

USER MANUAL

SWT3-31-HU 3x1 4K60 USB-C/HDMI Switcher



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Introduction

Welcome to Kramer Electronics! Since 1981, Kramer Electronics has been providing a world of unique, creative, and affordable solutions to the vast range of problems that confront the video, audio, presentation, and broadcasting professional on a daily basis. In recent years, we have redesigned and upgraded most of our line, making the best even better!

Getting Started

We recommend that you:

- Unpack the equipment carefully and save the original box and packaging materials for possible future shipment.
- Review the contents of this user manual.



Go to <u>www.kramerav.com/downloads/SWT3-31-HU</u> to check for up-to-date user manuals, application programs, and to check if firmware upgrades are available (where appropriate).

Achieving Best Performance

- Use only good quality connection cables (we recommend Kramer high-performance, high-resolution cables) to avoid interference, deterioration in signal quality due to poor matching, and elevated noise levels (often associated with low quality cables).
- Do not secure the cables in tight bundles or roll the slack into tight coils.
- Avoid interference from neighboring electrical appliances that may adversely influence signal quality.
- Position your Kramer SWT3-31-HU away from moisture, excessive sunlight and dust.

Safety Instructions



Caution:

- This equipment is to be used only inside a building. It may only be connected to other equipment that is installed inside a building.
- For products with relay terminals and GPI\O ports, please refer to the permitted rating for an external connection, located next to the terminal or in the User Manual.
- There are no operator serviceable parts inside the unit.



Warning:

- Use only the power cord that is supplied with the unit.
- To ensure continuous risk protection, replace fuses only according to the rating specified on the product label which is located on the bottom of the unit.

Recycling Kramer Products

The Waste Electrical and Electronic Equipment (WEEE) Directive 2002/96/EC aims to reduce the amount of WEEE sent for disposal to landfill or incineration by requiring it to be collected and recycled. To comply with the WEEE Directive, Kramer Electronics has made arrangements with the European Advanced Recycling Network (EARN) and will cover any costs of treatment, recycling and recovery of waste Kramer Electronics branded equipment on arrival at the EARN facility. For details of Kramer's recycling arrangements in your particular country go to our recycling pages at www.kramerav.com/il/quality/environment.

Overview

Congratulations on purchasing your Kramer **SWT3-31-HU 3x1 4K60 USB-C/HDMI Switcher**. **SWT3-31-HU** is a high-performance auto-switcher with one USB-C and two HDMI/USB inputs and HDMI output. The connected USB peripherals, such as a room camera and microphone, are switchable for use of the active USB host, for convenient hybrid meeting operation with both room and online participants.

SWT3-31-HU provides exceptional quality, advanced and user-friendly operation, and flexible control.

Exceptional Quality

- Hybrid-meeting Collaborative Switching Controllable coupled-signals switching of both AV and USB host inputs, for concurrent connection with AV output and space USB devices, allows collaborative hybrid meeting where multiple meeting participants are switched to share their content with both room and online meeting participants.
- HDMI Signal Switching 4K60 4:4:4 HDMI resolution and HDCP 2.3 compliant, supporting deep color, x.v.Color™, CEC, HDMI uncompressed audio channels, Dolby TrueHD, DTS-HD, 2K, 4K, and 3D as specified in HDMI 2.0.
- USB 3.1 Switching USB 3.1 signals switching, enables high data-rate connection between active USB host and space USB devices, such as 4K camera, high-quality audio devices, and HID (Human Interface Devices) mouse or keyboard devices.
- HDMI Mirroring Active USB-C or HDMI input signal is mirrored to loop output port for connecting a local monitor or adding an additional unit in a daisy chain.
- I-EDIDPro[™] Kramer Intelligent EDID Processing[™] Intelligent EDID handling, processing and pass-through algorithm that ensures Plug and Play operation.

Advanced and User-friendly Operation

- BYOD Ease and Convenience Connect any DP-Alt-Mode-capable USB-C device as an AV presentation source, while providing the connected device with USB 2.0 and Ethernet connection, and (if PD-2.0-capable) up to 60 watts of power, via a single USB-C cable connection only.
- Auto Switcher Ease of Use Automatically plays signal of the plugged source on the connected display, according to user-configured preferences, such as last-connected input.

- Display Power On/Off Control with Ease: Simply press the DISPLAY ON button to toggle on / off the power of the connected CEC-enabled display. The button's LED indicator shows you whether the display is currently powered on / off.
- Simple Control Remote IP-controller connection, browser operation webpage, local panel buttons, or remotely connected contact-closure buttons, for easy and fully flexible user ports selection, signals routing, and switcher control.
- Comprehensive Management Local panel status LED, remote IP-driven firmware upgrade and management via user-friendly embedded web pages, and remote IP or local serial service and management via API commands and responses communication, for flexible service options and ensure lasting, field proven deployment.

Flexible Connectivity

- Easy Online Meeting System Integrated Connectivity Built-in flexible autodisconnection operation of USB devices, such as room cameras and soundbars, enable detection of BYOD presenter disconnection by online meeting systems for their autoactivation, convenient integration, and ease of end-user operation according to space changing hybrid sessions needs.
- Built-in Intelligent Control Gateway Remote IP-driven intelligent control of connected AV, USB and sensor devices via CEC, RS-232, IR or I/O. Eliminating the need for an external control gateway, this feature reduces installation complexity and costs, to enable easy integration with control systems, such as Kramer Control.
- Secured Network Connection Standard IT-grade 802.1x authentication for secured IT LAN connectivity.
- HDMI Mirroring Active USB-C or HDMI input signal is mirrored to loop output port for connecting a local monitor or adding an additional unit in a daisy chain.
- Audio De-embedding The digital audio signal passing-through to the output, is deembedded, converted to an analog signal and sent to the stereo balanced analog audio output. This enables playing the audio on a locally connected professional audio system (such as DSP) and speakers, in parallel to playing it on the speakers connected to the AV acceptor device (such as TVs with speakers).
- Easy and Elegant Installation PoE powering via LAN port connection, and MegaTOOLS[™] fan-less enclosure for dropped-ceiling mounting, or side-by-side mounting of 2 units in a 1U rack space with the recommended rack adapter, for easy switcher deployment.

Typical Applications

SWT3-31-HU is ideal for the following typical applications:

- Enterprise and education hybrid huddle spaces.
- Hybrid user connection element in advanced hybrid meeting solutions.

Controlling your SWT3-31-HU

Control your SWT3-31-HU directly via the front panel push buttons, or:

- Via the IP commands transmitted by a controller and touch screen system, or a browser using built-in user-friendly Web pages.
- By RS-232 serial commands transmitted by a touch screen system, PC, or a serial controller.

Defining SWT3-31-HU 3x1 4K60 USB-C/HDMI Switcher

This section defines SWT3-31-HU.



Figure 1: Figure 2: SWT3-31-HU 3x1 4K60 USB-C/HDMI Switcher Front Panel

#	Feature		Function				
(1)	USB Type	e A Port	Connect to the USB local devices (for example, a USB PTZ camera).				
(2)	USB-C IN	I 1 Port	Connect to USE	3-C A	V sources:		
			 that support DisplayPort Alternate Mode, for example, a laptop) to share content. 				
			to communicate t	nicate	with the USB devices (for example, a PTZ camera) that to the device,		
			to connect	to th	e LAN		
			to charge t	the co	onnected sources (that supports USB Power Delivery 2.0).		
			(i) While c becomes visible	hargi e and	ng, the charging icon (to the right of the connector) lights orange.		
(3)	IN Status	LED 1 to 3	LED Status	Indi	cates		
	(per input	port)	Lights blue	An ir AV+	nput is selected and connected with an active AV or USB source.		
			Flashes blue	An ir	nput is selected and has no active AV signal.		
			Lights blue An input is selected and connected with an active USB host only (no AV).				
			Off	An ir	nput is not selected and has an active AV signal.		
4	IN Ports	HDMI	Connect to an HDMI source.				
5	and 3)	HOST USB B 3.1 Connector	Connect to a USB host (for example, a room PC) to communicate with the USB devices (for example, a PTZ camera) connected on this device.				
(6)	INPUT SE	ELECT Button	Press to select	an in	put.		
7	DISPLAY	ON Button	Press to turn display Or Button LED lights on se Button LED turns off on		On/Off. sending Display On message. on sending Display Off message.		
8	NET LED		LED Status		Indicates		
			Dark		No IP address acquired.		
			Lights green		A valid IP address has been acquired.		
			Flashes green for 60s		A means to identify the device in a system, using command #IDV.		
			Flashes red/green		IP fallback address has been acquired.		
9	STATUS	LED	LED Status		Indicates		
		Dark		Power is off			

#	Feature	Function	
		lights white	PSU-powered on (only).
			Note: This is applicable when power supply is PoE mode.
		Lights blue	Power is on and a source is connected.
		Lights green	Power is on, and a source and an acceptor are connected.



Figure 3: SWT3-31-HU 3x1 4K60 USB-C/HDMI Switcher Front Panel

#	Feature	Function
10	HDMI OUT Connector	Connect to an HDMI acceptor.
(11)	HDMI LOOP Connector	Connect to a local acceptor.
(12)	USB DEVICE Type A Port (2 to 4)	Connect to the USB local devices (for example, a USB camera, a soundbar, microphone and so on).
(13)	IR OUT 3.5mm Mini Jack	Outputs an IR signal, per command from LAN-connected controller (for example, from SL-240C), to a connected IR emitter.
14	AUDIO OUT 5-pin Terminal Block Connector	Connect to a balanced stereo analog audio acceptor.
15	I/O 2-pin Terminal Block (S1 to S2)	 Connect to: Input-triggering devices (for example, remote buttons or sensors), OR Output-triggered devices (for example, remote alarm LED indication). These GPIO ports may be configured as a digital input, digital output, or analog input ports.
16	RS-232 3-pin Terminal Block	Connect to an RS-232 controlled device (for example, the connected PTZ USB camera) to be controlled via an IP-connected controller (for example, SL-240C).
17	LAN PoE RJ-45 Connector	Connect to LAN. The device accepts power from the LAN port.
(18)	RESET Recessed Button	For restoring factory default settings, press the RESET button and connect power to device (keep pressing longer than 6sec after power connection)
(19)	12/20V DC Power Connector	Use the included +12V 5A power supply for powering the unit, or a +20V DC 6A power adapter (purchased separately) for powering and charging the source device connected to the USB-C port.

Mounting SWT3-31-HU

This section provides instructions for mounting **SWT3-31-HU**. Before installing, verify that the environment is within the recommended range:



- Operation temperature 0° to 40° C (32 to 104° F).
- Storage temperature -40° to $+70^{\circ}$ C (-40 to $+158^{\circ}$ F).
- Humidity 10% to 90%, RHL non-condensing.



Caution: Mount SWT3-31-HU before connecting any cables or power.

Warning:

- Ensure that the environment (e.g., maximum ambient temperature & air flow) is compatible for the device.
- Avoid uneven mechanical loading.
- Appropriate consideration of equipment nameplate ratings should be used for avoiding overloading of the circuits.
- Reliable earthing of rack-mounted equipment should be maintained.
- Maximum mounting height for the device is 2 meters.

Mount SWT3-31-HU in a rack:

• Use the recommended rack adapter (see www.kramerav.com/product/SWT3-31-HU).

Mount SWT3-31-HU on a surface using one of the following methods:

- Attach the rubber feet and place the unit on a flat surface.
- Mount the unit in a rack using the recommended rack adapter <u>www.kramerav.com/downloads/SWT3-31-HU</u>.

Connecting SWT3-31-HU

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Always switch off the power to each device before connecting it to your **SWT3-31-HU**. After connecting your **SWT3-31-HU**, connect its power and then switch on the power to each device.



Figure 4: Connecting to the SWT3-31-HU Rear Panel

To connect SWT3-31-HU as illustrated in the example in Figure 4:

- Connect a USB-C source (for example, a laptop that supports Display Port Alternate Mode) to the USB-C IN connector 2.
- 2. Connect a source (for example, a room PC) to the IN 2 HDMI (4) and USB Host (5) connectors. Same for IN 3.
- 3. Connect the HDMI OUT port (10) to an HDMI acceptor (for example, a touch TV).
- 3. Connect the HDMI LOOP connector (1) to an HDMI acceptor (for example, a local monitor).
- 5. Connect USB DEVICE ports:
 - Connect the room keyboard and mouse to the USB 1 type A port 1 on the front panel.
 - Connect the touch TV to the USB 2 port (12) on the rear panel.
 - Connect a soundbar to the USB 3 port (12) on the rear panel.
 - Connect a PTZ camera to the USB 4 port (12) on the rear panel.
- 4. To control the touch TV via IR, connect IR OUT 3.5mm mini jack (13) to an IR emitter cable and attach the cable emitter side to the IR sensor of the touch TV.
- 5. To control the PTZ camera, connect the RS-232 3-pin terminal block connector (16) to the PTZ camera.

6. Connect a room controller (for example, the Kramer SL-240C) via LAN to the LAN PoE Ethernet RJ-45 port (17).

Send from the room controller via LAN:

- IR commands via the room controller to control the smart TV.
- Serial commands to control the camera.
- 7. Connect the AUDIO OUT 5-pin terminal block connector (14) to a balanced stereo audio acceptor (for example, Kramer Tavor 5-O speakers).
- 8. Connect the IO 2-pin terminal block (15):
 - To an occupancy detector.
 - To a selector button.
- 9. Connect LAN connector (17) to IT switch for LAN connection and PoE powering. Optionally, connect the power adapter to SWT3-31-HU (19) and to the mains electricity.

To charge the device that is connected to the USB-C port, you need to use a chargeable power adapter (purchased separately) for powering the SWT3-31-HU switcher.

Connecting the Output to a Balanced/Unbalanced Stereo Audio Acceptor

The following are the pinouts for connecting the output to a balanced or unbalanced stereo audio acceptor:



L+ L- G R+ R-Acceptor



L+ L- G R+ R-Figure 5: Connecting to a Balanced Stereo Audio Figure 6: Connecting to an Unbalanced Stereo Audio Acceptor

Connecting to SWT3-31-HU via RS-232

You can connect to **SWT3-31-HU** via an RS-232 connection (13) using, for example, a PC.

SWT3-31-HU features an RS-232 3-pin terminal block connector allowing the RS-232 to control **SWT3-31-HU**.

Connect the RS-232 terminal block on the rear panel of **SWT3-31-HU** to a PC/controller, as follows:

From the RS-232 9-pin D-sub serial port connect:

- Pin 2 to the TX pin on the SWT3-31-HU RS-232 terminal block
- Pin 3 to the RX pin on the SWT3-31-HU RS-232 terminal block
- Pin 5 to the G pin on the SWT3-31-HU RS-232 terminal block





Operating and Controlling SWT3-31-HU

Principles of Operation

This section covers the following topics:

- <u>Coupled or Individual AV+USB Switching</u> on page <u>11</u>.
- <u>Flexible SWT3-31-HU Auto Switching Policy</u> on page <u>11</u>.
- Flexible USB-C Mix of Signals on page 12.
- <u>Online Meeting Systems Integration</u> on page <u>12</u>.
- Routing IP-Driven Control Signals via Built-in Control Gateway on page 13.
- Flexible Remote Buttons Control on page 14.

Coupled or Individual AV+USB Switching

SWT3-31-HU multi-signal switching of any of the inputs to the AV output and connected USB devices, is configurable to use one of the following operation modes:

- USB follows AV coupled routing (1) Selecting an AV input, routes the AV signal to the AV output and connects, in parallel, the input-associated USB host with the connected USB devices.
- USB signal individual routing (1) Selecting an AV input, routes the AV signal to the AV output only. The USB host can be independently selected to connect with the connected USB devices (see Individual USB Host Routing.

See Routing AV and USB Host Signals on page 22.

This is very useful in hybrid sessions, for convenient switching between multiple presenters using either their BYOD laptops and/or connected space PC devices.

Flexible SWT3-31-HU Auto Switching Policy

Set the switching policy to:

- Manual Select an input manually and switching occurs whether a live signal is present on the input or not.
- Auto Auto Switching selection is performed according to either the Last Connected or the Priority policy.

In Last Connected policy:

- If a signal is plugged in this mode, SWT3-31-HU will switch to it.
- If the signal on the current input is lost, SWT3-31-HU automatically selects the last connected input.

The auto-switching delay depends on the configurable signal-lost timeout

In Priority policy:

- If a signal with a higher priority than the current one is plugged in this mode, SWT3-31-HU will switch to it.
- When the input sync signal is lost for any reason, the input with a live signal and next in priority is selected automatically.

The auto-switching delay depends on the configurable signal-lost timeout. Inputs priority is configurable; the default setting is HDMI 1 \rightarrow HDMI 2 \rightarrow HDMI 3 \rightarrow HDMI 4

In both Last Connected and Priority modes, manually selecting an input (using the front panel, remote or web UI input select button) overrides automatic selection

See <u>Setting the Auto-Switching Policy</u> on page <u>23</u>.

Flexible USB-C Mix of Signals

AV and USB signals mix, and their data rate level, of the USB-C host port, can be flexibly set to either one of:

- High USB 3.0 data rate and lower 4K60 4:2:0 AV resolution mix, or
- High 4K60 4:4:4 AV resolution and lower USB 2.0 data rate mix

See Setting USB-C Host Port Signals Mix on page 31.

Online Meeting Systems Integration

USB device ports can be set to auto-disconnect following presenter disconnection, to allow smooth integration and auto-activation of connected online meeting room systems.

See <u>Auto-disconnecting a USB Device on Inactive Host</u> on page <u>32</u>.

Routing IP-Driven Control Signals via Built-in Control Gateway

Remote IP connected clients can send from the LAN, via the **SWT3-31-HU** built-in control gateway, CEC, RS-232, I/O and IR commands, and receive responses and notifications, to control devices connected to **SWT3-31-HU** HDMI-CEC, RS-232, I/O and IR control ports. The built-in control gateway sends the control commands (converted from the client received IP messages) to the connected controlled devices, and distributes the responses received from the connected controlled devices to all connected clients.

Figure 7 shows the SWT3-31-HU built-in control gateway connection. The Kramer Control controller is connected to the switcher via LAN, sends IP commands to the switcher control gateway over the LAN connection, to send control messages to, and receive control responses from:

- The touch TV connected to the switcher via the IR and/or HDMI (CEC) ports.
- The PTZ Camera connected to the receiver via the RS-232 port.



• The Occupancy Detector & Select In Button connected to the receiver via the I/O ports.

Figure 7: Controlling remotely via Control Gateway

Built-in control gateway activation, activation of the associated control ports and their attributes (such as the CEC logical address of the control gateway), as well as manual commands testing operation, is done via SWT3-31-HU control gateway webpages (see <u>Setting Control Gateway Properties</u> on page <u>34</u>).

Flexible Remote Buttons Control

Remote contact-closure buttons can be connected to the I/O ports, for easy end user control of device functions by button press and release operation. Flexible configuration of button press/release actions and latching (default) or momentary operation mode, enable simple and custom control according to user needs.

(see Configuring Remote Buttons on page 42).

Using Front and Rear Panel Buttons

SWT3-31-HU front and rear panel buttons enable the following actions:

- Selecting an INPUT.
- Turning the display on or off via the DISPLAY ON or sending on or off commands that are configured via the UI (see <u>Defining and Testing Commands via Action Editor</u> on page <u>41</u>).
- Resetting device to its factory settings (for additional instructions on resetting and resetting device (see <u>Resetting and Restarting Device</u> on page <u>28</u>).

Operating via Ethernet

You can connect to SWT3-31-HU via Ethernet using either of the following methods:

- Directly to the PC using a crossover cable (see <u>Connecting Ethernet Port Directly to a</u> <u>PC</u> on page <u>14</u>).
- Via a network switch or router, using a straight-through cable (see <u>Connecting Ethernet</u> <u>Port via a Network Switch</u> on page <u>16</u>).



If you want to connect via a router and your IT system is based on IPv6, speak to your IT department for specific installation instructions.

Connecting Ethernet Port Directly to a PC

You can connect the Ethernet port of **SWT3-31-HU** directly to the Ethernet port on your PC using a crossover cable with RJ-45 connectors.



This type of connection is recommended for identifying **SWT3-31-HU** with the factory configured default IP address.

After connecting SWT3-31-HU to the Ethernet port, configure your PC as follows:

- 1. Click Start > Control Panel > Network and Sharing Center.
- 2. Click Change Adapter Settings.

3. Highlight the network adapter you want to use to connect to the device and click **Change** settings of this connection.

The Local Area Connection Properties window for the selected network adapter appears as shown in Figure 8.

📮 Local Area Connection Properties 🛛 💌
Networking Sharing
Connect using:
1ntel(R) 82579V Gigabit Network Connection
Configure
This connection uses the following items:
Client for Microsoft Networks
🗹 🜉 Microsoft Network Monitor 3 Driver
🗹 📇 QoS Packet Scheduler
File and Printer Sharing for Microsoft Networks
Internet Protocol Version 6 (TCP/IPv6)
Internet Protocol Version 4 (TCP/IPv4)
Link-Layer Topology Discovery Mapper I/O Driver
Link-Layer Topology Discovery Responder
Install Uninstall Properties
Description
TCP/IP version 6. The latest version of the internet protocol that provides communication across diverse interconnected networks.
OK Cancel

Figure 8: Local Area Connection Properties Window

- 4. Highlight either Internet Protocol Version 6 (TCP/IPv6) or Internet Protocol Version 4 (TCP/IPv4) depending on the requirements of your IT system.
- 5. Click Properties.

The Internet Protocol Properties window relevant to your IT system appears as shown in Figure 9 or Figure 10.

nternet Protocol Version 4 (TCP/IPv4)	Propertie	s		? 💌
General Alternate Configuration				
You can get IP settings assigned auto this capability. Otherwise, you need to for the appropriate IP settings.	matically if ask your	your n netwo	ietwork s rk admini	upports strator
Obtain an IP address automatica	y			
Ouse the following IP address:				
IP address:	1.1			
Subnet mask:			1.0	
Default gateway:				
 Obtain DNS server address autor Use the following DNS server address 	matically dresses:			
Preferred DNS server:		•	1.	
Alternate DNS server:	•	•	•	
Validate settings upon exit			Adva	inced
		ОК		Cancel

Figure 9: Internet Protocol Version 4 Properties Window

Internet Protocol Version 6 (TCP/IPv	6) Properties	? <mark>×</mark>
General		
You can get IPv6 settings assigned Otherwise, you need to ask your ne	automatically if your network supports this capability, twork administrator for the appropriate IPv6 settings,	
Obtain an IPv6 address autom	atically	
O Use the following IPv6 address	:	
IPv6 address:		
Subnet prefix length:		
Default gateway:		
 Obtain DNS server address au 	tomatically	
OUse the following DNS server a	ddresses:	
Preferred DNS server:		
Alternate DNS server:		
Validate settings upon exit	Adva	anced
	OK	Cancel

Figure 10: Internet Protocol Version 6 Properties Window

 Select Use the following IP Address for static IP addressing and fill in the details as shown in <u>Figure 11</u>.

For TCP/IPv4 you can use any IP address in the range 192.168.1.1 to 192.168.1.255 (excluding default 192.168.1.39 fallback address) that is provided by your IT department.

Internet Protocol Version 4 (TCP/IPv4)	Properties ?					
General						
You can get IP settings assigned automatically if your network supports this capability. Otherwise, you need to ask your network administrator for the appropriate IP settings.						
Obtain an IP address automatical	ly					
• Use the following IP address:						
IP address:	192.168.1.2					
Subnet mask:	255 . 255 . 255 . 0					
Default gateway:						
Obtain DNS server address automatically						
Ouse the following DNS server add	resses:					
Preferred DNS server:						
Alternate DNS server:	• • •					
Validate settings upon exit	Advanced					
	OK Cancel					

Figure 11: Internet Protocol Properties Window

- 7. Click **OK**.
- 8. Click Close.

Connecting Ethernet Port via a Network Switch

You can connect the Ethernet port of **SWT3-31-HU** to the Ethernet port on a network switch or router using a straight-through cable with RJ-45 connectors.

Configuring Ethernet Port

You can set the Ethernet parameters via the embedded Web pages.

Discovering and acquiring IP address

SWT3-31-HU includes IP address auto-acquiring policy via LAN-connected DHCP server by default. When no DHCP server is detected, a fallback static IP address of 192.168.1.39, and 255.255.255.0 subnet mask (class C), is assigned until an IP address is acquired via the DHCP server.

For more information, refer to Product Page Technical Note in www.kramerav.com/product/SWT3-31-HU.

Using Embedded Web Pages

SWT3-31-HU enables you to configure settings via Ethernet using built-in, user-friendly web pages. The Web pages are accessed using a Web browser and an Ethernet connection.



To apply the USB-C type change, device power cycle must be performed.



USB-C ethernet connection is disabled by default and is enabled only by API command. (see <u>Protocol 3000 Commands</u> on page <u>54</u>).

Before attempting to connect:

- Perform the procedure in (see <u>Operating via Ethernet</u> on page <u>14</u>).
- Ensure that your browser is supported.

The following operating systems and Web browsers are supported:

Operating Systems	Browser
Windows 7	Chrome
Windows 10	Edge
	Chrome
Мас	Safari
iOS	Safari
Android	N/A

If a web page does not update correctly, clear your Web browser's cache.

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Check that Security/firewalls are not blocking HTTP traffic between the device and the user PC.

To access the web pages:

 Enter the IP address of the device in the address bar of your internet browser (default = 192.168.1.39).

If security is enabled, the Login window appears.

Sign in	
http://192.1 Your connec	68.54.30 tion to this site is not private
Username	Admin
Password	
	Sign in Cancel

Figure 12: Embedded Web Pages Login Window

2. Enter the Username (default = Admin) and Password (default = Admin) and click **Sign in**. The default web page appears.

Kramer	SWT3-31-	HU	
»		Outputs	Analog Outputs
		OUTPUT-P	Analog 1
Inputs AU	INPUT-PO● USB-C 1 USB Host		
222 ++	INPUT-PO● HDMI 2 USB Host		
<u>ري</u> ۱۰۱۰	INPUT-PO HDMI 3 USB Host	AV Audio-Video	
•			
0			

Figure 13: AV Settings Page

3. Click the arrow at the top of the navigation list to view the menu items in detail.

Kramer SWT3-31-	HU	
 OPERATION T Routing 	Routing Outputs Analog	Outputs
 SETTINGS Auto switching AV Audio Video EDID Device Control gateway 	OUTPUT-P Analog HDMI 1 1 USB Device Image: Comparison of the second secon	1
 DIAGNOSTICS Status ADMINISTRATION Security About 	INPUT-PO HDMI 3 USB Host	

Figure 14: Navigation pane in Detail

4. Click the Navigation Pane on the left side of the screen to access the relevant web page.

SWT3-31-HU web pages enable performing the following actions:

- Routing Signals on page 21.
- <u>Setting AV Properties</u> on page <u>23</u>.
- <u>Setting Device Properties</u> on page <u>27</u>.
- <u>Setting Control Gateway Properties</u> on page <u>34</u>.
- <u>Viewing Device Status</u> on page <u>44</u>.
- <u>Setting Security Properties</u> on page <u>45</u>.
- <u>Viewing the About Page</u> on page <u>49</u>.

Routing Signals

This section details the following actions:

- Routing a Video Input to an Output on page 21.
- <u>Setting Analog Audio Output Level</u> on page 23.

Routing a Video Input to an Output

When routing any of the inputs to the output, you can set all 3 inputs to route the AV signal together with the USB signal (USB follows video coupled routing) or to independently route each individual signal.

To route the video inputs to the outputs:

1. Go to the Routing Settings page.



Figure 15: Routing Page

- 2. Perform the following functions:
 - Click an Input/Output cross-point (see <u>Routing AV and USB Host</u> Signals on page <u>22</u>).

A green light on a button indicates a connected source/acceptor.

- Click 1 to activate USB following video coupled routing.
- Click to stop/play the video.

An input is routed to the output.

Routing AV and USB Host Signals

SWT3-31-HU enables switching any of the inputs to the output in one of the following operation modes:

- USB follows AV coupled routing (1) Selecting an input, routes the HDMI signal to the output and associates the USB devices to that selected USB host.
- USB signal individual routing () Selecting an input, routes the HDMI signal to the output. The USB host can be selected separately from any of the other inputs.

Individual USB Host Routing

In the following example, USB routing does not follow video, so you can individually select the AV signal on input 3 and the USB signal on input 1. This means that the HDMI input 3 AV signal is routed to the output and the USB devices are associated with the USB-C host (Input 1).

	Routing		
		Outputs	Analog Outputs
		OUTPUT-P HDMI 1 USB Device	Analog 1
Inputs	INPUT-PO USB-C 1 USB Host	AV Audio-Video 	
	INPUT-PO HDMI 2 USB Host		
	INPUT-PO HDMI 3 USB Host	AV Audio-Video ‡ USB	

Figure 16: Individual routing of USB Host and AV Signal

Setting Analog Audio Output Level

To set the audio output level:

- 1. Go to the Routing Settings page.
- 2. Under Analog Outputs click

 .
- 3. Set the audio level using the slider next to Analog output volume (dB, from -100 to 15). Audio level is set.

P...



Figure 17: Setting Audio Output Level

Video inputs are routed to the outputs.

Setting AV Properties

This section details the following actions:

- <u>Setting the Auto-Switching Policy</u> on page <u>23</u>.
- Configuring AV Settings on page 25.
- <u>Managing EDID</u> on page <u>26</u>.

Setting the Auto-Switching Policy

To set the auto-switching policy:

- 1. Go to the Auto switching page.
- 2. Next to the Selection Mode drop-down box, select the auto switching policy: **Manual**, **Last Connected** or **Priority**.

Switching policy is set.

To change input priorities:

- 1. Go to the Auto switching page.
- 2. Next to the Selection Mode drop-down box, select Priority.
- 3. Click and drag an input between high and low to change the priorities.

Auto switching									
VIDEO	VIDEO								
Selection Mode	Priority	~							
High		Low							
HDM USB-C 1	SB-C 1	HDMI 3							
Drag to change the priority.									
CANCEL	SET VIDEO								

Figure 18: Changing Input Priorities

4. Click SET VIDEO.

Input priorities are set.

Configuring AV Settings

SWT3-31-HU enables configuring the device audio and video settings.

To configure audio and video settings:

1. Go to the Audio Video Settings page. The Audio Video Settings page appears.

🚫 kram	er SWT3-31-HU				
»	Audio Video				
	SETTINGS				
		USB-C Input 1	HDMI Input 2	HDMI Input 3	HDMI Output 1
AV	Label	INPUT-PORT-1-USBC	INPUT-PORT-2-HDMI	INPUT-PORT-3-HDMI	OUTPUT-PORT-1-HDMI
	HDCP	Yes	Yes	Yes	Always On
ŧŧ	Color Depth Force 8Bits	Disable	Disable	Disable	e ronow input
<u></u>	Force LPCM 2CH	Disable	Disable	Disable	
•					
6	Force RGB on Output	Disable			
	Device Auto-Unmute on volume change	Disable			
	Auto Sleep Delay	Enable			
	No input signal Delay output 5V power-off for	900 sec 🔶			
	CANCEL SET TIMEOUT				

Figure 19: Audio Video Settings

- 2. Perform the following actions:
- Label Change the name of an input or the output as it appears on the Routing page and EDID management page.
- HDCP For the inputs, select the Yes (default) /No switch to enable/disable HDCP for that input. For the output, select Always On keep HDCP enabled or Follow Input (default) to define the output HDCP setting according to the active input.
- Color Depth Force 8Bits Enable or Disable (default) on each input.
- Force LPCM 2CH Enable or Disable (default) on each input.
- Force RGB on Output Enable or Disable (default).
- Device Auto-Unmute on volume change When enabled changing the volume will autounmute the audio output.
- Auto Sleep Delay When no input signal is detected, the display automatically goes into sleep mode, and output is set to off. When this setting is enabled (default), it delays sleep mode for an amount of time specified in the next setting.

 No input signal (active when Auto Sleep Delay is enabled) – Set the number of seconds (30 to 60,000 seconds; default = 900 seconds) after there is no signal detected, until the display goes into sleep mode. Click SET TIMEOUT after defining this setting.

Audio and video settings are configured.

Managing EDID

SWT3-31-HU enables you to copy an EDID from one of several different sources to the inputs.

To copy the EDID to the inputs:

1. Go to the EDID Management page.

Q	kramer	SWT3-31-HU						
»		EDID > EDID Settings						
•1		EDID Settings						
AV		STEP 1: SELECT S	SOURCE					
<u>600</u>		Outputs				Inputs		
*		OUTPUT-P 🦎			Custom	INPUT-POR SWT3-31-HU 1920x1080	INPUT-POR SWT3-31-HU 1920v1080	INPUT-POR SWT3-31-HU 1920v1080
††					Lipland file	Audio	Audio	Audio
ଦ					Default	230	250	2.50
փի					SWT3-31-HU 1920x1080 Audio			
•					256 🎟			
0								
		STEP 2: SELECT I	DESTINATION					
		Select all						
		INPUT-PO	INPUT-PO 🗅	INPUT-PO				
		SWT3-31-HU 1920x1080 Audio	SWT3-31-HU 1920x1080 Audio	SWT3-31-HU 1920x1080 Audio				
		COPY EDID						

Figure 20: EDID Management Page

- 2. Under Step 1, select the EDID source (the output, any of the inputs, default or custom EDID.
- 3. Under Step 2, select one or more inputs as the destination for copying the EDID.
- 4. Click COPY EDID.

The EDID is copied.

Setting Device Properties

This section details the following actions:

- <u>Device Profile and Maintenance</u> on page <u>27</u>.
- <u>Settings Networking Properties</u> on page <u>30</u>.
- <u>Setting Time and Date</u> on page <u>33</u>.

Device Profile and Maintenance

Changing Device Name

SWT3-31-HU enables you to change the DNS name of the device.

To change the device name:

1. Go to the Device > General page.

0	kramer	SWT3-31-HU			
>>		Device > General			
4		🔅 General	🛞 Network	ψ [‡] USB	Time and Date
AV		Device Name	SWT3-31-H-0000		
ED10		Model	SWT3-31-HU		
		Serial Number	0		
ŧŧ		Firmware Version	1.0.64477 <u>Update</u>		
Ø					
•		GLOBAL SYSTEM SET	TTINGS		
-					
Ŭ		DEVICE RESTART	EXPORT	F FLAG ME	
				, , , , , , , , , , , , , , , , , , , ,	
		FACTORY RESET	IMPORT		
	CAN	CEL SAVE			

Figure 21: Device > General Page

2. Under General Preferences, change the device name and click SAVE.

The device name is changed.

Upgrading Firmware

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To upgrade the device firmware:

- 1. Go to the **Device** > **General** page (<u>Figure 21</u>).
- 2. Under General, click **Update**, open the relevant firmware file, and follow the instructions. The upgrade takes approximately 30-60 seconds.
- During FW upgrade, the device continues to operate, but the device UI and protocol 3000 communication are inactive. When device restarts, the status LED is lit, and HDMI output signal is disconnected until restart completes.

Firmware is updated.

Firmware Upgrade		
1 Uploading (Firmware) ————	2 Upgrading	3 Restarting

Figure 22: Firmware Upgrade Process

Resetting and Restarting Device

Two types of resets can be performed:

- Restart Reboots your device and keeps all your device settings, including the IP address and password.
- Reset Reboots your device and restores all factory settings including input/output definitions, switching configuration, IP address and password (a DHCP-acquired IP address is retained).

To restart the device:

Click DEVICE RESTART on the Device > General page (Figure 21).

To perform a factory reset on the device, use one of the following actions:

- Click FACTORY RESET on the Device > General page (Figure 21).
- Using protocol 3000 commands, send FACTORY command then RESET commands.
- On the rear panel, press and hold the RESET button while connecting the power for several seconds.

Exporting and Importing a Configuration File

SWT3-31-HU enables you to export and store (in connected browsing PC storage) a configuration file, that records all current device settings except the routing operation setup. The stored file can then be imported to the same or different **SWT3-31-HU** device to load the recorded settings, for configuration backup and/or solution-replication purposes.

Exporting a Configuration File

To export a configuration file of the current device settings:

- 1. Go to the **Device** > **General** page (<u>Figure 21</u>).
- 2. Under Global System Settings, click **EXPORT**.
- 3. Select the storage location on your computer to save the configuration file and click **SAVE**.

The configuration file is exported and saved.

Importing a Configuration File

To import a configuration file of the current device settings:

- 1. Go to the **Device** > **General** page (<u>Figure 21</u>).
- 2. Under Global System Settings, click IMPORT.
- 3. Select the relevant configuration file from your computer storage and click **SAVE**.

The configuration file is imported and the device restarts with the settings from the configuration file.

Identifying Your Device

To identify the device:

- 1. Go to the **Device** > **General** page (Figure 21).
- 2. Under Global System Settings, click **FLAG ME**. NET LED flashes.

Settings Networking Properties



By default, DHCP is set to on. The IP address shows the actual IP address acquired from the DHCP server, or the auto-acquired fallback IP address when there is no DHCP server detection.

To configure network settings:

- 1. Go to the **Device** > **General** page (Figure 21).
- 2. Select the Network tab.

The network page appears.

Device > Network		Device > Network	
🗘 General	🛞 Network	🔅 General	🛞 Network
DHCP	on	DHCP	Off
MAC Address	00-1d-56-09-20-49	MAC Address	00-1d-56-09-20-49
IP Address	192,168, 1, 39	IP Address	192.168.1.39
Mask Address	255_255_255_0	Mask Address	255,255,0,0
Gateway Address	192,168,0,1	Gateway Address	192.168.0.1

Figure 23: Device Settings > Network Page (DHCP On/DHCP Off)

3. Change settings as needed.

If required, Set to **DHCP** (default) or static IP address resolution modes.

- 4. When in Static IP mode, perform the following actions:
 - Change the IP address.
 - Change the Mask address.
 - Change the Gateway address.

Network settings are defined.

Setting USB-C Host Port Signals Mix

AV and USB combined signals mix, and their data rate levels, of the USB-C host port, can be flexibly set.



To apply the USB-C type change, device power cycle must be performed.

 (\mathbf{i})

USB-C ethernet connection is disabled by default and is enabled only by API command (see <u>Protocol 3000 Commands</u> on page <u>54</u>).

To select USB-C host port signals mix:

- 1. Go to the **Device** > **General** page (<u>Figure 21</u>).
- 2. Select the USB tab.

🚫 kramer	SWT3-31-HU
»	Device > USB
•"C	🔅 General 🛞 Network 🜵 USB 🐻 Time and Date
AV	USB-C type USB-C 3.0 USB-C 2.0
	Device Auto-Disconnection
# #	
$\overline{\alpha}$	Device Port
	1 💶 On
•	2 On
6	3 💽 On
	4 💽 On
	All Off All On

Figure 24: USB Page – USB-C Host Port Data Range Level Selection

- 3. Next to USB-C type, select one of the following:
 - USB-C 3.0 High USB 10Gbps data rate and lower 4K60 4:2:0 AV resolution mix.
 - USB-C 2.0 High 4K60 4:4:4 AV resolution and lower USB 480Mbps data rate mix.
- 4. Click **SAVE**.

USB-C host signals mix is set.

Auto-disconnecting a USB Device on Inactive Host

When a host becomes inactive, you can automatically disconnect one or multiple USB devices.

To define auto-disconnection:

- 1. Go to the **Device** > **General** page (<u>Figure 21</u>).
- 2. Select the USB tab.

Q	kramer	SWT3-31-HU			
»		Device > USB			
4		🕸 General	Wetwork	ф USB	🐻 Time and Date
AV		USB-C type USB-C 3	.0 USB-C 2.0		
		Device Auto-Disconn On inactive host	ection		
# 		Device Port			
		1 🛑 On			
•		2 On			
i		3 On			
		4 011			
		All Off All On			
		CANCEL	SAVE		
			SAVE		

Figure 25: USB Page – USB Device Auto-Disconnection

- 3. For each USB Device Port, set the auto disconnection status to **On** or **Off**. You can also Select **All Off** or **All On** to set all device ports to off or on, respectively.
- 4. Click **SAVE**.

USB devices are set.

Setting Time and Date

You can sync the device time and date to any server around the world.

To sync device time and date to a server:

- 1. In the Navigation pane, click **Device**. The General tab in the Device page appears.
- 2. Select the **Time and Date** tab. The Time and Date tab appears.

🚫 kramer	SWT3-31-HU			
»	Device > Time and Date			
•4	🔹 General	Network	ឃុំ៖ USB	📆 Time and Date
AUTO				
AV	Date	8/20/2023		
003	Time	11:28:13		
	Time Location	(GMT+00:00) Greenwic		
‡ ‡	Daylight Savings Time	Yes No		
6	Use Time Server (NTP)	Disabled V		
•	Time Server Address	129 6 15 30		
0	Server Status	🖲 Unreachable 🛛 🗘		
	Sync Every Day at (0-23)	0		
	CANCEL SAVE			

Figure 26: Device Settings – Time and Date Tab

- 3. Set the Date and Time.
- 4. Select the Time Location.
- 5. In the Use Time Server (NTP) drop-down box, click:
 - Disabled to disable the time server.
 - **Manual** to enable time server (NTP).
- 6. If enabled, type in server information:
 - Enter the time server address.
 - Set sync frequency (every 0 to 23 days).
- 7. Click **SAVE** for any change.

The devices date and time are synchronized to the server address entered.

Setting Control Gateway Properties

This section details the following actions:

- <u>Setting Serial Port Properties</u> on page <u>34</u>.
- <u>Configuring I/O (GPIO) Ports</u> on page <u>37</u>.
- Defining and Testing Commands via Action Editor on page 41.
- <u>Configuring Remote Buttons</u> on page <u>42</u>.
- Associating CEC Commands to DISPLAY ON/OFF on page 43.

Setting Serial Port Properties

SWT3-31-HU enables configuring the RS-232 port in one of the following ways:

- <u>Controlling the SWT3-31-HU</u> on page <u>34</u>.
- <u>Controlling an External Device</u> on page <u>35</u>.
- <u>Controlling SWT3-31-HU Connected Display</u> on page <u>36</u>.

Controlling the SWT3-31-HU

To set the RS-232 port to control the device:

1. Go to the Control Gateway page. The Serial Ports tab appears.

🚫 kramer	SWT3-31-HU		
»	Control gateway > Serial Ports		
•2	👎 Serial Ports	1010	>∃ Action Editor
AV	SERIAL PORT PROPER	TIES	
	Device Serial Mode	RS-232	
++	Tunneling	Control	Gateway Display ON A
_	Serial configuration		
	Parity	None	.
•	Data Bits	8	
0	Baud Rate	115200	-
	Stop Bits	1	*


- 2. Next to Tunneling, select **Control**.
- 3. Click SAVE.

RS-232 port controls the SWT3-31-HU.

Controlling an External Device

Control an external device via an IP-connected Controller (for example **SL-240C** that is connected via LAN)

To set the RS-232 port to control an external device:

- 1. Go to the Control Gateway page. The Serial Ports tab appears.
- 2. Next to Tunneling, select Gateway.

Q	kramer	SWT3-31-HU				
»		Control gateway > Serial Ports				
•1		🖣 Serial Ports	1 ₀ IO	>=	Action Edito	r
AV		SERIAL PORT PROPERTIN	ES			
		Device Serial Mode	RS-232			
₩ #		Tunneling	Control	Gateway	Display ON	Adv
_		Serial configuration				
۷		Parity	None	*		
•		Data Bits	8	*		
0		Baud Rate	115200	*		
		Stop Bits	1	*		

Figure 28: RS-232 as Gateway

- 3. Define the external device RS-232 settings (Parity, Data Bits, Baud Rate and Stop Bits).
- 4. Click Save.

The Advanced Settings tab appears.

- 5. Select either UDP or TCP port.
- 6. Click SAVE.
- RS-232 port controls an external device.

Controlling SWT3-31-HU Connected Display

Control an external device (for example a display), connected to SWT3-31-HU.

The **SWT3-31-HU** sends serial, CEC or IT commands, defined by the user in the Action Editor (see <u>Defining and Testing Commands via Action Editor</u> on page <u>41</u>) and then linked to the DISPLAY ON button (see <u>Associating CEC Commands to DISPLAY ON/OFF</u> on page <u>43</u>).

To set the RS-232 port to control an external device:

- 1. Go to the Control Gateway page. The Serial Ports tab appears.
- 2. Next to Tunneling, select **Display ON**.

Control gateway > Serial Ports			
Serial Ports	1 ₀ 10	> Action Editor	O Display On
SERIAL PORT PROPERTIE	S		
Device Serial Mode	RS-232		
Tunneling	Control Gat	eway Display ON Advance	ed Properties
Serial configuration			
Parity	None	*	
Data Bits	8	*	
Baud Rate	115200	Ŧ	
Stop Bits	1	•	

Figure 29: RS-232 Control for Display on/off

- 3. Define the display RS-232 settings (Parity, Data Bits, Baud Rate and Stop Bits).
- 4. Click **SAVE**.

RS-232 port controls the DISPLAY ON/OFF.

Configuring I/O (GPIO) Ports

The 2 I/O ports can control devices such as sensors, door locks, remote contact-closure buttons, audio volume and lighting control devices and can be configured via the webpages.



To enable I/O operations, Remote Button must be set to Off.

To configure an I/O port:

- 1. In the Navigation pane, click **Control Gateway**. The Serial Ports tab in the Device Settings page appears.
- 2. Select the IO tab. The IO tab appears.

Ŧ	Serial Ports	1 ₀ 10	>=	Action Editor	0	Display On
<u>IO 1</u> IO 2	IO 1 PROPE	RTIES				
	Remote Butt	on 🗩 Off				
	State ON Switch Input	Ŧ	State OFF Display Or	n (via CEC) 👻	🗌 Mome	ntary
	I/O Type		Analog Input	Digital Input	Digital Output]
	Pull-up Resis	tor	Enabled			
	Threshold VI	OC Range	Low: 800	*	High: 2200	▲ ▼
	Read Curre	nt Step: High	Voltage: 3078	mV		

Figure 30: I/O Ports Settings Page

- 3. Select the I/O port to be configured (IO 1 or IO 2).
- 4. Select one of the following I/O types:
 - Digital Input (default setting) (see <u>Configuring a Digital Input I/O Type</u> on page <u>38</u>).
 - Digital Output (see <u>Configuring a Digital Output I/O Type</u> on page <u>38</u>).
 - Analog Input (see <u>Configuring an Analog Input I/O Type</u> on page <u>40</u>).

(

The settings available on the page change depending on which trigger type is selected.

5. Click **SAVE** after setting the selected I/O type.

Configuring a Digital Input I/O Type

The Digital Input trigger mode reads the digital input of an external sensor device that is connected to the I/O port. It detects High (upon passing Max threshold from Low state) or Low (upon passing Min threshold from High state) port states according to the user defined voltage threshold levels.

To configure a digital input I/O type:

- On the GPIO page, select **Digital Input** next to I/O Type. The Digital Input options appear (<u>Figure 30</u>).
- 2. Select one of the following for the Pull-up resistor setting:
 - Disabled

Suitable, for example, for a high temperature alarm that exceeds the maximum voltage threshold. When the pull-up resistor is disabled, the port state is low and to be triggered it must be pulled high by the externally connected sensor.

- Enabled Detection of an open circuit as High, or a short to ground as Low. This is suitable for example, for a pushbutton switch (connecting one terminal of the switch to ground, and the other to the input) or for an alarm closing a circuit that activates a series of actions. When the pull-up resistor is enabled, the port state is high, and to be triggered it must be pulled low by the externally connected sensor.
- 3. Set the Threshold VDC Low and High Range (threshold voltage at which the port changes state).
- 4. Click **Read** to refresh port status information.
- 5. Click SAVE.

Digital input I/O type is configured.

Configuring a Digital Output I/O Type

To configure a digital output I/O type:

1. On the GPIO page, select Digital Output next to I/O type. A warning message appears.

🔥 Warning	
When selecting Digital Output and the pull-up resistor	r is disabled , you must install a current-limiting resistor to prevent damage to the port.
	OK

Figure 31: Digital Output Warning

2. Make sure to follow the instructions in this warning.

3. Click **OK**. The Digital Output options appear.

Ŧ	Serial Ports	1 <u>0</u> 10	>≡	Action Editor	0 D
<u>10 1</u>	IO 1 PROPERT	IES			
10 2	Remote Button State ON None	Off	State OFF None	v	Momentary
	І/О Туре		Analog Input	Digital Input	Digital Output
	Pull-up Resistor		Disabled		
	current status		Low		
	CANCEL				

Figure 32: GPIO Settings Page – Digital Output I/O Type

- 4. Select one of the following for the Pull-up resistor setting:
 - Pullup resistor set to Enabled:

The port can be used for controlling devices that accept a TTL signal such as for powering LEDs. The voltage output is TTL positive logic: high: >2.4V; low: < 0.5V. When the pull-up resistor is enabled, the port state is high. For the state to be low, you must select **Low** for the Current Status.

Pullup resistor **Disabled**:

The port is used for controlling external devices such as room or light switches. The external source device determines the voltage output; the maximum voltage is 30V DC and the maximum current is 100mA.

When the pull-up resistor is disabled, the port state is low. For the state to be high, select **High** for the Current Status.

Make sure that the current in this configuration does not exceed 100mA.

5. Click SAVE.

Digital Output I/O type is configured.

Configuring an Analog Input I/O Type

When selectin the Analog Input I/O type, the port is triggered by an external analog device, such as a volume control device. The trigger is activated once when the detected voltage is within the 0 to 30V DC voltage range.

To configure an analog input I/O type:

1. On the GPIO page, select Analog Input next to I/O type.

-	Serial Ports	1 <u>0</u> 10	>≡	Action Editor	0
<u>IO 1</u> IO 2	IO 1 PROPERT	TIES			
	Remote Buttor	Off			
	State ON None	Ψ	State OFF None		Momentary
	I/О Туре		Analog Input	Digital Input	Digital Output
	Maximum Rep	orted Steps:	1	\$	
I					
_		_			
	CANCEL				

Figure 33: GPIO Port Settings Page Analog Input

- Enter or use the arrows to scroll to a value (1–100) for the Maximum reported steps. This value is the number of steps that the analog input signal is divided into. To calculate the voltage of each step, use the following formula: Voltage of one step = 30V / number of steps.
- 3. Click SAVE.

Analog input I/O type is configured.

Defining and Testing Commands via Action Editor

Use action editor to create and test control commands via CEC, UART or IR control interfaces. You can create up to 5 commands.

To add an action:

- 1. In the navigation pane, select **Control Gateway**. The Serial Ports tab opens.
- 2. Select the Action Editor tab. The Action Editor appears.

Control gateway > Action	Editor		
🖣 Serial Ports	1010	> Action Editor	O Display On
Command_01 Command_02	ACTION PROPERTIE	S	
Command_03 Command_04	Command Name	Command_01	
Custom Cmd 5	Port	CEC	*
	Command		
	450 characters left Syntax (like CEC-SND RUN COMMAND	command): <port_num>, <cmc< td=""><td> L_id>, <cmd_name>, <len>, <cec_command></cec_command></len></cmd_name></td></cmc<></port_num>	 L_id>, <cmd_name>, <len>, <cec_command></cec_command></len></cmd_name>
CANCEL			

Figure 34: Action Editor Tab

- 3. Select a command name on the left side of the window.
- 4. Change the command name, if required.
- 5. Select the port (CEC, UART or IR).
- 6. Enter the appropriate command line, such as one of the following Display On sample commands:
 - For CEC 1,1,tv-on,2,E004

The command to power on a TV can vary depending on the specific TV model and manufacturer. However, above is a common example of a standard command to power on a TV.

- For RS232 PON
- For IR -

1,1,TVON,1,1,1,0000,006f,0022,0002,014d,00a6,0015,0015,0014,0015,0013,0014,00 15,0015,0014,0014,0014,0015,0015,0014,003e,0016,003d,0014,003f,0014,003 e,0015,003f,0013,003f,0014,003e,0015,003f,0013,0016,0013,0015,0014,0015,0013,0 016,0013,003f,0013,003e,0015,0013,003e,0015,003f,0013,003f,0013,003e,001 5,003e,0015,0015,0014,0015,0013,003f,0014,0015,0013,0014,0015,05c9,014d,0053, 0015,0e0a

- 7. Click SAVE.
- 8. Click **RUN COMMAND** to run the command test.

An action is entered and can be run.

Configuring Remote Buttons

Remotely operate, by I/O-connected remote buttons, configured control actions (see (see <u>Defining and Testing Commands via Action Editor</u> on page <u>41</u>).

To Configure Remote Buttons:

- 1. In the Navigation pane, click **Control Gateway**. The Serial Ports tab in the Device Settings page appears.
- 2. Select the IO tab. The IO tab appears.
- 3. Press to toggle Remote Button to On.
- 4. Configure defined control actions, for button on/off states, using the **State ON**, **State OFF** drop-down boxes.
 - Button default operation mode is latching. For momentary mode, check the Momentary checkbox.

Ŧ	Serial Ports	1 <u>0</u> 10	>=	Action Editor	0	Display On
<u>IO 1</u> IO 2	IO 1 PROPER	TIES				
	Remote Butto	n 🗩 Off				
	State ON Switch Input	Ŧ	State OFF Display On	(via CEC) 👻	🗌 Mome	ntary
	I/O Type		Analog Input	Digital Input	Digital Output)
	Pull-up Resiste	or	Enabled			
	Threshold VD	C Range	Low: 800	* *	High: 2200	*
	Read Curren	t Step: High	Voltage: 3078r	mV		

Figure 35: I/O ports settings tab – Configuring Remote Buttons

5. Click SAVE.

A control actions remote button can now be remotely operated.

Associating CEC Commands to DISPLAY ON/OFF

Configure CEC commands to send via DISPLAY ON button.

To add an action:

- 1. In the navigation pane, select **Control Gateway**. The Serial Ports tab opens.
- 2. Select the **Display On** tab. The Display ON settings appears.

C	ontrol gateway > Display Or	n		
	🖣 Serial Ports	1010	>∃ Action Editor	O Display On
0	State ON Display On (via CEC) 👻	State OFF Display Off (via CEC)	- 🗹 Momentary	
	CANCEL	νe		

Figure 36: Action Editor Tab

- 3. Define the State On and State Off commands.
- 4. Check **Momentary** for the button to send a command on the press of a button.
- 5. Click **SAVE**.

DISPLAY ON button is configured.

Viewing Device Status

View the device status.

To view the device status:

- 1. In the navigation pane, select Status.
- 2. Select the Devices tab. The Devices Status appears.

Ø	kramer	SWT3-31-HU	
>>		Status > Devices	
•4		Devices	
AV		DEVICE STATUS	
EDID		Overall	Active
ŧŧ		CHARGING TIME	
۵			
		Host 1	00:00:00
• 			
Û		INPUT SIGNAL STATUS	
		USB-C	 Off
		HDMI	• On
		HDMI	● On
		OUTPUT STATUS	
		HDMI	• On

Figure 37: Device Status Page

3. View device status.

Device status can be viewed.

Setting Security Properties

This section details the following actions:

- Changing Security Status on page 45.
- Defining 802.1X Authentication on page 47.

Changing Security Status

By default, security status is set to On.

Setting Security Status to Off

To set security status to Off:

- 1. Go to the Security page (Figure 38).
- 2. Select the Security tab. The Security settings appears.

Ø	kramer	SWT3-31-HU		
»		Security > Security		
•4		Security	() 802.1X	
400 AV		SECURITY STATUS	on	
		Current Password		<u>Change</u>

Figure 38: Security – Security Tab

3. Set SECURITY STATUS to Off. The Security Status window appears.

Security Status Would you like to disa	Security Status Would you like to disable security?			
Enter password to disab	Enter password to disable the security.			
CANCEL	ок			

Figure 39: Security Status Message

- 4. Enter the current password.
- 5. Click OK.

Security status is set to Off.

Setting Security Status to On

To set security status to on:

- 1. Go to the Security > Security (Figure 38).
- 2. Set SECURITY STATUS to On.

Security status is set to On.

Changing Web Pages Access Password

To change the password for accessing the embedded web pages:

- 1. Go to the Security page (Figure 21).
- 2. Select the Security Tab. The Security settings appear (Figure 40).
- 3. Enter the Current Password and click **Change**. The new password settings appear.

SECURITY STATUS	on	
Current Password		<u>Change</u>
New Password]
Confirm Password]
CANCEL	WE	

Figure 40: Device Settings - Changing the Password

4. Enter the new password and confirmation password and click SAVE.

The password is changed.

Defining 802.1X Authentication

802.1x security standard supports IT networking authentication based on LAN port and MAC address.

To configure security:

- 1. In the Navigation pane, click **Security**. The Security settings tab in the Security page appears.
- 2. Select **802.1X** tab. The 802.1X settings tab appears (see Figure 41).

🚫 kramer	SWT3-31-HU	
»	Security > 802.1X	
•t#	Security	0 802.1X
AV	IEEE 802.1 X AUTHENTICAT	ION 🕕 Off

Figure 41: 802.1X Tab

- 3. For 802.1x authentication, click **ON** to enable 802.1x authentication service. 802.1x supports authentication based on port and MAC address.
- 4. When set to ON check one standard authentication method to set its security attributes.
 - **PEAP-MSCHAP V2 (**Figure 42) Enter:
 - Username up to 24 alphanumeric characters, including "_" and "-" characters within the username, and
 - · Password up to 24 ASCII characters

🚫 kramer	SWT3-31-H	U
»	Security > 802.1X	
•1 <u>2</u>	Security	() 802.1X
AUTO		
AV	IEEE 802.1 X AUTHEN	ITICATION On
	Authentication Meth	od
	EAP-MSCHAP	V2
<u>@</u>	Username	
•	Password	
	◯ EAP-TLS	

Figure 43: Security Tab - EAP-MSCHAP V2 Authentication

- EAP-TLS (Figure 44) To submit certificate from the server for authentication:
 - Enter Username,
 - Click 1 to upload the certificates and keys.



File format must be pem.

- Enter the private key password (assigned by IT administrator),
- Set Server Certificate On



Figure 45: EAP-TLS – Certificates and Password

5. Click **APPLY**.

802.1x authentication security is configured.

Viewing the About Page

View the firmware version and Kramer Electronics Ltd details in the About page.



Figure 46: About Page

Upgrading Firmware

Use the Kramer **K-UPLOAD** software to upgrade the firmware via ethernet or the RS-232 port, allowing RS-232 to control/program the device). The device continues to operate and once FW upload complete, you are asked to Restart no or later.

The latest version of **K-UPLOAD** and installation instructions can be downloaded from our website at: www.kramerav.com/support/product_downloads.asp.

 (\mathbf{i})

Note that in order to use the micro USB port, you need to install the Kramer USB driver, available at: www.kramerav.com/support/product_downloads.asp.

Technical Specifications

Inputs	2 HDMI	On HDMI female connectors
	1 DP Alt Mode & PD 3.0 USB-C	On a USB type–C female connector
Outputs	1 HDMI	On an HDMI connector
	1 HDMI Loop	On an HDMI connector
	1 Balanced Stereo Line Level	On a 5-pin terminal block connector
	1 IR	On a 3.5mm mini jack
Ports	1 USB 3.1 Host	On a USB–C female connector
	2 USB 3.1 Host	On USB–B female connectors
	4 USB	On female USB-B connectors
	1 LAN PoE	On an RJ-45 female connector
	1 RS-232	On a 3-pin terminal block
	2 GPI/O	On 2-pin terminal block connectors
USB Features	USB 3.1 Data Rate	Up to 10Gbps
	Integrated USB Hubs	1
	Standards Compliance	USB 3.2 GEN 2, 2.0 and 1.1
	USB 3.1 Data Rate	Up to 10Gbps
Video	Max Data Rate	18Gbps bandwidth (6Gbps per graphic channel)
	Max Resolution	4K@60Hz (4:4:4) resolution
	Content Protection	HDCP 2.3
	HDMI Support	Deep Color, 3D, HDR as specified in HDMI 2.0b
Analog Audio Output	Impedance Balanced	500Ω
	THD + Noise: (Non-weighted)	-84dB (0.0065%)
	Crosstalk	<-85dB
	Max Output Signal Level	4.2Vrms
	Coupling	DC
	Impedance Balanced	500Ω
Power	Power Adapter	Source: 12V DC, 2A / 20V DC, 6A
		Consumption: 12V DC, 1.8A / 20V DC, 4.4A
		Max. Power: 12V DC, 22W / 20V DC, 84W
	LAN PoE	Consumption: 144mA
		Max. Power: 7.8W
	USB Charging	Max. Power: 60W
		Compliance: PD 3.0
	USB Device Charging	Max. Total Current: 2A
Controls	Front Panel	INPUT SELECT and DISPLAY ON buttons
Indication LEDs	Front Panel	1 NET LED
		1 STATUS LED
Environmental	Operating Temperature	0° to +40°C (32° to 104°F)
Conditions	Storage Temperature	-40° to +70°C (-40° to 158°F)
	Humidity	10% to 90%, RHL non-condensing
Regulatory	Safety	CE, UL, UKCA
Compliance	Environmental	RoHs, WEEE
Enclosure	Size	Mega Tool
	Туре	Aluminum
	Cooling	Convection Ventilation

General	Net Dimensions (W, D, H)	19cm x 11.6cm x 2.7cm (7.5" x 4.6" x 1.1")	
	Shipping Dimensions (W, D, H)	34.5cm x 16.5cm x 5.2cm (13.6" x 6.5" x 2")	
	Net Weight	0.56kg (1.24lbs)	
	Shipping Weight	1.15kg (2.5lbs) approx.	
Accessories	Included	12VDC 5A Power adapter and cord, USB-C multi-signal cable	
Specifications are subject to change without notice at www.krameray.com			

Default Communication Parameters

RS-232		
Baud Rate:		115,200
Data Bits:		8
Stop Bits:		1
Parity:		None
Command Format:		ASCII
Example (Route video inpu	ut 2 to the output):	#ROUTE_1,1,2< <u>CR</u> >
Ethernet		
To reset the IP settings to confirm	the factory reset values go to: Menu->Setup ->	 Factory Reset-> press Enter to
Fallback IP Address:	192.168.1.39	
Fallback Subnet mask:	255.255.255.0	
Fallback gateway:	192.168.0.1	
Default username:	Admin	
Default password:	Admin	
Full Factory Reset		
P3K	"#FACTORY" command.	
	After receiving "FACTORY OK" perform one of and complete the procedure: • Power cycle • Send command "#RESET"	the following to restart the device
Embedded webpages	Go to: Device>General and click FACTORY	RESET

Protocol 3000

Kramer devices can be operated using Kramer Protocol 3000 commands sent via serial or Ethernet ports.

Understanding Protocol 3000

Protocol 3000 commands are a sequence of ASCII letters, structured according to the following.

Command format:

Prefix	Command Name	Constant (Space)	Parameter(s)	Suffix
#	Command	.	Parameter	<cr></cr>

• Feedback format:

Prefix	Device ID	Constant	Command Name	Parameter(s)	Suffix
~	nn	0	Command	Parameter	<cr><lf></lf></cr>

- Command parameters Multiple parameters must be separated by a comma (,). In addition, multiple parameters can be grouped as a single parameter using brackets ([and]).
- **Command chain separator character** Multiple commands can be chained in the same string. Each command is delimited by a pipe character (|).
- **Parameters attributes** Parameters may contain multiple attributes. Attributes are indicated with pointy brackets (<...>) and must be separated by a period (.).

The command framing varies according to how you interface with **SWT3-31-HU**. The following figure displays how the # command is framed using terminal communication software (such as Hercules):



Protocol 3000 Commands

Function	Description	Syntax	Parameters/Attributes	Frample
" unction	Protocol bandshaking	COMMAND	T arameter 3/Attributes	
#	Thorocon nanosnaking.	# <cr></cr>		#~~~
	(i) Validates the	FEEDBACK		
	Protocol 3000 connection and gets	~nn@_ok <cr><lf></lf></cr>		
	the machine number.			
	Step-in master products use this command to identify the availability of a			
	device.			
AUD-LVL	Set volume level.	COMMAND	io_mode -	Set AUDIO OUT level
		#ROD-LVL_IO_MODE, IO_INDEX, VOI_IEVELCC	io index - 1	#AUD-LVL_1,1,-
		TEEDBACK	vol_level - Volume level -100db to	50.0 <cr></cr>
			15dB;	
			(decrease current value by 1dB);	
AUD-LVL?	Get volume level.	COMMAND	io_mode -	Get AUDIO OUT level:
		#AUD-LVL?_io_mode,io_index <cr></cr>	1 – Output	#AUD-LVL?_1,1 <cr></cr>
		FEEDBACK	$io_index - 1$	
		<pre>~nn@AUD-LVL_io_mode,io_index,vol_level<cr><lf></lf></cr></pre>	15dB;	
AUD-LVL-	Get volume level min	COMMAND	io_mode -	Get AUDIO OUT level
RANGE?	and max range.	#AUD-LVL-RANGE?_io_mode,io_index <cr></cr>	i – Output	Tange: #AUD-LVL-
		FEEDBACK	min val100db	RANGE?_1,1 <cr></cr>
		RANGE io mode, io index, min val, max val <cr><lf></lf></cr>	max_val - 15dB	
AUD-MURE	Set audio mute state		in out: Port Direction	Set Audio Mute of Apalog
AUD-MUTE	for Audio ports	#AUD-MUTE in out channel mute type mute state <cr></cr>	0-In	Output one:
	•	FEEDBACK	1 – Out	#AUD-MUTE_ 1,1,1,1 <cr></cr>
		~nn@AUD-	Channel: audio channel ID	
		<pre>MUTE_in_out, channel, mute_type, mute_state<cr><lf></lf></cr></pre>	ChannelID for input 1	
			Analog LEFT 2	
			Front input 3.5 RIGHT or output	
			Analog RIGHT 3	
			Analog in 2 4	
			Analog in 4 6	
			Analog in 5 7	
			USB LEFT 8	
			USB RIGHT 9	
			HDMI LEFT 10	
			ARC LEFT 12	
			ARC RIGHT 13	
			Generator Channel ID for Output: 1	
			output Analog LEFT 2	
			USB output LEET 4	
			USB Output RIGHT	
			mute type: Audio Mute	
			0-INPUT MUTE	
			1 – INPUT post mute or output mute	
			mute_state: Mute State	
			1 – MUTE	
AUD-MUTE?	Get Audio Mute state	COMMAND	out_index-1	Get Audio Mute state of
	for Audio ports	#AUD-MUTE_ in_out, channel, mute_type <cr></cr>	in_out: Port Direction	Analog Output one
		FEEDBACK	1 - Out	#AUD-MUTE? 1,1,1 <cr></cr>
		~nn@AUD-MUTE_in_out_channel,mute_type <cr><lf></lf></cr>	Channel: audio channel ID	
			ChannelID for input 1	
			Front input 3.5 LEFT or output	
			Front input 3.5 RIGHT or output	
			Analog RIGHT 3	
			Analog in 2 4	
			Analog in 3 RIGHT 5	
			Analog in 5 7	
			USB LEFT 8	
			USB RIGHT 9	
			HDMI LEFT 10	
			HDMI RIGHT 11	
			ARC LEFT 12 ARC RIGHT 13	
			Generator Channel ID for Output: 1	
			output Analog LEFT 2	
			output Analog LEFT 3	
			mute type: Audio Mute	
			0- INPUT MUTE	
			1 – INPUT post mute or output mute	1

Function	Description	Syntax	Parameters/Attributes	Example
AUD-MUTE- PERSIST	Set the auto audio unmute status upon volume change.	COMMAND #AUD-MUTE-PERSIST_unmute_status <cr> FEEDBACK ~nn@AUD-MUTE-PERSIST_unmute_status<cr><lf></lf></cr></cr>	unmute_status - 0- Mute state is not persistent and changes upon volume change 1- Mute state is persistent upon volume change	Set mute mode to be persistent and not change upon volume change: #AUD-MUTE- PERSIST_1 <cr></cr>
AUD-MUTE- PERSIST?	Get the auto audio unmute status.	COMMAND #AUD-MUTE-PERSIST?_ <cr> FEEDBACK ~nn@AUD-MUTE-PERSIST_unmute_status<cr><lf></lf></cr></cr>	unmute_status - 0- Mute state is not persistent and changes upon volume change 1- Mute state is persistent upon volume change	Get auto unmute status upon volume change: #AUD-MUTE- PERSIST?_ <cr></cr>
AUTH-802-1X- ENABLE	Set authentication 802.1X feature for the specific interface.	COMMAND #AUTH-802-1X-ENABLE_interface,enable_status <cr> FEEDBACK ~nn@AUTH-802-1X- ENABLE_interface,enable_status<cr><lf></lf></cr></cr>	interface - Interface ID - 0 enable_status - 0- Off 1- On	Set the authentication 802.1X feature on: #AUTH-802-1X- ENABLE_0,1 <cr></cr>
AUTH-802-1X- ENABLE?	Get authentication 802.1X feature for the specific interface.	COMMAND #AUTH-802-1X-ENABLE?_interface <cr> FEEDBACK ~nn@AUTH-802-1X- ENABLE_interface,enable_status<cr><lf></lf></cr></cr>	interface - Interface ID - 0 enable_status - 0- Off 1- On	Get the authentication 802.1X feature status: #AUTH-802-1X- ENABLE?_0 <cr></cr>
AV-SW-MODE	Set input auto switch mode (per output).	COMMAND #AV-SW-MODE_layer_type,out_index,connection_mode <cr> FEEDBACK ~nn@AV-SW-MODE_layer_type,out_index,connection_mode<c R><lf></lf></c </cr>	<pre>layer_type - Number that indicates the signal type: 1 - Video 2 - Audio out_index - 1 connection_mode - Connection mode 0 - manual 1 - priority switch 2 - last connected switch</pre>	Set the input audio switch mode to Manual for HDMI OUT: #AV-SW-MODE_1,1,0 <cr></cr>
AV-SW-MODE?	Get input auto switch mode (per output).	COMMAND #AV-SW-MODE?_layer_type,out_index <cr> FEEDBACK ~nn@AV-SW-MODE_layer_type,out_index,connection_mode<c R><lf></lf></c </cr>	layer_type - Number that indicates the signal type: 1 - Video 2 - Audio out_index - 1 connection_mode - Connection mode 0 - manual 1 - priority switch 2 - last connected switch	Get the input audio switch mode for HDMI OUT: #AV-SW-MODE?_1,1 <cr></cr>
AV-SW- TIMEOUT	Set auto switching timeout.	COMMAND #AV-SW-TIMEOUT_switching_mode,time_out <cr> FEEDBACK ~nn@AV-SW-TIMEOUT_switching_mode,time_out<cr><lf></lf></cr></cr>	<pre>switching_mode - Switching mode 0 - Video signal lost 1 - New video signal detected 4 - Disable 5V on video output if no input signal detected 5 - Video cable unplugged 7 - Video signal lost for signal routed as a result of a manual override action time_out - Timeout in seconds 0 - 60000</pre>	Set the auto switching timeout to 5 seconds in the event of 5V disable when no input signal is detected: #AV-SW-TIMEOUT_4,5 <cr< td=""></cr<>
AV-SW- TIMEOUT?	Set auto switching timeout.	COMMAND #AV-SW-TIMEOUT?_switching_mode <cr> FEEDBACK ~nn@AV-SW-TIMEOUT_switching_mode,time_out<cr><lf></lf></cr></cr>	 switching_mode - Switching mode 0 - Video signal lost 1 - New video signal detected 4 - Disable 5V on video output if no input signal detected 5 - Video cable unplugged 7 - Video signal lost for signal routed as a result of a manual override action time_out - Timeout in seconds 0 - 60000 	Get the auto switching timeout in the event of 5V disable when no input signal is detected: #AV-SW-TIMEOUT?_4 <cr></cr>
BEACON-INFO?	Get beacon information, including IP address, UDP control port, TCP control port, MAC address, model, name.	COMMAND #BEACON-INFO?_ <cr> FEEDBACK ~nn@BEACON- INFO_port_id, ip_string,udp_port,tcp_port,mac_address, model,name<cr><lf></lf></cr></cr>	port_id - ID of the Ethernet port ip_string - Dot-separated representation of the IP address udp_port - UDP control port tcp_port - TCP control port mac_address - Dash-separated mac address model - Device model name - Device name	Get beacon information: #BEACON-INFO?_ <cr></cr>
BUILD-DATE?	Get device build date.	COMMAND #BUILD-DATE?_ <cr> FEEDBACK ~nn@BUILD-DATE_date,time<cr><lf></lf></cr></cr>	date - Format: YYYY/MM/DD where YYYY = Year MM = Month DD = Day time - Format: hh:mm:ss where hh = hours mm = minutes ss = seconds	Get the device build date: #BUILD-DATE? <cr></cr>
CEC-GW-PORT- ACTIVE	Set the CEC activation state.	<pre>COMMAND #CEC-GW-PORT- ACTIVE_direction_type,port_format,port_index,state<cr> FEEDBACK ~nn@CEC-GW-PORT- ACTIVE_direction_type,port_format,port_index,state<cr>LF>'</cr></cr></pre>	direction_type - Direction of the port: out port_format - Type of signal on the port. indbt port_index - The port number: 1 state - Global gateway activation state: o 0 - as a passthrough o 1 - as a gateway	Activate CEC for the HDBaseT port as a passthrough: #CEC-GW-PORT-ACTIVE_i n,hdmi,1,0 <cr></cr>

Function	Description	Syntax	Parameters/Attributes	Example
CEC-GW-PORT- ACTIVE?	Get the CEC activation state.	COMMAND #CEC-GW-PORT- ACTIVE?_direction_type,port_format,port_index <cr> FEEDBACK ~nn@CEC-GW-PORT- ACTIVE_direction_type,port_format,port_index,state<cr ><lf>'</lf></cr </cr>	direction_type - Direction of the port: out port_format - Type of signal on the port_index - The port number: 1 state - Global gateway activation state: o 0 - as a passthrough o 1 - as a gateway	Get the Activate CEC status for the HDBaseT port as a passthrough: #CEC-GW-PORT-ACTIVE_i n,hdmi,l <cr></cr>
CEC-MEMBERS?	Get list of CEC logical addresses.	COMMAND #CEC-MEMBERS?_port_index <cr> FEEDBACK ~nn@CEC-MEMBERS_port_index,<lal>,<la2><cr><lf></lf></cr></la2></lal></cr>	Port_index - 1 la - 1 to 15	Set gateway members: #CEC-MEMBERS?_1 <cr></cr>
CEC-NTFY- ACTIVE	Set CEC notification activity (valid until the next power up).	COMMAND #CEC-NTFY-ACTIVE_cec_ntf <cr> FEEDBACK ~nn@CEC-NTFY-ACTIVE_cec_ntf<cr><lf></lf></cr></cr>	cec_ntf- 0-Inactive 1-Active	Enable CEC notification: #CEC-NTFY- ACTIVE_1 <cr></cr>
CEC-NTFY- ACTIVE?	Get CEC notification activity status.	COMMAND #CEC-NTFY-ACTIVE?_ <cr> FEEDBACK ~nn@CEC-NTFY-ACTIVE_cec_ntf<cr><lf></lf></cr></cr>	cec_ntf- 0-Inactive 1-Active	Get CEC notification activity status:: #CEC-NTFY- ACTIVE?_ <cr></cr>
CEC-SND	Send CEC command to port.	COMMAND #CC- SND_port_index,sn_id,cmd_name,cec_len,cec_command <cr> FEEDBACK ~nn@CEC- SND_port_index,sn_id,cmd_name,cec_mode<cr><lf></lf></cr></cr>	port_index - CEC port transmitting the command: 1 sn_id - 1 cmd_name - command name cec_len - 1-16 cec_command - CEC format command (in HEX format, no leading zeros, no '0x' prefix) cec_mode - CEC mode 0 - Sent 1 - Gateway disabled 2 - Inactive CEC-Master 3 - Busy 4 - Illegal Message Parameter 5 - Illegal CEC Address Parameter 6 - Illegal CEC Command 7 - Timeout 8 - Error	Send TV-OFF CEC command to the HDBaseT port: #CEC-SND_1,1,TV- OFF,2,e004 <cr></cr>
COM-ROUTE?	Get tunneling port routing. This command sets tunneling port routing. Every com port can send or receive data from the ETH port. Set command can edit an existing configuration.	<pre>COMMAND #COM-ROUTE?_com_id<cr> FEEDBACK ~nn@COM-ROUTE_com_id,port_type,port_id,eth_rep_en,pin g_val<cr><lf></lf></cr></cr></pre>	com_id - Machine dependent, * (get all route tunnels) port_type - TCP/UDP 0 - TCP 1 - UDP port_id - TCP/UDP port number eth_rep_en - Ethernet Reply 0 - COM port does not send replies to new clients 1 - COM port sends replies to new clients. ping_val - Send an empty string to TCP client every 0 to 3600 seconds. 0 - 3600	Get tunneling port routing for all route tunnels: #COM-ROUTE?_* <cr></cr>
COUNTER?	Get the sent or received CEC messages count.	<pre>COMMAND #COUNTER.category_id,sub_category_id<cr> FEEDBACK ~nn@COUNTER_category_id,sub_category_id,count<cr><lf></lf></cr></cr></pre>	category_id - CEC messages: 0 sub_category_id - Type of message: 0 - Sent message 1 - Received message count - Number range: 0-65535	Get the number of sent messages: #COUNTER?_0, 0 <cr></cr>
COUNTER-CLR	Clear CEC messages.	COMMAND #COUNTER-CLR?_category_id,sub_category_clr <cr> FEEDBACK ~nn@COUNTER- CLR_category_id,sub_category_id,count<cr><lf></lf></cr></cr>	count - Number range: 0-05335 category_id - CEC messages: 0 Sub_category_clr - Type of message to clear: 0 - Clear sent messages 1 - Clear received messages * - Clear all CEC messages	Clear all CEC messages: #COUNTER-CLR?_0, * <cr></cr>
CPEDID	Copy EDID data from the output to the input EEPROM. (1) Destination bitmap size depends on device properties (for 64 inputs it is a 64-bit word). Example: bitmap 0x0013 means inputs 1,2 and 5 are loaded with the new EDID. In certain products Safe_mode is an optional parameter. See the HELP command for its availability.	<pre>COMMAND #CPEDID_edid_io,src_id,edid_io,dest_bitmap<cr> or #CPEDID_edid_io,src_id,edid_io,dest_bitmap,safe_mode< CR> FEEDBACK ~nn@CPEDID_edid_io,src_id,edid_io,dest_bitmap<cr><lf> ~nn@CPEDID_edid_io,src_id,edid_io,dest_bitmap,safe_mo de<cr><lf></lf></cr></lf></cr></cr></pre>	<pre>edid_io - EDID source type (usually output) 0 - Input 1 - Output 2 - Default EDID 3 - Custom EDID src_id - Number of chosen source stage 0 - Default EDID source 1 - HDBaseT OUT or USB-C IN 2 - HDMI IN edid_io - EDID destination type 0 - Input dest_bitmap - Bitmap representing destination IDs. Format: XXXXX, where X is hex digit. The binary form of every hex digit represents corresponding destinations. 0 - indicates that EDID data is not copied to this destination. 1 - indicates that EDID data is copied to this destination. safe_mode - Safe mode (optional parameter) 0 - device accepts the EDID as is without trying to adjust (default value if no parameter is sent) 1 - device tries to adjust the EDID</pre>	Copy the EDID data from the HDBaseT Output to the HDMI Input: #CPEDID_1,1,0,0x1 <cr></cr>

Function	Description	Syntax	Parameters/Attributes	Example
CS-CONVERT	Set the "force RGB	COMMAND	out_index - The port number: 1	Enable force RGB color
	mode.	#CS-CONVERT_out_index,cs_mode <cr></cr>	 o 0 – Color space mode: o 0 – Color space pass (default) 	#CS-CONVERT_1,1 <cr></cr>
		<pre>~nn@CS-CONVERT_out index, cs mode<cr><lf>'</lf></cr></pre>	 1 – Enable "force RGB color apage" convert mode 	
CS-CONVERT?	Get the "force RGB	COMMAND	out index – The port number: 1	Get force RGB color space
	color space" convert	#CS-CONVERT?_out_index <cr></cr>	cs_mode - color space mode:	mode:
	mode.	FEEDBACK	 0 – Color space pass (default) 1 – Enable "force RGB color 	#CS-CONVERT?_1 <cr></cr>
	Cat the device state	~nn@cs-convert_out_index, cs_mode <cr><lr></lr></cr>	space" convert mode	Cat davias status
DEV-STATE?	Get the device state.	#DEV-STATE?_ <cr></cr>	0- Active	#DEV-STATE?_ <cr></cr>
		FEEDBACK	1 – Power-on and no connected AV	_
		~nn@DEV-STATE_dev_state <cr><lf>'</lf></cr>	connection faults)	
			2- Power-on and standby (low power: cables are either	
			connected or not)	
DISPLAY?	Get output HPD status.	COMMAND #DISPLAY?.out index <cr></cr>	out_index - Number that indicates the specific output:	Get the output HPD status of Output 1:
		FEEDBACK	1	#DISPLAY?_1 <cr></cr>
		~nn@DISPLAY_out_index,status <cr><lf></lf></cr>	signal validation	
			0 – Signal or sink is not valid	
			2– Sink and EDID is valid	
EDID-AUDIO	Set audio capabilities	COMMAND	The following attributes comprise the	Set HDMI IN 2 audio
		<pre>#EDID-AUDIO_<direction_type>.<port_format>.<port_inde x>.<signal_type>.<index>,audio_format<cr></cr></index></signal_type></port_inde </port_format></direction_type></pre>	<pre>direction_type> - Direction of</pre>	6CH):
		FEEDBACK	the port:	#EDID-AUDIO_in.hdmi.2
		<pre>~nn@EDID-AUDIO_<direction_type>.<port_format>.<port_i ndex="">.<signal_type>.<index>.audio_format<cr><lf></lf></cr></index></signal_type></port_i></port_format></direction_type></pre>	• OUT – Output	
		1 1 1 1 1 2 1 2 1 2 1 2 1 1 1 1 1 1 1 1	<pre>• <port_format> - Type of signal on the port:</port_format></pre>	
			• HDMI	
			<pre><pre>ort_index> - The port number</pre></pre>	
			as printed on the front or rear	
			<pre>signal_type> - Signal ID</pre>	
			attribute:	
			<index> – Indicates a specific</index>	
			channel number when there are multiple channels of the same	
			type	
			EDID:	
			0 – Auto	
			2– LPCM 6CH	
			3 – LPCM 8CH	
			5– HD	
EDID-AUDIO?	Get audio capabilities for EDID	COMMAND	The following attributes comprise the signal ID:	Get HDMI IN 2 audio
	101 2010.	ex>. <signal_type>.<index><cr></cr></index></signal_type>	<pre>direction_type> - Direction of</pre>	#EDID-AUDIO?_in.hdmi.
		FEEDBACK	o IN – Input	2.audio.1,2 <cr></cr>
		~nn@EDID-AUDIO_audio_format <cr><lf></lf></cr>	○ OUT – Output	
			<pre>ort_format> - Type of signal on the port:</pre>	
			• HDMI	
			 ANALOG_AUDIO USB C 	
			<pre>• <port_index> - The port number</port_index></pre>	
			as printed on the front or rear panel	
			<pre>signal_type> - Signal ID ottribute:</pre>	
			 AUDIO 	
			<index> – Indicates a specific</index>	
			multiple channels of the same	
			type	
			EDID:	
			U – AUTO 1 – LPCM 2CH	
			2- LPCM 6CH	
			3 – LPCM 8CH 4 – Bitstream	
			5– HD	
EDID-DC	Force removal of deep color on EDID or	COMMAND #EDID-DC in index.deep.color.state/CPN	<pre>in_index - Number that indicates the specific input:</pre>	Remove deep color on
	leaving it as in the	FEEDBACK	1 – Input 1	#EDID-DC_1,1 <cr></cr>
	onginai EDID.	~nn@EDID-DC_in_index,deep_color_state <cr><lf></lf></cr>	2- INPUT2 deep color state-	
			0 – Don't change	
			1 – Remove deep color	

Function	Description	Syntax	Parameters/Attributes	Example
EDID-DC?	Get deep color status on EDID.	COMMAND #EDID-DC?_in_index <cr> FEEDBACK ~nn@EDID-DC_in_index,deep_color_state<cr><lf></lf></cr></cr>	in_index - Number that indicates the specific input: 1 - Input 1 2 - Input 2 deep color state -	Get deep color state on EDID for input 2. #EDID-DC?_2 <cr></cr>
			0 – Don't change 1 – Remove deep color	
ETH-PORT	Set Ethernet port protocol.	COMMAND #ETH-PORT_port_type,port_id <cr></cr>	port_type - TCP/UDP port_id - TCP/UDP port number (0 - 65535)	Set the Ethernet port protocol for TCP to 12457: #ETH-PORT.TCP, 12457 <c< td=""></c<>
	(i) If the port number you enter is already in use, an error is returned. The port number must be within the following range: 0-(2^16-1).	FEEDBACK ~nn@ETH-PORT_port_type,port_id <cr><lf></lf></cr>		R>
ETH-PORT?	Get Ethernet port protocol.	COMMAND #ETH-PORT? port type <cr></cr>	<pre>port_type - TCP/UDP port_id - TCP/UDP port number</pre>	Get the Ethernet port protocol for UDP:
	(i) If the port number you enter is already in use, an error is returned. The port number must be within the following reneration (2016-1)	FEEDBACK ~nn@ETH-PORT_port_type,port_id <cr><lf></lf></cr>	(0 – 65535)	#ETH-PORT?_UDP <cr></cr>
ETH-TUNNEL?	Get an open tunnel	COMMAND	tunnel_id - Tunnel ID number, * (get	Set baud rate to 9600, 8
	parameters.	<pre>#ETH-TUNNEL?_tunnel_id<cr> FEEDBACK ~nn@ETH-TUNNEL_tunnel_id,cmd_name,port_type,port_id,e th_ip,remote_port_id,eth_rep_en,connection_type<cr><l f=""></l></cr></cr></pre>	all open tunnels) cmd_name - UART number port_type - TCP/UDP 0-TCP 1-UDP port_id - TCP/UDP port number eth_ip - Client IP address remote_port_id - Remote port number eth_rep_en - Ethernet Reply 0-COM port does not send replies to new clients	data bits, parity to none and stop bit to 1: #ETH-TUNNEL?_* <cr></cr>
			1 – COM port sends replies to new clients connection_type – Connection type 0 – not wired connection 1 – wired connection	
FACTORY	Reset device to factory default configuration.	COMMAND #FACTORY <cr></cr>		Reset the device to factory default configuration:
	This command deletes all user data from the device. The deletion can take some time. Your device may require powering off.	FEEDBACK ~nn@FACTORY_ok <cr><lf></lf></cr>		#FACTORY <cr></cr>
	and powering on for the changes to take effect.			
FW-TYPE?	Get the current FW type status.	COMMAND #FW-TYPE?_ <cr></cr>	Fw_type - 0 - Application	Get the current FW type status:
	Used by Kramer Network and KUpload to identify recovery process.	FEEDBACK ~nn@FEATURE-LIST_fw_type <cr><lf></lf></cr>	1 – Safe mode (kboot)	#FW-TYPE? <mark>_<cr></cr></mark>
GLOBAL-GW- ACTIVE	Set global gateway to active / inactive.	COMMAND #GLOBAL-GW-ACTIVE_status <cr> FEEDBACK ~nn@GLOBAL-GW-ACTIVE_status<cr><lf></lf></cr></cr>	status - On/Off ON - Active Off - Inactive	Set global gateway off: #AUDIO-BYPASS_OFF <cr></cr>
GLOBAL-GW- ACTIVE?	Set global gateway to active / inactive.	COMMAND #GLOBAL-GW-ACTIVE? <cr> FEEDBACK ~nn@GLOBAL-GW-ACTIVE_status<cr><lf></lf></cr></cr>	status – On/Off ON – Active Off – Inactive	Get global gateway off: #AUDIO-BYPASS? <cr></cr>
GPIO-CFG	Set HW GPIO configuration.	COMMAND #GPIO-CFG_gpio_id,gpio_type,gpio_dir,pullup <cr> FEEDBACK ~nn@GPIO-CFG_gpio_id,gpio_type,gpio_dir<cr><lf></lf></cr></cr>	gpio_id - Hardware GPIO number (1-2) gpio_type - Hardware GPIO type 0 - analog 1 - digital gpio_dir - Hardware GPIO direction 0 - input 1 - output pullup - Enable/Disable pull-up 0 - disable 1 - enable	Set HW GPIO 1 configuration: #GPIO-CFG_1,1,1,1 <cr></cr>
GPIO-CFG?	Get HW GPIO configuration.	COMMAND #GPIO-CFG?_gpio_id <cr> FEEDBACK ~nn@GPIO-CFG_gpio_id,gpio_type,gpio_dir<cr><lf></lf></cr></cr>	gpio_id - Hardware GPIO number (1-2) gpio_type - Hardware GPIO type 0-analog 1-digital gpio_dir - Hardware GPIO direction 0-input 1-output pullup - Enable/Disable pull-up 0-disable 1-enable	Get HW GPIO configuration: #GPIO-CFG?_1 <cr></cr>

Function	Description	Syntax	Parameters/Attributes	Example
GPIO-STATE	Set HW GPIO state.	COMMAND	gpio_id – Hardware GPIO number (1-	Set GPIO 2 to High:
	() GPIO-STATE? can	#GPIO-STATE_gpio_id,gpio_mode <cr></cr>	2) gpio_mode – Hardware GPIO state	#GPIO-STATE_2,1 <cr></cr>
	only be set in digital out mode and the	<pre>record content co</pre>	0 – Low	
	answer is 0=Low,		1 – Hign	
	1=High. In all other modes an error			
	message is sent.			
	The device uses this			
	command to notify the			
	regarding the step and			
	voltage in:			
	In digital mode the			
	(high).			
	In analog mode the			
	answer is 0 to 100.			
GPIO-STATE?	Get HW GPIO state.	COMMAND	gpio_id – Hardware GPIO number (1-	Get GPIO 2 state:
	GPIO-STATE? can	FEEDBACK	gpio_mode - Hardware GPIO state	"GLIO DIMIL!"
	only be set in digital out mode and the	~nn@GPIO-STATE_gpio_id,gpio_mode <cr><lf></lf></cr>	0 – Low 1 – High	
	answer is 0=Low,		r – riigii	
	modes an error			
	message is sent.			
	The device uses this			
	command to notify the user of any change			
	regarding the step and			
	voitage in:			
	In digital mode the			
	(high).			
	In analog mode the			
0010 0000	answer is 0 to 100.	COMMAND	HW/CPIO number (1.2)	Set CRIQ 2 (set to Appled
GPIO-STEP	Set HW GFIO step.	#GPIO-STEP_gpio id, step id <cr></cr>	step_id - The configuration step -	In) configuration step to
	 In digital mode the response is 2 	FEEDBACK	See note in description.	38mV:
		~nn@GPIO-STEP_gpio_id,step_id,currentstep <cr><lf></lf></cr>	depending on the measured voltage	#GP10-S1EP_2, 36\CK
	response is 1 to 100.			
	In other modes an			
	error is returned.			
GPIO-STEP?	Get HW GPIO step.	GOMMAND	gpio_id - HW GPIO number (1-2) step_id - The configuration step -	Get GPIO 2configuration: #GPIO-STEP? 2 <cr></cr>
	(i) In digital mode the response is 2	FEEDBACK	See note in description.	
		~nn@GPIO-STEP_gpio_id,step_id,currentstep <cr><lf></lf></cr>	depending on the measured voltage	
	In analog mode the response is 1 to 100.			
	In other modes an			
	error is returned.			
GPIO-THR	Set HW GPIO voltage levels.	COMMAND	gpio_id – Hardware GPIO number (1-	Set GPIO 2 to a low level of 800mV and a high level of
		FEEDBACK	low_level - Voltage 500 to 28000	2200mV:
		<pre>~nn@GPIO-THR_gpio_id,low_level,high_level<cr><lf></lf></cr></pre>	millivolts	#GPIO- THR 2.800.2200 <cr></cr>
			millivolts	.
GPIO-THR?	Get HW GPIO voltage levels that were set.	COMMAND #GPIO-THR? min id <cr></cr>	gpio_id – Hardware GPIO number (1- 2)	Get GPIO 2: #GPTO-THR? 2 <cr></cr>
		FEEDBACK	low_level - Voltage 500 to 28000	
		~nn@GPIO-THR_gpio_id,low_level,high_level <cr><lf></lf></cr>	millivolts high level - Voltage 2000 to 30000	
			millivolts	
GPIO-VOLT?	Get active voltage levels of HW GPIO.	GPIO-VOLT2mpio id <cr></cr>	gpio_id – Hardware GPIO number (1- 2)	Get GPIO 1 voltage: #GPIO-VOLT? 1 <cr></cr>
	(i) This command is	FEEDBACK	voltage – Voltage 0 to 30000	
	not available in digital	~nn@GPIO-VOLT_gpio_id,voltage <cr><lf></lf></cr>	minivoits	
HDCP-MOD	out mode. Set HDCP mode	COMMAND	in index - Number that indicates the	Set the input HDCP-MODE
		<pre>#HDCP-MOD_in_index,mode<cr></cr></pre>	specific input:	of HDMI IN to off:
	mode on the device	FEEDBACK	1 – USB-C IN 2 – HDMI IN	#HDCP-MOD_2, 0 <cr></cr>
	input:	~nn@HDCP-MOD_in_index,mode <cr><lf></lf></cr>	mode – HDCP mode:	
	HDCP supported -		0 – HDCP Off	
	HDCP ON [default].		2 – Follow Input	
	HDCP not supported -		3 - HDCP defined according to the	
			connected output	
1	HDCP support changes following			
	detected sink -			
L	MIRKOR OUTPUT.			

E	Description	Our fact	Demonstration (Attailante e	
Function	Description	Syntax	Parameters/Attributes	Example
HDCP-MOD?	Get HDCP mode.	COMMAND	in_index – Number that indicates the	Get the input HDCP-MODE
	(i) Get HDCP working	#HDCP-MOD?_in_index <cr></cr>	specific input:	
	mode on the device	FEEDBACK		
	input:	~nn@HDCP-MOD_in_index,mode <cr><lf></lf></cr>	mode – HDCP mode:	
	HDCP supported -		0 – HDCP Off	
	HDCP ON [default].		1 – HDCP On	
			2 – Follow Input	
	HDCP not supported -		3 – HDCP defined according to the appropriate output	
			connected output	
	HDCP support			
	changes following detected sink -			
	MIRROR OUTPUT.			
HDCP-OUT	Set HDCP mode.	COMMAND	out_index - Number that indicates	Set the output HDCP mode
	Get HDCP working	<pre>#HDCP-OUT_out_index,mode<cr></cr></pre>	the specific input:	of HDBaseT OUT to follow
	mode on the device	FEEDBACK	I – HDBasel OUT	
	input:	~nn@HDCP-OUT_out_index,mode <cr><lf></lf></cr>	0 - Follow Input	
	LIDCD supported		1 – HDCP always ON (i.e. output	
	HDCP Supported – HDCP ON [default].		signal is always HDCP-encrypted,	
			regardless of input HDCP)	
	HDCP not supported -			
	HDCP OFF.			
	HDCP support			
	changes following			
	MIRROR OLITPLIT			
HDCP-OUT?	Get HDCP mode.	COMMAND	out index - Number that indicates	Get the output
		#HDCP-OUT?_out_index <cr></cr>	the specific input:	HDCP-MODE of HDBaseT
	Get HDCP working	FEEDBACK	1 – HDBaset OUT	OUT :
	input.	~nn@HDCP-OUT_out index,mode <cr><lf></lf></cr>	mode – HDCP mode:	#HDCP-OUT?_1 <cr></cr>
	input		0 – Follow Input	
	HDCP supported –		signal is always ON (i.e. output	
	HDCP ON [default].		regardless of input HDCP)	
	HDCP not supported -			
	HDCP OFF.			
	HDCP support			
	changes following			
	detected sink -			
	MIRROR OUTPUT.	COMMAND	to me de loout/Output	Cot the HDCR status of the
HDCP-SIAL?	status of a connected	#HDCP-STAT? io mode.in index <cr></cr>	0-Input	source device connected to
	device.	FEEDBACK	1 – Output	USB-C IN:
	io mode -1 - get	<pre>choose in index status(CP)(LF)</pre>	io_index - Number that indicates the	#HDCP-STAT?_0,1 <cr></cr>
	the HDCP signal		specific number of inputs or outputs	
	status of the sink		(based on Io_mode):	
	device connected to		2 – HDMI IN	
	the specified output.		status – Signal encryption status -	
	io_mode =0 - get the		valid values On/Off:	
	HDCP signal status of		0-HDCP Off	
	connected to the		1 – HDCP On	
	specified input.			
HELP	Get command list or	COMMAND	cmd_name - Name of a specific	Get the command list:
	help for specific	#HELP <cr></cr>	command	#HELP <cr></cr>
	command.	#HELP_cmd_name <cr></cr>		
		FEEDBACK		LO get help for
		1. Multi-line:		HELP_av-sw-timeout <c< th=""></c<>
		~nn@Device_cmd_name,_cmd_name <cr><lf></lf></cr>		R>
		To get help for command use: HELP (COMMAND_NAME) <cr><lf></lf></cr>		
		~nn@HELP_cmd_name: <cr><lf></lf></cr>		
		description <cr><lf></lf></cr>		
		USAGE:usage <cr><lf></lf></cr>		
IDV	Set visual indication	COMMAND		#IDV <cr></cr>
	from device.	#IDV <cr></cr>		
	(i) I laing this	FEEDBACK		
	command, some	~nn@IDV_ok <cr><lf></lf></cr>		
	devices can light a			
	sequence of buttons or			
	LEDS to allow			
	specific device from			
	similar devices.			

Function	Description	Syntax	Parameters/Attributes	Example
IR-SND	Send IR command to	COMMAND	ir_index - Number that indicates the	Send IR command to port:
	port.	#IR-SND_ ir_index, sn_id, cmd_name, repeat_amount, total_p	specific ir port:	#IR-SND_1 ,1,1,1,1,1,1
		ackages,package_id, <pronto command=""><cr></cr></pronto>	* - broadcasts to all ports	<cr></cr>
		PEEDBACK	sn_id – Serial number of command for	
			flow control and response commands	
			cmd_name - Command name (length	
			limit 15 chars)	
			command is transmitted	
			(limited to 50; repeats > 50 are	
			truncated to 50), default = 1	
			messages the original command was	
			divided into, default = 1	
			(only valid when Total_packages >1)	
			pronto_command - Pronto format	
			zeros, no '0x' prefix)	
			ir_status - IR Status	
			0 – Sent (no error)	
			2– Done	
			3– Busy	
			4– Wrong Parameter	
			5- Nothing to Stop 6- Start	
			7 – Timeout	
			8– Error	
IR-STOP	Send IR stop	COMMAND	ir_index - Number that indicates the	Send IR stop command to
	command to port.	#IR-STOP_ir_index, sn_id, cmd_name <cr></cr>	1-N (N= the total number of inputs)	#IR-
		FEEDBACK	* - broadcasts to all ports	STOP_2,1,power <cr></cr>
			sn_id – Serial number of command for flow control and response commands	
			from device	
			cmd_name - String: IR command name	
			must send the correct name (white	
			space or commas forbidden)	
			0- Sent (no error)	
			1 – Stop	
			2-Done	
			3 – Busy 4 – Wrong Parameter	
			5 – Nothing to Stop	
			6- Start	
			7 – Timeout	
LABEL	Set input/output label	COMMAND	io mode – Number that indicates	Set the HDMI input label on:
		<pre>#LABEL_io_mode,io_index,switch,label_txt<cr></cr></pre>	the specific input:	<pre>#LABEL_0,2,0,hdmi<cr></cr></pre>
		FEEDBACK	0 – Input 1 – Output	
		<pre>~nn@LABEL_io_mode,io_index,switch,label_txt<cr><lf></lf></cr></pre>	io index – Number that indicates the	
			specific input:	
			1 – USB-C IN 1	
			2 – HDMI IN 2	
			3 – HDMI IN 3	
			For output	
			switch - 0	
			label_txt - Custom label string	
			between 1 and 32 (at least one	
LABEL?	Get input/output label	COMMAND	io mode – Number that indicates the	Get the HDMI input label:
		#LABEL?_ io_mode,io_index,switch,label_txt <cr></cr>	specific input:	<pre>#LABEL?_0,2,0,hdmi<cr< pre=""></cr<></pre>
		FEEDBACK	0 – Input 1 Output	>
		<pre>~nn@LABEL_io_mode,io_index,switch,label_txt<cr><lf></lf></cr></pre>	io index – Number that indicates the	
			specific input:	
			For inputs –	
			2 – HDMI IN 2	
			3 – HDMI IN 3	
			For output	
			1 - HDMI output	
			label txt - Custom label string	
			between 1 and 32 (at least one	
			label string	
LOCK-EDID	Lock last read EDID.	COMMAND	in_index - Number that indicates the	Lock the last read EDID
		#LOCK-EDID_in_index,lock_mode <cr></cr>	specific input:	from input 2:
		FEEDBACK	2 – HDMI IN	#LOCK-EDID_2,1 <cr></cr>
		~nn@LOCK-EDID_in_index,lock_mode <cr><lf></lf></cr>	lock_mode - On/Off	
			0 – Off unlocks EDID	
			I – UN IOCKS EDID	1

Function	Description	Syntax	Parameters/Attributes	Example
LOCK-EDID?	Get EDID Lock status.	COMMAND	in_index - Number that indicates the	Get input 2 Lock EDID
		#LOCK-EDID?_in_index <cr></cr>	specific input: 1 – USB-C IN	status: #LOCK-EDID?_2 <cr></cr>
		<pre>record content of the second content of</pre>	2 – HDMI IN	_
			lock_mode - On/Off 0- Off unlocks EDID	
			1 – On locks EDID	
LOG-TAIL?	Get the list of the N	COMMAND	last_event - the number of last	Get the protocol permission
	last events.	#LOG-TAIL?_last_event <cr></cr>	events to view <n 1,2,3="" ==""></n>	#LOG-TAIL?_8 <cr></cr>
		<pre>rn@LOG-TAIL_last event,ok,<list><cr><lf></lf></cr></list></pre>		
LOGIN	Set protocol	COMMAND	login level – Level of permissions	Set the protocol permission
	permission.	<pre>#LOGIN_login_level,password<cr></cr></pre>	required (User or Admin)	level to Admin (when the
	The permission		PASS command). Default password is	PASS command is 33333):
	system works only if security is enabled	~nnelogin_iogin_ievel,password_ok <ck<lr></ck<lr>	an empty string	<pre>#LOGIN_admin,33333<<cr></cr></pre>
	with the "SECUR"	~nn@LOGIN_err_004 <cr><lf></lf></cr>		
	command.	(if bad password entered)		
	LOGIN allows the user			
	an End User or			
	Administrator permission level.			
	When the permission			
	system is enabled, LOGIN enables			
	running commands			
	with the User or Administrator			
	permission level			
	When set, login must be performed upon			
	each connection			
	It is not mandatory to			
	enable the permission system in order to use			
	the device			
	In each device, some			
	connections allow			
	levels. Some do not			
	work with security at			
	Connection may			
	logout after timeout.			
LOGIN?	Get protocol permission state.	COMMAND #LOGIN login level <cb></cb>	login_level - Level of permissions required (User or Admin)	Get the protocol permission level to Admin:
		FEEDBACK	password - Predefined password (by	#LOGIN?_admin <cr></cr>
	I he permission system works only if	~nn@LOGIN_login_level,password_ok <cr><lf></lf></cr>	PASS command). Default password is an empty string	
	security is enabled	or	or NO SECURE if authentication is	
	command.	~nn@LOGIN_err_004 <cr><lf></lf></cr>	Ternoved.	
	LOGIN allows the user	(if bad password entered)		
	to run commands with			
	Administrator			
	permission level.			
	system is enabled,			
	LOGIN enables			
	with the User or			
	Administrator permission level			
	When set, login must			
	each connection			
	It is not mandatory to			
	enable the permission			
	the device			
	In each device, some			
	connections allow			
	logging in to different levels. Some do not			
	work with security at			
	dii.			
	Connection may logout after timeout.			
LOGOUT	Cancel current	COMMAND		#LOGOUT <cr></cr>
	permission level.	#LOGOUT <cr></cr>		
	Logs out from End			
	permission levels to			
MODEL 2	Not Secure.		model name - String of up to 19	Get the device model:
FIODEL ?	Cet device model.	#MODEL?_ <cr></cr>	printable ASCII chars	#MODEL?_ <cr></cr>
		FEEDBACK		
		~nn@MODEL_model_name <cr><lf></lf></cr>		

Function	Description	Syntax	Parameters/Attributes	Example
NAME	Set machine (DNS)	COMMAND	machine_name - String of up to 15	Set the DNS name of the
	name.	#NAME_machine_name <cr></cr>	alpha-numeric chars (can include hyphen, not at the beginning or end)	device to room-442: #NAME_room-442 <cr></cr>
	The machine name	FEEDBACK	, , , , , , , , , , , , , , , , , , ,	
	model name. The			
	machine name is used to identify a specific			
	machine or a network			
	feature on).			
NAME?	Get machine (DNS)	COMMAND	machine_name - String of up to 15	Get the DNS name of the
	name.		hyphen, not at the beginning or end)	#NAME?_ <cr></cr>
	(i) The machine name is not the same as the	<pre>recoddack ~nn@NAME_machine name<cr><lf></lf></cr></pre>		_
	model name. The			
	to identify a specific			
	machine or a network			
	feature on).			-
NAME-RST	Reset machine (DNS) name to factory	COMMAND #NAME-RST <cr></cr>		(S/N last digits are 0102):
	default.	FEEDBACK		#NAME-
	 Factory default of 	~nn@NAME-RST_ok <cr><lf></lf></cr>		RST_kramer_0102 <cr></cr>
	is "KRAMER " + 4 last			
	digits of device serial			
NET-CONFIG	Set a network	COMMAND	netw_id-0	Set the device network
	configuration.	<pre>#NET-CONFIG_netw_id,net_ip,net_mask,gateway,[dns1],[d ns2]<cr></cr></pre>	net_ip - Network IP	parameters to IP address 192.168.113.10. net mask
	Parameters	FEEDBACK	gateway – Network gateway	255.255.0.0, and gateway
	[DNS1] and [DNS2] are optional.	~nn@NET-CONFIG_netw_id,net_ip,net_mask,gateway <cr><lf< td=""><td></td><td>#NET-CONFIG_0,192.168</td></lf<></cr>		#NET-CONFIG_0,192.168
		>		.113.10,255.255.0.0,1 92.168.0.1 <cr></cr>
	compatibility, the id			52120010121000
	parameter can be			
	the Network ID, by			
	default, is 0, which is the Ethernet control			
	port.			
	(i) If the gateway			
	address is not compliant to the			
	subnet mask used for			
	command will return			
	an error. Subnet and gateway compliancy			
NEE CONFICO	specified by RFC950.	COMMAND	potra id 0	Cat the device natwork
NET-CONFIG?	configuration.	<pre>#NET-CONFIG_netw_id,net_ip,net_mask,gateway,[dns1],[d</pre>	net_ip - Network IP	parameters:
	Parameters	ns2] <cr></cr>	net_mask - Network mask	#NET-CONFIG?_0 <cr></cr>
	[DNS1] and	<pre>recover a state of the sta</pre>		
		>		
	For Backward			
	parameter can be			
	omitted. In this case,			
	default, is 0, which is			
	the Ethernet control port.			
	(i) If the gateway			
	address is not			
	compliant to the subnet mask used for			
	the host IP, the			
	an error. Subnet and			
	gateway compliancy specified by RFC950			
NET-DHCP?	Get DHCP mode.	COMMAND	netw_id - Network ID-the device	Get DHCP mode for port 1:
	For Backward	#NET-DHCP?_netw_id <cr></cr>	than one). Counting is 0 based,	#NET-DHCP?_1 <cr></cr>
	compatibility, the id	~nn@NET-DHCP_netw_id,dhcp_state <cr><lf></lf></cr>	meaning the control port is '0', additional ports are 1.2.3	
	omitted. In this case,		dhcp_state -	
	the Network ID, by default, is 0, which is		0- Do not use DHCP. Use the IP set by the factory or using the net-	
	the Ethernet control		ip Or net-config command.	
	роп.		1 – Try to use DHCP. If unavailable, use the IP set by the factory or	
			using the net-ip or net-	
			config command.	

INT-ONT So games // Product // Convert in books Definition (Convert in books Definition (Convert in books Definition (Convert in books INT-ONT So games // Product // Convert in books Definition (Convert in books INT-ONT Definition (Convert in books Definition (Convert in b	Function	Description	Syntax	Parameters/Attributes	Example
Image: Process of the power proces	NET-GATE	Set gateway IP.	COMMAND	ip address - Format: xxx.xxx.xxx.xxx	Set the gateway IP address
Bits Control to income to			#NET-GATE_ip_address <cr></cr>	-	to 192.168.0.1:
Her scole reads Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Her - Ammer Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Her - Ammer Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Her - Ammer Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Her - Ammer Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Her - Ammer Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Her - Ammer Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Her - Ammer Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Her - Ammer Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Her - Ammer Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Her - Ammer Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Her - Ammer Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Image: inter_p_aligner/CDCCP Her - Ammer Image: i		connects the device	FEEDBACK		#NET- GATE 192.168.000.001<
Inter-Section Control of the section of t		via another network	~nn@NET-GATE_ip_address <cr><lf></lf></cr>		CR>
social y laces, for any states, for any		Internet. Be careful of			
Page Failure Page Failure<		security issues. For			
Inter- ANT? Control Co		proper settings consult			
NRT-AKT? Of a place of P D0100A00 D0100A00 <thd0100a00< th=""></thd0100a00<>		administrator.			
Bit Control Description Description <thdescription< th=""> <thdescription< th=""></thdescription<></thdescription<>	NET-GATE?	Get gateway IP.	COMMAND	ip_address - Format: xxx.xxx.xxx	Get the gateway IP address:
Marchaeteness encody protocols Secondy protocols encody protocols Secondy protocols <t< td=""><td></td><td>connects the device</td><td>#NET-GATE? CR></td><td></td><td>#NET-GATE?</td></t<>		connects the device	#NET-GATE? CR>		#NET-GATE?
Inter del bio manuel production and product		via another network	~nn@NET-GATE in address <cr><if></if></cr>		
Backety profession Control profession Control profession Set the profession INT - 10 ()) Propose mailing control profession Imperative profession Imperative profession Set the profession Imperative profession INT - 177 Get Modession Get Modession Imperative profession		Internet. Be aware of			
HET-TP Set P paties to const pur method prompt pur method const pur method prompt pur method promp		security problems.			
Bit Product states and your your your y	NET-IP	Set IP address.	COMMAND	ip_address - Format: xxx.xxx.xxx.xxx	Set the IP address to 192 168 1 39
Instructure Description Part 1000000000000000000000000000000000000		 For proper settings 			#NET-
NRT-1P7 Get P address Control P addres Control		consult your network administrator	~nn@NET-IP_ip address <cr><lf></lf></cr>		IP_192.168.001.039 <cr< td=""></cr<>
BRT-MACP Oth Products: Part - Part (spo) (spo) Part - Part (spo) Part - Part (spo) <thp< td=""><td></td><td>Cot IR oddroop</td><td></td><td>in address Formati you you you you</td><td>Cat the IB address:</td></thp<>		Cot IR oddroop		in address Formati you you you you	Cat the IB address:
Inter-SALE Get MAG address. Fig. Sole address of SALE Addres of SALE Address of SALE	NET-IP?	Get IP address.	#NET-IP? <cr></cr>	ip_address - Folmai: XXX.XXX.XXX	#NET-IP? <cr></cr>
Inter-MACT ColdMA100 ColdMA100 ColdMA100 NET-MACT ColdMA100 ColdMA100 ColdMA100 ColdMA100 NET-MACT ColdMA100 ColdMA100 ColdMA100 ColdMA100 ColdMA100 NET-MACT_Listence ColdMA100			FEEDBACK		-
NET - MAC ? Get MAC address. Description (%) MRT - MAC ?			~nn@NET-IP_ip_address <cr><lf></lf></cr>		
Operation Description Description <thdescription< th=""> <thdescription< th=""> <</thdescription<></thdescription<>	NET-MAC?	Get MAC address.	COMMAND	id - Network ID-the device network	#NET-MAC? id <cr></cr>
Bits - Market on middle in his case, in the Network ID (2) de list, is, which is point. Counting of the black - meaning the market of the Network ID (2) 2.3 Counting of the market of the subset meaning the market of the Network ID (2) 2.3 Counting of the market of the subset meaning the market of the Network ID (2) 2.3 NET-MARE ColMMAND Performance of the subset meaning the market of the market of the subset meaning the market of the subset meaning the subset meanin			#NET-MAC?_id <cr></cr>	interface (if there are more than one).	
paragement on the onlined. In Nis case, the Network D, Dy default, BA, Nethod SB, perf.		For backward compatibility the id	FEEDBACK	Counting is 0 based, meaning the control port is '0' additional ports are	
somited, in this case, the National (L) by the Elevent control point COMMAND Set subset mask, in the Status, in t		parameter can be	~nn@NET-MAC_id,mac_address <cr><lf></lf></cr>	1,2,3	
Indibuti, 10, MoV, The Het Etheration of Move Mark, off, and MoV, Mark, off, and Karl, off, an		omitted. In this case,		mac_address – Unique MAC address.	
Ine Element control point Command Set upper masks Set uppermasks Set upper masks		default, is 0, which is		is hex digit	
NET - MASK Op/En Op/En Op/En Op/En Op/En Op/En Op/En Op/En Status of the subset mask is passed of company of the subset mask is passed of the subset mask is passed of company of the subset mask is passed cof company of the subset		the Ethernet control			
Ministrator, G. For proper setting: contail your network administrator, nagNET-MASK, <cmaskced> Ministrator, mask Ministrator, mask Set Solds: ministrator, nagNET-MASK, <c_d< td=""> Set Solds: ministrator, mask Set The sold ministrator, mask Set The password for the field User or Administrator, mask Set The password for the field User or Administrator, mask Set The password for the field User or Administrator, mask Set The password for the field User or Ministrator, mask Set The password for the field User or</c_d<></cmaskced>	NET-MASK	port. Set subnet mask	COMMAND	net mask - Format: xxx xxx xxx xxx	Set the subnet mask to
Image: Control your release of the subset mask in there subset mask in there in the subset mask in the s	NDI MION		<pre>#NET-MASK_net mask<cr></cr></pre>		255.255.0.0:
administrator. neREXT-MARK_inter_nask neREXT-MARK_inter_nask MittyMARK_inter_nask M		For proper settings consult your network	FEEDBACK		#NET-
NET - MASK? Get subnet mask. COMMAND net_mask - Format: xxx.xxx.xxx Get the subnet mask: #NET-MASK? <gr> PASS Set password for login level. Of the default password is an empty string. Iogin_level - Level of login to set [FEEDBACK Iogin_level - Level of login to set [FEEDBACK Set the password for he Admin protocol permission level. Set t</gr>		administrator.	~nn@NET-MASK_net_mask <cr><lf></lf></cr>		CR>
INST-WASK/CR> INST-WASK/CRACK INST-WASK/C	NET-MASK?	Get subnet mask.	COMMAND	net mask – Format: xxx.xxx.xxx	Get the subnet mask:
FEEDBACK Index FeeDBACK Set password for login level , password SCRD> Iogin level - Level of login to set (End User or Administrator), password screekee, password is an enzy string. Set the password for login level , password SCRD> Set the password for login level , password SCRD> Set the password for login level , password SCRD> Set the password for login level , password SCRD> Set the password for login level , password SCRD> Set the password for login level , password SCRD> Set the password for login level , password SCRD> Set the password for login level , password SCRD> Set the password for login level , password SCRD> Set the password for login level , password SCRD> Set the password for login level , password SCRD> Set the password for login level , password SCRD> PASS ? Get the port lis of this password for login level , password SCRD> Iogin level - Level of login to set (End User or Administrator), password set nery string. Get the port lis of the Administrator), password SCRD> FeeDBACK			#NET-MASK?_ <cr></cr>	_	#NET-MASK? <cr></cr>
netRET_HASE_glef_main netRET_HASE_glef_main Isgin_level Isgin_level Set the password for login (PASS_login_level, password Set the password for log (PASS_login_level, password Set the p			FEEDBACK		
PASS Set password for login level. COMMAND level. CommanDation of the Admin protocol permission (i) The default password is an empty string. CommanDation (i) The default password is an empty string. CommanDation (i) (i) The default password is an empty string. CommanDation (i) The default password is an empty string. CommanDation (i) (i) The default password (i) The response is entermained with-CR-sLFs. CommanDation (i) (i) The sepande is entermained with-CR-sLFs. CommanDation (i) (i) The sepande is entermained with-CR-sLFs. CommanDation (i) (i) The sepande is entermained with-CR-sLFs. CommanDation (i) (i) CR-scLFs. CommanDation (i) CR-scLFs. CommanDatis (i) CR-scLFs.			~nn@NET-MASK_net_mask <cr><lf></lf></cr>		
PARS	PASS	Set password for login	COMMAND	login_level – Level of login to set	Set the password for the
Image: Constraint of the default password of constraint of the password of cons		level.	<pre>#PASS_login_level,password<cr></cr></pre>	(End User or Administrator).	level to 33333:
password is at empty string. "Interestant string in the password for login level. Command: (Ed User of a mempty string. Command: (Ed User of Administration is password of the password is an empty string. Command: (Ed User of Administration is password of the password of the passwo		The default	FEEDBACK	login_level. Up to 15 printable ASCII	<pre>#PASS_admin,33333<</pre>
PASS? Get password for login level. COMMAND FEEDBACK login level - Level of login to set (End User or Administrator), password is an empty string. Get the post is of the Administrator), maPASS_login_level, password(CR>CLP> login level - Level of login to set (End User or Administrator), password or the Administrator), password or the Administrator, password or the Administrator), password or the Administrator, password or the Administrator, pasword or the Administrator the Administrator,		string.	"InterAss_login_iever, password CK LE	chars	
PASS? Optimizerol (a) (a) (a) (b) (b) (b) (b) (b) (b) (b) (c) (b) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c		Cot pageword for login	COMMAND	Leave level of login to get	Cat the paper and for the
Image:	PASS?	level.	#PASS_login_level <cr></cr>	(End User or Administrator).	Admin protocol permission:
password is an empty strig.		The default	FEEDBACK	password – Password for the	<pre>#PASS?_admin<cr></cr></pre>
PORTS-LIST? Get the port list of this machine. COMMAND #PORTS-LIST?_CCP The following attributes comprise the port ID. Get the port list. #ID. Get the port list. #ID. (1) The response is returned none line and terminated with CRS-stifs. The response format lists port IDs separated by commas. This is an Extended Protoci 3000 (COMMAND #PRG-ACTION_CommandNum, type, name, command <cr> (1) Programs matrix action as a response for external event (programmable button pressed). COMMAND #PRG-ACTION_CommandNum, type, name, command<cr> (1) Programs matrix action as a response for external event (programmable button pressed). COMMAND #PRG-ACTION_CommandNum, type, name, command<cr> (1) Programs matrix action as a response for external event (programmable button pressed). COMMAND #PRG-ACTION_commandNum, type, name, command<cr> (1) Programs matrix action as a response for external event (programmable button pressed). COMMAND #PRG-ACTION_commandNum, type, name, command<cr> (1) Programs matrix action as a response for external event (programmable button pressed). COMMAND #PRG-ACTION_commandNum, type, name, command<cr> (1) Programs matrix action as a response for external event (programmable button pressed). Add a new user command (2) Programs matrix action as a response for external event (programmable button pressed). Add a new user command: (2) Programs matrix action as a response for external event (programmable button pressed). Add a new user command: (2) Programmable button pressed). Add a new user command: (2) Programmable button pressed).<!--</td--><td></td><td>password is an empty string.</td><td>~nn@PASS_login_level,password<cr><lf></lf></cr></td><td>login_level. Up to 15 printable ASCII chars</td><td></td></cr></cr></cr></cr></cr></cr>		password is an empty string.	~nn@PASS_login_level,password <cr><lf></lf></cr>	login_level. Up to 15 printable ASCII chars	
machine. #PORTS-LIST?_ port ID: *PORTS-LIST?_ #PORTS-LIST?_ () The response is returned in one line and terminated with-CR>-LIST. *PORTS-LIST. *felebACK * numpPortS-LIST. * felebACK * numpPortS-LIST?_ * felebACK * numpPortS-LIST * felebACK * felebACK * felebACK * felebACK * felebACK * numpPortS-LIST felebACK <td< td=""><td>PORTS-LIST?</td><td>Get the port list of this</td><td>COMMAND</td><td>The following attributes comprise the</td><td>Get the ports list:</td></td<>	PORTS-LIST?	Get the port list of this	COMMAND	The following attributes comprise the	Get the ports list:
Image of the response is returned in one line and terminated with FEEDBACK -nm@PORTS-LIST_(<direction_type>.<port_format>. 0 N Image of the response format lists port IDS separated by commas. -nm@PORTS-LIST_(<direction_type>.<port_format>. 0 N 0 UT PRG-ACTION Add new user commandNum, type, name, command<cr> - FeeDBACK - FeeDBACK - FeeDBACK PRG-ACTION Add new user commandNum, type, name, command<cr> - COMMAND Add a new user command Add a new user command PRG-ACTION? Add new user commandNum, type, name, command<cr> - Image Dort - Add a new user command PRG-ACTION? Add new user commandNum, type, name, command<cr> - Image Dort - Add a new user command PRG-ACTION? Add new user commandNum, type, name, command<cr> - Image Dort - Add a new user command PRG-ACTION? Add new user commandNum, type, name, command<cr> - Image Dort - Add a new user command Programs matrix action as a response for external event (programmable button pressed). - COMMAND - CommandNum, type, name, command - Image Dort Programs matrix action as a response for external event (programmable button pressed). - Merge-ACTION_commandNum, type, name, command - Image Dort - Add a new user command Programs matrix action as</cr></cr></cr></cr></cr></cr></port_format></direction_type></port_format></direction_type>		machine.	#PORTS-LIST?_ <cr></cr>	port ID:	#PORTS-LIST?_ <cr></cr>
PRG-ACTION Add new user command. COMMAND #PRG-ACTION_CommandNum, type, name, command <cr> CommandNum - Command number or separated by command. Add a new user command. PRG-ACTION Add new user command. COMMAND #PRG-ACTION_commandNum, type, name, command<cr> CommandNum - Command number or separated by command. Add a new user command PRG-ACTION Add new user command. CommandNum, type, name, command Command Add a new user command PRG-ACTION Add new user command. CommandNum, type, name, command Command Add a new user command PRG-ACTION Add new user command. CommandNum, type, name, command Command Add a new user command Programs matrix action as a response for external event (programmable button pressed). CommandNum, type, name, command Command Add a new user command PRG-ACTION? Add new user command. CommandNum, type, name, command Command Add a new user command Programs matrix action as a response for external event (programmable button pressed). CommandNum, type, name, command Command Add a new user command Pressed). Programs matrix action as a response for external event (programmable button pressed). FEEDBACK Add a new user command #PRG- ACTION?_0, 3, 1, 0<cr> Programmable button (prog</cr></cr></cr>		(i) The response is	FEEDBACK	<pre>• <direction_type> - Direction of the port:</direction_type></pre>	
and terminated with CRS-LF>. • OUT • OUT The response format lists port IDs separated by commas. • OUT • <port_format> – Type of signal on the port: • HDMI This is an Extended Protocol 3000 command. • COMMAND • COMMAND • GommandNum – Command number 0 to 4 type – External programmable button pressed). Add a new user command. Add a new user command. Add a new user commandNum, type, name, command<cr> Add a new user command type – External programmable button pressed). Add a new user commandNum, type, name, command<cr> Add a new user command type – External programmable button pressed). Add a new user command type – CTION_commandNum, type, name, command<cr> Add a new user command type – External programmable button pressed). Add a new user command type – External programmable button pressed).</cr></cr></cr></port_format>		returned in one line	<pre>~nn@PORTS-LIST_[<direction_type>.<port_format>.</port_format></direction_type></pre>	∘ IN	
The response format lists port IDs separated by commas. - (port_format> - lype of signal on the port:		with <cr><lf>.</lf></cr>		∘ OUT	
Interesponse format lists port IDs separated by commas. Interesponse is port IDs separated by commas. Interesponse is port IDs separated by commas. Interesponse is port IDs is an Extended Protocol 3000 command. Interesponse is port IDs is an Extended Protocol 3000 Interesponse is port IDs is a printed on the front or rear panel Interesponse is port IDs is a printed on the front or rear panel PRG-ACTION Add new user command. COMMAND #PRG-ACTION_commandNum, type, name, command <cr> CommandNum - Command number 0 to 4 type - External programmable button pressed). Add a new user command: #PRG- ACTION_1, 3, 1, 0<cr> Add a new user command type, name, command<cr> Interesponse is port index - The port number as printed on the front or rear panel Add a new user command: #PRG- ACTION_1, 3, 1, 0<cr> PRG-ACTION Add new user command. COMMAND CommandNum, type, name, command<cr> Interesponse is port index - The port number as printed on the front or rear panel Add a new user command: #PRG- ACTION_1, 3, 1, 0<cr> PRG-ACTION? COMMAND EEEDBACK CommandNum - Command number 0 - Input 1 - Output type - External programmable button ID Add a new user command: #PRG- ACTION?_0, 3, 1, 0<cr></cr></cr></cr></cr></cr></cr></cr>		The response formet		<pre>on the port:</pre>	
separated by commas. separated by commas. o USB_C <		lists port IDs		◦ HDMI	
This is an Extended Protocol 3000 command. COMMAND * <pre>command.user Add new user PRG-ACTION Add new user command.user COMMAND #PRG-ACTION_commandNum, type, name, command<cr> Add a new user command: #PRG-ACTION_1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0,</cr></pre>		separated by commas.		◦ USB_C	
Protocol 3000 command. Protocol 3000 command. Add new user command. COMMAND commandNum - Command number 0 to 4 type - External programmable button 0 - CEC Add a new user command: #PRG-ACTION_commandNum, type, name, command <cr> CommandNum - Command number 0 to 4 type - External programmable button 0 - CEC Add a new user command: #PRG-ACTION_1, 3, 1, 0<cr> PRG-ACTION? Add new user command. COMMAND #PRG-ACTION_commandNum, type, name, command<cr> CommandNum - Command number 0 to 4 type - External programmable button 0 - CEC Add a new user command PRG-ACTION? Add new user command. COMMAND #PRG-ACTION?_commandNum, type, name, command<cr> Command number 0 - Input 1 - Output type - External programmable button ID Add a new user command: #PRG-ACTION?_commandNum, type, name, command<cr> PRG-ACTION? FEEDBACK *nn@PRG-ACTION_commandNum, type, name, command<cr> CommandNum - Command number 0 - Input 1 - Output type - External programmable button ID Add a new user command: #PRG- ACTION?_0, 3, 1, 0<cr></cr></cr></cr></cr></cr></cr></cr>		This is an Extended		<pre>• <port_index> - The port number</port_index></pre>	
PRG-ACTION Add new user command. COMMAND Add a new user command. Add a new user command. #PRG-ACTION_commandNum, type, name, command <cr> Add a new user command: #PRG-ACTION_1, 3, 1, 0<cr> (1) Programs matrix action as a response for external event (programmable button pressed). FEEDBACK Add a new user command<cr> Add a new user command ACTION_1, 3, 1, 0<cr> PRG-ACTION? Add new user command. COMMAND FEEDBACK Add a new user command ACTION_1, 3, 1, 0<cr> PRG-ACTION? Add new user command. COMMAND COMMAND CommandNum, type, name, command CR> Add a new user command: #PRG- ACTION_1, 3, 1, 0<cr> PRG-ACTION? Add new user command. COMMAND CommandNum, type, name, command CommandNum - Command number Add a new user command: (1) Programs matrix action as a response for external event (programmable button pressed). FEEDBACK CommandNum, type, name, command CR> Add a new user command: #PRG- ACTION?_0, 3, 1, 0<cr></cr></cr></cr></cr></cr></cr></cr>		Protocol 3000		panel	
Image: Command.	PRG-ACTION	Add new user	COMMAND	commandNum – Command number 0 to	Add a new user command:
Image: Programs matrix action as a response for external event (programmable button pressed). FEEDBACK type - External programmable button 0 - CEC - UART 2 - IR name - Bitmap representing command - External programmable button ID ACTION_1, 3, 1, 0 < CR> PRG-ACTION? Add new user command. Image: Command.Num, type, name, command < CR> Image: Command.Num, type, name, command < CR> Add a new user command. Image: PRG-ACTION_commandNum, type, name, command < CR> Add a new user command: #PRG-ACTION_commandNum, type, name, command < CR> Add a new user command: #PRG-ACTION_commandNum, type, name, command < CR> Image: Command number 0 - Input Add a new user command: #PRG-ACTION_commandNum, type, name, command < CR> Image: Command number 0 - Input Add a new user command: #PRG-ACTION_commandNum, type, name, command < CR> Image: Command number 0 - Input Add a new user command: #PRG-ACTION_commandNum, type, name, command < CR> Image: Command number 0 - Input Image: Command number 0 - Input Image: Command number 0 - Input ACTION_commandNum, type, name, command < CR> Image: Command - External programmable button ID Image: Co	110 101101	command.	<pre>#PRG-ACTION_commandNum,type,name,command<cr></cr></pre>	4	#PRG-
action as a response for external event (programmable button pressed). ~nn@PRG-ACTION_commandNum, type, name, command <cr><lf> 0 - UCC 1 - UART 2 - IR name - Bitmap representing command - External programmable button ID PRG-ACTION? Add new user command. COMMAND #PRG-ACTION?_commandNum, type, name, command<cr><lf> 0 - Input 1 - Output type - External programmable button ID Add a new user command: #PRG-ACTION?_commandNum, type, name, command<cr><lf> Commandnum - Command number 0 - Input 1 - Output type - External programmable button ID Add a new user command: #PRG-ACTION?_0, 3, 1, 0<cr></cr></lf></cr></lf></cr></lf></cr>		(i) Programs matrix	FEEDBACK	type – External programmable button	ACTION_1,3,1,0 <cr></cr>
for external event (programmable button pressed). COMMAND 2 - IR name - Bitmap representing command - External programmable button ID PRG-ACTION? Add new user command. COMMAND command. Add a new user command: #PRG-ACTION?_commandNum <cr> Command. Add a new user command: #PRG-ACTION?_commandNum<cr> Add a new user command: #PRG-ACTION?_commandNum,type,name,command<cr> Command. Add a new user command: #PRG-ACTION?_0,3,1,0<cr> for external event (programmable button pressed). FEEDBACK 1 - Output type - External programmable button ID ACTION?_0,3,1,0<cr></cr></cr></cr></cr></cr>		action as a response	~nn@PRG-ACTION_commandNum,type,name,command <cr><lf></lf></cr>	1 – UART	
PRG-ACTION? Add new user command. COMMAND Command - External programmable button ID PRG-ACTION? Add new user command. #PRG-ACTION?_commandNum <cr> Command - External programmable button ID Image - Bitmap representing command. #PRG-ACTION?_commandNum<cr> Command - External programmable button ID Image - Bitmap representing commandNum #PRG-ACTION?_commandNum Add a new user command: Image - Bitmap representing commandNum #PRG-ACTION?_commandNum, type, name, command O - Input Image - Bitmap representing commandNum, type, name, command Image - Bitmap representing command - External programmable button ID Add a new user command:</cr></cr>		for external event		2 – IR	
PRG-ACTION? Add new user command. COMMAND Command Num Command Num Add a new user command: #PRG-ACTION?_commandNum Add a new user command: #PRG-ACTION?_commandNum (i) Programs matrix action as a response for external event (programmable button pressed). FEEDBACK ~nn@PRG-ACTION_commandNum, type, name, command <cr><lf> 0 - Input 1 - Output type - External programmable button ID Add a new user command: #PRG- ACTION?_0, 3, 1, 0<cr></cr></lf></cr>		pressed).		name – Bitmap representing command – External programmable	
PRG-ACTION? Add new user command. COMMAND commandNum commandNum Add a new user command: #PRG-ACTION?_commandNum Add a new user command: #PRG- ACTION?_0,3,1,0 <cr> Image: Description of external event (programmable button pressed). FEEDBACK ~nn@PRG-ACTION_commandNum,type,name,command<cr><if> Image: Description of the programmable button ID Add a new user command: #PRG- ACTION?_0,3,1,0<cr></cr></if></cr></cr>				button ID	
Image: Continue of the second seco	PRG-ACTION?	Add new user	COMMAND	commandNum – Command number	Add a new user command:
(i) Programs matrix action as a response for external event (programmable button pressed).		commanu.	#PRG-ACTION?_commandNum <cr></cr>	1 – Output	#PRG- ACTION?0,3.1.0 <cr></cr>
for external event (programmable button pressed).		(i) Programs matrix	FEEDBACK	type – External programmable button	
(programmable button pressed). button ID		for external event	interno-nerron_commanditutin, cype, name, command <ck><lf></lf></ck>	ID Bitman represention	
pressed).		(programmable button		name – Bitmap representing	
		pressed).		button ID	

Function	Description	Suntar	Parameters/Attributes	Example
	Set device's	COMMAND	hteller Butten number 0 to 4	Set the DISPLAY ON button
ACTION	programable button	#PROC-BTN-	1 and 2 are enabled when remote	to mute/unmute with the
ACTION	link to commands On	MOD btnNum mode actionOn actionOff btnBebauior(CP)	button is (mode) On	press of a button:
	&Off, and set		1 - 10.1 button	#PROG-BTN-
	command to	FEEDBACK	2 - 10.2 button	MOD_3,1,104,105,0 <cr></cr>
	momentary or not	~nn@PROG-BTN-	3– Display On button	
	momentary.	MOD_pthNum,mode,actionOn,actionOff,bthBenavior <cr><lf< td=""><td>mode – Remote button state</td><td></td></lf<></cr>	mode – Remote button state	
			0 - Off	
			1– On	
			actionOn -	
			100 – None	
			101 – Switch Input	
			102 - Display(Op(v) = CEC)	
			102 – Display Off (via CEC)	
			104 – Mute	
			105 – Unmute	
			106 - Volume ++	
			107 = Volume - 1	
			1 Command 02	
			1 - Command_02	
			2 - Command_03	
			3 - Command_04	
			4 – Custom 5	
			actionOff - Button_mode	
			100 – None	
			101 – Switch Input	
			102 – Display On (via CEC)	
			103 – Display Off (via CEC)	
			104 – Mute	
			105 – Unmute	
			106 – Volume ++	
			107 – Volume	
			0 – Command_01	
			1 – Command_02	
			2 – Command_03	
			3 – Command_04	
			4 – Custom 5	
			<pre>btnBehavior - Button_mode</pre>	
			0- Momentary mode disabled	
			1 – Momentary mode enabled	
PROG-BTN-	Get device's	COMMAND	btnNum – Button number 0 to 4	Get the mode of button 3:
MOD?	programable button,	#PROG-BTN-MOD? <cr></cr>	1 and 2 are enabled when remote	#PROG-BTN-MOD?_3 <cr></cr>
	link to commands On	FEEDBACK	button is (mode) On	
	aon, and set			
	command to	~nn@PROG-BTN-MOD.button mode <cr><lf></lf></cr>		
	command to	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	$2 - 10^{\circ}$ 1 button 2 - 10 2 button	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	2– IO 2 button 3– Display On button	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	2-IO 2 button 3- Display On button mode - Remote button state	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 – IO 1 button 2 – IO 2 button 3 – Display On button mode – Remote button state 0 – Off	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 - 10 1 button $2 - 10 2 button$ $3 - Display On button$ mode - Remote button state $0 - Off$ $1 - On$	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 – IO 1 button 2 – IO 2 button 3 – Display On button mode – Remote button state 0 – Off 1 – On actionOn –	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 – IO 1 button 2 – IO 2 button 3 – Display On button mode – Remote button state 0 – Off 1 – On actionon – 100 – None	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 – IO 1 button 2 – IO 2 button 3 – Display On button mode – Remote button state 0 – Off 1 – On actionOn – 100 – None 101 – Switch Input	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 – IO 1 button 2 – IO 2 button 3 – Display On button mode – Remote button state 0 – Off 1 – On actionOn – 100 – None 101 – Switch Input 102 – Display On (via CEC)	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 – IO 1 button 2 – IO 2 button 3 – Display On button mode – Remote button state 0 – Off 1 – On actionOn – 100 – None 101 – Switch Input 102 – Display On (via CEC) 103 – Display Off (via CEC)	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 – IO 1 button 2 – IO 2 button 3 – Display On button mode – Remote button state 0 – Off 1 – On actionon – 100 – None 101 – Switch Input 102 – Display On (via CEC) 103 – Display Off (via CEC) 104 – Mute	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 – IO 1 button 2 – IO 2 button 3 – Display On button mode – Remote button state 0 – Off 1 – On action0n – 100 – None 101 – Switch Input 102 – Display On (via CEC) 103 – Display Off (via CEC) 104 – Mute 105 – Unmute	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 – IO 1 button 2 – IO 2 button 3 – Display On button mode – Remote button state 0 – Off 1 – On actionOn – 100 – None 101 – Switch Input 102 – Display Off (via CEC) 103 – Display Off (via CEC) 104 – Mute 105 – Unmute 106 – Volume ++	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 – IO 1 button 2 – IO 2 button 3 – Display On button mode – Remote button state 0 – Off 1 – On actionOn – 100 – None 101 – Switch Input 102 – Display Of (via CEC) 103 – Display Off (via CEC) 104 – Mute 105 – Unmute 106 – Volume ++ 107 – Volume	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionOn - 100 - None 101 - Switch Input 102 - Display On (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 - 10 1 button 2 - 10 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On action0n - 100 - None 101 - Switch Input 102 - Display On (via CEC) 103 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	$1 - 10 1 button$ $2 - 10 2 button$ $3 - Display On button$ mode - Remote button state $0 - Off$ $1 - On$ actionOn - $100 - None$ $101 - Switch Input$ $102 - Display On (via CEC)$ $103 - Display Off (via CEC)$ $103 - Display Off (via CEC)$ $104 - Mute$ $105 - Unmute$ $106 - Volume ++$ $107 - Volume$ $0 - Command_01$ $1 - Command_02$ $2 - Command_03$	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 – IO 1 button 2 – IO 2 button 3 – Display On button mode – Remote button state 0 – Off 1 – On actionOn – 100 – None 101 – Switch Input 102 – Display Of (via CEC) 103 – Display Off (via CEC) 104 – Mute 105 – Unmute 106 – Volume ++ 107 – Volume ++ 107 – Volume 0 – Command_01 1 – Command_02 2 – Command_03 3 – Command_04	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 - 10 1 button 2 - 10 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionon - 100 - None 101 - Switch Input 102 - Display Of (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_04 4 - Custom 5	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionOn - 100 - None 101 - Switch Input 102 - Display On (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_04 4 - Custom 5 actionOff - Button_mode	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On action0n - 100 - None 101 - Switch Input 102 - Display On (via CEC) 103 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_04 4 - Custom 5 action0ff - Button_mode 100 - None	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionOn - 100 - None 101 - Switch Input 102 - Display On (via CEC) 103 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_04 4 - Custom 5 actionOff - Button_mode 100 - None 101 - Switch Input	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionon - 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_04 4 - Custom 5 actionOff - Button_mode 100 - None 101 - Switch Input 102 - Display On (via CEC)	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionOn - 100 - None 101 - Switch Input 102 - Display On (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_03 3 - Command_04 4 - Custom 5 actionOff - Button_mode 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC)	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On action0n - 100 - None 101 - Switch Input 102 - Display On (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_04 4 - Custom 5 actionOff - Button_mode 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionOn - 100 - None 101 - Switch Input 102 - Display On (via CEC) 103 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_02 2 - Command_04 4 - Custom 5 actionOff - Button_mode 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionon - 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_02 2 - Command_02 2 - Command_04 4 - Custom 5 actionOff - Button_mode 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionOn - 100 - None 101 - Switch Input 102 - Display On (via CEC) 103 - Display Of (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_04 4 - Custom 5 actionOff - Button_mode 100 - None 101 - Switch Input 102 - Display Oft (via CEC) 103 - Display Oft (via CEC) 103 - Display Oft (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionOn - 100 - None 101 - Switch Input 102 - Display On (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_04 4 - Custom 5 actionOff - Button_mode 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On action0n - 100 - None 101 - Switch Input 102 - Display On (via CEC) 103 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_04 4 - Custom 5 actionOff - Button_mode 100 - None 101 - Switch Input 102 - Display On (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume +- 107 - Volume 0 - Command_01 1 - Command_01 1 - Command_01 1 - Command_01	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionon - 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_02 2 - Command_02 2 - Command_04 4 - Custom 5 actionOff - Button_mode 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_02 2 - Command_03	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionOn - 100 - None 101 - Switch Input 102 - Display On (via CEC) 103 - Display Of (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_04 4 - Custom 5 actionOff - Button_mode 100 - None 101 - Switch Input 102 - Display Oft (via CEC) 103 - Display Oft (via CEC) 103 - Display Oft (via CEC) 103 - Display Oft (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_04	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionOn - 100 - None 101 - Switch Input 102 - Display On (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_04 4 - Custom 5 actionOff - Button_mode 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_04 4 - Custom 5	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	$1 - 10 1 button$ $2 - 10 2 button$ $3 - Display On button$ mode - Remote button state $0 - Off$ $1 - On$ actionOn - $100 - None$ $101 - Switch Input$ $102 - Display Of (via CEC)$ $103 - Display Off (via CEC)$ $104 - Mute$ $105 - Unmute$ $106 - Volume ++$ $107 - Volume -+$ $0 - Command_01$ $1 - Command_02$ $2 - Command_04$ $4 - Custom 5$ actionOff - Button_mode $100 - None$ $101 - Switch Input$ $102 - Display Off (via CEC)$ $103 - Display Off (via CEC)$ $104 - Mute$ $105 - Unmute$ $106 - Volume ++$ $107 - Volume$ $0 - Command_01$ $1 - Command_01$ $1 - Command_02$ $2 - Command_03$ $3 - Command_04$ $4 - Custom 5$ $btnBehavior - Button_mode$	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionon - 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_04 4 - Custom 5 actionOff - Button_mode 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_04 4 - Custom 5 btnBehavior - Button_mode 0 - Momentary mode disabled	
	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionOn - 100 - None 101 - Switch Input 102 - Display On (via CEC) 103 - Display Of (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_04 4 - Custom 5 actionOff - Button_mode 100 - None 101 - Switch Input 102 - Display Oft (via CEC) 103 - Display Oft (via CEC) 103 - Display Oft (via CEC) 103 - Display Oft (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_04 4 - Custom 5 btnBehavior - Button_mode 0 - Momentary mode disabled 1 - Momentary mode enabled	
PRIORITY	command to momentary or not momentary.	~nn@PROG-BTN-MOD_button_mode <cr><lf></lf></cr>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionOn - 100 - None 101 - Switch Input 102 - Display On (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_04 4 - Custom 5 actionOff - Button_mode 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_04 4 - Custom 5 btnBehavior - Button_mode 0 - Momentary mode disabled 1 - Momentary mode disabled	Set the priority to first HDMI
PRIORITY	command to momentary or not momentary.	<pre>~nn@PROG-BTN-MOD_button_mode<cr><lf></lf></cr></pre>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionOn - 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_04 4 - Custom 5 actionOff - Button_mode 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_04 4 - Custom 5 btnBehavior - Button_mode 0 - Momentary mode disabled 1 - Momentary mode enabled layer_type - Layer Enumeration 1 - Video	Set the priority to first HDMI 2, USB-C 1 second and
PRIORITY	command to momentary or not momentary.	<pre>~nn@PROG-BTN-MOD_button_mode<cr><lf> COMMAND #PRIORITY_layer_type,priority_1,priority_2,priority_3 </lf></cr></pre>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionOn - 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_04 4 - Custom 5 actionOff - Button_mode 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_04 4 - Custom 5 btnBehavior - Button_mode 0 - Momentary mode enabled 1 - Momentary mode enabled 1 - Video priority - Priority of inputs (1-2)	Set the priority to first HDMI 2, USB-C 1 second and HDMI 3 third:
PRIORITY	command to momentary or not momentary.	<pre>~nn@PROG-BTN-MOD_button_mode<cr><lf> COMMAND #PRIORITY_layer_type,priority_1,priority_2,priority_3 <cr> FFEDBACK</cr></lf></cr></pre>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionOn - 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_04 4 - Custom 5 actionOff - Button_mode 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_04 4 - Custom 5 btnBehavior - Button_mode 0 - Momentary mode disabled 1 - Momentary mode enabled 1 aver_type - Layer Enumeration 1 - Video priority - Priority of inputs (1-2) 1 - USB-C 1	Set the priority to first HDMI 2, USB-C 1 second and HDMI 3 third: #PRIORITY_1,2,1,3 <cp></cp>
PRIORITY	command to momentary or not momentary.	<pre>~nn@PROG-BTN-MOD_button_mode<cr><lf> COMMAND #PRIORITY_layer_type,priority_1,priority_2,priority_3 <cr> FEEDBACK consecutive_layer_type.priority_1 priority_2 priority</cr></lf></cr></pre>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionOn - 100 - None 101 - Switch Input 102 - Display On (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume ++ 107 - Volume +- 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_04 4 - Custom 5 actionOff - Button_mode 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_04 4 - Custom 5 btnBehavior - Button_mode 0 - Momentary mode disabled 1 - Wideo priority - Priority of inputs (1-2) 1 - USB-C 1 2 - HDMI 2	Set the priority to first HDMI 2, USB-C 1 second and HDMI 3 third: #PRIORITY_1,2,1,3 <cr></cr>
PRIORITY	command to momentary or not momentary.	<pre>~nn@PROG-BTN-MOD_button_mode<cr><lf> COMMAND #PRIORITY_layer_type,priority_1,priority_2,priority_3 ccR> FEEDBACK ~nn@PRIORITY_layer_type,priority_1,priority_2,priority_3</lf></cr></pre>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionOn - 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_04 4 - Custom 5 actionOff - Button_mode 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_04 4 - Custom 5 actionOff - Button_mode 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_04 4 - Custom 5 btnBehavior - Button_mode 0 - Momentary mode disabled 1 - Momentary mode enabled 1 avgr_type - Layer Enumeration 1 - Video priority - Priority of inputs (1-2) 1 - USB-C 1 2 - HDMI 2 3 - HDMI 3	Set the priority to first HDMI 2, USB-C 1 second and HDMI 3 third: #PRIORITY_1,2,1,3 <cr></cr>
PRIORITY	command to momentary or not momentary.	<pre>~nn@PROG-BTN-MOD_button_mode<cr><lf> COMMAND #PRIORITY_layer_type,priority_1,priority_2,priority_3 <cr> FEEDBACK ~nn@PRIORITY_layer_type,priority_1,priority_2,priority_y_3<cr><lf></lf></cr></cr></lf></cr></pre>	1 - IO 1 button 2 - IO 2 button 3 - Display On button mode - Remote button state 0 - Off 1 - On actionOn - 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_04 4 - Custom 5 actionOff - Button_mode 100 - None 101 - Switch Input 102 - Display Off (via CEC) 103 - Display Off (via CEC) 104 - Mute 105 - Unmute 106 - Volume ++ 107 - Volume 0 - Command_01 1 - Command_02 2 - Command_03 3 - Command_04 4 - Custom 5 btnBehavior - Button_mode 0 - Momentary mode disabled 1 - Momentary mode enabled 1 ayer_type - Layer Enumeration 1 - Video priority - Priority of inputs (1-2) 1 - USB-C 1 2 - HDMI 2 3 - HDMI 3	Set the priority to first HDMI 2, USB-C 1 second and HDMI 3 third: #PRIORITY_1,2,1,3 <cr></cr>

Function	Description	Syntax	Parameters/Attributes	Example
PRIORITY?	Set input priority.	COMMAND	layer_type - Layer Enumeration	Get the input priority:
		#PRIORITY? _layer_type <cr></cr>	1 – Video	#PRIORITY?
		FEEDBACK	1– USB-C 1	
		y_3 <cr><lf></lf></cr>	2– HDMI 2 3– HDMI 3	
PROT-VER?	Get device protocol	COMMAND	version – XX.XX where X is a	Get the device protocol
	version.		decimal digit	#PROT-VER?
		~nn@PROT-VER_3000;version <cr><lf></lf></cr>		
RESET	Reset device.	COMMAND		Reset the device:
10011		#RESET <cr></cr>		#RESET <cr></cr>
	the port due to a USB	FEEDBACK		
	bug in Windows,	~nn@RESET_ok <cr><lf></lf></cr>		
	connections			
	immediately after			
	If the port was locked,			
	disconnect, and			
	reopen the port.			
ROUTE	Set layer routing.	COMMAND	layer_type Layer Enumeration	Route video input 2 to the
	(i) This command	<pre>#ROUTE_layer_type,out_index,in_index<cr></cr></pre>	5-USB	#ROUTE,1,1,2 <cr></cr>
	replaces all other	<pre>FEEDBACK ~nn@ROUTE layer type.out index.in index<cr><lf></lf></cr></pre>	out_index	
	routing commands.		1 – Output	
			Source id for Video:	
			1 – USB-C 1	
			2 – HDMI IN 2 3 – HDMI IN 3	
ROUTE?	Get layer routing state.	COMMAND	layer type Layer Enumeration	Get video routing output:
	(i) This command	<pre>#ROUTE?_layer_type,out_index<cr></cr></pre>	1 – Video	#ROUTE?_1,1 <cr></cr>
	replaces all other	FEEDBACK	5-USB out index	
	routing commands.	<pre>~nn@ROUTE_layer_type,out_index,in_index <cr><lf></lf></cr></pre>	1 – Output	
			in_index -	
			1 – USB-C 1	
			2 – HDMI IN 2	
SECUR	Start/stop security	COMMAND	3 - HDMLIN 3	Enable the permission
SECOR		#SECUR_security_state <cr></cr>	0- OFF (disables security)	system:
	system works only if	FEEDBACK	1 – ON (enables security)	#SECUR_1 <cr></cr>
	security is enabled	~nn@SECUR_security_state <cr><lf></lf></cr>		
	command.			
SECUR?	Get security state.	COMMAND	security_state - Security state	Enable the permission
	(i) The permission	#SECUR?_security_state <cr></cr>	 0- OFF (disables security) 1- ON (enables security) 	system: #SECUR? <cr></cr>
	system works only if	FEEDBACK		-
	with the "SECUR"			
STONAL 2	Command.	COMMAND	in index – Number that indicates the	Get the input signal lock
SIGNAL?	Get input signal status.	#SIGNAL?_in index <cr></cr>	specific input:	status of IN 1:
		FEEDBACK	1 – USB-C IN 1	#SIGNAL?_1 <cr></cr>
		~nn@SIGNAL_in_index,status <cr><lf></lf></cr>	2 – HDMI IN 2 3 – HDMI IN 3	
			status – Signal status according to	
			signal validation:	
			1 – On	
SN?	Get device serial	COMMAND	serial_num - 14 decimal digits,	Get the device serial
	number.	#SN? <mark>_<cr></cr></mark>	factory assigned	number:
THE	Set device time and		day of wook - One of	Set device time and date to
TIME	date.	<pre>#TIME_day_of_week,date,data<cr></cr></pre>	{SUN,MON,TUE,WED,THU,FRI,SAT}	December 5, 2020 at
	(i) The year must be 4	FEEDBACK	date – Format: DD-MM-YYYY.	2:30pm:
	digits.	<pre>~nn@TIME_day_of_week,date,data<cr><lf></lf></cr></pre>	hh = hours	#TIME_mon_05-12- 2020,14:30:00 <cr></cr>
	The device does not		mm = minutes	
	validate the day of		55 = 5800105	
	week from the date.			
	Time format - 24			
	Date format - Day, Month, Year.			

Function	Description	Syntax	Parameters/Attributes	Example
TIME?	Get device time and	COMMAND	day_of_week - One of	Get device time and date:
	date.	#TIME?	{SUN,MON,TUE,WED,THU,FRI,SAT} date – Format: YYYY/MM/DD where	#TIME? <cr></cr>
	(i) The year must be 4 digits.	<pre>FEEDBACK ~nn@TIME_day of week,date,data<cr><lf></lf></cr></pre>	YYYY = Year MM - Month	
	The device does not		DD = Day	
	validate the day of		<pre>data - Format: hh:mm:ss where hh = hours</pre>	
	week from the date.		mm = minutes	
	Time format - 24 hours.		ss = seconds	
	Date format - Day.			
	Month, Year.		official of device from form	
TIME-LOC	from UTC/GMT.	#TIME-LOC_utc off,dst state <cr></cr>	UTC/GMT (without daylight time	with no daylight-saving time:
	(i) If the time server is	FEEDBACK	correction)	<pre>#TIME-LOC_3,0<cr></cr></pre>
	configured, device	~nn@TIME-LOC_utc_off,dst_state <cr><lf></lf></cr>	state	
	adding UTC_off to		1 – daylight saving time	
	from the time server) +			
	1 hour if daylight			
	effect.			
	TIME command sets			
	the device time without considering these			
	settings.	COMMAND	when a SS. Official of douises time from	Cat local time offect from
TIME-LOC?	from UTC/GMT.	#TIME-LOC?_ <cr></cr>	UTC/GMT (without daylight time	UTC/GMT:
	(i) If the time server is	FEEDBACK	correction)	#TIME-LOC? <cr></cr>
	configured, device	~nn@TIME-LOC_utc_off,dst_state <cr><lf></lf></cr>	state	
	adding UTC_off to		 0- no daylight saving time 1- daylight saving time 	
	UTC time (that it got from the time server) +			
	1 hour if daylight			
	effect.			
	TIME command sets			
	the device time without considering these			
	settings.	COMMAND		Set time conver with ID
TIME-SRV	Set time server.	<pre>#TIME-SRV_mode,time_server_ip,sync_hour<cr></cr></pre>	0-Off	address of 128.138.140.44
	needed for setting	FEEDBACK	1 – On	to ON: #TIME-
	UDP timeout for the current client list	<pre>~nn@TIME-SRV_mode,time_server_ip,sync_hour,server_sta tus<cr><lf></lf></cr></pre>	address	SRV_1,128.138.140.44,
			sync_hour – Hour in day for time server sync	
	Ostringer		server_status - On/Off	
TIME-SRV?	Get ume server.	#TIME-SRV?_ <cr></cr>	0 – Off	#TIME-SRV? <cr></cr>
	(i) This command is needed for setting	FEEDBACK	1– On	
	UDP timeout for the	<pre>~nn@TIME-SRV_mode,time_server_ip,sync_hour,server_sta tus</pre>	address	
	current chent list.		sync_hour – Hour in day for time	
	-		server_status - On/Off	
UART	Set com port configuration.	#UART .com id,baud rate,data bits.parity.stop bits mod	com_id - 1 to n (machine dependent) baud rate - 9600 - 115200	Set baud rate to 9600, 8 data bits, parity to none and
	(i) In the FC-2x the	e,serial_type,485_term <cr></cr>	data_bits - 5-8	stop bit to 1:
	serial port is selectable	FEEDBACK	0-No	R>
	(usually serial port 1).	mode, serial_type, 485_term <cr><lf></lf></cr>	1 – Odd	
	If Serial is configured		3– Mark	
	when RS-485 is selected, the RS-485		4- Space	
	UART port		serial_type - 232/485	
	automatically changes.		0-232	
	The command is backward compatible,		485_term - 485 termination state	
	meaning that if the		0 – disable 1 – epable	
	not exist, FW goes to.		(optional - this exists only when	
	RS-232.		serial_type is 485)	
	Stop_bits 1.5 is only			
	relevant for 5			
L	Jata_010.	1		1

Function	Description	Syntax	Parameters/Attributes	Example
FUNCTION UART?	Description Get com port configuration. The commad is backward compatible, meaning that if the extra parameters do not exist, FW goes to. RS-232. Stop_bits 1.5 is only relevant for 5 data_bits.	<pre>Syntax COMMAND #UART?_com_id<cr> FEEDBACK ~nn@URAT_com_id,baud_rate,data_bits,parity,stop_bits_ mode,serial_type,485_term<cr><lf></lf></cr></cr></pre>	FiltInit(c)s/Attilibules com_id - 1 to n (machine dependent) baud_rate - 9600 - 115200 data_bits - 5-8 parity - Parity Type 0 - No 1 - Odd 2 - Even 3 - Mark 4 - Space stop_bits_mode - 1/1.5/2 serial_type - 232/485 0 - 232 1 - 485 485 term - 485 termination state 0 - disable 1 - enable	EXclution: Set baud rate to 9600, 8 data bits, parity to none and stop bit to 1: #UART_1,9600,8,node,1 <cr></cr>
			serial_type is 485)	

USBC-ETH	Set USBC to Ethernet connection.	COMMAND #USBC-ETH_state <cr></cr>	state - On/Off 0- Off 1- On	Set USBC to Ethernet connection state to ON: #USBC-ETH_1 <cr></cr>
		FEEDBACK ~nn@USBC-ETH _state <cr><lf></lf></cr>	1- 0h	#USDC-LIR_ICCK/

USB-FV	Set USB autos- witching mode.	COMMAND #USB-FV_mode <cr> FEEDBACK ~nn@USB-FV_mode<cr><lf></lf></cr></cr>	mode – On/Off 0– Off 1– On	Set auto-switching mode to ON: #USB-FV_1 <cr></cr>
USB-FV?	Get USB auto- switching mode.	COMMAND #USB-FV?_mode <cr> FEEDBACK ~nn@USB-FV_mode<cr><lf></lf></cr></cr>	mode – On/Off 0 – Off 1 – On	Set auto-switching mode to ON: #USB-FV_1 <cr></cr>
USBA- DISCONNECT- MODE	Set USB device auto- disconnection mode	COMMAND #USBA-DISCONNECT-MODE_USBDevice,mode <cr> FEEDBACK ~nn@USBA-DISCONNECT-MODE_mode<cr><lf></lf></cr></cr>	USEDevice USE device number 1 USB Device 1 2 USB Device 2 3 USB Device 3 4 USB Device 3 4 USB Device 4 mode On/Off 0 Off 1 On	Set USB Device 1 polycom mode to ON: #USBA-DISCONNECT- MODE_1,1 <cr></cr>
USBA- DISCONNECT- MODE?	Get USB device auto- disconnection mode	COMMAND #USBA-DISCONNECT-MODE?_USBDevice <cr> FEEDBACK ~nn@USBA-DISCONNECT-MODE_mode<cr><lf></lf></cr></cr>	USBDevice - USB device number 1 - USB Device 1 2 - USB Device 2 3 - USB Device 3 4 - USB Device 3 mode - On/Off 0 - Off 1 - On	Get USB Device 1 polycom mode: #USBA-DISCONNECT- MODE?_1 <cr></cr>
VERSION?	Get firmware version number.	COMMAND #VERSION? <cr> FEEDBACK ~nn@VERSION_firmware_version<cr><lf></lf></cr></cr>	firmware_version - XX.XX.XXXX where the digit groups are: major.minor.build version	Get the device firmware version number: #VERSION?_ <cr></cr>
VMUTE	Set enable/disable video on output. (i) Video mute parameter 2 (blank picture) is not supported.	<pre>COMMAND #VMUTE_out_index,flag<cr> FEEDBACK ~nn@VMUTE_out_index,flag<cr><le></le></cr></cr></pre>	out_index - Number that indicates the specific output - 1 flag - Video Mute 0 - Video enabled 1 - Video disabled 2 - Blank picture	Disable the video output on output: #VMUTE_1,0 <cr></cr>
VMUTE?	Get video on output status. (i) Video mute parameter 2 (blank picture) is not supported.	COMMAND #VMUTE?_out_index <cr> FEEDBACK ~nn@VMUTE_out_index,flag<cr><le></le></cr></cr>	out_index - Number that indicates the specific output - 1 flag - Video Mute 0 - Video enabled 1 - Video disabled 2 - Blank picture	Get video on output status: #VMUTE?_1 <cr></cr>

Result and Error Codes

Syntax

In case of an error, the device responds with an error message. The error message syntax:

- ~NN@ERR XXX<CR><LF> when general error, no specific command
- ~NN@CMD ERR XXX<CR><LF> for specific command
- NN machine number of device, default = 01
- XXX error code

Error Codes

Error Name	Error	Description
	Code	
P3K_NO_ERROR	0	No error
ERR_PROTOCOL_SYNTAX	1	Protocol syntax
ERR_COMMAND_NOT_AVAILABLE	2	Command not available
ERR_PARAMETER_OUT_OF_RANGE	3	Parameter out of range
ERR_UNAUTHORIZED_ACCESS	4	Unauthorized access
ERR_INTERNAL_FW_ERROR	5	Internal FW error
ERR_BUSY	6	Protocol busy
ERR_WRONG_CRC	7	Wrong CRC
ERR_TIMEDOUT	8	Timeout
ERR_RESERVED	9	(Reserved)
ERR_FW_NOT_ENOUGH_SPACE	10	Not enough space for data (firmware, FPGA)
ERR_FS_NOT_ENOUGH_SPACE	11	Not enough space – file system
ERR_FS_FILE_NOT_EXISTS	12	File does not exist
ERR_FS_FILE_CANT_CREATED	13	File can't be created
ERR_FS_FILE_CANT_OPEN	14	File can't open
ERR_FEATURE_NOT_SUPPORTED	15	Feature is not supported
ERR_RESERVED_2	16	(Reserved)
ERR_RESERVED_3	17	(Reserved)
ERR_RESERVED_4	18	(Reserved)
ERR_RESERVED_5	19	(Reserved)
ERR_RESERVED_6	20	(Reserved)
ERR_PACKET_CRC	21	Packet CRC error
ERR_PACKET_MISSED	22	Packet number isn't expected (missing packet)
ERR_PACKET_SIZE	23	Packet size is wrong
ERR_RESERVED_7	24	(Reserved)
ERR_RESERVED_8	25	(Reserved)
ERR_RESERVED_9	26	(Reserved)
ERR_RESERVED_10	27	(Reserved)
ERR_RESERVED_11	28	(Reserved)
ERR_RESERVED_12	29	(Reserved)
ERR_EDID_CORRUPTED	30	EDID corrupted
ERR_NON_LISTED	31	Device specific errors
ERR_SAME_CRC	32	File has the same CRC – not changed
ERR_WRONG_MODE	33	Wrong operation mode
ERR_NOT_CONFIGURED	34	Device/chip was not initialized

The warranty obligations of Kramer Electronics Inc. ("Kramer Electronics") for this product are limited to the terms set forth below:

What is Covered

This limited warranty covers defects in materials and workmanship in this product.

What is Not Covered

This limited warranty does not cover any damage, deterioration or malfunction resulting from any alteration, modification, improper or unreasonable use or maintenance, misuse, abuse, accident, neglect, exposure to excess moisture, fire, improper packing and shipping (such claims must be presented to the carrier), lightning, power surges, or other acts of nature. This limited warranty does not cover any damage, deterioration or malfunction resulting from the installation or removal of this product from any installation, any unauthorized tampering with this product, any repairs attempted by anyone unauthorized by Kramer Electronics to make such repairs, or any other cause which does not relate directly to a defect in materials and/or workmanship of this product. This limited warranty does not cover cartons, equipment enclosures, cables or accessories used in conjunction with this product.

Without limiting any other exclusion herein, Kramer Electronics does not warrant that the product covered hereby, including, without limitation, the technology and/or integrated circuit(s) included in the product, will not become obsolete or that such items are or will remain compatible with any other product or technology with which the product may be used.

How Long this Coverage Lasts

The standard limited warranty for Kramer products is seven (7) years from the date of original purchase, with the following exceptions:

- All Kramer VIA hardware products are covered by a standard three (3) year warranty for the VIA hardware and a standard three (3) year warranty for firmware and software updates; all Kramer VIA accessories, adapters, tags, and dongles are covered by a standard one (1) year warranty.
- Kramer fiber optic cables, adapter-size fiber optic extenders, pluggable optical modules, active cables, cable retractors, ring mounted adapters, portable power chargers, Kramer speakers, and Kramer touch panels are covered by a standard one (1) year warranty. Kramer 7-inch touch panels purchased on or after April 1st, 2020 are covered by a standard two (2) year warranty.
- 3. All Kramer Calibre products, all Kramer Minicom digital signage products, all HighSecLabs products, all streaming, and all wireless products are covered by a standard three (3) year warranty.
- 4. All Sierra Video MultiViewers are covered by a standard five (5) year warranty.
- 5. Sierra switchers & control panels are covered by a standard seven (7) year warranty (excluding power supplies and fans that are covered for three (3) years).
- 6. K-Touch software is covered by a standard one (1) year warranty for software updates.
- 7. All Kramer passive cables are covered by a lifetime warranty.

Who is Covered

Only the original purchaser of this product is covered under this limited warranty. This limited warranty is not transferable to subsequent purchasers or owners of this product.

What Kramer Electronics Will Do

Kramer Electronics will, at its sole option, provide one of the following three remedies to whatever extent it shall deem necessary to satisfy a proper claim under this limited warranty:

- 1. Elect to repair or facilitate the repair of any defective parts within a reasonable period of time, free of any charge for the necessary parts and labor to complete the repair and restore this product to its proper operating condition. Kramer Electronics will also pay the shipping costs necessary to return this product once the repair is complete.
- Replace this product with a direct replacement or with a similar product deemed by Kramer Electronics to perform substantially the same function as the original product. If a direct or similar replacement product is supplied, the original product's end warranty date remains unchanged and is transferred to the replacement product.
- 3. Issue a refund of the original purchase price less depreciation to be determined based on the age of the product at the time remedy is sought under this limited warranty.

What Kramer Electronics Will Not Do Under This Limited Warranty

If this product is returned to Kramer Electronics or the authorized dealer from which it was purchased or any other party authorized to repair Kramer Electronics products, this product must be insured during shipment, with the insurance and shipping charges prepaid by you. If this product is returned uninsured, you assume all risks of loss or damage during shipment. Kramer Electronics will not be responsible for any costs related to the removal or re-installation of this product from or into any installation. Kramer Electronics will not be responsible for any setting up this product, any adjustment of user controls or any programming required for a specific installation of this product.

How to Obtain a Remedy Under This Limited Warranty

To obtain a remedy under this limited warranty, you must contact either the authorized Kramer Electronics reseller from whom you purchased this product or the Kramer Electronics office nearest you. For a list of authorized Kramer Electronics resellers and/or Kramer Electronics authorized service providers, visit our web site at www.kramerav.com or contact the Kramer Electronics office nearest you.

In order to pursue any remedy under this limited warranty, you must possess an original, dated receipt as proof of purchase from an authorized Kramer Electronics reseller. If this product is returned under this limited warranty, a return authorization number, obtained from Kramer Electronics, will be required (RMA number). You may also be directed to an authorized reseller or a person authorized by Kramer Electronics to repair the product.

If it is decided that this product should be returned directly to Kramer Electronics, this product should be properly packed, preferably in the original carton, for shipping. Cartons not bearing a return authorization number will be refused.

Limitation of Liability

THE MAXIMUM LIABILITY OF KRAMER ELECTRONICS UNDER THIS LIMITED WARRANTY SHALL NOT EXCEED THE ACTUAL PURCHASE PRICE PAID FOR THE PRODUCT. TO THE MAXIMUM EXTENT PERMITTED BY LAW, KRAMER ELECTRONICS IS NOT RESPONSIBLE FOR DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY BREACH OF WARRANTY OR CONDITION, OR UNDER ANY OTHER LEGAL THEORY. Some countries, districts or states do not allow the exclusion or limitation of relief, special, incidental, consequential or indirect damages, or the limitation of liability to specified amounts, so the above limitations or exclusions may not apply to you.

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Other Conditions

This limited warranty gives you specific legal rights, and you may have other rights which vary from country to country or state to state. This limited warranty is void if (i) the label bearing the serial number of this product has been removed or defaced, (ii) the product is not distributed by Kramer Electronics or (iii) this product is not purchased from an authorized Kramer Electronics reseller. If you are unsure whether a reseller is an authorized Kramer Electronics reseller, visit our web site at www.kramerav.com or contact a Kramer Electronics of fice from the list at the end of this document. Your rights under this limited warranty are not diminished if you do not complete and return the product registration form or complete and submit the online product registration form. Kramer Electronics thanks you for purchasing a Kramer Electronics product. We hope it will give you years of satisfaction.




SAFETY WARNING Disconnect the unit from the power supply before opening and servicing

For the latest information on our products and a list of Kramer distributors, visit our website where updates to this user manual may be found.

We welcome your questions, comments, and feedback.

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