

Planar® UltraRes™ W Series RS232



URW105 | URW105-ERO-T

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RoHS Compliance Statement

The Planar UltraRes W Series is fully RoHS Compliant.

Part Number: 020-1421-00B

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RS232 Communication

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

Note: Serial communication can occur over RS232, USB-B or LAN.

1. Applicable Models

This RS232 user manual applies to the following Planar UltraRes W Series models:

- URW105
- URW105-ERO-T

RS232 user manuals for other products can be found at www.planar.com/support/.

2. RS232 Setup

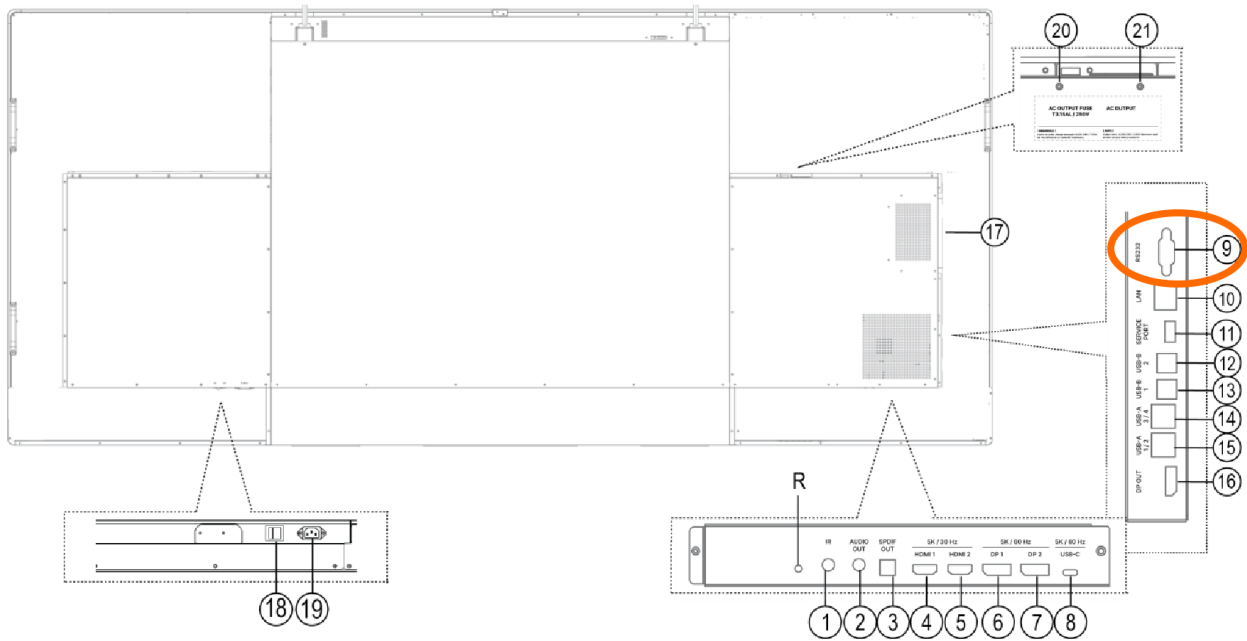
The use of RS232 requires the display's **Power Down Mode** to be in **Networked Standby** or **Fast Startup**. See the "Power Down Mode" section of the *Planar UltraRes W Series User Manual*.

The RS232 connection must use the following settings:

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

3. Connecting the RS232 Cable

The Female DB9 connector is wired as a Straight Through serial connection.



Pin #	Signal
1	NC
2	Receive Data (RD)
3	Transmit Data (TD)
4	NC
5	Ground
6	NC
7	NC
8	NC
9	NC

4. RS232 Command Protocol

4.1 Command Structure

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

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

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

4.2 Protocol Encoding

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

4.3 Examples

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

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

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

5. RS232 Codes

Notes:

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

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Allow Pop Up Messages	OSD.ALLOW.POPUP	1300	=?+-		0 = NO 1 = YES	No	OSD.ALLOW.POPUP=YES OSD.ALLOW.POPUP:YES	See Main -> Advanced Settings -> Menus and Messages -> Allow Pop Up Messages.
Aspect Ratio	ASPECT	500	=?+-	Zone 0 = ZONE.1 1 = ZONE.2 253 = ALL.INPUT 254 = ALL 254 = ALL.ZONE 255 = CURRENT [None = CURRENT]	0 = AUTO 1 = 16X9 2 = 4X3 3 = FILL 4 = NATIVE 5 = LETTERBOX	No	[For Zone 1] ASPECT(ZONE.1)=AUTO ASPECT(ZONE.1):AUTO [For the current zone] ASPECT=16X9 ASPECT:16X9	See Main -> Image Adjust -> Aspect Ratio.
Audio Input	AUDIO.INPUT	1003	?		Source 0 = OPS 1 = HDMI.1 2 = HDMI.2 5 = DP 13 = DP.2 14 = NONE 15 = USBC	No	AUDIO.INPUT? AUDIO.INPUT:HDMI.1	Returns the input source in the zone currently playing audio, as chosen by Audio Select.
Audio Select	AUDIO.ZONE	1007	=?+-		Zone 0 = ZONE.1 1 = ZONE.2	No	AUDIO.ZONE=ZONE.1 AUDIO.ZONE:ZONE.1	See Main -> Audio -> Audio Select.
Audio Settings	AUDIO.SETTINGS	1009	=?		Op 1: Zone 0 = ZONE.1 1 = ZONE.2 Ops 2-8: Unsigned Integers	No	[For Zone 3, Volume=51, Treble=52, Bass=53, Balance=54, Mute Off, Internal Speakers On] AUDIO.SETTINGS=2 51 52 53 54 0 1 AUDIO.SETTINGS:2 51 52 53 54 0 1	Values are set/returned in the order AUDIO.VOLUME, AUDIO.TREBLE, AUDIO.BASS, AUDIO.BALANCE, AUDIO.MUTE, AUDIO.SPEAKERS

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Auto Power On	AUTO.ON	1407	=?+-		0 = OFF 1 = ON 2 = PREVIOUS. STATE	Yes	AUTO.ON=ON AUTO.ON:ON	See Main -> Advanced Settings -> Power -> Auto Power On.
Auto Scan Sources	SOURCE.SCAN	105	=?+-		0 = OFF 1 = ON 2 = FAILOVER	No	SOURCE.SCAN=ON SOURCE.SCAN:ON	See Main -> Inputs and Views -> Auto Scan Sources.
Backlight Intensity	BACKLIGHT.INTENSITY	1400	=?+-		1-100	No	BACKLIGHT.INTENSITY=75 BACKLIGHT.INTENSITY:75	See Main -> Advanced Settings -> Backlight -> Backlight Intensity.
Balance	AUDIO.BALANCE	1000	=?+-		0-100	No	AUDIO.BALANCE=50 AUDIO.BALANCE:50	See Main -> Audio -> Balance.
Bass	AUDIO.BASS	1001	=?+-		0-100	No	AUDIO.BASS=50 AUDIO.BASS:50	See Main -> Audio -> Bass.
Blank Screen Color	BLANK.COLOR	1306	=?+-		0 = RED 1 = GREEN 2 = BLUE 3 = CYAN 4 = MAGENTA 5 = YELLOW 6 = WHITE 7 = BLACK	No	BLANK.COLOR=BLUE BLANK.COLOR:BLUE	See Main -> Advanced Settings -> Menus and Messages -> Blank Screen Color.
Brightness	BRIGHTNESS	200	=?+-		0-100	No	[For Zone 1] BRIGHTNESS(ZONE.1)=50 BRIGHTNESS(ZONE.1):50 [For the current zone] BRIGHTNESS=55 BRIGHTNESS:55	See Main -> Image Adjust -> Brightness.

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Color	COLOR	202	=?+-		0-100	No	[For Zone 1] COLOR(ZONE.1)=50 COLOR(ZONE.1):50 [For the current zone] COLOR=55 COLOR:55	See Main -> Image Adjust -> Color.
Color Space	COLORSPACE	207	=?+-	Mod 1: Zone 0 = ZONE.1 1 = ZONE.2 253 = ALL.INPUT 254 = ALL 254 = ALL.ZONE 255 = CURRENT Mod 2: Value Type 0 = SETTING 1 = ACTUAL	0 = REC601 1 = REC709 2 = RGB 3 = RGB.VIDEO 4 = AUTO	No	[Setting Color Space for Zone 1] COLORSPACE(ZONE.1, SETTING)=REC709 COLORSPACE(ZONE.1 SETTING):REC709 [Setting Color Space for the current zone] COLORSPACE(CURRENT, SETTING)=AUTO COLORSPACE(CURRENT SETTING):AUTO [Reading the actual Color Space for the current zone] COLORSPACE(CURRENT, ACTUAL)? COLORSPACE(CURRENT ACTUAL):RGB	"Setting" is the value that the color space is set to. See Main -> Image Adjust -> Color Space. "Actual" is the currently applied color space (cannot return AUTO). See Main -> Information -> Image Information -> Color Space.
Color Sub-sampling	COLOR.SUBSAMPLING	301	?	Zone 0 = ZONE.1 1 = ZONE.2 255 = CURRENT	String	No	[For Zone 1] COLOR.SUBSAMPLING(ZONE.1)? COLOR.SUBSAMPLING(ZONE.1):" 4:4:4" [For the current zone] COLOR.SUBSAMPLING? COLOR.SUBSAMPLING:"4:2:0"	See Main -> Information -> Image Information -> Color Sub-sampling.

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Color Temperature	COLOR.TEMPERATURE	208	=?+-		0 = 3200K 1 = 5500K 2 = 6500K 3 = 7500K 4 = 9300K 5 = NATIVE	No	[For Zone 1] COLOR.TEMPERATURE(ZONE.1)=6500K COLOR.TEMPERATURE(ZONE.1):6500K [For the current zone] COLOR.TEMPERATURE=NATIVE COLOR.TEMPERATURE=NATIVE	See Main -> Image Adjust -> Color Temperature.
Contrast	CONTRAST	201	=?+-		0-100	No	[For Zone 1] CONTRAST(ZONE.1)=50 CONTRAST(ZONE.1):50 [For the current zone] CONTRAST=55 CONTRAST:55	See Main -> Image Adjust -> Contrast.
Current Zone	CURRENT.ZONE	100	=?+-		Zone 0 = ZONE.1 1 = ZONE.2	No	CURRENT.ZONE=ZONE.1 CURRENT.ZONE:ZONE.1	See Main -> Image Adjust -> Current Zone.
Current Zone Layout	CURRENT.ZONE.LAYOUT	108	?		0 = S.1 1 = P.UL.1 2 = P.UL.2 3 = P.UR.1 4 = P.UR.2 5 = P.LL.1 6 = P.LL.2 7 = P.LR.1 8 = P.LR.2 9 = D.L.1 10 = D.L.2	No	CURRENT.ZONE.LAYOUT? CURRENT.ZONE.LAYOUT:Q.1	See separate table on page 34 for operands.

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Default Gateway	IPV4.GATEWAY	1206	=?	0 = STATIC [None = Current (for reads only)] [None = STATIC (for writes only)]	String	Yes	[Read the current default gateway value] IPV4.GATEWAY? IPV4.NETMASK:"10.15.0.1" [Write the default gateway for static IP] IPV4.NETMASK(STATIC)="192.168.12.1" IPV4.NETMASK(STATIC):"192.168.12.1"	See Main -> Advanced Settings -> Network -> Default Gateway.
DHCP	NETWORK.DHCP	1207	=?		0 = OFF 1 = ON	Yes	NETWORK.DHCP=ON NETWORK.DHCP:ON	See Main -> Advanced Settings -> Network -> DHCP.
Display Power	DISPLAY.POWER	1408	=?+-		0 = OFF 1 = ON	Yes	DISPLAY.POWER=ON DISPLAY.POWER:ON	See the IR remote control keys ON and OFF.
DisplayPort 1 Type	DP.TYPE	1904	=?+-		0 = 1.1 1 = 1.2 2 = 1.4	No	DP.TYPE=1.2 DP.TYPE:1.2	See Main -> Advanced Settings -> System Settings -> DisplayPort Type -> DP 1.
DisplayPort 2 Type	DP2.TYPE	5025	=?+-		0 = 1.1 1 = 1.2 2 = 1.4	No	DP2.TYPE=1.2 DP2.TYPE:1.2	See Main -> Advanced Settings -> System Settings -> DisplayPort Type -> DP 2.
DNS Server 1	NETWORK.DNS1	1212	=?	0 = STATIC [None = Current (for reads only)] [None = STATIC (for writes only)]	String	Yes	[Read the current DNS server 1 value] NETWORK.DNS1? NETWORK.DNS1:"172.16.0.140" [Write the DNS server 1 for static IP] NETWORK.DNS1(STATIC)="8.8.8.8" NETWORK.DNS1(STATIC):"8.8.8.8"	See Main -> Advanced Settings -> Network -> DNS Server.

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
DNS Server 2	NETWORK.DNS2	1213	=?	0 = STATIC [None = Current (for reads only)] [None = STATIC (for writes only)]	String	Yes	[Read the current DNS server 2 value] NETWORK.DNS2? NETWORK.DNS2:"172.16.0.191" [Write the DNS server 2 for static IP] NETWORK.DNS2(STATIC)="8.8.4.4" NETWORK.DNS2(STATIC):"8.8.4.4"	Selects a secondary DNS server.
DP Out	DP.OUT	1909			0 = OFF 1 = SST 2 = MST			
EDID Timing	EDID.TIMING	400	=?+!	Mod 1: Input 1 = HDMI.1 2 = HDMI.2 5 = DP 13 = DP.2 15 = UBSC Mod 2: Param 0 = UPDATE 12 = FACTORY 13 = TYPE	Signed Integer -3 = 4K60 -2 = 4K30 -1 = 1080P	No	[Read the EDID type for HDMI® 1] EDID.TIMING(HDMI.1, TYPE)? EDID.TIMING(HDMI.1 TYPE):4K60 [Set the HDMI 2 EDID horizontal active to 3840] EDID.TIMING(HDMI.2, HACTIVE)=3840 EDID.TIMING(HDMI.2 HACTIVE):3840 [Update the HDMI 2 EDID] EDID.TIMING(HDMI.2, UPDATE) EDID.TIMING(HDMI.2 UPDATE)@ACK	See Main -> Advanced Settings -> EDID. UPDATE and FACTORY modifiers are the only ones that support the action operator.
EDID Zone	EDID.SELECTED CONNECTOR	401	=?+-		1 = HDMI.1 2 = HDMI.2 3 = HDMI.3 4 = HDMI.4 5 = DP 6 = ALL 13 = DP.2	No	EDID.SELECTEDCONNECTOR=HDMI.1 EDID.SELECTEDCONNECTOR:HDMI.1	See Main -> Advanced Settings -> EDID -> Selected Connector.

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Enable Internal Speakers	AUDIO.SPEAKERS	1004	=?+-		0 = OFF 1 = ON	No	AUDIO.SPEAKERS=ON AUDIO.SPEAKERS:ON	See Main -> Audio -> Enable Internal Speakers.
Enable Status LED	LED.ENABLE	1902	=?		0 = DISABLE 1 = ENABLE	Yes	LED.ENABLE=ENABLE LED.ENABLE:ENABLE	See Main -> Advanced Settings -> System Settings -> Enable Status LED.
Factory Reset	RESET	2400	!	0 = USER 1 = FACTORY1		No	RESET(USER) RESET(USER)@ACK	USER is the same as Main -> Advanced Settings -> System Settings -> Factory Reset. FACTORY1 resets everything that USER resets plus EDID customizations, network settings and presets.
Firmware Update	FIRMWARE.UPDATE	2200	=?!	Firmware 0 = SCALER 1 = SUBMCU 2 = NETUART	String	Yes	FIRMWARE.UPDATE FIRMWARE.UPDATE(AUTO START)@ACK	See Main -> Advanced Settings -> System Settings -> Firmware Update.
Gain	GAIN	209	=?+-	Color 0 = RED 1 = GREEN 2 = BLUE 255 = ALL [None = ALL]	For RED, GREEN and BLUE modifiers, one operand: 0-200 For ALL operand, three operands: Red Gain: 0-200 Green Gain: 0-200 Blue Gain: 0-200	No	[For red gain on Zone 1] GAIN(ZONE.1, RED)=100 GAIN(ZONE.1 RED):100 [For all three gains on the current zone: Red Gain = 101, Green Gain = 102, Blue Gain = 103] GAIN=101 102 103 GAIN=101 102 103	See Main -> Image Adjust -> Red/Green/Blue Gain. ALL modifier adjusts all three gains at the same time.

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Gamma	GAMMA	1504	=?+-	Zone 0 = ZONE.1 1 = ZONE.2 253 = ALL.INPUT 254 = ALL 254 = ALL.ZONE 255 = CURRENT [None = CURRENT]	7 = 1.85 8 = 1.9 9 = 1.95 10 = 2.0 11 = 2.05 12 = 2.1 13 = 2.15 14 = 2.2 15 = 2.25 16 = 2.3 17 = 2.35 18 = 2.4 19 = 2.45 20 = 2.5 21 = 2.55 22 = 2.6	No	[For Zone 1] GAMMA(ZONE.1)=2.2 GAMMA(ZONE.1):2.2 [For the current zone] GAMMA=2.5 GAMMA:2.5	See Main -> Image Adjust -> Gamma.
HDMI CEC	CEC.ENABLE	2407	=?+-		0 = OFF 1 = ON	No	CEC.ENABLE=DISABLE CEC.ENABLE:DISABLE	Used to enable or disable support for HDMI CEC commands. See Main -> Advanced Settings -> System Settings -> CEC Enable.
HDMI CEC Standby	CEC.STANDBY	5018	=?		0 = OFF 1 = ON	No	CEC.STANDBY=OFF CEC.STANDBY:OFF	Enables compatible external devices to put this display into standby with HDMI-CEC command Standby. See Main -> Advanced Settings -> System Settings -> CEC Standby.

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Image Information	SIGNAL.INFO	300	?	Mod 1: Zone 0 = ZONE.1 1 = ZONE.2 255 = CURRENT [None = CURRENT] Mod 2: Parameter 0 = HACTIVE 1 = VACTIVE 2 = PCLK 3 = HTOTAL 4 = VTOTAL 5 = VREFRESH 6 = HREFRESH 7 = INTERLACE 8 = VFIELDRATE 9 = VREFRESH.X. 100 10 = COLORDEPTH 11 = TMDS [None = ALL]	Unsigned Integer	No	SIGNAL.INFO(CURRENT, HACTIVE)? SIGNAL.INFO(CURRENT, HACTIVE):1920	See Main -> Information -> Image Information.
IP Address	IPV4.ADDRESS	1204	=?	0 = STATIC [None = Current (for reads only)] [None = STATIC (for writes only)]	String	Yes	[Read the current IP address value] NETWORK.DNS1? NETWORK.DNS1:"10.15.0.60" [Write the DNS server 1 for static IP] NETWORK.DNS1(STATIC)="192.16 8.12.12" NETWORK.DNS1(STATIC):"192.16 8.12.12"	See Main -> Advanced Settings -> Network -> IP Address.
IR Code	IR.CODE	1210	=?+-		0-65535	Yes	IR.CODE=12345 IR.CODE:12345	See Menu -> Advanced Settings -> System Settings -> IR Remote ID Code.

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
IR Remote Lock	IR.LOCK	1202	=?		0 = DISABLE 1 = ENABLE	Yes	IR.LOCK=ENABLE <i>IR.LOCK:ENABLE</i>	See Menu -> Advanced Settings -> System Settings -> IR Remote Lock.
Key	KEY	1200	=		[See separate table]	Yes	[To send the MENU key] KEY=MENU <i>KEY:MENU</i>	See separate table on page 35 for key codes.
Keypad Lock	KEY.LOCK	1201	=?		0 = DISABLE 1 = ENABLE	Yes	KEY.LOCK=ENABLE <i>KEY.LOCK:ENABLE</i>	See Menu -> Advanced Settings -> System Settings -> Keypad Lock.
LAN Lock	LAN.LOCK	5023	=?		0 = DISABLE 1 = ENABLE	No	LAN.LOCK=ENABLE <i>LAN.LOCK:ENABLE</i>	See Menu -> Advanced Settings -> System Settings -> Security -> LAN Lock
Language	LANGUAGE	5020	=?		0 = ENGLISH 1 = FRENCH 2 = GERMAN 3 = SPANISH 4 = ITALIAN 5 = CHINESE. SIMPLIFIED 6 = CHINESE. TRADITIONAL 7 = PORTUGUESE 8 = JAPANESE	No	LANGUAGE=ENGLISH <i>LANGUAGE:ENGLISH</i>	See Main -> Advanced Settings -> Menus and Messages -> Language

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Layout	LAYOUT	103	=?+-	Multi-Source View 1 = DUAL 4 = PIP 5 = CURRENT [None = CURRENT]	0 = SINGLE 1 = PIP.UL 2 = PIP.UR 3 = PIP.LL 4 = PIP.LR 5 = DUAL.L	No	[To change the Dual layout to top-and-bottom] LAYOUT(DUAL)=DUAL.L LAYOUT(DUAL):DUAL.L [To change the PIP position to top left and immediately apply the Multi-Source View and layout] LAYOUT=PIP.UL LAYOUT:PIP.UL	See Main -> Inputs and Views -> Multi-Source View. See Main -> Inputs and Views -> Multi-Source View -> Advanced Layouts.
Local Dimming	LOCAL.DIMMING	1415	=?+-		0 = OFF 1 = ON	No	LOCAL.DIMMING=ON LOCAL.DIMMING:ON	See Main -> Advanced Settings -> Backlight -> Local Dimming.
MAC Address	NETWORK.MAC	1203	?		String	Yes	NETWORK.MAC? NETWORK.MAC="12:34:56:AB:CD:EF"	See Main -> Advanced Settings -> Network -> MAC Address.
Menu Position	OSD.POSITION	1301	=?+-		0 = CENTER 1 = UPPER.LEFT 2 = UPPER.RIGHT 3 = LOWER.LEFT 4 = LOWER.RIGHT	No	OSD.POSITION=CENTER OSD.POSITION:CENTER	See Main -> Advanced Settings -> Menus and Messages -> Menu Position.
Model ID	MODEL.ID	2306	?		String	No	MODEL.ID? MODEL.ID="URW105"	See Main -> Information -> System Information -> Model.
Model Series	MODEL.SERIES	2316	?		String	No	MODEL.SERIES? MODEL.SERIES:"UltraRes W"	Always returns "UltraRes W" for this product. Other products using this protocol will have a different response for this command.
Multi-Source View	MULTI.VIEW	102	=?+-		0 = SINGLE 1 = DUAL 4 = PIP	No	MULTI.VIEW=DUAL MULTI.VIEW:DUAL	See Main -> Inputs and Views -> Multi-Source View.

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Mute	AUDIO.MUTE	1002	=?+-		0 = OFF 1 = ON	No	AUDIO.MUTE=ON AUDIO.MUTE:ON	See Main -> Audio -> Mute.
Network Commands	COMMAND.ENABLE	1232	=?+-	NETWORK	0 = OFF 1 = ON	No	COMMAND.ENABLE(NETWORK)=OFF	Used to enable or disable accepting commands coming through the LAN port.
Network Ping	NETWORK.PING	1211	=		String	Yes	NETWORK.PING="www.google.com" NETWORK.PING:"SUCCESS"	Attempts to ping the selected network address. Response string will either be "SUCCESS" or "FAILED".
Next Source	SOURCE.NEXT	104	!	Zone 0 = ZONE.1 1 = ZONE.2 254 = ALL 255 = CURRENT		No	[For Zone 1] SOURCE.NEXT(ZONE.1) SOURCE.NEXT(ZONE.1)@ACK [For the current zone] SOURCE.NEXT SOURCE.NEXT@ACK	See IR remote control keys ZONE 1/2/3/4.
Notification Event	NOTIFICATION.EMAIL	1222	=?	Event 0 = POWER.STATE.CHANGED 3 = SOURCE.LOST 4 = SOURCE.SELECTED	Op 1: Enable 0 = DISABLE 1 = ENABLE Op 2: Recipients List String Op 3: User Message String	Yes	NOTIFICATION.EMAIL(SOURCE.D ETECTED)=ENABLE, "test@planar.com", "Your custom message here" NOTIFICATION.EMAIL(SOURCE.D ETECTED):ENABLE "test@planar.com" "Your custom message here"	See Remote Monitoring Software -> Notifications -> Notification Events.
NTP Server	NETWORK.NTPSERVER	1214	=?		String	Yes	NETWORK.NTPSERVER="pool.ntp.org" NETWORK.NTPSERVER:"pool.ntp.org"	Selects the NTP server to be used with the Use Network Time setting. Default = "0.pool.ntp.org".

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Offset	OFFSET	210	=?+-	Color 0 = RED 1 = GREEN 2 = BLUE 255 = ALL [None = ALL]	For RED, GREEN and BLUE modifiers, one operand: 0-100 For ALL operand, three operands: Red Offset: 0-100 Green Offset: 0-100 Blue Offset: 0-100	No	[For red offset on Zone 1] OFFSET(ZONE.1, RED)=50 OFFSET(ZONE.1 RED):50 [For all three offsets on the current zone: Red Gain = 51, Green Gain = 52, Blue Gain = 53] OFFSET=51 52 53 OFFSET=51 52 53	See Main -> Image Adjust -> Red/Green/Blue Offset. ALL modifier adjusts all three offsets at the same time.
OPS Port	OPS.PORT	1911			0 = HDMI 1 = DP			
OPS Power Down Check	OPS.POWER.CHECK	1901	=?		0 = DISABLE 1 = ENABLE	Yes	OPS.POWER.CHECK=ENABLE OPS.POWER.CHECK:ENABLE	See Main -> Advanced Settings -> System Settings -> OPS -> OPS Power Down Check.
OPS Present	OPS.PRESENT	1905	?		0 = FALSE 1 = TRUE	Yes	OPS.PRESENT? OPS.PRESENT=TRUE	Indicates whether an OPS module is currently populated in the display's OPS slot.
OPS Type	OPS.TYPE	1908			0 = 1.1 1 = 1.2			
OSD Close	OSD.CLOSE	1310	!			No	OSD.CLOSE OSD.CLOSE@ACK	Forces any menus or message boxes that are currently on screen to close.
OSD Rotation	ORIENTATION	1302	=?+-		0 = LANDSCAPE 1 = PORTRAIT	No	ORIENTATION=LANDSCAPE ORIENTATION:LANDSCAPE	See Main -> Advanced Settings -> Menus and Messages -> OSD Rotation.

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
OSD Status	OSD.STATUS	1308	?		0 = DISABLE 1 = ENABLE	No	OSD.STATUS? <i>OSD.STATUS=ENABLE</i>	Indicates whether the OSD (menu, message box or confirmation dialog) is currently being shown on the display.
OSD Timeout	OSD.TIMEOUT	1304	=?+-		0 = OFF 10 = 10.SECONDS 30 = 30.SECONDS 60 = 60.SECONDS 120 = 120.SECONDS 240 = 240.SECONDS	No	OSD.TIMEOUT=60.SECONDS <i>OSD.TIMEOUT:60.SECONDS</i>	See Main -> Advanced Settings -> Menus and Messages -> OSD Timeout. Numeric value is in seconds and can be used to program any delay value.
OSD Transparency	OSD.TRANSPARENCY	1303	=?+-		0-10	No	OSD.TRANSPARENCY=3 <i>OSD.TRANSPARENCY:3</i>	See Main -> Advanced Settings -> Menus and Messages -> OSD Transparency.
Overscan	OVERSCAN	501	=?+-		0-20	No	[For Zone 1] OVERSCAN(ZONE.1)=0 <i>OVERSCAN(ZONE.1):0</i> [For the current zone] OVERSCAN=5 <i>OVERSCAN:5</i>	See Main -> Image Adjust -> Overscan.
PIP Size	PIP.SIZE	107	=?+-		0 = SMALL 1 = MEDIUM 2 = LARGE	No	PIP.SIZE=MEDIUM <i>PIP.SIZE:MEDIUM</i>	See Main -> Inputs and Views -> Multi-Source View -> Advanced Layouts -> PIP Size.
PIP Swap	PIP.SWAP	106	!			No	PIP.SWAP <i>PIP.SWAP@ACK</i>	See IR remote control key PIP SWAP.

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Pixel Orbit	PIXEL.ORBIT	1906	=?+-		0 = OFF 1 = ON	No	PIXEL.ORBIT=ON <i>PIXEL.ORBIT:ON</i>	See Main -> Advanced Settings -> System Settings -> Pixel Orbit.
Power Down Mode	POWER.DOWN.MODE	1422	=?+-		0 = Standby.Mode 1 = Networked. Standby.Mode 2 = Fast.Startup	No	POWER.DOWN.MODE?	Used to set the Power Down Mode setting in the Power submenu.
Power Saving Delay	POWER.SAVE.DELAY	1406	=?+-		60 = 1.MINUTE 300 = 5.MINUTES 900 = 15.MINUTES 1800 = 30.MINUTES 3600 = 60.MINUTES	Yes	POWER.SAVE.DELAY=5.MINUTES <i>POWER.SAVE.DELAY:5.MINUTES</i>	See Main -> Advanced Settings -> Power -> Power Saving Delay. Numeric value is in seconds and can be used to program any delay value.
Power Saving Mode	POWER.SAVE.MODE	1405	=?+-		0 = Disabled 1 = Power.Down 2 = Wake.On.Signal	No	POWER.SAVE.MODE=Power.Down Or POWER.SAVE.MODE=1	See Main -> Advanced Settings -> Power -> Power Saving Mode.
Preset Count	PRESET.COUNT	2006	?		Unsigned Integer	Yes	PRESET.COUNT? <i>PRESET.COUNT:6</i>	Displays the number of presets that are not empty.
Preset Delete	PRESET.DELETE	2000	!	1-60		Yes	[Save to Preset 4] PRESET.DELETE(4) <i>PRESET.DELETE(4)@ACK</i>	See Main -> Presets -> Delete.
Preset Full	PRESET.FULL	2004	?	1-60	0 = NO 1 = YES	Yes	PRESET.FULL(4)? <i>PRESET.FULL(4)=YES</i>	Indicates whether data has been saved in the selected preset.

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Preset List	PRESET.LIST	2008	?	0 = FIRST 2147483647 = NEXT	A list of unsigned integers	Yes	PRESET.LIST(FIRST)? <i>PRESET.LIST(FIRST):1 2 3 5 7 34</i>	<p>To get a list of all the filled presets, start by entering the following command: PRESET.LIST(FIRST)</p> <p>Use the following command to read additional filled presets: PRESET.LIST(NEXT)?</p> <p>Continue sending the second command above until the last number shown matches the value returned by the Preset Max command, or until the number of presets listed equals the number returned by the Preset Count command.</p> <p>Note: Unless you have more than 64 presets saved, sending this command one time will return a full list of all presets.</p>
Preset Max	PRESET.MAX	2007	?		Unsigned Integer	Yes	PRESET.MAX? <i>PRESET.MAX:34</i>	Displays the number of the highest saved preset.
Preset Name	PRESET.NAME	2003	=?	1-60	String	Yes	[Set Preset 4 name to "Hello"] PRESET.NAME(4)="Hello" <i>PRESET.NAME(4):"Hello"</i>	<p>Sets the name listed for the preset in the Delete, Recall and Save menus.</p> <p>Default = "Preset n", where 'n' is the preset number (e.g. "Preset 4")</p>

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Preset Recall	PRESET.RECALL	2001	!	0-60		No	[Save to Preset 4] PRESET.RECALL(4) <i>PRESET.RECALL(4)@ACK</i>	See Main -> Presets -> Recall.
Preset Save	PRESET.SAVE	2002	!	1-60		No	[Save to Preset 4] PRESET.SAVE(4) <i>PRESET.SAVE(4)@ACK</i>	See Main -> Presets -> Save. Preset numbers must be from 1-60.
Reboot	SYSTEM.REBOOT	2402	!			No	SYSTEM.REBOOT <i>SYSTEM.REBOOT@ACK</i>	Forces the system to restart.
Revert Image Settings	REVERT.IMAGE.SETTINGS	215	!			No	[For Zone 1] REVERT.IMAGE.SETTINGS(ZONE.1) <i>REVERT.IMAGE.SETTINGS(ZONE.1)@ACK</i> [For the current zone] REVERT.IMAGE.SETTINGS <i>REVERT.IMAGE.SETTINGS@ACK</i>	See Main -> Image Adjust -> Revert to Defaults.
RS232 Lock	RS232.LOCK	5022	=?		0 = DISABLE 1 = ENABLE	No	RS232.LOCK=ENABLE <i>RS232.LOCK:ENABLE</i>	See Menu -> Advanced Settings -> System Settings -> Security -> RS232 Lock

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Schedule	SCHEDULE	2100	=?	Mod 1: Slot 1-20 Mod 2: Parameter 0 = FREQ 1 = MINUTE 2 = HOUR 3 = DAY 4 = ACTION 5 = DATA 6 = ENABLE [None = ALL]	Unsigned int	Yes	[Change the action for event 3 to Turn On] SCHEDULE(3, ACTION)=0 SCHEDULE(3, ACTION):0	See Main -> Advanced Settings -> Schedule -> Set Event 1-20. Reference the Schedule Action, Schedule Day and Schedule Frequency settings for operand values.
Schedule Action	SCHEDULE.ACTION	2102	=?	Slot 1-20	0 = TURN.ON 1 = TURN.OFF 2 = RECALL 3 = PANEL. BRIGHTNESS	Yes	[Change the action for event 3 to Turn On] SCHEDULE.ACTION(3)=TURN.ON SCHEDULE.ACTION(3):TURN.ON	See Main -> Advanced Settings -> Schedule -> Set Event 1-20 -> Action.
Schedule Day	SCHEDULE.DAY	2101	=?	Slot 1-20	0 = MON 1 = TUE 2 = WED 3 = THU 4 = FRI 5 = SAT 6 = SUN	Yes	[Change the day for event 3 to Monday] SCHEDULE.DAY(3)=MON SCHEDULE.DAY(3):MON	See Main -> Advanced Settings -> Schedule -> Set Event 1-20 -> Day.
Schedule Description	SCHEDULE.DESCRPTION	2104	?	Slot 1-20	String	Yes	[Read the schedule description string for event 3] SCHEDULE.DESCRPTION(3)? SCHEDULE.DESCRPTION(3): "Daily 08:15 Backlight 25"	This is the string used for the schedule slots in the Main -> Advanced Settings -> Schedule menu.
Schedule Frequency	SCHEDULE.FREQUENCY	2103	=?	Slot 1-20	0 = DAILY 1 = WEEKLY 2 = WEEKDAYS 3 = WEEKENDS	Yes	[Change the frequency for event 3 to Daily] SCHEDULE.FREQUENCY(3)= DAILY SCHEDULE.FREQUENCY(3):DAILY	See Main -> Advanced Settings -> Schedule -> Set Event 1-20 -> Frequency.

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Serial Number	SERIAL.NUMBER	2303	?		String	No	SERIAL.NUMBER? <i>SERIAL.NUMBER="ABCD1234"</i>	See Main -> Information -> System Information -> Serial Number.
Sharpness	SHARPNESS	204	=?+-		0-100	No	[For Zone 1] SHARPNESS(ZONE.1)=5 <i>SHARPNESS(ZONE.1):5</i> [For the current zone] SHARPNESS=10 <i>SHARPNESS:10</i>	See Main -> Image Adjust -> Sharpness.
Smart Light Control	SMART.LIGHT	5021	=?		0 = OFF 1 = DCR 2 = LIGHT.SENSOR	No	SMART.LIGHT=LIGHT.SENSOR <i>SMART.LIGHT:LIGHT.SENSOR</i>	See Main -> Advanced Settings -> Panel Brightness -> Smart Light Control
SMTP Authentication	NETWORK.SMTP.AUTHENTICATION	1227	=?		0 = NONE 1 = AUTO 2 = PLAIN 6 = LOGIN	Yes	NETWORK.SMTP.AUTHENTICATION=AUTO <i>NETWORK.SMTP.AUTHENTICATION:AUTO</i>	See Remote Monitoring Software -> Notifications -> Authentication.
SMTP Connection Encryption	NETWORK.SMTP.ENCRYPTION	1226	=?		0 = NONE 1 = TLS 2 = START.TLS	Yes	NETWORK.SMTP.ENCRYPTION=TLS <i>NETWORK.SMTP.ENCRYPTION:TLS</i>	See Remote Monitoring Software -> Notifications -> Connection Encryption.
SMTP Email From Address	NETWORK.SMTP.FROM	1228	=?		String	Yes	NETWORK.SMTP.FROM="myemail address@comcast.net" <i>NETWORK.SMTP.FROM:"myemail address@comcast.net"</i>	See Remote Monitoring Software -> Notifications -> Email From Address.
SMTP Password	NETWORK.SMTP.PASSWORD	1225	=?		String	Yes	NETWORK.SMTP.PASSWORD="mypassword" <i>NETWORK.SMTP.PASSWORD:"mypassword"</i>	See Remote Monitoring Software -> Notifications -> Password.

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
SMTP Port	NETWORK. SMTP.PORT	1223	=?		Unsigned Integer	Yes	NETWORK.SMTP.PORT=465 <i>NETWORK.SMTP.PORT:465</i>	See Remote Monitoring Software -> Notifications -> Port.
SMTP Server	NETWORK. SMTP.SERVER	1215	=?		String	Yes	NETWORK.SMTP.SERVER="smtp.comcast.net" <i>NETWORK.SMTP.SERVER:"smtp.comcast.net"</i>	See Remote Monitoring Software -> Notifications -> SMTP Server.
SMTP Username	NETWORK. SMTP.USERNAME	1224	=?		String	Yes	NETWORK.SMTP.USERNAME="myusername" <i>NETWORK.SMTP.USERNAME:"myusername"</i>	See Remote Monitoring Software -> Notifications -> User Name
SNMP	SNMP.ENABLE	1231	=?+-		0 = On 1 = Off	No	SNMP.ENABLE=ON	Used to enable or disable SNMP support.
Source Message	SOURCE. MESSAGE	111	?	Zone 0 = ZONE.1 1 = ZONE.2 255 = CURRENT [None = CURRENT]	String	No	[For Zone 1] SOURCE.MESSAGE(ZONE.1)? <i>SOURCE.MESSAGE(ZONE.1):"1920x1080i 60Hz"</i> [For the current zone] SOURCE.MESSAGE? <i>SOURCE.MESSAGE:"Searching"</i>	Returns a string with the input resolution and frame rate for the selected zone. If no signal is detected in that zone, the string will read "Searching" or "No Signal".
Source Select	SOURCE. SELECT	101	=?+-	Zone 0 = ZONE.1 1 = ZONE.2 4 = ZONE.1. SECONDARY 254 = ALL 255 = CURRENT [None = CURRENT]	Source 0 = OPS 1 = HDMI.1 2 = HDMI.2 5 = DP 13 = DP.2 14 = NONE 15 = USBC	No	[For Zone 1] SOURCE.SELECT(ZONE.1)=HDMI.1 <i>SOURCE.SELECT(ZONE.1):HDMI.1</i> [For the current zone] SOURCE.SELECT=HDMI.2 <i>SOURCE.SELECT:HDMI.2</i>	See Main -> Inputs and Views -> Zone 1/2.
Splash Screen	SPLASH. SCREEN	1305	=?+-		0 = DISABLE 1 = ENABLE	No	SPLASH.SCREEN=ENABLE <i>SPLASH.SCREEN:ENABLE</i>	See Main -> Advanced Settings -> Menus and Messages -> Allow Splash Screen.

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Subnet Mask	IPV4.NETMASK	1205	=?	0 = STATIC [None = Current (for reads only)] [None = STATIC (for writes only)]	String	Yes	[Read the current subnet mask value] IPV4.NETMASK? <i>IPV4.NETMASK:"255.255.254.0"</i> [Write the subnet mask for static IP] IPV4.NETMASK(STATIC)="255.255.255.0" <i>IPV4.NETMASK(STATIC):"255.255.255.0"</i>	See Main -> Advanced Settings -> Network -> Subnet Mask.
System State	SYSTEM.STATE	2310	?		0 = STANDBY 1 = POWERING.ON 2 = ON 3 = POWERING.DOWN 4 = BACKLIGHT.OFF 5 = FAULT	No	SYSTEM.STATE? <i>SYSTEM.STATE:STANDBY</i>	Indicates the current state of the system: - STANDBY: The system is in its lowest power mode. Not all functions are available. - POWERING.ON: The system is transitioning from the STANDBY state to the ON state. - ON: The system is on with the backlight on. - POWERING.DOWN: The system is transitioning from the ON state to the STANDBY state. - FAULT: A system failure has occurred. Use the Error Log command to get more information.

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Test Pattern	PATTERN	1307	!	Pattern 0 = NONE 1 = BLACK 2 = WHITE 3 = GRAY 4 = RED 5 = GREEN 6 = BLUE 7 = CYAN 8 = MAGENTA 9 = YELLOW 11 = GRAYBAR 12 = REDBAR 13 = GREENBAR 14 = BLUEBAR		No	PATTERN(GRAYBAR) PATTERN(GRAYBAR)@ACK	See Main -> Advanced Settings -> Test Pattern.
Time	TIME	1100	=?	0 = YEAR 1 = MONTH 2 = DATE 3 = HOUR 4 = MINUTE [None = ALL]	Unsigned int	Yes	[Set the month to March] TIME(MONTH)=3 TIME(MONTH):3	See Main -> Advanced Settings -> Schedule -> Set Date and Time.
Time - Day	TIME.DAY	1101	?		0 = MON 1 = TUE 2 = WED 3 = THU 4 = FRI 5 = SAT 6 = SUN	Yes	TIME.DAY? TIME.DAY:TUE	See Main -> Advanced Settings -> Schedule -> Set Date and Time -> Day.

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
Time - Month	TIME.MONTH	1102	=?		1 = JANUARY 2 = FEBRUARY 3 = MARCH 4 = APRIL 5 = MAY 6 = JUNE 7 = JULY 8 = AUGUST 9 = SEPTEMBER 10 = OCTOBER 11 = NOVEMBER 12 = DECEMBER	Yes	TIME.MONTH=MARCH <i>TIME.MONTH:MARCH</i>	See Main -> Advanced Settings -> Schedule -> Set Date and Time -> Month.
Time - String	TIME.STRING	1103	?		String	Yes	TIME.STRING? <i>TIME.STRING:"2015-09-01 13:21"</i>	See Main -> Advanced Settings -> Schedule -> Date / Time.
Time Zone	TIMEZONE	1208	=?+-		[See separate table]	Yes	TIMEZONE=UTCM0800.PACIFIC. TIME.US.CANADA <i>TIMEZONE:UTCM0800.PACIFIC.</i> <i>TIME.US.CANADA</i>	See Main -> Advanced Settings -> Schedule -> Set Date and Time -> Time Zone. See table on page 37 for valid values.
Tint	TINT	203	=?+-		0-100	No	[For Zone 1] TINT(ZONE.1)=50 <i>TINT(ZONE.1):50</i> [For the current zone] TINT=55 <i>TINT:55</i>	See Main -> Image Adjust -> Tint.
Tracking	TRACKING	5001	=?+-		0-100	No	TRACKING=50 <i>TRACKING:50</i>	See Main -> Image Adjust -> Tracking
Treble	AUDIO.TREBLE	1005	=?+-		0-100	No	AUDIO.TREBLE=50 <i>AUDIO.TREBLE:50</i>	See Main -> Audio -> Treble.

Setting	Command Code	Numeric Command	Operators	Modifiers	Operands	Available in Standby	Example	Notes
USB-A Lock	USBA.LOCK	5024	=?		0 = DISABLE 1 = ENABLE	No	USBA.LOCK=ENABLE <i>USBA.LOCK:ENABLE</i>	See Menu -> Advanced Settings -> System Settings -> Security -> USB-A Lock
USBC Type	USBC.TYPE	1907	=?+-		0 = 1.1 1 = 1.2 2 = 1.4	No	USBC.TYPE=1.2 <i>USBC.TYPE:1.2</i>	See Main -> Advanced Settings -> System Settings -> DisplayPort Type > USB-C.
USB Upstream	USB.UPSTREAM	1910	=?+-	0 = OPS 1 = HDMI.1 2 = HDMI.2 5 = DP 13 = DP.2 15 = USBC	0 = USBB1 1 = USBB2 2 = USBC 3 = OPS	No	USB.UPSTREAM(HDMI.1)=USBC <i>USB.UPSTREAM(HDMI.1):USBC</i>	See Main -> Advanced Settings -> System Settings -> USB Upstream.
Use Network Time	NETWORK.NTP	1209	=?		0 = OFF 1 = ON	Yes	NETWORK.NTP=ON <i>NETWORK.NTP:ON</i>	See Main -> Advanced Settings -> Schedule -> Set Date and Time -> Use Network Time.
Version Info	BUILD.INFO	2302	?	4 = VERSION.VP 10 = VERSION.SUBMCU 11 = VERSION.NETUART	String	Yes	BUILD.INFO(PKG.VERSION)? <i>BUILD.INFO(PKG.VERSION):"1.0.600"</i>	See Main -> Information -> System Information.
Volume	AUDIO.VOLUME	1006	=?+-		0-100	No	AUDIO.VOLUME=50 <i>AUDIO.VOLUME:50</i>	See Main -> Audio -> Volume.

5.1 Current Zone Layout

Value	Name	Layout	Advanced Layout	Current Zone
0	S.1	Single View	N/A	Zone 1
1	P.UL.1	PIP	Upper Left	Zone 1
2	P.UL.2	PIP	Upper Left	Zone 2
3	P.UR.1	PIP	Upper Right	Zone 1
4	P.UR.2	PIP	Upper Right	Zone 2
5	P.LL.1	PIP	Lower Left	Zone 1
6	P.LL.2	PIP	Lower Left	Zone 2
7	P.LR.1	PIP	Lower Right	Zone 1
8	P.LR.2	PIP	Lower Right	Zone 2
9	D.L.1	Dual View	Left / Right	Zone 1
10	D.L.2	Dual View	Left / Right	Zone 2

5.2 Key

Value	Name	Equivalent Remote Control Button	Description
0	UP	UP	Navigate up
1	DOWN	DOWN	Navigate down
2	MENU	MENU	Opens the menu
3	SOURCE	[None]	Toggles the source on the current zone
5	VOLUME.PLUS	VOL +	Volume increase
6	VOLUME.MINUS	VOL -	Volume decrease
9	EXIT	[None]	Exits the menu
12	LEFT	LEFT	Navigate left
13	ENTER	ENTER	Selects the current menu item
14	PREV	PREV	Returns to the previous menu
15	RIGHT	RIGHT	Navigate right
17	KEY.1	1	Number button 1
18	KEY.2	2	Number button 2
19	KEY.3	3	Number button 3
20	KEY.4	4	Number button 4
21	KEY.5	5	Number button 5
22	KEY.6	6	Number button 6
23	KEY.7	7	Number button 7
24	KEY.8	8	Number button 8
25	KEY.9	9	Number button 9
26	MUTE	MUTE	Audio mute
32	KEY.0	0	Number button 0
256	STDBY.TOGGLE	[None]	Toggles the power on and off
257	STDBY.ENTER	OFF	Power off
258	STDBY.EXIT	ON	Power on
259	MENU.PREV	[None]	Returns to the previous menu
260	TOP	TOP	Not used
261	PRESETS	PRESETS	Opens the Presets menu
262	PRESET1	PRESET 1	Applies Preset 1
263	PRESET2	PRESET 2	Applies Preset 2
264	PRESET3	PRESET 3	Applies Preset 3

Value	Name	Equivalent Remote Control Button	Description
265	PRESET4	PRESET 4	Applies Preset 4
266	ZONE1	ZONE 1	Selects Zone 1 and displays Source Status
267	ZONE2	ZONE 2	Selects Zone 2 and displays Source Status
268	ZONE3	ZONE 3	Not used
269	ZONE4	ZONE 4	Not used
270	PIP.MODE	PIP MODE	Toggles between Multi-Source View layouts
271	PIP.SWAP	PIP SWAP	Swaps sources currently displayed on Zone 1 and Zone 2
272	HDMI1	HDMI 1	Selects the HDMI 1 input for the current zone
273	HDMI2	HDMI 2	Selects the HDMI 2 input for the current zone
274	HDMI3	HDMI 3	Not used
275	HDMI4	HDMI 4	Not used
276	DISPLAY.PORT	DP	Selects the DP1 input for the current zone
277	DVI	DP2 or DVI	Selects the DP2 input for the current zone
278	VGA	USB-C or VGA	Selects the USB-C input the for the current zone
279	OPS	OPS	Selects OPS for the current zone
280	WALL	VIDEO WALL	Opens the Tiling menu
281	COLOR	COLOR	Not used
282	MISC	MISC	Opens the Image Information menu
283	ARROW.LEFT	◀	Not used
284	ARROW.RIGHT	▶	Not used
285	STAR.STAR	**	Not used

5.3 Timezone

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

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

Value	Name	Description
56	UTCP0500.YEKATERINBURG	(UTC+05:00) Yekaterinburg
57	UTCP0530.KOLKATA	(UTC+05:30) Kolkata
58	UTCP0530.SRI.LANKA	(UTC+05:30) Sri Lanka
59	UTCP0545.KATHMANDU	(UTC+05:45) Kathmandu
60	UTCP0600.ASTANA	(UTC+06:00) Astana
61	UTCP0630.YANGON	(UTC+06:30) Yangon
62	UTCP0700.KRASNOYARSK	(UTC+07:00) Krasnoyarsk
63	UTCP0700.BANGKOK	(UTC+07:00) Bangkok
64	UTCP0700.JAKARTA	(UTC+07:00) Jakarta
65	UTCP0800.BEIJING	(UTC+08:00) Beijing
66	UTCP0800.HONG.KONG	(UTC+08:00) Hong Kong
67	UTCP0800.IRKUTSK	(UTC+08:00) Irkutsk
68	UTCP0800.KUALA.LUMPUR	(UTC+08:00) Kuala Lumpur
69	UTCP0800.PERTH	(UTC+08:00) Perth
70	UTCP0800.TAIPEI	(UTC+08:00) Taipei
71	UTCP0900.SEOUL	(UTC+09:00) Seoul
72	UTCP0900.TOKYO.OSAKA	(UTC+09:00) Tokyo, Osaka
73	UTCP0900.YAKUTSK	(UTC+09:00) Yakutsk
74	UTCP0930.ADELAIDE	(UTC+09:30) Adelaide
75	UTCP0930.DARWIN	(UTC+09:30) Darwin
76	UTCP1000.BRISBANE	(UTC+10:00) Brisbane
77	UTCP1000.HOBART	(UTC+10:00) Hobart
78	UTCP1000.SYDNEY.CANBERRA	(UTC+10:00) Sydney, Canberra
79	UTCP1000.VLADIVOSTOK	(UTC+10:00) Vladivostok
80	UTCP1000.GUAM	(UTC+10:00) Guam
81	UTCP1100.MAGADAN	(UTC+11:00) Magadan
82	UTCP1200.MARSHALL.ISLANDS	(UTC+12:00) Marshall Islands
83	UTCP1200.AUCKLAND	(UTC+12:00) Auckland

Value	Name	Description
84	UTCP1200.FIJI	(UTC+12:00) Fiji
85	UTCP1300.TONGA	(UTC+13:00) Tonga

6. Sending RS232 Commands Via Ethernet

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

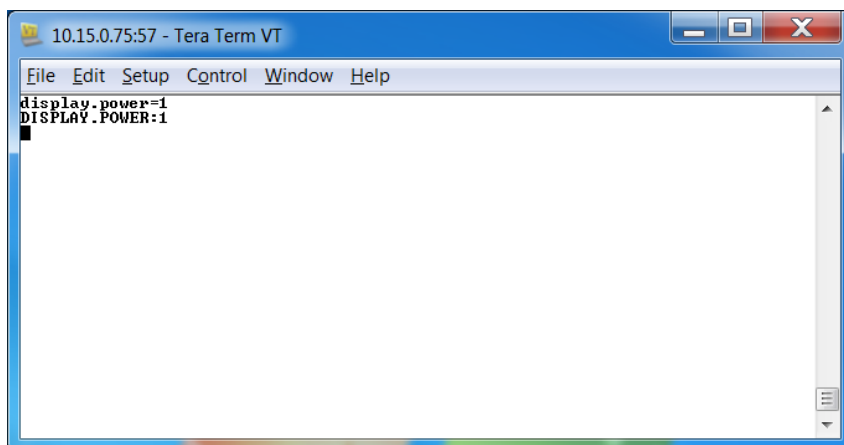
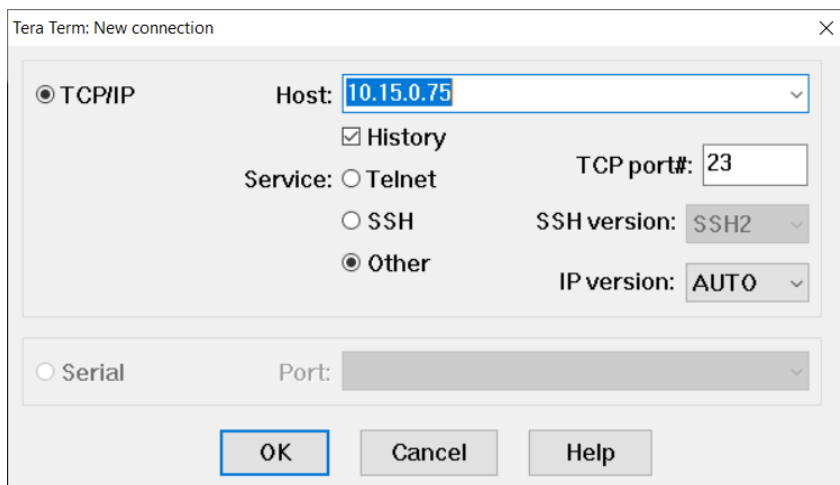
The following connections can be used for IP control:

- Telnet port 23
- SSH port 22 (control connection type must be SSH. See section 6.1 on page 42)

Note: You can only use one connection type at a time to send RS232 commands. The connection type can be changed in Remote Monitoring Software in the Control tab. (For example, when the connection type is set to SSH, you will not be able to send commands via telnet port 23.)

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

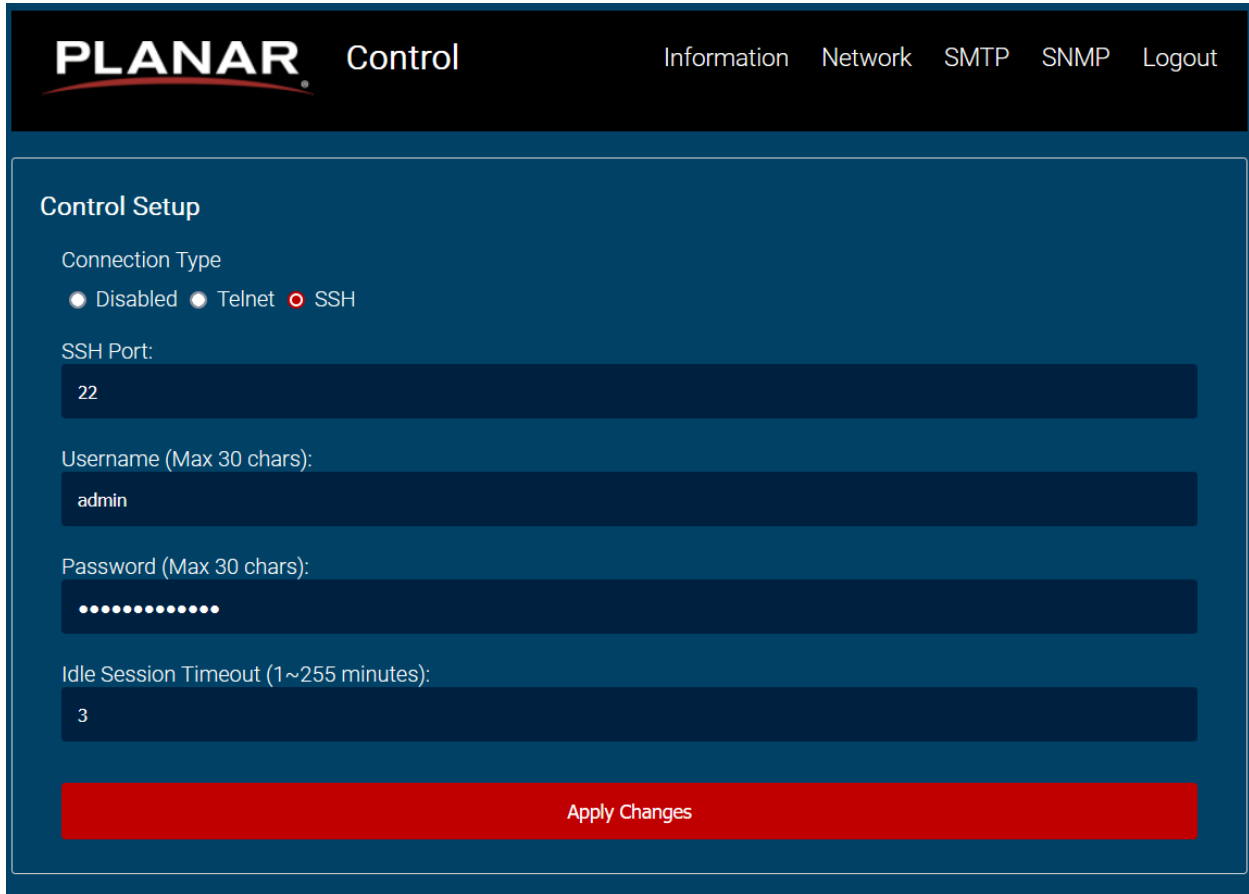
- The IP address is 10.15.0.75
- Port 23 is selected
- Service is set to “Other” to indicate that TCP is being used without Telnet or SSH



6.1 Sending RS232 Commands Via SSH

Control connection type must be changed to SSH through the Remote Monitoring Software to allow sending commands via SSH. Changes are not applied until you click “Apply Changes”. The default username and password are:

- Username = admin
- Password = *reference the password label on the back of your display



The screenshot shows the PLANAR Control web interface. The top navigation bar includes the PLANAR logo, the word "Control", and links for "Information", "Network", "SMTP", "SNMP", and "Logout". The main content area is titled "Control Setup" and contains the following configuration options:

- Connection Type:** Radio buttons for Disabled, Telnet, and SSH. The SSH option is selected.
- SSH Port:** A text input field containing the value "22".
- Username (Max 30 chars):** A text input field containing the value "admin".
- Password (Max 30 chars):** A password input field with 10 dots representing masked characters.
- Idle Session Timeout (1~255 minutes):** A text input field containing the value "3".

At the bottom of the form is a large red button labeled "Apply Changes".

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

- IP address is 10.15.0.72
- Port 22 is selected
- Service is set to “SSH”
- SSH version is set to “SSH2”

If you entered the credentials correctly, the terminal will notify you that SSH connection succeeded.

