DLP® Projector

LP-WU9100B
User's Manual (detailed)
Operating Guide – Technical

Supported Signal Input Modes

Signal Format	Resolution	H Freq. KHz	Frame Rate Hz	PCLK MHz	5 BNC	VGA RGB HV	5 BNC RGB HV	DVI-D	HDMI / HDBaseT				HD/ SDI/ 3G	Remark
									RGB	YUV(bit)				
										8	10	12		
PC	640*480	31.469	59.94	25.175		√	√	√	√					VESA DMT
	640*480	37.500	74.99	31.500		√	√	√	√					VESA DMT
	640*480	43.269	85	36.000		√	√	√	√					VESA DMT
	800*600	37.879	60.32	40.000		√	√	√	√					VESA DMT
	800*600	46.875	75	49.500		√	√	√	√					VESA DMT
	800*600	53.674	85.06	56.250		√	√	√	√					VESA DMT
	848*480	23.674	47.95	25.000		√	√	√	√					VESA CVT
	848*480	31.020	60	33.750		√	√	√	√					VESA DMT
	1024*768	48.363	60	65.000		√	√	√	√					VESA DMT
	1024*768	60.023	75	78.750		√	√	√	√					VESA DMT
	1024*768	68.677	85	94.500		√	√	√	√					VESA DMT
	1280*720	35.531	47.95	57.987		√	√	√	√					VESA GTF
	1280*1024	63.981	60.02	108.000		√	√	√	√					VESA DMT
	1280*1024	91.146	85.02	157.500		√	√	√	√					VESA DMT
	1600*1200	75.000	60	162.000		√	√	√	√					VESA DMT
	1920*1080	53.225	47.95	135.403		√	√	√	√					VESA CVT
	1920*1200 RB	74.038	60	154.000		√	√	√	√					VESA CVT
	1366*768	47.712	60	85.500		√	√	√	√					VESA DMT
	1440*900	55.935	60	106.500		√	√	√	√					VESA DMT
	1280*768	47.776	60	79.500		√	√	√	√					VESA DMT
	1280*800	49.702	60	83.500		√	√	√	√					VESA DMT
	1280*960	60.000	60	108.000		√	√	√	√					VESA DMT
Apple MAC	640*480	35.000	66.67	30.240		√	√	√	√					Apple MAC
	832*624	49.720	74.54	57.280		√	√	√	√					Apple MAC
SDTV	480i	15.734	59.94	13.500	√								√	
	1440*480i	31.468	60	27.000					√	√	√	√		
	1440*576i	31.250	50	27.000					√	√	√	√		
	576i	15.625	50	13.500	√								√	
EDTV	480p	31.469	59.94	27.000	√	√	√	√	√	√	√	√		
	576p	31.250	50	27.000	√	√	√	√	√	√	√	√		

(continued on next page)

Supported Signal Input Modes

Signal Format	Resolution	H Freq. KHz	Frame Rate Hz	PCLK MHz	5 BNC	VGA RGB HV	5 BNC RGB HV	DVI-D	HDMI / HDBaseT				HD/ SDI/ 3G	Remark
									RGB	YUV(bit)				
										8	10	12		
HDTV	1080i	28.125	50	74.250	√	√	√	√	√	√	√	√	√	
	1080i	33.716	59.94	74.176	√	√	√	√	√	√	√	√	√	
	1080i	33.750	60	74.250	√	√	√	√	√	√	√	√	√	
	720p	37.500	50	74.250	√	√	√	√	√	√	√	√	√	
	720p	44.955	59.94	74.176	√	√	√	√	√	√	√	√	√	
	720p	45.000	60	74.250	√	√	√	√	√	√	√	√	√	
	1080p	26.973	23.98	74.176	√	√	√	√	√	√	√	√	√	
	1080p	27.000	24	74.250	√	√	√	√	√	√	√	√	√	
	1080p	28.125	25	74.250	√	√	√	√	√	√	√	√	√	
	1080p	33.716	29.97	74.176	√	√	√	√	√	√	√	√	√	
	1080p	33.750	30	74.250	√	√	√	√	√	√	√	√	√	
	1080p	56.250	50	148.500	√	√	√	√	√	√	√	√	√	
	1080p	67.433	59.94	148.352	√	√	√	√	√	√	√	√	√	
	1080p	67.500	60	148.500	√	√	√	√	√	√	√	√	√	
PsF formats	1080sf	33.750	30	74.250									√	
	1080sf	28.125	25	74.250									√	

(continued on next page)

SDI formats

Timing	SDI Link mode	Signal Standards	Color Encode	Sampling Structure	Bit Depth
NTSC	SD	SMPTE 259M-C 270Mbps SD	YCbCr	4:2:2	10
PAL	SD	SMPTE 259M-C 270Mbps SD	YCbCr	4:2:2	10
1080i59	HD	SMPTE 292M 1.5Gbps HD	YCbCr	4:2:2	10
1080i60	HD	SMPTE 292M 1.5Gbps HD	YCbCr	4:2:2	10
1080P30	HD	SMPTE 292M 1.5Gbps HD	YCbCr	4:2:2	10
1080P25	HD	SMPTE 292M 1.5Gbps HD	YCbCr	4:2:2	10
1080i50	HD	SMPTE 292M 1.5Gbps HD	YCbCr	4:2:2	10
1080P24	HD	SMPTE 292M 1.5Gbps HD	YCbCr	4:2:2	10
720P60	HD	SMPTE 292M 1.5Gbps HD	YCbCr	4:2:2	10
720P50	HD	SMPTE 292M 1.5Gbps HD	YCbCr	4:2:2	10
1080Sf25	HD	SMPTE 292M 1.5Gbps HD	YCbCr	4:2:2	10
1080Sf30	HD	SMPTE 292M 1.5Gbps HD	YCbCr	4:2:2	10
1080P50	3G Level A	SMPTE 424M 3Gbps	YCbCr	4:2:2	10
1080P59	3G Level A	SMPTE 424M 3Gbps	YCbCr	4:2:2	10
1080P60	3G Level A	SMPTE 424M 3Gbps	YCbCr	4:2:2	10
1080P50	3G Level B	SMPTE 424M 3Gbps	YCbCr	4:2:2	10
1080P59	3G Level B	SMPTE 424M 3Gbps	YCbCr	4:2:2	10
1080P60	3G Level B	SMPTE 424M 3Gbps	YCbCr	4:2:2	10

Test Cable: Belden 1694A

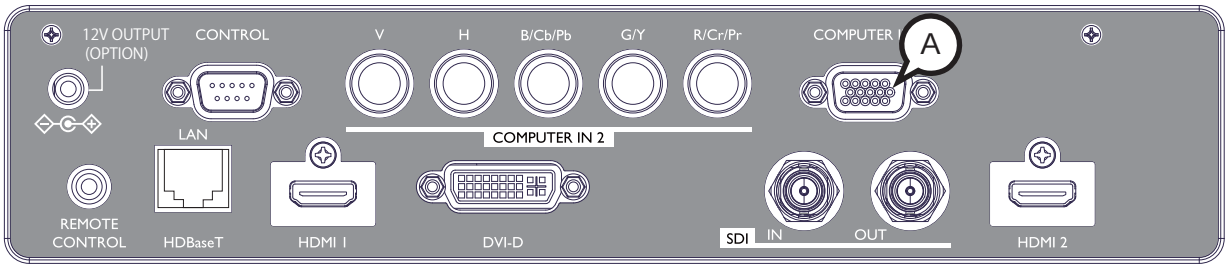
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3D Timing Format

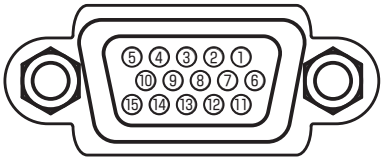
Standard		Resolution	V-Freq (Hz)	V-Total	H-Freq (kHz)	HDBaseT (*1)	HDMI1/2 (*1)	DVI-D (*2)	Remarks
720p50	Frame Packing	1280x720	50	1470	37.5	√	√		*3
720p59	Frame Packing	1280x720	59.94	1470	44.96	√	√		*3
720p60	Frame Packing	1280x720	60	1470	45	√	√		*3
720p50	Top-and-Bottom	1280x720	50	750	37.5	√	√	√	*3
720p59	Top-and-Bottom	1280x720	59.94	750	44.96	√	√	√	*3
720p60	Top-and-Bottom	1280x720	60	750	45	√	√	√	*3
1080p23	Frame Packing	1920x1080	23.98	2205	26.97	√	√		
1080p24	Frame Packing	1920x1080	24	2205	27	√	√		
1080i50	Side-by-Side (Half)	1920x1080	50	1125	56.25	√	√	√	*3
1080i59	Side-by-Side (Half)	1920x1080	59.94	1125	67.43	√	√	√	*3
1080i60	Side-by-Side (Half)	1920x1080	60	1125	67.5	√	√	√	*3
1080p50	Side-by-Side (Half)	1920x1080	50	1125	56.25	√	√	√	*3
1080p59	Side-by-Side (Half)	1920x1080	59.94	1125	67.43	√	√	√	*3
1080p60	Side-by-Side (Half)	1920x1080	60	1125	67.5	√	√	√	*3
1080p50	Top-and-Bottom	1920x1080	50	1125	56.25	√	√	√	*3
1080p59	Top-and-Bottom	1920x1080	59.94	1125	67.43	√	√	√	*3
1080p60	Top-and-Bottom	1920x1080	60	1125	67.5	√	√	√	*3
1080p50	Frame Sequential	1920x1080	50	1125	56.25	√	√	√	*3
1080p59	Frame Sequential	1920x1080	59.94	1125	67.43	√	√	√	*3
1080p60	Frame Sequential	1920x1080	60	1125	67.5	√	√	√	*3

*1: Based on IT6802 chip specification
*2: Based on IT6535 chip specification
*3: Frame drop at scaler and frame doubling at formatter

Connection to the ports



ⒶCOMPUTER IN

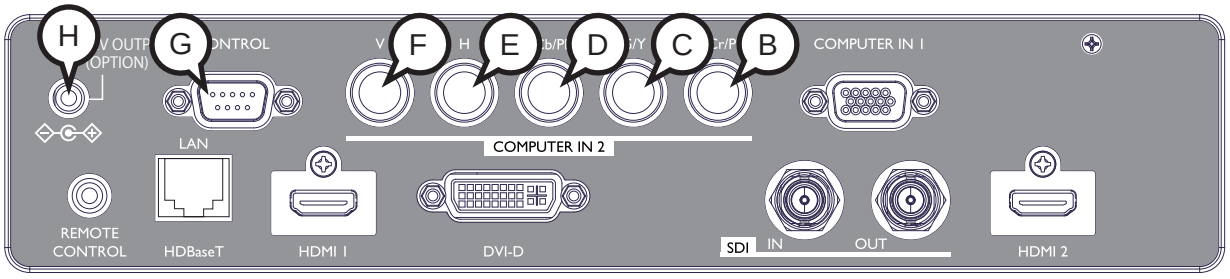


D-sub 15pin mini shrink jack

<Computer signal>
- Video signal: RGB separate, Analog, 0.7Vp-p, 75Ω terminated (positive)
- H/V. sync. signal: TTL level (positive/negative)
- Composite sync. signal: TTL level

<Component video signal>
- Video signal: Y with composite sync, Analog, 1.0±0.1Vp-p, 75Ω terminated
  Cb/Pb, Analog, 0.7±0.1Vp-p, 75Ω terminated
  Cr/Pr, Analog, 0.7±0.1Vp-p 75Ω terminated
- System: 480i@60, 480p@60, 576i@50, 720p@50/60, 1080i@50/60, 1080p@50/60

Pin	Signal	Pin	Signal
1	Video Red, Cr/Pr	9	(No connection)
2	Video Green, Y	10	Ground
3	Video Blue, Cb/Pb	11	(No connection)
4	(No connection)	12	SDA (DDC data)
5	Ground	13	H. sync / Composite sync.
6	Ground Red, Ground Cr/Pr	14	V. sync.
7	Ground Green, Ground Y	15	SCL (DDC clock)
8	Ground Blue, Ground Cb/Pb		



COMPUTER IN2 ⒷR/Cr/Pr, ⒸG/Y, ⒹB/Cb/Pb, ⒺH, ⒻV

BNC jack x5

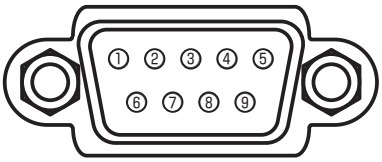
<Computer signal>
- Video signal: RGB separate, Analog, 0.7Vp-p, 75Ω terminated (positive)
- H/V. sync. signal: TTL level (positive/negative)
- Composite sync. signal: TTL level

<Component video signal>
- Video signal: Y with composite sync, Analog, 1.0±0.1Vp-p, 75Ω terminated
  Cb/Pb, Analog, 0.7±0.1Vp-p, 75Ω terminated
  Cr/Pr, Analog, 0.7±0.1Vp-p 75Ω terminated
- System: 480i@60, 480p@60, 576i@50, 720p@50/60, 1080i@50/60, 1080p@50/60

ⒼCONTROL

D-sub 9pin plug

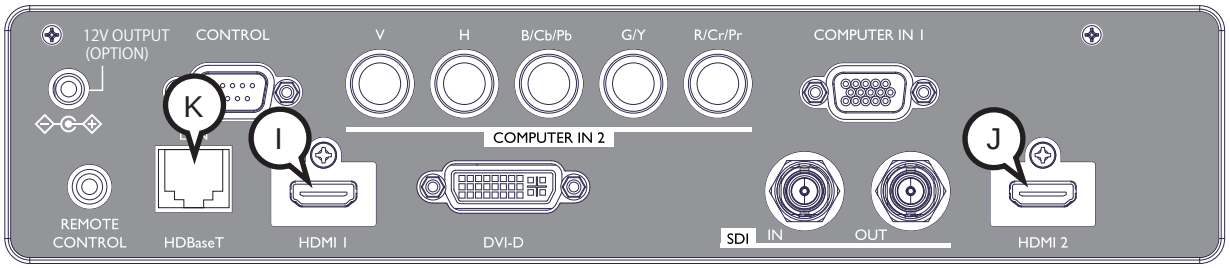
* About the details of RS-232C communication, please refer to the next section.



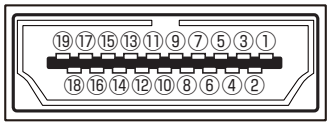
Pin	Signal	Pin	Signal	Pin	Signal
1	(No connection)	4	(No connection)	7	RTS
2	RD	5	Ground	8	CTS
3	TD	6	(No connection)	9	(No connection)

Ⓗ12V OUTPUT(OPTION)

Power terminal only for an optional lens. Use this port when you need power supply for the optional lens. Do not connect other device to this port. Put the cover when it is not used. Refer to the manual of the optional lens for details.



ⓘHDMI 1, ⓙHDMI 2

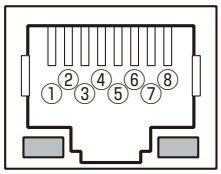


• Type :Digital audio/video connector
• Audio signal: Linear PCM (Sampling rate; 32/44.1/48 kHz)

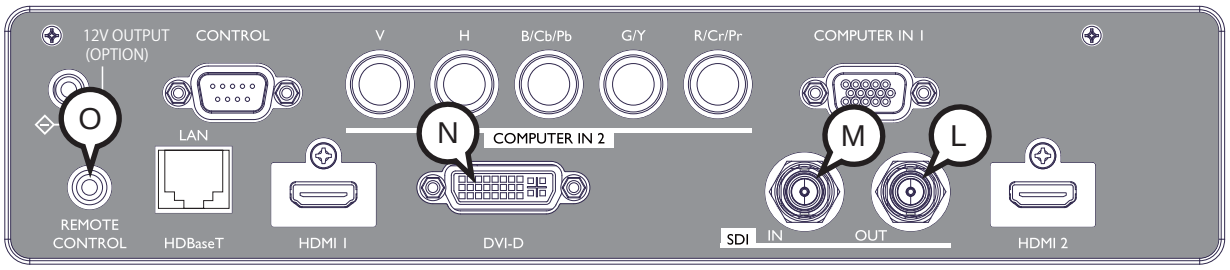
Pin	Signal	Pin	Signal	Pin	Signal
1	T.M.D.S. Data2 + N.C.	8	T.M.D.S. Data0 Shield MHL_Shield	15	SCL CD_PULLUP
2	T.M.D.S. Data2 Shield CD_SENSE	9	T.M.D.S. Data0 - MHL-	16	SDA N.C.
3	T.M.D.S. Data2 - N.C.	10	T.M.D.S. Clock + N.C.	17	DDC/CEC Ground VBUS_CBUS_GND
4	T.M.D.S. Data1 + N.C.	11	T.M.D.S. Clock Shield TMDS_GND	18	+5V Power VBUS
5	T.M.D.S. Data1 Shield TMDS_GND	12	T.M.D.S. Clock - N.C.	19	Hot Plug Detect CBUS
6	T.M.D.S. Data1 - N.C.	13	CEC N.C.		
7	T.M.D.S. Data0 + MHL+	14	Reserved (N.C. on device) N.C.		

ⓚHDBaseT

RJ-45 jack



Pin	Signal	Pin	Signal	Pin	Signal
1	HDBaseT0+	4	HDBaseT2+	7	HDBaseT3+
2	HDBaseT0-	5	HDBaseT2-	8	HDBaseT3-
3	HDBaseT1+	6	HDBaseT1-		



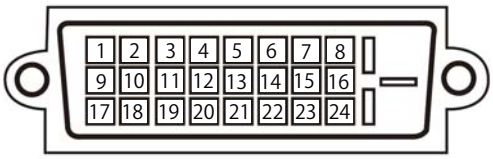
SDI ⓂIN, ⓁOUT

BNC jack

• SD/HD/3G-SDI signal, Digital, 0.8V±10%, 75Ω terminated
• System:
SD-SDI signal: conforming to SMPTE ST 259-C standard
YCBCR 4:2:2 10-bit
480i, 576i
Single link HD-SDI signal: conforming to SMPTE ST 292 standard
YPBPR 4:2:2 10-bit
720p@50/60, 1080i@50/60, 1080sf@25/30
3G-SDI Level-A signal: conforming to SMPTE ST 424 standard
YPBPR 4:2:2 10-bit
1080p@50/60

ⓃDVI-D

DVI-D jack (digital to digital)



Pin	Signal	Pin	Signal	Pin	Signal
1	T.M.D.S. Data2 -	9	T.M.D.S. Data1 -	17	T.M.D.S. Data0 -
2	T.M.D.S. Data2 +	10	T.M.D.S. Data1 +	18	T.M.D.S. Data0 +
3	T.M.D.S. Data2/4 Shield	11	T.M.D.S. Data1/3 Shield	19	T.M.D.S. Data0/5 Shield
4	-	12	-	20	-
5	-	13	-	21	-
6	DDC Clock	14	+5V Power	22	T.M.D.S. Clock Shield
7	DDC Data	15	Ground (for +5V)	23	T.M.D.S. Clock +
8	-	16	Hot Plug Detect	24	T.M.D.S. Clock -

ⓄREMOTE CONTROL

Ø3.5 stereo mini jack

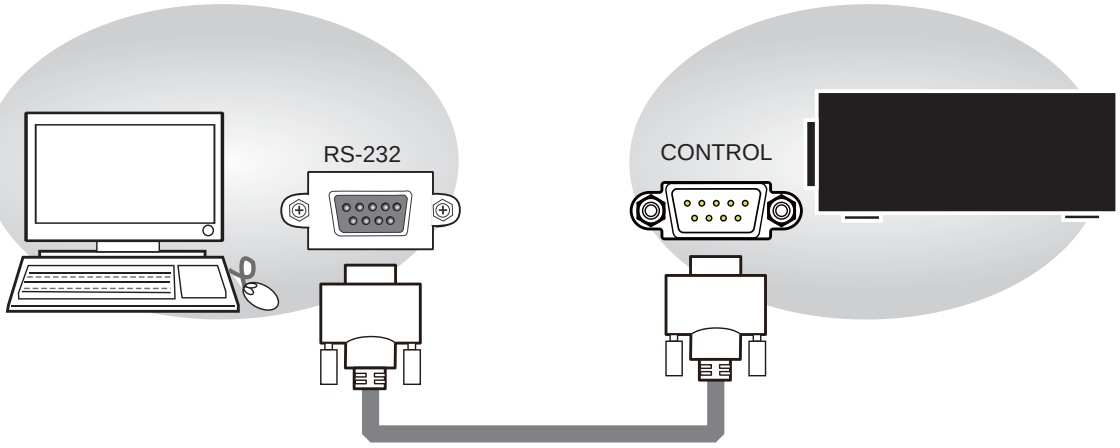
RS-232C Communication

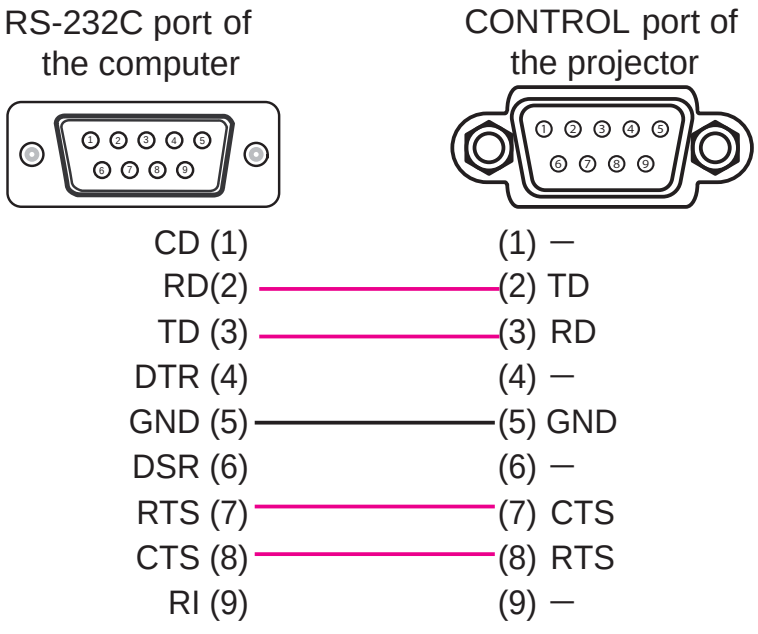
When the projector connects to the computer by RS-232C communication, the projector can be controlled with RS-232C commands from the computer.

For details of RS-232C commands, refer to RS-232C Communication command table (📖14).

Connection

1. Turn off the projector and the computer.
2. Connect the projector's **CONTROL** port and the computer's RS-232C port with a RS-232C cable (straight). Use the cable that fulfills the specification shown in figure.
3. Turn the computer on, and after the computer has started up turn the projector on.





NOTE • In case of replacement and RS-232 cable (cross) has been installed, please add a packed RS-232 cable (cross) to make connection correctly.

Communication settings

1. Protocol

19200bps, 8N1

2. Command format ("h" shows hexadecimal)

Byte Number	0	1	2	3	4	5	6	7	8	9	10	11	12
Command / Action	Header							Data					
	Header code		Packet	Data size		CRC flag		Action		Type		Setting code	
	L	H		L	H	L	H	L	H	L	H	L	H
<SET>Change setting to desired value [(cL)(cH)] by [(bL)(bH)].	BEh	EFh	03h	06h	00h	(aL)	(aH)	01h	00h	(bL)	(bH)	(cL)	(cH)
<GET>Read projector internal setup value [(bL)(bH)] .						(aL)	(aH)	02h	00h	(bL)	(bH)	00h	00h
<INCREMENT> Increment setup value [(bL)(bH)] by 1.						(aL)	(aH)	04h	00h	(bL)	(bH)	00h	00h
<DECREMENT> Decrement setup value [(bL)(bH)] by 1.						(aL)	(aH)	05h	00h	(bL)	(bH)	00h	00h
<EXECUTE> Run a command [(bL)(bH)].						(aL)	(aH)	06h	00h	(bL)	(bH)	00h	00h

[Header code] [Packet] [Data size]

Set [BEh, EFh, 03h, 06h, 00h] to byte number 0 to 4.

[CRC flag]

For byte number 5, 6, refer to RS-232C Communication Command table (📖*14*).

[Action]

Set functional code to byte number 7, 8.
<SET> = [01h, 00h], <GET> = [02h, 00h], <INCREMENT> = [04h, 00h]
<DECREMENT> = [05h, 00h], <EXECUTE> = [06h, 00h]
Refer to the RS-232C Communication command table(📖*14*).

[Type] [Setting code]

For byte number 9 to 12, refer to RS-232C Communication command table (📖*14*).

3. Response code / Error code ("h" shows hexadecimal)

(1) ACK reply: 06h

When the projector receives the Set, Increment, Decrement or Execute command correctly, the projector changes the setting data for the specified item by [Type], and it returns the code.

(2) NAK reply: 15h

When the projector cannot understand the received command, the projector returns the error code.
In such a case, check the sending code and send the same command again.

(3) Error reply: 1Ch + 0000h

When the projector cannot execute the received command for any reasons, the projector returns the error code.
In such a case, check the sending code and the setting status of the projector.

(4) Data reply: 1Dh + xxxxh

When the projector receives the GET command correctly, the projector returns the response code and 2 bytes of data.

NOTE • For connecting the projector to your devices, please read the manual for each devices, and connect them correctly with suitable cables.
• Operation cannot be guaranteed when the projector receives an undefined command or data.
• Provide an interval of at least 40ms between the response code and any other code.
• The projector outputs test data when the power supply is switched ON, and when the light source is lit. Ignore this data.
• Commands are not accepted during warm-up.
• When the data length is greater than indicated by the data length code, the projector ignore the excess data code. Conversely when the data length is shorter than indicated by the data length code, the projector returns the error code to the computer.

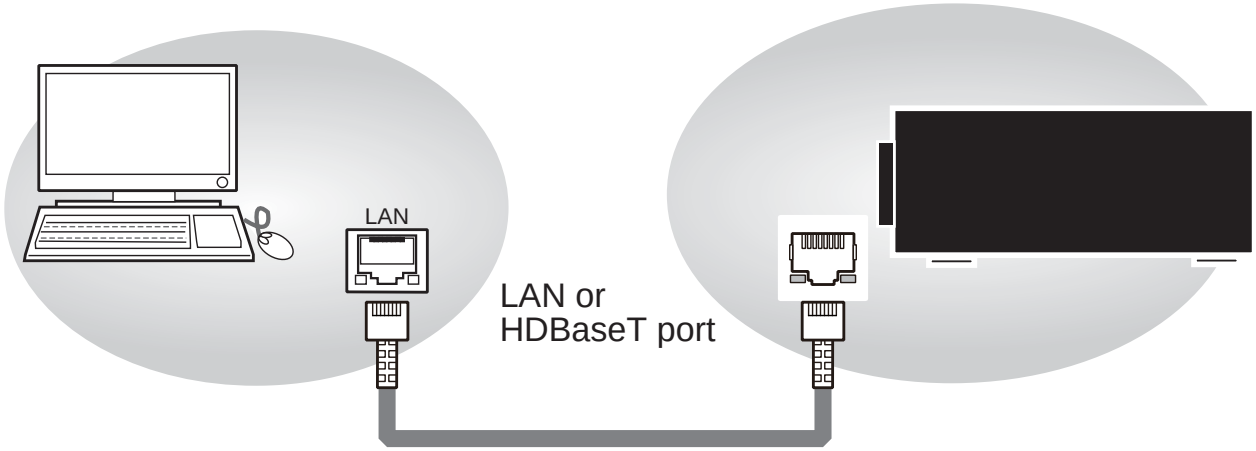
Command Control via the Network

When the projector connects network, the projector can be controlled with RS-232C commands from the computer with web browser.

For details of RS-232C commands, refer to RS-232C Communication command table (📖*14*).

Connection

1. Turn off the projector and the computer.
2. If you use wired LAN, connect the projector's **HDBaseT**™ port to the computer's LAN or **HDBaseT** port with a LAN cable. Use the cable that fulfills the specification shown in figure.
3. Turn the computer on, and after the computer has started up turn the projector on.



• LAN cable (CAT-5e or greater)

or

• For HDBaseT connection
- CAT-5e or greater
- shielded type (connectors included)
- straight cable
- single cable

Communication Port

The following port is assigned for the command control.

TCP #23

Command control settings

[TCP #23]

1. Command format

Same as RS-232C communication, refer to RS-232C Communication command format.

2. Response code / Error code ("h" shows hexadecimal)

Four of the response / error code used for TCP#23 are the same as RS-232C Communication (1)~(4).

(1) **ACK reply : 06h**
Refer to RS-232C communication (📖11).

(2) **NAK reply : 15h**
Refer to RS-232C communication (📖11).

(3) **Error reply : 1Ch + 0000h**
Refer to RS-232C communication (📖11).

(4) **Data reply : 1Dh + xxxxh**
Refer to RS-232C communication (📖11).

NOTE • Operation cannot be guaranteed when the projector receives an undefined command or data.
• Provide an interval of at least 40ms between the response code and any other code.
• Commands are not accepted during warm-up.

RS-232C Communication command table

Names	Operation Type		Header			CRC	Command Data		
							Action	Type	Setting code
Power	Set	OFF	BE EF	03	06 00	2A D3	01 00	00 60	00 00
		ON	BE EF	03	06 00	BA D2	01 00	00 60	01 00
	Get		BE EF	03	06 00	19 D3	02 00	00 60	00 00
			[Example return] 00 00 [Off] 01 00 [On] 02 00 [Cool down] 03 00 [Warm Up] 04 00 [Warning]						
Input Source	Set	COMPUTER IN1	BE EF	03	06 00	FE D2	01 00	00 20	00 00
		COMPUTER IN2	BE EF	03	06 00	3E D0	01 00	00 20	04 00
		HDMI1	BE EF	03	06 00	0E D2	01 00	00 20	03 00
		HDMI2	BE EF	03	06 00	6E D6	01 00	00 20	0D 00
		DVI-D	BE EF	03	06 00	AE D4	01 00	00 20	09 00
		HDBaseT	BE EF	03	06 00	AE DE	01 00	00 20	11 00
		SDI	BE EF	03	06 00	5E DE	01 00	00 20	12 00
	Get		BE EF	03	06 00	CD D2	02 00	00 20	00 00
Error Status	Get		BE EF	03	06 00	D9 D8	02 00	20 60	00 00
			[Example return] 00 00 [Normal] 01 00 [Cover error] 02 00 [Fan error] 03 00 [Light error] 04 00 [Temp error] 50 00, 80 00 [Other error]						
PICTURE MODE	Set	STANDARD	BE EF	03	06 00	83 F5	01 00	BA 30	06 00
		NATURAL	BE EF	03	06 00	23 F6	01 00	BA 30	00 00
		CINEMA	BE EF	03	06 00	B3 F7	01 00	BA 30	01 00
		DYNAMIC	BE EF	03	06 00	E3 F4	01 00	BA 30	04 00
		DICOM SIM.	BE EF	03	06 00	73 C6	01 00	BA 30	41 00
		USER-1	BE EF	03	06 00	E3 FB	01 00	BA 30	10 00
		USER-2	BE EF	03	06 00	73 FA	01 00	BA 30	11 00
		USER-3	BE EF	03	06 00	83 FA	01 00	BA 30	12 00
	Get		BE EF	03	06 00	10 F6	02 00	BA 30	00 00
BRIGHTNESS	Get		BE EF	03	06 00	89 D2	02 00	03 20	00 00
	Increment		BE EF	03	06 00	EF D2	04 00	03 20	00 00
	Decrement		BE EF	03	06 00	3E D3	05 00	03 20	00 00
BRIGHTNESS Reset	Execute		BE EF	03	06 00	58 D3	06 00	00 70	00 00
CONTRAST	Get		BE EF	03	06 00	FD D3	02 00	04 20	00 00
	Increment		BE EF	03	06 00	9B D3	04 00	04 20	00 00
	Decrement		BE EF	03	06 00	4A D2	05 00	04 20	00 00
CONTRAST Reset	Execute		BE EF	03	06 00	A4 D2	06 00	01 70	00 00

Names	Operation Type		Header			CRC	Command Data		
							Action	Type	Setting code
ASPECT	Set	NORMAL	BE EF	03	06 00	5E DD	01 00	08 20	10 00
		4:3	BE EF	03	06 00	9E D0	01 00	08 20	00 00
		16:9	BE EF	03	06 00	0E D1	01 00	08 20	01 00
		16:10	BE EF	03	06 00	3E D6	01 00	08 20	0A 00
		NATIVE	BE EF	03	06 00	5E D7	01 00	08 20	08 00
		ZOOM	BE EF	03	06 00	9E C4	01 00	08 20	30 00
	Get		BE EF	03	06 00	AD D0	02 00	08 20	00 00
GEOMETRY MODE	Set	KEYSTONE	BE EF	03	06 00	6B 8C	01 00	30 31	01 00
		PERFECT FIT	BE EF	03	06 00	9B 8C	01 00	30 31	02 00
		WARPING	BE EF	03	06 00	3B 8F	01 00	30 31	04 00
	Get		BE EF	03	06 00	C8 8D	02 00	30 31	00 00
KEYSTONE V	Get		BE EF	03	06 00	B9 D3	02 00	07 20	00 00
	Increment		BE EF	03	06 00	DF D3	04 00	07 20	00 00
	Decrement		BE EF	03	06 00	0E D2	05 00	07 20	00 00
KEYSTONE V Reset	Execute		BE EF	03	06 00	08 D0	06 00	0C 70	00 00
KEYSTONE H	Get		BE EF	03	06 00	E9 D0	02 00	0B 20	00 00
	Increment		BE EF	03	06 00	8F D0	04 00	0B 20	00 00
	Decrement		BE EF	03	06 00	5E D1	05 00	0B 20	00 00
KEYSTONE H Reset	Execute		BE EF	03	06 00	98 D8	06 00	20 70	00 00
PERFECT FIT Left Top - H	Get		BE EF	03	06 00	31 89	02 00	21 21	00 00
	Increment		BE EF	03	06 00	57 89	04 00	21 21	00 00
	Decrement		BE EF	03	06 00	86 88	05 00	21 21	00 00
PERFECT FIT Left Top - V	Get		BE EF	03	06 00	75 89	02 00	22 21	00 00
	Increment		BE EF	03	06 00	13 89	04 00	22 21	00 00
	Decrement		BE EF	03	06 00	C2 88	05 00	22 21	00 00
PERFECT FIT Right Top - H	Get		BE EF	03	06 00	89 88	02 00	23 21	00 00
	Increment		BE EF	03	06 00	EF 88	04 00	23 21	00 00
	Decrement		BE EF	03	06 00	3E 89	05 00	23 21	00 00
PERFECT FIT Right Top - V	Get		BE EF	03	06 00	FD 89	02 00	24 21	00 00
	Increment		BE EF	03	06 00	9B 89	04 00	24 21	00 00
	Decrement		BE EF	03	06 00	4A 88	05 00	24 21	00 00
PERFECT FIT Left Bottom - H	Get		BE EF	03	06 00	01 88	02 00	25 21	00 00
	Increment		BE EF	03	06 00	67 88	04 00	25 21	00 00
	Decrement		BE EF	03	06 00	B6 89	05 00	25 21	00 00
PERFECT FIT Left Bottom - V	Get		BE EF	03	06 00	45 88	02 00	26 21	00 00
	Increment		BE EF	03	06 00	23 88	04 00	26 21	00 00
	Decrement		BE EF	03	06 00	F2 89	05 00	26 21	00 00
PERFECT FIT Right Bottom - H	Get		BE EF	03	06 00	B9 89	02 00	27 21	00 00
	Increment		BE EF	03	06 00	DF 89	04 00	27 21	00 00
	Decrement		BE EF	03	06 00	0E 88	05 00	27 21	00 00
PERFECT FIT Right Bottom - V	Get		BE EF	03	06 00	AD 8A	02 00	28 21	00 00
	Increment		BE EF	03	06 00	CB 8A	04 00	28 21	00 00
	Decrement		BE EF	03	06 00	1A 8B	05 00	28 21	00 00
PERFECT FIT All Corners Reset	Execute		BE EF	03	06 00	D5 8A	06 00	29 21	00 00

Names	Operation Type		Header			CRC	Command Data		
							Action	Type	Setting code
PERFECT FIT Left Side Distortion	Get		BE EF	03	06 00	31 97	02 00	41 21	00 00
	Increment		BE EF	03	06 00	57 97	04 00	41 21	00 00
	Decrement		BE EF	03	06 00	86 96	05 00	41 21	00 00
PERFECT FIT Right Side Distortion	Get		BE EF	03	06 00	75 97	02 00	42 21	00 00
	Increment		BE EF	03	06 00	13 97	04 00	42 21	00 00
	Decrement		BE EF	03	06 00	C2 96	05 00	42 21	00 00
PERFECT FIT Top Side Distortion	Get		BE EF	03	06 00	FD 97	02 00	44 21	00 00
	Increment		BE EF	03	06 00	9B 97	04 00	44 21	00 00
	Decrement		BE EF	03	06 00	4A 96	05 00	44 21	00 00
PERFECT FIT Bottom Side Distortion	Get		BE EF	03	06 00	01 96	02 00	45 21	00 00
	Increment		BE EF	03	06 00	67 96	04 00	45 21	00 00
	Decrement		BE EF	03	06 00	B6 97	05 00	45 21	00 00
PERFECT FIT All Sides Reset	Execute		BE EF	03	06 00	3D 96	06 00	47 21	00 00
PERFECT FIT Memory Save-1	Execute		BE EF	03	06 00	29 95	06 00	48 21	00 00
PERFECT FIT Memory Save-2	Execute		BE EF	03	06 00	D5 94	06 00	49 21	00 00
PERFECT FIT Memory Save-3	Execute		BE EF	03	06 00	91 94	06 00	4A 21	00 00
PERFECT FIT Memory Load-1	Execute		BE EF	03	06 00	6D 95	06 00	4B 21	00 00
PERFECT FIT Memory Load-2	Execute		BE EF	03	06 00	19 94	06 00	4C 21	00 00
PERFECT FIT Memory Load-3	Execute		BE EF	03	06 00	E5 95	06 00	4D 21	00 00
ECO MODE	Set	Eco	BE EF	03	06 00	AB 22	01 00	00 33	01 00
		Normal	BE EF	03	06 00	3B 23	01 00	00 33	00 00
		Custom	BE EF	03	06 00	3B 37	01 00	00 33	30 00
	Get		BE EF	03	06 00	08 23	02 00	00 33	00 00
INSTALLATION	Set	FRONT / DESKTOP	BE EF	03	06 00	C7 D2	01 00	01 30	00 00
		REAR / DESKTOP	BE EF	03	06 00	57 D3	01 00	01 30	01 00
		REAR / CEILING	BE EF	03	06 00	A7 D3	01 00	01 30	02 00
		FRONT / CEILING	BE EF	03	06 00	37 D2	01 00	01 30	03 00
	Get		BE EF	03	06 00	F4 D2	02 00	01 30	00 00

Names	Operation Type		Header			CRC	Command Data		
							Action	Type	Setting code
LANGUAGE	Set	ENGLISH	BE EF	03	06 00	F7 D3	01 00	05 30	00 00
		FRANÇAIS	BE EF	03	06 00	67 D2	01 00	05 30	01 00
		DEUTSCH	BE EF	03	06 00	97 D2	01 00	05 30	02 00
		ESPAÑOL	BE EF	03	06 00	07 D3	01 00	05 30	03 00
		PORTUGUÊS	BE EF	03	06 00	C7 D1	01 00	05 30	07 00
		日本語	BE EF	03	06 00	37 D4	01 00	05 30	08 00
		简体中文	BE EF	03	06 00	A7 D5	01 00	05 30	09 00
		繁體中文	BE EF	03	06 00	37 DE	01 00	05 30	10 00
		한글	BE EF	03	06 00	57 D5	01 00	05 30	0A 00
	Get		BE EF	03	06 00	C4 D3	02 00	05 30	00 00
COLOR	Get		BE EF	03	06 00	B5 72	02 00	02 22	00 00
	Increment		BE EF	03	06 00	D3 72	04 00	02 22	00 00
	Decrement		BE EF	03	06 00	02 73	05 00	02 22	00 00
COLOR Reset	Execute		BE EF	03	06 00	80 D0	06 00	0A 70	00 00
TINT	Get		BE EF	03	06 00	49 73	02 00	03 22	00 00
	Increment		BE EF	03	06 00	2F 73	04 00	03 22	00 00
	Decrement		BE EF	03	06 00	FE 72	05 00	03 22	00 00
TINT Reset	Execute		BE EF	03	06 00	7C D1	06 00	0B 70	00 00
SHARPNESS	Get		BE EF	03	06 00	F1 72	02 00	01 22	00 00
	Increment		BE EF	03	06 00	97 72	04 00	01 22	00 00
	Decrement		BE EF	03	06 00	46 73	05 00	01 22	00 00
SHARPNESS Reset	Execute		BE EF	03	06 00	C4 D0	06 00	09 70	00 00
DYNAMIC BLACK	Set	OFF	BE EF	03	06 00	FE 5A	01 00	80 22	00 00
		ON	BE EF	03	06 00	6E 5B	01 00	80 22	01 00
	Get		BE EF	03	06 00	CD 5A	02 00	80 22	00 00
GAMMA	Set	1.0	BE EF	03	06 00	FB DB	01 00	A0 30	64 00
		1.8	BE EF	03	06 00	3B 86	01 00	A0 30	B4 00
		2.0	BE EF	03	06 00	FB A6	01 00	A0 30	C8 00
		2.2	BE EF	03	06 00	FB A9	01 00	A0 30	DC 00
		2.35	BE EF	03	06 00	CB BF	01 00	A0 30	EB 00
		2.5	BE EF	03	06 00	9B B3	01 00	A0 30	FA 00
		DICOM SIM.	BE EF	03	06 00	8B F0	01 00	A0 30	FF FF
	Get		BE EF	03	06 00	08 F1	02 00	A0 30	00 00

Names	Operation Type		Header			CRC	Command Data		
							Action	Type	Setting code
COLOR TEMPERATURE	Set	5400K	BE EF	03	06 00	5B E2	01 00	B0 30	36 00
		6500K	BE EF	03	06 00	AB C5	01 00	B0 30	41 00
		7500K	BE EF	03	06 00	0B C3	01 00	B0 30	4B 00
		9300K	BE EF	03	06 00	6B CD	01 00	B0 30	5D 00
		NATIVE	BE EF	03	06 00	0B B4	01 00	B0 30	FF 00
		CUSTOM-1	BE EF	03	06 00	CB F8	01 00	B0 30	13 00
		CUSTOM-2	BE EF	03	06 00	5B F9	01 00	B0 30	12 00
		CUSTOM-3	BE EF	03	06 00	FB FA	01 00	B0 30	14 00
		CUSTOM-4	BE EF	03	06 00	AB F9	01 00	B0 30	11 00
		CUSTOM-5	BE EF	03	06 00	FB FF	01 00	B0 30	18 00
	Get		BE EF	03	06 00	C8 F5	02 00	B0 30	00 00
COLOR TEMP OFFSET R	Get		BE EF	03	06 00	04 F5	02 00	B5 30	00 00
	Increment		BE EF	03	06 00	62 F5	04 00	B5 30	00 00
	Decrement		BE EF	03	06 00	B3 F4	05 00	B5 30	00 00
COLOR TEMP OFFSET R Reset	Execute		BE EF	03	06 00	40 C5	06 00	4A 70	00 00
COLOR TEMP OFFSET G	Get		BE EF	03	06 00	40 F5	02 00	B6 30	00 00
	Increment		BE EF	03	06 00	26 F5	04 00	B6 30	00 00
	Decrement		BE EF	03	06 00	F7 F4	05 00	B6 30	00 00
COLOR TEMP OFFSET G Reset	Execute		BE EF	03	06 00	BC C4	06 00	4B 70	00 00
COLOR TEMP OFFSET B	Get		BE EF	03	06 00	BC F4	02 00	B7 30	00 00
	Increment		BE EF	03	06 00	DA F4	04 00	B7 30	00 00
	Decrement		BE EF	03	06 00	0B F5	05 00	B7 30	00 00
COLOR TEMP OFFSET B Reset	Execute		BE EF	03	06 00	C8 C5	06 00	4C 70	00 00
COLOR TEMP GAIN R	Get		BE EF	03	06 00	34 F4	02 00	B1 30	00 00
	Increment		BE EF	03	06 00	52 F4	04 00	B1 30	00 00
	Decrement		BE EF	03	06 00	83 F5	05 00	B1 30	00 00
COLOR TEMP GAIN R Reset	Execute		BE EF	03	06 00	10 C6	06 00	46 70	00 00
COLOR TEMP GAIN G	Get		BE EF	03	06 00	70 F4	02 00	B2 30	00 00
	Increment		BE EF	03	06 00	16 F4	04 00	B2 30	00 00
	Decrement		BE EF	03	06 00	C7 F5	05 00	B2 30	00 00
COLOR TEMP GAIN G Reset	Execute		BE EF	03	06 00	EC C7	06 00	47 70	00 00
COLOR TEMP GAIN B	Get		BE EF	03	06 00	8C F5	02 00	B3 30	00 00
	Increment		BE EF	03	06 00	EA F5	04 00	B3 30	00 00
	Decrement		BE EF	03	06 00	3B F4	05 00	B3 30	00 00
COLOR TEMP GAIN B Reset	Execute		BE EF	03	06 00	F8 C4	06 00	48 70	00 00

Names	Operation Type	Header			CRC	Command Data		
						Action	Type	Setting code
ACCENTUALIZER	Get	BE EF	03	06 00	5D 70	02 00	0C 22	00 00
	Increment	BE EF	03	06 00	3B 70	04 00	0C 22	00 00
	Decrement	BE EF	03	06 00	EA 71	05 00	0C 22	00 00
ACCENTUALIZER Reset	Execute	BE EF	03	06 00	C8 DB	06 00	2C 70	00 00
HDCR	Get	BE EF	03	06 00	A1 71	02 00	0D 22	00 00
	Increment	BE EF	03	06 00	C7 71	04 00	0D 22	00 00
	Decrement	BE EF	03	06 00	16 70	05 00	0D 22	00 00
HDCR Reset	Execute	BE EF	03	06 00	34 DA	06 00	2D 70	00 00
COLOR MANAGEMENT HUE R	Get	BE EF	03	06 00	0C 63	02 00	00 27	00 00
	Increment	BE EF	03	06 00	6A 63	04 00	00 27	00 00
	Decrement	BE EF	03	06 00	BB 62	05 00	00 27	00 00
COLOR MANAGEMENT HUE R Reset	Execute	BE EF	03	06 00	98 EB	06 00	D0 70	00 00
COLOR MANAGEMENT HUE Y	Get	BE EF	03	06 00	F0 62	02 00	01 27	00 00
	Increment	BE EF	03	06 00	96 62	04 00	01 27	00 00
	Decrement	BE EF	03	06 00	47 63	05 00	01 27	00 00
COLOR MANAGEMENT HUE Y Reset	Execute	BE EF	03	06 00	64 EA	06 00	D1 70	00 00
COLOR MANAGEMENT HUE G	Get	BE EF	03	06 00	B4 62	02 00	02 27	00 00
	Increment	BE EF	03	06 00	D2 62	04 00	02 27	00 00
	Decrement	BE EF	03	06 00	03 63	05 00	02 27	00 00
COLOR MANAGEMENT HUE G Reset	Execute	BE EF	03	06 00	20 EA	06 00	D2 70	00 00
COLOR MANAGEMENT HUE C	Get	BE EF	03	06 00	48 63	02 00	03 27	00 00
	Increment	BE EF	03	06 00	2E 63	04 00	03 27	00 00
	Decrement	BE EF	03	06 00	FF 62	05 00	03 27	00 00
COLOR MANAGEMENT HUE C Reset	Execute	BE EF	03	06 00	DC EB	06 00	D3 70	00 00
COLOR MANAGEMENT HUE B	Get	BE EF	03	06 00	3C 62	02 00	04 27	00 00
	Increment	BE EF	03	06 00	5A 62	04 00	04 27	00 00
	Decrement	BE EF	03	06 00	8B 63	05 00	04 27	00 00
COLOR MANAGEMENT HUE B Reset	Execute	BE EF	03	06 00	A8 EA	06 00	D4 70	00 00
COLOR MANAGEMENT HUE M	Get	BE EF	03	06 00	C0 63	02 00	05 27	00 00
	Increment	BE EF	03	06 00	A6 63	04 00	05 27	00 00
	Decrement	BE EF	03	06 00	77 62	05 00	05 27	00 00
COLOR MANAGEMENT HUE M Reset	Execute	BE EF	03	06 00	54 EB	06 00	D5 70	00 00

Names	Operation Type	Header			CRC	Command Data		
						Action	Type	Setting code
COLOR MANAGEMENT SATURATION R	Get	BE EF	03	06 00	CC 67	02 00	10 27	00 00
	Increment	BE EF	03	06 00	AA 67	04 00	10 27	00 00
	Decrement	BE EF	03	06 00	7B 66	05 00	10 27	00 00
COLOR MANAGEMENT SATURATION R Reset	Execute	BE EF	03	06 00	F8 E9	06 00	D8 70	00 00
COLOR MANAGEMENT SATURATION Y	Get	BE EF	03	06 00	30 66	02 00	11 27	00 00
	Increment	BE EF	03	06 00	56 66	04 00	11 27	00 00
	Decrement	BE EF	03	06 00	87 67	05 00	11 27	00 00
COLOR MANAGEMENT SATURATION Y Reset	Execute	BE EF	03	06 00	04 E8	06 00	D9 70	00 00
COLOR MANAGEMENT SATURATION G	Get	BE EF	03	06 00	74 66	02 00	12 27	00 00
	Increment	BE EF	03	06 00	12 66	04 00	12 27	00 00
	Decrement	BE EF	03	06 00	C3 67	05 00	12 27	00 00
COLOR MANAGEMENT SATURATION G Reset	Execute	BE EF	03	06 00	40 E8	06 00	DA 70	00 00
COLOR MANAGEMENT SATURATION C	Get	BE EF	03	06 00	88 67	02 00	13 27	00 00
	Increment	BE EF	03	06 00	EE 67	04 00	13 27	00 00
	Decrement	BE EF	03	06 00	3F 66	05 00	13 27	00 00
COLOR MANAGEMENT SATURATION C Reset	Execute	BE EF	03	06 00	BC E9	06 00	DB 70	00 00
COLOR MANAGEMENT SATURATION B	Get	BE EF	03	06 00	FC 66	02 00	14 27	00 00
	Increment	BE EF	03	06 00	9A 66	04 00	14 27	00 00
	Decrement	BE EF	03	06 00	4B 67	05 00	14 27	00 00
COLOR MANAGEMENT SATURATION B Reset	Execute	BE EF	03	06 00	C8 E8	06 00	DC 70	00 00
COLOR MANAGEMENT SATURATION M	Get	BE EF	03	06 00	00 67	02 00	15 27	00 00
	Increment	BE EF	03	06 00	66 67	04 00	15 27	00 00
	Decrement	BE EF	03	06 00	B7 66	05 00	15 27	00 00
COLOR MANAGEMENT SATURATION M Reset	Execute	BE EF	03	06 00	34 E9	06 00	DD 70	00 00

Names	Operation Type		Header			CRC	Command Data		
							Action	Type	Setting code
COLOR MANAGEMENT LUMINANCE R	Get		BE EF	03	06 00	CC 68	02 00	20 27	00 00
	Increment		BE EF	03	06 00	AA 68	04 00	20 27	00 00
	Decrement		BE EF	03	06 00	7B 69	05 00	20 27	00 00
COLOR MANAGEMENT LUMINANCE R Reset	Execute		BE EF	03	06 00	98 E4	06 00	E0 70	00 00
COLOR MANAGEMENT LUMINANCE Y	Get		BE EF	03	06 00	30 69	02 00	21 27	00 00
	Increment		BE EF	03	06 00	56 69	04 00	21 27	00 00
	Decrement		BE EF	03	06 00	87 68	05 00	21 27	00 00
COLOR MANAGEMENT LUMINANCE Y Reset	Execute		BE EF	03	06 00	64 E5	06 00	E1 70	00 00
COLOR MANAGEMENT LUMINANCE G	Get		BE EF	03	06 00	74 69	02 00	22 27	00 00
	Increment		BE EF	03	06 00	12 69	04 00	22 27	00 00
	Decrement		BE EF	03	06 00	C3 68	05 00	22 27	00 00
COLOR MANAGEMENT LUMINANCE G Reset	Execute		BE EF	03	06 00	20 E5	06 00	E2 70	00 00
COLOR MANAGEMENT LUMINANCE C	Get		BE EF	03	06 00	88 68	02 00	23 27	00 00
	Increment		BE EF	03	06 00	EE 68	04 00	23 27	00 00
	Decrement		BE EF	03	06 00	3F 69	05 00	23 27	00 00
COLOR MANAGEMENT LUMINANCE C Reset	Execute		BE EF	03	06 00	DC E4	06 00	E3 70	00 00
COLOR MANAGEMENT LUMINANCE B	Get		BE EF	03	06 00	FC 69	02 00	24 27	00 00
	Increment		BE EF	03	06 00	9A 69	04 00	24 27	00 00
	Decrement		BE EF	03	06 00	4B 68	05 00	24 27	00 00
COLOR MANAGEMENT LUMINANCE B Reset	Execute		BE EF	03	06 00	A8 E5	06 00	E4 70	00 00
COLOR MANAGEMENT LUMINANCE M	Get		BE EF	03	06 00	00 68	02 00	25 27	00 00
	Increment		BE EF	03	06 00	66 68	04 00	25 27	00 00
	Decrement		BE EF	03	06 00	B7 69	05 00	25 27	00 00
COLOR MANAGEMENT LUMINANCE M Reset	Execute		BE EF	03	06 00	54 E4	06 00	E5 70	00 00
MY MEMORY LOAD	Set	1	BE EF	03	06 00	0E D7	01 00	14 20	00 00
		2	BE EF	03	06 00	9E D6	01 00	14 20	01 00
		3	BE EF	03	06 00	6E D6	01 00	14 20	02 00
		4	BE EF	03	06 00	FE D7	01 00	14 20	03 00
MY MEMORY SAVE	Set	1	BE EF	03	06 00	F2 D6	01 00	15 20	00 00
		2	BE EF	03	06 00	62 D7	01 00	15 20	01 00
		3	BE EF	03	06 00	92 D7	01 00	15 20	02 00
		4	BE EF	03	06 00	02 D6	01 00	15 20	03 00

Names	Operation Type		Header			CRC	Command Data		
							Action	Type	Setting code
OVER SCAN	Set	OFF	BE EF	03	06 00	AB D4	01 00	1C 30	00 00
		CROP	BE EF	03	06 00	3B D5	01 00	1C 30	01 00
		ZOOM	BE EF	03	06 00	CB D5	01 00	1C 30	02 00
	Get		BE EF	03	06 00	98 D4	02 00	1C 30	00 00
V POSITION	Get		BE EF	03	06 00	0D 83	02 00	00 21	00 00
	Increment		BE EF	03	06 00	6B 83	04 00	00 21	00 00
	Decrement		BE EF	03	06 00	BA 82	05 00	00 21	00 00
V POSITION Reset	Execute		BE EF	03	06 00	E0 D2	06 00	02 70	00 00
H POSITION	Get		BE EF	03	06 00	F1 82	02 00	01 21	00 00
	Increment		BE EF	03	06 00	97 82	04 00	01 21	00 00
	Decrement		BE EF	03	06 00	46 83	05 00	01 21	00 00
H POSITION Reset	Execute		BE EF	03	06 00	1C D3	06 00	03 70	00 00
H PHASE	Get		BE EF	03	06 00	49 83	02 00	03 21	00 00
	Increment		BE EF	03	06 00	2F 83	04 00	03 21	00 00
	Decrement		BE EF	03	06 00	FE 82	05 00	03 21	00 00
H SIZE	Get		BE EF	03	06 00	B5 82	02 00	02 21	00 00
	Increment		BE EF	03	06 00	D3 82	04 00	02 21	00 00
	Decrement		BE EF	03	06 00	02 83	05 00	02 21	00 00
H SIZE Reset	Execute		BE EF	03	06 00	68 D2	06 00	04 70	00 00
AUTO ADJUST	Execute		BE EF	03	06 00	91 D0	06 00	0A 20	00 00
NOISE REDUCTION	Increment		BE EF	03	06 00	7F 70	04 00	0F 22	00 00
	Decrement		BE EF	03	06 00	AE 71	05 00	0F 22	00 00
	Get		BE EF	03	06 00	19 70	02 00	0F 22	00 00
NOISE REDUCTION Reset	Execute		BE EF	03	06 00	EC C8	06 00	77 70	00 00
COLOR SPACE	Set	Auto	BE EF	03	06 00	02 68	01 00	71 22	00 00
		REC709	BE EF	03	06 00	92 69	01 00	71 22	01 00
		REC601	BE EF	03	06 00	62 69	01 00	71 22	02 00
		RGB PC	BE EF	03	06 00	F2 68	01 00	71 22	03 00
		RGB Video	BE EF	03	06 00	C2 6A	01 00	71 22	04 00
	Get		BE EF	03	06 00	31 68	02 00	71 22	00 00
PbyP / PinP	Set	Off	BE EF	03	06 00	3E 26	01 00	10 23	00 00
		On	BE EF	03	06 00	5E 27	01 00	10 23	02 00
	Get		BE EF	03	06 00	0D 26	02 00	10 23	00 00
PinP POSITION	Set	Top left	BE EF	03	06 00	02 23	01 00	01 23	00 00
		Top right	BE EF	03	06 00	92 22	01 00	01 23	01 00
		Bottom left	BE EF	03	06 00	62 22	01 00	01 23	02 00
		Bottom right	BE EF	03	06 00	F2 23	01 00	01 23	03 00
		PbyP	BE EF	03	06 00	C2 2E	01 00	01 23	10 00
	Get		BE EF	03	06 00	31 23	02 00	01 23	00 00

Names	Operation Type		Header			CRC	Command Data		
							Action	Type	Setting code
3D Format	Set	Off	BE EF	03	06 00	DA 58	01 00	8B 22	00 00
		Auto	BE EF	03	06 00	4A 59	01 00	8B 22	01 00
		Side by Side	BE EF	03	06 00	BA 59	01 00	8B 22	02 00
		Top and Bottom	BE EF	03	06 00	2A 58	01 00	8B 22	03 00
		Frame Seqential	BE EF	03	06 00	1A 5A	01 00	8B 22	04 00
	Get		BE EF	03	06 00	E9 58	02 00	8B 22	00 00
3D Eye Swap	Set	Normal	BE EF	03	06 00	AE 59	01 00	8C 22	00 00
		Reverse	BE EF	03	06 00	3E 58	01 00	8C 22	01 00
	Get		BE EF	03	06 00	9D 59	02 00	8C 22	00 00
3D DLP Link	Set	Off	BE EF	03	06 00	52 58	01 00	8D 22	00 00
		On	BE EF	03	06 00	C2 59	01 00	8D 22	01 00
	Get		BE EF	03	06 00	61 58	02 00	8D 22	00 00
WARPING MODE	Set	OFF	BE EF	03	06 00	FB 9C	01 00	60 31	00 00
		MODE-1	BE EF	03	06 00	6B 9D	01 00	60 31	01 00
		MODE-2	BE EF	03	06 00	9B 9D	01 00	60 31	02 00
		MODE-3	BE EF	03	06 00	0B 9C	01 00	60 31	03 00
	Get		BE EF	03	06 00	C8 9C	02 00	60 31	00 00
EDGE BLENDING MODE	Set	OFF	BE EF	03	06 00	6B 94	01 00	4C 31	00 00
		ON	BE EF	03	06 00	FB 95	01 00	4C 31	01 00
	Get		BE EF	03	06 00	58 94	02 00	4C 31	00 00
EDGE BLENDING LEVEL	Increment		BE EF	03	06 00	92 96	04 00	41 31	00 00
	Decrement		BE EF	03	06 00	43 97	05 00	41 31	00 00
	Get		BE EF	03	06 00	F4 96	02 00	41 31	00 00
EDGE BLENDING LEFT	Get		BE EF	03	06 00	68 95	02 00	48 31	00 00
	Increment		BE EF	03	06 00	0E 95	04 00	48 31	00 00
	Decrement		BE EF	03	06 00	DF 94	05 00	48 31	00 00
EDGE BLENDING RIGHT	Get		BE EF	03	06 00	94 94	02 00	49 31	00 00
	Increment		BE EF	03	06 00	F2 94	04 00	49 31	00 00
	Decrement		BE EF	03	06 00	23 95	05 00	49 31	00 00
EDGE BLENDING TOP	Get		BE EF	03	06 00	D0 94	02 00	4A 31	00 00
	Increment		BE EF	03	06 00	B6 94	04 00	4A 31	00 00
	Decrement		BE EF	03	06 00	67 95	05 00	4A 31	00 00
EDGE BLENDING BOTTOM	Get		BE EF	03	06 00	2C 95	02 00	4B 31	00 00
	Increment		BE EF	03	06 00	4A 95	04 00	4B 31	00 00
	Decrement		BE EF	03	06 00	9B 94	05 00	4B 31	00 00
EDGE BLENDING REGION Reset	Execute		BE EF	03	06 00	8C 96	06 00	40 31	00 00

Names	Operation Type		Header			CRC	Command Data		
							Action	Type	Setting code
CROPPING MODE	Set	OFF	BE EF	03	06 00	FB 93	01 00	50 31	00 00
		ON	BE EF	03	06 00	6B 92	01 00	50 31	01 00
	Get		BE EF	03	06 00	C8 93	02 00	50 31	00 00
CROPPING SETUP X	Get		BE EF	03	06 00	A8 91	02 00	58 31	00 00
	Increment		BE EF	03	06 00	CE 91	04 00	58 31	00 00
	Decrement		BE EF	03	06 00	1F 90	05 00	58 31	00 00
CROPPING SETUP Y	Get		BE EF	03	06 00	54 90	02 00	59 31	00 00
	Increment		BE EF	03	06 00	32 90	04 00	59 31	00 00
	Decrement		BE EF	03	06 00	E3 91	05 00	59 31	00 00
CROPPING SETUP W	Get		BE EF	03	06 00	10 90	02 00	5A 31	00 00
	Increment		BE EF	03	06 00	76 90	04 00	5A 31	00 00
	Decrement		BE EF	03	06 00	A7 91	05 00	5A 31	00 00
CROPPING SETUP H	Get		BE EF	03	06 00	EC 91	02 00	5B 31	00 00
	Increment		BE EF	03	06 00	8A 91	04 00	5B 31	00 00
	Decrement		BE EF	03	06 00	5B 90	05 00	5B 31	00 00
CROPPING Apply	Execute		BE EF	03	06 00	B0 93	06 00	51 31	00 00
CROPPING Reset	Execute		BE EF	03	06 00	F4 93	06 00	52 31	00 00
DIMMING LEVEL	Get		BE EF	03	06 00	7C 22	02 00	07 33	00 00
	Increment		BE EF	03	06 00	1A 22	04 00	07 33	00 00
	Decrement		BE EF	03	06 00	CB 23	05 00	07 33	00 00
DIMMING LEVEL Reset	Execute		BE EF	03	06 00	F8 E6	06 00	E8 70	00 00
WHITE BALANCE OFFSET R	Get		BE EF	03	06 00	0C 72	02 00	50 27	00 00
	Increment		BE EF	03	06 00	6A 72	04 00	50 27	00 00
	Decrement		BE EF	03	06 00	BB 73	05 00	50 27	00 00
WHITE BALANCE OFFSET R Reset	Execute		BE EF	03	06 00	38 E2	06 00	F8 70	00 00
WHITE BALANCE OFFSET G	Get		BE EF	03	06 00	F0 73	02 00	51 27	00 00
	Increment		BE EF	03	06 00	96 73	04 00	51 27	00 00
	Decrement		BE EF	03	06 00	47 72	05 00	51 27	00 00
WHITE BALANCE OFFSET G Reset	Execute		BE EF	03	06 00	C4 E3	06 00	F9 70	00 00
WHITE BALANCE OFFSET B	Get		BE EF	03	06 00	B4 73	02 00	52 27	00 00
	Increment		BE EF	03	06 00	D2 73	04 00	52 27	00 00
	Decrement		BE EF	03	06 00	03 72	05 00	52 27	00 00
WHITE BALANCE OFFSET B Reset	Execute		BE EF	03	06 00	80 E3	06 00	FA 70	00 00

Names	Operation Type	Header			CRC	Command Data		
						Action	Type	Setting code
WHITE BALANCE GAIN R	Get	BE EF	03	06 00	3C 73	02 00	54 27	00 00
	Increment	BE EF	03	06 00	5A 73	04 00	54 27	00 00
	Decrement	BE EF	03	06 00	8B 72	05 00	54 27	00 00
WHITE BALANCE GAIN R Reset	Execute	BE EF	03	06 00	08 E3	06 00	FC 70	00 00
WHITE BALANCE GAIN G	Get	BE EF	03	06 00	C0 72	02 00	55 27	00 00
	Increment	BE EF	03	06 00	A6 72	04 00	55 27	00 00
	Decrement	BE EF	03	06 00	77 73	05 00	55 27	00 00
WHITE BALANCE GAIN G Reset	Execute	BE EF	03	06 00	F4 E2	06 00	FD 70	00 00
WHITE BALANCE GAIN B	Get	BE EF	03	06 00	84 72	02 00	56 27	00 00
	Increment	BE EF	03	06 00	E2 72	04 00	56 27	00 00
	Decrement	BE EF	03	06 00	33 73	05 00	56 27	00 00
WHITE BALANCE GAIN B Reset	Execute	BE EF	03	06 00	B0 E2	06 00	FE 70	00 00
BLACK LEVEL W	Get	BE EF	03	06 00	88 76	02 00	43 27	00 00
	Increment	BE EF	03	06 00	EE 76	04 00	43 27	00 00
	Decrement	BE EF	03	06 00	3F 77	05 00	43 27	00 00
BLACK LEVEL W Reset	Execute	BE EF	03	06 00	2C E1	06 00	F7 70	00 00
BLACK LEVEL R	Get	BE EF	03	06 00	CC 76	02 00	40 27	00 00
	Increment	BE EF	03	06 00	AA 76	04 00	40 27	00 00
	Decrement	BE EF	03	06 00	7B 77	05 00	40 27	00 00
BLACK LEVEL R Reset	Execute	BE EF	03	06 00	68 E1	06 00	F4 70	00 00
BLACK LEVEL G	Get	BE EF	03	06 00	30 77	02 00	41 27	00 00
	Increment	BE EF	03	06 00	56 77	04 00	41 27	00 00
	Decrement	BE EF	03	06 00	87 76	05 00	41 27	00 00
BLACK LEVEL G Reset	Execute	BE EF	03	06 00	94 E0	06 00	F5 70	00 00
BLACK LEVEL B	Get	BE EF	03	06 00	74 77	02 00	42 27	00 00
	Increment	BE EF	03	06 00	12 77	04 00	42 27	00 00
	Decrement	BE EF	03	06 00	C3 76	05 00	42 27	00 00
BLACK LEVEL B Reset	Execute	BE EF	03	06 00	D0 E0	06 00	F6 70	00 00
CUSTOM POWER	Increment	BE EF	03	06 00	A2 23	04 00	05 33	00 00
	Decrement	BE EF	03	06 00	73 22	05 00	05 33	00 00
	Get	BE EF	03	06 00	C4 23	02 00	05 33	00 00
CUSTOM POWER Reset	Execute	BE EF	03	06 00	F8 CB	06 00	78 70	00 00

Names	Operation Type		Header			CRC	Command Data		
							Action	Type	Setting code
PICTURE POSITION H	Set	RIGHT	BE EF	03	06 00	46 D5	01 00	1E 20	01 00
		CENTER	BE EF	03	06 00	D6 D4	01 00	1E 20	00 00
		LEFT	BE EF	03	06 00	B6 D5	01 00	1E 20	02 00
	Get		BE EF	03	06 00	E5 D4	02 00	1E 20	00 00
PICTURE POSITION V	Set	TOP	BE EF	03	06 00	02 D0	01 00	09 20	02 00
		CENTER	BE EF	03	06 00	62 D1	01 00	09 20	00 00
		BOTTOM	BE EF	03	06 00	F2 D0	01 00	09 20	01 00
	Get		BE EF	03	06 00	51 D1	02 00	09 20	00 00
STANDBY MODE	Set	NORMAL	BE EF	03	06 00	D6 D2	01 00	01 60	00 00
		SAVING	BE EF	03	06 00	46 D3	01 00	01 60	01 00
	Get		BE EF	03	06 00	E5 D2	02 00	01 60	00 00
OSD MESSAGE	Set	SILENT	BE EF	03	06 00	8F D6	01 00	17 30	00 00
		NORMAL	BE EF	03	06 00	1F D7	01 00	17 30	01 00
		INHIBIT	BE EF	03	06 00	EF D7	01 00	17 30	02 00
	Get		BE EF	03	06 00	BC D6	02 00	17 30	00 00
MENU POSITION	Set	TOP LEFT	BE EF	03	06 00	57 D5	01 00	1D 30	00 00
		TOP RIGHT	BE EF	03	06 00	C7 D4	01 00	1D 30	01 00
		BOTTOM LEFT	BE EF	03	06 00	37 D4	01 00	1D 30	02 00
		BOTTOM RIGHT	BE EF	03	06 00	A7 D5	01 00	1D 30	03 00
		CENTER	BE EF	03	06 00	97 D7	01 00	1D 30	04 00
	Get		BE EF	03	06 00	64 D5	02 00	1D 30	00 00
START UP	Set	ORIGINAL	BE EF	03	06 00	0B D2	01 00	04 30	00 00
		BLACK	BE EF	03	06 00	AB D1	01 00	04 30	06 00
		BLUE	BE EF	03	06 00	FB D2	01 00	04 30	03 00
		WHITE	BE EF	03	06 00	5B D1	01 00	04 30	05 00
	Get		BE EF	03	06 00	38 D2	02 00	04 30	00 00
TEMPLATE On/Off	Set	OFF	BE EF	03	06 00	BF D8	01 00	23 30	00 00
		ON	BE EF	03	06 00	2F D9	01 00	23 30	01 00
	Get		BE EF	03	06 00	8C D8	02 00	23 30	00 00
TEMPLATE	Set	TEST PATTERN	BE EF	03	06 00	43 D9	01 00	22 30	00 00
		DOT-LINE 1	BE EF	03	06 00	D3 D8	01 00	22 30	01 00
		DOT-LINE 2	BE EF	03	06 00	23 D8	01 00	22 30	02 00
		DOT-LINE 3	BE EF	03	06 00	B3 D9	01 00	22 30	03 00
		DOT-LINE 4	BE EF	03	06 00	83 DB	01 00	22 30	04 00
		CIRCLE 1	BE EF	03	06 00	13 DA	01 00	22 30	05 00
		CIRCLE 2	BE EF	03	06 00	E3 DA	01 00	22 30	06 00
		MAP 1	BE EF	03	06 00	83 D4	01 00	22 30	10 00
		MAP 2	BE EF	03	06 00	13 D5	01 00	22 30	11 00
		STACK	BE EF	03	06 00	83 C0	01 00	22 30	20 00
	Get		BE EF	03	06 00	70 D9	02 00	22 30	00 00

Names	Operation Type		Header			CRC	Command Data		
							Action	Type	Setting code
AUTO SEARCH	Set	OFF	BE EF	03	06 00	B6 D6	01 00	16 20	00 00
		ON	BE EF	03	06 00	26 D7	01 00	16 20	01 00
	Get		BE EF	03	06 00	85 D6	02 00	16 20	00 00
DIRECT POWER ON	Set	OFF	BE EF	03	06 00	3B 89	01 00	20 31	00 00
		ON	BE EF	03	06 00	AB 88	01 00	20 31	01 00
	Get		BE EF	03	06 00	08 89	02 00	20 31	00 00
AUTO POWER OFF	Set	OFF	BE EF	03	06 00	3B 86	01 00	10 31	00 00
		ON	BE EF	03	06 00	3B 89	01 00	10 31	14 00
	Get		BE EF	03	06 00	08 86	02 00	10 31	00 00
MY BUTTON-1	Set	PbyP/PinP SWAP	BE EF	03	06 00	5A 38	01 00	00 36	1A 00
		PinP POSITION	BE EF	03	06 00	3A 22	01 00	00 36	3C 00
		HDCR	BE EF	03	06 00	5A 23	01 00	00 36	3E 00
		ACCENTUALIZER	BE EF	03	06 00	9A 21	01 00	00 36	3A 00
		INFORMATION	BE EF	03	06 00	FA 3E	01 00	00 36	10 00
		MY MEMORY	BE EF	03	06 00	9A 3F	01 00	00 36	12 00
		PICTURE MODE	BE EF	03	06 00	0A 3E	01 00	00 36	13 00
		TEMPLATE	BE EF	03	06 00	CA 39	01 00	00 36	1B 00
		ECO MODE	BE EF	03	06 00	0A 25	01 00	00 36	37 00
	Get		BE EF	03	06 00	09 33	02 00	00 36	00 00
MY BUTTON-2	Set	PbyP/PinP SWAP	BE EF	03	06 00	A6 39	01 00	01 36	1A 00
		PinP POSITION	BE EF	03	06 00	C6 23	01 00	01 36	3C 00
		HDCR	BE EF	03	06 00	A6 22	01 00	01 36	3E 00
		ACCENTUALIZER	BE EF	03	06 00	66 20	01 00	01 36	3A 00
		INFORMATION	BE EF	03	06 00	06 3F	01 00	01 36	10 00
		MY MEMORY	BE EF	03	06 00	66 3E	01 00	01 36	12 00
		PICTURE MODE	BE EF	03	06 00	F6 3F	01 00	01 36	13 00
		TEMPLATE	BE EF	03	06 00	36 38	01 00	01 36	1B 00
		ECO MODE	BE EF	03	06 00	F6 24	01 00	01 36	37 00
	Get		BE EF	03	06 00	F5 32	02 00	01 36	00 00
MY BUTTON-3	Set	PbyP/PinP SWAP	BE EF	03	06 00	E2 39	01 00	02 36	1A 00
		PinP POSITION	BE EF	03	06 00	82 23	01 00	02 36	3C 00
		HDCR	BE EF	03	06 00	E2 22	01 00	02 36	3E 00
		ACCENTUALIZER	BE EF	03	06 00	22 20	01 00	02 36	3A 00
		INFORMATION	BE EF	03	06 00	42 3F	01 00	02 36	10 00
		MY MEMORY	BE EF	03	06 00	22 3E	01 00	02 36	12 00
		PICTURE MODE	BE EF	03	06 00	B2 3F	01 00	02 36	13 00
		TEMPLATE	BE EF	03	06 00	72 38	01 00	02 36	1B 00
		ECO MODE	BE EF	03	06 00	B2 24	01 00	02 36	37 00
	Get		BE EF	03	06 00	B1 32	02 00	02 36	00 00
MY BUTTON-4	Set	PbyP/PinP SWAP	BE EF	03	06 00	1E 38	01 00	03 36	1A 00
		PinP POSITION	BE EF	03	06 00	7E 22	01 00	03 36	3C 00
		HDCR	BE EF	03	06 00	1E 23	01 00	03 36	3E 00
		ACCENTUALIZER	BE EF	03	06 00	DE 21	01 00	03 36	3A 00
		INFORMATION	BE EF	03	06 00	BE 3E	01 00	03 36	10 00
		MY MEMORY	BE EF	03	06 00	DE 3F	01 00	03 36	12 00
		PICTURE MODE	BE EF	03	06 00	4E 3E	01 00	03 36	13 00
		TEMPLATE	BE EF	03	06 00	8E 39	01 00	03 36	1B 00
		ECO MODE	BE EF	03	06 00	4E 25	01 00	03 36	37 00
	Get		BE EF	03	06 00	4D 33	02 00	03 36	00 00

Names	Operation Type		Header			CRC	Command Data		
							Action	Type	Setting code
ALTITUDE	Set	NORMAL-1	BE EF	03	06 00	E3 12	01 00	00 4C	00 00
		NORMAL-2	BE EF	03	06 00	23 15	01 00	00 4C	08 00
		HIGH-1	BE EF	03	06 00	73 13	01 00	00 4C	01 00
		HIGH-2	BE EF	03	06 00	83 13	01 00	00 4C	02 00
		HIGH-3	BE EF	03	06 00	13 12	01 00	00 4C	03 00
		AUTO	BE EF	03	06 00	23 1F	01 00	00 4C	10 00
	Get		BE EF	03	06 00	D0 12	02 00	00 4C	00 00
LENS TYPE	Set	AUTO	BE EF	03	06 00	3F D8	01 00	70 25	00 00
		USL-901	BE EF	03	06 00	AF D9	01 00	70 25	01 00
		SL-902	BE EF	03	06 00	5F D9	01 00	70 25	02 00
		SD-903	BE EF	03	06 00	CF D8	01 00	70 25	03 00
		SD-903W	BE EF	03	06 00	FF DA	01 00	70 25	04 00
		ML-904	BE EF	03	06 00	6F DB	01 00	70 25	05 00
		LL-905	BE EF	03	06 00	9F DB	01 00	70 25	06 00
		UL-906	BE EF	03	06 00	0F DA	01 00	70 25	07 00
		FL-920	BE EF	03	06 00	FF DF	01 00	70 25	08 00
	Get		BE EF	03	06 00	0C D8	02 00	70 25	00 00
INFRARED REMOTE	Set	OFF	BE EF	03	06 00	17 96	01 00	16 24	02 00
		ON	BE EF	03	06 00	E7 96	01 00	16 24	01 00
	Get		BE EF	03	06 00	44 97	02 00	16 24	00 00
REMOTE ID	Set	ALL	BE EF	03	06 00	9F 30	01 00	08 26	00 00
		1	BE EF	03	06 00	0F 31	01 00	08 26	01 00
		2	BE EF	03	06 00	FF 31	01 00	08 26	02 00
		3	BE EF	03	06 00	6F 30	01 00	08 26	03 00
		4	BE EF	03	06 00	5F 32	01 00	08 26	04 00
	Get		BE EF	03	06 00	AC 30	02 00	08 26	00 00

Names	Operation Type		Header			CRC	Command Data		
							Action	Type	Setting code
AMX D.D.	Set	OFF	BE EF	03	06 00	33 AC	01 00	30 1B	00 00
		ON	BE EF	03	06 00	A3 AD	01 00	30 1B	01 00
	Get		BE EF	03	06 00	00 AC	02 00	30 1B	00 00
CRESTRON	Set	OFF	BE EF	03	06 00	33 B2	01 00	50 1B	00 00
		ON	BE EF	03	06 00	A3 B3	01 00	50 1B	01 00
	Get		BE EF	03	06 00	00 B2	02 00	50 1B	00 00
EXTRON	Set	OFF	BE EF	03	06 00	33 BD	01 00	60 1B	00 00
		ON	BE EF	03	06 00	A3 BC	01 00	60 1B	01 00
	Get		BE EF	03	06 00	00 BD	02 00	60 1B	00 00
BLANK	Set	OFF	BE EF	03	06 00	FB D8	01 00	20 30	00 00
		ON	BE EF	03	06 00	6B D9	01 00	20 30	01 00
	Get		BE EF	03	06 00	C8 D8	02 00	20 30	00 00
FREEZE	Set	OFF	BE EF	03	06 00	83 D2	01 00	02 30	00 00
		ON	BE EF	03	06 00	13 D3	01 00	02 30	01 00
	Get		BE EF	03	06 00	B0 D2	02 00	02 30	00 00
MAGNIFY	Set	x1.0	BE EF	03	06 00	4F D2	01 00	07 30	00 00
		x1.5	BE EF	03	06 00	8F D5	01 00	07 30	08 00
		x2.0	BE EF	03	06 00	8F DF	01 00	07 30	10 00
		x3.0	BE EF	03	06 00	8F CB	01 00	07 30	20 00
		x4.0	BE EF	03	06 00	4F C6	01 00	07 30	30 00
	Get		BE EF	03	06 00	7C D2	02 00	07 30	00 00
MAGNIFY Position H	Get		BE EF	03	06 00	C8 D7	02 00	10 30	00 00
	Increment		BE EF	03	06 00	AE D7	04 00	10 30	00 00
	Decrement		BE EF	03	06 00	7F D6	05 00	10 30	00 00
MAGNIFY Position V	Get		BE EF	03	06 00	34 D6	02 00	11 30	00 00
	Increment		BE EF	03	06 00	52 D6	04 00	11 30	00 00
	Decrement		BE EF	03	06 00	83 D7	05 00	11 30	00 00
Magnify & Shift Reset	Execute		BE EF	03	06 00	EC D6	06 00	17 70	00 00

Names	Operation Type		Header			CRC	Command Data		
							Action	Type	Setting code
ZOOM	Increment		BE EF	03	06 00	96 92	04 00	01 24	00 00
	Decrement		BE EF	03	06 00	47 93	05 00	01 24	00 00
	Get		BE EF	03	06 00	F0 92	02 00	01 24	00 00
FOCUS	Increment		BE EF	03	06 00	6A 93	04 00	00 24	00 00
	Decrement		BE EF	03	06 00	BB 92	05 00	00 24	00 00
	Get		BE EF	03	06 00	0C 93	02 00	00 24	00 00
LENS SHIFT V	Increment		BE EF	03	06 00	D2 92	04 00	02 24	00 00
	Decrement		BE EF	03	06 00	03 93	05 00	02 24	00 00
	Get		BE EF	03	06 00	B4 92	02 00	02 24	00 00
LENS SHIFT H	Increment		BE EF	03	06 00	2E 93	04 00	03 24	00 00
	Decrement		BE EF	03	06 00	FF 92	05 00	03 24	00 00
	Get		BE EF	03	06 00	48 93	02 00	03 24	00 00
LENS MEMORY INDEX	Set	1	BE EF	03	06 00	4B 92	01 00	07 24	00 00
		2	BE EF	03	06 00	DB 93	01 00	07 24	01 00
		3	BE EF	03	06 00	2B 93	01 00	07 24	02 00
	Get		BE EF	03	06 00	78 92	02 00	07 24	00 00
LENS MEMORY LOAD	Execute		BE EF	03	06 00	E8 90	06 00	08 24	00 00
LENS MEMORY SAVE	Execute		BE EF	03	06 00	14 91	06 00	09 24	00 00
LENS SHIFT CENTERING	Execute		BE EF	03	06 00	B8 93	06 00	04 24	00 00

PJLink command

Commands	Control Description	Parameter or Response
POWR	Power Control	0 = Standby 1 = Power On
POWR ?	Power Status inquiry	0 = Standby 1 = Power On 2 = Cool Down
INPT	Input Source selection	11 = COMPUTER IN1 12 = COMPUTER IN2 31 = HDMI 1 32 = DVI-D 33 = HDMI 2 36 = HDBaseT 37 = SDI
INPT ?	Input Source inquiry	11 = COMPUTER IN1 12 = COMPUTER IN2 31 = HDMI 1 32 = DVI-D 33 = HDMI 2 36 = HDBaseT 37 = SDI
AVMT	AV Mute	10 = BLANK off 11 = BLANK on 30 = AV Mute off 31 = AV Mute on
AVMT ?	AV Mute inquiry	10 = BLANK off 11 = BLANK on 30 = AV Mute off 31 = AV Mute on
ERST ?	Error Status inquiry	1st byte: Refers to Fan error; one of 0 to 2 2nd byte: Refers to Laser error; one of 0 to 2 3rd byte: Refers to Temperature error; one of 0 to 2 4th byte: Refers to Cover error; one of 0 to 2 5th byte: Refers to Filter error; one of 0 to 2 6th byte: Refers to Other error; one of 0 to 2 The meaning of 0 to 2 is as given below 0 = Error is not detected; 1 = Warning; 2 = Error
LAMP ?	Laser Status inquiry	1st number (digits 1 to 5): Laser Hours 2nd number : 0 = Light Source off, 1 = Light Source on

(continued on next page)

Commands	Control Description	Parameter or Response
INST ?	Input Source List inquiry	11 12 31 32 33 36 37
NAME ?	Projector Name inquiry	Responds with the name set in the item PROJECTOR NAME of the NETWORK menu
INF1 ?	Brand Name inquiry	HITACHI
INF2 ?	Model Name inquiry	LP-WU9100B
INFO ?	Other Information inquiry	Responds with the factory information and so on
CLSS ?	Class Information inquiry	1

NOTE • The password used in PJLink™ is the same as the password set in the Web Control. To use PJLink™ without authentication, do not set any password in Web Browser Control.
• For specifications of PJLink™, see the web site of the Japan Business Machine and Information System Industries Association.
URL: http://pjlink.jbmia.or.jp/

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