

DK32N & TS32KP10_RS232C Command List



9600, N, 8, 1 (Baud 9600, None parity, Data 8bit, Stop1bit)

Tx Format : [Command1][Command2][Space][0][0][Space][DataH][DataL][CR] ; ASCII : [Space]=0x20 , [CR]=0x0D, [0]=0x30, [a]=0x61, [A]=0x41
 Rx OK Format : [Command2][Space][0][0][Space][0][K][DataH][DataL][x][CR] ; OK
 Rx NG1 Format : [Command2][Space][0][0][Space][N][G][0][1][x][CR] ; NG01 : illegal command
 Rx NG2 Format : [Command2][Space][0][0][Space][N][G][0][2][x][CR] ; NG02 : unknown command/data

Command Set		Comments	Command	Acknowledgement
			(SPACE, CR=Carriage Return)	
Power (ka)				
	Power On	01	ka 00 01(CR)	a 00 OK01x
	Power Off	00	ka 00 00(CR)	a 00 OK00x
	Power Status	read	ka 00 ff(CR)	a 00 OK01x (On) a 00 OK00x (Off)
Input selection (kb)				
	Input Source Selection	00 : Auto 01 : DP1 (D0 : DP1) 02 : DP2 (D1 : DP2) 03 : HDMI1 (D2 : HDMI1)	kb 00 00(CR) kb 00 01(CR) kb 00 02(CR) kb 00 03(CR)	b 00 OK00x (Auto) b 00 OK01x (DP1) b 00 OK02x (DP2) b 00 OK03x (HDMI1)
	Status	read	k2 00 ff(CR)	b 00 OK00x (Auto) b 00 OK01x (DP1) b 00 OK02x (DP2) b 00 OK03x (HDMI1) b 00 OK04x (HDMI2)
Display Rotate (kc)				
	Display Rotation	00 : Off 01 : 180 (Mirror + Flip) 02 : H-Mirror 03 : V-Flip	kc 00 00(CR) kc 00 01(CR) kc 00 02(CR) kc 00 03(CR)	c 00 OK00x (Off) c 00 OK01x (180 : Mirror+Flip) c 00 OK02x (H-Mirror) c 00 OK03x (V-Flip)
	Status	read	kc 00 ff(CR)	c 00 OK00x (Off) c 00 OK01x (180 : Mirror+Flip) c 00 OK02x (H-Mirror) c 00 OK03x (V-Flip)

Screen Mute (kd)		This is to stop the backlight		
	Screen Mute ON (Backlight off)	01 : Mute ON	kd 00 01(CR)	d 00 0K01x (Screen Mute ON)
	Screen Mute OFF (Backlight on)	00 : Mute OFF	kd 00 00(CR)	d 00 0K00x (Screen Mute OFF)
	Status	read	kd 00 ff(CR)	d 00 0K01x (Screen Mute ON) d 00 0K00x (Screen Mute OFF)
Audio Mute (ke)				
	Audio Mute	01 : Mute ON 00 : Mute OFF	ke 00 01(CR) ke 00 00(CR)	e 00 0K01x (Mute ON) e 00 0K00x (Mute OFF)
	Status	read	ke 00 ff(CR)	e 00 0K01x (Mute ON) e 00 0K00x (Mute OFF)
Audio Volume (kf)				
	Volume control	00 (Hex , Decimal)	kf 00 00(CR)	f 00 0K00x (Volume = 0, Min.)
	(0~100%) (Default = 20%)	1A (1Ah = 26)	kf 00 1A(CR)	f 00 0K1Ax (Volume = 26)
	00h ~ 64h (Default = 32h)	32 (32h = 50)	kf 00 32(CR)	f 00 0K32x (Volume = 50)
		64 (64h = 100)	kf 00 64(CR)	f 00 0K64x (Volume = 100, Max.)
	Status	read	kf 00 ff(CR)	f 00 0K2Fx (Volume = 47)
Aspect Ratio (kg)				
	Aspect Ratio	00 : Full	kg 00 00(CR)	g 00 0K00x (Full)
		01 : 16:9	kg 00 01(CR)	g 00 0K01x (16:9)
		02 : 4:3	kg 00 02(CR)	g 00 0K02x (4:3)
		03 : 5:4	kg 00 03(CR)	g 00 0K03x (5:4)
		04 : 1:1	kg 00 04(CR)	g 00 0K04x (1:1)
	Status	read	kg 00 ff(CR)	g 00 0K00x (Full) g 00 0K01x (16:9) g 00 0K02x (4:3) g 00 0K03x (5:4) g 00 0K04x (1:1)

Picture				
BackLight (kh)				
	0 ~ 100% (Default = 90%)	00h ~ 64h (Default = 5Ah)	kh 00 5A(CR)	h 00 0K5Ax (BackLight = 90)
	Status	read	kh 00 ff(CR)	h 00 0K5Ax (BackLight = 90)
Contrast (ki)				
	0 ~ 100% (Default = 50%)	00h ~ 64h (Default = 32h)	ki 00 32(CR)	i 00 0K32x (Contrast = 50)
	Status	read	ki 00 ff(CR)	i 00 0K32x (Contrast = 50)
Brightness (kj)				
	0 ~ 100% (Default = 50%)	00h ~ 64h (Default = 32h)	kj 00 32(CR)	j 00 0K32x (Brightness = 50)
	Status	read	kj 00 ff(CR)	j 00 0K32x (Brightness = 50)
Sharpness (kk)				
	0 ~ 4 (Default = 2)	00h ~ 04h (Default = 02h)	kk 00 02(CR)	k 00 0K02x (Sharpness = 2)
	Status	read	kk 00 ff(CR)	k 00 0K02x (Sharpness = 2)
Color				
Gamma (kl)				
	0 ~ 4 (Default = 0 : OFF)	00 : Gamma OFF 01 : Gamma 1.8 02 : Gamma 2.0 03 : Gamma 2.2 04 : Gamma 2.4	kl 00 00(CR) kl 00 01(CR) kl 00 02(CR) kl 00 03(CR) kl 00 04(CR)	l 00 0K00x (Gamma = Off) l 00 0K01x (Gamma = 1.8) l 00 0K02x (Gamma = 2.0) l 00 0K03x (Gamma = 2.1) l 00 0K04x (Gamma = 2.2)
	Status	read	kl 00 ff(CR)	l 00 0K00x (Gamma = Off)
Color Temperature (km)				
	0 ~ 5 (Default = 2 : 6500)	00 : 9300 01 : 7500 02 : 6500 03 : 5800 04 : LowBlue 05 : User	km 00 00(CR) km 00 01(CR) km 00 02(CR) km 00 03(CR) km 00 04(CR) km 00 05(CR)	m 00 0K00x (Temperature = 9300) m 00 0K01x (Temperature = 7500) m 00 0K02x (Temperature = 6500) m 00 0K03x (Temperature = 5800) m 00 0K04x (Temperature = LowBlue) m 00 0K05x (Temperature = User)
	Status	read	km 00 ff(CR)	m 00 0K02x (Temperature = 6500)
User RED (k7) Color Temp. User				
	0 ~ 254(0xFE) (Default = 128, 0x80)	00h ~ FEh (Default = 80h)	k7 00 80(CR)	7 00 0K80x (User RED = 128 = 0x80)
	Status	read	k7 00 ff(CR)	7 00 0K80x (User RED = 128 = 0x80)
User GREEN (k8) Color Temp. User				
	0 ~ 254(0xFE) (Default = 128, 0x80)	00h ~ FEh (Default = 80h)	k8 00 80(CR)	8 00 0K80x (User GREEN = 128 = 0x80)
	Status	read	k8 00 ff(CR)	8 00 0K80x (User GREEN = 128 = 0x80)
User BLUE (k9) Color Temp. User				
	0 ~ 254(0xFE) (Default = 128, 0x80)	00h ~ FEh (Default = 80h)	k9 00 80(CR)	9 00 0K80x (User BLUE = 128 = 0x80)
	Status	read	k9 00 ff(CR)	9 00 0K80x (User BLUE = 128 = 0x80)
Color Effect (kn)				
	0 ~ 5 (Default = 0 : Standard)	00 : Standard 01 : Game 02 : Movie 03 : Photo 04 : Vivid 05 : User	kn 00 00(CR) kn 00 01(CR) kn 00 02(CR) kn 00 03(CR) kn 00 04(CR) kn 00 05(CR)	n 00 0K00x (Effect = Standard) n 00 0K01x (Effect = Game) n 00 0K02x (Effect = Movie) n 00 0K03x (Effect = Photo) n 00 0K04x (Effect = Vivid) n 00 0K05x (Effect = User)
	Status	read	kn 00 ff(CR)	n 00 0K02x (Effect = Movie)

ID-1 (kp)	(System/FW ID) (Read Only)			
	Status	read	kp 00 ff(CR)	p 00 0K00x (00 ~ FF)
ID-2 (kq)	(User ID)			
	00 ~ FE (Default = 00)	0x00 ~ 0xFE	kq 00 00(CR)	q 00 0K00x (00 ~ FF)
	Status	read	kq 00 ff(CR)	q 00 0K00x (00 ~ FF)
Hue (ku)				
	0 ~ 100% (Default = 50%)	00h ~ 64h (Default = 32h)	ku 00 32(CR)	u 00 0K32x (Hue = 50)
	Status	read	ku 00 ff(CR)	u 00 0K32x (Hue = 50)
Saturation (kv)				
	0 ~ 100% (Default = 50%)	00h ~ 64h (Default = 32h)	kv 00 32(CR)	v 00 0K32x (Saturation = 50)
	Status	read	kv 00 ff(CR)	v 00 0K32x (Saturation = 50)
Overscan (kw)				
	0 ~ 1 (Default = 0 : Off)	00 : Off 01 : On	kw 00 00(CR) kw 00 01(CR)	w 00 0K00x (OVERSCAN = Off) w 00 0K01x (OVERSCAN = On)
	Status	read	kw 00 ff(CR)	w 00 0K00x (OVERSCAN = Off)
Overe Drive On/Off(kx)				
	0 ~ 1 (Default = 0 : Off)	00 : Off 01 : On	kx 00 00(CR) kx 00 01(CR)	x 00 0K00x (Overe Drive = Off) x 00 0K01x (Overe Drive = On)
	Status	read	kx 00 ff(CR)	x 00 0K00x (Overe Drive = Off)
Overe Drive Gain (ky)				
	0 ~ 100% (Default = 50%)	00h ~ 64h (Default = 32h)	ky 00 32(CR)	y 00 0K32x (Overe Drive Gain = 50)
	Status	read	ky 00 ff(CR)	y 00 0K32x (Overe Drive Gain = 50)
D0:DP1 Option (kz)				
	0 ~ 1 (Default = 0 : 1.1)	00 : 1.1 01 : 1.2	kz 00 00(CR) kz 00 01(CR)	z 00 0K00x (D0:DP1 option = 1.1) z 00 0K01x (D0:DP1 option = 1.2)
	Status	read	kz 00 ff(CR)	z 00 0K00x (D0:DP1 option = 1.1)
D1:DP2 Option (k0)				
	0 ~ 1 (Default = 0 : 1.1)	00 : 1.1 01 : 1.2	k0 00 00(CR) k0 00 01(CR)	0 00 0K00x (D1:DP2 option = 1.1) 0 00 0K01x (D1:DP2 option = 1.2)
	Status	read	k0 00 ff(CR)	0 00 0K00x (D1:DP2 option = 1.1)
DP MST (k1)	(UV/UD Model only) (When Input Source is Auto Select, DP_MST can't change to ON.)			
	0 ~ 2 (Default = 0 : Off)	00 : Off 01 : D0_DP1 02 : D1_DP2	k1 00 00(CR) k1 00 01(CR) k1 00 02(CR)	1 00 0K00x (DP MST = Off) 1 00 0K01x (DP MST = D0_DP1) 1 00 0K02x (DP MST = D1_DP2)
	Status	read	k1 00 ff(CR)	1 00 0K00x (DP MST = Off)
Clone Mode (k2)	(UV/UD Model only)			
	0 ~ 1 (Default = 0 : Off)	00 : Off 01 : On	k2 00 00(CR) k2 00 01(CR)	2 00 0K00x (Clone Mode = Off) 2 00 0K01x (Clone Mode = On)
	Status	read	k2 00 ff(CR)	2 00 0K00x (Clone Mode = Off)
Local Key (mk)				
	POWER KEY	00h	mk 00 00(CR)	k 00 0K00x
	MENU KEY	01h	mk 00 01(CR)	k 00 0K01x
	LEFT KEY	02h	mk 00 02(CR)	k 00 0K02x
	RIGHT KEY	03h	mk 00 03(CR)	k 00 0K03x
	DOWN KEY (/ ENTER KEY) (/ PIP)	04h	mk 00 04(CR)	k 00 0K04x
	UP KEY (/ EXIT KEY) (/ INFO.)	05h	mk 00 05(CR)	k 00 0K05x
	SOURCE KEY	06h	mk 00 06(CR)	k 00 0K06x

Example)

9600, N, 8, 1 (Baud 9600, None parity, Data 8bit, Stop1bit)

		Ex								
		ASCII	ASCII	HEX (SPACE)	ASCII	ASCII	HEX (SPACE)	ASC	ASC	Hex [CR]
Command Set										
Power (ka)										
	Power On	k	a	20	0	0	20	0	0	0d
	Power Off	k	a	20	0	0	20	0	1	0d
	Power Status	k	a	20	0	0	20	f	f	0d
Input selection (kb)										
	Input Source Selection	k	b	20	0	0	20	0	0	0d
		k	b	20	0	0	20	0	1	0d
		k	b	20	0	0	20	0	2	0d
		k	b	20	0	0	20	0	3	0d
Local Key (mk)										
	POWER KEY	m	k	20	0	0	20	0	0	0d
	MENU KEY							0	1	+