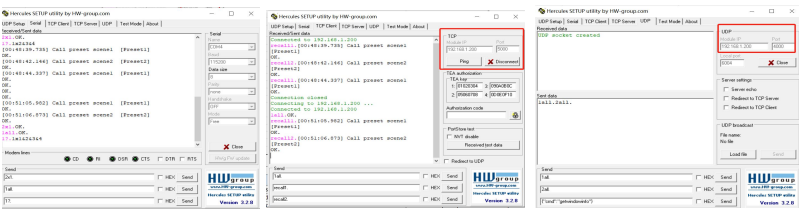


# Commands List



| Control Protocol                        |        |
|---|--------|
| Baud Rate 1/ COM 1                      | 115200 |
| Data bits                               | 8      |
| Stop Bits                               | 1      |
| Check Bits                              | Odd    |
| TCP/IP Port: (Default as 192.168.1.200) | 5000   |
| UDP Port                                | 4000   |

| Common control commands(same as all the card cages) |                                  |   |
|---|----------------------------------|---|
| Commands Format                                     | Explanation                      | Commands example  |
| YAll.   | Y=1,2,3,4.....                   | Switch Input Y to all the outputs<br>Eg. "1ALL" means switch input 1 to all outputs               |
| All1.   | One to one<br>Y=1,2,3,4.....     | Switch all the channels to be one to one. Eg. 1->1, 2->2, 3->3.....                               |
| YZ.   | Z=1,2,3,4.....                   | Switch Input Y to Output Z<br>Eg. "1X2." means switch input 1 to output 2                         |
| YZ&Q&W.   | Y=1,2,3,4.....<br>Z=1,2,3,4..... | Switch Input Y to Output Z, Q, W<br>Eg. "1X2&3&4." means switch Input 1 to Output 2, 3, 4         |
| SaveY.  | Y=1,2,3,4.....                   | Save current status to scene Y<br>Eg. "Save2." means saving current status to Scene 2             |
| Recally.  | Y=1,2,3,4.....                   | Recall the saved scene Y<br>Eg. "Recall2." means recall the saved Scene 2                         |
| Y?.   | Y=1,2,3,4.....                   | Check the input Y to outputs switching status<br>Eg. "1?" means to check Input 1 switching status |



## More advanced control commands

| Commands Format                          | Function  | Commands example   | Explanation  |
|--|---|--|--|
| <b>#ovideo output video settings</b>     |   |  |  |
| #ovideo%4.dsource=%d                     | Input switch  | #ovideo0source=0<br>#ovideo0,1,2,3 source=0  | Switch Output 1 to show input 1<br>Switch Output 1, 2, 3, 4 to show input 1                    |
| #ovideo%4.donoff=%d                      | Turn ON/OFF output image  | #ovideo0onoff=0<br>#ovideo0,1,2,3onoff=1   | Turn off Output 1(show blue screen, but with audio out)<br>Turn on Output1, 2, 3, 4            |
| #ovideo%4.dpower=%d                      | Turn ON/OFF output power  | #ovideo0power=0<br>#ovideo0,1,2,3power=1   | Turn off Output 1(no signal)<br>Turn on Output1, 2, 3, 4                                       |
| #ovideo%4.dpattern=%d                    | Output Test Pattern   | #ovideo0pattern=0<br>#ovideo0,1,2,3pattern=1   | Turn off Test Pattern<br>Have the Output 1,2,3,4 to show Test Pattern 1                        |
| pattern=                                 |   | 0-Disable<br>1-White<br>2-Cross<br>3-Fourstar<br>4-Horizontal<br>5-Vertical<br>6-Whiteandbar<br>7-Horizontal<br>8-Hump<br>9-Wramp<br>10-Diagonal<br>11-Vertical<br>12-HatchDiagonal<br>13-HatchDiagonal<br>14-SMPTE_BP<br>15-SMPTE_PP_YC |  |
| #ovideo%4.dresolution=%d                 | Resolution settings   | #ovideo0resolution=0<br>#ovideo0,1,2,3resolution=1   | Set Output 1 resolution to be 4K60<br>Set Output1,2,3,4 resolution to be 4K30                  |
| resolution=                              |   | 0-4K60<br>1-4K30<br>2-1080p60<br>3-720p60<br>4-1920x1200P60<br>5-1920x1080P60<br>6-1440x900P60<br>7-1920x1080P30<br>8-11 Source1-Source4<br>9-Source Auto<br>10-Diagonal<br>11-16 Sink4-Sink4<br>12-Sink Auto<br>13-Temp1                |  |
| #ovideo%4.dcolor=%d                      | Color space settings  | #ovideo0color=0<br>#ovideo0,1,2,3color=1   | Set Output 1 color space to be RGB<br>Set Output1,2,3,4 color space to be YCbCr422             |
| color=                                   |   | 0-RGB<br>1-YCbCr422<br>2-YCbCr444  |  |
| #ovideo%4.ddeep=%d                       | Color depth   | #ovideo0deep=0<br>#ovideo0,1,2,3deep=1   | Set the Output 1 color depth to be 8 Bit<br>Set the Output 1,2,3,4 color depth to be 10Bit     |
| deep=                                    |   | 0-8Bit<br>1-10 Bit   |  |
| #ovideo%4.dmirror_%2,c=%d                | Mirror  | #ovideo0mirror_x,c=0<br>#ovideo0,1,2,3mirror_y,c=1   | Set Output 1 image mirror off<br>Set Output 1,2,3,4 as y direction mirror                      |
| mirror=                                  | x- for horizontal direction y- for vertical direction                                 | c= 0-Disable 1-Windows 2-Crop 3-Zoom   |  |
| <b>#oaudio%4,d output audio settings</b> |   |  |  |
| #oaudio%4,d source=%d                    | HDMI output audio switch  | #oaudio0source=0<br>#oaudio0,1,2,3source=1   | Switch HDMI Output1 with HDMI 1 audio<br>Switch HDMI Output 1,2,3,4 all port with HDMI 2 audio |
| #oaudio%4,d onoff=%d                     | HDMI output audio ON/OFF  | #oaudio0onoff=0<br>#oaudio0,1,2,3onoff=1   | Off the HDMI Output 1 audio out<br>Turn on the HDMI Output 1,2,3,4 ports(with audio)           |
| #oaudio%4,d source_dec=%d                | Anolog 3.5mm audio switch   | #oaudio0source_dec=0<br>#oaudio0,1,2,3source_dec=1   | Anolog audio Output 1 to HDMI1 audio<br>Anolog audio Output 1,2,3,4 all to HDMI2 Audio         |
| #oaudio%4,d onoff_dec=%d                 | Anolog audio ON/OFF   | #oaudio0onoff_decc=0<br>#oaudio0,1,2,3onoff_deccc=0  | Off the anolog Output 1 audio<br>Turn on the anolog audio Output 1,2,3,4 with audio            |
| source_dec=                              | 0-HDMI1<br>1-HDMI2<br>4-Follow HDMI<br>5-DIGI   | 8-DIGI<br>9-Follow DIGI  |  |
| <b>#ivideo%4,d input video settings</b>  |   |  |  |
| #ivideo%4,d onoff=%d                     | ON/OFF input image  | #ivideo0onoff=0<br>#ivideo0,1,2,3onoff=1   | OFF Input1 image<br>Turn on Input 1,2,3,4  |
| #ivideo%4,d pattern=%d                   | Switch input Test Pattern   | #ivideo0pattern=0<br>#ivideo0,1,2,3pattern=1   | Off Input1 Test Pattern<br>Set Input 1,2,3,4 all to show Test Pattern 1                        |
| pattern=                                 |   | 0-Disable<br>1-Window<br>2-Wramp<br>4-HRamp<br>5-HRamp<br>6-HorizontalBar<br>8-HRamp<br>9-MovingCrossbar<br>10-MovingSquare  |  |
| <b>#iedid%4,d EDID Setting</b>           |   |  |  |
| #iedid%4,d source=%d                     | EDID Management   | #iedid0 source=0<br>#iedid0,1,2,3 source=1   | Set Input1 EDID to be Default1<br>Set Input1,2,3,4 all EDID to be Default2                     |
| source=                                  | 0-3 Default1-Default4<br>4-7 User1-User4<br>8-11 RK1-RK4<br>12-15 TX1-TX4<br>16-Temp1 |  |  |
| <b>#name Rename</b>                      |   |  |  |
| #name input%d string=%1,31r              | Rename Input  | #name input0 string=ShuRu1   | Rename Input1 as ShuRu1  |
| #name output%d string=%1,31r             | Rename Output   | #name output0 string=ShuChu1   | Rename the Output1 as ShuChu1  |
| #name preset%d string=%1,31r             | Rename Preset   | #name preset0 string=P to P  | Rename the Preset0 S:P2P to beP to P   |
| <b>#preset%16,d Preset settings</b>      |   |  |  |
| #preset%16,dexe=%d                       | Preset Setting  | #preset0exe=0<br>#preset0exe=1<br>#preset0exe=2  | Set Preset0 back to default<br>Save the current status to be Preset0<br>Recall Preset0         |
| #preset%16,dstring=%1,31r                | Preset rename   | #preset1string= wall 2x2   | Rename Preset1 name W:2x2 to be wall 2x2   |
| #preset%16,dselect=%d                    | Select the preset to be working under the MODE button                                 | #preset0,1,2,3select=0   | Cancel Preset 1,2,3,4  |
| #preset%16,dtimer=%d                     | Set presets auto recalling  | #preset0,1,2,3timer=5000   | Every 5s to recall a preset  |
| #preset%16,drandom=%d                    | Redomly recall presets  | #preset0,1,2,3random=0<br>#preset0,1,2,3random=1   | Off randomly recall presets<br>Turn on randomly recall preset                                  |
| <b>#factory Factory reset</b>            |   |  |  |
| #factory lv=%d                           | Factory reset   | #factory lv=0  | Factory reset  |
| <b>#power Standby and reboot</b>         |   |  |  |
| #power standby=%d                        | Standby   | #power standby=10000   | Standby after 10s  |
| #power reboot=%d                         | Reboot  | #power reboot=10000  | Reboot after 10s   |
| <b>#network IP settings</b>              |   |  |  |
| #network dhcp=%d                         | DHCP  | #network dhcp=0<br>#network dhcp=1   | Off DHCP<br>Enable DHCP  |
| #network ip=%d.%d.%d.%d                  | IP  | #network ip=192.168.1.200  | Set IP address to 192.168.1.200(Default)   |
| #network mask=%d.%d.%d.%d                | Mask  | #network mask=255.255.255.0  | Set mask to 255.255.255.0(Default)   |
| #network gw=%d.%d.%d.%d                  | GW  | #network gw=192.168.1.1  | Set gateway to 192.168.1.1 (Default)   |
| #network port_tcp=%d                     | TCP port number   | #network port_tcp=8000   | Set TCP port number to 8000(Default)   |
| #network port_udp=%d                     | UDP port number   | #network port_udp=8001   | Set UDP port number to 8001(Default)   |
| #network device=%15T                     | Host name   | #network device=HELLO  | Set the matrix name  |
| <b>#uart RS232 setting</b>               |   |  |  |
| #uart baud=%d                            | TS232   | #uart baud=115200  | Set RS232 baud rate to be 115200(default)  |
| <b>#lcd Front panel LCD settubgs</b>     |   |  |  |
| #lcd bright=%d                           | LCD drightness  | #lcd bright=0<br>#lcd bright=4   | Set LCD brightnees to LV0 (No lights)<br>Set LCD brightness to LV4 (Max)                       |
| #lcd timer=%d                            | LCD lits time   | #lcd timer=10000   | Set LCD lits time as 10s (Default)   |