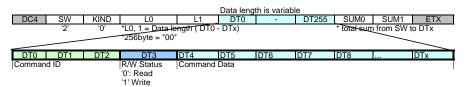
## RX-V4600 Extended RS-232C Protocol Rev.1

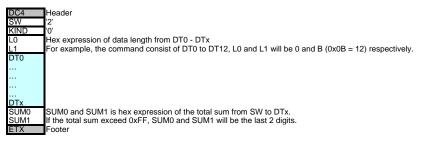
## Commands from Host to Slave(Receiver)



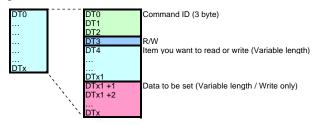
Extended command from the host to the receiver consist of the bytes as illustrated below.



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

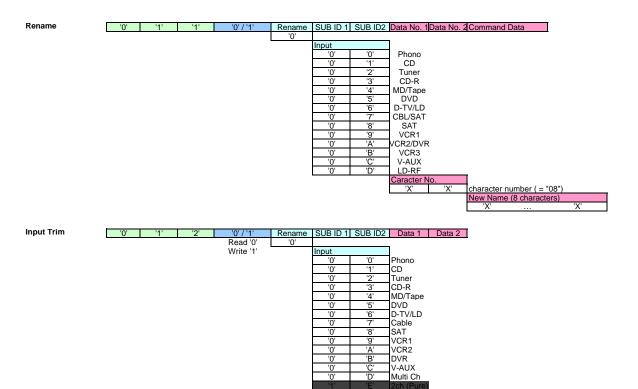


Following is the data structure from DT0 to DTx.



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' '4'	Effect ch	
						'5'	Digital Format DC Trigger	
						<u> </u>	Preset	
						'7'	Zone3	
						'8'	i.Link	
						'9'	HDMI	
						'F'	Model Name	
	_					-	_	
Input Information		'0'	'0'	'1'	'0'	ID	Read Only	
					Read Only	'0'	SP Out	
						'1'	Audio Input Analog	
						'2'	Audio Input Optical	
						'3' '4'	Audio Input Coaxial	
						'5'	Audio Input D.D.RF Video Input Composite / S	
						'6'	Video Input Composite / S  Video Input Component	
						'7'	Audio Output Analog	
						'8'	Audio Output Optiocal	
						'9'	Video Output Composite / S	
						,	<b>_</b>	
DSP Information		'0'	'0'	'2'	'0'	ID	Read Only	
					Read Only	'0'	Program	
						'1'	User Parameters	
						'2'	Default Parameters	
I/O Assign		'0'	'1'	'0'	'0' / '1'	TYPE	No Input ID	
ŭ	_				0, 1	'0'	Coaxial IN	
						'1'	Optical OUT	
						'2'	Optical IN	
						'3'	Component Video	
						'4'	i.Link	
						'5'	HDMI	
							No	
							'0' 1 or	Α
							'1' 2 or '2' 3 or	B C
							'2' 3 or '3' 4	C
							'4' 5	
							'5' 6	
							Input ID	
							'0' Phono	
							'1' CD	
							'2' Tuner	
							'3' CD-R	
							'4' MD/Tape	
							'5' DVD	
							'6' D-TV/LD	
							'7' CBL/SAT	
							'8' SAT	
							'9' VCR1	
							'A' VCR2/DVR	
							'B' VCR3 'C' V-AUX	
							'D' LD-RF	



2ch (Pure) Trim Value 'X'

'00' - '18'

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 Appendix 1 for the	'0'	'3'	III-II D
SP Program ID for each Model.	'0'	'4' '5'	Hall D
	'0'	'6'	Hall E Live Concert
	'0'	171	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'	David The start
	'1'	'0' '1'	Roxy Theatre Warehouse Loft
	'1'	'2'	Arena Varenouse Loft
	'1'	131	Alelia
	'1'	'4'	Disco
	'1'	'5'	Party
	'1'	'6'	Game
	'1'	'7'	5/6/8 ch Stereo
	'1'	'8'	Pop/Rock
	'1'	'9'	DJ
	'1'	'A'	_
	'1' '1'	'B'	Classical / Opera
	'1'	'D'	Pavilion
	'1'	E.	Favillon
	'1'	Ē	<del>- </del>
	'2'	'0'	Mono Movie
	'2'	'1'	Variety / Sports
	'2'	'2'	
	'2'	'3'	
	'2'	'4'	Spectacle
	'2'	'5'	Sci-Fi
	'2'	<u>'6'</u> '7'	<del> </del>
	'2'	'8'	Adventure
	'2'	<u>'9</u> '	General
	'2'	'A'	Contrai
	'2'	'B'	
	'2'	'C'	Normal
	'2'	'D'	Enhanced
	'2'	'E'	
	'2'	'F'	
	'3'	'0'	Pro Logic II Movie
	'3' '3'	'1' '2'	Pro Logic II Music
	'3'	'3'	NEO:6 Cinema NEO:6 Music
	'3'	'4'	2CH STEREO
	'3'	'5'	DIRECT STEREO
	'3'	'6'	THX CINEMA ( ULTRA2 )
	'3'	'7'	
	'3'	'8'	
	'3'	9'	HALL F
	'3'	'A'	HALL G
	'3'	'B'	HALL H
	'3'	'C'	THX GAME
	'8'	'0'	STRAIGHT

Parameter						
'0'	'0' '1'	P. Init. De P. Room				
'0'	'2'	P. Livene				
'0'	'3'	S. Delay (	2ch)			
'0'	'4'	S. Delay (				
'0'	'5' '6'	S. Init Del S. Room				
'0'	'7'	S. Livenes				
'0'	'8'	RC. Init. I				
'0'	'9'	RC Room				
'0'	'A' 'B'	RC Livene Rev. Time				
'0'	'C'	Rev. Dela				
'0'	'D'	Rev. Leve				
'0'	'E' 'F'	DSP Leve Panorama				
'1'	'0'	Dimention				
'1'	'1'	CT Width				
'1'	'2'	C. Image				
'1' '1'	'3' '4'	CT Level RL Level				
'1'	'5'	RC Level				
'1'	'6'	RR Level				
'1'	'7' '8'	FL Level				
'1'	'9'	FR Level SBL LEVE	=1			
'1'	'A'	SBR LEV				
'1'	'B'	MATRIX				
'1'	'C'	DIAL LIFT 2CH DEC				
'1'	'E'	Pro Logic				
'2'	'F'	FOCUS C				
'2'	'0'	FOCUS L				
'2' '2'	'1' '2'	TruBass I TruBass I				
'2'	'3'	TruBass S				
		Paramete	r Data			
	Init. Delay	'X' 'X'	'X' 'X'	"01" - "6 "01" - "1		
	Room Size <sup>2</sup> . Liveness		'X'	"00" - "C		
S. E	Delay (2ch)	'X'	'X'	"0A" - "	19"	
	/ (Multi ch)	'X' 'X'	'X'	"00" - "0 "00" - "1		
	. Init Delay Room Size	'X'	'X' 'X'	"01" - "3		
	S. Liveness	'X'	'X'	"00" - "0	A"	
	Init. Delay	'X'	'X'	"01" - "3		
	Room Size C Liveness	'X' 'X'	'X' 'X'	"01" - "1 "00" - "0		
1	Rev. Time	'X'	'X'	0A"- "3	2"	
	Rev. Delay		'X'	"00" - "F		
	Rev. Level DSP Level	'X' 'X'	'X' 'X'	"00" - "6 "00" - "0	64" "	
	Panorama	'X'	'X'	"00" - "0	)1"	
	Dimention	'X'	'X'	"00" - "0	)6"	
	CT Width		'X'	"00" - "0		
	C. Image CT Level		'X' 'X'	"00" - "0 "00" - "6		
	RL Level		'X'	"00" - "6		
	RC Level		'X'	"00" - "6		
	RR Level FL Level	'X' 'X'	'X' 'X'	"00" - "6 "00" - "6	64" 84"	
	FR Level	'X'	'X'	"00" - "6	64"	
	BL LEVEL	'X'	'X'	"00" - "6	64"	
S	BR LEVEL		'X'	"00" - "6		D. Davida et a
	MATRIX	'X'	'X'	"00"-"08		0: Prologic 1: PL2 Movie
						2: PL2 Music
						3: PL2 Game
						4: Neo6 Cinema
						5: Neo6 Music 6: PL2 Movie
					0	7: PL2 Music
						8: PL2 Game
						9: Circle Surround II Cinem A: Circle Surround II Music
				_		B: Circle Surround II Mono
	DIAL LIFT	'X'	'X'	"00"-"05		
	DECODE	'X'	'X'	"00" "0	14 "	
	gic / PLIIx S ON/OFF	'X'	'X'	"00" - "0 "00" - "0		): OFF
. 556	2 0.4011				0.	1: ON
FOC	US LEVEL	'X'	'X'	"00" - "0	Α"	

DIAL LIFT		۸.	00 - 05
2CH DECODE	'X'	'X'	
Pro Logic / PLIIx	'X'	'X'	"00" - "01"
FOCUS ON/OFF	'X'	'X'	"00" - "01"
•			
FOCUS LEVEL	'X'	'X'	"00" - "0A"
TruBass MODE	'X'	'X'	"00" - "03"

TruBass LEVEL TruBass SP SIZE

00: OFF 01: SW 02: FRONT 03: SW + FRONT

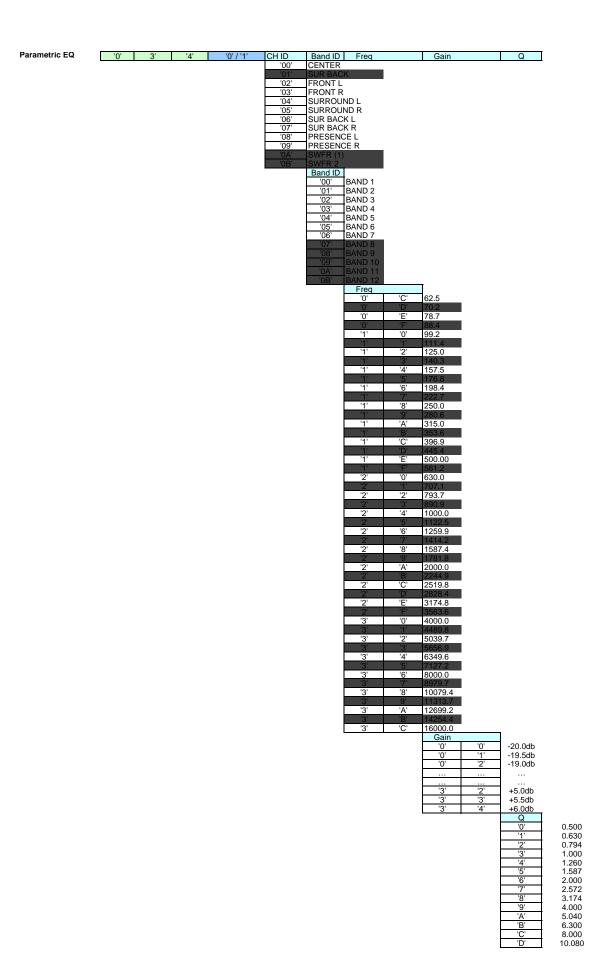
"00" - "0A" "00" - "02" 00: SMALL 01: MID 02: LARGE

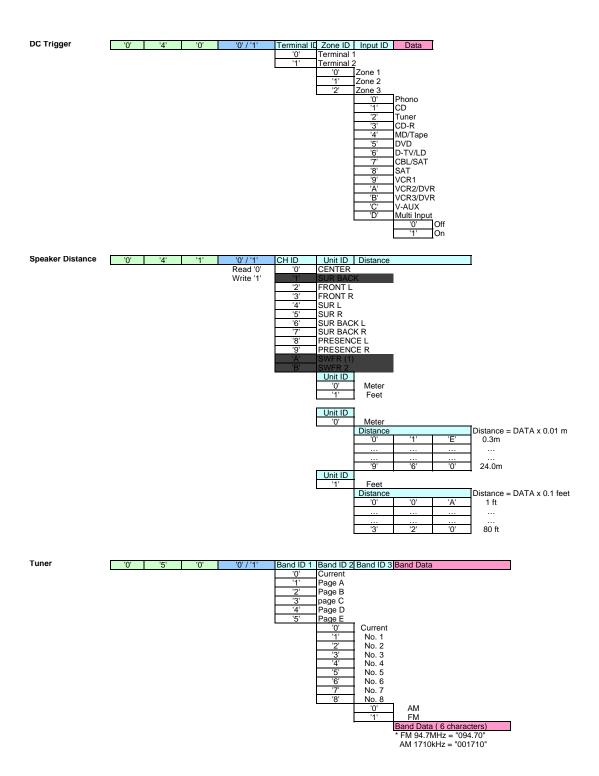
Parameter Initialize '0' '2' '2'

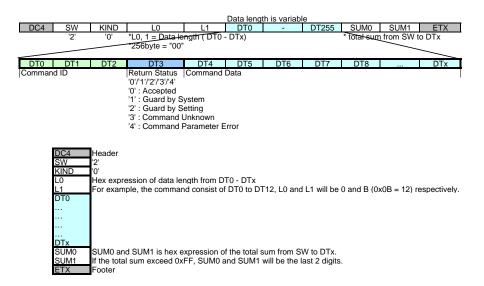
\* See Appendix 1 for the DSP Program ID for each Model.

DSP ID Hall A Hall B Hall C Hall D Hall E Live Concert Tokyo Freiburg Royaumont Village Gate
Village Vanguard
The Bottom Line '0' '0' Roxy Theatre Warehouse Loft Arena Disco Party Game
5/6/8 ch Stereo
Pop/Rock
DJ Classical / Opera Pavilion '1' '1' Mono Movie Variety / Sports Spectacle Sci-Fi Adventure General Normal Enhanced Pro Logic II Movie Pro Logic II Music NEO:6 Cinema '4' 2CH STEREO THX CINEMA (ULTRA2) '6' HALL F HALL G HALL H THX GAME STRAIGHT

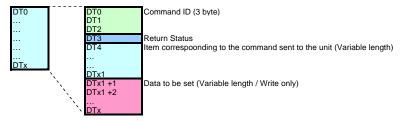
9' 'A' 'B'





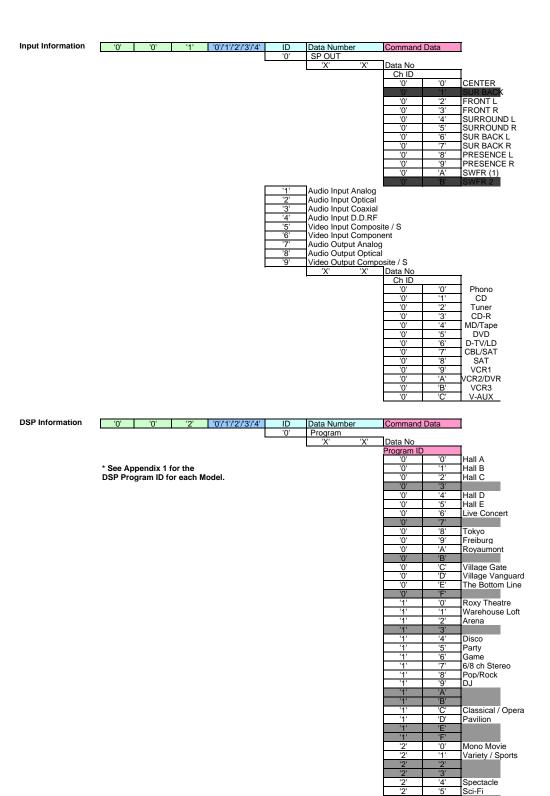


Following is the data structure from DT0 to DTx.



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





Adventure General

Normal Enhanced

Pro Logic II Movie
Pro Logic II Music
NEO:6 Cinema
NEO:6 Music
2CH STEREO
DIRECT STEREO
THX CINEMA ( ULTRA2 )
PRO LOGIC Game
STRAIGHT

Data No		_
Parameter	ID	
'0'	'0'	P. Init. Delay
'0'	'1'	P. Room Size
'0'	'2'	P. Liveness
	'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'	'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'	Ċ	DIAL LIFT
'1'	'D'	2CH DECODE
'1'	E,	Pro Logic / PLIIx
'2'	'F'	FOCUS ON/OFF
'2'	'0'	FOCUS LEVEL
'2'	'1'	TruBass MODE
'2' '2' '2' '2'	'2'	TruBass LEVEL
'2'	'3'	TruBass SP SIZE
-		-

## Appendix

## 1. DSP Program ID Table

able		
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' '8'	Talasa
'0'	'9'	Tokyo
'0'	'A'	Freiburg
,0,	'B'	Royaumont
'0'	'C'	Village Gate
'0'	'D'	Village Vanguard
'0'	'Ē'	The Bottom Line
'0'	'F'	THE BORROWS LINE
'1'	'0'	Roxy Theatre
'1'	'1'	Warehouse Loft
'1'	'2'	Arena
'1'	'3'	
'1'	'4'	Disco
'1'	'5'	Party
'1'	'6'	Game
'1'	'7'	5/6/8 ch Stereo
'1' '1'	'8'	Pop/Rock
'1'	'9'	DJ
'1'	'A' 'B'	-
'1'	'C'	Classical / Opera
'1'	'D'	Pavilion
'1'	'F'	I dvillott
'1'	'Ē'	
'2'	'0'	Mono Movie
'2'	'1'	Variety / Sports
'2'	'2'	
'2'	'3'	
'2'	'4'	Spectacle
'2'	'5'	Sci-Fi
'2'	'6'	
'2'	101	Adventure
'2'	'8' '9'	Adventure General
121	'A'	Gerierai
'2'	'B'	
'2'	'C'	Normal
'2'	'D'	Enhanced
'2'	'E'	
'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' '8'	-
'3'	9'	HALL F
'3'	'A'	HALL G
'3'	'B'	HALL H
'3'	'C'	THX GAME
'8'	'0'	STRAIGHT
		_