

RS-232C Specifications and Commands

Computer control

A computer can be used to control the projector by connecting an RS-232C serial control cable (cross type, commercially available) to the projector. (See page 27 of the projector's operation manual 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

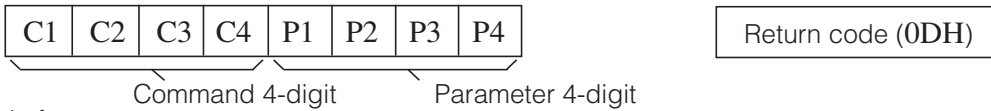
Flow control: None

*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



Response code format

Normal response



Problem response (communication error or incorrect command)



Info

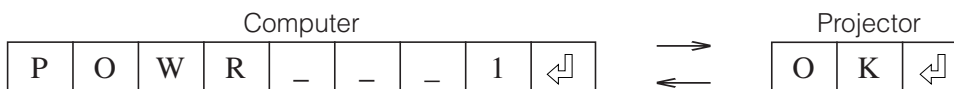
- When controlling the projector using RS-232C commands from a computer, wait at least 30 seconds after the power has been turned on, and then transmit the commands. After putting the projector into standby mode, wait at least 90 seconds until the cooling fan stops, and then transmit the commands.
- If more than one command will be sent to the projector, wait for projector reply before sending next command.

Note

- When the projector receives the following commands, the on-screen display will not disappear and these commands will not reset the "Auto Power Off" function timer when no signal is present.
POWR????, TABN___1, TLPS___1, TLTT___1, TLTL___1

Commands

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



Control Contents	Command	Parameter	Return
Standby	P O W R _ _ _ 0		OK or ERR
Power On	P O W R _ _ _ 1		OK or ERR
Power Status	P O W R ? ? ? ?		0 : Standby, 1 : On
Projector Status	T A B N _ _ _ 1		0 : Normal, 1 : Temp High, 2 : Fan Err, 8 : Lamp Life 5% or less, 16 : Lamp Burnt-out, 32 : Lamp Ignition Failure, 64 : Temp Abnormally High
Lamp Status	T L P S _ _ _ 1		0 : Off, 1 : On, 2 : Retry, 3 : Waiting, 4 : Lamp Error
Volume (0-60)	V O L A _ _ _ *		OK or ERR
AV Mute : Off	I M B K _ _ _ 0		OK or ERR
AV Mute : On	I M B K _ _ _ 1		OK or ERR
Keystone (-127 ~ +127)	K E Y S * * * *		OK or ERR
INPUT 1 (RGB1)	I R G B _ _ _ 1		OK or ERR
INPUT 2 (RGB2)	I R G B _ _ _ 2		OK or ERR
INPUT 3 (Video)	I V E D _ _ _ 1		OK or ERR
INPUT 4 (S-Video)	I V E D _ _ _ 2		OK or ERR
Freeze : Off	F R E Z _ _ _ 0		OK or ERR
Freeze : On	F R E Z _ _ _ 1		OK or ERR
Auto Sync Start	A D J S _ _ _ 1		OK or ERR

RS-232C Specifications and Commands

Control Contents	Command	Parameter	Return	Control Contents	Command	Parameter	Return
INPUT 1 Resize : Normal	R A S R	--1	OK or ERR	Lamp Usage Time (hour)	T L T T	--1	0 - 9999
INPUT 1 Resize : Dot By Dot	R A S R	--3	OK or ERR	Remaining Lamp Life (Percentage)	T L T L	--1	0 - 100
INPUT 1 Resize : Border	R A S R	--6	OK or ERR	OSD Display : Off	I M D I	--0	OK or ERR
INPUT 1 Resize : Stretch	R A S R	--2	OK or ERR	OSD Display : On	I M D I	--1	OK or ERR
INPUT 2 Resize : Normal	R B S R	--1	OK or ERR	Video System : Auto	M E S Y	--1	OK or ERR
INPUT 2 Resize : Dot By Dot	R B S R	--3	OK or ERR	Video System : PAL	M E S Y	--2	OK or ERR
INPUT 2 Resize : Border	R B S R	--6	OK or ERR	Video System : SECAM	M E S Y	--3	OK or ERR
INPUT 2 Resize : Stretch	R B S R	--2	OK or ERR	Video System : NTSC4.43	M E S Y	--4	OK or ERR
INPUT 3 Resize : Normal	R A S V	--1	OK or ERR	Video System : NTSC3.58	M E S Y	--5	OK or ERR
INPUT 3 Resize : Border	R A S V	--3	OK or ERR	Video System : PAL-M	M E S Y	--6	OK or ERR
INPUT 3 Resize : Stretch	R A S V	--2	OK or ERR	Video System : PAL-N	M E S Y	--7	OK or ERR
INPUT 4 Resize : Normal	R B S V	--1	OK or ERR	Video System : PAL-60	M E S Y	--8	OK or ERR
INPUT 4 Resize : Border	R B S V	--3	OK or ERR	Background : Logo	I M B G	--1	OK or ERR
INPUT 4 Resize : Stretch	R B S V	--2	OK or ERR	Background : Blue	I M B G	--3	OK or ERR
Auto Focus Start	A F S T	--1	OK or ERR	Background : None	I M B G	--4	OK or ERR
INPUT 1 Picture Mode : Standard	R A P S	--10	OK or ERR	Eco Mode : Standard	T H M D	--0	OK or ERR
INPUT 1 Picture Mode : Presentation	R A P S	--11	OK or ERR	Eco Mode : Eco	T H M D	--1	OK or ERR
INPUT 1 Picture Mode : Cinema	R A P S	--12	OK or ERR	Auto Power Off : Disable	A P O W	--0	OK or ERR
INPUT 1 Picture Mode : Game	R A P S	--13	OK or ERR	Auto Power Off : Enable	A P O W	--1	OK or ERR
INPUT 2 Picture Mode : Standard	R B P S	--10	OK or ERR	Auto Focus : Off	A T A F	--0	OK or ERR
INPUT 2 Picture Mode : Presentation	R B P S	--11	OK or ERR	Auto Focus : On	A T A F	--1	OK or ERR
INPUT 2 Picture Mode : Cinema	R B P S	--12	OK or ERR	Auto Keystone : Off	A T K S	--0	OK or ERR
INPUT 2 Picture Mode : Game	R B P S	--13	OK or ERR	Auto Keystone : On	A T K S	--1	OK or ERR
INPUT 3 Picture Mode : Standard	V A P S	--10	OK or ERR	Speaker : Off	A S P K	--0	OK or ERR
INPUT 3 Picture Mode : Presentation	V A P S	--11	OK or ERR	Speaker : On	A S P K	--1	OK or ERR
INPUT 3 Picture Mode : Cinema	V A P S	--12	OK or ERR	Audio Out : FAO	A O U T	--1	OK or ERR
INPUT 3 Picture Mode : Game	V A P S	--13	OK or ERR	Audio Out : VAO	A O U T	--2	OK or ERR
INPUT 4 Picture Mode : Standard	V B P S	--10	OK or ERR	PRJ Mode : Reverse Off	I M R E	--0	OK or ERR
INPUT 4 Picture Mode : Presentation	V B P S	--11	OK or ERR	PRJ Mode : Reverse On	I M R E	--1	OK or ERR
INPUT 4 Picture Mode : Cinema	V B P S	--12	OK or ERR	PRJ Mode : Invert Off	I M I N	--0	OK or ERR
INPUT 4 Picture Mode : Game	V B P S	--13	OK or ERR	PRJ Mode : Invert On	I M I N	--1	OK or ERR
INPUT 1 Bright Boost (0 -10)	R A W E	--**	OK or ERR	Monitor Out : Disable	M O U T	--0	OK or ERR
INPUT 2 Bright Boost (0 -10)	R B W E	--**	OK or ERR	Monitor Out : Enable	M O U T	--1	OK or ERR
INPUT 3 Bright Boost (0 -10)	V A W E	--**	OK or ERR	LAN/RS232C : Disable	L N R S	--0	OK or ERR
INPUT 4 Bright Boost (0 -10)	V B W E	--**	OK or ERR	LAN/RS232C : Enable	L N R S	--1	OK or ERR
INPUT 1 CLR Temp *1	R A C T	--**	OK or ERR	All Reset	A L R E	--1	OK or ERR
INPUT 2 CLR Temp *1	R B C T	--**	OK or ERR	Language : English	M E L A	--1	OK or ERR
INPUT 3 CLR Temp *1	V A C T	--**	OK or ERR	Language : Deutsch	M E L A	--2	OK or ERR
INPUT 4 CLR Temp *1	V B C T	--**	OK or ERR	Language : Español	M E L A	--3	OK or ERR
INPUT 1 sRGB : Off	C S R A	--0	OK or ERR	Language : Nederlands	M E L A	--4	OK or ERR
INPUT 1 sRGB : On	C S R A	--1	OK or ERR	Language : Français	M E L A	--5	OK or ERR
INPUT 2 sRGB : Off	C S R B	--0	OK or ERR	Language : Italiano	M E L A	--6	OK or ERR
INPUT 2 sRGB : On	C S R B	--1	OK or ERR	Language : Svenska	M E L A	--7	OK or ERR
IRIS : High Brightness	I R I S	--1	OK or ERR	Language : 日本語	M E L A	--8	OK or ERR
IRIS : High Contrast	I R I S	--3	OK or ERR	Language : Português	M E L A	--9	OK or ERR
INPUT 1 Signal Type : Auto	I A S I	--0	OK or ERR	Language : 汉语	M E L A	--10	OK or ERR
INPUT 1 Signal Type : RGB	I A S I	--1	OK or ERR	Language : 한국어	M E L A	--11	OK or ERR
INPUT 1 Signal Type : Component	I A S I	--2	OK or ERR	Model Name Check	T N A M	--1	EIP-3500
INPUT 2 Signal Type : Auto	I B S I	--0	OK or ERR	Model Name Check 2	M N R D	--1	EIP-3500
INPUT 2 Signal Type : RGB	I B S I	--1	OK or ERR	Projector Name Setting 1 (First four characters)*2	P J N 1	** ** *	OK or ERR
INPUT 2 Signal Type : Component	I B S I	--2	OK or ERR	Projector Name Setting 2 (Middle four characters)*2	P J N 2	** ** *	OK or ERR
INPUT 1 Adjustment Reset	R A R E	--1	OK or ERR	Projector Name Setting 3 (Last four characters)*2	P J N 3	** ** *	OK or ERR
INPUT 2 Adjustment Reset	R B R E	--1	OK or ERR	Projector Name Check	P J N 0	--1	EIP-3500
INPUT 3 Adjustment Reset	V A R E	--1	OK or ERR				
INPUT 4 Adjustment Reset	V B R E	--1	OK or ERR				
Auto Sync : Off	A A D J	--0	OK or ERR				
Auto Sync : On	A A D J	--1	OK or ERR				

Note

- If an underbar () appears in the parameter column, enter a space.
- If an asterisk (*) appears in the parameter column, enter a value in the range indicated in brackets under Control Contents.

*1 Parameters of CLR Temp settings are as follows.

CLR Temps	Parameter
5500K	_ 0 5 5
6500K	_ 0 6 5
7500K	_ 0 7 5
8500K	_ 0 8 5
9300K	_ 0 9 3
10500K	_ 1 0 5

*2 For setting the projector name, send the commands in order of PJN1, PJN2 and PJN3.