

# ROLY

## BEYOND ENVISION

### PJ LINK Command List

#### 1. Connection

TCP PORT	4352
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#### 2. Command List

##### 2.1 Power Control Instruction POWR

###### Power-on (lamp-on) instruction

Character code in hexadecimal	25	31	50	4f	57	52	20	31	0d
Character	%	1	P	O	W	R	(SP)	0	(CR)

###### Power-off (stand by) instruction

Character code in hexadecimal	25	31	50	4f	57	52	20	30	0d
Character	%	1	P	O	W	R	(SP)	1	(CR)

## Response

Successful execution (including power-on instruction under power-on status and power-off instruction under power-off status)

Character code in hexadecimal	25	31	50	4f	57	52	3d	4f	4b	0d
Character	%	1	P	O	W	R	=	O	K	(CR)

## Out-of-parameter

Character code in hexadecimal	25	31	50	4f	57	52	3d	45	52	52	32	0d
Character	%	1	P	O	W	R	=	E	R	R	2	(CR)

## Unavailable time

Character code in hexadecimal	25	31	50	4f	57	52	3d	45	52	52	33	0d
Character	%	1	P	O	W	R	=	E	R	R	3	(CR)

## Projector/Display failure

Character code in hexadecimal	25	31	50	4f	57	52	3d	45	52	52	34	0d
Character	%	1	P	O	W	R	=	E	R	R	4	(CR)

\*Commands are case-insensitive.

## 2.2 Power status query POWR?

### Power status query

Character code in hexadecimal	25	31	50	4f	57	52	20	3f	0d
Character	%	1	P	O	W	R	(SP)	?	(CR)

## Response

### Power-off (standby) status

Character code in hexadecimal	25	31	50	4f	57	52	3d	30	0d
Character	%	1	P	O	W	R	=	0	(CR)

### Power-on (lamp-on) status

Character code in hexadecimal	25	31	50	4f	57	52	3d	31	0d
Character	%	1	P	O	W	R	=	1	(CR)

### Cooling status (Transition period from Power-on to Power-off)

Character code in hexadecimal	25	31	50	4f	57	52	3d	31	0d
Character	%	1	P	O	W	R	=	2	(CR)

### Warm-up status (Transition period from Power-off to Power-on)

Character code in hexadecimal	25	31	50	4f	57	52	3d	30	0d
Character	%	1	P	O	W	R	=	3	(CR)

### Unavailable time

Character code in hexadecimal	25	31	50	4f	57	52	3d	45	52	52	33	0d
Character	%	1	P	O	W	R	=	E	R	R	3	(CR)

### Projector/Display failure

Character code in hexadecimal	25	31	50	4f	57	52	3d	45	52	52	34	0d
Character	%	1	P	O	W	R	=	E	R	R	4	(CR)

\*Commands are case-insensitive.

\*Basically Projector/Display status changes like as blow:

Power-off => Warm-up => Power-on => Cooling => Power-off

## 2.3 Input switch instruction INPT

### Instruction to switch input to RGB

Character code in hexadecimal	25	31	49	4e	50	54	20	31	*1	0d
Character	%	1	I	N	P	T	(SP)	1	*2	(CR)
*1: values 31-39 *2: values 1-9										

### Instruction to switch input to VIDEO

Character code in hexadecimal	25	31	49	4e	50	54	20	32	*1	0d
Character	%	1	I	N	P	T	(SP)	2	*2	(CR)
*1: values 31-39 *2: values 1-9										

### Instruction to switch input to DIGITAL

Character code in hexadecimal	25	31	49	4e	50	54	20	33	*1	0d
Character	%	1	I	N	P	T	(SP)	3	*2	(CR)
*1: values 31-39 *2: values 1-9										

### Instruction to switch input to STORAGE

Character code in hexadecimal	25	31	49	4e	50	54	20	34	*1	0d
Character	%	1	I	N	P	T	(SP)	4	*2	(CR)
*1: values 31–39 *2: values 1–9										

### Instruction to switch input to NETWORK

Character code in hexadecimal	25	31	49	4e	50	54	20	35	*1	0d
Character	%	1	I	N	P	T	(SP)	5	*2	(CR)
*1: values 31–39 *2: values 1–9										

### Response

#### Successful execution

Character code in hexadecimal	25	31	49	4e	50	54	3d	4f	4b	0d
Character	%	1	I	N	P	T	=	O	K	(CR)

#### Nonexistent input source

Character code in hexadecimal	25	31	49	4e	50	54	3d	45	52	52	32	0d
Character	%	1	I	N	P	T	=	E	R	R	2	(CR)

#### Unavailable time (stand by, etc.)

Character code in hexadecimal	25	31	49	4e	50	54	3d	45	52	52	33	0d
Character	%	1	I	N	P	T	=	E	R	R	3	(CR)

#### Projector/Display failure

Character code in hexadecimal	25	31	49	4e	50	54	3d	45	52	52	34	0d
Character	%	1	I	N	P	T	=	E	R	R	4	(CR)

\*Commands are case-insensitive.