



ANALOG WAY®

Programmer's Guide  
For DVX8044 & DVX8032



## A1: Introduction

If you need to use your own Software Control program from a PC or WORKSTATION with an RS-232 or LAN port, the device allows communication through an ASCII code protocol.

The device treats any character that it receives on the RS-232 or LAN as a possible command but only accepts legal commands. There is no starting/ending code needed in a command string.

A command can be a single character typed on a keyboard and does not require any special character before or after it. (It is not necessary to press "ENTER" on the keyboard). A command can be preceded by a value (See chapter A-2).

When the device receives a valid command, it will execute the command. Then it will send back the status of the parameters that have changed due to this command.

If the command cannot be executed (value out of range, no signal on the selected input), etc. The device will just send back the current status of the corresponding parameters.

If the command is invalid, an error response will be returned to the control device. All responses returned to the control device end with a carriage return <CR> and a line feed <LF> signaling the end of the response character string (see chapter A-3).

## A2: Commands structure

Commands are usually composed of numerical values followed by the command characters. The characters used without any numerical value return the current setting of the command. [read command]

The indexes are defined number: the layer number, the input number, the preset ... on which the command apply. They are separated with a comma. There is commands without index and others with up to 3 indexes.

Write command = [[index,] ...] + Value + Character (s) code

A read command is constituted by index followed by a command coded in 1 or 2 alpha numeric characters, same structure as write command without the value.

Read command = [[index,] ...] + Value + Character (s) code



### A3: Examples

#### Document notation:

- 1) Command without index : *SWITCHER\_MODE*

Command to set the switcher mode to mixer mode: 0CM

Answer: CM0<CR><LF> which mean that the device is now working in mixer mode.

- 2) Command with 1 index : *OFORMAT*

Command to set the Main output format to XGA: 0,12OF

Answer: OF0,12<CR><LF> which mean that the output format is now 1024x768

- 3) Command with 2 indexes : *PE\_INPUTNUM*

Command to set the input 4 displayed in Layer A of Next Preset: 1,1,4IN

Answer: IN1,1,4<CR><LF> which mean that the layer A of the next preset will display the input 4 signal

- 4) Read command without index : *TAKEAVA*

Read command to know if the TAKE command is available: TA

Answer: TA1<CR><LF> which mean that the device is ready to accept the TAKE command.

- 5) Read command with 2 indexes : *SET\_ASPECT\_RATIO\_OUT*

Read command to know how is displayed a DVI signal plugged on the input 4: 3,1,sB

Answer: sB3,1,2<CR><LF> which mean that the DVI plug on input 4 is displayed full screen

### A4: Error codes

Answer : **E10**<CR><LF> which mean invalid command

Answer : **E11**<CR><LF> which mean index value error (index value out of range)

Answer : **E12**<CR><LF> which mean index number error (too or few indexes)

Some commands are only available as **[Read command]**, they are status and are colored in blue as this line.

Some commands are colored in yellow as this line to indicate they were added or modified in this version.

### A5 COMMUNICATION PORTS



- **REMOTE RS-232 (on DB 9 female connector)**

*Level:* RS-232.

*Data Rate:* 9600 Bauds, 8 data bits, 1 stop bit, no parity bit, no flow control.

- **TALLY OUT (on DB 9 female connector)**

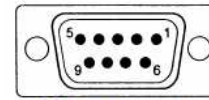
*Rating:* 20 Vdc MAX, 50 mA MAX (open collector).

- **LAN (on RJ45 connector)**

*Protocol:* UDP (User Datagram Protocol) or TCP (Transmission Control Protocol).

*Data Rate:* 10 / 100 Mbps.

*LED functions (on RJ45 connector):*



DB9 Female connector

PIN #	FUNCTION
1	tally # 1
2	Tx (transmit data)
3	Rx (receive data)
4	reserved for manufacturer
5	Ground
6	tally # 2
7	NC
8	reserved for manufacturer
9	tally # 3

Top LED	Bottom LED	Meaning
OFF	OFF	No link
OFF	ON	100 BASE-T link.
ON	OFF	10 BASE-T link.



Group	Name	Command	Answer	Command Description	Read/Write	Min	Max	Default Value	Value	Index #1	Index #2	Index #3
System	DIESE	#	#	request to send all vars	Rd/Wr	0	2	0	0 = vars enumeration finished 1 = all vars enumeration requested 2 = none default value vars enumeration			
	READY	*	*	machine ready status	Rd	0	1	0	0 = initializing, 1 = ready			
	DEV	?	DEV	device type	Rd	71	72	71	71 = Diventix II 72 = Diventix LE			
Controls	FACTORYRESET	YR	YR	factory settings (without image settings)	Rd/Wr	0	1	0	(auto clear)			
	POSMEMORYRESET	YE	YE	erase image settings (bit field)	Rd/Wr	0	7	0	0 = None 1 = positioning & Cropping 2 = Colorimetry 4 = Hard 7 = all			
	CSTORE	YS	YS	storing (don't power-off)	Rd	0	1	0	0 = ready, 1 = storing			
	QUIET	YQ	YQ	status out filtering	Rd/Wr	0	1	0	1 = remove input status sending			
	LOCK	YK	YK	device locking	Rd/Wr	0	2	0	0 = Not locked 1 = Menu Locked 2 = Front panel Locked			
	LCDBRIGHTNESS	YB	YB	front panel display brightness	Rd/Wr	1	8	8	1..8 = brightness level, 12.5% step			
	KEYBRIGHTNESS	Yb	Yb	front panel key brightness	Rd/Wr	1	8	4	1..8 = brightness level, 12.5% step			
	COPKIND	CK	CK	slow operation type	Rd	0	7	0	0 = None 1 = Auto centering 2 = Auto setting 3 = StandBy 4 = Logo Recording 5 = Factory setting 6 = Clear user settings 7 = Changing mode			
COPPROGRESS	CP	CP	slow operation progress	Rd	0	100	0	0 up to 100%				



	<b>SWITCHER_MODE</b>	<b>CM</b>	<b>CM</b>	Device mode	Rd/Wr	0	3	0	0 = Mixer mode 1 = Matrix mode 2 = Embedded softedge mode 3 = Synchronous Matrix mode			
	<b>AUTO_LOCK</b>	<b>YL</b>	<b>YL</b>	auto-lock (prevent from no-signal selection)	Rd/Wr	0	1	1	1 = disable selection of inputs without signal			
	<b>AUTO_TAKE</b>	<b>YT</b>	<b>YT</b>	auto-take	Rd/Wr	0	1	0	1 = automatic TAKE enable			
	<b>AUTO_STEPBACK</b>	<b>YA</b>	<b>YA</b>	preset toggle	Rd/Wr	0	1	0	1 = exchange Current and Next presets on TAKE operation			
	<b>AUTO_SET</b>	<b>YX</b>	<b>YX</b>	inputs auto-setting	Rd/Wr	0	1	0	(auto clear)			
	<b>BUTTON_1_1_MODE</b>	<b>YM</b>	<b>YM</b>	front panel key 1:1 mode	Rd/Wr	0	1	1	0 = 1_1 key in no zoom mode 1 = 1_1 key in centered mode			
	<b>NATIVE_ZOOM_REQUEST</b>	<b>YY</b>	<b>YY</b>	current layer 1:1 scaling request	Rd/Wr	0	1	0	(auto clear)			
	<b>HDCP_CONFLICT</b>	<b>HC</b>	<b>HC</b>	HDCP conflict	Rd	0	1	0	1 = input HDCP content and at least one output not HDCP			
	<b>BOOT_ERROR_STATUS</b>	<b>BE</b>	<b>BE</b>	boot error notification (bit field)	Rd	0	65535	0	bit field, one bit per card			
<b>Version</b>	<b>VERI1</b>	<b>xi</b>	<b>xi</b>	machine ID byte 0 & byte 1	Rd	0	65535	0	ex : AAAA			
	<b>VERI2</b>	<b>xj</b>	<b>xj</b>	machine ID byte 2 & byte 3	Rd	0	65535	0	ex : AAAA			
	<b>VERI3</b>	<b>xk</b>	<b>xk</b>	machine ID byte 4 & byte 5	Rd	0	65535	0	ex : AAAA			
	<b>VERI4</b>	<b>xl</b>	<b>xl</b>	machine ID byte 6 & byte 7	Rd	0	65535	0	ex : AAAA			
	<b>VERK</b>	<b>xK</b>	<b>xK</b>	programmable components checksum & version	Rd	0	65535	0	0 = Micro 1 = In1 2 = In2 3 = Out 4 = Scaler 5 = Video	0 = components number 1 = microcontroller 2 = 1st FPGA/CPLD 3 = 2nd FPGA/CPLD 4 = 3rd FPGA/CPLD 5 = 4th FPGA/CPLD 6 = 5th FPGA/CPLD 7 = 6th FPGA/CPLD		



	<b>VERV</b>	<b>xV</b>	<b>xV</b>	this commands set version	Rd	0	65535	15		0 = Micro 1 = In1 2 = In2 3 = Out 4 = Scaler 5 = Video		
	<b>VERUPD</b>	<b>xU</b>	<b>xU</b>	upgrade version (bit fields)	Rd	0	65535	0	bit 15 = 1 for BETA version, bits 14 down to 0 for hexa coded version number ex: v4.00 = 0x400 = 1024			
	<b>OPT</b>	<b>yo</b>	<b>yo</b>	validated & detected options	Rd	0	65535	0	bit 0 = LAN installed bit 1 = Video option installed bit 2 = audio option installed	0 = Micro 1 = In1 2 = In2 3 = Out 4 = Scaler 5 = Video		
	<b>REV</b>	<b>xR</b>	<b>xR</b>	cards revisions	Rd	0	255	0		0 = Micro 1 = In1 2 = In2 3 = Out 4 = Scaler 5 = Video		
<b>Inputs</b>	<b>IN_NOT_EXTENDED</b>	<b>ix</b>	<b>ix</b>	multihead with covering input source	Rd/Wr	0	1	0	0 = monohead source splitted on each machine 1 = multihead source with covering management	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug	



	<b>IN_USR_FORMAT</b>	<b>iU</b>	<b>iU</b>	user corrected input format	Rd/Wr	0	41	0	0 = None 1 = Invalid 2 = unknown 3 = SDTV NTSC 4 = SDTV PAL 5 = SDTV SECAM 6 = SDTV BW 7 = SDTV 480i 8 = SDTV 576i 9 = EDTV 480p 10 = EDTV 576p 11 = HDTV 720p 12 = HDTV 1035i 13 = HDTV 1080i 14 = HDTV 1080p 15 = HDTV 1080sF 16 = CPU 640x480 VGA 17 = CPU 800x600 SVGA 18 = CPU 1024x768 XGA 19 = CPU 1280x960 20 = CPU 1280x1024 SXGA 21 = CPU 1364x1024 DILA 4/3 22 = CPU 1400x1050 SXGA+ 23 = CPU 1600x900 24 = CPU 1600x1200 UXGA 25 = CPU 848x480 WVGA 26 = CPU 800x480 27 = CPU 1152x864 28 = CPU 720p RGB 29 = CPU 1280x768 WXGA 30 = CPU 1280x600 31 = CPU 1360x768 SWXGA 32 = CPU 1360x1024 33 = CPU 1366x800 SWXGA+ 34 = CPU 1200x800 35 = CPU 1680x1050 WSXGA+ 36 = CPU 1080p RGB 37 = CPU 1920x1200 WUXGA 38 = CPU 1920x1440 39 = CPU 1440x900 40 = CPU 2048x1080 2K 16/9 41 = CPU 1366x768	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
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<p><b>IN_TYPE</b></p>	<p>iK</p>	<p>iK</p>	<p>input signal type</p>	<p>Rd/Wr</p>	<p>0</p>	<p>17</p>	<p>13</p>	<p>0 = composite SDTV                  1 = Y/C SDTV                  2 = RGBS TTL/Analog SDTV/EDTV/HDTV                  3 = RGB SOG SDTV/EDTV/HDTV                  4 = YUV SDTV/EDTV/HDTV                  5 = SOG Computer                  6 = H&amp;V or Composite (TTL/Analog) Computer                  7 = B&amp;W Computer                  8 = RGB 16-235 DVI-D EDTV/HDTV                  9 = YUV DVI-D EDTV/HDTV                  10 = RGB 0-255 DVI-D Computer                  11 = RGB 16-235 DVI-D Computer                  12 = SDI SDTV/HDTV                  13 = analog Computer, separate H&amp;V sync                  14 = analog Computer, TTL composite sync                  15 = analog Computer, analog composite sync                  16 = analog video RGB, TTL composite sync                  17 = analog video RGB, analog composite sync</p>	<p>0 = Input1                  1 = Input2                  2 = Input3                  3 = Input4                  4 = Input5                  5 = Input6                  6 = Input7                  7 = Input8</p>	<p>0 = Analog Plug                  1 = DVI Plug                  2 = SDI Plug</p>	
<p><b>IN_SYNC_LOAD</b></p>	<p>il</p>	<p>il</p>	<p>75 ohms analog H sync load</p>	<p>Rd/Wr</p>	<p>0</p>	<p>1</p>	<p>0</p>	<p>0 = High Z                  1 = 75 ohms load</p>	<p>0 = Input1                  1 = Input2                  2 = Input3                  3 = Input4                  4 = Input5                  5 = Input6                  6 = Input7                  7 = Input8</p>	<p>0 = Analog Plug                  1 = DVI Plug                  2 = SDI Plug</p>	
<p><b>IN_USED</b></p>	<p>iu</p>	<p>iu</p>	<p>used input</p>	<p>Rd/Wr</p>	<p>0</p>	<p>1</p>	<p>1</p>	<p>0 = unused input</p>	<p>0 = Input1                  1 = Input2                  2 = Input3                  3 = Input4                  4 = Input5                  5 = Input6                  6 = Input7                  7 = Input8</p>	<p>0 = Analog Plug                  1 = DVI Plug                  2 = SDI Plug</p>	



<b>IN_SD_STD</b>	<b>iS</b>	<b>iS</b>	input video standard	Rd/Wr	0	7	0	0 = Auto 1 = NTSC (M,J) 2 = PAL (BDGHIN) 3 = PAL (M) 4 = PAL (M-Combination) 5 = NTSC 4.43 6 = SECAM 7 = PAL 60	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>IN_CROPPING</b>	<b>iC</b>	<b>iC</b>	activate input finder for cropping	Rd/Wr	0	1	0		0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>IN_HDCP_ENABLE</b>	<b>iH</b>	<b>iH</b>	enable DVI-D input HDCP answer	Rd/Wr	0	1	1		0 = Input1 1 = Input2 2 = Input3 3 = Input4	
<b>IN_CROP_MODE</b>	<b>im</b>	<b>im</b>	input finder selection	Rd/Wr	0	1	1	0 = direct input cropping 1 = frame displayed to select cropping zone		
<b>IN_REMAPPING</b>	<b>iR</b>	<b>iR</b>	input processing pending	Rd	0	1	0		0 = No Input 1 = Input1 / Frame1 / Logo1 / MaskFrame1 2 = Input2 / Frame2 / Logo2 3 = Input3 / Frame3 / Logo3 4 = Input4 / Frame4 / Logo4 5 = Input5 / Frame5 / Logo5 6 = Input6 / Frame6 / Logo6 7 = Input7 / Frame7 / Logo7 8 = Input8 / Frame8 / Logo8	



EDID	EDID_FORMAT	EF	EF	EDID preferred format	Rd/Wr	0	20	20	0 = 640x480 VGA 1 = 800x600 SVGA 2 = 1024x768 XGA 3 = 1280x960 4 = 1280x1024 SXGA 5 = 1364x1024 4/3 DILA 6 = 1400x1050 SXGA+ 7 = 1600x1200 UXGA 8 = 852x480 WVGA 9 = 720pRGB 10 = 1280x768 WXGA 11 = 1360x768 SWXGA 12 = 1366x800 SWXGA+ 13 = 1200x800 RGB 14 = 1680x1050 WSXGA+ 15 = 1080pRGB 16 = 1440x900 RGB 17 = 1920x1200 WUXGA 18 = 2048x1080 2K 19 = 1366x768 20 = Custom	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
	EDID_RATE	ER	ER	EDID preferred frame frequency	Rd/Wr	6	10	8	0 = Custom Field Rate 1 = 23,97 Hz 2 = 24 Hz 3 = 25 Hz 4 = 29,97 Hz 5 = 30 Hz 6 = 50 Hz 7 = 59,94 Hz 8 = 60 Hz 9 = 72 Hz 10 = 75 Hz	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
Input status	SIG_HPOL	sh	sh	input H sync polarity	Rd	0	0	0	0 = Negative Sync 1 = Positive Sync	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug



<b>SIG_VPOL</b>	<b>sv</b>	<b>sv</b>	input V sync polarity	Rd	0	1	0	0 = Negative Sync 1 = Positive Sync	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>SIG_SYNC_TYPE</b>	<b>sK</b>	<b>sK</b>	input sync type	Rd	0	3	0	0 = H&V Sync 1 = TTL Composite Sync 2 = Analog composite Sync 3 = Synchro on green (SOG)	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>SIG_FREQ_FIELD</b>	<b>sf</b>	<b>sf</b>	input frame frequency	Rd	0	65535	0	frame frequency in 1/100 Hz unit	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>SIG_FREQ_LINE</b>	<b>sl</b>	<b>sl</b>	input line frequency	Rd	0	65535	0	line frequency in x100 Hz unit	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug



	<b>SIG_COMPLETE</b>	<b>sc</b>	<b>sc</b>	input scan complete	Rd	0	1	0	1 = input scan operations complete	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
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	SIG_DETECTED_FORMAT	sD	sD	detected input format name	Rd	0	41	0	<p>0 = None                  1 = Invalid                  2 = unknown                  3 = SDTV NTSC                  4 = SDTV PAL                  5 = SDTV SECAM                  6 = SDTV BW                  7 = SDTV 480i                  8 = SDTV 576i                  9 = EDTV 480p                  10 = EDTV 576p                  11 = HDTV 720p                  12 = HDTV 1035i                  13 = HDTV 1080i                  14 = HDTV 1080p                  15 = HDTV 1080sF                  16 = CPU 640x480 VGA                  17 = CPU 800x600 SVGA                  18 = CPU 1024x768 XGA                  19 = CPU 1280x960                  20 = CPU 1280x1024 SXGA                  21 = CPU 1364x1024 DILA 4/3                  22 = CPU 1400x1050 SXGA+                  23 = CPU 1600x900                  24 = CPU 1600x1200 UXGA                  25 = CPU 848x480 WVGA                  26 = CPU 800x480                  27 = CPU 1152x864                  28 = CPU 720p RGB                  29 = CPU 1280x768 WXGA                  30 = CPU 1280x600                  31 = CPU 1360x768 SWXGA                  32 = CPU 1360x1024                  33 = CPU 1366x800 SWXGA+                  34 = CPU 1200x800                  35 = CPU 1680x1050                  WSXGA+                  36 = CPU 1080p RGB                  37 = CPU 1920x1200 WUXGA                  38 = CPU 1920x1440                  39 = CPU 1440x900                  40 = CPU 2048x1080 2K 16/9                  41 = CPU 1366x768</p>	<p>0 = Input1                  1 = Input2                  2 = Input3                  3 = Input4                  4 = Input5                  5 = Input6                  6 = Input7                  7 = Input8</p>	<p>0 = Analog Plug                  1 = DVI Plug                  2 = SDI Plug</p>	
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<b>SIG_FORMAT_LIST</b>	sL	sL	compatible detected formats list (bit field)	Rd	0	255	0	bit field, one bit per input format name	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug	0 = bit0 to bit7 slice 1 = bit8 to bit15 slice 2 = bit16 to bit23 slice 3 = bit24 to bit31 slice 4 = bit32 to bit39 slice 5 = bit40 to bit47 slice
<b>SIG_SCANTYPE</b>	ss	ss	input scan type	Rd	0	3	0	0 = Progressive 1 = Interlaced, Top field first 2 = Interlaced, Bottom field first 3 = Segmented frame	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug	
<b>SIG_WIDTH</b>	sw	sw	displayable input pixel count	Rd	0	65535	0	Unit : pixels	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug	
<b>SIG_SLOTNUMBER</b>	sN	sN	input settings memory slot number	Rd	0	40	40	0 up to 39 = slot number, 40 = no slot	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug	



	<b>SIG_HEIGHT</b>	<b>st</b>	<b>st</b>	displayable input line count	Rd	0	65535	0	Unit : pixels	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug	
	<b>SIG_HDCP</b>	<b>sn</b>	<b>sn</b>	HDCP input status	Rd	0	1	0	1 = HDCP content	0 = Input1 1 = Input2 2 = Input3 3 = Input4	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug	
<b>Input Settings</b>	<b>SET_DEFAULT</b>	<b>SK</b>	<b>SK</b>	current input default settings (auto clear)	Rd/Wr	0	7	0	0 = None 1 = positioning & Cropping 2 = Colorimetry 4 = Hard 7 = all	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug	
	<b>SET_HPOS</b>	<b>SH</b>	<b>SH</b>	input signal horizontal position	Rd/Wr	0	2048	1024	1024 = neutral	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug	
	<b>SET_VPOS</b>	<b>SV</b>	<b>SV</b>	input signal vertical position	Rd/Wr	0	2048	1024	1024 = neutral	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug	





<b>SET_HSIZE</b>	<b>Sw</b>	<b>Sw</b>	input signal horizontal size	Rd/Wr	0	4096	2048	2048 = neutral	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>SET_VSIZE</b>	<b>Sh</b>	<b>Sh</b>	input signal vertical size	Rd/Wr	0	4096	2048	2048 = neutral	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>SET_BRIGHTNESS</b>	<b>Sg</b>	<b>Sg</b>	input signal brightness	Rd/Wr	0	255	128	128 = neutral	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>SET_CONTRAST</b>	<b>Sc</b>	<b>Sc</b>	input signal contrast	Rd/Wr	0	255	128	128 = neutral	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug



<b>SET_COLOR</b>	<b>Sr</b>	<b>Sr</b>	input signal color level	Rd/Wr	0	255	128	128 = neutral	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>SET_HUE</b>	<b>Su</b>	<b>Su</b>	input signal hue (NTSC only)	Rd/Wr	0	255	128	128 = neutral	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>SET_HTOTAL</b>	<b>ST</b>	<b>ST</b>	input signal total pixel per line	Rd/Wr	200	65535	200	Unit : pixels	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>SET_HTOTALMAXI</b>	<b>SX</b>	<b>SX</b>	input signal maximum total pixel per line	Rd	200	65535	200	Unit : pixels	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug



<b>SET_PHASE</b>	<b>SS</b>	<b>SS</b>	input signal phase	Rd/Wr	0	63	0	2 pixels range phase	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>SET_AUTOCAD</b>	<b>Sa</b>	<b>Sa</b>	input signal autocentering	Rd/Wr	0	1	0	(auto clear)	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>SET_USER_GAIN_R</b>	<b>sr</b>	<b>sr</b>	ADC R channel adjustment (advanced setting)	Rd/Wr	0	255	128	128 = neutral	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>SET_USER_GAIN_G</b>	<b>sg</b>	<b>sg</b>	ADC G channel adjustment (advanced setting)	Rd/Wr	0	255	128	128 = neutral	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug



<b>SET_USER_GAIN_B</b>	<b>sb</b>	<b>sb</b>	ADC B channel adjustment (advanced setting)	Rd/Wr	0	255	128	128 = neutral	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>SET_PULLDOWN_2_2</b>	<b>Sn</b>	<b>Sn</b>	2:2 pulldown	Rd/Wr	0	1	1	0 = Disabled 1 = Automatic detection	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>SET_PULLDOWN_3_2</b>	<b>Sp</b>	<b>Sp</b>	3:2 pulldown	Rd/Wr	0	1	1	0 = Disabled 1 = Automatic detection	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>SET_ASPECT_RATIO_IN</b>	<b>sA</b>	<b>sA</b>	input picture aspect ratio	Rd/Wr	0	4	0	0 = Native, full screen 1 = LetterBox 1.78, 4/3 with 16/9 content and black bands 2 = LetterBox 2.35, 4/3 with 2,35 content and black bands 3 = PillarBox, 16/9 with 4/3 content and black bands 4 = Anamorphic, 4/3 with 16/9 content without black bands	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug



<b>SET_ASPECT_RATIO_OUT</b>	<b>sB</b>	<b>sB</b>	output picture aspect ratio	Rd/Wr	0	3	2	0 = 1:1, not distorted, no zoom, black bands or cropped 1 = centered, not distorted, black bands added 2 = full screen, distorted, input aspect ratio not preserved 3 = cropped, not distorted, without black bands	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>SET_OVER_SCAN</b>	<b>so</b>	<b>so</b>	overscan	Rd/Wr	0	1	1	0 = underscan, 1 = overscan	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>SET_CROP_HSTART</b>	<b>Lh</b>	<b>Lh</b>	input signal H cropping start	Rd/Wr	0	2048	0	0 = 0% = no left cropping	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>SET_CROP_VSTART</b>	<b>Lv</b>	<b>Lv</b>	input signal V cropping start	Rd/Wr	0	2048	0	0 = 0% = no top cropping	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug



<b>SET_CROP_HEND</b>	LH	LH	input signal H cropping end	Rd/Wr	0	2048	2048	2048 = 100% = no right cropping	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>SET_CROP_VEND</b>	LV	LV	input signal V cropping end	Rd/Wr	0	2048	2048	2048 = 100% = no top cropping	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>SET_FORCE_TO_4_3</b>	Lf	Lf	force 4/3 aspect ratio (SDTV only)	Rd/Wr	0	1	0	1 = force to 4/3 aspect ratio (SDTV only)	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug
<b>SET_MOTION_DETECT</b>	Sm	Sm	Defines moving pixels detection threshold	Rd/Wr	0	60	0	60 = standard setting, 10 = typical camera setting	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	0 = full deinterlacing 60 = standard deinterlacing



Preset Elements	PE_INPUTNUM	IN	IN	displayed input number or frame number or logo number	Rd/Wr	0	8	0	0 = No Input 1 = Input1 / Frame1 / Logo1 / MaskFrame1 2 = Input2 / Frame2 / Logo2 3 = Input3 / Frame3 / Logo3 4 = Input4 / Frame4 / Logo4 5 = Input5 / Frame5 / Logo5 6 = Input6 / Frame6 / Logo6 7 = Input7 / Frame7 / Logo7 8 = Input8 / Frame8 / Logo8	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask
	PE_SOURCENUM	IS	IS	source number	Rd/Wr	0	64	0	ARC/ORC source number	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask
	PE_ID	pl	pl	unique layer identifier number	Rd	0	16	0	computed layer identifier	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask
	PE_NEW_ID	pN	pN	force a new unique layer identifier number	Rd/Wr	0	1	0		0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask



<b>PE_POS_H</b>	<b>pH</b>	<b>pH</b>	layer left H position on output screen	Rd/Wr	0	65535	32768	in pixel with 32768 offset (32768 = left side, visible)	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask
<b>PE_POS_V</b>	<b>pV</b>	<b>pV</b>	layer top V position on output screen	Rd/Wr	0	65535	32768	in pixel with 32768 offset (32768 = top side, visible)	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask
<b>PE_SIZE_H</b>	<b>pW</b>	<b>pW</b>	layer H size on output screen (without borders)	Rd/Wr	0	65535	32768	in pixel	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask
<b>PE_SIZE_V</b>	<b>pS</b>	<b>pS</b>	layer V size on output screen (without borders)	Rd/Wr	0	65535	32768	in pixel	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask





<b>PE_CROP_WIN_POS_H</b>	<b>CH</b>	<b>CH</b>	layer cropping H position	Rd/Wr	0	65535	32768	in % (65535 = 100% = full left cropping)	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask
<b>PE_CROP_WIN_POS_V</b>	<b>CV</b>	<b>CV</b>	layer cropping V position	Rd/Wr	0	65535	32768	in % (65535 = 100% = full top cropping)	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask
<b>PE_CROP_WIN_SIZE_H</b>	<b>CW</b>	<b>CW</b>	layer H cropping size	Rd/Wr	0	58981	0	in % (65535 = 100%)	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask
<b>PE_CROP_WIN_SIZE_V</b>	<b>CS</b>	<b>CS</b>	layer V cropping size	Rd/Wr	0	58981	0	in % (65535 = 100%)	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask



<b>PE_ALPHA</b>	<b>pA</b>	<b>pA</b>	layer transparency	Rd/Wr	0	255	0	0 = opaque, 255 = 100% = full transparency	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask
<b>PE_BORDER_STYLE</b>	<b>bS</b>	<b>bS</b>	border style	Rd/Wr	0	4	0	0 = No Border 1 = Edges 2 = Smooth 3 = Shadow 4 = Smooth shadow	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask
<b>PE_BORDER_COLOR</b>	<b>bC</b>	<b>bC</b>	border color	Rd/Wr	0	544	0	color number	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask
<b>PE_BORDER_ALPHA</b>	<b>bA</b>	<b>bA</b>	border transparency	Rd/Wr	0	255	128	255 = full transparency	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask



<b>PE_BORDER_SIZE_H</b>	<b>bH</b>	<b>bH</b>	border H size	Rd/Wr	0	127	10	in pixel	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask
<b>PE_BORDER_SIZE_V</b>	<b>bV</b>	<b>bV</b>	border V size	Rd/Wr	0	127	10	in pixel	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask
<b>PE_BORDER_SHADOW_POS</b>	<b>bP</b>	<b>bP</b>	layer shadow position	Rd/Wr	0	3	0	0 = SE = Bottom Right 1 = SW = Bottom Left 2 = NW = TOP Left 3 = NE = TOP Right	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask
<b>PE_OPENING_TRANSITION</b>	<b>oT</b>	<b>oT</b>	layer opening transition	Rd/Wr	0	2	1	0 = Cut Transition 1 = Fade Transition 2 = Slide Transition	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask



<b>PE_OPENING_TRANSITION_WAY</b>	<b>oW</b>	<b>oW</b>	opening transition direction	Rd/Wr	0	3	0	0 = Left to right Transition 1 = Right to left Transition 2 = Bottom to top Transition 3 = Top to bottom Transition	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask
<b>PE_OPENING_DURATION</b>	<b>oD</b>	<b>oD</b>	opening transition time	Rd/Wr	0	255	10	in 1/10 second (ex : 105 = 10.5s)	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask
<b>PE_CLOSING_TRANSITION</b>	<b>cT</b>	<b>cT</b>	layer closing transition	Rd/Wr	0	2	1	0 = Cut Transition 1 = Fade Transition 2 = Slide Transition	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask
<b>PE_CLOSING_TRANSITION_WAY</b>	<b>cW</b>	<b>cW</b>	closing transition direction	Rd/Wr	0	3	1	0 = Left to right Transition 1 = Right to left Transition 2 = Bottom to top Transition 3 = Top to bottom Transition	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask



	<b>PE_CLOSING_DURATION</b>	<b>cD</b>	<b>cD</b>	closing transition time	Rd/Wr	0	255	10	in 1/10 second (ex : 105 = 10.5s)	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask	
	<b>PE_FREEZE_INPUT</b>	<b>pZ</b>	<b>pZ</b>	input image freeze	Rd/Wr	0	1	0	1 = input freeze	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask	
Presets	<b>P_PLUGNUM</b>	<b>IP</b>	<b>IP</b>	active plug on input	Rd/Wr	0	2	0	0 = Analog Plug 1 = DVI Plug 2 = SDI Plug	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8	
	<b>P_KEYING_ENABLE</b>	<b>KE</b>	<b>KE</b>	keying/titling enable	Rd/Wr	0	1	0	1 = enable keying/titling	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4		



<b>P_KEYING_LAYER</b>	<b>KL</b>	<b>KL</b>	keying layer	Rd/Wr	1	4	2	1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4		
<b>P_KEYING_TYPE</b>	<b>KT</b>	<b>KT</b>	keying type	Rd/Wr	0	3	3	0 = Luma titling 1 = Chroma titling 2 = luma keying 3 = chroma keying	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4		
<b>P_KEYING_SHADOW</b>	<b>KS</b>	<b>KS</b>	shadow level under titling layer	Rd/Wr	0	255	0	0 = 0% = background attenuated, 255 = 100% = black background	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4		
<b>P_KEYING_R_LEVEL</b>	<b>KR</b>	<b>KR</b>	keying red level	Rd/Wr	0	255	0	0 = 0%, 255 = 100%	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4		



<b>P_KEYING_G_LEVEL</b>	<b>KG</b>	<b>KG</b>	keying green level or luma level	Rd/Wr	0	255	255	0 = 0%, 255 = 100%	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4
<b>P_KEYING_B_LEVEL</b>	<b>KB</b>	<b>KB</b>	keying blue level	Rd/Wr	0	255	0	0 = 0%, 255 = 100%	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4
<b>P_KEYING_TOLER</b>	<b>KH</b>	<b>KH</b>	keying tolerance	Rd/Wr	0	255	16	0 = 0%, 255 = 100%	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4
<b>P_KEYING_INV</b>	<b>Ki</b>	<b>Ki</b>	key invert	Rd/Wr	0	1	0	1 = invert key (inside keying)	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4



<b>P_KEYING_GRAB_ENABLE</b>	<b>Kg</b>	<b>Kg</b>	keying grabber mode	Rd/Wr	0	1	0	1 = grabber enable	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4
<b>P_KEYING_GRAB_H</b>	<b>Kh</b>	<b>Kh</b>	keying grabber H position	Rd/Wr	0	65535	32768	in % of output horizontal size	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4
<b>P_KEYING_GRAB_V</b>	<b>Kv</b>	<b>Kv</b>	keying grabber V position	Rd/Wr	0	65535	32768	in % of output vertical size	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4
<b>P_KEYING_GRAB_GET</b>	<b>Kc</b>	<b>Kc</b>	keying grabber enable	Rd/Wr	0	1	0	(auto clear)	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4





	<b>P_CLONE</b>	<b>PC</b>	<b>PC</b>	clone mode (copy Next preset parameters to Current)	Rd/Wr	0	2	0	0 = never equalize Main and Preview for this vars group 1 = equalize only for front panel settings 2 = always equalize Main and Preview for this vars group	0 = Keying group 1 = DualHead group 2 = Position group 3 = Size group 4 = Crop group 5 = Transparency group 6 = Freeze group 7 = Border group		
	<b>P_UPDATE</b>	<b>IU</b>	<b>IU</b>	preset updated	Rd/Wr	0	1	1	0 = before sending the preset 1 = after sending the preset			
	<b>P_LINKED_INPUT</b>	<b>IL</b>	<b>IL</b>	dualhead inputs (use lower number of the pair) (ex: 1=input1 or input2)	Rd/Wr	0	4	0	0 = No Input 1 = Input1 / Frame1 / Logo1 / MaskFrame1 2 = Input2 / Frame2 / Logo2 3 = Input3 / Frame3 / Logo3 4 = Input4 / Frame4 / Logo4	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4		
	<b>P_FORCE_DURATION</b>	<b>FD</b>	<b>FD</b>	preset force duration (overwrite layers durations)	Rd/Wr	0	255	0	0 = no forcing, else in 1/10 second	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4		
<b>Preset Controls</b>	<b>TAKE</b>	<b>TK</b>	<b>TK</b>	TAKE, Next preset become Current	Rd/Wr	0	1	0	(auto clear)			
	<b>TAKE_TYPE</b>	<b>TT</b>	<b>TT</b>	next TAKE type	Rd	0	4	0	0 = standard TAKE 1 = sequenced TAKE, due to not enough front end 2 = sequenced TAKE, due to not enough scaler 3 = sequenced TAKE, due to cross not possible 4 = sequenced TAKE, due to keying cross not possible			
	<b>TAKE_W_RDY</b>	<b>TR</b>	<b>TR</b>	TAKE when ready	Rd/Wr	0	1	0	(auto clear)			
	<b>TAKEAVA</b>	<b>TA</b>	<b>TA</b>	TAKE available	Rd	0	1	0	0 = busy, TAKE not possible			



<b>TBAR</b>	<b>NT</b>	<b>NT</b>	tbar value	Rd/Wr	0	1000	0	in 1/100 of %			
<b>TBAR_POS_STATUS</b>	<b>NK</b>	<b>NK</b>	tbar position status	Rd	0	1000	0	in 1/100 of %			
<b>TBAR_OFFSET_LOW</b>	<b>NL</b>	<b>NL</b>	tbar bottom offset	Rd/Wr	0	1000	100	in 1/100 of %			
<b>TBAR_OFFSET_HIGH</b>	<b>NH</b>	<b>NH</b>	tbar top offset	Rd/Wr	0	1000	900	in 1/100 of %			
<b>TBAR_STATUS</b>	<b>NS</b>	<b>NS</b>	tbar status	Rd/Wr	0	3	0	0 = Tbar not allowed 1 = Tbar allowed 2 = Tbar ready 3 = Tbar active			
<b>TBAR_ABORT</b>	<b>ND</b>	<b>ND</b>	cancel any tbar operation started (clear tbar position status)	Rd/Wr	0	1	0	(auto clear)			
<b>CLIGN_PRESET</b>	<b>NP</b>	<b>NP</b>	selected preset	Rd/Wr	0	2	2	0 = Current Preset 1 = Next Preset 2 = Previous Preset			
<b>CLIGN_LAYER</b>	<b>NC</b>	<b>NC</b>	selected layer	Rd/Wr	0	7	0	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask			
<b>CLIGN_ENABLE</b>	<b>NE</b>	<b>NE</b>	blinking enable	Rd/Wr	0	1	0				
<b>COPY_FROM</b>	<b>Nf</b>	<b>Nf</b>	source for preset copy	Rd/Wr	0	6	0	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4			
<b>COPY_TO</b>	<b>Nt</b>	<b>Nt</b>	destination for preset copy	Rd/Wr	0	6	1	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4			
<b>COPY_CTRL</b>	<b>Nc</b>	<b>Nc</b>	preset copy control	Rd/Wr	0	1	0	(auto clear)			



Layer Controls	COPY_LAYER_PRESET	LP	LP	preset for layer copy	Rd/Wr	0	6	0	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4			
	COPY_LAYER_FROM	LF	LF	source for layer copy	Rd/Wr	0	7	0	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask			
	COPY_LAYER_TO	LT	LT	destination for layer copy	Rd/Wr	0	7	0	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask			
	COPY_LAYER_CTRL	LC	LC	layer copy control (auto clear)	Rd/Wr	0	1	0	0 = operation complete 1 = execute one layer copy			
Settings	R_FLICK	Rf	Rf	antiflicker level	Rd/Wr	0	7	2	0 = no anti-flicker	0 = Main Output 1 = Preview Output 2 = Recording Output		
	R_GAMMA	Rg	Rg	gamma correction level	Rd/Wr	5	40	10	gamma value in 1/10 (ex : 22 for 2.2)	0 = Main Output 1 = Preview Output 2 = Recording Output		



Output	OFORMAT	OF	OF	output format	Rd/Wr	0	38	12	0 = PAL 1 = NTSC 2 = 480p 3 = 576p 4 = SMPTE296M (720p) 5 = SMPTE260M (1035i) 6 = SMPTE274M (1080i) 7 = SMPTE274M (1080p) 8 = SMPTE274M (1080sF) 9 = 640 x 480 4/3 10 = 848 x 480 16/9 11 = 800 x 600 4/3 12 = 1024 x 768 4/3 13 = 1360 x 768 16/9 14 = 1280 x 800 16/9 15 = 1280 x 1024 5/4 16 = 1400 x 1050 5/3 17 = 1680 x 1050 16/9 18 = 1600 x 1200 4/3 19 = 1920 x 1200 16/9 20 = 2048 x 1080 21 = 1280 x 720 16/9 22 = 1920 x 1080 16/9 23 = 1920 x 1080 16/9 (SHARP) 24 = 1440 x 900 16/10 25 = 1280 x 768 15/9 26 = 1366 x 800 15/9 27 = 1920 x 1080 16/9 (HDTV) 28 = 1920 x 1080 16/9 (SHARP2) 29 = 1366 x 768 16/9 30 = 1280 x 720 16/9 (HDTV)	0 = Main Output 1 = Preview Output 2 = Recording Output		
	ORATE	OR	OR	output rate	Rd/Wr	0	10	8	0 = Custom Field Rate 1 = 23,97 Hz 2 = 24 Hz 3 = 25 Hz 4 = 29,97 Hz 5 = 30 Hz 6 = 50 Hz 7 = 59,94 Hz 8 = 60 Hz 9 = 72 Hz 10 = 75 Hz	0 = Main Output 1 = Preview Output 2 = Recording Output		



<b>OSIGTYPEANALOG</b>	<b>OA</b>	<b>OA</b>	analog output type	Rd/Wr	0	3	2	0 = RGBs 1 = RGsB (SOG) 2 = RGB H&V 3 = YUV	0 = Main Output 1 = Preview Output 2 = Recording Output		
<b>OSIGTYPEDIGITAL</b>	<b>OD</b>	<b>OD</b>	digital output type	Rd/Wr	0	2	0	0 = RGB 0-255 (Full Scale) 1 = RGB 16-235 (Reduced Scale) 2 = YUV	0 = Main Output 1 = Preview Output 2 = Recording Output		
<b>OPATTERN</b>	<b>OP</b>	<b>OP</b>	output pattern	Rd/Wr	0	9	0	0 = No pattern 1 = Vertical Grey Scale 2 = Horizontal Grey Scale 3 = Vertical Color Bar 4 = Horizontal Color Bar 5 = Grid 6 = SMPTE 7 = Burst 8 = Centering 9 = Soft Edge Centering	0 = Main Output 1 = Preview Output 2 = Recording Output		
<b>OBLACK_REQ</b>	<b>OB</b>	<b>OB</b>	black output control	Rd/Wr	0	1	0	1 = black output	0 = Main Output 1 = Preview Output 2 = Recording Output		
<b>OUTIL_H</b>	<b>OH</b>	<b>OH</b>	output horizontal size status	Rd	0	65535	0	in pixel	0 = Main Output 1 = Preview Output 2 = Recording Output		
<b>OUTIL_V</b>	<b>OV</b>	<b>OV</b>	output vertical size status	Rd	0	65535	0	in pixel	0 = Main Output 1 = Preview Output 2 = Recording Output		
<b>OFIELDRATE</b>	<b>OT</b>	<b>OT</b>	output frame frequency	Rd	100	65000	6000	frequency in 1/100 Hz	0 = Main Output 1 = Preview Output 2 = Recording Output		
<b>OISHDCP</b>	<b>On</b>	<b>On</b>	output HDCP status	Rd	0	1	0	1 = output connected to HDCP display	0 = Main Output 1 = Preview Output 2 = Recording Output		
<b>ODETECT_HDCP</b>	<b>OC</b>	<b>OC</b>	output HDCP detection enable	Rd/Wr	0	1	1		0 = Main Output 1 = Preview Output 2 = Recording Output		



Reference	REFREQUEST	Xr	Xr	framelock type requested	Rd/Wr	0	14	0	0 = Internal Reference 1 = (SDTV) Genlock input 2 = (HDTV) Genlock input 3 = Analog Input on DVI 1 4 = Digital Input DVI 1 5 = SDI 1 Input 6 = Analog Input on DVI 2 7 = Digital Input DVI 2 8 = SDI 2 Input 9 = Analog Input on DVI 3 10 = Digital Input DVI 3 11 = SDI 3 Input 12 = Analog Input on DVI 4 13 = Digital Input DVI 4 14 = SDI 4 Input	0 = Main Output 1 = Preview Output 2 = Recording Output		
	REFSTATUS	Xa	Xa	framelock type status	Rd	0	14	0	0 = Internal Reference 1 = (SDTV) Genlock input 2 = (HDTV) Genlock input 3 = Analog Input on DVI 1 4 = Digital Input DVI 1 5 = SDI 1 Input 6 = Analog Input on DVI 2 7 = Digital Input DVI 2 8 = SDI 2 Input 9 = Analog Input on DVI 3 10 = Digital Input DVI 3 11 = SDI 3 Input 12 = Analog Input on DVI 4 13 = Digital Input DVI 4 14 = SDI 4 Input	0 = Main Output 1 = Preview Output 2 = Recording Output		



									<ul style="list-style-type: none"> <li>0 = None</li> <li>1 = Invalid</li> <li>2 = unknown</li> <li>3 = SDTV NTSC</li> <li>4 = SDTV PAL</li> <li>5 = SDTV SECAM</li> <li>6 = SDTV BW</li> <li>7 = SDTV 480i</li> <li>8 = SDTV 576i</li> <li>9 = EDTV 480p</li> <li>10 = EDTV 576p</li> <li>11 = HDTV 720p</li> <li>12 = HDTV 1035i</li> <li>13 = HDTV 1080i</li> <li>14 = HDTV 1080p</li> <li>15 = HDTV 1080sF</li> <li>16 = CPU 640x480 VGA</li> <li>17 = CPU 800x600 SVGA</li> <li>18 = CPU 1024x768 XGA</li> <li>19 = CPU 1280x960</li> <li>20 = CPU 1280x1024 SXGA</li> <li>21 = CPU 1364x1024 DILA 4/3</li> <li>22 = CPU 1400x1050 SXGA+</li> <li>23 = CPU 1600x900</li> <li>24 = CPU 1600x1200 UXGA</li> <li>25 = CPU 848x480 WVGA</li> <li>26 = CPU 800x480</li> <li>27 = CPU 1152x864</li> <li>28 = CPU 720p RGB</li> <li>29 = CPU 1280x768 WXGA</li> <li>30 = CPU 1280x600</li> <li>31 = CPU 1360x768 SWXGA</li> <li>32 = CPU 1360x1024</li> <li>33 = CPU 1366x800 SWXGA+</li> <li>34 = CPU 1200x800</li> <li>35 = CPU 1680x1050 WSXGA+</li> <li>36 = CPU 1080p RGB</li> <li>37 = CPU 1920x1200 WUXGA</li> <li>38 = CPU 1920x1440</li> <li>39 = CPU 1440x900</li> <li>40 = CPU 2048x1080 2K 16/9</li> <li>41 = CPU 1366x768</li> </ul>			
	REFFORMAT	Xf	Xf	frameclock signal name status	Rd	0	41	0		<ul style="list-style-type: none"> <li>0 = Main Output</li> <li>1 = Preview Output</li> <li>2 = Recording Output</li> </ul>		
	REFFREQ	Xt	Xt	frameclock rate status	Rd	0	65535	0	frequency in 1/100 Hz	<ul style="list-style-type: none"> <li>0 = Main Output</li> <li>1 = Preview Output</li> <li>2 = Recording Output</li> </ul>		



	<b>REFFACTOR</b>	<b>XF</b>	<b>XF</b>	framelock rate multiplier	Rd/Wr	0	3	1	0 = x 0.5 1 = x 1 2 = x 2 3 = x 3	0 = Main Output 1 = Preview Output 2 = Recording Output		
	<b>REFLOCKSTATUS</b>	<b>XI</b>	<b>XI</b>	framelock locked status	Rd	0	1	0	1 = output frequency locked on reference frequency	0 = Main Output 1 = Preview Output 2 = Recording Output		
	<b>REFINSYNC</b>	<b>Xi</b>	<b>Xi</b>	indicate other synchronous inputs (bit field)	Rd/Wr	0	255	0	0 = no input 1 = Input1 2 = Input2 4 = Input3 8 = Input4 16 = Input5 32 = Input6 64 = Input7 128 = Input8 255 = All Inputs			
<b>Recording</b>	<b>RECORDING_MODE</b>	<b>Rm</b>	<b>Rm</b>	recording display mode	Rd/Wr	0	11	0	0 = display current Main1/Out1 1 = display current Out2 (Matrix) 2 = display currents Out1 & Out2 (Matrix)(L/R) 3 = display currents Out1 & Out2 (Matrix)(T/B) 4 = display next Main1/Out1 5 = display next Out2 (Matrix) 6 = display Main1 & Preview1 (L/R) 7 = display Main1 & Preview1 (T/B) 8 = display Out1 & Out2 & Preview1 (Matrix) 9 = display Out1 & Out2 & Preview2 (Matrix) 10 = display Out1 & Out2 & Preview1 & Preview2 (Sync Matrix) 11 = display Preview1 & Preview2 (Sync Matrix)			
	<b>BKG_COLOR_R</b>	<b>RR</b>	<b>RR</b>	recording background color (Red)	Rd/Wr	0	1024	0		0 = one window display mode 1 = multiple windows display mode		





	<b>BKG_COLOR_G</b>	<b>RG</b>	<b>RG</b>	recording background color (Green)	Rd/Wr	0	1024	0		0 = one window display mode 1 = multiple windows display mode		
	<b>BKG_COLOR_B</b>	<b>RB</b>	<b>RB</b>	recording background color (Blue)	Rd/Wr	0	1024	0		0 = one window display mode 1 = multiple windows display mode		
Output screen	<b>OSCREEN_UTIL_H</b>	<b>sH</b>	<b>sH</b>	output screen horizontal size (total screen in softedge)	Rd	0	65535	0	in pixel			
	<b>OSCREEN_UTIL_V</b>	<b>sV</b>	<b>sV</b>	output screen vertical size (total screen in softedge)	Rd	0	65535	0	in pixel			
	<b>OSCREEN_DEVICE_COUNT</b>	<b>sC</b>	<b>sC</b>	output screen machine count	Rd/Wr	1	16	1				
	<b>OSCREEN_DEVICE_POSITION</b>	<b>sP</b>	<b>sP</b>	output screen machine position	Rd/Wr	1	16	1	1 = left or top			
Softedge	<b>SOFTEDGE_MODE</b>	<b>SM</b>	<b>SM</b>	softedge direction	Rd/Wr	0	1	0	0 = Horizontal Softedge 1 = Vertical Softedge			
	<b>SOFTEDGE_COVERING_SIZE</b>	<b>SZ</b>	<b>SZ</b>	covering size	Rd/Wr	0	1023	0	in pixel			
	<b>SOFTEDGE_ENABLE_CURVES</b>	<b>SE</b>	<b>SE</b>	blending enable	Rd/Wr	0	1	0	1 = blending enable			
	<b>SOFTEDGE_POINT</b>	<b>SP</b>	<b>SP</b>	blending curve points	Rd/Wr	0	65535	0	coordinate point in % + 32768 offset (ex : coordinate 26 = 32768 + 26)	0 = Left/Top Border 1 = Bottom/Right Border	0 = Point 0 1 = Point 1	0 = X Coord 1 = Y Coord
	<b>SOFTEDGE_BLACK_SIZE</b>	<b>Sb</b>	<b>Sb</b>	black level correction areas	Rd/Wr	0	127	0	in pixel	0 = Left/Top Border 1 = Bottom/Right Border		
	<b>SOFTEDGE_BLACK_R_LEVEL</b>	<b>SR</b>	<b>SR</b>	red component level in black area	Rd/Wr	0	63	0	0 = Black	0 = Left/Top Border 1 = Bottom/Right Border		
	<b>SOFTEDGE_BLACK_G_LEVEL</b>	<b>SG</b>	<b>SG</b>	green component level in black area	Rd/Wr	0	63	0	0 = Black	0 = Left/Top Border 1 = Bottom/Right Border		
<b>SOFTEDGE_BLACK_B_LEVEL</b>	<b>SB</b>	<b>SB</b>	blue component level in black area	Rd/Wr	0	63	0	0 = Black	0 = Left/Top Border 1 = Bottom/Right Border			



Logos Frames	<b>PMODE</b>	<b>PM</b>	<b>PM</b>	logo/frame mode	Rd/Wr	0	9	0	0 = Use Logo Frame mode 1 = Logo recording mode 2 = Live logo recording mode 3 = Frame recording mode 4 = Frame mask recording mode 5 = Logo clear mode 6 = Frame clear mode 7 = Frame mask clear mode 8 = Complete frame, logo and maskFrame clear mode 9 = Transfer Mode			
	<b>PEXECUTE</b>	<b>PG</b>	<b>PG</b>	logo/frame control	Rd/Wr	0	1	0	start operation requested by logo/frame mode. (recording or erasure)(auto clear)			
	<b>PABORT</b>	<b>PA</b>	<b>PA</b>	logo/frame recording abort	Rd/Wr	0	1	0	(auto clear)			
	<b>PSTATUS</b>	<b>PE</b>	<b>PE</b>	logo/frame control status	Rd	0	5	0	0 = Free 1 = Logo/Frame Recalling 2 = Logo/Frame storing 3 = Logo/Frame Format and output format not compatible 4 = Logo/Frame clearing 5 = Flash memory error			
	<b>PFRAMES_VALID</b>	<b>PF</b>	<b>PF</b>	frame available status, bit field with bit0=frame1 ... bit7=frame8, bit8=maskFrame	Rd	0	1023	0	0 = no logo/frame available			
	<b>PLOGOS_VALID</b>	<b>PZ</b>	<b>PZ</b>	logo available status, bit field with bit0=logo1 ... bit7=logo8	Rd	0	511	0	0 = no logo/frame available			
	<b>PCAPTURE_LEFT</b>	<b>PL</b>	<b>PL</b>	logo/frame horizontal position	Rd/Wr	0	32767	0	in pixel			
	<b>PCAPTURE_TOP</b>	<b>PT</b>	<b>PT</b>	logo/frame vertical position	Rd/Wr	0	32767	0	in pixel			
	<b>PCAPTURE_WIDTH</b>	<b>PW</b>	<b>PW</b>	logo/frame capture horizontal size	Rd/Wr	0	32767	400	in pixel			
	<b>PCAPTURE_HEIGHT</b>	<b>PH</b>	<b>PH</b>	logo/frame capture vertical size	Rd/Wr	0	32767	300	in pixel			
	<b>PCAPTURE_LUMAKEY_TYPE</b>	<b>PY</b>	<b>PY</b>	logo/frame keying mode	Rd/Wr	0	1	0	0 = Black 1 = White			
	<b>PCAPTURE_LUMAKEY_LEVEL</b>	<b>PI</b>	<b>PI</b>	logo/frame luma key level	Rd/Wr	0	255	0	0 = black, 255 = white	0 = Main Output 1 = Preview Output 2 = Recording Output	0 = Black 1 = White	



	<b>PCAPTURE_BACK_COLOR</b>	<b>Pc</b>	<b>Pc</b>	matting color during logo/frame lumakey	Rd/Wr	0	7	4	color number in 0 to 7	0 = Main Output 1 = Preview Output 2 = Recording Output	0 = Black 1 = White	
	<b>PCAPTURE_LUMAKEY_INVERT</b>	<b>Pv</b>	<b>Pv</b>	key invert	Rd/Wr	0	1	0		0 = Main Output 1 = Preview Output 2 = Recording Output		
	<b>PCAPTURE_INDEX</b>	<b>PX</b>	<b>PX</b>	logo/frame number for recording	Rd/Wr	0	17	0	0 = No Picture 1 = Logo 1 2 = Logo 2 3 = Logo 3 4 = Logo 4 5 = Logo 5 6 = Logo 6 7 = Logo 7 8 = Logo 8 9 = Frame 1 10 = Frame 2 11 = Frame 3 12 = Frame 4 13 = Frame 5 14 = Frame 6 15 = Frame 7 16 = Frame 8 17 = Frame mask 1			



	<b>PSTATUS_WIDTH</b>	<b>Pw</b>	<b>Pw</b>	logo/frame horizontal size status	Rd	0	32767	0		0 = No Picture 1 = Logo 1 2 = Logo 2 3 = Logo 3 4 = Logo 4 5 = Logo 5 6 = Logo 6 7 = Logo 7 8 = Logo 8 9 = Frame 1 10 = Frame 2 11 = Frame 3 12 = Frame 4 13 = Frame 5 14 = Frame 6 15 = Frame 7 16 = Frame 8 17 = Frame mask 1		
	<b>PSTATUS_HEIGHT</b>	<b>Ph</b>	<b>Ph</b>	logo/frame vertical size status	Rd	0	32767	0		0 = No Picture 1 = Logo 1 2 = Logo 2 3 = Logo 3 4 = Logo 4 5 = Logo 5 6 = Logo 6 7 = Logo 7 8 = Logo 8 9 = Frame 1 10 = Frame 2 11 = Frame 3 12 = Frame 4 13 = Frame 5 14 = Frame 6 15 = Frame 7 16 = Frame 8 17 = Frame mask 1		
<b>LAN</b>	<b>LANENABLE</b>	<b>ne</b>	<b>ne</b>	LAN enable	Rd/Wr	0	1	0	0 = RS232 enable (LAN disabled) 1 = LAN enable (RS232 disabled)			



	<b>LANRESET</b>	<b>nr</b>	<b>nr</b>	LAN factory parameters reset	Rd/Wr	0	1	0	(auto clear)			
	<b>LANSTORE</b>	<b>ns</b>	<b>ns</b>	LAN parameters update	Rd/Wr	0	1	0	(auto clear)			
	<b>LANIP</b>	<b>nw</b>	<b>nw</b>	LAN devices addresses	Rd/Wr	0	255	192	0 up to 255	0 = Device side(DVX8044) 1 = Remote side(RK8044) 2 = Gateway	0 = IP address 1st Byte 1 = IP address 2nd Byte 2 = IP address 3rd Byte 3 = IP address 4th Byte	
	<b>LANPORT</b>	<b>np</b>	<b>np</b>	LAN port numbers	Rd/Wr	0	65535	10500	local port : 10000 up to 10999 distant port : 0 up to 65535	0 = Device side(DVX8044) 1 = Remote side(RK8044) 2 = Gateway		
	<b>LANNETMASK</b>	<b>nk</b>	<b>nk</b>	LAN netmask	Rd/Wr	0	24	8	0 value bit count from right			
	<b>LANPROTOCOL</b>	<b>nt</b>	<b>nt</b>	LAN protocol	Rd/Wr	0	2	1	0 = UDP 1 = TCP 2 = AMX			
<b>AUDIO</b>	<b>AUDIO_TYPE</b>	<b>AT</b>	<b>AT</b>	audio mode	Rd/Wr	0	1	1	0 = BreakAway, listened input is independent of displayed inputs 1 = FollowLastLayer, listened input is last selected layer input			
	<b>AUDIO_LEVEL</b>	<b>AL</b>	<b>AL</b>	audio input level	Rd/Wr	0	63	63	with balanced signal : 1 = -63dB 63 = 0dB	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8		
	<b>AUDIO_AUX_LEVEL</b>	<b>AI</b>	<b>AI</b>	audio auxiliary input level	Rd/Wr	0	63	63	with balanced signal : 1 = -63dB 63 = 0dB			



<b>AUDIO_BALANCE</b>	<b>AB</b>	<b>AB</b>	audio input balance	Rd/Wr	0	200	100	in %, 0 = right muted, 100 = standard, 200 = left muted	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 6 = Input7 7 = Input8		
<b>AUDIO_AUX_BALANCE</b>	<b>Ab</b>	<b>Ab</b>	audio auxiliary input balance	Rd/Wr	0	200	100	in %, 0 = right muted, 100 = standard, 200 = left muted			
<b>AUDIO_SOURCE</b>	<b>AS</b>	<b>AS</b>	audio input select	Rd/Wr	0	8	0	0 = No Input 1 = Input1 / Frame1 / Logo1 / MaskFrame1 2 = Input2 / Frame2 / Logo2 3 = Input3 / Frame3 / Logo3 4 = Input4 / Frame4 / Logo4 5 = Input5 / Frame5 / Logo5 6 = Input6 / Frame6 / Logo6 7 = Input7 / Frame7 / Logo7 8 = Input8 / Frame8 / Logo8	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask	
<b>AUDIO_AUX_MUTE</b>	<b>Aa</b>	<b>Aa</b>	audio auxiliary input mute	Rd/Wr	0	1	0	1 = enable	0 = Current Preset 1 = Next Preset 2 = Previous Preset 3 = Memorized Preset 1 4 = Memorized Preset 2 5 = Memorized Preset 3 6 = Memorized Preset 4	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask	
<b>AUDIO_MUTE</b>	<b>Au</b>	<b>Au</b>	audio input mute	Rd/Wr	0	1	0	1 = muted	0 = Main Output 1 = Preview Output		
<b>AUDIO_MASTER_VOLUME</b>	<b>AV</b>	<b>AV</b>	audio output master volume	Rd/Wr	0	63	63	with balanced signal : 0 = min volume, 57 = 0dB attenuation, 63 = max volume(+6dB)	0 = Main Output 1 = Preview Output		
<b>AUDIO_MODE</b>	<b>Am</b>	<b>Am</b>	audio stereo mode	Rd/Wr	0	1	1	0 = mono, 1 = Stereo	0 = Main Output 1 = Preview Output		



TALLY /GPIO	<b>GPIO_MODE</b>	<b>GP</b>	<b>GP</b>	GPI or GPO mode	Rd/Wr	0	1	0	0 = 4 outputs mode 1 = 2 inputs and 2 outputs mode			
	<b>GPIO_TYPE</b>	<b>GT</b>	<b>GT</b>	GPIO or TALLY mode	Rd/Wr	0	1	1	0 = tally mode 1 = GPIO mode	0 = GPIO 1 1 = GPIO 2 2 = GPIO 3 3 = GPIO 4		
	<b>GPIO_TRIG_EVENT</b>	<b>GE</b>	<b>GE</b>	GPIO trigger event	Rd/Wr	0	207	0	0 = no event 100 = TAKE (input event) 101 = TAKE when ready (input event) 102 = Full status enumeration (input event) 103 = Factory reset (input event) 104 = Black all (input event) 105 = Freeze all (input event) 106 = AUTOSET (input event) 107 = AUTOCENTER all (input event) 108 = Set default (input event) 109 = Next PRESET layout (input event) 110 = Next recording mode (input event) 111 = Standby or WakeUp (input event) 200 = TAKE available (output event) 201 = TAKE pending (output event) 202 = Ready (output event) 203 = Full status enumeration status (output event) 204 = HDCP conflict (output event) 205 = Sequenced TAKE (output event) 206 = TBar is ready (output event) 207 = Output reference locked (output event)	0 = GPIO 1 1 = GPIO 2 2 = GPIO 3 3 = GPIO 4		
	<b>GPIO_STATUS</b>	<b>GS</b>	<b>GS</b>	GPIO status	Rd/Wr	0	1	0		0 = GPIO 1 1 = GPIO 2 2 = GPIO 3 3 = GPIO 4		



	<b>TALLY_MODE</b>	tm	tm	TALLY input range mode	Rd/Wr	0	2	0	0 = 4 Tally outputs, triggered by Input number (from 1 to 8) 1 = 4 Tally outputs, triggered by Plug number (from 1 to 16) 2 = 4 Tally outputs, triggered by Source number (from 1 to 48)			
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	TALLY_TRIG	tt	tt	machine input tally trigger	Rd/Wr	0	64	0	<p>0 = no input                  1 = Input 1 or analog Plug on 1st DVI or Source 1                  2 = Input 2 or digital Plug on 1st DVI or Source 2                  3 = Input 3 or 1st SDI Plug or Source 3                  4 = Input 4 or analog Plug on 2nd DVI or Source 4                  5 = Input 5 or digital Plug on 2nd DVI or Source 5                  6 = Input 6 or 2nd SDI Plug or Source 6                  7 = Input 7 or analog Plug on 3rd DVI or Source 7                  8 = Input 8 or digital Plug on 3rd DVI or Source 8                  9 = 3rd SDI Plug or Source 9                  10 = analog Plug on 4th DVI or Source 10                  11 = digital Plug on 4th DVI or Source 11                  12 = 4th SDI Plug or Source 12                  13 = analog Plug on HD15 number 5 or Source 13                  14 = analog Plug on HD15 number 6 or Source 14                  15 = analog Plug on HD15 number 7 or Source 15                  16 = analog Plug on HD15 number 8 or Source 16                  17 = Source 17                  18 = Source 18                  19 = Source 19                  20 = Source 20                  21 = Source 21                  22 = Source 22                  23 = Source 23                  24 = Source 24                  25 = Source 25                  26 = Source 26                  27 = Source 27                  28 = Source 28                  29 = Source 29                  30 = Source 30                  31 = Source 31                  32 = Source 32                  33 = Source 33                  .                  .                  64 = Source 64</p>	<p>0 = Tally 1 output                  1 = Tally 2 output                  2 = Tally 3 output                  3 = Tally 4 output</p>		
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	<b>TALLY_STATUS</b>	<b>ts</b>	<b>ts</b>	tally status	Rd	0	1	0	0 = OFF 1 = ON	0 = Tally 1 output 1 = Tally 2 output 2 = Tally 3 output 3 = Tally 4 output		
<b>devices sync</b>	<b>DEV_SYNC_STATUS</b>	<b>Ss</b>	<b>Ss</b>	devsync status	Rd	0	10	0	0 = sync pending 1 = sync OK 2 = no sync used (only one machine) 3 = error : duplicate machine positions 4 = error : not enough machine 5 = error : too many machines 6 = Sync Error 4 7 = Sync Error 5 8 = Sync Error 6 9 = Sync Error 7 10 = Sync Error 8			
<b>Copy settings</b>	<b>COPY_MEM_REQUEST</b>	<b>MR</b>	<b>MR</b>	input setting copy, control	Rd/Wr	0	2	0	0 = None 1 = read request 2 = write request			
	<b>COPY_MEM_SLOT</b>	<b>MS</b>	<b>MS</b>	input setting copy, slot number	Rd/Wr	0	40	0				
	<b>COPY_MEM_VALUE</b>	<b>MV</b>	<b>MV</b>	input setting copy, value	Rd/Wr	0	65535	0		min = 0 max = 30		



Layouts	PRESET_LAYOUT	pL	pL	preset layout (auto clear)	Rd/Wr	0	14	0	0 = None 1 = 4 PIP : same size, inside screen 2 = 4 PIP : same size, outside screen 3 = 4 PIP : Background layer A + BCD diagonally stacked 4 = 3 PIP : 1 left + 2 vertical right 5 = 3 PIP : 1 right + 2 vertical left 6 = 3 PIP : 1 bottom + 2 horizontal top 7 = 3 PIP : 1 bottom + 2 horizontally spaced top 8 = 3 PIP : 1 top + 2 horizontal bottom 9 = 2 PIP : 1 left + 1 right 10 = 2 PIP : 1 left + 1 right spaced 11 = 2 PIP : 1 top + 1 bottom 12 = 2 PIP : 1 top + 1 bottom spaced 13 = 2 PIP : Background + titling top 14 = 2 PIP : Background + titling bottom			
	LAYER_LAYOUT	LL	LL	layer layout (auto clear)	Rd/Wr	0	9	0	0 = None 1 = full screen PIP 2 = top left PIP, inside screen 3 = top left PIP, outside screen 4 = top right PIP, inside screen 5 = top right PIP, outside screen 6 = bottom left PIP, inside screen 7 = bottom left PIP, outside screen 8 = bottom right PIP, inside screen 9 = bottom right PIP, outside screen	0 = Background Frame 1 = Layer A 2 = Layer B 3 = Layer C 4 = Layer D 5 = Logo A 6 = Logo B 7 = Frame Mask		
	LAYOUT_KEEP_SIZE	LK	LK	layer layout, keep size	Rd/Wr	0	1	0				
Standby	STDBYSTATUS	wS	wS	standby status	Rd	0	1	0	0 = Running 1 = Sleeping			
	STDBYREQUEST	wQ	wQ	standby request	Rd/Wr	0	1	0	0 = Running 1 = Sleeping			



