Control Commands

Model No.



PT-DZ21K2 PT-DZ20K2 PT-DZ16K2 PT-DW17K2 PT-SDZ21K2C PT-SDZ20K2C PT-SDZ18K2C PT-SDW17K2C

Panasonic[®]

[•] Please refer to the Service Manual or Operating Instructions for the serial command format, limitations, connection and other details.

[・]シリアルコマンドのフォーマット、制限事項、接続方法およびその他詳細につきましては、各モデルのテクニカルガイド または取扱説明書をご覧ください。

				CONTROL		QUERY		DZ21K	SERIES			DZ21K	SERIES	
GORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS	COMMANDS	CALL BACK	DZ21K2 SDZ21K2C	DS20K2 SDZ20K2C	DZ16K2 SDZ18K2C	DW17K2 SDW17K2C	DZ21K SDZ21KC	DS20K SDZ20KC	DZ16K SDZ18KC	DW1
	POWER	ON		PON	QPW	000	1	1	1	1	1	1	√	1
	INPUT SELECT	OFF (STANDBY) COMPUTER1		POF I I S: RG1	QIN	001 RG1	1	1	1	1	√ √	1	1	1
	INFOT SELECT	COMPUTER1		115: RG2	QTN	RG2	1	1	1	1	1	1	1	1
		VIDEO		IIS: VID		VID	1	1	1	1	✓	1	1	1
		Y/C DVI		IIS: SVD IIS: DVI		SVD DVI	1	1	<i>y</i>	1	1	1	1	
		HDMI1		IIS: HD1		HD1	✓	1	✓	1	✓	1	1	1
		SDI1 SDI2		I I S: SD1 I I S: SD2		SD1 SD2	1	1	✓		1	1	1	1
		DIGITAL LINK		IIS: DL1		DL1	√	1	1	1	·			
	FREEZE	OFF		0FZ: 0	QFZ	0	✓	1	✓	1	1	1	1	١,
H	MENU	ON		OFZ: 1		 	✓ ✓	1	√ √	1	√ √	1	1	-
	ENTER			OEN			1	1	1	1	1	1	1	
	DOWN			OCD OCD			√ √	1	1	1	J	1	1	-
	LEFT			OCL OCL			<i>y</i>	1	1	1	√ ✓	1	1	
	RIGHT			OCR			√	1	1	1	1	1	1	
- 1	DEFAULT AUTO SETUP	ON		OST OAS	QAS	0	✓ ✓	1	1	1	√	1	1	+
	7670 3270	OFF		UNG	QAS	1	√ √	1	1	1	√ ✓	1	1	
	SHUTTER	ON		0SH: 0	QSH	0	1	1	1	1	1	1	1	T
H	FUNCTION	OFF		OSH: 1 FC1	QFC	1	1	1	1	1	1	1	1	4
	SYSTEM SELCTOR			0SL	UFC		1	1	<i>y</i>	1	<i>1</i>	1	1	+
	ASPECT			VS1			√	1	√	1	1	1	1	
	NUMERIC	0		ONK: 0 ONK: 1			1	1	1	1	1	1	1	
		2		ONK: 1			√ √	1	1	1	1	1	1	
		3		ONK: 3			✓	1	✓	1	✓	1	1	
		4		ONK: 4 ONK: 5			1	1	1	1	1	1	1	
		6		ONK: 6			1	1	1	1	1	1	1	
		7		ONK: 7			1	1	1	1	1	1	1	
		9		ONK: 8 ONK: 9			1	1	1	1	1	1	1	
ON	LENS HOME POSITION	EXECUTE		VXX: LNSI 1=+00001			1	1	1	1	1	1	1	
E	LENS SHIFT-HORIZONTAL	SLOW+		VXX: LNSI 2=+00000			✓	1	✓	1	1	1	1	
DL		SLOW- NORMAL+		VXX: LNSI 2=+00001 VXX: LNSI 2=+00100			1	1	1	1	1	1	1	
		NORMAL-		VXX: LNSI 2=+00101			√ ✓	1	1	1	1	1	1	
		FAST+		VXX: LNSI 2=+00200			✓	1	✓	1	✓	1	1	
H	LENS SHIFT-VERTICAL	FAST- SLOW+		VXX: LNSI 2=+00201 VXX: LNSI 3=+00000			1	1	1	1	1	1	1	+-
		SLOW-		VXX: LNSI 3=+00001			1	1	1	,	1	1	1	
		NORMAL+		VXX: LNSI 3=+00100			✓	1	✓	1	✓	1	1	
		NORMAL- FAST+		VXX: LNSI 3=+00101 VXX: LNSI 3=+00200			1	1	1	1	1	1	1	
		FAST-		VXX: LNSI 3=+00201			1	1	1	1	1	1	1	
	LENS FOCUS	SLOW+		VXX: LNSI 4=+00000			√	1	1	1	√	1	1	
		SLOW- NORMAL+		VXX: LNSI 4=+00001 VXX: LNSI 4=+00100			1	1	1	1	1	1	1	
		NORMAL-		VXX: LNSI 4=+00101			1	1	1	1	1	1	1	
		FAST+		VXX: LNSI 4=+00200			1	1	1	1	✓	1	1	
H	LENS ZOOM	FAST- SLOW+		VXX: LNSI 4=+00201 VXX: LNSI 5=+00000			√ ✓	1	√ √	1	1	1	1	+
		SLOW-		VXX: LNSI 5=+00001			✓	1	✓	1	✓	1	1	
		NORMAL+		VXX: LNSI 5=+00100			1	1	1	1	√	1	1	
		NORMAL- FAST+		VXX: LNSI 5=+00101 VXX: LNSI 5=+00200			1	1	1	1	1	1	1	
		FAST-		VXX: LNSI 5=+00201			✓	1	✓	1	1	1	1	
	LENS POSITION HORIZONTAL	-02480		VXX: LNSI 7=-02480	QVX: LNSI 7	LNS17=-02480	✓	1	√	√				4
H	LENS POSITION VERTICAL	+02480 -03200		VXX: LNSI 7=+02480 VXX: LNSI 8=-03200	QVX: LNSI 8	LNSI 7=+02480 LNSI 8=-03200	1	1	1	1				+
		+03200		VXX: LNSI 8=+03200		LNSI 8=+03200	✓	1	✓	1				
	LENS POSITION FOCUS	+00000		VXX: LNSI 9=+00000 VXX: LNSI 9=+02560	QVX: LNSI 9	LNSI 9=+00000	✓	1	√	√				
H	LENS POSITION H/V	+02560		VXX: LNSI 9=+02560 VXX: LNSSB=-02480-03200	QVX: LNSSB	LNSI 9+02560 LNSSB=-02480-03200	1	1	1	1				+
		+02480/+03200		VXX: LNSSB=+02480+03200		LNSSB=+02480+03200	✓	✓	✓	1				
	LENS POSITION H/V FOCUS	-02480/-03200/+00000		VXX: LNSSC=-02480-03200+0000 VXX: LNSSC=+02480+03200+02560	QVX: LNSSC	LNSSC=-02480-03200+00000 LNSSC=+02480+03200+02560	1	1	1	1				
	STATUS	+02480/+03200/+02560		STS STS		LN330-+0240U+U32UU+U236U	1	1	1	1		1	√	+
	LENS FOCUS			0LF			√	1	✓	1	✓	1	✓	П
	LENS SHIFT LENS ZOOM			OLH OLZ			√ √	1	√ √	1	1	1	1	+
	PICTURE MODE	DYNAMIC		VPM: DYN	QPM	DYN	1	1	1	1	1	1	1	t
		NATURAL		VPM: NAT		NAT	✓	1	1	1	✓	1	1	Π
		STANDARD CINEMA		VPM: STD VPM: CI N		STD CI N	1	1	1	1	√ √	1	1	
		GRAPHIC		VPM: GRA		GRA	1	1	1	1	1	1	1	
		DICOM SIM.		VMP: DI C		DIC	1	1	1	1	1	1	1	Ι
	PICTURE MODE-NAME SETTING USER	USER PICTUREMODE		VPM: USR VXX: NCGSO= PI CTUREMOODE	QVX: NCGSO	NCGSO=PI CTUREMODE	1	1	1	1	1	1	√ √	+
	CONTRAST	-31		VCN: 001	QVR	001	√ ✓	1	1	1	1	1	1	
	PDATCHTNECC	+31		VCN: 063	OVE	063	√	1	✓	1	√	1	1	Ε
	BRAIGHTNESS	-31 +31		VBR: 001 VBR: 063	QVB	001 063	1	1	1	1	1	1	1	П
	COLOR	-31		VC0: 001	QVC	001	√	1	1	1	√	1	1	
	TINT	+31		VC0: 063	OVIT	063	√ ,	1	1	1	√	1	1	1
	11111	-31 +31		VTN: 001 VTN: 063	QVT	001 063	1	1	1	1	1	1	1	
	SHARPNESS	0		VSR: 000	QVS	000	1	1	1	1	1	1	1	
	COLOR TEMPERATURE	15		VSR: 015		015	√	1	<i>,</i>	1	✓	1	1	4
	COLOR TEMPERATURE	DEFAULT USER1		OTE: 1 OTE: 04		1 4	1	1	1	1	√ √	1	1	
		USER2		0TE: 09		9	√ ✓	1	1	1	1	1	1	
		3200K		OTE: 3200		3200	√	1	1	1	√	1	1	
		3300K 9200K		OTE: 3300 OTE: 9200		3300 9200	1	1	1	1	1	1	1	
		9300K		0TE: 9300		9300	√ ✓	1	<i>y</i>	1	√ ✓	1	1	
	COLOR TEMP-NAME SETTING USER1 COLOR TEMP-NAME SETTING USER2	COLORTEMP1		VXX: NCGS1= COLORTEMP1	QVX: NCGS1	NCGS1=COLORTEMP1	√ ,	1	√	1	√	1	1	F
	WHITE BALANCE LOW-RED	-127		VXX: NCGS3= COLORTEMP2 VOR: 001	QVX: NCGS3 QOR	NCGS3=COLORTEMP2	1	1	1	1	1	1	1	-
				VOR: 255		255		1	1	1	1	1	1	
	WHITE BALANCE LOW-GREEN	+127		VOG: 001	QOG	000	1		v					

				CONTROL		QUERY		DZ21K	SERIES			DZ21K	SERIES	
EGORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS	COMMANDS	CALL BACK	DZ21K2 SDZ21K2C	DS20K2 SDZ20K2C	DZ16K2 SDZ18K2C	DW17K2 SDW17K2C	DZ21K SDZ21KC	DS20K SDZ20KC	DZ16K SDZ18KC	DW1
	WHITE BALANCE LOW-BLUE	-127		V0B: 001	QOB	000	SDZZ1KZC	SDZ20K2C	SDZ18K2C	SDW17K2C	SDZZ1KC	SDZ20KC	SDZ18KC	SDW1
		+127		VOB: 255		255	✓	1	1	1	1	1	1	1
	WHITE BALANCE HIGH-RED	0 +255		VHR: 000 VHR: 255	QHR	000 255	1	1	1	1	1	1	1	1
	WHITE BALANCE HIGH-GREEN	0		VHG: 000	QHG	000	1	1	1	1	1	1	1	1
	WHITE BALANCE HIGH-BLUE	+255		VHG: 255 VHB: 000	QHB	255 000	1	1	1	1	√ √	1	√ √	1
	WHITE BALANCE HIGH-BLUE	+255		VHB: 255	QHB	255	1	1	1	1	1	1	1	1
	GAMMA	1.0		VGA: 1. 0	QGA	1.0	1	1	√	1	1	1	1	1
		1.8		VGA: 1. 8 VGA: 2. 0		1. 8	1	1	1	1	1	1	1	1
		2.1		VGA: 2. 1		2. 1	1	1	✓	1	✓	1	1	1
		2.2		VGA: 2. 2 VGA: 2. 3		2. 2 2. 3	1	1	1	1	1	1	1	1
		2.4		VGA: 2. 3 VGA: 2. 4		2. 4	<i>√</i>	1	1	1	1	1	1	1
		2.5		VGA: 2. 5		2. 5	✓	1	1	1	✓	1	1	1
		2.6		VGA: 2. 6 VGA: 2. 7		2. 6 2. 7	1	1	1	1	1	1	1	1
		2.8		VGA: 2. 8		2. 8	1	1	1	1	1	1	1	1
		USER1 USER2		VGA: US1 VGA: US2		US1 US2	1	1	1	1	1	1	1	1
		DICOM		VGA: DI C		DIC	√ √	1	1	1	√ ✓	1	1	1
		DEFAULT		VGA: DEF		DEF	✓	1	✓	1	✓	1	1	1
	GAMMA-NAME SETTING USER1 GAMMA-NAME SETTING USER2	GAMMAUSER1 GAMMAUSER2		VXX: NCGS2= GAMMAUSER1 VXX: NCGS4= GAMMAUSER2	QVX: NCGS2 QVX: NCGS4	NCGS2= GAMMAUSER1 NCGS4= GAMMAUSER2	1	1	1	1	1	1	1	1
	DAYLIGHT VIEW FRONT INSTALL	OFF		VXX: DLVI 0=+00000	QVX: DLVI 0	DLVI 0=+00000	✓	1	✓	1	✓	1	1	1
		AUTO(1) ON(2)		VXX: DLVI 0=+00001 VXX: DLVI 0=+00002		DLVI 0=+00001 DLVI 1=+00002	1	1	1	1	1	1	1	1
		ON(2) ON(3)		VXX: DLVI 0=+00003		DLVI 0=+00003	1	1	1	1	1	1	1	1
		4		VXX: DLVI 0=+00004		DLVI 0=+00004	√	1	1	1				
		6		VXX: DLVI 0=+00005 VXX: DLVI 0=+00006		DLVI 0=+00005 DLVI 0=+00006	1	1	1	1				
	NOISE REDUCTION	OFF		VNS: 0	QNS	0	1	1	1	1	1	1	1	١.,
		1		VNS: 1 VNS: 2		1 2	1	1	1	1	1	1	1	
		3		VNS: 3		3	1	1	1	1	1	1	1	
	DYNAMIC CONTRAST/IRIS	OFF		0AI : 0	QAI	0	1	1	1	1	1	1	1	ļ .
		1 2		OAI 1 OAI : 2		1 2	1	1	1	1	√ √	1	1	
		3		OAI: 3		3	1	1	1	1	1	1	1	
	DVNAMIC CONTRACT (11 TO 11	USER		OAI : 4	041 - 4	4	1	1	√	1	√	1	1	ļ.,
(A) D III III III S R	(AUTO CONTRAST)	OFF 1		0AI : A000 0AI A001	QAI : A	000 001	1	1	1	1	1	1	1	
		255		0AI : A255		255	1	1	√	1	√	1	1	
	DYNAMIC CONTRAST/MANUAL IRIS	OFF		OAI : MOOO OAI MOO1	QAI : M	000 001	1	1	1	1	√	1	1	
	(MANUAL INTENSITY)	255		OAI : M255		255	1	1	1	1	1	1	1	
	DYNAMIC CONTRAST	OFF		OAI : DO	QAI : D	0	1	1	✓	1	1	1	1	
	(DYNAMIC GAMMA)	1		OAI : D1 OAI : D2		1 2	1	1	1	1	1	1	1	
		3		OAI : D3		3	1	1	1	1	1	1	1	
	TV-SYSTEM	AUTO1		VSG: AT1		AT1	1	1	√	1	1	1	1	
	INAMIC CONTRAST/AUTO IRIS UTO CONTRAST) INAMIC CONTRAST/MANUAL IS INAMIC CONTRAST/MANUAL IS INAMIC CONTRAST INAMIC GAMMA) IS INAMIC GAMMA INAMIC G	AUTO2 NTSC		VSG: AT2 VSG: NTS		AT2 NTS	1	1	1	1	1	1	1	
		NTSC4.43		VSG: N44		N44	1	1	1	1	1	1	1	.
		PAL		VSG: PAL VSG: PAM		PAL PAM	1	1	1	1	1	1	1	
	PAI PAI PAI	PAL-N		VSG: PAN		PAN	1	1	1	1	1	1	1	
		PAL60		VSG: P60		P60	✓	1	✓	1	✓	✓	1	
	SYSTEM SELECTOR	SECAM VGA60		VSG: SEC ORF: 0	QRF	SEC 0	1	1	1	1	- J	1	1	-
	RGB(VGA/480P)	480P(YCbCr)		ORF: 1	QKI	1	√ √	1	1	1	√ ✓	1	1	
		480p(RGB)		ORF: 3		3	✓	1	1	1	✓	1	1	
	SYSTEM SELECTOR RGB(Other)/DVI	RGB YPbPr		ORF: 0 ORF: 1	QRF	0	√ √	1	1	1	1	1	1	
	SYSTEM SELECTOR	RGB		ORF: 0	QRF	0	1	1	1	1	- V	1	1	
	HDMI/DIGITAL LINK	YPbPr		ORF: 1		1	1	1	1	1	✓	1	1	
9 F	SYSTEM SELECTOR-SDI1	AUTO AUTO		ORF: 2 VSD: 0	QSD	0	√ ✓	1	1	1	√ √	1	1	-
	(SINGLE)	480i YCbCr		VSD: 1		1	✓	1	1		✓	1	1	
		576i YCbCr		VSD: 3		3	1	1	1		1	1	1	
		1080/60i YPbPr 1035/60i YPbPr		VSD: 4 VSD: 5		4 5	1	1	1		1	1	1	
		720/60p YPbPr		VSD: 6		6	1	1	✓		1	1	1	
		1080/24p YPbPr 1080/50i YpBpR		VSD: 7 VSD: 8		7 8	1	1	1		1	1	1	
		1080/30p YPbPr		VSD: 9		9	✓	1	1		√ √	1	1	
		1080/25p YPbPr		VSD: 10		10	4	1	1		1	1	1	
		1080/24sF YPbPr 720/50p YPbPr		VSD: 11 VSD: 12		11 12	√ √	1	1		1	1	1	
		1080/50p YPbPr		VSD: 15		15	1	1	✓		1	1	1	
		1080/60p YPbPr 1080/24p RGB		VSD: 16 VSD: 21		16 21	1	1	1		√ √	1	1	
		1080/24p RGB 1080/24sF RGB		VSD: 21		22	1	1	1		1	1	1	
		1080/25p RGB		VSD: 23		23	✓	1	1		1	1	1	
		1080/30p RGB 1080/50i RGB		VSD: 24 VSD: 25		24 25	1	1	√ √		1	1	1	
		1080/60i RGB		VSD: 26		26	✓	1	1		✓	1	1	
	SYSTEM SELECTOR-SDI2 (SINGLE)	AUTO 480i YCbCr		VSD: 0 VSD: 1	QSD	0	1	1	1		1	1	1	
		480i YCbCr 576i YCbCr		VSD: 1		3	1	1	1		√ √	1	1	
		1080/60i YPbPr		VSD: 4		4	✓	1	✓		✓	✓	1	
		1035/60i YPbPr 720/60p YPbPr		VSD: 5 VSD: 6		5 6	1	1	1		1	1	1	
		720/60p YPbPr 1080/24p YPbPr		VSD: 6 VSD: 7		7	1	1	1		1	1	1	
		1080/50i YpBpR		VSD: 8		8	1	1	1		1	1	1	
		1080/30p YPbPr		VSD: 9 VSD: 10		9 10	1	1	1		1	1	1	
		1080/25p YPbPr 1080/24sF YPbPr		VSD: 10 VSD: 11		11	1	1	1		1	1	1	
		720/50p YPbPr		VSD: 12		12	✓	1	✓		√	1	1	
		1080/50p YPbPr		VSD: 15 VSD: 16		15 16	1	1	1					
		1080/60p YPbPr 1080/24p RGB		VSD: 16 VSD: 21		16 21	1	1	1					
		1080/24sF RGB		VSD: 22		22	1	1	1					
		1080/25p RGB	1	VSD: 23	1	23	1	1	1			1		
	1080 720/0 1080 1080 1080 1080	1080/25p RGB 1080/30p RGB		VSD: 24		24	1	1	1					

				CONTROL		QUERY		DZ21K	2 SERIES			DZ21K	SERIES	
CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS	COMMANDS	CALL BACK	DZ21K2	DS20K2	DZ16K2	DW17K2	DZ21K	DS20K	DZ16K	DW17K
		1080/60i RGB		VSD: 26		26	SDZ21K2C	SDZ20K2C	SDZ18K2C	SDW17K2C	SDZ21KC	SDZ20KC	SDZ18KC	SDW17KC
	SYSTEM SELECTOR-SDI	AUTO		VSD: 0	QSD	0	√ √	√ ✓	1		1	1	1	
	(DUAL)	1080/50p YPbPr 1080/60p YPbPr		VSD: 15 VSD: 16		15 16	1	1	1					
		1080/30p FFBFI 1080/24p RGB		VSD: 21		21	√ ✓	1	1		1	1	1	
		1080/24sF RGB		VSD: 22		22	1	1	1		1	1	1	
		1080/25p RGB 1080/30p RGB		VSD: 23 VSD: 24		23 24	√ √	1	1		1	1	1	
		1080/50i RGB		VSD: 25		25	1	✓	1		1	✓	1	
		1080/60i RGB 1080/50p RGB		VSD: 26 VSD: 27		26 27	1	1	1		1	1	1	
		1080/60p RGB		VSD: 28		28	1	1	1		i i			ĺ
		2K/24p RGB		VSD: 31 VSD: 32		31 32	1	1	1		1	1	4	
		2K/24sF RGB 2K/50p RGB		VSD: 37		37	1	1	1		,	,	,	l
		2K/48p RGB		VSD: 39		39	1	1	1					
		2K/24p XYZ 2K/24sF XYZ		VSD: 41 VSD: 42		41 42	√ √	1	1		1	1	1	
		2K/50p YPbPr		VSD: 57		57	1	✓	1					
		2K/60p RGB 2K/60p YPbPr		VSD: 38 VSD: 58		38 58	1	1	1					
	KEYSTONE	-127		0KS: 000	QKS	000		· ·			<u> </u>			1
	KEYSTONE-SUB KEYSTONE	+127 -63		0KS: 254 0SK: 000	QSK	254 000								1
	RETSTONE-SUB RETSTONE	+63		0SK: 126	USK	126								1
	KEYSTONE-LINEARITY	-127		VLI: 000	QLI	000								1
	GEOMETRY	+127 OFF		VLI: 254 VXX: GMMI 0=+00000	QVX: GMMI O	254 GMMI 0=+00000	1	1	1	1	V	J	1	1
		KEYSTONE		VXX: GMMI 0=+00001	QVX. GHINT G	GMMI 0=+00001	1	1	1	1	1	1	1	
		CURVED		VXX: GMMI 0=+00002		GMMI 0=+00002	1	1	1	1	1	1	1	
		PC-1 PC-2		VXX: GMMI 0=+00003 VXX: GMMI 0=+00004		GMMI 0=+00003 GMMI 0=+00004	1	1			1	1		
		PC-3		VXX: GMMI 0=+00005		GMMI 0=+00005	1	1			1	1		
	GEOMETRY-KEYSTONE-	CORNER-CORRECTION 0.7	1	VXX: GMMI 0=+00010 VXX: GMKS0=+00. 7	QVX: GMKSO	GMMI 0=+00010 GMKS0=+00. 7	1	1	1	1	1	1	1	
	LENS THROW RATIO	16.5		VXX: GMKS0=+00. 7 VXX: GMKS0=+16. 5	WA. UMKOU	GMKS0=+00. 7 GMKS0=+16. 5	1	1	1	1	1	1	1	
	GEOMETRY-KEYSTONE- VERTICAL BALANCE	-60		VXX: GMKI 4=-00060	QVX: GMKI 4	GMKI 4=-00060	1	1	1	1	1	1	1	
	GEOMETRY-KEYSTONE-	+60 -30		VXX: GMKI 4=+00060 VXX: GMKI 7=-00030	QVX: GMKI 7	GMKI 4=+00060 GMKI 7=-00030	1	1	1	1	1	J	1	
	HORIZONTAL BALANCE	+30		VXX: GMKI 7=+00030		GMKI 7=+00030	✓	✓	1	√	1	✓	✓	
	GEOMETRY-KEYSTONE- VERTICAL KEYSTONE	-40.0 (-45.0)* +40.0 (+45.0)*	0.2 step	VXX: GMKS8=-40. 0 VXX: GMKS8=+40. 0	QVX: GMKS8	GMKS8=-40.0 GMKS8=+40.0	1	1	1	1	1	1	1	
	GEOMETRY-KEYSTONE-	-15.0 (-40.0)*	0.2 step	VXX: GMKS9=+40. 0	QVX: GMKS9	GMKS9=-15. 0	<i>y</i>	√ √	1	1	1	1	1	
	HORIZONTAL KEYSTONE	+15.0 (+40.0)*		VXX: GMKS9=+15. 0		GMKS9=+15. 0	✓	✓	1	✓	✓	✓	1	
	GEOMETRY-CURVED-LENS THROW RATIO	0.7 16.5		VXX: GMCS0=+00. 7 VXX: GMCS0=+16. 5	QVX: GMCSO	GMCSO=+00. 7 GMCSO=+16. 5	1	1	1	1	1	1	1	
	GEOMETRY-CURVED-	-50 (-100)*		VXX: GMCI 3=-00050	QVX: GMCI 3	GMCI 3=-00050	1	✓ ✓	1	1	1	1	1	
	VERTICAL ARC	+50 (+100)*		VXX: GMCI 3=+00050	0107 01101 7	GMCI 3=+00050	✓	✓	1	√	√	1	1	-
	GEOMETRY-CURVED- HORIZONTAL ARC	-50 (-100)* +50 (+100)*		VXX: GMCI 7=-00050 VXX: GMCI 7=+00050	QVX: GMCI 7	GMCI 7=-00050 GMCI 7=+00050	1	1	1	1	1	1	1	
	GEOMETRY-CURVED-	-60		VXX: GMCI 2=-00060	QVX: GMCI 2	GMCI 2=-00060	1	1	1	1	1	1	1	
	VERTICAL BALANCE GEOMETRY-CURVED-	+60 -30		VXX: GMCI 2=+00060 VXX: GMCI 6=-00030	QVX: GMCI 6	GMCI 2=+00060 GMCI 6=-00030	1	1	1	1	1	1	√ ✓	
	HORIZONTAL BALANCE	+30		VXX: GMCI 6=+00030	QVX. GMC1 6	GMCI 6=+00030	<i>y</i>	1	1	1	1	1	1	
	GEOMETRY-CURVED- VERTICAL KEYSTONE	-40.0 (-45.0)*	0.2 step	VXX: GMCS8=-40. 0	QVX: GMCS8	GMCS8=-40. 0	✓	✓	1	1	1	1	1	
	GEOMETRY-CURVED-	+40.0 (+45.0)* -15.0 (-40.0)*	0.2 step	VXX: GMCS8=+40. 0 VXX: GMCS9=-15. 0	QVX: GMCS9	GMCS8=+40. 0 GMCS9=-15. 0	1	1	1	1	1	<i>J</i>	1	
	HORIZONTAL KEYSTONE	+15.0 (+40.0)*		VXX: GMCS9=+15. 0		GMCS9=+15. 0	1	1	1	1	1	1	1	
	GEOMETRY-CURVED- MAINTAIN ASPECT RATIO	OFF ON		VXX: GMCI A=+00000 VXX: GMCI A=+00001	QVX: GMCI A	GMCI A=+00000 GMCI A=+00001	4 4	1	1	1	1	1	1	
	GEOMETRY-CORNER	+0		VXX: GMFI 1=+00001	QVX: GMFI 1	GMFI 1=+00000	0	0	0	0	0	0	0	
POSITION	CORRECTION-UPPER LEFT(V)	+300		VXX: GMFI 1=+00300		GMFI 1=+00300	+300	+263	+270	+270	+300	+263	+270	
	GEOMETRY-CORNER CORRECTION-UPPER RIGHT(V)	+0		VXX: GMFI 2=+00000 VXX: GMFI 2=+00300	QVX: GMF1 2	GMFI 2=+00000 GMFI 2=+00300	0 +300	0 +263	0 +270	0 +270	+300	+263	0 +270	
	GEOMETRY-CORNER	-300		VXX: GMFI 3=-00300	QVX: GMFI 3	GMF13=-00300	-300	-263	-270	-270	-300	-263	-270	
	CORRECTION-LOWER LEFT(V) GEOMETRY-CORNER	+0 -300		VXX: GMFI 3=+00000 VXX: GMFI 4=-00300	QVX: GMFI 4	GMFI 3=+00000 GMFI 4=-00300	-300	-263	-270	-270	-300	-263	0 -270	
	CORRECTION-LOWER RIGHT(V)	+0		VXX: GMF1 4=+00000	QVX. GMF1 4	GMFI 4=+00000	-300	-263	0	-270	-300	-263	0	
	GEOMETRY-CORNER CORRECTION-LINEARITY(V)	-127		VXX: GMFI 5=-00127	QVX: GMFI 5	GMFI 5=-00127	-127	-127	-127	-127	-127	-127	-127	
	GEOMETRY-CORNER	+127		VXX: GMFI 5=+00127 VXX: GMFI 6=+00000	QVX: GMFI 6	GMFI 5=+00127 GMFI 6=+00000	+127	+127	+127	+127	+127	+127	+127	
	CORRECTION-UPPER LEFT(H)	+480		VXX: GMFI 6=+00480		GMFI 6=+00480	+480	+350	+480	+480	+480	+350	+480	
	GEOMETRY-CORNER CORRECTION-UPPER RIGHT(H)	-480 +0		VXX: GMFI 7=-00480 VXX: GMFI 7=+00000	QVX: GMF1 7	GMFI 7=-00480 GMFI 7=+00000	-480 0	-350 0	-480 0	-480 0	-480 0	-350 0	-480 0	
	GEOMETRY-CORNER	+0		VXX: GMFI 8=+00000	QVX: GMF18	GMF1 8=+00000	0	0	0	0	0	0	0	
	CORRECTION-LOWER LEFT(H) GEOMETRY-CORNER	+480		VXX: GMFI 8=+00480 VXX: GMFI 9=-00480	QVX: GMF1 9	GMFI 8=+00480 GMFI 9=-00480	+480	+350	+480	+480	+480	+350	+480	
	CORRECTION-LOWER RIGHT(H)	-480 +0		VXX: GMF1 9=-00480 VXX: GMF1 9=+00000	QVA. UMFT 9	GMFI 9=-00480 GMFI 9=+00000	-480 0	-350 0	-480 0	-480 0	-480 0	-350 0	-480 0	
	GEOMETRY-CORNER	-127		VXX: GMFI A=-00127	QVX: GMF1 A	GMFI A=-00127	-127	-127	-127	-127	-127	-127	-127	
	CORRECTION-LINEARITY(H) SHIFT-HORIZONTAL	+127		VXX: GMFI A=+00127 VTH: 0000	QTH	GMFI A=+00127 0000	+127 ✓	+127	+127	+127 ✓	+127 ✓	+127 ✓	+127	1
		+4095		VTH: 4095		4095	√ √	√ 	1	1	1	1	1	1
	SHIFT-VERTICAL	0		VTV: 0000	QTV	0000	4	√	1	1	1	1	1	1
	CLOCK PHASE	+4094		VTV: 4094 VCP: 000	QCP	4095 000	1	1	1	1	1	1	1	1
		+31		VCP: 031		063	✓	✓	1	1	1	J	1	1
	ASPECT	AUTO/VID AUTO/DEFAULT NORMAL(4:3)		VSE: 00 VSE: 01	QSE	00 01	4 4	1	1	1	1	1	1	1
		WIDE(16:9)		VSE: 02		02	1	1	1	1	1	1	1	1
		NATIVE(through)		VSE: 05		05	1	1	1	1	1	1	1	1
		FULL(HV FIT) H-FIT		VSE: 06 VSE: 09		06 09	1	1	1	1	1	1	1	1
		V-FIT		VSE: 10		10	1	√	1	1	1	1	1	1
	ZOOM-HORIZONTAL	50 999		0ZH: 050 0ZH: 999	QZH	050 999	1	1	1	1	1	1	1	1
	ZOOM-VERTICAL	50		0ZV: 050	QZV	050	√ √	1	1	1	1	1	1	1
		999		0ZV: 999		999	1	1	1	√	1	1	1	1
	ZOOM-BOTH	50 999		0Z0: 050 0Z0: 999	QZ0	050 999	1	1	1	1	1	1	1	1
	ZOOM-INTERLOCKED	OFF		0ZS: 0	QZS	0	1	√	1	<i>y</i>	1	1	4	1
		ON		0ZS: 1	077	1	✓.	✓	1	√	√	√	√	1
		INTERNAL	1	OZT: 0	QZT	0	1	1	1	1	1	1	1	1
	ZOOM-MODE	FULL		0ZT: 1		1	✓	✓	✓			✓		
	DIGITAL CINEMA REALITY	FULL AUTO		0ZT: 1 0PD: 0	QPD	0	1	✓	1	1	1	1	1	1
					QPD	1.			 				l	

				CONTROL		QUERY		DZ21K2	2 SERIES			DZ21K	SERIES	
GORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS	COMMANDS	CALL BACK	DZ21K2	DS20K2	DZ16K2	DW17K2	DZ21K	DS20K	DZ16K	DW17k
COICI		+599/+399		DBU: 599	OGMINIS IN ES	599	SDZ21K2C 599	SDZ20K2C 524	SDZ18K2C 539	SDW17K2C 383	SDZ21KC 599	SDZ20KC 524	SDZ18KC 539	SDW17k
	BLANKING-LOWER	0		DBB: 000	QLB	000	0	0	0	0	0	0	0	0
	BLANKING-RIGHT	+599/+398		DBB: 599 DBR: 000	QLR	599 000	599 0	524 0	539	383	599	524 0	539	383 0
		+959/+639		DBR: 959		959	959	699	959	682	959	699	959	682
	BLANKING-LEFT	0 +959/+639		DBL: 000 DBL: 959	QLL	959	0 959	0 699	0 959	0 682	0 959	0 699	0 959	0 682
		330		VTD: 0330	QTD	0330	1	✓	1	1	1	1	1	1
		4095 300		VTD: 4095 VDD: 0300	QDD	4095 0300	<i>J</i>	1	1	<i>J</i>	1	1	J	1
	DISPLAY DOTS	4095		VDD: 4065		4065	✓	✓	✓	1	✓	✓	✓	1
	INPUT RESOLUTION- TOTAL LINES	155 2047		VTL: 0155 VTL: 2047	QTL	0155 2047	1	1	1	1	1	1	1	1
	DICDLAY LINEC	150		VDL: 0150	QDL	0150	1	1	1	1	1	1	1	1
		2037		VDL: 2037 VLT: 001	QLT	2037 001	1	1	1	√ √	√ √	1	1	1
		255		VLT: 255		255	✓	✓	1	1	1	1	1	1
		OFF PC-1		VXX: MSKI 1=+00000 VXX: MSKI 1=+00001	QVX: MSKI 1	MSKI 1=+00000 MSKI 1=+00001	1	1			1	1		
		PC-2		VXX: MSKI 1=+00002		MSKI 1=+00002	1	1			1	1		
		PC-3 OFF		VXX: MSKI 1=+00003 VXX: EDBI 0=+00000	QVX: EDBI O	MSKI 1=+00003 EDBI 1=+00000	1	1	1	1	1	1	1	1
		ON		VXX: EDBI 1=+00001		EDBI 1=+00001	1	1	1	1	✓	1	1	1
	EDGE BLENDING-UPPER ON/OFF	USER		VXX: EDBI 1=+00002 VGU: 0	QGU	EDBI 1=+00002	1	√ √	1	1		1	√ √	1
		ON		VGU: 1		1	1	1	1	1	<i>,</i>	1	1	1
	EDGE BLENDING-LOWER ON/OFF	OFF		VGB: 0 VGB: 1	QGB	0	1	1	1	1	1	1	1	1
	EDGE BLENDING-LEFT ON/OFF	OFF		VGL: 0	QGL	0	1	1	1	1	1	1	√ √	1
	EDGE BLENDING-RIGHT ON/OFF	ON OFF		VGL: 1 VGR: 0	QGR	0	1	1	1	1	1	1	1	1
		OFF		VGR: 0 VGR: 1		1	1	1	1	1	1	1	1	1
	EDGE BLENDING-START-UPPER	0 1199		VEU: 0000 VEU: 1199	QEU	0000 1199	0 1023	0 1023	0 1023	0 1023	0 1023	0 1023	0 1023	0 1023
		0		VEB: 0000	QEB	0000	0	0	1023	0	0	0	0	0
		1199		VEB: 1199	QEL	1199	1199	1199	1199	1199	1199	1199	1199	1199
	EDGE BEENDING-STAKT-LEFT	0 1919		VEL: 0000 VEL: 1919	VEL	1919	0 1023	0 1023	1023	1023	1023	1023	1023	1023
		0		VER: 0000	QER	0000	0	0	0	0	0	0	0	0
		1919		VER: 1919 VXX: EUWI 0=+00000	QVX: EUWI O	1919 EUWI 0=+00000	1919 0	1919 0	1919 0	1919	1919	1919 0	1919 0	1919
	EDGE BLENDING-WIDTH-LOWER	1199		VXX: EUWI 0=+01199	OLOV EDWI O	EUWI 0=+01199	1023	1023	1023	1023	1023	1023	1023	1023
		1199		VXX: EBWI 0=+00000 VXX: EBWI 0=+01199	QVX: EBWI 0	EBWI 0=+00000 EBWI 0=+01199	0 1199	0 1199	0 1199	0 1199	0 1199	0 1199	0 1199	0 1199
	EDGE BLENDING-WIDTH-LEFT	0		VXX: ELWI 0=+00000	QVX: ELWI O	ELWI 0=+00000	0	0	0	0	0	0	0	0
		1919		VXX: ELWI 0=+01919 VXX: ERWI 0=+00000	QVX: ERWI O	ELWI 0=+01919 ERWI 0=+00000	1023 0	1023 0	1023 0	1023	1023	1023 0	1023 0	1023
		1919		VXX: ERWI 0=+01919		ERWI 0=+01919	1919	1919	1919	1919	1919	1919	1919	1919
NCED	EDGE BLENDING-MARKER-ON/OFF	OFF ON		VGM: 0 VGM: 1	QGM	0	1	1	1	1	1	1	1	1
		0 (W,R,G,B)		VJI: 000. 000. 000	ורס	000. 000. 000. 000	1	√	1	1	1	1	1	1
		255 (W,R,G,B) OFF		VJI: 255. 255. 255. 255 VXX: EBII1=+00000	QVX: EBI I 1	255. 255. 255. 255 EBI I 1=+00000	1	1	1	1	√ √	1	1	1
L	OVERLAPPED BLACK LEVEL-	ON		VXX: EBI I 1=+00001		EBI I 1=+00001	1	1	1	1	1	1	1	1
	LEVEL	0 (W,R,G,B) 255 (W,R,G,B)		VJ0: 000, 000, 000, 000 VJ0: 255, 255, 255, 255	סוס	000. 000. 000. 000 255. 255. 255. 255	1	J	1	1	1	1	1	1
	EDGE BLENDING-BLACK BORDER	OFF		VXX: EBI I 2=+00000	QVX: EBI I 2	EBI I 2=+00000	1	√ ·	1	1	· ·	1	1	1
	LEVEL-INTERLOCKED EDGE BLENDING-BLACK BORDER	ON		VXX: EBI I 2=+00001 VJU: 0000	OJU	EBI I 2=+00001 0000	✓ 0	√	- 0	✓ 0	√	√ 0	√	· ·
	WIDTH-UPPER	1199		VJU: 1199		1199	1023	1023	1023	1023	1023	1023	1023	1023
		1199		VJB: 0000 VJB: 1199	ØìB	0000 1199	0 1199	0 1199	0 1199	0 1199	0 1199	0 1199	0 1199	1199
	EDGE BLENDING-BLACK BORDER	0		VJL: 0000	QJL	0000	0	0	0	0	0	0	0	0
	WIDTH-LEFT EDGE BLENDING-BLACK BORDER	1919		VJL: 1919 VJR: 0000	QJR	1919 0000	1023 0	1023 0	1023 0	1023 0	1023	1023 0	1023 0	1023
	WIDTH-RIGHT	1919		VJR: 1919		1919	1919	1919	1919	1919	1919	1919	1919	1919
	EDGE BLENDING-BLACK BORDER WIDTH-UPPER KEYSTONE AREA	-1199 +1199		VXX: EBBI 4=-01199 VXX: EBBI 4=+01199	QVX: EBBI 4	EBBI 4=-01199 EBBI 4=+01199	1	1	1	1	1	1	1	1
	EDGE BLENDING-BLACK BORDER	+1199 -1199		VXX: EBBI 5=-01199	QVX: EBBI 5	EBBI 5=-01199	1	1	1	1	1	1	1	1
	WIDTH-LOWER KEYSTONE AREA EDGE BLENDING-BLACK BORDER	+1199		VXX: EBBI 5=+01199 VXX: EBBI 6=-01919	QVX: EBBI 6	EBBI 5=+01199 EBBI 6=-01919	1	1	1	1	1	1	1	1
	WIDTH-LEFT KEYSTONE AREA	+1919		VXX: EBBI 6=+01919		EBBI 6=+01919	1	1	1	1	1	1	1	1
	EDGE BLENDING-BLACK BORDER WIDTH-RIGHT KEYSTONE AREA	-1919 +1919		VXX: EBBI 7=-01919 VXX: EBBI 7=+01919	QVX: EBBI 7	EBBI 7=-01919 EBBI 7=+01919	1	1	1	1	1	1	1	1
	EDGE BLENDING-OVERLAPPED	0 (W,R,G,B)		VXX: EBBS0=000, 000, 000, 000	QVX: EBBS0	EBBS0=000, 000, 000, 000	1	1	1	1	1	1	1	1
		255 (W,R,G,B)		VXX: EBBS0=255, 255, 255, 255 VXX: EBBS1=000, 000, 000, 000	QVX: EBBS1	EBBS0=255, 255, 255, 255 EBBS1=000, 000, 000, 000	√ √	1	1	1	√ √	1	J	1
	BLACK LEVEL-LOWER	0 (W,R,G,B) 255 (W,R,G,B)		VXX: EBBS1=255, 255, 255, 255		EBBS1=255, 255, 255, 255	1	1	1	1	√ √	1	1	1
		0 (W,R,G,B)		VXX: EBBS2=000, 000, 000, 000 VXX: EBBS2=255, 255, 255, 255	QVX: EBBS2	EBBS2=000, 000, 000, 000 EBBS2=255, 255, 255, 255	1	1	1	1	1	1	1	1
	EDGE BLENDING-OVERLAPPED	255 (W,R,G,B) 0 (W,R,G,B)		VXX: EBBS3=000, 000, 000, 000	QVX: EBBS3	EBBS3=000, 000, 000, 000	1	1	1	1	1	1	1	1
	BLACK LEVEL-RIGHT	255 (W,R,G,B) OFF		VXX: EBBS3=255, 255, 255, 255 VXX: EBI I 3=+00000	QVX: EBI I 3	EBBS3=255, 255, 255, 255 EBLL3=±00000	1	1	1	1	1	1	1	1
	BLACK LEVEL-UPPER	OFF ON		VXX: EBI I 3=+00001		EBI I 3=+00000 EBI I 3=+00001	1	1	1	1	1	1	1	1
		OFF ON		VXX: EBI I 4=+00000 VXX: EBI I 4=+00001	QVX: EBI I 4	EBI I 4=+00000 EBI I 4=+00001	1	1	1	1	1	1	1	1
	EDGE BLENDING-OVERLAPPED	OFF		VXX: EBI I 4=+0000 I VXX: EBI I 5=+00000	QVX: EBI I 5	EBI I 5=+00001	1	1	1	1	1	1	1	1
		ON		VXX: EBI I 5=+00001	OVAN EDIT (EBI I 5=+00001	√	√	1	1	√	1	1	1
	BLACK LEVEL-RIGHT	OFF ON		VXX: EBI I 6=+00000 VXX: EBI I 6=+00001	QVX: EBI I 6	EBI I 6=+00000 EBI I 6=+00001	1	1	1	1	1	1	1	1
	FRAME RESPONSE	NORMAL		VXX: FDYI 0=+00000 VXX: FDYI 0=+00001	QVX: FDYI 0	FDYI 0=+00000	1	1	1	1	<i>J</i>	1	1	1
		FAST FIXED		VXX: FDYI 0=+00005		FDYI 0=+00001 FDYI 0=+00005	1	1	1	1	7	1	1	1
		COMPATIBLE NORMAL		VXX: FDYI 0=+00010		FDYI 0=+00010	1	1	1					
		COMPATIBLE FAST		VXX: FDYI 0=+00011 VXX: FRCI 1=+00000	QVX: FRCI 1	FDYI 0=+00011 FRCI 1=+00000	1	1	1					
		OFF				FRCI 1=+00001	1	1	1					
	FRAME CREATION	1		VXX: FRCI 1=+00001		FRCI 1-+00002								
	FRAME CREATION	OFF 1 2 3		VXX: FRCI 1=+00001 VXX: FRCI 1=+00002 VXX: FRCI 1=+00003		FRCI 1=+00002 FRCI 1=+00003	1	1	1					
	FRAME CREATION	1 2 3 -2048		VXX: FRCI 1=+00002 VXX: FRCI 1=+00003 VRH: 2952	QRH	FRCI 1=+00003 2952	1	1	1	1	4	<i>y</i>	1	
	FRAME CREATION	1 2 3		VXX: FRCI 1=+00002 VXX: FRCI 1=+00003	QRH QRV	FRCI 1=+00003	1	1	1	1	<i>J J</i>	<i>J J</i>	1	<i>J J</i>
	FRAME CREATION RASTER POSITION-HORIZONTAL RASTER POSITION-VERTICAL	1 2 3 -2048 +2047 -2048 +2047		VXX: FRCI 1=+00002 VXX: FRCI 1=+00003 VRH: 2952 VRH: 7047 VRV: 2952 VRV: 7047	QRV	FRCI 1=+00003 2952 7047 2952 7047	\frac{1}{1}	J J J	J J J	1 1	√ √ √	\frac{1}{4}	\frac{1}{4}	\frac{1}{4}
	FRAME CREATION RASTER POSITION-HORIZONTAL RASTER POSITION-VERTICAL LANGUAGE	1 2 3 -2048 +2047 -2048		VXX: FRCI 1=+00002 VXX: FRCI 1=+00003 VRH: 2952 VRH: 7047 VRV: 2952		FRCI 1=+00003 2952 7047 2952	\frac{1}{4}	1 1 1	J J J	1	√ √	J	√ ✓	1

DISPLAY	DSVI	11=+00000	D221K2 SD221K2C		DZ16K2 SDZ18K2C	DW17K2 y y y y y y y y y y y y y	DZ2IK SDZ2IKC	DS20K SDZ20KC	DZ16K SDZ18KC	DW17K SDW17KC
DISPLAY DISP	ITL	11=+00000 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00003 1=+00003 1=+00004 1=+00006 1=+00006 1=+00007 1=+00006 1=+00001 1=+00010 1=+00010 1=+00010 1=+00010 1=+00001 1=+00001 1=+00000 1=+00000 1=+00000 1=+00000 1=+00000 1=+00000 1=+00000 1=+00000 1=+00000 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00000 1=+00001 1=+000000 1=+0000000 1=+000000 1=+000000 1=+000000 1=+000000 1=+000000 1=+000000 1=+000000 1=+000000 1=+0000000 1=+0000000 1=+00000000 1=+00000000 1=+00000000 1=+0000000000 1=+0000000000 1=+00000000000			\frac{1}{4}	J J J			\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	\frac{1}{4}
Appanded D.C. JPN Chicken Chicken D.C. CH Chicken D.	PN CHI RUS KOR KOR KOR POR	1 =+0001			1 1 1	<i>J J J</i>			<i>J J J</i>	\frac{1}{4}
Russian Qu.G.: RUS Qu.G.: SOR Protrugue Qu.G.: SOR Protrugu	RUS ROS ROS	1 =+0001			1	1				1
No. Comparison	CONT	1 =+0001								1
30 SYSTEM SETTING	DSVI 1	1 =+0001								
DUAL_REFT VIX. BSY1 1-+00001 DUAL_REFT DUAL_REFT VIX. BSY1 1-+00002 DUX. BSY1 1-+00001 DUX. BSY1 1-+00000 DUX. BSY1	DSMI 1	1 =+0001								
3D SPILTER	DETI 1	1=+00000								
D SYNC SETTING	DETITION	1 = +00001								
30 SYNC SETTING	DSNI 1	1 =+00000								
1	DSMI DIF DSMI	1 = +00001								
3	DSMI	1 = +00003								
4	DSMI	1 = +00004 1 = +00005 1 = +00006 1 = +00007 1 = +00008 1 = +00009 1 = +00010 1 = +00010 1 = +00010 1 = +00001 2 = +25000 2 = +25000 2 = +00000 2 = +00000 2 = +00000 2 = +00000 3 = +00000 3 = +00000 1 = +00001 1 = +00001 1 = +00001 1 = +00001 1 = +00001 1 = +00001 1 = +00000 1 = +00000 1 = +00000 1 = +00000 1 = +00000 1 = +00001 1 = +00000 1 = +00000 1 = +00000 1 = +00000 1 = +00000 1 = +00010 1 = +00000 1 = +00120 2 = +000080 3 = +00120 4 = +000080 4 = +000080 5 = +00008 5 = +00008 6 = +00008 6 = +00008 6 = +00008 6 = +00008 6 = +00008 6 = +00008 6 = +00008 6 = +00008 6 = +00008 6 = +00008 6 = +00008 6 = +00008 6 = +00008 6 = +00008 7 = +00008 7 = +00008 7 = +00008						, , , , , , , , , , , , , , , , , , ,		
6	DSNI	11=+0006 11=+0007 11=+0007 11=+0009 11=+00010 11=+00010 11=+00011 12=+00000 11=+00000 11=+00000 11=+00000 11=+00000 11=+00000 11=+00000 11=+00000 11=+00000 11=+00000 11=+00000 11=+00000 11=+00000 11=+00000 11=+00001 11=+00001 11=+00001 11=+00001 11=+00001 11=+00000								
2	DSNI	1=+00007								
9	DSNI 2	11=+00009 11=+00011 12=+00010 11=+00011 12=+00000 11=+00000 11=+00000 11=+00000 12=+00000 12=+00000 11=+00000 11=+00000 11=+00000 11=+00000 11=+00000 11=+00001 11=+00000						, , , , , , , , , , , , , , , , , , ,		
10	DSNI 2 DSNI 3 D	11=+00010 11=+00001 12=+25000 12=+25000 11=+00000 11=+00000 12=+25000 12=+00000 12=+00000 13=+00000 13=+00000 11=+00001 11=+00000 11=+00000 11=+00000 11=+00000 11=+00000 11=+00000 11=+000000 11=+000000 11=+000000 11=+000000 11=+000000 11=+000000 11=+000000 11=+000000						, , , , , , , , , , , , , , , , , , ,		
30 SYNC SETTING-STEREO SYNC 0 10 step VXX: DSNI 2=+25000 0VX: E 25000 0VX: E	DSNI 2	2=+00000						, , , , , , , , , , , , , , , , , , ,		
OUTPUT DELAY 25000	DSMI 1 DSMI 2 DSMI 2 DSMI 3 DSMI 5 DSMI 6 DSMI 2 DSMI 6 D	2=+25000						, , , , , , , , , , , , , , , , , , ,		
LRGBJR:RGB2 AUTO	DSMI 2	11=+00002 12=+00000 12=+00000 13=+00002 13=+00000 13=+00000 11=+00000 11=+00000 11=+00001 11=+00000 11=+00120 12=+00080 13=+00120 13=+00080 14=+00120 15=+00008 16=+00008 16=+00008 16=+00008 17=+00008								
30 SIMUL RIVET SETTING	DSMI 2	2=+00000 2=+00000 2=+00002 3=+00002 3=+00000 1=+00001 1=+00001 1=+00003 1=+00004 1=+00005 1=+00006 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00000 1=+								
LHDM/R:DJ-D AUTO	DSMI 3	2=+00002 3=+00000 3=+00000 3=+00000 1=+00000 1=+00001 1=+00001 1=+00003 1=+00004 1=+00006 1=+00006 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00080 1=+00120 1=+00120 1=+00120 1=+00120 1=+00120 1=+00120 1=+00120 1=+00080 1=+00080 1=+00080 1=+00080 1=+00008 1=+								
LISDIT/RISDIZ AUTO AUTO AUTO AUTO AUTO AUXX: DI F1 1=+00000 ANTIVE(2D) SIMULTANEOUS SIDE 8F SIDE VXX: DI F1 1=+00001 SIMULTANEOUS SIDE 8F SIDE VXX: DI F1 1=+00003 TOP AND BOTTOM UNX: DI F1 1=+00004 LINE 8Y LINE FRAME SEQUENTIAL VXX: DI F1 1=+00006 AUXI: DI F1 1=+0000	DSM DIFI 1 DIF	3=+00002 1=+00000 1=+00001 1=+00001 1=+00003 1=+00004 1=+00006 1=+00006 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00001 1=+00000 1=+								
3D Input Format	DIFI 1	11=+00000 11=+00001 11=+00002 11=+00003 11=+00004 11=+00006 11=+00006 11=+00001 11=+00001 11=+00001 11=+00001 11=+00080 12=+00120 12=+00120 12=+00120 13=+00120 14=+00080 13=+00120 15=+00080 15=+00080 15=+00080 16=+00080 16=+00080 17=+00008								
SIMULTANEOUS VXX: DI F1 1=+00002	DI FI DI F	11=+00002 11=+00003 11=+00004 11=+00005 11=+00006 11=+00000 11=+00001 11=+00001 11=+00001 11=+00080 11=+00120 12=+00120 12=+00120 13=+00120 14=+00080 13=+00120 15=+00080 15=+00080 16=+00080 16=-00008 16=-00008 16=-00008 17=-00008						, , , , , , , , , , , , , , , , , , ,		
SIDE BY SIDE	DI FI DI F	11=+00003 11=+00004 11=+00006 11=+00006 11=+00000 11=+00001 11=+00001 11=+00000 11=+00001 11=+00080 11=+00120 12=+00120 12=+00120 13=+00120 14=+00080 14=+00080 15=-00008 15=-00008 16=-00008 16=-00008 17=-00008					1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1			
LINE BY LINE VXX: DIF I 1=+00006 VXX: DIF I 1=+00006 VXX: DIF I 1=+00006 VXX: DIF I 1=+00006 VXX: DIF I 1=+00000 VXX:	DIFI	11=+00005 11=+00006 11=+00000 11=+00001 11=+00001 11=+00080 11=+00120 12=+00120 12=+00120 13=+00080 13=+00120 14=+00080 14=+00120 15=+00008 15=+00008 15=+00008 16=+00008 17=+00008					1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \		
STATE STAT	DISWI 1 DSW	11=+0006 11=+00001 11=+00001 11=+00001 11=+00001 11=+00001 11=+00120 12=+00120 12=+00120 13=+00120 13=+00120 14=+00120 15=-00080 14=+00120 15=-00008 16=-00008 16=-00008 17=-00008	, , , , , , , , , , , , , , , , , , ,	/ / / / / / / / / / / / / / / / / / /			1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	/ / / / / / / / / / / / / / / / / / /		
SWAPPED VXX: DSWI 1=+00001 OVX: IS STANCE DZ/JD OVX: DSWI 1=+00001 OVX: IS STANCE DZ/JD OVX: DSWI 1=+00002 OVX: IS STANCE DZ/JD OVX: DSWI 1=+00020 OVX: IS STANCE DZ/JD OVX: DSWI	DSW	11=+00001 11=+00001 11=+00000 11=+00080 11=+00120 12=+00180 12=+00120 13=+00120 14=+00080 14=+00120 15=+00008 15=+00008 16=+00008 16=+00008 17=-00008	\(\frac{1}{2} \)	/ / / / / / / / / / / / / / / / / / /			\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	/ / / / / / / / / / / / / / / / / / /		
SETTINGS SHARED 2D/3D	DCMI 1	1 =+00000 1 =+00001 1 =+00001 1 =+00120 2 =+00120 2 =+00120 3 =+00120 3 =+00120 4 =+00120 4 =+00120 5 =-00008 6 =-00008 6 =-00008 7 =-00008	/ / / / / / / / / / / / / / / / / / /	J J J J J J J J J J J J J J J J J J J			, , , , , , , , , , , , , , , , , , ,	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \		
SETTINGS SEPARATE 20/30 VXX: DBA1 1=+000001	DBAI 1	11=+00080 11=+00120 12=+00080 12=+00120 13=+00120 13=+00120 14=+00080 14=+00120 15=-00008 15=-00008 16=-00008 16=-00008 17=-00008	/ / / / / / / / / / / / / / / / / / /	/ / / / / / / / / / / / / / / / / / /			J J J J J J J J J J J J J J J J J J J	1 1 1 1 1 1 1 1 1		
120	DBAI 2	11=+00120 12=+00120 12=+00120 13=+00120 13=+00120 14=+00120 15=-0008 15=-00008 16=-00008 16=-00008 17=-00008 17=-00008	/ / / / / / / / / / / / / / / / / / /	/ / / / / / / / / / / / / / / / / / /			J J J J J J J J J J J J J J J J J J J	J J J J J J		
BALANCE HIGH RED 120	DBAI 3	1 2=+00120 1 3=+00080 1 3=+00120 1 4=+00080 1 4=+00120 1 5=-00008 1 5=-00008 1 6=+00008 1 6=+00008 1 7=-00008	\frac{1}{2} \frac\				1 1 1 1 1	1 1 1 1 1		
SAME	DBAI 3	3=+00080 3=+00120 4=+00120 4=+00120 5=-00008 6=-00008 6=-00008 7=-00008 7=-00008	/ / / / / / / /	\frac{1}{2} \tag{2} \t			\frac{1}{1}			
SO VIX: DBAI 4+00080 OVX: DBAI 5+00080 OVX: DBAI 5+00080 OVX: DBAI 5+00080 OVX: DBAI 5+00080 OVX: DBAI 6+00080 OVX: DBAI 7+00080 OVX: DBAI 7+00080 OVX: DBAI 8+00080 OVX: DBAI 8+00008	DBAI 4	4=+00080 4=+00120 15=-00008 15=+00008 16=+00008 6=+00008 17=+00008	/ / / / /	\frac{1}{2}			\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	\frac{1}{2}		
BALANCE HIGH BLUE 120 VXX: DBAI 4=+00120 OVX: DBAI 5=-00008 OVX: DBAI 6=-00008 OVX: DBAI 0=-00008 OVX: DBAI 0=-000008 OVX: DBAI 0=-000008 OVX: DBAI 0=-000008 OVX: DBAI 0=-000008	DBAI 5 DBAI	4=+00120 5=-00008 5=+00008 6=-00008 6=+00008 7=-00008	\frac{1}{1}	\frac{1}{\sqrt{1}}			1	J J		
BRIGHTNESS +8	DBAI 6 DBAI 7 DBAI 8 DBAI 8 DBAI 9 DBAI 9 DBAI	1 5=+00008 1 6=-00008 1 6=+00008 1 7=-00008 1 7=+00008	J J	<i>J J</i>			1	1		
State	DBAI 6 DBD DBAI DBAI 7 DBD DBAI DBAI 8 DBD DBAI DBAI 9 DBD DBAI	I 6=-0008 I 6=+0008 I 7=-0008 I 7=+0008	✓	1			J	√		
BALANCE LOW RED	DBAI 7 DBD DBAI 8 DBD DBAI 9 DBD DBAI 9 DBD	I 6=+00008 I 7=-00008 I 7=+00008	✓	1				1		
BALANCE LOW GREEN	DBAI 8 DBD DBAI 9 DBD DBAI 9 DBAI 9 DBAI	17=+00008	./				1	1		
SD PICTURE BALANCE-WHITE	DBAI 8 DBD DBAI DBAI DBAI DBAI 9 DBAI		1	1			1	1		
3D PICTURE BALANCE-COLOR 80 VXX: DBAI 9=+00080 DVX: E	DBAI 9 DBD DBAI	I 8=-00008	1	1			1	1		
120 VXX: DBAI 9=+00120 QVX: DBAI 9=+00120 QVX: DBAI A=-00008 QVX: DBAI A=-00009 Q	DBA	I 8=+00008 I 9=+00080	1	1			1	1		
+8	DBALA INPN	I 9=+00120	✓	1			1	1		
3D DARK TIME SETTING 0.5 VXX: DDTS1=+0.5 OVX: DVX: DDTS1=+1.0		I A=-00008 I A=+00008	1	1			1	1		
1.5 VXX: DDTS1=+1.5 2.0 VXX: DDTS1=+2.0 2.5 VXX: DDTS1=+2.5 2.7 VXX: DDTS1=+2.7 3D FRAME DELAY 0 VXX: DDTS1=+2.7 25000 VXX: DFD1 1=+25000 3D TEST MODE NORMAL VXX: DTS1 1=+00000 OVX: E SIDE BY SIDE VXX: DTS1 1=+00000 LEFT/LEFT VXX: DTS1 1=+000001 LEFT/LEFT VXX: DTS1 1=+000001 LEFT/BLCK VXX: DTS1 1=+000001 LEFT/BLCK VXX: DTS1 1=+000001 LEFT/BLCK VXX: DTS1 1=+000003 SIDE BY SIDE VXX: DTS1 1=+000004 SIDE BY SIDE VXX: DTS1 1=+000004 SIDE BY SIDE VXX: DTS1 1=+000005 SIDE BY SIDE VXX: DMS1 1=+000000 SIDE BY SIDE VXX: DMS1 1=+000000 SIDE BY SIDE VXX: DMS1 1=+000000 SIDE BY SID	: DDTS1 DDT:	S1=+0. 5	1	1			1	1		
2.0 VXX: DDTS1=+2.0 2.5 VXX: DDTS1=+2.5 2.7 VXX: DDTS1=+2.7 3D FRAME DELAY 0 VXX: DFD1 1=+00000 OVX: E 3D TEST MODE NORMAL VXX: DFD1 1=+00000 OVX: E 3D TEST MODE NORMAL VXX: DTS1 1=+00000 OVX: E 3D TEST MODE NORMAL VXX: DTS1 1=+00000 OVX: E 4		S1=+1. 0 S1=+1. 5	1	1			1	1		
2.7 VXX: DDTS1=+2. 7 QVX: DDTS1=+2. 7 QVX: DDTS1=+2. 7 QVX: DDTS1=+2. 7 QVX: DDTS1=+25000 QVX: DDTS1=+25000 QVX: DDTS1=+25000 QVX: DDTS1=+00000 QVX: DDTS1=+00000 QVX: DDTS1=+000001 QVX: DDTS1=+000005 QVX: DDTS1=+000005 QVX: DDTS1=+000000 QVX: DDTS1=+000000 QVX: DDTS1=+000000 QVX: DDTS1=+000000 QVX: DDTS1=+000000 QVX: DDTS1=+0000000 QVX: DDTS1=+000000 QVX: DDTS1=+0000000 QVX: DDTS1=+0000000 QVX: DDTS1=+0000000 QVX: DDTS1=+0000000 QVX: DDTS1=+0000000 QVX: DDTS1=+000000000000000000000000000000000000	DDT:	S1=+2. 0	1	1			1	1		
3D FRAME DELAY 0 VXX: DFDI 1=+00000 OVX: E		S1=+2. 5 S1=+2. 7	1	1			1	1		
3D TEST MODE	DFDI 1 DFD	I 1=+00000	1	1			1	1		
SIDE BY SIDE VXX: DTSI 1=+00001		I 1=+25000 I 1=+00000	1	1			1	1		
RIGHT/RIGHT VXX: DTSI 1=+00003	DTS	I 1=+00001	1	1			1	1		
LEFT/BLACK VXX: DTSI 1=+00004		I 1=+00002 I 1=+00003	1	1			1	1		
BLACK/RIGHT VXX: DTSI 1=+00005	DTS	I 1=+00004	1	1			1	1		
		I 1=+00005 I 1=+00000	1	1			1	1		
VXX. DWG1 1-70001	DMG	I 1=+00001	1	1			1	1		
COLOR MATCHING OFF VXX: CMAI 0=+00000 QVX: 0	CMAIO CMA	I 0=+00000	✓	1	1	1	1	1	1	1
3COLORS VXX: CMAI 0=+00001 7COLORS VXX: CMAI 0=+00002		I 0=+00001 I 0=+00002	1	1	1	1	1	1	1	1
MEASURED VXX: CMAI 0=+00004	CMA	I 0=+00004	✓	1	1	1	1	1	1	1
ON VXX: AASI 0=+00001		I 0=+00000 I 0=+00001	1	1	1	1	1	1	1	1
AUTO SETUP -MODE USER OAM: O OAM	0		1	1	1	1	1	1	1	1
DEFAULT OAM: 1 WIDE OAM: 2	1 2		1	1	1	1	1	1	1	1
AUTO SETUP -POSITION ADJ. OFF VXX: APAI 0=-00000 QVX: A		10=-00000	1	1	1	1	1	1	1	1
ON VXX: APAI 0=-00001 AUTO SETUP -SIGNAL LEVEL ADJ. OFF VXX: ASLI 0=-00000 QVX: A		I 0=-00001 I 0=-00000	1	1	1	1	1	1	1	1
ON VXX: ASLI 0=-00001	ASL	I 0=-00001	✓	1	1	1	1	1	1	1
RGB IN-RGB1 INPUT SETTING RGB/YPBPR VXX: RYCI 1=+00000 QVX: FV/C VXX: RYCI 1=+00001		I 1=+00000 I 1=+00001	1	1	1	1	1	1	1	1
VIDEO VXX: RYCI 1=+00002	RYC	I 1=+00002	1	1	1	1				
RGB IN-RGB1 SYNC SLICE LEVEL LOW VXX: STRI 0=+00000 QVX: STRI 0=+00001		I 0=+00000 I 0=+00001	1	1	1	1	1	1	1	1
RGB IN-RGB2 SYNC SLICE LEVEL LOW VXX: STRI 1=+00000 QVX: S	STRI 1 STR	I 1=+00000	1	1	1	1	1	1	1	1
HIGH		I 1=+00001	1	1	1	1	1	1	J	1
SCREEB FIT VXX: EDMI 1=+00001		I 1=+00000	1	1	1	1				
USER	EDMI 1 EDMI EDMI	I 1=+00000 I 1=+00001		1		1	1	1	1	1
EDID2(PC) OED: 1	EDMI 1 EDMI EDMI EDMI EDMI		1		1	./			1	
EDID3 OED: 2 DVI-D IN-SIGNAL LEVEL 0-255 PC VXX: DVI I 0=+00000 QVX: [EDMI 1 EDMI EDMI EDMI EDMI	I 1=+00001		1	1	1	1	1		1
15-235 VXX: DVI I 0=+00001	EDMI 1 EDM EDMI EDMI 0 1 2	I 1=+00001	1	1	1				1	

				CONTROL		QUERY		DZ21K	2 SERIES			DZ21K	SERIES	
CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS	COMMANDS	CALL BACK	DZ21K2	DS20K2	DZ16K2	DW17K2	DZ21K	DS20K	DZ16K	DW17K
		AUTO		VXX: DVI I 0=+00002		DVI I 0=+00002	SDZ21K2C	SDZ20K2C	SDZ18K2C	SDW1/K2C ✓	SDZ21KC ✓	SDZ20KC	SDZ18KC ✓	SDW17K0
	HDMI IN-SIGNAL LEVEL	0-1023		VXX: HSLI 0=+00000	QVX: HSLI 0	HSLI 0=+00000	1	1	1	1	1	1	✓	1
		64-940 AUTO		VXX: HSLI 0=+00001 VXX: HSLI 0=+00002		HSLI 0=+00001 HSLI 0=+00002	1	1	1	1	1	1	√ √	1
	HDMI IN-EDID MODE	DEFAULT		VXX: EDMI 3=+00000	QVX: EDMI 3	EDMI 3=+00000	1	1	1	1	1	√	1	1
		SCREEN FIT USER		VXX: EDMI 3=+00001 VXX: EDMI 3=+00010		EDMI 3=+00001 EDMI 3=+00010	1	1	1	1	1	1	√ √	1
	SDI IN-SIGNAL LEVEL	64-940		OED: SDI -LEVELO	QED: SDI -LEVEL	0	✓ Q only	✓ Q only	✓ Q only		<i>√</i>	√	√ √	
	SDI IN-SIGNAL LEVEL (SDI1)	4-1019		0ED: SDI -LEVEL1 VXX: SSLI 1=+00000	QVX: SSLI 1	1 SSLI 1=+00000	✓ Q only	✓ Q only	✓ Q only		1	1	√ √	
	SDI IN SIGNAL LEVEL (SDII)	64-940 4-1019		VXX: SSLI 1=+00001	QVA. 33LI I	SSLI 1=+00001	1	1	1		1	1	√ √	
	SDI IN-SIGNAL LEVEL (SDI2)	64-940		VXX: SSLI 2=+00000	QVX: SSLI 2	SSLI 2=+00000	1	1			1	✓		
	SDI IN-SIGNAL LEVEL (DUAL	4-1019 64-940		VXX: SSLI 2=+00001 VXX: SSLI 3=+00000	QVX: SSLI 3	SSLI 2=+00001 SSLI 3=+00000	1	1			√ √	1		
	LINK)	4-1019		VXX: SSLI 3=+00001		SSLI 3=+00001	1	1			1	1		
	SDI IN-BIT DEPTH (SDI1)	AUTO 12-bit		VXX: SBTI 1=+00000 VXX: SBTI 1=+00001	QVX: SBTI 1	SBTI 1=+00000 SBTI 1=+00001	1	1	1		1	1	√ √	
		10-bit		VXX: SBTI 1=+00002		SBTI 1=+00002	1	1	1		1	1	1	
	SDI IN-BIT DEPTH (SDI2)	AUTO 12-bit		VXX: SBTI 2=+00000 VXX: SBTI 2=+00001	QVX: SBTI 2	SBTI 2=+00000 SBTI 2=+00001	1	1						
		10-bit		VXX: SBTI 2=+00001		SBTI 2=+00001	1	1						
	SDI IN-BIT DEPTH (DUAL LINK)	AUTO		VXX: SBTI 3=+00000	QVX: SBTI 3	SBTI 3=+00000	1	1			1	1		
		12-bit 10-bit		VXX: SBTI 3=+00001 VXX: SBTI 3=+00002		SBTI 3=+00001 SBTI 3=+00002	1	1			1	1		
	SDI IN-3G SDI MAPPING (SDI1)	AUTO		VXX: SGMI 1=+00000	QVX: SGMI 1	SGMI 1=+00000	1	1	1		1	1	✓	
		LEVEL A		VXX: SGMI 1=+00001 VXX: SGMI 1=+00002		SGMI 1=+00001	1	1	1		1	1	√	
	SDI IN-3G SDI MAPPING (SDI2)	LEBEL B AUTO		VXX: SGMI 1=+00002 VXX: SGMI 2=+00000	QVX: SGMI 2	SGMI 1=+00002 SGMI 2=+00000	1	1	1		✓	✓	✓	
		LEVEL A		VXX: SGMI 2=+00001		SGMI 2=+00001	✓	✓						
	SDI IN-SDI LINK	LEBEL B SINGLE LINK		VXX: SGMI 2=+00002 VXX: SLKI 1=+00000	QVX: SLKI 1	SGMI 2=+00002 SLKI 1=+00000	1	1			1	√		
		DUAL LINK		VXX: SLKI 1=+00001	CVA. JENI I	SLKI 1=+00001	1	1			1	1		
	THIN IT CLUDS	AUTO		VXX: SLKI 1=+00002	ODI		√	√						
	INPUT GUIDE	OFF ON (SIMPLE)		OI D: 0 OI D: 1	QDI	0	1	1	1	1	1	1	1	1
	OSD POSITION	UPPER LEFT		ODP: 1	QDP	1	1	1	1	1	√ √	√ √	1	1
		CETRE LEFT		ODP: 2		2	1	1	1	1	✓.	✓	✓	√
DISPLAY OPTION		LOWER LEFT TOP CENTER		ODP: 3 ODP: 4		3 4	1	1	1	1	1	1	1	1
		CENTER		ODP: 5		5	1	1	1	1	1	1	1	1
		LOEER CENTER UPPER RIGHT		ODP: 6 ODP: 7		6	1	1	1	1	√ √	1	1	1
		CENTER RIGHT		ODP: 8		8	1	1	1	1	1	<i>y</i>	√ √	1
		LOWER RIGHT		ODP: 9		9	1	✓	1	1	✓	✓	✓	1
	OSD MEMORY	OFF ON		VXX: OMYI 0=+00000 VXX: OMYI 0=+00001	QVX: OMYI O	OMYI 0=+00000 OMYI 0=+00001	1	1	1	1	1	1	1	1
	ON SCREEN	OFF		00S: 0	QOS	0	1	√ ✓	1	√	1	√	1	1
		ON		00S: 1		1	1	1	1	✓	✓	✓	✓	✓
	WARNING MESSAGE	OFF		VXX: WMDI 0=+00000 VXX: WMDI 0=+00001	QVX: WMDI O	WMDI 0=+00000 WMDI 0=+00001	1	1	1	1	1	1	1	1
	OSD DESIGN	1(YELLOW)		MOD: O	OD	0	1	1	1	1	1	√	√	1
		2(BLUE)		MOD: 1 MOD: 2		1	1	1	1	1	√ ,	√	√ ,	1
		3(WHITE) 4(GREEN)		MOD: 2 MOD: 3		3	1	1	1	√ √	1	1	1	1
		5(PEACH)		MOD: 4		4	1	1	1	1	1	1	✓	1
	SCREEN SETTING	6(BROWN) 16:10		MOD: 5 VSF: 0	QSF	0	1	✓	1	✓	1	√	✓	✓
		16:9		VSF: 1	401	1	1	1	1		1	✓	✓	
	SCREEN POSITION-VERTICAL	4:3		VSF: 2	OVA: VCDI O	2	1	√	1		√	√	✓	
	SCREEN POSITION-VERTICAL	-60 60		VXX: VSPI 0=-00060 VXX: VSPI 0=+00060	QVX: VSPI 0	VSPI 0=-00060 VSPI 0=+00060	-60 60	-132 131			-60 60	-132 131		
	SCREEN POSITION-HOROZONTAL	-160		VXX: HSPI 0=-00160	QVX: HSPI 0	HSPI 0=-00160	-160		-240		-160		-240	
	STARTUP LOGO	+160 OFF		VXX: HSPI 0=+00160 MLO: 0	QLO	HSPI 0=+00160	160	J	239		160	J	239	J
		USER LOGO		MLO: 1	QEO .	1	1	1	1	1	1	1	1	1
	UNITED MIT OF STREET	DEFAULT LOGO		MLO: 2	OVAN, LIENT 4	2	√	√	1	1	√	√	✓	1
	UNIFORMITY-PC CORRECTION *	OFF ON		VXX: UFMI 1=+00000 VXX: UFMI 1=+00001	QVX: UFMI 1	UFMI 1=+00000 UFMI 1=+00001	1	1			1	1		
	SHUTTER SETTING-FADE IN	0.0s(OFF)		VXX: SEFS1=0. 0	QVX: SEFS1	SEFS1=0.0	1	1	1	1	1	√	1	1
		0.5s 3.5s		VXX: SEFS1=0. 5 VXX: SEFS1=3. 5		SEFS1=0. 5 SEFS1=3. 5	1	1	1	1	1	1	√ √	1
		3.5s 4.0s		VXX: SEFS1=3. 5 VXX: SEFS1=4. 0		SEFS1=4. 0	1	1	1	1	1	1	1	1
		5.0s		VXX: SEFS1=5. 0		SEFS1=5. 0	1	1	1	1	1	1	1	1
		7.0s 10.0s		VXX: SEFS1=7. 0 VXX: SEFS1=10. 0		SEFS1=7. 0 SEFS1=10. 0	1	1	1	1	1	1	√ √	1
	SHUTTER SETTING-FADE OUT	0.0s(OFF)		VXX: SEFS2=0. 0	QVX: SEFS2	SEFS2=0.0	1	1	1	1	√ √	√	√ √	1
		0.5s		VXX: SEFS2=0. 5		SEFS2=0. 5	1	1	1	1	1	1	4	1
		3.5s 4.0s		VXX: SEFS2=3. 5 VXX: SEFS2=4. 0		SEFS2=3. 5 SEFS2=4. 0	1	1	1	1	1	1	√ √	1
		5.0s		VXX: SEFS2=5. 0		SEFS2=5. 0	✓	✓	1	✓	1	✓	✓	✓
		7.0s 10.0s		VXX: SEFS2=7. 0 VXX: SEFS2=10. 0		SEFS2=7. 0 SEFS2=10. 0	1	1	1	1	1	1	1	1
	SHUTTER SETTING-STARTUP	OPEN		VXX: SEF13=+00000	QVX: SEFI 3	SEF1 3=+00000	1	1	1	1	1	√ √	1	1
	CHIETTED CETTURE OF	CLOSE		VXX: SEFI 3=+00001	OVAN CEEL :	SEFI 3=+00001	✓	1	1	√	√	√	✓	✓
	SHUTTER SETTING-SHUT OFF	OPEN CLOSE		VXX: SEFI 4=+00000 VXX: SEFI 4=+00001	QVX: SEFI 4	SEFI 4=+00000 SEFI 4=+00001	1	1	1	1	√ √	1	√ √	1
		KEEP CURRENT STATE		VXX: SEFI 4=+00002		SEFI 4=+00002	1	1	1	<i>'</i>	√ √	√ 	v	√ ✓
	BACK COLOR	BLUE		OBC: 0	QBC	0	1	1	1	1	1	1	4	1
		BLACK USER LOGO		OBC: 1 OBC: 2		2	1	1	1	1	1	1	√ √	1
		DEFAULT LOGO		OBC: 3		3	1	1	1	1	1	1	1	1
	WAVEFORM MONITOR	OFF		OWM: O OWM: 5	QWM	5	1	1	1	1	1	1	√ √	1
		RED		OWM: 6		6	1	1	1	1	1	1	1	1
		GREEN		OWM: 7		7	1	1	1	1	√	√	√	1
	WAVEFORM MONITOR-LINE ADJ.	BLUE		OWM: 8 VXX: WMLI 0=+00000	QVX: WMLI 0	8 WMLI 0=+00000	1	1	1	1	1	1	√ √	1
		+1199		VXX: WMLI 0=+01199		WMLI 0=+01199	1	1	1	<i>y</i>	1	1	√ ✓	1
	CUT OFF-RED	OFF		VXX: CUTI 1=+00000	QVX: CUTI 1	CUTI 1=+00000	1	1	1	1	1	1	1	1
	CUT OFF-GREEN	OFF		VXX: CUTI 1=+00001 VXX: CUTI 2=+00000	QVX: CUTI 2	CUTI 1=+00001 CUTI 2=+00000	1	1	1	1	√ √	1	√ √	1
		ON		VXX: CUTI 2=+00001		CUTI 2=+00001	1	✓	1	1	√	1	V	✓
	CUT OFF-BLUE	OFF		VXX: CUTI 3=+00000	QVX: CUTI 3	CUTI 3=+00000	1	1	1	1	V	1	√	1
	PROJECTOR ID	ON O(ALL)		VXX: CUTI 3=+00001 RI S: 00		CUTI 3=+00001	1	1	1	1	√ √	1	√ √	1
		64		RI S: 64			1	1	1	1	1	1	√	1
	ID ALL	OFF		RVS: 0	QVY	0	✓	✓	1	1	✓	✓	✓	✓

			CONTROL		QUERY		DZ21K2	SERIES			DZ21k	SERIES	
FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS	COMMANDS	CALL BACK	DZ21K2 SDZ21K2C	DS20K2 SDZ20K2C	DZ16K2 SDZ18K2C	DW17K2 SDW17K2C	DZ21K SDZ21KC	DS20K SDZ20KC	DZ16K SDZ18KC	
	ON		RVS: 1		1	1	1	1	1	1	1	✓	I
PROJECTION METHOD INSTALLATION	FRONT/DESK REAR/DESK		0I L: 0 0I L: 1	QSP	0	1	1	1	1	1	1	1	4
	FRONT/CEILING		01 L: 2		2	1	1	1	1	1	1	1	d
	REAR/CEILING		01 L: 3		3	1	1	1	1	1	1	1	1
LAMP SELECT	QUAD		LPM: 00			1	1	✓	1	✓	1	1	4
	LAMP1/4 LAMP2/3		LPM: 01 LPM: 02			1	1	1	1	1	1	1	
	LAMPDUAL		LPM: 02 LPM: 03			1	1	1	1	1	1	1	۱
	LAMP1/2/3		LPM: 04			1	1	1	1	1	1	1	
	LAMP1/2/4		LPM: 05			1	1	✓	1	1	1	1	
	LAMP1/3/4		LPM: 06			√	1	√	√	√	1	1	4
	LAMP/2/3/4 TRIPLE		LPM: 07 LPM: 08			1	1	1	1	1	1	1	
	LAMP1		LPM: 09			1	1	1	1	1	1	1	1
	LAMP2		LPM: 10			1	1	1	1	1	1	1	
	LAMP3		LPM: 11			1	1	✓	1	1	1	1	
	LAMP4 SINGLE		LPM: 12 LPM: 13			1	1	1	1	1	1	1	4
LAMP RELAY	OFF		VXX: LRYI 0=+00000	QVX: LRYI 0	LRYI 0=+00000	1	1	<i>y</i>	1	1	1	1	+
	00:01		VXX: LRYI 0=+00001		LRYI 0=+00001	1	1	1	1	1	1	1	٦
	23:59		VXX: LRYI 0=+02359		LRYI 0=+02359	1	1	✓	1	1	1	1	
	00:00		VXX: LRYI 0=+02400		LRYI 0=+02400	1	1	✓	✓	✓	1	1	4
LAMP RELAY WEEK	OFF EVERY DAY		VXX: LRYI 2=+00000 VXX: LRYI 2=+00001	QVX: LRYI 2	LRYI 2=+00000 LRYI 2=+00001	1	1	1	1	1	1	1	4
	MON		VXX: LRYI 2=+00001		LRYI 2=+00001 LRYI 2=+00002	1	1	1	1	-/	1	1	i
	TUE		VXX: LRYI 2=+00003		LRYI 2=+00002 LRYI 2=+00003	1	1	1	1	1	1	1	1
	WED		VXX: LRYI 2=+00004		LRYI 2=+00004	1	1	✓	1	1	1	1	
	THU		VXX: LRYI 2=+00005		LRYI 2=+00005	1	1	1	1	1	1	1	I
	FRI		VXX: LRYI 2=+00006		LRYI 2=+00006	1	1	V	1	1	1	1	4
	SAT		VXX: LRYI 2=+00007 VXX: LRYI 2=+00008		LRYI 2=+00007 LRYI 2=+00008	1	1	1	1	1	1	1	J
COOLING CONDITION	FLOOR		ODR: 0	QDR	0	•	•	•	-	1	1	1	+
	CEILING		ODR: 1		1					1	1	1	١
	VERTICAL UP		ODR: 2		2					1	1	1	1
	VERTICAL DOWN		ODR: 3		3					✓	1	✓	1
AUTO COOLING CONDITION-	AUTO		ODR: 9	OVV. ADDI 4	9 ADDI 1 . 00000					√	1	√	4
STATUS	FLOOR CEILING			QVX: ADRI 1	ADRI 1=+00000 ADRI 1=+00001	1	1	1	1	1	1	1	1
	VERTICAL UP				ADRI 1=+00001 ADRI 1=+00002	1	1	1	1	1	1	1	1
	VERTICAL DOWN				ADRI 1=+00003	1	1	1	1	1	1	1	ı
	PORTRAIT				ADRI 1=+00004	1	1	✓	1	1	1	1	1
HIGH ALTITUDE MODE	Under 2700m(OFF)		OFM: O		0					1	1	1	1
PRICHTNESS CONTROL OF	Over 2700m(ON)	-	OFM: 1	OVV. PTM 4	1 PTM 100000				<u> </u>	√	1	✓	4
BRIGHTNESS CONTROL-SETUR CALIBRATION TIME	OFF 00:01		VXX: BTMI 1=+00000 VXX: BTMI 1=+00001	QVX: BTMI 1	BTMI 1=+00000 BTMI 1=+00001	1	1	1	1	1	1	1	
	23:59		VXX: BTMI 1=+00001 VXX: BTMI 1=+02359		BTMI 1=+00001 BTMI 1=+02359	1	1	1	1	1	1	1	1
	00:00		VXX: BTMI 1=+02400		BTMI 1=+02400	1	1	1	1	1	1	1	ı
BRIGHTNESS CONTROL-SETUR	OFF		VXX: BMGI 1=+00000	QVX: BMGI 1	BMGI 1=+00000	1	1	1	1	1	1	1	Ť
CALIBRATION MESSAGE	ON		VXX: BMGI 1=+00001	OUNT TO THE	BMGI 1=+00001	1	1	✓	1	✓	1	1	4
BRIGHTNESS CONTROL-GAIN	20%		VXX: TGAI 0=+00020 VXX: TGAI 0=+00100	QVX: TGAI O	TGAI 0=+00020 TGAI 0=+00100	1	1	1	1	1	1	1	
BRIGHTNESS CONTROL-SETUR			VXX: IGAI 0=+00100 VXX: BCMI 0=+00000	QVX: BCMI O	BCMI 0=+00000	1	1	1	1	1	1	1	+
CONSTANT MDOE	AUTO		VXX: BCMI 0=+00001	30 0	BCMI 0=+00000	1	1	1	1	1	1	1	١
	PC		VXX: BCMI 0=+00002		BCMI 0=+00002	1	1	1	1	1	1	1	T
BRIGHTNESS CONTROL-SETUR LINK	011		VXX: BCLI 0=+00000	QVX: BCLI 0	BCLI 0=+00000	1	1	✓	1	1	1	✓	T
LINK	GROUP A		VXX: BCLI 0=+00001		BCLI 0=+00001	1	1	√	√	√	1	1	1
	GROUP B GROUP C		VXX: BCLI 0=+00002 VXX: BCLI 0=+00003		BCLI 0=+00002 BCLI 0=+00003	1	1	1	1	1	1	1	4
	GROUP D		VXX: BCLI 0=+00003		BCLI 0=+00004	1	1	1	1	1	1	1	d
BRIGHTNESS CONTROL-CHRO			VXX: CHCI 1=+00000	QVX: CHCI 1	CHCI 1=+00000	1	1	1	1	1	1	1	T
CORRECTION	ON		VXX: CHCI 1=+00001		CHCI 1=+00001	✓	✓	✓	1	1	1	1	
BRIGHTNESS CONTROL-SETUP A	PPLY APPLY		VXX: BCSI 0=+00001			1	✓	✓	1	1	1	1	
STANDBY MODE	NORMAL		VXX: STMI 0=+00000	QVX: STMI O	STMI 0=+00000	1	1	√	1	1	1	1	
SCHEDULE	ECO OFF		VXX: STMI 0=+00003 VXX: SCHI 0=+00000	QVX: SCHI 0	STMI 0=+00003 SCHI 0=+00000	1	1	1	1	1	1	1	4
31.000	OFF		VXX: SCHI 0=+00000 VXX: SCHI 0=+00001	QVA. SUNI U	SCHI 0=+00000 SCHI 0=+00001	1	1	1	1	1	1	1	ı
SCHEDLE-PROGRAM ASSIGN	OFF		VXX: SPGI *=+00000	QVX: SPGI *	SPGI *=+00000	1	1	1	1	√ ✓	1	<i>√</i>	1
	PROGRAM1		VXX: SPGI *=+00001		SPGI *=+00001	1	1	1	1	1	1	1	
	PROGRAM2		VXX: SPGI *=+00002		SPGI *=+00002	1	1	1	1	1	1	1	I
	PROGRAM3		VXX: SPGI *=+00003		SPGI *=+00003	1	1	1	√	1	1	1	4
	PROGRAM4		VXX: SPGI *=+00004 VXX: SPGI *=+00005		SPGI *=+00004 SPGI *=+00005	1	1	1	1	1	1	1	ı
	PROGRAM5 PROGRAM6		VXX: SPGI ^=+00005 VXX: SPGI *=+00006		SPGI *=+00005 SPGI *=+00006	1	1	1	1	1	1	1	1
	PROGRAM7		VXX: SPGI *=+00007		SPGI *=+00007	1	1	1	1	1	1	1	ı
		SUN	VXX: SPGI 0=+0000*	QVX: SPGI 0	SPGI 0=+0000*	1	1	1	1	1	1	1	T
		MON	VXX: SPGI 1=+0000*	QVX: SPGI 1	SPGI 1=+0000*	✓	1	✓	1	1	1	1	
		TUE	VXX: SPGI 2=+0000*	QVX: SPGI 2	SPGI 2=+0000*	1	1	1	1	1	1	1	
	* PARAMETER	WED	VXX: SPGI 3=+0000* VXX: SPGI 4=+0000*	QVX: SPGI 3 QVX: SPGI 4	SPGI 3=+0000* SPGI 4=+0000*	1	1	1	1	1	1	1	1
		THU FRI	VXX: SPGI 4=+0000^ VXX: SPGI 5=+0000*	QVX: SPGI 4	SPGI 4=+0000* SPGI 5=+0000*	1	1	1	1	1	1	1	J
		SAT	VXX: SPGI 6=+0000*	QVX: SPGI 6	SPGI 6=+0000*	1	1	1	1	1	1	1	1
SCHEDLE-COMMAND SETTING	COMMAND Del		VXX: SCCS*=**00****	QVX: SCCS*=**	SCCS*=**00****	1	1	<i>√</i>	1	1	1	1	+
	STANDBY		VXX: SCCS*=**10****		SCCS*=**10****	1	1	1	1	1	1	1	1
	POWER ON		VXX: SCCS*=**11****		SCCS*=**11****	√	1	1	1	1	1	4	4
	SHUTTER CLOSE		VXX: SCCS*=**20**** VXX: SCCS*=**21****		SCCS*=**20**** SCCS*=**21****	1	1	1	1	1	1	1	J
	SHUTTER CLOSE RGB1 INPUT		VXX: SCCS*=**31****		SCCS*=**31****	1	1	1	1	1	1	1	1
	RGB1 INPUT		VXX: SCCS = 31		SCCS*=**32****	1	1	1	1	1	1	1	j
	VIDEO INPUT		VXX: SCCS*=**41****		SCCS*=**41****	1	1	1	1	1	1	1	1
	DVI-D INPUT		VXX: SCCS*=**51****		SCCS*=**51****	1	1	1	1	1	1	1	
	SDI1 INPUT		VXX: SCCS*=**52***		SCCS*=**52****	1	1	1	1	1	1	1	I
	HDMI INPUT		VXX: SCCS*=**53****		SCCS*=**53****	1	1	1	√	1	1	1	1
	SDI2 INPUT		VXX: SCCS*=**56****		SCCS*=**56****	1	1	1	1	1	1	1	J
	SINGLE LAMP		VXX: SCCS*=**81**** VXX: SCCS*=**82****		SCCS*=**81**** SCCS*=**82****	1	1	1	1	1	1	1	1
	DUAL LAMP TRIPLE LAMP		VXX: SCCS*=**83****		SCCS*=**83****	1	1	1	1	1	1	1	ı
	QUAD LAMP		VXX: SCCS = 63		SCCS*=**84***	1	1	1	1	1	1	1	1
	P IN P OFF		VXX: SCCS*=**90****		SCCS*=**90****	1	1	1	1	1	1	1	
	P IN P USER1		VXX: SCCS*=**91****		SCCS*=**91****	1	1	✓	1	1	1	1	
	P IN P USER2		VXX: SCCS*=**92***		SCCS*=**92****	1	1	1	1	✓	1	1	1
	P IN P USER3		VXX: SCCS*=**93****	OUNT COOR	SCCS*=**93****	1	1	✓	1	✓	1	1	4
		PROGRAM1	VXX: SCCS1=******* VXX: SCCS2=******	QVX: SCCS1=**	SCCS1=******* SCCS2=******	1	1	1	1	1	1	1	ı
		PROGRAM2	VAA. 5005Z="""^^^^	QVX: SCCS2=**		√	1	1	/	1	1	✓	4
		DDOCDAMO	VXX · SCCS 3-******	IU/\A \ 2CC \ 2 - * *									
	* PARAMETER1	PROGRAM3 PROGRAM4	VXX: SCCS3=******* VXX: SCCS4=******	QVX: SCCS3=** QVX: SCCS4=**	SCCS3=******* SCCS4=******	1	1	1	1	1	1	1	l

Y FUI				CONTROL		QUERY			2 SERIES				SERIES	-
	NCTION	Parameter/Name	Sub-Parameter	COMMANDS	COMMANDS	CALL BACK	DZ21K2 SDZ21K2C	DS20K2 SDZ20K2C	DZ16K2 SDZ18K2C	DW17K2 SDW17K2C	DZ21K SDZ21KC	DS20K SDZ20KC	DZ16K SDZ18KC	
			PROGRAM6	VXX: SCCS6=******	QVX: SCCS6=**	SCCS6=******	√	✓	√	<i>√</i>	√	√	J	۱
			PROGRAM7	VXX: SCCS7=******	QVX: SCCS7=**	SCCS7=******	✓	1	1	1	1	1	1	
		* PARAMETER2	COMMAND 1	VXX: SCCS*=01****** VXX: SCCS*=16*****	QVX: SCCS*=01 QVX: SCCS*=16	SCCS*=01***** SCCS*=16*****	1	1	1	1	1	1	1	-
			00:00	VXX: SCCS*=****0000	QVX: SCCS"= 16	SCCS*=16******0000	1	1	1	1	1	1	1	-
		* PARAMETER3	23:59	VXX: SCCS*=**** 2359		SCCS*=****2359	1	1	1	1	1	1	1	
ST	ARTUP INPUT SELECT	RGB1		VXX: SI SS1=RG1	QVX: SI SS1	SI SS1=RG1	1	1	1	1	1	1	1	
		RGB2		VXX: SI SS1=RG2		SI SS1=RG2	✓	1	1	1	1	1	1	
		VIDEO DVI-D		VXX: SI SS1=VI D VXX: SI SS1=DVI		SI SS1=VI D SI SS1=DVI	1	1	1	1	1	1	1	4
		HDMI		VXX: SI SS1=DV1		SI SS1=HD1	1	1	1	1	1	1	1	
		DIGITAL LINK		VXX: SI SS1=DL1		SI SS1=DL1	1	1	1	1		•		-
		SDI1		VXX: SI SS1=SD1		SI SS1=SD1	1	1	1		✓	1	1	
		SDI2		VXX: SI SS1=SD2		SI SS1=SD2	✓	1			1	1		
		LAST USED		VXX: SI SS1=LSU		SI SS1=LSU	✓	1	1	1	✓	1	1	4
NO	SIGNAL SHUT-OFF	DISABLE		OAF: 00 OAF: 10	QAF	00 10	1	1	1	1	1	1	1	4
		10min 20min		0AF: 20		20	1	1	1	1	1	1	1	١
		30min		0AF: 30		30	1	1	1	1	1	1	1	
		40min		0AF: 40		40	1	1	1	1	1	1	1	
		50min		0AF: 50		50	1	1	1	1	✓	1	1	
		60min		0AF: 60		60	1	1	1	1	1	1	1	
		70min 80min		OAF: 70 OAF: 80		70 80	1	1	1	1	1	1	1	
		90min		ODR: 90		90	1	1	-/	1	-/	1	1	۱
DA	TE AND TIME-DATE SETTING	Year: yyyy		TSD: 201506151	QGD	201506161	1	1	1	1	1	1	1	+
		Month: mm		TSD: yyyymmddw		yyyymmddw	1	1	1	1	1	1	1	1
		Date: dd					✓	1	1	1	✓	✓	1	
L		Day:w(1~7:Mon~Sun)					1	1	1	1	1	1	1	\perp
DA.	TE AND TIME-TIME SETTING	Hour: hh		TST: 154503	QGT	154503	1	1	1	1	1	1	1	4
		Minute: mm		TST: hhmmss		hhmmss	1	1	1	1	1	1	1	
DA	TE AND TIME-NTP	Second: ss OFF		VXX: NTPI 0=+00000	QVX: NTPI 0	NTPI 0=+00000	1	1	1	1	1	1	1	4
	NCHRONIZATION	ON		VXX: NTPI 0=+00000	277. HII 10	NTPI 0=+00000	1	1	1	1	1	1	1	d
	NS CALIBRATION	EXECUTE		VXX: LNSI 0=+00001			1	1	1	1	1	1	1	1
	NS MEMORY1 SETTING	LENSMEMORY1		VXX: NCGS5= LENSMEMORY1			✓	1	1	1	1	1	1	
	NS MEMORY2 SETTING	LENSMEMORY2		VXX: NCGS6= LENSMEMORY2			1	1	1	1	1	1	1	_[
	NS MEMORY3 SETTING NS MEMORY4 SETTING	LENSMEMORY3		VXX: NCGS7= LENSMEMORY3 VXX: NCGS9= LENSMEMORY4			1	1	1	1	✓	1	1	4
	NS MEMORY4 SETTING	LENSMEMORY4 LENSMEMORY5		VXX: NCGS9= LENSMEMORY4 VXX: NCGSA= LENSMEMORY5			1	1	1	1				+
	NS MEMORY6 SETTING	LENSMEMORY6		VXX: NCGSR= LENSMEMORY6			1	1	1	1				+
LEt	NS MEMORY7 SETTING	LENSMEMORY7		VXX: NCGSC= LENSMEMORY7			1	1	1	1				T
	NS MEMORY8 SETTING	LENSMEMORY8		VXX: NCGSD= LENSMEMORY8			1	1	1	1				П
	NS MEMORY9 SETTING	LENSMEMORY9		VXX: NCGSE= LENSMEMORY9			✓	1	1	1				4
	NS MEMORY10 SETTING NS MOMORY-LOAD	LENSMEMORY10		VXX: NCGSF= LENSMEMORY10 VXX: LNMI 1=+00000			√	1	1	1	,			4
LEP	NS MUMURY-LUAD	LENS MEMORY1 LENS MEMORY2		VXX: LNMI 1=+00000 VXX: LNMI 1=+00001			1	1	1	1	1	1	1	4
		LENS MEMORY3		VXX: LNMI 1=+00002			1	1	1	1	1	1	1	d
		LENS MEMORY4		VXX: LNMI 1=+00003			1	1	1	1	-			
		LENS MEMORY5		VXX: LNMI 1=+00004			1	1	1	1				
		LENS MEMORY6		VXX: LNMI 1=+00005			✓	1	1	1				
		LENS MEMORY7		VXX: LNMI 1=+00006			1	1	1	1				4
		LENS MEMORY8 LENS MEMORY9		VXX: LNMI 1=+00007 VXX: LNMI 1=+00008			1	1	1	1				
		LENS MEMORY10		VXX: LNMI 1=+00009			1	1	1	1				1
LEI	NS MOMORY-SAVE	LENS MEMORY1		VXX: LNMI 2=+00000			1	1	1	1	1	1	1	
		LENS MEMORY2		VXX: LNMI 2=+00001			✓	1	1	1	1	1	1	1
		LENS MEMORY3		VXX: LNMI 2=+00002			✓	1	1	✓	1	1	1	
		LENS MEMORY4		VXX: LNMI 2=+00003			1	1	1	1				
		LENS MEMORY5 LENS MEMORY6		VXX: LNMI 2=+00004 VXX: LNMI 2=+00005			1	1	1	1				4
		LENS MEMORY7		VXX: LNMI 2=+00006			1	1	1	1				d
		LENS MEMORY8		VXX: LNMI 2=+00007			1	1	1	1				
		LENS MEMORY9		VXX: LNMI 2=+00008			✓	1	1	✓				
		LENS MEMORY10		VXX: LNMI 2=+00009			✓	1	1	1				
LEN	NS MOMORY-DELETE	LENS MEMORY1		VXX: LNMI 3=+00000			1	1	1	1	1	1	1	1
		LENS MEMORY2		VXX: LNMI 3=+00001			1	1	1	1	1	1	1	-
		LENS MEMORY3 LENS MEMORY4		VXX: LNMI 3=+00002 VXX: LNMI 3=+00003			1	1	1	1	✓	1	1	4
		LENS MEMORY5		VXX: LNMI 3=+00003 VXX: LNMI 3=+00004			1	1	1	1				J
		LENS MEMORY6		VXX: LNMI 3=+00005			1	1	1	1				1
		LENS MEMORY7		VXX: LNMI 3=+00006			1	1	1	1				
		LENS MEMORY8		VXX: LNMI 3=+00007			1	1	1	1				
		LENS MEMORY9		VXX: LNMI 3=+00008			1	1	1	1				4
151	NS MEMORY1-DEFAULT NAME	LENS MEMORY10 LENSMEMORY1		VXX: LNMI 3=+00009 VXX: NCLI 5=+00000			1	1	1	1	,	,	,	+
	NS MEMORY1-DEFAULT NAME	LENSMEMORY1 LENSMEMORY2		VXX: NCLI 5=+00000 VXX: NCLI 6=+00000			1	1	1	1	1	1	1	+
	NS MEMORY3-DEFAULT NAME	LENSMEMORY3		VXX: NCLI 7=+00000			1	1	1	1	1	1	1	+
	NS MEMORY4-DEFAULT NAME	LENSMEMORY4		VXX: NCLI 9=+00000			1	1	1	1				1
	NS MEMORY5-DEFAULT NAME	LENSMEMORY5		VXX: NCLI A=+00000			1	1	1	1				
LEN				VXX: NCLI B=+00000				1	1	1				Ţ
LEN	NS MEMORY6-DEFAULT NAME	LENSMEMORY6					√		1	1				4
LEN LEN	NS MEMORY7-DEFAULT NAME	LENSMEMORY7		VXX: NCLI C=+00000			1	1						
LEN LEN	NS MEMORY7-DEFAULT NAME	LENSMEMORY7 LENSMEMORY8		VXX: NCLI C=+00000 VXX: NCLI D=+00000			1	√ √	1	1				4
LEN LEN LEN	NS MEMORY7-DEFAULT NAME NS MEMORY8-DEFAULT NAME NS MEMORY9-DEFAULT NAME	LENSMEMORY7 LENSMEMORY8 LENSMEMORY9		VXX: NCLI C=+00000 VXX: NCLI D=+00000 VXX: NCLI E=+00000			\frac{1}{4}	<i>J J</i>	1	1				
LEN LEN LEN	NS MEMORY7-DEFAULT NAME	LENSMEMORY7 LENSMEMORY8		VXX: NCLI C=+00000 VXX: NCLI D=+00000 VXX: NCLI E=+00000 VXX: NCLI F=+00000			\frac{1}{\sqrt{1}}	\frac{1}{2}	J J	J J	V	J	√	
LEN LEN LEN	NS MEMORY7-DEFAULT NAME NS MEMORY8-DEFAULT NAME NS MEMORY9-DEFAULT NAME NS MEMORY10-DEFAULT NAME	LENSMEMORY7 LENSMEMORY8 LENSMEMORY9 LENSMEMORY10		VXX: NCLI C=+00000 VXX: NCLI D=+00000 VXX: NCLI E=+00000			\frac{1}{4}	<i>J J</i>	1	1	<i>J</i>	<i>y</i>	<i>y</i>	
LEN LEN LEN LEN INI	NS MEMORY7-DEFAULT NAME NS MEMORY8-DEFAULT NAME NS MEMORY9-DEFAULT NAME NS MEMORY9-DEFAULT NAME TITALIZE-ALL USER DATA DDEL NAME	LENSMEMORY7 LENSMEMORY8 LENSMEMORY9 LENSMEMORY10 USER INITILIZE USER RESTORE MODEL NAME		VXX: NCL1 C=+00000 VXX: NCL1 D=+00000 VXX: NCL1 E=+00000 VXX: NCL1 F=+00000 VXX: RSTS1=0 password	QID	MODELNAME	\frac{1}{2} \tag{7} \t	\frac{1}{3}	\frac{1}{3} \frac{1}{3} \frac{1}{3} \frac{1}{3} \frac{1}{3}	/ / / / / /	1	1	1	
LEN LEN LEN LEN INI MO	NS MEMORY7-DEFAULT NAME NS MEMORY8-DEFAULT NAME NS MEMORY9-DEFAULT NAME NS MEMORY9-DEFAULT NAME NS MEMORY10-DEFAULT NAME ITIALIZE-ALL USER DATA DDEL NAME RIAL NUMBER	LENSMEMORY7 LENSMEMORY8 LENSMEMORY9 LENSMEMORY10 USER INITILIZE USER RESTORE MODEL NAME SW0101234		VXX: NCL1 C=+00000 VXX: NCL1 D=+00000 VXX: NCL1 E=+00000 VXX: NCL1 F=+00000 VXX: RSTS1=0 password	QSN	SW0101234	/ / / / / / / /	\frac{1}{3}	\frac{1}{4}	\frac{1}{3}	J J	1	\frac{1}{\sqrt{1}}	
LEN LEN LEN INI MO SEF	NS MEMORY7-DEFAULT NAME VIS MEMORY9-DEFAULT NAME VIS MEMORY9-DEFAULT NAME VIS MEMORY10-DEFAULT NAME VITALIZE-ALL USER DATA JOEL NAME RIAL NUMBER DJECTOR RUNTIME	LENSMEMORY7 LENSMEMORY8 LENSMEMORY9 LENSMEMORY10 USER INITILIZE USER RESTORE MODEL NAME SW0101234 99999H		VXX: NCL1 C=+00000 VXX: NCL1 D=+00000 VXX: NCL1 E=+00000 VXX: NCL1 F=+00000 VXX: RSTS1=0 password	QSN QST	SW0101234 99999	/ / / / / / / / /	/ / / / / / / / /	J J J J J J J J J J J J J J J J J J J	J J J J J J J J J J J J J J J J J J J	J J J	\frac{1}{3}	\frac{1}{2}	
LEN LEN LEN LEN INI MO SEF PRO	NS MEMORY7-DEFAULT NAME VS MEMORY8-DEFAULT NAME VS MEMORY9-DEFAULT NAME NS MEMORY10-DEFAULT NAME TITALIZE-ALL USER DATA DEL NAME RIAL NUMBER DIECTOR RUNTIME WPI (LIGHTI) RUNTIME	LENSMEMORY7 LENSMEMORY8 LENSMEMORY9 LENSMEMORY10 USER INITILIZE USER RESTORE MODEL NAME SW0101234 99999H 9999H		VXX: NCL1 C=+00000 VXX: NCL1 D=+00000 VXX: NCL1 E=+00000 VXX: NCL1 F=+00000 VXX: RSTS1=0 password	QSN QST Q\$L: 1	SW0101234 99999 9999	/ / / / / / / / / / / / / / / / / / /	/ / / / / / / / / / / / / / / / / / /	J J J J J J J J J J J J J J J J J J J	J J J J J J J J J J J J J J J J J J J	J J J	\frac{1}{3}	\frac{1}{4}	
LEN LEN LEN LEN INI MO SEF PRO LAN	NS MEMORY7-DEFAULT NAME VS MEMORY8-DEFAULT NAME VS MEMORY9-DEFAULT NAME VS MEMORY9-DEFAULT NAME VITALIZE-ALL USER DATA DIDEL NAME RIAL NUMBER DIECTOR RUNTIME MP1(LIGHT) RUNTIME MP2(LIGHT) RUNTIME MP2(LIGHT) RUNTIME	LENSMEMORY7 LENSMEMORY8 LENSMEMORY9 LENSMEMORY10 USER INITILIZE USER RESTORE MODEL NAME SW0101234 9999H 9999H 9999H		VXX: NCL1 C=+00000 VXX: NCL1 D=+00000 VXX: NCL1 E=+00000 VXX: NCL1 F=+00000 VXX: RSTS1=0 password	QSN QST Q\$L: 1 Q\$L: 2	SW0101234 99999 9999 9999	J J J J J J J J J J J J J J J J J J J	/ / / / / / / / / / / / / / / / / / /	/ / / / / / / / / / / / / / / / / / /	/ / / / / / / / / / / / / / / / / / /	\frac{1}{\sqrt{1}} \frac{1}{\sqrt{1}} \frac{1}{\sqrt{1}} \frac{1}{\sqrt{1}}	J J J J	\frac{1}{3} \frac{1}{3} \frac{1}{3} \frac{1}{3} \frac{1}{3}	
LEN LEN LEN LEN INI MO SEF PRO LAN LAN	NS MEMORY7-DEFAULT NAME VS MEMORY8-DEFAULT NAME VS MEMORY9-DEFAULT NAME VIS MEMORY10-DEFAULT NAME TITALIZE-ALL USER DATA DIEL NAME RIAL NUMBER DIECTOR RUNTIME MP1(LIGHT1) RUNTIME MP3(LIGHT4) RUNTIME MP3(LIGHT4) RUNTIME	LENSMEMORY7 LENSMEMORY8 LENSMEMORY9 LENSMEMORY10 USER INITILIZE USER RESTORE MODEL NAME SW0101234 99999H 9999H 9999H 9999H		VXX: NCL1 C=+00000 VXX: NCL1 D=+00000 VXX: NCL1 E=+00000 VXX: NCL1 F=+00000 VXX: RSTS1=0 password	OSN OST O\$L: 1 O\$L: 2 O\$L: 3	SW0101234 99999 9999 9999	/ / / / / / / / / / / / / / / / / / /	/ / / / / / / / / / / / / / / / / / /	J J J J J J J J J J J J J J J J J J J	J J J J J J J J J J J J J J J J J J J	J J J	\frac{1}{3}	\frac{1}{4}	
LEN LEN LEN INI MO SEF PROLAN LAN LAN LAN	NS MEMORY7-DEFAULT NAME VS MEMORY8-DEFAULT NAME VS MEMORY9-DEFAULT NAME VS MEMORY9-DEFAULT NAME VITALIZE-ALL USER DATA DIDEL NAME RIAL NUMBER DIECTOR RUNTIME MP1(LIGHT) RUNTIME MP2(LIGHT) RUNTIME MP2(LIGHT) RUNTIME	LENSMEMORY7 LENSMEMORY8 LENSMEMORY9 LENSMEMORY10 USER INITILIZE USER RESTORE MODEL NAME SW0101234 9999H 9999H 9999H 9999H 9999H		VXX: NCL1 C=+00000 VXX: NCL1 D=+00000 VXX: NCL1 E=+00000 VXX: NCL1 F=+00000 VXX: RSTS1=0 password	OSN OST O\$L: 1 O\$L: 2 O\$L: 3 O\$L: 4	SW0101234 99999 9999 9999	J J J J J J J J J J J J J J J J J J J	/ / / / / / / / / / / / / / / / / / /	/ / / / / / / / / / / / / / / / / / /	/ / / / / / / / / / / / / / / / / / /	J J J J	\frac{1}{3}	J J J J	
LEN LEN LEN INI MO SEF PROLAN LAN LAN LAN	NS MEMORY7-DEFAULT NAME VS MEMORY8-DEFAULT NAME VS MEMORY9-DEFAULT NAME NS MEMORY10-DEFAULT NAME TITALIZE-ALL USER DATA DEL NAME RIAL NUMBER DIECTOR RUNTIME MP2(LIGHT3) RUNTIME MP3(LIGHT4) RUNTIME MP4(LIGHT4) RUNTIME MP4(LIGHT4) RUNTIME	LENSMEMORY7 LENSMEMORY8 LENSMEMORY9 LENSMEMORY10 USER INITILIZE USER RESTORE MODEL NAME SW0101234 99999H 9999H 9999H 9999H		VXX: NCL1 C=+00000 VXX: NCL1 D=+00000 VXX: NCL1 E=+00000 VXX: NCL1 F=+00000 VXX: RSTS1=0 password	OSN OST O\$L: 1 O\$L: 2 O\$L: 3	SW0101234 99999 9999 9999 9999	J J J J J J J J J J J J J J J J J J J	/ / / / / / / / / / / / / / / / / / /	/ / / / / / / / / / / / / / / / / / /	/ / / / / / / / / / / / / / / / / / /	J J J J J J J J J J J J J J J J J J J	\frac{1}{3}	\frac{1}{\sqrt{1}}	
LEN LEN LEN INI MO SEF PROLAN LAN LAN LAN	NS MEMORY7-DEFAULT NAME VS MEMORY8-DEFAULT NAME VS MEMORY9-DEFAULT NAME NS MEMORY10-DEFAULT NAME TITALIZE-ALL USER DATA DEL NAME RIAL NUMBER DIECTOR RUNTIME MP2(LIGHT3) RUNTIME MP3(LIGHT4) RUNTIME MP4(LIGHT4) RUNTIME MP4(LIGHT4) RUNTIME	LENSMEMORY7 LENSMEMORY9 LENSMEMORY9 LENSMEMORY9 LENSMEMORY10 USER RITTILIZE USER RESTORE MODEL NAME SW0101234 99999H 9999H 9999H 9999H 10000000000000		VXX: NCL1 C=+00000 VXX: NCL1 D=+00000 VXX: NCL1 E=+00000 VXX: NCL1 F=+00000 VXX: RSTS1=0 password	OSN OST O\$L: 1 O\$L: 2 O\$L: 3 O\$L: 4	SW0101234 99999 9999 9999 9999	J J J J J J J J J J J J J J J J J J J	J J J J J J J J J J J J J J J J J J J	/ / / / / / / / / / / / / / / / / / /	/ / / / / / / / / / / / / / / / / / /	J J J J J J J J J J J J J J J J J J J	/ / / / / / / / /	\frac{1}{\sqrt{1}}	
LEN LEN LEN LEN INI MO SEF PRO LAN LAN	NS MEMORY7-DEFAULT NAME VS MEMORY8-DEFAULT NAME VS MEMORY9-DEFAULT NAME VS MEMORY9-DEFAULT NAME VS MEMORY10-DEFAULT NAME	LENSMEMORY? LENSMEMORY9 LENSMEMORY9 LENSMEMORY9 USER INITILIZE USER ESTORE MODEL NAME 9999H 9999H 9999H 9999H 1999H 1999H 1999H 1999T 1999H		VXX: NCL1 C=+00000 VXX: NCL1 D=+00000 VXX: NCL1 E=+00000 VXX: NCL1 F=+00000 VXX: RSTS1=0 password	OSN OST O\$L: 1 O\$L: 2 O\$L: 3 O\$L: 4 OSS	SW0101234 99999 9999 9999 9999 0 0 1 1 2 3		J J J J J J J J J J J J J J J J J J J	/ / / / / / / / / / / / / / / / / / /	/ / / / / / / / / / / / / / / / / / /	J J J J J J J J J J J J J J J J J J J	\(\frac{1}{2} \)	\frac{1}{\sqrt{2}} \frac{1}{\sqr	
LEN LEN LEN LEN LEN LEN LEN LEN LAN LAN LAN LAN	NS MEMORY7-DEFAULT NAME VS MEMORY8-DEFAULT NAME VS MEMORY9-DEFAULT NAME NS MEMORY10-DEFAULT NAME TITALIZE-ALL USER DATA DEL NAME RIAL NUMBER DIECTOR RUNTIME MP2(LIGHT3) RUNTIME MP3(LIGHT4) RUNTIME MP4(LIGHT4) RUNTIME MP4(LIGHT4) RUNTIME	LENSMEMORY7 LENSMEMORY9 LENSMEMORY9 LENSMEMORY9 LENSMEMORY10 USER RISTORE MODEL NAME SW0101234 9999H 9999H 9999H 9999H LAMP OFF LAMP ON LAMP COOling ALL OFF		VXX: NCL1 C=+00000 VXX: NCL1 D=+00000 VXX: NCL1 E=+00000 VXX: NCL1 F=+00000 VXX: RSTS1=0 password	OSN OST O\$L: 1 O\$L: 2 O\$L: 3 O\$L: 4	SW0701234 99999 9999 9999 9999 9999 0 0 1		J J J J J J J J J J J J J J J J J J J	/ / / / / / / / / / / / / / / / / / /		J J J J J J J J J J J J J J J J J J J	/ / / / / / / / / / / / / / / / / / /	/ / / / / / / / / / / / / / / / / / /	
LEN LEN LEN LEN LEN LEN LEN LEN LAN LAN LAN LAN	NS MEMORY7-DEFAULT NAME VS MEMORY8-DEFAULT NAME VS MEMORY9-DEFAULT NAME VS MEMORY9-DEFAULT NAME VS MEMORY10-DEFAULT NAME	LENSMEMORY7 LENSMEMORY9 LENSMEMORY9 LENSMEMORY9 LENSMEMORY10 USER INITILIZE USER RESTORE MODEL NAME SW0101234 9999H 9999H 9999H 9999H 100000000000000		VXX: NCL1 C=+00000 VXX: NCL1 D=+00000 VXX: NCL1 E=+00000 VXX: NCL1 F=+00000 VXX: RSTS1=0 password	OSN OST O\$L: 1 O\$L: 2 O\$L: 3 O\$L: 4 OSS	SW0701234 99999 9999 9999 9999 9999 0 1 1 2 3 0		J J J J J J J J J J J J J J J J J J J	/ / / / / / / / / / / / / / / / / / /		J J J J J J J J J J J J J J J J J J J	J J J J J J J J J J J J J J J J J J J	/ / / / / / / / / / / / / / / / / / /	
LEN LEN LEN LEN LEN LEN LEN LEN LAN LAN LAN LAN	NS MEMORY7-DEFAULT NAME VS MEMORY8-DEFAULT NAME VS MEMORY9-DEFAULT NAME VS MEMORY9-DEFAULT NAME VS MEMORY10-DEFAULT NAME	LENSMEMORY? LENSMEMORY9 LENSMEMORY9 LENSMEMORY9 LENSMEMORY9 USER RISTORE MODEL NAME SYMU101234 9999H 9999H 9999H 9999H 1999H 1999H 1000 A B B B B B B B B B B B B B B B B B		VXX: NCL1 C=+00000 VXX: NCL1 D=+00000 VXX: NCL1 E=+00000 VXX: NCL1 F=+00000 VXX: RSTS1=0 password	OSN OST O\$L: 1 O\$L: 2 O\$L: 3 O\$L: 4 OSS	SW101234 99999 9999 9999 9999 0 0 1 2 3 0			J J J J J J J J J J J J J J J J J J J		1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	J J J J J J J J J J J J J J J J J J J	/ / / / / / / / / / / / / / / / / / /	
LEN	NS MEMORY7-DEFAULT NAME VS MEMORY8-DEFAULT NAME VS MEMORY9-DEFAULT NAME VS MEMORY9-DEFAULT NAME VS MEMORY10-DEFAULT NAME	LENSMEMORY7 LENSMEMORY9 LENSMEMORY9 LENSMEMORY9 LENSMEMORY10 USER RISTORE MODEL MAME SW0101234 9999H 9999H 9999H 9999H LAMP ON LAMP ON LAMP ON LAMP ON LAMP COoling ALL OFF ALL ON 1:ON, 4:ON 2:ON, 3:ON		VXX: NCL1 C=+00000 VXX: NCL1 D=+00000 VXX: NCL1 E=+00000 VXX: NCL1 F=+00000 VXX: RSTS1=0 password	OSN OST O\$L: 1 O\$L: 2 O\$L: 3 O\$L: 4 OSS	SW0101234 99999 9999 9999 9999 0 1 1 2 3 0 1 1 2 3			/ / / / / / / / / / / / / / / / / / /		J J J J J J J J J J J J J J J J J J J		/ / / / / / / / / / / / / / / / / / /	
LEN	NS MEMORY7-DEFAULT NAME VS MEMORY8-DEFAULT NAME VS MEMORY9-DEFAULT NAME VS MEMORY9-DEFAULT NAME VS MEMORY10-DEFAULT NAME	LENSMEMORY7 LENSMEMORY9 LENSMEMORY9 LENSMEMORY9 LENSMEMORY10 USER INITILIZE USER RESTORE MODEL NAME SW0101234 9999H 9999H 9999H 9999H 100000000000000		VXX: NCL1 C=+00000 VXX: NCL1 D=+00000 VXX: NCL1 E=+00000 VXX: NCL1 F=+00000 VXX: RSTS1=0 password	OSN OST O\$L: 1 O\$L: 2 O\$L: 3 O\$L: 4 OSS	SW101234 99999 9999 9999 9999 0 0 1 2 3 0			J J J J J J J J J J J J J J J J J J J		1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	J J J J J J J J J J J J J J J J J J J	/ / / / / / / / / / / / / / / / / / /	
LEN LEN LEN LEN LEN LEN LEN LAN LAN LAN LAN	NS MEMORY7-DEFAULT NAME VS MEMORY8-DEFAULT NAME VS MEMORY9-DEFAULT NAME VS MEMORY9-DEFAULT NAME VS MEMORY10-DEFAULT NAME	LENSMEMORY7 LENSMEMORY9 LENSMEMORY9 LENSMEMORY9 LENSMEMORY10 USER RISTORE MODEL MAME SW0101234 9999H 9999H 9999H 9999H LAMP ON LAMP ON LAMP ON LAMP ON LAMP COoling ALL OFF ALL ON 1:ON, 4:ON 2:ON, 3:ON		VXX: NCL1 C=+00000 VXX: NCL1 D=+00000 VXX: NCL1 E=+00000 VXX: NCL1 F=+00000 VXX: RSTS1=0 password	OSN OST O\$L: 1 O\$L: 2 O\$L: 3 O\$L: 4 OSS	SW0701234 99999 9999 9999 9999 0 1 1 2 3 0 1 1 2 3			, , , , , , , , , , , , , , , , , , ,				/ / / / / / / / / / / / / / / / / / /	

				CONTROL		QUERY		DZ21K	2 SERIES			DZ21K	SERIES	
CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS	COMMANDS	CALL BACK	DZ21K2	DS20K2	DZ16K2	DW17K2	DZ21K	DS20K	DZ16K	DW17K
		2:ON				9	SDZ21K2C	SDZ20K2C	SDZ18K2C	SDW1/K2C ✓	SDZ21KC ✓	SDZ20KC ✓	SDZ18KC	SDW17KC
		3:ON				10	1	1	1	1	1	1	1	1
	TEMPERATURE	4:ON INTAKE AIR TEMP			QTM: O	11 CELSI US/FAHRENHEI T	1	1	1	<i>J</i>	1	1	1	1
	(Celsius/Fahrenheit)	AROUND LAMP TEMP			QTM: 1		✓	1	1	✓	✓	1	✓	1
	LAMP UNIT MODEL NUMBER	OPTICS MODULE TEMP LAMP MODELNAME			QTM: 2 QVX: LMNSO	LMNSO= LAMPMODELNO	√ √	1	1	1	1	1	√ √	1
	AIR FILTER MODEL NUMBER	FILTER MODELNAME		450	QVX: FMNSO	FMNS0=F1LTERMODELNO	√	1	1	1	1	1	1	1
	AIR FILTER TYPE	NORMAL SPECIAL		MFS: 3 MFS: 4	QFI	0	1	1	1	1	1	1	1	1
	MAIN FIRMWARE VERSION	V1.00.01			QVX: SVRSO	SVRS0=1. 00. 01	1	1	1	1	1	1	√.	1
	NETWORK FIRMWARE VERSION SUB FIRMWARE VERSION	V1.00 V1.00.01			QVX: SVRS1 QVX: SVRS2	SVRS1=1. 00 SVRS2=1. 00. 01	√ √	1	1	√ √	1	1	√ √	1
	P IN P-MODE	OFF		OPP: 0	QPP	0	√	1	1	1	1	1	√	√
		USER1 USER2		OPP: 1 OPP: 2		2	1	1	1	√ √	1	1	1	1
	P IN P-MAIN WINDOW	USER3		OPP: 3	OLM	3	√	√	1	√	1	1	✓	1
	P IN P-MAIN WINDOW	RGB1 RGB2		MSI : RG1 MSI : RG2	QIM	RG1 RG2	1	1	1	√ √	1	1	1	1
		VIDEO		MSI : VI D		VI D					1	1	√.	1
		DVI HDMI		MSI : DVI MSI : HD1		DVI HD1	1	1	1	1	1	1	√ √	1
		SDI1		MSI : SD1		SD1	1	1	1		1	1	✓	
	P IN P-MAIN WIDNOW-SIZE-	SDI2 OFF		MS1 : SD2 MSL: 0		SD2	1	1	1	1	1	1	√	1
	INTERLOCKED P IN P-MAIN WIDNOW-SIZE-	ON		MSL: 1 MSV: 010			√	1	1	1	1	1	√ √	1
	VERTICAL	100		MSV: 100			1	1	1	1	1	1	√ √	1
	P IN P-MAIN WIDNOW-SIZE- HORIZONTAL	10		MSH: 010			V	1	1	1	1	√	√	√
	P IN P-MAIN WIDNOW-SIZE-BOTH	100		MSH: 100 MSZ: 010			1	1	1	√ √	1	1	1	1
		100		MSZ: 100			✓	✓	1	1	✓	1	✓	1
	P IN P-MAIN WIDNOW-POSITION- VERTICAL	-600 +600		MPV: -600 MPV: +600			-580 +580	-505 +505	-520 +520	-364 +364	-580 +580	-505 +505	-520 +520	-364 +364
	P IN P-MAIN WIDNOW-POSITION- HORIZONTAL	-960		MPH: -960			-928	-668	-928	-651	-928	-668	-928	-651
	P IN P-MAIN WINDOW-SIZE	+960 INTERLOCKED	OFF	MPH: +960	QSM	0F. V010. H010. HV100	+928 ✓	+668	+928 ✓	+651	+928 ✓	+668	+928 ✓	+651
			ON			ON. VO10. HO10. HV100	✓	✓	1	✓	1	1	√	1
		VERTICAL SIZE HORIZONTAL SIZE	10-100			**. V010. H***. HV*** **. V***. H010. HV***	√ √	1	1	√ √	1	1	√ √	1
	P IN P-MAIN WINDOW-POSITION	H/V SIZE	10-100		QPA	**. V***. H***. HV100 V-364. H-651	1	1	1	1	1	1	1	1
	P IN P-MAIN WINDOW-POSITION	V:-364 +364 H:-651 +651			QPA	V+364. H+651	1	1	1	1	1	1	1	1
PINP	P IN P-SUB WINDOW	RGB1		SI S: RG1	QIS	RG1	1	1	1	1	1	1	1	1
		RGB2 VIDEO		SI S: RG2 SI S: VI D		RG2 VI D	√	√	1	✓	1	1	1	1
		DVI		SI S: DVI		DVI	✓	1	1	✓	1	1	1	1
		HDMI SD1		SI S: HD1 SI S: SD1		HD1 SD1	1	1	1	1	1	1	1	1
	P IN P-SUB WINDOW-SIZE	SD2		SI S: SD2	000	SD2	1	1			1	1		
	P IN P-SUB WINDOW-SIZE	INTERLOCKED	OFF ON		QSS	0F. V010. H010. HV100 0N. V010. H010. HV100	1	1	1	1	1	1	1	1
		VERTICAL SIZE	10-100			**. V010. H***. HV***	1	1	1	1	1	1	1	1
		HORIZONTAL SIZE H/V SIZE	10-100			**. V***. H010. HV*** **. V***. H***. HV100	√ √	1	1	1	1	1	√ √	1
	P IN P-SUB WINDOW-POSITION	V:-364 +364			QPS	V-364. H-651	√.	1	1	1	1	1	√.	1
	P IN P-SUB WIDNOW-SIZE-	H:-651 +651 OFF		SSL: 0		V+364. H+651 0	1	1	1	√ √	1	1	1	1
	INTERLOCKED P IN P-SUB WIDNOW-SIZE-	ON 10		SSL: 1 SSV: 010		010	1	1	1	1	1	1	1	1
	VERTICAL	100		SSV: 010		100	1	1	1	<i>y</i>	1	1	1	1
	P IN P-SUB WIDNOW-SIZE- HORIZONTAL	10		SSH: 010 SSH: 100		010 100	1	1	1	1	1	1	√	1
		100		SSZ: 010		010	1	1	1	√ √	1	1	1	1
	P IN P-SUB WIDNOW-POSITION-	100		SSZ: 100		100	✓ ====	√ ====	√	√ 251	√	√	√	V
	VERTICAL	-600 +600		SPV: -600 SPV: +600		-600 +600	-580 +580	-505 +505	-520 +520	-364 +364	-580 +580	-505 +505	-520 +520	-364 +364
	P IN P-SUB WIDNOW-POSITION- HORIZONTAL	-960		SPH: -960 SPH: +960		-960	-928	-668	-928	-651	-928	-668	-928	-651
	P IN P-SUB WINDOW-CLOCK	+960 0		VXX: SCPI 0=+00000	QVX: SCPI 0	+960 SCPI 0=+00000	+928 ✓	+668	+928 ✓	+651	+928 ✓	+668	+928 ✓	+651
	PHASE P IN P-FRAME LOCK	31 MAIN WINDOW		VXX: SCPI 0=+00031 PFL: 0	QPF	SCPI 0=+00031	J J	1	1	√ √	√ √	1	√ √	1
		SUB WINDOW		PFL: 1		1	✓	✓	1	✓	1	1	✓	✓
	P IN P-TYPE	MAIN WINDOW SUB WINDOW		PTP: 0 PTP: 1	QPT	0	1	1	1	1	1	1	1	1
	TEST PATTERN	Off		0TS: 00		00	1	√ ✓	1	1	1	1	√ ✓	1
		White Black		0TS: 01 0TS: 02		01 02	1	1	1	1	1	1	1	1
		Flag		0TS: 03		03	1	1	1	1	1	1	✓	1
		Reversed Flag Window		0TS: 04 0TS: 05		04 05	1	1	1	1	1	1	√ √	1
		Reversed Window		oTS: 06		06	✓	✓	1	✓	1	✓	1	1
		Cross Hatch Color Bar V		0TS: 07 0TS: 08		07 08	1	1	1	1	1	1	1	1
TEST		Lamp		0TS: 09		09	1	1	1	✓	1	1	1	1
PATTERN		Red Green		0TS: 22 0TS: 23		22 23	1	1	1	√ √	1	1	1	1
		Blue		0TS: 24		24	1	1	1	1	1	1	1	1
		10%-Liminance 5%-Luminance		OTS: 25 OTS: 26		25 26	1	1	1	1	1	1	1	1
		Color Bar Side		0TS: 51		51	1	✓	1	, ,	✓	1	1	1
		3D-1 3D-2		0TS: 80 0TS: 81		80 81	1	1			1	1		
		3D-3		0TS: 82		82	1	1						
	SIGNAL LIST-REGISTRATION	3D-4		OTS: 83 OEM		83	1	1	1	1	1	1	1	1
	SIGNAL LIST-DELETE	A1		ODM: A1			✓	1	1	✓	1	1	✓	1
		A2 A7		ODM: A2 ODM: A7			1	1	1	√ √	1	1	1	1
		A8		ODM: A8			1	1	1	1	1	1	1	1
		L1 L2		ODM: L1 ODM: L2			1	1	1	1	1	1	1	1
		L7		ODM: L7			1	1	1	1	1	1	1	1
SIGNAL LIST	SUB MEMORY LIST-CHANGEOVER	L8 01		0DM: L8 0CS: 01			√ √	1	1	1	1	1	1	1
		96		0CS: 96			✓	✓	1	1	✓	1	✓	✓
	SUB MEMORY LIST-CHANGEOVER	01		0CS: 01-01			✓	✓	✓	✓	✓	✓	✓	✓

CONTROL COMMANDS 2015/8/3

CATEGRY PUNCTION Parameter / Name Sub-Parameter COMMANDS CALL BACK SD210K2 SD210	IKC SDZ20KC	DZ16K SDZ18KC	DW17K SDW17KC
SUB MEMORY LIST-DELETE 90 0.05. 97-96 0.05. 95-96	\frac{1}{4}	/ / / / /	1 1 1 1 1
SUB MEMORY LIST-DELETE 01 0DS: 01-01	/ / / /	\frac{1}{2}	J J J
SECURITY SECURITY SETTING OFF ON ON ON ON ON ON O	J J J	J J J	J J J
SUB MEMORY USAGE STATE 01 96 0	√ √ √	<i>J J</i>	<i>J J</i>
SECURITY SECURITY SETTING	1	1	1
SECURITY SECURITY SECURITY SPWI 1 - 00000	1	1	1
DIGITAL LINK MODE			
DIGITAL LINK MODE	V	√	1
DIGITAL LINK			
ETHERNET VXX: DKMI 1=+00002 DKMI 1=+00002 V V V V V V V V V V V V V V V V V V			
DIGITAL LINK-DUPLEX(Ethernet) Auto negotiation 1008aseTx+Full VXX: DKDI 1=+000001 VXX: DKDI 1=+000002 VXX: DKDI 1=+000001 DKDI 1=+000000 VXX: DKDI 1=+000001 VXX: DKDI 1=+000002 VXX: DKDI 1=+000001 V			
1008aseTX-Full VXX: DKDI 1=+00001			
1008aseTX-Half VXX: DKDI 1=+00002			
DIGITAL LINK DUPLEX(DIGITAL LINK DUPLEX(DIGITAL LINK DUPLEX(DIGITAL LINK DUPLEX(DIGITAL LINK DUPLEX(DIGITAL LINK STATUS-LINK DIGIS=X-FA-ull VXX: DKDI 2=+000001			
LINK 1008aseTX-Full VXX: DKDI 2=+00001		1	
1008aseTX-Half VXX: DKDI 2=+00002			
DIGITAL LINK STATUS-LINK NO LINK DIGITAL LINK STATUS-LINK DIGITAL LINK STATUS-LINK DIGITAL LINK DIGITAL LINK DIKSI 1=+00000			
DIGITAL LINK DIKSI 1=+00001			
LPM			
ETHERNET DKSI 1++00003			
DIGITAL LINK STATUS-HDCP NO SIGNAL OFF OFF OFF OVX: DKSI 2 DKDI 2=+00000 ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓			
STATUS			
ON DKD1 2=+00001			
ON DKDI 2=+00002			
QUALITY (MIN) 0 DKS1 3=+00000			
BR313-100000 V V V			
NETWORK DIGITAL LINK STATUS-SIGNAL -255 QVX: DKSI 4 DKSI 4=-00255 V V V			
QUALITY (MAX) 0 DKS1 4=+00000			
DIGITAL LINK INPUT CH LIST HD1:HDM11,HD2:HDM12. QVX: DL1S1 DL1S1=HD1: ****: ***			
PROJECTOR NAME SETTING PROJECTOR1 VXX: NCGS8= PROJECTOR1 QVX: NCGS8= PROJECTOR1 V V V V	1	1	1
Art-Net SETUP OFF VXX: DANI 1 =+00000 QVX: DANI 1 =+00000 ✓ ✓ ✓ ✓ ✓	1	1	1
ON VXX: DANI 1=+00001 DANI 1=+00001 ✓	1	1	1
ON(2.*.*.*) VXX: DANI 1=+00002 DANI 1=+00002 ✓ ✓ ✓			
ON(10.*.*) VXX: DANI 1=+00003 DANI 1=+00003 ✓ ✓ ✓			
ON(MANUAL) VXX: DANI 1=+00004 DANI 1=+00004 ✓ ✓ ✓ ✓			
Art-Net SETUP-PORT ADDRESS OFF VXX: DANI 2=+00000 QVX: DANI 2 =00000	1	√	1
32767 VXX: DANI 2=+32767 DANI 2=+32767 ✓ ✓ ✓ ✓	1	1	1
Art-Net SETUP-START ADDRESS 1 VXX: DANI 3=+00001 QVX: DANI 3 DANI 3+00001 ✓ ✓ ✓ ✓ ✓	1	1	1
501 VXX: DANI 3=+00501 DANI 3=+00501 ✓ ✓ ✓ ✓	1	1	1
Art-Net SETUP-NET 0 VXX: DANI 4=+00000 QVX: DANI 4 = 00000 C Only C Only C Only C Only			
127 VXX: DANI 4=+00127 DANI 4=+00127 C Only C Only C Only			
Art-Net SETUP-SUB NET 0 VXX: DANI 5=+00000 QVX: DANI 5 = 00000 C Only C Only C Only C Only			T
15 VXX: DANI 5=+00015 DANI 5=+00015 C Only C Only C Only C Only			
Art-Net SETUP-UNIVERS 0 VXX: DANI 6=+00000 QVX: DANI 6 = DANI 6=+00000 C Only C Only C Only C Only			
15 VXX: DANI 6=+00015 DANI 6=+00015 C Only C Only C Only C Only			

Note: The commands or parameters with "*" shows available commands or parameters for the projector which has been activated by the Upgrade Kit.