#  <br> ANALOG WAY* 

## Programmer's Guide For OXE831

| Command | Réponse | Type | Nom | MIN | MAX | Description | Values | Modif |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| \# | \# | Rd/Wr | DIESE | 0 | 1 | ask for sending all variables (to refresh values of all variables) |  |  |
| ? | DEV | Rd | DEV | 0 | 65535 | Unit Type ( $0 \times$ = 41) |  |  |
| yU | yU | $\mathrm{Rd} / \mathrm{Wr}$ | UPDATER | 0 | 255 | Reset of the unit for Update | 1 puis 254 -> reboot |  |
| yo | yo | Rd | OPT | 0 | 65535 | Options detected | 0=Option LAN |  |
| PP | PP | $\mathrm{Rd} / \mathrm{Wr}$ | PPROC | 0 | 1 | VCR video mode(video tape recorder) | $\begin{array}{\|ll} \hline 0 & \text { stable source (DVD.) } \\ 1 & \text { VCR source (noisy picture) } \\ \hline \end{array}$ |  |
| PV | PV | $\mathrm{Rd} / \mathrm{Wr}$ | PVISC | 0 | 1 | Activate commutation in the screen | $0=$ standard commutation $1=$ screen commutation |  |
| LM | LM | $\mathrm{Rd} / \mathrm{Wr}$ | LMODE | 0 | 6 | LOGOS using mode | ```0 normal mode (use) 1 recording logo mode 2 recording animated logo mode 3 recording frame mode 4 erase logo mode 5 erase frame mode 6 transfert logo mode``` |  |
| LI | LI | $\mathrm{Rd} / \mathrm{Wr}$ | LINFINDEX | 0 | 255 | Index to recover information about logo/Frame | Logo : number of the listed logo Frame : 100+number of the Frame |  |
| Ly | Ly | Rd | LINFPIXELSIZ | 0 | 65535 | Info du nombre de pixels dans la ligne de la Frame/Logo |  |  |
| TB | TB | Rd | TBAR | 0 | 4095 | \% of the effect status | RAZ auto |  |


| TP | TP | $\mathrm{Rd} / \mathrm{Wr}$ | TBARPO | 0 | 255 | Tbar position in percent | RAZ auto after EFFON=0 |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| YK | YK | Rd/Wr | LOCK | 0 | 3 | locking of the unit | bit 0 = Menu locked <br> bit 1 = Input control buttons locked |  |
| ws | wS | $\mathrm{Rd} / \mathrm{Wr}$ | STDBY | 0 | 1 | standby mode | 1=unit in stand-by mode $0=$ unit in normal mode |  |
| wp | wp | $\mathrm{Rd} / \mathrm{Wr}$ | STDBYEN | 0 | 255 | adjustment of the missing time of synchro to pass in stand-by mode | $\begin{aligned} & \hline 0=\text { OFF } \\ & 1=1 \mathrm{~min} \\ & 255=255 \mathrm{~min} \end{aligned}$ |  |
| wo | wo | $\mathrm{Rd} / \mathrm{Wr}$ | MESSON | 0 | 255 | Content the switch ON message for the VP (video projector) | Octets à serialiser |  |
| wf | wf | $\mathrm{Rd} / \mathrm{Wr}$ | MESSOFF | 0 | 255 | Content the switch OFF message for the VP (video projector) | Octets à serialiser |  |
| wr | wr | $\mathrm{Rd} / \mathrm{Wr}$ | MESSRATE | 0 | 3 | RS232 communication's speed rate to the VP | $\begin{aligned} & 0=1200 \mathrm{bauds} \\ & 1=2400 \mathrm{bauds} \\ & 2=9600 \mathrm{bauds} \\ & 3=19200 \mathrm{bauds} \end{aligned}$ |  |
| wt | wt | $\mathrm{Rd} / \mathrm{Wr}$ | MESSCTRL | 0 | 6 | management of the VP messages | 0=no command (NULL) <br> 1 =reset IMESSON (raz auto) <br> 2=reset IMESSOFF(raz auto) <br> 3=ask reading MESSON(raz auto) <br> 4=ask reading MESSOFF(raz auto) <br> 5=erase MESSON <br> 6=erase MESSOFF |  |
| wi | wi | Rd | IMESSON | 0 | 50 | pointer for the table of the message ON of the projector | Pointed case of the table, incremented automatically after Reading or Writing on MESSON |  |
| wl | wl | Rd | IMESSOFF | 0 | 50 | pointer for the table of the message OFF of the projector | Pointed case of the table, incremented automatically after Reading or Writing on MESSOFF |  |
| az | az | $\mathrm{Rd} / \mathrm{Wr}$ | AUTOSET | 0 | 1 | auto-setting | 1 = start auto-setting |  |
| OH | OH | Rd | OHSIZM | 0 | 65535 | Main output size in pixel |  |  |


| OW | OW | Rd | OVSIZM | 0 | 65535 | Main output size in line |  |
| :--- | :--- | :--- | :--- | :---: | :---: | :--- | :--- |
| oh | oh | Rd | OHSIZP | 0 | 65535 | Preview output size in pixel |  |
| Ow | ow | Rd | OVSIZP | 0 | 65535 | Previex output size in line |  |
| LO | LO | Rd/Wr | LNFRAMESCAP | 1 | 255 | Number of sreen for the capture | 0 à 255 |
| Lo | Lo | Rd/Wr | LREFRESHCAP | 1 | 65535 | Time between two screens of an animated <br> logo | maximum : output screen frequency |
| LG | LG | Rd | LNFRAMES1M | 1 | 255 | Number of sreen for the logo 1 of the main |  |
| LJ | LJ | Rd | LREFRESH1M | 1 | 65535 | Time between two screens of an animated <br> logo |  |
| Lg | Lg | Rd | LNFRAMES2M | 1 | 255 | Number of sreen for the logo 2 of the main |  |
| Lj | Lj | Rd | LREFRESH2M | 1 | 65535 | Time between two screens of an animated <br> logo |  |
| IG | IG | Rd | LNFRAMES1P | 1 | 255 | Number of sreen for the logo 1 of the <br> preview |  |
| IJ | IJ | Rd | LREFRESH1P | 1 | 65535 | Time between two screens of an animated <br> logo |  |
| Ig | Ig | Rd | LNFRAMES2P | 1 | 255 | Number of sreen for the logo 1 of the <br> preview |  |
| Lj | Ij | Rd | LREFRESH2P | 1 | 65535 | Time between two screens of an animated <br> logo |  |
| Tm | Lm | Rd | LFMAXCAP | 1 | 255 | limit for number of sreens captured for an <br> animated logo | 0 à 255 |
| TI | TL | Rd/Wr | LTRANS1M | 0 | 15 | Transparency of logos on the Main output | 0=transparence nul <br> 15=transparence max |
| tL | tL | Rd/Wr | LTRANS1P | 0 | 15 | Transparency of logos on the Preview <br> output | 0=transparence nul <br> 15=transparence max |
| 0=transparence nul |  |  |  |  |  |  |  |
| 15=transparence max |  |  |  |  |  |  |  |

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