

COMMAND LIST FOR EKS-500 version 4.00 VERV 42

Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
SYSTEM	DIESE	#	#	Request the retrieval of all the variables	Rd/Wr	0	1	0			
	READY	*	*	Ready Device Flag	Rd	0	1	0	0= Initialization in progress 1 = Ready		
	DEV	?	DEV	MMS device type	Rd	85	85	85	85 = EKS-500		
CONTROLS	UPDATER	yU	yU	Device reboot for update	Rd/Wr	0	255	0	1 then 254 => Reboot		
	FACTORYRESET	YR	YR	Apply factory settings to the device(except image settings)	Rd/Wr	0	1	0	Auto reset		
	POSMEMORYRESET	YE	YE	Erase stored image settings	Rd/Wr	0	1	0	Auto reset		
	CSTORE	YS	YS	FLASH memory writing in progress. Do not power off	Rd	0	1	0	0 = Free 1 = Flash writing in progress		
	LOCK	YK	YK	Device locking	Rd/Wr	0	2	0	0 = No lock 1 = Locked menu 2 = Locked front panel		
	Lcdbrightness	YB	YB	Front panel display brightness	Rd/Wr	1	8	8	1, ..., 8 = Brightness level, 12,5% step		
	KEYBRIGHTNESS	Yb	Yb	Front panel keys brightness	Rd/Wr	10	100	100	1, ..., 100 = Brightness level, 1% step		
	TBAR_ENABLE	YD	YD	Enable disable T-BAR	Rd/Wr	0	1	1			
	COPKIND	CK	CK	Kind of slow in-progress operation	Rd	0	6	0	0 = None 1 = Auto centering 2 = Auto setting 3 = StandBy 4 = Picture recording 5 = Reset to default factory setting 6 = Reset User settings		
	COPPROGRESS	CP	CP	Progress percent of the slow operation	Rd	0	100	0	Percent : 0 to 100%		
	PRESET_MATRIX_MGMT	CR	CR	Preset management in matrix mode from the front panel	Rd/Wr	0	3	0	0 = Preset management for both outputs 1 = Preset management for current output 2 = Preset management for output 1 3 = Preset management for output 2		
	SWITCHER_MODE	CM	CM	Device operating mode	Rd/Wr	0	2	0	0 = Seamless switcher mode 1 = Matrix mode 2 = Quadravision mode		

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	MATRIX_MIRROR	Cm	Cm	Enable/Disable the mirror mode in matrix mode	Rd/Wr	0	3	0	0 = No copy 1 = Full copy 2 = Source copy and position H Flip 3 = Source copy, data and position H Flip	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 Background Layer for output 2 in matrix mode 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode Pip1 Layer for output 2 in matrix mode 6 = Logo 1 7 = Logo 2 8 = Audio Output 1 9 = Audio Output 2	
	AXION	yA	yA	Device is driven by Orchestra	Rd/Wr	0	1	0	0 = Device is not driven by ORC-50 1 = Device is driven by Orc-50		
	AUTO_LOCK	YL	YL	Forbide the use of a signal-less input	Rd/Wr	0	1	1	0 = Signal less input can be selected 1 = Signal less input can not be selected		
	AUTO_TAKE	YT	YT	Automatic Take after an input change	Rd/Wr	0	1	0	0 = AUTO-TAKE Disable 1 = AUTO-TAKE Enable		
	AUTO_STEPBACK	Ys	Ys	Automatic preset toggle after a TAKE	Rd/Wr	0	1	0	0 = AUTO- PRESET-TOGGLE Disable 1 = AUTO- PRESET-TOGGLE Enable		
	FREEZE_MODE	Ym	Ym	Input freeze mode	Rd/Wr	0	1	0	0 = Freeze by input 1 = Freeze all inputs		
	PROG_KEY_ET	YM	YM	ELEMENT TRANSITION of the effect programmable keys	Rd/Wr	0	6	2	0 = Cut 1 = CleanCut 2 = Fade 3 = Slide (associée à 1 trajectoire) 4 = Wipe (associée à 1 trajectoire) 5 = Cercle (associée à 1 trajectoire) 6 = Stretch (associée à 1 trajectoire)	0 = Fade programmable key 1 = User 1 programmable key 2 = User 2 programmable key	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	PROG_KEY_TW	YN	YN	TRANSITION WAY of the effect programmable keys	Rd/Wr	0	10	0	0 = Left to right 1 = Right to left 2 = Bottom to top 3 = Top to bottom 4 = Vertical from/to center 5 = Horizontal from/to center 6 = H&V rom/to center 7 = From SW to NE 8 = From SE to NW 9 = From NW to SE 10 = From NE to SW	0 = Fade programmable key 1 = User 1 programmable key 2 = User 2 programmable key	
	PROG_KEY_ED	YO	YO	Duration of the effect associated to the effect programmable keys	Rd/Wr	0	255	10	Unit = 1/10s	0 = Fade programmable key 1 = User 1 programmable key 2 = User 2 programmable key	
	FRAME_ALERT	Yf	Yf	Back-up input when an input loose its signal	Rd/Wr	0	14	0	0 = No input 1 = Input1 2 = Input2 3 = Input3 4 = Input4 5 = Input5 6 = Input6 9 = Input9 10 = Input10 11 = Input11 12 = Input12 13 = Input13 14 = Input14		
	TRANSPARENT_BACKGROUND	Yt	Yt	Disable the the black fiiling of the bakgrounfd live layer	Rd/Wr	0	1	1	0 = use BLACK_FILL 1 = Disable black filling only for background		
	BLACK_FILL	bF	bF	Fill PIP with black depending on the aspect ratio	Rd/Wr	0	1	0	0 = Disable black filling 1 = Enable black filling		
	DISABLE_ID	bl	bl	Disable Frame and Ids on the preview output	Rd/Wr	0	1	0			
STANDBY	STDBYSTATUS	wS	wS	Standby mode	Rd/Wr	0	1	0	0 = Normal mode 1 = Standby mode		
	STDBYREQUEST	wQ	wQ	Request for standby or wake up	Rd/Wr	0	1	0	0 = Wake up 1 = Standby		
	STDBYPROJ_ON	wN	wN	Message to wake-up an output display device (50 characters)	Rd/Wr	0	255	0		min = 0 max = 49	
	STDBYPROJ_OFF	wF	wF	Message to send an output display device to sleep (50 characters)	Rd/Wr	0	255	0		min = 0 max = 49	
	STDBYPROJ_RATE	wR	wR	Output display device UART speed	Rd/Wr	0	3	2	0 = 1200bauds 1 = 2400bauds 2 = 9600bauds 3 = 19200bauds		

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	STDBYPROJ_CTRL	wC	wC		Rd/Wr	0	4	0	0 = No request 1 = Wake up request 2 = Standby request 3 = Clear Wake up message 4 = Clear standby message		
VERSION	VERI1	xi	xi	Byte 0 and 1 of the device ID	Rd	0	65535	0	ex : AAAA		
	VERI2	xj	xj	Byte 2 and 3 of the device ID	Rd	0	65535	0	ex : AAAA		
	VERI3	xk	xk	Byte 4 and 5 of the device ID	Rd	0	65535	0	ex : AAAA		
	VERI4	xl	xl	Byte 6 and 7 of the device ID	Rd	0	65535	0	ex : AAAA		
	VERK	xK	xK	Checksum/version of the programmable components	Rd/Wr	0	65535	0		0 = Number of programmables components 1 = Main micro-controller 2 = Front panel micro-controller 3 = FPGA Caecina 4 = FPGA Fannia 5 = FPGA Thrasea 6 = Synchro CPLD	
	VERV	xV	xV	Variable set version	Rd	0	65535	42			
	VERUPD	xU	xU	Updater version	Rd	0	65535	0			
	OPT	yo	yo	Detected options	Rd	0	65535	0	bit 0 = Lan Module bit 1 = SDI In 1 board (SDI 1 and 2) bit 2 = Recording board bit 3 = CF Caecina bit 4 = CF Fannia bit 5 = CF Thrasea bit 6 = SDI In 2 board (SDI 3 and 4) bit 7 = Audio Evolution bit 8 = HDCP DVI In Evolution		
	REV	xR	xR	Moher board revision	Rd	0	255	0			
INPUT	IN_AUTOSET_ALL	la	la	Auto-setting request for all the inputs	Rd/Wr	0	1	0			
	IN_AUTOSET	li	li	Auto-setting request for the specified input	Rd/Wr	0	1	0		0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	IN_USR_FORMAT	iU	iU	Format/standard of the input signal corrected by user	Rd/Wr	0	42	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 VGA 17 = CPU 800x480 18 = CPU WVGA 19 = CPU SVGA 20 = CPU 1280x600 21 = CPU 720p RGB 22 = CPU XGA 23 = CPU WXGA 24 = CPU SWXGA 25 = CPU 800p RGB 26 = CPU SWXGA+ 27 = CPU 1152x864 28 = CPU 900p RGB 29 = CPU 1600x900 30 = CPU 960p RGB 31 = CPU SXGA 32 = CPU 1360x1024 33 = CPU DILA4/3 34 = CPU SXGA+ 35 = CPU WSXGA+ 36 = CPU 1080p RGB 37 = CPU 2K 38 = CPU UXGA 39 = CPU WUXGA 40 = CPU 1920x1440 41 = CPU QXGA 42 = CPU 1366x768	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	IN_TYPE	ik	ik	Input signal type	Rd/Wr	0	17	13	0 = SDTV Composite 1 = SDTV Y/C 2 = SDTV/EDTV/HDTV RGBS TTL/Analog 3 = SDTV/EDTV/HDTV RGB SOG 4 = SDTV/EDTV/HDTV YUV 5 = Computer SOG 6 = Computer H&V or Composite (TTL/Analog) 7 = Computer B&W 8 = DVI-D EDTV/HDTV RGB 16-235 9 = DVI-D EDTV/HDTV YUV 10 = DVI-D Computer RGB 0-255 11 = DVI-D Computer RGB 16-235 12 = SDI SDTV/HDTV 13 = Analog Computer, separated H&V synchro 14 = Analog Computer, composite TTL synchro 15 = Analog Computer, composite analog synchro 16 = Analog RGB video, composite TTL synchro 17 = Analog RGB video, composite analog synchro	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	IN_SYNC_LOAD	il	il	Analog H sync load	Rd/Wr	0	1	0	0 = Hi-Z 1 = 75 ohm loaded	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	IN_USED	iu	iu	Input is enabled	Rd/Wr	0	1	1		0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	IN_SD_STD	iS	iS	Decoded video standard	Rd/Wr	0	7	0	0 = Auto 1 = NTSC (M,J) 2 = PAL (BDGHIN) 3 = PAL (M) 4 = PAL (N-Combination) 5 = NTSC 4.43 6 = SECAM 7 = PAL 60	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	IN_SD_STA	iV	iV	Video Signal stability	Rd/Wr	0	1	1	0 = Stable Source (DVD) 1 = VCR Source (Video cassette recorder)	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	IN_SYNCHRONIZED	iY	iY	VIS Synchronisation group	Rd/Wr	0	3	0	0 = Does not belong to any VIS Group 1 = Groupe VIS 1 group for analog input 2 = Groupe VIS 2 group for analog input 3 = Groupe VIS 3 group for analog input	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	IN_HDCP_ENABLE	iH	iH	Enable/disable the HDCP support of a DVI input	Rd/Wr	0	1	1		10 = Input11 11 = Input12	
	IN_HDCP_CABLE_LEN	iC	iC	Lenght of an DVI input cable	Rd/Wr	0	2	0	0 = Less than 10 meter cable length 1 = 5 to 20 meters cable length 2 = More than 15 meters cable length	10 = Input11 11 = Input12	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
KEYING	IN_KEYING_TYPE	KT	KT	Keying type	Rd/Wr	0	4	0	0 = No keying 1 = Luma Key Keying 2 = ChromaKey Keying 3 = Luma Key Keying + DSK 4 = ChromaKey Keying + DSK	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	IN_KEYING_R_LEVEL	KR	KR	Keying level (Red)	Rd/Wr	0	255	0		0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	IN_KEYING_G_LEVEL	KG	KG	Keying level (Green)	Rd/Wr	0	255	255		0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	IN_KEYING_B_LEVEL	KB	KB	Keying level (Bule)	Rd/Wr	0	255	0		0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	IN_KEYING_TOLER	KH	KH	Keying Tolerance (for chroma and luma key)	Rd/Wr	0	255	10		0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	IN_KEYING_LUMA_LOW_LEVEL	KL	KL	Minimum luma level	Rd/Wr	0	255	0		0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	IN_KEYING_LUMA_HIGH_LEVEL	KM	KM	Maximum luma level	Rd/Wr	0	255	255		0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	IN_KEYING_DSK_ALPHA	KA	KA	Brightness of DSK background	Rd/Wr	0	255	64		0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	IN_KEYING_INVERT	KI	KI	Invert keying area	Rd/Wr	0	1	0		0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	IN_KEYING_GRAB_ENABLE	Kg	Kg	Enable/disable the keying color grabber mode	Rd/Wr	0	1	0	0 = Disable the grabber 1 = Enable the grabber		
	IN_KEYING_GRAB_GET	Kc	Kc	Capture the coolor selected by the grabber and apply the settings	Rd/Wr	0	1	0	Percent of OSCREEN_UTIL_H		
	IN_KEYING_GRAB_H	Kh	Kh	Horizontal position of the grabber	Rd/Wr	0	65535	32768	Precent of OSCREEN_UTIL_V		
	IN_KEYING_GRAB_V	Kv	Kv	Vertical position of the grabber	Rd/Wr	0	65535	32768	Auto reset		
INPUT STATUS	SIG_HPOL	sh	sh	Input H sync polarity	Rd	0	1	0	0 = Negative Synchro 1 = Positive Synchro	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SIG_VPOL	sv	sv	Input V sync polarity	Rd	0	1	0	0 = Negative Synchro 1 = Positive Synchro	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	SIG_SYNC_TYPE	sK	sK	Input sync type	Rd	0	3	0	0 = Séparated Synchros H&V 1 = Composite TTL Synchro 2 = Composite Analog Synchro 3 = Synchro on Green (SOG)	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SIG_FREQ_FIELD	sf	sf	Input frame frequency	Rd	0	65535	0	Unit = 1/100Hz	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SIG_FREQ_LINE	sl	sl	Input line frequency	Rd	0	65535	0	Unit = 1/100Hz	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SIG_COMPLETE	sc	sc	Input scan completed	Rd	0	1	0	0 = scan in progress or failed 1 = scan completed	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	SIG_DETECTED_FORMAT	sD	sD	Input detected format name	Rd	0	42	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 VGA 17 = CPU 800x480 18 = CPU WVGA 19 = CPU SVGA 20 = CPU 1280x600 21 = CPU 720p RGB 22 = CPU XGA 23 = CPU WXGA 24 = CPU SWXGA 25 = CPU 800p RGB 26 = CPU SWXGA+ 27 = CPU 1152x864 28 = CPU 900p RGB 29 = CPU 1600x900 30 = CPU 960p RGB 31 = CPU SXGA 32 = CPU 1360x1024 33 = CPU DILA4/3 34 = CPU SXGA+ 35 = CPU WSXGA+ 36 = CPU 1080p RGB 37 = CPU 2K 38 = CPU UXGA 39 = CPU WUXGA 40 = CPU 1920x1440 41 = CPU QXGA 42 = CPU 1366x768	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	SIG_CURRENT_FORMAT	sF	sF	Input current format name	Rd	0	42	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 VGA 17 = CPU 800x480 18 = CPU WVGA 19 = CPU SVGA 20 = CPU 1280x600 21 = CPU 720p RGB 22 = CPU XGA 23 = CPU WXGA 24 = CPU SWXGA 25 = CPU 800p RGB 26 = CPU SWXGA+ 27 = CPU 1152x864 28 = CPU 900p RGB 29 = CPU 1600x900 30 = CPU 960p RGB 31 = CPU SXGA 32 = CPU 1360x1024 33 = CPU DILA4/3 34 = CPU SXGA+ 35 = CPU WSXGA+ 36 = CPU 1080p RGB 37 = CPU 2K 38 = CPU UXGA 39 = CPU WUXGA 40 = CPU 1920x1440 41 = CPU QXGA 42 = CPU 1366x768	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	SIG_FORMAT_LIST	sL	sL	Bit field of the fomats compatible with the detected format	Rd	0	255	0		0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	0 = Bits 0 to 7 Slice 1 = Bits 8 to 15 Slice 2 = Bits 16 to 23 Slice 3 = Bits 24 to 31 Slice 4 = Bits 32 to 39 Slice 5 = Bits 40 to 47 Slice
	SIG_SCANTYPE	ss	ss	Input scan type	Rd	0	3	0	0 = Progressive 1 = Interleaved, Top field first 2 = Interleaved, Bottom field first 3 = Segmented frame	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SIG_HTOTAL_THEORIC	sH	sH	Total number of pixels per line	Rd	0	65535	0	Unit = pixels	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SIG_HTOTAL_MAXI	sM	sM	Maximal number of pixels per input line	Rd	0	65535	0	Unit = pixels	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	SIG_WIDTH	sw	sw	Input displayed pixel count	Rd	0	65535	0	Unit = pixels	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SIG_HEIGHT	st	st	Input displayed line count	Rd	0	65535	0	Unit = pixels	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SIG_HDCP	sn	sn	Input HDCP status	Rd	0	1	0		0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SIG_MEM_SLOT	ss	ss	Memory slot index	Rd	0	255	255		0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
INPUT SETTINGS	SET_HPOS	SH	SH	Input horizontal position	Rd/Wr	0	2048	1024	1024 = neutral	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SET_VPOS	SV	SV	Input vertical position	Rd/Wr	0	2048	1024	1024 = neutral	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SET_HSIZE	Sw	Sw	Input horizontal size	Rd/Wr	0	4096	2048	2048 = neutral	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SET_VSIZE	Sh	Sh	Input vertical size	Rd/Wr	0	4096	2048	2048 = neutral	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	SET_BRIGHTNESS	Sg	Sg	Input brightness	Rd/Wr	0	255	128	128 = neutral	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SET_CONTRAST	Sc	Sc	Input Contrast	Rd/Wr	0	255	128	128 = neutral	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SET_COLOR	Sr	Sr	Input color level	Rd/Wr	0	255	128	128 = neutral	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SET_HUE	Su	Su	Input hue (NTSC only)	Rd/Wr	0	255	128	128 = neutral	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	SET_HTOTAL	ST	ST	Input total pixel per line	Rd/Wr	0	65535	0	Unit = pixels.	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SET_PHASE	SS	SS	Input Phase	Rd/Wr	0	31	16		0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SET_AUTOCAD	Sa	Sa	Input autocentering reques	Rd/Wr	0	1	0	Auto reset	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SET_USER_GAIN_R	sr	sr	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 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	SET_USER_GAIN_G	sg	sg	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 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SET_USER_GAIN_B	sb	sb	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 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SET_PULLDOWN_2_2	Sn	Sn	Enable/disable the auto 2:2 pulldown	Rd/Wr	0	1	1	0 = Disable automatic detection 1 = Enable automatic detection	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SET_PULLDOWN_3_2	Sp	Sp	Enable/disable the auto 3:2 pulldown	Rd/Wr	0	1	1	0 = Disable automatic detection 1 = Enable automatic detection	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	SET_CROP_WIN_POS_H	SI	SI	Cropping window horizontal position	Rd/Wr	0	65535	32768	Percent = 65535 = 100% : all cropping on the left	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SET_CROP_WIN_POS_V	SJ	SJ	Cropping window vertical position	Rd/Wr	0	65535	32768	Percent = 65535 = 100% : all cropping on the top	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SET_CROP_WIN_SIZE_H	SK	SK	Horizontal cropping	Rd/Wr	0	58981	0	Percent = 65535 = 100%	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SET_CROP_WIN_SIZE_V	SL	SL	Vertical cropping	Rd/Wr	0	58981	0	Percent = 65535 = 100%	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	SET_ASPECT_RATIO_IN	si	si	Input image aspect ratio	Rd/Wr	0	4	0	0 = 4/3 Fullscreen 1 = 4/3 with 16/9 content + black stripes 2 = 4/3 with 2.35 content + black stripes 3 = 4/3 with 16/9 content without black stripes 4 = 19/9 with 4/3 content + black stripes	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SET_ASPECT_RATIO_OUT	so	so	Output image aspect ratio	Rd/Wr	0	3	1	0 = Distorted, input aspect ratio not preserved 1 = Not distorted, black bands added 2 = Not distorted, no black bands added 3 = Not distorted and no scaling	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SET_OVER_SCAN	so	so	input image Overscan/Underscan	Rd/Wr	0	1	1		0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SET_FORCE_4_3	SF	SF	Force the aspect ratio of PAL/NTSC input to 4/3	Rd/Wr	0	1	1	1 = forced	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	SET_RESET_SETTINGS	Ss	Ss	Current input default settings	Rd/Wr	0	1	0		0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SET_FREEZE	Sf	Sf	Freeze of the input	Rd/Wr	0	1	0	1 = Freeze	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	SET_MOTION_DETECT	Sm	Sm	0 : max correction; 15 : min correction	Rd/Wr	0	15	15		0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
PRESET ELEMENT	PE_INPUTNUM	IN	IN	Displayed input number or frame or logo number	Rd/Wr	0	14	0	0 = No input 1 = Input1 2 = Input2 3 = Input3 4 = Input4 5 = Input5 6 = Input6 9 = Input9 10 = Input10 11 = Input11 12 = Input12 13 = Input13 14 = Input14	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Memory Preset 5 = Memory Preset for output 2 in matrix mode 6 = Memory Preset 4 = Pip 2 Layer for output1 7 = Memory Preset 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Memory Preset 8 = Logo 1 7 = Logo 2 8 = Audio Output 1 9 = Audio Output 2	
	PE_SOURCENUM	IS	IS	Source number	Rd/Wr	0	64	0	Same Orc-50	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Memory Preset 5 = Memory Preset for output 2 in matrix mode 6 = Memory Preset 4 = Pip 2 Layer for output1 7 = Memory Preset 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Memory Preset 8 = Logo 1 7 = Logo 2 8 = Audio Output 1 9 = Audio Output 2	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	PE_AUDIO_AUX_MUTE	Aa	Aa	Auxiliary input mixing enable	Rd/Wr	0	1	0	1 = Enable.	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2
	PE_SMOOTH_MOVE	ps	ps	« Smooth Move » activation	Rd/Wr	0	1	1	1 = Enable.	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	PE_FLIP	pf	pf	Flip de la source	Rd/Wr	0	3	0	0 = No flip 1 = Horizontal flip 2 = Vertical flip 3 = Both Horizontal and vertical flip	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2
	PE_NEW_ID	pN	pN	Unique layer identifier number	Rd/Wr	0	1	0		0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	PE_POS_H	pH	pH	Layer left H position on output screen	Rd/Wr	0	65535	32768	Unit = pixels (32768 = screen left border)	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2
	PE_POS_V	pV	pV	Layer top V position on output screen	Rd/Wr	0	65535	32768	Unit = pixels (32768 = screen top border)	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	PE_SIZE_H	pW	pW	Layer H size on output screen (without borders)	Rd/Wr	0	65535	1600	Unit = pixels (Max=16x2048 = 32768)	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2
	PE_SIZE_V	pS	pS	Layer V size on output screen (without borders)	Rd/Wr	0	65535	1200	Unit = pixels (Max=16x2048 = 32768)	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	PE_CROP_WIN_POS_H	CH	CH	Cropping window horizontal position	Rd/Wr	0	65535	32768	Unit = percent (65535 = 100% = : all cropping on the left)	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2
	PE_CROP_WIN_POS_V	CV	CV	Cropping window vertical position	Rd/Wr	0	65535	32768	Unit = percent (65535 = 100% = : all cropping on the top)	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	PE_CROP_WIN_SIZE_H	CW	CW	Horizontal cropping	Rd/Wr	0	58981	0	Percent = 65535 = 100%	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2
	PE_CROP_WIN_SIZE_V	CS	CS	Vertical cropping	Rd/Wr	0	58981	0	Percent = 65535 = 100%	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	PE_ALPHA	pA	pA	Layer transparency	Rd/Wr	0	255	255	0 = 100% = transparent 255 = 0% = visible	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Logo 1 7 = Logo 2 8 = Audio Output 1 9 = Audio Output 2
	PE_BORDER_STYLE	bS	bS	Border style	Rd/Wr	0	3	0	0 = No border 1 = Colored edge 3 = Shadow	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Logo 1 7 = Logo 2 8 = Audio Output 1 9 = Audio Output 2

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	PE_BORDER_COLOR	bC	bC	Border color	Rd/Wr	0	544	33	Color number	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset 0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2
	PE_BORDER_ALPHA	bA	bA	Border transparency	Rd/Wr	0	255	255	0 = 100% = transparent 255 = 0% = visible	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset 0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	PE_BORDER_SIZE_H	bH	bH	Border H size	Rd/Wr	0	127	10	Unit = pixels	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2
	PE_BORDER_SIZE_V	bV	bV	Border V size	Rd/Wr	0	127	10	Unit = pixels	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	PE_BORDER_SHADOW_POS	bP	bP	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 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2
	PE_OPENING_TRANSITION	oT	oT	Layer opening transition type	Rd/Wr	0	6	2	0 = Cut 1 = CleanCut 2 = Fade 3 = Slide (associée à 1 trajectoire) 4 = Wipe (associée à 1 trajectoire) 5 = Cercle (associée à 1 trajectoire) 6 = Stretch (associée à 1 trajectoire)	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Background Layer for output 2 in matrix mode 5 = Pip 2 Layer for output1 6 = Pip 3 Layer for output1 in quadravision mode 7 = Pip1 Layer for output 2 in matrix mode 8 = Logo 1 9 = Logo 2 10 = Audio Output 1 11 = Audio Output 2

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	PE_OPENING_TRANSITION_WAY	oW	oW	Layer opening transition direction	Rd/Wr	0	10	0	0 = Left to right 1 = Right to left 2 = Bottom to top 3 = Top to bottom 4 = Vertical from/to center 5 = Horizontal from/to center 6 = H&V rom/to center 7 = From SW to NE 8 = From SE to NW 9 = From NW to SE 10 = From NE to SW	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Memory Preset 5 = Memory Preset for output 2 in matrix mode 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2
	PE_OPENING_DURATION	oD	oD	Layer opening transition duration	Rd/Wr	0	255	10	Unit = 1/10s	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2

COMMAND LIST FOR EKS-500 version 4.00 VERV 42

Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	PE_CLOSING_TRANSITION	cT	cT	Layer closing transition type	Rd/Wr	0	6	2	0 = Cut 1 = CleanCut 2 = Fade 3 = Slide (associée à 1 trajectoire) 4 = Wipe (associée à 1 trajectoire) 5 = Cercle (associée à 1 trajectoire) 6 = Stretch (associée à 1 trajectoire)	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2
	PE_CLOSING_TRANSITION_WAY	cW	cW	Layer closing transition direction	Rd/Wr	0	10	0	0 = Left to right 1 = Right to left 2 = Bottom to top 3 = Top to bottom 4 = Vertical from/to center 5 = Horizontal from/to center 6 = H&V rom/to center 7 = From SW to NE 8 = From SE to NW 9 = From NW to SE 10 = From NE to SW	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 4 = Memory Preset 5 = Memory Preset 6 = Memory Preset 7 = Memory Preset 8 = Memory Preset 9 = Memory Preset 10 = Memory Preset	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	PE_CLOSING_DURATION	cD	cD	Layer closing transition duration	Rd/Wr	0	255	10	Unit = 1/10s	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 1 4 = Memory Preset 2 5 = Memory Preset 3 6 = Memory Preset 4 7 = Memory Preset 5 8 = Memory Preset 6 9 = Memory Preset 7 10 = Memory Preset 8	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode 6 = Pip1 Layer for output 2 in matrix mode 7 = Logo 1 8 = Logo 2 9 = Audio Output 1 10 = Audio Output 2
PRESET CONTROL	TAKE	TK	TK	TAKE, Next preset becomes Current	Rd/Wr	0	1	0			
	TAKEAVA	TA	TA	Available TAKE flag	Rd	0	1	1			
	TAKEINFO	TI	TI	TAKE information	Rd	0	2	0	0 = 1 shot TAKE 1 = 2 shot TAKE 2 = Sequenced TAKE		
	TBAR	NT	NT	TBAR value	Rd/Wr	0	10000	0	Unit = 0,01%		
	COPY_FROM	Nf	Nf	Source for preset copy	Rd/Wr	0	10	0	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 1 4 = Memory Preset 2 5 = Memory Preset 3 6 = Memory Preset 4 7 = Memory Preset 5 8 = Memory Preset 6 9 = Memory Preset 7 10 = Memory Preset 8		

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	COPY_TO	Nt	Nt	Destination for preset copy	Rd/Wr	0	10	0	0 = Current preset 1 = Next preset 2 = Previous preset 3 = Memory Preset 1 4 = Memory Preset 2 5 = Memory Preset 3 6 = Memory Preset 4 7 = Memory Preset 5 8 = Memory Preset 6 9 = Memory Preset 7 10 = Memory Preset 8		
	COPY_SPLIT	Ns	Ns	Preset partial copy control	Rd/Wr	0	2	0	0 = Full Preset copy 1 = Output1 preset copy 2 = Output2 preset copy		
	COPY_CTRL	Nc	Nc	Preset copy control	Rd/Wr	0	1	0	Auto reset		
	PREVIEWED_LAYER	NC	NC	Previewed layed (layer that is visible on preview screen)	Rd/Wr	0	7	2	0 = Background Frame for output 1 1 = Background Frame for output 2 in matrix mode 2 = Background Layer for output 1 3 = Pip 1 Layer for output1 Background Layer for output 2 in matrix mode 4 = Pip 2 Layer for output1 5 = Pip 3 Layer for output1 in quadravision mode Pip1 Layer for output 2 in matrix mode 6 = Logo 1 7 = Logo 2 8 = Audio Output 1 9 = Audio Output 2		
	PREVIEWED_MOSAIC	NM	NM	Mosaic preview mode	Rd/Wr	0	1	0	#LAYER		
	PREVIEWED_REFRESH_ALL	NA	NA	Refresh all inputs of the mosaic	Rd/Wr	0	1	1			

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	SET_QUAD_LAYOUT	NQ	NQ	Quadravision Layout request (auto-reset)	Rd/Wr	0	25	0	0 = No request 1 = Splitted in 4 equal parts 2 = Split 1 + 3 left 3 = Split 1 + 3 right 4 = Split 1+ 3 bottom 5 = Window 1 fullscreen 6 = Window 2 fullscreen 7 = Window 3 fullscreen 8 = Window 4 fullscreen 9 = 2 Horizontal Windows 10 = 2 Vertical Windows 11 = 3 Horizontal Windows 12 = 3 Vertical Windows 13 = Reset of layer properties 14 = Background Live + Top Left PiP 15 = Background Live + Top Right PiP 16 = Background Live + Bottom Left PiP 17 = Background Live + Bottom Right PiP 18 = Background Frame + 2 Left Right PiPs 19 = Background Frame + 2 Top Bottom PiPs 20 = Background Frame + 1 Right PiP + 2 Top Bottom PiPs 21 = Background Frame + 1 Left PiP + 2 Top Bottom PiPs 22 = Background Frame + 1Top PiP + 2 Left Right PiPs 23 = Background Frame + 1 Bottom PiP + 2 Left Right PiPs 24 = Background Frame + 3 horizontal PiPs 25 = Background Frame + 3 diagonal PiPs		
SETTINGS	R_FLICK	Rf	Rf	Anti-flicker level	Rd/Wr	0	7	2	0 = No antiflicker	0 = Main output 1 = Preview output 2 = Recording output	
	R_GAMMA	Rg	Rg	Gamma correction level	Rd/Wr	5	40	10	Unit = 1/10	0 = Main output 1 = Preview output 2 = Recording output	
	R_SHARPNESS	Rs	Rs	Sharpness correction Level	Rd/Wr	0	255	128	128 = neutral	0 = Main output 1 = Preview output 2 = Recording output	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
OUTPUT	OFORMAT	OF	OF	Output format	Rd/Wr	0	37	0	0 = PAL 1 = NTSC 2 = 480p 3 = 576p 4 = SMPTE296M 5 = SMPTE260M 6 = SMPTE274M 7 = SMPTE274M 8 = SMPTE274M 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 (HD) 24 = 1920 x 1080 16/9 (SHARP) 25 = 1920 x 1080 16/9 (SHARP 2) 26 = 1440 x 900 16/10 27 = 1280 x 768 15/9 28 = 1366 x 800 15/9 29 = 1366 x 768 16/9 30 = Computer Custom 1 31 = Computer Custom 2 32 = Computer Custom 3 33 = Computer Custom 4 34 = Computer Custom 5 35 = Computer Custom 6 36 = Computer Custom 7 37 = Computer Custom 8	0 = Main output 1 = Preview output 2 = Recording output	
	ORATE	OR	OR	Output rate	Rd/Wr	0	12	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 11 = 85 Hz 12 = 100 Hz	0 = Main output 1 = Preview output 2 = Recording output	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	OSIGTYPEANALOG	OA	OA	Analog output type	Rd/Wr	0	3	0	0 = RGBs 1 = RGsB (SOG) 2 = RGB H&V 3 = YUV	0 = Main output 1 = Preview output 2 = Recording output	
	OSIGTYPEDIGITAL	OD	OD	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	
	OSYNCPOL	OS	OS	Analog output sync polarity	Rd/Wr	0	3	0	0 = negative H&V synchro 1 = Synchros H négative et V positive 2 = Synchros H positive et V négative 3 = Synchros H et V positives	0 = Main output 1 = Preview output 2 = Recording output	
	OBACKCOLORPREDEF	OC	OC	Output background pre-defined color	Rd/Wr	0	32	0	0 = Black 1 = Navy blue 2 = Blue 3 = Green Blue 4 = Water Blue 5 = Turquoise blue 6 = Dark green 7 = Green 8 = Lime 9 = Light green 10 = Dark red 11 = Red 12 = Tomato red 13 = Bordeaux 14 = Brown 15 = Chocolate 16 = Orange 17 = Gold 18 = Yellow 19 = Indigo blue 20 = Purple 21 = Light red 22 = Fuchsia 23 = Salmon 24 = Rose 25 = Olive reen 26 = Grey 27 = Silver 28 = Lavender blue 29 = Beige 30 = Azur 31 = White 32 = Custom	0 = Main output 1 = Preview output 2 = Recording output	
	OBACKCOLORHUE	OG	OG	Output background hue	Rd/Wr	0	240	160		0 = Main output 1 = Preview output 2 = Recording output	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	OBACKCOLORSAT	OJ	OJ	Output background saturation	Rd/Wr	0	240	0		0 = Main output 1 = Preview output 2 = Recording output	
	OBACKCOLORLUMA	OI	OI	Output background brightness	Rd/Wr	0	240	0		0 = Main output 1 = Preview output 2 = Recording output	
	OPATTERN	OP	OP	Output test pattern	Rd/Wr	0	8	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	0 = Main output 1 = Preview output 2 = Recording output	
	OBLACK	OB	OB	Output black control	Rd/Wr	0	1	0	0 = Normal output 1 = Black output	0 = Main output 1 = Preview output 2 = Recording output	
	OUTIL_H	OH	OH	Output H size	Rd	0	65535	1600	Unit = pixels	0 = Main output 1 = Preview output 2 = Recording output	
	OUTIL_V	OV	OV	Output V size	Rd	0	65535	1200	Unit = pixels	0 = Main output 1 = Preview output 2 = Recording output	
	OFIELDRATE	OT	OT	Output frame frequency	Rd	100	10000	6000	Unit = 1/100Hz	0 = Main output 1 = Preview output 2 = Recording output	
	OIMAGE_OVERSCAN	OO	OO	Image Overscan / Underscan	Rd/Wr	0	1	0		0 = Main output 1 = Preview output 2 = Recording output	
	OSETDETECTHDCP	Oh	Oh	Enable/disable the Output HDCP detection	Rd/Wr	0	4	1	0 = Disable HDCP detection 1 = Automatic HDCP detection 2 = HDCP Configuration 1 3 = HDCP Configuration 2 4 = HDCP Configuration 3	0 = Main output 1 = Preview output 2 = Recording output	
	OISHDCP	On	On	Output HDCP status	Rd	0	1	0		0 = Main output 1 = Preview output 2 = Recording output	
	OSYNCOOUTPUT	Om	Om	Output 2 copies the format and rate of output 1	Rd/Wr	0	1	0			

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
REFERENCE	REFREQUEST	Xr	Xr	Framelock source requested by user	Rd/Wr	0	16	0	0 = Analog input 1 as reference 1 = Analog input 2 as reference 2 = Analog input 3 as reference 3 = Analog input 4 as reference 4 = Analog input 5 as reference 5 = Analog input 6 as reference 8 = DVI 1 input as reference 9 = DVI 2 input as reference 10 = SDI 1 input as reference 11 = SDI 2 input as reference 12 = SDI 3 input as reference 13 = SDI 4 input as reference 14 = Back End 1 as reference 15 = Back End 2 as reference 16 = Back End 3 as reference	0 = Main output 1 = Preview output 2 = Recording output	
	REFCURRENTREQUEST	Xe	Xe	Current Frame Lock source	Rd/Wr	0	16	0	0 = Analog input 1 as reference 1 = Analog input 2 as reference 2 = Analog input 3 as reference 3 = Analog input 4 as reference 4 = Analog input 5 as reference 5 = Analog input 6 as reference 8 = DVI 1 input as reference 9 = DVI 2 input as reference 10 = SDI 1 input as reference 11 = SDI 2 input as reference 12 = SDI 3 input as reference 13 = SDI 4 input as reference 14 = Back End 1 as reference 15 = Back End 2 as reference 16 = Back End 3 as reference	0 = Main output 1 = Preview output 2 = Recording output	
	REFMODE	Xm	Xm	Follow mode requested by user	Rd/Wr	0	5	0	0 = Internal 1 = Follow x1/2 2 = Follow x1 3 = Follow x2 4 = Follow x3 5 = Asynchronous Follow	0 = Main output 1 = Preview output 2 = Recording output	
	REFCURRENTMODE	Xc	Xc	Current follow mode	Rd/Wr	0	5	0	0 = Internal 1 = Follow x1/2 2 = Follow x1 3 = Follow x2 4 = Follow x3 5 = Asynchronous Follow	0 = Main output 1 = Preview output 2 = Recording output	
	REFREQ	Xt	Xt	Frame rate of the reference signal	Rd	0	65535	0	Unit = 1/100Hz	0 = Main output 1 = Preview output 2 = Recording output	
	REFLOCKSTATUS	Xl	Xl	Framelock locked status	Rd	0	1	0	1 = locked	0 = Main output 1 = Preview output 2 = Recording output	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
LOGOS FRAMES	PMODE	PM	PM	Picture mode	Rd/Wr	0	5	0	0 = Normal mode 1 = Memory recall of logos and frames 2 = Logo recording mode 3 = Animated logo recording mode 4 = Frame recording mode 5 = Deleting picture mode		
	PEXECUTE	PG	PG	Picture control	Rd/Wr	0	1	0	If PMODE = Savexxx => Store the PCAPTURE_INDEX image If PMODE = Erasexxx => Delete the PCAPTURE_INDEX image Auto reset		
	PSTATUS	PE	PE	Picture management status	Rd	0	5	0	0 = Free 1 = Recalling picture 2 = Storing picture 3 = Picture format not compliant with current output format 4 = Deleting a picture 5 = Flash access error		
	PFRAMES_VALID	PF	PF	Frames validity (bitfield : bit0 = Frame1)	Rd	0	255	0	0 = No image 1 = Image is valid		
	PLOGOS_VALID	PZ	PZ	Logos validity (bitfield : bit0 = Logo1)	Rd	0	511	0	0 = No image 1 = Image is valid		
	PCAPTURE_ORIGIN	PS	PS	Select the output that will be used for capture	Rd/Wr	0	1	0	0 = Main output 1 = Preview output 2 = Recording output		
	PCAPTURE_LEFT	PL	PL	Picture capture H position	Rd/Wr	32768	65535	32768	Unit = pixels		
	PCAPTURE_TOP	PT	PT	Picture capture V position	Rd/Wr	32768	65535	32768	Unit = pixels		
	PCAPTURE_WIDTH	PW	PW	Picture capture H size	Rd/Wr	0	32767	400	Unit = pixels		
	PCAPTURE_HEIGHT	PH	PH	Picture capture V size	Rd/Wr	0	32767	300	Unit = pixels		
	PCAPTURE_KEYING_TYPE	PB	PB	Picture Keying Type	Rd/Wr	0	2	0	0 = No keying 1 = Luma Key Keying 2 = ChromaKey Keying 3 = Luma Key Keying + DSK 4 = ChromaKey Keying + DSK		
	PCAPTURE_KEYING_R_LEVEL	PC	PC	Picture Keying Level (Red or Tint)	Rd/Wr	0	255	128			
	PCAPTURE_KEYING_G_LEVEL	PD	PD	Picture Keying Level (Green)	Rd/Wr	0	255	128			
	PCAPTURE_KEYING_B_LEVEL	PJ	PJ	Picture Keying Level (Blue)	Rd/Wr	0	255	128			
	PCAPTURE_KEYING_TOLER	PK	PK	Keing Tolerance	Rd/Wr	0	255	10			
	PCAPTURE_KEYING_LUMA_LOW_LEVEL	PP	PP	Minimum Luma Level	Rd/Wr	0	255	64			
	PCAPTURE_KEYING_LUMA_HIGH_LEVEL	PY	PY	Maximum Luma Level	Rd/Wr	0	255	192			
	PCAPTURE_KEYING_INVERT	PO	PO	Keying Invert	Rd/Wr	0	1	0			
	PCAPTURE_KEYING_GRAB_ENABLE	PQ	PQ	Keying Grabber Activate	Rd/Wr	0	1	0	0 = Disable the grabber 1 = Enable the grabber		
	PCAPTURE_KEYING_GRAB_GET	PR	PR	Keying update (capture and apply new value)	Rd/Wr	0	1	0	Percent of OSCREEN_UTIL_H		
	PCAPTURE_KEYING_GRAB_H	PU	PU	Keying grabber position H	Rd/Wr	0	65535	32768	Percent of OSCREEN_UTIL_V		
	PCAPTURE_KEYING_GRAB_V	PV	PV	Keying grabber position V	Rd/Wr	0	65535	32768	Auto reset		
	PCAPTURE_BACK_COLOR	Pc	Pc	Cutout color for picture capture	Rd/Wr	0	7	0	0 to 7		

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	PCAPTURE_CAPTURE_TIME	Pt	Pt	Capture time for an animated logo	Rd/Wr	0	100	0	0 = 0s 100 = 10s		
	PCAPTURE_MAX_FRAME	Pm	Pm	Maximal number of frames of an animated logo	Rd	1	255	80	1 à 255		
	PCAPTURE_FRAME_COUNT	PN	PN	Number of frames of an animated logo	Rd/Wr	1	255	1			
	PCAPTURE_REFRESH_INTERVAL	PI	PI	Time between 2 frames of an animated logo	Rd/Wr	1	10000	56	Unit = 1ms		
	PCAPTURE_INDEX	PX	PX	ID of the picture to capture	Rd/Wr	0	16	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		
	PSTATUS_WIDTH	Pw	Pw	Picture H size	Rd	0	32767	0		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	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	PSTATUS_HEIGHT	Ph	Ph	Picture V size	Rd	0	32767	0		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	
	PSTATUS_STYLE	Ps	Ps	Logo style	Rd	0	2	0	0 = Normal logo 1 = Animated logo 2 = Frame	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	
	PSTATUS_FRAME_COUNT	Pn	Pn	Number of frames of an animated logo	Rd	1	255	1		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	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	PSTATUS_REFRESH_INTERVAL	Pi	Pi	Time between 2 frames of an animated logo	Rd/Wr	1	10000	56	Unit = 1ms	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	
LAN	LANENABLE	ne	ne	LAN enable	Rd/Wr	0	1	0	0 = Enable RS232 (disable LAN) 1 = Enable LAN (disable RS232)		
	LANRESET	nr	nr	LAN factory parameters reset	Rd/Wr	0	1	0	Auto reset		
	LANSTORE	ns	ns	LAN parameters update	Rd/Wr	0	1	0	Auto reset		
	LANIP	nw	nw	LAN devices addresses	Rd/Wr	0	255	192	IP : 0 to 255	0 = Device 1 = Remote 2 = Gateway	0 = IP address high byte 1 = IP address mid high byte 2 = IP address mid low high byte 3 = IP address low byte
	LANPORT	np	np	LAN port numbers	Rd/Wr	0	65535	10500	Local port : 10000 à 10999 Remote port : 0 à 65500	0 = Device 1 = Remote 2 = Gateway	
	LANNETMASK	nk	nk	LAN netmask	Rd/Wr	0	24	8	Number of 0bits from the right		
	LANPROTOCOL	nt	nt	LAN protocol	Rd/Wr	0	1	1	0 = UDP Protocol 1 = TCP protocol 2 = AMX Protocol		

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
EDID	EDID_FORMAT	EF	EF	EDID preferred format	Rd/Wr	0	21	0	0 = VGA 1 = 800x480 2 = WVGA 3 = SVGA 4 = 720pRGB 5 = XGA 6 = WXGA 7 = SWXGA 8 = 800pRGB 9 = 1152x864 10 = 900pRGB 11 = 1600x900 12 = 960pRGB 13 = SXGA 14 = 1360x1024 15 = SXGA+ 16 = WSXGA+ 17 = 1080pRGB 18 = 2K 19 = UXGA 20 = WUXGA 21 = Custom	0 = Analog input 1 1 = Analog input 2 3 = DVI-D input 1 4 = DVI-D input 2	
	EDID_RATE	ER	ER	EDID preferred frame frequency	Rd/Wr	0	5	0	0 = 50 Hz 1 = 60 Hz 2 = 72 Hz 3 = 75 Hz 4 = 85 Hz 5 = Custom	0 = Analog input 1 1 = Analog input 2 3 = DVI-D input 1 4 = DVI-D input 2	
	EDID_REQUEST	ES	ES	Request for an EDID	Rd/Wr	0	2	0	0 = EDID is ready 1 = EDID saving 2 = EDID reading	0 = Analog input 1 1 = Analog input 2 3 = DVI-D input 1 4 = DVI-D input 2	
AUDIO	AUDIO_INPUT_MODE	Af	Af	Audio mode	Rd/Wr	0	1	1	0 = Free choice of audio input 1 = Audio input follow the top layers		
	AUDIO_INPUT_MAP	Ai	Ai	Audio input map	Rd/Wr	0	14	1	0 = No input 1 = Input1 2 = Input2 3 = Input3 4 = Input4 5 = Input5 6 = Input6 9 = Input9 10 = Input10 11 = Input11 12 = Input12 13 = Input13 14 = Input14	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	AUDIO_LEVEL	AL	AL	Audio input level	Rd/Wr	0	255	45	Linear scale, init value is 0 dB	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	AUDIO_AUX_LEVEL	AI	AI	Audio auxiliary input level	Rd/Wr	0	255	45	Linear scale, init value is 0 dB		
	AUDIO_BALANCE	Ab	Ab	Audio input balance	Rd/Wr	0	90	45	0 = max to the left, 45 = centered, 90 = max to the right	0 = Input1 1 = Input2 2 = Input3 3 = Input4 4 = Input5 5 = Input6 8 = Input9 9 = Input10 10 = Input11 11 = Input12 12 = Input13 13 = Input14	
	AUDIO_AUX_BALANCE	AB	AB	Audio auxiliary input balance	Rd/Wr	0	90	45	0 = max to the left, 45 = centered, 90 = max to the right		
	AUDIO_MUTE	Au	Au	Audio output Mute control	Rd/Wr	0	1	0	1 = Mute.	0 = Main output 1 = Preview output	
	AUDIO_MASTER_VOLUME	AV	AV	Output Master volume	Rd/Wr	0	255	255	0 = mute, 32 = -18dB , 255 = 0dB	0 = Main output 1 = Preview output	
	AUDIO_MODE	Am	Am	Audio stereo mode	Rd/Wr	0	1	1	0 = mono 1 = Stereo	0 = Main output 1 = Preview output	
	AUDIO_DELAY	AD	AD	Delay between audio and video	Rd/Wr	0	80	0	0 = no delay 500ms = max delay	0 = Main output 1 = Preview output	
	AUDIO_AUTO_DELAY	Ae	Ae	Automatic audio delay	Rd/Wr	0	1	1	0 = réglage manuel du Delay, 1 = réglage automatique du delay		

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Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	AUDIO_SDI_CHAN_LEFT	Ac	Ac	ID of the Sdi channel to desembed for left channel	Rd/Wr	0	15	0	0 = Group A – Channel 1 1 = Group A – Channel 2 2 = Group A – Channel 3 3 = Group A – Channel 4 4 = Group B – Channel 1 5 = Group B – Channel 2 6 = Group B – Channel 3 7 = Group B – Channel 4 8 = Group C – Channel 1 9 = Group C – Channel 2 10 = Group C – Channel 3 11 = Group C – Channel 4 12 = Group D – Channel 1 13 = Group D – Channel 2 14 = Group D – Channel 3 15 = Group D – Channel 4	10 = Channel 11 – SDI 1 11 = Channel 11 – SDI 2 12 = Channel 11 – SDI 3 13 = Channel 12 – SDI 4	
	AUDIO_SDI_CHAN_RIGHT	AC	AC	ID of the Sdi channel to desembed for right channel	Rd/Wr	0	15	1	0 = Group A – Channel 1 1 = Group A – Channel 2 2 = Group A – Channel 3 3 = Group A – Channel 4 4 = Group B – Channel 1 5 = Group B – Channel 2 6 = Group B – Channel 3 7 = Group B – Channel 4 8 = Group C – Channel 1 9 = Group C – Channel 2 10 = Group C – Channel 3 11 = Group C – Channel 4 12 = Group D – Channel 1 13 = Group D – Channel 2 14 = Group D – Channel 3 15 = Group D – Channel 4	10 = Channel 11 – SDI 1 11 = Channel 11 – SDI 2 12 = Channel 11 – SDI 3 13 = Channel 12 – SDI 4	
	AUDIO_DESEMBEND_LOCKED	As	As	Information of audio channel presence for SDI inputs	Rd	0	1	1	1 : Locked	10 = Channel 11 – SDI 1 11 = Channel 11 – SDI 2 12 = Channel 11 – SDI 3 13 = Channel 12 – SDI 4	
RECORDING	RECORDING_MODE	Rm	Rm	Video Output display mode	Rd/Wr	0	3	0	0 = Output 1 1 = Output 2 3 = Outputs 1 and 2 (T/B)		
	RECORDING_IMAGE_ADJUST_POS_H	RI	RI	Horizontal position adjust	Rd/Wr	0	255	128	128 = neutral		
	RECORDING_IMAGE_ADJUST_POS_V	Rt	Rt	Vertical position adjust	Rd/Wr	0	255	128	128 = neutral		
	RECORDING_IMAGE_ADJUST_SIZE_H	Rw	Rw	Width adjust	Rd/Wr	0	255	128	128 = neutral		
	RECORDING_IMAGE_ADJUST_SIZE_V	Rh	Rh	Height adjust	Rd/Wr	0	255	128	128 = neutral		
OSD	OSD_ENABLE	OE	OE	Enable OnScreen display on the preview output	Rd/Wr	0	1	0			
	OSD_NB_MAX_FIELDS	ON	ON	Maximum displayable fields depending on the output horizontal resolution	Rd	0	255	0			

COMMAND LIST FOR EKS-500 version 4.00 VERV 42

Group	Name	Cmd	Resp	Description	Read / Write	Min Value	Max value	Default value	Values	Index #1	Index #2
	OSD_DISPLAYED_FIELDS	OK	OK	Bitfield indicating the displayed fields	Rd/Wr	1	65535	1	Bit 0 : Layer name Bit 1 : input linked to the layer Bit 2 : Transparency Bit 3 : Border style Bit 4 : Opening effect Bit 5 : Closing effect Bit 6: Smooth Move Bit 7 : Keying type		