

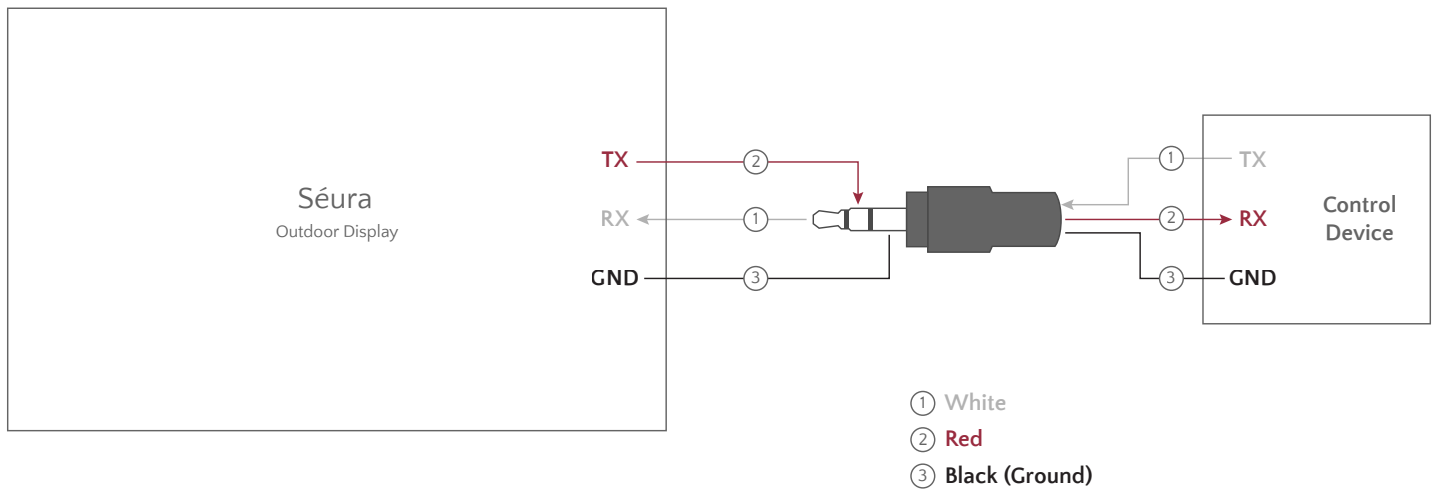
Outdoor Displays

RS232 Interface Configuration

Signal Level	RS232 Compliant
Synchronization Method	Asynchronous
Baud Rate	115200
Parity	None
Character Length	8 Bits
Flow Control	None
Start Bits	1
Stop Bits	1

COMPATIBLE SKUS:

SHD2-43	SHD2-65	UB4-50	UB4-85
SHD2-55	SHD2-75	UB4-65	



Command and Response Format

- Start with 0x02 (hex)
- End with 0x03 (hex)
- The command is ASCII text.
- Example:
 - Command: [0x02]PWD:0[0x03]
 - Response: [0x02]Power(OK)[0x03]

POWER

COMMAND		EXPECTED RESPONSE
POWER	OFF	[0x02]Power(OK)[0x03]
		[0x02]Power(0)[0x03]
	ON	[0x02]Power(OK)[0x03]
		[0x02]Power(1)[0x03]
		[0x02]Input(X)[0x03]
	TOGGLE	[0x02]Power(OK)[0x03]
		[0x02]Power(X)[0x03]
		[0x02]Input(X)[0x03]**
	QUERY	[0x02]Power(X)[0x03]

** Returned when power status is ON

INPUT

COMMAND		EXPECTED RESPONSE
INPUT	TV	[0x02]Input(OK)[0x03]
		[0x02]Input(0)[0x03]
	HDMI1	[0x02]Input(OK)[0x03]
		[0x02]Input(1)[0x03]
	HDMI2	[0x02]Input(OK)[0x03]
		[0x02]Input(2)[0x03]
	HDMI3	[0x02]Input(OK)[0x03]
		[0x02]Input(3)[0x03]
	COMPONENT	[0x02]Input(OK)[0x03]
		[0x02]Input(4)[0x03]
	AV	[0x02]Input(OK)[0x03]
		[0x02]Input(5)[0x03]
	USB MEDIA	[0x02]Input(OK)[0x03]
		[0x02]Input(7)[0x03]
	QUERY	[0x02]Input(X)[0x03]

CHANNEL

		COMMAND	EXPECTED RESPONSE
CHANNEL	CHA UP	[0x02]CHA:[0x03]	[0x02]Channel(OK)[0x03]
			[0x02]Channel(n)[0x03]
	CHA DOWN	[0x02]CHA:[0x03]	[0x02]Channel(OK)[0x03]
			[0x02]Channel(N)[0x03]
	SET CHA	[0x02]CHA:X.Y[0x03]**	[0x02]Channel(OK)[0x03]
			[0x02]Channel(N)[0x03]
QUERY	[0x02]CHA:[0x03]	[0x02]Channel(N)[0x03]	

** using X.Y for Digital TV channel, X for analog TV channel

VOLUME

		COMMAND	EXPECTED RESPONSE
VOLUME	VOL UP	[0x02]VOL:[0x03]	[0x02]Volumel(OK)[0x03]
			[0x02]Volume(XXX)[0x03]
	VOL DOWN	[0x02]VOL:[0x03]	[0x02]Volumel(OK)[0x03]
			[0x02]Volume(XXX)[0x03]
	SET VOL	[0x02]VOL:XXX[0x03]	[0x02]Volumel(OK)[0x03]
			[0x02]Volume(XXX)[0x03]
QUERY	[0x02]VOL:[0x03]	[0x02]Volume(XXX)[0x03]	

** XXX range: 0-100

MUTE

		COMMAND	EXPECTED RESPONSE
MUTE	MUTE	[0x02]MUT:1[0x03]	[0x02]Mute(OK)[0x03]
			[0x02]Mute(X)[0x03]
	UNMUTE	[0x02]MUT:0[0x03]	[0x02]Mute(OK)[0x03]
			[0x02]Mute(X)[0x03]
	TOGGLE	[0x02]MUT:3[0x03]	[0x02]Mute(OK)[0x03]
			[0x02]Mute(X)[0x03]
QUERY	[0x02]MUT:[0x03]	[0x02]Mute(X)[0x03]	