

Kramer Electronics, Ltd.



Protocol 3000

Version 1.00 (Full Version)

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Note that “Protocol 3000 compatible” does not imply that a machine includes all of the commands below. Each machine uses a sub-set of Protocol 3000, as per its needs.

1 Protocol 3000 Syntax

1.1 Host Message Format

| Start | Address (optional) | Body | Delimiter |
|-------|------------------------|---------|-----------|
| # | <i>Destination_id@</i> | Message | CR |

1.1.1 Simple Command

Command string with only one command without addressing:

| Start | Body | Delimiter |
|-------|--|-----------|
| # | Command SP <i>Parameter_1,Parameter_2,...</i> | CR |

1.1.2 Command String

Formal syntax with commands concatenation and addressing:

| Start | Address | Body | Delimiter |
|-------|------------------------|---|-----------|
| # | <i>Destination_id@</i> | Command_1 <i>Parameter1_1,Parameter1_2,.../</i> Command_2 <i>Parameter2_1,Parameter2_2,.../</i> Command_3 <i>Parameter3_1,Parameter3_2,.../...</i> | CR |

1.2 Device Message Format

| Start | Address (optional) | Body | delimiter |
|-------|--------------------|---------|---------------------|
| ~ | <i>Sender_id@</i> | Message | CR LF |

1.2.1 Device Long Response

Echoing command:

| Start | Address (optional) | Body | Delimiter |
|-------|--------------------|---|---------------------|
| ~ | <i>Sender_id@</i> | Command SP [<i>Param1 ,Param2 ...</i>] result | CR LF |

CR = Carriage return (ASCII 13 = 0x0D)

LF = Line feed (ASCII 10 = 0x0A)

SP = Space (ASCII 32 = 0x20)

1.3 Command Terms

Command

A sequence of ASCII letters ('A'-'Z', 'a'-'z' and '-').

Command and parameters must be separated by at least one space.

Parameters

A sequence of alphanumeric ASCII characters ('0'-'9', 'A'-'Z', 'a'-'z' and some special characters for specific commands). Parameters are separated by commas.

Message string

Every command entered as part of a message string begins with a **message starting character** and ends with a **message closing character**.

Note: A string can contain more than one command. Commands are separated by a pipe ('|') character.

Message starting character

'#' – For host command/query

'~' – For machine response

Device address (Optional, for K-NET)

K-NET Device ID followed by '@'

Query sign

'?' follows some commands to define a query request.

All outputs sign

'*' defines all outputs.

Message closing character

CR – For host messages; carriage return (ASCII 13)

CRLF – For machine messages; carriage return (ASCII 13) + line-feed (ASCII 10)

Command chain separator character

When a message string contains more than one command, a pipe ('|') character separates each command.

Spaces between parameters or command terms are ignored.

1.4 Entering Commands

You can directly enter all commands using a terminal with ASCII communications software, such as HyperTerminal, Hercules, etc. Connect the terminal to the serial, Ethernet, or USB port on the Kramer device. To enter **CR**, press the Enter key. (**LF** is also sent but is ignored by command parser).

For commands sent from some non-Kramer controllers like Crestron, some characters require special coding (such as, /X##). Refer to the controller manual.

1.5 Command Forms

Some commands have short name syntax in addition to long name syntax to allow faster typing. The response is always in long syntax.

1.6 Command Chaining

Multiple commands can be chained in the same string. Each command is delimited by a pipe character ('| '). When chaining commands, enter the **message starting character** and the **message closing character** only once, at the beginning of the string and at the end.

Commands in the string do not execute until the closing character is entered.

A separate response is sent for every command in the chain.

1.7 Maximum String Length

64 characters

1.8 Backward Support

Protocol 2000 is transparently supported by Protocol 3000. You can switch between protocols using a switch protocol command from either platform.

2 Commands

2.1 Help Commands

| Command | Syntax | Response |
|----------------------|-------------|-----------------|
| Protocol handshaking | # CR | ~OK CRLF |

2.2 Device Initiated Messages

| Command | Syntax |
|---------------|--|
| Start message | Kramer Electronics LTD. , Device Model Version Software Version |

Switcher actions:

| | |
|---|----------------------|
| Audio-video channel has switched (AFV mode) | AV IN>OUT |
| Video channel has switched (breakaway mode) | VID IN>OUT |
| Audio channel has switched (breakaway mode) | AUD IN>OUT |

2.3 Result and Error Codes

| | Syntax |
|-------------------------------------|-------------------------------------|
| Command ran successfully, no error. | COMMAND PARAMETERS OK |

Protocol Errors:

| | |
|---|--------|
| Syntax error | ERR001 |
| Command not available for this device | ERR002 |
| Parameter is out of range | ERR003 |
| Unauthorized access (command run without the matching login). | ERR004 |

2.4 Basic Routing Commands

| Command | Syntax | Response |
|------------------------|--|---|
| Switch audio and video | AV <u>IN</u> > <u>OUT</u> , <u>IN</u> > <u>OUT</u> , ... | AV <u>IN</u> > <u>OUT</u> , <u>IN</u> > <u>OUT</u> ... <u>RESULT</u> |
| Switch video only | VID <u>IN</u> > <u>OUT</u> , <u>IN</u> > <u>OUT</u> , ... Short form: V <u>IN</u> > <u>OUT</u> , <u>IN</u> > <u>OUT</u> , ... | VID <u>IN</u> > <u>OUT</u> , <u>IN</u> > <u>OUT</u> , ... <u>RESULT</u> |

Note:

When AFV mode is active, this command also switches audio. If audio is in breakaway mode, the device display mode changes to show the audio connection status.

| | | |
|-------------------|--|---|
| Switch audio only | AUD <u>IN</u> > <u>OUT</u> , <u>IN</u> > <u>OUT</u> , ... Short form: A <u>IN</u> > <u>OUT</u> , <u>IN</u> > <u>OUT</u> , ... | AUD <u>IN</u> > <u>OUT</u> , <u>IN</u> > <u>OUT</u> , ... <u>RESULT</u> |
|-------------------|--|---|

Note:

When AFV mode is active, this command also switches video.

| | | |
|-----------------------------------|--|---|
| Read video connection | VID? <u>OUT</u> Short form: V? <u>OUT</u> VID? * | VID <u>IN</u> > <u>OUT</u> VID <u>IN</u> >1, <u>IN</u> >2, ... |
| Read audio connection | AUD? <u>OUT</u> Short form: A? <u>OUT</u> AUD? * | AUD <u>IN</u> > <u>OUT</u> AUD <u>IN</u> >1, <u>IN</u> >2, ... |
| Reset video and audio connections | AV-RST | AV-RST <u>RESULT</u> |

Parameter Description:

IN = Input number or '0' to disconnect output.

'>' = Connection character between in and out parameters.

OUT = Output number or '*' for all outputs.

Examples:

| | | |
|--|--|--|
| Switch video and audio input 3 to output 7 | #AV 3>7 <u>CR</u> | ~AV 3>7 OK <u>CRLF</u> |
| Switch video input 2 to output 4 | #V 2>4 <u>CR</u> | ~VID 2>4 OK <u>CRLF</u> |
| Switch video input 4 to output 2 in machine number 6 | #6@VID 4>2 <u>CR</u> | ~6@VID 4>2 OK <u>CRLF</u> |
| Disconnect video and audio output 4 | #AV 0>4 <u>CR</u> | ~AV 0>4 OK <u>CRLF</u> |
| Switch video input 3 to all outputs | #V 3>* <u>CR</u> | ~VID 3>* OK <u>CRLF</u> |
| Chaining multiple commands | #AV 1>* V 3>4, 2>2, 2>1, 0>2 V 3>9 A 0>1 V? * <u>CR</u> 1. Switch audio and video from input 1 to all outputs. 2. Switch video input 3 to output 4, video input 2 to output 2, video input 2 to output 1 and disconnect video output 2. 3. Switch video input 3 to output 9 (non-existent). 4. Disconnect audio output 1. 5. Get status of all video links. Command processing begins after entering <u>CR</u> . A response is sent for each command after processing. | ~AV 1>* OK <u>CRLF</u> ~VID 3>4, 2>2, 2>1, 0>2 OK <u>CRLF</u> ~VID <u>ERR003</u> <u>CRLF</u> ~AUD 0>1 OK <u>CRLF</u> ~VID 2>1, 0>2, 1>3, 3>4 <u>CRLF</u> |

2.5 Preset Commands

| Command | Syntax | Response |
|--|---|--|
| Store current connections to preset | PRST-STO PRESET Short form: PSTO PRESET | PRST-STO PRESET RESULT |
| Recall saved preset | PRST-RCL PRESET Short form: PRCL PRESET | PRST-RCL PRESET RESULT |
| Delete saved preset | PRST-DEL PRESET Short form: PDEL PRESET | PRST-DEL PRESET RESULT |
| Read video connections from saved preset | PRST-VID? PRESET , OUT Short form: PVID? PRESET , OUT PRST-VID? PRESET , * | PRST-VID PRESET , IN > OUT PRST-VID PRESET , IN >1, IN >2,... |
| Read audio connections from saved preset | PRST-AUD? PRESET , OUT Short form: PAUD? PRESET , OUT PRST-AUD? PRESET , * | PRST-AUD PRESET , IN > OUT PRST-AUD PRESET , IN >1, IN >2,... |
| Read saved presets list | PRST-LST? Short form: PLST? | PRST-LST PRESET , PRESET , ... |

Parameter Description:

PRESET = Preset number.

OUT = Output in preset to display, '*' for all.

Examples:

| | | |
|---|--------------------------|------------------------------|
| Store current audio and video connections to preset 5 | #PRST-STR 5 CR | ~PRST-STR 5 OK CRLF |
| Recall audio and video connections from preset 3 | #PRCL 3 CR | ~PRST-RCL 3 OK CRLF |
| Show source of video output 2 from preset 3 | #PRST-VID? 3,2 CR | ~PRST-VID 3: 4>2 CRLF |

2.6 Operation Commands

| Command | Syntax | Response |
|-------------------------------|--|--|
| Lock front panel | LOCK-FP LOCK-MODE Short form: LCK LOCK-MODE | LOCK-FP LOCK-MODE RESULT |
| Get front panel locking state | LOCK-FP? | LOCK-FP LOCK-MODE |

Parameter Description:

LOCK-MODE = Front panel locking state:

'0' or 'off' to unlock front panel buttons

'1' or 'on' to lock front panel buttons

| | | |
|--------------------------|-------|----------|
| Reset device | RESET | RESET OK |
| Switch to protocol 2000* | P2000 | P2000 OK |

* Protocol 2000 has a command to switch back to ASCII protocol (like Protocol 3000)

2.7 Audio Parameters Commands

| Command | Syntax | Response |
|--|--|---|
| Set simple audio volume | VOLUME [VOLUME] Short form: VOL [VOLUME] | VOLUME [VOLUME] [RESULT] |
| Increase/decrease simple audio volume | VOLUME [+/-] Short form: VOL [+/-] | VOLUME [+/-] [RESULT] |
| Read simple audio level | VOLUME? Short form: VOL? | VOLUME [VOLUME] |
| Set audio level in specific amplifier stage. | AUD-LVL [STAGE] [CHANNEL] [VOLUME] Short form: ADL [STAGE] [CHANNEL] [VOLUME] | AUD-LVL [STAGE] [CHANNEL] [VOLUME] [RESULT] |
| Read audio volume level | AUD-LVL? [STAGE] [CHANNEL] Short form: ADL? [STAGE] | AUD-LVL [STAGE] [CHANNEL] [VOLUME] |

Advanced commands for controlling each stage of audio amplification:

| | | |
|------------------------|---|--|
| Set audio bass level | BASS [CHANNEL] [BASS] Short form: ADB [CHANNEL] [BASS] | BASS [CHANNEL] [BASS] [RESULT] |
| Read audio bass level | BASS? [CHANNEL] Short form: ADB? [CHANNEL] | BASS [CHANNEL] [BASS] |
| Set audio treble level | TREBLE [CHANNEL] [TREBLE] Short form: ADT [CHANNEL] [TREBLE] | TREBLE [CHANNEL] [TREBLE] [RESULT] |
| Read audio treble | TREBLE? [CHANNEL] Short form: ADT? [CHANNEL] | TREBLE [CHANNEL] [TREBLE] |
| Set audio midrange | MIDRANGE [CHANNEL] [MID_RANGE] Short form: ADM [CHANNEL] [MID_RANGE] | MIDRANGE [CHANNEL] [MID_RANGE] [RESULT] |
| Read audio midrange | MIDRANGE? [CHANNEL] Short form: ADM? [CHANNEL] | MIDRANGE [CHANNEL] [MID_RANGE] |
| Set audio loudness | LOUDNESS [CHANNEL] [LOUDNESS] Short form: ADS [CHANNEL] [LOUDNESS] | LOUDNESS [CHANNEL] [LOUDNESS] [RESULT] |
| Read audio loudness | LOUDNESS? [CHANNEL] Short form: ADS? [CHANNEL] | LOUDNESS [CHANNEL] [LOUDNESS] |
| Set audio mix | MIX [MIX-MODE] | MIX [MIX-MODE] [RESULT] |
| Read audio mix | MIX? | MIX [MIX-MODE] |
| Mute audio | MUTE [MUTE-MODE] | MUTE [MUTE-MODE] [RESULT] |
| Read audio mute state | MUTE? | MUTE [MUTE-MODE] |
| Set stereo mode | STEREO [STEREO-MODE] | STEREO [STEREO-MODE] [RESULT] |
| Read stereo mode | STEREO? | STEREO [STEREO-MODE] |
| Set balance mode | BALANCE [OUT-CHANNEL] [BALANCE-LEVEL] | BALANCE [OUT-CHANNEL] [BALANCE-LEVEL] [RESULT] |
| Read balance mode | BALANCE? [OUT-CHANNEL] | BALANCE [OUT-CHANNEL] [BALANCE-LEVEL] |

Parameter Description:

[STAGE] = 'IN, 'OUT'

or

Numeric value of present audio processing stage. For example: '0' for input level, '1' for pre-amplifier, '2' for amplifier (OUT) etc.

[CHANNEL] = Input or Output #

[VOLUME] / [BASS] / [TREBLE] / [MID_RANGE] = Audio parameter in Kramer units, minus sign precedes negative values.

++ increase current value,

-- decrease current value.

[MIX] =

'0' or 'OFF'

'1' or 'ON'

2.8 Identification Commands

| Command | Syntax | Response |
|--|---------------------|--|
| Protocol handshaking | #[CR] | ~OK [CRLF] |
| Read device model | MODEL? | MODEL [MACHINE_MODEL] |
| Read device serial number | SN? | SN [SERIAL_NUMBER] |
| Read device firmware version | VERSION? | VERSION [MAJOR].[MINOR].[BUILD].[REVISION] |
| Set machine name | NAME [MACHINE_NAME] | NAME [MACHINE_NAME] [RESULT] |
| Read machine name | NAME? | NAME [MACHINE_NAME] |
| Reset machine name to factory default* | NAME-RST | NAME-RST [MACHINE_FACTORY_NAME] [RESULT] |

***Note:** The machine name is not the same as the model name. The machine name is used to identify a specific machine or a network in use (with DNS feature on).

[MACHINE_NAME] = Up to 14 alphanumeric chars.

*** Machine factory name** = Model name + last 4 digits from serial number.

| | | |
|-----------------------|---------------------------|---|
| Set machine ID number | MACH-NUM [MACHINE_NUMBER] | MACH-NUM [OLD_MACHINE_NUMBER] [NEW_MACHINE_NUMBER] [RESULT] |
|-----------------------|---------------------------|---|

* A response is sent after the machine number was changed. The response with the header is:

[NEW_MACHINE_NUMBER] @MACH-NUM [OLD_MACHINE_NUMBER] [NEW_MACHINE_NUMBER] OK

2.9 Network Setting Commands

| Command | Syntax | Response |
|---------------------|---|---|
| Set IP address | NET-IP <u>IP_ADDRESS</u> Short form: NTIP | NET-IP <u>IP_ADDRESS</u> <u>RESULT</u> |
| Read IP address | NET-IP? Short form: NTIP? | NET-IP <u>IP_ADDRESS</u> |
| Read MAC address | NET-MAC? Short form: NTMC | NET-MAC <u>MAC_ADDRESS</u> |
| Set subnet mask | NET-MASK <u>SUBNET_MASK</u> Short form: NTMSK | NET-MASK <u>SUBNET_MASK</u> <u>RESULT</u> |
| Read subnet mask | NET-MASK? Short form: NTMSK? | NET-MASK <u>SUBNET_MASK</u> |
| Set gateway address | NET-GATE <u>GATEWAY_ADDRESS</u> Short form: NTGT | NET-GATE <u>GATEWAY_ADDRESS</u> <u>RESULT</u> |
| Read subnet mask | NET-GATE? Short form: NTGT? | NET-GATE <u>GATEWAY_ADDRESS</u> |
| Set DHCP mode | NET-DHCP <u>DHCP_MODE</u> Short form: NTDH | NET-DHCP <u>DHCP_MODE</u> <u>RESULT</u> |
| Read subnet mask | NET-DHCP? Short form: NTDH? | NET-DHCP <u>DHCP_MODE</u> |

DHCP_MODE =

'0' – Don't use DHCP (Use IP set by factory or IP set command).

'1' – Try to use DHCP, if unavailable use IP as above.

| | | |
|----------------------------------|--|--|
| Change protocol Ethernet port | ETH-PORT <u>PROTOCOL</u> , <u>PORT</u> Short form: ETHP | ETH-PORT <u>PROTOCOL</u> , <u>PORT</u> <u>RESULT</u> |
| Read protocol Ethernet port | ETH-PORT? <u>PROTOCOL</u> Short form: ETHP? | ETH-PORT <u>PROTOCOL</u> , <u>PORT</u> |

PROTOCOL = TCP/UDP (transport layer protocol)

PORT = Ethernet port that accepts Protocol 3000 commands

1-65535 = User defined port

0 - Reset port to factory default (50000 for UDP , 5000 for TCP)

2.10 Machine Information Commands

| Command | Syntax | Response |
|---|-----------------------|---|
| Set device time and date | TIME <u>DATE_TIME</u> | TIME <u>DATE_TIME</u> <u>RESULT</u> |
| Read device time and date | TIME? | TIME? <u>DATE_TIME</u> |
| Note: Time setting commands require administrator authorization. | | |
| Read in/out count | INFO-IO? | INFO-IO: IN <u>INPUTS_COUNT</u> , OUT <u>OUTPUTS_COUNT</u> |
| Read max preset count | INFO-PRST? | INFO-PRST: VID <u>PRESET_VIDEO_COUNT</u> , AUD <u>PRESET_AUDIO_COUNT</u> |
| Execute firmware upgrade* | UPGRADE | UPGRADE OK |

Firmware usually uploads to a device via a command like LDFW. The device may need to be reset to complete the process.

| Command | Syntax | Response |
|--|---------|--|
| Reset to factory default configuration | FACTORY | FACTORY RESULT |

2.11 Advanced Switching Commands

| Command | Syntax | Response |
|-----------------------------|--|---|
| Set audio follow video mode | AFV AFV-MODE | AFV AFV-MODE RESULT |

Note: This command affects the device front-panel mode and AUD/VID command.

| | | |
|------------------------------|------|--|
| Read audio follow video mode | AFV? | AFV AFV-MODE |
|------------------------------|------|--|

AFV-MODE = Front panel AFV mode

'0' or 'afv' sets front panel switching buttons to audio-follow-video state.

'1' or 'brk' sets front panel switching buttons to their previous audio state.