Control Commands

Model No.
PT-DZ21K2
PT-DZ20K2
PT-DZ16K2
PT-DW17K2
PT-SDZ21K2C
PT-SDZ20K2C
PT-SDZ18K2C
PT-SDW17K2C

・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。

Panasonic®

CONTROL COMMANDS

CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	CONTROL COMMANDS	QUERY COMMANDS	CALL BACK	DZ21K2 SDZ21K2C	DS20K2 SDZ20K2C	DZ16K2 SDZ18K2C	DW17K2 SDW17K2C	DZ21K SDZ21KC	DS20K SDZ20KC	DZ16K SDZ18KC	DW17K SDW17KC
	POWER	ON		PON	QPW	000	✓	✓	✓	✓	✓	✓	✓	✓
		OFF (STANDBY)		POF		001	✓	✓	✓	✓	✓	✓	✓	✓
	INPUT SELECT	COMPUTER1		IIS:RG1	QIN	RG1	✓	✓	✓	✓	✓	✓	✓	✓
		COMPUTER2		IIS:RG2		RG2	✓	✓	✓	✓	✓	✓	✓	✓
		VIDEO		IIS:VID		VID	✓	✓	✓	✓	✓	✓	✓	✓
		Y/C		IIS:SVD		SVD	✓	✓	✓	✓				
		DVI		IIS:DVI		DVI	✓	✓	✓	✓	✓	✓	✓	✓
		HDMI1		IIS:HD1		HD1	✓	✓	✓	✓	✓	✓	✓	✓
		SDI1		IIS:SD1		SD1	✓	✓	✓		✓	✓	✓	
		SDI2		IIS:SD2		SD2	✓	✓			✓	✓		
		DIGITAL LINK		IIS:DL1		DL1			✓	✓				
	FREEZE	OFF		OFZ:0	QFZ	0	✓	✓	✓	✓	✓	✓	✓	✓
		ON		OFZ:1		1	✓	✓	✓	✓	✓	✓	✓	✓
	MENU			OMN			✓	✓	✓	✓	✓	✓	✓	✓
	ENTER			OEN			✓	✓	✓	✓	✓	✓	✓	✓
	UP			OCU			✓	✓	✓	✓	✓	✓	✓	✓
	DOWN			OCD			✓	✓	✓	✓	✓	✓	✓	✓
	LEFT			OCL			✓	✓	✓	✓	✓	✓	✓	✓
	RIGHT			OCR			✓	✓	✓	✓	✓	✓	✓	✓
	DEFAULT			OST			✓	✓	✓	✓	✓	✓	✓	✓
	AUTO SETUP	ON		OAS	QAS	0	✓	✓	✓	✓	✓	✓	✓	✓
		OFF				1	✓	✓	✓	✓	✓	✓	✓	✓
	SHUTTER	ON		OSH:0	QSH	0	✓	✓	✓	✓	✓	✓	✓	✓
		OFF		OSH:1		1	✓	✓	✓	✓	✓	✓	✓	✓
	FUNCTION			FC1	QFC		✓	✓	✓	✓	✓	✓	✓	✓
	SYSTEM SELCTOR			OSL			✓	✓	✓	✓	✓	✓	✓	✓
	ASPECT			VS1			✓	✓	✓	✓	✓	✓	✓	✓
	NUMERIC	0		ONK:0			✓	✓	✓	✓	✓	✓	✓	✓
		1		ONK:1			✓	✓	✓	✓	✓	✓	✓	✓
		2		ONK:2			✓	✓	✓	✓	✓	✓	✓	✓
		3		ONK:3			✓	✓	✓	✓	✓	✓	✓	✓
		4		ONK:4			✓	✓	✓	✓	✓	✓	✓	✓
		5		ONK:5			✓	✓	✓	✓	✓	✓	✓	✓
		6		ONK:6			✓	✓	✓	✓	✓	✓	✓	✓
		7		ONK:7			✓	✓	✓	✓	✓	✓	✓	✓
		8		ONK:8			✓	✓	✓	✓	✓	✓	✓	✓
BASIC OPERATION		9		ONK:9			✓	✓	✓	✓	✓	✓	✓	✓
	LENS HOME POSITION	EXECUTE		VXX:LNSI1=+00001			✓	✓	✓	✓	✓	✓	✓	✓
REMOTE CONTROL	LENS SHIFT-HORIZONTAL	SLOW+		VXX:LNSI2=+00000			✓	✓	✓	✓	✓	✓	✓	✓
		SLOW-		VXX:LNSI2=+00001			✓	✓	✓	✓	✓	✓	✓	✓
		NORMAL+		VXX:LNSI2=+00100			✓	✓	✓	✓	✓	✓	✓	✓
		NORMAL-		VXX:LNSI2=+00101			✓	✓	✓	✓	✓	✓	✓	✓
		FAST+		VXX:LNSI2=+00200			✓	✓	✓	✓	✓	✓	✓	✓
		FAST-		VXX:LNSI2=+00201			✓	✓	✓	✓	✓	✓	✓	✓
	LENS SHIFT-VERTICAL	SLOW+		VXX:LNSI3=+00000			✓	✓	✓	✓	✓	✓	✓	✓
		SLOW-		VXX:LNSI3=+00001			✓	✓	✓	✓	✓	✓	✓	✓
		NORMAL+		VXX:LNSI3=+00100			✓	✓	✓	✓	✓	✓	✓	✓
		NORMAL-		VXX:LNSI3=+00101			✓	✓	✓	✓	✓	✓	✓	✓
		FAST+		VXX:LNSI3=+00200			✓	✓	✓	✓	✓	✓	✓	✓
		FAST-		VXX:LNSI3=+00201			✓	✓	✓	✓	✓	✓	✓	✓
	LENS FOCUS	SLOW+		VXX:LNSI4=+00000			✓	✓	✓	✓	✓	✓	✓	✓
		SLOW-		VXX:LNSI4=+00001			✓	✓	✓	✓	✓	✓	✓	✓
		NORMAL+		VXX:LNSI4=+00100			✓	✓	✓	✓	✓	✓	✓	✓
		NORMAL-		VXX:LNSI4=+00101			✓	✓	✓	✓	✓	✓	✓	✓
		FAST+		VXX:LNSI4=+00200			✓	✓	✓	✓	✓	✓	✓	✓
		FAST-		VXX:LNSI4=+00201			✓	✓	✓	✓	✓	✓	✓	✓
	LENS ZOOM	SLOW+		VXX:LNSI5=+00000			✓	✓	✓	✓	✓	✓	✓	✓
		SLOW-		VXX:LNSI5=+00001			✓	✓	✓	✓	✓	✓	✓	✓
		NORMAL+		VXX:LNSI5=+00100			✓	✓	✓	✓	✓	✓	✓	✓
		NORMAL-		VXX:LNSI5=+00101			✓	✓	✓	✓	✓	✓	✓	✓
		FAST+		VXX:LNSI5=+00200			✓	✓	✓	✓	✓	✓	✓	✓
		FAST-		VXX:LNSI5=+00201			✓	✓	✓	✓	✓	✓	✓	✓
	LENS POSITION HORIZONTAL	-02480		VXX:LNSI7=-02480	QVX:LNSI7	LNSI7=-02480	✓	✓	✓	✓				
		+02480		VXX:LNSI7=+02480		LNSI7=+02480	✓	✓	✓	✓				
	LENS POSITION VERTICAL	-03200		VXX:LNSI8=-03200	QVX:LNSI8	LNSI8=-03200	✓	✓	✓	✓				
		+03200		VXX:LNSI8=+03200		LNSI8=+03200	✓	✓	✓	✓				
	LENS POSITION FOCUS	+00000		VXX:LNSI9=+00000	QVX:LNSI9	LNSI9=+00000	✓	✓	✓	✓				
		+02560		VXX:LNSI9=+02560		LNSI9+02560	✓	✓	✓	✓				
	LENS POSITION H/V	-02480/-03200		VXX:LNSSB=-02480-03200	QVX:LNSSB	LNSSB=-02480-03200	✓	✓	✓	✓				
		+02480/+03200		VXX:LNSSB=+02480+03200		LNSSB=+02480+03200	✓	✓	✓	✓				
	LENS POSITION H/V FOCUS	-02480/-03200/+00000		VXX:LNSSC=-02480-03200+0000	QVX:LNSSC	LNSSC=-02480-03200+00000	✓	✓	✓	✓				
		+02480/+03200/+02560		VXX:LNSSC=+02480+03200+02560		LNSSC=+02480+03200+02560	✓	✓	✓	✓				
	STATUS			STS			✓	✓	✓	✓	✓	✓	✓	✓
	LENS FOCUS			OLF			✓	✓	✓	✓	✓	✓	✓	✓
	LENS SHIFT			OLH			✓	✓	✓	✓	✓	✓	✓	✓
	LENS ZOOM			OLZ			✓	✓	✓	✓	✓	✓	✓	✓
	PICTURE MODE	DYNAMIC		VPM:DYN	QPM	DYN	✓	✓	✓	✓	✓	✓	✓	✓
		NATURAL		VPM:NAT		NAT	✓	✓	✓	✓	✓	✓	✓	✓
		STANDARD		VPM:STD		STD	✓	✓	✓	✓	✓	✓	✓	✓
		CINEMA		VPM:CIN		CIN	✓	✓	✓	✓	✓	✓	✓	✓
		GRAPHIC		VPM:GRA		GRA	✓	✓	✓	✓	✓	✓	✓	✓
		DICOM SIM.		VMP:DIC		DIC	✓	✓	✓	✓	✓	✓	✓	✓
		USER		VPM:USR		USR	✓	✓	✓	✓	✓	✓	✓	✓
	PICTURE MODE-NAME SETTING USER	PICTUREMODE		VXX:NCGS0=PICTUREMOODE	QVX:NCGS0	NCGS0=PICTUREMODE	✓	✓	✓	✓	✓	✓	✓	✓
	CONTRAST	-31		VCN:001	QVR	001	✓	✓	✓	✓	✓	✓	✓	✓
		+31		VCN:063		063	✓	✓	✓	✓	✓	✓	✓	✓
	BRAIGHTNESS	-31		VBR:001	QVB	001	✓	✓	✓	✓	✓	✓	✓	✓
		+31		VBR:063		063	✓	✓	✓	✓	✓	✓	✓	✓
	COLOR	-31		VCO:001	QVC	001	✓	✓	✓	✓	✓	✓	✓	✓
		+31		VCO:063		063	✓	✓	✓	✓	✓	✓	✓	✓
	TINT	-31		VTN:001	QVT	001	✓	✓	✓	✓	✓	✓	✓	✓
		+31		VTN:063		063	✓	✓	✓	✓	✓	✓	✓	✓
	SHARPNESS	0		VSR:000	QVS	000	✓	✓	✓	✓	✓	✓	✓	✓
		15		VSR:015		015	✓	✓	✓	✓	✓	✓	✓	✓
	COLOR TEMPERATURE	DEFAULT		OTE:1		1	✓	✓	✓	✓	✓	✓	✓	✓
		USER1		OTE:04		4	✓	✓	✓	✓	✓	✓	✓	✓
		USER2		OTE:09		9	✓	✓	✓	✓	✓	✓	✓	✓
		3200K		OTE:3200		3200	✓	✓	✓	✓	✓	✓	✓	✓
		3300K		OTE:3300		3300	✓	✓	✓	✓	✓	✓	✓	✓
		9200K		OTE:9200		9200	✓	✓	✓	✓	✓	✓	✓	✓
		9300K		OTE:9300		9300	✓	✓	✓	✓	✓	✓	✓	✓
	COLOR TEMP-NAME SETTING USER1	COLORTEMP1		VXX:NCGS1=COLORTEMP1	QVX:NCGS1	NCGS1=COLORTEMP1	✓	✓	✓	✓	✓	✓	✓	✓
	COLOR TEMP-NAME SETTING USER2	COLORTEMP2		VXX:NCGS3=COLORTEMP2	QVX:NCGS3	NCGS3=COLORTEMP2	✓	✓	✓	✓	✓	✓	✓	✓
	WHITE BALANCE LOW-RED	-127		VOR:001	QOR	000	✓	✓	✓	✓	✓	✓	✓	✓
		+127		VOR:255		255	✓	✓	✓	✓	✓	✓	✓	✓
	WHITE BALANCE LOW-GREEN	-127		VOG:001	QOG	000	✓	✓	✓	✓	✓	✓	✓	✓
		+127		VOG:255		255	✓	✓	✓	✓	✓	✓	✓	✓

CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	CONTROL COMMANDS	QUERY COMMANDS	CALL BACK	DZ21K2 SERIES				DZ21K SERIES			
							DZ21K2 SDZ21K2C	DS20K2 SDZ20K2C	DZ16K2 SDZ18K2C	DW17K2 SDW17K2C	DZ21K SDZ21KC	DS20K SDZ20KC	DZ16K SDZ18KC	DW17K SDW17KC
PICTURE	WHITE BALANCE LOW-BLUE	-127		VOB: 001	QOB	000	✓	✓	✓	✓	✓	✓	✓	✓
		+127		VOB: 255		255	✓	✓	✓	✓	✓	✓	✓	✓
	WHITE BALANCE HIGH-RED	0		VHR: 000	QHR	000	✓	✓	✓	✓	✓	✓	✓	✓
		+255		VHR: 255		255	✓	✓	✓	✓	✓	✓	✓	✓
	WHITE BALANCE HIGH-GREEN	0		VHG: 000	QHG	000	✓	✓	✓	✓	✓	✓	✓	✓
		+255		VHG: 255		255	✓	✓	✓	✓	✓	✓	✓	✓
	WHITE BALANCE HIGH-BLUE	0		VHB: 000	QHB	000	✓	✓	✓	✓	✓	✓	✓	✓
		+255		VHB: 255		255	✓	✓	✓	✓	✓	✓	✓	✓
	GAMMA	1.0		VGA: 1.0	QGA	1.0	✓	✓	✓	✓	✓	✓	✓	✓
		1.8		VGA: 1.8		1.8	✓	✓	✓	✓	✓	✓	✓	✓
		2.0		VGA: 2.0		2.0	✓	✓	✓	✓	✓	✓	✓	✓
		2.1		VGA: 2.1		2.1	✓	✓	✓	✓	✓	✓	✓	✓
		2.2		VGA: 2.2		2.2	✓	✓	✓	✓	✓	✓	✓	✓
		2.3		VGA: 2.3		2.3	✓	✓	✓	✓	✓	✓	✓	✓
		2.4		VGA: 2.4		2.4	✓	✓	✓	✓	✓	✓	✓	✓
		2.5		VGA: 2.5		2.5	✓	✓	✓	✓	✓	✓	✓	✓
		2.6		VGA: 2.6		2.6	✓	✓	✓	✓	✓	✓	✓	✓
		2.7		VGA: 2.7		2.7	✓	✓	✓	✓	✓	✓	✓	✓
		2.8		VGA: 2.8		2.8	✓	✓	✓	✓	✓	✓	✓	✓
		USER1		VGA: US1		US1	✓	✓	✓	✓	✓	✓	✓	✓
		USER2		VGA: US2		US2	✓	✓	✓	✓	✓	✓	✓	✓
		DICOM		VGA: DIC		DIC	✓	✓	✓	✓	✓	✓	✓	✓
		DEFAULT		VGA: DEF		DEF	✓	✓	✓	✓	✓	✓	✓	✓
	GAMMA-NAME SETTING USER1	GAMMAUSER1		VXX: NCGS2=GAMMAUSER1	QVX: NCGS2	NCGS2=GAMMAUSER1	✓	✓	✓	✓	✓	✓	✓	✓
	GAMMA-NAME SETTING USER2	GAMMAUSER2		VXX: NCGS4=GAMMAUSER2	QVX: NCGS4	NCGS4=GAMMAUSER2	✓	✓	✓	✓	✓	✓	✓	✓
	DAYLIGHT VIEW FRONT INSTALL	OFF		VXX: DLVI0=+00000	QVX: DLVI0	DLVI0=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		AUTO(1)		VXX: DLVI0=+00001		DLVI0=+00001	✓	✓	✓	✓	✓	✓	✓	✓
		ON(2)		VXX: DLVI0=+00002		DLVI1=+00002	✓	✓	✓	✓	✓	✓	✓	✓
		ON(3)		VXX: DLVI0=+00003		DLVI0=+00003	✓	✓	✓	✓	✓	✓	✓	✓
		4		VXX: DLVI0=+00004		DLVI0=+00004	✓	✓	✓	✓				
		5		VXX: DLVI0=+00005		DLVI0=+00005	✓	✓	✓	✓				
		6		VXX: DLVI0=+00006		DLVI0=+00006	✓	✓	✓	✓				
	NOISE REDUCTION	OFF		VNS: 0	QNS	0	✓	✓	✓	✓	✓	✓	✓	✓
		1		VNS: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
		2		VNS: 2		2	✓	✓	✓	✓	✓	✓	✓	✓
		3		VNS: 3		3	✓	✓	✓	✓	✓	✓	✓	✓
	DYNAMIC CONTRAST/IRIS	OFF		OAI: 0	QAI	0	✓	✓	✓	✓	✓	✓	✓	✓
		1		OAI 1		1	✓	✓	✓	✓	✓	✓	✓	✓
		2		OAI: 2		2	✓	✓	✓	✓	✓	✓	✓	✓
		3		OAI: 3		3	✓	✓	✓	✓	✓	✓	✓	✓
		USER		OAI: 4		4	✓	✓	✓	✓	✓	✓	✓	✓
	DYNAMIC CONTRAST/AUTO IRIS (AUTO CONTRAST)	OFF		OAI: A000	QAI: A	000	✓	✓	✓	✓	✓	✓	✓	✓
		1		OAI A001		001	✓	✓	✓	✓	✓	✓	✓	✓
		255		OAI: A255		255	✓	✓	✓	✓	✓	✓	✓	✓
	DYNAMIC CONTRAST/MANUAL IRIS (MANUAL INTENSITY)	OFF		OAI: M000	QAI: M	000	✓	✓	✓	✓	✓	✓	✓	✓
		1		OAI M001		001	✓	✓	✓	✓	✓	✓	✓	✓
		255		OAI: M255		255	✓	✓	✓	✓	✓	✓	✓	✓
	DYNAMIC CONTRAST (DYNAMIC GAMMA)	OFF		OAI: D0	QAI: D	0	✓	✓	✓	✓	✓	✓	✓	✓
		1		OAI: D1		1	✓	✓	✓	✓	✓	✓	✓	✓
		2		OAI: D2		2	✓	✓	✓	✓	✓	✓	✓	✓
		3		OAI: D3		3	✓	✓	✓	✓	✓	✓	✓	✓
	TV-SYSTEM	AUTO1		VSG: AT1		AT1	✓	✓	✓	✓	✓	✓	✓	✓
		AUTO2		VSG: AT2		AT2	✓	✓	✓	✓	✓	✓	✓	✓
		NTSC		VSG: NTS		NTS	✓	✓	✓	✓	✓	✓	✓	✓
		NTSC4.43		VSG: N44		N44	✓	✓	✓	✓	✓	✓	✓	✓
		PAL		VSG: PAL		PAL	✓	✓	✓	✓	✓	✓	✓	✓
		PAL-M		VSG: PAM		PAM	✓	✓	✓	✓	✓	✓	✓	✓
		PAL-N		VSG: PAN		PAN	✓	✓	✓	✓	✓	✓	✓	✓
		PAL60		VSG: P60		P60	✓	✓	✓	✓	✓	✓	✓	✓
		SECAM		VSG: SEC		SEC	✓	✓	✓	✓	✓	✓	✓	✓
	SYSTEM SELECTOR RGB(VGA/480P)	VGA60		ORF: 0	QRF	0	✓	✓	✓	✓	✓	✓	✓	✓
		480P(YCbCr)		ORF: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
		480p(RGB)		ORF: 3		3	✓	✓	✓	✓	✓	✓	✓	✓
	SYSTEM SELECTOR RGB(Other)/DVI	RGB		ORF: 0	QRF	0	✓	✓	✓	✓	✓	✓	✓	✓
		YPbPr		ORF: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
	SYSTEM SELECTOR HDMI/DIGITAL LINK	RGB		ORF: 0	QRF	0	✓	✓	✓	✓	✓	✓	✓	✓
		YPbPr		ORF: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
		AUTO		ORF: 2		2	✓	✓	✓	✓	✓	✓	✓	✓
	SYSTEM SELECTOR-SDI1 (SINGLE)	AUTO		VSD: 0	QSD	0	✓	✓	✓		✓	✓	✓	
		480i YCbCr		VSD: 1		1	✓	✓	✓		✓	✓	✓	
		576i YCbCr		VSD: 3		3	✓	✓	✓		✓	✓	✓	
		1080/60i YPbPr		VSD: 4		4	✓	✓	✓		✓	✓	✓	
		1035/60i YPbPr		VSD: 5		5	✓	✓	✓		✓	✓	✓	
		720/60p YPbPr		VSD: 6		6	✓	✓	✓		✓	✓	✓	
		1080/24p YPbPr		VSD: 7		7	✓	✓	✓		✓	✓	✓	
		1080/50i YpBpR		VSD: 8		8	✓	✓	✓		✓	✓	✓	
		1080/30p YPbPr		VSD: 9		9	✓	✓	✓		✓	✓	✓	
		1080/25p YPbPr		VSD: 10		10	✓	✓	✓		✓	✓	✓	
		1080/24sF YPbPr		VSD: 11		11	✓	✓	✓		✓	✓	✓	
		720/50p YPbPr		VSD: 12		12	✓	✓	✓		✓	✓	✓	
		1080/50p YPbPr		VSD: 15		15	✓	✓	✓		✓	✓	✓	
		1080/60p YPbPr		VSD: 16		16	✓	✓	✓		✓	✓	✓	
		1080/24p RGB		VSD: 21		21	✓	✓	✓		✓	✓	✓	
		1080/24sF RGB		VSD: 22		22	✓	✓	✓		✓	✓	✓	
		1080/25p RGB		VSD: 23		23	✓	✓	✓		✓	✓	✓	
		1080/30p RGB		VSD: 24		24	✓	✓	✓		✓	✓	✓	
		1080/50i RGB		VSD: 25		25	✓	✓	✓		✓	✓	✓	
		1080/60i RGB		VSD: 26		26	✓	✓	✓		✓	✓	✓	
	SYSTEM SELECTOR-SDI2 (SINGLE)	AUTO		VSD: 0	QSD	0	✓	✓	✓		✓	✓	✓	
		480i YCbCr		VSD: 1		1	✓	✓	✓		✓	✓	✓	
		576i YCbCr		VSD: 3		3	✓	✓	✓		✓	✓	✓	
		1080/60i YPbPr		VSD: 4		4	✓	✓	✓		✓	✓	✓	
		1035/60i YPbPr		VSD: 5		5	✓	✓	✓		✓	✓	✓	
		720/60p YPbPr		VSD: 6		6	✓	✓	✓		✓	✓	✓	
		1080/24p YPbPr		VSD: 7		7	✓	✓	✓		✓	✓	✓	
		1080/50i YpBpR		VSD: 8		8	✓	✓	✓		✓	✓	✓	
		1080/30p YPbPr		VSD: 9		9	✓	✓	✓		✓	✓	✓	
		1080/25p YPbPr		VSD: 10		10	✓	✓	✓		✓	✓	✓	
		1080/24sF YPbPr		VSD: 11		11	✓	✓	✓		✓	✓	✓	
		720/50p YPbPr		VSD: 12		12	✓	✓	✓		✓	✓	✓	
		1080/50p YPbPr		VSD: 15		15	✓	✓	✓					
		1080/60p YPbPr		VSD: 16		16	✓	✓	✓					
		1080/24p RGB		VSD: 21		21	✓	✓	✓					
		1080/24sF RGB		VSD: 22		22	✓	✓	✓					
		1080/25p RGB		VSD: 23		23	✓	✓	✓					
		1080/30p RGB		VSD: 24		24	✓	✓	✓					
		1080/50i RGB		VSD: 25		25	✓	✓	✓					

CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	CONTROL COMMANDS	QUERY COMMANDS	CALL BACK	DZ21K2 SDZ21K2C	DS20K2 SDZ20K2C	DZ16K2 SDZ18K2C	DW17K2 SDW17K2C	DZ21K SDZ21KC	DS20K SDZ20KC	DZ16K SDZ18KC	DW17K SDW17KC
	SYSTEM SELECTOR-SDI (DUAL)	1080/60i RGB		VSD: 26		26	✓	✓	✓					
		AUTO		VSD: 0	QSD	0	✓	✓	✓		✓	✓	✓	
		1080/50p YPbPr		VSD: 15		15	✓	✓	✓					
		1080/60p YPbPr		VSD: 16		16	✓	✓	✓					
		1080/24p RGB		VSD: 21		21	✓	✓	✓		✓	✓	✓	
		1080/24sF RGB		VSD: 22		22	✓	✓	✓		✓	✓	✓	
		1080/25p RGB		VSD: 23		23	✓	✓	✓		✓	✓	✓	
		1080/30p RGB		VSD: 24		24	✓	✓	✓		✓	✓	✓	
		1080/50i RGB		VSD: 25		25	✓	✓	✓		✓	✓	✓	
		1080/60i RGB		VSD: 26		26	✓	✓	✓		✓	✓	✓	
		1080/50p RGB		VSD: 27		27	✓	✓	✓					
		1080/60p RGB		VSD: 28		28	✓	✓	✓					
		2K/24p RGB		VSD: 31		31	✓	✓	✓		✓	✓	✓	
		2K/24sF RGB		VSD: 32		32	✓	✓	✓		✓	✓	✓	
		2K/50p RGB		VSD: 37		37	✓	✓	✓					
		2K/48p RGB		VSD: 39		39	✓	✓	✓					
		2K/24p XYZ		VSD: 41		41	✓	✓	✓		✓	✓	✓	
		2K/24sF XYZ		VSD: 42		42	✓	✓	✓		✓	✓	✓	
		2K/50p YPbPr		VSD: 57		57	✓	✓	✓					
		2K/60p RGB		VSD: 38		38	✓	✓	✓					
		2K/60p YPbPr		VSD: 58		58	✓	✓	✓					
POSITION	KEYSTONE	-127		OKS: 000	QKS	000								✓
		+127		OKS: 254		254								✓
	KEYSTONE-SUB KEYSTONE	-63		OSK: 000	QSK	000								✓
		+63		OSK: 126		126								✓
	KEYSTONE-LINEARITY	-127		VLI : 000	QLI	000								✓
		+127		VLI : 254		254								✓
	GEOMETRY	OFF		VXX: GMMI0=+00000	QVX: GMMI0	GMMI0=+00000	✓	✓	✓	✓	✓	✓	✓	
		KEYSTONE		VXX: GMMI0=+00001		GMMI0=+00001	✓	✓	✓	✓	✓	✓	✓	
		CURVED		VXX: GMMI0=+00002		GMMI0=+00002	✓	✓	✓	✓	✓	✓	✓	
		PC-1		VXX: GMMI0=+00003		GMMI0=+00003	✓	✓			✓	✓		
		PC-2		VXX: GMMI0=+00004		GMMI0=+00004	✓	✓			✓	✓		
		PC-3		VXX: GMMI0=+00005		GMMI0=+00005	✓	✓			✓	✓		
		CORNER-CORRECTION		VXX: GMMI0=+00010		GMMI0=+00010	✓	✓	✓	✓	✓	✓	✓	
	GEOMETRY-KEYSTONE-LENS THROW RATIO	0.7		VXX: GMKS0=+00.7	QVX: GMKS0	GMKS0=+00.7	✓	✓	✓	✓	✓	✓	✓	
		16.5		VXX: GMKS0=+16.5		GMKS0=+16.5	✓	✓	✓	✓	✓	✓	✓	
	GEOMETRY-KEYSTONE-VERTICAL BALANCE	-60		VXX: GMKI4=-00060	QVX: GMKI4	GMKI4=-00060	✓	✓	✓	✓	✓	✓	✓	
		+60		VXX: GMKI4=+00060		GMKI4=+00060	✓	✓	✓	✓	✓	✓	✓	
	GEOMETRY-KEYSTONE-HORIZONTAL BALANCE	-30		VXX: GMKI7=-00030	QVX: GMKI7	GMKI7=-00030	✓	✓	✓	✓	✓	✓	✓	
		+30		VXX: GMKI7=+00030		GMKI7=+00030	✓	✓	✓	✓	✓	✓	✓	
	GEOMETRY-KEYSTONE-VERTICAL KEYSTONE	-40.0 (-45.0)*	0.2 step	VXX: GMKS8=-40.0	QVX: GMKS8	GMKS8=-40.0	✓	✓	✓	✓	✓	✓	✓	
		+40.0 (+45.0)*		VXX: GMKS8=+40.0		GMKS8=+40.0	✓	✓	✓	✓	✓	✓	✓	
	GEOMETRY-KEYSTONE-HORIZONTAL KEYSTONE	-15.0 (-40.0)*	0.2 step	VXX: GMKS9=-15.0	QVX: GMKS9	GMKS9=-15.0	✓	✓	✓	✓	✓	✓	✓	
		+15.0 (+40.0)*		VXX: GMKS9=+15.0		GMKS9=+15.0	✓	✓	✓	✓	✓	✓	✓	
	GEOMETRY-CURVED-LENS THROW RATIO	0.7		VXX: GMCS0=+00.7	QVX: GMCS0	GMCS0=+00.7	✓	✓	✓	✓	✓	✓	✓	
		16.5		VXX: GMCS0=+16.5		GMCS0=+16.5	✓	✓	✓	✓	✓	✓	✓	
	GEOMETRY-CURVED-VERTICAL ARC	-50 (-100)*		VXX: GMCI3=-00050	QVX: GMCI3	GMCI3=-00050	✓	✓	✓	✓	✓	✓	✓	
		+50 (+100)*		VXX: GMCI3=+00050		GMCI3=+00050	✓	✓	✓	✓	✓	✓	✓	
	GEOMETRY-CURVED-HORIZONTAL ARC	-50 (-100)*		VXX: GMCI7=-00050	QVX: GMCI7	GMCI7=-00050	✓	✓	✓	✓	✓	✓	✓	
		+50 (+100)*		VXX: GMCI7=+00050		GMCI7=+00050	✓	✓	✓	✓	✓	✓	✓	
	GEOMETRY-CURVED-VERTICAL BALANCE	-60		VXX: GMCI2=-00060	QVX: GMCI2	GMCI2=-00060	✓	✓	✓	✓	✓	✓	✓	
		+60		VXX: GMCI2=+00060		GMCI2=+00060	✓	✓	✓	✓	✓	✓	✓	
	GEOMETRY-CURVED-HORIZONTAL BALANCE	-30		VXX: GMCI6=-00030	QVX: GMCI6	GMCI6=-00030	✓	✓	✓	✓	✓	✓	✓	
		+30		VXX: GMCI6=+00030		GMCI6=+00030	✓	✓	✓	✓	✓	✓	✓	
	GEOMETRY-CURVED-VERTICAL KEYSTONE	-40.0 (-45.0)*	0.2 step	VXX: GMCS8=-40.0	QVX: GMCS8	GMCS8=-40.0	✓	✓	✓	✓	✓	✓	✓	
		+40.0 (+45.0)*		VXX: GMCS8=+40.0		GMCS8=+40.0	✓	✓	✓	✓	✓	✓	✓	
	GEOMETRY-CURVED-HORIZONTAL KEYSTONE	-15.0 (-40.0)*	0.2 step	VXX: GMCS9=-15.0	QVX: GMCS9	GMCS9=-15.0	✓	✓	✓	✓	✓	✓	✓	
		+15.0 (+40.0)*		VXX: GMCS9=+15.0		GMCS9=+15.0	✓	✓	✓	✓	✓	✓	✓	
	GEOMETRY-CURVED-MAINTAIN ASPECT RATIO	OFF		VXX: GMCIA=+00000	QVX: GMCIA	GMCIA=+00000	✓	✓	✓	✓	✓	✓	✓	
		ON		VXX: GMCIA=+00001		GMCIA=+00001	✓	✓	✓	✓	✓	✓	✓	
	GEOMETRY-CORNER CORRECTION-UPPER LEFT(V)	+0		VXX: GMFI1=+00000	QVX: GMFI1	GMFI1=+00000	0	0	0	0	0	0	0	
		+300		VXX: GMFI1=+00300		GMFI1=+00300	+300	+263	+270	+270	+300	+263	+270	
	GEOMETRY-CORNER CORRECTION-UPPER RIGHT(V)	+0		VXX: GMFI2=+00000	QVX: GMFI2	GMFI2=+00000	0	0	0	0	0	0	0	
		+300		VXX: GMFI2=+00300		GMFI2=+00300	+300	+263	+270	+270	+300	+263	+270	
	GEOMETRY-CORNER CORRECTION-LOWER LEFT(V)	-300		VXX: GMFI3=-00300	QVX: GMFI3	GMFI3=-00300	-300	-263	-270	-270	-300	-263	-270	
		+0		VXX: GMFI3=+00000		GMFI3=+00000	0	0	0	0	0	0	0	
	GEOMETRY-CORNER CORRECTION-LOWER RIGHT(V)	-300		VXX: GMFI4=-00300	QVX: GMFI4	GMFI4=-00300	-300	-263	-270	-270	-300	-263	-270	
		+0		VXX: GMFI4=+00000		GMFI4=+00000	0	0	0	0	0	0	0	
	GEOMETRY-CORNER CORRECTION-LINEARITY(V)	-127		VXX: GMFI5=-00127	QVX: GMFI5	GMFI5=-00127	-127	-127	-127	-127	-127	-127	-127	
		+127		VXX: GMFI5=+00127		GMFI5=+00127	+127	+127	+127	+127	+127	+127	+127	
	GEOMETRY-CORNER CORRECTION-UPPER LEFT(H)	+0		VXX: GMFI6=+00000	QVX: GMFI6	GMFI6=+00000	0	0	0	0	0	0	0	
		+480		VXX: GMFI6=+00480		GMFI6=+00480	+480	+350	+480	+480	+480	+350	+480	
	GEOMETRY-CORNER CORRECTION-UPPER RIGHT(H)	-480		VXX: GMFI7=-00480	QVX: GMFI7	GMFI7=-00480	-480	-350	-480	-480	-480	-350	-480	
		+0		VXX: GMFI7=+00000		GMFI7=+00000	0	0	0	0	0	0	0	
	GEOMETRY-CORNER CORRECTION-LOWER LEFT(H)	+0		VXX: GMFI8=+00000	QVX: GMFI8	GMFI8=+00000	0	0	0	0	0	0	0	
		+480		VXX: GMFI8=+00480		GMFI8=+00480	+480	+350	+480	+480	+480	+350	+480	
	GEOMETRY-CORNER CORRECTION-LOWER RIGHT(H)	-480		VXX: GMFI9=-00480	QVX: GMFI9	GMFI9=-00480	-480	-350	-480	-480	-480	-350	-480	
		+0		VXX: GMFI9=+00000		GMFI9=+00000	0	0	0	0	0	0	0	
	GEOMETRY-CORNER CORRECTION-LINEARITY(H)	-127		VXX: GMFIA=-00127	QVX: GMFIA	GMFIA=-00127	-127	-127	-127	-127	-127	-127	-127	
		+127		VXX: GMFIA=+00127		GMFIA=+00127	+127	+127	+127	+127	+127	+127	+127	
	SHIFT-HORIZONTAL	0		VTH: 0000	QTH	0000	✓	✓	✓	✓	✓	✓	✓	✓
		+4095		VTH: 4095		4095	✓	✓	✓	✓	✓	✓	✓	✓
	SHIFT-VERTICAL	0		VTV: 0000	QTV	0000	✓	✓	✓	✓	✓	✓	✓	✓
		+4094		VTV: 4094		4095	✓	✓	✓	✓	✓	✓	✓	✓
	CLOCK PHASE	0		VCP: 000	QCP	000	✓	✓	✓	✓	✓	✓	✓	✓
		+31		VCP: 031		063	✓	✓	✓	✓	✓	✓	✓	✓
	ASPECT	AUTO/VID AUTO/DEFAULT		VSE: 00	QSE	00	✓	✓	✓	✓	✓	✓	✓	✓
		NORMAL(4:3)		VSE: 01		01	✓	✓	✓	✓	✓	✓	✓	✓
		WIDE(16:9)		VSE: 02		02	✓	✓	✓	✓	✓	✓	✓	✓
		NATIVE(through)		VSE: 05		05	✓	✓	✓	✓	✓	✓	✓	✓
		FULL(HV FIT)		VSE: 06		06	✓	✓	✓	✓	✓	✓	✓	✓
		H-FIT		VSE: 09		09	✓	✓	✓	✓	✓	✓	✓	✓
		V-FIT		VSE: 10		10	✓	✓	✓	✓	✓	✓	✓	✓
	ZOOM-HORIZONTAL	50		OZH: 050	QZH	050	✓	✓	✓	✓	✓	✓	✓	✓
		999		OZH: 999		999	✓	✓	✓	✓	✓	✓	✓	✓
	ZOOM-VERTICAL	50		OZV: 050	QZV	050	✓	✓	✓	✓	✓	✓	✓	✓
		999		OZV: 999		999	✓	✓	✓	✓	✓	✓	✓	✓
	ZOOM-BOTH	50		OZO: 050	QZO	050	✓	✓	✓	✓	✓	✓	✓	✓
		999		OZO: 999		999	✓	✓	✓	✓	✓	✓	✓	✓
	ZOOM-INTERLOCKED	OFF		OZS: 0	QZS	0	✓	✓	✓	✓	✓	✓	✓	✓
		ON		OZS: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
	ZOOM-MODE	INTERNAL		OZT: 0	QZT	0	✓	✓	✓	✓	✓	✓	✓	✓
		FULL		OZT: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
	DIGITAL CINEMA REALITY	AUTO		OPD: 0	QPD	0	✓	✓	✓	✓	✓	✓	✓	✓
		OFF		OPD: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
		30p/25p FIXED		OPD: 2		2	✓	✓	✓	✓	✓	✓	✓	✓
	BLANKING-UPPER	0		DBU: 000	QLU	000	0	0	0	0	0	0	0	0

CONTROL COMMANDS

CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	CONTROL COMMANDS	QUERY COMMANDS	CALL BACK	DZ21K2 SDZ21K2C	DS20K2 SDZ20K2C	DZ16K2 SDZ18K2C	DW17K2 SDW17K2C	DZ21K SDZ21KC	DS20K SDZ20KC	DZ16K SDZ18KC	DW17K SDW17KC
		+599/+399		DBU: 599		599	599	524	539	383	599	524	539	383
	BLANKING-LOWER	0		DBB: 000	QLB	000	0	0	0	0	0	0	0	0
		+599/+398		DBB: 599		599	599	524	539	383	599	524	539	383
	BLANKING-RIGHT	0		DBR: 000	QLR	000	0	0	0	0	0	0	0	0
		+959/+639		DBR: 959		959	959	699	959	682	959	699	959	682
	BLANKING-LEFT	0		DBL: 000	QLL	000	0	0	0	0	0	0	0	0
		+959/+639		DBL: 959		959	959	699	959	682	959	699	959	682
	INPUT RESOLUTION-TOTAL DOTS	330		VTD: 0330	QTD	0330	✓	✓	✓	✓	✓	✓	✓	✓
		4095		VTD: 4095		4095	✓	✓	✓	✓	✓	✓	✓	✓
	INPUT RESOLUTION-DISPLAY DOTS	300		VDD: 0300	QDD	0300	✓	✓	✓	✓	✓	✓	✓	✓
		4095		VDD: 4065		4065	✓	✓	✓	✓	✓	✓	✓	✓
	INPUT RESOLUTION-TOTAL LINES	155		VTL: 0155	QTL	0155	✓	✓	✓	✓	✓	✓	✓	✓
		2047		VTL: 2047		2047	✓	✓	✓	✓	✓	✓	✓	✓
	INPUT RESOLUTION-DISPLAY LINES	150		VDL: 0150	QDL	0150	✓	✓	✓	✓	✓	✓	✓	✓
		2037		VDL: 2037		2037	✓	✓	✓	✓	✓	✓	✓	✓
	CLAMP POSITION	1		VLT: 001	QLT	001	✓	✓	✓	✓	✓	✓	✓	✓
		255		VLT: 255		255	✓	✓	✓	✓	✓	✓	✓	✓
	CUSTOM MASKING *	OFF		VXX: MSKI 1=+00000	QVX: MSKI 1	MSKI 1=+00000	✓	✓			✓	✓		
		PC-1		VXX: MSKI 1=+00001		MSKI 1=+00001	✓	✓			✓	✓		
		PC-2		VXX: MSKI 1=+00002		MSKI 1=+00002	✓	✓			✓	✓		
		PC-3		VXX: MSKI 1=+00003		MSKI 1=+00003	✓	✓			✓	✓		
	EDGE BLENDING	OFF		VXX: EDBI 0=+00000	QVX: EDBI 0	EDBI 1=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VXX: EDBI 0=+00001		EDBI 1=+00001	✓	✓	✓	✓	✓	✓	✓	✓
		USER		VXX: EDBI 0=+00002		EDBI 1=+00002	✓	✓	✓	✓	✓	✓	✓	✓
	EDGE BLENDING-UPPER ON/OFF	OFF		VGU: 0	QGU	0	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VGU: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
	EDGE BLENDING-LOWER ON/OFF	OFF		VGB: 0	QGB	0	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VGB: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
	EDGE BLENDING-LEFT ON/OFF	OFF		VGL: 0	QGL	0	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VGL: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
	EDGE BLENDING-RIGHT ON/OFF	OFF		VGR: 0	QGR	0	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VGR: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
	EDGE BLENDING-START-UPPER	0		VEU: 0000	QEU	0000	0	0	0	0	0	0	0	0
		1199		VEU: 1199		1199	1023	1023	1023	1023	1023	1023	1023	1023
	EDGE BLENDING-START-LOWER	0		VEB: 0000	QEB	0000	0	0	0	0	0	0	0	0
		1199		VEB: 1199		1199	1199	1199	1199	1199	1199	1199	1199	1199
	EDGE BLENDING-START-LEFT	0		VEL: 0000	QEL	0000	0	0	0	0	0	0	0	0
		1919		VEL: 1919		1919	1023	1023	1023	1023	1023	1023	1023	1023
	EDGE BLENDING-START-RIGHT	0		VER: 0000	QER	0000	0	0	0	0	0	0	0	0
		1919		VER: 1919		1919	1919	1919	1919	1919	1919	1919	1919	1919
	EDGE BLENDING-WIDTH-UPPER	0		VXX: EUWI 0=+00000	QVX: EUWI 0	EUWI 0=+00000	0	0	0	0	0	0	0	0
		1199		VXX: EUWI 0=+01199		EUWI 0=+01199	1023	1023	1023	1023	1023	1023	1023	1023
	EDGE BLENDING-WIDTH-LOWER	0		VXX: EBWI 0=+00000	QVX: EBWI 0	EBWI 0=+00000	0	0	0	0	0	0	0	0
		1199		VXX: EBWI 0=+01199		EBWI 0=+01199	1199	1199	1199	1199	1199	1199	1199	1199
	EDGE BLENDING-WIDTH-LEFT	0		VXX: ELWI 0=+00000	QVX: ELWI 0	ELWI 0=+00000	0	0	0	0	0	0	0	0
		1919		VXX: ELWI 0=+01919		ELWI 0=+01919	1023	1023	1023	1023	1023	1023	1023	1023
	EDGE BLENDING-WIDTH-RIGHT	0		VXX: ERWI 0=+00000	QVX: ERWI 0	ERWI 0=+00000	0	0	0	0	0	0	0	0
		1919		VXX: ERWI 0=+01919		ERWI 0=+01919	1919	1919	1919	1919	1919	1919	1919	1919
ADVANCED	EDGE BLENDING-MARKER-ON/OFF	OFF		VGM: 0	QGM	0	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VGM: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
	EDGE BLENDING-NON-OVERLAPPED BLACK LEVEL	0 (W,R,G,B)		VJI : 000. 000. 000. 000	QJI	000. 000. 000. 000	✓	✓	✓	✓	✓	✓	✓	✓
		255 (W,R,G,B)		VJI : 255. 255. 255. 255		255. 255. 255. 255	✓	✓	✓	✓	✓	✓	✓	✓
	EDGE BLENDING-NON-OVERLAPPED BLACK LEVEL-INTERLOCKED	OFF		VXX: EBI I 1=+00000	QVX: EBI I 1	EBI I 1=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VXX: EBI I 1=+00001		EBI I 1=+00001	✓	✓	✓	✓	✓	✓	✓	✓
	EDGE BLENDING-BLACK BORDER LEVEL	0 (W,R,G,B)		VJ0: 000, 000, 000, 000	QJO	000. 000. 000. 000	✓	✓	✓	✓	✓	✓	✓	✓
		255 (W,R,G,B)		VJ0: 255, 255, 255, 255		255. 255. 255. 255	✓	✓	✓	✓	✓	✓	✓	✓
	EDGE BLENDING-BLACK BORDER LEVEL-INTERLOCKED	OFF		VXX: EBI I 2=+00000	QVX: EBI I 2	EBI I 2=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VXX: EBI I 2=+00001		EBI I 2=+00001	✓	✓	✓	✓	✓	✓	✓	✓
	EDGE BLENDING-BLACK BORDER WIDTH-UPPER	0		VJU: 0000	QJU	0000	0	0	0	0	0	0	0	0
		1199		VJU: 1199		1199	1023	1023	1023	1023	1023	1023	1023	1023
	EDGE BLENDING-BLACK BORDER WIDTH-LOWER	0		VJB: 0000	QJB	0000	0	0	0	0	0	0	0	0
		1199		VJB: 1199		1199	1199	1199	1199	1199	1199	1199	1199	1199
	EDGE BLENDING-BLACK BORDER WIDTH-LEFT	0		VJL: 0000	QJL	0000	0	0	0	0	0	0	0	0
		1919		VJL: 1919		1919	1023	1023	1023	1023	1023	1023	1023	1023
	EDGE BLENDING-BLACK BORDER WIDTH-RIGHT	0		VJR: 0000	QJR	0000	0	0	0	0	0	0	0	0
		1919		VJR: 1919		1919	1919	1919	1919	1919	1919	1919	1919	1919
	EDGE BLENDING-BLACK BORDER WIDTH-UPPER KEYSTONE AREA	-1199		VXX: EBBI 4=-01199	QVX: EBBI 4	EBBI 4=-01199	✓	✓	✓	✓	✓	✓	✓	✓
		+1199		VXX: EBBI 4=+01199		EBBI 4=+01199	✓	✓	✓	✓	✓	✓	✓	✓
	EDGE BLENDING-BLACK BORDER WIDTH-LOWER KEYSTONE AREA	-1199		VXX: EBBI 5=-01199	QVX: EBBI 5	EBBI 5=-01199	✓	✓	✓	✓	✓	✓	✓	✓
		+1199		VXX: EBBI 5=+01199		EBBI 5=+01199	✓	✓	✓	✓	✓	✓	✓	✓
	EDGE BLENDING-BLACK BORDER WIDTH-LEFT KEYSTONE AREA	-1919		VXX: EBBI 6=-01919	QVX: EBBI 6	EBBI 6=-01919	✓	✓	✓	✓	✓	✓	✓	✓
		+1919		VXX: EBBI 6=+01919		EBBI 6=+01919	✓	✓	✓	✓	✓	✓	✓	✓
	EDGE BLENDING-BLACK BORDER WIDTH-RIGHT KEYSTONE AREA	-1919		VXX: EBBI 7=-01919	QVX: EBBI 7	EBBI 7=-01919	✓	✓	✓	✓	✓	✓	✓	✓
		+1919		VXX: EBBI 7=+01919		EBBI 7=+01919	✓	✓	✓	✓	✓	✓	✓	✓
	EDGE BLENDING-OVERLAPPED BLACK LEVEL-UPPER	0 (W,R,G,B)		VXX: EBBS0=000, 000, 000, 000	QVX: EBBS0	EBBS0=000, 000, 000, 000	✓	✓	✓	✓	✓	✓	✓	✓
		255 (W,R,G,B)		VXX: EBBS0=255, 255, 255, 255		EBBS0=255, 255, 255, 255	✓	✓	✓	✓	✓	✓	✓	✓
	EDGE BLENDING-OVERLAPPED BLACK LEVEL-LOWER	0 (W,R,G,B)		VXX: EBBS1=000, 000, 000, 000	QVX: EBBS1	EBBS1=000, 000, 000, 000	✓	✓	✓	✓	✓	✓	✓	✓
		255 (W,R,G,B)		VXX: EBBS1=255, 255, 255, 255		EBBS1=255, 255, 255, 255	✓	✓	✓	✓	✓	✓	✓	✓
	EDGE BLENDING-OVERLAPPED BLACK LEVEL-LEFT	0 (W,R,G,B)		VXX: EBBS2=000, 000, 000, 000	QVX: EBBS2	EBBS2=000, 000, 000, 000	✓	✓	✓	✓	✓	✓	✓	✓
		255 (W,R,G,B)		VXX: EBBS2=255, 255, 255, 255		EBBS2=255, 255, 255, 255	✓	✓	✓	✓	✓	✓	✓	✓
	EDGE BLENDING-OVERLAPPED BLACK LEVEL-RIGHT	0 (W,R,G,B)		VXX: EBBS3=000, 000, 000, 000	QVX: EBBS3	EBBS3=000, 000, 000, 000	✓	✓	✓	✓	✓	✓	✓	✓
		255 (W,R,G,B)		VXX: EBBS3=255, 255, 255, 255		EBBS3=255, 255, 255, 255	✓	✓	✓	✓	✓	✓	✓	✓
	EDGE BLENDING-OVERLAPPED BLACK LEVEL-UPPER INTERLOCKED	OFF		VXX: EBI I 3=+00000	QVX: EBI I 3	EBI I 3=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VXX: EBI I 3=+00001		EBI I 3=+00001	✓	✓	✓	✓	✓	✓	✓	✓
	EDGE BLENDING-OVERLAPPED BLACK LEVEL-LOWER INTERLOCKED	OFF		VXX: EBI I 4=+00000	QVX: EBI I 4	EBI I 4=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VXX: EBI I 4=+00001		EBI I 4=+00001	✓	✓	✓	✓	✓	✓	✓	✓
	EDGE BLENDING-OVERLAPPED BLACK LEVEL-LEFT INTERLOCKED	OFF		VXX: EBI I 5=+00000	QVX: EBI I 5	EBI I 5=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VXX: EBI I 5=+00001		EBI I 5=+00001	✓	✓	✓	✓	✓	✓	✓	✓
	EDGE BLENDING-OVERLAPPED BLACK LEVEL-RIGHT INTERLOCKED	OFF		VXX: EBI I 6=+00000	QVX: EBI I 6	EBI I 6=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VXX: EBI I 6=+00001		EBI I 6=+00001	✓	✓	✓	✓	✓	✓	✓	✓
	FRAME RESPONSE	NORMAL		VXX: FDYI 0=+00000	QVX: FDYI 0	FDYI 0=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		FAST		VXX: FDYI 0=+00001		FDYI 0=+00001	✓	✓	✓	✓	✓	✓	✓	✓
		FIXED		VXX: FDYI 0=+00005		FDYI 0=+00005	✓	✓	✓	✓	✓			
		COMPATIBLE NORMAL		VXX: FDYI 0=+00010		FDYI 0=+00010	✓	✓	✓	✓				
		COMPATIBLE FAST		VXX: FDYI 0=+00011		FDYI 0=+00011	✓	✓	✓	✓				
	FRAME CREATION	OFF		VXX: FRCI 1=+00000	QVX: FRCI 1	FRCI 1=+00000	✓	✓	✓					
		1		VXX: FRCI 1=+00001		FRCI 1=+00001	✓	✓	✓					
		2		VXX: FRCI 1=+00002		FRCI 1=+00002	✓	✓	✓					
		3		VXX: FRCI 1=+00003		FRCI 1=+00003	✓	✓	✓					
	RASTER POSITION-HORIZONTAL	-2048		VRH: 2952	QRH	2952	✓	✓	✓	✓	✓	✓	✓	✓
		+2047		VRH: 7047		7047	✓	✓	✓	✓	✓	✓	✓	✓
	RASTER POSITION-VERTICAL	-2048		VRV: 2952	QRV	2952	✓	✓	✓	✓	✓	✓	✓	✓
		+2047		VRV: 7047		7047	✓	✓	✓	✓	✓	✓	✓	✓
	LANGUAGE	English		OLG: ENG	QLG	ENG	✓	✓	✓	✓	✓	✓	✓	✓
		German		OLG: DEU		DEU	✓	✓	✓	✓	✓	✓	✓	✓
		French		OLG: FRA		FRA	✓	✓	✓	✓	✓	✓	✓	✓
		Spanish		OLG: ESP		ESP	✓	✓	✓	✓	✓	✓	✓	✓

CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	CONTROL COMMANDS	QUERY COMMANDS	CALL BACK	DZ21K2 / SDZ21K2C	DS20K2 / SDZ20K2C	DZ16K2 / SDZ18K2C	DW17K2 / SDW17K2C	DZ21K / SDZ21KC	DS20K / SDZ20KC	DZ16K / SDZ18KC	DW17K / SDW17KC
DISPLAY LANGUAGE		Italian		OLG: I TL		I TL	✓	✓	✓	✓	✓	✓	✓	✓
		Japanese		OLG: JPN		JPN	✓	✓	✓	✓	✓	✓	✓	✓
		Chinese		OLG: CHI		CHI	✓	✓	✓	✓	✓	✓	✓	✓
		Russian		OLG: RUS		RUS	✓	✓	✓	✓	✓	✓	✓	✓
		Korea		OLG: KOR		KOR	✓	✓	✓	✓	✓	✓	✓	✓
		Portuguse		OLG: POR		POR	✓	✓	✓		✓	✓	✓	
3D SETTINGS	3D SYSTEM SETTING	SINGLE		VXX: DSYI 1=+00000	QVX: DSYI 1	DSYI 1=+00000	✓	✓			✓	✓		
		DUAL(LEFT)		VXX: DSYI 1=+00001		DSYI 1=+00001	✓	✓			✓	✓		
		DUAL(RIGHT)		VXX: DSYI 1=+00002		DSYI 1=+00002	✓	✓			✓	✓		
	3D FILTER	AUTO		VXX: DFTI 1=+00000	QVX: DFTI 1	DFTI 1=+00000	✓	✓			✓	✓		
		OFF		VXX: DFTI 1=+00001		DFTI 1=+00001	✓	✓			✓	✓		
		ON		VXX: DFTI 1=+00002		DFTI 1=+00002	✓	✓			✓	✓		
	3D SYNC SETTING	OFF		VXX: DSNI 1=+00000	QVX: DSNI 1	DSNI 1=+00000	✓	✓			✓	✓		
		1		VXX: DSNI 1=+00001		DSNI 1=+00001	✓	✓			✓	✓		
		2		VXX: DSNI 1=+00002		DSNI 1=+00002	✓	✓			✓	✓		
		3		VXX: DSNI 1=+00003		DSNI 1=+00003	✓	✓			✓	✓		
		4		VXX: DSNI 1=+00004		DSNI 1=+00004	✓	✓			✓	✓		
		5		VXX: DSNI 1=+00005		DSNI 1=+00005	✓	✓			✓	✓		
		6		VXX: DSNI 1=+00006		DSNI 1=+00006	✓	✓			✓	✓		
		7		VXX: DSNI 1=+00007		DSNI 1=+00007	✓	✓			✓	✓		
		8		VXX: DSNI 1=+00008		DSNI 1=+00008	✓	✓			✓	✓		
		9		VXX: DSNI 1=+00009		DSNI 1=+00009	✓	✓			✓	✓		
		10		VXX: DSNI 1=+00010		DSNI 1=+00010	✓	✓			✓	✓		
		11		VXX: DSNI 1=+00011		DSNI 1=+00011	✓	✓			✓	✓		
	3D SYNC SETTING-STEREO SYNC OUTPUT DELAY	0	10 step	VXX: DSNI 2=+00000	QVX: DSNI 2	DSNI 2=+00000	✓	✓			✓	✓		
		25000		VXX: DSNI 2=+25000		DSNI 2=+25000	✓	✓			✓	✓		
	3D SIMUL INPUT SETTING-L:RGB1/R:RGB2	OFF			QVX: DSMI 1	DSMI 1=+00000	✓	✓						
		AUTO				DSMI 1=+00002	✓	✓						
	3D SIMUL INPUT SETTING-L:HDMI/R:DVI-D	OFF			QVX: DSMI 2	DSMI 2=+00000	✓	✓						
		AUTO				DSMI 2=+00002	✓	✓						
	3D SIMUL INPUT SETTING-L:SDI1/R:SDI2	OFF			QVX: DSMI 3	DSMI 3=+00000	✓	✓						
		AUTO				DSMI 3=+00002	✓	✓						
	3D INPUT FORMAT	AUTO		VXX: DI FI 1=+00000	QVX: DI FI 1	DI FI 1=+00000	✓	✓			✓	✓		
		NATIVE(2D)		VXX: DI FI 1=+00001		DI FI 1=+00001	✓	✓			✓	✓		
		SIMULTANEOUS		VXX: DI FI 1=+00002		DI FI 1=+00002	✓	✓			✓	✓		
		SIDE BY SIDE		VXX: DI FI 1=+00003		DI FI 1=+00003	✓	✓			✓	✓		
		TOP AND BOTTOM		VXX: DI FI 1=+00004		DI FI 1=+00004	✓	✓			✓	✓		
		LINE BY LINE		VXX: DI FI 1=+00005		DI FI 1=+00005	✓	✓			✓	✓		
		FRAME SEQUENTIAL		VXX: DI FI 1=+00006		DI FI 1=+00006	✓	✓			✓	✓		
	3D LEFT/RIGHT SWAP	NORMAL		VXX: DSWI 1=+00000	QVX: DSWI 1	DSWI 1=+00000	✓	✓			✓	✓		
		SWAPPED		VXX: DSWI 1=+00001		DSWI 1=+00001	✓	✓			✓	✓		
	3D COLOR MATCHING	SHARED 2D/3D		VXX: DCMI 1=+00000	QVX: DCMI 1	DCMI 1=+00000	✓	✓			✓	✓		
		SEPARATE 2D/3D		VXX: DCMI 1=+00001		DCMI 1=+00001	✓	✓			✓	✓		
	3D PICTURE BALANCE	80		VXX: DBAI 1=+00080	QVX: DBAI 1	DBDI 1=+00080	✓	✓			✓	✓		
		120		VXX: DBAI 1=+00120		DBAI 1=+00120	✓	✓			✓	✓		
	3D PICTURE BALANCE-WHITE BALANCE HIGH RED	80		VXX: DBAI 2=+00080	QVX: DBAI 2	DBDI 2=+00080	✓	✓			✓	✓		
		120		VXX: DBAI 2=+00120		DBAI 2=+00120	✓	✓			✓	✓		
	3D PICTURE BALANCE-WHITE BALANCE HIGH GREEN	80		VXX: DBAI 3=+00080	QVX: DBAI 3	DBDI 3=+00080	✓	✓			✓	✓		
		120		VXX: DBAI 3=+00120		DBAI 3=+00120	✓	✓			✓	✓		
	3D PICTURE BALANCE-WHITE BALANCE HIGH BLUE	80		VXX: DBAI 4=+00080	QVX: DBAI 4	DBDI 4=+00080	✓	✓			✓	✓		
		120		VXX: DBAI 4=+00120		DBAI 4=+00120	✓	✓			✓	✓		
	3D PICTURE BALANCE-BRIGHTNESS	-8		VXX: DBAI 5=-00008	QVX: DBAI 5	DBDI 5=-00008	✓	✓			✓	✓		
		+8		VXX: DBAI 5=+00008		DBAI 5=+00008	✓	✓			✓	✓		
	3D PICTURE BALANCE-WHITE BALANCE LOW RED	-8		VXX: DBAI 6=-00008	QVX: DBAI 6	DBDI 6=-00008	✓	✓			✓	✓		
		+8		VXX: DBAI 6=+00008		DBAI 6=+00008	✓	✓			✓	✓		
	3D PICTURE BALANCE-WHITE BALANCE LOW GREEN	-8		VXX: DBAI 7=-00008	QVX: DBAI 7	DBDI 7=-00008	✓	✓			✓	✓		
		+8		VXX: DBAI 7=+00008		DBAI 7=+00008	✓	✓			✓	✓		
	3D PICTURE BALANCE-WHITE BALANCE LOW BLUE	-8		VXX: DBAI 8=-00008	QVX: DBAI 8	DBDI 8=-00008	✓	✓			✓	✓		
		+8		VXX: DBAI 8=+00008		DBAI 8=+00008	✓	✓			✓	✓		
	3D PICTURE BALANCE-COLOR	80		VXX: DBAI 9=+00080	QVX: DBAI 9	DBDI 9=+00080	✓	✓			✓	✓		
		120		VXX: DBAI 9=+00120		DBAI 9=+00120	✓	✓			✓	✓		
	3D PICTURE BALANCE-TINT	-8		VXX: DBAI A=-00008	QVX: DBAI A	DBDI A=-00008	✓	✓			✓	✓		
		+8		VXX: DBAI A=+00008		DBAI A=+00008	✓	✓			✓	✓		
	3D DARK TIME SETTING	0.5		VXX: DDTS1=+0. 5	QVX: DDTS1	DDTS1=+0. 5	✓	✓			✓	✓		
		1.0		VXX: DDTS1=+1. 0		DDTS1=+1. 0	✓	✓			✓	✓		
		1.5		VXX: DDTS1=+1. 5		DDTS1=+1. 5	✓	✓			✓	✓		
		2.0		VXX: DDTS1=+2. 0		DDTS1=+2. 0	✓	✓			✓	✓		
		2.5		VXX: DDTS1=+2. 5		DDTS1=+2. 5	✓	✓			✓	✓		
		2.7		VXX: DDTS1=+2. 7		DDTS1=+2. 7	✓	✓			✓	✓		
	3D FRAME DELAY	0		VXX: DFDI 1=+00000	QVX: DFDI 1	DFDI 1=+00000	✓	✓			✓	✓		
		25000		VXX: DFDI 1=+25000		DFDI 1=+25000	✓	✓			✓	✓		
	3D TEST MODE	NORMAL		VXX: DTSI 1=+00000	QVX: DTSI 1	DTSI 1=+00000	✓	✓			✓	✓		
		SIDE BY SIDE		VXX: DTSI 1=+00001		DTSI 1=+00001	✓	✓			✓	✓		
		LEFT/LEFT		VXX: DTSI 1=+00002		DTSI 1=+00002	✓	✓			✓	✓		
		RIGHT/RIGHT		VXX: DTSI 1=+00003		DTSI 1=+00003	✓	✓			✓	✓		
		LEFT/BLACK		VXX: DTSI 1=+00004		DTSI 1=+00004	✓	✓			✓	✓		
		BLACK/RIGHT		VXX: DTSI 1=+00005		DTSI 1=+00005	✓	✓			✓	✓		
	3D SAFETY PRECAUTIONS MESSAGE	OFF		VXX: DMGI 1=+00000	QVX: DMGI 1	DMGI 1=+00000	✓	✓			✓	✓		
		ON		VXX: DMGI 1=+00001		DMGI 1=+00001	✓	✓			✓	✓		
	COLOR MATCHING	OFF		VXX: CMAI 0=+00000	QVX: CMAI 0	CMAI 0=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		3COLORS		VXX: CMAI 0=+00001		CMAI 0=+00001	✓	✓	✓	✓	✓	✓	✓	✓
		7COLORS		VXX: CMAI 0=+00002		CMAI 0=+00002	✓	✓	✓	✓	✓	✓	✓	✓
		MEASURED		VXX: CMAI 0=+00004		CMAI 0=+00004	✓	✓	✓	✓	✓	✓	✓	✓
	AUTO SIGNAL	OFF		VXX: AASI 0=+00000	QVX: AASI 0	AASI 0=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VXX: AASI 0=+00001		AASI 0=+00001	✓	✓	✓	✓	✓	✓	✓	✓
	AUTO SETUP -MODE	USER		OAM: 0	QAM	0	✓	✓	✓	✓	✓	✓	✓	✓
		DEFAULT		OAM: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
		WIDE		OAM: 2		2	✓	✓	✓	✓	✓	✓	✓	✓
	AUTO SETUP -POSITION ADJ.	OFF		VXX: APAI 0=-00000	QVX: APAI 0	APAI 0=-00000	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VXX: APAI 0=-00001		APAI 0=-00001	✓	✓	✓	✓	✓	✓	✓	✓
	AUTO SETUP -SIGNAL LEVEL ADJ.	OFF		VXX: ASLI 0=-00000	QVX: ASLI 0	ASLI 0=-00000	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VXX: ASLI 0=-00001		ASLI 0=-00001	✓	✓	✓	✓	✓	✓	✓	✓
	RGB IN-RGB1 INPUT SETTING	RGB/YPBPR		VXX: RYCI 1=+00000	QVX: RYCI 1	RYCI 1=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		Y/C		VXX: RYCI 1=+00001		RYCI 1=+00001	✓	✓	✓	✓	✓	✓	✓	✓
		VIDEO		VXX: RYCI 1=+00002		RYCI 1=+00002	✓	✓	✓	✓	✓	✓	✓	✓
	RGB IN-RGB1 SYNC SLICE LEVEL	LOW		VXX: STRI 0=+00000	QVX: STRI 0	STRI 0=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		HIGH		VXX: STRI 0=+00001		STRI 0=+00001	✓	✓	✓	✓	✓	✓	✓	✓
	RGB IN-RGB2 SYNC SLICE LEVEL	LOW		VXX: STRI 1=+00000	QVX: STRI 1	STRI 1=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		HIGH		VXX: STRI 1=+00001		STRI 1=+00001	✓	✓	✓	✓	✓	✓	✓	✓
	RGB IN-RGB2 EDID MODE	DEFAULT		VXX: EDMI 1=+00000	QVX: EDMI 1	EDMI 1=+00000	✓	✓	✓	✓				
		SCREEB FIT		VXX: EDMI 1=+00001		EDMI 1=+00001	✓	✓	✓	✓				
		USER		VXX: EDMI 1=+00010		EDMI 1=+00010	✓	✓	✓	✓				
	DVI-D IN-EDID	EDID1		OED: 0	QED	0	✓	✓	✓	✓	✓	✓	✓	✓
		EDID2(PC)		OED: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
		EDID3		OED: 2		2	✓	✓	✓	✓	✓	✓	✓	✓
	DVI-D IN-SIGNAL LEVEL	0-255 PC		VXX: DVI I 0=+00000	QVX: DVI I 0	DVI I 0=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		15-235		VXX: DVI I 0=+00001		DVI I 0=+00001	✓	✓	✓	✓	✓	✓	✓	✓

				CONTROL	QUERY		DZ21K2 SERIES				DZ21K SERIES			
CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS	COMMANDS	CALL BACK	DZ21K2 SDZ21K2C	DS20K2 SDZ20K2C	DZ16K2 SDZ18K2C	DW17K2 SDW17K2C	DZ21K SDZ21KC	DS20K SDZ20KC	DZ16K SDZ18KC	DW17K SDW17KC
DISPLAY OPTION	HDMI IN-SIGNAL LEVEL	AUTO		VXX: DVII0=+00002		DVII0=+00002	✓	✓	✓	✓	✓	✓	✓	✓
		0-1023		VXX: HSLI0=+00000	QVX: HSLI0	HSLI0=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		64-940		VXX: HSLI0=+00001		HSLI0=+00001	✓	✓	✓	✓	✓	✓	✓	✓
		AUTO		VXX: HSLI0=+00002		HSLI0=+00002	✓	✓	✓	✓	✓	✓	✓	✓
	HDMI IN-EDID MODE	DEFAULT		VXX: EDMI3=+00000	QVX: EDMI3	EDMI3=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		SCREEN FIT		VXX: EDMI3=+00001		EDMI3=+00001	✓	✓	✓	✓	✓	✓	✓	✓
		USER		VXX: EDMI3=+00010		EDMI3=+00010	✓	✓	✓	✓	✓	✓	✓	✓
	SDI IN-SIGNAL LEVEL	64-940		OED: SDI-LEVEL0	QED: SDI-LEVEL	0	✓ Q only	✓ Q only	✓ Q only		✓	✓	✓	
		4-1019		OED: SDI-LEVEL1		1	✓ Q only	✓ Q only	✓ Q only		✓	✓	✓	
	SDI IN-SIGNAL LEVEL (SDI1)	64-940		VXX: SSLI1=+00000	QVX: SSLI1	SSLI1=+00000	✓	✓	✓		✓	✓	✓	
		4-1019		VXX: SSLI1=+00001		SSLI1=+00001	✓	✓	✓		✓	✓	✓	
	SDI IN-SIGNAL LEVEL (SDI2)	64-940		VXX: SSLI2=+00000	QVX: SSLI2	SSLI2=+00000	✓	✓			✓	✓		
		4-1019		VXX: SSLI2=+00001		SSLI2=+00001	✓	✓			✓	✓		
	SDI IN-SIGNAL LEVEL (DUAL LINK)	64-940		VXX: SSLI3=+00000	QVX: SSLI3	SSLI3=+00000	✓	✓			✓	✓		
		4-1019		VXX: SSLI3=+00001		SSLI3=+00001	✓	✓			✓	✓		
	SDI IN-BIT DEPTH (SDI1)	AUTO		VXX: SBTI1=+00000	QVX: SBTI1	SBTI1=+00000	✓	✓	✓		✓	✓	✓	
		12-bit		VXX: SBTI1=+00001		SBTI1=+00001	✓	✓	✓		✓	✓	✓	
		10-bit		VXX: SBTI1=+00002		SBTI1=+00002	✓	✓	✓		✓	✓	✓	
	SDI IN-BIT DEPTH (SDI2)	AUTO		VXX: SBTI2=+00000	QVX: SBTI2	SBTI2=+00000	✓	✓						
		12-bit		VXX: SBTI2=+00001		SBTI2=+00001	✓	✓						
		10-bit		VXX: SBTI2=+00002		SBTI2=+00002	✓	✓						
	SDI IN-BIT DEPTH (DUAL LINK)	AUTO		VXX: SBTI3=+00000	QVX: SBTI3	SBTI3=+00000	✓	✓			✓	✓		
		12-bit		VXX: SBTI3=+00001		SBTI3=+00001	✓	✓			✓	✓		
		10-bit		VXX: SBTI3=+00002		SBTI3=+00002	✓	✓			✓	✓		
	SDI IN-3G SDI MAPPING (SDI1)	AUTO		VXX: SGMI1=+00000	QVX: SGMI1	SGMI1=+00000	✓	✓	✓		✓	✓	✓	
		LEVEL A		VXX: SGMI1=+00001		SGMI1=+00001	✓	✓	✓		✓	✓	✓	
		LEBEL B		VXX: SGMI1=+00002		SGMI1=+00002	✓	✓	✓		✓	✓	✓	
	SDI IN-3G SDI MAPPING (SDI2)	AUTO		VXX: SGMI2=+00000	QVX: SGMI2	SGMI2=+00000	✓	✓						
		LEVEL A		VXX: SGMI2=+00001		SGMI2=+00001	✓	✓						
		LEBEL B		VXX: SGMI2=+00002		SGMI2=+00002	✓	✓						
	SDI IN-SDI LINK	SINGLE LINK		VXX: SLKI1=+00000	QVX: SLKI1	SLKI1=+00000	✓	✓			✓	✓		
		DUAL LINK		VXX: SLKI1=+00001		SLKI1=+00001	✓	✓			✓	✓		
		AUTO		VXX: SLKI1=+00002			✓	✓						
	INPUT GUIDE	OFF		OID: 0	QDI	0	✓	✓	✓	✓	✓	✓	✓	✓
		ON (SIMPLE)		OID: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
	OSD POSITION	UPPER LEFT		ODP: 1	QDP	1	✓	✓	✓	✓	✓	✓	✓	✓
		CETRE LEFT		ODP: 2		2	✓	✓	✓	✓	✓	✓	✓	✓
		LOWER LEFT		ODP: 3		3	✓	✓	✓	✓	✓	✓	✓	✓
		TOP CENTER		ODP: 4		4	✓	✓	✓	✓	✓	✓	✓	✓
		CENTER		ODP: 5		5	✓	✓	✓	✓	✓	✓	✓	✓
		LOEER CENTER		ODP: 6		6	✓	✓	✓	✓	✓	✓	✓	✓
		UPPER RIGHT		ODP: 7		7	✓	✓	✓	✓	✓	✓	✓	✓
		CENTER RIGHT		ODP: 8		8	✓	✓	✓	✓	✓	✓	✓	✓
		LOWER RIGHT		ODP: 9		9	✓	✓	✓	✓	✓	✓	✓	✓
	OSD MEMORY	OFF		VXX: OMYI0=+00000	QVX: OMYI0	OMYI0=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VXX: OMYI0=+00001		OMYI0=+00001	✓	✓	✓	✓	✓	✓	✓	✓
	ON SCREEN	OFF		OOS: 0	QOS	0	✓	✓	✓	✓	✓	✓	✓	✓
		ON		OOS: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
	WARNING MESSAGE	OFF		VXX: WMDI0=+00000	QVX: WMDI0	WMDI0=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VXX: WMDI0=+00001		WMDI0=+00001	✓	✓	✓	✓	✓	✓	✓	✓
	OSD DESIGN	1(YELLOW)		MOD: 0	OD	0	✓	✓	✓	✓	✓	✓	✓	✓
		2(BLUE)		MOD: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
		3(WHITE)		MOD: 2		2	✓	✓	✓	✓	✓	✓	✓	✓
		4(GREEN)		MOD: 3		3	✓	✓	✓	✓	✓	✓	✓	✓
		5(PEACH)		MOD: 4		4	✓	✓	✓	✓	✓	✓	✓	✓
		6(BROWN)		MOD: 5		5	✓	✓	✓	✓	✓	✓	✓	✓
	SCREEN SETTING	16:10		VSF: 0	QSF	0	✓				✓			
		16:9		VSF: 1		1	✓	✓	✓		✓	✓	✓	
		4:3		VSF: 2		2	✓	✓	✓		✓	✓	✓	
	SCREEN POSITION-VERTICAL	-60		VXX: VSPI0=-00060	QVX: VSPI0	VSPI0=-00060	-60	-132			-60	-132		
		60		VXX: VSPI0=+00060		VSPI0=+00060	60	131			60	131		
	SCREEN POSITION-HOROZONTAL	-160		VXX: HSPI0=-00160	QVX: HSPI0	HSPI0=-00160	-160		-240		-160		-240	
		+160		VXX: HSPI0=+00160		HSPI0=+00160	160		239		160		239	
	STARTUP LOGO	OFF		MLO: 0	QLO	0	✓	✓	✓	✓	✓	✓	✓	✓
		USER LOGO		MLO: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
		DEFAULT LOGO		MLO: 2		2	✓	✓	✓	✓	✓	✓	✓	✓
	UNIFORMITY-PC CORRECTION *	OFF		VXX: UFMI1=+00000	QVX: UFMI1	UFMI1=+00000	✓	✓			✓	✓		
		ON		VXX: UFMI1=+00001		UFMI1=+00001	✓	✓			✓	✓		
	SHUTTER SETTING-FADE IN	0.0s(OFF)		VXX: SEFS1=0.0	QVX: SEFS1	SEFS1=0.0	✓	✓	✓	✓	✓	✓	✓	✓
		0.5s		VXX: SEFS1=0.5		SEFS1=0.5	✓	✓	✓	✓	✓	✓	✓	✓
		3.5s		VXX: SEFS1=3.5		SEFS1=3.5	✓	✓	✓	✓	✓	✓	✓	✓
		4.0s		VXX: SEFS1=4.0		SEFS1=4.0	✓	✓	✓	✓	✓	✓	✓	✓
		5.0s		VXX: SEFS1=5.0		SEFS1=5.0	✓	✓	✓	✓	✓	✓	✓	✓
		7.0s		VXX: SEFS1=7.0		SEFS1=7.0	✓	✓	✓	✓	✓	✓	✓	✓
		10.0s		VXX: SEFS1=10.0		SEFS1=10.0	✓	✓	✓	✓	✓	✓	✓	✓
	SHUTTER SETTING-FADE OUT	0.0s(OFF)		VXX: SEFS2=0.0	QVX: SEFS2	SEFS2=0.0	✓	✓	✓	✓	✓	✓	✓	✓
		0.5s		VXX: SEFS2=0.5		SEFS2=0.5	✓	✓	✓	✓	✓	✓	✓	✓
		3.5s		VXX: SEFS2=3.5		SEFS2=3.5	✓	✓	✓	✓	✓	✓	✓	✓
		4.0s		VXX: SEFS2=4.0		SEFS2=4.0	✓	✓	✓	✓	✓	✓	✓	✓
		5.0s		VXX: SEFS2=5.0		SEFS2=5.0	✓	✓	✓	✓	✓	✓	✓	✓
		7.0s		VXX: SEFS2=7.0		SEFS2=7.0	✓	✓	✓	✓	✓	✓	✓	✓
		10.0s		VXX: SEFS2=10.0		SEFS2=10.0	✓	✓	✓	✓	✓	✓	✓	✓
	SHUTTER SETTING-STARTUP	OPEN		VXX: SEFI3=+00000	QVX: SEFI3	SEFI3=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		CLOSE		VXX: SEFI3=+00001		SEFI3=+00001	✓	✓	✓	✓	✓	✓	✓	✓
	SHUTTER SETTING-SHUT OFF	OPEN		VXX: SEFI4=+00000	QVX: SEFI4	SEFI4=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		CLOSE		VXX: SEFI4=+00001		SEFI4=+00001	✓	✓	✓	✓	✓	✓	✓	✓
		KEEP CURRENT STATE		VXX: SEFI4=+00002		SEFI4=+00002	✓	✓	✓	✓	✓	✓	✓	✓
	BACK COLOR	BLUE		OBC: 0	QBC	0	✓	✓	✓	✓	✓	✓	✓	✓
		BLACK		OBC: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
		USER LOGO		OBC: 2		2	✓	✓	✓	✓	✓	✓	✓	✓
		DEFAULT LOGO		OBC: 3		3	✓	✓	✓	✓	✓	✓	✓	✓
	WAVEFORM MONITOR	OFF		OWM: 0	QWM	0	✓	✓	✓	✓	✓	✓	✓	✓
		LUMINANCE		OWM: 5		5	✓	✓	✓	✓	✓	✓	✓	✓
		RED		OWM: 6		6	✓	✓	✓	✓	✓	✓	✓	✓
		GREEN		OWM: 7		7	✓	✓	✓	✓	✓	✓	✓	✓
		BLUE		OWM: 8		8	✓	✓	✓	✓	✓	✓	✓	✓
	WAVEFORM MONITOR-LINE ADJ.	0		VXX: WMLI0=+00000	QVX: WMLI0	WMLI0=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		+1199		VXX: WMLI0=+01199		WMLI0=+01199	✓	✓	✓	✓	✓	✓	✓	✓
	CUT OFF-RED	OFF		VXX: CUTI1=+00000	QVX: CUTI1	CUTI1=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VXX: CUTI1=+00001		CUTI1=+00001	✓	✓	✓	✓	✓	✓	✓	✓
	CUT OFF-GREEN	OFF		VXX: CUTI2=+00000	QVX: CUTI2	CUTI2=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VXX: CUTI2=+00001		CUTI2=+00001	✓	✓	✓	✓	✓	✓	✓	✓
	CUT OFF-BLUE	OFF		VXX: CUTI3=+00000	QVX: CUTI3	CUTI3=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VXX: CUTI3=+00001		CUTI3=+00001	✓	✓	✓	✓	✓	✓	✓	✓
	PROJECTOR ID	0(ALL)		RIS: 00			✓	✓	✓	✓	✓	✓	✓	✓
		64		RIS: 64			✓	✓	✓	✓	✓	✓	✓	✓
	ID ALL	OFF		RVS: 0	QVY	0	✓	✓	✓	✓	✓	✓	✓	✓

CONTROL COMMANDS

CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	CONTROL COMMANDS	QUERY COMMANDS	CALL BACK	DZ21K2 SDZ21K2C	DS20K2 SDZ20K2C	DZ16K2 SDZ18K2C	DW17K2 SDW17K2C	DZ21K SDZ21KC	DS20K SDZ20KC	DZ16K SDZ18KC	DW17K SDW17KC
		ON		RVS: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
	PROJECTION METHOD INSTALLATION	FRONT/DESK		OI L: 0	QSP	0	✓	✓	✓	✓	✓	✓	✓	✓
		REAR/DESK		OI L: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
		FRONT/CEILING		OI L: 2		2	✓	✓	✓	✓	✓	✓	✓	✓
		REAR/CEILING		OI L: 3		3	✓	✓	✓	✓	✓	✓	✓	✓
	LAMP SELECT	QUAD		LPM: 00			✓	✓	✓	✓	✓	✓	✓	✓
		LAMP1/4		LPM: 01			✓	✓	✓	✓	✓	✓	✓	✓
		LAMP2/3		LPM: 02			✓	✓	✓	✓	✓	✓	✓	✓
		LAMPDUAL		LPM: 03			✓	✓	✓	✓	✓	✓	✓	✓
		LAMP1/2/3		LPM: 04			✓	✓	✓	✓	✓	✓	✓	✓
		LAMP1/2/4		LPM: 05			✓	✓	✓	✓	✓	✓	✓	✓
		LAMP1/3/4		LPM: 06			✓	✓	✓	✓	✓	✓	✓	✓
		LAMP/2/3/4		LPM: 07			✓	✓	✓	✓	✓	✓	✓	✓
		TRIPLE		LPM: 08			✓	✓	✓	✓	✓	✓	✓	✓
		LAMP1		LPM: 09			✓	✓	✓	✓	✓	✓	✓	✓
		LAMP2		LPM: 10			✓	✓	✓	✓	✓	✓	✓	✓
		LAMP3		LPM: 11			✓	✓	✓	✓	✓	✓	✓	✓
		LAMP4		LPM: 12			✓	✓	✓	✓	✓	✓	✓	✓
		SINGLE		LPM: 13			✓	✓	✓	✓	✓	✓	✓	✓
	LAMP RELAY	OFF		VXX: LRYI 0=+00000	QVX: LRYI 0	LRYI 0=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		00:01		VXX: LRYI 0=+00001		LRYI 0=+00001	✓	✓	✓	✓	✓	✓	✓	✓
		23:59		VXX: LRYI 0=+02359		LRYI 0=+02359	✓	✓	✓	✓	✓	✓	✓	✓
		00:00		VXX: LRYI 0=+02400		LRYI 0=+02400	✓	✓	✓	✓	✓	✓	✓	✓
	LAMP RELAY WEEK	OFF		VXX: LRYI 2=+00000	QVX: LRYI 2	LRYI 2=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		EVERY DAY		VXX: LRYI 2=+00001		LRYI 2=+00001	✓	✓	✓	✓	✓	✓	✓	✓
		MON		VXX: LRYI 2=+00002		LRYI 2=+00002	✓	✓	✓	✓	✓	✓	✓	✓
		TUE		VXX: LRYI 2=+00003		LRYI 2=+00003	✓	✓	✓	✓	✓	✓	✓	✓
		WED		VXX: LRYI 2=+00004		LRYI 2=+00004	✓	✓	✓	✓	✓	✓	✓	✓
		THU		VXX: LRYI 2=+00005		LRYI 2=+00005	✓	✓	✓	✓	✓	✓	✓	✓
		FRI		VXX: LRYI 2=+00006		LRYI 2=+00006	✓	✓	✓	✓	✓	✓	✓	✓
		SAT		VXX: LRYI 2=+00007		LRYI 2=+00007	✓	✓	✓	✓	✓	✓	✓	✓
		SUN		VXX: LRYI 2=+00008		LRYI 2=+00008	✓	✓	✓	✓	✓	✓	✓	✓
	COOLING CONDITION	FLOOR		ODR: 0	QDR	0					✓	✓	✓	✓
		CEILING		ODR: 1		1					✓	✓	✓	✓
		VERTICAL UP		ODR: 2		2					✓	✓	✓	✓
		VERTICAL DOWN		ODR: 3		3					✓	✓	✓	✓
		AUTO		ODR: 9		9					✓	✓	✓	✓
	AUTO COOLING CONDITION-STATUS	FLOOR			QVX: ADRI 1	ADRI 1=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		CEILING				ADRI 1=+00001	✓	✓	✓	✓	✓	✓	✓	✓
		VERTICAL UP				ADRI 1=+00002	✓	✓	✓	✓	✓	✓	✓	✓
		VERTICAL DOWN				ADRI 1=+00003	✓	✓	✓	✓	✓	✓	✓	✓
		PORTRAIT				ADRI 1=+00004	✓	✓	✓	✓	✓	✓	✓	✓
	HIGH ALTITUDE MODE	Under 2700m(OFF)		OFM: 0		0					✓	✓	✓	✓
		Over 2700m(ON)		OFM: 1		1					✓	✓	✓	✓
	BRIGHTNESS CONTROL-SETUP-CALIBRATION TIME	OFF		VXX: BTMI 1=+00000	QVX: BTMI 1	BTMI 1=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		00:01		VXX: BTMI 1=+00001		BTMI 1=+00001	✓	✓	✓	✓	✓	✓	✓	✓
		23:59		VXX: BTMI 1=+02359		BTMI 1=+02359	✓	✓	✓	✓	✓	✓	✓	✓
		00:00		VXX: BTMI 1=+02400		BTMI 1=+02400	✓	✓	✓	✓	✓	✓	✓	✓
	BRIGHTNESS CONTROL-SETUP-CALIBRATION MESSAGE	OFF		VXX: BMGI 1=+00000	QVX: BMGI 1	BMGI 1=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VXX: BMGI 1=+00001		BMGI 1=+00001	✓	✓	✓	✓	✓	✓	✓	✓
	BRIGHTNESS CONTROL-GAIN	20%		VXX: TGAI 0=+00020	QVX: TGAI 0	TGAI 0=+00020	✓	✓	✓	✓	✓	✓	✓	✓
		100%		VXX: TGAI 0=+00100		TGAI 0=+00100	✓	✓	✓	✓	✓	✓	✓	✓
	BRIGHTNESS CONTROL-SETUP-CONSTANT MDOE	OFF		VXX: BCMI 0=+00000	QVX: BCMI 0	BCMI 0=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		AUTO		VXX: BCMI 0=+00001		BCMI 0=+00001	✓	✓	✓	✓	✓	✓	✓	✓
		PC		VXX: BCMI 0=+00002		BCMI 0=+00002	✓	✓	✓	✓	✓	✓	✓	✓
	BRIGHTNESS CONTROL-SETUP-LINK	OFF		VXX: BCLI 0=+00000	QVX: BCLI 0	BCLI 0=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		GROUP A		VXX: BCLI 0=+00001		BCLI 0=+00001	✓	✓	✓	✓	✓	✓	✓	✓
		GROUP B		VXX: BCLI 0=+00002		BCLI 0=+00002	✓	✓	✓	✓	✓	✓	✓	✓
		GROUP C		VXX: BCLI 0=+00003		BCLI 0=+00003	✓	✓	✓	✓	✓	✓	✓	✓
		GROUP D		VXX: BCLI 0=+00004		BCLI 0=+00004	✓	✓	✓	✓	✓	✓	✓	✓
	BRIGHTNESS CONTROL-CHROMA CORRECTION	OFF		VXX: CHCI 1=+00000	QVX: CHCI 1	CHCI 1=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VXX: CHCI 1=+00001		CHCI 1=+00001	✓	✓	✓	✓	✓	✓	✓	✓
	BRIGHTNESS CONTROL-SETUP APPLY	APPLY		VXX: BCSI 0=+00001			✓	✓	✓	✓	✓	✓	✓	✓
	STANDBY MODE	NORMAL		VXX: STMI 0=+00000	QVX: STMI 0	STMI 0=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		ECO		VXX: STMI 0=+00003		STMI 0=+00003	✓	✓	✓	✓	✓	✓	✓	✓
	SCHEDULE	OFF		VXX: SCHI 0=+00000	QVX: SCHI 0	SCHI 0=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VXX: SCHI 0=+00001		SCHI 0=+00001	✓	✓	✓	✓	✓	✓	✓	✓
	SCHEDLE-PROGRAM ASSIGN	OFF		VXX: SPGI *=+00000	QVX: SPGI *	SPGI *=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		PROGRAM1		VXX: SPGI *=+00001		SPGI *=+00001	✓	✓	✓	✓	✓	✓	✓	✓
		PROGRAM2		VXX: SPGI *=+00002		SPGI *=+00002	✓	✓	✓	✓	✓	✓	✓	✓
		PROGRAM3		VXX: SPGI *=+00003		SPGI *=+00003	✓	✓	✓	✓	✓	✓	✓	✓
		PROGRAM4		VXX: SPGI *=+00004		SPGI *=+00004	✓	✓	✓	✓	✓	✓	✓	✓
		PROGRAM5		VXX: SPGI *=+00005		SPGI *=+00005	✓	✓	✓	✓	✓	✓	✓	✓
		PROGRAM6		VXX: SPGI *=+00006		SPGI *=+00006	✓	✓	✓	✓	✓	✓	✓	✓
		PROGRAM7		VXX: SPGI *=+00007		SPGI *=+00007	✓	✓	✓	✓	✓	✓	✓	✓
			SUN	VXX: SPGI 0=+0000*	QVX: SPGI 0	SPGI 0=+0000*	✓	✓	✓	✓	✓	✓	✓	✓
			MON	VXX: SPGI 1=+0000*	QVX: SPGI 1	SPGI 1=+0000*	✓	✓	✓	✓	✓	✓	✓	✓
			TUE	VXX: SPGI 2=+0000*	QVX: SPGI 2	SPGI 2=+0000*	✓	✓	✓	✓	✓	✓	✓	✓
		* PARAMETER	WED	VXX: SPGI 3=+0000*	QVX: SPGI 3	SPGI 3=+0000*	✓	✓	✓	✓	✓	✓	✓	✓
			THU	VXX: SPGI 4=+0000*	QVX: SPGI 4	SPGI 4=+0000*	✓	✓	✓	✓	✓	✓	✓	✓
			FRI	VXX: SPGI 5=+0000*	QVX: SPGI 5	SPGI 5=+0000*	✓	✓	✓	✓	✓	✓	✓	✓
			SAT	VXX: SPGI 6=+0000*	QVX: SPGI 6	SPGI 6=+0000*	✓	✓	✓	✓	✓	✓	✓	✓
	SCHEDLE-COMMAND SETTING	COMMAND Del		VXX: SCCS*=**00****	QVX: SCCS*=**	SCCS*=**00****	✓	✓	✓	✓	✓	✓	✓	✓
		STANDBY		VXX: SCCS*=**10****		SCCS*=**10****	✓	✓	✓	✓	✓	✓	✓	✓
		POWER ON		VXX: SCCS*=**11****		SCCS*=**11****	✓	✓	✓	✓	✓	✓	✓	✓
		SHUTTER OPEN		VXX: SCCS*=**20****		SCCS*=**20****	✓	✓	✓	✓	✓	✓	✓	✓
		SHUTTER CLOSE		VXX: SCCS*=**21****		SCCS*=**21****	✓	✓	✓	✓	✓	✓	✓	✓
		RGB1 INPUT		VXX: SCCS*=**31****		SCCS*=**31****	✓	✓	✓	✓	✓	✓	✓	✓
		RGB2 INPUT		VXX: SCCS*=**32****		SCCS*=**32****	✓	✓	✓	✓	✓	✓	✓	✓
		VIDEO INPUT		VXX: SCCS*=**41****		SCCS*=**41****	✓	✓	✓	✓	✓	✓	✓	✓
		DVI-D INPUT		VXX: SCCS*=**51****		SCCS*=**51****	✓	✓	✓	✓	✓	✓	✓	✓
		SDI1 INPUT		VXX: SCCS*=**52****		SCCS*=**52****	✓	✓	✓	✓	✓	✓	✓	✓
		HDMI INPUT		VXX: SCCS*=**53****		SCCS*=**53****	✓	✓	✓	✓	✓	✓	✓	✓
		SDI2 INPUT		VXX: SCCS*=**56****		SCCS*=**56****	✓	✓	✓	✓	✓	✓	✓	✓
		SINGLE LAMP		VXX: SCCS*=**81****		SCCS*=**81****	✓	✓	✓	✓	✓	✓	✓	✓
		DUAL LAMP		VXX: SCCS*=**82****		SCCS*=**82****	✓	✓	✓	✓	✓	✓	✓	✓
		TRIPLE LAMP		VXX: SCCS*=**83****		SCCS*=**83****	✓	✓	✓	✓	✓	✓	✓	✓
		QUAD LAMP		VXX: SCCS*=**84****		SCCS*=**84****	✓	✓	✓	✓	✓	✓	✓	✓
		P IN P OFF		VXX: SCCS*=**90****		SCCS*=**90****	✓	✓	✓	✓	✓	✓	✓	✓
		P IN P USER1		VXX: SCCS*=**91****		SCCS*=**91****	✓	✓	✓	✓	✓	✓	✓	✓
		P IN P USER2		VXX: SCCS*=**92****		SCCS*=**92****	✓	✓	✓	✓	✓	✓	✓	✓
		P IN P USER3		VXX: SCCS*=**93****		SCCS*=**93****	✓	✓	✓	✓	✓	✓	✓	✓
			PROGRAM1	VXX: SCCS1=********	QVX: SCCS1=**	SCCS1=********	✓	✓	✓	✓	✓	✓	✓	✓
			PROGRAM2	VXX: SCCS2=********	QVX: SCCS2=**	SCCS2=********	✓	✓	✓	✓	✓	✓	✓	✓
			PROGRAM3	VXX: SCCS3=********	QVX: SCCS3=**	SCCS3=********	✓	✓	✓	✓	✓	✓	✓	✓
		* PARAMETER1	PROGRAM4	VXX: SCCS4=********	QVX: SCCS4=**	SCCS4=********	✓	✓	✓	✓	✓	✓	✓	✓
			PROGRAM5	VXX: SCCS5=********	QVX: SCCS5=**	SCCS5=********	✓	✓	✓	✓	✓	✓	✓	✓

CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	CONTROL COMMANDS	QUERY COMMANDS	QUERY CALL BACK	DZ21K2 DZ21K2C	DS20K2 SDZ20K2C	DZ16K2 SDZ18K2C	DW17K2 SDW17K2C	DZ21K SDZ21KC	DS20K SDZ20KC	DZ16K SDZ18KC	DW17K SDW17KC
PROJECTOR SETUP			PROGRAM6	VXX: SCCS6=********	QVX: SCCS6=**	SCCS6=********	✓	✓	✓	✓	✓	✓	✓	✓
			PROGRAM7	VXX: SCCS7=********	QVX: SCCS7=**	SCCS7=********	✓	✓	✓	✓	✓	✓	✓	✓
		* PARAMETER2	COMMAND 1	VXX: SCCS*=01******	QVX: SCCS*=01	SCCS*=01******	✓	✓	✓	✓	✓	✓	✓	✓
			COMMAND 16	VXX: SCCS*=16******	QVX: SCCS*=16	SCCS*=16******	✓	✓	✓	✓	✓	✓	✓	✓
		* PARAMETER3	00:00	VXX: SCCS*=****0000		SCCS*=****0000	✓	✓	✓	✓	✓	✓	✓	✓
			23:59	VXX: SCCS*=****2359		SCCS*=****2359	✓	✓	✓	✓	✓	✓	✓	✓
	STARTUP INPUT SELECT	RGB1		VXX: SISS1=RG1	QVX: SISS1	SISS1=RG1	✓	✓	✓	✓	✓	✓	✓	✓
		RGB2		VXX: SISS1=RG2		SISS1=RG2	✓	✓	✓	✓	✓	✓	✓	✓
		VIDEO		VXX: SISS1=VID		SISS1=VID					✓	✓	✓	✓
		DVI-D		VXX: SISS1=DVI		SISS1=DVI	✓	✓	✓	✓	✓	✓	✓	✓
		HDMI		VXX: SISS1=HD1		SISS1=HD1	✓	✓	✓	✓	✓	✓	✓	✓
		DIGITAL LINK		VXX: SISS1=DL1		SISS1=DL1	✓	✓	✓	✓				
		SDI1		VXX: SISS1=SD1		SISS1=SD1	✓	✓	✓		✓	✓	✓	
		SDI2		VXX: SISS1=SD2		SISS1=SD2	✓	✓			✓	✓		
		LAST USED		VXX: SISS1=LSU		SISS1=LSU	✓	✓	✓	✓	✓	✓	✓	✓
	NO SIGNAL SHUT-OFF	DISABLE		OAF: 00	QAF	00	✓	✓	✓	✓	✓	✓	✓	✓
		10min		OAF: 10		10	✓	✓	✓	✓	✓	✓	✓	✓
		20min		OAF: 20		20	✓	✓	✓	✓	✓	✓	✓	✓
		30min		OAF: 30		30	✓	✓	✓	✓	✓	✓	✓	✓
		40min		OAF: 40		40	✓	✓	✓	✓	✓	✓	✓	✓
		50min		OAF: 50		50	✓	✓	✓	✓	✓	✓	✓	✓
		60min		OAF: 60		60	✓	✓	✓	✓	✓	✓	✓	✓
		70min		OAF: 70		70	✓	✓	✓	✓	✓	✓	✓	✓
		80min		OAF: 80		80	✓	✓	✓	✓	✓	✓	✓	✓
		90min		ODR: 90		90	✓	✓	✓	✓	✓	✓	✓	✓
	DATE AND TIME-DATE SETTING	Year: yyyy		TSD: 201506151	QGD	201506161	✓	✓	✓	✓	✓	✓	✓	✓
		Month: mm		TSD: yyyymmddw		yyyymmddw	✓	✓	✓	✓	✓	✓	✓	✓
		Date: dd					✓	✓	✓	✓	✓	✓	✓	✓
		Day:w(1~7:Mon~Sun)					✓	✓	✓	✓	✓	✓	✓	✓
	DATE AND TIME-TIME SETTING	Hour: hh		TST: 154503	QGT	154503	✓	✓	✓	✓	✓	✓	✓	✓
		Minute: mm		TST: hhmmss		hhmmss	✓	✓	✓	✓	✓	✓	✓	✓
		Second: ss					✓	✓	✓	✓	✓	✓	✓	✓
	DATE AND TIME-NTP SYNCHRONIZATION	OFF		VXX: NTPI0=+00000	QVX: NTPI0	NTPI0=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VXX: NTPI0=+00001		NTPI0=+00001	✓	✓	✓	✓	✓	✓	✓	✓
	LENS CALIBRATION	EXECUTE		VXX: LNSI0=+00001			✓	✓	✓	✓	✓	✓	✓	✓
	LENS MEMORY1 SETTING	LENSMEMORY1		VXX: NCGS5=LENSMEMORY1			✓	✓	✓	✓	✓	✓	✓	✓
	LENS MEMORY2 SETTING	LENSMEMORY2		VXX: NCGS6=LENSMEMORY2			✓	✓	✓	✓	✓	✓	✓	✓
	LENS MEMORY3 SETTING	LENSMEMORY3		VXX: NCGS7=LENSMEMORY3			✓	✓	✓	✓	✓	✓	✓	✓
	LENS MEMORY4 SETTING	LENSMEMORY4		VXX: NCGS9=LENSMEMORY4			✓	✓	✓	✓				
	LENS MEMORY5 SETTING	LENSMEMORY5		VXX: NCGSA=LENSMEMORY5			✓	✓	✓	✓				
	LENS MEMORY6 SETTING	LENSMEMORY6		VXX: NCGSB=LENSMEMORY6			✓	✓	✓	✓				
	LENS MEMORY7 SETTING	LENSMEMORY7		VXX: NCGSC=LENSMEMORY7			✓	✓	✓	✓				
	LENS MEMORY8 SETTING	LENSMEMORY8		VXX: NCGSD=LENSMEMORY8			✓	✓	✓	✓				
	LENS MEMORY9 SETTING	LENSMEMORY9		VXX: NCGSE=LENSMEMORY9			✓	✓	✓	✓				
	LENS MEMORY10 SETTING	LENSMEMORY10		VXX: NCGSF=LENSMEMORY10			✓	✓	✓	✓				
	LENS MOMORY-LOAD	LENS MEMORY1		VXX: LNMI1=+00000			✓	✓	✓	✓	✓	✓	✓	✓
		LENS MEMORY2		VXX: LNMI1=+00001			✓	✓	✓	✓	✓	✓	✓	✓
		LENS MEMORY3		VXX: LNMI1=+00002			✓	✓	✓	✓	✓	✓	✓	✓
		LENS MEMORY4		VXX: LNMI1=+00003			✓	✓	✓	✓				
		LENS MEMORY5		VXX: LNMI1=+00004			✓	✓	✓	✓				
		LENS MEMORY6		VXX: LNMI1=+00005			✓	✓	✓	✓				
		LENS MEMORY7		VXX: LNMI1=+00006			✓	✓	✓	✓				
		LENS MEMORY8		VXX: LNMI1=+00007			✓	✓	✓	✓				
		LENS MEMORY9		VXX: LNMI1=+00008			✓	✓	✓	✓				
		LENS MEMORY10		VXX: LNMI1=+00009			✓	✓	✓	✓				
	LENS MOMORY-SAVE	LENS MEMORY1		VXX: LNMI2=+00000			✓	✓	✓	✓	✓	✓	✓	✓
		LENS MEMORY2		VXX: LNMI2=+00001			✓	✓	✓	✓	✓	✓	✓	✓
		LENS MEMORY3		VXX: LNMI2=+00002			✓	✓	✓	✓	✓	✓	✓	✓
		LENS MEMORY4		VXX: LNMI2=+00003			✓	✓	✓	✓				
		LENS MEMORY5		VXX: LNMI2=+00004			✓	✓	✓	✓				
		LENS MEMORY6		VXX: LNMI2=+00005			✓	✓	✓	✓				
		LENS MEMORY7		VXX: LNMI2=+00006			✓	✓	✓	✓				
		LENS MEMORY8		VXX: LNMI2=+00007			✓	✓	✓	✓				
		LENS MEMORY9		VXX: LNMI2=+00008			✓	✓	✓	✓				
		LENS MEMORY10		VXX: LNMI2=+00009			✓	✓	✓	✓				
	LENS MOMORY-DELETE	LENS MEMORY1		VXX: LNMI3=+00000			✓	✓	✓	✓	✓	✓	✓	✓
		LENS MEMORY2		VXX: LNMI3=+00001			✓	✓	✓	✓	✓	✓	✓	✓
		LENS MEMORY3		VXX: LNMI3=+00002			✓	✓	✓	✓	✓	✓	✓	✓
		LENS MEMORY4		VXX: LNMI3=+00003			✓	✓	✓	✓				
		LENS MEMORY5		VXX: LNMI3=+00004			✓	✓	✓	✓				
		LENS MEMORY6		VXX: LNMI3=+00005			✓	✓	✓	✓				
		LENS MEMORY7		VXX: LNMI3=+00006			✓	✓	✓	✓				
		LENS MEMORY8		VXX: LNMI3=+00007			✓	✓	✓	✓				
		LENS MEMORY9		VXX: LNMI3=+00008			✓	✓	✓	✓				
		LENS MEMORY10		VXX: LNMI3=+00009			✓	✓	✓	✓				
	LENS MEMORY1-DEFAULT NAME	LENSMEMORY1		VXX: NCLI5=+00000			✓	✓	✓	✓	✓	✓	✓	✓
	LENS MEMORY2-DEFAULT NAME	LENSMEMORY2		VXX: NCLI6=+00000			✓	✓	✓	✓	✓	✓	✓	✓
	LENS MEMORY3-DEFAULT NAME	LENSMEMORY3		VXX: NCLI7=+00000			✓	✓	✓	✓	✓	✓	✓	✓
	LENS MEMORY4-DEFAULT NAME	LENSMEMORY4		VXX: NCLI9=+00000			✓	✓	✓	✓				
	LENS MEMORY5-DEFAULT NAME	LENSMEMORY5		VXX: NCLIA=+00000			✓	✓	✓	✓				
	LENS MEMORY6-DEFAULT NAME	LENSMEMORY6		VXX: NCLIB=+00000			✓	✓	✓	✓				
	LENS MEMORY7-DEFAULT NAME	LENSMEMORY7		VXX: NCLIC=+00000			✓	✓	✓	✓				
	LENS MEMORY8-DEFAULT NAME	LENSMEMORY8		VXX: NCLID=+00000			✓	✓	✓	✓				
	LENS MEMORY9-DEFAULT NAME	LENSMEMORY9		VXX: NCLIE=+00000			✓	✓	✓	✓				
	LENS MEMORY10-DEFAULT NAME	LENSMEMORY10		VXX: NCLIF=+00000			✓	✓	✓	✓				
	INITIALIZE-ALL USER DATA	USER INITILIZE		VXX: RSTS1=0password			✓	✓	✓	✓	✓	✓	✓	✓
		USER RESTORE		VXX: RSTS1=1password			✓	✓	✓	✓	✓	✓	✓	✓
	MODEL NAME	MODEL NAME			QID	MODELNAME	✓	✓	✓	✓	✓	✓	✓	✓
	SERIAL NUMBER	SW0101234			QSN	SW0101234	✓	✓	✓	✓	✓	✓	✓	✓
	PROJECTOR RUNTIME	99999H			QST	99999	✓	✓	✓	✓	✓	✓	✓	✓
	LAMP1(LIGHT1) RUNTIME	9999H			Q$L: 1	9999	✓	✓	✓	✓	✓	✓	✓	✓
	LAMP2(LIGHT2) RUNTIME	9999H			Q$L: 2	9999	✓	✓	✓	✓	✓	✓	✓	✓
	LAMP3(LIGHT4) RUNTIME	9999H			Q$L: 3	9999	✓	✓	✓	✓	✓	✓	✓	✓
	LAMP4(LIGHT4) RNTIME	9999H			Q$L: 4	9999	✓	✓	✓	✓	✓	✓	✓	✓
	LAMP CONTROL STATUS	LAMP OFF			Q$S	0	✓	✓	✓	✓	✓	✓	✓	✓
		In turning ON				1	✓	✓	✓	✓	✓	✓	✓	✓
		LAMP ON				2	✓	✓	✓	✓	✓	✓	✓	✓
		LAMP Cooling				3	✓	✓	✓	✓	✓	✓	✓	✓
	LAMP STATUS	ALL OFF			QLS	0	✓	✓	✓	✓	✓	✓	✓	✓
		ALL ON				1	✓	✓	✓	✓	✓	✓	✓	✓
		1:ON, 4:ON				2	✓	✓	✓	✓	✓	✓	✓	✓
		2:ON, 3:ON				3	✓	✓	✓	✓	✓	✓	✓	✓
		1:ON, 2:ON, 3:ON				4	✓	✓	✓	✓	✓	✓	✓	✓
		1:ON, 2:ON, 4:ON				5	✓	✓	✓	✓	✓	✓	✓	✓
		1:ON, 3:ON, 4:ON				6	✓	✓	✓	✓	✓	✓	✓	✓
		2:ON, 3:ON, 4:ON				7	✓	✓	✓	✓	✓	✓	✓	✓
		1:ON				8	✓	✓	✓	✓	✓	✓	✓	✓

CONTROL COMMANDS

CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	CONTROL COMMANDS	QUERY COMMANDS	CALL BACK	DZ21K2 / SDZ21K2C	DS20K2 / SDZ20K2C	DZ16K2 / SDZ18K2C	DW17K2 / SDW17K2C	DZ21K / SDZ21KC	DS20K / SDZ20KC	DZ16K / SDZ18KC	DW17K / SDW17KC
		2:ON				9	✓	✓	✓	✓	✓	✓	✓	✓
		3:ON				10	✓	✓	✓	✓	✓	✓	✓	✓
		4:ON				11	✓	✓	✓	✓	✓	✓	✓	✓
	TEMPERATURE (Celsius/Fahrenheit)	INTAKE AIR TEMP			QTM: 0	CELSIUS/FAHRENHEIT	✓	✓	✓	✓	✓	✓	✓	✓
		AROUND LAMP TEMP			QTM: 1		✓	✓	✓	✓	✓	✓	✓	✓
		OPTICS MODULE TEMP			QTM: 2		✓	✓	✓	✓	✓	✓	✓	✓
	LAMP UNIT MODEL NUMBER	LAMP MODELNAME			QVX: LMNS0	LMNS0=LAMPMODELNO	✓	✓	✓	✓	✓	✓	✓	✓
	AIR FILTER MODEL NUMBER	FILTER MODELNAME			QVX: FMNS0	FMNS0=FILTERMODELNO	✓	✓	✓	✓	✓	✓	✓	✓
	AIR FILTER TYPE	NORMAL		MFS: 3	QFI	0	✓	✓	✓	✓	✓	✓	✓	✓
		SPECIAL		MFS: 4		1	✓	✓	✓	✓	✓	✓	✓	✓
	MAIN FIRMWARE VERSION	V1.00.01			QVX: SVRS0	SVRS0=1.00.01	✓	✓	✓	✓	✓	✓	✓	✓
	NETWORK FIRMWARE VERSION	V1.00			QVX: SVRS1	SVRS1=1.00	✓	✓	✓	✓	✓	✓	✓	✓
	SUB FIRMWARE VERSION	V1.00.01			QVX: SVRS2	SVRS2=1.00.01	✓	✓	✓	✓	✓	✓	✓	✓
P IN P	P IN P-MODE	OFF		OPP: 0	QPP	0	✓	✓	✓	✓	✓	✓	✓	✓
		USER1		OPP: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
		USER2		OPP: 2		2	✓	✓	✓	✓	✓	✓	✓	✓
		USER3		OPP: 3		3	✓	✓	✓	✓	✓	✓	✓	✓
	P IN P-MAIN WINDOW	RGB1		MSI: RG1	QIM	RG1	✓	✓	✓	✓	✓	✓	✓	✓
		RGB2		MSI: RG2		RG2	✓	✓	✓	✓	✓	✓	✓	✓
		VIDEO		MSI: VID		VID					✓	✓	✓	✓
		DVI		MSI: DVI		DVI	✓	✓	✓	✓	✓	✓	✓	✓
		HDMI		MSI: HD1		HD1	✓	✓	✓	✓	✓	✓	✓	✓
		SDI1		MSI: SD1		SD1	✓	✓	✓		✓	✓	✓	
		SDI2		MSI: SD2		SD2	✓	✓			✓	✓		
	P IN P-MAIN WIDNOW-SIZE-INTERLOCKED	OFF		MSL: 0			✓	✓	✓	✓	✓	✓	✓	✓
		ON		MSL: 1			✓	✓	✓	✓	✓	✓	✓	✓
	P IN P-MAIN WIDNOW-SIZE-VERTICAL	10		MSV: 010			✓	✓	✓	✓	✓	✓	✓	✓
		100		MSV: 100			✓	✓	✓	✓	✓	✓	✓	✓
	P IN P-MAIN WIDNOW-SIZE-HORIZONTAL	10		MSH: 010			✓	✓	✓	✓	✓	✓	✓	✓
		100		MSH: 100			✓	✓	✓	✓	✓	✓	✓	✓
	P IN P-MAIN WIDNOW-SIZE-BOTH	10		MSZ: 010			✓	✓	✓	✓	✓	✓	✓	✓
		100		MSZ: 100			✓	✓	✓	✓	✓	✓	✓	✓
	P IN P-MAIN WIDNOW-POSITION-VERTICAL	-600		MPV: -600			-580	-505	-520	-364	-580	-505	-520	-364
		+600		MPV: +600			+580	+505	+520	+364	+580	+505	+520	+364
	P IN P-MAIN WIDNOW-POSITION-HORIZONTAL	-960		MPH: -960			-928	-668	-928	-651	-928	-668	-928	-651
		+960		MPH: +960			+928	+668	+928	+651	+928	+668	+928	+651
	P IN P-MAIN WINDOW-SIZE	INTERLOCKED	OFF		QSM	OF.V010.H010.HV100	✓	✓	✓	✓	✓	✓	✓	✓
			ON			ON.V010.H010.HV100	✓	✓	✓	✓	✓	✓	✓	✓
		VERTICAL SIZE	10-100			**.V010.H***.HV***	✓	✓	✓	✓	✓	✓	✓	✓
		HORIZONTAL SIZE	10-100			**.V***.H010.HV***	✓	✓	✓	✓	✓	✓	✓	✓
		H/V SIZE	10-100			**.V***.H***.HV100	✓	✓	✓	✓	✓	✓	✓	✓
	P IN P-MAIN WINDOW-POSITION	V:-364 +364			QPA	V-364.H-651	✓	✓	✓	✓	✓	✓	✓	✓
		H:-651 +651				V+364.H+651	✓	✓	✓	✓	✓	✓	✓	✓
	P IN P-SUB WINDOW	RGB1		SIS: RG1	QIS	RG1	✓	✓	✓	✓	✓	✓	✓	✓
		RGB2		SIS: RG2		RG2	✓	✓	✓	✓	✓	✓	✓	✓
		VIDEO		SIS: VID		VID					✓	✓	✓	✓
		DVI		SIS: DVI		DVI	✓	✓	✓	✓	✓	✓	✓	✓
		HDMI		SIS: HD1		HD1	✓	✓	✓	✓	✓	✓	✓	✓
		SD1		SIS: SD1		SD1	✓	✓	✓		✓	✓	✓	
		SD2		SIS: SD2		SD2	✓	✓			✓	✓		
	P IN P-SUB WINDOW-SIZE	INTERLOCKED	OFF		QSS	OF.V010.H010.HV100	✓	✓	✓	✓	✓	✓	✓	✓
			ON			ON.V010.H010.HV100	✓	✓	✓	✓	✓	✓	✓	✓
		VERTICAL SIZE	10-100			**.V010.H***.HV***	✓	✓	✓	✓	✓	✓	✓	✓
		HORIZONTAL SIZE	10-100			**.V***.H010.HV***	✓	✓	✓	✓	✓	✓	✓	✓
		H/V SIZE	10-100			**.V***.H***.HV100	✓	✓	✓	✓	✓	✓	✓	✓
	P IN P-SUB WINDOW-POSITION	V:-364 +364			QPS	V-364.H-651	✓	✓	✓	✓	✓	✓	✓	✓
		H:-651 +651				V+364.H+651	✓	✓	✓	✓	✓	✓	✓	✓
	P IN P-SUB WIDNOW-SIZE-INTERLOCKED	OFF		SSL: 0		0	✓	✓	✓	✓	✓	✓	✓	✓
		ON		SSL: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
	P IN P-SUB WIDNOW-SIZE-VERTICAL	10		SSV: 010		010	✓	✓	✓	✓	✓	✓	✓	✓
		100		SSV: 100		100	✓	✓	✓	✓	✓	✓	✓	✓
	P IN P-SUB WIDNOW-SIZE-HORIZONTAL	10		SSH: 010		010	✓	✓	✓	✓	✓	✓	✓	✓
		100		SSH: 100		100	✓	✓	✓	✓	✓	✓	✓	✓
	P IN P-SUB WIDNOW-SIZE-BOTH	10		SSZ: 010		010	✓	✓	✓	✓	✓	✓	✓	✓
		100		SSZ: 100		100	✓	✓	✓	✓	✓	✓	✓	✓
	P IN P-SUB WIDNOW-POSITION-VERTICAL	-600		SPV: -600		-600	-580	-505	-520	-364	-580	-505	-520	-364
		+600		SPV: +600		+600	+580	+505	+520	+364	+580	+505	+520	+364
	P IN P-SUB WIDNOW-POSITION-HORIZONTAL	-960		SPH: -960		-960	-928	-668	-928	-651	-928	-668	-928	-651
		+960		SPH: +960		+960	+928	+668	+928	+651	+928	+668	+928	+651
	P IN P-SUB WINDOW-CLOCK PHASE	0		VXX: SCPI0=+00000	QVX: SCPI0	SCPI0=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		31		VXX: SCPI0=+00031		SCPI0=+00031	✓	✓	✓	✓	✓	✓	✓	✓
	P IN P-FRAME LOCK	MAIN WINDOW		PFL: 0	QPF	0	✓	✓	✓	✓	✓	✓	✓	✓
		SUB WINDOW		PFL: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
	P IN P-TYPE	MAIN WINDOW		PTP: 0	QPT	0	✓	✓	✓	✓	✓	✓	✓	✓
		SUB WINDOW		PTP: 1		1	✓	✓	✓	✓	✓	✓	✓	✓
TEST PATTERN	TEST PATTERN	Off		OTS: 00		00	✓	✓	✓	✓	✓	✓	✓	✓
		White		OTS: 01		01	✓	✓	✓	✓	✓	✓	✓	✓
		Black		OTS: 02		02	✓	✓	✓	✓	✓	✓	✓	✓
		Flag		OTS: 03		03	✓	✓	✓	✓	✓	✓	✓	✓
		Reversed Flag		OTS: 04		04	✓	✓	✓	✓	✓	✓	✓	✓
		Window		OTS: 05		05	✓	✓	✓	✓	✓	✓	✓	✓
		Reversed Window		oTS: 06		06	✓	✓	✓	✓	✓	✓	✓	✓
		Cross Hatch		OTS: 07		07	✓	✓	✓	✓	✓	✓	✓	✓
		Color Bar V		OTS: 08		08	✓	✓	✓	✓	✓	✓	✓	✓
		Lamp		OTS: 09		09	✓	✓	✓	✓	✓	✓	✓	✓
		Red		OTS: 22		22	✓	✓	✓	✓	✓	✓	✓	✓
		Green		OTS: 23		23	✓	✓	✓	✓	✓	✓	✓	✓
		Blue		OTS: 24		24	✓	✓	✓	✓	✓	✓	✓	✓
		10%-Luminance		OTS: 25		25	✓	✓	✓	✓	✓	✓	✓	✓
		5%-Luminance		OTS: 26		26	✓	✓	✓	✓	✓	✓	✓	✓
		Color Bar Side		OTS: 51		51	✓	✓	✓	✓	✓	✓	✓	✓
		3D-1		OTS: 80		80	✓	✓			✓	✓		
		3D-2		OTS: 81		81	✓	✓			✓	✓		
		3D-3		OTS: 82		82	✓				✓			
		3D-4		OTS: 83		83	✓				✓			
SIGNAL LIST	SIGNAL LIST-REGISTRATION			OEM			✓	✓	✓	✓	✓	✓	✓	✓
	SIGNAL LIST-DELETE	A1		ODM: A1			✓	✓	✓	✓	✓	✓	✓	✓
		A2		ODM: A2			✓	✓	✓	✓	✓	✓	✓	✓
		A7		ODM: A7			✓	✓	✓	✓	✓	✓	✓	✓
		A8		ODM: A8			✓	✓	✓	✓	✓	✓	✓	✓
		L1		ODM: L1			✓	✓	✓	✓	✓	✓	✓	✓
		L2		ODM: L2			✓	✓	✓	✓	✓	✓	✓	✓
		L7		ODM: L7			✓	✓	✓	✓	✓	✓	✓	✓
		L8		ODM: L8			✓	✓	✓	✓	✓	✓	✓	✓
	SUB MEMORY LIST-CHANGEOVER	01		OCS: 01			✓	✓	✓	✓	✓	✓	✓	✓
		96		OCS: 96			✓	✓	✓	✓	✓	✓	✓	✓
	SUB MEMORY LIST-CHANGEOVER	01		OCS: 01-01			✓	✓	✓	✓	✓	✓	✓	✓

CONTROL COMMANDS

2015/8/3

CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	CONTROL COMMANDS	QUERY COMMANDS	CALL BACK	DZ21K2 SDZ21K2C	DS20K2 SDZ20K2C	DZ16K2 SDZ18K2C	DW17K2 SDW17K2C	DZ21K SDZ21KC	DS20K SDZ20KC	DZ16K SDZ18KC	DW17K SDW17KC
	(EXTENDED)	96		OCS: 95~96			✓	✓	✓	✓	✓	✓	✓	✓
	SUB MEMORY LIST-REGISTRATION			OES			✓	✓	✓	✓	✓	✓	✓	✓
	SUB MEMORY LIST-DELETE	01		ODS: 01~01			✓	✓	✓	✓	✓	✓	✓	✓
		96		ODS: 95~96			✓	✓	✓	✓	✓	✓	✓	✓
	SUB MEMORY USAGE STATE	01			QSB	01	✓	✓	✓	✓	✓	✓	✓	✓
		96				96	✓	✓	✓	✓	✓	✓	✓	✓
SECURITY	SECURITY SETTING	OFF			QVX: SPWI 1	SPWI 1=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		ON				SPWI 1=+00001	✓	✓	✓	✓	✓	✓	✓	✓
NETWORK	DIGITAL LINK MODE	AUTO		VXX: DKMI 1=+00000	QVX: DKMI 1	DKMI 1=+00000	✓	✓	✓	✓				
		DIGITAL LINK		VXX: DKMI 1=+00001		DKMI 1=+00001	✓	✓	✓	✓				
		ETHERNET		VXX: DKMI 1=+00002		DKMI 1=+00002	✓	✓	✓	✓				
	DIGITAL LINK-DUPLEX(Ethernet)	Auto negotiation		VXX: DKDI 1=+00000	QVX: DKDI 1	DKDI 1=+00000	✓	✓	✓	✓				
		100BaseTX-Full		VXX: DKDI 1=+00001		DKDI 1=+00001	✓	✓	✓	✓				
		100BaseTX-Half		VXX: DKDI 1=+00002		DKDI 1=+00002	✓	✓	✓	✓				
	DIGITAL LINK-DUPLEX(DIGITAL LINK)	Auto negotiation		VXX: DKDI 2=+00000	QVX: DKDI 2	DKDI 2=+00000	✓	✓	✓	✓				
		100BaseTX-Full		VXX: DKDI 2=+00001		DKDI 2=+00001	✓	✓	✓	✓				
		100BaseTX-Half		VXX: DKDI 2=+00002		DKDI 2=+00002	✓	✓	✓	✓				
	DIGITAL LINK STATUS-LINK	NO LINK			QVX: DKSI 1	DKSI 1=+00000	✓	✓	✓	✓				
		DIGITAL LINK				DKSI 1=+00001	✓	✓	✓	✓				
		LPM				DKSI 1=+00002	✓	✓	✓	✓				
		ETHERNET				DKSI 1=+00003	✓	✓	✓	✓				
	DIGITAL LINK STATUS-HDCP STATUS	NO SIGNAL			QVX: DKSI 2	DKDI 2=+00000	✓	✓	✓	✓				
		OFF				DKDI 2=+00001	✓	✓	✓	✓				
		ON				DKDI 2=+00002	✓	✓	✓	✓				
	DIGITAL LINK STATUS-SIGNAL QUALITY (MIN)	-255			QVX: DKSI 3	DKSI 3=-00255	✓	✓	✓	✓				
		0				DKSI 3=+00000	✓	✓	✓	✓				
	DIGITAL LINK STATUS-SIGNAL QUALITY (MAX)	-255			QVX: DKSI 4	DKSI 4=-00255	✓	✓	✓	✓				
		0				DKSI 4=+00000	✓	✓	✓	✓				
	DIGITAL LINK INPUT CH LIST	HD1:HDMI1,HD2:HDMI2···			QVX: DL1S1	DL1S1=HD1: ****: ***	✓	✓	✓	✓				
	PROJECTOR NAME SETTING	PROJECTOR1		VXX: NCGS8=PROJECTOR1	QVX: NCGS8	NCGS8=PROJECTOR1	✓	✓	✓	✓	✓	✓	✓	✓
	Art-Net SETUP	OFF		VXX: DANI 1=+00000	QVX: DANI 1	DANI 1=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		ON		VXX: DANI 1=+00001		DANI 1=+00001					✓	✓	✓	✓
		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	DANI 2=+00000	✓	✓	✓	✓	✓	✓	✓	✓
		32767		VXX: DANI 2=+32767		DANI 2=+32767	✓	✓	✓	✓	✓	✓	✓	✓
	Art-Net SETUP-START ADDRESS	1		VXX: DANI 3=+00001	QVX: DANI 3	DANI 3=+00001	✓	✓	✓	✓	✓	✓	✓	✓
		501		VXX: DANI 3=+00501		DANI 3=+00501	✓	✓	✓	✓	✓	✓	✓	✓
	Art-Net SETUP-NET	0		VXX: DANI 4=+00000	QVX: DANI 4	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	C Only				
	Art-Net SETUP-SUB NET	0		VXX: DANI 5=+00000	QVX: DANI 5	DANI 5=+00000	C Only	C Only	C Only	C Only				
		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 avalable commands or parameters for the projector which has been activated by the Upgrade Kit.