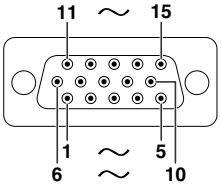
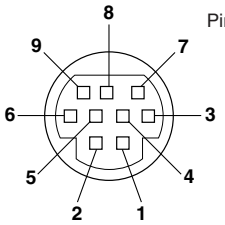
Connecting Pin Assignments

COMPUTER-RGB/COMPONENT INPUT5 Terminal: 15-pin Mini D-sub female connector



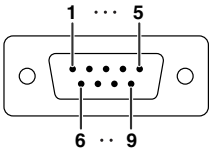
	COMPUTER-RGB Input	Component Input
1.	Video input (red)	P_R (C_R)
2.	Video input (green/sync on green)	Y
3.	Video input (blue)	P_B (C_B)
4.	Not connected	Not connected
5.	Not connected	Not connected
6.	Earth (red)	Earth (P_R)
7.	Earth (green/sync on green)	Earth (Y)
8.	Earth (blue)	Earth (P_B)
9.	Not connected	Not connected
10.	GND	Not connected
11.	Not connected	Not connected
12.	Bi-directional data	Not connected
13.	Horizontal sync signal: TTL level	Not connected
14.	Vertical sync signal: TTL level	Not connected
15.	Data clock	Not connected

RS-232C Terminal: 9-pin Mini DIN female connector



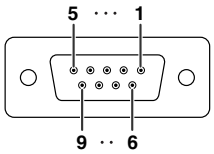
Pin No.	Signal	Name	I/O	Reference
1.				Not connected
2.	RD	Receive Data	Input	Connected to internal circuit
3.	SD	Send Data	Output	Connected to internal circuit
4.				Not connected
5.	SG	Signal Ground		Connected to internal circuit
6.				Not connected
7.	RS	Request to Send		Connected to CS in internal circuit
8.	CS	Clear to Send		Connected to RS in internal circuit
9.				Not connected

RS-232C Terminal: 9-pin D-sub male connector of the DIN-D-sub RS-232C adaptor



Pin No.	Signal	Name	I/O	Reference
1.				Not connected
2.	RD	Receive Data	Input	Connected to internal circuit
3.	SD	Send Data	Output	Connected to internal circuit
4.				Not connected
5.	SG	Signal Ground		Connected to internal circuit
6.				Not connected
7.	RS	Request to Send		Connected to CS in internal circuit
8.	CS	Clear to Send		Connected to RS in internal circuit
9.				Not connected

RS-232C Cable recommended connection: 9-pin D-sub female connector



Pin No.	Signal	Pin No.	Signal
1.	CD	1.	CD
2.	RD	2.	RD
3.	SD	3.	SD
4.	ER	4.	ER
5.	SG	5.	SG
6.	DR	6.	DR
7.	RS	7.	RS
8.	CS	8.	CS
9.	CI	9.	CI

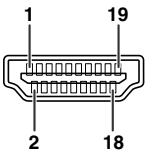
Note

- Depending on the controlling device used, it may be necessary to connect Pin 4 and Pin 6 on the controlling device (e.g. computer).

Projector Pin No.	Computer Pin No.
4	4
5	5
6	6

Connecting Pin Assignments (Continued)

HDMI Terminal



Pin No.	Name	Pin No.	Name	Pin No.	Name
1.	TMDS Data2+	8.	TMDS Data0 Shield	14.	Reserved
2.	TMDS Data2 Shield	9.	TMDS Data0-	15.	SCL
3.	TMDS Data2-	10.	TMDS Clock+	16.	SDA
4.	TMDS Data1+	11.	TMDS Clock Shield	17.	DDC/CEC Ground
5.	TMDS Data1 Shield	12.	TMDS Clock-	18.	+5V Power
6.	TMDS Data1-	13.	CEC	19.	Hot Plug Detect
7.	TMDS Data0+				

RS-232C Specifications and Command Settings

Computer control

A computer can be used to control the projector by connecting an RS-232C serial control cable (cross type, sold separately) to the projector. (See page 27 for connection.)

Communication conditions

Set the serial port settings of the computer to match that of the table.
Signal format: Conforms to RS-232C standard.
Baud rate: * 9,600 bps/115,200 bps
Data length: 8 bits
Parity bit: None
Stop bit: 1 bit
Flow control: None
*** Set the projector's baud rate to the same rate as used by the computer.**

Basic format

Commands from the computer are sent in the following order: command, parameter, and return code. After the projector processes the command from the computer, it sends a response code to the computer.

Command format

C1	C2	C3	C4	P1	P2	P3	P4

Command 4-digit / Parameter 4-digit

Return code (0DH)

Response code format

Normal response

O	K

Return code (0DH)

Problem response (communication error or incorrect command)

E	R	R

Return code (0DH)

Info

- When controlling the projector using RS-232C commands from a computer, wait for at least 30 seconds after the power has been turned on, and then transmit the commands.
- When more than one code is being sent, send each command only after the response code for the previous command from the projector is verified.

Commands

Example: When turning on the projector, make the following setting.

Computer → Projector

P	O	W	R	_	_	_	1	↵

O	K	↵

CONTROL CONTENTS	COMMAND				PARAMETER				RETURN
Power Off	P	O	W	R	_	_	_	0	OK or ERR
Power On	P	O	W	R	_	_	_	1	OK or ERR
INPUT 1 (Video1 : Component1)	I	V	E	D	_	_	_	1	OK or ERR
INPUT 2 (Video2 : Component2)	I	V	E	D	_	_	_	2	OK or ERR
INPUT 3 (Video3 : S-Video)	I	V	E	D	_	_	_	3	OK or ERR
INPUT 4 (Video4 : Video)	I	V	E	D	_	_	_	4	OK or ERR
INPUT 5 (RGB1 : RGB/Component)	I	R	G	B	_	_	_	1	OK or ERR
INPUT 6 (RGB2 : RGB/Component)	I	R	G	B	_	_	_	2	OK or ERR

Note

- If an underbar (_) appears in the parameter column, enter a space.