This document provides additional assistance with wiring your Extron IP Link Pro Control Processor to your device. Different components may require a different wiring scheme than those listed below.

For complete operating instructions, refer to the user's manual for the specific IP Link Pro Control Processor or the documentation supplied by the manufacturer of the controlled device.

For more information on using Global Scripter Modules, refer to the "Guide to Using Scripter Modules" document.

Device Specifications

Device Type:	Display
Manufacturer:	NEC
Firmware Version:	N/A
Model(s):	P402, P462, P552, P702, V322, V323, V422, V423, V462, V463, V551, V552, V651, V652, V801, X401S, X461S, X462S, X462UNV, X463UN, X551S, X551UN, X552S

Tested on the Following Software and Firmware Versions

IP Link Pro Control Processor Firmware	Global Scripter Version
3.13.0000-b006	2.10.0

Version History

Module Version	Date	Notes
1_4_1_0	06/30/2021	Added Power Save command.

1_4_0_0	3/19/2019	Added Volume to the X551UN model for serial control.
		
		Fixed the following:
		• Aspect Ratio
		  ○ Flipped Wide and Zoom status
		• Tile Matrix
		  ○ Flipped Off and Off W/ Frame command string
		Removed the following:
		• Support for unsupported Port Changeability
		• Duplicate Brightness command from the V801 model for serial control
		Renamed the following:
		• Aspect Ratio value Dot by Dot → Off (dot by dot)
		• Mute command to Audio Mute

		• Power value Stand-by (Power Save) → Standby (Power Save)
1_2_4_0	3/2/2017	Added X551UHD model. Fixed response feedback for Ambient Brightness, Brightness, Backlight, Contrast, Ambient Current Illuminance, Ambient Sensor Read and Volume command. Removed status for Closed Caption command. Added Tile Matrix, Tile Position, Tile Matrix Comp, Tile H Monitor and Tile V Monitor commands to Ethernet control.
1_2_0_0	11/1/2016	Added Video Mute, Gamma Correction, Picture Mode and Ambient commands. Removed daisy chain functionality for Ethernet Control.
1_1_3_0	7/6/2016	Initial Version

Module Notes

- Unidirectional variable must be set to 'True' if status is not required. Default value is 'False'.
  `Example: InterfaceName.Unidirectional = 'True'`

- connectionCounter variable must be set to the number of queries that will be sent to the device before displaying 'Disconnected' if no response is received. Default value is 15.
  `Example: InterfaceName.connectionCounter = 5`

- Ethernet only DeviceID variable must be set accordingly. Default value is '1'. DeviceID ranges from 'Broadcast' and '1' to '100'.
  `Example: InterfaceName.DeviceID = '1'`

Supported Classes and Examples

SerialClass
`InterfaceName = ModuleName.SerialClass(ProcessorName, 'COM1', Model='P462')`
SerialOverEthernetClass
`InterfaceName = ModuleName.SerialOverEthernetClass('192.168.254.254', 2001, Model='P462')`
EthernetClass
`InterfaceName = ModuleName.EthernetClass('192.168.254.254', 7142, Model='P462')`

Control Commands (Serial)

Format with Qualifier:

```
InterfaceName.Set(Command, Value, {'Qualifier Key': 'Qualifier Value'})
```

Format with Qualifier:

```
InterfaceName.Set(Command, Value)
```

Command **AmbientBrightness**	Value 0 to 100 in steps of 1		
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
Qualifier Key **'Mode'**	Qualifier Value 'Low'	Qualifier Value 'High'	
`# AmbientBrightness example` `InterfaceName.Set('AmbientBrightness', 100, {'Device ID': '1'}'Mode': 'Low'})`			
Command **AspectRatio**	Value 'Normal' 'Zoom'	Value 'Full' 'Dynamic'	Value 'Wide' 'Off (dot by dot)'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# AspectRatio example` `InterfaceName.Set('AspectRatio', 'Normal', {'Device ID': '1'})`			
Command **AudioInput**	Value 'Audio 1(PC)' 'HDMI'	Value 'Audio 2' 'TV/Option'	Value 'Audio 3' 'DisplayPort'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# AudioInput example` `InterfaceName.Set('AudioInput', 'Audio 1(PC)', {'Device ID': '1'})`			
Command **AudioMute**	Value 'On'	Value 'Off'	
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# AudioMute example` `InterfaceName.Set('AudioMute', 'On', {'Device ID': '1'})`			
Command **AutoImage**	Value 'None'		
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# AutoImage example` `InterfaceName.Set('AutoImage', None, {'Device ID': '1'})`			
Command **Backlight**	Value 0 to 100 in steps of 1		
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# Backlight example` `InterfaceName.Set('Backlight', 100, {'Device ID': '1'})`			

Command **Brightness**	Value 0 to 100 in steps of 1		
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# Brightness example` `InterfaceName.Set('Brightness', 100, {'Device ID': '1'})`			
Command **ChannelNumber**	Value '0' – '9' 'Exit'	Value '-' 'Return'	Value 'Enter'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# ChannelNumber example` `InterfaceName.Set('ChannelNumber', '0', {'Device ID': '1'})`			
Command **ClosedCaption**	Value 'CC1' 'CC4' 'TT3'	Value 'CC2' 'TT1' 'TT4'	Value 'CC3' 'TT2' 'Off'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# ClosedCaption example` `InterfaceName.Set('ClosedCaption', 'CC1', {'Device ID': '1'})`			
Command **Contrast**	Value 0 to 100 in steps of 1		
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# Contrast example` `InterfaceName.Set('Contrast', 100, {'Device ID': '1'})`			
Command **GammaCorrection**	Value 'Native Gamma' 'S Gamma'	Value 'Gamma=2.2' 'DICOM SIM'	Value 'Gamma=2.4' 'Programmable'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# GammaCorrection example` `InterfaceName.Set('GammaCorrection', 'Native Gamma', {'Device ID': '1'})`			
Command **Input**	Value 'VGA' 'Video1' 'TV' 'DVD/HD2'	Value 'RGB/HV' 'Video2' 'DVD/HD1' 'DisplayPort'	Value 'DVI' 'S-Video' 'Option' 'HDMI'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# Input example` `InterfaceName.Set('Input', 'VGA', {'Device ID': '1'})`			
Command **OnScreenDisplay**	Value 'On'	Value 'Off'	
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# OnScreenDisplay example` `InterfaceName.Set('OnScreenDisplay', 'On', {'Device ID': '1'})`			

Command **Overscan**	Value 'On'	Value 'Off'	
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# Overscan example` `InterfaceName.Set('Overscan', 'On', {'Device ID': '1'})`			
Command **PictureMode**	Value 'sRGB' 'Cinema' 'Ambient-1'	Value 'Hi-Bright' 'ISF-Day' 'Ambient-2'	Value 'Standard' 'ISF-Night'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# PictureMode example` `InterfaceName.Set('PictureMode', 'sRGB', {'Device ID': '1'})`			
Command **PIPInput**	Value 'VGA' 'Video1' 'DVD/HD1' 'DisplayPort'	Value 'RGB/HV' 'Video2' 'Option' 'HDMI'	Value 'DVI' 'S-Video' 'DVD/HD2' 'TV'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# PIPInput example` `InterfaceName.Set('PIPInput', 'VGA', {'Device ID': '1'})`			
Command **PIPMode**	Value 'PIP' 'Side by side (Aspect)'	Value 'POP' 'Side by side (Full)'	Value 'Still' 'Off'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# PIPMode example` `InterfaceName.Set('PIPMode', 'PIP', {'Device ID': '1'})`			
Command **PIPSize**	Value 'Small'	Value 'Middle'	Value 'Large'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# PIPSize example` `InterfaceName.Set('PIPSize', 'Small', {'Device ID': '1'})`			
Command **Power**	Value 'On'	Value 'Off'	
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# Power example` `InterfaceName.Set('Power', 'On', {'Device ID': '1'})`			
Command **Power Save**	Value 'On'	Value 'Off'	
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# PowerSave example` `InterfaceName.Set('PowerSave', 'On', {'Device ID': '1'})`			

Command **TileHMonitor**	Value '1' – '10'		
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# TileHMonitor example` `InterfaceName.Set('TileHMonitor', '1', {'Device ID': '1'})`			
Command **TileMatrix**	Value 'On'	Value 'Off'	Value 'Off W/ Frame'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# TileMatrix example` `InterfaceName.Set('TileMatrix', 'On', {'Device ID': '1'})`			
Command **TileMatrixComp**	Value 'Enable'	Value 'Disable'	
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# TileMatrixComp example` `InterfaceName.Set('TileMatrixComp', 'Enable', {'Device ID': '1'})`			
Command **TilePosition**	Value '1' – '100'		
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# TilePosition example` `InterfaceName.Set('TilePosition', '1', {'Device ID': '1'})`			
Command **TileVMonitor**	Value '1' – '10'		
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# TileVMonitor example` `InterfaceName.Set('TileVMonitor', '1', {'Device ID': '1'})`			
Command **TVChannelStep**	Value 'Up'	Value 'Down'	
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# TVChannelStep example` `InterfaceName.Set('TVChannelStep', 'Up', {'Device ID': '1'})`			
Command **VideoMute**	Value 'On'	Value 'Off'	
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# VideoMute example` `InterfaceName.Set('VideoMute', 'On', {'Device ID': '1'})`			
Command **Volume**	Value 0 to 100 in steps of 1		
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	
`# Volume example` `InterfaceName.Set('Volume', 100, {'Device ID': '1'})`			

Status Available (Serial)

For all commands, call Update to receive the latest status. ConnectionStatus does not support the Update function and is triggered by the device providing a successful response to other Update function calls.

Format with Qualifier:

```
InterfaceName.Update(Command, {'Qualifier Key': 'Qualifier Value'})
Value = InterfaceName.ReadStatus(Command, {'Qualifier Key': 'Qualifier Value'})
InterfaceName.SubscribeStatus(Command, {'Qualifier Key': 'Qualifier Value'},
FeedbackHandler)
FeedbackHandler will be called only when the specified qualifier gets a new status.
```

Format without Qualifier:

```
InterfaceName.Update(Command)
Value = InterfaceName.ReadStatus(Command)
InterfaceName.SubscribeStatus(Command, None, FeedbackHandler)
FeedbackHandler will be called when any qualifier gets a new status.
```

Command **AmbientBrightness**	Value 0 to 100 in steps of 1		
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'		
Qualifier Key **'Mode'**	Qualifier Value 'Low'	Qualifier Value 'High'	

`# AmbientBrightness example`
`InterfaceName.Update('AmbientBrightness', {'Device ID': '1', 'Mode': 'Low'})`
`Value = InterfaceName.ReadStatus('AmbientBrightness', {'Device ID': '1', 'Mode': 'Low'})`
`InterfaceName.SubscribeStatus('AmbientBrightness', None, FeedbackHandler)`			

Command **AmbientCurrentIlluminance**	Value 0 – 255		
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'		

`# AmbientCurrentIlluminance example`
`InterfaceName.Update('AmbientCurrentIlluminance', {'Device ID': '1'})`
`Value = InterfaceName.ReadStatus('AmbientCurrentIlluminance', {'Device ID': '1'})`
`InterfaceName.SubscribeStatus('AmbientCurrentIlluminance', None, FeedbackHandler)`			

Command **AmbientSensorRead**	Value 0 – 255		
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'		

`# AmbientSensorRead example`
`InterfaceName.Update('AmbientSensorRead', {'Device ID': '1'})`
`Value = InterfaceName.ReadStatus('AmbientSensorRead', {'Device ID': '1'})`
`InterfaceName.SubscribeStatus('AmbientSensorRead', None, FeedbackHandler)`			

Command **AspectRatio**	Value 'Normal' 'Zoom'	Value 'Full' 'Dynamic'	Value 'Wide' 'Off (dot by dot)'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'		

`# AspectRatio example`
`InterfaceName.Update('AspectRatio', {'Device ID': '1'})`
`Value = InterfaceName.ReadStatus('AspectRatio', {'Device ID': '1'})`
`InterfaceName.SubscribeStatus('AspectRatio', None, FeedbackHandler)`			

Command **AudioInput**	Value 'Audio 1(PC)' 'HDMI'	Value 'Audio 2' 'TV/Option'	Value 'Audio 3' 'DisplayPort'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'		

```
# AudioInput example
InterfaceName.Update('AudioInput', {'Device ID': '1'})
Value = InterfaceName.ReadStatus('AudioInput', {'Device ID': '1'})
InterfaceName.SubscribeStatus('AudioInput', None, FeedbackHandler)
```

Command **AudioMute**	Value 'On'	Value 'Off'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	

```
# AudioMute example
InterfaceName.Update('AudioMute', {'Device ID': '1'})
Value = InterfaceName.ReadStatus('AudioMute', {'Device ID': '1'})
InterfaceName.SubscribeStatus('AudioMute', None, FeedbackHandler)
```

Command **Backlight**	Value 0 to 100 in steps of 1
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'

```
# Backlight example
InterfaceName.Update('Backlight', {'Device ID': '1'})
Value = InterfaceName.ReadStatus('Backlight', {'Device ID': '1'})
InterfaceName.SubscribeStatus('Backlight', None, FeedbackHandler)
```

Command **Brightness**	Value 0 to 100 in steps of 1
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'

```
# Brightness example
InterfaceName.Update('Brightness', {'Device ID': '1'})
Value = InterfaceName.ReadStatus('Brightness', {'Device ID': '1'})
InterfaceName.SubscribeStatus('Brightness', None, FeedbackHandler)
```

Command **Contrast**	Value 0 to 100 in steps of 1
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'

```
# Contrast example
InterfaceName.Update('Contrast', {'Device ID': '1'})
Value = InterfaceName.ReadStatus('Contrast', {'Device ID': '1'})
InterfaceName.SubscribeStatus('Contrast', None, FeedbackHandler)
```

Command **GammaCorrection**	Value 'Native Gamma' 'S Gamma'	Value 'Gamma=2.2' 'DICOM SIM'	Value 'Gamma=2.4' 'Programmable'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	

```
# GammaCorrection example
InterfaceName.Update('GammaCorrection', {'Device ID': '1'})
Value = InterfaceName.ReadStatus('GammaCorrection', {'Device ID': '1'})
InterfaceName.SubscribeStatus('GammaCorrection', None, FeedbackHandler)
```

Command **Input**	Value 'VGA' 'Video1' 'TV' 'DVD/HD2'	Value 'RGB/HV' 'Video2' 'DVD/HD1' 'DisplayPort'	Value 'DVI' 'S-Video' 'Option' 'HDMI'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	

```
# Input example
InterfaceName.Update('Input', {'Device ID': '1'})
Value = InterfaceName.ReadStatus('Input', {'Device ID': '1'})
InterfaceName.SubscribeStatus('Input', None, FeedbackHandler)
```

Command **OnScreenDisplay**	Value 'On'	Value 'Off'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	

```
# OnScreenDisplay example
InterfaceName.Update('OnScreenDisplay', {'Device ID': '1'})
Value = InterfaceName.ReadStatus('OnScreenDisplay', {'Device ID': '1'})
InterfaceName.SubscribeStatus('OnScreenDisplay', None, FeedbackHandler)
```

Command **Overscan**	Value 'On'	Value 'Off'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	

```
# Overscan example
InterfaceName.Update('Overscan', {'Device ID': '1'})
Value = InterfaceName.ReadStatus('Overscan', {'Device ID': '1'})
InterfaceName.SubscribeStatus('Overscan', None, FeedbackHandler)
```

Command **PictureMode**	Value 'sRGB' 'Cinema' 'Ambient-1'	Value 'Hi-Bright' 'ISF-Day' 'Ambient-2'	Value 'Standard' 'ISF-Night'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'		

```
# PictureMode example
InterfaceName.Update('PictureMode', {'Device ID': '1'})
Value = InterfaceName.ReadStatus('PictureMode', {'Device ID': '1'})
InterfaceName.SubscribeStatus('PictureMode', None, FeedbackHandler)
```

Command **PIPInput**	Value 'VGA' 'Video1' 'DVD/HD1' 'DisplayPort'	Value 'RGB/HV' 'Video2' 'Option' 'HDMI'	Value 'DVI' 'S-Video' 'DVD/HD2' 'TV'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'		

```
# PIPInput example
InterfaceName.Update('PIPInput', {'Device ID': '1'})
Value = InterfaceName.ReadStatus('PIPInput', {'Device ID': '1'})
InterfaceName.SubscribeStatus('PIPInput', None, FeedbackHandler)
```

Command **PIPMode**	Value 'PIP' 'Side by side (Aspect)'	Value 'POP' 'Side by side (Full)'	Value 'Still' 'Off'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'		

```
# PIPMode example
InterfaceName.Update('PIPMode', {'Device ID': '1'})
Value = InterfaceName.ReadStatus('PIPMode', {'Device ID': '1'})
InterfaceName.SubscribeStatus('PIPMode', None, FeedbackHandler)
```

Command **PIPSize**	Value 'Small'	Value 'Middle'	Value 'Large'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'		

```
# PIPSize example
InterfaceName.Update('PIPSize', {'Device ID': '1'})
Value = InterfaceName.ReadStatus('PIPSize', {'Device ID': '1'})
InterfaceName.SubscribeStatus('PIPSize', None, FeedbackHandler)
```

Command **Power**	Value 'On' 'Suspend (Power Save)'	Value 'Off'	Value 'Standby (Power Save)'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'		

```
# Power example
InterfaceName.Update('Power', {'Device ID': '1'})
Value = InterfaceName.ReadStatus('Power', {'Device ID': '1'})
InterfaceName.SubscribeStatus('Power', None, FeedbackHandler)
```

Command **Power Save**	Value 'On'	Value 'Off'	
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'	Qualifier Value 'Broadcast'	

```
# PowerSave example
InterfaceName.Update('PowerSave', {'Device ID': '1'})
Value = InterfaceName.ReadStatus('PowerSave', {'Device ID': '1'})
InterfaceName.SubscribeStatus('PowerSave', None, FeedbackHandler)
```

Command **TileMatrix**	Value 'On'	Value 'Off'	Value 'Off W/ Frame'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'		

```
# TileMatrix example
InterfaceName.Update('TileMatrix', {'Device ID': '1'})
Value = InterfaceName.ReadStatus('TileMatrix', {'Device ID': '1'})
InterfaceName.SubscribeStatus('TileMatrix', None, FeedbackHandler)
```

Command **VideoMute**	Value 'On'	Value 'Off'	Value 'No Signal'
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'		

```
# VideoMute example
InterfaceName.Update('VideoMute', {'Device ID': '1'})
Value = InterfaceName.ReadStatus('VideoMute', {'Device ID': '1'})
InterfaceName.SubscribeStatus('VideoMute', None, FeedbackHandler)
```

Command **Volume**	Value 0 to 100 in steps of 1
Qualifier Key **'Device ID'**	Qualifier Value '1' – '100'

```
# Volume example
InterfaceName.Update('Volume', {'Device ID': '1'})
Value = InterfaceName.ReadStatus('Volume', {'Device ID': '1'})
InterfaceName.SubscribeStatus('Volume', None, FeedbackHandler)
```

Control Commands (Ethernet)

Format with Qualifier:

```
InterfaceName.Set(Command, Value, {'Qualifier Key': 'Qualifier Value'})
```

Format with Qualifier:

```
InterfaceName.Set(Command, Value)
```

Command **AmbientBrightness**	Value 0 to 100 in steps of 1		
Qualifier Key **'Mode'**	Qualifier Value 'Low'	Qualifier Value 'High'	
`# AmbientBrightness example` `InterfaceName.Set('AmbientBrightness', 100, {'Mode': 'Low'})`			
Command **AspectRatio**	Value 'Normal' 'Zoom'	Value 'Full' 'Dynamic'	Value 'Wide' 'Off (dot by dot)'
`# AspectRatio example` `InterfaceName.Set('AspectRatio', 'Normal')`			
Command **AudioInput**	Value 'Audio 1(PC)' 'HDMI'	Value 'Audio 2' 'TV/Option'	Value 'Audio 3' 'DisplayPort'
`# AudioInput example` `InterfaceName.Set('AudioInput', 'Audio 1(PC)')`			
Command **AudioMute**	Value 'On'	Value 'Off'	
`# AudioMute example` `InterfaceName.Set('AudioMute', 'On')`			
Command **AutoImage**	Value 'None'		
`# AutoImage example` `InterfaceName.Set('AutoImage', None)`			
Command **Backlight**	Value 0 to 100 in steps of 1		
`# Backlight example` `InterfaceName.Set('Backlight', 100)`			
Command **Brightness**	Value 0 to 100 in steps of 1		
`# Brightness example` `InterfaceName.Set('Brightness', 100)`			
Command **ChannelNumber**	Value '0' – '9' 'Exit'	Value '-' 'Return'	Value 'Enter'
`# ChannelNumber example` `InterfaceName.Set('ChannelNumber', '0')`			
Command **ClosedCaption**	Value 'CC1' 'CC4' 'TT3'	Value 'CC2' 'TT1' 'TT4'	Value 'CC3' 'TT2' 'Off'
`# ClosedCaption example` `InterfaceName.Set('ClosedCaption', 'CC1')`			

Command	Value		
Contrast	0 to 100 in steps of 1		
`# Contrast example` `InterfaceName.Set('Contrast', 100)`			
Command	Value	Value	Value
GammaCorrection	'Native Gamma' 'S Gamma'	'Gamma=2.2' 'DICOM SIM'	'Gamma=2.4' 'Programmable'
`# GammaCorrection example` `InterfaceName.Set('GammaCorrection', 'Native Gamma')`			
Command	Value	Value	Value
Input	'VGA' 'Video1' 'TV' 'DVD/HD2'	'RGB/HV' 'Video2' 'DVD/HD1' 'DisplayPort'	'DVI' 'S-Video' 'Option' 'HDMI'
`# Input example` `InterfaceName.Set('Input', 'VGA')`			
Command	Value	Value	
OnScreenDisplay	'On'	'Off'	
`# OnScreenDisplay example` `InterfaceName.Set('OnScreenDisplay', 'On')`			
Command	Value	Value	
Overscan	'On'	'Off'	
`# Overscan example` `InterfaceName.Set('Overscan', 'On')`			
Command	Value	Value	Value
PictureMode	'sRGB' 'Cinema' 'Ambient-1'	'Hi-Bright' 'ISF-Day' 'Ambient-2'	'Standard' 'ISF-Night'
`# PictureMode example` `InterfaceName.Set('PictureMode', 'sRGB')`			
Command	Value	Value	Value
PIPInput	'VGA' 'Video1' 'DVD/HD1' 'DisplayPort'	'RGB/HV' 'Video2' 'Option' 'HDMI'	'DVI' 'S-Video' 'DVD/HD2' 'TV'
`# PIPInput example` `InterfaceName.Set('PIPInput', 'VGA')`			
Command	Value	Value	Value
PIPMode	'PIP' 'Side by side (Aspect)'	'POP' 'Side by side (Full)'	'Still' 'Off'
`# PIPMode example` `InterfaceName.Set('PIPMode', 'PIP')`			
Command	Value	Value	Value
PIPSize	'Small'	'Middle'	'Large'
`# PIPSize example` `InterfaceName.Set('PIPSize', 'Small')`			
Command	Value	Value	
Power	'On'	'Off'	
`# Power example` `InterfaceName.Set('Power', 'On')`			

Command	Value	Value	
Power Save	'On'	'Off'	
`# PowerSave example` `InterfaceName.Set('PowerSave', 'On')`			
Command	**Value**		
TileHMonitor	'1' – '10'		
`# TileHMonitor example` `InterfaceName.Set('TileHMonitor', '1')`			
Command	**Value**	**Value**	**Value**
TileMatrix	'On'	'Off'	'Off W/ Frame'
`# TileMatrix example` `InterfaceName.Set('TileMatrix', 'On')`			
Command	**Value**	**Value**	
TileMatrixComp	'Enable'	'Disable'	
`# TileMatrixComp example` `InterfaceName.Set('TileMatrixComp', 'Enable')`			
Command	**Value**		
TilePosition	'1' – '100'		
`# TilePosition example` `InterfaceName.Set('TilePosition', '1')`			
Command	**Value**		
TileVMonitor	'1' – '10'		
`# TileVMonitor example` `InterfaceName.Set('TileVMonitor', '1')`			
Command	**Value**	**Value**	
TVChannelStep	'Up'	'Down'	
`# TVChannelStep example` `InterfaceName.Set('TVChannelStep', 'Up')`			
Command	**Value**	**Value**	
VideoMute	'On'	'Off'	
`# VideoMute example` `InterfaceName.Set('VideoMute', 'On')`			
Command	**Value**		
Volume	0 to 100 in steps of 1		
`# Volume example` `InterfaceName.Set('Volume', 100)`			

Status Available (Ethernet)

For all commands, call Update to receive the latest status. ConnectionStatus does not support the Update function and is triggered by the device providing a successful response to other Update function calls.

Format with Qualifier:

```
InterfaceName.Update(Command, {'Qualifier Key': 'Qualifier Value'})
Value = InterfaceName.ReadStatus(Command, {'Qualifier Key': 'Qualifier Value'})
InterfaceName.SubscribeStatus(Command, {'Qualifier Key': 'Qualifier Value'},
FeedbackHandler)
FeedbackHandler will be called only when the specified qualifier gets a new status.
```

Format without Qualifier:

```
InterfaceName.Update(Command)
Value = InterfaceName.ReadStatus(Command)
InterfaceName.SubscribeStatus(Command, None, FeedbackHandler)
FeedbackHandler will be called when any qualifier gets a new status.
```

Command **AmbientBrightness**	Value 0 to 100 in steps of 1		
Qualifier Key **'Mode'**	Qualifier Value 'Low'	Qualifier Value 'High'	

`# AmbientBrightness example`
`InterfaceName.Update('AmbientBrightness', {'Mode': 'Low'})`
`Value = InterfaceName.ReadStatus('AmbientBrightness', {'Mode': 'Low'})`
`InterfaceName.SubscribeStatus('AmbientBrightness', None, FeedbackHandler)`			

Command **AmbientCurrentIlluminance**	Value 0 – 255		

`# AmbientCurrentIlluminance example`
`InterfaceName.Update('AmbientCurrentIlluminance')`
`Value = InterfaceName.ReadStatus('AmbientCurrentIlluminance')`
`InterfaceName.SubscribeStatus('AmbientCurrentIlluminance', None, FeedbackHandler)`			

Command **AmbientSensorRead**	Value 0 – 255		

`# AmbientSensorRead example`
`InterfaceName.Update('AmbientSensorRead')`
`Value = InterfaceName.ReadStatus('AmbientSensorRead')`
`InterfaceName.SubscribeStatus('AmbientSensorRead', None, FeedbackHandler)`			

Command **AspectRatio**	Value 'Normal' 'Zoom'	Value 'Full' 'Dynamic'	Value 'Wide' 'Off (dot by dot)'

`# AspectRatio example`
`InterfaceName.Update('AspectRatio')`
`Value = InterfaceName.ReadStatus('AspectRatio')`
`InterfaceName.SubscribeStatus('AspectRatio', None, FeedbackHandler)`			

Command **AudioInput**	Value 'Audio 1(PC)' 'HDMI'	Value 'Audio 2' 'TV/Option'	Value 'Audio 3' 'DisplayPort'

`# AudioInput example`
`InterfaceName.Update('AudioInput')`
`Value = InterfaceName.ReadStatus('AudioInput')`
`InterfaceName.SubscribeStatus('AudioInput', None, FeedbackHandler)`			

Command	Value	Value
AudioMute	'On'	'Off'

```
# AudioMute example
InterfaceName.Update('AudioMute')
Value = InterfaceName.ReadStatus('AudioMute')
InterfaceName.SubscribeStatus('AudioMute', None, FeedbackHandler)
```

Command	Value
Backlight	0 to 100 in steps of 1

```
# Backlight example
InterfaceName.Update('Backlight')
Value = InterfaceName.ReadStatus('Backlight')
InterfaceName.SubscribeStatus('Backlight', None, FeedbackHandler)
```

Command	Value
Brightness	0 to 100 in steps of 1

```
# Brightness example
InterfaceName.Update('Brightness')
Value = InterfaceName.ReadStatus('Brightness')
InterfaceName.SubscribeStatus('Brightness', None, FeedbackHandler)
```

Command	Value
Contrast	0 to 100 in steps of 1

```
# Contrast example
InterfaceName.Update('Contrast')
Value = InterfaceName.ReadStatus('Contrast')
InterfaceName.SubscribeStatus('Contrast', None, FeedbackHandler)
```

Command	Value	Value	Value
GammaCorrection	'Native Gamma'	'Gamma=2.2'	'Gamma=2.4'
	'S Gamma'	'DICOM SIM'	'Programmable'

```
# GammaCorrection example
InterfaceName.Update('GammaCorrection')
Value = InterfaceName.ReadStatus('GammaCorrection')
InterfaceName.SubscribeStatus('GammaCorrection', None, FeedbackHandler)
```

Command	Value	Value	Value
Input	'VGA'	'RGB/HV'	'DVI'
	'Video1'	'Video2'	'S-Video'
	'TV'	'DVD/HD1'	'Option'
	'DVD/HD2'	'DisplayPort'	'HDMI'

```
# Input example
InterfaceName.Update('Input')
Value = InterfaceName.ReadStatus('Input')
InterfaceName.SubscribeStatus('Input', None, FeedbackHandler)
```

Command	Value	Value
OnScreenDisplay	'On'	'Off'

```
# OnScreenDisplay example
InterfaceName.Update('OnScreenDisplay')
Value = InterfaceName.ReadStatus('OnScreenDisplay')
InterfaceName.SubscribeStatus('OnScreenDisplay', None, FeedbackHandler)
```

Command	Value	Value
Overscan	'On'	'Off'

```
# Overscan example
InterfaceName.Update('Overscan')
Value = InterfaceName.ReadStatus('Overscan')
InterfaceName.SubscribeStatus('Overscan', None, FeedbackHandler)
```

Command	Value	Value	Value
PictureMode	'sRGB' 'Cinema' 'Ambient-1'	'Hi-Bright' 'ISF-Day' 'Ambient-2'	'Standard' 'ISF-Night'

```
# PictureMode example
InterfaceName.Update('PictureMode')
Value = InterfaceName.ReadStatus('PictureMode')
InterfaceName.SubscribeStatus('PictureMode', None, FeedbackHandler)
```

Command	Value	Value	Value
PIPInput	'VGA' 'Video1' 'DVD/HD1' 'DisplayPort'	'RGB/HV' 'Video2' 'Option' 'HDMI'	'DVI' 'S-Video' 'DVD/HD2' 'TV'

```
# PIPInput example
InterfaceName.Update('PIPInput')
Value = InterfaceName.ReadStatus('PIPInput')
InterfaceName.SubscribeStatus('PIPInput', None, FeedbackHandler)
```

Command	Value	Value	Value
PIPMode	'PIP' 'Side by side (Aspect)'	'POP' 'Side by side (Full)'	'Still' 'Off'

```
# PIPMode example
InterfaceName.Update('PIPMode')
Value = InterfaceName.ReadStatus('PIPMode')
InterfaceName.SubscribeStatus('PIPMode', None, FeedbackHandler)
```

Command	Value	Value	Value
PIPSize	'Small'	'Middle'	'Large'

```
# PIPSize example
InterfaceName.Update('PIPSize')
Value = InterfaceName.ReadStatus('PIPSize')
InterfaceName.SubscribeStatus('PIPSize', None, FeedbackHandler)
```

Command	Value	Value	Value
Power	'On' 'Suspend (Power Save)'	'Off'	'Standby (Power Save)'

```
# Power example
InterfaceName.Update('Power')
Value = InterfaceName.ReadStatus('Power')
InterfaceName.SubscribeStatus('Power', None, FeedbackHandler)
```

Command	Value	Value
Power Save	'On'	'Off'

```
# PowerSave example
InterfaceName.Update('PowerSave')
Value = InterfaceName.ReadStatus('PowerSave')
InterfaceName.SubscribeStatus('PowerSave', None, FeedbackHandler)
```

Command	Value	Value	Value
TileMatrix	'On'	'Off'	'Off W/ Frame'

```
# TileMatrix example
InterfaceName.Update('TileMatrix')
Value = InterfaceName.ReadStatus('TileMatrix')
InterfaceName.SubscribeStatus('TileMatrix', None, FeedbackHandler)
```

Command	Value	Value	Value
VideoMute	'On'	'Off'	'No Signal'

```
# VideoMute example
InterfaceName.Update('VideoMute')
Value = InterfaceName.ReadStatus('VideoMute')
InterfaceName.SubscribeStatus('VideoMute', None, FeedbackHandler)
```

Command	Value
Volume	0 to 100 in steps of 1

```
# Volume example
InterfaceName.Update('Volume')
Value = InterfaceName.ReadStatus('Volume')
InterfaceName.SubscribeStatus('Volume', None, FeedbackHandler)
```

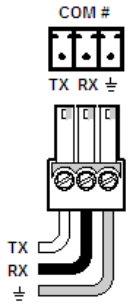
Cable and Adapter Requirements:
Captive Screw to Female DB9 RS-232 Serial Cable

Notes for the Device:
To change control into Serial, go to the Menu → Multi-DSP → External Control → RS232

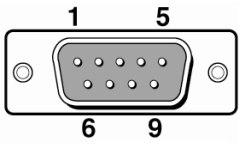
Serial communication:

Port Type:	RS-232	**Parity:**	None
Baud Rate:	9600	**Stop Bits:**	One
Data Bits:	8	**Flow Control:**	None

Pin Assignments Diagram



Signal	Main Cable	Pin	Signal
TxD	→	2	RxD
RxD	←	3	TxD
GND	—	5	GND



RS232 DB9 Male
Display

Network communication

When configuring the Ethernet module, be sure device settings match those of the Global Scripter ethernet interface.

Port Type:	Ethernet (TCP)
Default Port:	7142
Logon Credentials Supported:	No
Multi-Connection Capabilities:	No
Port Changeability:	No

Ethernet Module Configuration Description

Please refer to user manual for settings and changes to the network communication

Notes for the Device

To change control into Ethernet, go to the Menu → Multi-DSP → External Control → LAN

Appendix A. Set Commands

Ambient Brightness 0 Mode High Device ID 1	\x010A0E0A\x0210340000\x03r\x0D
Ambient Brightness 0 Mode Low Device ID 1	\x010A0E0A\x0210330000\x03u\x0D
Ambient Brightness 100 Mode High Device ID 1	\x010A0E0A\x0210340064\x03p\x0D
Ambient Brightness 100 Mode Low Device ID 1	\x010A0E0A\x0210330064\x03w\x0D
Aspect Ratio Dynamic Device ID 1	\x010A0E0A\x0202700006\x03w\x0D
Aspect Ratio Full Device ID 1	\x010A0E0A\x0202700002\x03s\x0D
Aspect Ratio Normal Device ID 1	\x010A0E0A\x0202700001\x03p\x0D
Aspect Ratio Off (dot by dot) Device ID 1	\x010A0E0A\x0202700007\x03v\x0D
Aspect Ratio Wide Device ID 1	\x010A0E0A\x0202700003\x03r\x0D
Aspect Ratio Zoom Device ID 1	\x010A0E0A\x0202700004\x03u\x0D
Audio Input Audio 1(PC) Device ID 1	\x010A0E0A\x02022E0001\x03\x00\x0D
Audio Input Audio 2 Device ID 1	\x010A0E0A\x02022E0002\x03\x03\x0D
Audio Input Audio 3 Device ID 1	\x010A0E0A\x02022E0003\x03\x02\x0D
Audio Input DisplayPort Device ID 1	\x010A0E0A\x02022E0007\x03\x06\x0D
Audio Input HDMI Device ID 1	\x010A0E0A\x02022E0004\x03\x05\x0D
Audio Input TV/Option Device ID 1	\x010A0E0A\x02022E0006\x03\x07\x0D
Audio Mute Off Device ID 1	\x010A0E0A\x02008D0000\x03\x08\x0D
Audio Mute On Device ID 1	\x010A0E0A\x02008D0001\x03\x09\x0D
Auto Image None Device ID 1	\x010A0E0A\x02001E0001\x03\x01\x0D
Backlight 0 Device ID 1	\x010A0E0A\x0200100000\x03u\x0D
Backlight 100 Device ID 1	\x010A0E0A\x0200100064\x03w\x0D
Brightness 0 Device ID 1	\x010A0E0A\x0200920000\x03\x7F\x0D
Brightness 100 Device ID 1	\x010A0E0A\x0200920064\x03}\x0D
Channel Number - Device ID 1	\x010A0A0C\x02C210004401\x03\x03\x0D
Channel Number 0 Device ID 1	\x010A0A0C\x02C210001201\x03\x00\x0D
Channel Number 9 Device ID 1	\x010A0A0C\x02C210001001\x03\x02\x0D
Channel Number Enter Device ID 1	\x010A0A0C\x02C210004501\x03\x02\x0D
Channel Number Exit Device ID 1	\x010A0A0C\x02C210001F01\x03t\x0D
Channel Number Return Device ID 1	\x010A0A0C\x02C210002A01\x03p\x0D
Closed Caption CC1 Device ID 1	\x010A0E0A\x0210840002\x03{\x0D
Closed Caption CC2 Device ID 1	\x010A0E0A\x0210840003\x03z\x0D
Closed Caption CC3 Device ID 1	\x010A0E0A\x0210840004\x03}\x0D
Closed Caption CC4 Device ID 1	\x010A0E0A\x0210840005\x03|\x0D
Closed Caption Off Device ID 1	\x010A0E0A\x0210840001\x03x\x0D
Closed Caption TT1 Device ID 1	\x010A0E0A\x0210840006\x03\x7F\x0D
Closed Caption TT2 Device ID 1	\x010A0E0A\x0210840007\x03~\x0D
Closed Caption TT3 Device ID 1	\x010A0E0A\x0210840008\x03q\x0D
Closed Caption TT4 Device ID 1	\x010A0E0A\x0210840009\x03p\x0D
Contrast 0 Device ID 1	\x010A0E0A\x0200120000\x03w\x0D
Contrast 100 Device ID 1	\x010A0E0A\x0200120064\x03u\x0D
Gamma Correction DICOM SIM Device ID 1	\x010A0E0A\x0202680005\x03}\x0D
Gamma Correction Gamma=2.2 Device ID 1	\x010A0E0A\x0202680004\x03|\x0D

Gamma Correction Gamma=2.4 Device ID 1	\x010A0E0A\x0202680008\x03p\x0D
Gamma Correction Native Gamma Device ID 1	\x010A0E0A\x0202680001\x03y\x0D
Gamma Correction Programmable Device ID 1	\x010A0E0A\x0202680006\x03~\x0D
Gamma Correction S Gamma Device ID 1	\x010A0E0A\x0202680007\x03\x7F\x0D
Input DisplayPort Device ID 1	\x010A0E0A\x020060000F\x03\x04\x0D
Input DVD/HD1 Device ID 1	\x010A0E0A\x020060000C\x03\x01\x0D
Input DVD/HD2 Device ID 1	\x010A0E0A\x020060000E\x03\x07\x0D
Input DVI Device ID 1	\x010A0E0A\x0200600003\x03q\x0D
Input HDMI Device ID 1	\x010A0E0A\x0200600004\x03v\x0D
Input Option Device ID 1	\x010A0E0A\x020060000D\x03\x06\x0D
Input RGB/HV Device ID 1	\x010A0E0A\x0200600002\x03p\x0D
Input S-Video Device ID 1	\x010A0E0A\x0200600007\x03u\x0D
Input TV Device ID 1	\x010A0E0A\x020060000A\x03\x03\x0D
Input VGA Device ID 1	\x010A0E0A\x0200600001\x03s\x0D
Input Video1 Device ID 1	\x010A0E0A\x0200600005\x03w\x0D
Input Video2 Device ID 1	\x010A0E0A\x0200600006\x03t\x0D
On Screen Display Off Device ID 1	\x010A0E0A\x0202EA0001\x03s\x0D
On Screen Display On Device ID 1	\x010A0E0A\x0202EA0002\x03p\x0D
Overscan Off Device ID 1	\x010A0E0A\x0202E30001\x03\x01\x0D
Overscan On Device ID 1	\x010A0E0A\x0202E30002\x03\x02\x0D
Picture Mode Ambient-1 Device ID 1	\x010A0E0A\x02021A000B\x03t\x0D
Picture Mode Ambient-2 Device ID 1	\x010A0E0A\x02021A000C\x03u\x0D
Picture Mode Cinema Device ID 1	\x010A0E0A\x02021A0005\x03\x03\x0D
Picture Mode Hi-Bright Device ID 1	\x010A0E0A\x02021A0003\x03\x05\x0D
Picture Mode ISF-Day Device ID 1	\x010A0E0A\x02021A0006\x03\x00\x0D
Picture Mode ISF-Night Device ID 1	\x010A0E0A\x02021A0007\x03\x01\x0D
Picture Mode sRGB Device ID 1	\x010A0E0A\x02021A0001\x03\x07\x0D
Picture Mode Standard Device ID 1	\x010A0E0A\x02021A0004\x03\x02\x0D
PIP Input DisplayPort Device ID 1	\x010A0E0A\x020273000F\x03\x04\x0D
PIP Input DVD/HD1 Device ID 1	\x010A0E0A\x020273000C\x03\x01\x0D
PIP Input DVD/HD2 Device ID 1	\x010A0E0A\x020273000E\x03\x07\x0D
PIP Input DVI Device ID 1	\x010A0E0A\x0202730003\x03q\x0D
PIP Input HDMI Device ID 1	\x010A0E0A\x0202730004\x03v\x0D
PIP Input Option Device ID 1	\x010A0E0A\x020273000D\x03\x06\x0D
PIP Input RGB/HV Device ID 1	\x010A0E0A\x0202730002\x03p\x0D
PIP Input S-Video Device ID 1	\x010A0E0A\x0202730007\x03u\x0D
PIP Input TV Device ID 1	\x010A0E0A\x020273000A\x03\x03\x0D
PIP Input VGA Device ID 1	\x010A0E0A\x0202730001\x03s\x0D
PIP Input Video1 Device ID 1	\x010A0E0A\x0202730005\x03w\x0D
PIP Input Video2 Device ID 1	\x010A0E0A\x0202730006\x03t\x0D
PIP Mode Off Device ID 1	\x010A0E0A\x0202720001\x03r\x0D
PIP Mode PIP Device ID 1	\x010A0E0A\x0202720002\x03q\x0D
PIP Mode POP Device ID 1	\x010A0E0A\x0202720003\x03p\x0D
PIP Mode Side by side (Aspect) Device ID 1	\x010A0E0A\x0202720005\x03v\x0D

PIP Mode Side by side (Full) Device ID 1	\x010A0E0A\x0202720006\x03u\x0D
PIP Mode Still Device ID 1	\x010A0E0A\x0202720004\x03w\x0D
PIP Size Large Device ID 1	\x010A0E0A\x0202710003\x03s\x0D
PIP Size Middle Device ID 1	\x010A0E0A\x0202710002\x03r\x0D
PIP Size Small Device ID 1	\x010A0E0A\x0202710001\x03q\x0D
Power Off Device ID 1	\x010A0A0C\x02C203D60004\x03v\x0D
Power On Device ID 1	\x010A0A0C\x02C203D60001\x03s\x0D
Power Save On Device ID 1	\x010A0E0A\x0200E1000\x03\x01\x0D
Power Save Off Device ID 1	\x010A0E0A\x0200E10000\x03\x00\x0D
Tile H Monitor 1 Device ID 1	\x010A0E0A\x0202D00001\x03\x03\x0D
Tile H Monitor 10 Device ID 1	\x010A0E0A\x0202D0000A\x03s\x0D
Tile Matrix Comp Disable Device ID 1	\x010A0E0A\x0202D50001\x03\x06\x0D
Tile Matrix Comp Enable Device ID 1	\x010A0E0A\x0202D50002\x03\x05\x0D
Tile Matrix Off Device ID 1	\x010A0E0A\x0202D30003\x03\x02\x0D
Tile Matrix Off W/ Frame Device ID 1	\x010A0E0A\x0202D30001\x03\x00\x0D
Tile Matrix On Device ID 1	\x010A0E0A\x0202D30002\x03\x03\x0D
Tile Position 1 Device ID 1	\x010A0E0A\x0202D20001\x03\x01\x0D
Tile Position 100 Device ID 1	\x010A0E0A\x0202D20064\x03\x02\x0D
Tile V Monitor 1 Device ID 1	\x010A0E0A\x0202D10001\x03\x02\x0D
TV Channel Step Down Device ID 1	\x010A0E0A\x02008B0002\x03\x0C\x0D
TV Channel Step Up Device ID 1	\x010A0E0A\x02008B0001\x03\x0F\x0D
Video Mute Off Device ID 1	\x010A0E0A\x0210B60002\x03\x03\x0D
Video Mute On Device ID 1	\x010A0E0A\x0210B60001\x03\x00\x0D
Volume 0 Device ID 1	\x010A0E0A\x0200620000\x03p\x0D
Volume 100 Device ID 1	\x010A0E0A\x0200620064\x03r\x0D

Appendix B. Update Commands

Ambient Brightness Mode High Device ID 1	\x010A0C06\x021034\x03\x03\x0D
Ambient Brightness Mode Low Device ID 1	\x010A0C06\x021033\x03\x04\x0D
Ambient Current Illuminance Device ID 1	\x010A0C06\x0202B4\x03q\x0D
Ambient Sensor Read Device ID 1	\x010A0C06\x0202B5\x03p\x0D
Aspect Ratio Device ID 1	\x010A0C06\x020270\x03\x00\x0D
Audio Input Device ID 1	\x010A0C06\x02022E\x03p\x0D
Audio Mute Device ID 1	\x010A0C06\x02008D\x03y\x0D
Backlight Device ID 1	\x010A0C06\x020010\x03\x04\x0D
Brightness Device ID 1	\x010A0C06\x020092\x03\x0E\x0D
Contrast Device ID 1	\x010A0C06\x020012\x03\x06\x0D
Gamma Correction Device ID 1	\x010A0C06\x020268\x03\x09\x0D
Input Device ID 1	\x010A0C06\x020060\x03\x03\x0D
On Screen Display Device ID 1	\x010A0C06\x0202EA\x03\x03\x0D
Overscan Device ID 1	\x010A0C06\x0202E3\x03q\x0D
Picture Mode Device ID 1	\x010A0C06\x02021A\x03w\x0D
PIP Input Device ID 1	\x010A0C06\x020273\x03\x03\x0D
PIP Mode Device ID 1	\x010A0C06\x020272\x03\x02\x0D
PIP Size Device ID 1	\x010A0C06\x020271\x03\x01\x0D
Power Device ID 1	\x010A0A06\x0201D6\x03t\x0D
Power Save Device ID 1	\x010A0C06\x0200E1\x03\x71\x0D
Tile Matrix Device ID 1	\x010A0C06\x0202D3\x03p\x0D
Video Mute Device ID 1	\x010A0C06\x0210B6\x03p\x0D
Volume Device ID 1	\x010A0C06\x020062\x03\x01\x0D