

## CASIO DATA PROJECTOR RS-232C Control

You can use the YK-5 serial conversion cable to connect the projector to a computer with a commercially available serial cable (straight) and control the projector from the computer.

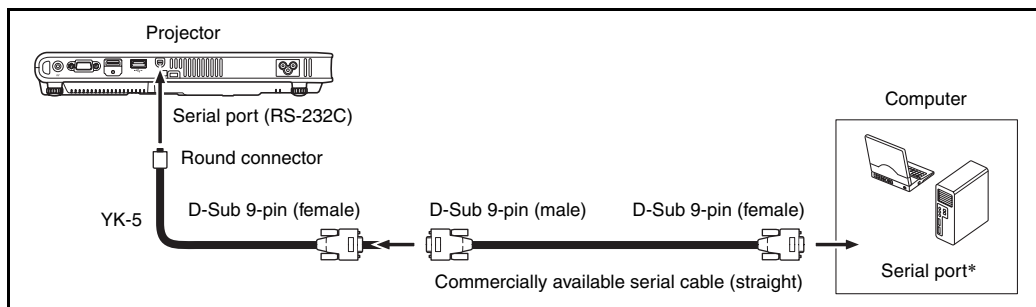
Be sure to read the user's guide that comes with the projector and the YK-5 User's Guide before trying to perform any of the operations provided here.

Keep these instructions in a safe place for future reference.

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### ■ Connecting the Projector to a Computer

Connect the projector to the computer as shown in the illustration below.



\* A D-Sub 9-pin (male) type connector is standard for computer serial ports, but there may be cases where the shape of a particular computer's connector is different. For details about connecting a commercially available serial cable to your computer, see the user documentation that comes with it.

### ■ Using Control Commands

This section explains the commands that are used to control the projector from a computer.

#### Important!

- The commands that will be available to you depend on your projector model. Refer to your projector's User's Guide for information about the menu items and button functions supported by your projector.  
Example: Some models do not support "Lamp Time Reset".

#### Command Send Format

Communication Protocol	Configure your computer's serial port with the following settings.	
	Data Rate	19200bps
	Data Bit	8bit
	Parity	None
	Stop Bit	1bit
	Flow Control	None
Read Command	Send this command when you want information about the current setup of the data projector.	
	Send Format	(<command name>?)
	Receive Format	(<applicable command setting range>,<current setting>)
	Command Send Example	[[M0L?]] sent from the computer to the projector. ↓ [[0-50,35]] returned from the projector to the computer.
Write Command	Send this command to control the data projector (power on/off, etc.) and to write data to it.	
	Send Format	(<command name><setting value>)
	Command Send Example	[[M0L0]] sent from the computer to the projector. ↓ Projector volume setting becomes 0 (mute).

- See the "Command List" for details about command names and settings.
- All commands use ASCII characters and decimal format integers.
- The projector will return a question mark (?) when it is sent a command it cannot recognize.
- Generally, the projector will ignore anything that is not a valid setting. However, in the case of a setting like VOL (volume) that has a range (defined by minimum and maximum values), sending a value that is outside the specified range will change the setting to its maximum value.
- If the projector is performing a process initiated by a previously sent command, a projector key operation, or a remote controller key operation, send of the next command must wait until the projector completes the previous process.

#### Command List

- Except for the following functions, read and write cannot be performed while the projector is turned off.
  - Power on/off: Read
  - Power on: Write
  - Get lamp time: Read
  - Reset lamp time: Write (Only when the lamp reset time exceeds 2100 hours)
- Input of a valid signal must be in progress in order to use a command to turn on blank screen or change the aspect ratio.

R: Read enabled W: Write enabled

Function	Command Name	RW	Settings
<b>Power On/Off:</b> After turning off a model that requires cool down, you must wait until the projector cools down before turning power back on again. After power on, wait at least one minute before turning power off.	PWR	RW	0: Off, 1: On
<b>Input Switching:</b> 0: Switches the input source to the COMPUTER terminal and changes the COMPUTER terminal setting to RGB. 1: Switches the input source to COMPUTER terminal and changes the COMPUTER terminal setting to component. 2: Switches the input source to Video. 5: Switches the input source to USB. This setting is supported only when the projector is equipped with a USB function and the USB application is running. 6: Switches the input source to COMPUTER terminal and changes the COMPUTER terminal setting to Auto.	SRC	RW	0: RGB, 1: Component, 2: Video, 5: USB, 6: Auto (RGB/Component), 7: HDMI, 8: Wireless
<b>Blank Screen:</b> Switches the blank screen on or off.	BLK	RW	0: Off, 1: On
<b>Volume:</b> Specifies a value to adjust the volume level. This setting is applied to the input source signal that is currently being projected by the projector.	VOL	RW	0 to 50 (or 0 to 30)*1
<b>Color Mode:</b> Selects the color mode.	PST	RW	0: Presentation, 1: Graphics, 2: Theater, 3: Standard, 4: Blackboard, 5: Game
<b>Aspect Ratio:</b> Specifies the aspect ratio.	ARZ	RW	0: Normal*2, 1: 16:9, 2: Normal*3, 3: Letter Box, 4: Full, 5: True, 6: 4:3
<b>Optical Zoom Shift:</b> Shifts the optical zoom setting by one step.	OZM	W	0: No change, 1: Shifts one step towards wide, 2: Shifts one step towards tele
<b>Optical Focus Shift:</b> Shifts the optical focus setting by one step.	OFC	W	0: No change, 1: Shifts one step towards near, 2: Shifts one step towards far
<b>Get Lamp Time:</b> Gets the lamp time from the projector.	LMP	R	0- Unit: Hours
<b>Lamp time Reset:</b> Resets the lamp time. Lamp time can be reset only when it exceeds 2100 hours and projector power is turned off.	LRT	W	0: Do not reset, 1: Reset

\*1 The range depends on the projector.

\*2 Input source: RGB or HDMI (PC)

\*3 Input source: Video, component or HDMI (DTV)