

# VSX-94TXH

# **RS232C Protocol**

June 2007

Revision 1.0

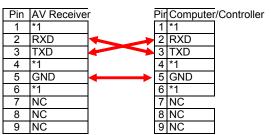
**For Custom Installation** 

# **Physical Cable Connection**

### Connector

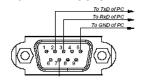
RS232C DB9 Male

# Pioneer A/V Receivers use a "crossover" (aka/"null modem" or "twisted pair") cable.



\*PinS 1, 4, & 6 are shorted to each other.

### **RECEIVER PINOUTS**



# Communication

Communication Speed: 9600bps

Protocol Type: 8data bits,1stop bit,no parity

# Notice1

To meet stringent power conservation measures Pioneer A/V receivers consume less than 1 Watt when in the "Standby" or "Off" mode.

To achieve this the main CPU doesn't operate in Standby/Off.

For this reason the receiver may not understand the first command send to it's the RS-232C port but the main CPU will "wake up" with the first command.

In other words, the receiver is using the first command as a trigger to wake up the main CPU and may not respond correctly to it.

For the proper execution of the first command please send the command twice.

Also, please make sure to have at least a 100msec. interval between the first and second command.

#### Example1

# Notice2

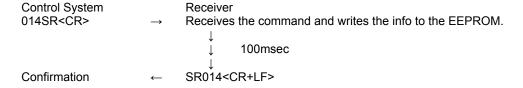
It takes a brief amount of time for the receiver to respond to a command like "Surround Mode" from your control system.

When the receiver receives a command it writes that information to the EEPROM.

Accordingly, you have to keep at least 100msec. before you do a "TIMEOUT" after sending the command to the receiver.

### Example2

SR: The receiver's response to the command for PRO LOGIC II MUSIC.



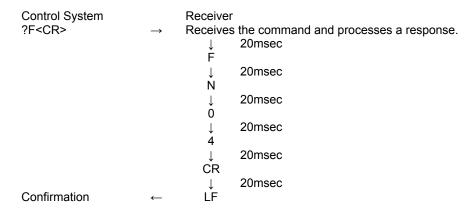
#### Notice3

The interval between each response sent from the receiver is 20msec.

Therefore you have to wait at least 20msec. before a "TIMEOUT".

#### Example3

?F: Responding to a request for the current function (input).



# Commands List

#### Automatic Feedback

When the input or function status is changed using buttons on the front panel or the remote control of the receive the receiver will send it's new status automatically. (VOLXX,PWRX,MUTX,FNXX,SRXXXX,LMXXX

(For example) The user changes a function on the front pane Receiver sends: FNXX<CR+LF>

#### Status Request Comman

X:Argument:ASCII code

Command	Command Name	Argument	operation	Answer
?V <cr></cr>	VOLUME LEVEL STATUS REQUEST		Return the VOLUME LEVEL	VOLXX <cr+lf> *1</cr+lf>
?P <cr></cr>	POWER STATUS REQUEST		Return the POWER status	PWRX <cr+lf> *2</cr+lf>
?M <cr></cr>	MUTE STATUS REQUEST		Return the MUTE status	MUTX <cr+lf> *2</cr+lf>
?F <cr></cr>	FUNCTION MODE REQUEST		Return the FUNCTION MODE	FNXX <cr+lf> *3</cr+lf>
?S <cr></cr>	LISTENING MODE SETTING REQUEST		Return the L.M SETTING	SRXXXX <cr+lf> *4</cr+lf>
?L <cr></cr>	LISTENING MODE REQUEST		Return the L.M	LMXXX <cr+lf> *5</cr+lf>
?TO <cr></cr>	TONE STATUS REQUEST		Return the TONE status	TOX <cr+lf> *6</cr+lf>
?BA <cr></cr>	BASS STATUS REQUEST		Return the BASS Leve	BAXX <cr+lf> *7</cr+lf>
?TR <cr></cr>	TREBLE STATUS REQUEST		Return the TREBLE Leve	TRXX <cr+lf> *8</cr+lf>
?PR <cr></cr>	TUNER PRESET REQUEST		Return the PRESET number	PRXXX <cr+lf> *9</cr+lf>
?FR <cr></cr>	TUNER FREQ REQUEST		Return the FREQ number	FRXXXXXX <cr+lf> *10</cr+lf>
?AP <cr></cr>	ZONE 2 POWER STATUS REQUEST		Return the POWER status	APRX <cr+lf> *2</cr+lf>
?BP <cr></cr>	ZONE 3 POWER STATUS REQUEST		Return the POWER status	BPRX <cr+lf> *2</cr+lf>
?ZS <cr></cr>	ZONE 2 FUNCTION STATUS REQUEST		Return the FUNCTION MODE	Z2FXX <cr+lf> *3</cr+lf>
?ZT <cr></cr>	ZONE 3 FUNCTION STATUS REQUEST		Return the FUNCTION MODE	Z3FXX <cr+lf> *3</cr+lf>
?ZV <cr></cr>	ZONE 2 VOLUME STATUS REQUEST		Return the VOLUME LEVEL	ZVXX <cr+lf> *1</cr+lf>
?MC <cr></cr>	MCACC POSITION REQUEST		Return the MCACC POSITION status	MCX <cr+lf> *15</cr+lf>
?EX <cr></cr>	SBch PROCESSING STATUS REQUEST		Return the SBch PROCESSING status	EXXX <cr+lf> *14</cr+lf>
?XM <cr></cr>	XM channel REQUEST	000-255	Return XM channe	XMXXX <cr+lf></cr+lf>
?IS <cr></cr>	PHASE CONTROL STATUS REQUEST		Return PHASE CONTROL STATUS	ISX <cr+lf>*16</cr+lf>
?SI <cr></cr>	Sirius channel REQUEST	000-255	Return Sirius channe	SIXXX <cr+lf></cr+lf>

# Operation command

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Command	Command Name	Argument	Operation	Answer
VU <cr></cr>	VOLUME UP		VOLUME UP	VOLXX <cr+lf> *1</cr+lf>
VD <cr></cr>	VOLUME DOWN		VOLUME DOWN	VOLXX <cr+lf> *1</cr+lf>
XXVL <cr></cr>	VOLUME SET	00-93 *1	Set the VOLUME level	VOLXX <cr+lf> *1</cr+lf>
PO <cr></cr>	POWER ON		POWER ON	PWRX <cr+lf> *2</cr+lf>
PF <cr></cr>	POWER OFF		POWER OFF	PWRX <cr+lf> *2</cr+lf>
MO <cr></cr>	MUTE ON		MUTE ON	MUTX <cr+lf> *2</cr+lf>
MF <cr></cr>	MUTE OFF		MUTE OFF	MUTX <cr+lf> *2</cr+lf>
XXFN <cr></cr>	FUNCTION MODE SET	*3	Set the FUNCTION MODE	FNXX <cr+lf> *3</cr+lf>
FU <cr></cr>	FUNCTION MODE UP		Change the FUNCTION MODE	FNXX <cr+lf> *3</cr+lf>
XXX(X)SR <c< td=""><td>LISTENING MODE SET</td><td>*4</td><td>Change the LISTENING MODE</td><td>SRXXX(X)<cr+lf> *4</cr+lf></td></c<>	LISTENING MODE SET	*4	Change the LISTENING MODE	SRXXX(X) <cr+lf> *4</cr+lf>
TO <cr></cr>	TONE ON/BYPASS		TONE ON or BYPASS	TOX <cr+lf></cr+lf>
BI <cr></cr>	BASS INCREMENT		BASS INCREMENT	BAXX <cr+lf> *7</cr+lf>
BD <cr></cr>	BASS DECREMENT		BASS DECREMENT	BAXX <cr+lf> *7</cr+lf>
TI <cr></cr>	TREBLE INCREMENT		TREBLE INCREMENT	TRXX <cr+lf> *8</cr+lf>
TD <cr></cr>	TREBLE DECREMENT		TREBLE DECREMENT	TRXX <cr+lf> *8</cr+lf>
TB <cr></cr>	TUNER BAND		change the BAND (AM/FM)	FRXXXXXX <cr+lf> *10</cr+lf>
XTP <cr></cr>	TUNER PRESET	0-9	change the TUNER PRESET	PRXXX <cr+lf> *9</cr+lf>
TC <cr></cr>	TUNER CLASS		change the TUNER CLASS	PRXXX <cr+lf> *9</cr+lf>
TPI <cr></cr>	TUNER PRESET INCREMENT		TUNER PRESET INCREMENT	PRXXX <cr+lf> *9</cr+lf>
TPD <cr></cr>	TUNER PRESET DECREMENT		TUNER PRESET DECREMENT	PRXXX <cr+lf> *9</cr+lf>
TFI <cr></cr>	TUNER FREQ INCREMENT		TUNER FREQ INCREMENT	FRXXXXXX <cr+lf> *10</cr+lf>
TFD <cr></cr>	TUNER FREQ DECREMENT		TUNER FREQ DECREMENT	FRXXXXXX <cr+lf> *10</cr+lf>
XXZS <cr></cr>	ZONE2 FUNCTION MODE SET	*3	Set the FUNCTION MODE	Z2FXX <cr+lf> *3</cr+lf>
XXZT <cr></cr>	ZONE3 FUNCTION MODE SET	*3	Set the FUNCTION MODE	Z3FXX <cr+lf> *3</cr+lf>
ZU <cr></cr>	ZONE2 VOLUME UP		VOLUME UP	ZVXX <cr+lf> *1</cr+lf>
ZD <cr></cr>	ZONE2 VOLUME DOWN		VOLUME DOWN	ZVXX <cr+lf> *1</cr+lf>
XXZV <cr></cr>	ZONE2 VOLUME SET	00-80	Set the VOLUME level	ZVXX <cr+lf> *1</cr+lf>
APO <cr></cr>	ZONE2 POWER ON		ZONE2 POWER ON	APRX <cr+lf> *2</cr+lf>
APF <cr></cr>	ZONE2 POWER OFF		ZONE2 POWER OFF	APRX <cr+lf> *2</cr+lf>
BPO <cr></cr>	ZONE3 POWER ON		ZONE3 POWER ON	BPRX <cr+lf> *2</cr+lf>
BPF <cr></cr>	ZONE3 POWER OFF		ZONE3 POWER OFF	BPRX <cr+lf> *2</cr+lf>
XMC <cr></cr>	MCACC POSITION	0,1,2,3,4,5,6	change the MCACC POSITION	MCX <cr+lf> *15</cr+lf>
XXEX <cr></cr>	SBch PROCESSING SET	0,1,2	Change EXTENDED MODE	EXXX <cr+lf> *14</cr+lf>
STS <cr></cr>	STATUS DISPLAY		to see OSD display	R
XIS <cr></cr>	PHASE CONTROL	0,1,2	PHASE CONTROL ON/OFF	ISX <cr+lf>*16</cr+lf>
CUP <cr></cr>	AMP CURSOR UP		AMP CURSOR UP	R
CDN <cr></cr>	AMP CURSOR DOWN		AMP CURSOR DOWN	R
CRI <cr></cr>	AMP CURSOR RIGHT		AMP CURSOR RIGHT	R
CLE <cr></cr>	AMP CURSOR LEFT		AMP CURSOR LEFT	R
CEN <cr></cr>	AMP CURSOR ENTER		AMP CURSOR ENTER	R
CRT <cr></cr>	AMP RETURN		AMP RETURN	R
APA <cr></cr>	AUDIO PARAMETER		AUDIO PARAMETER	R
VPA <cr></cr>	VIDEO PARAMETER		VIDEO PARAMETER	R
KOF <cr></cr>	KEY OFF (for USB, NETWORK)		KEY OFF	R

# iPod Operation

Command	Command Name	Argument	Operation	Answer
00IP <cr></cr>	PLAY	-	to see OSD display	R
01IP <cr></cr>	PAUSE	-	to see OSD display	R
02IP <cr></cr>	STOP	-	to see OSD display	R
03IP <cr></cr>	PREVIOUS ( < < )	-	to see OSD display	R
04IP <cr></cr>	NEXT ( > > )	-	to see OSD display	R
05IP <cr></cr>	REV (< < )	-	to see OSD display	R
06IP <cr></cr>	FWD ( > >)	-	to see OSD display	R
07IP <cr></cr>	REPEAT	-	to see OSD display	R
08IP <cr></cr>	SHUFFLE	-	to see OSD display	R
09IP <cr></cr>	DISPLAY	-	to see OSD display	R
10IP <cr></cr>	OSD ON/OFF	-	to see OSD display	R
13IP <cr></cr>	Cursor UP	-	to see OSD display	R
14IP <cr></cr>	Cursor DOWN	-	to see OSD display	R
15IP <cr></cr>	Cursor RIGHT	-	to see OSD display	R
16IP <cr></cr>	Cursor LEFT	-	to see OSD display	R
17IP <cr></cr>	ENTER	-	to see OSD display	R
18IP <cr></cr>	RETURN	-	to see OSD display	R
19IP <cr></cr>	CATEGORY	-	to see OSD display	R

XM radio Operation (USA model only)

Command	Command Name	Argument	Operation	Answer
00XM <cr></cr>	STATION 10	-	to see OSD display	XM*** <cr+lf></cr+lf>
1XM <cr></cr>	1	-	to see OSD display	XM*** <cr+lf></cr+lf>
02XM <cr></cr>	2	-	to see OSD display	XM*** <cr+lf></cr+lf>
3XM <cr></cr>	3	-	to see OSD display	XM*** <cr+lf></cr+lf>
04XM <cr></cr>	4	-	to see OSD display	XM*** <cr+lf></cr+lf>
05XM <cr></cr>	5	-	to see OSD display	XM*** <cr+lf></cr+lf>
06XM <cr></cr>	6	-	to see OSD display	XM*** <cr+lf></cr+lf>
7XM <cr></cr>	7	-	to see OSD display	XM*** <cr+lf></cr+lf>
08XM <cr></cr>	8	-	to see OSD display	XM*** <cr+lf></cr+lf>
9XM <cr></cr>	9	-	to see OSD display	XM*** <cr+lf></cr+lf>
I0XM <cr></cr>	CH + / Cursol DOWN↓	-	to see OSD display	XM*** <cr+lf></cr+lf>
11XM <cr></cr>	CH - / Cursol UP↑	-	to see OSD display	XM*** <cr+lf></cr+lf>
12XM <cr></cr>	PRESET ST + (→)	-	to see OSD display	XM*** <cr+lf></cr+lf>
13XM <cr></cr>	PRESET ST - (←)	-	to see OSD display	XM*** <cr+lf></cr+lf>
14XM <cr></cr>	DISPLAY	-	to see OSD display	XM*** <cr+lf></cr+lf>
I5XM <cr></cr>	PRESET	-	to see OSD display	XM*** <cr+lf></cr+lf>
16XM <cr></cr>	CLASS	-	to see OSD display	XM*** <cr+lf></cr+lf>
17XM <cr></cr>	DIRECT ACCESS(CH)	-	to see OSD display	XM*** <cr+lf></cr+lf>
18XM <cr></cr>	MEMORY (EDIT)	-	to see OSD display	XM*** <cr+lf></cr+lf>
19XM <cr></cr>	MENU	-	to see OSD display	XM*** <cr+lf></cr+lf>
21XM <cr></cr>	ENTER	-	to see OSD display	XM*** <cr+lf></cr+lf>
22XM <cr></cr>	RETURN	-	to see OSD display	XM*** <cr+lf></cr+lf>
23XM <cr></cr>	CATEGORY	-	to see OSD display	XM*** <cr+lf></cr+lf>

Sirius Operation (USA model only

Command	Command Name	Argument	Operation	Answer
00SI <cr></cr>	STATION 10	-	to see OSD display	SI*** <cr+lf></cr+lf>
01SI <cr></cr>	1	-	to see OSD display	SI*** <cr+lf></cr+lf>
02SI <cr></cr>	2	-	to see OSD display	SI*** <cr+lf></cr+lf>
03SI <cr></cr>	3	-	to see OSD display	SI*** <cr+lf></cr+lf>
04SI <cr></cr>	4	-	to see OSD display	SI*** <cr+lf></cr+lf>
05SI <cr></cr>	5	-	to see OSD display	SI*** <cr+lf></cr+lf>
06SI <cr></cr>	6	-	to see OSD display	SI*** <cr+lf></cr+lf>
07SI <cr></cr>	7	-	to see OSD display	SI*** <cr+lf></cr+lf>
08SI <cr></cr>	8	-	to see OSD display	SI*** <cr+lf></cr+lf>
09SI <cr></cr>	9	-	to see OSD display	SI*** <cr+lf></cr+lf>
10SI <cr></cr>	CH + / Cursol DOWN↓	-	to see OSD display	SI*** <cr+lf></cr+lf>
11SI <cr></cr>	CH - / Cursol UP↑	-	to see OSD display	SI*** <cr+lf></cr+lf>
12SI <cr></cr>	PRESET ST + (→)	-	to see OSD display	SI*** <cr+lf></cr+lf>
13SI <cr></cr>	PRESET ST - (←)	-	to see OSD display	SI*** <cr+lf></cr+lf>
14SI <cr></cr>	DISPLAY	-	to see OSD display	SI*** <cr+lf></cr+lf>
15SI <cr></cr>	PRESET	-	to see OSD display	SI*** <cr+lf></cr+lf>
16SI <cr></cr>	CLASS	-	to see OSD display	SI*** <cr+lf></cr+lf>
17SI <cr></cr>	DIRECT ACCESS(CH)	-	to see OSD display	SI*** <cr+lf></cr+lf>
18SI <cr></cr>	MEMORY (EDIT)	-	to see OSD display	SI*** <cr+lf></cr+lf>
19SI <cr></cr>	MENU	-	to see OSD display	SI*** <cr+lf></cr+lf>
21SI <cr></cr>	ENTER	-	to see OSD display	SI*** <cr+lf></cr+lf>
22SI <cr></cr>	RETURN	-	to see OSD display	SI*** <cr+lf></cr+lf>
23SI <cr></cr>	CATEGORY	-	to see OSD display	SI*** <cr+lf></cr+lf>

Network Operation

Command	Command Name	Argument	Operation	Answer
00NW <cr></cr>	0	-	to see OSD display	R
01NW <cr></cr>	1	-	to see OSD display	R
02NW <cr></cr>	2	-	to see OSD display	R
03NW <cr></cr>	3	-	to see OSD display	R
04NW <cr></cr>	4	-	to see OSD display	R
05NW <cr></cr>	5	-	to see OSD display	R
06NW <cr></cr>	6	-	to see OSD display	R
07NW <cr></cr>	7	-	to see OSD display	R
08NW <cr></cr>	8	-	to see OSD display	R
9NW <cr></cr>	9	-	to see OSD display	R
10NW <cr></cr>	PLAY	-	to see OSD display	R
11NW <cr></cr>	PAUSE	-	to see OSD display	R
12NW <cr></cr>	PREVIOUS ( < < )	-	to see OSD display	R
13NW <cr></cr>	NEXT ( > > )	-	to see OSD display	R
18NW <cr></cr>	DISPLAY	-	to see OSD display	R
20NW <cr></cr>	STOP	-	to see OSD display	R
26NW <cr></cr>	UP	-	to see OSD display	R
27NW <cr></cr>	DOWN	-	to see OSD display	R
28NW <cr></cr>	RIGHT	-	to see OSD display	R
29NW <cr></cr>	LEFT	-	to see OSD display	R
30NW <cr></cr>	ENTER	-	to see OSD display	R
31NW <cr></cr>	RETURN	-	to see OSD display	R
32NW <cr></cr>	PROGRAM	-	to see OSD display	R
33NW <cr></cr>	CLEAR	-	to see OSD display	R
34NW <cr></cr>	REPEAT	-	to see OSD display	R
35NW <cr></cr>	RANDOM	-	to see OSD display	R
36NW <cr></cr>	MENU	-	to see OSD display	R
37NW <cr></cr>	EDIT	-	to see OSD display	R
38NW <cr></cr>	CLASS	-	to see OSD display	R

Error message

Error Message Error Name	Meaning				
E04 <cr+lf> COMMAND ERROR</cr+lf>	Detect Inappropriate Command line				
E06 <cr+le> ARGUMENT ERROR</cr+le>	Inangropriate Factor				

# Explanation of argument

*1 VOLUME LEVEL [2byte]				
93VL <cr></cr>	+12dB			
81VL <cr></cr>	0dB			
01VL <cr></cr>	-80dB			
00VL <cr></cr>	(same as mute)			
	93VL <cr> 81VL<cr> 01VL<cr></cr></cr></cr>			

Example1 Command ?V<CR> Answer VOL93<CR+LF>

Request Volume Level Volume is set to +12dB.

\*2 **ON/OFF** [1byte]

0 ON
1 OFF

Example2 Command ?M<CR> Answer MUT0<CR+LF>

Request Mute Status Mute On.

	ODE NO. [2byte]	
00FN <cr></cr>		
01FN <cr></cr>	CD	
02FN <cr></cr>		
03FN <cr></cr>	CDR	
04FN <cr></cr>		
05FN <cr></cr>	TV	
10FN <cr></cr>	VIDEO or VIDEO1	
12FN <cr> 14FN<cr></cr></cr>	Multi CH	
	DVR or DVR1	
16FN <cr></cr>	DVR2	
17FN <cr></cr>	IP00	
18FN <cr></cr>		
19FN <cr></cr>	HDMI1	
20FN <cr></cr>		
21FN <cr></cr>		
22FN <cr></cr>		
25FN <cr></cr>		
	HOME MEDIA GALLARY	
27FN <cr></cr>		
31FN <cr></cr>	HDMI (cyclic)	
Example3		
Command	04FN <cr></cr>	Change to source 04(DVD)
Answer	FN04 <cr+lf></cr+lf>	
Example4		
Command	in respect of "?F <cr>"</cr>	Request Current Source
Answer	FN04 <cr+lf></cr+lf>	Source 04 is selected(DVD)
6 TONE STATE	IS [1byte]	
	BYPASS	
1	ON	1
		1
Example1		
Command	?TO <cr></cr>	Request TONE Status.
Answer	TO1 <cr+lf></cr+lf>	Tone On.
7 BASS status	[2bvte]	
00	+6	
01	+5	
02	+4	
03	+3	
04	+2	
05	+1	
	0	
06	<u>-1</u>	
07		
08	-2	
09	-3	
10	-4	
11	-5	
12	-6	
	-0	
Example2		
Example2 Command	?BA <cr></cr>	Request BASS Level.
Example2 Command		Request BASS Level. BASS is set to +4dB.
Example2 Command Answer	?BA <cr> BA02<cr+lf></cr+lf></cr>	
Example2 Command Answer	?BA <cr> BA02<cr+lf></cr+lf></cr>	
Example2 Command	?BA <cr> BA02<cr+lf> us [2byte]</cr+lf></cr>	
Example2 Command Answer	?BA <cr> BA02<cr+lf></cr+lf></cr>	
Example2 Command Answer 8 TREBLE stat	PBA <cr> BA02<cr+lf> us [2byte] +6</cr+lf></cr>	
Example2 Command Answer 8 TREBLE state 00 01 02	?BA <cr> BA02<cr+lf> us [2byte] +6 +5 +4</cr+lf></cr>	
Example2 Command Answer  8 TREBLE stat	?BA <cr> BA02<cr+lf> us [2byte] +6 +5</cr+lf></cr>	
Example2 Command Answer  8 TREBLE stat  00 01 02 03 04	?BA <cr> BA02<cr+lf> us [2byte] +6 +5 +4 +3 +2</cr+lf></cr>	
Example2 Command Answer  8 TREBLE state 00 01 02 03	?BA <cr> BA02<cr+lf> us [2bte] +6 +5 +4 +3</cr+lf></cr>	
Example 2	?BA <cr> BA02<cr+lf> us [2byte] +6 +5 +4 +3 +2 +1</cr+lf></cr>	
Example 2	?BA <cr> BA02<cr+lf> us [2byte] +6 +5 +4 +3 +2 +1</cr+lf></cr>	
Example2 Command Answer 8 TREBLE state 00 01 01 02 03 04 05 06 07	?BA <cr> BA02<cr+lf> usg [20yte] +6 +5 +4 +3 +2 +1 0</cr+lf></cr>	
Example2 Command Answer  8 TREBLE state 00 01 01 02 03 03 04 05 06 07 08	PBA <cr> BA02<cr+lf> us [2byte] +6 +5 +4 +3 +2 +1 0 0 -1 -1 -2 -3</cr+lf></cr>	
Example2 Command Answer  8 TREBLE stat  00 01 01 02 03 04 05 06 07 08 09 10	?BA <cr> BA02<cr+lf> us [2byte] +6 +5 +4 +3 +2 +1 0 -1 -2 -3 -4</cr+lf></cr>	
Example2 Command Answer  8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10	PBA <cr> BA02<cr+lf> us [2byte] +6 +5 +4 +3 +2 +1 0 -1 -2 -3 -4 -5 -5</cr+lf></cr>	
Example2 Command Answer  8 TREBLE stat  00 01 01 02 03 04 05 06 07 08 09 10	?BA <cr> BA02<cr+lf> us [2byte] +6 +5 +4 +3 +2 +1 0 -1 -2 -3 -4</cr+lf></cr>	
Example 2 Command Answer  8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11	PBA <cr> BA02<cr+lf> us [2byte] +6 +5 +4 +3 +2 +1 0 -1 -2 -3 -4 -5 -5</cr+lf></cr>	
Example2 Command Answer 8 TREBLE stat 00 01 02 03 04 05 06 07 08 09 10 11 12 Example3	?BA <cr> BA02<cr+lf> usi [20yte] +6 +5 +4 +3 +2 +1 0 -1 -1 -2 -3 -4 -5 -6</cr+lf></cr>	
Example2 Command Answer 8 TREBLE stat 00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command	?BA <cr> BA02<cr+lf> usi [20yte] +6 +5 +4 +3 +2 +1 0 -1 -1 -2 -3 -4 -5 -6</cr+lf></cr>	BASS is set to +4dB.
Example2     Command     Answer  8 TREBLE stat     O0     O1     O2     O3     O4     O5     O6     O7     O8     O9     10     12  Example3     Command     Answer	?BA <cr> BA02<cr+lf> us [2byte] +6 +5 +4 +3 +2 +1 0 -1 -1 -2 -3 -4 -5 -6 -7TR&lt;<cr> TR02<cr+lf></cr+lf></cr></cr+lf></cr>	BASS is set to +4dB.  Request TREBLE Level.
Example2 Command Answer 8 TREBLE stat 00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command	?BA <cr> BA02<cr+lf> us [2byte] +6 +5 +4 +3 +2 +1 0 -1 -1 -2 -3 -4 -5 -6 -7TR&lt;<cr> TR02<cr+lf></cr+lf></cr></cr+lf></cr>	BASS is set to +4dB.  Request TREBLE Level.
Example2     Command     Answer  8 TREBLE stat     O0     O1     O2     O3     O4     O5     O6     O7     O8     O9     10     12  Example3     Command     Answer	?BA <cr> BA02<cr+lf> us [2byte] +6 +5 +4 +3 +2 +1 0 -1 -1 -2 -3 -4 -5 -6 -7TR&lt;<cr> TR02<cr+lf></cr+lf></cr></cr+lf></cr>	BASS is set to +4dB.  Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A
Example2 Command Answer 8 TREBLE stat 00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command Answer	PBA <cr> BA02<cr+lf> us [2byte]  +6 +5 +4 +3 +2 +1 0 0 -1 -1 -2 -3 -4 -5 -6  PTR<cr> TRO2<cr+lf> uber [3byte]</cr+lf></cr></cr+lf></cr>	BASS is set to +4dB.  Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B
Example2 Command Answer 8 TREBLE stat 00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command Answer 9 PRESET num "01 "02	?BA <cr> BA02<cr+lf> us [2byte] +6 +5 +4 +3 +3 +2 +1 0 -1 -1 -2 -3 -4 -5 -5 -6  ?TR<cr> TR02<cr+lf> uber [3byte] 1</cr+lf></cr></cr+lf></cr>	BASS is set to +4dB.  Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B
Example2 Command Answer 8 TREBLE stat 00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command Answer	PBA <cr> BA02<cr+lf> us [2byte]  +6 +5 +4 +3 +2 +1 0 -1 -2 -3 -4 -5 -6  PTR<cr> TR02<cr+lf>  bber [3byte]  1 2</cr+lf></cr></cr+lf></cr>	BASS is set to +4dB.  Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A
Example2 Command Answer  8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12  Example3 Command Answer  9 PRESET num "01 "02 "03	PBA <cr> BA02<cr+lf> usig [20yte]  +6 +5 +4 +3 +2 +1 0 -1 -1 -2 -3 -3 -4 -5 -6  PTR<cr> TRO2<cr+lf> user [30yte]  1 2 3</cr+lf></cr></cr+lf></cr>	BASS is set to +4dB.  Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B
Example2 Command Answer 8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12  Example3 Command Answer 9 PRESET num *01 *02 *03 *04 *05 *05	PBA <cr> BA02<cr+lf> usg [2byte] +6 +5 +4 +3 +2 +1 0 0 -1 -1 -2 -3 -4 -5 -6  PTR<cr> TR02<cr+lf>  bber [3byte] 1 2 3 4 4 5 5</cr+lf></cr></cr+lf></cr>	BASS is set to +4dB.  Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B
Example2 Command Answer  8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command Answer  9 PRESET num  10 10 10 10 10 10 10 10 10 10 10 10 10	PBA <cr> BA02<cr+lf> us [2byte] +6 +5 +4 +3 +2 +1 0 -1 -2 -3 -3 -4 -5 -5 -6  PTR<cr> TR02<cr+lf> bler [3byte] 1 2 3 4</cr+lf></cr></cr+lf></cr>	BASS is set to +4dB.  Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B
Example2 Command Answer 8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command Answer 9 PRESET num "01 "02 "03 "04 05 "06 "07	??BA <cr> BA02<cr+lf> us [2byte] +6 +5 +4 +3 +2 +1 0 0 -1 -1 -2 -3 -4 -5 -6  ?TR<cr> TRO2<cr+lf> ber [3byte] 1 2 3 4 4 5 6 7</cr+lf></cr></cr+lf></cr>	BASS is set to +4dB.  Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B
Example2 Command Answer 8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command Answer 9 PRESET num  10 10 10 10 10 10 10 10 10 10 10 10 10	PBA <cr> BA02<cr+lf> us [2byte] +6 +5 +4 +3 +2 +1 0 -1 -1 -2 -3 -3 -4 -5 -6  PTR<cr> TR02<cr+lf> ber [3byte] 1 2 3 4 4 5 6</cr+lf></cr></cr+lf></cr>	BASS is set to +4dB.  Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B
Example2 Command Answer 8 TREBLE stat 00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command Answer 9 PRESET num "01 "02 "03 "04 "05 "06 "07 "08 "09	PBA <cr> BA02<cr+lf> us [2byte] +6 +6 +5 +4 +3 +2 +1 0 0 -1 -1 -2 -3 -4 -5 -6  PTR<cr> TRO2<cr+lf> ber [3byte] 1 2 3 4 4 5 6 7 8 9</cr+lf></cr></cr+lf></cr>	BASS is set to +4dB.  Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B
Example2 Command Answer 8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command Answer 9 PRESET num  10 10 10 10 10 10 10 10 10 10 10 10 10	PBA <cr> BA02<cr+lf> us [2byte] +6 +5 +4 +3 +2 +1 0 -1 -1 -2 -3 -4 -5 -6 -7 TR<cr> TRO2<cr+lf> ber [3byte] 1 2 3 4 4 5 6 7 8</cr+lf></cr></cr+lf></cr>	BASS is set to +4dB.  Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B
Example2 Command Answer  8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12  Example3 Command Answer  9 PRESET num  101 02 103 104 105 107 107 108 109 109 110 110 110 110 110 110 110 110	PBA <cr> BA02<cr+lf> us [2byte] +6 +6 +5 +4 +3 +2 +1 0 0 -1 -1 -2 -3 -4 -5 -6  PTR<cr> TRO2<cr+lf> ber [3byte] 1 2 3 4 4 5 6 7 8 9</cr+lf></cr></cr+lf></cr>	BASS is set to +4dB.  Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B
Example2 Command Answer 8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 11 12 Example3 Command Answer 9 PRESET num  10 10 10 10 10 10 10 10 10 10 10 10 10	?RA <cr> BA02<cr+lf> us [2byte] +6 +5 +4 +3 +2 +1 0 -1 -1 -2 -3 -3 -4 -5 -6 ?TR&lt;<cr> TR02<cr+lf> ber [3byte] 1 2 3 4 5 6 7 8 9 9 0</cr+lf></cr></cr+lf></cr>	Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B * = C : class C
Example2 Command Answer  8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command Answer  9 PRESET num "01 "02 "03 "04 "05 "06 "07 "08 "09 "10 "10 "01 "02 "03 "04 "05 "06 "07 "08 "09 "10 "08 "09 "10 "08 "09 "10 "08 "09 "10 "08 "09 "10 "08 "09 "10 Example4 Command	PBA <cr> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02 BA02 BA02 BA02 BA02 BA02 BA02 BA02</cr+lf></cr+lf></cr+lf></cr+lf></cr+lf></cr+lf></cr>	BASS is set to +4dB.  Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B * = C : class C
Example2 Command Answer  8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command Answer  9 PRESET num "01 "02 "03 "04 "05 "06 "07 "08 "09 "10 "10 "01 "02 "03 "04 "05 "06 "07 "08 "09 "10 "08 "09 "10 "08 "09 "10 "08 "09 "10 "08 "09 "10 "08 "09 "10 Example4 Command	PBA <cr> BA02<cr+lf> us [2byte]  +6 +6 +5 +4 +3 +2 +1 0 -1 -1 -2 -3 -4 -5 -6  PTR<cr> TRO2<cr+lf>  ber [3byte]  1 2 3 4 5 6 7 8 9 0 0  PPR<qr> PRAQ04<cr+lf></cr+lf></qr></cr+lf></cr></cr+lf></cr>	Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B * = C : class C
Example2 Command Answer  8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command Answer  9 PRESET num "01 "02 "03 "04 "05 "06 "07 "08 "09 "10 "10 "01 "02 "03 "04 "05 "06 "07 "08 "09 "10 "08 "09 "10 "08 "09 "10 "08 "09 "10 "08 "09 "10 "08 "09 "10 Example4 Command	PBA <cr> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02 BA02 BA02 BA02 BA02 BA02 BA02 BA02</cr+lf></cr+lf></cr+lf></cr+lf></cr+lf></cr+lf></cr>	BASS is set to +4dB.  Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B * = C : class C
Example2 Command Answer  8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12  Example3 Command Answer  9 PRESET num 10 10 10 10 10 10 10 10 10 10 10 10 10	PBA <cr> BA02<cr+lf> us [2byte]  +6 +5 +4 +3 +2 +1 0 -1 -1 -2 -3 -4 -5 -6  PTR<cr> TR02<cr+lf>  ber [3byte]  1 2 -3 -4 -5 -6 -7 -8 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9</cr+lf></cr></cr+lf></cr>	Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B * = C : class C
Example2 Command Answer  8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command Answer  9 PRESET num 10 10 10 10 10 10 10 10 10 10 10 10 10	PBA <cr> BA02<cr+lf> us [2byte]  +6 +5 +4 +3 +2 +1 0 -1 -1 -2 -3 -4 -5 -6  PTR<cr> TR02<cr+lf>  ber [3byte]  1 2 -3 -4 -5 -6 -7 -8 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9</cr+lf></cr></cr+lf></cr>	Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B * = C : class C
Example2 Command Answer  8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12  Example3 Command Answer  9 PRESET num  10 10 10 10 10 10 10 10 10 10 10 10 10	PBA <cr> BA02<cr+lf> us [2byte]  +6 +5 +4 +3 +2 +1 0 -1 -1 -2 -3 -4 -5 -6  PTR<cr> TR02<cr+lf>  ber [3byte]  1 2 -3 -4 -5 -6 -7 -8 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9</cr+lf></cr></cr+lf></cr>	Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B * = C : class C
Example2 Command Answer  8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command Answer  9 PRESET num 10 10 10 10 10 10 10 10 10 10 10 10 10	PBA <cr> BA02<cr+lf> us [2byte]  +6 +5 +4 +3 +2 +1 0 -1 -1 -2 -3 -4 -5 -6  PTR<cr> TR02<cr+lf>  ber [3byte]  1 2 -3 -4 -5 -6 -7 -8 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9</cr+lf></cr></cr+lf></cr>	Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B * = C : class C
Example2 Command Answer  8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command Answer  9 PRESET num  "01 "02 "03 "04 "05 "06 "07 "08 "09 "10  Example4 Command Answer	PBA <cr> BA02<cr+lf> us [2byte]  +6 +5 +4 +3 +2 +1 0 -1 -1 -2 -3 -4 -5 -6  PTR<cr> TR02<cr+lf>  ber [3byte]  1 2 -3 -4 -5 -6 -7 -8 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9</cr+lf></cr></cr+lf></cr>	Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B * = C : class C
Example2 Command Answer  8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command Answer  9 PRESET num 10 10 10 10 Example4 Command Answer  10 FREQ numb Answer  10 FREQ numb Answer  A is AM	PBA <cr> BA02<cr+lf> us [2byte]  +6 +5 +4 +3 +2 +1 0 -1 -1 -2 -3 -4 -5 -6  PTR<cr> TR02<cr+lf>  ber [3byte]  1 2 -3 -4 -5 -6 -7 -8 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9</cr+lf></cr></cr+lf></cr>	Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B * = C : class C
Example2 Command Answer  8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command Answer  9 PRESET num "01" "03" "04" "05" "06" "07" "08 "09" "10 Example4 Command Answer  10 FREQ numb A0"*** F****  A is AM F is FM	PBA <cr> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02 BA03 BA04 BA04 BA04 BA04 BA04 BA04 BA04 BA04</cr+lf></cr+lf></cr+lf></cr+lf></cr+lf></cr+lf></cr>	Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B * = C : class C
Example2 Command Answer  8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command Answer  9 PRESET num 10 10 10 10 Example4 Command Answer  10 FREQ numb Answer  10 FREQ numb Answer  A is AM	PBA <cr> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02 BA03 BA04 BA04 BA04 BA04 BA04 BA04 BA04 BA04</cr+lf></cr+lf></cr+lf></cr+lf></cr+lf></cr+lf></cr>	Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B * = C : class C
Example2 Command Answer  8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command Answer  9 PRESET num	PBA <cr> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02 BA03 BA04 BA04 BA04 BA04 BA04 BA04 BA04 BA04</cr+lf></cr+lf></cr+lf></cr+lf></cr+lf></cr+lf></cr>	Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B * = C : class C
Example2 Command Answer  8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command Answer  9 PRESET num  **01 **02 **03 **04 **05 **06 **07 **08 **09 **10  Example3 Command Answer  10 FREQ numk Answer  A is AM F is FM **is ASC II con Example5	?RA <cr> BA02<cr+lf> us [2byte] +6 +5 +4 +3 +2 +1 0 -1 -1 -2 -3 -3 -4 -5 -6 -7 7R<cr> TR02<cr+lf> bber [3byte] 1 2 3 4 -5 -6 -7 -7 -8 -8 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9</cr+lf></cr></cr+lf></cr>	Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B * = C : class C
Example2 Command Answer  8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command Answer  9 PRESET num -01 -02 -03 -04 -05 -06 -07 -08 -09 -10 -10 -11 -02 -03 -04 -05 -06 -07 -08 -09 -10 -10 -08 -08 -09 -10 -08 -09 -09 -08 -09 -09 -08 -09 -09 -09 -09 -09 -09 -09 -09 -09 -09	PBA-CR> BA02 <cr+lf> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02<cr+lf> BA02 BA02 BA02 BA02 BA02 BA02 BA02 BA02</cr+lf></cr+lf></cr+lf></cr+lf></cr+lf></cr+lf>	Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B * = C : class C  Request PRESET number PRESET number is set to class A 4 PRESET number is set to class C 10
Example2 Command Answer  8 TREBLE stat  00 01 02 03 04 05 06 07 08 09 10 11 12 Example3 Command Answer  9 PRESET num -01 -02 -03 -04 -05 -06 -07 -08 -09 -10 -10 -11 -02 -03 -04 -05 -06 -07 -08 -09 -10 -10 -08 -08 -09 -10 -08 -09 -09 -08 -09 -09 -08 -09 -09 -09 -09 -09 -09 -09 -09 -09 -09	?RA <cr> BA02<cr+lf> us [2byte] +6 +5 +4 +3 +2 +1 0 -1 -1 -2 -3 -3 -4 -5 -6 -7 7R<cr> TR02<cr+lf> bber [3byte] 1 2 3 4 -5 -6 -7 -7 -8 -8 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9 -9</cr+lf></cr></cr+lf></cr>	Request TREBLE Level. TREBLE is set to +4dB.  * = A : class A * = B : class B * = C : class C

#### \*14 SBch PROCESSING [1byte]

0EX <cr></cr>	OFF
1EX <cr></cr>	ON
2FX <cr></cr>	AUTO

#### \*15 MCACC POSITION [1byte]

	MCACC OFF
	MEMORY 1
	MEMORY 2
	MEMORY 3
	MEMORY 4
5MC <cr></cr>	MEMORY 5
6MC <cr></cr>	MEMORY 6

#### \*16 PHASE CONTROL [1byte]

0IS <cr></cr>	OFF
1IS <cr></cr>	ON
2IS <cr></cr>	FULL BAND PHASE CONTROL ON

#### \*4 LISTENING MODE SET, LISTENING MODE SETTING REQUEST [4byte]

When you set the "Listening Mode'with the receiver's front panel keys and knobs you use the "LISTENING CH SELECT"button Depending on the source signal there are some modes which are not available. There i automatic detection for 2ch and 6.1ch, but that too is source dependent (flags

With the "SR" command, you can select whichever mode you wish Also, you can confirm your selection with the SR" command by using "?S" command query.

When a LISTENING MODE is changed, the receiver will dispatch an ANSWER to let the controller know the current set status automatically without receiving a LISTENING MODE SETTING REQUEST. (Automatic Feedback

[2-4byte]:data for mode setting Below the are the commands for selecting a LISTENING MODE

NEW version (from '05 model) [3byte]
[1-3byte]:data for mode setting
Indicating below the combination of the modes selected by LISTENING MODE
Example

xample
Command 001SR<CR>
Answer SR001<CR+LF>
Answer LM130<CR+LF>
Command ?S<CR>
Answer SR031<CR+LF>

set STEREO mode. current status STEREO mode. current status 96kHz STEREO play LISTENING mode current status? ACTION mode.

	Set Listening Mode	Group	Comment
001SR <cr></cr>	STEREO (cyclic)	STEREO	
	FRONT STAGE SURROUND ADVANCE FOCUS	STEREO	
004SR <cr></cr>	FRONT STAGE SURROUND ADVANCE WIDE	STEREO	
005SR <cr></cr>	AUTO SURROUND/STREAM DIRECT (same as key)	AUTO SURR	
	AUTO SURROUND	AUTO SURR	
007SR <cr></cr>	NORMAL DIRECT	AUTO SURR	
008SR <cr></cr>	PURE DIRECT	AUTO SURR	
009SR <cr></cr>	STEREO(direct command)	STEREO	
010SR <cr></cr>	STANDARD SELECTION (same as key)	STANDARD	
012SR <cr></cr>		STANDARD	for 2ch Source
013SR <cr></cr>	PRO LOGICII MOVIE	STANDARD	for 2ch Source
	PRO LOGICII MUSIC	STANDARD	for 2ch Source
	PRO LOGICII GAME	STANDARD	for 2ch Source
	Neo:6 CINEMA	STANDARD	for 2ch Source
	Neo:6 MUSIC	STANDARD	for 2ch Source
	PRO LOGIC II x MOVIE	STANDARD	for 2ch Source
	PRO LOGIC II x MUSIC	STANDARD	for 2ch Source
020SR <cr></cr>	PRO LOGIC II x GAME	STANDARD	for 2ch Source
	Deponding on Source (for Multi-ct)	STANDARD	for Multi-ch Source
	(Multi-Channel Source) + EX	STANDARD	for Multi-ch Source
	(Multi-Channel Source) + PRO LOGI(II x MOVIE	STANDARD	for Multi-ch Source
	(Multi-Channel Source) + PRO LOGI(II x MUSIC	STANDARD	for Multi-ch Source
025SR <cr></cr>		STANDARD	for Multi-ch Source
	DTS-ES matrix6.1	STANDARD	for Multi-ch Source
	DTS- ES discrete6.1	STANDARD	for Multi-ch Source
	XM HD SURROUND	STANDARD	for 2ch Source
029SR <cr></cr>	NEURAL THX	STANDARD	for Multi-ch Source
	DTS- ES 8ch discrete	STANDARD	for Multi-ch Source
	THX SELECTION (same as key)	HOME THX	
	PRO LOGIC + THX	HOME THX	for 2ch Source
	PRO LOGICII MOVIE + THX	HOME THX	for 2ch Source
	Neo:6 CINEMA + THX	HOME THX	for 2ch Source
054SR <cr></cr>	PRO LOGIC II x MOVIE + THX	HOME THX	for 2ch Source
055SR <cr></cr>	THX GAMES MODE	HOME THX	for 2ch Source
	THX Depending on Source (for Multi-ct)	HOME THX	for Multi-ch Source
	THX SURROUND EX	HOME THX	for Multi-ch Source
	PRO LOGIC II x MOVIE + THX	HOME THX	for Multi-ch Source
059SR <cr></cr>	DTS + Neo:6 + THX	HOME THX	for Multi-ch Source
	DTS-ES MATRIX + THX	HOME THX	for Multi-ch Source
061SR <cr></cr>	DTS-ES DISCRETE6.1 + THX	HOME THX	for Multi-ch Source
062SR <cr></cr>	THX SELECT2	HOME THX	for Multi-ch Source
063SR <cr></cr>	THX MUSICMODE SELECT	HOME THX	for Multi-ch Source
	THX GAMES MODE (for multi-ch)	HOME THX	for Multi-ch Source
067SR <cr></cr>	DTS-ES 8ch DISCRETE + THX	HOME THX	for Multi-ch Source
	ADVANCED SURROUND SELECTION (same as key)	ADV.SURR	
101SR <cr></cr>		ADV.SURR	
102SR <cr></cr>		ADV.SURR	
103SR <cr></cr>	DRAMA	ADV.SURR	
104SR <cr></cr>	ENTERTAINMENT SHOW (MUSICAL)	ADV.SURR	
105SR <cr></cr>	MONO FILM	ADV.SURR	
106SR <cr></cr>	EXPANDED THEATER (7-D THEATER)	ADV.SURR	
107SR <cr></cr>		ADV.SURR	
	UNPLUGGED (JAZZ)	ADV.SURR	
110SR <cr></cr>	ROCK/POP (ROCK)	ADV.SURR	
	EXTENDED STEREO (7CH-STEREO)	ADV.SURR	
	PHONES SURROUND	ADV.SURR	
116SR <cr></cr>	TV SURROUND	ADV.SURR	
117SR <cr></cr>		ADV.SURR	
118SR <cr></cr>	ADV.GAME	ADV.SURR	

\*5 LISTENING (DECODE) MODE REQUEST [3byte]

Below is the list Indicating the combination of the LISTENING MODE selected by "SR" command an the LISTENING MODE determined by the input source signa

When the LISTENING MODE is set and the format for the source signal is confirmed, the receiver will send an ANSWER COMMAND to the controller to let it know the LISTENING MODE status. It replies automatically and does not need to receive a LISTENING MODE REQUEST. (Automatic Feedback)
LISTENING MODE shows the current signal format the receiver is detecting or the surround mode which has been added to the original sign LM\*\*\*

LMVVV	Historia - Mada Nassa	0	C
LMXXX	Listenning Mode Name	Group	Comment
LM000 LM001	PRO LOGICII MOVIE PRO LOGICII MUSIC	STANDARD	
LM002	PRO LOGIC I MOSIC	STANDARD STANDARD	
LM002 LM003	NEO6 CINEMA	STANDARD	1
LM004	NEO6 MUSIC	STANDARD	
LM005	PRO LOGICII GAME	STANDARD	
LM008	96kHz PRO LOGIC	STANDARD	
LM009	96kHz PRO LOGIC II MOVIE	STANDARD	
LM010	96kHz PRO LOGIC II MUSIC	STANDARD	
LM011	96kHz PRO LOGIC II GAME	STANDARD	
LM015	PCM 96KHz	STANDARD	
LM016	DOLBY DIGITAL	STANDARD	
LM017	DOLBY DIGITAL EX	STANDARD	
LM019	DTS	STANDARD	
LM022	DTS-ES DISC 6.1	STANDARD	
LM023 LM028	DTS-ES MTRX 6.1	STANDARD	
LM030	MPEG-2 AAC EX DTS 96/24	STANDARD STANDARD	+
LM031	PCM	STANDARD	
LM032	ACTION	ADV.SURR	+
LM033	SCIFI	ADV.SURR	
LM034	DRAMA	ADV.SURR	
LM035	ENTERTAINMENT SHOW (MUSICAL)	ADV.SURR	
LM036	MONOFILM	ADV.SURR	
LM043	EXPANDED THEATER (7-D THEATER)	ADV.SURR	
LM050	PRO LOGIC II x MOVIE	STANDARD	
LM051	PRO LOGIC II x MUSIC	STANDARD	
LM052	NEO6 96K CINEMA	STANDARD	1
LM053	NEO6 96K MUSIC	STANDARD	1
LM054	NEO6 88K CINEMA	STANDARD	1
LM055	NEO6 88K MUSIC	STANDARD	+
LM056 LM057	PRO LOGICII x GAME 96kHz PRO LOGICII x MOVIE	STANDARD STANDARD	1
LM058	96kHz PRO LOGIC II X MOVIE 96kHz PRO LOGIC II X MUSIC	STANDARD	1
LM059	96kHz PRO LOGIC II x GAME	STANDARD	
LM080	THX CINEMA	THX	
LM081	THX SURROUND EX	THX	
LM083	THX MUSIC MODE SELECT	THX	
LM085	DTS + Neo6 + THX	THX	
LM087	PRO LOGIC II x MOVIE + THX	THX	
LM096	CLASSICAL	ADV.SURR	
LM098	UNPLUGGED (JAZZ)	ADV.SURR	
LM099	ROCK/POP (ROCK)	ADV.SURR	
LM107	EXTENDED STEREO (7CH-STEREO)	ADV.SURR	
LM122	NEURAL THX	etc.	
LM123	XM HD SURROUND	etc.	
LM124	SACD DIRECT	etc.	
LM125	PCM DIRECT	etc.	
LM126	ANALOG DIRECT	etc.	
LM128	STEREO	STEREO	
LM134 LM135	192kHz STEREO FRONT STAGE SURROUND ADVANCE FOCUS	STEREO STEREO	
LM135	FRONT STAGE SURROUND ADVANCE FOCUS FRONT STAGE SURROUND ADVANCE WIDE	STEREO	
LM140	PCM88.2kHz + PRO LOGIC	STANDARD	
LM141	PCM88.2kHz + PRO LOGICII MOVIE	STANDARD	
LM142	PCM88.2kHz + PRO LOGICII MUSIC	STANDARD	
LM143	PCM88.2kHz + PRO LOGICII GAME	STANDARD	
LM144	PCM88.2kHz + PRO LOGIC II x MOVIE (for 2ch)	STANDARD	
LM145	PCM88.2kHz + PRO LOGIC II x MUSIC (for 2ch)	STANDARD	
LM146	PCM88.2kHz + PRO LOGICII x GAME	STANDARD	
LM154	DOLBY DIGITAL + PRO LOGICII x MOVIE	STANDARD	
LM155	DOLBY DIGITAL + PRO LOGICII x MUSIC	STANDARD	
LM156	DTS + PROLIGIC II x MOVIE	STANDARD	
LM157	DTS + PROLIGICII x MUSIC	STANDARD	
LM158	MPEG-2 AAC + PROLIGIC II x MOVIE	STANDARD	
LM159	MPEG-2 AAC + PROLIGIC II x MUSIC	STANDARD	
LM162 LM163	PCM88.2kHz + PRO LOGIC II x MOVIE (for multichannel PCM88.2kHz + PRO LOGIC II x MUSIC (for multichannel	STANDARD STANDARD	1
LM163 LM164	PCM88.2KHZ + PRO LOGIC II x MOSIC (for multichannel	STANDARD	1
LM165	PCM96kHz + PRO LOGIC II x MOVIE (IOI MUITICHAINTEI)	STANDARD	1
LM166	DTS Express	STANDARD	
LM167	DTS-HD HIGH RESOLUTION	STANDARD	
LM168	DTS-HD MASTER AUDIO	STANDARD	
LM169	DOLBY DIGITAL PLUS	STANDARD	
LM170	DOLBY DIGITAL PLUS EX	STANDARD	
LM171	DOLBY DIGITAL PLUS +PRO LOGICII x MOVIE	STANDARD	
LM172	DOLBY DIGITAL PLUS +PRO LOGICII x MUSIC	STANDARD	1
LM173	DOLBY DIGITAL PLUS +PRO LOGICII x MOVIE +THX	STANDARD	1
LM174	DOLBY trueHD	STANDARD	+
LM175 LM176	DOLBY TrueHD EX DOLBY TrueHD +PRO LOGICII x MOVIE	STANDARD STANDARD	1
LM176	DOLBY TrueHD +PRO LOGICII X MOVIE  DOLBY TrueHD +PRO LOGICII X MUSIC	STANDARD	+
LM178	DOLBY TrueHD +PRO LOGICII x MOVIE +THX	STANDARD	1
LM179	DTS-(HD)ES 8ch Discrete	STANDARD	
LM181	TV SURROUND	ADV.SURR	
LM182	SPORTS	ADV.SURR	
LM183	GAME	ADV.SURR	
LM185	PHONES SURROUND	ADV.SURR	
LM213	MULTI-CH IN	STANDARD	
LM219	HDMI THROUGH	etc.	
LM220	PRO LOGIC + THX	THX	1
LM221	PRO LOGICII MOVIE + THX	THX	1
LM222	Neo:6 CINEMA + THX	THX	
LM223	THX GAMES MODE (for 2ch)	THX	+
LM230	DOLBY DIGITAL + PRO LOGICII x MOVIE + THX DTS + PRO LOGICII x MOVIE + THX	THX	1
LM231 LM232	DTS-ES MATRIX6.1 + THX	THX	1
LM232 LM233	DTS-ES DISCRETE6.1 + THX	THX	1
LM234	MPEG-2 AAC + PRO LOGIC II x MOVIE + THX	THX	1
LM235	WMA 9 Pro + PRO LOGIC II x MOVIE + THX	THX	
LM236	THX SELECT2 CINEMA	THX	
LM237	THX GAMES MODE (for multichannel)	THX	
LM238	PCM + PRO LOGIC II x MOVIE + THX	THX	

LM239	DTS-(HD)ES 8ch Discrete +THX	THX
LM240	DTS-(HD)ES Discrete +THX	THX
LM241	DTS-(HD)ES Matrix +THX	THX
LM248	DTS-(HD)ES Matrix	STANDARD
LM249	DTS-(HD)ES Discrete	STANDARD
LM250	DVD-AUDIO + PRO LOGIC	STANDARD
LM251	DVD-AUDIO + PRO LOGICII MOVIE	STANDARD
LM252	DVD-AUDIO + PRO LOGIC II MUSIC	STANDARD
LM253	DVD-AUDIO + PRO LOGIC II GAME	STANDARD
LM254	DVD-AUDIO + PRO LOGIC II x MOVIE (for 2ch)	STANDARD
LM255	DVD-AUDIO + PRO LOGIC II x MUSIC (for 2ch)	STANDARD
LM256	DVD-AUDIO + PRO LOGIC II x MOSIC (IOI 2CII)	STANDARD
LM257	DVD-AUDIO + PRO LOGIC II x GAME  DVD-AUDIO + PRO LOGIC II x MOVIE (for multichannel	STANDARD
LM258	DVD-AUDIO + PRO LOGIC II x MUSIC (for multichannel	STANDARD
LM260	DVD-AUDIO 88.2k + PRO LOGIC	STANDARD
LM270	DVD-AUDIO 96k + PRO LOGIC	STANDARD
LM280	SACD + PRO LOGIC	STANDARD
LM281	SACD + PRO LOGIC II MOVIE	STANDARD
LM282	SACD + PRO LOGIC II MUSIC	STANDARD
LM283	SACD + PRO LOGIC II GAME	STANDARD
LM284	SACD + PRO LOGIC II x MOVIE (for 2ch)	STANDARD
LM285	SACD + PRO LOGIC II x MUSIC (for 2ch)	STANDARD
LM286	SACD + PRO LOGIC II x GAME	STANDARD
LM287	SACD + PRO LOGIC II x MOVIE (for multichannel	STANDARD
LM288	SACD + PRO LOGIC II x MUSIC (for multichannel	STANDARD
LM300	PCM 88.2KHz	STANDARD
LM302	PCM 176.4KHz	STANDARD
LM303	PCM 192KHz	STANDARD
LM304	PCM 88.2KHz STEREO	STEREO
LM305	PCM 96KHz STEREO	STEREO
LM306	PCM 176.4KHz STEREO	STEREO
LM307	PCM 192KHz STEREO	STEREO
LM322	DTS 96/24 STEREO	STEREO
LM324	DTS + Neo:6	STANDARD
LM330	PCM +EX	STANDARD
LM331	PCM 88.2 +EX	STANDARD
LM332	PCM 96 +EX	STANDARD
LM333	PCM + PRO LOGIC II x MOVIE (for multichannel	STANDARD
LM334	PCM + PRO LOGIC II x MUSIC (for multichannel	STANDARD
LM340	SACD	STANDARD
LM342	SACD STEREO	STEREO
LM344	SACD STEREO	STANDARD
LM350		
	DVD-AUDIO	STANDARD
LM351	DVD-AUDIO 88.2KHz	STANDARD
LM356	DVD-AUDIO STEREO	STEREO
LM358	DVD-AUDIO 88.2KHz STEREO	STEREO
LM360	DVD-AUDIO 96KHz STEREO	STEREO
LM362	DVD-AUDIO 176KHz STEREO	STEREO
LM363	DVD-AUDIO 192KHz STEREO	STEREO
LM366	DVD AUDIO +EX	STANDARD
LM367	DVD-AUDIO 88.2KHz +EX	STANDARD
LM368	DVD-AUDIO 96KHz +EX	STANDARD
LM371	DTS 96/24 + Neo:6	STANDARD
LM372	DTS 96/24 ES MATRIX	STANDARD
LM380	WMA 9 PRO	STANDARD
LM382	WMA 9 PRO + EX	STANDARD
LM384	WMA 9 Pro + PRO LOGIC II x MOVIE	STANDARD
LM385	WMA 9 Pro + PRO LOGIC II x MUSIC	STANDARD

Example8 Command ?L<CR> Answer LM001<CR+LF>

now PRO LOCICII MUSIC playing.