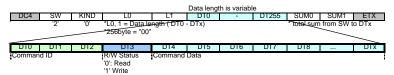
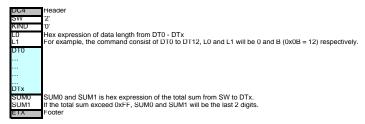
## Commands from Host to Slave(Receiver)



Extended command from the host to the receiver consist of the bytes as illustrated below.



When you read ore write some parameter, the command from the host will consist of the following structure.

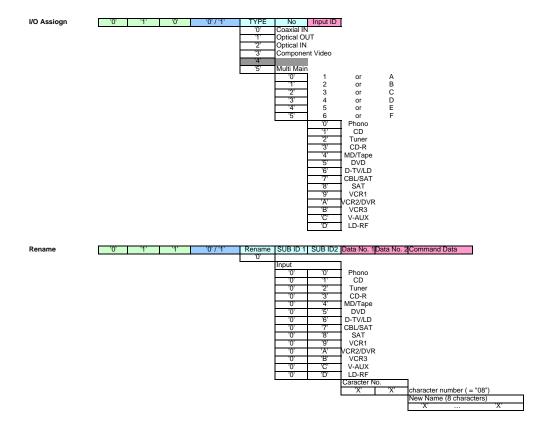


Following is the data structure from DT0 to DTx.



From the next page, Only from the DT0 to DTx byte will be illustrated.

	DT0	DT1	DT2	DT3	DT4	
System Information	'0'	.0.	'0'	,0,	ID	
				Read Only	,0,	Zone2
					'1'	Tuner
					'2'	OSD Format
					'3'	Effect ch
					'4'	Digital Format
					'5'	DC Trigger
					'6'	Preset
					'7'	Zone3
					'F'	Model Name
Input Information	'0'	'0'	Ť	'0'	ID	Read Only
				Read Only	'0'	SP Out
					'1'	Audio Input Analog
					'2'	Audio Input Optical
					'3'	Audio Input Coaxial
					'4'	Audio Input D.D.RF
					'5'	Video Input Composite / S
					'6'	Video Input Component
					'7'	Audio Output Analog
					'8'	Audio Output Optiocal
					'9'	Video Output Composite / S
DSP Information	'0'	'0'	'2'	'0'	ID	Read Only
				Read Only	'0'	Program
					'1'	User Parameters



User Parameter

'0'	'2'	'0'	'0' / '1'	DSP ID		Parameter ID Parameter Data
				'0'	'0'	Hall A
				,0,	'1'	Hall B
				'0'	'2'	Hall C
See App	endix 1	for the		'0'	'3'	
SP Prog	gram ID f	or each N	lodel.	'0'	'4'	Hall D
				'0'	'5'	Hall E
				'0'	'6'	Live Concert
				'0'	'7'	
				'0'	'8'	Tokyo
				'0'	'9'	Freiburg
				,0,	'A'	Royaumont
				,0,	'B'	Village Cata
				'0'	,C,	Village Gate
				,0,	E,	Village Vanguard The Bottom Line
				'0'	'F'	THE BOWOTH LINE
				'1'	'O'	Roxy Theatre
				'1'	'1'	Warehouse Loft
				'1'	'2'	Arena
				'1'	'3'	Alelia
				'1'	'4'	Disco
				'1'	'5'	Party
				'1'	'6'	Game
				14.	'7'	5/6/8 ch Stereo
				'1'	'8'	Pop/Rock
				'1'	'9'	DJ
				'1'	'A'	
				'1'	'B'	
				'1'	'C'	Classical / Opera
				'1'	'D'	Pavilion
				'1'	'E'	
				'1'	'F'	
				'2'	.0.	Mono Movie
				'2'	'1'	Variety / Sports
				'2'	'2'	
				'2'	'3'	
				'2'	'4'	Spectacle
				'2'	'5'	Sci-Fi
				'2'	'6'	
				'2'	'7'	
				'2'	'8'	Adventure
				'2'	'9'	General
				'2' '2'	'A' 'B'	
				'2'	,C,	Normal
				'2'	D,	Enhanced
				'2'	Ę,	Limanosa
				'2'	'F'	
				'3'	'4'	2CH STEREO
				'3'	'6'	THX CINEMA ( ULTRA2 )
						, , , , , , , , , , , , , , , , , , , ,
				'3'	'8'	HALL H
				'3'	9,	HALL F
				'3'	'A'	HALL G
				'8'	'0'	STRAIGHT

Parameter	ID	
'0'	'0'	P. Init. Delay
.0.	'1'	P. Room Size
'0'	'2'	P. Liveness
.0,	'5'	S. Init Delay
'0'	'6'	S. Room Size
.0.	'7'	S. Liveness
'0'	'8'	RC. Init. Delay
,0,	'9'	RC Room Size
.0.	'A'	RC Liveness
'0'	'B'	Rev. Time
'0'	'C'	Rev. Delay
'0'	'D'	Rev. Level
'0'	'E'	DSP Level
'0'	'F'	Panorama
'1'	'0'	Dimention
'1'	'1'	CT Width
'1'	'2'	C. Image
'1'	'3'	CT Level
'1'	'4'	RL Level
'1'	'5'	RC Level
'1'	'6'	RR Level
'1'	'7'	FL Level
'1'	'8'	FR Level
'1'	'9'	SBL LEVEL
'1'	'A'	SBR LEVEL
'1'	'B'	MATRIX
'1'	'C'	DIAL LIFT

	Parameter	Data	
P. Init. Delay	,X,	'X'	"01" - "63"
P. Room Size	'X'	'X'	"01" - "14"
P. Liveness	'X'	'X'	"00" - "0A"
S. Init Delay	'X'	'X'	"00" - "1E"
S. Room Size	'X'	'X'	"01" - "31"
S. Liveness	'X'	'X'	"00" - "0A"
RC. Init. Delay	'X'	'X'	"01" - "31"
RC Room Size	'X'	'X'	"01" - "14"
RC Liveness	'X'	'X'	"00" - "0A"
Rev. Time	'X'	'X'	"0A"- "32"
Rev. Delay	'X'	'X'	"00" - "FA"
Rev. Level	'X'	'X'	"00" - "64"
DSP Level	'X'	'X'	"00" - "09"
Panorama	'X'	'X'	"00" - "01"
Dimention	'X'	'X'	"00" - "06"
CT Width	'X'	'X'	"00" - "07"
C. Image	'X'	'X'	"00" - "05"
CT Level	'X'	'X'	"00" - "64"
RL Level	'X'	'X'	"00" - "64"
RC Level	'X'	'X'	"00" - "64"
RR Level	'X'	'X'	"00" - "64"
FL Level	'X'	'X'	"00" - "64"
FR Level	'X'	'X'	"00" - "64"
SBL LEVEL	,X,	'X'	"00" - "64"
SBR LEVEL	'X'	'X'	"00" - "64"

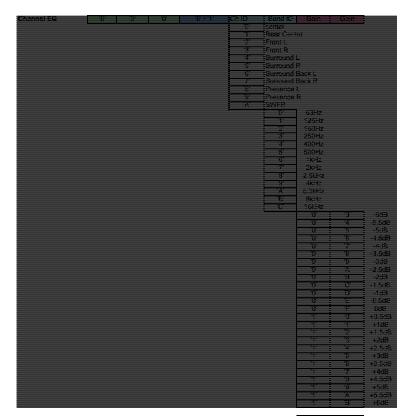
BR LEVEL X: 'X' '00" - "64"

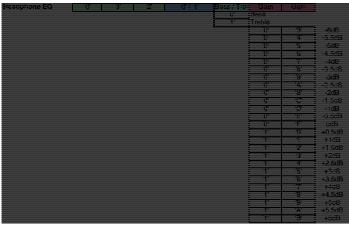
MATRIX X: 'X' 'X' '00" - "64"

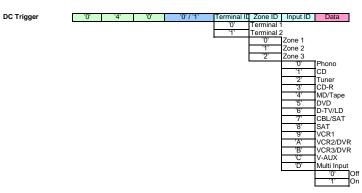
01: PL2 Movie
02: PL2 Music
03: PL2 Game
04: Neo6 Cinema
05: Neo6 Music
06: PL2 Movie
07: PL2 Movie
07: PL2 Music
08: PL2 Game

DIAL LIFT X' X'

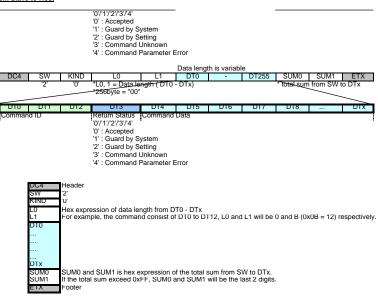
Parameter Initialize	'0'	'2'	'2'	'0' / '1'	DSP ID		
					'0'	'0'	Hall A
					,0,	'1'	Hall B
	* 0 4 -				'0'	'2'	Hall C
	5ee Ap	pendix 1	or the	lodol	,0,	'3' '4'	Hall D
	DOF FIL	yraili iD i	or each iv	iouei.	'0'	'5'	Hall E
					'0'	'6'	Live Concert
					.0.	7	Live Concert
					'0'	'8'	Tokyo
					'0'	'9'	Freiburg
					.0.	'A'	Royaumont
					'0'	'B'	
					'0'	'C'	Village Gate
					'0'	'D'	Village Vanguard
					'0'	'E'	The Bottom Line
					'0'	'F'	
					'1'	'0'	Roxy Theatre
					'1'	'1'	Warehouse Loft
					'1' '1'	'2' '3'	Arena
					'1'	'4'	Disco
					'1'	'5'	Party
					'1'	'6'	Game
					'1'	'7'	6/8 ch Stereo
					'1'	'8'	Pop/Rock
					'1'	'9'	DJ
					'1'	'A'	
					'1'	'B'	
					'1'	'C'	Classical / Opera
					'1'	'D'	Pavilion
					'1'	'E'	
					'1' '2'	'F'	Mono Movie
					'2'	'1'	Variety / Sports
					'2'	'2'	variety / Sports
					'2'	'3'	-
					'2'	'4'	Spectacle
					'2'	'5'	Sci-Fi
					'2'	'6'	
					'2'	'7'	
					'2'	'8'	Adventure
					'2'	'9'	General
					'2'	'A'	
					'2'	'B'	N
					'2'	'C'	Normal Enhanced
					'2'	E,	Ennanced
					'2'	'F'	-
						<u>'</u>	
					'3'	'4'	2CH STEREO
					'3'	'6'	THX CINEMA ( ULTRA2 )
					'3'	'8'	HALL H
					'3'	9'	HALL F
					'3' '8'	9' 'A' '0'	HALL F HALL G STRAIGHT



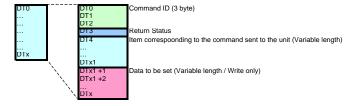




Tuner	'0'	'5'	'0'	'0' / '1'		Band ID 2 Band ID	3 Band Data
					,0,	Current	
					'1'	Page A	
					'2'	Page B	
					'3'	page C	
					'4'	Page D	
					'5'	Page E	
						'0' Currer	t
						'1' No. 1	
						'2' No. 2	
						'3' No. 3	
						'4' No. 4	
						'5' No. 5	
						'6' No. 6	
						'7' No. 7	
						'8' No. 8	
						'0'	☐ AM
						'1'	→ FM
						<u> </u>	Band Data ( 6 characters)
							* FM 94.7MHz = "094.70"
							AM 1710kHz = "001710"
							AIVI 17 10KHZ = "001710"



Following is the data structure from DT0 to DTx.



From the next page, Only from the DT0 to DTx byte will be illustrated.

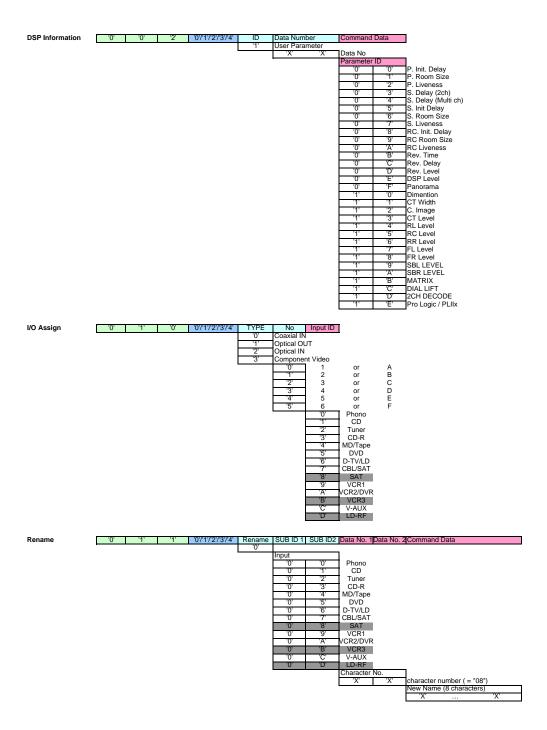


 DSP Information

'0' '0' '2' '0'/1/2/3/4' ID Data Number Command Data
'0' Program

\* See Appendix 1 for the DSP Program ID for each Model.

ζ'	Data No		
	Program ID		
	'0'	'0'	Hall A
	.0.	'1'	Hall B
	'0'	'2'	Hall C
	'0'	'3'	
	.0,	'4'	Hall D
	'0'	'5'	Hall E
	'0'	'6'	Live Concert
	.0,	'7'	
	'0'	'8'	Tokyo
	'0'	'9'	Freiburg
	'0'	'A'	Royaumont
	'0'	'B'	
	'0'	'C'	Village Gate
	'0'	'D'	Village Vanguard
	.0.	Έ'	The Bottom Line
	'0'	'F'	
	'1'	'0'	Roxy Theatre
	'1'	'1'	Warehouse Loft
	'1'	'2'	Arena
	'1'	'3'	
	'1'	'4'	Disco
	'1'	'5'	Party
	'1'	'6'	Game
	'1'	<del></del> 7'	6/8 ch Stereo
	'1'	'8'	Pop/Rock
	'1'	'9'	DJ
	'1'	'A'	50
	'1'	'B'	
	'1'	<u>'Č'</u>	Classical / Opera
	'1'	D,	Pavilion
	'1'	'E'	1 dvillori
	'1'	- <del>-</del> F	
	'2'	.0.	Mono Movie
	'2'	'1'	Variety / Sports
	'2'	'2'	variety / oports
	'2'		
	'2'	'4'	Spectacle
	'2'	'5'	Sci-Fi
	'2'	'6'	CCITI
	'2'	<del>'7</del> '	
	'2'	'8'	Adventure
	'2'	'9'	General
	'2'	'A'	Concrai
	'2'	'B'	
	'2'	.C.	Normal
	'2'	- C	Enhanced
	'2'	'E'	Lilianced
	'2'	- F	
	'3'	-6-	Pro Logic II Movie
	'3'	'1'	Pro Logic II Music
	'3'	'2'	
	'3'	.3.	NEO:6 Cinema NEO:6 Music
	'3'	'4'	2CH STEREO
	'3'	'5'	DIRECT STEREO
	'3'	'6'	THX CINEMA ( ULTRA2 )
	'3'	'7'	PPO 1 0010 0
	'3'	'8'	PRO LOGIC Game
	.8.	,0,	STRAIGHT



User Parameter

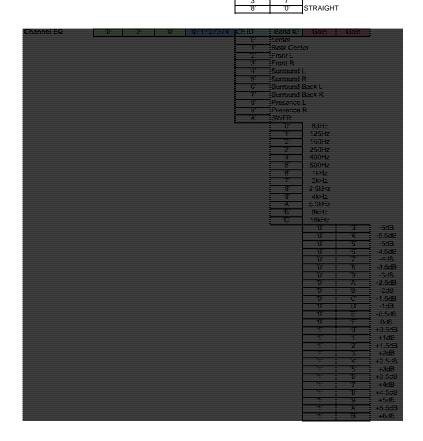
'0' '2' '0' '0'/11/2'/3'/4' DSP ID Parameter ID Parameter Data Hall A Hall B Hall C Hall D Hall E Live Concert Tokyo Freiburg Royaumont Village Gate Village Vanguard The Bottom Line The Bottom Line
Roxy Theatre
Warehouse Loft
Arena
Disco
Party
Game
6/8 ch Stereo
Pop/Rock
DJ 'F' Classical / Opera Pavilion Mono Movie Variety / Sports Spectacle Sci-Fi Adventure General Normal Enhanced F Pro Logic II Movie
17 Pro Logic II Music
22 NEO.6 Cinema
33 NEO.6 Music
44 2CH STEREO
5 DIRECT STEREO
6 THX CINEMA ( ULTRA2 ) STRAIGHT

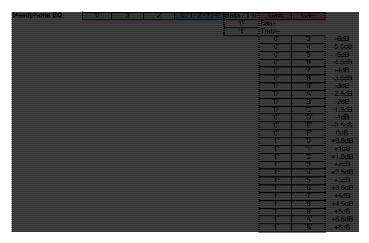
\* See Appendix 1 for the DSP Program ID for each Model.

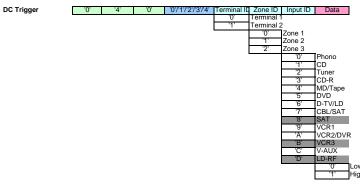
Parameter	·ID	1
'0'	'0'	P. Init. Delay
,0,	'1'	P. Room Size
'0'	'2'	P. Liveness
'0'	'3'	S. Delay (2ch)
.0.	'4'	S. Delay (Multi ch)
,0,	'5'	S. Init Delay
'0'	'6'	S. Room Size
.0.	'7'	S. Liveness
,0,	'8'	RC. Init. Delay
,0,	'9'	RC Room Size
,0,	'A'	RC Liveness
'0'	B	Rev. Time
,0,	'C'	Rev. Delay
'0'	Ď	Rev. Level
'0'	Ë,	DSP Level
'0'	F	Panorama
'1'	'0'	Dimension
'1'	'1'	CT Width
'1'	'2'	C. Image
'1'	'3'	CT Level
'1'	'4'	RL Level
'1'	'5'	RC Level
'1'	6	RR Level
'1'	7	FL Level
'1'	'8'	FR Level

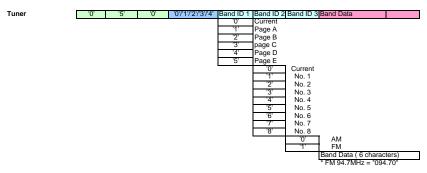
•	Parameter	Data	
P. Init. Delay	,X,	'X'	"01" - "63"
P. Room Size	'X'	'X'	"01" - "14"
P. Liveness	'X'	'X'	"00" - "0A"
S. Delay (2ch)	'X'	'X'	"0A" - "19"
S. Delay (Multi ch)	'X'	'X'	"00" - "0F"
S. Init Delay	'X'	'X'	"00" - "1E"
S. Room Size	'X'	'X'	"01" - "31"
S. Liveness	'X'	'X'	"00" - "0A"
RC. Init. Delay	'X'	'X'	"01" - "31"
RC Room Size	'X'	'X'	"01" - "14"
RC Liveness	'X'	'X'	"00" - "0A"
Rev. Time	'X'	'X'	"0A"- "32"
Rev. Delay	'X'	'X'	"00" - "FA"
Rev. Level	'X'	'X'	"00" - "64"
DSP Level	'X'	'X'	"00" - "09"
Panorama	'X'	'X'	"00" - "01"
Dimension	'X'	'X'	"00" - "06"
CT Width	'X'	'X'	"00" - "07"
C. Image	'X'	'X'	"00" - "05"
CT Level	'X'	'X'	"00" - "64"
RL Level	'X'	'X'	"00" - "64"
RC Level	'X'	'X'	"00" - "64"
RR Level	'X'	'X'	"00" - "64"
FL Level	'X'	'X'	"00" - "64"
FR Level	'X'	'X'	"00" - "64"

Parameter Initialize	'0' '2' '2'	'0'/'1'/'2'/'3'/'4'	DSP ID		
			'0'	'0'	Hall A
			,0,	'1'	Hall B
			'0'	'2'	Hall C
	* See Appendix 1 for the		'0'	'3'	
	DSP Program ID for each Mo	del.	'0'	'4'	Hall D
			'0'	'5'	Hall E
			,0,	'6'	Live Concert
			'0'	'7' '8'	Tokyo
			'0'	'9'	Freiburg
			.0,	'A'	Royaumont
			'0'	'B'	rtoyadillont
			'0'	'Ċ'	Village Gate
			'0'	'Ď'	Village Vanguard
			'0'	'E'	The Bottom Line
			'0'	'F'	
			'1'	'0'	Roxy Theatre
			'1'	'1'	Warehouse Loft
			'1'	'2'	Arena
			'1'	'3'	
			'1'	'4' '5'	Disco Party
			'1'	'6'	Game
			<del></del>		6/8 ch Stereo
			'1'	'8'	Pop/Rock
			'1'	'9'	DJ
			'1'	'A'	
			'1'	'B'	_
			'1'	'C'	Classical / Opera
			'1'	'D'	Pavilion
			'1'	'E'	
			'1'	'F'	
			'2'	'0'	Mono Movie
			'2' '2'	'1' '2'	Variety / Sports
			'2'		_
			'2'	'4'	Spectacle
			'2'	'5'	Sci-Fi
			'2'	'6'	
			'2'	'7'	
			'2'	'8'	Adventure
			'2'	'9'	General
			'2'	'A'	
			'2'	'B'	
			'2' '2'	'C'	Normal
			'2'	,D,	Enhanced
			'2'	'F'	_
			'3'	-0'	Pro Logic II Movie
			'3'	'1'	Pro Logic II Music
			'3'	'2'	NEO:6 Cinema
			'3'	.3.	NEO:6 Music
			'3'	'4'	2CH STEREO
			'3'	'5'	DIRECT STEREO
			'3'	'6'	THX CINEMA ( ULTRA2 )
			'3'	'7'	STRAIGHT









AM 1710kHz = "001710"

## Appendix

## 1. DSP Program ID Table

Program '0'		
	'0'	Hall A
,0,	'1'	Hall B
'0'	'2'	Hall C
'0'	'3'	
-0'	'4'	Hall D
'0'	'5'	Hall E
'0'	'6'	Live Concert
-'0'	-7'	Live Concert
'0'	'8'	Tokyo
'0'	'9'	Freiburg
'0'	'A'	Royaumont
'0'	'B'	
'0'	'C'	Village Gate
'0'	'D'	Village Vanguard
,0,	Æ,	The Bottom Line
'0'	'F'	
'1'	'0'	Roxy Theatre
'1'	'1'	Warehouse Loft
'1'	'2'	Arena
'1'	'3'	
'1'	'4'	Disco
'1'	'5'	Party
'1'	'6'	Game
11	-7'	6/8 ch Stereo
11	'8'	Pop/Rock
'1'	'9'	DJ POP/ROCK
		D3
'1'	'A'	_
'1'	'B'	
'1'	'C'	Classical / Opera
'1'	D'	Pavilion
'1'	,E,	
'1'	'F'	
'2'	.0,	Mono Movie
'2'	'1'	Variety / Sports
'2'	'2'	
'2'	'3'	-
'2'	'4'	Spectacle
'2'	'5'	Sci-Fi
'2'	'6'	SCI-I I
'2'		_
'2'	'8'	Adventure
'2'	'9'	General
'2'	'A'	
'2'	'B'	
'2'	'C'	Normal
'2'	'D'	Enhanced
'2'	'E'	
'2'	'F'	
'3'	'4'	2CH STEREO
-3'	'6'	THX CINEMA ( ULTRA2 )
		I IIA CINEWA ( ULTRAZ )
'3'	'7'	
'3'	'8'	HALL H
'3'	9'	HALL F
		HALL G
'3'	'A'	
'3'	'0'	STRAIGHT