This document provides additional assistance with wiring your Extron IP Link Pro Control Processor to your device. Different components may require a different wiring scheme than those listed below.

For complete operating instructions, refer to the user's manual for the specific IP Link Pro Control Processor or the documentation supplied by the manufacturer of the controlled device.

For more information on using Global Scripter Modules, refer to the "Guide to Using Scripter Modules" document.

Device Specifications

Device Type: Matrix Switcher
Manufacturer: Extron
Firmware Version: N/A
Model(s): XTP II CrossPoint 1600, XTP II CrossPoint 3200, XTP II CrossPoint 6400

Tested on the Following Software and Firmware Versions

IP Link Pro Control Processor Firmware	Global Scripter Version
3.13.0000-b006	2.13.0

Version History

Module Version	Date	Notes
1_12_0_1	8/31/2021	Updated module to send Verbose Mode 3 for commands that use self.Send().
1_12_0_0	7/6/2021	Fixed Input Signal Status Endpoint. Removed 'Mode 2' state and renamed 'Mode 1' state to 'On' for: • Input Executive Mode Endpoint • Output Executive Mode Endpoint
1_11_4_0	4/29/2021	Updated communication sheet.
1_11_2_1	2/18/2021	Fixed authentication issue.
1_11_2_0	1/5/2021	Added commands: • WindoWall Audio Mute • WindoWall Preset Recall • WindoWall Tie • WindoWall Video Mute

		• Matrix IO Name Command • Matrix IO Name Status • Matrix IO Name String • Matrix IO Number Select • Output Tie Status Name • Refresh Matrix IO Names Updated XTP Input / Output Power states: • Renamed from 'On' to 'Enable' • Renamed from 'Off' to 'Disable' Added commands: • XTP Input Power Status • XTP Output Power Status
1_8_1_0	2/25/2020	Fixed Output Tie Status. Removed Input Tie Status for 3200 and 6400 models. Added Analog Output Volume Endpoint, Audio Mute Endpoint, Input Executive Mode Endpoint, Output Executive Mode Endpoint, Output Image Reset Endpoint, HDCP Input Status Endpoint, Freeze Endpoint, HDCP Input Authorization Endpoint, Input Audio Switch Mode, Input Audio Switch Mode Endpoint, Input Signal Status Endpoint, and Video Mute Endpoint commands.
1_6_1_1	6/4/2019	Fixed password issue.
1_6_1_0	1/23/2019	Removed 'Tie Type' qualifier from EndpointTie command. Added AudioRoutingSelection command. Fixed Error Messages.
1_5_0_0	3/28/2018	Updated EndpointTie values from 'Analog Input 1', 'HDMI Input 2', 'HDMI Input 3', and 'None' to '1', '2', '3', and '0'. Fixed status for RefreshMatrix command.
1_4_0_0	2/7/2018	Updated HDCPInputAuthorization InputSignalStatus states, and updated InputTieStatus/OutputTieStatus.
1_3_1_0	12/28/2017	Updated RefreshMatrix command. Renamed InputSignal to InputSignalStatus. Added EDIDAssignment, HDCPInputAuthorization, and HDCPInputStatus, and HDCPOutputStatus. Updated RelayPulse and Volume value range from 1 to 64 → -64 to 0. Updated InputTieStatus and OutputTieStatus.
1_2_1_0	09/20/2017	Updated module to Rev B.
1_1_1_1	06/19/2017	Fixed authentication issue.
1_1_1_0	03/09/2017	Updated Relay Pulse command range.
1_0_9_1	12/29/2016	Updated Matrix Tie Command, Input Tie Status, and Output Tie Status.
1_0_9_0	12/1/2016	Updated to current standard. Fixed Input Tie Status and Output Tie Status and Power Supply Status query. Fixed Volume and RefreshMatrix.

1_0_8_0	8/12/2016	Added Endpoint Tie Command and Status. Added Test Pattern. Updated based on latest firmware.
1_0_3_1	2/26/2016	Fixed update issue.
1_0_3_0	2/12/2016	Initial Version.

Module Notes

- Unidirectional variable must be set to 'True' if status is not required. Default value is 'False'.
  ```
  Example: InterfaceName.Unidirectional = 'True'
  ```

- connectionCounter variable must be set to the number of queries that will be sent to the device before displaying 'Disconnected' if no response is received. Default value is 15.
  ```
  Example: InterfaceName.connectionCounter = 5
  ```

- If login credentials are required, devicePassword must be set accordingly.
  ```
  Example: InterfaceName.devicePassword = 'extron'
  ```

- NumberofInputs variable must be set accordingly. Default value is '4'. NumberofInputs ranges from 1' to '64.
  ```
  Example: InterfaceName.NumberofInputs = '4'
  ```

- NumberofOutputs variable must be set accordingly. Default value is '4'. NumberofOutputs ranges from 1' to '64.
  ```
  Example: InterfaceName.NumberofOutputs = '4'
  ```

Supported Classes and Examples

SerialClass
`    InterfaceName = ModuleName.SerialClass(ProcessorName, 'COM1', Model='XTP II CrossPoint 1600')`
SerialOverEthernetClass
`    InterfaceName = ModuleName.SerialOverEthernetClass('192.168.254.254', 2001, Model='XTP II CrossPoint 1600')`
EthernetClass
`    InterfaceName = ModuleName.EthernetClass('192.168.254.254', 23, Model='XTP II CrossPoint 1600')`

Matrix IO Name Commands

- Matrix IO Name Command
    - o Sets the name of an input/output.
    - o The Type command parameter specifies either for Input or Output.
    - o The number is specified using "Matrix IO Number" command parameter.
    - o The name is specified using "Matrix IO Name" command parameter.

- Matrix IO Name Status
    - o Displays the name of an input/output.
    - o For the names to initially populate, use the "Refresh Matrix IO Names" command.

- Refresh Matrix IO Names
    - o Updates the input/output names shown for "Matrix IO Name Status".
    - o The number of names shown are dependent on the "Number of Inputs" and "Number of Outputs" module parameters.
    - o This command will take some time to update all input/output names depending on the size of the matrix. Necessary delays should be added to account for this, especially before sending other commands to the device.

- Output Tie Status Name
    - o Displays the input name of a matrix tie.
    - o The "Refresh Matrix IO Names" command must be used first before this status can populate. After "Matrix IO Name Status" has populated, the "Refresh Matrix" command can then be used to populate this status.
    - o If an input/output is unavailable (varies depending on I/O card setup), the status will not update.

- Number of Inputs
    - o This module parameter (set to 4 by default) is used to specify the number of inputs the device has available (varies depending on I/O card setup).
    - o This will determine how many input name statuses to populate for "Matrix IO Name Status"
    - o The supported ranges are as follows:
        - ▪ 1 – 16 for XTP II CrossPoint 1600
        - ▪ 1 – 32 for XTP II CrossPoint 3200
        - ▪ 1 – 64 for XTP II CrossPoint 6400

- Number of Outputs
    - o This module parameter (set to 4 by default) is used to specify the number of outputs the device has available (varies depending on I/O card setup).
    - o This will determine how many output name statuses to populate for "Matrix IO Name Status"
    - o The supported ranges are as follows:
        - ▪ 1 – 16 for XTP II CrossPoint 1600
        - ▪ 1 – 32 for XTP II CrossPoint 3200
        - ▪ 1 – 64 for XTP II CrossPoint 6400

Control Commands

Format with Qualifier:
```
InterfaceName.Set(Command, Value, {'Qualifier Key': 'Qualifier Value'})
```

Format without Qualifier:
```
InterfaceName.Set(Command, Value)
```

Command	Value		
AnalogOutputVolumeEndpoint [4]	-64 to 0 in steps of 1		
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Output'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]

# AnalogOutputVolumeEndpoint example 	
InterfaceName.Set('AnalogOutputVolumeEndpoint', 0, {'Output': '1'})			

Command	Value	Value	
AudioMute	'On'	'Off'	
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Output'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]

# AudioMute example 	
InterfaceName.Set('AudioMute', 'On', {'Output': '1'})			

Command	Value	Value	Value
AudioMuteEndpoint [4]	'On' 'Digital'	'Off'	'Analog'
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Output'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]

# AudioMuteEndpoint example 	
InterfaceName.Set('AudioMuteEndpoint', 'On', {'Output': '1'})			

Command	Value		
EndpointTie	'1' – '3'		
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Input'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]

# EndpointTie example 	
InterfaceName.Set('EndpointTie', '1', {'Input': '1'})			

Command	Value	Value	Value
ExecutiveMode	'Mode 1'	'Mode 2'	'Off'

# ExecutiveMode example 	
InterfaceName.Set('ExecutiveMode', 'Mode 1')			

Command	Value	Value	
FreezeEndpoint [4]	'Enable'	'Disable'	
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Output'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]

# FreezeEndpoint example 	
InterfaceName.Set('FreezeEndpoint', 'Enable', {'Output': '1'})			

Command	Value	Value	
GlobalAudioMute	'On'	'Off'	

# GlobalAudioMute example 	
InterfaceName.Set('GlobalAudioMute', 'On')			

Command	Value	Value	
GlobalVideoMute	'On'	'Off'	

# GlobalVideoMute example 	
InterfaceName.Set('GlobalVideoMute', 'On')			

Command	Value	Value	
HDCPInputAuthorization	'On'	'Off'	
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Input'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]

# HDCPInputAuthorization example 	
InterfaceName.Set('HDCPInputAuthorization', 'On', {'Input': '1'})			

Command	Value	Value	
HDCPInputAuthorizationEndpoint [4]	'On'	'Off'	
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Input'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]
Qualifier Key	Qualifier Value		
'Sub Input'	'1' – '3'		

# HDCPInputAuthorizationEndpoint example 	
InterfaceName.Set('HDCPInputAuthorizationEndpoint', 'On', {'Input': '1', 'Sub Input': '1'})			

Command	Value	Value	Value
InputAudioSwitchMode [4]	'Auto'	'Digital'	'Local 2 Ch Audio'
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Input'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]

# InputAudioSwitchMode example 	
InterfaceName.Set('InputAudioSwitchMode', 'Auto', {'Input': '1'})			

Command	Value	Value	Value
InputAudioSwitchModeEndpoint [4]	'Auto'	'Digital'	'Local 2 Ch Audio'
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Input'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]
Qualifier Key	Qualifier Value		
'Sub Input'	'1' – '3'		

# InputAudioSwitchModeEndpoint example 	
InterfaceName.Set('InputAudioSwitchModeEndpoint', 'Auto', {'Input': '1', 'Sub Input': '1'})			

Command	Value	Value	
InputExecutiveModeEndpoint [4]	'On'	'Off'	
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Input'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]

# InputExecutiveModeEndpoint example 	
InterfaceName.Set('InputExecutiveModeEndpoint', 'On', {'Input': '1'})			

Command	Value		
MatrixIONameCommand	None		
Qualifier Key	Qualifier Value	Qualifier Value	
'Type'	'Input'	'Output'	
Qualifier Key	Qualifier Value		
'Matrix IO Number'	'String'		
Qualifier Key	Qualifier Value		
'Matrix IO Name'	'String'		
# MatrixIONameCommand example InterfaceName.Set('MatrixIONameCommand', None, {'Type': 'Input', 'Matrix IO Number': '1', 'Matrix IO Name': 'Input #01'})			
Command	Value		
MatrixTieCommand	None		
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Input'	'0' – '16' [1]	'0' – '32' [2]	'0' – '64' [3]
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value

'Output'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]
	Qualifier Value 'All'		
Qualifier Key **'Tie Type'**	Qualifier Value 'Audio'	Qualifier Value 'Video'	Qualifier Value 'Audio/Video'

# MatrixTieCommand example 	
InterfaceName.Set('MatrixTieCommand', None, {'Input': '0', 'Output': '1', 'Tie Type': 'Audio'})			

Command **OutputExecutiveModeEnd point** [4]	Value 'On'	Value 'Off'	
Qualifier Key **'Output'**	Qualifier Value '1' – '16' [1]	Qualifier Value '1' – '32' [2]	Qualifier Value '1' – '64' [3]

# OutputExecutiveModeEndpoint example 	
InterfaceName.Set('OutputExecutiveModeEndpoint', 'On', {'Output': '1'})			

Command **OutputImageResetEndpoi nt** [4]	Value None		
Qualifier Key **'Output'**	Qualifier Value '1' – '16' [1]	Qualifier Value '1' – '32' [2]	Qualifier Value '1' – '64' [3]

# OutputImageResetEndpoint example 	
InterfaceName.Set('OutputImageResetEndpoint', None, {'Output': '1'})			

Command **PresetRecall**	Value '1' – '32'		

# PresetRecall example 	
InterfaceName.Set('PresetRecall', '1')			

Command **PresetSave**	Value '1' – '32'		

# PresetSave example 	
InterfaceName.Set('PresetSave', '1')			

Command **RefreshMatrix**	Value 'All' '33 - 48'	Value '1 - 16' '49 - 64'	Value '17 - 32'

# RefreshMatrix example 	
InterfaceName.Set('RefreshMatrix', 'All')			

Command **RefreshMatrixIONames**	Value None		

# RefreshMatrixIONames example 	
InterfaceName.Set('RefreshMatrixIONames', None)			

Command **Relay**	Value 'Close'	Value 'Open'	
Qualifier Key **'Output'**	Qualifier Value '1' – '16' [1]	Qualifier Value '1' – '32' [2]	Qualifier Value '1' – '64' [3]
Qualifier Key **'Relay'**	Qualifier Value '1' – '2'		

# Relay example 	
InterfaceName.Set('Relay', 'Close', {'Output': '1', 'Relay': '1'})			

Command **RelayPulse**	Value 0.1 – 1048		
Qualifier Key **'Output'**	Qualifier Value '1' – '16' [1]	Qualifier Value '1' – '32' [2]	Qualifier Value '1' – '64' [3]
Qualifier Key **'Relay'**	Qualifier Value '1' – '2'		

```
    # RelayPulse example
    InterfaceName.Set('RelayPulse', 1048, {'Output': '1', 'Relay': '1'})
```

Command	Value	Value	Value
TestPattern	'Black Screen, No Audio (720p @ 50 Hz)'	'Black Screen, No Audio (720p @ 60 Hz)'	'Black Screen, No Audio (1080p @ 60 Hz)'
	'Black Screen, Audio (720p @ 50 Hz)'	'Black Screen, Audio (720p @ 60 Hz)'	'Black Screen, Audio (1080p @ 60 Hz)'
	'Color Bars, No Audio (720p @ 50 Hz)'	'Color Bars, No Audio (720p @ 60 Hz)'	'Color Bars, No Audio (1080p @ 60 Hz)'
	'Color Bars, Audio (720p @ 50 Hz)'	'Color Bars, Audio (720p @ 60 Hz)'	'Color Bars, Audio (1080p @ 60 Hz)'
	'Off'		

```
    # TestPattern example
    InterfaceName.Set('TestPattern', 'Black Screen, No Audio (720p @ 50 Hz)')
```

Command	Value	Value	
VideoMute	'On'	'Off'	
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Output'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]

```
    # VideoMute example
    InterfaceName.Set('VideoMute', 'On', {'Output': '1'})
```

Command	Value	Value	
VideoMuteEndpoint [4]	'On'	'Off'	
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Output'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]

```
    # VideoMuteEndpoint example
    InterfaceName.Set('VideoMuteEndpoint', 'On', {'Output': '1'})
```

Command	Value		
Volume	-64 to 0 in steps of 1		
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Output'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]

```
    # Volume example
    InterfaceName.Set('Volume', 0, {'Output': '1'})
```

Command	Value	Value
WindoWallAudioMute	'On'	'Off'
Qualifier Key	Qualifier Value	
'Wall'	'1' – '64'	

```
    # WindoWallAudioMute example
    InterfaceName.Set('WindoWallAudioMute', 'On', {'Wall': '1'})
```

Command	Value
WindoWallPresetRecall	'1' – '64'

```
    # WindoWallPresetRecall example
    InterfaceName.Set('WindoWallPresetRecall', '1')
```

Command	Qualifier Value	Qualifier Value	Qualifier Value
WindoWallTie	'0' – '16' [1]	'0' – '32' [2]	'0' – '64' [3]
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Tie Type'	'Audio'	'Video'	'Audio Video'
Qualifier Key	Qualifier Value		
'Wall'	'1' – '64'		

```
    # WindoWallTie example
    InterfaceName.Set('WindoWallTie', '0', {'Tie Type': 'Audio', 'Wall': '1'})
```

Command	Value	Value
WindoWallVideoMute	'On'	'Off'
Qualifier Key	Qualifier Value	

'Wall'	'1' – '64'		

# WindoWallVideoMute example 	
InterfaceName.Set('WindoWallVideoMute', 'On', {'Wall': '1'})			

Command **XTPInputPower**	Value 'Enable'	Value 'Disable'	
Qualifier Key **'Input'**	Qualifier Value '1' – '16' [1]	Qualifier Value '1' – '32' [2]	Qualifier Value '1' – '64' [3]

# XTPInputPower example 	
InterfaceName.Set('XTPInputPower', 'Enable', {'Input': '1'})			

Command **XTPOutputPower**	Value 'Enable'	Value 'Disable'	
Qualifier Key **'Output'**	Qualifier Value '1' – '16' [1]	Qualifier Value '1' – '32' [2]	Qualifier Value '1' – '64' [3]

# XTPOutputPower example 	
InterfaceName.Set('XTPOutputPower', 'Enable', {'Output': '1'})			

[1] Only available for XTP II CrossPoint 1600.

[2] Only available for XTP II CrossPoint 3200.

[3] Only available for XTP II CrossPoint 6400.

[4] All Endpoint and Switch Mode commands are only supported with XTP System firmware 4.0.0 or higher.

**Global Scripter Module
Communication Sheet**

Status Available

For all commands except for EndpointTie, HDCPInputAuthorization, HDCPInputAuthorizationEndpoint, HDCPInputStatus, HDCPInputStatusEndpoint, HDCPOutputStatus, InputExecutiveModeEndpoint, InputSignalStatus, OutputExecutiveModeEndpoint and PowerSupplyStatus, Update should be called only once since the command's status will be updated automatically as the device's status changes. ConnectionStatus, InputTieStatus, MatrixIONameStatus, OutputTieStatus, and OutputTieStatusName do not support the Update function. ConnectionStatus is triggered by the device providing a successful response to other Update function calls.

Format with Qualifier:
```
        InterfaceName.Update(Command, {'Qualifier Key': 'Qualifier Value'})
        Value = InterfaceName.ReadStatus(Command, {'Qualifier Key': 'Qualifier Value'})
        InterfaceName.SubscribeStatus(Command, {'Qualifier Key': 'Qualifier Value'},
FeedbackHandler)
        FeedbackHandler will be called only when the specified qualifier gets a new status.
```

Format without Qualifier:
```
        InterfaceName.Update(Command)
        Value = InterfaceName.ReadStatus(Command)
        InterfaceName.SubscribeStatus(Command, None, FeedbackHandler)
        FeedbackHandler will be called when any qualifier gets a new status.
```

Command	Value		
AnalogOutputVolumeEndpoint [4]	-64 to 0 in steps of 1		
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Output'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]
<td colspan="4"># AnalogOutputVolumeEndpoint example InterfaceName.Update('AnalogOutputVolumeEndpoint', {'Output': '1'}) Value = InterfaceName.ReadStatus('AnalogOutputVolumeEndpoint', {'Output': '1'}) InterfaceName.SubscribeStatus('AnalogOutputVolumeEndpoint', None, FeedbackHandler)</td>			
Command	Value	Value	
AudioMute	'On'	'Off'	
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Output'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]
<td colspan="4"># AudioMute example InterfaceName.Update('AudioMute', {'Output': '1'}) Value = InterfaceName.ReadStatus('AudioMute', {'Output': '1'}) InterfaceName.SubscribeStatus('AudioMute', None, FeedbackHandler)</td>			
Command	Value	Value	Value
AudioMuteEndpoint [4]	'On' 'Digital'	'Off'	'Analog'
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Output'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]
<td colspan="4"># AudioMuteEndpoint example InterfaceName.Update('AudioMuteEndpoint', {'Output': '1'}) Value = InterfaceName.ReadStatus('AudioMuteEndpoint', {'Output': '1'}) InterfaceName.SubscribeStatus('AudioMuteEndpoint', None, FeedbackHandler)</td>			
Command	Value	Value	
ConnectionStatus	'Connected'	'Disconnected'	
<td colspan="4"># ConnectionStatus example Value = InterfaceName.ReadStatus('ConnectionStatus') InterfaceName.SubscribeStatus('ConnectionStatus', None, FeedbackHandler)</td>			
Command	Value		
EndpointTie	'1' – '3'		

Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Input'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]

# EndpointTie example 	
InterfaceName.Update('EndpointTie', {'Input': '1'})
Value = InterfaceName.ReadStatus('EndpointTie', {'Input': '1'})
InterfaceName.SubscribeStatus('EndpointTie', None, FeedbackHandler)			

Command	Value	Value	Value
ExecutiveMode	'Mode 1'	'Mode 2'	'Off'

# ExecutiveMode example 	
InterfaceName.Update('ExecutiveMode')
Value = InterfaceName.ReadStatus('ExecutiveMode')
InterfaceName.SubscribeStatus('ExecutiveMode', None, FeedbackHandler)			

Command	Value	Value	
FreezeEndpoint [4]	'Enable'	'Disable'	
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Output'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]

# FreezeEndpoint example 	
InterfaceName.Update('FreezeEndpoint', {'Output': '1'})
Value = InterfaceName.ReadStatus('FreezeEndpoint', {'Output': '1'})
InterfaceName.SubscribeStatus('FreezeEndpoint', None, FeedbackHandler)			

Command	Value	Value	
HDCPInputAuthorization	'On'	'Off'	
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Input'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]

# HDCPInputAuthorization example 	
InterfaceName.Update('HDCPInputAuthorization', {'Input': '1'})
Value = InterfaceName.ReadStatus('HDCPInputAuthorization', {'Input': '1'})
InterfaceName.SubscribeStatus('HDCPInputAuthorization', None, FeedbackHandler)			

Command	Value	Value	
HDCPInputAuthorizationEndpoint [4]	'On'	'Off'	
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Input'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]
Qualifier Key	Qualifier Value		
'Sub Input'	'1' – '3'		

# HDCPInputAuthorizationEndpoint example 	
InterfaceName.Update('HDCPInputAuthorizationEndpoint', {'Input': '1', 'Sub Input': '1'})
Value = InterfaceName.ReadStatus('HDCPInputAuthorizationEndpoint', {'Input': '1', 'Sub Input': '1'})
InterfaceName.SubscribeStatus('HDCPInputAuthorizationEndpoint', None, FeedbackHandler)			

Command	Value	Value	Value
HDCPInputStatus	'No Source Connected'	'No HDCP Content'	'HDCP Content'
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Input'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]

# HDCPInputStatus example 	
InterfaceName.Update('HDCPInputStatus', {'Input': '1'})
Value = InterfaceName.ReadStatus('HDCPInputStatus', {'Input': '1'})
InterfaceName.SubscribeStatus('HDCPInputStatus', None, FeedbackHandler)			

Command	Value	Value	Value
HDCPInputStatusEndpoint [4]	'No Source Connected'	'No HDCP Content'	'HDCP Content'
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Input'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]
Qualifier Key	Qualifier Value		
'Sub Input'	'1' – '3'		

```
# HDCPInputStatusEndpoint example
InterfaceName.Update('HDCPInputStatusEndpoint', {'Input': '1', 'Sub Input': '1'})
Value = InterfaceName.ReadStatus('HDCPInputStatusEndpoint', {'Input': '1', 'Sub Input': '1'})
InterfaceName.SubscribeStatus('HDCPInputStatusEndpoint', None, FeedbackHandler)
```

Command	Value	Value	Value
HDCPOutputStatus	'No monitor connected'	'Monitor connected, not encrypted'	'Monitor connected, currently encrypted'
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Output'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]

```
# HDCPOutputStatus example
InterfaceName.Update('HDCPOutputStatus', {'Output': '1'})
Value = InterfaceName.ReadStatus('HDCPOutputStatus', {'Output': '1'})
InterfaceName.SubscribeStatus('HDCPOutputStatus', None, FeedbackHandler)
```

Command	Value	Value	Value
InputAudioSwitchMode [4]	'Auto'	'Digital'	'Local 2 Ch Audio'
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Input'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]

```
# InputAudioSwitchMode example
InterfaceName.Update('InputAudioSwitchMode', {'Input': '1'})
Value = InterfaceName.ReadStatus('InputAudioSwitchMode', {'Input': '1'})
InterfaceName.SubscribeStatus('InputAudioSwitchMode', None, FeedbackHandler)
```

Command	Value	Value	Value
InputAudioSwitchModeEndpoint [4]	'Auto'	'Digital'	'Local 2 Ch Audio'
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Input'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]
Qualifier Key	Qualifier Value		
'Sub Input'	'1' – '3'		

```
# InputAudioSwitchModeEndpoint example
InterfaceName.Update('InputAudioSwitchModeEndpoint', {'Input': '1', 'Sub Input': '1'})
Value = InterfaceName.ReadStatus('InputAudioSwitchModeEndpoint', {'Input': '1', 'Sub Input':
'1'})
InterfaceName.SubscribeStatus('InputAudioSwitchModeEndpoint', None, FeedbackHandler)
```

Command	Value	Value	
InputExecutiveModeEndpoint [4]	'On'	'Off'	
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Input'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]

```
# InputExecutiveModeEndpoint example
InterfaceName.Update('InputExecutiveModeEndpoint', {'Input': '1'})
Value = InterfaceName.ReadStatus('InputExecutiveModeEndpoint', {'Input': '1'})
InterfaceName.SubscribeStatus('InputExecutiveModeEndpoint', None, FeedbackHandler)
```

Command	Value	Value	
InputSignalStatus	'Active'	'Not Active'	
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Input'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]

```
# InputSignalStatus example
InterfaceName.Update('InputSignalStatus', {'Input': '1'})
Value = InterfaceName.ReadStatus('InputSignalStatus', {'Input': '1'})
InterfaceName.SubscribeStatus('InputSignalStatus', None, FeedbackHandler)
```

Command	Value	Value	
InputSignalStatusEndpoint [4]	'Active'	'Not Active'	
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Input'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]

Qualifier Key	Qualifier Value		
'Sub Input'	'1' – '3'		

# InputSignalStatusEndpoint example 	
InterfaceName.Update('InputSignalStatusEndpoint', {'Input': '1', 'Sub Input': '1'})
Value = InterfaceName.ReadStatus('InputSignalStatusEndpoint', {'Input': '1', 'Sub Input': '1'})
InterfaceName.SubscribeStatus('InputSignalStatusEndpoint', None, FeedbackHandler)			

Command	Value	Value	Value
InputTieStatus [1]	'Audio' 'Untied'	'Video'	'Audio/Video'
Qualifier Key **'Input'**	Qualifier Value '1' – '16'		
Qualifier Key **'Output'**	Qualifier Value '1' – '16'		

# InputTieStatus example 	
Value = InterfaceName.ReadStatus('InputTieStatus', {'Input': '1', 'Output': '1'})
InterfaceName.SubscribeStatus('InputTieStatus', None, FeedbackHandler)			

Command	Value		
MatrixIONameStatus [4]	'String'		
Qualifier Key **'Number'**	Qualifier Value '1' – '16' [1]	Qualifier Value '1' – '32' [2]	Qualifier Value '1' – '64' [3]
Qualifier Key **'Type'**	Qualifier Value 'Input'	Qualifier Value 'Output'	

# MatrixIONameStatus example 	
Value = InterfaceName.ReadStatus('MatrixIONameStatus', {'Number': '1', 'Type': 'Input'})
InterfaceName.SubscribeStatus('MatrixIONameStatus', None, FeedbackHandler)			

Command	Value	Value	
OutputExecutiveModeEnd point [4]	'On'	'Off'	
Qualifier Key **'Output'**	Qualifier Value '1' – '16' [1]	Qualifier Value '1' – '32' [2]	Qualifier Value '1' – '64' [3]

# OutputExecutiveModeEndpoint example 	
InterfaceName.Update('OutputExecutiveModeEndpoint', {'Output': '1'})
Value = InterfaceName.ReadStatus('OutputExecutiveModeEndpoint', {'Output': '1'})
InterfaceName.SubscribeStatus('OutputExecutiveModeEndpoint', None, FeedbackHandler)			

Command	Qualifier Value	Qualifier Value	Qualifier Value
OutputTieStatus	'0' – '16' [1]	'0' – '32' [2]	'0' – '64' [3]
Qualifier Key **'Output'**	Qualifier Value '1' – '16' [1]	Qualifier Value '1' – '32' [2]	Qualifier Value '1' – '64' [3]
Qualifier Key **'Tie Type'**	Qualifier Value 'Audio'	Qualifier Value 'Video'	Qualifier Value 'Audio/Video'

# OutputTieStatus example 	
Value = InterfaceName.ReadStatus('OutputTieStatus', {'Output': '1', 'Tie Type': 'Audio'})
InterfaceName.SubscribeStatus('OutputTieStatus', None, FeedbackHandler)			

Command	Value		
OutputTieStatusName	'String'		
Qualifier Key **'Output'**	Qualifier Value '1' – '16' [1]	Qualifier Value '1' – '32' [2]	Qualifier Value '1' – '64' [3]
Qualifier Key **'Tie Type'**	Qualifier Value 'Audio'	Qualifier Value 'Video'	Qualifier Value 'Audio/Video'

# OutputTieStatusName example 	
Value = InterfaceName.ReadStatus('OutputTieStatusName', {'Output': '1', 'Tie Type': 'Audio'})
InterfaceName.SubscribeStatus('OutputTieStatusName', None, FeedbackHandler)			

Command	Value	Value	

PowerSupplyStatus	'Installed/Normal'	'Not Installed/Failed'	
Qualifier Key **'Number'**	Qualifier Value '1' – '4'		

# PowerSupplyStatus example 	
   InterfaceName.Update('PowerSupplyStatus', {'Number': '1'})
   Value = InterfaceName.ReadStatus('PowerSupplyStatus', {'Number': '1'})
   InterfaceName.SubscribeStatus('PowerSupplyStatus', None, FeedbackHandler)			

Command **Relay**	Value 'Close'	Value 'Open'	
Qualifier Key **'Output'**	Qualifier Value '1' – '16' [1]	Qualifier Value '1' – '32' [2]	Qualifier Value '1' – '64' [3]
Qualifier Key **'Relay'**	Qualifier Value '1' – '2'		

# Relay example 	
   InterfaceName.Update('Relay', {'Output': '1', 'Relay': '1'})
   Value = InterfaceName.ReadStatus('Relay', {'Output': '1', 'Relay': '1'})
   InterfaceName.SubscribeStatus('Relay', None, FeedbackHandler)			

Command **TestPattern**	Value 'Black Screen, No Audio (720p @ 50 Hz)' 'Black Screen, Audio (720p @ 50 Hz)' 'Color Bars, No Audio (720p @ 50 Hz)' 'Color Bars, Audio (720p @ 50 Hz)' 'Off'	Value 'Black Screen, No Audio (720p @ 60 Hz)' 'Black Screen, Audio (720p @ 60 Hz)' 'Color Bars, No Audio (720p @ 60 Hz)' 'Color Bars, Audio (720p @ 60 Hz)'	Value 'Black Screen, No Audio (1080p @ 60 Hz)' 'Black Screen, Audio (1080p @ 60 Hz)' 'Color Bars, No Audio (1080p @ 60 Hz)' 'Color Bars, Audio (1080p @ 60 Hz)'

# TestPattern example 	
   InterfaceName.Update('TestPattern')
   Value = InterfaceName.ReadStatus('TestPattern')
   InterfaceName.SubscribeStatus('TestPattern', None, FeedbackHandler)			

Command **VideoMute**	Value 'On'	Value 'Off'	
Qualifier Key **'Output'**	Qualifier Value '1' – '16' [1]	Qualifier Value '1' – '32' [2]	Qualifier Value '1' – '64' [3]

# VideoMute example 	
   InterfaceName.Update('VideoMute', {'Output': '1'})
   Value = InterfaceName.ReadStatus('VideoMute', {'Output': '1'})
   InterfaceName.SubscribeStatus('VideoMute', None, FeedbackHandler)			

Command **VideoMuteEndpoint** [4]	Value 'On'	Value 'Off'	
Qualifier Key **'Output'**	Qualifier Value '1' – '16' [1]	Qualifier Value '1' – '32' [2]	Qualifier Value '1' – '64' [3]

# VideoMuteEndpoint example 	
   InterfaceName.Update('VideoMuteEndpoint', {'Output': '1'})
   Value = InterfaceName.ReadStatus('VideoMuteEndpoint', {'Output': '1'})
   InterfaceName.SubscribeStatus('VideoMuteEndpoint', None, FeedbackHandler)			

Command **Volume**	Value -64 to 0 in steps of 1 dB		
Qualifier Key **'Output'**	Qualifier Value '1' – '16' [1]	Qualifier Value '1' – '32' [2]	Qualifier Value '1' – '64' [3]

# Volume example 	
   InterfaceName.Update('Volume', {'Output': '1'})
   Value = InterfaceName.ReadStatus('Volume', {'Output': '1'})
   InterfaceName.SubscribeStatus('Volume', None, FeedbackHandler)			

Command	Value	Value	Value
WindoWallAudioMute	'On'	'Off'	
Qualifier Key	Qualifier Value		
'Wall'	'1' – '64'		
```# WindoWallAudioMute example``` ```InterfaceName.Update('WindoWallAudioMute', {'Wall': '1'})``` ```Value = InterfaceName.ReadStatus('WindoWallAudioMute', {'Wall': '1'})``` ```InterfaceName.SubscribeStatus('WindoWallAudioMute', None, FeedbackHandler)```			
Command	Value	Value	Value
WindoWallTie	'0' – '16' [1]	'0' – '32' [2]	'0' – '64' [3]
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Tie Type'	'Audio'	'Video'	'Audio Video'
Qualifier Key	Qualifier Value		
'Wall'	'1' – '64'		
```# WindoWallTie example``` ```InterfaceName.Update('WindoWallTie', {'Tie Type': 'Audio', 'Wall': '1'})``` ```Value = InterfaceName.ReadStatus('WindoWallTie', {'Tie Type': 'Audio', 'Wall': '1'})``` ```InterfaceName.SubscribeStatus('WindoWallTie', None, FeedbackHandler)```			
Command	Value	Value	
WindoWallVideoMute	'On'	'Off'	
Qualifier Key	Qualifier Value		
'Wall'	'1' – '64'		
```# WindoWallVideoMute example``` ```InterfaceName.Update('WindoWallVideoMute', {'Wall': '1'})``` ```Value = InterfaceName.ReadStatus('WindoWallVideoMute', {'Wall': '1'})``` ```InterfaceName.SubscribeStatus('WindoWallVideoMute', None, FeedbackHandler)```			
Command	Value	Value	
XTPInputPower	'Enable'	'Disable'	
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Input'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]
```# XTPInputPower example``` ```InterfaceName.Update('XTPInputPower', {'Input': '1'})``` ```Value = InterfaceName.ReadStatus('XTPInputPower', {'Input': '1'})``` ```InterfaceName.SubscribeStatus('XTPInputPower', None, FeedbackHandler)```			
Command	Value	Value	Value
XTPInputPowerStatus	'Unpowerable endpoint' 'No power available for the endpoint, but enabled'	'Power is being provided to the endpoint' 'Fault'	'Power available for the endpoint, but disabled'
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Input'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]
```# XTPInputPowerStatus example``` ```InterfaceName.Update('XTPInputPowerStatus', {'Input': '1'})``` ```Value = InterfaceName.ReadStatus('XTPInputPowerStatus', {'Input': '1'})``` ```InterfaceName.SubscribeStatus('XTPInputPowerStatus', None, FeedbackHandler)```			
Command	Value	Value	
XTPOutputPower	'Enable'	'Disable'	
Qualifier Key	Qualifier Value	Qualifier Value	Qualifier Value
'Output'	'1' – '16' [1]	'1' – '32' [2]	'1' – '64' [3]
```# XTPOutputPower example``` ```InterfaceName.Update('XTPOutputPower', {'Output': '1'})``` ```Value = InterfaceName.ReadStatus('XTPOutputPower', {'Output': '1'})``` ```InterfaceName.SubscribeStatus('XTPOutputPower', None, FeedbackHandler)```			
Command	Value	Value	Value

XTPOutputPowerStatus	'Unpowerable endpoint' 'No power available for the endpoint, but enabled'	'Power is being provided to the endpoint' 'Fault'	'Power available for the endpoint, but disabled'
Qualifier Key **'Output'**	Qualifier Value '1' – '16' [1]	Qualifier Value '1' – '32' [2]	Qualifier Value '1' – '64' [3]
``` # XTPOutputPowerStatus example InterfaceName.Update('XTPOutputPowerStatus', {'Output': '1'}) Value = InterfaceName.ReadStatus('XTPOutputPowerStatus', {'Output': '1'}) InterfaceName.SubscribeStatus('XTPOutputPowerStatus', None, FeedbackHandler) ```			

[1] Only available for XTP II CrossPoint 1600.

[2] Only available for XTP II CrossPoint 3200.

[3] Only available for XTP II CrossPoint 6400.

[4] All Endpoint and Switch Mode commands are only supported with XTP System firmware 4.0.0 or higher.

Cable and Adapter Requirements

Captive Screw to Male DB9 RS-232 Serial Cable.

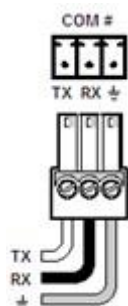## Notes for the Device

Serial communication

Port Type:	RS-232		**Parity:**	None
Baud Rate:	9600		**Stop Bits:**	One
Data Bits:	8		**Flow Control:**	None

Pin Assignments Diagram
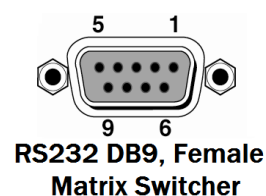
Network communication

When configuring the Ethernet module, be sure device settings match those of the Global Scripter ethernet interface.

Port Type:	Ethernet (TCP)
Default Port:	23
Logon Credentials Supported:	Yes
Multi-Connection Capabilities:	Yes
Port Changeability:	No

Ethernet Module Configuration Description

Please refer to user manual for settings and changes to the network communication parameters.

Notes for the Device

Appendix A. Set Commands

Analog Output Volume Endpoint 0 Output 1	\x1BR1*1*64v\x0D
Analog Output Volume Endpoint 0 Output 16	\x1BR16*1*64v\x0D
Analog Output Volume Endpoint 0 Output 32	\x1BR32*1*64v\x0D
Analog Output Volume Endpoint 0 Output 64	\x1BR64*1*64v\x0D
Analog Output Volume Endpoint -64 Output 1	\x1BR1*1*0v\x0D
Analog Output Volume Endpoint -64 Output 16	\x1BR16*1*0v\x0D
Analog Output Volume Endpoint -64 Output 32	\x1BR32*1*0v\x0D
Analog Output Volume Endpoint -64 Output 64	\x1BR64*1*0v\x0D
Audio Mute Endpoint Analog Output 1	\x1BR1*1*2z\x0D
Audio Mute Endpoint Analog Output 16	\x1BR16*1*2z\x0D
Audio Mute Endpoint Analog Output 32	\x1BR32*1*2z\x0D
Audio Mute Endpoint Analog Output 64	\x1BR64*1*2z\x0D
Audio Mute Endpoint Digital Output 1	\x1BR1*1*1z\x0D
Audio Mute Endpoint Digital Output 16	\x1BR16*1*1z\x0D
Audio Mute Endpoint Digital Output 32	\x1BR32*1*1z\x0D
Audio Mute Endpoint Digital Output 64	\x1BR64*1*1z\x0D
Audio Mute Endpoint Off Output 1	\x1BR1*1*0z\x0D
Audio Mute Endpoint Off Output 16	\x1BR16*1*0z\x0D
Audio Mute Endpoint Off Output 32	\x1BR32*1*0z\x0D
Audio Mute Endpoint Off Output 64	\x1BR64*1*0z\x0D
Audio Mute Endpoint On Output 1	\x1BR1*1*3z\x0D
Audio Mute Endpoint On Output 16	\x1BR16*1*3z\x0D
Audio Mute Endpoint On Output 32	\x1BR32*1*3z\x0D
Audio Mute Endpoint On Output 64	\x1BR64*1*3z\x0D
Audio Mute Off Output 1	1*0z
Audio Mute Off Output 16	16*0z
Audio Mute Off Output 32	32*0z
Audio Mute Off Output 64	64*0z
Audio Mute On Output 1	1*3z
Audio Mute On Output 16	16*3z
Audio Mute On Output 32	32*3z
Audio Mute On Output 64	64*3z
Endpoint Tie 1 Input 1	\x1B1*1*3ETIE\x0D
Endpoint Tie 1 Input 16	\x1B16*1*3ETIE\x0D
Endpoint Tie 1 Input 32	\x1B32*1*3ETIE\x0D
Endpoint Tie 1 Input 64	\x1B64*1*3ETIE\x0D
Endpoint Tie 3 Input 1	\x1B1*3*3ETIE\x0D
Endpoint Tie 3 Input 16	\x1B16*3*3ETIE\x0D
Endpoint Tie 3 Input 32	\x1B32*3*3ETIE\x0D
Endpoint Tie 3 Input 64	\x1B64*3*3ETIE\x0D
Executive Mode Mode 1	\x1B1EXEC\x0D
Executive Mode Mode 2	\x1B2EXEC\x0D

**Global Scripter Module
Communication Sheet**

Executive Mode Off	\x1B0EXEC\x0D
Freeze Endpoint Disable Output 1	\x1BR1*1*0F\x0D
Freeze Endpoint Disable Output 16	\x1BR16*1*0F\x0D
Freeze Endpoint Disable Output 32	\x1BR32*1*0F\x0D
Freeze Endpoint Disable Output 64	\x1BR64*1*0F\x0D
Freeze Endpoint Enable Output 1	\x1BR1*1*1F\x0D
Freeze Endpoint Enable Output 16	\x1BR16*1*1F\x0D
Freeze Endpoint Enable Output 32	\x1BR32*1*1F\x0D
Freeze Endpoint Enable Output 64	\x1BR64*1*1F\x0D
Global Audio Mute Off	0*z
Global Audio Mute On	3*z
Global Video Mute Off	0*b
Global Video Mute On	1*b
HDCP Input Authorization Endpoint Off Sub Input 1 Input 1	\x1BTE01*1*0HDCP\x0D
HDCP Input Authorization Endpoint Off Sub Input 1 Input 16	\x1BTE16*1*0HDCP\x0D
HDCP Input Authorization Endpoint Off Sub Input 1 Input 32	\x1BTE32*1*0HDCP\x0D
HDCP Input Authorization Endpoint Off Sub Input 1 Input 64	\x1BTE64*1*0HDCP\x0D
HDCP Input Authorization Endpoint Off Sub Input 3 Input 1	\x1BTE01*3*0HDCP\x0D
HDCP Input Authorization Endpoint Off Sub Input 3 Input 16	\x1BTE16*3*0HDCP\x0D
HDCP Input Authorization Endpoint Off Sub Input 3 Input 32	\x1BTE32*3*0HDCP\x0D
HDCP Input Authorization Endpoint Off Sub Input 3 Input 64	\x1BTE64*3*0HDCP\x0D
HDCP Input Authorization Endpoint On Sub Input 1 Input 1	\x1BTE01*1*1HDCP\x0D
HDCP Input Authorization Endpoint On Sub Input 1 Input 16	\x1BTE16*1*1HDCP\x0D
HDCP Input Authorization Endpoint On Sub Input 1 Input 32	\x1BTE32*1*1HDCP\x0D
HDCP Input Authorization Endpoint On Sub Input 1 Input 64	\x1BTE64*1*1HDCP\x0D
HDCP Input Authorization Endpoint On Sub Input 3 Input 1	\x1BTE01*3*1HDCP\x0D
HDCP Input Authorization Endpoint On Sub Input 3 Input 16	\x1BTE16*3*1HDCP\x0D
HDCP Input Authorization Endpoint On Sub Input 3 Input 32	\x1BTE32*3*1HDCP\x0D
HDCP Input Authorization Endpoint On Sub Input 3 Input 64	\x1BTE64*3*1HDCP\x0D
HDCP Input Authorization Off Input 1	\x1BE01*0HDCP\x0D

HDCP Input Authorization Off Input 16	\x1BE16*0HDCP\x0D
HDCP Input Authorization Off Input 32	\x1BE32*0HDCP\x0D
HDCP Input Authorization Off Input 64	\x1BE64*0HDCP\x0D
HDCP Input Authorization On Input 1	\x1BE01*1HDCP\x0D
HDCP Input Authorization On Input 16	\x1BE16*1HDCP\x0D
HDCP Input Authorization On Input 32	\x1BE32*1HDCP\x0D
HDCP Input Authorization On Input 64	\x1BE64*1HDCP\x0D
Input Audio Switch Mode Auto Input 1	\x1BI1*0AFMT\x0D
Input Audio Switch Mode Auto Input 16	\x1BI16*0AFMT\x0D
Input Audio Switch Mode Auto Input 32	\x1BI32*0AFMT\x0D
Input Audio Switch Mode Auto Input 64	\x1BI64*0AFMT\x0D
Input Audio Switch Mode Digital Input 1	\x1BI1*1AFMT\x0D
Input Audio Switch Mode Digital Input 16	\x1BI16*1AFMT\x0D
Input Audio Switch Mode Digital Input 32	\x1BI32*1AFMT\x0D
Input Audio Switch Mode Digital Input 64	\x1BI64*1AFMT\x0D
Input Audio Switch Mode Endpoint Auto Sub Input 1 Input 1	\x1BT1*1*0AFMT\x0D
Input Audio Switch Mode Endpoint Auto Sub Input 1 Input 16	\x1BT16*1*0AFMT\x0D
Input Audio Switch Mode Endpoint Auto Sub Input 1 Input 32	\x1BT32*1*0AFMT\x0D
Input Audio Switch Mode Endpoint Auto Sub Input 1 Input 64	\x1BT64*1*0AFMT\x0D
Input Audio Switch Mode Endpoint Auto Sub Input 3 Input 1	\x1BT1*3*0AFMT\x0D
Input Audio Switch Mode Endpoint Auto Sub Input 3 Input 16	\x1BT16*3*0AFMT\x0D
Input Audio Switch Mode Endpoint Auto Sub Input 3 Input 32	\x1BT32*3*0AFMT\x0D
Input Audio Switch Mode Endpoint Auto Sub Input 3 Input 64	\x1BT64*3*0AFMT\x0D
Input Audio Switch Mode Endpoint Digital Sub Input 1 Input 1	\x1BT1*1*1AFMT\x0D
Input Audio Switch Mode Endpoint Digital Sub Input 1 Input 16	\x1BT16*1*1AFMT\x0D
Input Audio Switch Mode Endpoint Digital Sub Input 1 Input 32	\x1BT32*1*1AFMT\x0D
Input Audio Switch Mode Endpoint Digital Sub Input 1 Input 64	\x1BT64*1*1AFMT\x0D
Input Audio Switch Mode Endpoint Digital Sub Input 3 Input 1	\x1BT1*3*1AFMT\x0D
Input Audio Switch Mode Endpoint Digital Sub Input 3 Input 16	\x1BT16*3*1AFMT\x0D
Input Audio Switch Mode Endpoint Digital Sub Input 3 Input 32	\x1BT32*3*1AFMT\x0D
Input Audio Switch Mode Endpoint Digital Sub Input	\x1BT64*3*1AFMT\x0D

3 Input 64	
Input Audio Switch Mode Endpoint Local 2 Ch Audio Sub Input 1 Input 1	\x1BT1*1*2AFMT\x0D
Input Audio Switch Mode Endpoint Local 2 Ch Audio Sub Input 1 Input 16	\x1BT16*1*2AFMT\x0D
Input Audio Switch Mode Endpoint Local 2 Ch Audio Sub Input 1 Input 32	\x1BT32*1*2AFMT\x0D
Input Audio Switch Mode Endpoint Local 2 Ch Audio Sub Input 1 Input 64	\x1BT64*1*2AFMT\x0D
Input Audio Switch Mode Endpoint Local 2 Ch Audio Sub Input 3 Input 1	\x1BT1*3*2AFMT\x0D
Input Audio Switch Mode Endpoint Local 2 Ch Audio Sub Input 3 Input 16	\x1BT16*3*2AFMT\x0D
Input Audio Switch Mode Endpoint Local 2 Ch Audio Sub Input 3 Input 32	\x1BT32*3*2AFMT\x0D
Input Audio Switch Mode Endpoint Local 2 Ch Audio Sub Input 3 Input 64	\x1BT64*3*2AFMT\x0D
Input Audio Switch Mode Local 2 Ch Audio Input 1	\x1BI1*2AFMT\x0D
Input Audio Switch Mode Local 2 Ch Audio Input 16	\x1BI16*2AFMT\x0D
Input Audio Switch Mode Local 2 Ch Audio Input 32	\x1BI32*2AFMT\x0D
Input Audio Switch Mode Local 2 Ch Audio Input 64	\x1BI64*2AFMT\x0D
Input Executive Mode Endpoint On Input 1	\x1BT1*1X\x0D
Input Executive Mode Endpoint On Input 16	\x1BT16*1X\x0D
Input Executive Mode Endpoint On Input 32	\x1BT32*1X\x0D
Input Executive Mode Endpoint On Input 64	\x1BT64*1X\x0D
Input Executive Mode Endpoint Off Input 1	\x1BT1*0X\x0D
Input Executive Mode Endpoint Off Input 16	\x1BT16*0X\x0D
Input Executive Mode Endpoint Off Input 32	\x1BT32*0X\x0D
Input Executive Mode Endpoint Off Input 64	\x1BT64*0X\x0D
Matrix Tie Command None Tie Type Audio Input 0 Output 1	0*1$
Matrix Tie Command None Tie Type Audio Input 0 Output 16	0*16$
Matrix Tie Command None Tie Type Audio Input 0 Output 32	0*32$
Matrix Tie Command None Tie Type Audio Input 0 Output 64	0*64$
Matrix Tie Command None Tie Type Audio Input 0 Output All	0*$
Matrix Tie Command None Tie Type Audio Input 16 Output 1	16*1$
Matrix Tie Command None Tie Type Audio Input 16 Output 16	16*16$
Matrix Tie Command None Tie Type Audio Input 16 Output All	16*$
Matrix Tie Command None Tie Type Audio Input 32	32*1$

Output 1	
Matrix Tie Command None Tie Type Audio Input 32 Output 32	32*32$
Matrix Tie Command None Tie Type Audio Input 32 Output All	32*$
Matrix Tie Command None Tie Type Audio Input 64 Output 1	64*1$
Matrix Tie Command None Tie Type Audio Input 64 Output 64	64*64$
Matrix Tie Command None Tie Type Audio Input 64 Output All	64*$
Matrix Tie Command None Tie Type Audio/Video Input 0 Output 1	0*1!
Matrix Tie Command None Tie Type Audio/Video Input 0 Output 16	0*16!
Matrix Tie Command None Tie Type Audio/Video Input 0 Output 32	0*32!
Matrix Tie Command None Tie Type Audio/Video Input 0 Output 64	0*64!
Matrix Tie Command None Tie Type Audio/Video Input 0 Output All	0*!
Matrix Tie Command None Tie Type Audio/Video Input 16 Output 1	16*1!
Matrix Tie Command None Tie Type Audio/Video Input 16 Output 16	16*16!
Matrix Tie Command None Tie Type Audio/Video Input 16 Output All	16*!
Matrix Tie Command None Tie Type Audio/Video Input 32 Output 1	32*1!
Matrix Tie Command None Tie Type Audio/Video Input 32 Output 32	32*32!
Matrix Tie Command None Tie Type Audio/Video Input 32 Output All	32*!
Matrix Tie Command None Tie Type Audio/Video Input 64 Output 1	64*1!
Matrix Tie Command None Tie Type Audio/Video Input 64 Output 64	64*64!
Matrix Tie Command None Tie Type Audio/Video Input 64 Output All	64*!
Matrix Tie Command None Tie Type Video Input 0 Output 1	0*1&
Matrix Tie Command None Tie Type Video Input 0 Output 16	0*16&
Matrix Tie Command None Tie Type Video Input 0 Output 32	0*32&
Matrix Tie Command None Tie Type Video Input 0 Output 64	0*64&

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Communication Sheet**

Revision: 8/31/2021

Matrix Tie Command None Tie Type Video Input 0 Output All	0*&
Matrix Tie Command None Tie Type Video Input 16 Output 1	16*1&
Matrix Tie Command None Tie Type Video Input 16 Output 16	16*16&
Matrix Tie Command None Tie Type Video Input 16 Output All	16*&
Matrix Tie Command None Tie Type Video Input 32 Output 1	32*1&
Matrix Tie Command None Tie Type Video Input 32 Output 32	32*32&
Matrix Tie Command None Tie Type Video Input 32 Output All	32*&
Matrix Tie Command None Tie Type Video Input 64 Output 1	64*1&
Matrix Tie Command None Tie Type Video Input 64 Output 64	64*64&
Matrix Tie Command None Tie Type Video Input 64 Output All	64*&
Output Executive Mode Endpoint On Output 1	\x1BR1*1X\x0D
Output Executive Mode Endpoint On Output 16	\x1BR16*1X\x0D
Output Executive Mode Endpoint On Output 33	\x1BR33*1X\x0D
Output Executive Mode Endpoint On Output 64	\x1BR64*1X\x0D
Output Executive Mode Endpoint Off Output 1	\x1BR1*0X\x0D
Output Executive Mode Endpoint Off Output 16	\x1BR16*0X\x0D
Output Executive Mode Endpoint Off Output 33	\x1BR33*0X\x0D
Output Executive Mode Endpoint Off Output 64	\x1BR64*0X\x0D
Output Image Reset Endpoint None Output 1	wR1*1*2AADJ\x0D
Output Image Reset Endpoint None Output 16	wR16*1*2AADJ\x0D
Output Image Reset Endpoint None Output 32	wR32*1*2AADJ\x0D
Preset Recall 1	\x1BR1PRST\x0D
Preset Recall 32	\x1BR32PRST\x0D
Preset Save 1	\x1BS1PRST\x0D
Preset Save 32	\x1BS32PRST\x0D
Refresh Matrix 1 - 16	w0*1*1vc\x0Dw0*1*2vc\x0D
Refresh Matrix 17 - 32	w0*17*1vc\x0Dw0*17*2vc\x0D
Refresh Matrix 33 - 48	w0*33*1vc\x0Dw0*33*2vc\x0D
Refresh Matrix 49 - 64	w0*49*1vc\x0Dw0*49*2vc\x0D
Relay Close Relay 1 Output 1	w1*1*1RELY\x0D
Relay Close Relay 1 Output 16	w16*1*1RELY\x0D
Relay Close Relay 1 Output 32	w32*1*1RELY\x0D
Relay Close Relay 1 Output 64	w64*1*1RELY\x0D
Relay Close Relay 2 Output 1	w1*2*1RELY\x0D
Relay Close Relay 2 Output 16	w16*2*1RELY\x0D

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Relay Close Relay 2 Output 32	w32*2*1RELY\x0D
Relay Close Relay 2 Output 64	w64*2*1RELY\x0D
Relay Open Relay 1 Output 1	w1*1*0RELY\x0D
Relay Open Relay 1 Output 16	w16*1*0RELY\x0D
Relay Open Relay 1 Output 32	w32*1*0RELY\x0D
Relay Open Relay 1 Output 64	w64*1*0RELY\x0D
Relay Open Relay 2 Output 1	w1*2*0RELY\x0D
Relay Open Relay 2 Output 16	w16*2*0RELY\x0D
Relay Open Relay 2 Output 32	w32*2*0RELY\x0D
Relay Open Relay 2 Output 64	w64*2*0RELY\x0D
Relay Pulse 0 Relay 1 Output 1	w1*1*3*0RELY\x0D
Relay Pulse 0 Relay 1 Output 16	w16*1*3*0RELY\x0D
Relay Pulse 0 Relay 1 Output 32	w32*1*3*0RELY\x0D
Relay Pulse 0 Relay 1 Output 64	w64*1*3*0RELY\x0D
Relay Pulse 0 Relay 2 Output 1	w1*2*3*0RELY\x0D
Relay Pulse 0 Relay 2 Output 16	w16*2*3*0RELY\x0D
Relay Pulse 0 Relay 2 Output 32	w32*2*3*0RELY\x0D
Relay Pulse 0 Relay 2 Output 64	w64*2*3*0RELY\x0D
Relay Pulse 1048 Relay 1 Output 1	w1*1*3*65500RELY\x0D
Relay Pulse 1048 Relay 1 Output 16	w16*1*3*65500RELY\x0D
Relay Pulse 1048 Relay 1 Output 32	w32*1*3*65500RELY\x0D
Relay Pulse 1048 Relay 1 Output 64	w64*1*3*65500RELY\x0D
Relay Pulse 1048 Relay 2 Output 1	w1*2*3*65500RELY\x0D
Relay Pulse 1048 Relay 2 Output 16	w16*2*3*65500RELY\x0D
Relay Pulse 1048 Relay 2 Output 32	w32*2*3*65500RELY\x0D
Relay Pulse 1048 Relay 2 Output 64	w64*2*3*65500RELY\x0D
Test Pattern Black Screen, Audio (1080p @ 60 Hz)	\x1B12TEST\x0D
Test Pattern Black Screen, Audio (720p @ 50 Hz)	\x1B8TEST\x0D
Test Pattern Black Screen, Audio (720p @ 60 Hz)	\x1B10TEST\x0D
Test Pattern Black Screen, No Audio (1080p @ 60 Hz)	\x1B6TEST\x0D
Test Pattern Black Screen, No Audio (720p @ 50 Hz)	\x1B2TEST\x0D
Test Pattern Black Screen, No Audio (720p @ 60 Hz)	\x1B4TEST\x0D
Test Pattern Color Bars, Audio (1080p @ 60 Hz)	\x1B11TEST\x0D
Test Pattern Color Bars, Audio (720p @ 50 Hz)	\x1B7TEST\x0D
Test Pattern Color Bars, Audio (720p @ 60 Hz)	\x1B9TEST\x0D
Test Pattern Color Bars, No Audio (1080p @ 60 Hz)	\x1B5TEST\x0D
Test Pattern Color Bars, No Audio (720p @ 50 Hz)	\x1B1TEST\x0D
Test Pattern Color Bars, No Audio (720p @ 60 Hz)	\x1B3TEST\x0D
Test Pattern Off	\x1B0TEST\x0D
Video Mute Endpoint Off Output 1	\x1BR1*1*0b\x0D
Video Mute Endpoint Off Output 16	\x1BR16*1*0b\x0D
Video Mute Endpoint Off Output 32	\x1BR32*1*0b\x0D
Video Mute Endpoint Off Output 64	\x1BR64*1*0b\x0D
Video Mute Endpoint On Output 1	\x1BR1*1*1b\x0D

Video Mute Endpoint On Output 16	\x1BR16*1*1b\x0D
Video Mute Endpoint On Output 32	\x1BR32*1*1b\x0D
Video Mute Endpoint On Output 64	\x1BR64*1*1b\x0D
Video Mute Off Output 1	1*0b
Video Mute Off Output 16	16*0b
Video Mute Off Output 32	32*0b
Video Mute Off Output 64	64*0b
Video Mute On Output 1	1*1b
Video Mute On Output 16	16*1b
Video Mute On Output 32	32*1b
Video Mute On Output 64	64*1b
Volume 0 Output 1	1*64v
Volume 0 Output 16	16*64v
Volume 0 Output 32	32*64v
Volume 0 Output 64	64*64v
Volume -64 Output 1	1*0v
Volume -64 Output 16	16*0v
Volume -64 Output 32	32*0v
Volume -64 Output 64	64*0v
WindoWall Audio Mute Off Wall 1	\x1BZ1*0CHOP\x0D
WindoWall Audio Mute Off Wall 64	\x1BZ64*0CHOP\x0D
WindoWall Audio Mute On Wall 1	\x1BZ1*1CHOP\x0D
WindoWall Audio Mute On Wall 64	\x1BZ64*1CHOP\x0D
WindoWall Preset Recall 1	\x1BR1CHOP\x0D
WindoWall Preset Recall 64	\x1BR64CHOP\x0D
WindoWall Tie 0 Tie Type Audio Video Wall 1	\x1B!1*0CHOP\x0D
WindoWall Tie 0 Tie Type Audio Video Wall 64	\x1B!64*0CHOP\x0D
WindoWall Tie 0 Tie Type Audio Wall 1	\x1B$1*0CHOP\x0D
WindoWall Tie 0 Tie Type Audio Wall 64	\x1B$64*0CHOP\x0D
WindoWall Tie 0 Tie Type Video Wall 1	\x1B%1*0CHOP\x0D
WindoWall Tie 0 Tie Type Video Wall 64	\x1B%64*0CHOP\x0D
WindoWall Tie 16 Tie Type Audio Video Wall 1	\x1B!1*16CHOP\x0D
WindoWall Tie 16 Tie Type Audio Video Wall 64	\x1B!64*16CHOP\x0D
WindoWall Tie 16 Tie Type Audio Wall 1	\x1B$1*16CHOP\x0D
WindoWall Tie 16 Tie Type Audio Wall 64	\x1B$64*16CHOP\x0D
WindoWall Tie 16 Tie Type Video Wall 1	\x1B%1*16CHOP\x0D
WindoWall Tie 16 Tie Type Video Wall 64	\x1B%64*16CHOP\x0D
WindoWall Tie 32 Tie Type Audio Video Wall 1	\x1B!1*32CHOP\x0D
WindoWall Tie 32 Tie Type Audio Video Wall 64	\x1B!64*32CHOP\x0D
WindoWall Tie 32 Tie Type Audio Wall 1	\x1B$1*32CHOP\x0D
WindoWall Tie 32 Tie Type Audio Wall 64	\x1B$64*32CHOP\x0D
WindoWall Tie 32 Tie Type Video Wall 1	\x1B%1*32CHOP\x0D
WindoWall Tie 32 Tie Type Video Wall 64	\x1B%64*32CHOP\x0D
WindoWall Tie 64 Tie Type Audio Video Wall 1	\x1B!1*64CHOP\x0D

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WindoWall Tie 64 Tie Type Audio Video Wall 64	\x1B!64*64CHOP\x0D
WindoWall Tie 64 Tie Type Audio Wall 1	\x1B$1*64CHOP\x0D
WindoWall Tie 64 Tie Type Audio Wall 64	\x1B$64*64CHOP\x0D
WindoWall Tie 64 Tie Type Video Wall 1	\x1B%1*64CHOP\x0D
WindoWall Tie 64 Tie Type Video Wall 64	\x1B%64*64CHOP\x0D
WindoWall Video Mute Off Wall 1	\x1BB1*0CHOP\x0D
WindoWall Video Mute Off Wall 64	\x1BB64*0CHOP\x0D
WindoWall Video Mute On Wall 1	\x1BB1*1CHOP\x0D
WindoWall Video Mute On Wall 64	\x1BB64*1CHOP\x0D
XTP Input Power Disable Input 1	wI1*0POEC\x0D
XTP Input Power Disable Input 16	wI16*0POEC\x0D
XTP Input Power Disable Input 32	wI32*0POEC\x0D
XTP Input Power Disable Input 64	wI64*0POEC\x0D
XTP Input Power Enable Input 1	wI1*1POEC\x0D
XTP Input Power Enable Input 16	wI16*1POEC\x0D
XTP Input Power Enable Input 32	wI32*1POEC\x0D
XTP Input Power Enable Input 64	wI64*1POEC\x0D
XTP Output Power Disable Output 1	wO1*0POEC\x0D
XTP Output Power Disable Output 16	wO16*0POEC\x0D
XTP Output Power Disable Output 32	wO32*0POEC\x0D
XTP Output Power Disable Output 64	wO64*0POEC\x0D
XTP Output Power Enable Output 1	wO1*1POEC\x0D
XTP Output Power Enable Output 16	wO16*1POEC\x0D
XTP Output Power Enable Output 32	wO32*1POEC\x0D
XTP Output Power Enable Output 64	wO64*1POEC\x0D

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Appendix B. Update Commands

Analog Output Volume Endpoint Output 1	\x1BR1*1v\x0D
Analog Output Volume Endpoint Output 16	\x1BR16*1v\x0D
Analog Output Volume Endpoint Output 32	\x1BR32*1v\x0D
Analog Output Volume Endpoint Output 64	\x1BR64*1v\x0D
Audio Mute Endpoint Output 1	\x1BR1*1z\x0D
Audio Mute Endpoint Output 16	\x1BR16*1z\x0D
Audio Mute Endpoint Output 32	\x1BR32*1z\x0D
Audio Mute Endpoint Output 64	\x1BR64*1z\x0D
Audio Mute Output 1	1z
Audio Mute Output 16	16z
Audio Mute Output 32	32z
Audio Mute Output 64	64z
Endpoint Tie Input 1	\x1B1ETIE\x0D
Endpoint Tie Input 16	\x1B16ETIE\x0D
Endpoint Tie Input 32	\x1B32ETIE\x0D
Endpoint Tie Input 64	\x1B64ETIE\x0D
Executive Mode	\x1BEXEC\x0D
Freeze Endpoint Output 1	\x1BR1*1F\x0D
Freeze Endpoint Output 16	\x1BR16*1F\x0D
Freeze Endpoint Output 32	\x1BR32*1F\x0D
Freeze Endpoint Output 64	\x1BR64*1F\x0D
HDCP Input Authorization Endpoint Sub Input 1 Input 1	\x1BTE1*1HDCP\x0D
HDCP Input Authorization Endpoint Sub Input 1 Input 16	\x1BTE16*1HDCP\x0D
HDCP Input Authorization Endpoint Sub Input 1 Input 32	\x1BTE32*1HDCP\x0D
HDCP Input Authorization Endpoint Sub Input 1 Input 64	\x1BTE64*1HDCP\x0D
HDCP Input Authorization Endpoint Sub Input 3 Input 1	\x1BTE1*3HDCP\x0D
HDCP Input Authorization Endpoint Sub Input 3 Input 16	\x1BTE16*3HDCP\x0D
HDCP Input Authorization Endpoint Sub Input 3 Input 32	\x1BTE32*3HDCP\x0D
HDCP Input Authorization Endpoint Sub Input 3 Input 64	\x1BTE64*3HDCP\x0D
HDCP Input Authorization Input 1	\x1BE1HDCP\x0D
HDCP Input Authorization Input 16	\x1BE16HDCP\x0D
HDCP Input Authorization Input 32	\x1BE32HDCP\x0D
HDCP Input Authorization Input 64	\x1BE64HDCP\x0D
HDCP Input Status Endpoint Sub Input 1 Input 1	wT1*1HDCP\x0D
HDCP Input Status Endpoint Sub Input 1 Input 16	wT16*1HDCP\x0D

HDCP Input Status Endpoint Sub Input 1 Input 32	`wT32*1HDCP\x0D`
HDCP Input Status Endpoint Sub Input 1 Input 64	`wT64*1HDCP\x0D`
HDCP Input Status Endpoint Sub Input 3 Input 1	`wT1*3HDCP\x0D`
HDCP Input Status Endpoint Sub Input 3 Input 16	`wT16*3HDCP\x0D`
HDCP Input Status Endpoint Sub Input 3 Input 32	`wT32*3HDCP\x0D`
HDCP Input Status Endpoint Sub Input 3 Input 64	`wT64*3HDCP\x0D`
HDCP Input Status Input 1	`wI*HDCP\x0D`
HDCP Input Status Input 16	`wI*HDCP\x0D`
HDCP Input Status Input 32	`wI*HDCP\x0D`
HDCP Input Status Input 64	`wI*HDCP\x0D`
HDCP Output Status Output 1	`wO*HDCP\x0D`
HDCP Output Status Output 16	`wO*HDCP\x0D`
HDCP Output Status Output 32	`wO*HDCP\x0D`
HDCP Output Status Output 64	`wO*HDCP\x0D`
Input Audio Switch Mode Endpoint Sub Input 1 Input 1	`\x1BT1*1AFMT\x0D`
Input Audio Switch Mode Endpoint Sub Input 1 Input 16	`\x1BT16*1AFMT\x0D`
Input Audio Switch Mode Endpoint Sub Input 1 Input 32	`\x1BT32*1AFMT\x0D`
Input Audio Switch Mode Endpoint Sub Input 1 Input 64	`\x1BT64*1AFMT\x0D`
Input Audio Switch Mode Endpoint Sub Input 3 Input 1	`\x1BT1*3AFMT\x0D`
Input Audio Switch Mode Endpoint Sub Input 3 Input 16	`\x1BT16*3AFMT\x0D`
Input Audio Switch Mode Endpoint Sub Input 3 Input 32	`\x1BT32*3AFMT\x0D`
Input Audio Switch Mode Endpoint Sub Input 3 Input 64	`\x1BT64*3AFMT\x0D`
Input Audio Switch Mode Input 1	`\x1BI1AFMT\x0D`
Input Audio Switch Mode Input 16	`\x1BI16AFMT\x0D`
Input Audio Switch Mode Input 32	`\x1BI32AFMT\x0D`
Input Audio Switch Mode Input 64	`\x1BI64AFMT\x0D`
Input Executive Mode Endpoint Input 1	`\x1BT1X\x0D`
Input Executive Mode Endpoint Input 16	`\x1BT16X\x0D`
Input Executive Mode Endpoint Input 32	`\x1BT32X\x0D`
Input Executive Mode Endpoint Input 64	`\x1BT64X\x0D`
Input Signal Status Endpoint Sub Input 1 Input 1	`\x1BT1*1LS\x0D`
Input Signal Status Endpoint Sub Input 1 Input 16	`\x1BT16*1LS\x0D`
Input Signal Status Endpoint Sub Input 1 Input 32	`\x1BT32*1LS\x0D`
Input Signal Status Endpoint Sub Input 3 Input 1	`\x1BT1*3LS\x0D`
Input Signal Status Endpoint Sub Input 3 Input 16	`\x1BT16*3LS\x0D`
Input Signal Status Endpoint Sub Input 3 Input 32	`\x1BT32*3LS\x0D`
Input Signal Status Input 1	`0LS`

Input Signal Status Input 16	0LS
Input Signal Status Input 32	0LS
Input Signal Status Input 64	0LS
Output Executive Mode Endpoint Output 1	\x1BR1X\x0D
Output Executive Mode Endpoint Output 16	\x1BR16X\x0D
Output Executive Mode Endpoint Output 33	\x1BR33X\x0D
Output Executive Mode Endpoint Output 64	\x1BR64X\x0D
Power Supply Status Number 1	S\x0D
Power Supply Status Number 4	S\x0D
Relay Relay 1 Output 1	w1*1RELY\x0D
Relay Relay 1 Output 16	w16*1RELY\x0D
Relay Relay 1 Output 32	w32*1RELY\x0D
Relay Relay 1 Output 64	w64*1RELY\x0D
Relay Relay 2 Output 1	w1*2RELY\x0D
Relay Relay 2 Output 16	w16*2RELY\x0D
Relay Relay 2 Output 32	w32*2RELY\x0D
Relay Relay 2 Output 64	w64*2RELY\x0D
Test Pattern	\x1BTEST\x0D
Video Mute Endpoint Output 1	\x1BR1*1b\x0D
Video Mute Endpoint Output 16	\x1BR16*1b\x0D
Video Mute Endpoint Output 32	\x1BR32*1b\x0D
Video Mute Endpoint Output 64	\x1BR64*1b\x0D
Video Mute Output 1	1b
Video Mute Output 16	16b
Video Mute Output 32	32b
Video Mute Output 64	64b
Volume Output 1	1v
Volume Output 16	16v
Volume Output 32	32v
Volume Output 64	64v
WindoWall Audio Mute Wall 1	\x1BZ1CHOP\x0D
WindoWall Audio Mute Wall 64	\x1BZ64CHOP\x0D
WindoWall Tie Tie Type Audio Video Wall 1	\x1B!1CHOP\x0D
WindoWall Tie Tie Type Audio Video Wall 64	\x1B!64CHOP\x0D
WindoWall Tie Tie Type Audio Wall 1	\x1B$1CHOP\x0D
WindoWall Tie Tie Type Audio Wall 64	\x1B$64CHOP\x0D
WindoWall Tie Tie Type Video Wall 1	\x1B%1CHOP\x0D
WindoWall Tie Tie Type Video Wall 64	\x1B%64CHOP\x0D
WindoWall Video Mute Wall 1	\x1BB1CHOP\x0D
WindoWall Video Mute Wall 64	\x1BB64CHOP\x0D
XTP Input Power Input 1	wIPOEC\x0D
XTP Input Power Input 16	wIPOEC\x0D
XTP Input Power Input 32	wIPOEC\x0D
XTP Input Power Input 64	wIPOEC\x0D

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XTP Input Power Status Input 1	wI1POEC\x0D
XTP Input Power Status Input 16	wI16POEC\x0D
XTP Input Power Status Input 32	wI32POEC\x0D
XTP Input Power Status Input 64	wI64POEC\x0D
XTP Output Power Output 1	wOPOEC\x0D
XTP Output Power Output 16	wOPOEC\x0D
XTP Output Power Output 32	wOPOEC\x0D
XTP Output Power Output 64	wOPOEC\x0D
XTP Output Power Status Output 1	wO1POEC\x0D
XTP Output Power Status Output 16	wO16POEC\x0D
XTP Output Power Status Output 32	wO32POEC\x0D
XTP Output Power Status Output 64	wO64POEC\x0D

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