Radiance Tech Tip 11
RS232 Command Interface

Serial RS232 Command Interface

Usage

The RS232 serial interface can be used to control the operation of the Radiance or allow the Radiance to do some simple control of another device. To connect the Radiance to a PC, or another device, use a standard RS232 null modem cable.

*NOTE: Some commands require a single ASCII carriage return character, which is shown as "<CR>". However, many commands do not need, and should **not** include, a <CR> character, and if one is sent it will bring up the Info page. If the Info page is coming up when commands are sent eliminate the unnecessary <CR> characters, or disable this feature by entering "MENU 0927" and doing a "Save".*

The commands that require a carriage return are listed with a "<CR>" at the end of the command. You can use either a carriage return or "{" as a command terminator.

Any character outside the legal range for characters (Hex 20 to Hex 7A) will act as a terminator. Characters above Hex 7F are masked with "0x7F".

All commands to query the status of the Radiance begin with "ZQ", followed by another character (currently 'I','S','O'), and then followed by a two-digit decimal code. No terminating characters are used with the query commands

The query response always begins with '!' followed by the last 3 characters of the query request, followed by the data for the query using commas to separate, followed by "<CR><LF>".

NOTE: The Ack/Nack response (!Y or !N) is terminated differently as <LF> <CR> (0xa 0xd).

For the Radiance Pro, all commands listed in this document are implemented in Software Rev 121117 and later. For older Radiance models all commands that apply are implemented in the latest release on the update page. Older commands that have been superceded are shown grayed out.

Port Settings

- 9600 Baud
- 8 data bits
- No parity bit
- One stop bit
- No flow control

Connections

- Pin 2 – Receive
- Pin 3 – Transmit
- Pin 5 and connector shell – Ground

RS-232 Power OnMessage/OffMessage

Power On/Off Message that can be used to control another device. The power On/Off message can be used to send an ASCII string out the RS-232 port to turn on or off a display. NOTE: Turning "On" RS-232 power OnMessage/OffMessage in the Radiance menu, turns off echoing of the original query command. The query response will still be sent. The command is:

MENU → Other → OnOff Setup→ (On Message, Off Message)

Message Control

Set baud rate, parity and gap for the Power On/Off Message. The command is:

`MENU → Other → OnOff Setup→ Message Ctl

On Screen Display Message

You can enable or disable the input display that is shown at the bottom of the screen when you change inputs and input aspect ratio. This may be useful if you have a control system to eliminate this OSD on an input or input aspect ratio selection. The command is (make sure to do a Save after):

MENU → Other → Menu Control→ OSD Enable

Echo command

When Echo is set to "On", the Radiance will echo all characters sent to it.

When Echo is set to "Off", the Radiance will only send a message at power on/off.

When Echo is set to "Off with Status", the status for power or input changes are in the same format as the response to status query commands ZQS02 or ZQI00.

Also see the "ZE" command.

NOTE: *Lumagen recommends using "Echo = On" (the default).If set to Off it may affect the ability to do software updates.*

The command is:

MENU → Other → I/O Setup→ RS-232 Setup→ Echo→ (Off, Off with Status, On)

Optional start/end delimiters for RS232 commands

When Delimiter Mode is set to "On" or "On with Ack/Nack", the Radiance accepts RS232 commands in the format "#<command><CR>". Start is '#'. End is <CR> or a terminator. Any character outside the legal range for characters, Hex 20 to Hex 7A will act as a terminator. Characters above Hex 7F are masked off with "x7F". Commands that already end with a <CR> do not need a second <CR>.

NOTE: *Lumagen recommends Delimiter Mode = Off. This works reliably and is easier to implement.*

When Delimiters is set to "On with Ack/Nack", an ack or nack will be given per command. Ack = "!Y", Nack="!N". An ack is given when a '#',<CR> pair is seen with at least one character in between. A nack is generated if unmatched start/end delimiters are seen or if a '#',<CR> pair is sent with nothing in between. The ack does not indicate whether the character(s) in between '#',<CR> represented a valid command.

NOTE: *The Ack/Nack response (!Y or !N) is terminated differently as <LF> <CR> (0xa 0xd).*

When Delimiters is set to "On with Csum & Ack/Nack" the Radiance accepts commands in the format:"#NcommandCC<CR>", where N is a command count from 0-9 (10 just wraps back to 0), and CC is an 8 bit checksum of the previous chars in the command (.ie "#0ZQS008E<CR>" is a correctly formatted command with a valid checksum). Acks ("!Y") are sent by the Radiance only when commands are received with matching checksums in this mode. The command count is included in the checksum but is not verified to be incrementing so it can be left unchanged from one command to the next if desired. The command is:

MENU → Other → I/O Setup→ RS-232 Setup→ Delimiters→ (Off, On, On with Ack/Nack)

Unsolicited Reporting of Mode Changes

You can enable RS-232 reporting of mode changes. This is useful for control systems that need to take action when a mode change occurs that was not initiated by the control system. If enabled, when a mode change that would be reported by current selection occurs the Radiance will send a string reporting the new mode information as if an RS-232 query command was sent. "Full v4" uses the ZQI24 response and is only available for Radiance Pro models. "Full" uses the ZQI21 response and is only available on Radiance 2XXX and Radiance Pro models. "Output" uses the ZQO01" response. "Input" sends two responses on a mode change (ZQI01 followed by ZQI18). The command is:

MENU→Other→I/O Setup→RS-232 Setup→Report mode changes→(Off, Input, Output, Full,

Fullv2, Fullv3, Fullv4)

ASCII Command List

Remote	RS232-ASCII	Description
ON	%	Power on
STBY	$	Power to standby
MENU	M	Activate menu
EXIT	X	Exit. Often acts as a cancel key
HELP	U	Displays on-screen help for highlighted menu item.
CLR	!	Force menu off (i.e. can use to assure menu is off for input selection)
INPUT	i	Choose input (i.e. i2 for input 2 and i+2 for input 12)
ZONE	L	Output zone select
ALT	#	Alternate use of key. Example: ALT then 2.35 for 2.40 input aspect.
PREV	P	Display previous input
PIP-OFF	e	PIP off
PIP-SEL	p	PIP select
PIP-SWAP	r	PIP swap
PIP-MODE	m	PIP mode
OK	k	Accept command
OK	<CR>	Accept command (uses the PC "Enter" key notated as <CR>)
<	<	Left arrow ("less-than" key on keyboard)
>	>	Right arrow ("greater-than" key on keyboard)
v	v	Down arrow (lower-case v, as in "vote")
^	^	Up arrow (shift 6 key on keyboard)
0	0	Enter the digit 0
1	1	Enter the digit 1
2	2	Enter the digit 2
3	3	Enter the digit 3
4	4	Enter the digit 4
5	5	Enter the digit 5
6	6	Enter the digit 6
7	7	Enter the digit 7
8	8	Enter the digit 8
9	9	Enter the digit 9
10+	+	Add 10 to the next digit entered
NLS	N	Non Linear-Stretch. Send source aspect first then send NLS
4:3	n	Select 4:3 input source aspect. Use previous zoom setting.
4:3NZ	[	Select 4:3 input source aspect. No zoom.
LBOX	l	Select 4:3 letterbox input source aspect. Use previous zoom setting.
LBOXNZ	]	Select 4:3 letterbox input source aspect. No zoom
16:9	w	Select 16:9 input source aspect. Use previous zoom setting.
16:9NZ	*	Select 16:9 input source aspect. No zoom.
1.85	j	Select 1.85 input source aspect. Use previous zoom setting.
1.85NZ	/	Select 1.85 input source aspect. No zoom.
1.90	A	Select 1.90 input source aspect. (Radiance Pro only)
2.00	C	Select 2.00 input source aspect. (Radiance Pro only)

Remote	RS232-ASCII	Description
2.20	E	Select 2.20 input source aspect. (Radiance Pro only)
2.35	W	Select 2.35 input source aspect. Use previous zoom setting.
2.35NZ	K	Select 2.35 input source aspect. No zoom.
2.40	G	Select 2.40 input source aspect. (Radiance Pro only)
MEMA	a	Select MEMA
MEMB	b	Select MEMB
MEMC	c	Select MEMC
MEMD	d	Select MEMD
	g	Onscreen messages on
	s	Onscreen messages off
	V	Auto Aspect Disable (Radiance Pro only)
	~	Auto Aspect Enable Radiance Pro only)
Save	S	Shortcut to do a Save. To save, send Save and then OK
HDR	Y	Show HDR Parameter menu. (Radiance Pro only)
Pattern	H	Show test pattern. (Radiance Pro only)
	_ (underscore)	Underscore is a no-operation character and is always ignored
	tXMM *use ZY7T instead*	Test Pattern command-- X is a letter 'a'-'p' corresponding to the 16 available test patterns. MM: 0-10 corresponds to 10%-100% stepping by 10%. MM: 11-20 corresponds to 5%-95% stepping by 10%. Sending 'X" will exit. "TaMM"=Crosshatch "TbMM"= Overscan (always displayed as 100 IRE) "TcMM"= Contrast (always displayed as 100 IRE) "TdMM"= Every other Hline (always displayed as 100 IRE) "TeMM"= Every other Vline (always displayed as 100 IRE) "TfMM"= Ramp (always displayed as 100 IRE) "TgMM"= White Window "ThMM"= White Solid "TiMM"= 75% Colorbars (always displayed as 75 IRE) "TjMM"= Red Solid "TkMM"= Green Solid "TlMM"= Blue Solid "TmMM"= Yellow Solid "TnMM"=Cyan Solid "ToMM"= Magenta Solid "TpMM"= Contrast2 (always displayed as 100 IRE) "TqMM"= Red Window "TrMM"= Green Window "TsMM"= Blue Window "TtMM"= Yellow Window "TuMM"= Cyan Window "TvMM"= Magenta Window
	tA *-also see: tR, ZY7T*	Set Adjustable test pattern mode-- Test patterns are then affected by output CMS settings to calibrate video with the Radiance.
	tR *-also see: tA, ZY7T*	Set Reference test pattern mode-- Test patterns only affected by output PC/Video setting allowing to calibrate picture with the displays controls.
	ZB<X> *-also see: ZC,ZT*	Define Block character-- The character X will be displayed as a solid block "█" in on-screen messages. Can be used to display control settings (.ie volume control)
	ZC *-also see: ZT, ZB*	Clear-- Clear any onscreen message
	ZD<0,1,2,3>	Set Delimiters-- 0=off, 1=on, 2=on with ack/nack, 3=on with checksum and ack/nack.

Remote	RS232-ASCII	Description
	ZE<0,1,2> -*See page 2: "Echo command".*	Set Echo-- 0=echo off, 1=echo on (default), 2=echo off with status.
	ZQI00	Basic input info-- returns (logical input#1-18, input memory a-d, physical input #1-18). Example response: "!I00,1,A,1<CR><LF>" for logical input 1, MemA, physical input 1
	ZQI01	Input video-- returns (0=none,1=video active,2=testpat active}, vert rate *100, horiz res, vert res, interlaced, (0=off, 2=frame packed, 4=top-bottom, 8=side-by-side), input 3D type ((0=off, 2=frame packed, 4=top-bottom, 8=side-by-side)). Example response: "!I01,1,5992,720,480,1,0 <CR><LF>" for active 480i video 3D off.

	ZQI02
	
	also see: ZY7T
		Input pattern info-- returns ({On=1,Off=0}, pattern group 'a'-'o', sub pattern #, IRE level 0-100, A/R for adjustable or reference patterns). Example response: "!I02,1,a,1,100,R<CR><LF>" for overscan test pattern on and set to overscan at 100 IRE and reference levels. Note: the letters returned by the newer "ZQ102" query command don't match the letters used in the older "TxMM" test pattern rendering command.
		
		"a,0"=Crosshatch, "a,1"=Overscan, "a,2"=AspectSquares, "b,0"=Contrast1, "b,2"=Contrast2, "b,3"=BlkRamp, "b,4"=LowClip, "b,5"=WhtRamp, "b,6"=HiClip, "b,7"=Targets, "b,8"=Check, "b,9"=Icheck, "b,10"=VidBlack, "b,11"=VidWhite
		"c,0"=HLines, "c,1"=VlLines,
		"d,0"=Ramp,
		"e,0"=GrayWindowMed, "e,1"=GrayWindowSm, "e,2"=GraySolid,
		"f,0"=100%ColorBars, "f,1"=75%ColorBars,
		"g,0"=RedWindowMed, "g,1"=RedWindowSm, "g,2"=RedSolid,
		"h,0"=GrnWindowMed, "h,1"=GrnWindowSm, "h,2"=GrnSolid,
		"i,0"=BluWindowMed, "i,1"=BluWindowSm, "i,2"=BluSolid,
		"j,0"=YelWindowMed, "j,1"=YelWindowSm, "j,2"=YelSolid,
		"k,0"=CynWindowMed, "k,1"=CynWindowSm, "k,2"=CynSolid,
		"l,0"=MagWindowMed, "l,1"=MagWindowSm, "l,2"=MagSolid.
		"m,0"=DesaturatdRedWinMed, "m,1"=DesaturatedRedWinSm, "m,2"=DesaturatedRedWinSolid
		    Note: not in menu, control via RS232.
		"n,0"=DesaturatedGrnWinMed, "n,1"=DesaturatedGrnWinSm, "n,2"=DesaturatedGrnWinSolid
		    Note: not in menu, control via RS232.
		"o,0"=DesaturatedBluWinMed, "o,1"=DesaturatedBluWinSm, "o,2"=DesaturatedBluWinSolid
		    Note: not in menu, control via RS232.

	ZQI03 *NOTE: Replaced by ZQI18*	Output1 and Output2 config select for current input memory. Returns (Output1<0,1> disabled=0 enabled=1, Output2<0,1>, config select<0-7>) Example response: "!I03,1,0,3" would mean out1 is enabled, out2 is disabled, using output config3.
	ZQI04	Current input audio select-- returns (XX=0-5 HDMI, 6-11coax, 12-13 optical, 14-17 stereo)
	ZQI05 *	Current input black level-- returns (-64 to 64)
	ZQI06 *	Current input contrast level-- returns (–127 to 127)
	ZQI07 *	Current input color format-- returns (0=auto, 1=Bt.601, 2=Bt.709)
	ZQI08 *	Current input color offset-- returns (–127 to 127)
	ZQI09 *	Current input color red offset-- returns (–127 to 127)
	ZQI10 *	Current input color grn offset-- returns (–127 to 127)
	ZQI11 *	Current input hue offset-- returns (–127 to 127)
	ZQI12 *	Current input hue red offset-- returns (–127 to 127)
	ZQI13 *	Current input hue grn offset-- returns (–127 to 127)
	ZQI14 *	Current input YC delay-- returns(cr,cb) (-31 to 31) multiply by 1/16pixel
	ZQI15	Current input deinterlacing mode-- returns (0 for "auto", 1 for "film", 2 for "video")
	ZQI16	Current input vertical shift--returns (index,value). Index=0 is off,

Remote	RS232-ASCII	Description
		Index=1-15 is the index of current setting being used and value is the amount (-511-511).
	ZQI17	Current input reinterlacing status--returns (!I17X,Y,Z) where X = 1/0 (enable/off) , Y = 1/0 (allow/disallow) <,> key control, Z= 1/0 (reinterlacing currently active / not active).
	ZQI18	Output configuration selected by input resolution and memory. Response= "!I18,O,T,M,D,C,S": O= out1 on/off status (1/0), T= out2 on/off status (1/0), M= output mode (C<0-7> for one of eight output configurations or D<mode_name> for a directly selected standard mode), D= output 3D type (0=off, f=auto, 1=frame seq, 2=frame packed, 4=top-btm, 8=side-by-side), C= CMS <0-7>, S= Style <0-7>.
	ZQI19 *use ZQI20 instead*	Input aspect: Response= 0-9. 0=4:3, 1=LBOX, 2=1.78, 3=1.85, 4=2.35, 5=4:3 NLS, 6=LBOX NLS, 7=1.78 NLS, 8=1.85 NLS, 9=2.35 NLS
	ZQI20	Input aspect (recommended version). Response= "!I20,XY": "X"= {0,1,2,3,4,5,6,7,8,9} corresponding to current input aspect (4:3,LBOX,16:9,1.85,2.35,rsvd,rsvd,rsvd,ALT-1.85,ALT-2.35), "Y"= 'N' if NLS is enabled or '-' if NLS is not enabled. Note: ALT-2.35 is 2.40 Input aspect, and ALT-1.85 is 1.85 input aspect letterboxed in 1.78.

	ZQI21	Radiance 2XXX and Radiance Pro only. Full information query ("Full" for unsolicited status output)-- Response= "!I21,M,RRR,VVVV,D,X,AAA,SSS,Y,C,B,PPP,QQQQ,ZZZ":
		    M= Input status (0 = no source, 1 = active video, 2 = internal pattern)
		    RRR= Source vertical rate (e.g. 059 for 59.94, 060 for 60.00)
		    VVVV= Source vertical resolution (e.g. 1080 for 1080p)
		    D= 3D mode (0,1,2,4,8)
		    X= Input config number (always =0 for non-Pro models)
		    AAA = Output raster aspect (e.g. 1.78 for 16:9)
		    SSS = Source aspect (e.g. 235 for 2.35)
		    Y= NLS active ('-' for normal, 'N' for NLS)
		    T= 3D output mode (0,1,2,4,8)
		    WWWW= Output on. 16 bit hex, b0 to 15 for out 1 to 16. Bit=1 if on
		    C= Output CMS selected (0 to 7)
		    B= Output style selected (0 to 7)
		    PPP= Output vertical rate, (e.g. 059 for 59.94, 060 for 60.00)
		    QQQQ= Output vertical res (e.g. 1080 for 1080p)
		    ZZZ= Output aspect (e.g. 178 for 16:9)

	ZQI22	Radiance Pro only. Full information query ("Full v2" for unsolicited status output)-- Response = "!I22,M,RRR,VVVV,D,X,AAA,SSS,Y,T, WWWW,C,B,PPP,QQQQ,ZZZ,E,F,G,H":
		    M= Input status (0 = no source, 1 = active video, 2 = internal pattern)
		    RRR= Source vertical rate (e.g. 059 for 59.94, 060 for 60.00)
		    VVVV= Source vertical resolution (e.g. 1080 for 1080p)
		    D= 3D mode (0,1,2,4,8)
		    X= Input config number for current input resolution
		    AAA = Output aspect (e.g. 1.78 for 16:9)
		    SSS = Source aspect (e.g. 235 for 2.35)
		    Y= NLS active ('-' for normal, 'N' for NLS)
		    T= 3D output mode (0,1,2,4,8)
		    WWWW= Output on. 16 bit hex, b0 to 15 for out 1 to 16. Bit=1 if on
		    C= Output CMS selected (0 to 7)
		    B= Output style selected (0 to 7)
		    PPP= Output vertical rate, (e.g. 059 for 59.94, 060 for 60.00)
		    QQQQ= Output vertical res (e.g. 1080 for 1080p)
		    ZZZ= Output aspect (e.g. 178 for 16:9)
		    E= Output Colorspace (0,1,2,3 for 601, 709, 2020, 2100 respectively)
		    F= Current input dynamic range (0 = SDR, 1 = HDR)
		    G= Current input Mode ("i" = interlaced, "p" = progressive, "-" = no Input)
		    H= Output Mode. ("I" = interlaced, "P" = progressive)

	ZQI23
	-Added 041120
		Radiance Pro only. Full information query ("Full v3" for unsolicited status output)-- Response = "!I23,M,RRR,VVVV,D,X,AAA,SSS,Y,T, WWWW,C,B,PPP,QQQQ,ZZZ,E,F,G,H,II,KK":
		    M= Input status (0 = no source, 1 = active video, 2 = internal pattern)
		    RRR= Source vertical rate (e.g. 059 for 59.94, 060 for 60.00)
		    VVVV= Source vertical resolution (e.g. 1080 for 1080p)
		    D= Source 3D mode (0,1,2,4,8)

Remote	RS232-ASCII	Description
		X= Active input config number for current input resolution AAA= Source raster aspect (e.g. 178 for HD or UHD) SSS= Source content aspect (e.g. 240 for 2.40) Y= NLS active ('-' for normal, 'N' for NLS) T= 3D output mode (0,1,2,4,8) WWWW= Output on. 16 bit hex, b0 to 15 for out 1 to 16. Bit=1 if on C= Active Output CMS (0 to 7) B= Active Output Style (0 to 7) PPP= Output vertical rate, (e.g. 059 for 59.94, 060 for 60.00) QQQQ= Output vertical resolution (e.g. 1080 for 1080p) ZZZ= Output aspect (e.g. 178 for 16:9) E= Output Colorspace (0,1,2,3 for 601, 709, 2020, 2100 respectively) F= Source dynamic range (0 = SDR, 1 = HDR) G= Source Mode ("i" = interlaced, "p" = progressive, "-" = no Input) H= Output Mode. ("I" = interlaced, "P" = progressive) II= Virtual Input selected by remote/RS232 command (1 to 19) KK= Physical Input selected for current virtual input (1 to 19)
	ZQI24 -Added 050221	Radiance Pro only. Full information query ("Full v4" for unsolicited status output)-- Response = "!I23,M,RRR,VVVV,D,X,AAA,SSS,Y,T, WWWW,C,B,PPP,QQQQ,ZZZ,E,F,G,H,II,KK,JJJ": M= Input status (0 = no source, 1 = active video, 2 = internal pattern) RRR= Source vertical rate (e.g. 059 for 59.94, 060 for 60.00) VVVV= Source vertical resolution (e.g. 1080 for 1080p) D= Source 3D mode (0,1,2,4,8) X= Active input config number for current input resolution AAA= Source raster aspect (e.g. 178 for HD or UHD) SSS= Source content aspect (e.g. 240 for 2.40) Y= NLS active ('-' for normal, 'N' for NLS) T= 3D output mode (0,1,2,4,8) WWWW= Output on. 16 bit hex, b0 to 15 for out 1 to 16. Bit=1 if on C= Active Output CMS (0 to 7) B= Active Output Style (0 to 7) PPP= Output vertical rate, (e.g. 059 for 59.94, 060 for 60.00) QQQQ= Output vertical resolution (e.g. 1080 for 1080p) ZZZ= Output aspect (e.g. 178 for 16:9) E= Output Colorspace (0,1,2,3 for 601, 709, 2020, 2100 respectively) F= Source dynamic range (0 = SDR, 1 = HDR) G= Source Mode ("i" = interlaced, "p" = progressive, "-" = no Input) H= Output Mode. ("I" = interlaced, "P" = progressive) II= Virtual Input selected by remote/RS232 command (1 to 19) KK= Physical Input selected for current virtual input (1 to 19) JJJ= Detected input aspect, .ie 240 for 2.40. **NOTICE:** When writing a parser for this command allow for future comma delimited fields being added at the end of the response.
	ZQI30	Query sharpness setting—Returns values corresponding to the YZ521ELS command.
	ZQI50	Radiance Pro only. Query for Rec 2020 support for the display connected to the main video output—Output 4 on the 44XX and Output 2 on the 42XX. Response is "!I50,R" where R= 'Y' or 'N'
	ZQI51	Radiance Pro only. Query HDR test pattern Info Frame data (returns set values even if not activated by ZY547). Response is "!I51,P0X, P0Y,P1X,P1Y,P2X,P2Y,WPX,WPY,MAX,MIN,CLL,FALL" where P0,1,2 are the display primary points, WP is the white point, MAX & MIN are max and min mastering luminance values, CLL is the max content light level, FALL is the max frame average light level. See ZY540-ZY546 for setting values. Also see CEA 861.3 for definition of values.
	ZQI52	Radiance Pro only. HDR status-- Response is "V,Min,Max,Cll". V=0 if source is not HDR (Min, Max, Cll would read ".0000,0,0") V=1 if source is HDR (Min, Max, Cll gives the source Min, Max and maxCll values)
	ZQI53	Gamemode query-- returns (0=off, 1=on)
	ZQO00	Basic output info-- returns (current output config 0-7, video on for out1, video on for out2, audio on for out1, audio on for out2). Example response: "!O00,1,1,0,1,1<CR><LF>" output cfg = 1, video out1 is on, video out2 is off, audio out1 is on, audio out2 is on.

Remote	RS232-ASCII	Description
	ZQO01	Output mode-- returns (vertical rate * 100, horiz res, vert res, interlaced, (0=off, 1=frame seq, 2=frame packed, 4=top-bottom, 8=side-by-side)). Example response: "!O01,5994,1920,1080,0,0<CR><LF>" for a default 1080p 3D off output mode.
	ZQO02	Output aspect-- returns (current output aspect, followed by 5 output aspects for input aspects 4:3,Letterbox,16:9,1.85,2.35) 110-250 corresponds to 1.10 - 2.50
	ZQO03	Output shrink-- returns (top,left,bottom,right) 000-255 pixels (decimal)
	ZQO04 *also see: ZY40*	Output gamma-- returns current gamma (80-140) corresponding to .80 - 1.40.
	ZQO05 *also see: ZY412*	Output color gamut enabled-- returns (1 if enabled, 0 if disabled)
	ZQO06 *use ZQO30 instead*	Output color gamut AddR values-- returns (r,g,b,yellow,cyan,magenta,white) values are 0-1024
	ZQO07 *use ZQO30 instead*	Output color gamut AddG values-- returns (r,g,b,yellow,cyan,magenta,white) values are 0-1024
	ZQO08 *use ZQO30 instead*	Output color gamut AddB values-- returns (r,g,b,yellow,cyan,magenta,white) values are 0-1024
	ZQO09 *also see: ZQO89*	Output color temp-- returns (IRE points 0-10) the 11 values are in range 0-1000, corresponding to 0-100.0 (ZQO89 returns pts 11-20)
	ZQO10 *also see: ZQO90*	Output color temp-- returns (R points 0-10) the 11 values are in range 0-1000, corresponding to 0-100.0 (ZQO90 returns pts 11-20)
	ZQO11 *also see: ZQO91*	Output color temp-- returns (G points 0-10) the 11 values are in range 0-1000, corresponding to 0-100.0 (ZQO91 returns pts 11-20)
	ZQO12 *also see: ZQO92*	Output color temp-- returns (B points 0-10) the 11 values are in range 0-1000, corresponding to 0-100.0 (ZQO92 returns pts 11-20)
	ZQO13	Output color settings-- returns (color,color red, color grn) values are in range -127 to 127
	ZQO14	Output hue settings-- returns (hue,hue red, hue grn) values are in range -127 to 127
	ZQO15	Output black and contrast-- returns (black,contrast), black is -64 to 64, contrast is -127 to 127
	ZQO16	Output mode name-- Names are same as seen in the menu under Output:Configs:ConfigX:Select Mode. Corresponds to the "ZY44" set output mode by name command.
	ZQO17	Output ctemp points-- returns number of ctemp points (2, 5, 11, 12, 21)
	ZQO20 *-added 090512* *-also see: ZQO30, ZY415*	3D LUT capability-- Returns the maximum dimensions of the LUT. Example response is "!O20,NN,PP" where NN is the dimension of the LUT. For the RadianceXS this is "05" (5x5x5 LUT). PP is the length of the LUT color values in bits, for the Radiance this is "10" bits. Maximum values are PP bits + 1. So for 10 bit values the maximum value is 1024 (0x400). The default values at the black corner (address 0,0,0) are 64,64,64 and for the white corner 940,940,940.
	ZQO21 *-added 081413* *-also see: ZQO20, ZY416*	Current 3D LUT size-- Returns "01", "05", "09" or "17" corresponding to 8 pt (primary and secondary points only), 5x5x5, 9x9x9 or 17x17x17 gamut sizes. Example response is "!O21,NN" where NN is the current dimension of the LUT.
	ZQO30XXYYZZ *-added 090512* *-also see:ZQO20, ZY415*	3D LUT value-- XX,YY,ZZ are addresses in the 3D cube. XX is along the red axis, YY the green axis and ZZ the blue axis. Range for the device corresponds to the currently selected LUT size. If the LUT size is 5 the range for the address is 00-04, corresponding to 0,25,50,75, 100% of the video range. If the LUT size is 9x9x9 the range is 00-08. Command returns: "!O30,rrrr,gggg,bbbb" where rrrr,gggg,bbbb are the red,green blue hex values at the location. For 10 bit values this is a range of x0000-x0400.
	ZQO89 *also see: ZQO09*	Output color temp-- if using 12 pt returns (IRE point 12), If using 21 pt returns (IRE points 11-20), the value is in range 0-1000, corresponding to 0-100.0 (ZQO09 returns pts 0-10)
	ZQO90 *also see: ZQO10*	Output color temp-- if using 12 pt returns (R point 12), If using 21 pt returns (R points 11-20), the value is in range 0-1000, corresponding to

Remote	RS232-ASCII	Description
		0-100.0 (ZQO10 returns pts 0-10)
	ZQO91 *also see: ZQO11*	Output color temp-- if using 12 pt returns (G point 12), If using 21 pt returns (G points 11-20), the value is in range 0-1000, corresponding to 0-100.0 (ZQO11 returns pts 0-10)
	ZQO92 *also see: ZQO12*	Output color temp-- if using 12 pt returns (B point 12), If using 21 pt returns (B points 11-20), the value is in range 0-1000, corresponding to 0-100.0 (ZQO12 returns pts 0-10)
	ZQS00	Alive-- returns ("!S00,Ok<CR><LF>") if working
	ZQS01	Id-- returns (model name, software revision, model#, serial #) Example response: "!S01,RadianceXD,102308,1009,745<CR><LF>". Radiance XD model number is 1009, XE will be 1010
	ZQS02	Power-- returns (Off="!S02,0<CR><LF>" ,On="!S02,1<CR><LF>")
	ZQS03	Zoom step%-- returns (current zoom step) values are 5,15
	ZQS04	Output trigger status for triggers 1 and 2-- returns (0 for low, 1 for high) Note: Only available on units with output triggers
	SQS1XY	Label query-- X is a character that determines which label you're querying. If X = 'A','B','C' or 'D' then the request is for an input label and 'A'-'D' is the input memory requested. Y is then the input number - 1 (so '0' for input 1). If X=1 then request is for custom mode label. Y is then 0-7 for the custom mode #. If X=2 then request is for CMS label. Y is then 0-7 for the CMS #. If X=3 then request is for style label. Y is then 0-7 for the style #. Example: send "ZQS1B5" which requests label for memory B of input 6. A response with default settings would be "!S1B,Input 6B"
	ZTMxxxx<CR> -*also see: ZB,ZC*	Print message on the screen-- M = '0' to '9'... '9' leaves message until "ZC" sent. 2 lines, 30 characters per line, legal characters " through 'z' (0x20 - 0x7a in hex), a carriage return or '{' can be used to terminate message. ASCII extended characters set solid block for use as a volume bar.
	ZWxxx<CR>	Delay rs232 command processing-- The delay xxx, in milliseconds, can be up to 30000 for a 30 sec delay. For example you can send the power on command, wait 5 seconds, then put up a message.
	ZYSX<CR> -*115-460kb added 081514*	Set rs232 baud rate-- X='D', 'M', 'F', '1', '2', '3' for default 9.6k, 28.8k, 57.6k, 115.2k, 230.4k, 460.8k baud. Baud rate should be returned to the default 9.6k before attempting to use any Lumagen utilities.
	ZY0M<CR>	Set zoom factor to M-- Where M can be 0-2 (or 0-7 if zoom is set for 5% steps)
	ZY1MMM<CR> -*also see: ZY45*	Set output aspect ratio to MMM for all input aspects--. Where the valid range is 110-250 which corresponds to 1.10 to 2.50.
	ZY2MMMNNNOOOPPP<CR>	Set output shrink parameters-- Where MMM=top, NNN=left, OOO=bottom, PPP=right edge. Range is 0-255 for each.
	ZY3<1,2><H,L><CR>	Sets trigger-- 1 or 2 either H=on or L=off. For RS-232 control of the trigger set the trigger setting in the Radiance menu to one of the RS232 control enabling options. (Trigger menu found under Other: I/O Setup: Trigger Out). Note: Only available on units with output triggers
	ZY40XXX<CR> *also see: ZQO04*	Set output color mgmt gamma-- XXX =080-140 which corresponds to 0.80 to 1.40
	ZY410CRXXXX<CR> *use ZY415 instead*	Set output color mgmt color gamut matrix--C=Column 0-6 corresponds to R,G,B,Y,C,M,W. R= Row=0-2 corresponds to AddR,AddG,AddB, XXXX is the value =0000-1024 (use leading 0's to always be 4 chars long).
	ZY411<CR>	Set output color mgmt-- reset color gamut of currently selected CMS to default values and 8 point mode.
	ZY412<0,1> <CR>	Set output color mgmt-- 3D color gamut enable, 0=disable, 1=enable
	ZY413XX<CR>	Set output color mgmt-- set number of points for 2D LUT (aka grayscale), XX=11, 12, 21. This affects allowable range for <PP> in ZY42 commands. Changing number of pts resets all pts to default value. 11pt=0,10...90,100 12pt=0,5,10,20...90,100 21pt=0,5...95,100 (IRE)

Remote	RS232-ASCII	Description
	ZY415XXYYZZCVVVV<CR> -added 090512 -also see: ZQO20,ZQO30	Set output color mgmt--Set 3D LUT value where XX,YY,ZZ are addresses in the cube. XX is along the red axis, YY the green axis and ZZ the blue axis. Range for the Radiance is 00-04, 00-08, 00-16 for the 5x5x5, 9x9x9, or 17x17x17 gamut mode. C is 0,1,2 indicating that we're writing the red, green or blue component at this location. VVVV is the hex value for the color component at the addressed location. For the Radiance 10 bit LUT the range is x0000-x0400. When this command is executed the Radiance will be set into the 125 point mode if it was in the 8 point mode.
	ZY416XX<CR> -x17 support added 081514	Select gamut size—Command only available & necessary if LUT capability is greater than 5x5x5. Set XX to 05, 09, 17 for 5x5x5, 9x9x9, or 17x17x17 gamut mode. 8 point mode is only selectable in the menu. If the Radiance firmware only supports up to 5x5x5 gamut, the gamut size will be set to 5x5x5 when any values are written to the LUT via RS232 commands. RadiancePro only- added optional 'M' field with values of 'S' for source gamma or 'L' for linear gamma. Source gamma is now the recommended setting if calibration software is up to date with this mode of operation.
	ZY416XXM<CR> - Pro support added 101416	Select gamut size—Command only available & necessary if LUT capability is greater than 5x5x5. Set XX to 05, 09, 17 for 5x5x5, 9x9x9, or 17x17x17 gamut mode. 8 point mode is only selectable in the menu. If the Radiance firmware only supports up to 5x5x5 gamut, the gamut size will be set to 5x5x5 when any values are written to the LUT via RS232 commands. RadiancePro only- added optional 'M' field with values of 'S' for source gamma or 'L' for linear gamma. Source gamma is now the recommended setting if calibration software is up to date with this mode of operation.
	ZY417XXXXXG<CR>	Set output HDR intensity mapping for current CMS-- For XXXXX, 00000=disable, 00050-10000 enables and sets display max level to XXXXX. These setting also in menu under Output: CMS's: CMSX: HDR Mapping. G can be 'A','H' or 'S' and is the setting for gamma into the 3D LUT, and should be 'A' for auto, 'H' for HDR gamma, 'S' for SDR gamma.
	ZY418CRRGGBB<CR> -added 041120 - also see: ZB, ZC, and ZT	Set RS232 message command colors and transparency (Radiance Pro only)—C=0,1,2. A 0=sets background color. 1=sets foreground color. 2=sets blend value. RRGGBB for foreground, background id RGB color were RR, GG, or BB is hexadecimal 00-ff (0-256) value. When setting blend value, only last B digit is used so range is 000001-00000f where 'f' is opaque messages and '1' is near transparent.
	ZYGXYZRRRGGGBBBB<CR> -added 081513 -also see: ZQO20,ZQO30	Shorter version of ZY415 command for writing values to the LUT-- X,Y,Z are addresses on red, green, blue axes. Range is 0-4, 0-8, 0-16 depending on selected gamut size. Since LUT address is a single character, 10-16 are represented by the characters :;<=>?@ respectively. RRRGGGBBB is the hex value for red, green, blue value at the point. Range is 0x000 - 0x400. Command will set Radiance into 125 point mode if it was in 8 pt mode.
	ZY42APPRRRRGGGGBBBB<CR>	Set output red, grn, blu for ctemp point PP-- (ZY413 setting affects the allowed range) 11pt PP=0-10, 12pt PP=0-11, 21pt PP=0-20, RRRR,GGGG,BBBB= value 0000-1000 corresponds to 000.0-100.0.
	ZY42APPRRRRRGGGGGBBBBB<CR> -Added 042120 (Radiance Pro only)	Set output red, grn, blu for ctemp point PP-- (ZY413 setting affects the allowed range) 11pt PP=0-10, 12pt PP=0-11, 21pt PP=0-20, RRRR,GGGG,BBBB= value 0000-1000 corresponds to 000.0-100.0. Precision increased to optionally allow 5 digits per color, in hundredths (e.g. 09025 is 90.25% out of 100%) Rounded to 12-bit precision.
	ZY42BPPXXXX<CR>	Set output blu for ctemp point PP-- (ZY413 setting affects the allowed range) 11pt PP=0-10, 12pt PP=0-11, 21pt PP=0-20, XXXX=value 0000-1000 corresponds to 000.0-100.0
	ZY42BPPXXXXX<CR> -Added 042120 (Radiance Pro only) -See ZY42A	Set output blu for ctemp point PP-- (ZY413 setting affects the allowed range) 11pt PP=0-10, 12pt PP=0-11, 21pt PP=0-20, XXXX=value 0000-1000 corresponds to 000.0-100.0. Optional 5th digit.
	ZY42DPP<CR>	Set output default for ctemp point PP-- (ZY413 setting affects the allowed range) 11pt PP=0-10, 12pt PP=0-11, 21pt PP=0-20
	ZY42GPPXXXX <CR>	Set output grn for ctemp point PP-- (ZY413 setting affects the allowed range) 11pt PP=0-10, 12pt PP=0-11, 21pt PP=0-20, XXXX=value 0000-

Remote	RS232-ASCII	Description
		1000 corresponds to 000.0-100.0
	ZY42GPPXXXX <CR> -Added 042120 (Radiance Pro only) - See ZY42A	Set output grn for ctemp point PP-- (ZY413 setting affects the allowed range) 11pt PP=0-10, 12pt PP=0-11, 21pt PP=0-20, XXXX=value 0000-1000 corresponds to 000.0-100.0. Optional 5th digit.
	ZY42IPPXXXXX<CR>	Set output IRE for ctemp point PP--(ZY413 setting affects the allowed range) 11pt PP=0-10, 12pt PP=0-11, 21pt PP=0-20, XXXX=value 0000-1000 corresponds to 000.0-100.0
	ZY42RPPXXXX<CR>	Set output red for ctemp point P-- (ZY413 setting affects the allowed range) 11pt PP=0-10, 12pt PP=0-11, 21pt PP=0-20, XXXX=value 0000-1000 corresponds to 000.0-100.0
	ZY42RPPXXXXX<CR> -Added 042120 (Radiance Pro only) -See ZY42A	Set output red for ctemp point P-- (ZY413 setting affects the allowed range) 11pt PP=0-10, 12pt PP=0-11, 21pt PP=0-20, XXXX=value 0000-1000 corresponds to 000.0-100.0. Optional 5th digit.
	ZY43CCSVVV<CR> *	Set out color-- S=sign<+,->, VVV = value<000-127>
	ZY43CRSVVV<CR> *	Set out color red-- S=sign<+,->, VVV = value<000-127>
	ZY43CGSVVV<CR> *	Set out color grn-- S=sign<+,->, VVV = value<000-127>
	ZY43HHSVVV<CR> *	Set out hue-- S=sign<+,->, VVV = value<000-127>
	ZY43HRSVVV<CR> *	Set out hue red-- S=sign<+,->, VVV = value<000-127>
	ZY43HGSVVV<CR> *	Set out hue grn-- S=sign<+,->, VVV = value<000-127>
	ZY43BLSVVV<CR> *	Set out black-- S=sign<+,->, VVV = value<000-064>
	ZY43COSVVV<CR> *	Set out contrast-- S=sign<+,->, VVV = value<000-127>
	ZY44<ModeName><CR>	Sets up the output mode by name-- Names are same as seen in the menu under Output:Configs:ConfigX:Select Mode. Corresponds to the "ZQO16" output mode name command.
	ZY45XMMM<CR> -also see: ZY1	Set output aspect to MMM for input aspect X-- X(0=4:3, 1=Lbox, 2=16:9, 3=1.85, 4=2.35) MMM<110-250> which corresponds to 1.10 to 2.50.
	ZY46F<CR>	Set output format-- F=0 YCB422, 1=YCB444, 2=RGBPC, 3=RGBVID, 8=automax, 9=auto9
	ZY46FC<CR> -added 022317	Expanded set output format command – F (0=YCB422, 1=YCB444, 2=RGBPC, 3=RGBVID, 8=automax, 9=auto9). C (0=auto,1= 601, 2=709,3=hdr2020, 4=sdr2020, 5=sdrP3). // add x8 for hdr flag to be enabled with colorspace 1,2,4 so C is set to 9,b,c to enable hdr flag with 601,709 or sdr2020
	ZY47X<CR>	Set 3D output for left, right or both eyes-- X (L=Left, R=Right, B=Both)
	ZY48X<CR>	Set 3D eyeglass polarity--X <-,+>
	ZY503XYZ<CR> -use ZY530 instead	Set input memories output config select-- Enable Output1 X<0,1> disable=0 enable=1, Enable Output2 Y<0,1>, Output Config Z<0-7>. When output is disabled it outputs 1080i blank video.
	ZY506SVVV<CR> *	Set input contrast level-- S=sign<+,-> VVV=value <000-127>
	ZY507X<CR> *	Set input color format-- 0=auto, 1=Bt.601, 2=Bt.709. SD inputs are fixed to Bt.601 and a setting of auto or Bt.709 is ignored.
	ZY508SVVV<CR> *	Set input color offset-- S=sign<+,-> VVV=value <000-127>
	ZY509SVVV<CR> *	Set input color red offset-- S=sign<+,-> VVV=value <000-127>
	ZY510SVVV<CR> *	Set input color grn offset-- S=sign<+,-> VVV=value <000-127>
	ZY511SVVV<CR> *	Set input hue offset-- S=sign<+,-> VVV=value <000-127>
	ZY512SVVV<CR> *	Set input hue red offset-- S =sign<+,-> VVV=value <000-127>
	ZY513SVVV<CR> *	Set input hue grn offset-- S=sign<+,-> VVV=value <000-127>
	ZY514SXXSYY<CR> *	Set input YC Delay-- S=Sign<+,->,XX=Cr delay <00-31> in 1/16 of a pixel, S=Sign<+,->, YY=Cb delay <00-31>
	ZY515X<CR>	Set input deinterlacing mode-- 0="auto", 1="film", 2="video"

Remote	RS232-ASCII	Description
	ZY5160XX<CR> ZY5161XXSVVV<CR>	Set input vertical shift-- Can just switch which vertical shift setting is being used with "ZY5160XX" where XX=0-15 (0 is off, 1-15 would be a vertical shift setting). With "ZY5161XXSVVV" you select which shift setting to use (XX) and also set the value (S=sign<+,->,VVV=value <-511,511>)
	ZY517GGGME<CR>	Darbee enhancement control-- GGG= gain with range of 000-120 or "KKK" to keep current value. Also GGG can be "+01" to "+99" or "-01" to "-99" for making relative changes. M= the mode and can be 'P'/'G'/'H' or 'K' which correspond to Pop/Game/HD modes or Keep current setting. E= enable with legal values being '0'/'1'/'K' for off/on or Keep current setting.
	ZY518PRRSCTGGBB<CR>	Set HDR mapping settings for current input memory- There are two groups of settings: "Source Max Light 2000" nits. 'P' selects which setting group to load, 0:load settings for SrcMax 2000. RR=display ratio adjust, RR range is 31-95 which corresponds to onscreen adjustment of -31 to +31, S=shape parameter, 0-7. C=clip parameter, 0-7. T=transition parameter, 0-7. GG=gamma adjust with range of 8-24, corresponding to onscreen adjustment of -8 to +8 (each step adjusts gamma by .02). BB= black adjust with range of 1-15, corresponding to onscreen adjustment of -7 to + 7.
	ZY520X<CR>	Toggle HDMI Hotplug-- useful to get sources to re-read EDID information and possibly change audio or video output formats. X =0-5 corresponds to HDMI input 1-6, 7 corresponds to all HDMI inputs. RadiancePro: X=0-7 or 'A' for All.
	ZY521ELS<CR> -Added 120420	Set both horizontal and vertical sharpness to +L-- E can be 'Y' or 'N' to enable, L can be '0'-'7' for level with 7 being most sharpening, and S can be 'H' or 'N' for high or normal sensitivity.
	ZY521EnHnVs<CR> -Added 052521	Set separate horizontal and vertical sharpness values-- 'n' is + or - , H & V are horz and vert sharpening levels 0-7
	ZY523X<CR>	Use remote right and left arrow buttons for reinterlace control-- X='0' disallows, X='1' allows, X='2' allows with onscreen messages.
	ZY524XY<CR>	Set input label-- custom mode, CMS, or style. X is a character that determines which label as follows. If X = 'A'-'D' setting input label for input mem A,B,C or D. Y is a char '0'-'7' corresponding to input 1-8. Label can be up to 10 characters. If X='0' then setting input label for mem A thru D. Y and label are as shown in single mem label command. If X='1' then setting label for custom mode. Y is a char '0'-'7' corresponding to custom mode 0-7. Label can be 7 chars in length. If X='2' then setting label for CMS. Y is a char '0'-'7' corresponding to CMS 0-7. Label can be 8 chars in length. If X='3' then setting label for style. Y is a char '0'-'7' corresponding to style 0-7. Label can be 8 chars in length. Example: send "ZY524A1Roku 2A" will set the label for input 2, mem A to be "Roku 2A".
	ZY530MCS<CR>	Set Output Mode: CMS and Style—M (K=keep current mode, 0-7 to select Output Mode 0-7), C (K=keep current CMS, 0-7 to select Output CMS 0-7) for non Rec2020, S (K=Keep current Style, 0-7 to select Output Style 0-7).
	ZY530MCDS<CR> -Added 071616 (Radiance Pro only)	Set Output Mode: CMS and Style—M (K=keep current mode, 0-7 to select Output Mode 0-7), C (K=keep current CMS, 0-7 to select Output CMS 0-7) for non Rec2020, D (K=keep current CMS, 0-7 to select Output CMS 0-7) for Rec2020/HDR, S (K=Keep current Style, 0-7 to select Output Style 0-7).Two CMS memories are selected by this version of the command. The first (C) is for non-Rec 2020 color modes (such as Rec 709), and the second (D) is for Rec 2020/HDR. The Radiance Pro uses the input HDMI Info Frames to determine if the color format is Rec 2020 and if so selects the CMS "D."
	ZY532CSDM<CR>	Test pattern output mode-- Sets up a mode that will be switched to when a test pattern command is executed with the character 'm' appended to it (ie "ZY7T....m"). In this ZY532CSDM command, the 'C' is defined to select the CMS to be used and can be '0'-'7' or 'K' for keep current. 'S' is the selected style to be used and is also '0'-'7' or 'K'. D is the 3d mode selection and can be '0', '1', '2', '4', '8' or 'K' corresponding to off (so a 2d mode), frame sequential, frame packed, top-bottom, side-by-side, or keep current. 'M' is the crt mode and can be the name of any of the predefined modes (.ie 480p, 720p60, etc), "C0"-"C7" for

Remote	RS232-ASCII	Description
		the user defined custom modes, or 'K' for keep current crt mode.
	ZY533ICSDM\<CR\>	Test pattern output mode—Updated command ZY532 for the RadiancePro. The 'I' field is the input colorspace with legal values of 1 or 2 corresponding to Rec709 or Rec2020 (for further information on the other fields in this command see the ZY532 command)
	ZY540XXXXYYYY\<CR\>	Radiance Pro only- Set Test Pattern (only) HDR Info Frame Primary Display Point x[0],y[0]: XXXX and YYYY are 4 digit hex values. See CEA 861.3 for definition. NOTE: Not active until ZY547 received.
	ZY541XXXXYYYY\<CR\>	Radiance Pro only- Set Test Pattern (only) HDR Info Frame Primary Display Point x[1],y[1]: XXXX and YYYY are 4 digit hex values. See CEA 861.3 for definition. NOTE: Not active until ZY547 received.
	ZY542XXXXYYYY\<CR\>	Radiance Pro only- Set Test Pattern (only) HDR Info Frame Primary Display Point x[2],y[2]: XXXX and YYYY are 4 digit hex values. See CEA 861.3 for definition. NOTE: Not active until ZY547 received.
	ZY543XXXXYYYY\<CR\>	Radiance Pro only- Set Test Pattern (only) HDR Info Frame White Point: XXXX and YYYY are 4 digit hex values. See CEA 861.3 for definition. NOTE: Not active until ZY547 received.
	ZY544XXXXYYYY\<CR\>	Radiance Pro only- Set Test Pattern (only) HDR Info Frame Display Mastering Luminance max (XXXX) and min (YYYY): XXXX and YYYY are 4 digit hex values. See CEA 861.3 for definition. NOTE: Not active until ZY547 received.
	ZY545XXXXYYYY\<CR\>	Radiance Pro only- Set Test Pattern (only) HDR Info Frame Max Content Light Level (XXXX) and Maximum Frame Average Light Level (YYYY XXXX and YYYY are 4 digit hex values. See CEA 861.3 for definition. NOTE: Not active until ZY547 received.
	ZY546\<CR\>	Radiance Pro only- Set Test Pattern (only) HDR Info Frame to Radiance Pro default. Values TBD. NOTE: Not active until ZY547 received.
	ZY547\<CR\>	Radiance Pro only- Activate parameters set using ZY540 to ZY546. In test pattern mode with HDR enabled the latest values sent with ZY540-5 will be activated in the HDR output.
	ZY548X\<CR\> -added 081516	HDR pass through- (X = 'P' or 'T') command to choose HDR pass through (P) or (T) for the HDR info programmed with ZY540-5 to be used with active or test pattern video. (Firmware >=081516)
	ZY550\<CR\>	Reset automatic aspect detection-- resets and reinitiates auto aspect detection if enabled in menu.
	ZY551X\<CR\> -Added 051021	Set Gamemode-- (0/1) to set game mode
	ZY6SAVECONFIG\<CR\>	Save configuration to flash-- Exit any onscreen test patterns prior to performing a save.
	ZY7M\<0,1\>\<CR\>	Menu position-- 0=default menu, 1=menu at top
	ZY7TGSIII\<CR\> *-also see: ZQI02,tA,tR*	Test pattern command-- G=test pattern group 'a'-'r', S=subpattern number, 0-n. Number of subpatterns depends on the group,III = IRE, 000-100. Will round to nearest step of 5. This command matches the format of the test pattern status command and should be used instead of the old "tXMM" command. The test pattern command can also have an optional 'm' appended in order to switch to the test pattern mode that was previously defined using the ZY532CSDM command. "a,0"=Crosshatch, "a,1"=Overscan, "a,2"=AspectSquares, "b,0"=Contrast1, "b,2"=Contrast2, "b,3"=BlkRamp, "b,4"=LowClip, "b,5"=WhtRamp, "b,6"=HiClip, "b,7"=Targets, "b,8"=Check, "b,9"=Icheck, "b,10"=VidBlack, "b,11"=VidWhite "c,0"=HLines, "c,1"=VlLines, "d,0"=Ramp, "e,0"=GrayWindowMed, "e,1"=GrayWindowSm, "e,2"=GraySolid, "f,0"=100%ColorBars, "f,1"=75%ColorBars, "g,0"=RedWindowMed, "g,1"=RedWindowSm, "g,2"=RedSolid, "h,0"=GrnWindowMed, "h,1"=GrnWindowSm, "h,2"=GrnSolid, "i,0"=BluWindowMed, "i,1"=BluWindowSm, "i,2"=BluSolid, "j,0"=YelWindowMed, "j,1"=YelWindowSm, "j,2"=YelSolid, "k,0"=CynWindowMed, "k,1"=CynWindowSm, "k,2"=CynSolid, "l,0"=MagWindowMed, "l,1"=MagWindowSm, "l,2"=MagSolid. "m,0"=DesaturatdRedWinMed, "m,1"=DesaturatedRedWinSm, "m,2"=DesaturatedRedWinSolid

Remote	RS232-ASCII	Description
		Note: not in menu, control via RS232. "n,0"=DesaturatedGrnWinMed, "n,1"=DesaturatedGrnWinSm, "n,2"=DesaturatedGrnWinSolid Note: not in menu, control via RS232.. "o,0"=DesaturatedBluWinMed, "o,1"=DesaturatedBluWinSm, "o,2"=DesaturatedBluWinSolid Note: not in menu, control via RS232.. "p,0"=DesaturatdYelWinMed, "m,1"=DesaturatedYelWinSm, "m,2"=DesaturatedYelWinSolid Note: not in menu, control via RS232. "q,0"=DesaturatedCynWinMed, "n,1"=DesaturatedCynWinSm, "n,2"=DesaturatedCynWinSolid Note: not in menu, control via RS232. "r,0"=DesaturatedMagWinMed, "o,1"=DesaturatedMagWinSm, "o,2"=DesaturatedMagWinSolid Note: not in menu, control via RS232
	ZY7TsSRRRGGGBBB<CR> -added 102913	User defined size pattern-- The pattern is specified with 's', 'S'=0-2 for medium, small, full field size. 'RRRGGGBBB' is the 3 digit rgb color values= 0-255. Example: rs232 command for a medium, red window would be "ZY7Ts0255000000".
	ZY7TsSSSAAARRRGGGBBB<CR> -added 102913	User defined size + APL pattern-- The pattern is specified with 's', 'SSS'=000-999 for 0-99.9% area of screen. 'AAA'=000-100 for 0-100% APL. 'RRRGGGBBB' is the 3 digit rgb color values= 0-255.

* The current input setting is combined with the current output setting. The final value is limited to the maximum range of the register.