

# Planar VM Series Displays



**VM55LX-U2**

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The Planar VM Series is fully RoHS compliant.

Part Number: 020-1359-02A

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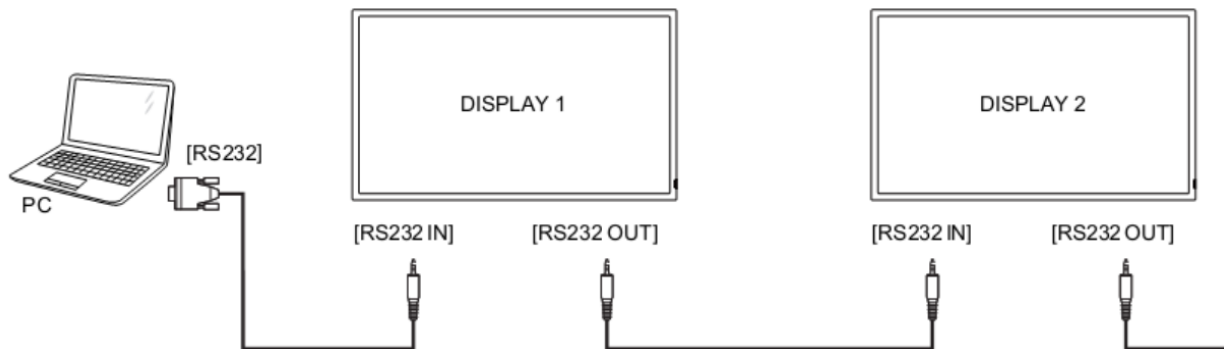
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# Introduction

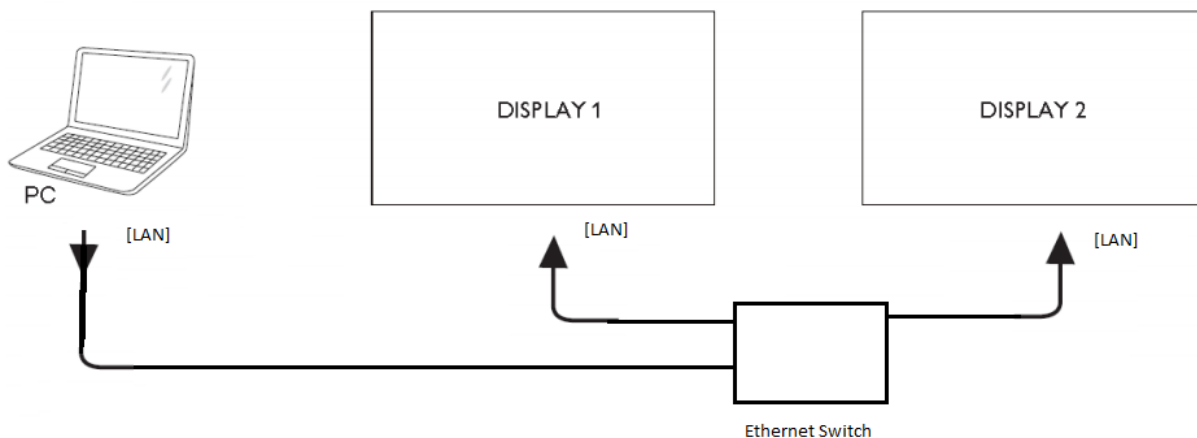
## 1. Purpose

The purpose of this document is to explain in detail the commands and steps that can be used to control a Planar VM Series display via RS232.

*Example 1*



*Example 2*



## 2. Definitions, Abbreviations and Acronyms

- ACK            Acknowledge
- NAK           Not Acknowledge
- NAV           Not Available
- ID             Identification

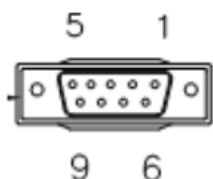
# Command Packet Format

**Note:** The cable included in the accessory kit is a 2.5mm (TRRS, male) to DB-9 (female) adaptor.

## 3. Physical Specifications

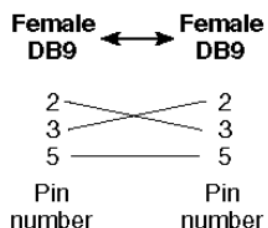
1. Baud Rate : 9600
2. Data bits: 8
3. Parity : None
4. Stop Bit : 1
5. Flow Control : None
6. The Pin Assignments for DB9 male connector:

### Male D-Sub 9-Pin (outside view)



| Pin# | Signal | Remark                                   |
|------|--------|------------------------------------------|
| 1    | NC     |                                          |
| 2    | RXD    | Input to LCD Monitor = 1st Ring on 2.5mm |
| 3    | TXD    | Output from LCD Monitor = Tip on 2.5mm   |
| 4    | NC     |                                          |
| 5    | GND    | Sleeve on 2.5mm                          |
| 6    | NC     |                                          |
| 7    | NC     |                                          |

**Note:** Use a crossover cable (null modem) for connection to the host controller:



Planar VM Series displays use RXD, TXD and GND pins for RS232 control. For RS232 cable, use the reverse type cable.

## 4. Communication Procedure

Send control commands from a host controller via the RS232 connection. Do not send a new command until the previous command is acknowledged. However, if a response is not received within 500 milliseconds, a retry may be triggered. Every valid command receives an ACK. A command that is valid, but not supported in the current implementation, will be responded to with NAV (Not Available). If the command buffer is corrupt, (transmission errors) the command will be responded to with NAK. The display operates according to the received command. If the command is a valid “Get” command, the display responds with the requested info. If the command is a valid “Set” command allowed, the display performs the requested operation.

**Note:** For LAN control, the port number is 5000.

**Note:** When using LAN control, each LCD monitor in the wall needs to be connected directly to the LAN. Serial commands received through the LAN port will not be relayed through the “RS232 out” connector to subsequent monitors.

## 5. Command Format

The RS232 packet format:

|        |            |          |       |       |        |              |         |     |         |          |
|--------|------------|----------|-------|-------|--------|--------------|---------|-----|---------|----------|
| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | ... | Data[N] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|-----|---------|----------|

In Detail:

| Number of Field  | Name of Field     | Description                                                                                                                                                                                               |
|------------------|-------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Byte 1           | Header            | Header = 0xA6                                                                                                                                                                                             |
| Byte 2           | Monitor ID        | Monitor ID<br>Range: 1 ~ 255<br>Signal Mode: Display Address range from 1 to 255<br>Broadcast Mode: Display Address is 0, so no ACK or Report is expected                                                 |
| Byte 3           | Category          | 0x00                                                                                                                                                                                                      |
| Byte 4           | Code0 (Page)      | 0x00                                                                                                                                                                                                      |
| Byte 5           | Code1 (Function)  | 0x00                                                                                                                                                                                                      |
| Byte 6           | Length            | Length has to be calculated in the following way: Length = N + 3                                                                                                                                          |
| Byte 7           | Data Control      | Data Control = 0x01 (fixed)                                                                                                                                                                               |
| Byte 8 ~ Byte 44 | Data[0] ~ Data[N] | This field can be also empty.<br>If not empty then the range of Data Size, N = 0 to 36.                                                                                                                   |
| Last Byte        | Checksum          | Checksum<br>Range = 0 to 255 (0xFF).<br>Algorithm: The EXCLUSIVE-OR (XOR) of all bytes in the message except the checksum itself.<br>Checksum = [Header] XOR [Monitor ID] XOR ... DATA[0] ... XOR DATA[N] |



# System

## 6. Communication Control

This defines the feedback command from the monitor to the host controller. When the device receives a display command from the host controller the command reported to host controller will be ACK, NAK or NAV.

**Note:** There is no reply message when the wrong ID address is used.

### 6.1 Message Report

| Number of Field   | Name of Field   | Description                                                                                       |
|-------------------|-----------------|---------------------------------------------------------------------------------------------------|
| Byte 1            | Header          | Header = 0x21                                                                                     |
| Byte 2            | Monitor ID      | Monitor ID<br>Range: 1 ~ 255                                                                      |
| Byte3             | Category        | 0x00                                                                                              |
| Byte4             | Page            | 0x00                                                                                              |
| Byte5             | MsgLen          | Length of message plus Checksum code.<br>Calculate the length from Control Byte to Checksum Byte. |
| Byte6             | Control         | 0x01                                                                                              |
| Byte7             | Data[0]         | Copy the received Command code                                                                    |
| Byte8~Byte8+(N-1) | Data[1]~Data[N] | Returned data associated with command code                                                        |
| Byte 8+N          | Checksum        | XOR of all byte in reply/report packet (except checksum itself)                                   |

*Example ACK Reply: (Display Address 01)*

| Header | Monitor ID | Category | Page | Length | Control | Data[0] | Data[1] | Checksum | Description               |
|--------|------------|----------|------|--------|---------|---------|---------|----------|---------------------------|
| 0x21   | 0x01       | 0x00     | 0x00 | 0x04   | 0x01    | 0x00    | 0x00    | 0x25     | Command is well executed. |

*Example NAK Reply: (Display Address 01)*

| Header | Monitor ID | Category | Page | Length | Control | Data[0] | Data[1] | Checksum | Description                                                  |
|--------|------------|----------|------|--------|---------|---------|---------|----------|--------------------------------------------------------------|
| 0x21   | 0x01       | 0x00     | 0x00 | 0x04   | 0x01    | 0x00    | 0x03    | 0x26     | If the command code is Data(0), the system will reply "NAK." |

*Example NAV Reply: (Display Address 01)*

| Header | Monitor ID | Category | Page | Length | Control | Data[0] | Data[1] | Checksum | Description                                           |
|--------|------------|----------|------|--------|---------|---------|---------|----------|-------------------------------------------------------|
| 0x21   | 0x01       | 0x00     | 0x00 | 0x04   | 0x01    | 0x00    | 0x04    | 0x21     | Checksum error- "NAV".<br>Command Code Data(1)-"NAV". |

## 7. Monitor Information

This command provides the SICP protocol and the display software versions to the host controller.

### 7.1 Model Number, FW Version, Build Date Message Get

| Bytes              | Bytes Description                                         | Bits | Description                                                   |
|--------------------|-----------------------------------------------------------|------|---------------------------------------------------------------|
| DATA[0]            | 0xA1 = Model Number & FW version of device with Date- Get |      | Request the Model Number and FW version of the device         |
| DATA[1] to DATA[N] | Codes to request                                          |      | 0x00 = Model Number<br>0x01 = FW version<br>0x02 = Build Date |

*Example: Get model number (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Data[1] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x04   | 0x01         | 0xA1    | 0x00    | 0x03     |

### 7.2 Model Number, FW Version, Build Date Message Report

| Bytes              | Bytes Description                                            | Bits | Description                                                                                                                               |
|--------------------|--------------------------------------------------------------|------|-------------------------------------------------------------------------------------------------------------------------------------------|
| DATA[0]            | 0xA1 = Model Number & FW version of device with Date- Report |      | Request the Model number, FW version, FW build date                                                                                       |
| DATA[1] to DATA[N] | Character[0] to Character[N-1]                               |      | 36 (0x24) characters maximum.<br>No. of characters, N = 1 to 36 (0x24).<br>The actual size determines the value of the message size byte. |

# General

## 8. Power State

Use this command to get/set the power state as defined below.

### 8.1 Power State Get

| Bytes   | Bytes Description        | Bits | Description                                                    |
|---------|--------------------------|------|----------------------------------------------------------------|
| DATA[0] | 0x19 = Power State - Get |      | Command requests the display to report its current power state |

*Example: (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x03   | 0x01         | 0x19    | 0xBC     |

### 8.2 Power State Report

| Bytes   | Bytes Description           | Bits | Description                   |
|---------|-----------------------------|------|-------------------------------|
| DATA[0] | 0x19 = Power State - Report |      | Command reports power state   |
| DATA[1] | Power State                 |      | 0x01 = Power Off<br>0x02 = On |

*Example: Power State On (Display Address 01)*

| Header | Monitor ID | Category | Page | Length | Data Control | Data[0] | Data[1] | Checksum |
|--------|------------|----------|------|--------|--------------|---------|---------|----------|
| 0x21   | 0x01       | 0x00     | 0x00 | 0x04   | 0x01         | 0x19    | 0x02    | 0x3E     |

### 8.3 Power State Set

| Bytes   | Bytes Description        | Bits | Description                                      |
|---------|--------------------------|------|--------------------------------------------------|
| DATA[0] | 0x18 = Power State - Set |      | Command to change the Power State of the display |
| DATA[1] | Power State              |      | 0x01 = Power Off<br>0x02 = On                    |

*Example: Power State Deep Sleep (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Data[1] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x04   | 0x01         | 0x18    | 0x01    | 0xBB     |

## 9. IR Remote Control Lock Functions

Use the following commands separately to lock or unlock the Remote Control and Keypad.

### 9.1 IR Remote Lock Status Get

| Bytes   | Bytes Description                         | Bits | Description                                                                               |
|---------|-------------------------------------------|------|-------------------------------------------------------------------------------------------|
| DATA[0] | 0x1D = IR Remote Control Lock Status- Get |      | Get unlock all /lock all /lock all but power/lock all but volume/primary/secondary status |

*Example: (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x03   | 0x01         | 0x1D    | 0xB8     |

### 9.2 IR Remote Lock Status Report

| Bytes   | Bytes Description                            | Bits | Description                                                                                                                                                     |
|---------|----------------------------------------------|------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| DATA[0] | 0x1D = IR Remote Control Lock Status- Report |      | Report unlock all /lock all /lock all but power/lock all but volume/primary/secondary status                                                                    |
| DATA[1] | Status indicator byte for Remote Control     |      | 0x01 = Unlock All<br>0x02 = Lock All<br>0x03 = Lock All but Power<br>0x04 = Lock All but Volume<br>0x05 = Primary (Master)<br>0x06 = Secondary (daisy chain PD) |

*Example: Lock Keyboard and unlocked Remote Control (Display Address 01)*

| Header | Monitor ID | Category | Page | Length | Data Control | Data[0] | Data[1] | Checksum |
|--------|------------|----------|------|--------|--------------|---------|---------|----------|
| 0x21   | 0x01       | 0x00     | 0x00 | 0x04   | 0x01         | 0x1D    | 0x01    | 0x39     |

### 9.3 IR Remote Lock Status Set

| Bytes   | Bytes Description                         | Bits | Description                                                                                                                                                     |
|---------|-------------------------------------------|------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| DATA[0] | 0x1C = IR Remote Control Lock Status- Set |      | Set unlock all/lock all /lock all but power/lock all but volume/ Primary/Secondary status                                                                       |
| DATA[1] | Status indicator byte for Remote Control  |      | 0x01 = Unlock All<br>0x02 = Lock All<br>0x03 = Lock All but Power<br>0x04 = Lock All but Volume<br>0x05 = Primary (Master)<br>0x06 = Secondary (Daisy chain PD) |

*Example: Unlock local remote control (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Data[1] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x04   | 0x01         | 0x1C    | 0x01    | 0xBF     |

### 9.4 Keypad Lock Status Get

| Bytes   | Bytes Description              | Bits | Description                                                                               |
|---------|--------------------------------|------|-------------------------------------------------------------------------------------------|
| DATA[0] | 0x1B = Keypad Lock Status- Get |      | Set unlock all/lock all /lock all but power/lock all but volume/ Primary/Secondary status |

*Example: (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x03   | 0x01         | 0x1B    | 0xBE     |

### 9.5 Keypad Lock Status Report

| Bytes   | Bytes Description                 | Bits | Description                                                                                     |
|---------|-----------------------------------|------|-------------------------------------------------------------------------------------------------|
| DATA[0] | 0x1B = Keypad Lock Status- Report |      | Report unlock all /lock all/lock all but power/ lock all but Volume                             |
| DATA[1] | Status Indicator Byte for Keypad  |      | 0x01 = Unlock All<br>0x02 = Lock All<br>0x03 = Lock All but Power<br>0x04 = Lock All but Volume |

*Example: Reporting status of Keypad indicating Lock All (Display Address 01)*

| Header | Monitor ID | Category | Page | Length | Data Control | Data[0] | Data[1] | Checksum |
|--------|------------|----------|------|--------|--------------|---------|---------|----------|
| 0x21   | 0x01       | 0x00     | 0x00 | 0x04   | 0x01         | 0x1B    | 0x02    | 0x3C     |

## 9.6 Keypad Lock Status Set

| Bytes   | Bytes Description                | Bits | Description                                                                                     |
|---------|----------------------------------|------|-------------------------------------------------------------------------------------------------|
| DATA[0] | 0x1A = Keypad Lock Status- Set   |      | Report unlock all /lock all/lock all but power/ lock all but Volume                             |
| DATA[1] | Status Indicator Byte for Keypad |      | 0x01 = Unlock All<br>0x02 = Lock All<br>0x03 = Lock All but Power<br>0x04 = Lock All but Volume |

*Example: Set Lock All on Keypad (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Data[1] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x04   | 0x01         | 0x1A    | 0x01    | 0xB9     |

## 10. Power State at Cold Start

Use this command is to set, update, and store the cold start power state.

### 10.1 Power State at Cold Start Get

| Bytes   | Bytes Description                      | Bits | Description                         |
|---------|----------------------------------------|------|-------------------------------------|
| DATA[0] | 0xA4 = Power State at Cold Start - Get |      | Get Power State at Cold Start State |

*Example: (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x03   | 0x01         | 0xA4    | 0x01     |

### 10.2 Power State at Cold Start Report

| Bytes   | Bytes Description                        | Bits | Description                                                |
|---------|------------------------------------------|------|------------------------------------------------------------|
| DATA[0] | 0xA4 = Power State at Cold Start- Report |      | Report from Power state at Cold Start state                |
| DATA[1] | Power State at Cold Start                |      | 0x00 = Power Off<br>0x01 = Forced On<br>0x02 = Last Status |

*Example: Report status of Forced On for Power State at Cold Start (Display Address 01)*

| Header | Monitor ID | Category | Page | Length | Data Control | Data[0] | Data[1] | Checksum |
|--------|------------|----------|------|--------|--------------|---------|---------|----------|
| 0x21   | 0x01       | 0x00     | 0x00 | 0x04   | 0x01         | 0xA4    | 0x01    | 0x80     |

### 10.3 Power State at Cold Start Set

| Bytes   | Bytes Description                     | Bits | Description                                                |
|---------|---------------------------------------|------|------------------------------------------------------------|
| DATA[0] | 0xA3 = Power State at Cold Start- Set |      | Set Power State at Cold Start                              |
| DATA[1] | Power State at Cold Start             |      | 0x00 = Power Off<br>0x01 = Forced On<br>0x02 = Last Status |

The value is stored and applied only when the display starts up from cold start power state the next time:

- **Power Off:** The monitor will automatically switch to Power Off mode (even if the last status was on) whenever the main power turns on, or resumes after a power interruption.
- **Forced On:** The monitor will automatically switch to Power On mode whenever the main power turns on or resumes after a power interruption.
- **Last Status:** The monitor will be automatically switch to the last status (either Power Off or On) whenever the main power turns on or resumes after a power interruption.

*Example: Report status of Forced On for Power State at Cold Start (Display Address 01)*

| Header | Monitor ID | Category | Page | Length | Data Control | Data[0] | Data[1] | Checksum |
|--------|------------|----------|------|--------|--------------|---------|---------|----------|
| 0x21   | 0x01       | 0x00     | 0x00 | 0x04   | 0x01         | 0xA4    | 0x01    | 0x80     |



# Input Sources

## 11. Input Source

Use this command to change the current input source.

### 11.1 Input Source Set

| Bytes   | Bytes Description        | Bits | Description                                                                                                                                                                                                                     |
|---------|--------------------------|------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| DATA[0] | 0xAC = Input Source- Set |      | Command requests the display to set the current input source                                                                                                                                                                    |
| DATA[1] | Input Source Type        |      | 0x05 = VGA<br>0x06 = HDMI 2<br>0x0A = DisplayPort<br>0x0B = OPS<br>0x0D = HDMI 1<br>0x0E = DVI-D<br>0x0F = HDMI 3<br>0x10 = BROWSER<br>0x11 = CMS<br>0x16 = Media Player<br>0x17 = PDF Player<br>0x18 = Custom<br>0x19 = HDMI 4 |
| DATA[2] | Reserved                 |      | (Reserved, value is 0)                                                                                                                                                                                                          |
| DATA[3] | Reserved                 |      | (Reserved, value is 0)                                                                                                                                                                                                          |
| DATA[4] | Reserved                 |      | (Reserved, value is 0)                                                                                                                                                                                                          |

**Note:** Certain sources only apply to specific models

- DisplayPort, HDMI 3, HDMI 4: 65/75/86 Only
- DVI-D: 43/55 Only

*Example: Set on DVI-D (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Data[1] | Data[2] | Data[3] | Data[4] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|---------|---------|---------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x07   | 0x01         | 0xAC    | 0x0E    | 0x00    | 0x00    | 0x00    | 0x03     |

## 12. Current Source

### 12.1 Current Source Get

| Bytes   | Bytes Description         | Bits | Description                                                             |
|---------|---------------------------|------|-------------------------------------------------------------------------|
| DATA[0] | 0xAD = Current Source-Get |      | Command requests the display to report the current input source in use. |

*Example: (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x03   | 0x01         | 0xAD    | 0x08     |

### 12.2 Current Source Report

| Bytes   | Bytes Description            | Bits | Description                                                                                                                                                                                                                     |
|---------|------------------------------|------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| DATA[0] | 0xAD = Current Source-Report |      | Command reports to the host controller the current input source used the display.                                                                                                                                               |
| DATA[1] | Input Source Type/Number     |      | 0x05 = VGA<br>0x06 = HDMI 2<br>0x0A = DisplayPort<br>0x0B = OPS<br>0x0D = HDMI 1<br>0x0E = DVI-D<br>0x0F = HDMI 3<br>0x10 = BROWSER<br>0x11 = CMS<br>0x16 = Media Player<br>0x17 = PDF Player<br>0x18 = Custom<br>0x19 = HDMI 4 |
| DATA[2] | Reserved                     |      | (Reserved, value is 0)                                                                                                                                                                                                          |
| DATA[3] | Reserved                     |      | (Reserved, value is 1)                                                                                                                                                                                                          |
| DATA[4] | Reserved                     |      | (Reserved, value is 0)                                                                                                                                                                                                          |

*Example: Current Input Source: DVI-D (Display Address 01)*

| Header | Monitor ID | Category | Page | Length | Data Control | Data[0] | Data[1] | Data[2] | Data[3] | Data[4] | Checksum |
|--------|------------|----------|------|--------|--------------|---------|---------|---------|---------|---------|----------|
| 0x21   | 0x01       | 0x00     | 0x00 | 0x07   | 0x01         | 0xAD    | 0x0E    | 0x00    | 0x01    | 0x00    | 0x84     |

# Video

## 13. Video Parameters

Use the following commands to get/set video parameters as defined below.

### 13.1 Video Parameters Get

| Bytes   | Bytes Description           | Bits | Description                                                          |
|---------|-----------------------------|------|----------------------------------------------------------------------|
| DATA[0] | 0x33 = Video Parameters-Get |      | Command requests the display to report its current video parameters. |

*Example: (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x03   | 0x01         | 0x33    | 0x96     |

### 13.2 Video Parameters Report

| Bytes   | Bytes Description              | Bits | Description                                                                         |
|---------|--------------------------------|------|-------------------------------------------------------------------------------------|
| DATA[0] | 0x33 = Video Parameters-Report |      | Command reports to the host controller the current video parameters of the display. |
| DATA[1] | Brightness                     |      | 0 to 100 (%) of the user selectable range of the display                            |
| DATA[2] | Color                          |      | 0 to 100 (%) of the user selectable range of the display                            |
| DATA[3] | Contrast                       |      | 0 to 100 (%) of the user selectable range of the display                            |
| DATA[4] | Sharpness                      |      | 0 to 100 (%) of the user selectable range of the display                            |
| DATA[5] | Tint (Hue)                     |      | 0 to 100 (%) of the user selectable range of the display                            |
| DATA[6] | Black Level                    |      | 0 to 100 (%) of the user selectable range of the display                            |
| DATA[7] | Gamma Selection                |      | 0x01= Native, 0x02 = S gamma, 0x03 = 2.2, 0x04 = 2.4<br>0x05 = D-image(DICOM gamma) |

*Example: Video parameters are set to 55 % (0x37) and Gamma Curve is set to 2.2 (Display Address 01)*

| Header | Monitor ID | Category | Page | Length | Data Control | Data[0] | Data[1] | Data[2] | Data[3] | Data[4] | Data[5] | Data[6] | Data[7] | Checksum |
|--------|------------|----------|------|--------|--------------|---------|---------|---------|---------|---------|---------|---------|---------|----------|
| 0x21   | 0x01       | 0x00     | 0x00 | 0x0A   | 0x01         | 0x33    | 0x37    | 0x37    | 0x37    | 0x37    | 0x37    | 0x37    | 0x03    | 0x1B     |

### 13.3 Video Parameters Set

| Bytes   | Bytes Description           | Bits | Description                                                                       |
|---------|-----------------------------|------|-----------------------------------------------------------------------------------|
| DATA[0] | 0x32 = Video Parameters-Set |      | Command to change the current video parameters                                    |
| DATA[1] | Brightness                  |      | 0 to 100 (%) of the user selectable range of the display                          |
| DATA[2] | Color                       |      | 0 to 100 (%) of the user selectable range of the display                          |
| DATA[3] | Contrast                    |      | 0 to 100 (%) of the user selectable range of the display                          |
| DATA[4] | Sharpness                   |      | 0 to 100 (%) of the user selectable range of the display                          |
| DATA[5] | Tint (Hue)                  |      | 0 to 100 (%) of the user selectable range of the display                          |
| DATA[6] | Black Level                 |      | 0 to 100 (%) of the user selectable range of the display                          |
| DATA[7] | Gamma Selection             |      | 0x01= Native, 0x02 = S gamma, 0x03 = 2.2, 0x04 = 2.4, 0x05 = D-image(DICOM gamma) |

*Example: Set all video parameters to 0x37 (55 %) (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Data[1] | Data[2] | Data[3] | Data[4] | Data[5] | Data[6] | Data[7] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|---------|---------|---------|---------|---------|---------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x0A   | 0x01         | 0x32    | 0x37    | 0x37    | 0x37    | 0x37    | 0x37    | 0x37    | 0x03    | 0xAC     |

### 13.4 Color Temperature Get

| Bytes   | Bytes Description            | Bits | Description                                                           |
|---------|------------------------------|------|-----------------------------------------------------------------------|
| DATA[0] | 0x35 = Color Temperature-Get |      | Command requests the display to report its current color temperature. |

*Example: (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x03   | 0x01         | 0x35    | 0x90     |

## 13.5 Color Temperature Report

| Bytes   | Bytes Description               | Bits | Description                                                                                                                                                      |
|---------|---------------------------------|------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| DATA[0] | 0x35 = Color Temperature-Report |      | Command reports to the host controller the current color temperature of the display.                                                                             |
| DATA[1] | Color Temperature               |      | 0x00 = User 1<br>0x01 = Native<br>0x03 = 10000K<br>0x04 = 9300K<br>0x05 = 7500K<br>0x06 = 6500K<br>0x09 = 5000K<br>0x0A = 4000K<br>0x0D = 3000K<br>0x12 = User 2 |

*Example: Color temperature is set to Nature (Display Address 01)*

| Header | Monitor ID | Category | Page | Length | Data Control | Data[0] | Data[1] | Checksum |
|--------|------------|----------|------|--------|--------------|---------|---------|----------|
| 0x21   | 0x01       | 0x00     | 0x00 | 0x04   | 0x01         | 0x35    | 0x01    | 0x10     |

## 13.6 Color Temperature Set

| Bytes   | Bytes Description            | Bits | Description                                                                                                                                                      |
|---------|------------------------------|------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| DATA[0] | 0x34 = Color Temperature-Set |      | Command reports to the host controller the current color temperature of the display.                                                                             |
| DATA[1] | Color Temperature            |      | 0x00 = User 1<br>0x01 = Native<br>0x03 = 10000K<br>0x04 = 9300K<br>0x05 = 7500K<br>0x06 = 6500K<br>0x09 = 5000K<br>0x0A = 4000K<br>0x0D = 3000K<br>0x12 = User 2 |

*Example: The current Color Temperature is set to Nature (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Data[1] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x04   | 0x01         | 0x34    | 0x01    | 0x97     |

## 13.7 Color Parameters Get

| Bytes   | Bytes Description           | Bits | Description                                                   |
|---------|-----------------------------|------|---------------------------------------------------------------|
| DATA[0] | 0x37 = Color Parameters-Get |      | Command requests the current video parameters of the display. |

*Example: (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x03   | 0x01         | 0x37    | 0x92     |

## 13.8 Color Parameters Report

| Bytes   | Bytes Description              | Bits | Description                                                                         |
|---------|--------------------------------|------|-------------------------------------------------------------------------------------|
| DATA[0] | 0x37 = Color Parameters-Report |      | Command reports to the host controller the current video parameters of the display. |
| DATA[1] | Red Color Gain Value           |      | 0 to 255 of the user selectable range of the display                                |
| DATA[2] | Green Color Gain Value         |      | 0 to 255 of the user selectable range of the display                                |
| DATA[3] | Blue Color Gain Value          |      | 0 to 255 of the user selectable range of the display                                |

*Example: All Color Parameters are set to 255 (0xFF) (Display Address 01)*

| Header | Monitor ID | Category | Page | Length | Data Control | Data[0] | Data[1] | Data[2] | Data[3] | Data[4] | Data[5] | Data[6] | Checksum |
|--------|------------|----------|------|--------|--------------|---------|---------|---------|---------|---------|---------|---------|----------|
| 0x21   | 0x01       | 0x00     | 0x00 | 0x09   | 0x01         | 0x37    | 0xFF    | 0xFF    | 0xFF    | 0xFF    | 0xFF    | 0xFF    | 0x1F     |

## 13.9 Color Parameters Set

| Bytes   | Bytes Description           | Bits | Description                                          |
|---------|-----------------------------|------|------------------------------------------------------|
| DATA[0] | 0x36 = Color Parameters-Set |      | Command sets the video parameters of the display.    |
| DATA[1] | Red Color Gain Value        |      | 0 to 255 of the user selectable range of the display |
| DATA[2] | Green Color Gain Value      |      | 0 to 255 of the user selectable range of the display |
| DATA[3] | Blue Color Gain Value       |      | 0 to 255 of the user selectable range of the display |

*Example: All color parameters are set to 255 (0xFF) (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Data[1] | Data[2] | Data[3] | Data[4] | Data[4] | Data[5] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|---------|---------|---------|---------|---------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x09   | 0x01         | 0x36    | 0xFF    | 0xFF    | 0xFF    | 0xFF    | 0xFF    | 0xFF    | 0x99     |

## 14. Zoom Mode

Use this command to control the display screen format.

### 14.1 Zoom Mode Get

| Bytes   | Bytes Description    | Bits | Description                                                        |
|---------|----------------------|------|--------------------------------------------------------------------|
| DATA[0] | 0x3B = Zoom Mode-Get |      | Command requests the display to report its current picture format. |

*Example: (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x03   | 0x01         | 0x3B    | 0x9E     |

### 14.2 Zoom Mode Report

| Bytes   | Bytes Description         | Bits     | Description                                                                      |
|---------|---------------------------|----------|----------------------------------------------------------------------------------|
| DATA[0] | 0x3B = Zoom Mode – Report |          | Command report to the host controller the current picture format of the display. |
| DATA[1] | Zoom Mode                 | Bit 7..4 | Not used                                                                         |
|         |                           | Bit 3..0 | 0x00 = 4:3<br>0x01 = Custom<br>0x02 = Real<br>0x03 = Full<br>0x04 = 21:9         |

*Example: Current Picture Format is Widescreen on Full Display (Display Address 01)*

| Header | Monitor ID | Category | Page | Length | Data Control | Data[0] | Data[1] | Checksum |
|--------|------------|----------|------|--------|--------------|---------|---------|----------|
| 0x21   | 0x01       | 0x00     | 0x00 | 0x04   | 0x01         | 0x3B    | 0x03    | 0x1D     |



### 14.3 Zoom Mode Set

| Bytes   | Bytes Description    | Bits     | Description                                                             |
|---------|----------------------|----------|-------------------------------------------------------------------------|
| DATA[0] | 0x3A = Zoom Mode-Set |          | Command requests the display to set the specified picture format.       |
| DATA[1] | Zoom Mode            | Bit 7..4 | Not used.                                                               |
|         |                      | Bit 3..0 | 0x00 = 4:3<br>0x01 = Custom<br>0x02 = 1:1<br>0x03 = Full<br>0x04 = 21:9 |

*Example: Set Picture Format to Widescreen on Full Display (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Data[1] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x04   | 0x01         | 0x3A    | 0x03    | 0x9B     |

# Audio

## 15. Volume

Use this command to set/get the volume as defined below.

### 15.1 Volume Get

| Bytes   | Bytes Description | Bits | Description                                                     |
|---------|-------------------|------|-----------------------------------------------------------------|
| DATA[0] | 0x45 = Volume-Get |      | Command requests the display to report its current Volume level |

- To mute the display, send Volume = 0. This command does not overwrite the system mute status of the display.

*Example: (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x03   | 0x01         | 0x45    | 0xE0     |

### 15.2 Volume Report

| Bytes   | Bytes Description    | Bits | Description                                              |
|---------|----------------------|------|----------------------------------------------------------|
| DATA[0] | 0x45 = Volume-Report |      | Command reports current volume level                     |
| DATA[1] | Volume               |      | 0 to 100 (%) of the user selectable range of the display |

*Example: Volume 77% (0x4D) (Display Address 01)*

| Header | Monitor ID | Category | Page | Length | Data Control | Data[0] | Data[1] | Checksum |
|--------|------------|----------|------|--------|--------------|---------|---------|----------|
| 0x21   | 0x01       | 0x00     | 0x00 | 0x04   | 0x01         | 0x45    | 0x4D    | 0x2D     |

## 15.3 Volume Set

This command can set the volume level for speaker and audio out, individually.

| Bytes   | Bytes Description      | Bits | Description                                                          |
|---------|------------------------|------|----------------------------------------------------------------------|
| DATA[0] | 0x44 = Volume- Set     |      | Command requests the display to set the specified volume parameters. |
| DATA[1] | Volume                 |      | 0 to 100 (%) of the user selectable range of the display.            |
| DATA[2] | Audio Out Volume Level |      | 0 to 100 (%) of the user selectable range of the display.            |

*Example: Set the Display Volume to 77% (0x4D) (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Data[1] | Data[1] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|---------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x04   | 0x01         | 0x44    | 0x4D    | 0x4D    | 0xE7     |

## 16. Audio Parameters

Use this command to set/get the audio parameters as defined below.

### 16.1 Audio Parameters Get

| Bytes   | Bytes Description           | Bits | Description                                                         |
|---------|-----------------------------|------|---------------------------------------------------------------------|
| DATA[0] | 0x43 = Audio Parameters-Get |      | Command requests the display to report its current audio parameters |

*Example: (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x03   | 0x01         | 0x43    | 0xE6     |

### 16.2 Audio Parameters Report

| Bytes   | Bytes Description              | Bits | Description                                              |
|---------|--------------------------------|------|----------------------------------------------------------|
| DATA[0] | 0x43 = Audio Parameters-Report |      | Command reports Audio Parameters                         |
| DATA[1] | Treble                         |      | 0 to 100 (%) of the user selectable range of the display |
| DATA[2] | Bass                           |      | 0 to 100 (%) of the user selectable range of the display |

*Example: Current Display Settings: Treble 80% (0x50), Bass 93% (0x5D) (Display Address 01)*

| Header | Monitor ID | Category | Page | Length | Data Control | Data[0] | Data[1] | Data[2] | Checksum |
|--------|------------|----------|------|--------|--------------|---------|---------|---------|----------|
| 0x21   | 0x01       | 0x00     | 0x00 | 0x05   | 0x01         | 0x43    | 0x50    | 0x5D    | 0x67     |

### 16.3 Audio Parameters Set

| Bytes   | Bytes Description           | Bits | Description                                              |
|---------|-----------------------------|------|----------------------------------------------------------|
| DATA[0] | 0x42 = Audio Parameters-Set |      | Command to change the Audio Parameters of the display.   |
| DATA[1] | Treble                      |      | 0 to 100 (%) of the user selectable range of the display |
| DATA[2] | Bass                        |      | 0 to 100 (%) of the user selectable range of the display |

The interface software must be set to modify the variables outlined by the parameters above.

*Example: Set the Display: Treble 77% (0x4D), Bass 77% (0x4D) (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Data[1] | Data[2] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|---------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x05   | 0x01         | 0x42    | 0x4D    | 0x4D    | 0xE1     |

# Miscellaneous

## 17. Operating Hours

Use this command to record the working hours of the display.

### 17.1 Miscellaneous Info Get

| Bytes   | Bytes Description       | Bits | Description                                                                      |
|---------|-------------------------|------|----------------------------------------------------------------------------------|
| DATA[0] | 0x0F = Misc. Info - Get |      | Command requests the display to report from miscellaneous information parameters |
| DATA[1] | Item                    |      | 0x02 = Operating Hours<br>(All other values are reserved)                        |

*Example: (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Data[1] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x04   | 0x01         | 0x0F    | 0x02    | 0xAF     |

### 17.2 Miscellaneous Info Report

| Bytes                    | Bytes Description        | Bits | Description                                                                         |
|--------------------------|--------------------------|------|-------------------------------------------------------------------------------------|
| DATA[0]                  | 0x0F = Misc. Info-Report |      | Command reports current Operating Hours                                             |
| DATA[1]<br>to<br>DATA[2] | Operating Hours          |      | DATA[1] forms MSByte<br>DATA[2] forms LSByte<br>16-bit-wide operational hours value |

*Example: Current Display Operation Hours Counter Value (Display Address 01)*

| Header | Monitor ID | Category | Page | Length | Data Control | Data[0] | Data[1] | Data[2] | Checksum |
|--------|------------|----------|------|--------|--------------|---------|---------|---------|----------|
| 0x21   | 0x01       | 0x00     | 0x00 | 0x05   | 0x01         | 0x0F    | 0x4D    | 0x00    | 0x66     |

## 18. Auto Adjust

This command works for VGA (host controller) video auto adjust.

### 18.1 Auto Adjust Set

| Bytes   | Bytes Description      | Bits | Description                                                               |
|---------|------------------------|------|---------------------------------------------------------------------------|
| DATA[0] | 0x70 = Auto Adjust-Set |      | Command requests the display to make auto adjustment on VGA input source. |
| DATA[1] | Item                   |      | 0x40 = Auto Adjust<br>(*All other values are reserved *)                  |
| DATA[2] |                        |      | ( Reserved, Default 0 )                                                   |

*Example: (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Data[1] | Data[2] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|---------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x05   | 0x01         | 0x70    | 0x40    | 0x00    | 0x93     |

## 19. Serial Code

### 19.1 Serial Code Get

| Bytes   | Bytes Description       | Bits | Description                                                                               |
|---------|-------------------------|------|-------------------------------------------------------------------------------------------|
| DATA[0] | 0x15 = Serial Code- Get |      | Command requests the display to report its Serial Code Number (Production code) 14 digits |

*Example: (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x03   | 0x01         | 0x15    | 0xB0     |

### 19.2 Serial Code Report

| Bytes    | Bytes Description          | Bits | Description                              |
|----------|----------------------------|------|------------------------------------------|
| DATA[0]  | 0x15 = Serial Code- Report |      | Command reports Serial Code              |
| DATA[1]  | 1 <sup>st</sup> Character  |      | Character acc. ASCII character map (HEX) |
| DATA[2]  | 2 <sup>nd</sup> Character  |      |                                          |
| DATA[3]  | 3 <sup>rd</sup> Character  |      |                                          |
| ...      | ...                        |      | ...                                      |
| DATA[14] | 14 <sup>th</sup> Character |      | Character acc. ASCII character map (HEX) |

## 20. Tiling

Use this command to set/get the tiling status as outlined below.

### 20.1 Tiling Get

| Bytes   | Bytes Description  | Bits | Description                                           |
|---------|--------------------|------|-------------------------------------------------------|
| DATA[0] | 0x23 = Tiling- Get |      | Command requests the display to report Tiling status. |

*Example: (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x03   | 0x01         | 0x23    | 0x86     |

### 20.2 Tiling Report

| Bytes   | Bytes Description      | Bits | Description                                                                                                         |
|---------|------------------------|------|---------------------------------------------------------------------------------------------------------------------|
| DATA[0] | 0x23 = Tiling- Report  |      | Command reports Tiling Setting                                                                                      |
| DATA[1] | Enable                 |      | 0x00 = No<br>0x01 = Yes                                                                                             |
| DATA[2] | Frame comp.            |      | 0x00 = No<br>0x01 = Yes                                                                                             |
| DATA[3] | Position               |      | 0x01 = position 1<br>0x02 = position 2<br>till<br>See Note 1                                                        |
| DATA[4] | V monitors, H monitors |      | 0x00 = don't care<br>0x01 = V monitors =1 H monitors =1<br>0x02 = V monitors =1 H<br>monitors =2 till<br>See Note 2 |

**Note 1:**

1. The maximum Position value is 225 (hexadecimal value is 0xE1).
2. The Position is counted from left to right, then up to down in the Tiling Wall.

*Example: See Figure 1 for the hexadecimal Position value in a 4x3 (H Monitors x V Monitors) Tiling Wall.*

*Example: See Figure 2 for the hexadecimal Position value in a 5x5 (H Monitors x V Monitors) Tiling Wall.*

*Example: See Figure 3 for the hexadecimal Position value in a 15x10 (H Monitors x V Monitors) Tiling Wall*

**Note 2:**

1. The maximum H Monitors are 15 and the maximum V Monitors are 15.  
Data [4] = (V Monitors – 1) x 15 + H Monitors

*Example: If H Monitors = 12 and V Monitors = 6, the Data [4] value will be (6–1) x 15 + 12 = 87  
See Figure 3 for the hexadecimal Position value in a 4x3 (H Monitors x V Monitors) Tiling Wall.*



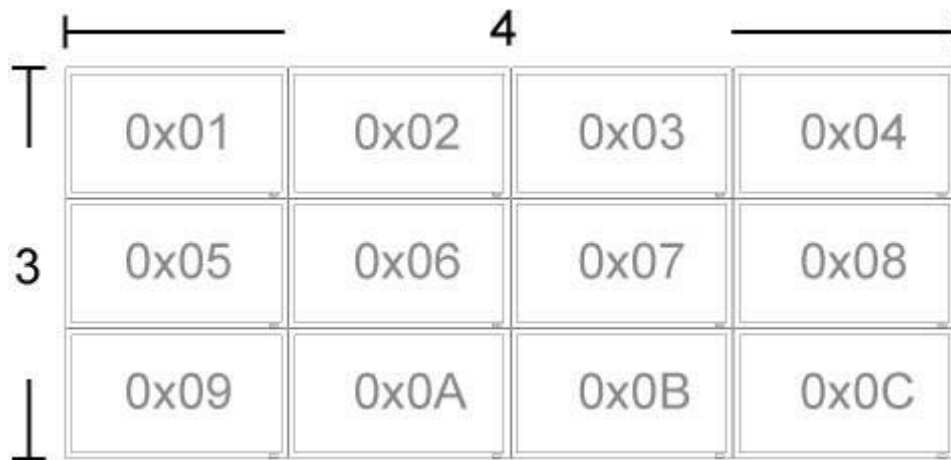


Figure 1

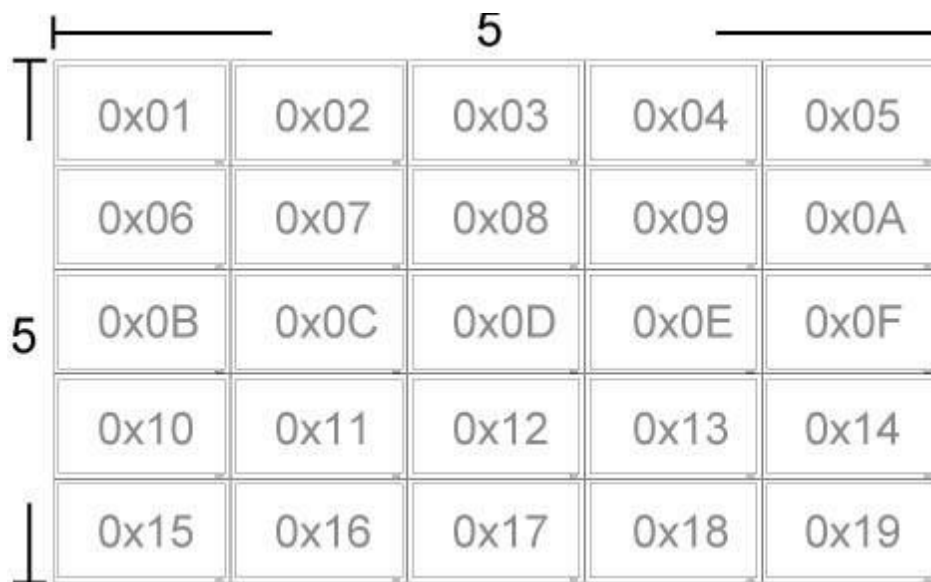


Figure 2: The hexadecimal Position value in a 5x5 (H Monitors x V Monitors) Tiling Wall.

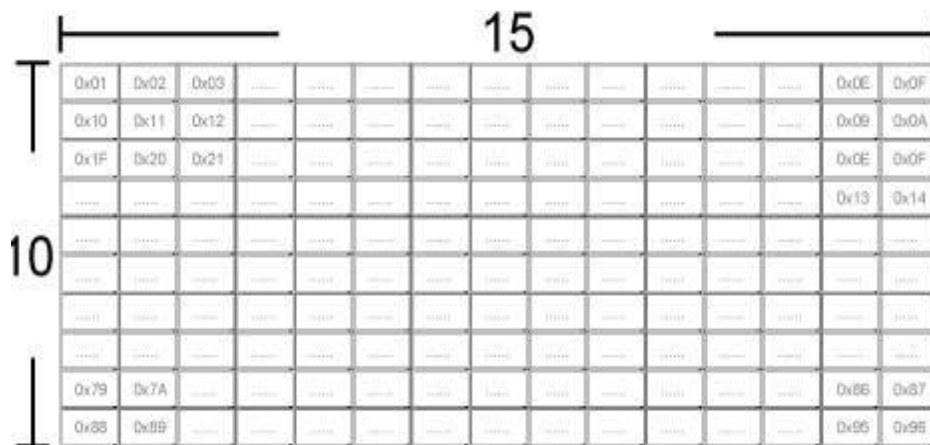


Figure 3: The hexadecimal Position value in a 15x10 (H Monitors x V Monitors) Tiling Wall.

## 20.3 Tiling Set

| Bytes   | Bytes Description      | Bits | Description                                                                                                                   |
|---------|------------------------|------|-------------------------------------------------------------------------------------------------------------------------------|
| DATA[0] | 0x22 = Tiling- Set     |      | Command reports Tiling Setting                                                                                                |
| DATA[1] | Enable                 |      | 0x00 = No<br>0x01 = Yes                                                                                                       |
| DATA[2] | Frame comp.            |      | 0x00 = No<br>0x01 = Yes<br>0x02 = don't overwrite (keep previous value)                                                       |
| DATA[3] | Position               |      | 0x00 = don't overwrite (keep previous value)<br>0x01 = position 1<br>0x02 = position 2<br>till                                |
| DATA[4] | V monitors, H monitors |      | 0x00 = don't overwrite (keep previous value)<br>0x01 = V monitors =1 H monitors =1<br>0x02 = V monitors =1 H monitors =2 till |

*Example: Set the Display to the following: Tiling Enabled Yes, Frame comp. No, Position 2, V Monitors=2, H monitors = 3 (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Data[1] | Data[2] | Data[3] | Data[4] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|---------|---------|---------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x07   | 0x01         | 0x22    | 0x00    | 0x00    | 0x02    | 0x08    | 0x89     |

*Example: Set the Display to the following: Tiling Enabled: Yes, Frame comp: keep as before, Position: Keep as before, V Monitors, H monitors: keep as before (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Data[1] | Data[2] | Data[3] | Data[4] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|---------|---------|---------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x07   | 0x01         | 0x22    | 0x01    | 0x02    | 0x00    | 0x00    | 0x80     |

## 21. Tiling Preset

### 21.1 Tiling Preset Set

| Bytes   | Bytes Description         | Bits | Description                                                                   |
|---------|---------------------------|------|-------------------------------------------------------------------------------|
| DATA[0] | 0x24 = Tiling Preset- Set |      | Command requests the display to report Tiling status.                         |
| DATA[1] | Action                    |      | 0x00 = Save<br>0x01 = Recall                                                  |
| DATA[2] | Preset                    |      | Preset number:<br>0x00 = Preset1<br>0x01 = Preset2<br>till<br>0x09 = Preset10 |

*Example: Save parameters of tiling into Preset 1 (Display Address 01)*

| Header | Monitor ID | Category | Code0 | Code1 | Length | Data Control | Data[0] | Data[1] | Data[2] | Checksum |
|--------|------------|----------|-------|-------|--------|--------------|---------|---------|---------|----------|
| 0xA6   | 0x01       | 0x00     | 0x00  | 0x00  | 0x05   | 0x01         | 0x24    | 0x00    | 0x00    | 0x87     |

# Command Summary

| Command Name                  | Set Command | Get Command | Command Code | Remarks          |
|-------------------------------|-------------|-------------|--------------|------------------|
| Monitor Information           |             | √           | 0xA1         |                  |
|                               |             |             |              |                  |
| Power State Get               |             | √           | 0x19         |                  |
| Power State Set               | √           |             | 0x18         |                  |
| Keypad Lock Status Get        |             | √           | 0x1B         |                  |
| Keypad Lock Status Set        | √           |             | 0x1A         |                  |
| IR Remote Lock Status Get     |             | √           | 0x1D         |                  |
| IR Remote Lock Status Set     | √           |             | 0x1C         |                  |
| Power State at Cold Start Get |             | √           | 0xA4         |                  |
| Power State at Cold Start Set | √           |             | 0xA3         |                  |
|                               |             |             |              |                  |
| Current Source Get            |             | √           | 0xAC         |                  |
| Input Source Set              | √           |             | 0xAD         |                  |
| Auto Signal Detecting Get     |             | √           | 0xAF         |                  |
| Auto Signal Detecting Set     | √           |             | 0xAE         |                  |
|                               |             |             |              |                  |
| Video Parameters Get          |             | √           | 0x33         | Brightness, etc. |
| Video Parameters Set          | √           |             | 0x32         | Brightness, etc. |
| Color Temperature Get         |             | √           | 0x35         |                  |
| Color Temperature Set         | √           |             | 0x34         |                  |
| Color Parameters Get          |             | √           | 0x37         |                  |
| Color Parameters Set          | √           |             | 0x36         |                  |
| Zoom Mode Get                 |             | √           | 0x3B         |                  |
| Zoom Mode Set                 | √           |             | 0x3A         |                  |
|                               |             |             |              |                  |
| Volume Get                    |             | √           | 0x45         |                  |
| Volume Set                    | √           |             | 0x44         |                  |
| Audio Parameters Get          |             | √           | 0x43         |                  |
| Audio Parameters Set          | √           |             | 0x42         |                  |
|                               |             |             |              |                  |
| Miscellaneous Info            |             | √           | 0x0F         | Operating hours  |
| Auto Adjust                   | √           |             | 0x70         | VGA only         |
| Serial Code Get               |             | √           | 0x15         |                  |
| Tiling Get                    |             | √           | 0x23         |                  |
| Tiling Set                    | √           |             | 0x22         |                  |
| Tiling Preset Set             | √           |             | 0x24         |                  |