHR 50 <cr></cr>	<-	0	0	0	0	0	4
	FWL UP	FRONT WIDE Lch	CVFWL UP <cr></cr>	CVFWL 50	0	0	0	0	-	
	FWL DOWN		CVFWL DOWN <cr></cr>	CVFWL 50	0	0	0	0	-	
	FWL **	**:38 to 62 by ASCII , 50=0dB	CVFWL 50 <cr></cr>	<-	0	0	0	0	-	
	FWR UP	FRONT WIDE Rch	CVFWR UP <cr></cr>	CVFWR 50	0	0	0	0	-	
	FWR DOWN		CVFWR DOWN <cr></cr>	CVFWR 50	0	0	0	0	-	
	FWR **	**:38 to 62 by ASCII , 50=0dB	CVFWR 50 <cr></cr>	<-	0	0	0	0	-	
	TFL UP	TOP FRONT Lch	CVTFL UP <cr></cr>	CVTFL 50	0	0	0	-	-	
	TFL DOWN		CVTFL DOWN <cr></cr>	CVTFL 50	0	0	0	-	-	
	TFL **	**:38 to 62 by ASCII , 50=0dB	CVTFL 50 <cr></cr>	<-	0	0	0	-	-	
	TFR UP	TOP FRONT Rch	CVTFL 30 <ck></ck>	CVTFR 50	0	0	0	_		
	TFR DOWN					0	0			
		**************************************	CVTFR DOWN <cr></cr>	CVTFR 50	0	_		•	-	
	TFR **	**:38 to 62 by ASCII , 50=0dB	CVTFR 50 <cr></cr>	<-	0	0	0	-	-	
	TML UP	TOP MIDDLE Lch	CVTML UP <cr></cr>	CVTML 50	0	0	0	-	-	
	TML DOWN		CVTML DOWN <cr></cr>	CVTML 50	0	0	0	-	-	
	TML **	**:38 to 62 by ASCII , 50=0dB	CVTML 50 <cr></cr>	<-	0	0	0		-	

## COM

AN PARAMETER	function	example	RESPONSE(example)	EU	EU	EU	EU	EU	E
TMR UP	TOP MIDDLE Rch	CVTMR UP <cr></cr>	CVTMR 50	0	0	0	-	-	
TMR DOWN		CVTMR DOWN <cr></cr>	CVTMR 50	0	0	0	-	-	
TMR **	**:38 to 62 by ASCII , 50=0dB	CVTMR 50 <cr></cr>	<-	0	0	0	-	-	
TRL UP	TOP REAR Lch	CVTRL UP <cr></cr>	CVTRL 50	0	0	0	-	-	
TRL DOWN		CVTRL DOWN <cr></cr>	CVTRL 50	0	0	0	-	-	
TRL **	**:38 to 62 by ASCII , 50=0dB	CVTRL 50 <cr></cr>	<-	0	0	0	-	-	
TRR UP	TOP REAR Rch	CVTRR UP <cr></cr>	CVTRR 50	0	0	0	-	-	
TRR DOWN		CVTRR DOWN <cr></cr>	CVTRR 50	0	0	0	-	-	
TRR **	**:38 to 62 by ASCII , 50=0dB	CVTRR 50 <cr></cr>	<-	0	0	0	-	-	
RHL UP	REAR HEIGHT Lch	CVRHL UP <cr></cr>	CVRHL 50	0	0	0	-	-	
RHL DOWN		CVRHL DOWN <cr></cr>	CVRHL 50	0	0	0	-	-	
RHL **	**:38 to 62 by ASCII , 50=0dB	CVRHL 50 <cr></cr>	<-	0	0	0	-	-	
RHR UP	REAR HEIGHT Rch	CVRHR UP <cr></cr>	CVRHR 50	0	0	0	-	-	
RHR DOWN		CVRHR DOWN <cr></cr>	CVRHR 50	0	0	0	-	-	
RHR **	**:38 to 62 by ASCII , 50=0dB	CVRHR 50 <cr></cr>	<-	0	0	0	-	-	
FDL UP	FRONT DOLBY Lch	CVFDL UP <cr></cr>	CVFDL 50	0	0	0	-	-	
FDL DOWN		CVFDL DOWN <cr></cr>	CVFDL 50	0	0	0	-	-	
FDL **	**:38 to 62 by ASCII , 50=0dB	CVFDL 50 <cr></cr>	<-	0	0	0	-	-	
FDR UP	FRONT DOLBY Rch	CVFDR UP <cr></cr>	CVFDR 50	0	0	0	-	-	
FDR DOWN		CVFDR DOWN <cr></cr>	CVFDR 50	0	0	0	-	-	
FDR **	**:38 to 62 by ASCII , 50=0dB	CVFDR 50 <cr></cr>	<-	0	0	0	-	-	
SDL UP	SURROUND DOLBY Lch	CVSDL UP <cr></cr>	CVSDL 50	0	0	0	-	-	
SDL DOWN		CVSDL DOWN <cr></cr>	CVSDL 50	0	0	0	-	-	
SDL **	**:38 to 62 by ASCII , 50=0dB	CVSDL 50 <cr></cr>	<-	0	0	0	-	-	
SDR UP	SURROUND DOLBY Rch	CVSDR UP <cr></cr>	CVSDR 50	0	0	0	-	-	
SDR DOWN		CVSDR DOWN <cr></cr>	CVSDR 50	0	0	0	-	-	
SDR **	**:38 to 62 by ASCII , 50=0dB	CVSDR 50 <cr></cr>	<-	0	0	0	-	-	
BDL UP	BACK DOLBY Lch	CVBDL UP <cr></cr>	CVBDL 50	0	0	0	-	-	
BDL DOWN		CVBDL DOWN <cr></cr>	CVBDL 50	0	0	0	-	-	
BDL **	**:38 to 62 by ASCII, 50=0dB	CVBDL 50 <cr></cr>	<-	0	0	0	-	-	
BDR UP	BACK DOLBY Rch	CVBDR UP <cr></cr>	CVBDR 50	0	0	0	-	-	
BDR DOWN		CVBDR DOWN <cr></cr>	CVBDR 50	0	0	0	-	-	
BDR **	**:38 to 62 by ASCII , 50=0dB	CVBDR 50 <cr></cr>	<-	0	0	0	-	-	
SHL UP	SURROUND HEIGHT Lch (Auro-3D Upgrade only)	CVSHL UP <cr></cr>	CVSHL 50	0	0	0	-	-	
SHL DOWN		CVSHL DOWN <cr></cr>	CVSHL 50	0	0	0	-	-	
SHL **	**:38 to 62 by ASCII , 50=0dB	CVSHL ** <cr></cr>	<-	0	0	0	-	-	
SHR UP	SURROUND HEIGHT Rch (Auro-3D Upgrade only)	CVSHR UP <cr></cr>	CVSHR 50	0	0	0	-	-	
SHR DOWN		CVSHR DOWN <cr></cr>	CVSHR 50	0	0	0	-	-	
SHR **	**:38 to 62 by ASCII , 50=0dB	CVSHR ** <cr></cr>	<-	0	0	0	-	-	
TS UP	TOP SURROUND (Auro-3D Upgrade only)	CVTS UP <cr></cr>	CVTS 50	0	0	-	-	-	
TS DOWN		CVTS DOWN <cr></cr>	CVTS 50	0	0	-	-	-	
TS **	**:38 to 62 by ASCII , 50=0dB	CVTS ** <cr></cr>	<-	0	0	-	-	-	
ZRL	Reset all channel level to the factory defaults	CVZRL <cr></cr>	CVFL 50 <cr></cr>						
			:		0	0	0		
			:	0				0	
			CVFND <cr></cr>						

## COMM

	ONSE PARAMETER list	1 -				=:		=::	
MMAN PARAMETER	function	example	RESPONSE(example)	EU	EU	EU	EU	EU	EU
?	Return CV Status	CV? <cr></cr>	XOnly the speaker which there is on the						
			speaker configration replies						
			(e.g.)						
			CVFL 62 <cr></cr>						
			:						
			CVEND <cr></cr>						
			OVERDONS	0	0	0	0	0	0
				O		O		O	
ON	OUTPUT MUTE ON/OFF change	MUON <cr></cr>	<-	0	0	0	0	0	0
OFF	·	MUOFF <cr></cr>	<-	0	0	0	0	0	0
?	Return MU Status	MU? <cr></cr>		0	0	0	0	0	0
PHONO		SIPHONO <cr></cr>	<-				-	-	-
				0	0	0			
				J					
0.0	O L ANDUT	0100 00							
CD	Select INPUT source	SICD <cr></cr>	<-	0	0	0	0	0	-
TUNER		SITUNER <cr></cr>	<-	0	0	0	0	0	C
DVD	* X1100,S700:DVD/Blu-ray is selected	SIDVD <cr></cr>	<-	0	0	0	0	0	C
BD	Blu-ray	SIBD <cr></cr>	<-	0	0	0	0	0	С
TV	TV AUDIO	SITV <cr></cr>	<-	0	0	0	0	0	С
SAT/CBL	CBL/SAT	SISAT/CBL <cr></cr>	<-	0	0	0	0	0	C
MPLAY	MEDIA PLAYER	SIMPLAY <cr></cr>	<-	0	0	0	0	0	
GAME		SIGAME <cr></cr>	<-	0	0	0	0	0	
HDRADIO	(North America model Only)	SIHDRADIO <cr></cr>	<-	-	-	-	-	-	
NET	* 2014 AVR: Online Music is selected	SINET <cr></cr>	<-	0	0	0	0	0	
PANDORA	(North America model Only)	SIPANDORA <cr></cr>	<-					-	
SIRIUSXM	(North America model Only)	SISIRIUSXM <cr></cr>	<-		-	-	-	-	
SPOTIFY	(North America &Europe model Only)	SISPOTIFY <cr></cr>	<-	-	-	-	-	-	
LASTFM	(Europe model Only)	SILASTFM <cr></cr>	<-	-	-	-	-	-	
FLICKR	(Europe model only)	SIFLICKR <cr></cr>	<-	0	0	0	0	0	
IRADIO		SIIRADIO <cr></cr>		0	0	0	0	0	
SERVER	<del> </del>	SISERVER <cr></cr>	<-	0	0	0	0	0	
FAVORITES		SIFAVORITES <cr></cr>	<-	0			0		
	* V4400 C700 ALIV Other ALIV4 :!		<-		0	0		0	
AUX1	* X1100,S700:AUX , Other:AUX1 is selected	SIAUX1 <cr></cr>	<-	0	0	0	0	0	
AUX2	( ) ( ) ( ) ( ) ( )	SIAUX2 <cr></cr>	<-	0	0	0	0	0	
AUX3	(when Additional Source is set to On)	SIAUX3 <cr></cr>	<-	0	-	-	-	-	
AUX4	(when Additional Source is set to On)	SIAUX4 <cr></cr>	<-	0	-	-	-	-	
AUX5	(when Additional Source is set to On)	SIAUX5 <cr></cr>	<-	0	-	-	-	-	
AUX6	(when Additional Source is set to On)	SIAUX6 <cr></cr>	<-	0	-	-	-	-	
AUX7	(when Additional Source is set to On)	SIAUX7 <cr></cr>	<-	0	-	-	-	-	
BT	Bluetooth	SIBT <cr></cr>	<-	0	0	0	0	0	
USB/IPOD		SIUSB/IPOD <cr></cr>	<-	0	0	0	0	0	
USB	Select INPUT source USB and USB Start Playback	SIUSB <cr></cr>	<-	0	0	0	0	0	(
IPD	Select INPUT source USB and iPod DIRECT Start Playback	SIIPD <cr></cr>	<-	0	0	0	0	0	(
IRP	Select INPUT source NET/USB and iRadio Recent Play	SIIRP <cr></cr>	<-	0	0	0	0	0	
FVP	Select INPUT source NET/USB and Favorites Play	SIFVP <cr></cr>	<-	0	0	0	0	0	
?	Return SI Status	SI? <cr></cr>	<u> </u>	0	0	0	0	0	
ON	MAIN-ZONE ON/OFF change	ZMON <cr></cr>	<-	0	0	0	0	0	
OFF	INAIN-ZOINE ON/OIT Glange	ZMOFF <cr></cr>		0	0	0	0	0	
0	Deture 7M Chebre		<-	0					
ſ	Return ZM Status	ZM? <cr></cr>		J	0	0	0	0	

## COMMAND

AND and RESPON	NSE PARAMETER list			AVR-X7200W	AVR-X5200W	AVR-X4100W	/AVR-X3100W	AVR-X2100W	AVR-X1100\
COMMAN PARAMETER	function	example	RESPONSE(example)	EU	EU	EU	EU	EU	EU
FAVORITE1	favorite 1-4 Mode select.	ZMFAVORITE1 <cr></cr>	<-	-	-	-	-	-	-
FAVORITE2		ZMFAVORITE2 <cr></cr>	<-	-	-	-	-	-	-
FAVORITE3		ZMFAVORITE3 <cr></cr>	<-	-	-	-	-	-	-
FAVORITE4		ZMFAVORITE4 <cr></cr>	<-	-	-	-	-	-	-
<b>FAVORITE1 MEM</b>	OR favorite 1-4 Mode Memory.	ZMFAVORITE1 MEMORY	<(<-	-	-	-	-	-	-
<b>FAVORITE2 MEM</b>	ORY	ZMFAVORITE2 MEMORY	<(<-	-	-	-	-	-	-
<b>FAVORITE3 MEM</b>	ORY	ZMFAVORITE3 MEMORY	<(<-	-	-	-	-	-	-
<b>FAVORITE4 MEM</b>	ORY	ZMFAVORITE4 MEMORY	<(<-	-	-	-	-	-	-
PHONO	REC SELECT mode set , and select sourceThe name of PARAMETER is	SRPHONO <cr></cr>	<-		-	-	-	-	-
IPOD	the same as that of the time of SI COMMAND.	SRIPOD <cr></cr>	CDLICD DIDECT CD						
			SRUSB DIRECT <cr></cr>	-	-	-	-	-	-
COLIDOR		CDCOUDCE OD	SRIPOD DIRECT <cr></cr>	-	-	-	-	-	
SOURCE	REC SELECT mode cancel	SRSOURCE <cr></cr>	<-	-	-	-	-	-	-
?	Return SR Status	SR? <cr></cr>	7000 00	-	-	-	-	-	-
	XIF REC mode is selected, "SR" status returns   XIF ZONE2 mode is selected, "Z2" status retur		Z2CD <cr>     Z2USB DIRECT<cr>  Z2IPOD DIRECT<cr></cr></cr></cr>	-	-	-	-	-	-
			Z2SOURCE <cr></cr>	-	-	-	-	-	-

### COMMA

ND a	and RESPO	NSE PARAMETER list			AVR-X7200W	AVR-X5200W	/AVR-X4100W	/AVR-X3100W	AVR-X2100W	/AVR-X1
1MAN	PARAMETER	function	example	RESPONSE(example)	EU	EU	EU	EU	EU	E
	AUTO	set AUTO mode	SDAUTO <cr></cr>	<-	0	0	0	0	0	
	LIBAN	(Priority:HDMI>>DIGITAL>>ANALOG)	ODLIDATI OD							
	HDMI DIGITAL	set force HDMI INPUT mode set force DIGITAL INPUT mode	SDHDMI <cr> SDDIGITAL<cr></cr></cr>	<-	0	0	0	0	0	1
	DIGITAL	(Optical,Coaxial)	SDDIGITAL <cr></cr>	<-	0	O			O	(
	ANALOG	set force ANALOG INPUT mode	SDANALOG <cr></cr>	<-	0	0	0	0	0	
	EXT.IN	Set EXTERNAL IN mode	SDEXT.IN <cr></cr>	<-	-	-	-	-	-	
	7.1IN	Set 7.1CH IN mode	SD7.1IN <cr></cr>	<-	0	-	-	-	-	
	NO	When no input	SDNO <cr></cr>	<-	0	-	-	-	-	
	?	Return SD Status	SD? <cr></cr>	00400 00	0	0	0	0	0	
				SDARC <cr> SDNO<cr></cr></cr>	0	0	0	0	0	
	AUTO	set DIGITAL INPUT AUTO mode	DCAUTO <cr></cr>	<-	0	0	0	0	0	
	PCM	set DIGITAL INPUT force PCM mode	DCPCM <cr></cr>	<-	0	0	0	0	0	(
	DTS	set DIGITAL INPUT force DTS mode	DCDTS <cr></cr>	<-	0	0	0	0	0	(
	?	Return DC Status	DC?		0	0	0	0	0	(
	DVD	VIDEO SELECT mode set to ON, and select source	SVDVD <cr></cr>	<-	0	0	0	0	0	(
	BD		SVBD <cr></cr>	<-	0	0	0	0	0	
	TV	<del>_</del>	SVTV <cr></cr>	<-	0	0	0	0	0	1
	SAT/CBL MPLAY	<del> </del>	SVSAT/CBL <cr> SVMPLAY<cr></cr></cr>	<- <-	0	0	0	0	0	
	GAME	<del>- </del>	SVGAME <cr></cr>	<- <-	0	0	0	0	0	
	AUX1		SVAUX1 <cr></cr>	<-	0	0	0	0	0	
	AUX2		SVAUX2 <cr></cr>	<-	0	0	0	0	0	
	AUX3	(when Additional Source is set to On)	SVAUX3 <cr></cr>	<-	0	-	-	-	-	
	AUX4	(when Additional Source is set to On)	SVAUX4 <cr></cr>	<-	0	-	-	-	-	
	AUX5	(when Additional Source is set to On)	SVAUX5 <cr></cr>	<-	0	-	-	-	-	
	AUX6	(when Additional Source is set to On)	SVAUX6 <cr></cr>	<-	0	-	-	-	-	
	AUX7	(when Additional Source is set to On)	SVAUX7 <cr></cr>	<-	0	-	-	-	-	
	CD SOURCE	VIDEO SELECT mode cancel	SVCD <cr> SVSOURCE<cr></cr></cr>	<-	0	<u> </u>	0	0	0	_
	ON	VIDEO SELECT Mode cancel VIDEO SELECT ON	SVON <cr></cr>	<-	0	0	0	0	0	
	OFF	VIDEO SELECT OFF	SVOFF <cr></cr>	<-	0	0	0	0	0	
	?	Return SV Status	SV? <cr></cr>	SVDVD <cr></cr>	-					
				SVON <cr></cr>	0	0	0	0	0	(
	OFF	MAIN ZONE SLEEP TIMER setting	SLPOFF <cr></cr>	<-	0	0	0	0	0	(
	***	***:001 to 120 by ASCII , 010=10min	SLP120 <cr></cr>	SLP120 <cr></cr>	0	0	0	0	0	(
	?	Return SLP Status	SLP? <cr></cr>		0	0	0	0	0	(
	15M	MAIN ZONE Auto Standby setting	STBY15M <cr></cr>	<-	0	0	0	0	0	(
	30M		STBY30M <cr></cr>	<-	0	0	0	0	0	(
	60M		STBY60M <cr></cr>	<-	0	0	0	0	0	(
	OFF	Dot in CTDV Cot in	STBYOFF <cr></cr>	<-	0	0	0	0	0	
	ON	Return STBY Status  MAIN ZONE ECO mode setting	STBY? <cr> ECOON<cr></cr></cr>		0	0	0	0	0	(
	AUTO	WAIN ZONE EGO HIGUE SELLING	ECOAUTO <cr></cr>	<-	0	0	0	0	0	,
	OFF		ECOOFF <cr></cr>	<-	0	0	0	0	0	
	?	Return ECO Status	ECO? <cr></cr>		0	0	0	0	0	
	MOVIE		MSMOVIE <cr></cr>		0	0	0	0	0	(
	MUSIC		MSMUSIC <cr></cr>		0	0	0	0	0	(
	GAME		MSGAME <cr></cr>		0	0	0	0	0	(
	DIRECT	Select SURROUND mode	MSDIRECT <cr></cr>	MODIFICE	0	0	0	0	0	
				MSDIRECT <cr></cr>	0	0	0	0	0	(
	PURE DIRECT	<del> </del>	MSPURE DIRECT <cr></cr>	MSDSD DIRECT <cr></cr>	0	0	0	0	0	(
	LOVE DIKECT		IVISPURE DIRECT <cr></cr>	MSPURE DIRECT <cr></cr>	0	0	0	0	0	
				MSDSD PURE DIRECT <cr></cr>	0	0	0	0	0	
	STEREO		MSSTEREO <cr></cr>	MSSTEREO <cr></cr>	0	0	0	0	0	
	AUTO		MSAUTO <cr></cr>	<-	0	0	0	0	0	
	DOLBY DIGITAL		MSDOLBY DIGITAL <cr></cr>		0	0	0	0	0	

COMMAN PARAMETER	function	example	RESPONSE(example)	EU	EU	EU	EU	EU
			MSDOLBY PL2 C <cr></cr>	-	-	-	0	0
			MSDOLBY PL2 M <cr></cr>	-	-	-	0	0
			MSDOLBY PL2 G <cr></cr>	-	-	-	0	0
			MSDOLBY PL2X C <cr></cr>	-	-	-	0	0
			MSDOLBY PL2X M <cr></cr>	-	-	-	0	0
			MSDOLBY PL2X G <cr></cr>	-	-	-	0	0
			MSDOLBY PL2Z H <cr></cr>	-	-	-	0	0
			MSDOLBY SURROUND <cr></cr>	0	0	0	-	-
			MSDOLBY ATMOS <cr></cr>	0	0	0	-	-
			MSDOLBY DIGITAL <cr></cr>	0	0	0	0	0
			MSDOLBY D EX <cr></cr>	-	-	-	0	0
			MSDOLBY DEXCCR>			-	0	0
				-	-	-	0	0
			MSDOLBY D+PL2X M <cr></cr>	-	-	-		
			MSDOLBY D+PL2Z H <cr></cr>	-		•	0	0
			MSDOLBY D+DS <cr></cr>	0	0	0	-	-
			MSDOLBY D+NEO:X C <cr></cr>	0	0	0	0	-
			MSDOLBY D+NEO:X M <cr></cr>	0	0	0	0	-
			MSDOLBY D+NEO:X G <cr></cr>	0	0	0	0	-
			MSDTS SURROUND <cr></cr>	0	0	0	0	0
			MSDTS ES DSCRT6.1 <cr></cr>	0	0	0	0	0
			MSDTS ES MTRX6.1 <cr></cr>	0	0	0	0	0
			MSDTS+PL2X C <cr></cr>	-	-	-	0	0
			MSDTS+PL2X M <cr></cr>	-	-	-	0	0
			MSDTS+PL2Z H <cr></cr>	-	-	-	0	0
			MSDTS+DS <cr></cr>	0	0	0	-	-
			MSDTS96/24 <cr></cr>	0	0	0	0	0
			MSDTS96 ES MTRX <cr></cr>	0	0	0	0	0
			MSDTS+NEO:6 <cr></cr>	-	-		-	0
			MSDTS+NEO:X C <cr></cr>	0	0	0	0	-
			MSDTS+NEO:X M <cr></cr>	0	0	0	0	-
			MSDTS+NEO:X G <cr></cr>	0	0	0	0	-
			MSMULTI CH IN <cr></cr>	0	0		0	0
				-	-	-	0	0
			MSM CH IN+DOLBY EX <cr></cr>				0	0
			MSM CH IN+PL2X C <cr></cr>	-	-	-		
			MSM CH IN+PL2X M <cr></cr>	-	-	-	0	0
			MSM CH IN+PL2Z H <cr></cr>	-		•	0	0
			MSM CH IN+DS <cr></cr>	0	0	0	-	-
			MSMULTI CH IN 7.1 <cr></cr>	0	0	0	0	0
			MSM CH IN+NEO:X C <cr></cr>	0	0	0	0	-
			MSM CH IN+NEO:X M <cr></cr>	0	0	0	0	-
			MSM CH IN+NEO:X G <cr></cr>	0	0	0	0	-
			MSDOLBY D+ <cr></cr>	0	0	0	0	0
			MSDOLBY D+ +EX <cr></cr>	-	-	-	0	0
			MSDOLBY D+ +PL2X C <cr></cr>	-	-	-	0	0
			MSDOLBY D+ +PL2X M <cr></cr>	-	-	-	0	0
			MSDOLBY D+ +PL2Z H <cr></cr>	-	-	-	0	0
			MSDOLBY D+ +DS <cr></cr>	0	0	0	-	-
			MSDOLBY D+ +NEO:X C <cr></cr>	0	0	0	0	-
			MSDOLBY D+ +NEO:X M <cr></cr>	0	0	0	0	-
			MSDOLBY D+ +NEO:X G <cr></cr>	0	0	0	0	-
			MSDOLBY HD <cr></cr>	0	0	0	0	0
			MSDOLBY HD+EX <cr></cr>	-	-	-	0	0
			MSDOLBY HD+PL2X C <cr></cr>	-	-	-	0	0
			MSDOLBY HD+PL2X C <cr></cr>	-	-		0	0
							0	0
			MSDOLBY HD+PL2Z H <cr></cr>	-	-	-		
			MSDOLBY HD+DS <cr></cr>	0	0	0	-	-
			MSDOLBY HD+NEO:X C <cr></cr>	0	0	0	0	-
			MSDOLBY HD+NEO:X M <cr></cr>	0	0	0	0	-
			MSDOLBY HD+NEO:X G <cr></cr>	0	0	0	0	-
	1		MSDTS HD <cr></cr>	0	0	0	0	0

COMMAN PARAMETER	function	example	RESPONSE(example)	EU	EU	EU	EU	EU
			MSDTS HD MSTR <cr></cr>	0	0	0	0	0
			MSDTS HD+PL2X C <cr></cr>	-	-	-	0	0
			MSDTS HD+PL2X M <cr></cr>	-	-	-	0	0
			MSDTS HD+PL2Z H <cr></cr>	-	-	-	0	0
			MSDTS HD+NEO:6 <cr></cr>	-	-	-	-	0
			MSDTS HD+DS <cr></cr>	0	0	0	-	-
			MSDTS HD+NEO:X C <cr></cr>	0	0	0	0	-
			MSDTS HD+NEO:X M <cr></cr>	0	0	0	0	-
			MSDTS HD+NEO:X G <cr></cr>	0	0	0	0	-
			MSDTS EXPRESS <cr></cr>	0	0	0	0	0
			MSDTS ES 8CH DSCRT <cr></cr>	0	0	0	0	0
			MSMPEG2 AAC <cr></cr>	-	-	-	-	-
			MSAAC+DOLBY EX <cr></cr>	-	-	-	-	-
			MSAAC+PL2X C <cr></cr>	-	-	-	-	-
			MSAAC+PL2X M <cr></cr>	-	-	-	-	-
			MSAAC+PL2Z H <cr></cr>	-	-	-	-	-
			MSAAC+DS <cr></cr>	-	-	-	-	-
			MSAAC+NEO:X C <cr></cr>	-	-	-	-	-
			MSAAC+NEO:X M <cr></cr>	-	-	-	-	-
			MSAAC+NEO:X G <cr></cr>	-	-	-	-	-
			MSPL DSX <cr></cr>	-	-	-	-	-
			MSPL2 C DSX <cr></cr>	-	-	-	0	-
			MSPL2 M DSX <cr></cr>	-	-	-	0	-
			MSPL2 G DSX <cr></cr>	-	-	-	0	-
			MSPL2X C DSX <cr></cr>	-	-	-	-	-
			MSPL2X M DSX <cr></cr>	-	-	-	-	-
			MSPL2X G DSX <cr></cr>	-	•	•	-	-
			MSAUDYSSEY DSX <cr></cr>	0	0	0	0	•
DTS SURROUND		MSDTS SURROUN		0	0	0	0	0
			MSDTS NEO:6 C <cr></cr>	-	-	-	-	0
			MSDTS NEO:6 M <cr></cr>	•	•	-	-	0
			MSDTS NEO:X C <cr></cr>	0	0	0	0	-
			MSDTS NEO:X M <cr></cr>	0	0	0	0	-
			MSDTS NEO:X G <cr></cr>	0	0	0	0	-
			MSDTS SURROUND <cr></cr>	0	0	0	0	0
			MSDTS ES DSCRT6.1 <cr></cr>	0	0	0	0	0
			MSDTS ES MTRX6.1 <cr></cr>	0	0	0	0	0
			MSDTS+PL2X C <cr></cr>	•	-	-	0	0
			MSDTS+PL2X M <cr></cr>	-	-	-	0	0
			MSDTS+PL2Z H <cr></cr>	-	-	-	0	-
			MSDTS+DS <cr></cr>	0	0	0	0	- 0
			MSDTS96/24 <cr> MSDTS96 ES MTRX<cr></cr></cr>	0	0	0	0	0
								0
			MSDTS+NEO:6 <cr> MSDTS+NEO:X C<cr></cr></cr>	-	-	-	-	-
			MSDTS+NEO:X C <cr></cr>	0	0	0	0	-
						0	0	-
			MSDTS+NEO:X G <cr> MSDOLBY ATMOS<cr></cr></cr>	0	0	0	U	-
				0	0	0	0	-
			MSDOLBY DIGITAL <cr></cr>					0
			MSDOLBY D EX <cr></cr>	-	-	-	0	0
			MSDOLBY D+PL2X C <cr></cr>	-	-	-	0	0
			MSDOLBY D+PL2X M <cr></cr>	-	-	-	0	0
			MSDOLBY D+PL2Z H <cr></cr>	-	-	-	0	-
			MSDOLBY D+DS <cr></cr>	0	0	0	0	-
			MSDOLBY D+NEO:X C <cr></cr>	0	0	0	0	-
			MSDOLBY D+NEO:X M <cr></cr>	0	0	0	0	-
			MSDOLBY D+NEO:X G <cr></cr>				_	-
			MSMULTI CH IN <cr></cr>	0	0	0	0	0
1	1	1	MSM CH IN+DOLBY EX <cr></cr>	-	-	-	0	0

MAND and RESPO	NSE PARAMETER list			AVR-X7200W	AVR-X5200W	AVR-X4100W	AVR-X3100W	AVR-X2100W	/AVR-X1100
COMMAN PARAMETER	function	example	RESPONSE(example)	EU	EU	EU	EU	EU	EU
		'	MSM CH IN+PL2X M <cr></cr>	-	-	-	0	0	0
			MSM CH IN+PL2Z H <cr></cr>	-	-	-	0	0	0
			MSM CH IN+DS <cr></cr>	0	0	0	-	-	-
			MSMULTI CH IN 7.1 <cr></cr>	0	0	0	0	0	0
			MSM CH IN+NEO:X C <cr></cr>	0	0	0	0	-	-
			MSM CH IN+NEO:X M <cr></cr>	0	0	0	0	-	-
			MSM CH IN+NEO:X G <cr></cr>	0	0	0	0	-	-
			MSDOLBY D+ <cr></cr>	0	0	0	0	0	0
			MSDOLBY D+ +EX <cr></cr>	-	-	-	0	0	0
			MSDOLBY D+ +PL2X C <cr></cr>	-	-	-	0	0	0
			MSDOLBY D+ +PL2X M <cr></cr>	-	-	-	0	0	0
			MSDOLBY D+ +PLZ H <cr></cr>	-	-	-	0	0	0
			MSDOLBY D+ +DS <cr></cr>	0	0	0	•	-	-
			MSDOLBY D+ +NEO:X C <cr></cr>	0	0	0	0	-	-
			MSDOLBY D+ +NEO:X M <cr></cr>	0	0	0	0	-	-
			MSDOLBY D+ +NEO:X G <cr></cr>	0	0	0	0	-	-
			MSDOLBY HD <cr></cr>	0	0	0	0	0	0
			MSDOLBY HD+EX <cr></cr>	-	-	-	0	0	0
			MSDOLBY HD+PL2X C <cr></cr>	-	-	-	0	0	0
			MSDOLBY HD+PL2X M <cr></cr>	-	-	-	0	0	0
1			MSDOLBY HD+PL2Z H <cr></cr>	-	-	-	0	0	0

COMM	AN PARAMETER	function	example	RESPONSE(example)	EU	EU	EU	EU	EU	1
CONTINIA	ANTANAMETEN		example	MSDOLBY HD+DS <cr></cr>	0	0	0	-	-	+
				MSDOLBY HD+NEO:X C <cr></cr>	Ö	Ö	Ö	0	-	
				MSDOLBY HD+NEO:X M <cr></cr>	0	Ō	0	0	-	
				MSDOLBY HD+NEO:X G <cr></cr>	0	Ō	Ō	0	-	
				MSDTS HD <cr></cr>	0	0	0	0	0	1
				MSDTS HD MSTR <cr></cr>	Ö	Ö	Ö	Ö	Ö	+-
				MSDTS HD+PL2X C <cr></cr>		-		0	0	+
				MSDTS HD+PL2X M <cr></cr>	-	-	-	0	0	_
				MSDTS HD+PL2Z H <cr></cr>	_	-	-	0	0	+
				MSDTS HD+DS <cr></cr>	0	0	0	-		
				MSDTS HD+NEO:6 <cr></cr>	-	-	-	-	0	
				MSDTS HD+NEO:8CCR>	0	0	0	0		
					0	0	0	0		
				MSDTS HD+NEO:X M <cr></cr>	0	0	0	0		
				MSDTS HD+NEO:X G <cr></cr>	0	0	0	0	0	4
				MSDTS EXPRESS <cr></cr>		-	-	_		
				MSDTS ES 8CH DSCRT <cr></cr>	0	0	0	0	0	
				MSMPEG2 AAC <cr></cr>	•		-	-		
				MSAAC+DOLBY EX <cr></cr>	-		-			
				MSAAC+PL2X C <cr></cr>	-	-	-	-		
				MSAAC+PL2X M <cr></cr>	-	-	-	-	-	
				MSAAC+PL2Z H <cr></cr>	-	-	-	-	-	
				MSAAC+DS <cr></cr>	-	-	-	-	-	
				MSAAC+NEO:X C <cr></cr>	-	-	-	-	-	
				MSAAC+NEO:X M <cr></cr>	-	-	-	-	-	
				MSAAC+NEO:X G <cr></cr>	-	-	-	-	-	
				MSNEO:6 C DSX <cr></cr>	-	-	-	-	-	
				MSNEO:6 M DSX <cr></cr>	-	-	-	-	-	
				MSAUDYSSEY DSX <cr></cr>	0	0	0	0	-	
	AURO3D	(Auro-3D Upgrade only)	MSAURO3D <cr></cr>	<-	0	0	0	-	-	
	AURO2DSURR	(Auro-3D Upgrade only)	MSAURO2DSURR <cr></cr>	<-	0	0	0	-	-	
	MCH STEREO	, , , , , , , , , , , , , , , , , , , ,	MSMCH STEREO <cr></cr>	MSMCH STEREO <cr></cr>	0	0	0	0	0	
	WIDE SCREEN		MSWIDE SCREEN <cr></cr>	<-	0	-	-	-	-	
	SUPER STADIUM		MSSUPER STADIUM <cr></cr>	<-	0	-	-	-	-	
	ROCK ARENA		MSROCK ARENA <cr></cr>	<-	0	0	0	0	0	
	JAZZ CLUB		MSJAZZ CLUB <cr></cr>	<-	0	0	0	0	0	1
	CLASSIC CONCERT		MSCLASSIC CONCERT <c< td=""><td>1 -</td><td>0</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></c<>	1 -	0	-	-	-	-	
	MONO MOVIE		MSMONO MOVIE <cr></cr>	<-	Ö	0	0	0	0	_
	MATRIX		MSMATRIX <cr></cr>	<-	Ö	Ö	Ö	Ö	Ö	+-
	VIDEO GAME		MSVIDEO GAME <cr></cr>	<-	0	0	0	0	0	+
	VIRTUAL		MSVIRTUAL <cr></cr>	<-	Ö	Ö	Ö	Ö	Ö	+
	LEFT		MSLEFT <cr></cr>	MSSTEREO <cr></cr>	0	0	0	0	0	+
	RIGHT		MSRIGHT <cr></cr>	MSSTEREO <cr></cr>	0	0	0	0	0	
	-	during "All Zone Stereo" mode	-	MSALL ZONE STEREO <cr></cr>	-		-	-		
	-	Common Am Zonie Stereo mode	-	MS7.1IN <cr></cr>	0		-	-		
	-		<del>-</del>	MSPURE DIRECT EXT <cr></cr>	-		-			
	2	Return MS Status		INIOF ONE DINECT EXTSURY	0	0	0	0	0	
	: OLUCK1	QUICK SELECT 1-5 MODE SELECT	MSQUICK1 <cr></cr>					0	0	+-
	QUICK1	WOICK SELECT 1-3 MIONE SELECT		<-	0	0	0	_	_	+-
	QUICK2		MSQUICK2 <cr></cr>	<-	0	0	0	0	0	+
	QUICK3		MSQUICK3 <cr></cr>	<-	0	0	0	0	0	+
	QUICK4		MSQUICK4 <cr></cr>	<-	0	0	0	0	0	4-
	QUICK5		MSQUICK5 <cr></cr>	<-	0	0	0	0	0	4
	-		- 	MSQUICK0 <cr></cr>	0	0	0	0	0	4
		QUICK SELECT 1-5 MODE MEMORY	MSQUICK1 MEMORY <cr></cr>		0	0	0	0	0	1
	QUICK2 MEMORY		MSQUICK2 MEMORY <cr></cr>		0	0	0	0	0	
	QUICK3 MEMORY		MSQUICK3 MEMORY <cr></cr>		0	0	0	0	0	
	QUCIK4 MEMORY		MSQUICK4 MEMORY <cr></cr>		0	0	0	0	0	
	QUICK5 MEMORY		MSQUICK5 MEMORY <cr></cr>	<-	0	0	0	0	0	
Į.										
		Return MSQUICK Status	MSQUICK ? <cr> VSASPNRM<cr></cr></cr>		0	0	0	0	0	

		SE PARAMETER list		DE0D01/07/				=		4
OMM	AN PARAMETER	function	example	RESPONSE(example)	EU	EU	EU	EU	EU	4
	ASP ?	Return VSASPECT Status	VSASP ? <cr></cr>		0	0	0	0	0	
	MONIAUTO	Set HDMI MONITOR automatic detection	VSMONIAUTO <cr></cr>	<-	0	0	0		0	4
	MONI1	Set HDMI MONITOR OUT-1	VSMONI1 <cr></cr>	<-	0	0	0	-	0	
	MONI2	Set HDMI MONITOR OUT-2	VSMONI2 <cr></cr>	<-	0	0	0	-	0	
	MONI ?	Return VSMONI Status	VSMONI ? <cr></cr>		0	0	0	-	0	4
	SC48P	Set Resolution to 480p/576p	VSSC48P <cr></cr>	<-	0	0	0	0	0	
	SC10I	Set Resolution to 1080i	VSSC10I <cr></cr>	<-	0	0	0	0	0	
	SC72P	Set Resolution to 720p	VSSC72P <cr></cr>	<-	0	0	0	0	0	_
	SC10P	Set Resolution to 1080p	VSSC10P <cr></cr>	<-	0	0	0	0	0	
	SC10P24	Set Resolution to 1080p:24Hz	VSSC10P24 <cr></cr>	<-	0	0	0	0	0	
	SC4K	Set Resolution to 4K	VSSC4K <cr></cr>	<-	0	0	0	0	0	
	SC4KF	Set Resolution to 4K(60/50)	VSSC4KF <cr></cr>	<-	0	0	0	0	-	
	SCAUTO	Set Resolution to AUTO	VSSCAUTO <cr></cr>	<-	0	0	0	0	0	
	SC?	Return VSSC Status	VSSC ? <cr></cr>	<u> </u>	0	0	0	0	0	+
	SCH48P	Set Resolution to 480p/576p (HDMI)	VSSCH48P <cr></cr>	<-	0	0	0	0	0	
	SCH10I	Set Resolution to 1080i(HDMI)	VSSCH10I <cr></cr>	<-	0	0	0	0	0	+
	SCH72P	Set Resolution to 720p(HDMI)	VSSCH72P <cr></cr>	<-	0	0	0	0	0	
	SCH10P	Set Resolution to 1080p(HDMI)	VSSCH10P <cr></cr>	<-	0	0	0	0	0	+
	SCH10P24	Set Resolution to 1080p:24Hz(HDMI)	VSSCH10P24 <cr></cr>	<-	0	0	0	0	0	+
	SCH4K	Set Resolution to 4K(HDMI)	VSSCH4K <cr></cr>	<-	0	0	0	0	0	
	SCH4KF	Set Resolution to 4K(60/50) (HDMI)	VSSCH4KF <cr></cr>	<-	0	0	0	0	-	
	SCHAUTO	Set Resolution to AUTO(HDMI)	VSSCHAUTO <cr></cr>	<-	0	0	0	0	0	+
	SCH?	Return VSSCH Status(HDMI)	VSSCH ? <cr></cr>	`	0	0	0	0	0	-
	AUDIO AMP	Set HDMI AUDIO Output to AMP	VSAUDIO AMP <cr></cr>	<-	0	0	0	0	0	+
	AUDIO TV	Set HDMI AUDIO Output to TV	VSAUDIO TV <cr></cr>	<-	0	0	0	0	0	+
	AUDIO ?	Return VSAUDIO Status	VSAUDIO ? <cr></cr>		0	0	0	0	0	+
	VPMAUTO	Set Video Processing Mode to AUTO	VSVPMAUTO <cr></cr>	<-	0	0	0	0	0	+
	VPMGAME	Set Video Processing Mode to AOTO	VSVPMGAME <cr></cr>	<- <-	0	0	0	0	0	+
	VPMMOVI	Set Video Processing Mode to MOVIE	VSVPMMOVI <cr></cr>	<-	0	0	0	0	0	+
	VPM ?	Return VSVPM Status	VSVPM ? <cr></cr>	ζ-	0	0	0	0	0	+
	VST ON	Vertical Stretch = ON	VSVST ON <cr></cr>	<-	0	-	Ī	-	-	-
	VST OFF	Vertical Stretch = ON     Vertical Stretch = OFF	VSVST ON <cr></cr>	<- <-	0	-	_	_		-
	VST ?	Return VSVST Status	VSVST OFFCCK>	ζ-	0	-	-	_		4
S	TONE CTRL ON	PARAMETER setting	PSTONE CTRL ON <cr></cr>	+_	0	0	0	0	0	4
3	TONE CTRL OFF	TONE CONTROL ON/OFF	PSTONE CTRL OFF <cr></cr>	<u> </u>	0	0	0	0	0	+
	TONE CTRL OFF	Return PSTONE CONTROL Status	PSTONE CTRL OFFICES  PSTONE CTRL ? <cr></cr>	ζ-	0	0	0	0	0	+
	BAS UP	BASS UP/DOWN, direct change to **dB	PSBAS UP <cr></cr>	PSBAS 50 <cr></cr>	0	0	0	0	0	+
	BAS DOWN	BASS OP/DOWN, direct change to dB  **:00 to 99 by ASCII, 50=0dB	PSBAS DOWN <cr></cr>	PSBAS 50 <cr></cr>	0	0	0	0	0	+
	BAS **	AVR can be operated from -6 to +6(44 to 56)	PSBAS DOWN <cr></cr>		0	0	0	0	0	+
	BAS ?	Return PSBAS Status	PSBAS 50 <cr></cr>	<-	0	0	0	0	0	+
	TRE UP	TREBLE UP/DOWN, direct change to **dB	PSTRE UP <cr></cr>	PSTRE 50 <cr></cr>	0	0	0	0	0	+
	TRE DOWN		PSTRE UP <cr> PSTRE DOWN<cr></cr></cr>	PSTRE 50 <cr></cr>	0	0	0	0	0	+
		**:00 to 99 by ASCII , 50=0dB			0	0	0	0	0	+
	TRE **	AVR can be operated from -6 to +6(44 to 56)	PSTRE 50 <cr></cr>	<-	0	0	0	0	0	+
	TRE ?	Return PSTRE Status	PSTRE ? <cr></cr>		-	<u> </u>				+
	DIL ON	Dialog Level Adjust = ON	PSDIL ON <cr></cr>	<-		-	0	0	0	
	DIL OFF	Dialog Level Adjust = OFF	PSDIL OFF <cr></cr>	<- DODU 50 OD	-	-	0	0	0	4
	DIL UP	District A Foot	PSDIL UP <cr></cr>	PSDIL 50 <cr></cr>		-	0	0	0	
	DIL DOWN	Dialog Level Adjust	PSDIL DOWN <cr></cr>	PSDIL 50 <cr></cr>	-	-	0	0	0	
	DIL **	**:38 to 62 by ASCII , 50=0dB	PSDIL 50 <cr></cr>	<-	-	-	0	0	0	
	DIL?	Return DIL Status	PSDIL ? <cr></cr>	PSDIL? <cr> PSDIL ON<cr></cr></cr>			0	0	0	
	CMI ON	Cuburatari aval Adiret ON	DOCWII ON OD	PSDIL 50 <cr></cr>						
	SWL ON	Subwoofer Level Adjust = ON	PSSWL ON <cr></cr>	<-	0	0	0	0	0	
	SWL OFF	Subwoofer Level Adjust = OFF	PSSWL OFF <cr></cr>	<-	0	0	0	0	0	
	SWL UP SWL DOWN		PSSWL UP <cr></cr>	PSSWL 50 <cr></cr>	0	0	0	0	0	
		SUBWOOFER(1) Level Adjust	PSSWL DOWN <cr></cr>	PSSWL 50 <cr></cr>		0	0	0	0	

## COMM

PARAMETER	function	example	RESPONSE(example)	EU	EU	EU	EU	EU	
SWL2 UP		PSSWL2 UP <cr></cr>	PSSWL2 50 <cr></cr>	0	0	0	-	-	
SWL2 DOWN	SUBWOOFER(2) Level Adjust	PSSWL2 DOWN <cr></cr>	PSSWL2 50 <cr></cr>	0	0	0	-	-	
SWL2 **	**:00,38 to 62 by ASCII , 50=0dB	PSSWL2 50 <cr></cr>	<-	0	0	0	-	-	
SWL?	Return SWL Status	PSSWL ? <cr></cr>	PSSWL ? <cr></cr>						
OVVL:	Neturn 6WE Status	1 OOVE ! CORP	PSSWL ON <cr></cr>						
			PSSWL 50 <cr></cr>						
				0	0	0	0	0	
			PSSWL2 50 <cr></cr>						
			*If SW2 is none,"PSSWL2" command is						
CINIEMA EO ON	CINEMA FO. ON/OFF	DOCINEMA EC ON CD	not output.	0	0	0	0	0	
CINEMA EQ.ON	CINEMA EQ. ON/OFF	PSCINEMA EQ.ON <cr></cr>	<-	0	0	0	0		
CINEMA EQ.OFF		PSCINEMA EQ.OFF <cr:< td=""><td>&gt; &lt;-</td><td>•</td><td>_</td><td>_</td><td>_</td><td>0</td><td></td></cr:<>	> <-	•	_	_	_	0	
CINEMA EQ. ?	Return PSCINEMA EQ.Status	PSCINEMA EQ. ? <cr></cr>		0	0	0	0	0	
MODE:MUSIC	CINEMA / MUSIC / GAME / PL mode change	PSMODE:MUSIC <cr></cr>	<-	0	0	0	0	0	
MODE:CINEMA	(This parameter can change DOLBY PL2,PL2x,NEO:6 mode.)	PSMODE:CINEMA <cr></cr>	<-	0	0	0	0	0	
MODE:GAME	SB=ON: PL2x mode / SB=OFF: PL2 mode	PSMODE:GAME <cr></cr>	<-	0	0	0	0	0	
MODE:PRO LOGIC	GAME can change DOLBY PL2 & PL2x mode	PSMODE:PRO LOGIC <c< td=""><td>R&gt;&lt;-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></c<>	R><-	-	-	-	-	-	
	PL can change ONLY DOLBY PL2 mode								
	PL2z HEIGHT mode (EVENT only)		PSMODE:HEIGHT <cr></cr>	-	-	-	0	0	
MODE: ?	Return PSMODE: Status	PSMODE: ? <cr></cr>		0	0	0	0	0	
PSLOM ON	Loudness Management: ON	PSLOM ON <cr></cr>	<-	0	0	0	0	0	1
PSLOM OFF	Loudness Management: OFF	PSLOM OFF <cr></cr>	<-	0	0	0	0	0	
PSLOM ?	Return PSLOM Status	PSLOM ? <cr></cr>		0	0	0	0	0	+
FH:ON	FRONT HEIGHT (PLII x Height) Output ON/OFF	PSFH:ON <cr></cr>			-		Ī	Ū	
FH:OFF	TRONT HEIGHT (PLIEX Height) Output ON/OFF		<-	-	-	-	-	-	
		PSFH:OFF <cr></cr>	<-	-	-			-	-
FH: ?	Return PSFH: Status	PSFH: ? <cr></cr>		-	-	•	-	-	
SP:FW	Speaker Output set(F.Height/F.Wide/S.Back)	PSSP:FW <cr></cr>	<-	0	0	0	-	-	
SP:FH		PSSP:FH <cr></cr>	<-	0	0	0	-	-	
SP:SB		PSSP:SB <cr></cr>	<-	0	0	0	-	-	
SP:HW	Front Height & Front Wide	PSSP:HW <cr></cr>	<-	0	0	0	-	-	
SP:BH	Surround back & Front Height	PSSP:BH <cr></cr>	<-	0	0	0	-	-	
SP:BW	Surround back & Front Wide	PSSP:BW <cr></cr>	<-	0	0	0	-	-	
SP:FL	Floor	PSSP:FL <cr></cr>	<-	0	0	0	-	-	
SP:HF	Height & Floor	PSSP:HF <cr></cr>	<-	0	0	0	-	-	
SP:FR	Front	PSSP:FR <cr></cr>	<-	0	0	0	-	-	
SP: ?	Return PSSP: Status	PSSP: ? <cr></cr>	•	0	0	0	-	-	
PHG LOW	PL2z HEIGHT GAIN direct change	PSPHG LOW <cr></cr>	<-	-	-	-	0	0	
PHG MID		PSPHG MID <cr></cr>	<-	_	_		0	0	
PHG HI		PSPHG HI <cr></cr>	<- <-	_	_		0	0	
PHG ?	Return PSPHG Status	PSPHG ? <cr></cr>	ζ-	-	-	<del>-</del>	-		
				-	-	-	0	0	
	MultEQ/MultEQ XT/MultEQ XT32 mode direct change	PSMULTEQ:AUDYSSEY		0	0	0	0	0	-
MULTEQ:BYP.LR	_AUDYSSEY= Reference	PSMULTEQ:BYP.LR <cr< td=""><td>&gt; &lt;-</td><td>0</td><td>0</td><td>0</td><td>0</td><td>Ō</td><td></td></cr<>	> <-	0	0	0	0	Ō	
MULTEQ:FLAT	BYP.LR= L/R Bypass	PSMULTEQ:FLAT <cr></cr>	<-	0	0	0	0	0	
MULTEQ:MANUAL		PSMULTEQ:MANUAL <ci< td=""><td>₹&gt; &lt;-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></ci<>	₹> <-	-	-	-	-	-	
MULTEQ:OFF		PSMULTEQ:OFF <cr></cr>	<-	0	0	0	0	0	
MULTEQ ?	Return PSMULTEQ: Status	PSMULTEQ: ? <cr></cr>		0	0	0	0	0	
DYNEQ ON	Dynamic EQ = ON	PSDYNEQ ON <cr></cr>	<-	0	0	0	0	0	$\perp$
DYNEQ OFF	Dynamic EQ = OFF	PSDYNEQ OFF <cr></cr>	<-	0	0	0	0	0	Ī
DYNEQ ?	Return PSDYNEQ Status	PSDYNEQ ? <cr></cr>		0	0	0	0	0	
REFLEV 0	Reference Level Offset=0dB	PSREFLEV 0 <cr></cr>	<-	0	0	0	0	0	
REFLEV 5	Reference Level Offset=5dB	PSREFLEV 5 <cr></cr>	<-	0	0	Ō	0	0	+
REFLEV 10	Reference Level Offset=10dB	PSREFLEV 10 <cr></cr>	<-	0	0	0	0	0	
REFLEV 15	Reference Level Offset=15dB	PSREFLEV 10 <cr></cr>		0	0	0	0	0	+
REFREV ?		PSREFLEV 15 <cr></cr>	<-	0	0	0	0	0	+
	Return PSREFLEV Status			_	0	_	0	_	-
DYNVOL HEV	Dynamic Volume = Heavy	PSDYNVOL HEV <cr></cr>	<-	0		0		0	-
DYNVOL MED	Dynamic Volume = Medium	PSDYNVOL MED <cr></cr>	<-	0	0	0	0	0	
DYNVOL LIT	Dynamic Volume = Light	PSDYNVOL LIT <cr></cr>	<-	0	0	0	0	0	
DYNVOL OFF	Dynamic Volume = OFF	PSDYNVOL OFF <cr></cr>	<-	0	0	0	0	0	
DYNVOL ?	Return PSDYNVOL Status	PSDYNVOL ? <cr></cr>		0	0	0	0	0	
LFC ON	Audyssey LFC = ON	PSLFC ON <cr></cr>	<-	0	0	0	-	-	
LFC OFF	Audyssey LFC = OFF	PSLFC OFF <cr></cr>	<-	0	0	0			

## COMMAND

AND and RESPON	SE PARAMETER list			AVR-X7200W	AVR-X5200W	AVR-X4100W	AVR-X3100W	AVR-X2100W	AVR-X1100V
COMMAN PARAMETER	function	example	RESPONSE(example)	EU	EU	EU	EU	EU	EU
LFC ?	Return Audyssey LFC Status	PSLFC ? <cr></cr>		0	0	0	-	-	-
CNTAMT UP	Containment Amount UP/DOWN, direct change to **	PSCNTAMT UP <cr></cr>	PSCNTAMT 01 <cr></cr>	0	0	0	-	-	-
CNTAMT DOWN	**:00 to 99 by ASCII , 00=0,	PSCNTAMT DOWN <cr></cr>	PSCNTAMT 01 <cr></cr>	0	0	0	-	-	-
CNTAMT **	AVR can be operated from 1 to 7 (01 to 07)	PSCNTAMT 01 <cr></cr>	<-	0	0	0	-	-	-
CNTAMT?	Return Cotainment Amount Status	PSCNTAMT ? <cr></cr>		0	0	0	-	-	-
DSX ONHW	Audyssey DSX ON(Height & Wide)	PSDSX ONHW <cr></cr>	<-	0	0	0	-	-	-
DSX ONH	Audyssey DSX ON(Height)	PSDSX ONH <cr></cr>	<-	0	0	0	0	-	-
DSX ONW	Audyssey DSX ON(Width)	PSDSX ONW <cr></cr>	<-	0	0	0	0	-	-
DSX OFF	Audyssey DSX OFF	PSDSX OFF <cr></cr>	<-	0	0	0	0	-	-
DSX ?	Return PSDSX Status	PSDSX ? <cr></cr>		0	0	0	0	-	-
STW UP	STAGE WIDTH UP/DOWN, direct change to **dB	PSSTW UP <cr></cr>	PSSTW 50 <cr></cr>	0	0	0	0	-	-
STW DOWN	**:00 to 99 by ASCII , 50=0dB	PSSTW DOWN <cr></cr>	PSSTW 50 <cr></cr>	0	0	0	0	-	-
STW **	AVR can be operated from -10 to +10(40 to 60)	PSSTW 50 <cr></cr>	<-	0	0	0	0	-	-
STW ?	Return PSSTW Status	PSSTW ? <cr></cr>		0	0	0	0	-	-
STH UP	STAGE HEIGHT UP/DOWN, direct change to **dB	PSSTH UP <cr></cr>	PSSTH 50 <cr></cr>	0	0	0	0	-	-
STH DOWN	**:00 to 99 by ASCII , 50=0dB	PSSTH DOWN <cr></cr>	PSSTH 50 <cr></cr>	0_	0	0	0		-
STH **	AVR can be operated from -10 to +10(40 to 60)	PSSTH 50 <cr></cr>	<-	0	0	0	0	-	-
STH ?	Return PSSTH Status	PSSTH ? <cr></cr>		0	0	0	0	-	-

### COM

PARAMETER	function	example	RESPONSE(example)	EU	EU	EU	EU	EU	
GEQ ON	Graphic EQ = ON	PSGEQ ON <cr></cr>	<-	0	0	0	0	0	
GEQ OFF	Graphic EQ = OFF	PSGEQ OFF <cr></cr>	<-	0	0	0	0	0	
GEQ?	Return Graphic EQ Status	PSGEQ ? <cr></cr>		0	0	0	0	0	
DRC AUTO	Dynamic Compression direct change	PSDRC AUTO <cr></cr>	<-	0	0	0	0	0	+
DRC LOW	Byfiainio compression allest change	PSDRC LOW <cr></cr>	<-	0	0	0	0	0	+
DRC MID		PSDRC MID <cr></cr>	<- <-	0	0	0	0	Ö	+
DRC HI		PSDRC HI <cr></cr>	<- <-	0	0	0	0	0	+
DRC OFF		PSDRC OFF <cr></cr>		0	0	0	0	0	+
	Detima DODDO Otetica	PSDRC OFFECRS PSDRC ? <cr></cr>	<-	0	0	0	0	0	+
DRC ?	Return PSDRC Status		D0D00 40 0D					_	_
BSC UP	Bass Sync UP/DOWN , direct change to **dB	PSBSC UP <cr></cr>	PSBSC 10 <cr></cr>	0	-	-	-	-	4
BSC DOWN	**:00 to 99 by ASCII , 00=0	PSBSC DOWN <cr></cr>	PSBSC 10 <cr></cr>	0	-	-	-	-	4
BSC **	AVR can be operated from 0 to 16	PSBSC 10 <cr></cr>	<-	0	-	-	-	-	
BSC ?	Return PSBSC Status	PSBSC ? <cr></cr>		0	-	-	-	-	4
DEH OFF	Dialogue Enhancer	PSDEH OFF <cr></cr>	<-	0	0	-	-	-	
DEH LOW		PSDEH LOW <cr></cr>	<-	0	0	-	-	-	
DEH MED		PSDEH MED <cr></cr>	<-	0	0	-	-	-	
DEH HIGH		PSDEH HIGH <cr></cr>	<-	0	0	-	-	-	
DEH ?	Return PSDEH Status	PSDEH ? <cr></cr>		0	0	-	-	-	
LFE UP	LFE UP/DOWN , direct change to **dB	PSLEE UP <cr></cr>	PSLFE 10 <cr></cr>	0	0	0	0	0	
LFE DOWN	**:00 to 99 by ASCII , 00=0dB, 10=-10dB	PSLFE DOWN <cr></cr>	PSLFE 10 <cr></cr>	0	0	0	0	0	$\top$
LFE **	AVR can be operated from 0 to -10	PSLFE 10 <cr></cr>	<-	0	0	0	0	0	+
LFE ?	Return PSLFE Status	PSLFE ? <cr></cr>	<u> </u>	0	0	0	0	0	+
LFL 00	LFE Level direct change(When EXT.IN/7.1CH IN)	PSLFL 00 <cr></cr>		0					+
	LEE Level direct change(when EXT.IIV/7.TCH IIV)		<-						
LFL 05		PSLFL 05 <cr></cr>	<-	0	-	-	-	-	
LFL 10		PSLFL 10 <cr></cr>	<-	0	-	-	-	-	
LFL 15		PSLFL 15 <cr></cr>	<-	0	-	-	-	-	
LFL ?	Return PSLFL Status	PSLFL ? <cr></cr>		0	-	-	-	-	
EFF ON	EFFECT ON/OFF direct change	PSEFF ON <cr></cr>	PSEFF ON <cr></cr>	0	_				
LI I OIN	Li i Lo i Ora, Oi i direct change	I SELL ONCORS	PSEFF 10 <cr></cr>						
EFF OFF		PSEFF OFF <cr></cr>	PSEFF   IU <ur></ur>	0	_	_	_	_	+
EFF UP	EFFECT LEVEL direct change to **dB	PSEFF UP <cr></cr>	PSEFF 10 <cr></cr>	0	0	0	0	0	+
EFF DOWN	**:00 to 99 by ASCII , 00=0dB, 10=10dB	PSEFF DOWN <cr></cr>	PSEFF 10 <cr></cr>	0	0	0	0	0	+
				0	0	0	0	0	+
EFF **	AVR can be operated from 1 to 15	PSEFF 10 <cr></cr>	<	0	0	0	0	0	-
EFF?	Return PSEFF Status	PSEFF ? <cr></cr>	ex1 (WIDE SCREEN mode) PSEFF ON <cr> PSEFF 10<cr> ex2 (except WIDE SCREEN mode)</cr></cr>		0				
DEL UP	DELAY UP/DOWN , direct change to ***dB	PSDEL UP <cr></cr>	PSDEL 000 <cr></cr>	0	0	0	0	0	+
DEL DOWN	***:000 to 999 by ASCII , 000=0ms, 300=300ms	PSDEL DOWN <cr></cr>	PSDEL 000 <cr></cr>	0	0	0	0	0	+
DEL ***	AVR can be operated from 0 to 300	PSDEL 000 <cr></cr>	FSDEL 000 <gr></gr>	0	0	0	0	0	$\dagger$
	0-60ms:3ms/Step Over 60ms:10ms/Step				_	_	_	_	
DEL ?	Return PSDEL Status	PSDEL ? <cr></cr>		0	0	0	0	0	$\bot$
PAN ON	PANORAMA ON/OFF	PSPAN ON <cr></cr>	<-	-	-	-	0	0	
PAN OFF		PSPAN OFF <cr></cr>	<-	-	-	-	0	0	
PAN ?	Return PSPAN Status	PSPAN ? <cr></cr>		-	-	-	0	0	T
DIM UP	DIMENSION UP/DOWN , direct change to **dB	PSDIM UP <cr></cr>	PSDIM 00 <cr></cr>	-	-	-	0	0	
DIM DOWN	**:00 to 99 by ASCII , 00=0,	PSDIM DOWN <cr></cr>	PSDIM 00 <cr></cr>	-	-	-	0	0	$\top$
DIM **	AVR can be operated from 0 to 6	PSDIM 00 <cr></cr>	<-	-			0	0	+
DIM ?	Return PSDIM Status	PSDIM ? <cr></cr>	<u> </u>	-			0	0	+
CEN UP	CENTER WIDTH UP/DOWN, direct change to **dB	PSCEN UP <cr></cr>	PSCEN 07 <cr></cr>	-			0	0	+
CEN DOWN	**:00 to 99 by ASCII, 00=0	PSCEN DOWN <cr></cr>	PSCEN 07 <cr></cr>				0	0	+
CEN DOWN							0	0	+
	AVR can be operated from 0 to 7	PSCEN 07 <cr></cr>	<-				0	0	+
CEN ?	Return PSCEN Status	PSCEN ? <cr></cr>	D005140 0D	-	-	-			-
CEI UP	CENTER IMAGE UP/DOWN , direct change to **dB	PSCEI UP <cr></cr>	PSCEI 10 <cr></cr>	-	-			0	4
CEI DOWN	**:00 to 99 by ASCII , 00=0.0	PSCEI DOWN <cr></cr>	PSCEI 10 <cr></cr>	-	-	-	-	0	_
CEI **	AVR can be operated from 0.0 to 1.0	PSCEI 10 <cr></cr>	<-	-	-	-	-	0	
CEI?	Return PSCEI Status	PSCEI ? <cr></cr>		-	-	-	-	0	$oldsymbol{ol}}}}}}}}}}}}}}}}}$
CEG UP	CENTER GAIN UP/DOWN, direct change to **dB	PSCEG UP <cr></cr>	PSCEG 10 <cr></cr>	0	0	0	0	-	
CEG DOWN	**:00 to 99 by ASCII , 00=0.0	PSCEG DOWN <cr></cr>	PSCEG 10 <cr></cr>	0	0	0	0		

CEG ''	ОМИА	N PARAMETER	function	example	RESPONSE(example)	EU	EU	EU	EU	EU	+
CEC 07   Return PS-CED Status   FPSCED Y-CECH   O	<u> </u>				` ' ' '					-	
CES ON						0	0	0	0	-	
CSS OFF   Submit PERS Status   SCS OFF CRD					<-	0	0	0	-	-	
SWR ON   SW ONOF   PSSWR ONCES   C					<-	0	0	0	-	-	T
SWR OFF   SQUEET_STERECISED_INDEX   PROPERTY CR.   C		CES ?	Return PSCES Status	PSCES ? <cr></cr>		0	0	0	-	-	T
SWR?   Statum PSSWF Status   PSSWR *CR.   O O O O O O O O O O O O O O O O O O		SWR ON	SW ON/OFF		<-	0	0	0	0	0	
RSZ S   SOOM SIZE direct change					<-					0	
RSZ MS						_	-	_	•	0	
R\$2 ML			ROOM SIZE direct change		<-			_		0	
RSZ ML   PRRZ ML-CR5   C										0	4
RSZ								_		0	4
RESZ P   Reinin PSRZ Status   PSRZ - ACRS   O O O O O O D									~	0	4
DELAY UP AUDIO DELAY UPOWN   -1000 to 98 by 450. To 0.000ms   PSDELAY UP-C/Rs   PSDELAY UP-C/Rs   PSDELAY 200-C/Rs   O O O O O O O O O O O O O O O O O O			D. ( DOD 0.7 O		<-				_	0	+
DELAY					DCDELAY 200 -CD-					0	+
DELAY ****						=			_	0	+
DELAY?   Return PSDELAY Status   PSDELAY **CRR   O O O O O O O O O O O O O O O O O O		DELAT DOWN						_	~	0	+
RSTR OFF   AUDIO RESTORER direct change   PSRSTR OFF-CR5   C					\	=			•	0	+
RSTR LOW					<-			_	~	0	+
RSTR MED						=			_	0	+
RSTR H   MSTR   H=MODE1   PSISTR H=MODE1   PSISTR   H=MODE1   PSISTR   Return PSISTR Status   PSISTR ?-RETURN PSISTR ?-RETURN PSISTR Status   PSISTR ?-RETURN PSISTR ?-RETURN PSISTR Status   PSISTR ?-RETURN PSISTR ?-RETURN PSISTR P								_	~	0	+
RSTR ?   Return PSRSTR Status   PSRSTR ? CRS						0	0	0	0	0	$\top$
FRONT SPB   FRONT SPB   FRONT SPBACR   FRONT SPBACR   FRONT SPB						0	0	0	0	0	$\top$
FRONT A-B			FRONT SPEAKER direct change	PSFRONT SPA <cr></cr>	<-	0	0	0	0	0	
FRONT?   Return PSFRONT Status   PSFRONT-CRs   O O O O O O O O O O O O O O O O O O					<-		-	_	_	0	
AUROPR MED AUROPR MED AUROPR LAR AUROPR SPE AUROPR SPECRS  AUROST UP AURO-Matic 3D Evenight UP/DOWN, direct change to " (Auro-3D Upgrade or PSAUROPR %-CRS) AUROST UP AUROST OWN  AUROST OWN  AUROST ** AUR can be operated from 1, 10-61  AUROST ** AUROST ** AUROST OWN					<-			_		0	
AUROPR MED AUROPR LAR AUROPR SPE AUROPR SPE-CR AUROST UP Auro-Matic 3D Strength UP/DOWN, direct change to " (Auro-3D Upgrade or Auro-3D U								•	0	0	
AUROPR JAR AUROPR SPE AUROPR SPE AUROPR SPE AUROPR SPE AUROPR SPECARS AUROPR SPEC			Auro-Matic 3D Preset direct change (Auro-3D Upgrade only)					~	-	-	4
AUROPR SPE   AUROPR 3   PSAUROPR 3   PSAUROPR 3   PSAUROPR 3   PSAUROST UP   Auro-Malic 3D Strength UP/DOWN , direct change to " (Auro-3D Upgrade or PSAUROST UP   Auro-Malic 3D Strength UP/DOWN , direct change to " (Auro-3D Upgrade or PSAUROST UP/CR>						~		_	-	-	4
AUROPR 7   Return PSAUROPR Status   PSAUROPR 3-CRS   O O O O O O O O O O O O O O O O O O									-	-	4
AUROST DOWN			Poturo DCALIDADO Statua		<-			~	-	-	#
AUROST 20WN								~		-	#
AUROST**AVR can be operated from 1 to 16 AUROST** Return PSAUROST Status  PSAUROST**CR>  PSAUROST**CR>  O O O O O O O O O O O O O O O O O O O						~		_	-	-	
AUROST ?   Return PSAUROST Status   PSAUROST ?-CR->   O O O O O O O O O O O O O O O O O O								•	-	-	
V         OFF         Picture Mode direct change^         PVOFF         <-         O					ONOROGI TOCORS		0	~	-	-	
STD	V		Picture Mode direct change^		<-	0	0	0	0	0	T
MOV		STD		PVSTD-CR>	<b>-</b>	0	0	0	0	0	+
VVD			╡	5) (1.10) ( .05		_		0		0	+
STM   -Stream   -Stream   -Stream   -Costom										0	+
CTM						0	0	0	0	0	
DAY						0	0	0	0	0	
NGT		DAY	-ISF Day	PVDAY <cr></cr>	<-	0	0	0	0	0	
CN UP   CONTRAST UP/DOWN   direct change to **dB   PVCN UP		NGT	-ISF Night	PVNGT <cr></cr>	<-					0	
CN DOWN		?						_		0	
CN ***			CONTRAST UP/DOWN , direct change to **dB			_			_	0	4
AVR can be operated from -50 to +50(000 to 100)  CN? Return PSCN Status  PVCN ? <cr>  Return PSCN Status  PVBR UP   BRIGHTNESS UP/DOWN , direct change to **dB   PVBR UP BR DOWN  PVBR DOWN BR ***  ***:000 to 100 by ASCII , 050=0 AVR can be operated from -50 to +50(000 to 100)  BR ?  Return PSBR Status  PVBR ?<cr> PVBR 050<cr> PVBR 050<cr> CO O O O O O O O O O O O O O O O O O O</cr></cr></cr></cr>			****		PVCN 050 <cr></cr>	=			_	0	
BR UP			AVR can be operated from -50 to +50(000 to 100)		<-					0	
BR DOWN								_	_	0	
BR ***   ***:000 to 100 by ASCII , 050=0   PVBR 050   ST UP   CHROMA LEVEL Saturation UP/DOWN , direct change to **dB   PVST UP <cr>   PVST 050   PVST DOWN   PVBR 050   ST UP   CHROMA LEVEL Saturation UP/DOWN , direct change to **dB   PVST UP<cr>   PVST 050   PVST 050   PVST 050   PVST 050   PVST 050   PVST 050</cr></cr>			BRIGHTNESS UP/DOWN , direct change to **dB			_	-	_	_	0	
AVR can be operated from -50 to +50(000 to 100)  BR ? Return PSBR Status  PVBR ? <cr> ST UP  CHROMA LEVEL Saturation UP/DOWN , direct change to **dB  PVST UP<cr> PVST 050<cr> PVST 050<cr> O O O O O O O O O O O O O O O</cr></cr></cr></cr>		BR DOWN	*** 000 / 400 L 400 U 050 0							0	
BR ?         Return PSBR Status         PVBR ? <cr>         O         <th< td=""><td></td><td></td><td>AVR can be operated from -50 to +50(000 to 100)</td><td></td><td>&lt;-</td><td></td><td></td><td></td><td></td><td>0</td><td></td></th<></cr>			AVR can be operated from -50 to +50(000 to 100)		<-					0	
ST DOWN         PVST DOWN         PVST 050         O         O         O									_	0	
			CHROMA LEVEL Saturation UP/DOWN, direct change to **dB					_		0	
IST ***   1***:000 to 100 by ASCII . 050=0   PVST 050 <cr>     O   O   O   O  </cr>		IST DOWN			PVST 050 <cr></cr>					0	
AVR can be operated from -50 to +50(000 to 100)											

	MAN PARAMETER	NSE PARAMETER list    function	example	RESPONSE(example)	EU	EU	EU	EU	EU	
COIVII	HUE UP	HUE UP/DOWN , direct change to **dB	PVHUE UP <cr></cr>	PVHUE 50 <cr></cr>	-	-	-	-	-	
	HUE DOWN	*:44 to 56 by ASCII , 50=0	PVHUE DOWN <cr></cr>	PVHUE 50 <cr></cr>	-	-	-	-	-	
	HUE **	AVR can be operated from -6 to +6(44 to 56)	PVHUE 50 <cr></cr>	<-	-	_	_	-	_	
	HUE ?	Return PSHUE Status	PVHUE ? <cr></cr>	<u> </u>	-	-	-	-	-	
	DNR OFF	DNR direct change	PVDNR OFF <cr></cr>	<-	0	0	0	0	0	
	DNR LOW	Divix direct change	PVDNR LOW <cr></cr>	<-	0	0	0	0	0	
	DNR MID		PVDNR MID <cr></cr>	<-	0	0	0	0	0	
	DNR HI		PVDNR HI <cr></cr>	<-	0	0	0	0	0	
	DNR ?	Return PVDNR Status	PVDNR ? <cr></cr>		0	0	0	0	0	
	ENH UP	ENHANCER UP/DOWN, direct change to **dB	PVENH UP <cr></cr>	PVENH 12 <cr></cr>	0	0	0	0	0	
	ENH DOWN	**:00 to 12 by ASCII, 00=0	PVENH DOWN <cr></cr>	PVENH 12 <cr></cr>	0	0	Ō	0	Ō	
	ENH ***	AVR can be operated from 0 to 12	PVENH 12 <cr></cr>	<-	0	0	0	0	0	
	ENH ?	Return PVENH Status	PVENH ? <cr></cr>		0	0	0	0	Ō	
ol Z2	SOURCE	ZONE2 mode cancel (ZONE2 source is same as MAIN ZONE)	Z2SOURCE <cr></cr>	<-	0	0	0	0	0	
"	PHONO	ZONE2 mode set , and select source	Z2PHONO <cr></cr>	<- <-				-	-	
					0	0	0			
	CD		Z2CD <cr></cr>	<-	0	0	0	0	0	
	TUNED		7071 1150 00							
	TUNER	**************************************	Z2TUNER <cr></cr>	<-	0	0	0	0	0	
	DVD	*X1100,S70:DVD/Blu-ray is selected	Z2DVD <cr></cr>	<-	0	0	0	0	0	<u> </u>
	BD		Z2BD <cr></cr>	<-	0	0	0	0	0	
	TV		Z2TV <cr></cr>	<-	0	0	0	0	0	
	SAT/CBL		Z2SAT/CBL <cr></cr>	<-	0	0	0	0	0	
	MPLAY		Z2MPLAY <cr></cr>	<-	0	0	0	0	0	
	GAME	<u> </u>	Z2GAME <cr></cr>	<-	0	0	0	0	0	
	HDRADIO	(North America model Only)	Z2HDRADIO <cr></cr>	<-	•	-	•	•	-	
	NET	* 2014 AVR: Online Music is selected	Z2NET <cr></cr>	<-	0	0	0	0	0	
	PANDORA	(North America model Only)	Z2PANDORA <cr></cr>	<-	-	-	-	-	-	
	SIRIUSXM	(North America model Only)	Z2SIRIUSXM <cr></cr>	<-	-	-	-	-	-	
	SPOTIFY	(North America &Europe model Only)	Z2SPOTIFY <cr></cr>	<-	-	-	-	-	-	
	LASTFM	(Europe model Only)	Z2LASTFM <cr></cr>	<-	-	-	-	-	-	
	FLICKR		Z2FLICKR <cr></cr>	<-	0	0	0	0	0	_
	IRADIO		Z2IRADIO <cr></cr>	<-	0	0	0	0	0	
	SERVER		Z2SERVER <cr></cr>	<-	0	0	0	0	0	
	FAVORITES		Z2FAVORITES <cr></cr>	<-	0	0	0	0	0	
	AUX1	*X1100,S700:AUX, Other:AUX1 is selected	Z2AUX1 <cr></cr>	<-	0	0	0	0	0	
	AUX2		Z2AUX2 <cr></cr>	<-	0	0	0	0	0	
	AUX3	(when Additional Source is set to On)	Z2AUX3 <cr></cr>	<-	0	-	-	-	-	
	AUX4	(when Additional Source is set to On)	Z2AUX4 <cr></cr>	<-	0	-	-	-	-	
	AUX5	(when Additional Source is set to On)	Z2AUX5 <cr></cr>	<-	0	-	-	-	-	
	AUX6	(when Additional Source is set to On)	Z2AUX6 <cr></cr>	<-	0	-	-	-	-	
	AUX7	(when Additional Source is set to On)	Z2AUX7 <cr></cr>	<-	0	-	-	-	-	
	BT	Bluetooth	Z2BT <cr></cr>	<-	0	0	0	0	0	
	USB/IPOD		Z2USB/IPOD <cr></cr>	<-	0	0	0	0	0	
	USB	Select INPUT source USB and USB Start Playback	Z2USB <cr></cr>	<-	0	0	0	0	0	
	IPD	Select INPUT source USB and iPod DIRECT Start Playback	Z2IPD <cr></cr>	<-	0	0	0	0	0	
	IRP	Select INPUT source NET/USB and iRadio Recent Play	Z2IRP <cr></cr>	<-	0	0	0	0	0	
	FVP	Select INPUT source NET/USB and Favorites Play	Z2FVP <cr></cr>	<-	0	0	0	0	0	Ì
	QUICK1	Z2 QUICK SELECT 1-5 MODE SELECT	Z2QUICK1 <cr></cr>	<-	0	0	0	0	0	1
	QUICK2		Z2QUICK2 <cr></cr>	<-	0	0	0	0	0	
	QUICK3		Z2QUICK3 <cr></cr>	<-	0	0	0	0	0	1
	QUICK4		Z2QUICK4 <cr></cr>	<-	0	0	0	0	0	1
1	QUICK5		Z2QUICK5 <cr></cr>	1		0	_		0	

0011111	DADAMETED	SE PARAMETER list	T 1.	DE0D0N05(	FIL	FII	FII	FII		
JOIVIIVIAI	N PARAMETER QUICK1 MEMORY	function Z2 QUICK SELECT 1-5 MODE MEMORY	example Z2QUICK1 MEMORY <cf< td=""><td>RESPONSE(example)</td><td>EU O</td><td>EU O</td><td>EU O</td><td>EU O</td><td>EU O</td><td>-</td></cf<>	RESPONSE(example)	EU O	EU O	EU O	EU O	EU O	-
	QUICK1 MEMORY	22 QUICK SELECT 1-5 MODE MEMORY	Z2QUICK1 MEMORY <cf< td=""><td></td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td></td></cf<>		0	0	0	0	0	
	QUICK3 MEMORY		Z2QUICK3 MEMORY <cf< td=""><td></td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td></td></cf<>		0	0	0	0	0	
	QUCIK4 MEMORY		Z2QUICK4 MEMORY <cf< td=""><td></td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td></td></cf<>		0	0	0	0	0	
	QUICK5 MEMORY		Z2QUICK5 MEMORY <cf< td=""><td></td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td></td></cf<>		0	0	0	0	0	
		Return Z2QUICK Status	Z2QUICK ? <cr></cr>		0	0	0	0	0	
		Z2 favorite 1-4 Mode select.	Z2FAVORITE1 <cr></cr>	<-		-	-	-	-	
	FAVORITE2		Z2FAVORITE2 <cr></cr>	<-		-	-	-	-	
	FAVORITE3		Z2FAVORITE3 <cr></cr>	<-	-	-	-	-	-	
	FAVORITE4		Z2FAVORITE4 <cr></cr>	<-	-	-	-	-	-	
	FAVORITE1 MEMOR	Z2 favorite 1-4 Mode Memory.	Z2FAVORITE1 MEMORY	/ <o<-< td=""><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></o<-<>	-	-	-	-	-	
	<b>FAVORITE2 MEMOR</b>		Z2FAVORITE2 MEMORY	/ <o<-< td=""><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></o<-<>	-	-	-	-	-	
	<b>FAVORITE3 MEMOR</b>	Y	Z2FAVORITE3 MEMORY	/ <o<-< td=""><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></o<-<>	-	-	-	-	-	
	<b>FAVORITE4 MEMOR</b>		Z2FAVORITE4 MEMORY		-	-	-	-	-	
		ZONE2 VOLUME UP/DOWN, direct change to **dB	Z2UP <cr></cr>	Z280 <cr></cr>	0	0	0	0	0	
	DOWN		Z2DOWN <cr></cr>	Z280 <cr></cr>	0	0	0	0	0	
	**	**:00 to 98 by ASCII , 80=0dB, 00=(MIN)	Z280 <cr></cr>	<-	0	0	0	0	0	
		Refer to Volume_CMD sheet							_	
	ON	ZONE2 ON/OFF change	Z2ON <cr></cr>	<-	0	0	0	0	0	
	OFF		Z2OFF <cr></cr>	<-	0	0	0	0	0	
	?	Return Z2 Status	Z2? <cr></cr>	10000 05	0	0	0	0	0	
		*If ZONE2 mode is selected, "Z2" status returns		SRCD <cr></cr>	0	0	0	0	0	
		※If REC mode is selected, "SR" status returns			0	0	0	0	0	
				SRUSB DIRECT <cr></cr>	0	0	0	0		
				SRIPOD DIRECT <cr></cr>	0	0	0	0	0	
701/11/1	ON	ZONE2 OUTPUT MUTE ON/OFF change	Z2MUON <cr></cr>	SRSOURCE <cr></cr>	0	0	0	0	0	
Z2MU	ON OFF	ZONEZ OUTPUT MUTE ON/OFF change	Z2MUOFF <cr></cr>	<-	0	0	0	0	0	
	2	Return Z2MU Status	Z2MU? <cr></cr>	<-	0	0	0	0	0	
Z2CS	ST	ZONE2 Channel setting	Z2CSST <cr></cr>	<del>- </del> _	0	0	0	0	U	
2203	MONO	ZONEZ Gridiller Setting	Z2CSMONO <cr></cr>	<- <-	0	0	0	0	-	+
	2	Return Z2CS Status	Z2CS? <cr></cr>	<u> </u>	0	0	0	0	-	
Z2CV	FL UP	ZONE2 CHANNEL VOLUME UP/DOWN , direct change to **dB	Z2CVFL UP <cr></cr>	Z2CVFL 50 <cr></cr>	0	0	0	0	0	
_2O v	FL DOWN	FRONT Lch	Z2CVFL DOWN <cr></cr>	Z2CVFL 50 <cr></cr>	0	0	0	0	Ö	
	FL **	**:38 to 62 by ASCII , 50=0dB	Z2CVFL 50 <cr></cr>	2-20 VI E 00 (01)	0	0	0	0	O	
	FR UP	ZONE2 CHANNEL VOLUME UP/DOWN, direct change to **dB	Z2CVFR UP <cr></cr>	Z2CVFR 50 <cr></cr>	0	0	0	0	0	
	FR DOWN	FRONT Rch	Z2CVFR DOWN <cr></cr>	Z2CVFR 50 <cr></cr>	0	0	0	0	0	
	FR **	**:38 to 62 by ASCII , 50=0dB	Z2CVFR 50 <cr></cr>	<-	0	0	0	0	0	
	?	Return Z2CV Status	Z2CV? <cr></cr>		0	0	0	0	0	
Z2HPF	ON	ZONE2 HPF ON/OFF	Z2HPFON <cr></cr>	<-	0	0	0	0	-	
	OFF		Z2HPFOFF <cr></cr>	<-	0	0	0	0	-	
	?	Return Z2HPF Status	Z2HPF? <cr></cr>		0	0	0	0	-	
Z2PS	BAS UP	ZONE2 BASS UP/DOWN , direct change to **dB	Z2PSBAS UP <cr></cr>	Z2PSBAS 50 <cr></cr>	0	0	0	0	-	
	BAS DOWN	**:00 to 99 by ASCII, 00=0dB from -10 to +10(40 to 60)	Z2PSBAS DOWN <cr></cr>	Z2PSBAS 50 <cr></cr>	0	0	0	0	-	
	BAS **	from -14 to +14 /2dBstep (36 to 64) ※X4100 only	Z2PSBAS 50 <cr></cr>	<-	0	0	0	0	-	
	BAS ?	Return Z2PSBAS Status	Z2PSBAS ? <cr></cr>		0	0	0	0	-	
	TRE UP	ZONE2 TREBLE UP/DOWN , direct change to **dB	Z2PSTRE UP <cr></cr>	Z2PSTRE 50 <cr></cr>	0	0	0	0	-	
	TRE DOWN	**:00 to 99 by ASCII, 00=0dB from -10 to +10(40 to 60)	Z2PSTRE DOWN <cr></cr>	Z2PSTRE 50 <cr></cr>	0	0	0	0	-	
	TRE **	from -14 to +14 /2dBstep (36 to 64) ※X4100 only	Z2PSTRE 50 <cr></cr>	<-	0	0	0	0	-	
	TRE ?	Return Z2PSTRE Status	Z2PSTRE ? <cr></cr>		0	0	0	0	-	
Z2HDA	THR	ZONE2MDMI Out=Through	Z2HDA THR <cr></cr>	<-	0	0	0	0	-	
	PCM	ZONE2MDMI Out=PCM	Z2HDA PCM <cr></cr>	<-	0	0	0	0	-	
	?	Return Z2HPA Status	Z2HDA? <cr></cr>		0	0	0	0	-	
Z2SLP	OFF	ZONE2 SLEEP TIMER setting	Z2SLPOFF <cr></cr>	<-	0	0	0	0	0	
	***	***:001 to 120 by ASCII , 010=10min	Z2SLP120 <cr></cr>	<-	0	0	0	0	0	
700==	?	Return SLP Status	Z2SLP? <cr></cr>		0	0	0	0	0	
Z2STBY		ZONE2 Auto Standby setting	Z2STBY2H <cr></cr>	<-	0	0	0	0	0	
	4H		Z2STBY4H <cr></cr>	<-		0	0	0	0	
	8H		Z2STBY8H <cr></cr>	<-	0	0	0	0	0	

AVR-X7200WAVR-X5200WAVR-X4100WAVR-X3100WAVR-X2100WAVR-X1100W

Last Update: Jun 30. 2015 (Refer to "Revision")

#### **COMMAND and RESPONSE PARAMETER list**

COMMA	AND and RESPON	ISE PARAMETER list			7111171120011			/A V IX-X3 100 V V	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	
C	COMMAN PARAMETER	function	example	RESPONSE(example)	EU	EU	EU	EU	EU	EU
	?	Return Z2STBY Status	Z2STBY? <cr></cr>		0	0	0	0	0	0
ZONE3 Control	SOURCE	ZONE3 mode cancel (ZONE3 source is same as MAIN ZONE)	Z3SOURCE <cr></cr>	<-	0	0	0	-	-	-
201120 00111101	PHONO	ZONE3 mode set , and select source	Z3PHONO <cr></cr>	<-		<u> </u>	<u> </u>	-	-	-
	1110110	ZONEO Mode set , and select source	251 110110<010							
					0	0	0			
	CD		Z3CD <cr></cr>	<-						-
					0	0	0	-	-	
	TUNER		Z3TUNER <cr></cr>	<-	0	0	0	-	-	-
	DVD		Z3DVD <cr></cr>	<- <-	0	0	0	-	-	-
	BD		Z3BD <cr></cr>	<-	0	0	0	-	<u> </u>	-
	TV	_	Z3TV <cr></cr>	·	0	0	0			-
	SAT/CBL	<u> </u>	Z3SAT/CBL <cr></cr>	<-				-	-	
				<-	0	0	0	-	-	-
	MPLAY		Z3MPLAY <cr></cr>	<-	0	0	0	-	-	-
	GAME	<del>_</del>	Z3GAME <cr></cr>	<-	0	0	0	•	· ·	-
	HDRADIO	(North America model Only)	Z3HDRADIO <cr></cr>	<-	-	-	-	-	-	-
	NET	*2014 AVR : Online Music is selected	Z3NET <cr></cr>	<-	0	0	0	-	-	-
	PANDORA	(North America model Only)	Z3PANDORA <cr></cr>	<-	-	-	-	-	-	-
	SIRIUSXM	(North America model Only)	Z3SIRIUSXM <cr></cr>	<-	-	-	-	-	-	-
	SPOTIFY	(North America &Europe model Only)	Z3SPOTIFY <cr></cr>	<-	-	-	-	-	-	-
	LASTFM	(Europe model Only)	Z3LASTFM <cr></cr>	<-	-	-	-	-	-	-
	FLICKR		Z3FLICKR <cr></cr>	<-	0	0	0	-	-	-
	IRADIO		Z3IRADIO <cr></cr>	<-	0	0	0	-	-	-
	SERVER		Z3SERVER <cr></cr>	<-	0	0	0	-		-
	FAVORITES		Z3FAVORITES <cr></cr>	<-	0	0	0	-	-	-
	AUX1		Z3AUX1 <cr></cr>	<-	0	0	0	-		-
	AUX2		Z3AUX2 <cr></cr>	<- <-	0	0	0	-	-	-
	AUX3	(when Additional Source is set to On)	Z3AUX3 <cr></cr>	<-	0	Ō		-		-
	AUX4	(when Additional Source is set to On)	Z3AUX4 <cr></cr>		0	-	-	-	-	-
	AUX5	(when Additional Source is set to On)	Z3AUX4 <cr></cr>	<-	0	-	-	-	-	
		(when Additional Source is set to On)		<-		-	-	-	-	-
	AUX6	(when Additional Source is set to On)	Z3AUX6 <cr></cr>	<-	0	-	-	-	-	-
	AUX7	(when Additional Source is set to On)	Z3AUX7 <cr></cr>	<-	0		•	-	-	-
	ВІ	Bluetooth	Z3BT <cr></cr>	<-	0	0	0	-	-	-
	USB/IPOD		Z3USB/IPOD <cr></cr>	<-	0	0	0	-	-	-
	USB	Select INPUT source USB and USB Start Playback	Z3USB <cr></cr>	<-	0	0	0	-	-	-
	IPD	Select INPUT source USB and iPod DIRECT Start Playback	Z3IPD <cr></cr>	<-	0	0	0	-	•	-
	IRP	Select INPUT source NET/USB and iRadio Recent Play	Z3IRP <cr></cr>	<-	0	0	0	-	-	-
	FVP	Select INPUT source NET/USB and Favorites Play	Z3FVP <cr></cr>	<-	0	0	0	-	-	-
	QUICK1	Z3 QUICK SELECT 1-5 MODE SELECT	Z3QUICK1 <cr></cr>	<-	0	0	0	-	-	-
	QUICK2		Z3QUICK2 <cr></cr>	<-	0	0	0	-	-	-
	QUICK3		Z3QUICK3 <cr></cr>	<-	0	0	0	-	-	-
	QUICK4		Z3QUICK4 <cr></cr>	<-	0	0	0	-	-	-
	QUICK5		Z3QUICK5 <cr></cr>	<-	0	0	0	-		-
	-		-	Z3QUICK0 <cr></cr>	0	0	0	-		-
	OUICK1 MEMORY	Z3 QUICK SELECT 1-5 MODE MEMORY	Z3QUICK1 MEMORY <cr< td=""><td></td><td>0</td><td>0</td><td>0</td><td>-</td><td>-</td><td>-</td></cr<>		0	0	0	-	-	-
	QUICK2 MEMORY		Z3QUICK2 MEMORY <cr< td=""><td></td><td>0</td><td>0</td><td>0</td><td>-</td><td></td><td>-</td></cr<>		0	0	0	-		-
	QUICK3 MEMORY		Z3QUICK3 MEMORY <cr< td=""><td></td><td>0</td><td>0</td><td>0</td><td>-</td><td>-</td><td>-</td></cr<>		0	0	0	-	-	-
	QUCIK4 MEMORY		Z3QUICK3 MEMORY <cr< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td>-</td></cr<>							-
					0	0	0	-	-	
	QUICK5 MEMORY		Z3QUICK5 MEMORY <cr< td=""><td>&gt; &lt;-</td><td>0</td><td>0</td><td>0</td><td>-</td><td>-</td><td>-</td></cr<>	> <-	0	0	0	-	-	-
	QUICK ?	Return MSQUICK Status	Z3QUICK ? <cr></cr>		0	0	0	-		-
	FAVORITE1	Z3 favorite 1-4 Mode select.	Z3FAVORITE1 <cr></cr>	<-	-	-	-	-	-	-
	FAVORITE2		Z3FAVORITE2 <cr></cr>	<-	-	-	-	-	-	-
	FAVORITE3		Z3FAVORITE3 <cr></cr>	<-	-	-	-	-	-	-
	FAVORITE4		Z3FAVORITE4 <cr></cr>	<-	-	-	-	-	-	-
		DRZ3 favorite 1-4 Mode Memory.	Z3FAVORITE1 MEMORY	<q<-< td=""><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></q<-<>	-	-	-	-	-	-
	FAVORITE2 MEMO		Z3FAVORITE2 MEMORY	<q<-< td=""><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></q<-<>	-	-	-	-	-	-
				•						

		DNSE PARAMETER list	avan1-	DECDONCE/c(-)	FII	FII	FII	FII	FII	
СОММА	AN PARAMETER	function	example	RESPONSE(example)	EU	EU	EU	EU	EU	
	FAVORITE3 ME		Z3FAVORITE3 MEMORY		-	-	-	-	-	
	FAVORITE4 ME		Z3FAVORITE4 MEMORY		-	-	-	-	-	
	UP	ZONE3 VOLUME UP/DOWN , direct change to **dB	Z3UP <cr></cr>	Z380 <cr></cr>	0	0	0	-	-	
	DOWN	*** 00 / 00 / A00// 00 0 /P 00 // (A//A/)	Z3DOWN <cr></cr>	Z380 <cr></cr>	0	0	0	•	•	
	^^	**:00 to 98 by ASCII , 80=0dB, 00=(MIN)	Z380 <cr></cr>	<-	0	0	0	•	•	
	011	Refer to Volume_CMD sheet	70011.00		0	0	0			
	ON	ZONE3 ON/OFF change	Z3ON <cr></cr>	<-	0	0	0	-	-	
	OFF	D. C 70.00 d. d.	Z30FF <cr></cr>	<-	0	0	0	-	-	
701411	? ON	Return Z3 Status	Z3? <cr></cr>		0	0	0	•	-	
Z3MU	ON	ZONE3 OUTPUT MUTE ON/OFF change	Z3MUON <cr></cr>	<-	0	0	0	-	-	
	OFF		Z3MUOFF <cr></cr>	<-	0	0	0	•	•	
7000	?	Return Z3MU Status	Z3MU? <cr></cr>		0	0	0	-	-	
Z3CS	ST	ZONE3 Channel setting	Z3CSST <cr></cr>	<-	0	0	0	•	•	
	MONO		Z3CSMONO <cr></cr>	<-	0	0	0	· ·	-	
7001	?	Return Z3CS Status	Z3CS? <cr></cr>	700//5/ 50 00	0	0	0	-		
Z3CV	FL UP	ZONE3 CHANNEL VOLUME UP/DOWN , direct change to **dB	Z3CVFL UP <cr></cr>	Z3CVFL 50 <cr></cr>	0	0	0	-	-	
	FL DOWN	FRONT Lch	Z3CVFL DOWN <cr></cr>	Z3CVFL 50 <cr></cr>	0	0	0	-	-	
	FL **	**:38 to 62 by ASCII , 50=0dB	Z3CVFL 50 <cr></cr>	<-	0	0	0	-	-	
	FR UP	ZONE3 CHANNEL VOLUME UP/DOWN , direct change to **dB	Z3CVFR UP <cr></cr>	Z3CVFR 50 <cr></cr>	0	0	0	-	-	
	FR DOWN	FRONT Rch	Z3CVFR DOWN <cr></cr>	Z3CVFR 50 <cr></cr>	0	0	0	-	-	
	FR **	**:38 to 62 by ASCII, 50=0dB	Z3CVFR 50 <cr></cr>	<-	0	0	0	-	-	
	?	Return Z3CV Status	Z3CV? <cr></cr>	Z3CVFR 50 <cr></cr>	0	0	0	-	-	
Z3HPF		ZONE3 HPF ON/OFF	Z3HPFON <cr></cr>	<-	0	0	0	-	-	
	OFF		Z3HPFOFF <cr></cr>	<-	0	0	0	-	-	
	?	Return Z3HPF Status	Z3HPF? <cr></cr>		0	0	0	-	-	
Z3PS	BAS UP	ZONE3 BASS UP/DOWN , direct change to **dB	Z3PSBAS UP <cr></cr>	Z3PSBAS 50 <cr></cr>	0	0	0	-	-	
	BAS DOWN	**:00 to 99 by ASCII , 00=0dB from -10 to +10(40 to 60)	Z3PSBAS DOWN <cr></cr>	Z3PSBAS 50 <cr></cr>	0	0	0	-	-	
	BAS **	from -14 to +14 /2dBstep (36 to 64) ※X4100 only	Z3PSBAS 50 <cr></cr>	<-	0	0	0	-	-	
	BAS ?	Return Z3PSBAS Status	Z3PSBAS ? <cr></cr>		0	0	0	-	-	
	TRE UP	ZONE3 TREBLE UP/DOWN, direct change to **dB	Z3PSTRE UP <cr></cr>	Z3PSTRE 50 <cr></cr>	0	0	0	-	-	
	TRE DOWN	**:00 to 99 by ASCII , 00=0dB from -10 to +10(40 to 60)	Z3PSTRE DOWN <cr></cr>	Z3PSTRE 50 <cr></cr>	0	0	0	-	-	
	TRE **	from -14 to +14 /2dBstep (36 to 64) ※X4100 only	Z3PSTRE 50 <cr></cr>	<-	0	0	0	-	-	
	TRE ?	Return Z3PSTRE Status	Z3PSTRE ? <cr></cr>		0	0	0			
Z3SLP	OFF	ZONE3 SLEEP TIMER setting	Z3SLPOFF <cr></cr>	<-	0	0	0	-		
1_00	***	***:001 to 120 by ASCII , 010=10min	Z3SLP120 <cr></cr>	<-	0	0	0	-		
	?	Return SLP Status	Z3SLP? <cr></cr>		0	0	0	-	-	
Z3STBY	′ 2H	ZONE3 Auto Standby setting	Z3STBY2H <cr></cr>	<-	0	0	0	-	-	
200101	4H		Z3STBY4H <cr></cr>	<-	0	0	0	-	-	
	8H		Z3STBY8H <cr></cr>	<u> </u>	0	0	0	-	-	
	OFF		Z3STBYOFF <cr></cr>	<-	0	0	0	-	-	
	2	Return Z3STBY Status	Z3STBY? <cr></cr>		0	0	0	-	-	
TF	ANUP	TUNER Frequency UP/DOWN	TFANUP <cr></cr>	TFAN105000 <cr></cr>	0	0	0	0	0	
''	ANDOWN	TONER T Tequelloy Of /DOWN	TFANDOWN <cr></cr>	TFAN105000 <cr></cr>	0	0	0	0	0	
	AN*****	****.** kHz at AM band (>050000 is AM.)	TFAN105000 <cr></cr>		0	0	0	0	0	
	(6 digits)	****.** MHz at FM band (<050000 is FM.)	(1050.00kHz at AM)					J	J	
	AN?	Return TF Status	TFAN? <cr></cr>		0	0	0	0	0	
	ANNAME?	Return 1F Status  Return RDS Station Name (EU,AP Only)	TFANNAME? <cr></cr>	TFANNAME123456878 <cr></cr>			J	U	J	
	AININAIVIE!	Return NDS Station Name (EU,AF Only)	TFAININAIVIE!	(Station Name"12345678") If station name is NULL:	0	0	0	0	0	
				TEANNAME <cr>(" "is space)</cr>	_					
TP	ANUP	TUNER PRESET CH UP/DOWN , direct change to No.**	TPANUP <cr></cr>	TPAN01 <cr></cr>	0	0	0	0	0	
	ANDOWN		TPANDOWN <cr></cr>	TPAN01 <cr></cr>	0	0	0	0	0	<u> </u>
	AN**(PRESET N	lo.)  ** : 01-56	TPAN01 <cr></cr>	<-	0	0	0	0	0	
			(PRESET No."01")							
	AN?	Return TP Status	TPAN? <cr></cr>		0	0	0	0	0	
1	ĺ		ĺ	TPANOFF/CR>				0		

TPANOFF<CR>

HDMEM\*\*(PRESET I HD PRESET MEMORY \*\*: 01-56 01=CH01,56=CH56 Last Update: Jun 30. 2015 (Refer to "Revision")

COM	MAND	and RESPON	NSE PARAMETER list			AVR-X7200V	AVR-X5200W	AVR-X4100V	VAVR-X3100W	AVR-X2100W	AVR-X1100\
		NPARAMETER	function	example	RESPONSE(example)	EU	EU	EU	EU	EU	EU
		ANMEM	TUNER PRESET MEMORY	TPANMEM <cr></cr>	TPANMEM <cr></cr>						
					<b>↓</b>						
					TPANUP <cr></cr>						
					or TPANDOWN <cr></cr>	0	0	0	0	0	0
					or TPAN** <cr></cr>						
					↓ TPANMEM <cr></cr>						
		ANMEM**(PRESE	T NTUNER PRESET MEMORY	TPANMEM01 <cr></cr>	<-	0	0	0	0	0	0
			** : 01-56								
	TM		TUNER BAND, MODE Select			0	0	0	0	0	0
		ANAM	Band set to AM	TMANAM <cr></cr>	<-						
		ANFM	Band set to FM	TMANFM <cr></cr>	<-	0	0	0	0	0	0
		AN?	Return TM Status	TMAN? <cr></cr>		0	0	0	0	0	0
		ANAUTO	Tuning mode set to AUTO mode	TMANAUTO <cr></cr>	<-	0	0	0	0	0	0
		ANMANUAL	Tuning mode set to MANUAL mode	TMANMANUAL <cr></cr>	<-	0	0	0	0	0	0
D Radio Control	TF	HDUP	HD Channel UP/DOWN, direct change	TFHDUP <cr></cr>	TFHD105000 <cr></cr>	-	-	-	-	-	-
		HDDOWN		TFHDDOWN <cr></cr>	TFHD105000 <cr></cr>	-	-	-	-	-	-
		HD*****	****.** kHz at AM band (>050000 is AM.)	TFHD105000 <cr></cr>	<-	-	-	-	-	-	- /
		(6 digits)	****.** MHz at FM band (<050000 is FM.)	(1050.00kHz at AM)							
		HDMC*(1 digit)	HD Multi Cast CH Select	TFHDMC2 <cr></cr>	<-	-	-	-	-	-	-
			(*: Multi Cast 1~8, Analog 0)								
		HD*****MC*	Frequency and HD Multi Cast CH Select	TFHD008750MC5 <cr></cr>	*command only	-	-	-	-	-	-
		HD?	Return TFHD Status	TFHD? <cr></cr>		-	-	-	-	-	-
	TP	HDUP	HD PRESET CH UP/DOWN, direct change to No.**	TPHDUP <cr></cr>	TPHD01 <cr></cr>	-	-	-	-	-	-
		HDDOWN		TPHDDOWN <cr></cr>	TPHD01 <cr></cr>	-	-	-	-	-	-
		HD**	** : 01-56	TPHD01 <cr></cr>	<-	-	-	-	-	-	-
		(PRESET No.)		(PRESET No."01")							
		HD?	Return TPHD Status	TPHD? <cr></cr>		-	-	-	-	-	-
					TPHDOFF <cr></cr>	-	-	-	-	-	-
		HDMEM	HD PRESET MEMORY	TPHDMEM <cr></cr>	TPHDMEM <cr></cr>						
					1						
					TPHDUP <cr></cr>						
					or TPHDDOWN <cr></cr>	-	-	-	-	-	-
					or TDUD** .CD.						

TPHDMEM01<CR>

or TPHD\*\*<CR>

TPHDMEM\_CP

COMM	AN PARAMETER	function	example	RESPONSE(example)	EU	EU	EU	EU	EU	
TM	HDAM	HD RADIO BAND, MODE Select	TMHDAM <cr></cr>	<-	-	-	-	-	-	
	LIDEM	Band set to AM	TMHDFM <cr></cr>	1.						
	HDFM	Band set to FM		<-	-	-	-	-	-	4
	HDAUTOHD	Tuning mode set to AUTO-HD mode	TMHDAUTOHD <cr></cr>	<-	-	-	-	-	-	
	HDAUTO HDMANUAL	Tuning mode set to AUTO mode	TMHDAUTO <cr> TMHDMANUAL<cr></cr></cr>	<-	-	-	-	-	-	4
	HDANAAUTO	Tuning mode set to MANUAL modeTuning mode set to ANALOG AUTO mode	TMHDANAAUTO <cr></cr>	<-	-	-	-	-	-	-
	HDANAMANU	Tuning mode set to ANALOG AUTO mode	TMHDANAMANU <cr></cr>	<-	-	-	-	-	-	
	HD?	Return TMHD Status	TMHD? <cr></cr>	<-	-	-	-	-	-	
HD	2	Return HD Status	HD? <cr></cr>		-	-	-		-	
TID.	ľ	BAND, STATION NAME, MULTI CAST CURRENT CHANNEL, MULTI CAST NUMBER, SIGNAL LEV ARTIST, TITLE, ALBUM, GENRE, PROGRAM TYPE,				-				
				HDST NAME ******* <cr></cr>	-	-	-	-	-	4
				HDSIG LEV 0 <cr></cr>	-	-	-		-	4
				HDSIG LEV 1 <cr></cr>	•	-	-	-	-	4
				HDSIG LEV 2 <cr></cr>	-	-	-	-	-	
				HDSIG LEV 4 - CP	-	-	-		-	
				HDSIG LEV 4 <cr> HDSIG LEV 5<cr></cr></cr>	-	-	-			
				HDSIG LEV 5 <cr> HDSIG LEV 6<cr></cr></cr>	-	-	-	-	-	
				HDSIG LEV 6 <cr> HDMLT CURRCH *<cr></cr></cr>	-	-	-	-	-	
				HDMLT CURRCH * <cr></cr>	-	-	-	-	-	
				HDPTY (18 digits) <cr></cr>	-			-	-	
				HDARTIST (40 digits) <cr></cr>	-	-	-	-	-	
				HDTITLE (40 digits) <cr></cr>		-	-		-	
				HDALBUM (40 digits) <cr></cr>	-	-	-	-	-	4
				HDGENRE (23 digits) <cr></cr>	-	-	-	-	-	
				HDMODE DIGITAL <cr></cr>	-	-	-	-	-	
				HDMODE ANALOG <cr></cr>	-	-	-	-	-	
ontroNS	90	"Cursor Up" Control	NS90 <cr></cr>	*command only	0	0	0	0	0	$\overline{}$
ol	91	"Cursor Down" Control	NS91 <cr></cr>	**command only	0	0	0	0	0	1
ol	92	"Cursor Left" Control	NS92 <cr></cr>	**command only	0	0	0	0	0	1
	93	"Cursor Right" Control	NS93 <cr></cr>	*command only	0	0	0	0	0	1
	94	"Enter (Play/Pause)" Control	NS94 <cr></cr>	*command only	0	0	0	0	0	1
	9A	"Play" Control	NS9A <cr></cr>	*command only	0	0	0	0	0	
	9B	"Pause" Control	NS9B <cr></cr>	*command only	0	0	0	0	0	
	9C	"Stop" Control	NS9C <cr></cr>	*command only	0	0	0	0	0	
	9D	"Skip Plus" Control	NS9D <cr></cr>	*command only	0	0	0	0	0	
	9E	"Skip Minus" Control	NS9E <cr></cr>	*command only	0	0	0	0	0	
	9F	"Manual Search Plus" Control(USB/iPod,Media Server,Bluetooth)	NS9F <cr></cr>	*command only	0	0	0	0	0	
	9G	"Manual Search Minus" Control(USB/iPod,Media Server,Bluetooth)	NS9G <cr></cr>	*command only	0	0	0	0	0	
	9H	"Repeat One"	NS9H <cr></cr>	*command only				1		1
		(Media Server,USB,iPod Direct,Bluetooth)			0	0	0	0	0	
	91	"Repeat All" (Media Server,USB,iPod Direct,Bluetooth)	NS9I <cr></cr>	**command only	0	0	0	0	0	
	9J	"Repeat Off" (Media Server,USB,iPod Direct, <b>Bluetooth</b> )	NS9J <cr></cr>	**command only	0	0	0	0	0	
	9K	"Random On" (Media Server, USB, <b>Bluetooth</b> )  "Shuffle Songs" Control (iPod Direct Only)	NS9K <cr></cr>	**command only	0	0	0	0	0	
	9M	"Random Off" (Media Server, USB,, Bluetooth)	NS9M <cr></cr>	**command only						-
		"Shuffle Off" Control (iPod Direct)			0	0	0	0	0	

# **COMMAND and RESPONSE PARAMETER list**

PARAMETER	function	example	RESPONSE(example)	EU	EU	EU	EU	EU	1
9W	Toggle Switch "From iPod Mode/On Screen Mode" Control (iPod Direct only)	NS9W <cr></cr>	**command only	0	0	0	0	0	
9X	"Page Next" Control (except <b>Bluetooth</b> , AirPlay, Spotify remote)	NS9X <cr></cr>	*command only	0	0	0	0	0	
9Y	"Page Previous" Control (except <b>Bluetooth</b> , AirPlay, Spotify remote)	NS9Y <cr></cr>	*command only	0	0	0	0	0	
9Z	"Manual Search STOP" Control(USB/iPod,Media Server,Bluetooth)	NS9Z <cr></cr>	*command only	0	0	0	0	0	
RPT	"Repeat(toggle)" (Media Server,USB,iPod Direct,Spotify,AirPlay,Bluetooth)	NSRPT <cr></cr>	**command only	0	0	0	0	0	
RND	"Random(toggle)" (Media Server,USB,iPod Direct,Spotify,AirPlay,Bluetooth)	NSRND <cr></cr>	**command only	0	0	0	0	0	
B** (PRESET No.)	Preset Call (except Bluetooth, USB/iPod)  **: 00-55 → 00-35(2014 AVR)	NSB00 <cr></cr>	**command only	0	0	0	0	0	
C** (PRESET No.)	Preset Memory (except Bluetooth, USB/iPod)  **: 00-55 → 00-35(2014 AVR)	NSC00 <cr></cr>	NSC00 <cr> NSCOK<cr></cr></cr>	0	0	0	0	0	
	Net Audio Preset Name status (UTF-8) (except Bluetooth, USB/iPod)	NSH <cr></cr>	NSH <cr> (Return) NSH00*********(20 digits)<cr>(Preset Name : 01) NSH01********(20 digits)<cr>(Preset Name : 02)  NSH35********(20 digits)<cr>(Preset Name : 36)</cr></cr></cr></cr>	0	Ο	0	0	0	
FV MEM	Add Favorites folder	NSFV MEM <cr></cr>		0	0	0	0	0	
	Return Onscreen Display Information List	NSA <cr></cr>		<u> </u>					
	(ASCII CODE Character) *ASCII Character(MAX96byte) _:Null ?: Don't Care (The character after Null should be disregarded) %:Cursor&Playable Information Data(1byte) Bit1:Playable Music =1 Bit2:Directory Bit3:Don't Care Bit4:CURSOR SELECT=1 Bit7:Picture Bit5,6,8:Don't Care ************************************	(Return NSA0-NSA8)	NSA0 <cr> (Return) NSA0************************************</cr>	0	Ο	0	0	0	

COMMAND   PARAMETER   Stricts   Service   Se	COM	IMAND a	and RESPON	ISE PARAMETER list			AVR-X7200W	AVR-X5200W	AVR-X4100W	AVR-X3100WA	/R-X2100W	/AVR-X1100W
					example	RESPONSE(example)	EU	EU	EU	EU	EU	EU
NSE   Request Christiene Display Information List   NSE-CB-   NSAMMAN   NSAM						NSA0Now Playing USB_?????? <cr> NSA1**Song_????????????????<cr> NSA2**/Artist_?????????????<cr> NSA3**bitrate_?????????????<cr> NSA4**Album_??????????????<cr> NSA5***00:11 100%_???<cr> NSA6_?????????????????????<cr> NSA6_??????????????????????</cr></cr></cr></cr></cr></cr></cr>						
NSE						NSANow Playing_?????? <cr></cr>						
NSE   Request Orecreen Display Information List   NSE-CE2   NSA 3797977777777777 CR   NSA 37979777777777 CR   NSA 3797977777777 CR   NSA 3797977777777 CR   NSA 379797777777 CR   NSA 379797777777 CR   NSA 379797777777 CR   NSA 379797777777 CR   NSA 37979777777 CR   NSA 379797777777 CR   NSA 379797777777 CR   NSA 379797777777 CR   NSA 37979777777 CR   NSA 3797977777 CR   NSA 37979777777 CR   NSA 37979777777 CR   NSA 3797977777 CR   NSA 37979777777 CR   NSA 379797777777 CR   NSA 37979777777 CR   NSA 37979777777 CR   NSA 379797777777 CR   NSA 37979777777 CR   NSA 37979777777 CR   NSA 379797777777 CR   NSA 37979777777 CR   NSA 37979777777 CR   NSA 379797777777 CR   NSA 37979777777 CR   NSA 379797777777 CR   NSA 37979777777 CR   NSA 37979777777 CR   NSA 379797777777 CR   NSA 37979777777 CR   NSA 37979777777 CR   NSA 379797777777 CR   NSA 37979777777 CR   NSA 37979777777 CR   NSA 379797777777 CR   NSA 379797777777 CR   NSA 37979777777 CR   NSA 379797777777 CR   NSA 379797777777 CR   NSA 379797777777 CR   NSA 37979777777 CR   NSA 379797777777 CR   NSA 3797977777777 CR   NSA 37979777777777 CR   NSA 37979777777777 CR   NSA 379797777777777 CR   NSA 37979777777777777 CR   NSA 379797777777777 CR   NSA 37979777777777 CR   NSA 37979777777777 CR   NSA 3797977777777 CR   NSA 379797777777 CR   NSA 3797977777777 CR   NSA 3797977777777 CR   NSA 379797777777 CR   NSA 379797777777 CR   NSA 379797777777 CR   NSA						NSA2 <b>※Artist_???????????????</b>						
NSE						NSA3※??????????????????						
NSE						> NSA4**Album_??????????????						
NSE						> NSA5_????????????????????						
(UTF-6 CODE Character)						R> NSA6_?????????????????????						
(UTF-6 CODE Character)		NSE		Request Onscreen Display Information List	NSE <cr></cr>	R	0	0	0	0	0	0
Bit2 Directory   Bit5 Dant Care   Bit5 B. Dant Care   Bit				*UTF-8 Character(MAX96byte) _:Null ?: Don't Care (The character after Null should be disregarded) %:Cursor&Playable Information Data(1byte)	(Return NSE0-NSE8)	(Return) NSE0************************************					0	
(example)   NSEONOW Playing USB, 7277777777777777777777777777777777777				Bit2:Directory Bit3:Don't Care Bit4:CURSOR SELECT=1 Bit7:Picture		R> NSE3%(Flag1byte)********_???(95byte) <c R&gt; NSE4%(Flag1byte)********_???(95byte)<c R&gt;</c </c 		O	O	O	O	O
NSENow Playing _???????CR   NSE1\title_????????????????CR   NSE2\title_????????????????????????????????????					(example)	NSE0Now Playing USB_?????? <cr> NSE1**Song_???????????????<cr> NSE2**Artist_??????????????<cr> NSE3**_??????????????????<cr> NSE4**Album_??????????????<cr> NSE5**_00:11</cr></cr></cr></cr></cr>						
NSE3%????????????????????????????????????						NSENow Playing _?????? <cr></cr>						
CR   NSE4*Album_????????????????????????????????????						>						
CDN "Cursor Down" Control MNCDN <cr> %command only O O O O O</cr>						<cr> NSE4**Album_????????????????&lt; CR&gt;</cr>						
	System Control											
										<del></del>		

## COMM

MAND a	and RESPO	NSE PARAMETER list			AVR-X/200W	AVR-X5200W	/AVR-X4100W	AVR-X3100VV	AVR-X2100W	/AVR-X1100V
COMMAN	PARAMETER	function	example	RESPONSE(example)	EU	EU	EU	EU	EU	EU
	CRT	"Cursor Right" Control	MNCRT <cr></cr>	*command only	0	0	0	0	0	0
	ENT	"Enter" Control	MNENT <cr></cr>	*command only	0	0	0	0	0	0
	RTN	"RETURN" Control	MNRTN <cr></cr>	*command only	0	0	0	0	0	0
	OPT	"OPTION" Control	MNOPT <cr></cr>	*command only	0	0	0	0	0	0
	INF	"INFO"Control	MNINF <cr></cr>	*command only	0	0	0	0	0	0
	CHL	"Channel Level Adjust"menu on/offControl	MNCHL <cr></cr>	*command only	0	0	0	0	0	0
	MEN ON	"Setup Menu ON" Control	MNMEN ON <cr></cr>	<-	0	0	0	0	0	0
	MEN OFF	"Setup Menu OFF" Control	MNMEN OFF <cr></cr>	<-	0	0	0	0	0	0
	MEN?	Return MNMEN(Menu) status	MNMEN? <cr></cr>		0	0	0	0	0	0
				MNMEN ON <cr></cr>	0	0	0	0	0	0
				MNMEN OFF <cr></cr>	0	0	0	0	0	0
	PRV ON	"InstaPrevue ON" Control	MNPRV ON <cr></cr>	<-	-	-	-	-	-	-
	PRV OFF	"InstaPrevueu OFF" Control	MNPRV OFF <cr></cr>	<-	-	-	-	-	-	-
		status only (when InstaPrevue is not available)		MNPRV NG <cr></cr>	-	-		-	-	-
	PRV? <cr></cr>	Return MNPRV(InstaPrevue) status	MNPRV? <cr></cr>		-	-		-	-	-
				MNPRV ON <cr></cr>	-	-	-	-	-	-
				MNPRV OFF <cr></cr>	-	-		-	-	-
	ZST ON	"All Zone Stereo" direct Control	MNZST ON <cr></cr>	<-	0	0	0	0	0	0
	ZST OFF	"All Zone Stereo" direct Control	MNZST OFF <cr></cr>	<-	0	0	0	0	0	0
	ZST? <cr></cr>	Return MNZST status	MNZST? <cr></cr>		0	0	0	0	0	0
				MNZST ON <cr></cr>	0	0	0	0	0	0
				MNZST OFF <cr></cr>	0	0	0	0	0	0
		ON REMOTE CONTROL LOCK ON/OFF	SYREMOTE LOCK ON	<cr:<-< td=""><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td></cr:<-<>	0	0	0	0	0	0
	REMOTE LOCK C		SYREMOTE LOCK OF		0	0	0	0	0	0
	PANEL LOCK ON	PANEL BUTTON(Except MASTER VOL.)CONTROL LOCK ON	SYPANEL LOCK ON<	CR> <-	0	0	0	0	0	0
		ON PANEL BUTTON & MASTER VOL. CONTROL LOCK ON	SYPANEL+V LOCK ON	I <cr<-< td=""><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td></cr<-<>	0	0	0	0	0	0
	PANEL LOCK OF	F PANEL BUTTON & MASTER VOL. CONTROL LOCK OFF	SYPANEL LOCK OFF<	CR> <-	0	0	0	0	0	0
TR	1 ON	Trigger 1 ON/OFF Control	TR1 ON <cr></cr>	<-	0	0	0	0	-	-
	1 OFF		TR1 OFF <cr></cr>	<-	0	0	0	0	-	-
	2 ON	Trigger 2 ON/OFF Control	TR2 ON <cr></cr>	<-	0	0	0	-	-	-
	2 OFF		TR2 OFF <cr></cr>	<-	0	0	0	-	-	-
	?	Return TR Status	TR? <cr></cr>	TR1 ON <cr></cr>	0	0	0	0	-	-
				TR2 ON <cr></cr>		Ŭ	Ū			

DMMAND and RESPONSE PARAMETER list					AVR-X7200W	AVR-X5200W	/AVR-X4100W	AVR-X3100W	/AVR-X2100W	/AVR-X1100V
COMMA	N PARAMETER	function	example	RESPONSE(example)	EU	EU	EU	EU	EU	EU
UG	IDN	ID Number for UPGRADE is displayed on FL Display *******:12-digit ID Number	UGIDN <cr></cr>		0	0	0	0	0	0
				UGIDN *********CR>	0	0	0	0	0	0
				UGIDN NG <cr></cr>	0	0	0	0	0	0
RM	STA	REMOTE MAINTENANCE Mode Start	RM STA <cr></cr>	<-	0	0	0	0	0	-
	END	REMOTE MAINTENANCE Mode End	RM END <cr></cr>	<-	0	0	0	0	0	-
	?	Return RM Status	RM ? <cr></cr>	RM ON <cr></cr>	0	0	0	0	0	-
				RM OFF <cr></cr>		O	O	O	O	
DIM	BRI	Dimmer = Bright	DIM BRI <cr></cr>	<-	0	0	0	0	0	0
	DIM	Dimmer = Dim	DIM DIM <cr></cr>	<-	0	0	0	0	0	0
	DAR	Dimmer = Dark	DIM DAR <cr></cr>	<-	0	0	0	0	0	0
	OFF	Dimmer = Off	DIM OFF <cr></cr>	<-	0	0	0	0	0	0
	SEL	Dimmer setting select(Toggle) Bright→Dim→Dark→Off	DIM SEL <cr></cr>	<-	0	0	0	0	0	0
	?	Return DIM Status	DIM ? <cr></cr>	<-	0	0	0	0	0	0

Revision FY14V01 4/28/2014 FY14V02 6/8/2014 Added X4100/x5200

FY14V03 11/6/2014 Added X7200

FY14V04 1/8/2015 Added commands for Auro-3D Upgrade FY14V05 2/20/2015 Added commands for X7200A CHINA

The command for X7200A is same as X7200.

FY14V06 6/30/2015 Revised