

# Denon AVR control protocol

Ver.03

Application model : AVR-X3000  
Application terminal: Ethernet  
RS-232C

Rev 10.2.0

Version	Date	Contents	Page
01	12.Mar.'13	Original	
02	25.April.'13	Corrected SIMPLAY command	P10, P28
03	21.May.'13	Corrected Tuner preset channel command TPAN**, TPANMEM** (** is replaced from "A1~G8" to "01~56")	P23, P41

## Connector specification

### I. RS-232C

Connector type: DB-9pin female type, slave straight connection (DCE type)

( 1pin : GND , 2pin : TxD , 3pin : RxD , 5pin : Common(GND) , 4,6,7,8,9pin : NC )

Communication format:

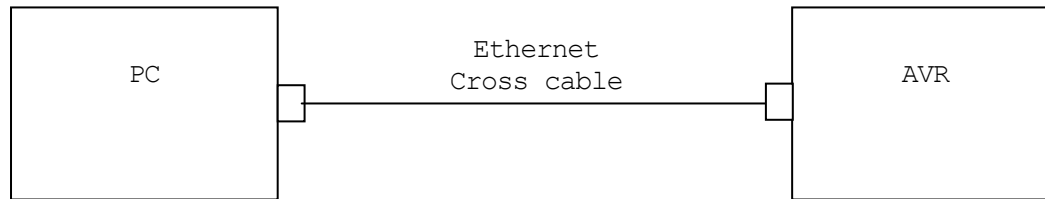
Synchronous system	: Tone step synchronization
Communication system	: A half duplex
Communication speed	: 9600bps

Character length	: 8 bits
Parity control	: None
Start bit	: 1 bit
Stop bit	: 1 bit
Communication procedure	: Non procedural
Communication data length	: 135 bytes (maximum)

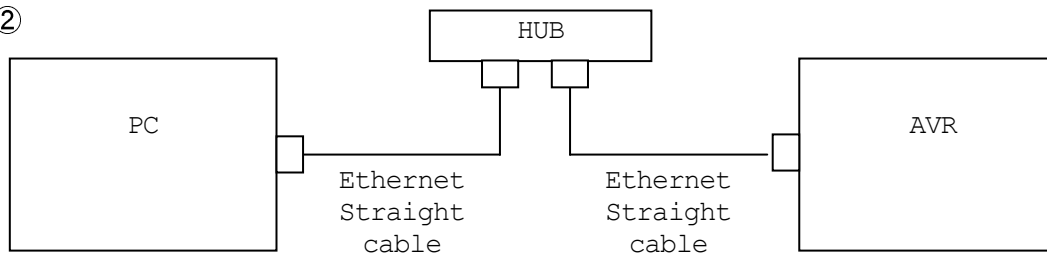
## II. Ethernet

Connector type : RJ-45 (10BASE-T/100BASE-TX)

Example ①



Example ②



Communication format :

Communication system : A half duplex  
Communication speed : 10Mbps/100Mbps  
Communication port : TCP port 23 (telnet)  
Communication data length : 135bytes (maximum)

## NETWORK SETUP of AVR-X3000

### **>Procedure of Network Setup mode.**

(1) Press SETUP MENU button, then Menu appears on FL-display (and GUI)

(2) Select "Setup Menu > Network > Settings " .

(3) Set parameters described below.

- <DHCP> "On"---Use this setting when DHCP server is on the local network.  
"Off"---Use this setting when DHCP server is not on the local network.
- <IP Address> When <DHCP> sets "Off", please set IP address.  
When <DHCP> sets "On", you can confirm the IP address that is set by server.
- <Subnet Mask> When <DHCP> sets "Off", please set Subnet Mask.  
When <DHCP> sets "On", you can confirm the Subnet Mask that is set by server.
- <Gateway> Set the address of Gateway when Gateway is on the local network.  
Do not set this parameter when Gateway is not on the local network.
- <Primary DNS> Do not set this parameter.
- <Second DNS> Do not set this parameter.
- <Proxy> Set this parameter "Off".

#### <Network Option: IP Control>

(1) Press SETUP MENU button, then Menu appears on FL-display (and GUI)

(2) Select "Setup Menu > Network > IP Control"

(3) Set parameters described below.

"Always On"---Use this setting when using the AVR-X3000 Connected in a network.

"Off In Standby"--- Use this setting when not using the AVR-X3000 connected in a network.

This setting is reducing the power consumption in the standby mode.

## Protocol specification

The following three data forms are defined.

- COMMAND** : The message sent to a system(AVR) from a controller(Touch Panel etc.)  
A command to a system is given from a controller.
- EVENT** : The message sent to a controller (Touch Panel etc.) from a system (AVR)  
The result is sent, when a system is operated directly and a state changes.  
\*The form of **EVENT** presupposes that it is the same as that of **COMMAND**.  
\*\*Refer to the following table for the contents of **COMMAND** and **EVENT**.
- RESPONSE** : The message sent to a controller (Touch Panel etc.) from a system (AVR)  
if the 'request command' (**COMMAND**+?  
CR(0x0D)) has come from a controller.  
The **RESPONSE** should be sent within 200ms of receiving the **COMMAND**.  
\*The form of **RESPONSE** presupposes that it is the same as that of **EVENT**.

**Basic specification:** The command by ASCII CODE, parameter expression

\*ASCII CODE which can be used is from 0x20 to 0x7F: the alphabet and the number of 0-9, and space (0x20), some signs,  
AND carriage return (0x0D) --- It is used only as a pause sign.

**Command structure:** COMMAND + PARAMETER + CR (0x0D)

COMMAND: ASCII CODE of 2 characters

Ex.           SI : Select Input source  
              MS : surround Mode Setting  
              MV : Master Volume setting  
              PW : system PoWer setting

PARAMETER : ASCII CODE ( up to 25 characters)

ex.           DVD : function name

              SUPER STADIUM : surround mode name

\*Special Parameter--- ? : for request command

**The example of a command** \* <CR> is the meaning of 0x0D.

SIDVD<CR> : Select Input source DVD

MSSTEREO<CR> : surround Mode Set to STEREO

MVUP<CR> : Master Volume UP

PWON<CR> : system PoWer ON

PWSTANDBY<CR> : system PoWer STANDBY

SI?<CR> : Request command for now playing input source >> Return **RESPONSE** `SI\*\*\*<CR>`

## Others

- A) **COMMAND** is receivable also during transmission of **EVENT**.
- B) Since CHANNEL VOLUME changes simultaneously when the SURROUND MODE changes, the value of the channel volume of all channels returns as **EVENT**.
- C) CHANNEL VOLUME returns the data of ALL channels by the present SURROUND MODE also including an intact channel. In this case, the data of an intact channel is set to "50".
- D) Since SURROUND MODE changes simultaneously when the INPUT source changes, the SURROUND MODE (and also the value of the channel volume of all channels , It described in B) ) returns as **EVENT**.
- E) When SURROUND MODE is the same in between INPUT source change before and after, **EVENT** of SURROUND MODE and CHANNEL VOLUME does NOT return.
- F) Although **EVENT** of SURROUND MODE returns when the present SURROUND MODE is set up again, CHANNEL VOLUME does NOT return.
- G) When SURROUND MODE is changed, before returning SURROUND MODE after change as **EVENT**, the present SURROUND MODE is returned.
- H) The **RESPONSE** should be sent as opposed to the request command by all the commands with which an **EVENT** exists , not need to the another request commands(ex. SV command).
- I) The **PARAMETER** (with **COMMAND** and **RESPONSE, EVENT**) of minimum level of MASTER VOLUME defines "99".
- J) If the MASTER VOLUME & CHANNEL VOLUME set with 0.5dB step, the **PARAMETER** (with **COMMAND** and **RESPONSE, EVENT**) defines three ASCII characters as bellows.

```
Ex.  MASTER VOLUME =  +18.0dB :  MV98<CR>
                        |      |
                        +1.0dB :  MV81<CR>
                        +0.5dB :  MV805<CR>
                        0dB :  MV80<CR>
                        -0.5dB :  MV795<CR>
                        -1.0dB :  MV79<CR>
                        |      |
                        -79.5dB :  MV005<CR>
                        --- :  MV00<CR>
```

\* At the \*\*.0dB step, only uses two ASCII characters as **PARAMETER**, same as usual.

- K) 1 seconds later, please transmit the next **COMMAND** after transmitting a power on **COMMAND** (PWON) .

## COMMAND and PARAMETER list

COMMAND	PARAMETER	function	example
PW	ON	POWER ON/STANDBY change	PWON<CR>
	STANDBY		PWSTANDBY<CR>
	?	Return PW Status	PW?<CR>
MV	UP	MASTER VOLUME UP/DOWN , direct change to **(**dB)	MVUP<CR>
	DOWN		MVDOWN<CR>
	**	**: <b>00 to 98</b> by ASCII , 80=80(0dB), 00=-0(--dB) (MIN)	MV80<CR>
	?	Return MV Status	MV?<CR>
CV	FL UP	CHANNEL VOLUME UP/DOWN , direct change to **dB	CVFL UP<CR>
	FL DOWN	---FRONT Lch	CVFL DOWN<CR>
	FL **	**: <b>38 to 62</b> by ASCII , 50=0dB	CVFL 50<CR>
	FR UP		CVFR UP<CR>
	FR DOWN	---FRONT Rch	CVFR DOWN<CR>
	FR **	**: <b>38 to 62</b> by ASCII , 50=0dB	CVFR 50<CR>
	C UP		CVC UP<CR>
	C DOWN	---CENTERch	CVC DOWN<CR>
	C **	**: <b>38 to 62</b> by ASCII , 50=0dB	CVC 50<CR>
	SW UP		CVSW UP<CR>
	SW DOWN	---SUBWOOFERch	CVSW DOWN<CR>
	SW **	**: <b>38 to 62</b> by ASCII , 50=0dB,00=OFF	CVSW 50<CR>
	SL UP		CVSL UP<CR>
	SL DOWN	---SURROUND Lch	CVSL DOWN<CR>
	SL **	**: <b>38 to 62</b> by ASCII , 50=0dB	CVSL 50<CR>
	SR UP		CVSR UP<CR>
	SR DOWN	---SURROUND Rch	CVSR DOWN<CR>
	SR **	**: <b>38 to 62</b> by ASCII , 50=0dB	CVSR 50<CR>
	SBL UP		CVSBL UP<CR>
	SBL DOWN	---SURROUND BACK Lch (SBch 2SP)	CVSBL DOWN<CR>
SBL **	**: <b>38 to 62</b> by ASCII , 50=0dB	CVSBL 50<CR>	
SBR UP		CVSBR UP<CR>	
SBR DOWN	---SURROUND BACK Rch (SBch 2SP)	CVSBR DOWN<CR>	
SBR **	**: <b>38 to 62</b> by ASCII , 50=0dB	CVSBR 50<CR>	

MV, CV **COMMAND** : "\*" parameter uses two or three ASCII characters. (see page6 J) section)



<b>COMMAND</b>	<b>PARAMETER</b>	<b>function</b>	<b>example</b>
CV	SB UP		CVSB UP<CR>
	SB DOWN	---SURROUND BACKch (SBch 1SP)	CVSB DOWN<CR>
	SB **	** :38 to 62 by ASCII , 50=0dB	CVSB 50<CR>
	FHL UP		CVFHL UP<CR>
	FHL DOWN	---FRONT HEIGHT Lch	CVFHL DOWN<CR>
	FHL **	** :38 to 62 by ASCII , 50=0dB	CVFHL 50<CR>
	FHR UP		CVFHR UP<CR>
	FHR DOWN	---FRONT HEIGHT Rch	CVFHR DOWN<CR>
	FHR **	** :38 to 62 by ASCII , 50=0dB	CVFHR 50<CR>
	FWL UP		CVFWL UP<CR>
	FWL DOWN	---FRONT WIDE Lch	CVFWL DOWN<CR>
	FWL **	** :38 to 62 by ASCII , 50=0dB	CVFWL 50<CR>
	FWR UP		CVFWR UP<CR>
	FWR DOWN	---FRONT WIDE Rch	CVFWR DOWN<CR>
	FWR **	** :38 to 62 by ASCII , 50=0dB	CVFWR 50<CR>
?	Return CV Status	CV?<CR>	

MV, CV **COMMAND** : "\*" parameter uses two or three ASCII characters. (see page6 J) section)

<b>COMMAND</b>	<b>PARAMETER</b>	function	example	
MU	ON	VOLUME MUTE ON/OFF change	MUON<CR>	
	OFF		MUOFF<CR>	
	?	Return MU Status	MU?<CR>	
SI	CD	---TUNER  ---Blu-ray ---TV AUDIO ---CBL/SAT ---MEDIA PLAYER  ---AUX ---NETWORK (North America model Only) (North America model Only) (North America & Europe model Only)	SICD<CR>	
	TUNER		SITUNER<CR>	
	DVD		SIDVD<CR>	
	BD		SIBD<CR>	
	TV		SITV<CR>	
	SAT/CBL		SISAT/CBL<CR>	
	MPLAY		<b>SIMPLAY&lt;CR&gt;</b>	
	GAME		SIGAME<CR>	
	AUX1		SIAUX1<CR>	
	NET		SINET<CR>	
	PANDORA		SIPANDORA<CR>	
	SIRIUSXM		SISIRIUSXM<CR>	
	SPOTIFY		SISPOTIFY<CR>	
	FLICKR		SIFLICKR<CR>	
	FAVORITES		SIFAVORITES<CR>	
	IRADIO		SIIRADIO<CR>	
	SERVER		SISERVER<CR>	
	USB/IPOD		Select iPod/USB	SIUSB/IPOD<CR>
	USB		Select INPUT source iPod/USB and USB Start Playback	SIUSB<CR>
	IPD		Select INPUT source iPod/USB and iPod Direct Start Playback	SIIPD<CR>
	IRP		Select INPUT source NETWORK and Internet Radio Start Playback	SIIRP<CR>
FVP	Select INPUT source NETWORK and Favorites Start Playback	SIFVP<CR>		
?	Return SI Status	SI?<CR>		

<b>COMMAND</b>	<b>PARAMETER</b>	function	example
ZM	ON	MAIN ZONE ON/OFF change	ZMON<CR>
	OFF		ZMOFF<CR>
	?	Return ZM Status	ZM?<CR>
	FAVORITE1	FAVORITE STATION 1-3 MODE SELECT	ZMFAVORITE1<CR>
	FAVORITE2		ZMFAVORITE2<CR>
	FAVORITE3		ZMFAVORITE3<CR>
	FAVORITE1 MEMORY	FAVORITE STATION 1-3 MODE MEMORY	ZMFAVORITE1 MEMORY<CR>
	FAVORITE2 MEMORY		ZMFAVORITE2 MEMORY<CR>
	FAVORITE3 MEMORY		ZMFAVORITE3 MEMORY<CR>

<b>COMMAND</b>	<b>PARAMETER</b>	function	example
SD	AUTO	set AUTO mode (Priority:HDMI>>DIGITAL>>ANALOG)	SDAUTO<CR>
	HDMI	set force HDMI INPUT mode	SDHDMI<CR>
	DIGITAL	set force DIGITAL INPUT (Optical,Coaxial)mode	SDDIGITAL<CR>
	ANALOG	set force ANALOG INPUT mode	SDANALOG<CR>
	?	Return SD Status	SD?<CR>
DC	AUTO	set DIGITAL INPUT AUTO mode	DCAUTO<CR>
	PCM	set DIGITAL INPUT force PCM mode	DCPCM<CR>
	DTS	set DIGITAL INPUT force DTS mode	DCDTS<CR>
	?	Return DC Status	DC?<CR>
SV	<b>ON</b>	VIDEO SELECT mode set to ON	<b>SVON&lt;CR&gt;</b>
	<b>OFF</b>	VIDEO SELECT mode cancel	<b>SVOFF&lt;CR&gt;</b>
	<b>DVD</b>	VIDEO SELECT mode set to ON, and select source	<b>SVDVD&lt;CR&gt;</b>
	<b>BD</b>	---Blu-ray	<b>SVBD&lt;CR&gt;</b>
	<b>TV</b>	---TV AUDIO	<b>SVTV&lt;CR&gt;</b>
	<b>SAT/CBL</b>	---CBL/SAT	<b>SVSAT/CBL&lt;CR&gt;</b>
	<b>MPLAY</b>	---MEDIA PLAYER	<b>SVMPLAY&lt;CR&gt;</b>
	<b>GAME</b>		<b>SVGAME&lt;CR&gt;</b>
	<b>AUX1</b>	---AUX	<b>SVAUX1&lt;CR&gt;</b>
	<b>CD</b>		<b>SVCD&lt;CR&gt;</b>
	?	Return SV Status	SV?<CR>
SLP	OFF	MAIN ZONE SLEEP TIMER setting	SLPOFF<CR>
	***	***:001 to 120 by ASCII , 010=10min	SLP120<CR>
	?	Return SLP Status	SLP?<CR>

<b>COMMAND</b>	<b>PARAMETER</b>	<b>function</b>	<b>example</b>	
MS	MOVIE	Select SURROUND mode	MSMOVIE<CR>	
	MUSIC		MSMUSIC<CR>	
	GAME		MSGAME<CR>	
	PURE DIRECT		MSPURE DIRECT<CR>	
	DIRECT		MSDIRECT<CR>	
	STEREO		MSSTEREO<CR>	
	STANDARD		MSSTANDARD<CR>	
	DOLBY DIGITAL		MSDOLBY DIGITAL<CR>	
	DTS SUROUND		MSDTS SURROUND<CR>	
	MCH STEREO		---MULTI CH STEREO mode	MSMCH STEREO<CR>
	ROCK ARENA			MSROCK ARENA<CR>
	JAZZ CLUB			MSJAZZ CLUB<CR>
	MONO MOVIE			MSMONO MOVIE<CR>
	MATRIX			MSMATRIX<CR>
	VIDEO GAME			MSVIDEO GAME<CR>
	VIRTUAL			MSVIRTUAL<CR>
	?			Return MS Status
	QUICK1	QUICK SELECT 1-5 MODE SELECT	MSQUICK1<CR>	
	QUICK2		MSQUICK2<CR>	
	QUICK3		MSQUICK3<CR>	
	QUICK4		MSQUICK4<CR>	
	QUICK5		MSQUICK5<CR>	
	QUICK1 MEMORY	QUICK SELECT 1-5 MODE MEMORY	MSQUICK1 MEMORY<CR>	
	QUICK2 MEMORY		MSQUICK2 MEMORY<CR>	
	QUICK3 MEMORY		MSQUICK3 MEMORY<CR>	
	QUICK4 MEMORY		MSQUICK4 MEMORY<CR>	
	QUICK5 MEMORY		MSQUICK5 MEMORY<CR>	
QUICK ?	Return MSQUICK Status	MSQUICK ?<CR>		

<b>COMMAND</b>	<b>PARAMETER</b>	<b>function</b>	<b>example</b>
VS	ASPNRM	Set Aspect Ratio to 4:3 mode	VSASPNRM<CR>
	ASPFUL	Set Aspect Ratio to 16:9 mode	VSASPFUL<CR>
	ASP ?	Return VSASP Status	VSASP ?<CR>
	SC48P	Set Resolution to 480p/576p	VSSC48P<CR>
	SC10I	Set Resolution to 1080i	VSSC10I<CR>
	SC72P	Set Resolution to 720p	VSSC72P<CR>
	SC10P	Set Resolution to 1080p	VSSC10P<CR>
	SC10P24	Set Resolution to 10P24	VSSC10P24<CR>
	SC4K	Set Resolution to 4K	VSSC4K<CR>
	SCAUTO	Set Resolution to AUTO	VSSCAUTO<CR>
	SC ?	Return VSSC Status	VSSC ?<CR>
	SCH48P	Set Resolution to 480p/576p (HDMI)	VSSCH48P<CR>
	SCH10I	Set Resolution to 1080i (HDMI)	VSSCH10I<CR>
	SCH72P	Set Resolution to 720p (HDMI)	VSSCH72P<CR>
	SCH10P	Set Resolution to 1080p (HDMI)	VSSCH10P<CR>
	SCH10P24	Set Resolution to 10P24 (HDMI)	VSSCH10P24<CR>
	SCH4K	Set Resolution to 4K (HDMI)	VSSCH4K<CR>
	SCHAUTO	Set Resolution to AUTO (HDMI)	VSSCHAUTO<CR>
	SCH ?	Return VSSCH Status (HDMI)	VSSCH ?<CR>
	AUDIO AMP	Set HDMI AUDIO Output to AMP	VSAUDIO AMP<CR>
	AUDIO TV	Set HDMI AUDIO Output to TV	VSAUDIO TV<CR>
	AUDIO ?	Return VSAUDIO Status	VSAUDIO ?<CR>
	VPMAUTO	Set Video Processing Mode to AUTO	VSVPMAUTO<CR>
	VPMGAME	Set Video Processing Mode to GAME	VSVPMGAME<CR>
	VPMMOVI	Set Video Processing Mode to MOVIE	VSVPMMOVI<CR>
	VPM ?	Return VSVPM Status	VSVPM ?<CR>

<b>COMMAND</b>	<b>PARAMETER</b>	<b>function</b>	<b>example</b>
PS	TONE CTRL OFF	PARAMETER setting	PSTONE CTRL OFF<CR>
	TONE CTRL ON	TONE CONTROL ON/OFF	PSTONE CTRL OFF<CR>
	TONE CTRL ?	Return PSTONE CONTROL Status	PSTONE CTRL ?<CR>
	CINEMA EQ.ON	CINEMA EQ. ON/OFF	PSCINEMA EQ.ON<CR>
	CINEMA EQ.OFF		PSCINEMA EQ.OFF<CR>
	CINEMA EQ. ?	Return PSCINEMA EQ.Status	PSCINEMA EQ. ?<CR>
	MODE:MUSIC	CINEMA / MUSIC / GAME mode change	PSMODE:MUSIC<CR>
	MODE:CINEMA	(This parameter can change DOLBY PL2, PL2x, DTS NEO:X mode.)	PSMODE:CINEMA<CR>
	MODE:GAME	---SB=ON : PL2x mode / SB=OFF : PL2 mode --- GAME can change DOLBY PL2 & PL2x & DTS NEO:X mode	PSMODE:GAME<CR>
	MODE: ?	Return PSMODE: Status	PSMODE: ?<CR>
	LOM ON	Loudness Management ON/OFF Control	PSLOM ON<CR>
	LOM OFF		PSLOM OFF<CR>
	LOM ?	Return PSLOM: Status	PSLOM ? <CR>
	PHG LOW	PL II z HEIGHT GAIN direct change	PSPHG LOW<CR>
	PHG MID		PSPHG MID<CR>
	PHG HI		PSPHG HI<CR>
PHG ?	Return PSPHG Status	PSPHG ?<CR>	

<b>COMMAND</b>	<b>PARAMETER</b>	<b>function</b>	<b>example</b>
PS	MULTEQ:AUDYSSEY	MulteEQ XT mode direct change	PSMULTEQ:AUDYSSEY<CR>
	MULTEQ:BYP.LR		PSMULTEQ:BYP.LR<CR>
	MULTEQ:FLAT		PSMULTEQ:FLAT<CR>
	MULTEQ:MANUAL		PSMULTEQ:MANUAL<CR>
	MULTEQ:OFF		PSMULTEQ:OFF<CR>
	MULTEQ: ?	Return PSMULTEQ: Status	PSMULTEQ: ?<CR>
	DYNEQ ON	Dynamic EQ = ON	PSDYNEQ ON<CR>
	DYNEQ OFF	Dynamic EQ = OFF	PSDYNEQ OFF<CR>
	DYNEQ ?	Return PSDYNEQ Status	PSDYNEQ ?<CR>
	REFLEV 0	Reference Level Offset=0dB	PSREFLEV 0<CR>
	REFLEV 5	Reference Level Offset=5dB	PSREFLEV 5<CR>
	REFLEV 10	Reference Level Offset=10dB	PSREFLEV 10<CR>
	REFLEV 15	Reference Level Offset=15dB	PSREFLEV 15<CR>
	REFREV ?	Return PSREFLEV Status	PSREFLEV ?<CR>
	DYNVOL HEV	Dynamic Volume = Heavy	PSDYNVOL HEV<CR>
	DYNVOL MED	Dynamic Volume = Medium	PSDYNVOL MED<CR>
	DYNVOL LIT	Dynamic Volume = Light	PSDYNVOL LIT<CR>
	DYNVOL OFF	Dynamic Volume = OFF	PSDYNVOL OFF<CR>
	DYNVOL ?	Return PSDYNVOL Status	PSDYNVOL ?<CR>
	DSX ONH	Audyssey DSX ON(Heights)	PSDSX ONH<CR>
	DSX ONW	Audyssey DSX ON(Wides)	PSDSX ONW<CR>
	DSX OFF	Audyssey DSX OFF	PSDSX OFF<CR>
	DSX ?	Return PSDSX Status	PSDSX ?<CR>
	STW UP	STAGE WIDTH UP/DOWN, direct change to **dB	PSSTW UP<CR>
	STW DOWN	** :00 to 99 by ASCII, 50=0dB	PSSTW DOWN<CR>
	STW **	---AVR-X3000 can be operated from -10 to +10(40 to 60)	PSSTW 50<CR>
	STW ?	Return PSSTW Status	PSSTW ?<CR>
	STH UP	STAGE HEIGHT UP/DOWN , direct change to **dB	PSSTH UP<CR>
	STH DOWN	** :00 to 99 by ASCII , 50=0dB	PSSTH DOWN<CR>
	STH **	---AVR-X3000 can be operated from -10 to +10(40 to 60)	PSSTH 50<CR>
	STH ?	Return PSSTH Status	PSSTH ?<CR>

PS **COMMAND** : "\*" parameter uses two or three ASCII characters. (see page6 J) section)



<b>COMMAND</b>	<b>PARAMETER</b>	<b>function</b>	<b>example</b>
PS	BAS UP	BASS UP/DOWN , direct change to **dB	PSBAS UP<CR>
	BAS DOWN	** :00 to 99 by ASCII , 50=0dB	PSBAS DOWN<CR>
	BAS **	---AVR-X3000 can be operated from -6 to +6(44 to 56)	PSBAS 50<CR>
	BAS ?	Return PSBAS Status	PSEBAS ?<CR>
	TRE UP	TREBLE UP/DOWN , direct change to **dB	PSTRE UP<CR>
	TRE DOWN	** :00 to 99 by ASCII , 50=0dB	PSTRE DOWN<CR>
	TRE **	---AVR-X3000 can be operated from -6 to +6(44 to 56)	PSTRE 50<CR>
	TRE ?	Return PSTRE Status	PSTRE ?<CR>
	DRC AUTO	Dynamic Compression direct change	PSDRC AUTO<CR>
	DRC LOW		PSDRC LOW<CR>
	DRC MID		PSDRC MID<CR>
	DRC HI		PSDRC HI<CR>
	DRC OFF		PSDRC OFF<CR>
	DRC ?		PSDRC ?<CR>
	LFE UP		LFE UP/DOWN , direct change to **dB
	LFE DOWN	** :00 to 99 by ASCII , 00=0dB, 10=-10dB	PSLFE DOWN<CR>
	LFE **	---AVR-X3000 can be operated from 0 to -10	PSLFE 10<CR>
	LFE ?	Return PSLFE Status	PSLFE ? <CR>
	EFF UP	EFFECT UP/DOWN , EFFECT LEVEL direct change to **dB	PSEFF UP<CR>
	EFF DOWN	** :00 to 99 by ASCII , 00=0dB, 10=10dB	PSEFF DOWN<CR>
	EFF **	---AVR-X3000 can be operated from 1 to 15	PSEFF 10<CR>
	EFF ?	Return PSEFF Status	PSEFF ?<CR>
	DEL UP	DELAY UP/DOWN , direct change to ***dB	PSDEL UP<CR>
	DEL DOWN	*** :000 to 999 by ASCII , 000=0ms, 300=300ms	PSDEL DOWN<CR>
	DEL ***	---AVR-X3000 can be operated from 0 to 300	PSDEL ***<CR>
	DEL ?	Return PSDEL Status	PSDEL ?<CR>

PS **COMMAND** : "\*" parameter uses two or three ASCII characters. (see page6 J) section)

<b>COMMAND</b>	<b>PARAMETER</b>	<b>function</b>	<b>example</b>
PS	PAN ON	PANORAMA ON/OFF	PSPAN ON<CR>
	PAN OFF		PSPAN OFF<CR>
	PAN ?	Return PSPAN Status	PSPAN ?<CR>
	DIM UP	DIMENSION UP/DOWN , direct change to **dB	PSDIM UP<CR>
	DIM DOWN	** : 00 to 99 by ASCII , 00=0,	PSDIM DOWN<CR>
	DIM **	---AVR-X3000 can be operated from 0 to 6	PSDIM **<CR>
	DIM ?	Return PSDIM Status	PSDIM ?<CR>
	CEN UP	CENTER WIDTH UP/DOWN , direct change to **dB	PSCEN UP<CR>
	CEN DOWN	** : 00 to 99 by ASCII , 00=0	PSCEN DOWN<CR>
	CEN **	---AVR-X3000 can be operated from 0 to 7	PSCEN 07<CR>
	CEN ?	Return PSCEN Status	PSCEN ?<CR>
	<b>CEG UP</b>	<b>CENTER GAIN UP/DOWN , direct change to **dB</b>	<b>PSCEG UP&lt;CR&gt;</b>
	<b>CEG DOWN</b>	<b>** : 00 to 99 by ASCII , 00=0.0</b>	<b>PSCEG DOWN&lt;CR&gt;</b>
	<b>CEG **</b>	<b>--- AVR-X3000 can be operated from 0.0 to 1.0</b>	<b>PSCEG 10&lt;CR&gt;</b>
	<b>CEG ?</b>	<b>Return PSCEG Status</b>	<b>PSCEG ?&lt;CR&gt;</b>
	SWR ON	SW ON/OFF	PSSWR ON<CR>
	SWR OFF		PSSWR OFF<CR>
	SWR ?	Return PSSWR Status	PSSWR ?<CR>
	RSZ S	ROOM SIZE direct change	PSRSZ S<CR>
	RSZ MS		PSRSZ MS<CR>
	RSZ M		PSRSZ M<CR>
	RSZ ML		PSRSZ ML<CR>
	RSZ L		PSRSZ L<CR>
	RSZ ?	Return PSRSZ Status	PSRSZ ?<CR>
	DELAY UP	AUDIO DELAY UP/DOWN , direct change to ***dB	PSDELAY UP<CR>
	DELAY DOWN	*** : 000 to 999 by ASCII , 000=0ms, 200=200ms	PSDELAY DOWN<CR>
	DELAY ***	---AVR-X3000 can be operated from 0 to 200	PSDELAY 200<CR>
	DELAY ?	Return PSDELAY Status	PSDELAY ?<CR>

PS **COMMAND** : "\*" parameter uses two or three ASCII characters. (see page6 J) section)

<b>COMMAND</b>	<b>PARAMETER</b>	function	example
PS	RSTR OFF	AUDIO RESTORER direct change	PSRSTR OFF<CR>
	<b>RSTR LOW</b>		<b>PSRSTR LOW&lt;CR&gt;</b>
	<b>RSTR MED</b>		<b>PSRSTR MED&lt;CR&gt;</b>
	<b>RSTR HI</b>		<b>PSRSTR HI&lt;CR&gt;</b>
	RSTR ?	Return PSRSTR Status	PSRSTR ?<CR>
	FRONT SPA	FRONT SPEAKER direct change	PSFRONT SPA<CR>
	FRONT SPB		PSFRONT SPB<CR>
	FRONT SPA+B		PSFRONT A+B<CR>
FRONT?	Return PSFRONT Status	PSFRONT?<CR>	

COMMAND	PARAMETER	function	example
PV	OFF	Picture Mode=OFF	PV <b>OFF</b> <CR>
	STD	Picture Mode=STANDARD	PV <b>STD</b> <CR>
	MOV	Picture Mode=MOVIE	PV <b>MOV</b> <CR>
	VVD	Picture Mode=VIVID	PV <b>VVD</b> <CR>
	STM	Picture Mode=STREAM	PV <b>STM</b> <CR>
	CTM	Picture Mode=CUSTOM	PV <b>CTM</b> <CR>
	?	Return PV Status	PV <b>?</b> <CR>
	CN UP	CONTRAST UP/DOWN , direct change to **dB	PV <b>CN UP</b> <CR>
	CN DOWN	** :44 to 56 by ASCII , 50=0	PV <b>CN DOWN</b> <CR>
	CN **	--- AVR-X3000 can be operated from -6 to +6(44 to 56)	PV <b>CN 50</b> <CR>
	CN ?	Return PVCN Status	PV <b>CN ?</b> <CR>
	BR UP	BRIGHTNESS UP/DOWN , direct change to **dB	PV <b>BR UP</b> <CR>
	BR DOWN	** :00 to 12 by ASCII , 00=0	PV <b>BR DOWN</b> <CR>
	BR **	--- AVR-X3000 can be operated from 0 to 12	PV <b>BR 12</b> <CR>
	BR ?	Return PVBR Status	PV <b>BR ?</b> <CR>
	ST UP	Saturation UP/DOWN , direct change to **dB	PV <b>ST UP</b> <CR>
	ST DOWN	** :44 to 56 by ASCII , 50=0	PV <b>ST DOWN</b> <CR>
	ST **	--- AVR-X3000 can be operated from -6 to +6(44 to 56)	PV <b>ST 50</b> <CR>
	ST ?	Return PVST Status	PV <b>ST ?</b> <CR>
	HUE UP	HUE UP/DOWN , direct change to **dB	PV <b>HUE UP</b> <CR>
	HUE DOWN	** :44 to 56 by ASCII , 50=0	PV <b>HUE DOWN</b> <CR>
	HUE **	--- AVR-X3000 can be operated from -6 to +6(44 to 56)	PV <b>HUE 50</b> <CR>
	HUE ?	Return PVHUE Status	PV <b>HUE ?</b> <CR>
	DNR OFF	DNR direct change	PV <b>DNR OFF</b> <CR>
	DNR LOW		PV <b>DNR LOW</b> <CR>
	DNR MID		PV <b>DNR MID</b> <CR>
	DNR HI		PV <b>DNR HI</b> <CR>
	DNR ?	Return PVDNR Status	PV <b>DNR ?</b> <CR>
	ENH UP	ENHANCER UP/DOWN, direct change to **dB	PV <b>ENH UP</b> <CR>
	ENH DOWN	** :00 to 12 by ASCII, 00=0	PV <b>ENH DOWN</b> <CR>
	ENH **	--- AVR-X3000 can be operated from 0 to 12	PV <b>ENH 12</b> <CR>
	ENH ?	Return PVENH Status	PV <b>ENH ?</b> <CR>

PV **COMMAND** : "\*" parameter uses two ASCII characters. (see page6 J) section)

COMMAND	PARAMETER	function	example
Z2	CD	ZONE2 mode set , and select source	Z2CD<CR>
		---The name of PARAMETER is	
	USB/IPOD	the same as that of the time of SI COMMAND.	Z2USB/IPOD<CR>
	USB	Select ZONE2 source iPod/USB and USB Start Playback	Z2USB<CR>
	IPD	Select ZONE2 source iPod/USB and iPod Direct Start Playback	Z2IPD<CR>
	IRP	Select ZONE2 source NETWORK and Internet Radio Start Playback	Z2IRP<CR>
	FVP	Select ZONE2 source NETWORK and Favorites Start Playback	Z2FVP<CR>
	SOURCE	ZONE2 mode cancel	Z2SOURCE<CR>
	UP	ZONE2 VOLUME UP/DOWN , direct change to **dB	Z2UP<CR>
	DOWN		Z2DOWN<CR>
	**		**: <b>00 to 98</b> by ASCII , 80=80(0dB) , 00=-0(--dB) (MIN)
ON	ZONE2 ON/OFF change	Z2ON<CR>	
OFF		Z2OFF<CR>	
?	Return Z2 Status	Z2?<CR>	
Z2MU	ON	ZONE2 OUTPUT MUTE ON/OFF change	Z2MUON<CR>
	OFF		Z2MUOFF<CR>
	?	Return Z2MU Status	Z2MU?<CR>
Z2CS	ST	ZONE2 Channel setting	Z2CSST<CR>
	MONO		Z2CSMONO<CR>
	?	Return Z2CS Status	Z2CS?<CR>
Z2CV	FL UP	ZONE2 CHANNEL VOLUME UP/DOWN , direct change to **dB	Z2CVFL UP<CR>
	FL DOWN	---FRONT Lch	Z2CVFL DOWN<CR>
	FL **	**: <b>38 to 62</b> by ASCII , 50=0dB	Z2CVFL 50<CR>
	FR UP	ZONE2 CHANNEL VOLUME UP/DOWN , direct change to **dB	Z2CVFR UP<CR>
	FR DOWN	---FRONT Rch	Z2CVFR DOWN<CR>
	FR **	**: <b>38 to 62</b> by ASCII , 50=0dB	Z2CVFR 50<CR>
	?	Return Z2CV Status	Z2CV?<CR>
Z2HPF	ON	ZONE2 HPF ON/OFF	Z2HPFON<CR>
	OFF		Z2HPFOFF<CR>
	?	Return Z2HPF Status	Z2HPF?<CR>

Z2、Z2CV **COMMAND** : "\*" parameter uses two ASCII characters. (see page6 J) section)

COMMAND	PARAMETER	function	example
Z2PS	BAS UP	ZONE2 BASS UP/DOWN , direct change to **dB	Z2PSBAS UP<CR>
	BAS DOWN	** :00 to 99 by ASCII , 00=0dB	Z2PSBAS DOWN<CR>
	BAS **	---AVR-X3000 can be operated from -10 to +10(40 to 60)	Z2PSBAS 50<CR>
	BAS ?	Return Z2PSBAS Status	Z2PSBAS ?<CR>
	TRE UP	ZONE2 TREBLE UP/DOWN , direct change to **dB	Z2PSTRE UP<CR>
	TRE DOWN	** :00 to 99 by ASCII , 00=0dB	Z2PSTRE DOWN<CR>
	TRE **	---AVR- X3000 can be operated from -10 to +10(40 to 60)	Z2PSTRE 50<CR>
	TRE ?	Return Z2PSTRE Status	Z2PSTRE ?<CR>
Z2SLP	OFF	ZONE2 SLEEP TIMER setting	Z2SLPOFF<CR>
	***	***:001 to 120 by ASCII , 010=10min	Z2SLP120<CR>
	?	Return Z2SLP Status	Z2SLP?<CR>
Z2	FAVORITE1	ZONE2 FAVORITE STATION 1-3 MODE SELECT	Z2FAVORITE1<CR>
	FAVORITE2		Z2FAVORITE2<CR>
	FAVORITE3		Z2FAVORITE3<CR>
	FAVORITE1 MEMORY	ZONE2 FAVORITE STATION 1-3 MODE MEMORY	Z2FAVORITE1 MEMORY<CR>
	FAVORITE2 MEMORY		Z2FAVORITE2 MEMORY<CR>
	FAVORITE3 MEMORY		Z2FAVORITE3 MEMORY<CR>
	QUICK1	ZONE2 QUICK SELECT 1-5 MODE SELECT	Z2QUICK1<CR>
	QUICK2		Z2QUICK2<CR>
	QUICK3		Z2QUICK3<CR>
	QUICK4		Z2QUICK4<CR>
	QUICK5		Z2QUICK5<CR>
	QUICK1 MEMORY	ZONE2 QUICK SELECT 1-5 MODE MEMORY	Z2QUICK1 MEMORY<CR>
	QUICK2 MEMORY		Z2QUICK2 MEMORY<CR>
	QUICK3 MEMORY		Z2QUICK3 MEMORY<CR>
	QUICK4 MEMORY		Z2QUICK4 MEMORY<CR>
	QUICK5 MEMORY		Z2QUICK5 MEMORY<CR>
	QUICK ?	Return Z2QUICK Status	Z2QUICK ?<CR>

Z2PS **COMMAND** : "\*" parameter uses two ASCII characters. (see page6 J) section)

## ※ ANALOG TUNER Control

COMMAND	PARAMETER	function	example
TF	ANUP	TUNER Frequency UP/DOWN	TFANUP<CR>
	ANDOWN		TFANDOWN<CR>
	AN***** (6 digits)	--- ****.** MHz at FM band (<050000 is FM.)	TFAN008750<CR> (87.50MHz at FM)
	AN?	Return TF Status	TFAN?<CR>
TP	ANUP	TUNER PRESET CH UP/DOWN , direct change to No.**	TPANUP<CR>
	ANDOWN	<b>** : 01-56 01=CH01,56=CH56</b>	TPANDOWN<CR>
	AN** (PRESET No.)		<b>TPAN01&lt;CR&gt;</b> <b>(PRESET No."01")</b>
	AN?	Return TP Status	TPAN?<CR>
	ANMEM	TUNER PRESET MEMORY	TPANMEM<CR>
	ANMEM**	TUNER PRESET MEMORY, Preset stored at No.** <b>** : 01-56 01=CH01,56=CH56</b>	<b>TPANMEM**&lt;CR&gt;</b>
TM	<b>ANAM</b>	<b>TUNER BAND , MODE Select</b> ---Band set to <b>AM</b> (North America model Only)	<b>TMANAM&lt;CR&gt;</b>
	<b>ANFM</b>	---Band set to <b>FM</b> (North America model Only)	<b>TMANFM&lt;CR&gt;</b>
	AN?	Return TM Status	TMAN?<CR>
	ANAUTO	---Tuning mode set to AUTO mode	TMANAUTO<CR>
	ANMANUAL	---Tuning mode set to MANUAL mode	TMANMANUAL<CR>

TF, TP, TM **COMMAND** : '\*' parameters can NOT operate when INPUT source isn't TUNER.

## \*Network Audio/USB /iPod DIRECT Extended Control

COMMAND	PARAMETER	function	example
NS	90	"Cursor Up" Control	NS90<CR>
	91	"Cursor Down" Control	NS91<CR>
	92	"Cursor Left" Control	NS92<CR>
	93	"Cursor Right" Control	NS93<CR>
	94	"Enter (Play/Pause)" Control	NS94<CR>
	9A	"Play" Control (iRadio/mServer/USB) "Play/Pause" Control (iPod Direct)	NS9A<CR>
	9B	"Pause" Control "Play/Pause" Control (iPod Direct)	NS9B<CR>
	9C	"Stop" Control	NS9C<CR>
	9D	"Skip Plus" Control	NS9D<CR>
	9E	"Skip Minus" Control	NS9E<CR>
	<b>9F</b>	"Manual Search Plus" Control (USB/iPod)	<b>NS9F&lt;CR&gt;</b>
	<b>9G</b>	"Manual Search Plus" Control (USB/iPod)	<b>NS9G&lt;CR&gt;</b>
	9H	"Repeat One" (USB/iPod DIRECT/mServer/Spotify)	NS9H<CR>
	9I	"Repeat All" (USB/iPod DIRECT/mServer/Spotify)	NS9I<CR>
	9J	"Repeat Off" (USB/iPod DIRECT/mServer/Spotify)	NS9J<CR>
	9K	"Random On/Repeat ALL" (USB/mServer/Spotify) "Shuffle Songs" Control (iPod Direct Only)	NS9K<CR>
	9M	"Random Off" (USB/mServer/Spotify) "Shuffle Off" Control (iPod Direct Only)	NS9M<CR>
	9W	Toggle Switch "Browse Mode/Remote Mode" Control (iPod Direct Only)	NS9W<CR>
	9X	"Page Next" Control	NS9X<CR>
	9Y	"Page Previous" Control	NS9Y<CR>
	<b>9Z</b>	"Manual Search STOP" Control (USB/iPod)	<b>NS9Z&lt;CR&gt;</b>
	<b>RPT</b>	"Repeat (toggle) " (Media Server, USB, iPod Direct, Spotify, AirPlay)	<b>NSRPT&lt;CR&gt;</b>
	<b>RND</b>	"Random (toggle) " (Media Server, USB, iPod Direct, Spotify, AirPlay)	<b>NSRND&lt;CR&gt;</b>



<b>COMMAND</b>	<b>PARAMETER</b>	function	example
NS	A	Return Onscreen Display Information List (ASCII CODE Character)	NSA<CR> (Return NSA0-NSA8, Refer to Page 39)
	E	Request Onscreen Display Information List (UTF-8 CODE Character)	NSE<CR> (Return NSE0-NSE8, Refer to Page 40)
	D*	"Direct Text Search" (iRadio/mServer/USB only)	NSD0<CR> (*:0-9, A-Z)
	<b>B**</b> (PRESET No.)	<b>Preset Call</b> ** : 00-55 00=CH01, 55=CH56	<b>NSB00&lt;CR&gt;</b>
	<b>C**</b> (PRESET No.)	<b>Preset Memory</b> , Preset stored at No.** ** : 00-55 00=CH01, 55=CH56	<b>NSC00&lt;CR&gt;</b>
	H	Return Preset Channel 01-56 status (UTF-8)	NSH<CR>

## ※Cursor/Enter/Setup Menu

COMMAND	PARAMETER	function	example
MN	CUP	"Cursor Up" Control	MNCUP<CR>
	CDN	"Cursor Down" Control	MNCDN<CR>
	CLT	"Cursor Left" Control	MNCLT<CR>
	CRT	"Cursor Right" Control	MNCRT<CR>
	ENT	"Enter" Control	MNENT<CR>
	RTN	"RETURN" Control	MNRTN<CR>
	OPT	"OPTION" Control	MNOPT<CR>
	INF	"INFO" Control	MNINF<CR>
	MEN ON	"Setup Menu ON" Control	MNMEN ON<CR>
	MEN OFF	"Setup Menu OFF" Control	MNMEN OFF<CR>
	<b>MEN?</b>	<b>Return MNMEN(Menu) status</b>	<b>MNMEN?&lt;CR&gt;</b>
	<b>PRV ON</b>	<b>"InstaPrevue ON" Control</b>	<b>MNPRV ON&lt;CR&gt;</b>
	<b>PRV OFF</b>	<b>"InstaPrevue OFF" Control</b>	<b>MNPRV OFF&lt;CR&gt;</b>
	<b>PRV?</b>	<b>Return MNPRV(InstaPrevue) status</b>	<b>MNPRV?&lt;CR&gt;</b>
	<b>ZST ON</b>	<b>"All Zone Stereo ON" direct Control</b>	<b>MNZST ON &lt;CR&gt;</b>
	<b>ZST OFF</b>	<b>"All Zone Stereo OFF" direct Control</b>	<b>MNZST OFF&lt;CR&gt;</b>

## ※TRIGGER CONTROL

COMMAND	PARAMETER	function	example
TR	1 ON	Trigger 1 ON/OFF Control	TR1 ON<CR>
	1 OFF		TR1 OFF<CR>
	?	Return TR status	TR?<CR>

**※Remote Lock/Panel Lock**

<i>COMMAND</i>	<i>PARAMETER</i>	function	example
SY	REMOTE LOCK ON	REMOTE CONTROL LOCK ON/OFF	SYREMOTE LOCK ON<CR>
	REMOTE LOCK OFF		SYREMOTE LOCK OFF<CR>
	PANEL LOCK ON	PANEL BUTTON (Except MASTER VOL.)CONTROL LOCK ON	SYPANEL LOCK ON<CR>
	PANEL+V LOCK ON	PANEL BUTTON & MASTER VOL. CONTROL LOCK ON	SYPANEL+V LOCK ON<CR>
	PANEL LOCK OFF	PANEL BUTTUM & MASTER VOL. CONTROL LOCK OFF	SYPANEL LOCK OFF<CR>

**※UPGRADE ID Display**

<i>COMMAND</i>	<i>PARAMETER</i>	function	example
UG	IDN	ID Number for UPGRADE is displayed on FL Display	UGIDN<CR>

## EVENT (or RESPONSE) and PARAMETER list

<b>EVENT</b>	<b>PARAMETER</b>	function	example
PW	ON	POWER ON/STANDBY change	PWON<CR>
	STANDBY		PWSTANDBY<CR>
MV	**	MASTER VOLUME change , **:00 to 98 by ASCII 98 = 18dB (MAX) 80 = 00dB 01 = -79dB 005 = -79.5dB 00 = --- (MIN)	MV80<CR>
CV	FL **	CHANNEL VOLUME change , **:00,38 to 62 by ASCII 62 = +12dB (MAX) 50 = 0dB 38 = -12dB (MIN) 00 = OFF (define ONLY SWch in DIRECT mode.)  (at SBch 2SP) (at SBch 2SP) (at SBch 1SP)	CVFL 50<CR>
	FR **		CVFR 50<CR>
	C **		CVC 50<CR>
	SW **		CVSW 50<CR>
	SL **		CVSL 50<CR>
	SR **		CVSR 50<CR>
	SBL **		CVSBL 50<CR>
	SBR **		CVSBR 50<CR>
	SB **		CVSB 50<CR>
	FHL **		CVFHL 50<CR>
	FHR **		CVFHR 50<CR>
	FWL **		CVFWL 50<CR>
	FWR **		CVFWR 50<CR>
	MU		ON
OFF		MUOFF<CR>	
SI	CD	---Blu-ray ---TV AUDIO ---CBL/SAT ---MEDIA PLAYER ---AUX	SICD<CR>
	TUNER		SITUNER<CR>
	DVD		SIDVD<CR>
	BD		SIBD<CR>
	TV		SITV<CR>
	SAT/CBL		SISAT/CBL<CR>
	MPLAY		<b>SIMPLAY&lt;CR&gt;</b>
	GAME		SIGAME<CR>
	AUX1		SIAUX1<CR>

The **PARAMETER** of MV, CV **EVENT** : Uses two or three ASCII characters. (see page6 J) section)

<b>EVENT</b>	<b>PARAMETER</b>	<b>function</b>	<b>example</b>
SI	NET	---NETWORK (North America model Only)	SINET<CR>
	PANDORA		SIPANDORA<CR>
	SIRIUSXM		SISIRIUSXM<CR>
	SPOTIFY		SISPOTIFY<CR>
	FLICKR		SIFLICKR<CR>
	FAVORITES		SIFAVORITES<CR>
	IRADIO		SIIRADIO<CR>
	SERVER		SISERVER<CR>
	USB/IPOD		---iPod/USB
	USB DIRECT	SIUSB DIRECT<CR>	
	IPOD DIRECT	SIIPOD DIRECT<CR>	
	USB	SIUSB<CR>	
	IPD	SIIPD<CR>	
	IRP	SIIRP<CR>	
	FVP	SIFVP<CR>	
ZM	ON	MAIN ZONE ON/OFF change	ZMON<CR>
	OFF		ZMOFF<CR>
	FAVORITE1	FAVORITE STATION 1-3 MODE SELECT	ZMFAVORITE1<CR>
	FAVORITE2		ZMFAVORITE2<CR>
	FAVORITE3		ZMFAVORITE3<CR>
	FAVORITE1 MEMORY	FAVORITE STATION 1-3 MODE MEMORY	ZMFAVORITE1 MEMORY<CR>
	FAVORITE2 MEMORY		ZMFAVORITE2 MEMORY<CR>
FAVORITE3 MEMORY	ZMFAVORITE3 MEMORY<CR>		

<b>EVENT</b>	<b>PARAMETER</b>	function	example
SD	AUTO	INPUT mode change	SDAUTO<CR>
	HDMI		SDHDMI<CR>
	DIGITAL		SDDIGITAL<CR>
	ANALOG		SDANALOG<CR>
	ARC	ARC playing	SDARC<CR>
	NO	No Input	SDNO<CR>
DC	AUTO	DIGITAL INPUT mode change	DCAUTO<CR>
	PCM		DCPCM<CR>
	DTS		DCDTS<CR>
SV	<b>ON</b>	VIDEO SELECT mode set	<b>SVON&lt;CR&gt;</b>
	<b>OFF</b>	VIDEO SELECT mode cancel	<b>SVOFF&lt;CR&gt;</b>
	<b>DVD</b>	VIDEO SELECT mode set to ON, and select source	<b>SVDVD&lt;CR&gt;</b>
	<b>BD</b>	---Blu-ray	<b>SVBD&lt;CR&gt;</b>
	<b>TV</b>	---TV AUDIO	<b>SVTV&lt;CR&gt;</b>
	<b>SAT/CBL</b>	---CBL/SAT	<b>SVSAT/CBL&lt;CR&gt;</b>
	<b>MPLAY</b>	---MEDIA PLAYER	<b>SVMPLAY&lt;CR&gt;</b>
	<b>GAME</b>		<b>SVGAME&lt;CR&gt;</b>
	<b>AUX1</b>	---AUX	<b>SVAUX1&lt;CR&gt;</b>
	<b>CD</b>		<b>SVCD&lt;CR&gt;</b>
SLP	OFF	MAIN ZONE SLEEP TIMER setting change	SLPOFF<CR>
	***		SLP120<CR>

<i><b>EVENT</b></i>	<i><b>PARAMETER</b></i>	function	example
MS	DIRECT	SURROUND mode change	MSDIRECT<CR>
	PURE DIRECT		MSPURE DIRECT<CR>
	STEREO		MSSTEREO<CR>
	MULTI CH IN		MSMULTI CH IN<CR>
	M CH IN+PL2X C		MSM CH IN+PL2X C<CR>
	M CH IN+PL2X M		MSM CH IN+PL2X M<CR>
	M CH IN+PL2Z H		MSM CH IN+PL2Z H<CR>
	M CH IN +DOLBY EX		MSM CH IN+DOLBY EX<CR>
	MULTI CH IN 7.1		MSMULTI CH IN 7.1<CR>
	<b>M CH IN+NEO:X C</b>		<b>MSM CH IN+NEO:X C&lt;CR&gt;</b>
	<b>M CH IN+NEO:X M</b>		<b>MSM CH IN+NEO:X M&lt;CR&gt;</b>
	<b>M CH IN+NEO:X G</b>		<b>MSM CH IN+NEO:X G&lt;CR&gt;</b>
	DOLBY PL2 C		MSDOLBY PL2 C<CR>
	DOLBY PL2 M		MSDOLBY PL2 M<CR>
	DOLBY PL2 G		MSDOLBY PL2 G<CR>
	DOLBY PL2X C		MSDOLBY PL2X C<CR>
	DOLBY PL2X M		MSDOLBY PL2X M<CR>
	DOLBY PL2X G		MSDOLBY PL2X G<CR>
	DOLBY PL2Z H		MSDOLBY PL2Z H<CR>
	DOLBY DIGITAL		MSDOLBY DIGITAL<CR>
	DOLBY D EX		MSDOLBY D EX<CR>
	DOLBY D +PL2X C		MSDOLBY D+PL2X C<CR>
	DOLBY D +PL2X M		MSDOLBY D+PL2X M<CR>
	DOLBY D +PL2Z H		MSDOLBY D+PL2Z H<CR>
	<b>DOLBY D +NEO:X C</b>		<b>MSDOLBY D+NEO:X C&lt;CR&gt;</b>
	<b>DOLBY D +NEO:X M</b>		<b>MSDOLBY D+NEO:X M&lt;CR&gt;</b>
	<b>DOLBY D +NEO:X G</b>		<b>MSDOLBY D+NEO:X G&lt;CR&gt;</b>

<i>EVENT</i>	<i>PARAMETER</i>	function	example
MS	<b>DTS NEO:X C</b>		<b>MSDTS NEO:X C&lt;CR&gt;</b>
	<b>DTS NEO:X M</b>		<b>MSDTS NEO:X M&lt;CR&gt;</b>
	<b>DTS NEO:X G</b>		<b>MSDTS NEO:X G&lt;CR&gt;</b>
	DTS SURROUND		MSDTS SURROUND<CR>
	DTS ES DSCRT6.1		MSDTS ES DSCRT6.1<CR>
	DTS ES MTRX6.1		MSDTS ES MTRX6.1<CR>
	DTS+PL2X C		MSDTS+PL2X C<CR>
	DTS+PL2X M		MSDTS+PL2X M<CR>
	DTS+PL2Z H		MSDTS+PL2Z H<CR>
	<b>DTS+NEO:X C</b>		<b>MSDTS+NEO:X C&lt;CR&gt;</b>
	<b>DTS+NEO:X M</b>		<b>MSDTS+NEO:X M&lt;CR&gt;</b>
	<b>DTS+NEO:X G</b>		<b>MSDTS+NEO:X G&lt;CR&gt;</b>
	DTS96/24		MSDTS96/24<CR>
	DTS96 ES MTRX		MSDTS96 ES MTRX<CR>
	MCH STEREO		MSMCH STEREO<CR>
	ROCK ARENA		MSROCK ARENA<CR>
	JAZZ CLUB		MSJAZZ CLUB<CR>
	MONO MOVIE		MSMONO MOVIE<CR>
	MATRIX		MSMATRIX<CR>
	VIDEO GAME		MSVIDEO GAME<CR>
	VIRTUAL		MSVIRTUAL<CR>
	DOLBY D+		MSDOLBY D+<CR>
	DOLBY D+ +EX		MSDOLBY D+ +EX<CR>
	DOLBY D+ +PL2X C		MSDOLBY D+ +PL2X C<CR>
	DOLBY D+ +PL2X M		MSDOLBY D+ +PL2X M<CR>
	DOLBY D+ +PL2Z H		MSDOLBY D+ +PL2Z H<CR>
	<b>DOLBY D+ +NEO:X C</b>		<b>MSDOLBY D+ +NEO:X C&lt;CR&gt;</b>
	<b>DOLBY D+ +NEO:X M</b>		<b>MSDOLBY D+ +NEO:X M&lt;CR&gt;</b>
	<b>DOLBY D+ +NEO:X C</b>		<b>MSDOLBY D+ +NEO:X G&lt;CR&gt;</b>



<i><b>EVENT</b></i>	<i><b>PARAMETER</b></i>	function	example
	DOLBY TRUEHD		MSDOLBY HD<CR>
	DOLBY HD		MSDOLBY HD<CR>
	DOLBY HD+EX		MSDOLBY HD+EX<CR>
	DOLBY HD+PL2X C		MSDOLBY HD+PL2X C<CR>
	DOLBY HD+PL2X M		MSDOLBY HD+PL2X M<CR>
	DOLBY HD+PL2Z H		MSDOLBY HD+PL2Z H<CR>
	<b>DOLBY HD+NEO:X C</b>		<b>MSDOLBY HD+NEO:X C&lt;CR&gt;</b>
	<b>DOLBY HD+NEO:X M</b>		<b>MSDOLBY HD+NEO:X M&lt;CR&gt;</b>
	<b>DOLBY HD+NEO:X G</b>		<b>MSDOLBY HD+NEO:X G&lt;CR&gt;</b>
	DTS HD		MSDTS HD<CR>
	DTS HD MSTR		MSDTS HD MSTR<CR>
	DTS HD+PL2X C		MSDTS HD+PL2X C<CR>
	DTS HD+PL2X M		MSDTS HD+PL2X M<CR>
	DTS HD+PL2Z H		MSDTS HD+PL2Z H<CR>
	<b>DTS HD+NEO:X C</b>		<b>MSDTS HD+NEO:X C&lt;CR&gt;</b>
	<b>DTS HD+NEO:X M</b>		<b>MSDTS HD+NEO:X M&lt;CR&gt;</b>
	<b>DTS HD+NEO:X G</b>		<b>MSDTS HD+NEO:X G&lt;CR&gt;</b>
	DTS ES 8CH DSCRT		MSDTS ES 8CH DSCRT<CR>
	DTS EXPRESS		MSDTS EXPRESS<CR>
	<b>ALL ZONE STEREO</b>		<b>MSALL ZONE STEREO&lt;CR&gt;</b>

<i><b>EVENT</b></i>	<i><b>PARAMETER</b></i>	function	example
MS	QUICK1	QUICK SELECT mode change	MSQUICK1<CR>
	QUICK2		MSQUICK2<CR>
	QUICK3		MSQUICK3<CR>
	QUICK4		MSQUICK4<CR>
	QUICK5		MSQUICK5<CR>
	QUICK0	---QUICK 1(or 2, 3, 4, 5) Change QUICK SELECT OFF	MSQUICK0<CR>

<b>EVENT</b>	<b>PARAMETER</b>	<b>function</b>	<b>example</b>
VS	ASPNRM	ASPECT setting change NRM=4:3 , FUL=16:9	VSASPNRM<CR>
	ASPFUL		VSASPFUL<CR>
	SC48P	Resolution(analog) setting change	VSSC48P<CR>
	SC10I		VSSC10I<CR>
	SC72P		VSSC72P<CR>
	SC10P		VSSC10P<CR>
	SC10P24		VSSC10P24<CR>
	SC4K		VSSC4K<CR>
	SCAUTO		VSSCAUTO<CR>
	SCH48P		Resolution(HDMI) setting change
	SCH10I	VSSCH10I<CR>	
	SCH72P	VSSCH72P<CR>	
	SCH10P	VSSCH10P<CR>	
	SCH10P24	VSSCH10P24<CR>	
	SCH4K	VSSCH4K<CR>	
	SCHAUTO	VSSCHAUTO<CR>	
	AUDIO AMP	HDMI AUDIO Output setting change	VSAUDIO AMP<CR>
	AUDIO TV		VSAUDIO TV<CR>
	VPMAUTO	Video Mode setting change	VSVPMAUTO<CR>
	VPMGAME		VSVPMGAME<CR>
	VPMMOVI		VSVPMMOVI<CR>

<b>EVENT</b>	<b>PARAMETER</b>	<b>function</b>	<b>example</b>
PS	TONE CTRL OFF	TONE CONTROL ON/OFF change	PSTONE CTRL OFF<CR>
	TONE CTRL ON		PSTONE CTRL OFF<CR>
	CINEMA EQ.ON	CINEMA EQ. ON/OFF change	PSCINEMA EQ.ON<CR>
	CINEMA EQ.OFF		PSCINEMA EQ.OFF<CR>
	MODE:CINEMA	CINEMA / MUSIC / GAME / HEIGHT mode change	PSMODE:CINEMA<CR>
	MODE:MUSIC		PSMODE:MUSIC<CR>
	MODE:GAME		PSMODE:GAME<CR>
	MODE:HEIGHT		PSMODE:HEIGHT<CR>
	LOM ON	Loudness Management ON/OFF change	PSLOM ON<CR>
	LOM OFF		PSLOM OFF<CR>
	PHG LOW	PL II z HEIGHT GAIN change	PSPHG LOW<CR>
	PHG MID		PSPHG MID<CR>
	PHG HI		PSPHG HI<CR>
	MULTEQ:AUDYSSEY	MultEQ XT mode change	PSMULTEQ:AUDYSSEY<CR>
	MULTEQ:BYP.LR		PSMULTEQ:BYP.LR<CR>
	MULTEQ:FLAT		PSMULTEQ:FLAT<CR>
	MULTEQ:MANUAL		PSMULTEQ:MANUAL<CR>
	MULTEQ:OFF		PSMULTEQ:OFF<CR>
	DYNEQ ON	DYNAMIC EQ ON/OFF change	PSDYNEQ ON<CR>
	DYNEQ OFF		PSDYNEQ OFF<CR>
	REFLEV 0	Reference Level Offset change	PSREFLEV 0<CR>
	REFLEV 5		PSREFLEV 5<CR>
	REFLEV 10		PSREFLEV 10<CR>
	REFLEV 15		PSREFLEV 15<CR>
	DYNVOL HEV	DYNAMIC VOLUME change	PSDYNVOL HEV<CR>
	DYNVOL MED		PSDYNVOL MED<CR>
	DYNVOL LIT		PSDYNVOL LIT<CR>
	DYNVOL OFF		PSDYNVOL OFF<CR>
	DSX ONH	Audyssey DSX change	PSDSX ONH<CR>
	DSX ONW		PSDSX ONW<CR>
	DSX OFF		PSDSX OFF<CR>
	STW **	STAGE WIDTH change	PSSTW 50<CR>
	STH **	STAGE HEIGHT change	PSSTH 50<CR>

<i>EVENT</i>	<i>PARAMETER</i>	function	example
PS	BAS **	BASS change	PSBAS 50<CR>
	TRE **	TREBLE change	PSTRE 50<CR>
	DRC AUTO	Dynamic Compression change	PSDRC AUTO<CR>
	DRC LOW	When the input signal is Dolby TrueHD	PSDRC LOW<CR>
	DRC MID		PSDRC MID<CR>
	DRC HI		PSDRC HI<CR>
	DRC OFF		PSDRC OFF<CR>
	LFE **	LFE change	PSLFE 10<CR>
	EFF **	EFFECT LEVEL change	PSEFF 10<CR>
	DEL ***	DELAY change	PSDEL 100<CR>
	PAN ON	PANORAMA ON/OFF change	PSPAN ON<CR>
	PAN OFF		PSPAN OFF<CR>
	DIM **	DIMENSION change	PSDIM 06<CR>
	CEN **	CENTER WIDTH change	PSCEN 07<CR>
	<b>CEG **</b>	<b>CENTER GAIN change</b>	<b>PSCEG 10&lt;CR&gt;</b>
	SWR ON	SW ON/OFF change	PSSWR ON<CR>
	SWR OFF		PSSWR OFF<CR>
	RSZ S	ROOM SIZE change	PSRSZ S<CR>
	RSZ MS		PSRSZ MS<CR>
	RSZ M		PSRSZ M<CR>
	RSZ ML		PSRSZ ML<CR>
	RSZ L		PSRSZ L<CR>
	DELAY ***	AUDIO DELAY change	PSDELAY 200<CR>
	RSTR OFF	AUDIO RESTORER change	PSRSTR OFF<CR>
	<b>RSTR LOW</b>		<b>PSRSTR LOW&lt;CR&gt;</b>
	<b>RSTR MED</b>		<b>PSRSTR MID&lt;CR&gt;</b>
	<b>RSTR HI</b>		<b>PSRSTR HI&lt;CR&gt;</b>
	FRONT SPA	FRONT SPEAKER direct change	PSFRONT SPA<CR>
	FRONT SPB		PSFRONT SPB<CR>
	FRONT SPA+B		PSFRONT A+B<CR>

PS **COMMAND** : "\*" parameter uses two or three ASCII characters. (see page6 J) section)

<i>EVENT</i>	<i>PARAMETER</i>	function	example
PV	<b>OFF</b>	Picture Mode=OFF	<b>PVOFF&lt;CR&gt;</b>
	<b>STD</b>	Picture Mode=STANDARD	<b>PVSTD&lt;CR&gt;</b>
	<b>MOV</b>	Picture Mode=MOVIE	<b>PVMOV&lt;CR&gt;</b>
	<b>VVD</b>	Picture Mode=VIVID	<b>PVVVD&lt;CR&gt;</b>
	<b>STM</b>	Picture Mode=STREAM	<b>PVSTM&lt;CR&gt;</b>
	<b>CTM</b>	Picture Mode=CUSTOM	<b>PVCTM&lt;CR&gt;</b>
	CN **	CONTRAST change	PVCN 50<CR>
	BR **	BRIGHTNESS Change	PVBR 12<CR>
	<b>ST **</b>	Saturation change	<b>PVST 50&lt;CR&gt;</b>
	HUE **	Hue Change	PVHUE 50<CR>
	DNR OFF	DNR change	PVDNR OFF<CR>
	DNR LOW		PVDNR LOW<CR>
	DNR MID		PVDNR MID<CR>
	DNR HI		PVDNR HI<CR>
	ENH **	ENHANCER change	PVENH 12<CR>

<b>EVENT</b>	<b>PARAMETER</b>	function	example
Z2	CD	ZONE2 source change ---The name of PARAMETER is the same as that of the time of SI COMMAND.	Z2CD<CR>
	USB DIRECT IPOD DIRECT		Z2USB DIRECT<CR> Z2IPOD DIRECT<CR>
	SOURCE	ZONE2 mode cancel	Z2SOURCE<CR>
	QUICK1	ZONE2 QUICK SELECT mode change	Z2QUICK1<CR>
	QUICK2		Z2QUICK2<CR>
	QUICK3		Z2QUICK3<CR>
	QUICK4		Z2QUICK4<CR>
	QUICK5		Z2QUICK5<CR>
	QUICK0		---Z2 QUICK SELECT 1(or 2, 3, 4, 5) Change QUICK SELCT OFF
	FAVORITE1	ZONE2 FAVORITE STATION 1-3 MODE SELECT	ZMFAVORITE1<CR>
	FAVORITE2		ZMFAVORITE2<CR>
	FAVORITE3		ZMFAVORITE3<CR>
	FAVORITE1 MEMORY	ZONE2 FAVORITE STATION 1-3 MODE MEMORY	ZMFAVORITE1 MEMORY<CR>
	FAVORITE2 MEMORY		ZMFAVORITE2 MEMORY<CR>
	FAVORITE3 MEMORY		ZMFAVORITE3 MEMORY<CR>
	**	ZONE2 VOLUME change , **:00 to 98 by ASCII 98 = 18dB (MAX) 80 = 00dB 01 = -79dB 00 = --- (MIN)	Z280<CR>
ON	ZONE2 ON/OFF change	Z2ON<CR>	
OFF		Z2OFF<CR>	
Z2MU	ON	ZONE2 OUTPUT MUTE ON/OFF change	Z2MUON<CR>
	OFF		Z2MUOFF<CR>
Z2CV	FL **	** :38 to 62 by ASCII , 50=0dB	Z2CVFL 50<CR>
	FR **	** :38 to 62 by ASCII , 50=0dB	Z2CVFR 50<CR>

The **PARAMETER** of Z2 **EVENT** : Uses two ASCII characters. (see page4 J) section)

<b>EVENT</b>	<b>PARAMETER</b>	function	example
Z2CS	ST	ZONE2 Channel setting	Z2CSST<CR>
	MONO		Z2CSMONO<CR>
Z2CV	FL **	** : 38 to 62 by ASCII , 50=0dB	Z2CVFL 50<CR>
	FR **	** : 38 to 62 by ASCII , 50=0dB	Z2CVFR 50<CR>
Z2HPF	ON	ZONE2 HPF ON/OFF change	Z2HPFON<CR>
	OFF		Z2HPFOFF<CR>
Z2PS	BAS **	ZONE2 BASS change	Z2PSBAS 50<CR>
	TRE **	ZONE2 TEBLE change	Z2PSTRE 50<CR>



## ※ANALOG TUNER Control

<i>EVENT</i>	<i>PARAMETER</i>	function	example
TF	AN***** (6 digits)	TUNER Frequency change  --- ****.** kHz at AM band ****.** MHz at FM band	TFAN105000<CR>  (1050.00kHz at AM)
TP	AN** (PRESET No.)	TUNER PRESET change to No.** <b>** : 01-56 01=CH01,56=CH56</b>	<b>TPAN01&lt;CR&gt;</b> <b>(PRESET No. "01")</b>
	ANOFF	Change Preset Channel select OFF	TPANOFF<CR>
	ANMEM**	TUNER PRESET MEMORY <b>** : 01-56 01=CH01,56=CH56</b>	<b>TPANMEM01&lt;CR&gt;</b>
TM	<b>ANAM</b>	---Band set to <b>AM</b>	<b>TMANAM&lt;CR&gt;</b>
	<b>ANFM</b>	---Band set to <b>FM</b>	<b>TMANFM&lt;CR&gt;</b>
	ANAUTO	---Tuning mode set to AUTO mode	TMANAUTO<CR>
	ANMANUAL	---Tuning mode set to MANUAL mode	TMANMANUAL<CR>

※Network Audio/USB /iPod DIRECT Extended Control

EVENT	PARAMETER	function	example
NSA		Onscreen Display Information is Answered By the NSA Command.	
	0	Display Line1 Information	NSA0*****<CR>
	1	Display Line3 Information	NSA1※*****<CR>
	2	Display Line4 Information	NSA2※*****<CR>
	3	Display Line5 Information	NSA3※*****<CR>
	4	Display Line6 Information	NSA4※*****<CR>
	5	Display Line7 Information	NSA5※*****<CR>
	6	Display Line8 Information	NSA6※*****<CR>
	7	Display Line9 Information	NSA7*****<CR>
	8	Display Line10 Information	NSA8*****<CR> *:Character Length MAX96byte _:Null ?:Exclusion (The character after Null should be disregarded) ※:Cursor&Playable Information Data (1Byte) Bit1:Playable Music Bit2:Directory Bit4:CURSOR SELECT=1 Bit7:Picture Bit3,5,6,8:Don't Care
		NSA0Now Playing USB_<CR> NSA1※Come Away With Me_<CR> NSA2※Norah Jones_<CR> NSA3※_<CR> NSA4※_<CR> NSA5※00:11 100%_<CR> NSA6※_<CR> NSA7_<CR> NSA8 <CR>	

<b><i>EVENT</i></b>	<b><i>PARAMETER</i></b>	<b>function</b>	<b>example</b>
NSE		Onscreen Display Information (mServer/iRadio) is Answered By the NSE Command.	
	0	Display Line1 Information	NSE0***** <CR>
	1	Display Line3 Information	NSE1※***** <CR>
	2	Display Line4 Information	NSE2※***** <CR>
	3	Display Line5 Information	NSE3※***** <CR>
	4	Display Line6 Information	NSE4※***** <CR>
	5	Display Line7 Information	NSE5※***** <CR>
	6	Display Line8 Information	NSE6※***** <CR>
	7	Display Line9 Information	NSE7***** <CR>
8	Display Line10 Information	NSE8***** <CR> *:UTF-8 CODE Character (MAX96byte) _:Null ?: Don't Care (The character after Null should be disregarded) ※:Cursor&Playable Information Data (1Byte) Bit1: Playable Music =1 Bit2: Directory Bit4: CURSOR SELECT=1 Bit7: Picture Bit3,5,6,8: Don't Care ***** <CR>:96byte Fixed	
		<example> NSE0 Now Playing USB_ <CR> NSE1※ Come Away With Me_ <CR> NSE2※ Norah Jones_ <CR> NSE3※_ <CR> NSE4※_ <CR> NSE5※ 00:11 100%_ <CR> NSE6※_ <CR> NSE7_ <CR> NSE8 <CR>	

<b>COMMAND</b>	<b>PARAMETER</b>	function	example
NS	B** (PRESET No.)	Preset Call ** : 00-55 00=CH01,55=CH56	NSB00<CR>
	C** (PRESET No.)	Preset Memory, Preset stored at No.** ** : 00-55 00=CH01,55=CH56	NSC00<CR>
	H	Return Preset Channel CH1-CH56 status (UTF-8) ** : 00-55 00=CH01,55=CH56	NSH00***** (20 digits)<CR> NSH01***** (20 digits)<CR>   NSH54***** (20 digits)<CR> NSH55***** (20 digits)<CR>

### ※Cursor/Enter/Setup Menu

<i>COMMAND</i>	<i>PARAMETER</i>	function	example
MN	MEN ON	"Setup Menu ON" Control	MNMEN ON<CR>
	MEN OFF	"Setup Menu OFF" Control	MNMEN OFF<CR>
	PRV ON	"InstaPrevue ON" Control	MNPRV ON<CR>
	PRV OFF	"InstaPrevue OFF" Control	MNPRV OFF<CR>
	ZST ON	"All Zone Stereo ON" Control	MNZST ON<CR>
	ZST OFF	"All Zone Stereo OFF" Control	MNZST OFF<CR>

### ※TRIGGER CONTROL

<i>EVENT</i>	<i>PARAMETER</i>	function	example
TR	1 ON	Trigger 1 ON	TR1 ON<CR>
	1 OFF	Trigger 1 OFF	TR1 OFF<CR>

### ※Remote Lock/Panel Lock

<i>EVENT</i>	<i>PARAMETER</i>	function	example
SY	REMOTE LOCK ON	REMOTE CONTROL LOCK ON/OFF	SYREMOTE LOCK ON<CR>
	REMOTE LOCK OFF		SYREMOTE LOCK OFF<CR>
	PANEL LOCK ON	PANEL BUTTON(Except MASTER VOL.)CONTROL LOCK ON	SYPANEL LOCK ON<CR>
	PANEL+V LOCK ON	PANEL BUTTON & MASTER VOL. CONTROL LOCK ON	SYPANEL+V LOCK ON<CR>
	PANEL LOCK OFF	PANEL BUTTUM & MASTER VOL. CONTROL LOCK OFF	SYPANEL LOCK OFF<CR>

### ※UPGRADE ID Display

<i>COMMAND</i>	<i>PARAMETER</i>	function	example
UG	IDN *****	ID Number for UPGRADE is displayed on FL Display *****:12-digit ID Number	UGIDN *****<CR>
	IDN NG	Can't get ID number from DPMS	UGIDN NG<CR>

## Extension COMMAND

· The RC code can be sent from Serial protocol commands

### Protocol specification

**Command structure:** COMMAND + RC FORMAT + RC DATA + CR (0x0D)

COMMAND : ASCII CODE of 2 characters

Ex. RC : RC CODE

RC FORMAT : ASCII CODE of 3 characters

Ex. **KSK** : KASEIKYO FORMAT

**SHP** : SHARP FORMAT

RC DATA : ASCII CODE of 7 characters

※For details of the RC CODE , please refer to the IR remote control code list.

### KASEIKYO FORMAT

REMOTE ID SET : 1

No.	GENRE2				Data														ID		parity								Key Name
	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48					
RCKSK0410002	1	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	1	1	0	ALL POWER ON				
RCKSK0410003					1	1	0	0	0	0	0	0	0	0	0	0	1	0	0	0	1	1	1	0	ALL POWER OFF				
RCKSK0410006					0	1	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	1	0	0	MAIN ZONE ON				
RCKSK0410007					1	1	1	0	0	0	0	0	0	0	0	0	1	0	0	0	1	1	0	0	MAIN ZONE OFF				

### SHARP FORMAT

No.	Data (C6~C11)	Key Name	No.	Data (C6~C11)	Key Name
RCSHP0230032	000001	ENTER	RCSHP0230048	000011	MUTING
RCSHP0230033	100001	POWER ON	RCSHP0230049	100011	MASTER VOLUME UP
RCSHP0230034	010001	POWER OFF	RCSHP0230050	010011	MASTER VOLUME DOWN
RCSHP0230035	110001	DVD	RCSHP0230051	110011	SL LEVEL UP
RCSHP0230036	001001	STANDARD(DOLBY/DTS SURR.)	RCSHP0230052	001011	SL LEVEL DOWN
RCSHP0230037	101001	SL LEVEL DOWN	RCSHP0230053	101011	CENTER LEVEL UP

**The example of a command** \* <CR> is the meaning of 0x0D.

RCKSK0410002<CR> : All Power ON by using KASEIKYO FORMAT

RCSHP0230033<CR> : All Power ON by using SHARP FORMAT