

## Planar Simplicity P Series RS232



SLP43 | SLP43-T  
SLP50 | SLP50-T  
SLP55 | SLP55-T  
SLP65 | SLP65-T  
SLP75 | SLP75-T  
SLP86 | SLP86-T

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# RS232 Communication

RS232 control is not necessary for operation, but is a convenient way to control Planar Simplicity P Series displays from a computer at a distance. Most things you can do with the remote, you can do with RS232 commands. Plus, you can send inquiries to the displays and find out the current settings and values. RS232 connections are made with standard straight-through cables.

**Note:** Serial communication can occur over the RS232 In port or over a network connection.

## 1. Applicable Models

This RS-232 user manual applies to all Planar Simplicity P Series models.

## 2. RS232 Setup

The use of RS232 over a network connection requires the display's **Power Down Mode** to be in **Wake on Signal** or **Always On**. See the "Power Down Mode" section of the *Planar Simplicity P Series User Manual*.

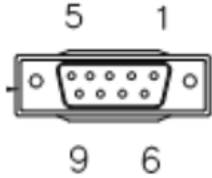
A serial connection to the RS232 In port requires the following settings:

- 19200 baud rate
- 8 data bits
- 1 stop bit
- No parity bit
- No HW (RTS/CTS) or SW (XON/XOFF) flow control

### 3. Connecting the RS232 Cable

The male DB9 connector is wired as a null model serial connection.

#### Male D-Sub 9-Pin (outside view)

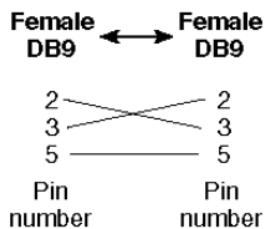


DB9 Pin #	Signal	2.5mm Pin Description
1	NC	
2	RXD	Input to LCD Monitor = 1st Ring on 2.5mm TRRS
3	TXD	Output from LCD Monitor = Tip on 2.5mm TRRS
4	NC	
5	GND	Sleeve on 2.5mm TRRS
6	NC	
7	NC	



2.5mm TRRS Pin Diagram

**Note:** Use a crossover cable (null modem) for connection to the host controller:



## 4. RS232 Command Protocol

### 4.1 Command Structure

[OPCODE] [MODIFIERS] [OPERATOR] [OPERANDS] [TERM]

- OPCODE is the command code (e.g. "GAIN"). This can be written either using the named command code (see the "Command Code" column in the table) or the numeric command code (see the "Numeric Command Code" column in the table).
- MODIFIERS are modifier values [e.g. "(ZONE.1, ALL)"]. There are zero or more modifiers for each command. The modifiers can be written either with their named value or their numeric value (see "Examples" on page 7). See the "Modifiers" column in the table.
- OPERATOR is the action to be performed. See the "Operators" column in the table.
  - '=' writes the setting value.
  - '?' reads the setting value in name form (see "Examples" on page 7).
  - '#' reads the setting value in numeric form (see "Examples" on page 7).
  - '+' increments the setting value.
  - '-' decrements the setting value.
  - ':' indicates that the message is a response to one of the following operators: =?#+-
  - '!ERR' indicates that the message is a failure response. An error code will be listed after the "ERR", with a space before it. Error codes are as follows:
    - ERR 1: Invalid syntax
    - ERR 2: [Reserved for future use]
    - ERR 3: Command not recognized
    - ERR 4: Invalid modifier
    - ERR 5: Invalid operands
    - ERR 6: Invalid operator
  - '@ACK' indicates that the message is an acknowledgment (ACK) to a command that has no operator.
  - '^NAK' indicates that the message is a negative acknowledgment (NAK) to a command. This indicates that the command was received but cannot be processed at this time.
  - [No operator] denotes an action. In this case, there's no operator and no operand.
- OPERAND indicates the data to be sent with the message. In some cases, there can be multiple operands. See the "Operands" column in the table.
  - Enumerated operands can be written either with their named value or their numeric value (see "Examples" on page 7).
  - String operands are written with quotation marks at the beginning and end. Example: "this is a string operand". Special characters, [CR], [LF], " and \ can be included in a string by escaping them with the \ character (see "Examples" on page 7).
  - Integer (or signed integer / unsigned integer) are always numeric values.
  - Fixed point operands are numeric values with fractional parts. They use decimal point notation.
  - Note that enumerated and integer values can be written either in decimal or hexadecimal. For example, a decimal value of '50' can be written in hexadecimal as '0x32'.

- TERM is the termination character for the command. This can either be the ASCII carriage return character (0x0D), the ASCII line feed character (0x0A) or a semicolon. The response will use the same termination character.

## 4.2 Protocol Encoding

- All parts of the command structure are case insensitive (e.g. “BRIGHTNESS”, “brightness” and BrIghTNeSs” are all the same). Responses will always be in capital letters.
- Excessive white space is allowed (e.g. “BRIGHTNESS=50”, “BRIGHTNESS = 50” and “BRIGHTNESS = 50” are all the same).
- Modifiers and operands can be separated by commas, spaces or both (e.g. “GAIN=100,100,100”, “GAIN=100 100 100” and “GAIN=100, 100, 100” are all the same). Responses will always separate with one space between modifiers and operands).

## 4.3 Examples

**Note:** [CR] is the ASCII carriage return character (0x0D).

Command	Response	Notes
brightness = 100 [CR]	BRIGHTNESS:100 [CR]	Sets the Brightness value to 100
brightness = 100;	BRIGHTNESS:100;	Also sets the Brightness value to 100, but uses the ‘;’ termination character instead of [CR]. The response uses the same termination character.
200=100 [CR]	200:100 [CR]	“200” is the numeric command code for “BRIGHTNESS”
brightness+ [CR]	BRIGHTNESS:101 [CR]	Increments the current Brightness value
brightness- [CR]	BRIGHTNESS:100 [CR]	Decrements the current Brightness value
gain = 101 102 103 [CR]	GAIN:101 102 103 [CR]	Example command with multiple operators (sets Red Gain to 101, Green Gain to 102 and Blue Gain to 103, on the current zone)
gain(current red)+	GAIN(CURRENT RED):102	Increments the Red Gain on the current zone
gain(zone.1, all) = 104,105,106	GAIN(ZONE.1 ALL):104 105 106	Example command with multiple modifiers, multiple operators and different separators between the modifiers and operators (sets Red Gain to 104, Green Gain to 105 and Blue Gain to 106, on Zone 1)

Command	Response	Notes
ipv4.address(static)="10.15.0.220" [CR]	IPV4.ADDRESS(STATIC)="10.15.0.220" [CR]	Example command with a string operator
reset(user) [CR]	RESET(USER)@ACK [CR]	Example action command (no operator or operand)
reset(user) [CR]	RESET(USER)^NAK [CR]	Example action command that cannot be processed at this time
aspect? [CR]	ASPECT:AUTO [CR]	The name for the Aspect Ratio setting value is returned
aspect# [CR]	ASPECT:0 [CR]	The number for the Aspect Ratio setting value is returned
aspect=fill [CR]	ASPECT:FILL [CR]	Sets the Aspect Ratio to Fill
aspect=3 [CR]	ASPECT:3 [CR]	Also sets the Aspect Ratio to Fill
brightness @@ [CR]	BRIGHTNESS!ERR 1 [CR]	Example of an invalid syntax (“@@” isn’t a valid operator)
fake.command = 1 [CR]	FAKE.COMMAND:ERR 3 [CR]	Example of an invalid opcode (“FAKE.COMMAND” doesn’t exist)
brightness(zone.999) = 100 [CR]	BRIGHTNESS(ZONE.999)!ERR 4 [CR]	Example of an invalid modifier (“ZONE.999” isn’t a valid modifier for “BRIGHTNESS”)
brightness="new value" [CR]	BRIGHTNESS!ERR 5 [CR]	Example of an invalid operand (the Brightness command doesn’t accept a string operand)
model.id = 1 [CR]	MODEL.ID!ERR 6 [CR]	Example of an invalid operator (cannot write to this command)
display.name = "Name containing \" and \\"	DISPLAY.NAME:"Name containing \" and \\"	The name will appear on the remote monitor as Name containing “ and \
power.on.delay = .1	POWER.ON.DELAY:0.1	Example of a fixed point operand. Sets the Power On Delay to 0.1 seconds.



## 5. RS232 Codes

### Notes:

- The examples are written with the command first and the response in italics. Example:
  - Command: ASPECT(ZONE.1)=AUTO
  - Response: *ASPECT(ZONE.1):AUTO*
- In many instances, a modifier may be omitted and the display will replace it with a default value. For example, the default modifier for the ASPECT command is CURRENT, so the following two commands are identical:
  - ASPECT(CURRENT)=AUTO
  - ASPECT=AUTO
- '!' in the Operators column indicates that the command accepts the execute operator, which uses no operator symbol. The '!' symbol is not included in the command.

Setting	Command Code	Numeric Command Code	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Aspect Ratio	ASPECT	500	=?+-		1 = FILL 2 = 4X3 3 = NATIVE 4 = 21X9 5 = CUSTOM	No	ASPECT=FILL ASPECT:FILL	See Main -> Screen -> Aspect Ratio
Audio Out (Line Out)	AUDIO.VOLUME.LINE	5005	=?+-		0-100	No	AUDIO.VOLUME.LINE=50 AUDIO.VOLUME.LINE:50	See Main -> Audio -> Audio Out (Line Out)
Audio Out Sync	AUDIO.OUT.SYNC	5009	=?		0 = OFF 1 = ON	No	AUDIO.OUT.SYNC=OFF AUDIO.OUT.SYNC:OFF	See Main -> Audio -> Audio Out Sync
Audio Settings	AUDIO.SETTINGS	1009	=?		Ops 1-6: Unsigned Integers	No	[For Volume=51, Treble=52, Bass=53, Balance=54, Mute Off, Internal Speakers On] AUDIO.SETTINGS=2 51 52 53 54 0 1 AUDIO.SETTINGS:2 51 52 53 54 0 1	Values are set/returned in the order: AUDIO.VOLUME, AUDIO.TREBLE, AUDIO.BASS, AUDIO.BALANCE, AUDIO.MUTE, AUDIO.SPEAKERS
Auto Adjust	AUTO.ADJUST	5004	!			No	AUTO.ADJUST AUTO.ADJUST@ACK	See Main -> Screen -> Auto Adjust
Auto Power On	AUTO.ON	1407	=?+-		0 = OFF 1 = ON 2 = LAST.STATUS	No	AUTO.ON=ON AUTO.ON:ON	See Main -> Configuration 1 -> Auto Power On
Auto Scan Sources	SOURCE.SCAN	105	=?+-		0 = OFF 1 = ON 2 = FAILOVER	No	SOURCE.SCAN=OFF SOURCE.SCAN:OFF	See Main -> Advanced Settings -> Auto Signal Detection -> Detect Mode
Backlight Intensity	BACKLIGHT.INTENSITY	1400	=?+-		1-100	No	BACKLIGHT.INTENSITY=75 BACKLIGHT.INTENSITY:75	See Main -> Picture -> Backlight
Backlight Panel Saving	PANEL.SAVING.BACKLIGHT	5010	=?		0 = OFF 1 = ON	No	PANEL.SAVING.BACKLIGHT=OFF PANEL.SAVING.BACKLIGHT:OFF	See Main -> Configuration -> Panel Saving -> Backlight

Setting	Command Code	Numeric Command Code	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Balance	AUDIO.BALANCE	1000	=?+-		0-100	No	AUDIO.BALANCE=50 AUDIO.BALANCE:50	See Main -> Audio -> Balance
Bass	AUDIO.BASS	1001	=?+-		0-100	No	AUDIO.BASS=50 AUDIO.BASS:50	See Main -> Audio -> Bass
Boot Source Input	BOOT.SOURCE.INPUT	5013	=?		Source 1 = HDMI.1 2 = HDMI.2 7 = VGA 8 = MEDIA. PLAYER 9 = BROWSER 10 = CMS 11 = ANDROID 12 = ANDROID. APP 15 = USBC	No	BOOT.SOURCE.INPUT=HDMI.1 BOOT.SOURCE.INPUT:HDMI.1	See Main -> Configuration 1 -> Boot On Source -> Input
Boot Source Last Input	BOOT.SOURCE.LAST	5012	=?		0 = OFF 1 = ON	No	BOOT.SOURCE.LAST=OFF BOOT.SOURCE.LAST:OFF	See Main -> Configuration 1 -> Boot On Source -> Last Input
Boot Source Playlist	BOOT.SOURCE.PLAYLIST	5014	=?+-		0-7	No	BOOT.SOURCE.PLAYLIST=2 BOOT.SOURCE.PLAYLIST:2	See Main -> Configuration 1 -> Boot On Source -> Last Input
Brightness	BRIGHTNESS	200	=?+-		0-100	No	BRIGHTNESS=55 BRIGHTNESS:55	See Main -> Picture -> Brightness
Color	COLOR	202	=?+-		0-100	No	COLOR=55 COLOR:55	See Main -> Picture -> Color
Color Space	COLORSPACE	207	=?+-	Value Type 0 = SETTING 1 = ACTUAL	2 = RGB 3 = RGB.VIDEO 4 = AUTO	No	[Setting Color Space] COLORSPACE(SETTING)=AUTO COLORSPACE(SETTING):AUTO  [Reading the actual Color Space]	"Setting" is the value that the color space is set to. See Main -> Configuration 2 -> RGB Range.

Setting	Command Code	Numeric Command Code	Operators	Modifiers	Operands	Available in Standby	Example	Notes
							<code>COLORSPACE(ACTUAL)? COLORSPACE(ACTUAL):RGB</code>	"Actual" is the currently applied color space (cannot return AUTO).  RGB = Full Range. RGB.VIDEO = Limited Range.
Color Temperature	<code>COLOR.TEMPERATURE</code>	208	=?+-		0 = 3200K 1 = 5500K 2 = 6500K 3 = 7500K 4 = 9300K 5 = NATIVE 6 = USER1 7 = USER2	No	<code>COLOR.TEMPERATURE=NATIVE COLOR.TEMPERATURE:NATIVE</code>	See Main -> Picture -> Color Temperature
Contrast	<code>CONTRAST</code>	201	=?+-		0-100	No	<code>CONTRAST=55 CONTRAST:55</code>	See Main -> Picture -> Contrast
Custom Zoom	<code>CUSTOM.ZOOM</code>	5003	=?+-	0 = ZOOM 1 = HZOOM 2 = VZOOM 3 = HPOS 4 = VPOS	0-100	No	<code>CUSTOM.ZOOM(HZOOM)=50 CUSTOM.ZOOM(HZOOM):50</code>	See Main -> Screen -> Custom Zoom
Default Gateway	<code>IPV4.GATEWAY</code>	1206	=?	None = Current (for reads only)  0 = STATIC (for writes only)	String	No	[Read the current default gateway value] <code>IPV4.GATEWAY? IPV4.GATEWAY:"10.15.0.1"</code>  [Write the default gateway for static IP] <code>IPV4.GATEWAY (STATIC)= "192.168.12.1" IPV4.GATEWAY (STATIC):"192.168.12.1"</code>	See Android -> Network -> Ethernet -> Gateway

Setting	Command Code	Numeric Command Code	Operators	Modifiers	Operands	Available in Standby	Example	Notes
DHCP	NETWORK.DHCP	1207	=?		0 = OFF 1 = ON	No	NETWORK.DHCP=ON NETWORK.DHCP:ON	See Android -> Network -> Ethernet -> Static IP
Display Power	DISPLAY.POWER	1408	=?		0 = OFF 1 = ON	Yes	DISPLAY.POWER=ON DISPLAY.POWER:ON	See the IR remote control keys ON and OFF
DNS Server 1	NETWORK.DNS1	1212	=?	None = Current (for reads only)  0 = STATIC (for writes only)	String	No	[Read the current DNS server 1 value] NETWORK.DNS1? NETWORK.DNS1:"172.16.0.140"  [Write the DNS server 1 for static IP] NETWORK.DNS1(STATIC)="8.8.8.8" NETWORK.DNS1(STATIC):"8.8.8.8"	See Android -> Network -> Ethernet -> DNS 1
DNS Server 2	NETWORK.DNS2	1213	=?	None = Current (for reads only)  0 = STATIC (for writes only)	String	No	[Read the current DNS server 2 value] NETWORK.DNS2? NETWORK.DNS2:"172.16.0.191"  [Write the DNS server 2 for static IP] NETWORK.DNS2(STATIC)="8.8.4.4" NETWORK.DNS2(STATIC):"8.8.4.4"	See Android -> Network -> Ethernet -> DNS 2
Enable Internal Speakers	AUDIO.SPEAKERS	1004	=?		0 = OFF 1 = ON	No	AUDIO.SPEAKERS=ON AUDIO.SPEAKERS:ON	See Main -> Audio -> Internal Speaker
Enable Status LED	LED.ENABLE	1902	=?		0 = DISABLE 1 = ENABLE	No	LED.ENABLE=ENABLE LED.ENABLE:ENABLE	See Main -> Advanced Settings -> Status LED
Factory Reset	RESET	2400	!	0 = USER 5 = PICTURE 6 = AUDIO 7 = CONFIG1 8 = CONFIG2 9 = ADV.		No	RESET(USER) RESET(USER)@ACK	USER is the same as Main -> Configuration 1 -> Factory Reset. PICTURE is the same as Main -> Picture -> Picture Reset. AUDIO is the same as

Setting	Command Code	Numeric Command Code	Operators	Modifiers	Operands	Available in Standby	Example	Notes
				SETTINGS 10 = SCREEN				Main -> Audio -> Audio Reset. CONFIG1 is the same as Main -> Configuration 1 -> Configuration 1 Reset. CONFIG2 is the same as Main -> Configuration 2 -> Configuration 2 Reset. ADV.SETTINGS is the same as Main -> Advanced Settings -> Advanced Settings Reset.
Failover Source	FAILOVER.SOURCE	5019	=?	Slot 1-9 255 = ALL [None = ALL]	Source 1 = HDMI.1 2 = HDMI.2 7 = VGA 8 = MEDIA.PLAYER 9 = BROWSER 10 = CMS 11 = ANDROID 12 = ANDROID.APP 15 = USBC	No	[Change Failover 3 to HDMI 2] FAILOVER.SOURCE(3)=HDMI.2 <i>FAILOVER.SOURCE(3):HDMI.2</i>  [Set all Failover settings] FAILOVER.SOURCE=HDMI.1 HDMI.2 USBC VGA MEDIA.PLAYER BROWNER CMS ANDROID ANDROID.APP <i>FAILOVER.SOURCE:HDMI.1</i> <i>HDMI.2 USBC VGA MEDIA.PLAYER</i> <i>BROWNER CMS ANDROID</i> <i>ANDROID.APP</i>	See Main -> Advanced Settings -> Auto Scan Sources -> Failover 1-9
Gain	GAIN	209	=?+-	Color 0 = RED 1 = GREEN 2 = BLUE 255 = ALL [None = ALL]	For RED, GREEN and BLUE modifiers, one operand: 0-255  For ALL operand, three operands: Red Gain: 0-255 Green Gain: 0-	No	[For red gain only] GAIN(RED)=100 <i>GAIN(RED):100</i>  [For all three gains: Red Gain = 101, Green Gain = 102, Blue Gain = 103] GAIN=101 102 103 <i>GAIN=101 102 103</i>	See Main -> Color Control -> Red/Green/Blue Gain.  ALL modifier adjusts all three gains at the same time.

Setting	Command Code	Numeric Command Code	Operators	Modifiers	Operands	Available in Standby	Example	Notes
					255 Blue Gain: 0-255			
Gamma	GAMMA	1504	=?+-		6 = 1.8 8 = 1.9 10 = 2.0 12 = 2.1 14 = 2.2 16 = 2.3 18 = 2.4 20 = 2.5 27 = NATIVE 28 = SGAMMA 29 = DIMAGE	No	GAMMA=2.5 GAMMA:2.5	See Main -> Picture -> Gamma
HDMI CEC	CEC.ENABLE	2407	=?		0 = OFF 1 = ON	No	CEC.ENABLE=OFF CEC.ENABLE:OFF	See Main -> Advanced Settings -> HDMI CEC
HDMI CEC Standby	CEC.STANDBY	5018	=?		0 = OFF 1 = ON	No	CEC.STANDBY=OFF CEC.STANDBY:OFF	See Main -> Advanced Settings -> HDMI CEC Standby
HDMI Version	HDMI.VERSION	5016	=?		0 = HDMI14 1 = HDMI20	No	HDMI.VERSION=HDMI20 HDMI.VERSION:HDMI20	See Main -> Configuration 2 -> HDMI Version
Image Position	PAN	502	=?+-	Direction 0 = X 1 = Y 255 = ALL [None = ALL]	0-100	No	[For H Position = 15] PAN(X)=15 PAN(X):15  [For Horizontal Position = 10, Vertical Position = 20] PAN=10 20 PAN:10 20	For the 'X' modifier, see Main -> Screen -> H Position.  For the 'Y' modifier, see Main -> Screen -> V Position.
Information OSD Timeout	INFO.TIMEOUT	5015	=?+-		0-60	No	INFO.TIMEOUT=30 INFO.TIMEOUT:30	See Main -> Configuration 2 -> Information OSD Timeout

Setting	Command Code	Numeric Command Code	Operators	Modifiers	Operands	Available in Standby	Example	Notes
IP Address	IPV4.ADDRESS	1204	=?	None = Current (for reads only)  0 = STATIC (for writes only)	String	No	[Read the current IP address value] IPV4.ADDRESS? <i>IPV4.ADDRESS:"10.15.0.60"</i>  [Write the IP address for static IP] IPV4.ADDRESS(STATIC)= "192.168.12.12" <i>IPV4. ADDRESS(STATIC):"192.168.12.12"</i>	See Android -> Network -> Ethernet -> IP Address
IR Remote Lock	IR.LOCK	1202	=?		0 = DISABLE 1 = ENABLE 2 = LOCK.ALL.BUT.VOLUME 3 = LOCK.ALL.BUT.POWER 4 = LOCK.ALL.BUT.PWR.VOL	No	IR.LOCK=ENABLE <i>IR.LOCK:ENABLE</i>	See Menu -> Advanced Settings -> IR Remote Lock
Key	KEY	1200	=		[See separate table on page 25.]	Yes (just power on and power toggle)	[To send the MENU key] KEY=MENU <i>KEY:MENU</i>	See separate table on page 25 for key codes
Keypad Lock	KEY.LOCK	1201	=?		0 = DISABLE 1 = ENABLE 2 = LOCK.ALL.BUT.VOLUME 3 = LOCK.ALL.BUT.POWER	No	KEY.LOCK=ENABLE <i>KEY.LOCK:ENABLE</i>	See Menu -> Advanced Settings -> Keypad Lock



Setting	Command Code	Numeric Command Code	Operators	Modifiers	Operands	Available in Standby	Example	Notes
					4 = LOCK.ALL. BUT.PWR.VOL			
Language	LANGUAGE	5020	=?		0 = ENGLISH 1 = FRENCH 2 = GERMAN 3 = SPANISH 4 = ITALIAN 5 = CHINESE. SIMPLIFIED 6 = CHINESE. TRADITIONAL 7 = PORTUGUESE 8 = JAPANESE	No	LANGUAGE=ENGLISH LANGUAGE:ENGLISH	See Main - Advanced Settings -> Language
MAC Address	NETWORK.MAC	1203	?		String	No	NETWORK.MAC? NETWORK.MAC="12:34:56:AB:CD:EF"	See Android -> Network -> Ethernet -> MAC Address
Maximum Volume	VOLUME.MAX	5006	=?+-		0-100	No	VOLUME.MAX=50 VOLUME.MAX:50	See Main -> Audio -> Maximum Volume
Menu Position	OSD.POSITION	1301	=?+-	Direction 0 = X 1 = Y 255 = ALL [None = ALL]	0-100	No	[For OSD H Position = 15] OSD.POSITION(X)=15 OSD.POSITION(X):15  [For OSD Horizontal Position = 10, OSD Vertical Position = 20] OSD.POSITION=10 20 OSD.POSITION:10 20	For the 'X' modifier, see Main -> Configuration 2 -> OSD H Position.  For the 'Y' modifier, see Main -> Configuration 2 -> OSD V Position.
Minimum Volume	VOLUME.MIN	5007	=?+-		0-100	No	VOLUME.MIN=50 VOLUME.MIN:50	See Main -> Audio -> Minimum Volume
Model ID	MODEL.ID	2306	?		String	No	MODEL.ID? MODEL.ID="SLP552"	See Main -> Configuration 2 -> Monitor Information -> Model Name

Setting	Command Code	Numeric Command Code	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Model Series	MODEL.SERIES	2316	?		String	No	MODEL.SERIES? <i>MODEL.SERIES:"Simplicity"</i>	Always returns "Simplicity" for this product. Other products using this protocol will have a different response for this command.
Monitor ID	MONITOR.ID	5022	=?+-		1-255	No	MONITOR.ID=5 <i>MONITOR.ID:5</i>	See Main -> Configuration 2 -> Monitor ID
Mute	AUDIO.MUTE	1002	=?		0 = OFF 1 = ON	No	AUDIO.MUTE=ON <i>AUDIO.MUTE:ON</i>	See Main -> Audio -> Mute
Noise Reduction	NOISE.REDUCTION	205	=?		0 = OFF 1 = LOW 2 = MEDIUM 3 = HIGH	No	NOISE.REDUCTION=LOW <i>NOISE.REDUCTION:LOW</i>	See Main -> Picture -> Noise Reduction
NTP Server	NETWORK.NTPSERVER	1214	=?		String	No	NETWORK.NTPSERVER="pool.ntp.org" <i>NETWORK.NTPSERVER:"pool.ntp.org"</i>	Selects the NTP server to be used with the Auto Sync (Use Network Time) setting.  Default = "0.pool.ntp.org"
Off Timer	OFF.TIMER	5017	=?+-		0-24	No	OFF.TIMER=4 <i>OFF.TIMER:4</i>	See Main -> Advanced Settings -> Off Timer
Operation Hours	UPTIME	1430	?		Unsigned integer	No	[For 175 hours of operation] UPTIME? <i>UPTIME:175</i>	See Main -> Configuration 2 -> Monitor Information -> Operation Hours
OSD Close	OSD.CLOSE	1310	1			No	OSD.CLOSE <i>OSD.CLOSE@ACK</i>	Forces any menus or message boxes that are currently on screen to close.

Setting	Command Code	Numeric Command Code	Operators	Modifiers	Operands	Available in Standby	Example	Notes
OSD Rotation	ORIENTATION	1302	=?		0 = LANDSCAPE 1 = PORTRAIT	No	ORIENTATION=LANDSCAPE <i>ORIENTATION:LANDSCAPE</i>	See Main -> Advanced Settings -> Menus and Messages -> OSD Rotation
OSD Timeout	OSD.TIMEOUT	1304	=?+-		0 = OFF 5-120 (in increments of 5)	No	OSD.TIMEOUT=60 <i>OSD.TIMEOUT:60</i>	See Main -> Configuration 2 -> OSD Timeout.
OSD Transparency	OSD.TRANSPARENCY	1303	=?+-		0 = OFF 5-100 (in increments of 5)	No	OSD.TRANSPARENCY=25 <i>OSD.TRANSPARENCY:25</i>	See Main -> Advanced Settings -> OSD Transparency
Overscan	OVERSCAN	501	=?		0 = OFF 1 = ON	No	OVERSCAN=ON <i>OVERSCAN:ON</i>	See Main -> Picture -> Overscan
Phase	PHASE	5002	=?+-		0-100	No	PHASE=50 <i>PHASE:50</i>	See Main -> Screen -> Phase
Pixel Orbit	PIXEL.ORBIT	1906	=?		0 = OFF 1 = ON	No	PIXEL.ORBIT=ON <i>PIXEL.ORBIT:ON</i>	See Main -> Configuration 1-> Panel Saving -> Pixel Orbit
Power Down Mode	POWER.DOWN.MODE	1422	=?		0 = STANDBY.MODE 1 = NETWORKED. STANDBY.MODE 3 = WAKE.ON. SIGNAL 4 = ALWAYS.ON	No	POWER.DOWN.MODE=STANDBY. MODE <i>POWER.DOWN.MODE:STANDBY.M ODE</i>	See Main -> Advanced Options -> Power Down Mode
Revert Image Settings	REVERT.IMAGE.SETTINGS	215	!			No	REVERT.IMAGE.SETTINGS <i>REVERT.IMAGE.SETTINGS@ACK</i>	See Main -> Picture -> Picture Reset
Schedule	SCHEDULE	2100	=?	Mod 1: Slot 1-7  Mod 2:	Unsigned int	No	[Enable schedule 3 on Monday] SCHEDULE(3, DAY.MON)=ON <i>SCHEDULE(3, DAY.MON):ON</i>	See Main -> Advanced Settings -> Schedule  Reference the Schedule

Setting	Command Code	Numeric Command Code	Operators	Modifiers	Operands	Available in Standby	Example	Notes
				Parameter 0 = FREQ 1 = MINUTE 2 = HOUR 3 = ENABLE 4 = END.MINUTE 5 = END.HOUR 6 = INPUT 7 = PLAYLIST 8 = DAY.MON 9 = DAY.TUE 10 = DAY.WED 11 = DAY.THU 12 = DAY.FRI 13 = DAY.SAT 14 = DAY.SUN 15 = END.TIME.NEXT. DAY [None = ALL]				Frequency and Schedule Input settings for operand values.
Schedule Day	SCHEDULE.DAY	2101	=?	Mod 1: Slot 1-7  Mod 2: Day 0 = MON 1 = TUE 2 = WED 3 = THU 4 = FRI 5 = SAT 6 = SUN	0 = OFF 1 = ON	No	[Enable schedule 3 on Monday] SCHEDULE.DAY(3, MON)=ON SCHEDULE.DAY(3, MON):ON	See Main -> Advanced Settings -> Schedule -> Days of the Week
Schedule Frequency	SCHEDULE.FREQUENCY	2103	=?	Slot 1-7	0 = ONCE 1 = EVERY.WEEK	No	[Set schedule 3 to every week] SCHEDULE.FREQUENCY(3)= EVERY.WEEK	See Main -> Advanced Settings -> Schedule -> Every Week

Setting	Command Code	Numeric Command Code	Operators	Modifiers	Operands	Available in Standby	Example	Notes
							<i>SCHEDULE.FREQUENCY(3): EVERY.WEEK</i>	
Schedule Input	SCHEDULE.INPUT	5021	=?+-	Slot 1-7	Source 1 = HDMI.1 2 = HDMI.2 7 = VGA 8 = MEDIA. PLAYER 9 = BROWSER 10 = CMS 11 = ANDROID 12 = ANDROID. APP 15 = USBC	No	[Change the schedule 4 input to USBC] SCHEDULE.INPUT(4)=USBC SCHEDULE.INPUT(4):USBC	See Main -> Advanced Settings -> Schedule -> Input
Serial Number	SERIAL.NUMBER	2303	?		String	No	SERIAL.NUMBER? SERIAL.NUMBER="ABCD1234"	See Main -> Configuration 2 -> Monitor Information -> Serial Number
Sharpness	SHARPNESS	204	=?+-		0-100, in increments of 10	No	SHARPNESS=10 SHARPNESS:10	See Main -> Picture -> Sharpness
Smart Power	SMART.POWER	5000	=?		0 = OFF 1 = MEDIUM 2 = HIGH	No	SMART.POWER=OFF SMART.POWER:OFF	See Main -> Picture -> Smart Power
Source Message	SOURCE.MESSAGE	111	?		String	No	[When locked to 4K/60Hz] SOURCE.MESSAGE? SOURCE.MESSAGE:"3840x2160 @ 60Hz"  [When no signal is present] SOURCE.MESSAGE? SOURCE.MESSAGE:"No Signal"	Returns a string with the input resolution and frame rate for the selected zone. If no signal is detected in that zone, the string will read "Searching" or "No Signal".
Source Select	SOURCE.SELECT	101	=?+-		Source 1 = HDMI.1	No	SOURCE.SELECT=HDMI.2 SOURCE.SELECT:HDMI.2	See the Source menu

Setting	Command Code	Numeric Command Code	Operators	Modifiers	Operands	Available in Standby	Example	Notes
					2 = HDMI.2 7 = VGA 8 = MEDIA.PLAYER 9 = BROWSER 10 = CMS 11 = ANDROID 12 = ANDROID.APP 15 = USBC			
Splash Screen	SPLASH.SCREEN	1305	=?+-		0 = OFF 1 = ON 2 = USER	No	SPLASH.SCREEN=ENABLE SPLASH.SCREEN:ENABLE	See Main -> Configuration 2 -> Splash Screen
Subnet Mask	IPV4.NETMASK	1205	=?	None = Current (for reads only)  0 = STATIC (for writes only)	String	No	[Read the current subnet mask value] IPV4.NETMASK? IPV4.NETMASK:"255.255.254.0"  [Write the subnet mask for static IP] IPV4.NETMASK(STATIC)="255.255.255.0" IPV4.NETMASK(STATIC):"255.255.255.0"	See Android -> Network -> Ethernet -> Netmask
System Reboot	SYSTEM.REBOOT	2402	1			No	SYSTEM.REBOOT SYSTEM.REBOOT@ACK	Forces the system to restart.
System State	SYSTEM.STATE	2310	?		0 = STANDBY 1 = POWERING.ON 2 = ON 3 = POWERING.DOWN	Yes	SYSTEM.STATE? SYSTEM.STATE:STANDBY	Indicates the current state of the system: - STANDBY: The system is in its lowest power mode. Not all functions are available. - POWERING.ON: The system is transitioning from the STANDBY state to the



Setting	Command Code	Numeric Command Code	Operators	Modifiers	Operands	Available in Standby	Example	Notes
								ON state. - ON: The system is on with the backlight on. - POWERING.DOWN: The system is transitioning from the ON state to the STANDBY state.
Thermal Status	TEMPERATURE	1431	?		String	No	TEMPERATURE? TEMPERATURE:"41.50°C 106.70°F"	See Main -> Configuration 2 -> Thermal Status
Time	TIME	1100	=?	0 = YEAR 1 = MONTH 2 = DATE 3 = HOUR 4 = MINUTE [None = ALL]	Unsigned int	No	[Set the month to March] TIME(MONTH)=3 TIME(MONTH):3	See Main -> Advanced Settings -> Date and Time
Time - Day	TIME.DAY	1101	?		0 = MON 1 = TUE 2 = WED 3 = THU 4 = FRI 5 = SAT 6 = SUN	No	TIME.DAY? TIME.DAY:TUE	See Main -> Advanced Settings -> Date and Time -> Set Day
Time - Month	TIME.MONTH	1102	=?		1 = JANUARY 2 = FEBRUARY 3 = MARCH 4 = APRIL 5 = MAY 6 = JUNE 7 = JULY 8 = AUGUST 9 = SEPTEMBER 10 = OCTOBER	No	TIME.MONTH=MARCH TIME.MONTH:MARCH	See Main -> Advanced Settings -> Date and Time -> Set Day

Setting	Command Code	Numeric Command Code	Operators	Modifiers	Operands	Available in Standby	Example	Notes
					11 = NOVEMBER 12 = DECEMBER			
Time - String	TIME.STRING	1103	?		String	No	TIME.STRING? <i>TIME.STRING:"2015-09-01 13:21"</i>	See Main -> Advanced Settings -> Date and Time
Time Zone	TIMEZONE	1208	=?+-		[See separate table on page 27.]	No	TIMEZONE=UTCM0800.PACIFIC.TIME.US.CANADA <i>TIMEZONE:UTCM0800.PACIFIC.TIME.US.CANADA</i>	See Main -> Advanced Settings -> Date and Time -> Set Time -> Choose Time Zone.  See table on page 27 for valid values
Tint	TINT	203	=?+-		0-100	No	TINT=55 <i>TINT:55</i>	See Main -> Picture -> Tint
Tracking	TRACKING	5001	=?+-		0-100	No	TRACKING=50 <i>TRACKING:50</i>	See Main -> Screen - Tracking
Treble	AUDIO.TREBLE	1005	=?+-		0-100	No	AUDIO.TREBLE=50 <i>AUDIO.TREBLE:50</i>	See Main -> Audio -> Treble
Use Network Time	NETWORK.NTP	1209	=?		0 = OFF 1 = ON	No	NETWORK.NTP=ON <i>NETWORK.NTP:ON</i>	See Main -> Advanced Settings -> Date and Time -> Auto Sync
Version Info	BUILD.INFO	2302	?		String	No	BUILD.INFO? <i>BUILD.INFO:FB01.05</i>	See Main -> Configuration 2 -> Monitor Information -> SW Version
Volume	AUDIO.VOLUME	1006	=?+-		0-100	No	AUDIO.VOLUME=50 <i>AUDIO.VOLUME:50</i>	See Main -> Audio -> Volume



## 5.1 Key

The “Equivalent Remote Control” column references buttons that are present on the remote included in the SLP2 accessories kit, and buttons that are present on Planar remote part number 952-0086-00.

Value	Name	Equivalent Remote Control Button	Description
0	UP	UP	Navigate up
1	DOWN	DOWN	Navigate down
2	MENU	MENU	Opens the menu
3	SOURCE	Source	Opens the source menu
5	VOLUME.PLUS	VOL +	Volume increase
6	VOLUME.MINUS	VOL -	Volume decrease
9	EXIT	[None]	Exits the menu
12	LEFT	LEFT	Navigate left
13	ENTER	ENTER	Selects the current menu item
14	PREV	PREV	Returns to the previous menu
15	RIGHT	RIGHT	Navigate right
17	KEY.1	1	Number button 1
18	KEY.2	2	Number button 2
19	KEY.3	3	Number button 3
20	KEY.4	4	Number button 4
21	KEY.5	5	Number button 5
22	KEY.6	6	Number button 6
23	KEY.7	7	Number button 7
24	KEY.8	8	Number button 8
25	KEY.9	9	Number button 9
26	MUTE	MUTE	Audio mute
32	KEY.0	0	Number button 0
256	STDBY.TOGGLE		Toggles the power on and off
258	STDBY.EXIT	ON	Power on
259	MENU.PREV		Returns to the previous menu

Value	Name	Equivalent Remote Control Button	Description
257	STDBY.ENTER	OFF	Power off
258	STDBY.EXIT	ON	Power on
260	TOP	TOP	Not used
261	PRESETS	PRESETS	Not used
262	PRESET1	PRESET 1	Not used
263	PRESET2	PRESET 2	Not used
264	PRESET3	PRESET 3	Not used
265	PRESET4	PRESET 4	Not used
266	ZONE1	ZONE 1	Opens the source menu
267	ZONE2	ZONE 2	Not used
268	ZONE3	ZONE 3	Not used
269	ZONE4	ZONE 4	Not used
270	PIP.MODE	PIP MODE	Not used
271	PIP.SWAP	PIP SWAP	Not used
272	HDMI1	HDMI 1	Selects the HDMI 1 input
273	HDMI2	HDMI 2	Selects the HDMI 2 input
274	HDMI3	HDMI 3	Not used
275	HDMI4	HDMI 4	Not used
276	DISPLAY.PORT	DP	Not used
277	DVI	DVI	Selects the USB-C input
278	VGA	VGA	Selects the VGA input
279	OPS	OPS	Not used
280	WALL	VIDEO WALL	Not used
281	COLOR	COLOR	Not used
282	MISC	MISC	Opens the Image Information menu
283	ARROW.LEFT	◀	Not used
284	ARROW.RIGHT	▶	Not used
285	STAR.STAR	**	Not used

## 5.2 Timezone

Value	Name	Display Name
1	UTCM1100.MIDWAY.ISLAND	(UTC-11:00) Midway Island
2	UTCM1000.HAWAII	(UTC-10:00) Hawaii
3	UTCM0900.ALASKA	(UTC-09:00) Alaska
4	UTCM0800.PACIFIC.TIME	(UTC-08:00) Pacific Time
5	UTCM0800.TIJUANA	(UTC-08:00) Tijuana
6	UTCM0700.ARIZONA	(UTC-07:00) Arizona
7	UTCM0700.CHIHUAHUA	(UTC-07:00) Chihuahua
8	UTCM0700.MOUNTAIN.TIME	(UTC-07:00) Mountain Time
9	UTCM0600.CENTRAL.AMERICA	(UTC-06:00) Central America
10	UTCM0600.CENTRAL.TIME	(UTC-06:00) Central Time
11	UTCM0600.MEXICO.CITY	(UTC-06:00) Mexico City
12	UTCM0600.SASKATCHEWAN	(UTC-06:00) Saskatchewan
13	UTCM0500.BOGOTA	(UTC-05:00) Bogota
14	UTCM0500.EASTERN.TIME	(UTC-05:00) Eastern Time
15	UTCM0400.VENEZUELA	(UTC-04:00) Venezuela
16	UTCM0400.ATLANTIC.TIME.BARBADOS	(UTC-04:00) Atlantic Time (Barbados)
17	UTCM0400.ATLANTIC.TIME.CANADA	(UTC-04:00) Atlantic Time (Canada)
18	UTCM0400.MANAUS	(UTC-04:00) Manaus
19	UTCM0400.SANTIAGO	(UTC-04:00) Santiago
20	UTCM0330.NEWFOUNDLAND	(UTC-03:30) Newfoundland
21	UTCM0300.BRASILIA	(UTC-03:00) Brasilia
22	UTCM0300.BUENOS.AIRES	(UTC-03:00) Buenos Aires
23	UTCM0300.GREENLAND	(UTC-03:00) Greenland
24	UTCM0300.MONTEVIDEO	(UTC-03:00) Montevideo
25	UTCM0200.MID.ATLANTIC	(UTC-02:00) Mid-Atlantic
26	UTCM0100.AZORES	(UTC-01:00) Azores
27	UTCM0100.CAPE.VERDE.ISLANDS	(UTC-01:00) Cape Verde Islands

Value	Name	Display Name
28	UTCP0000.CASABLANCA	(UTC+00:00) Casablanca
29	UTCP0000.LONDON.DUBLIN	(UTC+00:00) London, Dublin
30	UTCP0100.AMSTERDAM.BERLIN	(UTC+01:00) Amsterdam, Berlin
31	UTCP0100.BELGRADE	(UTC+01:00) Belgrade
32	UTCP0100.BRUSSELS	(UTC+01:00) Brussels
33	UTCP0100.SARAJEVO	(UTC+01:00) Sarajevo
34	UTCP0100.WINDHOEK	(UTC+01:00) Windhoek
35	UTCP0100.W.AFRICA.TIME	(UTC+01:00) W. Africa Time
36	UTCP0200.AMMAN.JORDAN	(UTC+02:00) Amman, Jordan
37	UTCP0200.ATHENS.ISTANBUL	(UTC+02:00) Athens, Istanbul
38	UTCP0200.BEIRUT.LEBANON	(UTC+02:00) Beirut, Lebanon
39	UTCP0200.CAIRO	(UTC+02:00) Cairo
40	UTCP0200.HELSINKI	(UTC+02:00) Helsinki
41	UTCP0200.JERUSALEM	(UTC+02:00) Jerusalem
42	UTCP0200.HARARE	(UTC+02:00) Harare
43	UTCP0300.MINSK	(UTC+03:00) Minsk
44	UTCP0300.BAGHDAD	(UTC+03:00) Baghdad
45	UTCP0300.MOSCOW	(UTC+03:00) Moscow
46	UTCP0300.KUWAIT	(UTC+03:00) Kuwait
47	UTCP0300.NAIROBI	(UTC+03:00) Nairobi
48	UTCP0330.TEHRAN	(UTC+03:30) Tehran
49	UTCP0400.BAKU	(UTC+04:00) Baku
50	UTCP0400.TBILISI	(UTC+04:00) Tbilisi
51	UTCP0400.YEREVAN	(UTC+04:00) Yerevan
52	UTCP0400.DUBAI	(UTC+04:00) Dubai
53	UTCP0430.KABUL	(UTC+04:30) Kabul
54	UTCP0500.ISLAMABAD.KARACHI	(UTC+05:00) Islamabad, Karachi

Value	Name	Display Name
55	UTCP0500.URALSK	(UTC+05:00) Ural'sk
56	UTCP0500.YEKATERINBURG	(UTC+05:00) Yekaterinburg
57	UTCP0530.KOLKATA	(UTC+05:30) Kolkata
58	UTCP0530.SRI.LANKA	(UTC+05:30) Sri Lanka
59	UTCP0545.KATHMANDU	(UTC+05:45) Kathmandu
60	UTCP0600.ASTANA	(UTC+06:00) Astana
61	UTCP0630.YANGON	(UTC+06:30) Yangon
62	UTCP0700.KRASNOYARSK	(UTC+07:00) Krasnoyarsk
63	UTCP0700.BANGKOK	(UTC+07:00) Bangkok
64	UTCP0700.JAKARTA	(UTC+07:00) Jakarta
65	UTCP0800.BEIJING	(UTC+08:00) Beijing
66	UTCP0800.HONG.KONG	(UTC+08:00) Hong Kong
67	UTCP0800.IRKUTSK	(UTC+08:00) Irkutsk
68	UTCP0800.KUALA.LUMPUR	(UTC+08:00) Kuala Lumpur
69	UTCP0800.PERTH	(UTC+08:00) Perth
70	UTCP0800.TAIPEI	(UTC+08:00) Taipei
71	UTCP0900.SEOUL	(UTC+09:00) Seoul
72	UTCP0900.TOKYO.OSAKA	(UTC+09:00) Tokyo, Osaka
73	UTCP0900.YAKUTSK	(UTC+09:00) Yakutsk
74	UTCP0930.ADELAIDE	(UTC+09:30) Adelaide
75	UTCP0930.DARWIN	(UTC+09:30) Darwin
76	UTCP1000.BRISBANE	(UTC+10:00) Brisbane
77	UTCP1000.HOBART	(UTC+10:00) Hobart
78	UTCP1000.SYDNEY.CANBERRA	(UTC+10:00) Sydney, Canberra
79	UTCP1000.VLADIVOSTOK	(UTC+10:00) Vladivostok
80	UTCP1000.GUAM	(UTC+10:00) Guam
81	UTCP1100.MAGADAN	(UTC+11:00) Magadan

<b>Value</b>	<b>Name</b>	<b>Display Name</b>
82	UTCP1200.MARSHALL.ISLANDS	(UTC+12:00) Marshall Islands
83	UTCP1200.AUCKLAND	(UTC+12:00) Auckland
84	UTCP1200.FIJI	(UTC+12:00) Fiji
85	UTCP1300.TONGA	(UTC+13:00) Tonga

## 6. Sending RS232 Commands Over a Network Connection

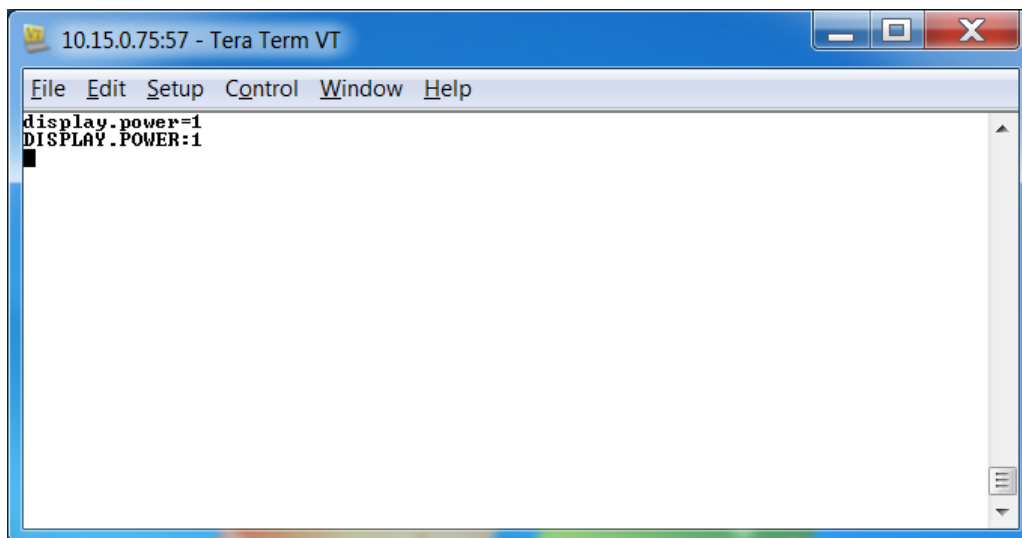
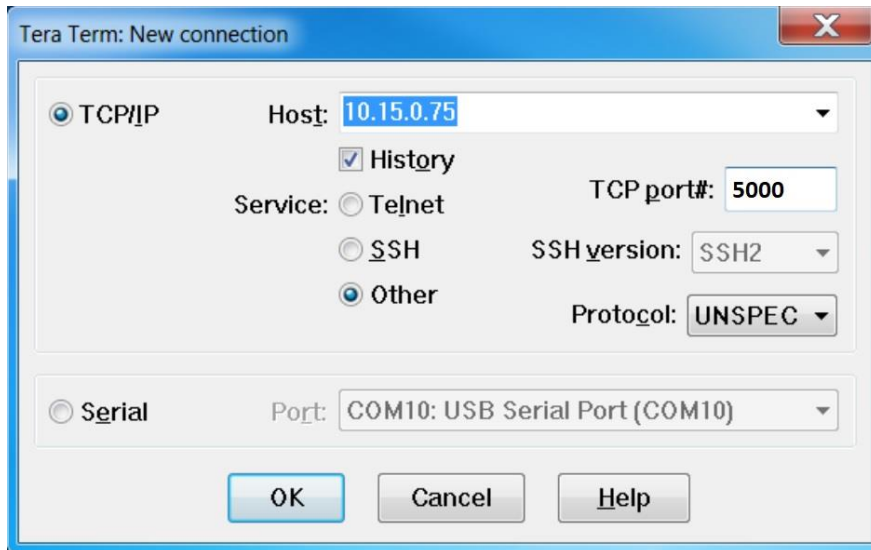
### 6.1 Sending RS232 Commands Via TCP or UDP

The RS232 Network Port needs to be enabled on the display for a TCP or UDP connection. This setting can be found by changing to the Android source input and navigating to Settings > Signage Display > Network Application > RS232 Network Port.

TCP and UDP port 5000 accept the same serial command set as RS232. It is convenient for IP control applications and can be tested with a TCP terminal program such as Tera Term or Hercules.

Notice the following in the TCP example below using Tera Term:

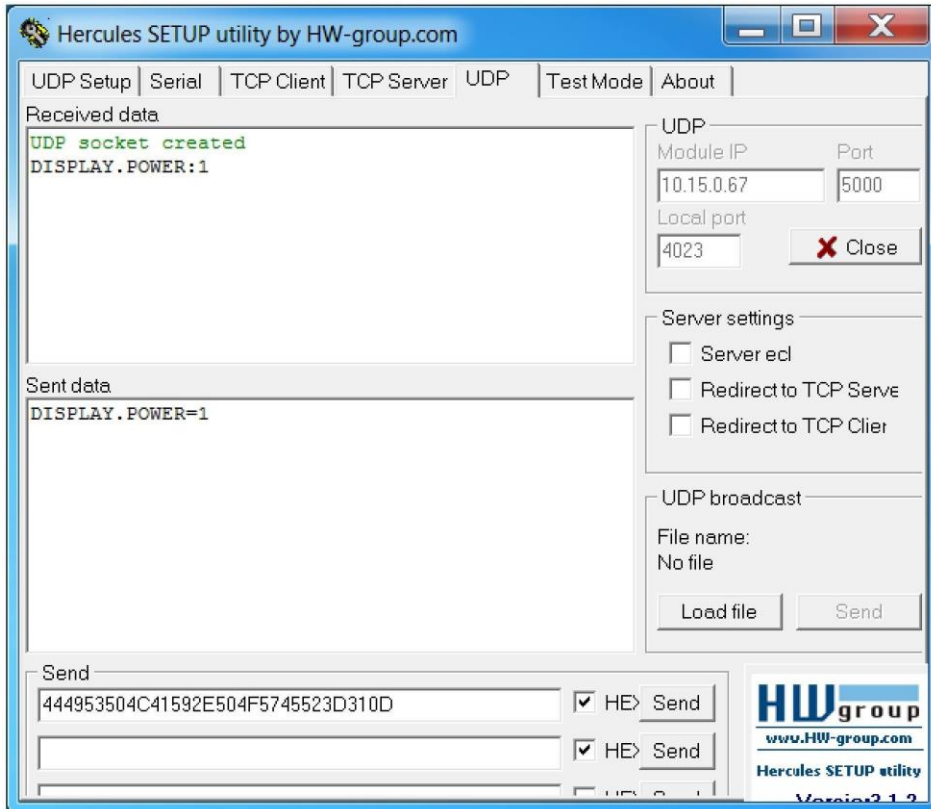
- The IP address is 10.15.0.75
- Port 5000 is selected
- Service is set to “Other” to indicate that TCP is being used without Telnet or SSH



Notice the following in the UDP example below using Hercules:

- The IP address is 10.15.0.67
- Port 5000 is selected

**Note:** Most UDP terminal programs won't automatically send the [CR] at the end of the command, so the hex command is used to do this manually.





## 6.2 Sending RS232 Commands Via SSH

SSH services need to be enabled and password authentication needs to be configured on the display for SSH to work. This setting can be found by changing to the Android source input and navigating to Settings > Signage Display > Server Settings > SSH.

Notice the following in the SSH example below using Tera Term:

- The IP address is 10.15.0.39
- Port 2222 is selected
- Service is set to “SSH”
- SSH version is set to SSH2

After pressing OK, the display will ask for password authentication. If it is successful, Tera Term should show an “SSH Connection success” message.

Tera Term: New connection

TCP/IP      Host: 10.15.0.39

History

Service:  Telnet      TCP port#: 2222

SSH      SSH version: SSH2

Other      IP version: AUTO

Serial      Port: [Empty]

OK      Cancel      Help

