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The information contained in this manual does not guarantee compatibility or operability of the Sony projector models listed in this manual with all other equipment and systems. Sony is not responsible for product malfunctions resulting from failure to follow the instructions and information contained herein. For details on the projector models listed herein, please refer to the Sony user manuals and operating instructions. The information and specifications contained herein are subject to change without notice.

**Related Manuals**

The following manual is provided for this unit in addition to this “Protocol Manual (COMMON)”.

• **“Protocol Manual” (SUPPORTED COMMAND LIST)**
  This manual describes the presence/absence of protocol support, initial setting, presence/absence of each command support and presence/absence of setting items such as menu in each projector model. Refer to the Protocol Manual (SUPPORTED COMMAND LIST) of each model.

**1. Overview**

This manual describes the basic configuration and operation to write the various commands to be used in the serial communication (RS-232C) and network communication for the projector. By using the commands described in this manual, you can operate the power supply and input selection, change the setting and obtain the device status from the external controller such as a personal computer (PC).

**Glossary of terms**

<table>
<thead>
<tr>
<th>Terms</th>
<th>Formal name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SDAP</td>
<td>Simple Display Advertisement</td>
<td>Protocol name for advertising the projector status over Ethernet</td>
</tr>
<tr>
<td></td>
<td>Protocol</td>
<td></td>
</tr>
<tr>
<td>ADCP</td>
<td>Advanced Display Control Protocol</td>
<td>Protocol name for controlling projector over RS-232C or Ethernet</td>
</tr>
<tr>
<td>PJLink</td>
<td></td>
<td>Protocol name for controlling projector over Ethernet</td>
</tr>
<tr>
<td>DDDP</td>
<td>Dynamic Device Discovery Protocol</td>
<td>AMX Device Discovery is the protocol name by AMX to enable to configure the AMX control system and the intended devices</td>
</tr>
<tr>
<td>SDDP</td>
<td>Simple Device Discovery Protocol</td>
<td>Protocol name by Control4 to allow devices to be easily added to a control system</td>
</tr>
<tr>
<td>CIP</td>
<td>Crestron Internet Protocol</td>
<td>Protocol name used in Crestron RoomView and control system by Crestron</td>
</tr>
</tbody>
</table>
2. Communication Specifications

The connection specifications for serial communication (RS-232C) and network communication used in the remote control operation are described.

2-1. Serial Communication (RS-232C)

2-1-1. Connection

A D-Sub 9-pin cross (reverse) cable is used for connection.
Guaranteed cable length: 15 m (However, the cable length may not be able to be guaranteed depending on the cable used.)
A connection is used only TxD and RxD lines.

Cable connection diagram

![Cable connection diagram](image-url)
2-1-2. Communication Specifications

Full duplex communication channel
Asynchronous system
No flow control
Transfer rate: 38,400 bps
The bit configuration is as follows:
1 start bit + 8-data bit + 1 parity bit + 1 stop bit
Even parity ..........The 1’s sum total of D0 to D7 is an even number. → 0
..........The 1’s sum total of D0 to D7 is an odd number. → 1

2-2. Network Communication

In the models having the Ethernet terminal, the network communication can be controlled by a network.

When performing the communication also during the standby state, set the unit as follows in the main unit menu.
“Standby mode” = “Standard” or
“Network management” = “ON”

For the support for each model, refer to the correspondence list of “Other items for each model” in “SUPP-ORTED COMMAND LIST”.

10Base-T or 100Base-TX can be automatically selected when using a network terminal.
When performing the communication via HDBaseT using the model that supports HDBaseT, the communication is enabled only with 100BaseTX.

Ethernet is a registered trademark of Xerox Corporation.

When you connect to the network by using the controller and Ethernet, perform the connection via the Ethernet router/hub or by using the Ethernet cross cable.

When performing the connection via HDBaseT using the model that supports HDBaseT, refer to the Operating Instructions of the model to be used.
3. Overview of Communication

The communication services below are available for controlling the projector from a remote location. For the presence/absence of protocol support in each mode, refer to the correspondence list of “Other items for each model” in “SUPPORTED COMMAND LIST”.

- Advertisement
- ADCP
- PJLink
- AMX Dynamic Device Discovery Protocol (DDDP)
- Control4 Simple Device Discovery Protocol (SDDP)
- Crestron Control
- SNMP

4. Glossary of Protocol

4-1. Advertisement

The advertisement service is provided to facilitate development of a PC application that can automatically detect the projector on the network. This function is achieved by broadcasting the equipment information periodically to the network.

**Tip**

This service cannot be used in communication for which serial communication (RS-232C) was used. This service is invalid during initial setting.

**[Information]**

The equipment information below is sent as a broadcast packet at regular intervals.

<table>
<thead>
<tr>
<th>Information</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category</td>
<td>Category of the equipment</td>
</tr>
<tr>
<td>Equipment name</td>
<td>Name of the equipment</td>
</tr>
<tr>
<td>Serial number</td>
<td>Serial number of the equipment</td>
</tr>
<tr>
<td>Installation info</td>
<td>Installation location of the equipment</td>
</tr>
<tr>
<td>Community</td>
<td>Community name of the equipment</td>
</tr>
<tr>
<td>Power status</td>
<td>Power status of the equipment</td>
</tr>
</tbody>
</table>

**Tip**

- The category of the projector is 0Ah.
- The power status sets FFFFh if communication error occurs.
[Protocol]
The SDAP protocol is defined in order to provide this service.

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Protocol name</td>
<td>SDAP (Simple Display Advertisement Protocol)</td>
</tr>
<tr>
<td>Transport</td>
<td>UDP</td>
</tr>
<tr>
<td>Port number</td>
<td>53862 (Factory-shipments value)</td>
</tr>
<tr>
<td>Broadcast interval</td>
<td>Once every 30 seconds (Factory-shipments value)</td>
</tr>
</tbody>
</table>

[Setup Items]
The items that can be set for the advertisement service are described below. Select “Setup” in the web setup window of the projector. Then, you can set the items in “Advertisement” of “Advanced Menu”.

<table>
<thead>
<tr>
<th>Setup items</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Community</td>
<td>Community name</td>
</tr>
<tr>
<td>Port No.</td>
<td>Port number</td>
</tr>
<tr>
<td>Interval</td>
<td>Broadcast interval</td>
</tr>
<tr>
<td>Broadcast Address</td>
<td>Add the transmission place.</td>
</tr>
</tbody>
</table>

4-1-1. SDAP Packet Structure

This section describes the SDAP packet structure. The number in the brackets shows byte.

![Packet structure diagram]

1. Header
   The header consists of ID (2 bytes), version (1 byte) and category (1 byte).

   ![HEADER diagram]

   **ID**
   It is fixed to “441h”.

   **VERSION**
   This indicates the version number of protocol.
   It is fixed to 01h (version 1).

   **CATEGORY**
   Category number 0Ah of the projector is entered here.

2. COMMUNITY
   The community that is set in the display equipment is entered.

   ![COMMUNITY diagram]
3. Equipment Information

**PRODUCT NAME**
Name of equipment (Maximum twelve characters)
In case of less than twelve characters, 00h is entered in the blank space.

**SERIAL NO.**
Serial number is entered.

**POWER STATUS**
Power supply status of the equipment is entered.

**LOCATION**
Information of installation location (Maximum twenty four characters)
In case of less than twenty four characters, 00h is entered in the blank space.

4-2. ADCP (Advanced Display Control Protocol)

ADCP is a protocol for controlling a Sony projector from a remote location through serial and network connections. A text-based command is used for a protocol. A command can be easily sent or confirmed from the terminal program in PC.

4-2-1. Function

The projector can be controlled using commands below.

**System command**
This command can acquire the system status such as the power operation, power status, and error state of the projector.

**Menu command**
This command can switch the input terminal of the projector or operate an OSD menu.

**Remote controller key command**
This command can emulate the key operation of an infrared remote controller.

**Tip**
For the compatibility with the command in each model, refer to the separate “Protocol Manual (SUPPORTED COMMAND LIST)”.
[Protocol]
Use the protocols below when using this service through a network.

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Protocol name</td>
<td>ADCP (Advanced Display Control Protocol)</td>
</tr>
<tr>
<td>Transport</td>
<td>TCP</td>
</tr>
<tr>
<td>Port number</td>
<td>53595 (Factory-setting value)</td>
</tr>
<tr>
<td>TCP connection time-out</td>
<td>60 seconds (Factory-setting value)</td>
</tr>
<tr>
<td>Authentication function</td>
<td>ON (Factory-setting value)</td>
</tr>
<tr>
<td>Authentication password</td>
<td>Projector (Factory-setting value)</td>
</tr>
</tbody>
</table>

This password becomes the same as the administrator password required when gaining access to the setup page on a Web page.

| Authentication system         | Random number + Authentication based on the coincidence of a password to be hashed |

[Setting item]
The items below can be set for this service from a Web browser. Select “Setup” in the web setup window of the projector. Then, you can set the items in “ADCP” of “Advanced Menu”.

<table>
<thead>
<tr>
<th>Setting item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Authentication function</td>
<td>Existence of authentication function</td>
</tr>
<tr>
<td>Port number</td>
<td>Port number</td>
</tr>
<tr>
<td>Time-out</td>
<td>TCP connection time-out time</td>
</tr>
</tbody>
</table>

The session of TCP is disconnected in case that TCP connection time-out time passed from when the termination of the previous communication was received.

| Host address                  | Address of PC that can be connected              |

Connection from all PCs is accepted when this item is not set.

Tip
For the display example in using a PC, this manual differentiates between the characters displayed on the screen and the characters to be entered as shown below.

- Character code: US-ASCII
- Space (0x20)
- Newline code CR + LF (0x0D + 0x0A).

4-2-2. Serial Connection
During connection with PC as a controller, the serial connection is described in an example in which a terminal program is used.
The projector is put into a standby state with “Standby mode” set to “Standard” or with “Network management” set to “ON” beforehand using a remote controller.
Connect the controller (PC) and the projector using a serial cable and set the terminal program of PC as described below.
Serial port setting

<table>
<thead>
<tr>
<th>Setting item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Port</td>
<td>COM port of your PC connected with the projector</td>
</tr>
<tr>
<td></td>
<td>Example) COM6</td>
</tr>
<tr>
<td>Communication rate</td>
<td>38,400 bps</td>
</tr>
<tr>
<td>Data bit</td>
<td>8 bits</td>
</tr>
<tr>
<td>Parity bit</td>
<td>EVEN</td>
</tr>
<tr>
<td>Stop bit</td>
<td>1 bit</td>
</tr>
<tr>
<td>Flow control</td>
<td>None</td>
</tr>
</tbody>
</table>

Terminal setting

<table>
<thead>
<tr>
<th>Setting item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Newline code (Reception)</td>
<td>CR + LF</td>
</tr>
<tr>
<td>Newline code (Transmission)</td>
<td>CR + LF</td>
</tr>
<tr>
<td>Local echo</td>
<td>Yes</td>
</tr>
</tbody>
</table>

Open the terminal and enter a command as described below to confirm the response. (Upper-and lowercase characters are distinguished in this case.)

```
power "on"
```

Confirmation for connection succeeds if the response below is returned and if the power of the projector is turned on.

```
ok
```

If any response is not returned, confirm the setting of a port and terminal.
If the error response below is returned, confirm the entered command.

```
err_cmd (Command format error)
err_val (Command value error)
```

Communication procedure

The communication between a controller (PC) and the projector starts from when a command text begins to be input from the controller side. After a Newline code is transmitted, the projector sends a response (return data) to the controller side. The communication is then completed.

A command transmission starts when an ASCII character code is sent. It is completed when a Newline code CR + LF is sent.
A command response is also sent back when an ASCII character code is sent. It is completed when a Newline code CR + LF is sent.
The maximum size of a command sent to the projector is 512 bytes including a Newline code.

Transmit command

<table>
<thead>
<tr>
<th>Command character code</th>
<th>Maximum size of transmit command</th>
<th>Command termination</th>
<th>Command time-out</th>
</tr>
</thead>
<tbody>
<tr>
<td>US-ASCII Text</td>
<td>512 bytes</td>
<td>Newline code CR + LF (0x0D + 0x0A)</td>
<td>When no Newline code is sent within 60 seconds after command entry.</td>
</tr>
<tr>
<td>A command and parameter are delimited using a space character (x020)</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Command response

<table>
<thead>
<tr>
<th>Response</th>
<th>Type of error</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ok</strong></td>
<td>No error</td>
<td>Normal termination</td>
</tr>
<tr>
<td><strong>err_cmd</strong></td>
<td>Command format error</td>
<td>No command can be recognized.</td>
</tr>
<tr>
<td><strong>err_option</strong></td>
<td>Command option error</td>
<td>Command option error</td>
</tr>
<tr>
<td><strong>err_inactive</strong></td>
<td>Invalid error</td>
<td>A command is temporarily invalidated.</td>
</tr>
<tr>
<td><strong>err_val</strong></td>
<td>Value error</td>
<td>The value set using a command is out of the range.</td>
</tr>
<tr>
<td><strong>err_auth</strong></td>
<td>Network authentication error</td>
<td>The authentication during start of network communication failed.</td>
</tr>
<tr>
<td><strong>err_internal1</strong></td>
<td>Internal communication error 1 of the projector</td>
<td>A communication error occurred in the projector.</td>
</tr>
<tr>
<td><strong>err_internal2</strong></td>
<td>Internal communication error 2 of the projector</td>
<td>A communication error occurred in the projector.</td>
</tr>
</tbody>
</table>

ADCP command

By optional designation, the command can set values and acquire values, settable choices, and command information.

Command name: command
Value to be set: txt_param1
Currently settable choice: txt_param1, txt_param2
Settable choice in command: txt_param1, txt_param2, txt_param3

In the case described above, commands conform to the formats below, respectively.

Setting of selected value: Sets the selected value in command. The selected value is enclosed in double quotation marks (" ").

```
cmd_name "txt_param1"
```

Return code:
```
ok
```

Acquisition of selected value: Acquires the selected value that has been set.
```
cmd_name? 
```
Return code:
```
"txt_param1" (The configured selected value is returned.)
```

Acquisition of settable choice: Acquires a list of parameter-selected values that can be set currently.
```
cmd_name? --range 
```
Return code:
```
["txt_param1","txt_param2"]
```

Acquisition of command information: Acquires the command information.
```
cmd_name? --info 
```
Return code:
```
{"type":"cmd_type","version":"1.0","range": ["txt_param1","txt_param2","txt_param3"]}
```

(A command type, command version, and list of maximum settable selected value using a command are returned as command information.)
The following are the formats in the case that the selected value is a numeric value.
For example, assume that the setting value is 88;

Setting of numeric value: Sets the value in command. Type the numeric value directly without enclosing it in the double quotation marks (" ").
```
command 88
```
Return code:
```
ok
```

Setting of relative numeric value: Sets the relative value based on the numeric value that has been set. As for the negative relative value, put a minus sign (-).
```
command --rel 1 (In the case of plus 1)
```
Return code:
```
ok
```
```
command --rel -1 (In the case of minus 1)
```
Return code:
```
ok
```

Acquisition of numeric value: Acquires the numeric value that has been set.
```
command?
```
Return code:
```
88 (The numeric value that has been set is returned.)
```

Acquisition of settable choice: Acquires the range of parameter –numeric values that can be set currently.
```
command? --range
```
Return code:
```
{"min":0,"max":100,"step":1} (When the step of numeric value (STEP) that can be set is “1”, it is omitted.)
```

Acquisition of command information: Acquires the command information.
```
command? --info
```
Return code:
```
{"type":"cmd_type","version":"1.0","range":{"min":0,"max":100}} (A command type, command version, and range of maximum settable numeric value using a command are returned as command information.)
```

The JSON format is used to display the values that are configured or obtained by command. The various values such as numeric value, character string, their arrays, and object can be handled by command. The following are examples displayed by the JSON format.

Character string: Value enclosed in the double quotation marks (" ").
```
"string"
```

Numeric value: Integer or decimal in decimal number.
```
88
```

Array: Comma-separated values enclosed in the square brackets [ ].
```
["item1","item2","item3"]
```

Object: Comma-separated pairs of name and value enclosed in the curly brackets { }. The name and value are separated by colon (:).
```
{"value1":10,"value2":20,"value3":30}
```
Prescription in communication

- The entry of a command is canceled if 60 seconds or more pass from when a controller begins to enter a command text until a Newline code is issued. The data sent till then is invalidated in this case.
- After command transmission, receive the response (return data) from this unit and then send the next command. When the next command is sent without waiting for any response, the projector cannot properly receive a command and return any response. No error response may be able to be performed.
- The projector may not operate properly when it is controlled by the multiple controllers at a time. Wait for the response before sending the command also when the projector is controlled by the multiple controllers.
- When a communication error occurs, the projector invalidates the data received till then and enters a reception wait state.
- For an undefined command or when the projector judges to be invalid, the projector sends an error code to the controller side.
- Even if data is written when the input signal of the projector is unstable, notice that the value is not reflected.
- When the standby mode of the projector is set to “low” or the network management of the projector is set to “off”, an "err_cmd" response is returned if a command is sent to the projector that is in a standby state. Send the second command continuously again.

Rough standard of command response wait time

The command response wait time is approximately 30 to 1000 msec.

**Note**

This time value is obtained under conditions in which communication is not disturbed due to some cause. Frequent communication may cause delay in the operation due to the load on the system.

4-2-3. Network Connection

The projector can be controlled through a network using ADCP. During initial setting, this service is set to ON.

When using ADCP through a network, authentication is required to start communication if an authentication function is valid. For the authentication method, refer to the communication procedure below. During initial setting, the authentication function is validated.
Network communication procedure

The communication sequence of ADCP via network is shown below. When an authentication function is set to ON, a character string of random numbers is sent from the projector during connection of a controller to the projector. It is required that the controller creates a hash character string using the random numbers and a password by the algorithm of SHA256, sends it together with a Newline code, and executes authentication.

When an authentication function is set to OFF, a character string of "NOKEY" is sent during connection of the projector to a controller. The controller can directly send an ADCP command.

When authentication fails, a character string of "err_auth" is sent from the projector.

When an authentication function is set to ON:

<table>
<thead>
<tr>
<th>Controller</th>
<th>Projector</th>
</tr>
</thead>
<tbody>
<tr>
<td>Connection start</td>
<td>Creation of random numbers</td>
</tr>
<tr>
<td>Reception of random numbers</td>
<td></td>
</tr>
<tr>
<td>Hashed character string of (random numbers + password)</td>
<td>Transmission of random number character string</td>
</tr>
<tr>
<td>&lt;Example&gt; 1a2b3c4d</td>
<td>&lt;Example&gt; 1a2b3c4d</td>
</tr>
<tr>
<td>In the following case:</td>
<td></td>
</tr>
<tr>
<td>Received random numbers: 1a2b3c4d</td>
<td></td>
</tr>
<tr>
<td>Password: password1234</td>
<td></td>
</tr>
<tr>
<td>The combination of two character strings, 1a2b3c4d password1234, is hashed with SHA256 to acquire the hexadecimal string of 64 digits 283121d4374034199c6f08f1a68d1639bfc8eae257fc2e0ac661d65c7e9f0607.</td>
<td></td>
</tr>
<tr>
<td>Transmission of hashed character string acquired as described above</td>
<td>Reception of hash character string</td>
</tr>
<tr>
<td>&lt;Example&gt; 2831.....0607</td>
<td></td>
</tr>
<tr>
<td>Comparison with random numbers + hashed character string of password</td>
<td></td>
</tr>
<tr>
<td>For coincidence</td>
<td></td>
</tr>
<tr>
<td>Transmission of success result</td>
<td>Command send/receive enable state</td>
</tr>
<tr>
<td>OK</td>
<td></td>
</tr>
<tr>
<td>For non-coincidence</td>
<td></td>
</tr>
<tr>
<td>Transmission of failure result</td>
<td></td>
</tr>
<tr>
<td>err_auth</td>
<td></td>
</tr>
</tbody>
</table>
When an authentication function is set to OFF;

Like serial connection, a command response can be confirmed using a terminal program when a command is put into a send/receive enable state. Refer to the following for details of the setting.

### Setting of network connection

<table>
<thead>
<tr>
<th>Setting item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Connection destination address</td>
<td>IP address of the projector</td>
</tr>
<tr>
<td>Port number</td>
<td>53595(^*)</td>
</tr>
</tbody>
</table>

\( ^* \): Conforms to the setting of the projector.

### Terminal setting

<table>
<thead>
<tr>
<th>Setting item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Newline code (Reception)</td>
<td>CR + LF</td>
</tr>
<tr>
<td>Newline code (Transmission)</td>
<td>CR + LF</td>
</tr>
<tr>
<td>Local echo</td>
<td>Yes</td>
</tr>
</tbody>
</table>

Refer to the Serial Connection (Section 4-2-2.) for the overview on command transmission and reception or the prescription in communication.
4-3. PJLink

This unit supports the PJLink class1 protocol.
For details about this protocol, refer to the PJLink specifications published from JBMIA.
You can turn on or off the PJLink protocol and set a password from the Web setting screen > Setup > Advanced Menu > PJLINK.
When the authentication setting is changed, the connected controller will be disconnected.

**Tip**
PJLink is a registered trademark of Japan Business Machine and Information System Industries Association.

1. Command Details

<table>
<thead>
<tr>
<th>Command</th>
<th>Data</th>
<th>Remark</th>
</tr>
</thead>
<tbody>
<tr>
<td>POWR</td>
<td>0</td>
<td>Changes the projector’s power status to ‘Standby’.</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Changes the projector’s power status to ‘Lamp ON’.</td>
</tr>
<tr>
<td>POWR ?</td>
<td></td>
<td>The following values are returned:</td>
</tr>
<tr>
<td></td>
<td>0</td>
<td>Standby</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Lamp ON</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>Cooling state</td>
</tr>
<tr>
<td></td>
<td>3</td>
<td>Warm-up state</td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>Unacceptable period</td>
</tr>
<tr>
<td></td>
<td>5</td>
<td>Projector defects.</td>
</tr>
<tr>
<td>INPT</td>
<td>1</td>
<td>Changes the projector input to ‘RGB’.*</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>Changes the projector input to ‘VIDEO’.*</td>
</tr>
<tr>
<td></td>
<td>3</td>
<td>Changes the projector input to ‘DIGITAL’.*</td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>Changes the projector input to ‘STORAGE’.*</td>
</tr>
<tr>
<td></td>
<td>5</td>
<td>Changes the projector input to ‘NETWORK’.*</td>
</tr>
<tr>
<td>INPT ?</td>
<td></td>
<td>The following values are returned:</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>RGB*</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>VIDEO*</td>
</tr>
<tr>
<td></td>
<td>3</td>
<td>DIGITAL*</td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>STORAGE*</td>
</tr>
<tr>
<td></td>
<td>5</td>
<td>NETWORK*</td>
</tr>
<tr>
<td>AVMT</td>
<td>10</td>
<td>Cancels the projector’s video muting.</td>
</tr>
<tr>
<td></td>
<td>11</td>
<td>Sets the projector’s video muting.</td>
</tr>
<tr>
<td></td>
<td>20</td>
<td>Cancels the projector’s audio muting.</td>
</tr>
<tr>
<td></td>
<td>21</td>
<td>Sets the projector’s audio muting.</td>
</tr>
<tr>
<td></td>
<td>30</td>
<td>Cancels the projector’s video + audio muting.</td>
</tr>
<tr>
<td></td>
<td>31</td>
<td>Sets the projector’s video + audio muting.</td>
</tr>
<tr>
<td>AVMT ?</td>
<td></td>
<td>The following values are returned:</td>
</tr>
<tr>
<td></td>
<td>11</td>
<td>Projector video muting ON</td>
</tr>
<tr>
<td></td>
<td>21</td>
<td>Projector audio muting ON</td>
</tr>
<tr>
<td></td>
<td>30</td>
<td>Projector video + audio muting OFF</td>
</tr>
<tr>
<td></td>
<td>31</td>
<td>Projector video + audio muting ON</td>
</tr>
<tr>
<td>Command</td>
<td>Data</td>
<td>Remark</td>
</tr>
<tr>
<td>---------</td>
<td>------</td>
<td>--------</td>
</tr>
<tr>
<td>ERST ?</td>
<td></td>
<td>The following values are returned:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>6th digit : Fan error</td>
</tr>
<tr>
<td></td>
<td></td>
<td>5th digit : Lamp error</td>
</tr>
<tr>
<td></td>
<td></td>
<td>4th digit : Temperature error</td>
</tr>
<tr>
<td></td>
<td></td>
<td>3rd digit : Cover open error</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2nd digit : Filter error</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1st digit : Other error</td>
</tr>
<tr>
<td></td>
<td></td>
<td>The following values are assigned to each digit:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 : No error, or detection impossible</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 : Warning</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2 : Error occurring</td>
</tr>
</tbody>
</table>

| LAMP ?  |      | The following values are returned: |
|         |      | Lamp accumulative time (0 to 65535) |
|         |      | ‘1’ when the lamp is on, ‘0’ when off. |
|         |      | Returns data for each lamp if there are multiple lamps. |

| INST ?  |      | The following values are returned: |
|         |      | Source No. of the input that can be switched |
|         |      | For source Nos., refer to the section on INPT. |

| NAME ?  |      | Returned value is a projector name (Max. 64 characters). |
| INF1 ?  |      | Returned value is a manufacturer name (Max. 32 characters). |
| INF2 ?  |      | Returned value is a model name (Max. 32 characters). |
| INFO ?  |      | Returned value is desired information (Max. 32 characters). |
| CLSS ?  |      | Returned value is the class of the corresponding PJLINK. |

**Specifications**

The specifications of PJLink installed on the projector are as follows:

- **Used port**
  4352

- **Maximum number of controllers simultaneously connected**
  1 unit

- **Authentication setting**
  Can be set on the Web screen.
  The default settings are as follows:
  Authentication setting : Enabled
  Password : JBMIAProjectorLink

**Note**

When the authentication setting is changed, the connected controller will be disconnected.
2. PJLink Protocol Connection
When connecting a controller, the authentication procedure is required.

The projector responds as follows at the time of authentication:
When starting connection with authentication setting enabled: Returns “PJLINK 1 random number”.
The random number converts a four-byte integer into a character string.
When authentication is successful: Waits for a command.
When authentication failed: Returns “PJLINK ERRA”.

When starting connection with authentication setting disabled: Returns “PJLINK 0”, and then waits for a command.

3. PJLink Protocol Command
This section provides explanation for each command.

(1) [Power control command] POWR
This command sets the projector’s power status.
The available parameters are as follows:
Parameter 1: Projector power ON
Parameter 0: Projector power OFF

The projector responds as follows:
When processed properly: Returns “OK”.
When parameter is out of range: Returns “ERR2”.
Unacceptable period (when the power status is other than Standby or Power ON): Returns “ERR3”.
Projector error occurring (including warning): Returns “ERR4”.

(2) [Power status inquiry] POWR?
This command obtains the projector’s power status.
The projector responds as follows:

Returns the following values when the power status is obtained:
Standby or power-saving state: Returns “0”.
Power ON state: Returns “1”.
Cooling state, or cooling state during power-saving state: Returns “2”.
Startup state: Returns “3”.
Projector error occurring (including warning): Returns “ERR4”.

(3) [Input switch command] INPT
This command switches the projector’s inputs.
The available parameter examples are as follows:
(The input assignment is an example. The assignment of parameter and input varies depending on the model.)

Parameter 21 : Projector input Video
Parameter 22 : Projector input S-Video
Parameter 11 : Projector input Input A (analog RGB)
Parameter 12 : Projector input Input B (analog RGB)
Parameter 31 : Projector input Input C (digital DVI/HDMI, etc.)
Parameter 32 : Projector input Input D (digital DVI/HDMI, etc.)
Parameter 41 : Projector input USB
Parameter 51 : Projector input Network

The projector responds as follows:
When processed properly : Returns “OK”.
When inexistent input is specified : Returns “ERR2”.
Unacceptable period (when the power status is other than Power ON) : Returns “ERR3”.
Projector error occurring (including warning) : Returns “ERR4”.

(4) [Input switch inquiry] INPT?
This command obtains the projector’s input status.
The projector responds examples as follows:

Returns the following values when the input status is obtained. (The input assignment is an example. The assignment of parameter and input varies depending on the model.)
When Projector input is Video: Returns “21”.
When Projector input is S-Video: Returns “22”.
When Projector input is Input A (analog RGB): Returns “11”.
When Projector input is Input B (analog RGB): Returns “12”.
When Projector input is Input C (digital DVI/HDMI, etc.): Returns “31”.
When Projector input is Input D (digital DVI/HDMI, etc.): Returns “32”.
When Projector input is USB: Returns “41”.
When Projector input is Network: Returns “51”.

Unacceptable period (when the power status is other than Power ON) : Returns “ERR3”.
Projector error occurring (including warning) : Returns “ERR4”.
(5) [AV muting command] AVMT
This command sets the projector’s AV muting setting.
The available parameter examples are as follows:
Parameter 11: Projector video muting ON
Parameter 10: Projector video muting OFF
Parameter 21: Projector audio muting ON
Parameter 20: Projector audio muting OFF
Parameter 31: Projector video + audio muting ON
Parameter 30: Projector video + audio muting OFF

The projector v responds as follows:
When processed properly: Returns “OK”.
When parameter is out of range: Returns “ERR2”.
Unacceptable period (when the power status is other than Power ON): Returns “ERR3”.
Projector error occurring (including warning): Returns “ERR4”.

(6) [AV muting status inquiry] AVMT?
This command obtains the projector’s AV muting status.
The projector responds as follows:

Returns the following values when the AV muting status is obtained:
When the projector video muting is ON: Returns “11”.
When the projector audio muting is ON: Returns “21”.
When the projector video + audio muting is ON: Returns “31”.
When the projector video + audio muting is OFF: Returns “30”.

Unacceptable period (when the power status is other than Power ON): Returns “ERR3”.
Projector error occurring (including warning): Returns “ERR4”.

(7) [Error status inquiry] ERST?
This command obtains the projector’s error status.
The projector responds as follows:

Returns the response for the error status in the following format.
The error status is expressed with a six-digit number.
6th digit: Fan error
5th digit: Lamp error
4th digit: Temperature error
3rd digit: Cover open error
2nd digit: Filter error
1st digit: Other error

The number in each digit has the following meaning:
0: No error detected
1: Warning
2: Error

For example, when the Fan error and the Temperature warning occur, the response will be as follows:
“201000”
(8) [Lamp count/lamp time inquiry] LAMP?
This command obtains the number of the projector’s lamps and the lamp time.
The projector responds as follows:

When normal:
Returns the lamp accumulative time and the lamp illuminated state for only the available number of lamps.
For the lamp illuminated state, “1” represents lit, while “0” represents unlit.
The following table shows an example of the response from a projector.

<table>
<thead>
<tr>
<th>Lamp count</th>
<th>Lamp 1 accumulative time</th>
<th>Lamp 1 illuminated state</th>
<th>Lamp 2 accumulative time</th>
<th>Lamp 2 illuminated state</th>
<th>Response</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>40</td>
<td>Lit</td>
<td>–</td>
<td>–</td>
<td>40 1</td>
</tr>
<tr>
<td>1</td>
<td>40</td>
<td>Unlit</td>
<td>–</td>
<td>–</td>
<td>40 0</td>
</tr>
<tr>
<td>2</td>
<td>40</td>
<td>Lit</td>
<td>20</td>
<td>Lit</td>
<td>40 1 20 1</td>
</tr>
<tr>
<td>2</td>
<td>40</td>
<td>Unlit</td>
<td>20</td>
<td>Unlit</td>
<td>40 1 20 0</td>
</tr>
<tr>
<td>2</td>
<td>40</td>
<td>Unlit</td>
<td>20</td>
<td>Unlit</td>
<td>40 0 20 1</td>
</tr>
</tbody>
</table>

Projector error occurring (including warning): Returns “ERR4”.

(9) [Input switch list inquiry] INST?
This command obtains the input switch list.
The projector responds as follows:

When normal:
Returns a source No. whose input can be switched.
The source Nos. examples are as follows : (The input channel varies depending on the model.)
- Source No. 21: Projector input Video
- Source No. 22: Projector input S-Video
- Source No. 11: Projector input Input A (analog RGB)
- Source No. 12: Projector input Input B (analog RGB)
- Source No. 31: Projector input Input C (digital DVI/HDMI, etc.)
- Source No. 32: Projector input Input D (digital DVI/HDMI, etc.)
- Source No. 41: Projector input USB
- Source No. 51: Projector input Network
Therefore, the response will be as follows for example:
“21 22 31 32 33”

Unacceptable period (when the power status is other than Power ON): Returns “ERR3”.
Projector error occurring (including warning): Returns “ERR4”.
(10) [Projector name inquiry] NAME?
This command obtains the projector name.
The projector responds as follows:

When normal:
Returns a projector name. (The projector name is displayed as a nickname for the projector’s GUI.)
Returns a space when no projector name is set.

Projector error occurring (including warning): Returns “ERR4”.

(11) [Manufacturer name inquiry] INF1?
This command obtains the manufacturer name.
The projector responds as follows:

When normal:
Returns a manufacturer name (SONY).

Projector error occurring (including warning): Returns “ERR4”.

(12) [Model name inquiry] INF2?
This command obtains the model name.
The projector responds as follows:

When normal:
Returns a model name.

Projector error occurring (including warning): Returns “ERR4”.

(13) [Other information inquiry] INFO?
This command obtains other information.
The projector responds as follows:

When normal:
Returns a space.

Projector error occurring (including warning): Returns “ERR4”.

(14) [Class information inquiry] CLSS?
This command obtains the class information.
The projector responds as follows:

When normal:
Returns “1”.

Projector error occurring (including warning): Returns “ERR4”.
4-4. AMX Dynamic Device Discovery Protocol (DDDP)

DDDP is a protocol that conforms to “Dynamic Device Discovery” stipulated by AMX. For details about DDDP, contact AMX. The serial and network connections are supported. You can turn on or off DDDP from the Web setting screen > Setup > Advanced Menu > Service. This protocol is set to OFF by default. IPv6 is not supported.

Note
Proper communication may not be possible without setting the default gateway.

Tip
AMX is a trademark of AMX Corporation.

4-5. Control4 Simple Device Discovery Protocol (SDDP)

This unit is equipped with the protocol conforming SDDP stipulated by Control4. For details about SDDP, contact Control4. IPv6 is not supported.

Note
Proper communication may not be possible without setting the default gateway.

4-6. Crestron Control

Crestron Control is a protocol that operates in the related application “Crestron RoomView” provided by Crestron. Crestron RoomView is an integrated control system which enables the integrated monitoring and control of multiple devices connected over the network. For details of Crestron RoomView, refer to the Crestron website. Select “Setup” in the web setup window. Then, you can set this function in “Service” of “Advanced Menu”. IPv6 is not supported.

4-7. SNMP (Simple Network Management Protocol)

SNMP (Simple Network Management Protocol) is a protocol that performs the remote monitoring of the projector connected to the network. IPv6 is not supported.