

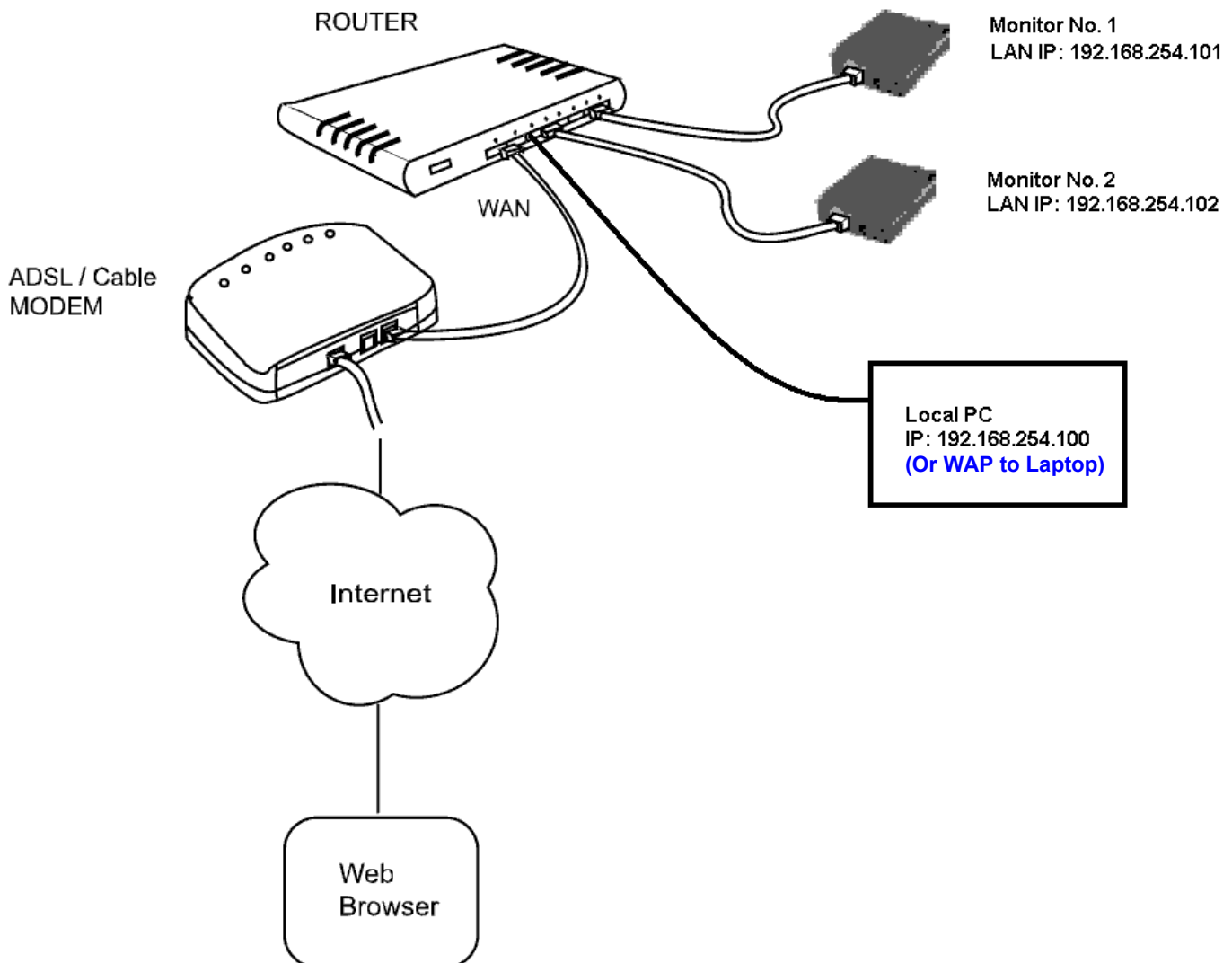


TCP/IP Remote Control of Video Monitors

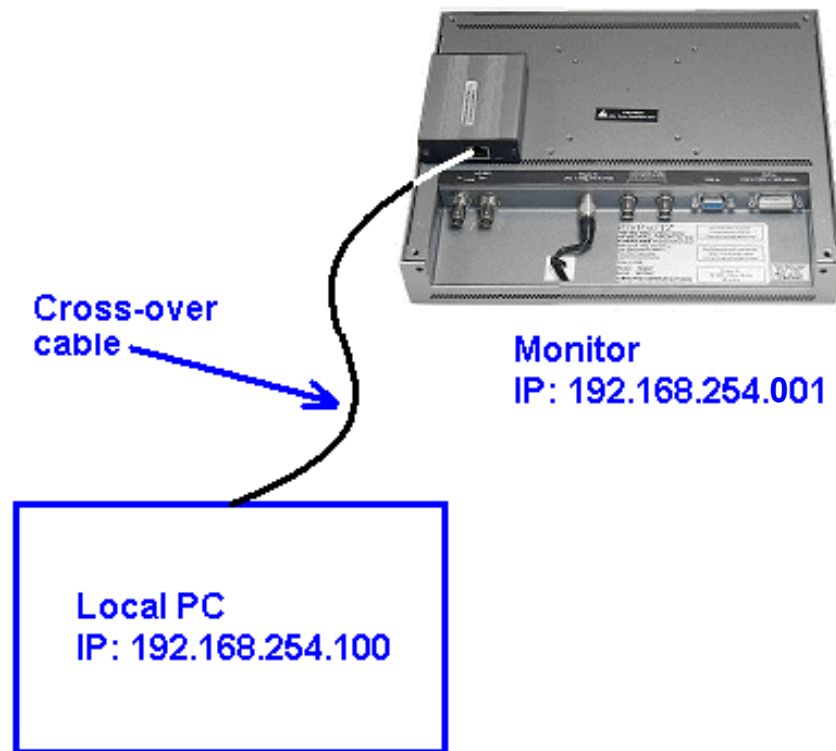
Description:

Each monitor is remote controlled over a computer-type network via its own small built-in web page server that can be accessed with any popular web browser (like Internet Explorer).

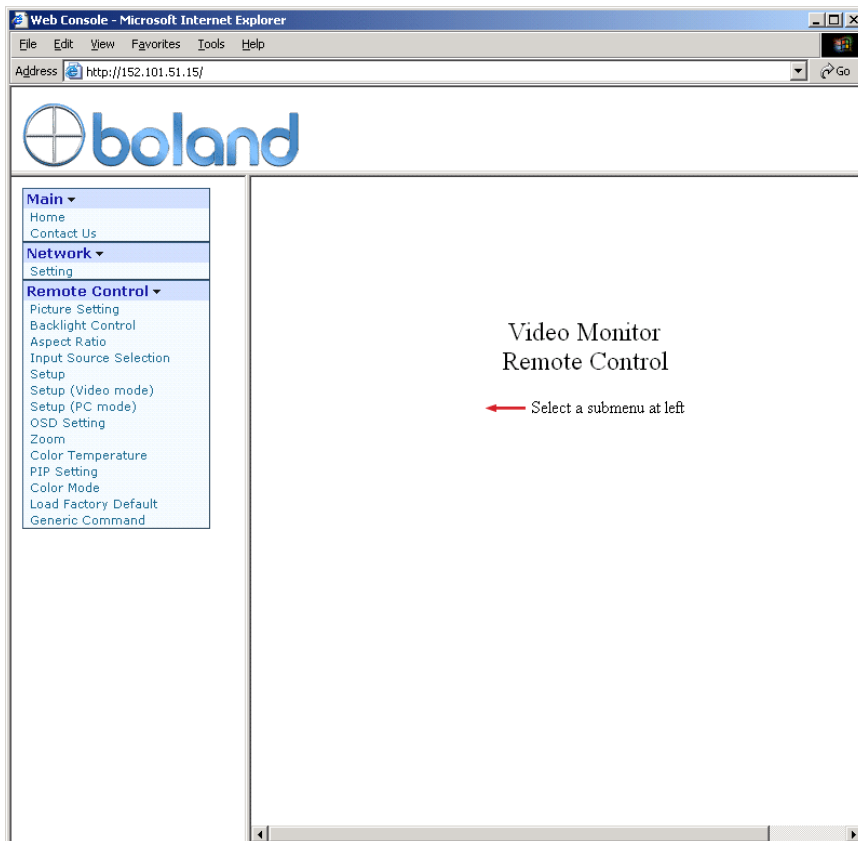
The remote control connections are made across a 100baseT network the same way an Administrator sets up an office computer network. The address of the monitor is marked on a label on the back of the monitor. The diagram below is an example of a simple network (modem/internet optional):



You may also directly connect to a monitor via a cross-over cable from a single PC.



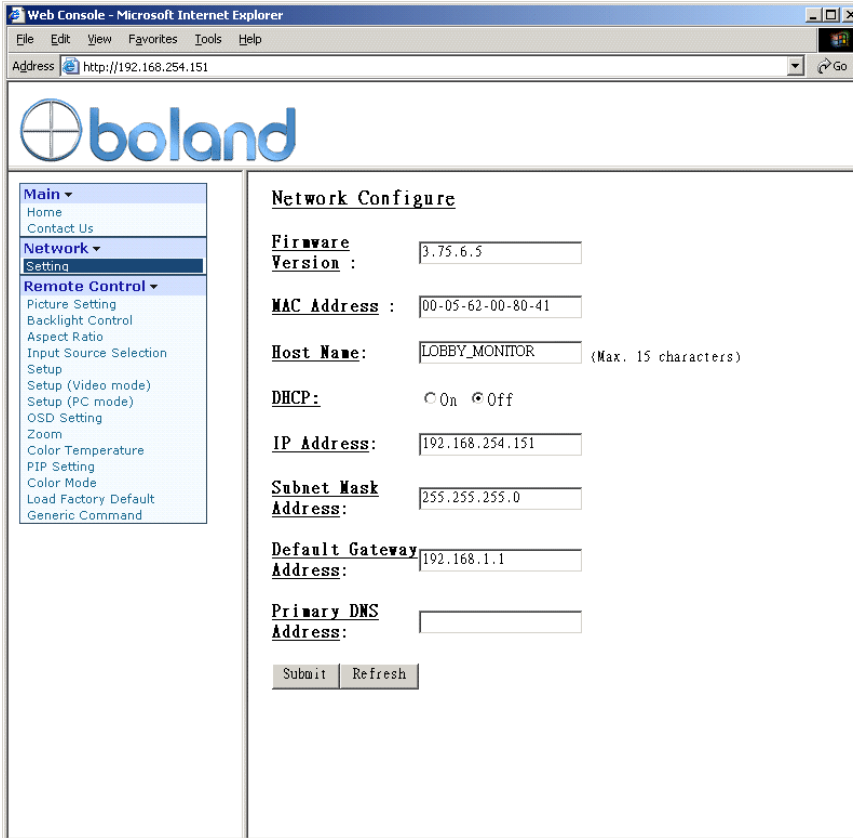
A hub or switch can be used to connect several monitors to one PC. Of course, with a hub, switch or router, straight (not cross-over) Cat 5e type cables with RJ-45 plugs are used.



Operation:

After making a connection like one of those above, open your browser and enter the address of the first monitor to be controlled. MS Internet Explorer is shown in the example at left. When the monitor is communicating, the monitor's Home Page will appear in about a second as shown.





MAC address is the hardware address of the monitor. It is fixed.

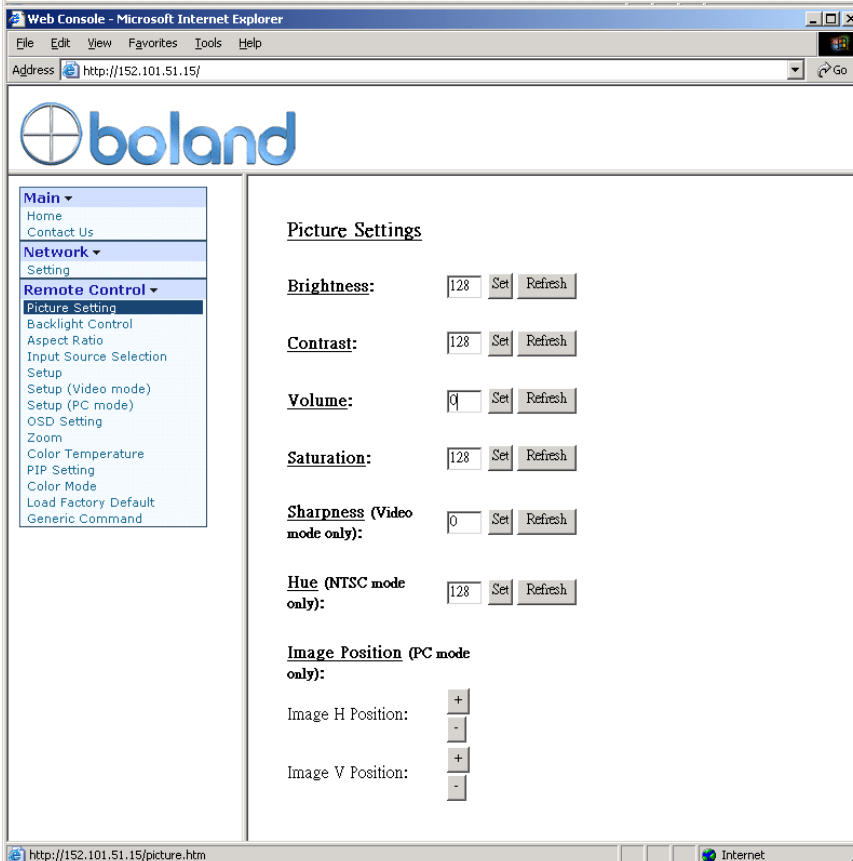
However, you may fill in the Host Name with any label you wish. (The "host" of this TCP/IP port is this LCD monitor.)

Click **Submit** to save. **Refresh** is used to re-ask the monitor for data in the boxes.

Fixed IP addresses are often used in a multi-media network, so DHCP may be set to Off.


The initial IP address when a monitor leaves the factory is in the range of 192.168.254.xxx. Fill in this box with an address according to your network address plan.

Gateway is for optional internet accessibility.



Many (but not all) of the values shown in these boxes are values in the range of 0 to 255. Imagining the sliders in the on-screen monitor menu, a slider in the middle of its position (like 50 for Brightness) will show a value of 128 on these screens. Not all values will adjust all the way to zero or 255, such as BL Control in the next webpage below. You may type a new value into any of the boxes at left followed by clicking Set to save the new value.

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 Address: http://152.101.51.15/



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Backlight Control

Soft Power: On Off

Backlight Status: On Off

Backlight Control:

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Aspect Ratio


Aspect Ratio

Fill Screen
 Fill to Aspect Ratio
 4:3
 16:9
 16:10
 2.35:1
 2:1
 1:1

Custom Sizing (Video Mode)

Under Scan
 Normal
 Custom
 H Size:
 V Size:
 H Pan:
 V Pan:

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Input Source

Auto Source On Off

Input Main Selection **PIP Source Selection**

| | |
|--|--|
| <input type="radio"/> OFF <input checked="" type="radio"/> VGA <input type="radio"/> Composite <input type="radio"/> S-Video <input type="radio"/> SD Component <input type="radio"/> HD SDI <input type="radio"/> DVI <input type="radio"/> HD Component <input type="radio"/> Composite 2 <input type="radio"/> S-Video 2 <input type="radio"/> SD Component 2 <input type="radio"/> HD SDI 2 | <input type="radio"/> OFF <input type="radio"/> VGA <input type="radio"/> Composite <input type="radio"/> S-Video <input type="radio"/> SD Component <input checked="" type="radio"/> HD SDI <input type="radio"/> DVI <input type="radio"/> HD Component <input type="radio"/> Composite 2 <input type="radio"/> S-Video 2 <input type="radio"/> SD Component 2 <input type="radio"/> HD SDI 2 |
|--|--|

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Soft Power
 On Off


Auto Power
 On Off

Image Orientation
 Normal
 Horizontal Filp
 Vertical Filp
 Rotate

Gamma
 1.0
 1.6
 2.2

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Setup (Video Mode)

De-Interlacing Mode

AFM : On Off

TNR : On Off

MADI : On Off

LADI : On Off

Video Standard (SD)

Auto

PAL M 358

PAL M 443

PAL N 358

PAL N 443

NTSC M 358


NTSC M 443

NTSC N 358

NTSC N 443

SECAM

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Setup (PC Mode)

Auto Picture Setup

Auto Color Gain

Manual Clock

Manual Phase

Wide Screen Mode Select


Off

1280x768

1366x768

http://152.101.51.15/setuppc.htm

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OSD Settings

OSD Position

H Pan: Refresh Set

V Pan: Refresh Set

OSD Menu Timeout

Timeout value: Refresh Set

OSD Transparency Refresh Set

On Off

Freeze Refresh Set

On Off

OSD Language Refresh Set

English

Italian

French

Spanish

Swedish


Dutch

German

Danish

Chinese

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OSD Position

H Pan: Refresh Set

V Pan: Refresh Set

OSD Menu Timeout

Timeout value: Refresh Set

OSD Transparency Refresh Set

On Off

Freeze Refresh Set

On Off

OSD Language Refresh Set

English

Italian

French

Spanish

Swedish

Dutch


German

Danish

Chinese

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Zoom


Zoom Level + - Set Refresh
 (Remark: Zoom level cannot be zero)

Zoom H Position + - Set Refresh

Zoom V Position + - Set Refresh

Zoom Default Set

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Color Temperature

Set Refresh All

9500K
 8000K
 6500K
 5000K

Red Gain Set Refresh

Green Gain Set Refresh

Blue Gain Set Refresh


Red Offset Set Refresh

Green Offset Set Refresh

Blue Offset Set Refresh

http://152.101.51.15/coltemp.htm

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PIP Settings

PIP Size

Off

Small

Medium

Large

PBP

PIP Swap

PIP Brightness


PIP Contrast

PIP Position

H Position:

V Position:

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Color Mode

Off

Blue Only

Red Only


Green Only

Blue Mono

Red Mono

Green Mono

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Load Factory Default

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Button Command: **>> Next Page >>**

Generic Command: **>> Next Page >>**

http://152.101.51.15/generic.htm Internet

Subject: Usage, WebPage "Button Commands" Dialog Box

Enter Commands in hex format and click Send. Example: For the Menu Button, Type in: "0xf7" (no quotes). Arrow keys are: 0xfa, 0xfb, 0xfc, 0xfd.

Subject: Usage, WebPage "Generic Commands" Dialog Box

Date: Mon, June 8, 2009 9:04 pm

Is there a way to send RS232-like strings using the Generic Commands line in the IP-50 dialog box? Like, change to VGA: 0x98 0x41 0x31 ?

The Generic Commands strings need to be entered into this box in the following format: (then click Send)

[Number of return Bytes][Command][Data]

[Number of return Bytes] -

This allows you see the echoed command plus any return status bytes, but limited to the number specified here. In the change to VGA example above, if you specify 02 here (2 bytes) , then you will just see the return string of 9841. If you specify 0A here (10 bytes), then you will see an echo of 98413141310000000000. (Those "00" are packed "00" onto the end to make up a total of 10 bytes.)

[Command] -

In your example, 0x98 (choose an input), you just need to type "98", then append your data (argument).

[Data] -

Per this example, 0x41, 0x31 (VGA, number 1). You just need to type 4131. (Remember, for data of '0', you need to type 30 and likewise for '1', you type 31, etc.)

Therefore, to change the main video input to VGA, you need to type the following into the Generic command Line:

06984131

and you will get the return of : **984131413100** (which indicates receipt of the command 984131, appended with the acknowledgement that 4131 was executed).



RS-232 Remote Control Command Reference

Codes Summary

| Code (0x--) | Function | Code | Function |
|-------------|--------------------------------|------------|-------------------------------|
| 80 | Volume Level / Mute | b1, b2 | Comp H, V Position |
| 81 | Brightness (Black Level) | b3 | Color Temp (CT) Select |
| 82 | Contrast (White Level) | b4, b5, b6 | CT R, G, B Gain Values |
| 83 | Color Saturation | b7 ~ ba | VGA H, V Res, Freq Query |
| 84 | Color Hue | bb, bd | OSD Status, query |
| 85 | VGA Sample Phase | bf | Define Gamma Curve |
| 86 | VGA H Position | c1 | RS-232 Command Ack Enable |
| 87 | VGA V Position | c3 | VGA AutoSetup Invoke |
| 8a | Image Sharpness | c4 | RS-232 Commands Available |
| 8b | VGA Sample Freq (H Size) | c5 | AutoCal (AGC) VGA RGB input |
| 8c | Scaling Mode (Aspect) | c6 | Freeze Frame Toggle |
| 90 | Menu H Pos (OSD) | c8 | Soft Power Invoke |
| 91 | Menu V Pos (OSD) | c9 | Input Status, Main & PiP |
| 92 | Menu Transparency | ca | De-interlace Mode |
| 93 | Menu Timeout (sec) | cb | Bios, Hdwe Versions |
| 95 | Menu Language | ce | Emergency Load Values |
| 98 | Input select (Port, No.) | d9 | VGA Wide Screen Mode |
| 99 | Auto Source Seek (valid sync) | e0, e1 | Backlight Freq, Enable |
| 9a | PiP/PbP/Tall | e2 | Monochrome Mode |
| 9b | SD Video System (ntsc/pal/...) | e3 | PiP Swap |
| 9d | Global Gamma Value | e5, e6, e7 | B/L PWM vs. D/A, Freq, Invert |
| 9f | Auto Power Off Enable | e8, e9, ea | CT R, G, B Offset Values |
| a0, 1/2 | Hot Key 1/2 Functions | ed | PiP Window Transparency |
| a1 | Run Time Counter | ee (1) | PiP Auto Off, Markers |
| a2 | PiP Brightness (Black Level) | ee (2) | Color Matrixes Adjust |
| a3, a4, a5 | PiP Contrast, H, V Postion | f0 | On-screen Text |
| a6, a7, a8 | PiP Size, Source, Zoom | f1 | Display Mark |
| a9, aa | Zoom: H, V Position | | |
| ad, b0 | Comp Over/Under Scan Size | | |

1. Commands to emulate user push buttons:

Applies 0v34.70 and later

| Function | Command | Description | Remark |
|--------------------|---------|----------------------------|-------------------|
| Menu button | 0xf7 | Menu button pressed | Button equivalent |
| Select-down button | 0xfa | Select-down button pressed | Button equivalent |
| Select-up button | 0xfb | Select-up button pressed | Button equivalent |
| Right/+ button | 0xfc | Right/+ button pressed | Button equivalent |
| Left/- button | 0xfd | Left/- button pressed | Button equivalent |

2. Parameter setting - immediate value, relative value, value reset, and value query:

| Function | Command | Description | Acknowledge (if enabled) |
|-------------------------------------|---|---|--|
| Volume control - left+right channel | 0x80, "a" "A", nn "+" "-" "r" "R" "?" | Set audio (L+R) volume = value/increment/decrement Reset Query | volume Range : "0"0"-1"E" Default : "0"0F" |
| Volume control - on/off (mute) | 0x80, "m" "M", "0" "1" "r" "R" "?" | Disable audio output. Enable audio output. Reset Query | "0" - audio off (muted). "1" - audio on. |
| Brightness control | 0x81, nn "+" "-" "r" "R" "?" | Set brightness = value/increment/decrement Reset Query | Brightness. Range : "4"E"-B"2" Default : "8"0" |
| Contrast control - all channels | 0x82, "a" "A", nn "+" "-" "r" "R" "?" | Set all contrast = value/increment/decrement Reset Query | Contrast Range : "1"C"-E"4" Default : "8"0" |
| Saturation control | 0x83, nn "+" "-" "r" "R" "?" | Set saturation = value/increment/decrement Reset Query | Range : "0"1"-F"0" Default : "8"0" |
| Hue control | 0x84, nn "+" "-" "r" "R" "?" | Set hue = value/increment/decrement Reset Query | NTSC tint (In NTSC mode only) Range : "5"3"-9"0" Default : "7"9" |
| Phase (tuning) control | 0x85, nn "+" "-" "?" | Set dot clock phase = value/increment/decrement Query | Dot clock phase. (In PC mode only) |
| Image H position | 0x86, nnnn "+" "-" "?" | Set img_hpos = value/increment/decrement Query | Image horizontal position. (In PC mode only) |
| Image V position | 0x87, nnnn "+" "-" "?" | Set img_vpos = value/increment/decrement Query | Image vertical position. (In PC mode only) |
| Sharpness | 0x8a, nn "+" "-" "r" "R" "?" | Set sharpness = value/increment/decrement Reset Query | Sharpness. (Video Mode Source only) Range : "F"4"-0"C" Default : "0"0" |
| Frequency | 0x8b, nnnn "+" "-" "?" | Set frequency = Value/increment/decrement Query | Graphic mode H active size (in pixels) |
| Scaling Mode | 0x8c, "0" "1" "2" "3" "9" "A" "B" "C" "D" "r" "R" | Set graphic image scaling mode = value Reset Query | Image expansion on/off. "0" - 1:1 "1" - fill screen "2" - fill to aspect ratio "9" - 4:3 |

| | | | |
|---------------------|--|---|--|
| | "?" | | "A" – 16:9 "B" – 16:10 "C" – 2.35:1 "D" – 2:1 |
| OSD H position | 0x90, nnn "+" "-" "r" "R" "?" | Set osd_hpos = value/increment/decrement Reset Query | OSD horizontal position. Range : "0"0-"F"0 Default : "8"0 |
| OSD V position | 0x91, nnn "+" "-" "r" "R" "?" | Set osd_vpos = value/increment/decrement Reset Query | OSD vertical position. Range : "0"0-"F"0 Default : "8"0 |
| OSD Transparency | 0x92, n "+" "-" "r" "R" "?" | Set OSD transparency = value/increment/decrement Reset Query | OSD transparency. "0" – ON "1" - OFF |
| OSD menu timeout | 0x93, nn "+" "-" "r" "R" "?" | Select menu timeout = value/increment/decrement Reset Query | OSD menu timeout value. "0"0 – Continuous. value – Round up to nearest available step. if value > max available step, set it to the max available step. Range : "0"5-"3"0 Default : "0"0 |
| Select OSD language | 0x95, n "r" "R" "?" | Select language = English, Chinese,... Reset Query | "0" – English. "2" - French "3" – Spanish "6" - German "8" – Chinese |
| Input main select | 0x98, nn "+" "-" "r" "R" "?" | Select input main = PC or VIDEO or next available Reset Query | Main selected. "0x41,0x31" ARGB "0x42,0x31" Composite "0x42,0x32" Composite2 "0x43,0x31" S-video "0x43,0x32" S-video2 "0x44,0x31" Component "0x44,0x32" Component2 "0x45,0x31" HDSDI "0x45,0x32" HDSDI2 "0x46,0x31" DVI "0x48,0x31" HDMI |
| Auto Source Seek | 0x99, nn , "0" "1" "?" "o" | Set Auto source enable = *1 Source Disable/ Enable Query Valid Source query | "nn" = "0x41,0x31"- ARGB "0x42,0x31"- Composite "0x42,0x32"- Composite 2 "0x43,0x31"- S-video "0x43,0x32"- S-video 2 "0x44,0x31"- Component "0x44,0x32"- Component 2 "0x45,0x31"- HDSDI "0x45,0x32"- HDSDI2 "0x46,0x31"- DVI "0x48,0x31" HDMI |
| Source Layout | 0x9a, n "r" "R" "?" | Select source layout = Single, PIP, PBP, PBPT Reset, Query | Query: "0"- Single "1"- Picture in Picture (PIP) "2"- Picture by Picture (PBP) "3"- Picture by Picture Tall (PBPT) |
| Video System | 0x9b, | Set video system = | Query |

| | | | |
|---|--|--|--|
| (Composite, S-video and Component Only) | "0" "1" "2" "3" "r" "R" "S" "s" "?" | Auto/NTSC/PAL/SECAM Reset Video State Query Query | "0" – Auto. "1" – NTSC_M_358 "2" – PAL_N_443 "3" – SECAM "4" – NTSC_M_443 "5" – PAL_M_358 "7" – PAL_M_443 "9" – PAL_N_358 <hr/> Video State Query "0" – No video. "1" – NTSC "2" – PAL "3" – SECAM "4" – NTSC 443 "5" – PAL M 358 |
| GAMMA value select | 0x9d, n "r" "R" "?" | Select GAMMA value = Value Reset Query | GAMMA value: "0" – 1.0, "1" – 1.6 "2" – 2.2, "3" – User Defined "4" – 1.7, "5" – 1.8, "6" – 1.9, "7" – 2.0, "8" – 2.1, "9" – 2.3, "A" – 2.4, "B" – 2.5, "C" – 2.6, "D" – 0.6, "E" – 0.7, "F" – 0.8, "G" – 0.9, "H" – 1.1, "I" – 1.2, "J" – 1.3, "K" – 1.4, "L" – 1.5 |
| Auto power off | 0x9f, "0" "1" "r" "R" "?" | Set power down option = On/Off Reset Query | "0" – Off. "1" – On. |
| Hotkey 1 | 0xa0, "1", n "r" "R" "?" | Set Hotkey 1= Value Reset Query | "1" – volume. "2" – brightness. "3" – contrast. "4" – colour. "5" – input source. "7" – zoom "8" – freeze "9" – PIP "B" – No function "D" – PIP Swap "E" – Aspect Ratio "G" – Hue "H" – Backlight "I" – Auto Picture Setup |
| Hotkey 2 | 0xa0, "2", n "r" "R" "?" | Set Hotkey 2 = value Reset Query | "1" – volume. "2" – brightness. "3" – contrast. "4" – colour. "5" – input source. "7" – zoom "8" – freeze "9" – PIP "B" – No function "D" – PIP Swap "E" – Aspect Ratio "G" – Hue "H" – Backlight |

| | | | |
|------------------------|---|--|---|
| | | | "I" – Auto Picture Setup |
| Runtime counter | 0xa1, nnnn "r" "R" "?" | runtime counter value = nnnn (* 0.5 hour) Reset Query | Runtime = nnnn. |
| PIP brightness control | 0xa2, nn "+" "-" "r" "R" "?" | Set PIP window brightness = value/increment/decrement Reset Query | PIP window brightness. Range : "4"E-"B"2 Default : "8"0 |
| PIP contrast control | 0xa3, nn "+" "-" "r" "R" "?" | Set PIP window contrast = value/increment/decrement Reset Query | PIP window contrast. Range : "1"C-"E"4 Default : "8"0 |
| PIP H position | 0xa4, nnn "+" "-" "r" "R" "?" | Set PIP_hpos = value/increment/decrement Reset Query | PIP window horizontal position. Range : "0"0"0"- "0"6"4 Default : "0"5"5 |
| PIP V position | 0xa5, nnn "+" "-" "r" "R" "?" | Set PIP_vpos = value/increment/decrement Reset Query | PIP window vertical position. Range : "0"0"0"- "0"6"4 Default : "0"1"4 |
| PIP window size select | 0xa6, nn "r" "R" "?" | Select PIP window size = PIP window size value Reset Query | Main selected. PIP off if "nn" = "0"0". "0"0"~"1"2" "0"0" ~ "1"2" "1"9" : Size by Size "1"A" : Size by Size Tall |
| PIP source select | 0xa7, n "r" "R" "?" | Select input main = Video source value Reset Query | Main selected. 0x41, 0x31 : ARGB 0x42, 0x31 : Composite 0x43, 0x31 : S-video 0x44, 0x31 : Component 1 0x45, 0x31 : HDSDI 1 0x46, 0x31 : DVI 0x42, 0x32 : Composite 2 0x43, 0x32 : S-video 2 0x44, 0x32 : Component 2 0x45, 0x32 : HDSDI 2 "0x48,0x31" HDMI |
| Zoom level | 0xa8, nnnn "+" "-" "r" "R" "?" | Set Zoom level = value/increment/decrement Reset Query | Zoom level. Min : 0x30 0x30 0x30 0x30 (Default) Max : 0x30 0x30 0x41 0x33 |
| Zoom H position | 0xa9, nnnn "+" "-" "r" "R" "?" | Set Zoom_hpos = value/increment/decrement Reset Query | Zoom window horizontal position. Default : 0x30 0x30 0x30 0x30 The min and max values will change depends on input resolution. |
| Zoom V position | 0xaa, nnnn "+" "-" "r" "R" "?" | Set Zoom_vpos = value/increment/decrement Reset Query | Zoom window vertical position. Default : 0x30 0x30 0x30 0x30 The min and max values will change depends on input resolution. |
| Horizontal Size | 0xad, | Set horizontal size for Aspect Size = | Scalar horizontal stretch |

| | | | |
|---|--|---|---|
| | nnn "+" "-" "r" "R" "?" | value/increment/decrement Reset Query | PAL(576i) / NTSC (480i) : Min : 0x30 0x30 0x30 (Default) Max : 0x30 0x46 0x30 |
| Vertical Size | 0xb0, nnn "+" "-" "r" "R" "?" | Set Vertical Size for Aspect Size = value/increment/decrement Reset Query | Scalar vertical stretch. PAL(576i) / NTSC (480i) : Min : 0x30 0x30 0x30 (Default) Max : 0x30 0x46 0x30 |
| Horizontal Pan | 0xb1, nnn "+" "-" "r" "R" "?" | Set horizontal pan position for Aspect Size = value/increment/decrement Reset Query | Scalar horizontal pan position PAL(576i) / NTSC (480i) : Assume max H-Size & max V- size : Min : 0x46 0x38 0x38 Max : 0x30 0x37 0x38 Default : 0x30 0x30 0x30 The min and max values will change depends on different value of H-Size, V-Size and input resolution. |
| Vertical Pan | 0xb2, nnn "+" "-" "r" "R" "?" | Set Vertical pan position for Aspect Size = value/increment/decrement Reset Query | Scalar vertical pan position PAL(576i) / NTSC (480i) : Assume max H-Size & max V- size : Min : 0x46 0x38 0x38 Max : 0x30 0x37 0x38 Default : 0x30 0x30 0x30 The min and max values will change depends on different value of H-Size, V-Size and input resolution. |
| Colour temperature select | 0xb3, n "r" "R" "?" | Select colour temperature = value Reset Query | Main selected. "0" – 9500K. "1" – 8000K. "2" – 6500K. "3" – 5000K "4" - User |
| Red level for selected colour temperature | 0xb4, nn "+" "-" "r" "R" "?" | Set the level of the red channel for the selected colour temp. = value/increment/decrement Reset Query | Red level for selected colour temperature. Range : "9" "C" - "F" "F" Default : "E" "C" |
| Green level for selected colour temperature | 0xb5, nn "+" "-" "r" "R" "?" | Set the level of the green channel for the selected colour temp. = value/increment/decrement Reset Query | Green level for selected colour temperature. Range : "9" "C" - "F" "F" Default : "E" "C" |
| Blue level for selected colour temperature | 0xb6, nn "+" "-" "r" "R" "?" | Set the level of the blue channel for the selected colour temp. = value/increment/decrement Reset Query | Blue level for selected colour temperature. Range : "9" "C" - "F" "F" Default : "E" "C" |
| Graphic horizontal resolution enquiry | 0xb7 | Horizontal resolution (in pixels) in 3 digit hex number | "nnn" = horizontal resolution |
| Graphic vertical resolution enquiry | 0xb8 | Vertical resolution (in lines) in 3 digit hex number | "nnn" = vertical resolution |
| Graphic horizontal sync frequency enquiry | 0xb9 | Horizontal sync frequency (in units of 100Hz) in 3 digit hex number | "nnn" = horizontal frequency |

| | | | |
|---|--|--|---|
| Graphic vertical sync frequency enquiry | 0xba | Vertical sync frequency (in units of Hz) in 3 digit hex number and 1 char | "nnnn" = vertical frequency nnn = 3 digit hex c= "i" or "p" interlace or Progressive 0xba added the interlace(i) or Progressive(p) feedback. |
| OSD status enquiry | 0xbb | Status of OSD | "0" – OSD turned off "1" – OSD turned on |
| OSD turn off | 0xbd | Turn off the OSD. | "1" – successful. |
| Set gamma data for user defined gamma curve | 0xbf, mm, c, "?" 0xbf, "R" "r" 0xbf, mm, c, nn | Query gamma data for color c index mm (c = 0 for color Red, c=1 for color Green, c=2 for color Blue) Set user gamma curve to linear Set gamma data for color c index mm. (If c= 3, then gamma data for red, green & blue will be set at the same time.) | "nn" = gamma data "1" "nn" = gamma data |
| Backlight control | 0xe0, nn "+" "-" "R" "r" "?" | Set Backlight = value/increment/decrement Reset Query | Backlight. Range: D/A : "0"00 ~ "1"6" 100Hz : "0"00 ~ "8"A" 120Hz : "0"00 ~ "7"3" 140Hz : "0"00 ~ "6"3" 160Hz : "0"00 ~ "5"6" 180Hz : "0"00 ~ "4"D" 200Hz : "0"00 ~ "4"5" 220Hz : "0"00 ~ "3"E" 240Hz : "0"00 ~ "3"9" 260Hz : "0"00 ~ "3"5" 280Hz : "0"00 ~ "3"1" 300Hz : "0"00 ~ "2"E" 320Hz : "0"00 ~ "2"B" 340Hz : "0"00 ~ "2"8" 360Hz : "0"00 ~ "2"6" 380Hz : "0"00 ~ "2"4" 400Hz : "0"00 ~ "2"2" 420Hz : "0"00 ~ "2"0" 440Hz : "0"00 ~ "1"F" |
| Backlight On/Off | 0xe1, "0" "1" "R" "r" "?" "S" "s" | Backlight Off / Backlight On /Status | "0" – Backlight Off "1" – Backlight On. "?" – Backlight On/Off Query "S" "s" – Backlight Status Query |
| Color Monochrome mode selection (Output Channel Select) | 0xe2 "0" "1" "2" "3" "4" "5" "6" "R" "r" "?" | Off/ Blue Only/ Red Only/ Green Only/ Blue Mono/ Red Mono/ Green Mono/ | "0" – Off "1" – Blue Only "2" – Red Only "3" – Green Only "4" – Blue Mono "5" – Red Mono "6" – Green Mono |
| PIP Swap | 0xe3 | Swap Main and PIP source | "0" - Fail. "1" - Successful. |
| Backlight D/A / PWM | 0xe5 "0" "1" "R" "r" "?" | Set : PWM or D/A Reset Query | "0" – PWM "1" – D/A |
| Backlight PWM Frequency | 0xe6, nnn "+" "-" "R" "r" | Set Backlight PWM Frequency = value/increment/decrement Reset | +/- 20Hz Value 100Hz : "0", "6", "4" |

| | | | |
|--|---|---|---|
| | "?" | Query | 120Hz : "0","7","8" 140Hz : "0","8","C" 160Hz : "0","A","0" 180Hz : "0","B","4" 200Hz : "0","C","8" 220Hz : "0","D","C" 240Hz : "0","F","0" 260Hz : "1","0","4" 280Hz : "1","1","8" 300Hz : "1","2","C" 320Hz : "1","4","0" 340Hz : "1","5","4" 360Hz : "1","6","8" 380Hz : "1","7","C" 400Hz : "1","9","0" 420Hz : "1","A","4" 440Hz : "1","B","8" |
| Backlight Invert | 0xe7 "0" "1" "R" "r" "?" | Set On or Off Reset Query | "0" – Off "1" – On |
| Red Offset for selected colour temperature | 0xe8, nn "+" "-" "r" "R" "?" | Set the Offset of the red channel for the selected colour temp. = value/increment/decrement Reset Query | Red Offset for selected colour temperature. |
| Green Offset for selected colour temperature | 0xe9, nn "+" "-" "r" "R" "?" | Set the Offset of the green channel for the selected colour temp. = value/increment/decrement Reset Query | Green Offset for selected colour temperature. |
| Blue Offset for selected colour temperature | 0xea, nn "+" "-" "r" "R" "?" | Set the Offset of the blue channel for the selected colour temp. = value/increment/decrement Reset Query | Blue Offset for selected colour temperature. |
| PIP Window Transparency | 0xed, nn "+" "-" "R" "r" "?" | Select PIP Transparency Level PIP Transparency value Reset Query | PIP Transparency "0"F" = 6.25% "0"E" = 12.5% "0"D" = 18.75% "0"C" = 25% "0"B" = 31.25% "0"A" = 37.5% "0"9" = 43.75% "0"8" = 50% "0"7" = 56.25% "0"6" = 62.5% "0"5" = 68.75% "0"4" = 75% "0"3" = 81.25% "0"2" = 87.5% "0"1" = 93.75% "0"0" = 100%. |
| PIP Window Auto Off | "0xee", "0x41" "0" "1" "?" | Auto Off / Auto On Query | "0"- Off "1"- On |
| ScreenMarker | "0xee", "0x42" "0" "1" | SEE UPDATE IN TWO PAGES >> Screen Marker Off / Screen Marker On | "0"- Off "1"- On |
| CenterMarker | "0xee", "0x43" "0" "1" | Center Marker Off / Center Marker On | "0"- Off "1"- On |
| AspectMarker | "0xee", "0x44" "0" "1" | Preliminary 4:3 / 16:9 | "0"- 4:3 "1"- 16:9 |

| | | | |
|--------------------------------------|---|--|--|
| IR Rx Lock/Unlock | "0xee", "0x48", 30/31 | ee 48 30 = Unlock | ee 48 31 = Disable (Lock) |
| Marker Background Transparency | "0xee", "0x45" "0" "1" "2" "3" | Preliminary 0% /25%/50%/95% | "0"- 0% "1"- 25% "2"- 50% "3"- 95% |
| Safe Area Marker | "0xee", "0x46" "0x53"~"0x63" | Preliminary 64%~98% | "36", "33"- 98% "36", "32"- 96% "36", "31"- 94% "36", "30"- 92% "35", "46"- 90% "35", "45"- 88% "35", "44"- 86% "35", "43"- 84% "35", "42"- 83% "35", "41"- 81% "35", "39"- 79% "35", "38"- 77% "35", "37"- 76% "35", "36"- 74% "35", "35"- 72% "35", "34"- 71% "35", "33"- 69% "35", "32"- 67% "35", "31"- 66% "35", "30"- 64% |
| Custom Sizing | 0xef, "0" "1" "2" "?" | Custom sizing selection : Overscan / Normal / Custom Query | "0" – Overscan "1" – Custom "2" – Normal |

SEE UPDATE NEXT PAGE >>

| Function | Command | Description | Acknowledge (if enabled) |
|---|--|--|---|
| Send Display Mark | 0xF1, "S" "0x21" "0x40" "0x60" "0x7E" Return "1" | "S" = "0x53 or 0x73" ASCII "0x21,0x40,0x60,0x7E" Return "0x31" | "S" – Send Command "Text" – Character "1" - successful. |
| e.g Send Display Mark RS232 Code: "0xF1 0x53 0x21" Return Code: "0xF1 0x53 0x21 0x31" | | | |
| Clear Display Mark | 0xF1, "C" Return "1" | "C" = "0x43 or 0x63" Return "0x31" | "C" – Clear command "1" - successful. |
| e.g Clear Display Mark RS232 Code: "0xF1 0x43" Return Code: "0xF1 0x43 0x31" | | | |
| Display Mark Horizontal Position | 0xF1, "H" "ss" Return "nn" | "H" = "0x48 or 0x68" ----- "nn" = "0x30,0x30~0x46,0x46" | "H" – Horizontal Position command "ss" – Set Horizontal Position number "nn" – Return Position number |
| e.g Set Display Mark Horizontal Position RS232 Code: "0xF1 0x48 0x30 0x31" Return Code: "0xF1 0x48 0x30 0x31 0x30 0x31" | | | |
| Display Mark Vertical Position | 0xF1, "V" "ss" Return "nn" | "V" = "0x56 or 0x76" ----- "nn" = "0x30,0x30~0x46,0x46" | "V" – Vertical Position command "ss" – Set Vertical Position number "nn" – Return Position number |
| e.g Set Display Mark Vertical Position RS232 Code: "0xF1 0x56 0x30 0x31" Return Code: "0xF1 0x56 0x30 0x31 0x30 0x31" | | | |
| Display Mark | 0xF1, | "B" = "0x42 or 0x62" | "B" - Transparency command |

17. Added RS-232 command for Safe Area Enable and Aspect Marker Enable

| | | | |
|-----------------------|-----------------------------|--|-----------------------|
| SafeAreaMarker Enable | “0xee”, “0x4B” “0” “1” | Safe Area Marker Off / Safe Area Marker On | “0” - Off “1” - On |
| Aspect Marker Enable | “0xee”, “0x4C” “0” “1” | Aspect Marker Off / Aspect Marker On | “0” - Off “1” - On |

| | | |
|--|--|--|
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| | | | |
|---|------------------------|--|---|
| Background Transparency | "B" "N" Return "n" | Set Transparency command ----- "N" = "0x30~0x46" Transparency Value (Rang 00~0F) | "N" – Transparency Value "n"- Return Value 0x00 =opaque |
| Set Display Mark background Transparency value is 8 RS232 Code: "0xF1 0x42 0x38" Return Code: "0xF1 0x42 0x38 0x38" | | | |

3. Other control

| Function | Command | Description | Acknowledge (if enabled) |
|---------------------------|--|--|--|
| Select RS-232 acknowledge | 0xc1, "0" "1" | Disable/enable command acknowledge. | "0" – acknowledge disabled. "1" – acknowledge enabled. |
| Auto-setup | 0xc3 | Start auto-setup of current vmode. | "0" – fail. "1" – successful. |
| Command availability | 0xc4, n | Check whether a command is available. | "0" – not available. "1" – available. |
| Auto-calibration | 0xc5 | Start auto-calibration of gain of the RGB amplifier. | "0" – fail. "1" – successful. |
| Freeze frame | 0xc6, "0" "1" | Unfreeze / freeze frame | "0" – unfreeze. "1" – freeze. |
| Soft Power On/Off | 0xc8, "0" "1" "?" | Soft power off/on query | "0" – Turn off the LCD power and backlight. Turn off memory controller, Power down DVI Power down ADC, Power down Fclk PLL "1" – Turn on the unit |
| Query video input status | 0xc9 | Query the status of the primary & pip status | "nn,nn" = input status "nn,xx" digit = primary status: "0", "0" : invalid "A", "1" ARGB "B", "1" Composite "B", "2" Composite 2 "C", "1" S-video "C", "2" S-video 2 "D", "1" Component "D", "2" Component 2 "E", "1" HDSDI "E", "2" HDSDI 2 "F", "1" DVI "H", "1" HDMI "xx,nn"= PIP input status: "0", "0": invalid "A", "1" ARGB "B", "1" Composite "B", "2" Composite 2 "C", "1" S-video "C", "2" S-video 2 "D", "1" Component "D", "2" Component 2 "E", "1" HDSDI "E", "2" HDSDI 2 "F", "1" DVI "H", "1" HDMI |
| Video de-interlace method | 0xca, "0" "1" "r" "R" "?" | De-interlace mode Reset Query | "3" "1"- enable AFM "3" "0"- disable AFM "4" "1"- enable TNR "4" "0"- disable TNR |

| | | | |
|---|--|---|---|
| | | | "5" "1"- enable MADI "5" "0"- disable MADI "7" "1"- enable DCDi "7" "0"- disable DCDi |
| Query BIOS version | 0xcb, "0" | Read BIOS version | BIOS version "VV.YY.ZZ" VV = V0 or E0, V0 = Release version E0 = Engineering Sample YY= Version Number ZZ= Customer Number |
| Query PCBA number | 0xcb, "1" | Read PCBA number | "nnnnn" = PCBA number SVX-1920= "41721" |
| Master Load Settings (Emergency Use Only) | 0xce | Reset all parameters to Nominal Factory Values | "1" – successful. |
| Wide Screen Mode Selection | 0xd9, "0" "1" "2" "r" "R" "?" | Wide Screen Mode Reset Query | "0" – Normal Mode "1" – 1280x768 "2" – 1366x768 |

Save Current Settings to Calibrated Settings Memory Location: 0xd7. Success=0xd7 31.

| | | | |
|--------------------------------|---|--------------------------------------|--|
| ScreenMarker | "0xee", "0x42" "0" "1" | Screen Marker Off / Screen Marker On | "0"- Off "1"- On |
| CenterMarker | "0xee", "0x43" "0" "1" | Center Marker Off / Center Marker On | "0"- Off "1"- On |
| AspectMarker | "0xee", "0x44" "0" "1" | Preliminary 4:3 /16:9 | "0"- 4:3 "1"- 16:9 |
| Marker Background Transparency | "0xee", "0x45" "0" "1" "2" "3" | Preliminary 0% /25%/50%/95% | "0"- 0% "1"- 25% "2"- 50% "3"- 95% |
| Safe Area Marker | "0xee", "0x46" "0x53"~"0x63" | Preliminary 64%~98% | "36", "33"- 98% "36", "32"- 96% "36", "31"- 94% "36", "30"- 92% "35", "46"- 90% "35", "45"- 88% "35", "44"- 86% "35", "43"- 84% "35", "42"- 83% "35", "41"- 81% "35", "39"- 79% "35", "38"- 77% "35", "37"- 76% "35", "36"- 74% "35", "35"- 72% "35", "34"- 71% "35", "33"- 69% "35", "32"- 67% "35", "31"- 66% "35", "30"- 64% |

Using Boland RS-232 Remote Control

updated: 7/31/10/mb

Here is an brief overview and maybe your answers, but the manual and utility software are In this folder too. The section of the Remote Codes manual you probably want is page 5 of the pdf. If you have any questions, ask Mike, at (800) 918-9090.

Input Select command summary: (lifted from BolandRemCodes9.pdf, page 7 of the pdf)
[**Syntax**: Command; immediate, relative, reset or query*. (Baud rate = 2400 bps, 8 bits, No parity, 1 Stop bit)]

Main selections (Prefix each of these with **0x98**)
(**Syntax**: Input Select, Input Port Type, Input Port No.)

0x41, 0x31 : ARGB (Analog RGB, Aka, VGA)
0x42, 0x31 : Composite
0x43, 0x31 : S-video
0x44, 0x31 : SD Component
0x45, 0x31 : HDSDI
0x46, 0x31 : DVI
0x47, 0x31 : HD Component
0x42, 0x32 : Composite 2
0x43, 0x32 : S-video 2
0x44, 0x32 : SD Component 2
0x45, 0x32 : HDSDI 2

example: in AccessPort, **Select VGA**: 98 41 31 [F10]

Select SDI 1: 98 45 31

*Syntax of 0x98 Command:

```
Input, Main, Select: ;>("Main" as in selecting for a full screen,
                    ;as compared to selecting for a PiP)
0x98,                ;;Select Input Main, and...
nn | "+" | "-" |    ;;nn = PC or VIDEO (see table above), or next
                    ;available, or backup to previous
"r" | "R" |         ;;Reset
"?"                 ;;Query status (active input selected)
```

In a typical system, you may be looking to issue Soft **Power On and Off** (0xc8 1, 0xc8 0 [c8 31, c8 30]) (0xe1 1 for vp-series) and/or Input Select commands (e.g., 98 41 31 for VGA [as inputselect/type port/port number]). **Soft Power** keeps the monitor processor awake looking for subsequent IR or RS-232 commands. **Hard Power** (front panel power switch) disables the monitor. (Of course, cover the monitor's IR port (when present) for an install in a public place, if you are not using it, to circumvent the visitors disturbing your displays).

In a looser environment, you can also control a monitor via the matrix switch, by denying it all inputs (Auto Power [DPMS] and AutoSource Select are both defaulted in the menu to On) to cause the monitor to go to sleep in the absence of signal, and to change inputs by presenting it with only one signal at a time (control via input Auto Search).

For over a year now I have been using the below referenced little item (Access Port, a public domain one-diskette wonder) to issue and read hex strings out a PC's Com Port to a Boland

monitor (and to display the monitor's status response) (or any other RS-232 device).

After you unzip it and execute AccessPort.exe, poke the F2 key to enter the Comm setup menu (see How To.jpg, attached).

When I test a monitor, I type f7 into the bottom window and tap the F10 key (send) and see the menu pop up on the screen of the controlled monitor. When doing that, you can see that the monitor is talking status back in the top window. In this case, the response would be f7 f7, meaning receipt and then execution of the (f7, Menu) command.

Files Referenced:

S:\Adv&Prom\Manuals_Web&Email\d,divi,hdRS232RemCodes9.pdf

S:\v_notInstalled\AccessPort\v133\How2UseAccessPort1v33.jpg

S:\v_notInstalled\AccessPort\v133\AccessPort133.zip

S:\Adv&Prom\Manuals_Web&Email\UsingAPc2a.pdf

The following commands for sending on-screen texts by RS-232 command:

| Function | Command | Description | Acknowledge (if enabled) |
|---|---|---|---|
| Send Line | 0xF0, ”S” ”LL” ”TEXT” ”0x0A” Return ”1” | ”S” = ”0x53 or 0x73” Send command ----- ”LL” = ”0x30,0x31~0x30,0x34” Line number (Rang 0~4 lines) ----- ”Text”= ASCII code, ”0x20~0x7E” Character(Rang 0~34) ----- 0x0A = End of line | ”S” – Send Command ”LL” – Line Number ”Text” – Character ”0x0A” – End of Line ”1” - successful. |
| e.g Display ”Send Text” message on screen: RS232 Code:”0xF0 0x53 0x30 0x31 0x53 0x65 0x6E 0x64 0x20 0x54 0x65 0x78 0x74 0x0A” Return Code: ”0xF0 0x53 0x30 0x31 0x53 0x65 0x6E 0x64 0x20 0x54 0x65 0x78 0x74 0x0A 0x31” | | | |
| Clear Line | 0xF0, ”C” ”LL” Return ”nn” | ”C” = ”0x43 or 0x63” Clear command ----- ”LL” = ”0x30,0x31~0x30,0x34” Line number (Rang 0~4 lines) | ”C” – Clear command ”LL” – Line Number ”nn” – Return Line number |
| e.g. Clear Line 1 RS232 Code: ”0xF0 0x43 0x30 0x31” Return Code: ”0xF0 0x43 0x30 0x31 0x30 0x31” | | | |
| Text Window Horizontal Position | 0xF0, ”H” ”ss” Return ”nn” | ”H” = ”0x48 or 0x68” ----- ”nn” = ”0x30,0x30~0x46,0x46” | ”H” – Horizontal Position command ”ss” – Set Horizontal Position number ”nn” – Return Position number |
| e.g. Set Text Window Horizontal Position RS232 Code: ”0xF0 0x48 0x30 0x31” Return Code: ”0xF0 0x48 0x30 0x31 0x30 0x31” | | | |
| Text Window Vertical Position | 0xF0, ”V” ”ss” Return ”nn” | ”V” = ”0x56 or 0x76” ----- ”nn” = ”0x30,0x30~0x46,0x46” | ”V” – Vertical Position command ”ss” – Set Vertical Position number ”nn” – Return Position number |
| e.g. Set Text Window Vertical Position RS232 Code: ”0xF0 0x56 0x30 0x31” Return Code: ”0xF0 0x56 0x30 0x31 0x30 0x31” | | | |
| Left offset* | 0xF0, ”O” ”SSS” Return ”nnn” | ”O” = ”0x4F or 0x6F” Set Left Offset command ----- ”SSS” = ”0x30,0x30,0x30~ 0x33,0x46,0x46” Offset Value (Rang 000~3ff) | ”O” – Left Offset Command ”SSS”- Offset Value (pixels) ”nnn”- Return Value(pixels) |
| e.g. Set Left Offset = 100 pixels (0x64 (HEX)) RS232 Code: ”0xF0 0x4F 0x30 0x36 0x34” Return Code: ”0xF0 0x4F 0x30 0x36 0x34 0x30 0x36 0x34” | | | |
| Background Transparency* | 0xF0, ”B” ”N” Return ”n” | ”B” = ”0x42 or 0x62” Set Transparency command ----- ”n”- Return Value | ”B” - Transparency command ”N” – Transparency Value ”n”- Return Value |

| | | | |
|---|--------------------------------------|---|---|
| | | "N" = "0x30~0x46" Transparency Value (Rang 00~0F) | 0x00 =opaque |
| Set background Transparency value is 8 RS232 Code: "0xF0 0x42 0x38" Return Code: "0xF0 0x42 0x38 0x38" | | | |
| Text Window Horizontal Size | 0xF0, "X" "SSS" Return "nnn" | "X" = "0x58" Set Horizontal Size command ----- "SSS" = "0x31,0x45,0x30~ 0x37,0x38,0x30" Horizontal Size Value (Range 000~3ff) | "X" –Horizontal Size "SSS"- Size Value (pixels) "nnn"- Return Value(pixels) |
| e.g Set Text Window Horizontal Size = 640 pixels (0x280 (HEX)) RS232 Code: "0xF0 0x58 0x32 0x38 0x30" Return Code: "0xF0 0x58 0x32 0x38 0x30 0x32 0x38 0x30" | | | |

* Note :

Please set the "Background Transparency" and "Left offset" commands before the "Send Line" command.

The RS-232 command strings sent in one time can support up to 380 bytes via RS-232 port

The RS-232 command string sent in one time can support up to 50 bytes via Aux port.

n = 1-byte ascii-coded hex number, e.g., parameter value of 0x1 is represented by "1" (0x31).

mn or nn = 2-byte ascii-coded hex number, e.g., parameter value of 0x1e is represented by "1", "e" | "E" (0x31, 0x6e|0x4e).

Please refer to the ASCII to Hex convert table below.

Hex to ASCII conversion table

| Hex | ASCII | Hex | ASCII | Hex | ASCII | Hex | ASCII |
|------|-------|------|-------|------|-------|------|-------|
| 0x30 | 0 | 0x41 | A | 0x61 | a | 0x2B | + |
| 0x31 | 1 | 0x42 | B | 0x62 | b | 0x2D | - |
| 0x32 | 2 | 0x43 | C | 0x63 | c | 0x3F | ? |
| 0x33 | 3 | 0x44 | D | 0x64 | d | | |
| 0x34 | 4 | 0x45 | E | 0x65 | e | | |
| 0x35 | 5 | 0x46 | F | 0x66 | f | | |
| 0x36 | 6 | 0x47 | G | 0x67 | g | | |
| 0x37 | 7 | 0x48 | H | 0x68 | h | | |
| 0x38 | 8 | 0x49 | I | 0x69 | i | | |
| 0x39 | 9 | 0x4A | J | 0x6A | j | | |
| | | 0x4B | K | 0x6B | k | | |
| | | 0x4C | L | 0x6C | l | | |
| | | 0x4D | M | 0x6D | m | | |
| | | 0x4E | N | 0x6E | n | | |
| | | 0x4F | O | 0x6F | o | | |
| | | 0x50 | P | 0x70 | p | | |
| | | 0x51 | Q | 0x71 | q | | |
| | | 0x52 | R | 0x72 | r | | |
| | | 0x53 | S | 0x73 | s | | |
| | | 0x54 | T | 0x74 | t | | |
| | | 0x55 | U | 0x75 | u | | |
| | | 0x56 | V | 0x76 | v | | |
| | | 0x57 | W | 0x77 | w | | |
| | | 0x58 | X | 0x78 | x | | |
| | | 0x59 | Y | 0x79 | y | | |
| | | 0x5A | Z | 0x7A | z | | |

RS-232 Gamut Matrix Adjustments:

| | | | |
|-----------------------|--|---|---|
| Color Matrix Select | "0xee", "0x4E" "0" "1" "2" "3" | Bypass / 601 / 709 / Custom | "0"- Bypass "1"- 601 "2"- 709 "3"- Custom |
| Color Matrix Green[0] | "0xee", "0x50" nnnn "+" "-" "r" "R" "?" | Set Matrix Green [0] = value/increment/decrement Reset Query | Color Matrix Green [0] Value Range "-0.5 ~ 1.5" e.g.: -0.5 x 4096 = -2048 = 0xF800 1.5 x 4096 = 6144 = 0x1800 |
| Color Matrix Green[1] | "0xee", "0x51" nnnn "+" "-" "r" "R" "?" | Set Matrix Green [1] = value/increment/decrement Reset Query | Color Matrix Green [1] Value Range "-0.5 ~ 1.5" |
| Color Matrix Green[2] | "0xee", "0x52" nnnn "+" "-" "r" "R" "?" | Set Matrix Green [2] = value/increment/decrement Reset Query | Color Matrix Green [2] Value Range "-0.5 ~ 1.5" |
| Color Matrix Blue[0] | "0xee", "0x53" nnnn "+" "-" "r" "R" "?" | Set Matrix Blue [0] = value/increment/decrement Reset Query | Color Matrix Blue [0] Value Range "-0.5 ~ 1.5" |
| Color Matrix Blue [1] | "0xee", "0x54" nnnn "+" "-" "r" "R" "?" | Set Matrix Blue [1] = value/increment/decrement Reset Query | Color Matrix Blue [1] Value Range "-0.5 ~ 1.5" |
| Color Matrix Blue [2] | "0xee", "0x55" nnnn "+" "-" "r" "R" "?" | Set Matrix Blue [2] = value/increment/decrement Reset Query | Color Matrix Blue [2] Value Range "-0.5 ~ 1.5" |
| Color Matrix Red[0] | "0xee", "0x56" nnnn "+" "-" "r" "R" "?" | Set Matrix Red [0] = value/increment/decrement Reset Query | Color Matrix Red [0] Value Range "-0.5 ~ 1.5" |
| Color Matrix Red [1] | "0xee", "0x57" nnnn "+" "-" "r" "R" "?" | Set Matrix Red [1] = value/increment/decrement Reset Query | Color Matrix Red [1] Value Range "-0.5 ~ 1.5" |
| Color Matrix Red [2] | "0xee", "0x58" nnnn "+" "-" "r" "R" "?" | Set Matrix Red [2] = value/increment/decrement Reset Query | Color Matrix Red [2] Value Range "-0.5 ~ 1.5" |

Save Current Settings to Calibrated Settings Memory Location: 0xd7. Success=0xd7 31.

Notes:

Command syntax is: groupname ("0xee") and argument/value:

- 1) 0x4E (Select Color Matrix) : "0" - Bypass; "1" - REC 601; "2" - REC 709; "3" - Custom
- 2) 0x50 to 0x58 (to set the 3x3 Matrix parameters): The acceptable data range is from -0.5 to +1.5.
This acceptable range might get changed if we find it is too wide or too narrow.
- 3) The Matrix is arranged as Green the top row, Blue the 2nd row and Red the 3rd row.
For example, the bypass matrix will be:
G = G(0), G(1), G(2) = 1.0, 0.0, 0.0
B = B(0), B(1), B(2) = 0.0, 1.0, 0.0
R = R(0), R(1), R(2) = 0.0, 0.0, 1.0
If you want to add a bit of RED to Green, then you may change the Red row to say : 0.1, 0.0, 1.0
- 4) You need to pre-select which Matrix to write to by using the "0x4E" sub command. Once the target Matrix is selected, then all subsequent "0x50~0x58" sub command will write data to that Matrix.
- 5) This correction Matrix is not an offset matrix adding to the original color matrix;
this correction matrix will "multiply" the original 3x3 color matrix.

Option 51:

RS-232 Remote Control for **boland** LCD Video Monitors

Pinouts, Monitor DB9F/3.5mm connectors*:

(Baud rate = 2400 bps, 8 bits, No parity, 1 Stop bit)

2/Ring - **Tx Data**
3/Tip - **Rx Data**
5/Sleeve - **Signal Ground**

*Type connector used varies by model.

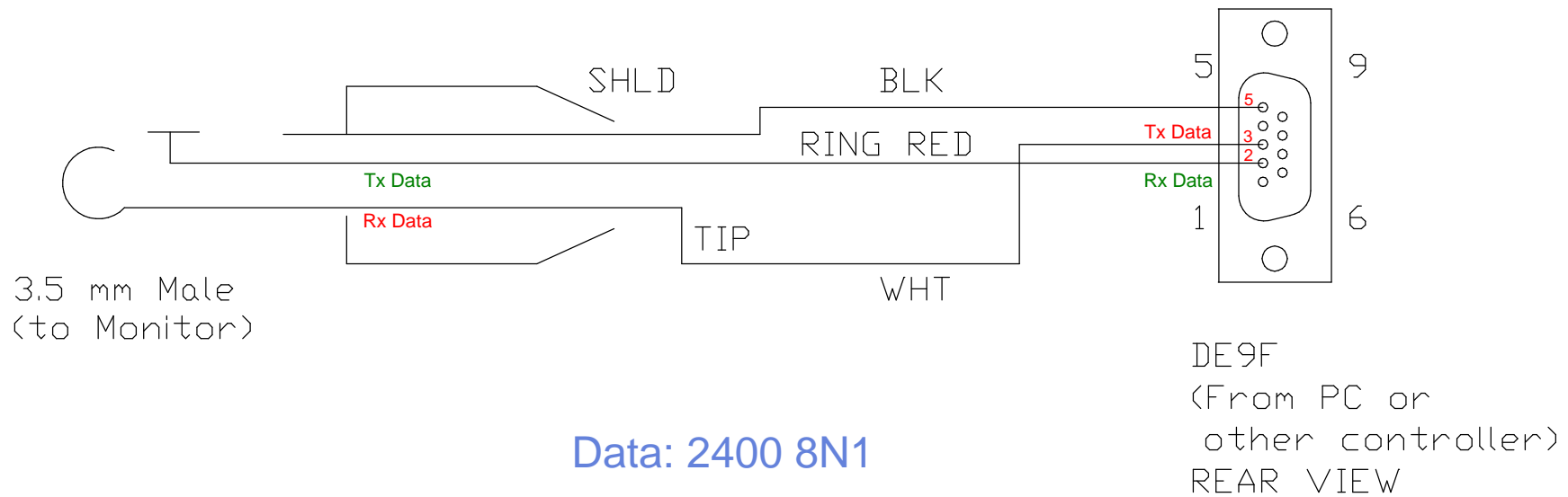
Tx/Rx Pin Identification:


Tx Data Pin, with cable unplugged is -12 v at idle, data bits are +12v)

Rx Data Pin, with cable unplugged is 0v.

With cable plugged onto monitor, both pins are at -12v (except during data)

Note: connecting the cable joins Controller Tx pin to Monitor Rx pin,
and Monitor Tx pin is connected to Controller's Rx pin. When connected,
the voltage normally drops from $\pm 12v$ down to about ± 8 or $\pm 9v$).



| | | | |
|--|--------|-----------------------------|---------------|
|  BOLAND COMMUNICATIONS (949) 465-9911 | | | |
| TITLE | | | |
| CABLE, RS232, Controller to Monitor | | | |
| USED ON | SIZE | DOCUMENT NUMBER | REV |
| | A | (rcbb3877xxdwg) 3740 | B |
| DATE: 2/11/10 | BY: IO | DO NOT SCALE DRAWING | SHEET: 1 OF 1 |