Control Commands

Model No. PT-HTQ20

・Please refer to the Operating Instructions for the serial command format, limitations, connectionand other details.
・シリアルコマンドのフォーマット、制限事項、接続方法およびその他詳細につきましては、各モデルの取扱説明書をご覧ください。
・有关串行控制命令的格式、限制事项、连接方法以及其他详情、请参阅各机型的使用说明书。

Panasonic

(2026-09)

CONTROL COMMANDS

2026/9/7

				CONTROL	QUERY		HTQ20 SERIES
CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS/CALL BACK	COMMANDS	CALL BACK	HTQ20
BASIC OPERATION REMOTE CONTROL	POWER	ON		PON	QPW	001	✓
		OFF (STANDBY)		POF		000	✓
	INPUT SELECT	HDMI1		IIS:HD1	QIN	HD1	✓
		HDMI2		IIS:HD2		HD2	✓
		SDI1		IIS:SD1		SD1	✓
	INPUT SELECT (SDM SLOT)	SLOT1 : 12G SDI		IIS:DM1,SD1	QIN	DM1,SD1	✓
		SLOT1 : Digital Link		IIS:DM1,DL1		DM1,DL1	✓
		SLOT1 : PressIT		IIS:DM1,WP1		DM1,WP1	✓
		SLOT1 : 3rd Party Board		IIS:DM1,TP1		DM1,TP1	✓
		SLOT1 : 12G SDI OPT1		IIS:DM1,OP1		DM1,OP1	✓
		SLOT1 : 12G SDI OPT2		IIS:DM1,OP2		DM1,OP2	✓
		SLOT1 : SDM : Media Processor Board		IIS:DM1,MP1		DM1,MP1	✓
	INPUT SELECT (SDM SLOT : DIGITAL LINK)	COMPUTER1		IIS:DM1,DL1:PC1	QIN	DM1,DL1:PC1	✓
		COMPUTER2		IIS:DM1,DL1:PC2		DM1,DL1:PC2	✓
		VIDEO		IIS:DM1,DL1:VID		DM1,DL1:VID	✓
		HDMI1		IIS:DM1,DL1:HD1		DM1,DL1:HD1	✓
		HDMI2		IIS:DM1,DL1:HD2		DM1,DL1:HD2	✓
		S-VIDEO		IIS:DM1,DL1:SVD		DM1,DL1:SVD	✓
	FREEZE	OFF		OFZ:0	QFZ	0	✓
		ON		OFZ:1		1	✓
	MENU KEY			OMN			✓
	ENTER KEY			OEN			✓
	UP KEY			OCU			✓
	DOWN KEY			OCD			✓
	LEFT KEY			OCL			✓
	RIGHT KEY			OCR			✓
	DEFAULT KEY			OST			✓
	SHUTTER	OFF		OSH:0	QSH	0	✓
		ON		OSH:1		1	✓
	SHUTTER(Toggle)	OFF		OSH	QSH	0	✓
		ON				1	✓
	FUNCTION KEY			FC1			✓
	SYSTEM SELCTOR KEY			OSL			✓
	ASPECT KEY			VS1			✓
	NUMERIC KEY	0		ONK:0			✓
		1		ONK:1			✓
		2		ONK:2			✓
		3		ONK:3			✓
		4		ONK:4			✓
		5		ONK:5			✓
		6		ONK:6			✓
		7		ONK:7			✓
		8		ONK:8			✓
		9		ONK:9			✓
	LENS HOME POSITION	EXECUTE		VXX:LNSI1=+00001			✓
	ACTIVE FOCUS OPTIMIZER-ACTIVE FOCUS	OFF		VXX:AFOI1=+00000	QVX:AFOI1	AFOI1=+00000	✓
		ON		VXX:AFOI1=+00001		AFOI1=+00001	✓
	ACTIVE FOCUS OPTIMIZER-FOCUS OFFSET BRIGHT	-00299		VXX:FOBI1=-00299	QVX:FOBI1	FOBI1=-00299	-299
		+00299		VXX:FOBI1=+00299		FOBI1=+00299	+299
	ACTIVE FOCUS OPTIMIZER-FOCUS OFFSET DARK	-00299		VXX:FODI1=-00299	QVX:FODI1	FODI1=-00299	-299
		+00299		VXX:FODI1=+00299		FODI1=+00299	+299
	ACTIVE FOCUS OPTIMIZER-INITILIZE	EXECUTE		VXX:FOII1=+00001			✓
	LENS SHIFT-HORIZONTAL	SLOW+		VXX:LNSI2=+00000			✓
		SLOW-		VXX:LNSI2=+00001			✓
		NORMAL+		VXX:LNSI2=+00100			✓
		NORMAL-		VXX:LNSI2=+00101			✓
		FAST+		VXX:LNSI2=+00200			✓
		FAST-		VXX:LNSI2=+00201			✓
	LENS SHIFT-VERTICAL	SLOW+		VXX:LNSI3=+00000			✓
		SLOW-		VXX:LNSI3=+00001			✓
		NORMAL+		VXX:LNSI3=+00100			✓
		NORMAL-		VXX:LNSI3=+00101			✓
		FAST+		VXX:LNSI3=+00200			✓
		FAST-		VXX:LNSI3=+00201			✓
	LENS FOCUS	SLOW+		VXX:LNSI4=+00000			✓
		SLOW-		VXX:LNSI4=+00001			✓
		NORMAL+		VXX:LNSI4=+00100			✓
		NORMAL-		VXX:LNSI4=+00101			✓
		FAST+		VXX:LNSI4=+00200			✓
		FAST-		VXX:LNSI4=+00201			✓
	LENS ZOOM	SLOW+		VXX:LNSI5=+00000			✓
		SLOW-		VXX:LNSI5=+00001			✓
		NORMAL+		VXX:LNSI5=+00100			✓
		NORMAL-		VXX:LNSI5=+00101			✓
		FAST+		VXX:LNSI5=+00200			✓
		FAST-		VXX:LNSI5=+00201			✓
	LENS POSITION	HORIZONTAL(H)		VXX:LNSI7=**HORIZONTAL*	QVX:LNSI7	LNSI7=**HORIZON*	✓
		VERTICAL(V)		VXX:LNSI8=**VERTICAL*	QVX:LNSI8	LNSI8=**VERTICA*	✓
		FOCUS(F)		VXX:LNSI9=**FOCUS*	QVX:LNSI9	LNSI9=**FOCUS*	✓
		ZOOM(Z)		VXX:LNSIA=**ZOOM*	QVX:LNSIA	LNSIA=**ZOOM*	✓
		H/V		VXX:LNSSB=**H***V*	QVX:LNSSB	LNSSB=**H***V*	✓
		H/V F		VXX:LNSSC=**H***V***F*	QVX:LNSSC	LNSSC=**H***V***F*	✓
		H/V F Z		VXX:LNSSD=**H***V***F***Z*	QVX:LNSSD	LNSSD=**H***V***F**	✓
		**HORIZONTAL(H)*	min.	-*****		-*****	y lens type(-496
			max.	+*****		+*****	y lens type(+496
		**VERTICAL(V)*	min.	-*****		-*****	y lens type(-630
			max.	+*****		+*****	y lens type(+630
		**FOCUS(F)*	min.	+*****		+*****	0
			max.	+*****		+*****	3520
		**ZOOM(Z)*	min.	+*****		+*****	*by lens type
			max.	+*****		+*****	*by lens type
	STATUS KEY			STS			✓
	LENS FOCUS KEY			OLF			✓
	LENS SHIFT KEY			OLH			✓
	LENS ZOOM KEY			OLZ			✓
	DIGITAL LINK KEY			DLK			✓
	INPUT MENU KEY			IPT			✓
	SELF DIAGNOSIS				QVX:ERRS1	ERRS1=*****.....	✓
					QVX:ERRS2	ERRS2=*****.....	✓
	PICTURE MODE	DYNAMIC		VPM:DYN	QPM	DYN	✓
		NATURAL		VPM:NAT		NAT	✓
		STANDARD		VPM:STD		STD	✓
		CINEMA		VPM:CIN		CIN	✓
		REC709		VPM:709		709	✓
		DIGIAL ART		VPM:DAR		DAR	✓
		REC2020		VPM:202		202	✓
		DCI-P3		VPM:DP3		DP3	✓
	PICTURE MODE-NAME SETTING USER	*PICTUREMODE*		VXX:NCGS0=*PICTUREMODE*	QVX:NCGS0	NCGS0=*PICTUREM*	✓
	PICTURE MODE-NAME CLEAR USER	*PICTUREMODE*		VXX:NCLI0=+00000			✓
	CONTRAST	+1		VCN:001	QVR	001	✓

CONTROL COMMANDS

2026/9/7

				CONTROL	QUERY		HTQ20 SERIES
CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS/CALL BACK	COMMANDS	CALL BACK	HTQ20
PICTURE		+63		VCN:063		063	✓
	BRIGHTNESS	+1		VBR:001	QVB	001	✓
		+63		VBR:063		063	✓
	COLOR	+1		VCO:001	QVC	001	✓
		+63		VCO:063		063	✓
	TINT	+1		VTN:001	QVT	001	✓
		+63		VTN:063		063	✓
	SHARPNESS	0		VSR:000	QVS	000	✓
		15		VSR:015		015	✓
	WHITE GAIN	0		VWH:00	QWH	00	✓
		10		VWH:10		10	✓
	COLOR TEMPERATURE	USER1(USER)		OTE:04	QTE	4	✓
		USER2		OTE:09		9	✓
		DEFAULT		OTE:10		10	✓
		3200K		OTE:3200		3200	✓
		3300K		OTE:3300		3300	✓
		9200K		OTE:9200		9200	✓
		9300K		OTE:9300		9300	✓
		9400K		OTE:9400		9400	✓
		12900K		OTE:12900		12900	✓
		13000K		OTE:13000		13000	✓
	COLOR TEMP-NAME SETTING USER1	*COLORTEMP1*		VXX:NCGS1=*COLORTEMP1*	QVX:NCGS1	NCGS1=*COLORTEM*	✓
	COLOR TEMP-NAME SETTING USER2	*COLORTEMP2*		VXX:NCGS3=*COLORTEMP2*	QVX:NCGS3	NCGS3=*COLORTEM*	✓
	COLOR TEMP-NAME CLEAR USER1	*COLORTEMP1*		VXX:NCLI1=+00000			✓
	COLOR TEMP-NAME CLEAR USER2	*COLORTEMP2*		VXX:NCLI3=+00000			✓
	WHITE BALANCE LOW-RED	-127		VOR:001	QOR	001	✓
		+127		VOR:255		255	✓
	WHITE BALANCE LOW-GREEN	-127		VOG:001	QOG	001	✓
		+127		VOG:255		255	✓
	WHITE BALANCE LOW-BLUE	-127		VOB:001	QOB	001	✓
		+127		VOB:255		255	✓
	WHITE BALANCE HIGH-RED	0		VHR:000	QHR	000	✓
		+255		VHR:255		255	✓
	WHITE BALANCE HIGH-GREEN	0		VHG:000	QHG	000	✓
		+255		VHG:255		255	✓
	WHITE BALANCE HIGH-BLUE	0		VHB:000	QHB	000	✓
		+255		VHB:255		255	✓
	GAMMA	1.0		VGA:1.0	QGA	1.0	✓
		1.8		VGA:1.8		1.8	✓
		2.0		VGA:2.0		2.0	✓
		2.1		VGA:2.1		2.1	✓
		2.2		VGA:2.2		2.2	✓
		2.3		VGA:2.3		2.3	✓
		2.4		VGA:2.4		2.4	✓
		2.5		VGA:2.5		2.5	✓
		2.6		VGA:2.6		2.6	✓
		2.7		VGA:2.7		2.7	✓
		2.8		VGA:2.8		2.8	✓
		USER1		VGA:US1		US1	✓
		USER2		VGA:US2		US2	✓
		DICOM		VGA:DIC		DIC	✓
		HDR HLG		VGA:HD1		HD1	✓
		HDR ST2048-500		VGA:HD2		HD2	✓
		HDR ST2048-1000		VGA:HD3		HD3	✓
		DEFAULT		VGA:DEF		DEF	✓
	GAMMA-HDR HLG SYSTEM GAMMA	*min.*	(0.1step)	VXX:HLGS1=+1.00	QVX:HLGS1	HLGS1=1.00	✓
		max.		VXX:HLGS1=+1.62		HLGS1=1.62	✓
	GAMMA-NAME SETTING USER1	*GAMMAUSER1*		VXX:NCGS2=*GAMMAUSER1*	QVX:NCGS2	NCGS2=*GAMMAUSE*	✓
	GAMMA-NAME SETTING USER2	*GAMMAUSER2*		VXX:NCGS4=*GAMMAUSER2*	QVX:NCGS4	NCGS4=*GAMMAUSE*	✓
	GAMMA-NAME CLEAR USER1	*GAMMAUSER1*		VXX:NCLI2=+00000			✓
	GAMMA-NAME CLEAR USER2	*GAMMAUSER2*		VXX:NCLI4=+00000			✓
	DAYLIGHT VIEW FRONT INSTALL	OFF		VXX:DLVI0=+00000	QVX:DLVI0	DLVI0=+00000	✓
		AUTO(1)		VXX:DLVI0=+00001		DLVI0=+00001	✓
		ON(2)		VXX:DLVI0=+00002		DLVI0=+00002	✓
		ON(3)		VXX:DLVI0=+00003		DLVI0=+00003	✓
		4		VXX:DLVI0=+00004		DLVI0=+00004	✓
		5		VXX:DLVI0=+00005		DLVI0=+00005	✓
		6		VXX:DLVI0=+00006		DLVI0=+00006	✓
		7		VXX:DLVI0=+00007		DLVI0=+00007	✓
		8		VXX:DLVI0=+00008		DLVI0=+00008	✓
		9		VXX:DLVI0=+00009		DLVI0=+00009	✓
	NOISE REDUCTION	OFF		VNS:0	QNS	0	✓
		1		VNS:1		1	✓
		2		VNS:2		2	✓
		3		VNS:3		3	✓
		4		VNS:4		4	✓
		5		VNS:5		5	✓
		6		VNS:6		6	✓
	DYNAMIC CONTRAST/IRIS	OFF		OAI:0	QAI	0	✓
		1		OAI:1		1	✓
		2		OAI:2		2	✓
		3		OAI:3		3	✓
		USER		OAI:4		4	✓
	DYNAMIC CONTRAST/AUTO IRIS (AUTO CONTRAST)	OFF		OAI:A000	QAI:A	000	✓
		1		OAI:A001		001	✓
		255		OAI:A255		255	✓
	DYNAMIC CONTRAST (BRIGHT SIGNAL LEVEL)	6%		VXX:DYCI1=+00006	QVX:DYCI1	00006	✓
		50%		VXX:DYCI1=+00050		00050	✓
	DYNAMIC CONTRAST (LIGHTS OUT TIMER)	DISABLE		VXX:DYCS2=OFF	QVX:DYCS2	OFF	✓
		0.0s		VXX:DYCS2=0.0		0.0	✓
		10.0s		VXX:DYCS2=10.0		10.0	✓
	DYNAMIC CONTRAST (LIGHTS OUT SIGNAL LEVEL)	0		VXX:DYCI3=+00000	QVX:DYCI3	00000	✓
		5		VXX:DYCI3=+00005		00005	✓
	DYNAMIC CONTRAST (LIGHTS OUT FADE-IN)	0.0s(OFF)		VXX:DYCS4=0.0	QVX:DYCS4	DYCS4=0.0	✓
		0.5s		VXX:DYCS4=0.5		DYCS4=0.5	✓
		1.0s		VXX:DYCS4=1.0		DYCS4=1.0	✓
		1.5s		VXX:DYCS4=1.5		DYCS4=1.5	✓
		2.0s		VXX:DYCS4=2.0		DYCS4=2.0	✓
		2.5s		VXX:DYCS4=2.5		DYCS4=2.5	✓
		3.0s		VXX:DYCS4=3.0		DYCS4=3.0	✓
		3.5s		VXX:DYCS4=3.5		DYCS4=3.5	✓
		4.0s		VXX:DYCS4=4.0		DYCS4=4.0	✓
		5.0s		VXX:DYCS4=5.0		DYCS4=5.0	✓
		7.0s		VXX:DYCS4=7.0		DYCS4=7.0	✓
		10.0s		VXX:DYCS4=10.0		DYCS4=10.0	✓
	DYNAMIC CONTRAST (LIGHTS OUT FADE-OUT)	0.0s(OFF)		VXX:DYCS5=0.0	QVX:DYCS5	DYCS5=0.0	✓
		0.5s		VXX:DYCS5=0.5		DYCS5=0.5	✓
		1.0s		VXX:DYCS5=1.0		DYCS5=1.0	✓
		1.5s		VXX:DYCS5=1.5		DYCS5=1.5	✓
		2.0s		VXX:DYCS5=2.0		DYCS5=2.0	✓

CONTROL COMMANDS

2026/9/7

				CONTROL	QUERY		HTQ20 SERIES
CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS/CALL BACK	COMMANDS	CALL BACK	HTQ20
		2.5s		VXX:DYCS5=2.5		DYCS5=2.5	✓
		3.0s		VXX:DYCS5=3.0		DYCS5=3.0	✓
		3.5s		VXX:DYCS5=3.5		DYCS5=3.5	✓
		4.0s		VXX:DYCS5=4.0		DYCS5=4.0	✓
		5.0s		VXX:DYCS5=5.0		DYCS5=5.0	✓
		7.0s		VXX:DYCS5=7.0		DYCS5=7.0	✓
		10.0s		VXX:DYCS5=10.0		DYCS5=10.0	✓
	DYNAMIC CONTRAST (CONTRAST MODE)	CONTRAST MODE 1		VXX:DYCI6=+00001	QVX:DYCI6	DYCI6=+00001	✓
		CONTRAST MODE 2		VXX:DYCI6=+00002		DYCI6=+00002	✓
	DYNAMIC CONTRAST (BRILLIANT CORRECTION)	OFF		VXX:DYCI7=+00000	QVX:DYCI7	DYCI7=+00000	✓
		BRILLIANT CORRECTION 1		VXX:DYCI7=+00001		DYCI7=+00001	✓
		BRILLIANT CORRECTION 2		VXX:DYCI7=+00002		DYCI7=+00002	✓
		BRILLIANT CORRECTION 3		VXX:DYCI7=+00003		DYCI7=+00003	✓
	DYNAMIC CONTRAST/MANUAL IRIS (MANUAL INTENSITY)	OFF		OAI:M000	QAI:M	000	✓
		1		OAI:M001		001	✓
		255		OAI:M255		255	✓
	DYNAMIC CONTRAST (DYNAMIC GAMMA)	OFF		OAI:D0	QAI:D	0	✓
		1		OAI:D1		1	✓
		2		OAI:D2		2	✓
		3		OAI:D3		3	✓
	COLOR SPACE	NATIVE		VXX:CSPI1=+00000	QVX:CSPI1	CSPI1=+00000	✓
		ITU-709		VXX:CSPI1=+00001		CSPI1=+00001	✓
		DCI-P3		VXX:CSPI1=+00002		CSPI1=+00002	✓
		ITU2020		VXX:CSPI1=+00003		CSPI1=+00003	✓
		ENHANCED 709		VXX:CSPI1=+00004		CSPI1=+00004	✓
	SYSTEM SELECTOR HDMI/DIGITAL LINK/DisplayPort/ SLOT-HDMI/SLOT-DIGITAL LINK/	RGB		ORF:0	QRF	0	✓
		YPbPr		ORF:1		1	✓
		AUTO		ORF:2		2	✓
	DEFAULT PICTURE MODE	AUTO		VXX:DPMS1=AUT	QVX:DPMS1	DPMS1=AUT	✓
		STANDARD		VXX:DPMS1=STD		DPMS1=STD	✓
		DYNAMIC		VXX:DPMS1=DYN		DPMS1=DYN	✓
		NATURAL		VXX:DPMS1=NAT		DPMS1=NAT	✓
		CINEMA		VXX:DPMS1=CIN		DPMS1=CIN	✓
		REC709		VXX:DPMS1=709		DPMS1=709	✓
		DIGITAL ART		VXX:DPMS1=DAR		DPMS1=DAR	✓
		REC2020		VXX:DPMS1=202		DPMS1=202	✓
		DCI-P3		VXX:DPMS1=DP3		DPMS1=DP3	✓
	GEOMETRY	OFF		VXX:GMMI0=+00000	QVX:GMMI0	GMMI0=+00000	✓
		KEYSTONE		VXX:GMMI0=+00001		GMMI0=+00001	✓
		CURVED		VXX:GMMI0=+00002		GMMI0=+00002	✓
		PC-1		VXX:GMMI0=+00003		GMMI0=+00003	✓
		PC-2		VXX:GMMI0=+00004		GMMI0=+00004	✓
		PC-3		VXX:GMMI0=+00005		GMMI0=+00005	✓
		CORNER-CORRECTION		VXX:GMMI0=+00010		GMMI0=+00010	✓
	GEOMETRY-KEYSTONE- LENS THROW RATIO	0.7	0.1 step	VXX:GMKS0=+00.7	QVX:GMKS0	GMKS0=+00.7	✓
		16.5		VXX:GMKS0=+16.5		GMKS0=+16.5	✓
	GEOMETRY-KEYSTONE- VERTICAL BALANCE	-60		VXX:GMKI4=-00060	QVX:GMKI4	GMKI4=-00060	✓
		+60		VXX:GMKI4=+00060		GMKI4=+00060	✓
	GEOMETRY-KEYSTONE- HORIZONTAL BALANCE	-30		VXX:GMKI7=-00030	QVX:GMKI7	GMKI7=-00030	✓
		+30		VXX:GMKI7=+00030		GMKI7=+00030	✓
	GEOMETRY-KEYSTONE- VERTICAL KEYSTONE	-40.0 (-45.0)*	0.2 step	VXX:GMKS8=-40.0	QVX:GMKS8	GMKS8=-40.0	✓
		+40.0 (+45.0)*		VXX:GMKS8=+40.0		GMKS8=+40.0	✓
	GEOMETRY-KEYSTONE- HORIZONTAL KEYSTONE	-15.0 (-40.0)*	0.2 step	VXX:GMKS9=-15.0	QVX:GMKS9	GMKS9=-15.0	✓
		+15.0 (+40.0)*		VXX:GMKS9=+15.0		GMKS9=+15.0	✓
	GEOMETRY-CURVED-LENS THROW RATIO	0.7	0.1 step	VXX:GMCS0=+00.7	QVX:GMCS0	GMCS0=+00.7	✓
		16.5		VXX:GMCS0=+16.5		GMCS0=+16.5	✓
	GEOMETRY-CURVED- VERTICAL ARC	-50 (-100)*		VXX:GMCI3=-00050	QVX:GMCI3	GMCI3=-00050	✓
		+50 (+100)*		VXX:GMCI3=+00050		GMCI3=+00050	✓
	GEOMETRY-CURVED- HORIZONTAL ARC	-50 (-100)*		VXX:GMCI7=-00050	QVX:GMCI7	GMCI7=-00050	✓
		+50 (+100)*		VXX:GMCI7=+00050		GMCI7=+00050	✓
	GEOMETRY-CURVED- VERTICAL BALANCE	-60		VXX:GMCI2=-00060	QVX:GMCI2	GMCI2=-00060	✓
		+60		VXX:GMCI2=+00060		GMCI2=+00060	✓
	GEOMETRY-CURVED- HORIZONTAL BALANCE	-30		VXX:GMCI6=-00030	QVX:GMCI6	GMCI6=-00030	✓
		+30		VXX:GMCI6=+00030		GMCI6=+00030	✓
	GEOMETRY-CURVED- VERTICAL KEYSTONE	-40.0 (-45.0)*	0.2 step	VXX:GMCS8=-40.0	QVX:GMCS8	GMCS8=-40.0	✓
		+40.0 (+45.0)*		VXX:GMCS8=+40.0		GMCS8=+40.0	✓
	GEOMETRY-CURVED- HORIZONTAL KEYSTONE	-15.0 (-40.0)*	0.2 step	VXX:GMCS9=-15.0	QVX:GMCS9	GMCS9=-15.0	✓
		+15.0 (+40.0)*		VXX:GMCS9=+15.0		GMCS9=+15.0	✓
	GEOMETRY-CURVED- MAINTAIN ASPECT RATIO	OFF		VXX:GMCIA=+00000	QVX:GMCIA	GMCIA=+00000	✓
		ON		VXX:GMCIA=+00001		GMCIA=+00001	✓
	GEOMETRY-CORNER CORRECTION-UPPER LEFT(V)	*min.*		VXX:GMFI1=+00000	QVX:GMFI1	GMFI1=+00000	0
		max.		VXX:GMFI1=+00300		GMFI1=+00300	+300
	GEOMETRY-CORNER CORRECTION-UPPER RIGHT(V)	*min.*		VXX:GMFI2=+00000	QVX:GMFI2	GMFI2=+00000	0
		max.		VXX:GMFI2=+00300		GMFI2=+00300	+300
	GEOMETRY-CORNER CORRECTION-LOWER LEFT(V)	*min.*		VXX:GMFI3=-00300	QVX:GMFI3	GMFI3=-00300	-300
		max.		VXX:GMFI3=+00000		GMFI3=+00000	0
	GEOMETRY-CORNER CORRECTION-LOWER RIGHT(V)	*min.*		VXX:GMFI4=-00300	QVX:GMFI4	GMFI4=-00300	-300
		max.		VXX:GMFI4=+00000		GMFI4=+00000	0
	GEOMETRY-CORNER CORRECTION- LINEARITY(V)	*min.*		VXX:GMFI5=-00127	QVX:GMFI5	GMFI5=-00127	-127
		max.		VXX:GMFI5=+00127		GMFI5=+00127	+127
	GEOMETRY-CORNER CORRECTION-UPPER LEFT(H)	*min.*		VXX:GMFI6=+00000	QVX:GMFI6	GMFI6=+00000	0
		max.		VXX:GMFI6=+00480		GMFI6=+00480	+480
	GEOMETRY-CORNER CORRECTION-UPPER RIGHT(H)	*min.*		VXX:GMFI7=-00480	QVX:GMFI7	GMFI7=-00480	-480
		max.		VXX:GMFI7=+00000		GMFI7=+00000	0
	GEOMETRY-CORNER CORRECTION-LOWER LEFT(H)	*min.*		VXX:GMFI8=+00000	QVX:GMFI8	GMFI8=+00000	0
		max.		VXX:GMFI8=+00480		GMFI8=+00480	+480
	GEOMETRY-CORNER CORRECTION-LOWER RIGHT(H)	*min.*		VXX:GMFI9=-00480	QVX:GMFI9	GMFI9=-00480	-480
		max.		VXX:GMFI9=+00000		GMFI9=+00000	0
	GEOMETRY-CORNER CORRECTION- LINEARITY(H)	*min.*		VXX:GMFIA=-00127	QVX:GMFIA	GMFIA=-00127	-127
		max.		VXX:GMFIA=+00127		GMFIA=+00127	+127
	GEOMETRY-CORNER/PINCUSHION- LINEARITY	*AUTO*		VXX:GMFIF=+00000	QVX:GMFIF	GMFIF=+00000	✓
		MANUAL		VXX:GMFIF=+00001		GMFIF=+00001	✓
	GEOMETRY - FREE GRID(ON/OFF)	OFF		VXX:GMGI1=+00000	QVX:GMGI1	GMGI1=+00000	✓
		ON		VXX:GMGI1=+00001		GMGI1=+00001	✓
	GEOMETRY - FREE GRID - INITIALIZE			VXX:GMGI2=+00001			✓
	GEOMETRY - FREE GRID - GRID RESOLUTION	2x2		VXX:GMGI3=+00002	QVX:GMGI3	GMGI3=+00002	✓
		3x3		VXX:GMGI3=+00003		GMGI3=+00003	✓
		5x5		VXX:GMGI3=+00005		GMGI3=+00005	✓
		9x9		VXX:GMGI3=+00009		GMGI3=+00009	✓
		17x17		VXX:GMGI3=+00017		GMGI3=+00017	✓
	GEOMETRY - FREE GRID - GRID COLOR	OFF		VXX:GMGI4=+00000	QVX:GMGI4	GMGI4=+00000	✓
		WHITE		VXX:GMGI4=+00001		GMGI4=+00001	✓
		BLACK		VXX:GMGI4=+00002		GMGI4=+00002	✓
		RED		VXX:GMGI4=+00003		GMGI4=+00003	✓
		GREEN		VXX:GMGI4=+00004		GMGI4=+00004	✓
		BLUE		VXX:GMGI4=+00005		GMGI4=+00005	✓
		CYAN		VXX:GMGI4=+00006		GMGI4=+00006	✓
		MAGENTA		VXX:GMGI4=+00007		GMGI4=+00007	✓
		YELLOW		VXX:GMGI4=+00008		GMGI4=+00008	✓
	GEOMETRY - FREE GRID - CONTROL	POINT		VXX:GMGI5=+00000	QVX:GMGI5	GMGI5=+00000	✓

CONTROL COMMANDS

2026/9/7

				CONTROL	QUERY		HTQ20 SERIES
CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS/CALL BACK	COMMANDS	CALL BACK	HTQ20
POSITION	POINTS	HORIZONTAL LINE		VXX:GMGI5=+00001		GMGI5=+00001	✓
		VERTICAL LINE		VXX:GMGI5=+00002		GMGI5=+00002	✓
	GEOMETRY - FREE GRID - GRID WIDTH	1		VXX:GMGI7=+00001	QVX:GMGI7	GMGI7=+00001	✓
		10		VXX:GMGI7=+00010		GMGI7=+00010	✓
	GEOMETRY - FREE GRID - CONTROL POINTS COLOR	WHITE		VXX:GMGI8=+00001	QVX:GMGI8	GMGI8=+00001	✓
		BLACK		VXX:GMGI8=+00002		GMGI8=+00002	✓
		RED		VXX:GMGI8=+00003		GMGI8=+00003	✓
		GREEN		VXX:GMGI8=+00004		GMGI8=+00004	✓
		BLUE		VXX:GMGI8=+00005		GMGI8=+00005	✓
		CYAN		VXX:GMGI8=+00006		GMGI8=+00006	✓
		MAGENTA		VXX:GMGI8=+00007		GMGI8=+00007	✓
		YELLOW		VXX:GMGI8=+00008		GMGI8=+00008	✓
	CONVERGENCE	*OFF*		VXX:CNVI1=+00000	QVX:CNVI1	CNVI1=+00000	✓
		ON		VXX:CNVI1=+00001		CNVI1=+00001	✓
	CONVERGENCE - UPPER LEFT VERTICAL			VXX:CNVS2=*:******	QVX:CNVS2	CNVS2=*:******	✓
				VXX:CNVS2=R:******		CNVS2=R:*****	✓
				VXX:CNVS2=G:******		CNVS2=G:*****	✓
				VXX:CNVS2=B:******		CNVS2=B:*****	✓
				VXX:CNVS2=*:+00.00		CNVS2=*:+00.00	✓
				VXX:CNVS2=*:+03.75		CNVS2=*:+03.75	✓
	CONVERGENCE - UPPER LEFT HORIZONTAL			VXX:CNVS3=*:******	QVX:CNVS3	CNVS3=*:******	✓
				VXX:CNVS3=R:******		CNVS3=R:*****	✓
				VXX:CNVS3=G:******		CNVS3=G:*****	✓
				VXX:CNVS3=B:******		CNVS3=B:*****	✓
				VXX:CNVS3=*:+00.00		CNVS3=*:+00.00	✓
				VXX:CNVS3=*:+03.75		CNVS3=*:+03.75	✓
	CONVERGENCE - UPPER RIGHT VERTICAL			VXX:CNVS4=*:******	QVX:CNVS4	CNVS4=*:******	✓
				VXX:CNVS4=R:******		CNVS4=R:*****	✓
				VXX:CNVS4=G:******		CNVS4=G:*****	✓
				VXX:CNVS4=B:******		CNVS4=B:*****	✓
				VXX:CNVS4=*:+00.00		CNVS4=*:+00.00	✓
				VXX:CNVS4=*:+03.75		CNVS4=*:+03.75	✓
	CONVERGENCE - UPPER RIGHT HORIZONTAL			VXX:CNVS5=*:******	QVX:CNVS5	CNVS5=*:******	✓
				VXX:CNVS5=R:******		CNVS5=R:*****	✓
				VXX:CNVS5=G:******		CNVS5=G:*****	✓
				VXX:CNVS5=B:******		CNVS5=B:*****	✓
				VXX:CNVS5=*:-03.75		CNVS5=*:-03.75	✓
				VXX:CNVS5=*:+00.00		CNVS5=*:+00.00	✓
	CONVERGENCE - LOWER LEFT VERTICAL			VXX:CNVS6=*:******	QVX:CNVS6	CNVS6=*:******	✓
				VXX:CNVS6=R:******		CNVS6=R:*****	✓
				VXX:CNVS6=G:******		CNVS6=G:*****	✓
				VXX:CNVS6=B:******		CNVS6=B:*****	✓
				VXX:CNVS6=*:+00.00		CNVS6=*:+00.00	✓
				VXX:CNVS6=*:+03.75		CNVS6=*:+03.75	✓
	CONVERGENCE - LOWER LEFT HORIZONTAL			VXX:CNVS7=*:******	QVX:CNVS7	CNVS7=*:******	✓
				VXX:CNVS7=R:******		CNVS7=R:*****	✓
				VXX:CNVS7=G:******		CNVS7=G:*****	✓
				VXX:CNVS7=B:******		CNVS7=B:*****	✓
				VXX:CNVS7=*:-03.75		CNVS7=*:-03.75	✓
				VXX:CNVS7=*:+00.00		CNVS7=*:+00.00	✓
	CONVERGENCE - LOWER RIGHT VERTICAL			VXX:CNVS8=*:******	QVX:CNVS8	CNVS8=*:******	✓
				VXX:CNVS8=R:******		CNVS8=R:*****	✓
				VXX:CNVS8=G:******		CNVS8=G:*****	✓
				VXX:CNVS8=B:******		CNVS8=B:*****	✓
				VXX:CNVS8=*:-03.75		CNVS8=*:-03.75	✓
				VXX:CNVS8=*:+00.00		CNVS8=*:+00.00	✓
	CONVERGENCE - LOWER RIGHT HORIZONTAL			VXX:CNVS9=*:******	QVX:CNVS9	CNVS9=*:******	✓
				VXX:CNVS9=R:******		CNVS9=R:*****	✓
				VXX:CNVS9=G:******		CNVS9=G:*****	✓
				VXX:CNVS9=B:******		CNVS9=B:*****	✓
				VXX:CNVS9=*:-03.75		CNVS9=*:-03.75	✓
				VXX:CNVS9=*:+00.00		CNVS9=*:+00.00	✓
	SHIFT-HORIZONTAL	-4096		VTH:-4096	QTH	-4096	✓
		+4096		VTH:+4096		+4096	✓
	SHIFT-VERTICAL	-2400		VTV:-2400	QTV	-2400	✓
		+2400		VTV:+2400		+2400	✓
	ASPECT	AUTO/VID AUTO/DEFAULT		VSE:0	QSE	0	✓
		NORMAL(4:3)		VSE:1		1	✓
		WIDE(16:9)		VSE:2		2	✓
		NATIVE(through)		VSE:5		5	✓
		FULL(HV FIT)		VSE:6		6	✓
		H-FIT		VSE:9		9	✓
		V-FIT		VSE:10		10	✓
	ZOOM-HORIZONTAL	50		OZH:050	QZH	050	✓
		999		OZH:999		999	✓
	ZOOM-VERTICAL	50		OZV:050	QZV	050	✓
		999		OZV:999		999	✓
	ZOOM-BOTH	50		OZO:050	QZO	050	✓
		999		OZO:999		999	✓
	ZOOM-INTERLOCKED	OFF		OZS:0	QZS	0	✓
		ON		OZS:1		1	✓
	ZOOM-MODE	INTERNAL		OZT:0	QZT	0	✓
		FULL		OZT:1		1	✓
	DIGITAL CINEMA REALITY	AUTO		OPD:0	QPD	0	✓
		OFF		OPD:1		1	✓
		30p/25p FIXED		OPD:2		2	✓
	GRADATION SMOOTHER	OFF		VXX:GRSI1=+00000	QVX:GRSI1	GRSI1=+00000	✓
		1		VXX:GRSI1=+00001		GRSI1=+00001	✓
		2		VXX:GRSI1=+00002		GRSI1=+00002	✓
		3		VXX:GRSI1=+00003		GRSI1=+00003	✓
	BLANKING-UPPER	*min.*		DBU:0000	QLU	0000	0
		max.		DBU:2398		2398	2398
	BLANKING-LOWER	*min.*		DBB:0000	QLB	0000	0
		max.		DBB:2398		2398	2398
	BLANKING-RIGHT	*min.*		DBR:0000	QLR	0000	0
		max.		DBR:3838		3838	3838
	BLANKING-LEFT	*min.*		DBL:0000	QLL	0000	0
		max.		DBL:3838		3838	3838
	CUSTOM MASKING *	OFF		VXX:MSKI1=+00000	QVX:MSKI1	MSKI1=+00000	✓
		PC-1		VXX:MSKI1=+00001		MSKI1=+00001	✓
		PC-2		VXX:MSKI1=+00002		MSKI1=+00002	✓
		PC-3		VXX:MSKI1=+00003		MSKI1=+00003	✓
	EDGE BLENDING	OFF		VXX:EDBI0=+00000	QVX:EDBI0	EDBI0=+00000	✓
		ON		VXX:EDBI0=+00001		EDBI0=+00001	✓
		USER		VXX:EDBI0=+00002		EDBI0=+00002	✓
		PC-1		VXX:EDBI0=+00011		EDBI0=+00011	✓
		PC-2		VXX:EDBI0=+00012		EDBI0=+00012	✓
		PC-3		VXX:EDBI0=+00013		EDBI0=+00013	✓
	EDGE BLENDING-UPPER ON/OFF	OFF		VGU:0	QGU	0	✓
		ON		VGU:1		1	✓

CONTROL COMMANDS

2026/9/7

				CONTROL	QUERY		HTQ20 SERIES
CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS/CALL BACK	COMMANDS	CALL BACK	HTQ20
	EDGE BLENDING-LOWER ON/OFF	OFF		VGB:0	QGB	0	✓
		ON		VGB:1		1	✓
	EDGE BLENDING-LEFT ON/OFF	OFF		VGL:0	QGL	0	✓
		ON		VGL:1		1	✓
	EDGE BLENDING-RIGHT ON/OFF	OFF		VGR:0	QGR	0	✓
		ON		VGR:1		1	✓
	EDGE BLENDING-START-UPPER	*min.*		VEU:0000	QEU	0000	0
		max.		VEU:2272		2272	2047
	EDGE BLENDING-START-LOWER	*min.*		VEB:0000	QEB	0000	0
		max.		VEB:2272		2272	2047
	EDGE BLENDING-START-LEFT	*min.*		VEL:0000	QEL	0000	0
		max.		VEL:3712		3712	2047
	EDGE BLENDING-START-RIGHT	*min.*		VER:0000	QER	0000	0
		max.		VER:3712		3712	2047
	EDGE BLENDING-WIDTH-UPPER	*min.*		VXX:EUWI0=+00000	QVX:EUWI0	EUWI0=+00000	0
		max.		VXX:EUWI0=+02272		EUWI0=+02272	2047
	EDGE BLENDING-WIDTH-LOWER	*min.*		VXX:EBWI0=+00000	QVX:EBWI0	EBWI0=+00000	0
		max.		VXX:EBWI0=+02272		EBWI0=+02272	2047
	EDGE BLENDING-WIDTH-LEFT	*min.*		VXX:ELWI0=+00000	QVX:ELWI0	ELWI0=+00000	0
		max.		VXX:ELWI0=+03712		ELWI0=+03712	2047
	EDGE BLENDING-WIDTH-RIGHT	*min.*		VXX:ERWI0=+00000	QVX:ERWI0	ERWI0=+00000	0
		max.		VXX:ERWI0=+03712		ERWI0=+03712	2047
	EDGE BLENDING-MARKER-ON/OFF	OFF		VGM:0	QGM	0	✓
		ON		VGM:1		1	✓
	EDGE BLENDING-NON-OVERLAPPED BLACK LEVEL	0 (W,R,G,B)		VJI:000,000,000,000	QJI	000,000,000,00	✓
		255 (W,R,G,B)		VJI:255,255,255,255		255,255,255,25	✓
	EDGE BLENDING-NON-OVERLAPPED BLACK LEVEL-INTERLOCKED	OFF		VXX:EBII1=+00000	QVX:EBII1	EBII1=+00000	✓
		ON		VXX:EBII1=+00001		EBII1=+00001	✓
	EDGE BLENDING-BLACK BORDER LEVEL	0 (W,R,G,B)		VJO:000,000,000,000	QJO	000,000,000,00	✓
		255 (W,R,G,B)		VJO:255,255,255,255		255,255,255,25	✓
	EDGE BLENDING-BLACK BORDER LEVEL-INTERLOCKED	OFF		VXX:EBII2=+00000	QVX:EBII2	EBII2=+00000	✓
		ON		VXX:EBII2=+00001		EBII2=+00001	✓
	EDGE BLENDING-BLACK BORDER WIDTH-UPPER	*min.*		VJU:0000	QJU	0000	0
		max.		VJU:2272		2272	2047
	EDGE BLENDING-BLACK BORDER WIDTH-LOWER	*min.*		VJB:0000	QJB	0000	0
		max.		VJB:2272		2272	2047
	EDGE BLENDING-BLACK BORDER WIDTH-LEFT	*min.*		VJL:0000	QJL	0000	0
		max.		VJL:3712		3712	2047
ADVANCED	EDGE BLENDING-BLACK BORDER WIDTH-RIGHT	*min.*		VJR:0000	QJR	0000	0
		max.		VJR:3712		3712	2047
	EDGE BLENDING - BLACK LEVEL ADJUST - BLACK BORDER AREA - FREE SHAPE -	OFF		VXX:EBFI1=+00000	QVX:EBFI1	EBFI1=+00000	✓
		ON		VXX:EBFI1=+00001		EBFI1=+00001	✓
	EDGE BLENDING - BLACK LEVEL ADJUST - BLACK BORDER AREA - FREE SHAPE -	OFF		VXX:EBFI2=+00000	QVX:EBFI2	EBFI2=+00000	✓
		ON		VXX:EBFI2=+00001		EBFI2=+00001	✓
	EDGE BLENDING - BLACK LEVEL ADJUST - BLACK BORDER AREA - FREE SHAPE -	OFF		VXX:EBFI3=+00000	QVX:EBFI3	EBFI3=+00000	✓
		ON		VXX:EBFI3=+00001		EBFI3=+00001	✓
	EDGE BLENDING - BLACK LEVEL ADJUST - BLACK BORDER AREA - FREE SHAPE -	OFF		VXX:EBFI4=+00000	QVX:EBFI4	EBFI4=+00000	✓
		ON		VXX:EBFI4=+00001		EBFI4=+00001	✓
	EDGE BLENDING - BLACK LEVEL ADJUST - BLACK BORDER AREA - FREE SHAPE - UPPER - ADJUSTMENT POINTS	2		VXX:EFPI1=+00002	QVX:EFPI1	EFPI1=+00002	✓
		3		VXX:EFPI1=+00003		EFPI1=+00003	✓
		5		VXX:EFPI1=+00005		EFPI1=+00005	✓
		9		VXX:EFPI1=+00009		EFPI1=+00009	✓
		17		VXX:EFPI1=+00017		EFPI1=+00017	✓
		33		VXX:EFPI1=+00033		EFPI1=+00033	✓
	- UPPER - INITIALIZE	EXECUTE		VXX:EFII1=+00001			✓
	EDGE BLENDING - BLACK LEVEL ADJUST - BLACK BORDER AREA - FREE SHAPE - LEFT - ADJUSTMENT POINTS	2		VXX:EFPI2=+00002	QVX:EFPI2	EFPI2=+00002	✓
		3		VXX:EFPI2=+00003		EFPI2=+00003	✓
		5		VXX:EFPI2=+00005		EFPI2=+00005	✓
		9		VXX:EFPI2=+00009		EFPI2=+00009	✓
		17		VXX:EFPI2=+00017		EFPI2=+00017	✓
		33		VXX:EFPI2=+00033		EFPI2=+00033	✓
	- LEFT - INITIALIZE	EXECUTE		VXX:EFII2=+00001			✓
	EDGE BLENDING - BLACK LEVEL ADJUST - BLACK BORDER AREA - FREE SHAPE - LEFT - ADJUSTMENT POINTS	2		VXX:EFPI3=+00002	QVX:EFPI3	EFPI3=+00002	✓
		3		VXX:EFPI3=+00003		EFPI3=+00003	✓
		5		VXX:EFPI3=+00005		EFPI3=+00005	✓
		9		VXX:EFPI3=+00009		EFPI3=+00009	✓
		17		VXX:EFPI3=+00017		EFPI3=+00017	✓
		33		VXX:EFPI3=+00033		EFPI3=+00033	✓
	- LEFT - INITIALIZE	EXECUTE		VXX:EFII3=+00001			✓
	EDGE BLENDING - BLACK LEVEL ADJUST - BLACK BORDER AREA - FREE SHAPE - RIGHT - ADJUSTMENT POINTS	2		VXX:EFPI4=+00002	QVX:EFPI4	EFPI4=+00002	✓
		3		VXX:EFPI4=+00003		EFPI4=+00003	✓
		5		VXX:EFPI4=+00005		EFPI4=+00005	✓
		9		VXX:EFPI4=+00009		EFPI4=+00009	✓
		17		VXX:EFPI4=+00017		EFPI4=+00017	✓
		33		VXX:EFPI4=+00033		EFPI4=+00033	✓
	- RIGHT - INITIALIZE	EXECUTE		VXX:EFII4=+00001			✓
	EDGE BLENDING-OVERLAPPED BLACK LEVEL-UPPER	0 (W,R,G,B)		VXX:EBBS0=000,000,000,000	QVX:EBBS0	EBBS0=000,000,	✓
		255 (W,R,G,B)		VXX:EBBS0=255,255,255,255		EBBS0=255,255,	✓
	EDGE BLENDING-OVERLAPPED BLACK LEVEL-LOWER	0 (W,R,G,B)		VXX:EBBS1=000,000,000,000	QVX:EBBS1	EBBS1=000,000,	✓
		255 (W,R,G,B)		VXX:EBBS1=255,255,255,255		EBBS1=255,255,	✓
	EDGE BLENDING-OVERLAPPED BLACK LEVEL-LEFT	0 (W,R,G,B)		VXX:EBBS2=000,000,000,000	QVX:EBBS2	EBBS2=000,000,	✓
		255 (W,R,G,B)		VXX:EBBS2=255,255,255,255		EBBS2=255,255,	✓
	EDGE BLENDING-OVERLAPPED BLACK LEVEL-RIGHT	0 (W,R,G,B)		VXX:EBBS3=000,000,000,000	QVX:EBBS3	EBBS3=000,000,	✓
		255 (W,R,G,B)		VXX:EBBS3=255,255,255,255		EBBS3=255,255,	✓
	EDGE BLENDING-OVERLAPPED BLACK LEVEL-UPPER INTERLOCKED	OFF		VXX:EBII3=+00000	QVX:EBII3	EBII3=+00000	✓
		ON		VXX:EBII3=+00001		EBII3=+00001	✓
	EDGE BLENDING-OVERLAPPED BLACK LEVEL-LOWER INTERLOCKED	OFF		VXX:EBII4=+00000	QVX:EBII4	EBII4=+00000	✓
		ON		VXX:EBII4=+00001		EBII4=+00001	✓
	EDGE BLENDING-OVERLAPPED BLACK LEVEL-LEFT INTERLOCKED	OFF		VXX:EBII5=+00000	QVX:EBII5	EBII5=+00000	✓
		ON		VXX:EBII5=+00001		EBII5=+00001	✓
	EDGE BLENDING-OVERLAPPED BLACK LEVEL-RIGHT INTERLOCKED	OFF		VXX:EBII6=+00000	QVX:EBII6	EBII6=+00000	✓
		ON		VXX:EBII6=+00001		EBII6=+00001	✓
	EDGE BLENDING-MODE	SOFTEDGE/BLACK LEVEL		VXX:EBMI1=+00000	QVX:EBMI1	EBMI1=+00000	✓
		BLACK LEVEL ONLY		VXX:EBMI1=+00001		EBMI1=+00001	✓
	EDGE BLENDING-AUTO TESTPATTERN	OFF		VXX:EATI1=+00000	QVX:EATI1	EATI1=+00000	✓
		ON		VXX:EATI1=+00001		EATI1=+00001	✓
	FRAME RESPONSE	NORMAL		VXX:FDYI0=+00000	QVX:FDYI0	FDYI0=+00000	✓
		FIXED		VXX:FDYI0=+00005		FDYI0=+00005	✓
	QUAD PIXEL DRIVE	OFF		VXX:QPDI1=+00000	QVX:QPDI1	QPDI1=+00000	✓
		ON		VXX:QPDI1=+00001		QPDI1=+00001	✓
	RASTER POSITION-HORIZONTAL	-2048		VRH:2952	QRH	2952	✓
		+2047		VRH:7047		7047	✓
	RASTER POSITION-VERTICAL	-2048		VRV:2952	QRV	2952	✓
		+2047		VRV:7047		7047	✓
DISPLAY LANGUAGE	LANGUAGE	English		OLG:ENG	QLG	ENG	✓
		German		OLG:DEU		DEU	✓
		French		OLG:FRA		FRA	✓
		Spanish		OLG:ESP		ESP	✓
		Italian		OLG:ITL		ITL	✓
		Japanese		OLG:JPN		JPN	✓

CONTROL COMMANDS

2026/9/7

				CONTROL	QUERY		HTQ20 SERIES
CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS/CALL BACK	COMMANDS	CALL BACK	HTQ20
		Chinese		OLG:CHI		CHI	✓
		Russian		OLG:RUS		RUS	✓
		Korea		OLG:KOR		KOR	✓
		Portuguse		OLG:POR		POR	✓
	COLOR MATCHING	OFF		VXX:CMAI0=+00000	QVX:CMAI0	CMAI0=+00000	✓
		3COLORS		VXX:CMAI0=+00001		CMAI0=+00001	✓
		7COLORS		VXX:CMAI0=+00002		CMAI0=+00002	✓
		MEASURED		VXX:CMAI0=+00004		CMAI0=+00004	✓
	COLOR MATCHING-RESET MODE	NATIVE		VXX:CRMI1=+00000	QVX:CRMI1	CRMI1=+00000	✓
		PICTURE		VXX:CRMI1=+00001		CRMI1=+00001	✓
	COLOR MATCHING-3COLORS-RED	0 (R,G,B)		VMR:0000,0000,0000	QMR	0000,0000,0000	✓
		2048,2048,2048(R,G,B)		VMR:2048,2048,2048		2048,2048,2048	✓
	COLOR MATCHING-3COLORS-GREEN	0 (R,G,B)		VMG:0000,0000,0000	QMG	0000,0000,0000	✓
		2048,2048,2048(R,G,B)		VMG:2048,2048,2048		2048,2048,2048	✓
	COLOR MATCHING-3COLORS-BLUE	0 (R,G,B)		VMB:0000,0000,0000	QMB	0000,0000,0000	✓
		2048,2048,2048(R,G,B)		VMB:2048,2048,2048		2048,2048,2048	✓
	COLOR MATCHING-3COLORS-WHITE	256 (GAIN)		VMW:0256	QMW	0256	✓
		2048(GAIN)		VMW:2048		2048	✓
	COLOR MATCHING-3COLORS-AUTO TESTPATTERN	OFF		VXX:CATI0=+00000	QVX:CATI0	CATI0=+00000	✓
		ON		VXX:CATI0=+00001		CATI0=+00001	✓
	COLOR MATCHING-3COLORS-RESET	EXECUTE		VXX:CREI1=+00001			✓
	COLOR MATCHING-7COLORS-RED	0 (R,G,B)		VXX:C7CS0=0000,0000,0000	QVX:C7CS0	C7CS0=0000,000	✓
		2048(R,G,B)		VXX:C7CS0=2048,2048,2048		C7CS0=2048,204	✓
	COLOR MATCHING-7COLORS-GREEN	0 (R,G,B)		VXX:C7CS1=0000,0000,0000	QVX:C7CS1	C7CS1=0000,000	✓
		2048(R,G,B)		VXX:C7CS1=2048,2048,2048		C7CS1=2048,204	✓
	COLOR MATCHING-7COLORS-BLUE	0 (R,G,B)		VXX:C7CS2=0000,0000,0000	QVX:C7CS2	C7CS2=0000,000	✓
		2048(R,G,B)		VXX:C7CS2=2048,2048,2048		C7CS2=2048,204	✓
	COLOR MATCHING-7COLORS-CYAN	0 (R,G,B)		VXX:C7CS3=0000,0000,0000	QVX:C7CS3	C7CS3=0000,000	✓
		2048(R,G,B)		VXX:C7CS3=2048,2048,2048		C7CS3=2048,204	✓
	COLOR MATCHING-7COLORS-MAGENTA	0 (R,G,B)		VXX:C7CS4=0000,0000,0000	QVX:C7CS4	C7CS4=0000,000	✓
		2048(R,G,B)		VXX:C7CS4=2048,2048,2048		C7CS4=2048,204	✓
	COLOR MATCHING-7COLORS-YELLOW	0 (R,G,B)		VXX:C7CS5=0000,0000,0000	QVX:C7CS5	C7CS5=0000,000	✓
		2048(R,G,B)		VXX:C7CS5=2048,2048,2048		C7CS5=2048,204	✓
	COLOR MATCHING-7COLORS-WHITE	0 (R,G,B)		VXX:C7CS6=0000,0000,0000	QVX:C7CS6	C7CS6=0000,000	✓
		2048(R,G,B)		VXX:C7CS6=2048,2048,2048		C7CS6=2048,204	✓
	COLOR MATCHING-7COLORS-AUTO TESTPATTERN	OFF		VXX:CATI1=+00000	QVX:CATI1	CATI1=+00000	✓
		ON		VXX:CATI1=+00001		CATI1=+00001	✓
	COLOR MATCHING-7COLORS-RESET	EXECUTE		VXX:CREI2=+00001			✓
	COLOR MATCHING-MEASURED MODE-MEASURED DATA BLACK	0,1,1 (Y,x,y)		VXX:CMMS0=00000,0001,0001	QVX:CMMS0	CMMS0=00000,00	✓
		65535,999,999(Y,x,y)		VXX:CMMS0=65535,0999,0999		CMMS0=65535,09	✓
	COLOR MATCHING-MEASURED MODE-MEASURED DATA RED	0,1,1 (Y,x,y)		VXX:CMMS1=00000,0001,0001	QVX:CMMS1	CMMS1=00000,00	✓
		65535,999,999(Y,x,y)		VXX:CMMS1=65535,0999,0999		CMMS1=65535,09	✓
	COLOR MATCHING-MEASURED MODE-MEASURED DATA GREEN	0,1,1 (Y,x,y)		VXX:CMMS2=00000,0001,0001	QVX:CMMS2	CMMS2=00000,00	✓
		65535,999,999(Y,x,y)		VXX:CMMS2=65535,0999,0999		CMMS2=65535,09	✓
	COLOR MATCHING-MEASURED MODE-MEASURED DATA BLUE	0,1,1 (Y,x,y)		VXX:CMMS3=00000,0001,0001	QVX:CMMS3	CMMS3=00000,00	✓
		65535,999,999(Y,x,y)		VXX:CMMS3=65535,0999,0999		CMMS3=65535,09	✓
	COLOR MATCHING-MEASURED MODE-MEASURED DATA WHITE	0,1,1 (Y,x,y)		VXX:CMMS4=00000,0001,0001	QVX:CMMS4	CMMS4=00000,00	✓
		65535,999,999(Y,x,y)		VXX:CMMS4=65535,0999,0999		CMMS4=65535,09	✓
	COLOR MATCHING-MEASURED MODE-TARGET DATA RED	0,1,1 (Y,x,y)		VXX:CMTS0=00000,0001,0001	QVX:CMTS0	CMTS0=00000,00	✓
		65535,999,999(Y,x,y)		VXX:CMTS0=65535,0999,0999		CMTS0=65535,09	✓
	COLOR MATCHING-MEASURED MODE-TARGET DATA GREEN	0,1,1 (Y,x,y)		VXX:CMTS1=00000,0001,0001	QVX:CMTS1	CMTS1=00000,00	✓
		65535,999,999(Y,x,y)		VXX:CMTS1=65535,0999,0999		CMTS1=65535,09	✓
	COLOR MATCHING-MEASURED MODE-TARGET DATA BLUE	0,1,1 (Y,x,y)		VXX:CMTS2=00000,0001,0001	QVX:CMTS2	CMTS2=00000,00	✓
		65535,999,999(Y,x,y)		VXX:CMTS2=65535,0999,0999		CMTS2=65535,09	✓
	COLOR MATCHING-MEASURED MODE-TARGET DATA CYAN	0,1,1 (Y,x,y)		VXX:CMTS3=00000,0001,0001	QVX:CMTS3	CMTS3=00000,00	✓
		65535,999,999(Y,x,y)		VXX:CMTS3=65535,0999,0999		CMTS3=65535,09	✓
	COLOR MATCHING-MEASURED MODE-TARGET DATA MAGENTA	0,1,1 (Y,x,y)		VXX:CMTS4=00000,0001,0001	QVX:CMTS4	CMTS4=00000,00	✓
		65535,999,999(Y,x,y)		VXX:CMTS4=65535,0999,0999		CMTS4=65535,09	✓
	COLOR MATCHING-MEASURED MODE-TARGET DATA YELLOW	0,1,1 (Y,x,y)		VXX:CMTS5=00000,0001,0001	QVX:CMTS5	CMTS5=00000,00	✓
		65535,999,999(Y,x,y)		VXX:CMTS5=65535,0999,0999		CMTS5=65535,09	✓
	COLOR MATCHING-MEASURED MODE-TARGET DATA WHITE	0,1,1 (Y,x,y)		VXX:CMTS6=00000,0001,0001	QVX:CMTS6	CMTS6=00000,00	✓
		65535,999,999(Y,x,y)		VXX:CMTS6=65535,0999,0999		CMTS6=65535,09	✓
	COLOR MATCHING-MEASURED MODE-AUTO TESTPATTERN	OFF		VXX:CATI3=+00000	QVX:CATI3	CATI3=+00000	✓
		ON		VXX:CATI3=+00001		CATI3=+00001	✓
	COLOR MATCHING-MEASURED MODE-RESET	EXECUTE		VXX:CREI3=+00001			✓
	COLOR MATCHING - USER ADJUSTMENT DATA - SAVE	* PARAMETER		VXX:CUDS1=**:**			✓
		* PARAMETER1	3COLORS	VXX:CUDS1=3c:**			✓
			7COLORS	VXX:CUDS1=7c:**			✓
			MEASURED	VXX:CUDS1=ME:**			✓
		* PARAMETER2	USER1	VXX:CUDS1=**:01			✓
			USER2	VXX:CUDS1=**:02			✓
			USER3	VXX:CUDS1=**:03			✓
	COLOR MATCHING - USER ADJUSTMENT DATA - LOAD	* PARAMETER		VXX:CUDS2=**:**			✓
		* PARAMETER1	3COLORS	VXX:CUDS2=3c:**			✓
			7COLORS	VXX:CUDS2=7c:**			✓
			MEASURED	VXX:CUDS2=ME:**			✓
		* PARAMETER2	USER1	VXX:CUDS2=**:01			✓
			USER2	VXX:CUDS2=**:02			✓
			USER3	VXX:CUDS2=**:03			✓
	COLOR MATCHING - USER ADJUSTMENT DATA - RENAME	* PARAMETER		VXX:CUDS3=**:**:*DATANAME*	QVX:CUDS3=**:**	CUDS3=**:**:*DA*	✓
		* PARAMETER1	3COLORS	VXX:CUDS3=3c:**:*DATANAME*		CUDS3=3c:**:*DA*	✓
			7COLORS	VXX:CUDS3=7c:**:*DATANAME*		CUDS3=7c:**:*DA*	✓
			MEASURED	VXX:CUDS3=ME:**:*DATANAME*		CUDS3=ME:**:*DA*	✓
		* PARAMETER2	USER1	VXX:CUDS3=**:01:*DATANAME*		CUDS3=**:01:*DA*	✓
			USER2	VXX:CUDS3=**:02:*DATANAME*		CUDS3=**:02:*DA*	✓
			USER3	VXX:CUDS3=**:03:*DATANAME*		CUDS3=**:03:*DA*	✓
	COLOR CORRECTION	OFF		VCM:0	QMC	0	✓
		USER		VCM:1		1	✓
	COLOR CORRECTION-RED	-30		VXX:CCRI0=-00030	QVX:CCRI0	CCRI0=-00030	✓
		+30		VXX:CCRI0=+00030		CCRI0=+00030	✓
	COLOR CORRECTION-GREEN	-30		VXX:CCRI1=-00030	QVX:CCRI1	CCRI1=-00030	✓
		+30		VXX:CCRI1=+00030		CCRI1=+00030	✓
	COLOR CORRECTION-BLUE	-30		VXX:CCRI2=-00030	QVX:CCRI2	CCRI2=-00030	✓
		+30		VXX:CCRI2=+00030		CCRI2=+00030	✓
	COLOR CORRECTION-CYAN	-30		VXX:CCRI3=-00030	QVX:CCRI3	CCRI3=-00030	✓
		+30		VXX:CCRI3=+00030		CCRI3=+00030	✓
	COLOR CORRECTION-MAGENTA	-30		VXX:CCRI4=-00030	QVX:CCRI4	CCRI4=-00030	✓
		+30		VXX:CCRI4=+00030		CCRI4=+00030	✓
	COLOR CORRECTION-YELLOW	-30		VXX:CCRI5=-00030	QVX:CCRI5	CCRI5=-00030	✓
		+30		VXX:CCRI5=+00030		CCRI5=+00030	✓
	BACKUP INPUT SETTING-BACKUP INPUT	PRIMARY		VXX:BACI1=+00001	QVX:BACI1	BACI1=+00001	✓
		SECONDARY		VXX:BACI1=+00002		BACI1=+00002	✓
		TOGGLE		VXX:BACI1=+00010		BACI1=+00010	✓
	BACKUP INPUT SETTING-BACKUP INPUT MODE	OFF		VXX:BACI6=+00000	QVX:BACI6	BACI6=+00000	✓
		HDMI1 / HDMI2		VXX:BACI6=+00002		BACI6=+00002	✓
		SDI/SDI(SLOT1)		VXX:BACI6=+11111		BACI6=+11111	✓
	BACKUP INPUT SETTING-AUTOMATIC SWITCHING	DISABLE		VXX:BACI3=+00000	QVX:BACI3	BACI3=+00000	✓
		ENABLE		VXX:BACI3=+00001		BACI3=+00001	✓
	BACKUP INPUT SETTING-BACKUP INPUT STATUS	INACTIVE			QVX:BACI4	BACI4=+00000	✓
		ACTIVE				BACI4=+00001	✓

CONTROL COMMANDS

				CONTROL	QUERY		HTQ20 SERIES
CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS/CALL BACK	COMMANDS	CALL BACK	HTQ20
	HDMI IN-HDMI1 SIGNAL LEVEL	0-1023		VXX:HSLI1=+00000	QVX:HSLI1	HSLI1=+00000	✓
		64-940		VXX:HSLI1=+00001		HSLI1=+00001	✓
		AUTO		VXX:HSLI1=+00002		HSLI1=+00002	✓
	HDMI IN-HDMI2 SIGNAL LEVEL	0-1023		VXX:HSLI2=+00000	QVX:HSLI2	HSLI2=+00000	✓
		64-940		VXX:HSLI2=+00001		HSLI2=+00001	✓
		AUTO		VXX:HSLI2=+00002		HSLI2=+00002	✓
	HDMI IN-HDMI1 AUTO GAMMA SELECT	DISABLE		VXX:HAGI1=+00000	QVX:HAGI1	HAGI1=+00000	✓
		ENABLE		VXX:HAGI1=+00001		HAGI1=+00001	✓
	HDMI IN-HDMI2 AUTO GAMMA SELECT	DISABLE		VXX:HAGI2=+00000	QVX:HAGI2	HAGI2=+00000	✓
		ENABLE		VXX:HAGI2=+00001		HAGI2=+00001	✓
	HDMI IN-HDMI1 AUTO COLOR SPACE SELECT	DISABLE		VXX:HACI1=+00000	QVX:HACI1	HACI1=+00000	✓
		ENABLE		VXX:HACI1=+00001		HACI1=+00001	✓
	HDMI IN-HDMI2 AUTO COLOR SPACE SELECT	DISABLE		VXX:HACI2=+00000	QVX:HACI2	HACI2=+00000	✓
		ENABLE		VXX:HACI2=+00001		HACI2=+00001	✓
	HDMI IN-HDMI1 EQUALIZER	0		VXX:HEQI1=+00000	QVX:HEQI1	HEQI1=+00000	✓
		1		VXX:HEQI1=+00001		HEQI1=+00001	✓
		2		VXX:HEQI1=+00002		HEQI1=+00002	✓
		3		VXX:HEQI1=+00003		HEQI1=+00003	✓
		4		VXX:HEQI1=+00004		HEQI1=+00004	✓
		5		VXX:HEQI1=+00005		HEQI1=+00005	✓
		6		VXX:HEQI1=+00006		HEQI1=+00006	✓
		7		VXX:HEQI1=+00007		HEQI1=+00007	✓
	HDMI IN-HDMI2 EQUALIZER	0		VXX:HEQI2=+00000	QVX:HEQI2	HEQI2=+00000	✓
		1		VXX:HEQI2=+00001		HEQI2=+00001	✓
		2		VXX:HEQI2=+00002		HEQI2=+00002	✓
		3		VXX:HEQI2=+00003		HEQI2=+00003	✓
		4		VXX:HEQI2=+00004		HEQI2=+00004	✓
		5		VXX:HEQI2=+00005		HEQI2=+00005	✓
		6		VXX:HEQI2=+00006		HEQI2=+00006	✓
		7		VXX:HEQI2=+00007		HEQI2=+00007	✓
	HDMI IN-HDMI1 EDID SELECT	4K/60p		VXX:HESI1=+00000	QVX:HESI1	HESI1=+00000	✓
		4K/30p		VXX:HESI1=+00001		HESI1=+00001	✓
		2K		VXX:HESI1=+00002		HESI1=+00002	✓
		4K/60p/HDR		VXX:HESI1=+00010		HESI1=+00010	✓
	HDMI IN-HDMI2 EDID SELECT	4K/60p		VXX:HESI2=+00000	QVX:HESI2	HESI2=+00000	✓
		4K/30p		VXX:HESI2=+00001		HESI2=+00001	✓
		2K		VXX:HESI2=+00002		HESI2=+00002	✓
		4K/60p/HDR		VXX:HESI2=+00010		HESI2=+00010	✓
	HDMI IN-HDMI1 EDID EDID CHROMATICITY	REC709		VXX:ECHI1=+00001	QVX:ECHI1	ECHI1=+00001	✓
		DCI-P3		VXX:ECHI1=+00002		ECHI1=+00002	✓
		REC2020		VXX:ECHI1=+00003		ECHI1=+00003	✓
	HDMI IN-HDMI2 EDID EDID CHROMATICITY	REC709		VXX:ECHI2=+00001	QVX:ECHI2	ECHI2=+00001	✓
		DCI-P3		VXX:ECHI2=+00002		ECHI2=+00002	✓
		REC2020		VXX:ECHI2=+00003		ECHI2=+00003	✓
	HDMI IN-HDM1 EDID MODE	DEFAULT		VXX:EDMI3=+00000	QVX:EDMI3	EDMI3=+00000	✓
		USER		VXX:EDMI3=+00010		EDMI3=+00010	✓
	HDMI IN-HDM2 EDID MODE	DEFAULT		VXX:EDMI6=+00000	QVX:EDMI6	EDMI6=+00000	✓
		USER		VXX:EDMI6=+00010		EDMI6=+00010	✓
	HDMI IN-HDMI* EDID RESOLUTION	HDMI1		VXX:EDRS3=****:****:*	QVX:EDRS3	EDRS3=****:***	✓
		HDMI2		VXX:EDRS6=****:****:*	QVX:EDRS6	EDRS6=****:***	✓
			1280x720p	VXX:*****=1280:0720:p		*****=1280:072	✓
			1280x800p	VXX:*****=1280:0800:p		*****=1280:080	✓
			1280x1024p	VXX:*****=1280:1024:p		*****=1280:102	✓
			1366x768p	VXX:*****=1366:0768:p		*****=1366:076	✓
			1400x1050p	VXX:*****=1400:1050:p		*****=1400:105	✓
			1440x900p	VXX:*****=1440:0900:p		*****=1440:090	✓
			1600x900p	VXX:*****=1600:0900:p		*****=1600:090	✓
			1600x1200p	VXX:*****=1600:1200:p		*****=1600:120	✓
			1680x1050p	VXX:*****=1680:1050:p		*****=1680:105	✓
			1920x1080p	VXX:*****=1920:1080:p		*****=1920:108	✓
			1920x1080i	VXX:*****=1920:1080:i		*****=1920:108	✓
			1920x1200p	VXX:*****=1920:1200:p		*****=1920:120	✓
			2048x1080p	VXX:*****=2048:1080:p		*****=2048:108	✓
			2560x1080p	VXX:*****=2560:1080:p		*****=2560:108	✓
			2560x1440p	VXX:*****=2560:1440:p		*****=2560:144	✓
			2560x1600p	VXX:*****=2560:1600:p		*****=2560:160	✓
			3440x1440p	VXX:*****=3440:1440:p		*****=3440:144	✓
			3840x2400p	VXX:*****=3840:2400:p		*****=3840:240	✓
	HDMI IN-HDMI* EDID VERTICAL SCAN FREQUENCY	HDMI1		VXX:EDVI3=******	QVX:EDVI3	EDVI3=******	✓
		HDMI2		VXX:EDVI6=******	QVX:EDVI6	EDVI6=******	✓
		* PARAMETER	240Hz	VXX:*****=+24000		*****=+24000	✓
			120Hz	VXX:*****=+12000		*****=+12000	✓
			100Hz	VXX:*****=+10000		*****=+10000	✓
			60Hz	VXX:*****=+06000		*****=+06000	✓
			50Hz	VXX:*****=+05000		*****=+05000	✓
			48Hz	VXX:*****=+04800		*****=+04800	✓
			30Hz	VXX:*****=+03000		*****=+03000	✓
			25Hz	VXX:*****=+02500		*****=+02500	✓
			24Hz	VXX:*****=+02400		*****=+02400	✓
	HDMI IN-HDMI* EDID RESOLUTION / VERTICAL SCAN FREQUENCY	HDMI1		VXX:EDHS1=*********:*:*****	QVX:EDHS1	EDHS1=********	✓
		HDMI2		VXX:EDHS2=*********:*:*****	QVX:EDHS2	EDHS2=********	✓
		* PARAMETER1	1024x768	VXX:*****=1024:0768:*:*****		*****=1024:076	✓
			1280x720	VXX:*****=1280:0720:*:*****		*****=1280:072	✓
			1280x800	VXX:*****=1280:0800:*:*****		*****=1280:080	✓
			1280x1024	VXX:*****=1280:1024:*:*****		*****=1280:102	✓
			1366x768	VXX:*****=1366:0768:*:*****		*****=1366:076	✓
			1400x1050	VXX:*****=1400:1050:*:*****		*****=1400:105	✓
			1440x900	VXX:*****=1440:0900:*:*****		*****=1440:090	✓
			1600x900	VXX:*****=1600:0900:*:*****		*****=1600:090	✓
			1600x1200	VXX:*****=1600:1200:*:*****		*****=1600:120	✓
			1680x1050	VXX:*****=1680:1050:*:*****		*****=1680:105	✓
			1920x1080	VXX:*****=1920:1080:*:*****		*****=1920:108	✓
			1920x1200	VXX:*****=1920:1200:*:*****		*****=1920:120	✓
			2048x1080	VXX:*****=2048:1080:*:*****		*****=2048:108	✓
			2560x1080	VXX:*****=2560:1080:*:*****		*****=2560:108	✓
			2560x1440	VXX:*****=2560:1440:*:*****		*****=2560:144	✓
			2560x1600	VXX:*****=2560:1600:*:*****		*****=2560:160	✓
			3440x1440	VXX:*****=3440:1440:*:*****		*****=3440:144	✓
			3840x2400	VXX:*****=3840:2400:*:*****		*****=3840:240	✓
		* PARAMETER2	Progressive	VXX:*****=*********:p:*****		*****=********	✓
			Interlace	VXX:*****=*********:i:*****		*****=********	✓
		* PARAMETER3	240Hz	VXX:*****=*********:*:24000		*****=********	✓
			120Hz	VXX:*****=*********:*:12000		*****=********	✓
			60Hz	VXX:*****=*********:*:06000		*****=********	✓
			50Hz	VXX:*****=*********:*:05000		*****=********	✓
			48Hz	VXX:*****=*********:*:04800		*****=********	✓
			30Hz	VXX:*****=*********:*:03000		*****=********	✓
			25Hz	VXX:*****=*********:*:02500		*****=********	✓
			24Hz	VXX:*****=*********:*:02400		*****=********	✓
	HDMI IN-HDMI* EDID STATUS	HDMI1			QVX:ESHS1	ESHS1=********	✓

CONTROL COMMANDS

2026/9/7

				CONTROL	QUERY		HTQ20 SERIES
CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS/CALL BACK	COMMANDS	CALL BACK	HTQ20
	RESOLUTION / VERTICAL SCAN FREQUENCY	HDMI2			QVX:ESHS2	ESHS2=********	✓
		* PARAMETER1	1024x768			*****=1024:076	✓
			1280x720			*****=1280:072	✓
			1280x800			*****=1280:080	✓
			1280x1024			*****=1280:102	✓
			1366x768			*****=1366:076	✓
			1400x1050			*****=1400:105	✓
			1440x900			*****=1440:090	✓
			1600x900			*****=1600:090	✓
			1600x1200			*****=1600:120	✓
			1680x1050			*****=1680:105	✓
			1920x1080			*****=1920:108	✓
			1920x1200			*****=1920:120	✓
			2048x1080			*****=2048:108	✓
			2560x1080			*****=2560:108	✓
			2560x1440			*****=2560:144	✓
			2560x1600			*****=2560:160	✓
			3440x1440			*****=3440:144	✓
			3840x2400			*****=3840:240	✓
		* PARAMETER2	Progressive			*****=********	✓
			Interlace			*****=********	✓
		* PARAMETER3	240Hz			*****=********	✓
			120Hz			*****=********	✓
			100Hz			*****=********	✓
			60Hz			*****=********	✓
			50Hz			*****=********	✓
			48Hz			*****=********	✓
			30Hz			*****=********	✓
			25Hz			*****=********	✓
			24Hz			*****=********	✓
	SDI IN-SIGNAL LEVEL (SDI1)	64-940		VXX:SSLI1=+00000	QVX:SSLI1	SSLI1=+00000	✓
		4-1019		VXX:SSLI1=+00001		SSLI1=+00001	✓
	SDI IN-BIT DEPTH (SDI1)	AUTO		VXX:SBTI1=+00000	QVX:SBTI1	SBTI1=+00000	✓
		12-bit		VXX:SBTI1=+00001		SBTI1=+00001	✓
		10-bit		VXX:SBTI1=+00002		SBTI1=+00002	✓
	SDI IN-3G SDI MAPPING (SDI1)	AUTO		VXX:SGMI1=+00000	QVX:SGMI1	SGMI1=+00000	✓
		LEVEL A		VXX:SGMI1=+00001		SGMI1=+00001	✓
		LEVEL B		VXX:SGMI1=+00002		SGMI1=+00002	✓
	SDI RESOLUTION	* PARAMETER1	SDI1	VXX:SRSI1=+*****	QVX:*****	SRSI1=+*****	✓
		* PARAMETER2	AUTO	VXX:*****=+00000		*****=+00000	✓
			1280x720p	VXX:*****=+00003		*****=+00003	✓
			1920x1080i	VXX:*****=+00005		*****=+00005	✓
			1920x1080p	VXX:*****=+00006		*****=+00006	✓
			2048x1080p	VXX:*****=+00009		*****=+00009	✓
			3840x2160p	VXX:*****=+00011		*****=+00011	✓
			4096x2160p	VXX:*****=+00013		*****=+00013	✓
	SDI SYSTEM SELECTOR	* PARAMETER		VXX:SYSS1=*:****:*****	QVX:SYSS1=*:****	SYSS1=*:****:*	✓
		* PARAMETER1, 2	SDI1	VXX:SYSS1=1:1		SYSS1=1:1:****	✓
		* PARAMETER3	AUTO	VXX:SYSS1=*:****:00000		SYSS1=*:****:0	✓
			RGB	VXX:SYSS1=*:****:00001		SYSS1=*:****:0	✓
			YPbPr4:4:4	VXX:SYSS1=*:****:00002		SYSS1=*:****:0	✓
			YPbPr4:2:2	VXX:SYSS1=*:****:00003		SYSS1=*:****:0	✓
	SLOT : SDI RESOLUTION	* PARAMETER		VXX:*****=VXX:*****=+*****	QVX:*****=QVX:*****	*****=*****=+*	✓
		* PARAMETER1, 2	SDI1	VXX:SLSS1=VXX:SRSI1=+*****		SLSS1=SRSI1=+*	✓
		* PARAMETER3	AUTO	VXX:*****=VXX:*****=+00000		*****=*****=+0	✓
			1920x1080i	VXX:*****=VXX:*****=+00005		*****=*****=+0	✓
			1920x1080p	VXX:*****=VXX:*****=+00006		*****=*****=+0	✓
			2048x1080p	VXX:*****=VXX:*****=+00009		*****=*****=+0	✓
			3840x2160p	VXX:*****=VXX:*****=+00011		*****=*****=+0	✓
			4096x2160p	VXX:*****=VXX:*****=+00013		*****=*****=+0	✓
	SLOT - SDI IN - AUTO GAMMA SELECT	DISABLE		VXX:SLSS1=VXX:SAGI1=+00000	QVX:SLSS1=SAGI1	SLSS1=SAGI1=+0	✓
		ENABLE		VXX:SLSS1=VXX:SAGI1=+00001		SLSS1=SAGI1=+0	✓
	SLOT - SDI IN - AUTO COLOR SPACE SELECT	DISABLE		VXX:SLSS1=VXX:SACI1=+00000	QVX:SLSS1=SACI1	SLSS1=SACI1=+0	✓
		ENABLE		VXX:SLSS1=VXX:SACI1=+00001		SLSS1=SACI1=+0	✓
	SLOT : SDI : SDI 4K DIVISION	* PARAMETER		VXX:*****=VXX:*****=+*****	QVX:*****=QVX:*****	*****=*****=+*	✓
		* PARAMETER1, 2 (ET-MDN12G10)	SINGLE LINK(SLOT1:SDI1)	VXX:SLSS1=VXX:SKSI1=+*****		SLSS1=SKSI1=+*	✓
		* PARAMETER3	AUTO	VXX:*****=VXX:*****=+00000		*****=*****=+0	✓
			SQUARE	VXX:*****=VXX:*****=+00001		*****=*****=+0	✓
			INTERLEAVE	VXX:*****=VXX:*****=+00002		*****=*****=+0	✓
	SLOT : SDI : SDI SYSTEM SELECTOR	* PARAMETER		VXX:*****=VXX:*****=*:****:*****	QVX:*****=QVX:*****=*:****	*****=*****=*:	✓
		* PARAMETER1, 2	SDI1	VXX:SLSS1=VXX:SYSS1=1:1:*****	QVX:SLSS1=QVX:SYSS1=1:1	SLSS1=SYSS1=1:	✓
		* PARAMETER3	AUTO	VXX:*****=VXX:SYSS1=*:****:00000		*****=SYSS1=*:	✓
			RGB	VXX:*****=VXX:SYSS1=*:****:00001		*****=SYSS1=*:	✓
			YPbPr4:4:4	VXX:*****=VXX:SYSS1=*:****:00002		*****=SYSS1=*:	✓
			YPbPr4:2:2	VXX:*****=VXX:SYSS1=*:****:00003		*****=SYSS1=*:	✓
	SLOT : SDI : BIT DEPTH	* PARAMETER		VXX:*****=VXX:*****=+*****	QVX:*****=QVX:*****	*****=*****=+*	✓
		* PARAMETER1, 2	SDI1	VXX:SLSS1=VXX:SBTI1=+*****		SLSS1=SBTI1=+*	✓
		* PARAMETER3	AUTO	VXX:*****=VXX:*****=+00000		*****=*****=+0	✓
			12-bit	VXX:*****=VXX:*****=+00001		*****=*****=+0	✓
			10-bit	VXX:*****=VXX:*****=+00002		*****=*****=+0	✓
	SLOT : SDI : SIGNAL LEVEL	* PARAMETER		VXX:*****=VXX:*****=+*****	QVX:*****=QVX:*****	*****=*****=+*	✓
		* PARAMETER1, 2	SDI1	VXX:SLSS1=VXX:SSLI1=+*****		SLSS1=SSLI1=+*	✓
		* PARAMETER3	64-940	VXX:*****=VXX:*****=+00000		*****=*****=+0	✓
			4-1019	VXX:*****=VXX:*****=+00001		*****=*****=+0	✓
			AUTO	VXX:*****=VXX:*****=+00002		*****=*****=+0	✓
	SLOT : DIGITAL LINK : SIGNAL LEVEL	0-1023		VXX:SLSS1=VXX:DKLI1=+00000	QVX:SLSS1=QVX:DKLI1	SLSS1=DKLI1=+0	✓
		64-940		VXX:SLSS1=VXX:DKLI1=+00001		SLSS1=DKLI1=+0	✓
		AUTO		VXX:SLSS1=VXX:DKLI1=+00002		SLSS1=DKLI1=+0	✓
	SLOT : DIGITAL LINK : AUTO GAMMA SELECT	DISABLE		VXX:SLSS1=VXX:LAGI1=+00000	QVX:SLSS1=QVX:LAGI1	SLSS1=LAGI1=+0	✓
		ENABLE		VXX:SLSS1=VXX:LAGI1=+00001		SLSS1=LAGI1=+0	✓
	SLOT : DIGITAL LINK : AUTO COLOR SPACE SELECT	DISABLE		VXX:SLSS1=VXX:LACI1=+00000	QVX:SLSS1=QVX:LACI1	SLSS1=LACI1=+0	✓
		ENABLE		VXX:SLSS1=VXX:LACI1=+00001		SLSS1=LACI1=+0	✓
	SLOT : DIGITAL LINK : EDID CHROMATICIT	REC709		VXX:ECDI1=+00001	QVX:ECDI1	ECDI1=+00001	✓
		DCI-P3		VXX:ECDI1=+00002		ECDI1=+00002	✓
		REC2020		VXX:ECDI1=+00003		ECDI1=+00003	✓
	SLOT : DIGITAL LINK : EDID SELECT	4K/60p/SDR		VXX:SLSS1=VXX:LESI1=+00000	QVX:SLSS1=QVX:LESI1	SLSS1=LESI1=+0	✓
		4K/30p		VXX:SLSS1=VXX:LESI1=+00001		SLSS1=LESI1=+0	✓
		2K		VXX:SLSS1=VXX:LESI1=+00002		SLSS1=LESI1=+0	✓
		4K/30p/HDR		VXX:SLSS1=VXX:LESI1=+00011		SLSS1=LESI1=+0	✓
	SLOT : DIGITAL LINK : EDID MODE	DEFAULT		VXX:SLSS1=VXX:EDMI4=+00000	QVX:SLSS1=QVX:EDMI4	SLSS1=EDMI4=+0	✓
		USER		VXX:SLSS1=VXX:EDMI4=+00010		SLSS1=EDMI4=+0	✓
	SLOT : DIGITAL LINK : EDID RESOLUTION	* PARAMETER	1024x768	VXX:SLSS1=VXX:EDRS4=1024:0768:*	QVX:SLSS1=QVX:EDRS4	SLSS1=EDRS4=10	✓
			1280x720	VXX:SLSS1=VXX:EDRS4=1280:0720:*		SLSS1=EDRS4=12	✓
			1280x800	VXX:SLSS1=VXX:EDRS4=1280:0800:*		SLSS1=EDRS4=12	✓
			1280x1024	VXX:SLSS1=VXX:EDRS4=1280:1024:*		SLSS1=EDRS4=12	✓
			1366x768	VXX:SLSS1=VXX:EDRS4=1366:0768:*		SLSS1=EDRS4=13	✓
			1400x1050	VXX:SLSS1=VXX:EDRS4=1400:1050:*		SLSS1=EDRS4=14	✓
			1440x900	VXX:SLSS1=VXX:EDRS4=1440:0900:*		SLSS1=EDRS4=14	✓
			1600x900	VXX:SLSS1=VXX:EDRS4=1600:0900:*		SLSS1=EDRS4=16	✓
			1600x1200	VXX:SLSS1=VXX:EDRS4=1600:1200:*		SLSS1=EDRS4=16	✓

CONTROL COMMANDS

				CONTROL	QUERY		HTQ20 SERIES
CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS/CALL BACK	COMMANDS	CALL BACK	HTQ20
DISPLAY OPTION			1680x1050	VXX:SLSS1=VXX:EDRS4=1680:1050:*		SLSS1=EDRS4=16	✓
			1920x1080	VXX:SLSS1=VXX:EDRS4=1920:1080:*		SLSS1=EDRS4=19	✓
			1920x1200	VXX:SLSS1=VXX:EDRS4=1920:1200:*		SLSS1=EDRS4=19	✓
			2048x1080	VXX:SLSS1=VXX:EDRS4=2048:1080:*		SLSS1=EDRS4=20	✓
			2560x1080	VXX:SLSS1=VXX:EDRS4=2560:1080:*		SLSS1=EDRS4=25	✓
			2560x1440	VXX:SLSS1=VXX:EDRS4=2560:1440:*		SLSS1=EDRS4=25	✓
			2560x1600	VXX:SLSS1=VXX:EDRS4=2560:1600:*		SLSS1=EDRS4=25	✓
			3840x2400	VXX:SLSS1=VXX:EDRS4=3840:2400:*		SLSS1=EDRS4=38	✓
		* PARAMETER1	Progressive	VXX:SLSS1=VXX:EDRS4=*********:p		SLSS1=EDRS4==*	✓
			Interlace	VXX:SLSS1=VXX:EDRS4=*********:i		SLSS1=EDRS4==*	✓
	SLOT : DIGITAL LINK : EDID VERTICAL SCAN FREQUENCY	* PARAMETER		VXX:SLSS1=VXX:EDVI4=+*****	QVX:SLSS1=QVX:EDVI4	SLSS1=EDVI4=+*	✓
		* PARAMETER1	120Hz	VXX:SLSS1=VXX:EDVI4=+12000		SLSS1=EDVI4=+1	✓
			60Hz	VXX:SLSS1=VXX:EDVI4=+06000		SLSS1=EDVI4=+0	✓
			50Hz	VXX:SLSS1=VXX:EDVI4=+05000		SLSS1=EDVI4=+0	✓
			48Hz	VXX:SLSS1=VXX:EDVI4=+04800		SLSS1=EDVI4=+0	✓
			30Hz	VXX:SLSS1=VXX:EDVI4=+03000		SLSS1=EDVI4=+0	✓
			25Hz	VXX:SLSS1=VXX:EDVI4=+02500		SLSS1=EDVI4=+0	✓
			24Hz	VXX:SLSS1=VXX:EDVI4=+02400		SLSS1=EDVI4=+0	✓
	SLOT : DIGITAL LINK : EDID RESOLUTION / VERTICAL SCAN FREQUENCY		1024x768	VXX:SLSS1=VXX:EDLS1=1024:0768:*:*****	QVX:SLSS1=QVX:EDLS1	SLSS1=EDLS1=10	✓
			1280x720	VXX:SLSS1=VXX:EDLS1=1280:0720:*:*****		SLSS1=EDLS1=12	✓
			1280x800	VXX:SLSS1=VXX:EDLS1=1280:0800:*:*****		SLSS1=EDLS1=12	✓
			1280x1024	VXX:SLSS1=VXX:EDLS1=1280:1024:*:*****		SLSS1=EDLS1=12	✓
			1366x768	VXX:SLSS1=VXX:EDLS1=1366:0768:*:*****		SLSS1=EDLS1=13	✓
			1400x1050	VXX:SLSS1=VXX:EDLS1=1400:1050:*:*****		SLSS1=EDLS1=14	✓
			1440x900	VXX:SLSS1=VXX:EDLS1=1440:0900:*:*****		SLSS1=EDLS1=14	✓
			1600x900	VXX:SLSS1=VXX:EDLS1=1600:0900:*:*****		SLSS1=EDLS1=16	✓
		* PARAMETER	1600x1200	VXX:SLSS1=VXX:EDLS1=1600:1200:*:*****		SLSS1=EDLS1=16	✓
			1680x1050	VXX:SLSS1=VXX:EDLS1=1680:1050:*:*****		SLSS1=EDLS1=16	✓
			1920x1080	VXX:SLSS1=VXX:EDLS1=1920:1080:*:*****		SLSS1=EDLS1=19	✓
			1920x1200	VXX:SLSS1=VXX:EDLS1=1920:1200:*:*****		SLSS1=EDLS1=19	✓
			2048x1080	VXX:SLSS1=VXX:EDLS1=2048:1080:*:*****		SLSS1=EDLS1=20	✓
			2560x1080	VXX:SLSS1=VXX:EDLS1=2560:1080:*:*****		SLSS1=EDLS1=25	✓
			2560x1440	VXX:SLSS1=VXX:EDLS1=2560:1440:*:*****		SLSS1=EDLS1=25	✓
			2560x1600	VXX:SLSS1=VXX:EDLS1=2560:1600:*:*****		SLSS1=EDLS1=25	✓
			3840x2400	VXX:SLSS1=VXX:EDLS1=3840:2400:*:*****		SLSS1=EDLS1=38	✓
		* PARAMETER1	Progressive	VXX:SLSS1=VXX:EDLS1=*********:p		SLSS1=EDLS1=**	✓
			Interlace	VXX:SLSS1=VXX:EDLS1=*********:i		SLSS1=EDLS1=**	✓
		* PARAMETER2	120Hz	VXX:SLSS1=VXX:EDLS1=*********:*:12000		SLSS1=EDLS1=**	✓
			60Hz	VXX:SLSS1=VXX:EDLS1=*********:*:06000		SLSS1=EDLS1=**	✓
			50Hz	VXX:SLSS1=VXX:EDLS1=*********:*:05000		SLSS1=EDLS1=**	✓
			48Hz	VXX:SLSS1=VXX:EDLS1=*********:*:04800		SLSS1=EDLS1=**	✓
			30Hz	VXX:SLSS1=VXX:EDLS1=*********:*:03000		SLSS1=EDLS1=**	✓
			25Hz	VXX:SLSS1=VXX:EDLS1=*********:*:02500		SLSS1=EDLS1=**	✓
			24Hz	VXX:SLSS1=VXX:EDLS1=*********:*:02400		SLSS1=EDLS1=**	✓
	SLOT : DIGITAL LINK : EDID STATUS RESOLUTION / VERTICAL SCAN FREQUENCY		1024x768		QVX:SLSS1=QVX:ESLS1	SLSS1=ESLS1=10	✓
			1280x720			SLSS1=ESLS1=12	✓
			1280x800			SLSS1=ESLS1=12	✓
			1280x1024			SLSS1=ESLS1=12	✓
			1366x768			SLSS1=ESLS1=13	✓
			1400x1050			SLSS1=ESLS1=14	✓
			1440x900			SLSS1=ESLS1=14	✓
			1600x900			SLSS1=ESLS1=16	✓
		* PARAMETER	1600x1200			SLSS1=ESLS1=16	✓
			1680x1050			SLSS1=ESLS1=16	✓
			1920x1080			SLSS1=ESLS1=19	✓
			1920x1200			SLSS1=ESLS1=19	✓
			2048x1080			SLSS1=ESLS1=20	✓
			2560x1440			SLSS1=ESLS1=25	✓
			2560x1080			SLSS1=ESLS1=25	✓
			2560x1600			SLSS1=ESLS1=25	✓
			3840x2400			SLSS1=ESLS1=38	✓
		* PARAMETER1	Progressive			SLSS1=ESLS1=**	✓
			Interlace			SLSS1=ESLS1=**	✓
		* PARAMETER2	120Hz			SLSS1=ESLS1=**	✓
			60Hz			SLSS1=ESLS1=**	✓
			50Hz			SLSS1=ESLS1=**	✓
			48Hz			SLSS1=ESLS1=**	✓
			30Hz			SLSS1=ESLS1=**	✓
			25Hz			SLSS1=ESLS1=**	✓
			24Hz			SLSS1=ESLS1=**	✓
	SLOT : DIGITAL LINK : DIGITAL LINK OUT	DISABLE		VXX:SLSS1=VXX:DLOI1=+00000	QVX:SLSS1=QVX:DLOI1	SLSS1=DLOI1=+0	✓
		ENABLE		VXX:SLSS1=VXX:DLOI1=+00001		SLSS1=DLOI1=+0	✓
	SLOT : 12G SDI OPT : RESOLUTION	* PARAMETER		VXX:*****=VXX:*****=*****	QVX:*****=QVX:*****	*****=*****=+*	✓
		* PARAMETER1, 2	12G SDI OPT1	VXX:SLSS1=VXX:OREI1=*****		SLSS1=OREI1=+*	✓
			12G SDI OPT2	VXX:SLSS1=VXX:OREI2=*****		SLSS1=OREI2=+*	✓
		* PARAMETER3	AUTO	VXX:*****=VXX:*****=+00000		*****=*****=+0	✓
			1280x720p	VXX:*****=VXX:*****=+00003		*****=*****=+0	✓
			1920x1080i	VXX:*****=VXX:*****=+00005		*****=*****=+0	✓
			1920x1080p	VXX:*****=VXX:*****=+00006		*****=*****=+0	✓
			1920x1080sF	VXX:*****=VXX:*****=+00007		*****=*****=+0	✓
			2048x1080p	VXX:*****=VXX:*****=+00009		*****=*****=+0	✓
			3840x2160p	VXX:*****=VXX:*****=+00011		*****=*****=+0	✓
			4096x2160p	VXX:*****=VXX:*****=+00013		*****=*****=+0	✓
	SLOT : 12G SDI OPT : SYSTEM SELECTOR	* PARAMETER		VXX:*****=VXX:*****=*****	QVX:*****=QVX:*****	*****=*****=+*	✓
		* PARAMETER1, 2	12G SDI OPT1	VXX:SLSS1=VXX:OSYI1=*****		SLSS1=OSYI1=+*	✓
			12G SDI OPT2	VXX:SLSS1=VXX:OSYI2=*****		SLSS1=OSYI2=+*	✓
		* PARAMETER3	AUTO	VXX:*****=VXX:*****=+00000		*****=*****=+0	✓
			RGB	VXX:*****=VXX:*****=+00001		*****=*****=+0	✓
			YPbPr 4:4:4	VXX:*****=VXX:*****=+00002		*****=*****=+0	✓
			YPbPr 4:2:2	VXX:*****=VXX:*****=+00003		*****=*****=+0	✓
	SLOT : 12G SDI OPT : BIT DEPTH	* PARAMETER		VXX:*****=VXX:*****=*****	QVX:*****=QVX:*****	*****=*****=+*	✓
		* PARAMETER1, 2	12G SDI OPT1	VXX:SLSS1=VXX:OBTI1=*****		SLSS1=OBTI1=+*	✓
			12G SDI OPT2	VXX:SLSS1=VXX:OBTI2=*****		SLSS1=OBTI2=+*	✓
		* PARAMETER3	AUTO	VXX:*****=VXX:*****=+00000		*****=*****=+0	✓
			12-bit	VXX:*****=VXX:*****=+00001		*****=*****=+0	✓
			10-bit	VXX:*****=VXX:*****=+00002		*****=*****=+0	✓
	SLOT : 12G SDI OPT : SIGNAL LEVEL	* PARAMETER		VXX:*****=VXX:*****=*****	QVX:*****=QVX:*****	*****=*****=+*	✓
		* PARAMETER1, 2	12G SDI OPT1	VXX:SLSS1=VXX:OSLI1=*****		SLSS1=OSLI1=+*	✓
			12G SDI OPT2	VXX:SLSS1=VXX:OSLI2=*****		SLSS1=OSLI2=+*	✓
		* PARAMETER3	64-940	VXX:*****=VXX:*****=+00000		*****=*****=+0	✓
			4-1019	VXX:*****=VXX:*****=+00001		*****=*****=+0	✓
			AUTO	VXX:*****=VXX:*****=+00002		*****=*****=+0	✓
	SLOT : 12G SDI OPT : AUTO GAMMA SELECT	DISABLE		VXX:SLSS1=VXX:OAGI1=+00000	QVX:SLSS1=OAGI1	SLSS1=OAGI1=+0	✓
		ENABLE		VXX:SLSS1=VXX:OAGI1=+00001		SLSS1=OAGI1=+0	✓
	SLOT : 12G SDI OPT : AUTO COLOR SPACE SELECT	DISABLE		VXX:SLSS1=VXX:OACI1=+00000	QVX:SLSS1=OACI1	SLSS1=OACI1=+0	✓
		ENABLE		VXX:SLSS1=VXX:OACI1=+00001		SLSS1=OACI1=+0	✓
	SLOT : 12G SDI OPT : SDI OPT OUT	* PARAMETER		VXX:OOMS1=*:*:*****	QVX:OOMS1=*:*	OOMS1=*:*:****	✓
		* PARAMETER1	SLOT1	VXX:OOMS1=1:*:*****		OOMS1=1:*:****	✓
			SLOT2	VXX:OOMS1=2:*:*****		OOMS1=2:*:****	✓
			SFP2	VXX:OOMS1=*:2:*****		OOMS1=*:2:****	✓

CONTROL COMMANDS

CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	CONTROL COMMANDS/CALL BACK	QUERY COMMANDS	QUERY CALL BACK	HTQ20 SERIES HTQ20
		* PARAMETER3	DISABLE	VXX:OOMS1=*:*:00000		OOMS1=*:*:0000	✓
			ENABLE	VXX:OOMS1=*:*:00001		OOMS1=*:*:0000	✓
	SLOT : PressIT : SIGNAL LEVEL	64-940		VXX:SLSS1=VXX:WSLI1=+00000	QVX:SLSS1=QVX:WSLI1	SLSS1=WSLI1=+0	✓
		0-1023		VXX:SLSS1=VXX:WSLI1=+00001		SLSS1=WSLI1=+0	✓
		AUTO		VXX:SLSS1=VXX:WSLI1=+00002		SLSS1=WSLI1=+0	✓
	SLOT: SDM Board : Media Processor Board : SIGNAL LEVEL	64-940		VXX:SLSS1=VXX:MSLI1=+00000	QVX:SLSS1=QVX:MSLI1	SLSS1=MSLI1=+0	✓
		0-1023		VXX:SLSS1=VXX:MSLI1=+00001		SLSS1=MSLI1=+0	✓
		AUTO		VXX:SLSS1=VXX:MSLI1=+00002		SLSS1=MSLI1=+0	✓
	SLOT : 3rd Party Board : SIGNAL LEVEL	64-940		VXX:SLSS1=VXX:USLI1=+00000	QVX:SLSS1=QVX:USLI1	SLSS1=USLI1=+0	✓
		0-1023		VXX:SLSS1=VXX:USLI1=+00001		SLSS1=USLI1=+0	✓
		AUTO		VXX:SLSS1=VXX:USLI1=+00002		SLSS1=USLI1=+0	✓
	SLOT : 3rd Party Board : AUTO GAMMA SELECT	DISABLE		VXX:SLSS1=VXX:UAGI1=+00000	QVX:SLSS1=QVX:UAGI1	SLSS1=UAGI1=+0	✓
		ENABLE		VXX:SLSS1=VXX:UAGI1=+00001		SLSS1=UAGI1=+0	✓
	SLOT : 3rd Party Board : AUTO COLOR SPACE SELECT	DISABLE		VXX:SLSS1=VXX:UACI1=+00000	QVX:SLSS1=QVX:UACI1	SLSS1=UACI1=+0	✓
		ENABLE		VXX:SLSS1=VXX:UACI1=+00001		SLSS1=UACI1=+0	✓
	SLOT : 3rd Party Board : EQUALIZER	0		VXX:SLSS1=VXX:UEQI1=+00000	QVX:SLSS1=QVX:UEQI1	SLSS1=VXX:UEQI	✓
		1		VXX:SLSS1=VXX:UEQI1=+00001		SLSS1=VXX:UEQI	✓
		2		VXX:SLSS1=VXX:UEQI1=+00002		SLSS1=VXX:UEQI	✓
		3		VXX:SLSS1=VXX:UEQI1=+00003		SLSS1=VXX:UEQI	✓
		4		VXX:SLSS1=VXX:UEQI1=+00004		SLSS1=VXX:UEQI	✓
		5		VXX:SLSS1=VXX:UEQI1=+00005		SLSS1=VXX:UEQI	✓
		6		VXX:SLSS1=VXX:UEQI1=+00006		SLSS1=VXX:UEQI	✓
		7		VXX:SLSS1=VXX:UEQI1=+00007		SLSS1=VXX:UEQI	✓
	SLOT : 3rd Party Board : EDID SELECT	4K/60p/SDR		VXX:SLSS1=VXX:UESI1=+00000	QVX:SLSS1=QVX:UESI1	SLSS1=UESI1=+0	✓
		4K/30p		VXX:SLSS1=VXX:UESI1=+00001		SLSS1=UESI1=+0	✓
		2K		VXX:SLSS1=VXX:UESI1=+00002		SLSS1=UESI1=+0	✓
		4K/60p/HDR		VXX:SLSS1=VXX:UESI1=+00010		SLSS1=UESI1=+0	✓
	SLOT : 3rd Party Board : EDID MODE	DEFAULT		VXX:SLSS1=VXX:EDMIB=+00000	QVX:SLSS1=QVX:EDMIB	SLSS1=EDMIB=+0	✓
		USER		VXX:SLSS1=VXX:EDMIB=+00010		SLSS1=EDMIB=+0	✓
	SLOT : 3rd Party Board : EDID RESOLUTION	* PARAMETER	1024x768	VXX:SLSS1=VXX:EDRSB=1024:0768:*	QVX:SLSS1=QVX:EDRSB	SLSS1=EDRSB=10	✓
			1280x720	VXX:SLSS1=VXX:EDRSB=1280:0720:*		SLSS1=EDRSB=12	✓
			1280x800	VXX:SLSS1=VXX:EDRSB=1280:0800:*		SLSS1=EDRSB=12	✓
			1280x1024	VXX:SLSS1=VXX:EDRSB=1280:1024:*		SLSS1=EDRSB=12	✓
			1366x768	VXX:SLSS1=VXX:EDRSB=1366:0768:*		SLSS1=EDRSB=13	✓
			1400x1050	VXX:SLSS1=VXX:EDRSB=1400:1050:*		SLSS1=EDRSB=14	✓
			1440x900	VXX:SLSS1=VXX:EDRSB=1440:0900:*		SLSS1=EDRSB=14	✓
			1600x900	VXX:SLSS1=VXX:EDRSB=1600:0900:*		SLSS1=EDRSB=16	✓
			1600x1200	VXX:SLSS1=VXX:EDRSB=1600:1200:*		SLSS1=EDRSB=16	✓
			1680x1050	VXX:SLSS1=VXX:EDRSB=1680:1050:*		SLSS1=EDRSB=16	✓
			1920x1080	VXX:SLSS1=VXX:EDRSB=1920:1080:*		SLSS1=EDRSB=19	✓
			1920x1200	VXX:SLSS1=VXX:EDRSB=1920:1200:*		SLSS1=EDRSB=19	✓
			2048x1080	VXX:SLSS1=VXX:EDRSB=2048:1080:*		SLSS1=EDRSB=20	✓
			2560x1080	VXX:SLSS1=VXX:EDRSB=2560:1080:*		SLSS1=EDRSB=25	✓
			2560x1440	VXX:SLSS1=VXX:EDRSB=2560:1440:*		SLSS1=EDRSB=25	✓
			2560x1600	VXX:SLSS1=VXX:EDRSB=2560:1600:*		SLSS1=EDRSB=25	✓
			3440x1440	VXX:SLSS1=VXX:EDRSB=3440:1440:*		SLSS1=EDRSB=34	✓
			3840x2400	VXX:SLSS1=VXX:EDRSB=3840:2400:*		SLSS1=EDRSB=38	✓
		* PARAMETER1	Progressive	VXX:SLSS1=VXX:EDRSB=*********:p		SLSS1=EDRSB==*	✓
			Interlace	VXX:SLSS1=VXX:EDRSB=*********:i		SLSS1=EDRSB==*	✓
	SLOT : 3rd Party Board : EDID VERTICAL SCAN FREQUENCY	* PARAMETER		VXX:SLSS1=VXX:EDVIB=+*****	QVX:SLSS1=QVX:EDVIB	SLSS1=EDVIB=+*	✓
		* PARAMETER1	240Hz	VXX:SLSS1=VXX:EDVIB=+24000		SLSS1=EDVIB=+2	✓
			120Hz	VXX:SLSS1=VXX:EDVIB=+12000		SLSS1=EDVIB=+1	✓
			100Hz	VXX:SLSS1=VXX:EDVIB=+10000		SLSS1=EDVIB=+1	✓
			60Hz	VXX:SLSS1=VXX:EDVIB=+06000		SLSS1=EDVIB=+0	✓
			50Hz	VXX:SLSS1=VXX:EDVIB=+05000		SLSS1=EDVIB=+0	✓
			48Hz	VXX:SLSS1=VXX:EDVIB=+04800		SLSS1=EDVIB=+0	✓
			30Hz	VXX:SLSS1=VXX:EDVIB=+03000		SLSS1=EDVIB=+0	✓
			25Hz	VXX:SLSS1=VXX:EDVIB=+02500		SLSS1=EDVIB=+0	✓
			24Hz	VXX:SLSS1=VXX:EDVIB=+02400		SLSS1=EDVIB=+0	✓
	SLOT : 3rd Party Board : EDID RESOLUTION / VERTICAL SCAN FREQUENCY	* PARAMETER	1024x768	VXX:SLSS1=VXX:EDUS1=1024:0768:*:*****	QVX:SLSS1=QVX:EDUS1	SLSS1=EDUS1=10	✓
			1280x720	VXX:SLSS1=VXX:EDUS1=1280:0720:*:*****		SLSS1=EDUS1=12	✓
			1280x800	VXX:SLSS1=VXX:EDUS1=1280:0800:*:*****		SLSS1=EDUS1=12	✓
			1280x1024	VXX:SLSS1=VXX:EDUS1=1280:1024:*:*****		SLSS1=EDUS1=12	✓
			1366x768	VXX:SLSS1=VXX:EDUS1=1366:0768:*:*****		SLSS1=EDUS1=13	✓
			1400x1050	VXX:SLSS1=VXX:EDUS1=1400:1050:*:*****		SLSS1=EDUS1=14	✓
			1440x900	VXX:SLSS1=VXX:EDUS1=1440:0900:*:*****		SLSS1=EDUS1=14	✓
			1600x900	VXX:SLSS1=VXX:EDUS1=1600:0900:*:*****		SLSS1=EDUS1=16	✓
			1600x1200	VXX:SLSS1=VXX:EDUS1=1600:1200:*:*****		SLSS1=EDUS1=16	✓
			1680x1050	VXX:SLSS1=VXX:EDUS1=1680:1050:*:*****		SLSS1=EDUS1=16	✓
			1920x1080	VXX:SLSS1=VXX:EDUS1=1920:1080:*:*****		SLSS1=EDUS1=19	✓
			1920x1200	VXX:SLSS1=VXX:EDUS1=1920:1200:*:*****		SLSS1=EDUS1=19	✓
			2048x1080	VXX:SLSS1=VXX:EDUS1=2048:1080:*:*****		SLSS1=EDUS1=20	✓
			2560x1080	VXX:SLSS1=VXX:EDUS1=2560:1080:*:*****		SLSS1=EDUS1=25	✓
			2560x1440	VXX:SLSS1=VXX:EDUS1=2560:1440:*:*****		SLSS1=EDUS1=25	✓
			2560x1600	VXX:SLSS1=VXX:EDUS1=2560:1600:*:*****		SLSS1=EDUS1=25	✓
			3440x1440	VXX:SLSS1=VXX:EDUS1=3440:1440:*:*****		SLSS1=EDUS1=34	✓
			3840x2400	VXX:SLSS1=VXX:EDUS1=3840:2400:*:*****		SLSS1=EDUS1=38	✓
		* PARAMETER1	Progressive	VXX:SLSS1=VXX:EDUS1=*********:p		SLSS1=EDUS1=**	✓
			Interlace	VXX:SLSS1=VXX:EDUS1=*********:i		SLSS1=EDUS1=**	✓
		* PARAMETER2	240Hz	VXX:SLSS1=VXX:EDUS1=*********:*:24000		SLSS1=EDUS1=**	✓
			120Hz	VXX:SLSS1=VXX:EDUS1=*********:*:12000		SLSS1=EDUS1=**	✓
			60Hz	VXX:SLSS1=VXX:EDUS1=*********:*:06000		SLSS1=EDUS1=**	✓
			50Hz	VXX:SLSS1=VXX:EDUS1=*********:*:05000		SLSS1=EDUS1=**	✓
			48Hz	VXX:SLSS1=VXX:EDUS1=*********:*:04800		SLSS1=EDUS1=**	✓
			30Hz	VXX:SLSS1=VXX:EDUS1=*********:*:03000		SLSS1=EDUS1=**	✓
			25Hz	VXX:SLSS1=VXX:EDUS1=*********:*:02500		SLSS1=EDUS1=**	✓
			24Hz	VXX:SLSS1=VXX:EDUS1=*********:*:02400		SLSS1=EDUS1=**	✓
	SLOT : 3rd Party Board : EDID STATUS RESOLUTION / VERTICAL SCAN FREQUENCY	* PARAMETER	1024x768		QVX:SLSS1=QVX:ESUS1	SLSS1=ESUS1=10	✓
			1280x720			SLSS1=ESUS1=12	✓
			1280x800			SLSS1=ESUS1=12	✓
			1280x1024			SLSS1=ESUS1=12	✓
			1366x768			SLSS1=ESUS1=13	✓
			1400x1050			SLSS1=ESUS1=14	✓
			1440x900			SLSS1=ESUS1=14	✓
			1600x900			SLSS1=ESUS1=16	✓
			1600x1200			SLSS1=ESUS1=16	✓
			1680x1050			SLSS1=ESUS1=16	✓
			1920x1080			SLSS1=ESUS1=19	✓
			1920x1200			SLSS1=ESUS1=19	✓
			2048x1080			SLSS1=ESUS1=20	✓
			2560x1080			SLSS1=ESUS1=25	✓
			2560x1440			SLSS1=ESUS1=25	✓
			2560x1600			SLSS1=ESUS1=25	✓
			3440x1440			SLSS1=ESUS1=34	✓
			3840x2400			SLSS1=ESUS1=38	✓
		* PARAMETER1	Progressive			SLSS1=ESUS1=**	✓
			Interlace			SLSS1=ESUS1=**	✓
			240Hz			SLSS1=ESUS1=**	✓
			120Hz			SLSS1=ESUS1=**	✓
			60Hz			SLSS1=ESUS1=**	✓

CONTROL COMMANDS

				CONTROL	QUERY		HTQ20 SERIES
CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS/CALL BACK	COMMANDS	CALL BACK	HTQ20
		* PARAMETER2	50Hz			SLSS1=ESUS1=**	✓
			48Hz			SLSS1=ESUS1=**	✓
			30Hz			SLSS1=ESUS1=**	✓
			25Hz			SLSS1=ESUS1=**	✓
			24Hz			SLSS1=ESUS1=**	✓
	MULTI PROJECTOR SYNC - MODE	OFF		VXX:MPSI1=+00000	QVX:MPSI1	MPSI1=+00000	✓
		MAIN		VXX:MPSI1=+00001		MPSI1=+00001	✓
		SUB		VXX:MPSI1=+00002		MPSI1=+00002	✓
	MULTI PROJECTOR SYNC - LINK STATUS	NO LINK			QVX:MPSI2	MPSI2=+00000	✓
		LINKED				MPSI2=+00001	✓
	FRAME SYNC SETTING(MULTI PROJECTOR SYNC) - CONTRAST SYNC.	OFF		VXX:CSYI1=+00000	QVX:CSYI1	CSYI1=+00000	✓
		ON		VXX:CSYI1=+00001		CSYI1=+00001	✓
	MULTI PROJECTOR SYNC - SHUTTER SYNC.	OFF		VXX:SSYI1=+00000	QVX:SSYI1	SSYI1=+00000	✓
		ON		VXX:SSYI1=+00001		SSYI1=+00001	✓
	MULTI PROJECTOR SYNC - TERMINAL SELECT	BNC		VXX:TSLI1=+00000	QVX:TSLI1	TSLI1=+00000	✓
		LAN		VXX:TSLI1=+00002		TSLI1=+00002	✓
		SYNC PORT		VXX:TPSS1=00000	QVX:TPSS1	TPSS1=00000	✓
	INPUT GUIDE	OFF		OID:0	QDI	0	✓
		ON (SIMPLE)		OID:1		1	✓
	OSD POSITION	UPPER LEFT		ODP:1	QDP	1	✓
		CETRE LEFT		ODP:2		2	✓
		LOWER LEFT		ODP:3		3	✓
		TOP CENTER		ODP:4		4	✓
		CENTER		ODP:5		5	✓
		LOEER CENTER		ODP:6		6	✓
		UPPER RIGHT		ODP:7		7	✓
		CENTER RIGHT		ODP:8		8	✓
		LOWER RIGHT		ODP:9		9	✓
	OSD ROTATION	OFF		VXX:OSRI1=+00000	QVX:OSRI1	OSRI1=+00000	✓
		CLOCKWISE		VXX:OSRI1=+00001		OSRI1=+00001	✓
		COUNTER CLOCKWISE		VXX:OSRI1=+00002		OSRI1=+00002	✓
	OSD MEMORY	OFF		VXX:OMYI0=+00000	QVX:OMYI0	OMYI0=+00000	✓
		ON		VXX:OMYI0=+00001		OMYI0=+00001	✓
	ON SCREEN	OFF		OOS:0	QOS	0	✓
		ON		OOS:1		1	✓
	WARNING MESSAGE	OFF		VXX:WMDI0=+00000	QVX:WMDI0	WMDI0=+00000	✓
		ON		VXX:WMDI0=+00001		WMDI0=+00001	✓
	OSD DESIGN	1(YELLOW)		MOD:0	QOD	0	✓
		2(BLUE)		MOD:1		1	✓
		3(WHITE)		MOD:2		2	✓
		4(GREEN)		MOD:3		3	✓
		5(PEACH)		MOD:4		4	✓
		6(BROWN)		MOD:5		5	✓
	MENU MODE	NORMAL		VXX:MMDI1=+00000	QVX:MMDI1	MMDI1=+00000	✓
		SIMPLE		VXX:MMDI1=+00001		MMDI1=+00001	✓
	SCREEN SETTING	16:10		VSF:0	QSF	0	✓
		16:9		VSF:1		1	✓
		4:3		VSF:2		2	✓
		21:9		VSF:4		4	✓
	SCREEN POSITION-VERTICAL	*min.*		VXX:VSPI0=-00120	QVX:VSPI0	VSPI0=-00120	-120
		max.		VXX:VSPI0=+00120		VSPI0=+00120	120
	SCREEN POSITION-HORIZONTAL	*min.*		VXX:HSPI0=-00320	QVX:HSPI0	HSPI0=-00320	-320
		max.		VXX:HSPI0=+00320		HSPI0=+00320	320
	SCREEN MARKER	OFF		VXX:SSMI1=+00000	QVX:SSMI1	SSMI1=+00000	✓
		LINE MARKER		VXX:SSMI1=+00001		SSMI1=+00001	✓
		CROSSHAIR MARKER		VXX:SSMI1=+00002		SSMI1=+00002	✓
	SCREEN MARKER - UPPER	*min.*		VXX:SCMI1=+00000	QVX:SCMI1	SCMI1=+00000	0
		max.		VXX:SCMI1=+02399		SCMI1=+02399	2399
	SCREEN MARKER - LOWER	*min.*		VXX:SCMI2=+00000	QVX:SCMI2	SCMI2=+00000	0
		max.		VXX:SCMI2=+02399		SCMI2=+02399	2399
	SCREEN MARKER - LEFT	*min.*		VXX:SCMI3=+00000	QVX:SCMI3	SCMI3=+00000	0
		max.		VXX:SCMI3=+03839		SCMI3=+03839	3839
	SCREEN MARKER - RIGHT	*min.*		VXX:SCMI4=+00000	QVX:SCMI4	SCMI4=+00000	0
		max.		VXX:SCMI4=+03839		SCMI4=+03839	3839
	SCREEN MARKER - VERTICAL	*min.*		VXX:SCMI5=+00192	QVX:SCMI5	SCMI5=+00192	272
		max.		VXX:SCMI5=+02208		SCMI5=+02208	2136
	SCREEN MARKER - HORIZONTAL	*min.*		VXX:SCMI6=+00192	QVX:SCMI6	SCMI6=+00192	272
		max.		VXX:SCMI6=+03648		SCMI6=+03648	3576
	STARTUP LOGO	OFF		MLO:0	QLO	0	✓
		DEFAULT LOGO		MLO:2		2	✓
		USER IMAGE1		MLO:11		11	✓
		USER IMAGE2		MLO:12		12	✓
		USER IMAGE3		MLO:13		13	✓
		USER IMAGE4		MLO:14		14	✓
	UNIFORMITY-FLEXIBLE CORRECTION *	OFF		VXX:UFMI1=+00000	QVX:UFMI1	UFMI1=+00000	✓
		ON(PRE)		VXX:UFMI1=+00011		UFMI1=+00011	✓
		ON(POST)		VXX:UFMI1=+00021		*	✓
	UNIFORMITY-MODE	CHROMA ONLY		VXX:UFMI3=+00001	QVX:UFMI3	UFMI3=+00001	✓
		LUMINACE/CHROMA		VXX:UFMI3=+00011		UFMI3=+00011	✓
	UNIFORMITY-WHITE/RED/GREEN/RED	* PARAMETER		E$W:*,****,****	E$R:*	**,****,****	✓
		* PARAMETER 1	WHITE	E$W:W,****,****	E$R:W	**,****,****	✓
			RED	E$W:R,****,****	E$R:R	**,****,****	✓
			GREEN	E$W:G,****,****	E$R:G	**,****,****	✓
			BLUE	E$W:B,****,****	E$R:B	**,****,****	✓
		* PARAMETER 2	VERTICAL(-127)	E$W:*,-127,****		**,-127,****	✓
			VERTICAL(+127)	E$W:*,+127,****		**,+127,****	✓
		* PARAMETER 3	HORIZONTAL(-127)	E$W:*,****,-127		**,****,-127	✓
			HOROZONTAL(+127)	E$W:*,****,+127		**,****,+127	✓
	SHUTTER SETTING-FADE IN	0.0s(OFF)		VXX:SEFS1=0.0	QVX:SEFS1	SEFS1=0.0	✓
		0.5s		VXX:SEFS1=0.5		SEFS1=0.5	✓
		1.0s		VXX:SEFS1=1.0		SEFS1=1.0	✓
		1.5s		VXX:SEFS1=1.5		SEFS1=1.5	✓
		2.0s		VXX:SEFS1=2.0		SEFS1=2.0	✓
		2.5s		VXX:SEFS1=2.5		SEFS1=2.5	✓
		3.0s		VXX:SEFS1=3.0		SEFS1=3.0	✓
		3.5s		VXX:SEFS1=3.5		SEFS1=3.5	✓
		4.0s		VXX:SEFS1=4.0		SEFS1=4.0	✓
		5.0s		VXX:SEFS1=5.0		SEFS1=5.0	✓
		7.0s		VXX:SEFS1=7.0		SEFS1=7.0	✓
		10.0s		VXX:SEFS1=10.0		SEFS1=10.0	✓
	SHUTTER SETTING-FADE OUT	0.0s(OFF)		VXX:SEFS2=0.0	QVX:SEFS2	SEFS2=0.0	✓
		0.5s		VXX:SEFS2=0.5		SEFS2=0.5	✓
		1.0s		VXX:SEFS2=1.0		SEFS2=1.0	✓
		1.5s		VXX:SEFS2=1.5		SEFS2=1.5	✓
		2.0s		VXX:SEFS2=2.0		SEFS2=2.0	✓
		2.5s		VXX:SEFS2=2.5		SEFS2=2.5	✓
		3.0s		VXX:SEFS2=3.0		SEFS2=3.0	✓
		3.5s		VXX:SEFS2=3.5		SEFS2=3.5	✓
		4.0s		VXX:SEFS2=4.0		SEFS2=4.0	✓
		5.0s		VXX:SEFS2=5.0		SEFS2=5.0	✓

CONTROL COMMANDS

2026/9/7

				CONTROL	QUERY		HTQ20 SERIES
CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS/CALL BACK	COMMANDS	CALL BACK	HTQ20
		7.0s		VXX:SEFS2=7.0		SEFS2=7.0	✓
		10.0s		VXX:SEFS2=10.0		SEFS2=10.0	✓
	SHUTTER SETTING -MECHANICAL SHUTTER	DISABLE		VXX:SEFI5=+00000	QVX:SEFI5	SEFS5=+00000	✓
		ENABLE		VXX:SEFI5=+00001		SEFS5=+00001	✓
	SHUTTER SETTING-STARTUP	OPEN		VXX:SEFI3=+00000	QVX:SEFI3	SEFI3=+00000	✓
		CLOSE		VXX:SEFI3=+00001		SEFI3=+00001	✓
	SHUTTER SETTING-SHUT OFF	OPEN		VXX:SEFI4=+00000	QVX:SEFI4	SEFI4=+00000	✓
		CLOSE		VXX:SEFI4=+00001		SEFI4=+00001	✓
		KEEP CURRENT STATE		VXX:SEFI4=+00002		SEFI4=+00002	✓
	BACK COLOR	BLUE		OBC:0	QBC	0	✓
		BLACK		OBC:1		1	✓
		DEFAULT LOGO		OBC:3		3	✓
		USER IMAGE1		OBC:11		11	✓
		USER IMAGE2		OBC:12		12	✓
		USER IMAGE3		OBC:13		13	✓
		USER IMAGE4		OBC:14		14	✓
	WAVEFORM MONITOR	OFF		OWM:0	QWM	0	✓
		LUMINANCE		OWM:5		5	✓
		RED		OWM:6		6	✓
		GREEN		OWM:7		7	✓
		BLUE		OWM:8		8	✓
	WAVEFORM MONITOR-LINE ADJ.	0		VXX:WMLI0=+00000	QVX:WMLI0	WMLI0=+00000	✓
		+2159		VXX:WMLI0=+02159		WMLI0=+02159	✓
	AC VOLTAGE				QVX:VMOI2	VMOI2=+00000	✓
						VMOI2=+99999	✓
	AC CURRENT				QVX:VSOS1	VSOS1=+00000	✓
						VSOS1=+99999	✓
	CUT OFF-RED	OFF		VXX:CUTI1=+00000	QVX:CUTI1	CUTI1=+00000	✓
		ON		VXX:CUTI1=+00001		CUTI1=+00001	✓
	CUT OFF-GREEN	OFF		VXX:CUTI2=+00000	QVX:CUTI2	CUTI2=+00000	✓
		ON		VXX:CUTI2=+00001		CUTI2=+00001	✓
	CUT OFF-BLUE	OFF		VXX:CUTI3=+00000	QVX:CUTI3	CUTI3=+00000	✓
		ON		VXX:CUTI3=+00001		CUTI3=+00001	✓
	PROJECTOR ID	0(ALL)		RIS:00			✓
		64		RIS:64			✓
	ID ALL	OFF		RVS:0	QVY	0	✓
		ON		RVS:1		1	✓
	PROJECTION METHOD INSTALLATION	FRONT/DESK		OIL:0	QSP	0	✓
		REAR/DESK		OIL:1		1	✓
		FRONT/CEILING		OIL:2		2	✓
		REAR/CEILING		OIL:3		3	✓
		FRONT/AUTO		OIL:4		4	✓
		REAR/AUTO		OIL:5		5	✓
	AUTO COOLING CONDITION-STATUS	FLOOR			QVX:ADRI1	ADRI1=+00000	✓
		CEILING				ADRI1=+00001	✓
		VERTICAL UP				ADRI1=+00002	✓
		VERTICAL DOWN				ADRI1=+00003	✓
		PORTRAIT				ADRI1=+00004	✓
	OPERATING MODE	NORMAL		VXX:OPEI1=+00000	QVX:OPEI1	OPEI1=+00000	✓
		ECO		VXX:OPEI1=+00001		OPEI1=+00001	✓
		USER1(USER)		VXX:OPEI1=+00101		OPEI1=+00101	✓
		USER2		VXX:OPEI1=+00102		OPEI1=+00102	✓
		USER3		VXX:OPEI1=+00103		OPEI1=+00103	✓
	LIGHT OUTPUT	*min.*		VXX:LOPI2=+00050	QVX:LOPI2	LOPI2=+00050	5%
		max.		VXX:LOPI2=+01000		LOPI2=+01000	100%
	MAX LIGHT OUTPUT	*min.*		VXX:LOPI3=+00050	QVX:LOPI3	LOPI3=+00050	5%
		max.		VXX:LOPI3=+01000		LOPI3=+01000	100%
	BRIGHTNESS CONTROL-SETUP-CALIBRATION TIME	OFF		VXX:BTMI1=+00000	QVX:BTMI1	BTMI1=+00000	✓
		00:01		VXX:BTMI1=+00001		BTMI1=+00001	✓
		23:59		VXX:BTMI1=+02359		BTMI1=+02359	✓
		00:00		VXX:BTMI1=+02400		BTMI1=+02400	✓
	BRIGHTNESS CONTROL-SETUP-CALIBRATION MESSAGE	OFF		VXX:BMGI1=+00000	QVX:BMGI1	BMGI1=+00000	✓
		ON		VXX:BMGI1=+00001		BMGI1=+00001	✓
	BRIGHTNESS CONTROL-SETUP-CONSTANT MODE	OFF		VXX:BCMI0=+00000	QVX:BCMI0	BCMI0=+00000	✓
		AUTO		VXX:BCMI0=+00001		BCMI0=+00001	✓
		PC		VXX:BCMI0=+00002		BCMI0=+00002	✓
	BRIGHTNESS CONTROL-SETUP-LINK	OFF		VXX:BCLI0=+00000	QVX:BCLI0	BCLI0=+00000	✓
		GROUP A		VXX:BCLI0=+00001		BCLI0=+00001	✓
		GROUP B		VXX:BCLI0=+00002		BCLI0=+00002	✓
		GROUP C		VXX:BCLI0=+00003		BCLI0=+00003	✓
		GROUP D		VXX:BCLI0=+00004		BCLI0=+00004	✓
	BRIGHTNESS CONTROL-SETUP APPLY	APPLY		VXX:BCSI0=+00001			✓
		APPLY(RESTART)		VXX:BCSI0=+00002			✓
	BRIGHTNESS CONTROL- PREVIOUS TARGET BRIGHTNESS	***** : target brightness(00000~01000[0.0~100.0%])			QVX:BCSS1	BCSS1=*****:*yy*	✓
		yy : year					✓
		mm : month					✓
		dd : day					✓
		hh : hour					✓
		mm : minute					✓
		ss : second					✓
	STANDBY MODE	NORMAL		VXX:STMI0=+00000	QVX:STMI0	STMI0=+00000	✓
		ECO		VXX:STMI0=+00003		STMI0=+00003	✓
	SLOT SETTING-SLOT STANDBY	DISABLE		VXX:SSBI1=+00000	QVX:SSBI1	SSBI1=+00000	✓
		ENABLE		VXX:SSBI1=+00001		SSBI1=+00001	✓
	SLOT SETTING-POWER ON			VXX:SSBI2=+00001			✓
	SLOT SETTING-FORCED TERMINATION			VXX:SSBI3=+00001			✓
	SCHEDULE	OFF		VXX:SCHI0=+00000	QVX:SCHI0	SCHI0=+00000	✓
		ON		VXX:SCHI0=+00001		SCHI0=+00001	✓
	SCHEDULE-PROGRAM ASSIGN	OFF		VXX:SPGI*=+00000	QVX:SPGI*	SPGI*=+00000	✓
		PROGRAM1		VXX:SPGI*=+00001		SPGI*=+00001	✓
		PROGRAM2		VXX:SPGI*=+00002		SPGI*=+00002	✓
		PROGRAM3		VXX:SPGI*=+00003		SPGI*=+00003	✓
		PROGRAM4		VXX:SPGI*=+00004		SPGI*=+00004	✓
		PROGRAM5		VXX:SPGI*=+00005		SPGI*=+00005	✓
		PROGRAM6		VXX:SPGI*=+00006		SPGI*=+00006	✓
		PROGRAM7		VXX:SPGI*=+00007		SPGI*=+00007	✓
		* PARAMETER	SUN	VXX:SPGI0=+0000*	QVX:SPGI0	SPGI0=+0000*	✓
			MON	VXX:SPGI1=+0000*	QVX:SPGI1	SPGI1=+0000*	✓
			TUE	VXX:SPGI2=+0000*	QVX:SPGI2	SPGI2=+0000*	✓
			WED	VXX:SPGI3=+0000*	QVX:SPGI3	SPGI3=+0000*	✓
			THU	VXX:SPGI4=+0000*	QVX:SPGI4	SPGI4=+0000*	✓
			FRI	VXX:SPGI5=+0000*	QVX:SPGI5	SPGI5=+0000*	✓
			SAT	VXX:SPGI6=+0000*	QVX:SPGI6	SPGI6=+0000*	✓
	SCHEDULE-COMMAND SETTING	COMMAND Del		VXX:SCCS*=**00****	QVX:SCCS*=**	SCCS*=**00****	✓
		STANDBY		VXX:SCCS*=**10****		SCCS*=**10****	✓
		POWER ON		VXX:SCCS*=**11****		SCCS*=**11****	✓
		SHUTTER OPEN		VXX:SCCS*=**20****		SCCS*=**20****	✓
		SHUTTER CLOSE		VXX:SCCS*=**21****		SCCS*=**21****	✓
		SDI1 INPUT		VXX:SCCS*=**52****		SCCS*=**52****	✓

CONTROL COMMANDS

				CONTROL	QUERY		HTQ20 SERIES
CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS/CALL BACK	COMMANDS	CALL BACK	HTQ20
PROJECTOR SETUP		HDMI1 INPUT		VXX:SCCS*=**53****		SCCS*=**53****	✓
		HDMI2 INPUT		VXX:SCCS*=**54****		SCCS*=**54****	✓
		SLOT1-1 INPUT		VXX:SCCS*=**68****		SCCS*=**68****	✓
		SLOT1-2 INPUT		VXX:SCCS*=**69****		SCCS*=**69****	✓
		SLOT1 DIGITAL LINK		VXX:SCCS*=**G0****		SCCS*=**G0****	✓
		SLOT1-DIGITAL LINK-INPUT 1		VXX:SCCS*=**G1****		SCCS*=**G1****	✓
		SLOT1-DIGITAL LINK-INPUT 2		VXX:SCCS*=**G2****		SCCS*=**G2****	✓
		SLOT1-DIGITAL LINK-INPUT 3		VXX:SCCS*=**G3****		SCCS*=**G3****	✓
		SLOT1-DIGITAL LINK-INPUT 4		VXX:SCCS*=**G4****		SCCS*=**G4****	✓
		SLOT1-DIGITAL LINK-INPUT 5		VXX:SCCS*=**G5****		SCCS*=**G5****	✓
		SLOT1-DIGITAL LINK-INPUT 6		VXX:SCCS*=**G6****		SCCS*=**G6****	✓
		SLOT1-DIGITAL LINK-INPUT 7		VXX:SCCS*=**G7****		SCCS*=**G7****	✓
		SLOT1-DIGITAL LINK-INPUT 8		VXX:SCCS*=**G8****		SCCS*=**G8****	✓
		SLOT1-DIGITAL LINK-INPUT 9		VXX:SCCS*=**G9****		SCCS*=**G9****	✓
		SLOT1-DIGITAL LINK-INPUT 10		VXX:SCCS*=**GA****		SCCS*=**GA****	✓
		NORMAL		VXX:SCCS*=**70****		SCCS*=**70****	✓
		ECO		VXX:SCCS*=**71****		SCCS*=**71****	✓
		USER1(USER)		VXX:SCCS*=**75****		SCCS*=**75****	✓
		USER2		VXX:SCCS*=**76****		SCCS*=**76****	✓
		USER3		VXX:SCCS*=**77****		SCCS*=**77****	✓
		SILENT1(QUIET1/QUIET)		VXX:SCCS*=**7A****		SCCS*=**7A****	✓
		* PARAMETER1	PROGRAM1	VXX:SCCS1=********	QVX:SCCS1=**	SCCS1=********	✓
			PROGRAM2	VXX:SCCS2=********	QVX:SCCS2=**	SCCS2=********	✓
			PROGRAM3	VXX:SCCS3=********	QVX:SCCS3=**	SCCS3=********	✓
			PROGRAM4	VXX:SCCS4=********	QVX:SCCS4=**	SCCS4=********	✓
			PROGRAM5	VXX:SCCS5=********	QVX:SCCS5=**	SCCS5=********	✓
			PROGRAM6	VXX:SCCS6=********	QVX:SCCS6=**	SCCS6=********	✓
			PROGRAM7	VXX:SCCS7=********	QVX:SCCS7=**	SCCS7=********	✓
		* PARAMETER2	COMMAND 1	VXX:SCCS*=01******	QVX:SCCS*=01	SCCS*=01******	✓
			COMMAND 16	VXX:SCCS*=16******	QVX:SCCS*=16	SCCS*=16******	✓
		* PARAMETER3	00:00	VXX:SCCS*=****0000		SCCS*=****0000	✓
			23:59	VXX:SCCS*=****2359		SCCS*=****2359	✓
	STARTUP INPUT SELECT	HDMI1		VXX:SISS1=HD1	QVX:SISS1	SISS1=HD1	✓
		HDMI2		VXX:SISS1=HD2		SISS1=HD2	✓
		SDI1		VXX:SISS1=SD1		SISS1=SD1	✓
		SLOT1 : SDM : 12G SDI		VXX:SISS1=DM1,SD1		SISS1=DM1,SD1	✓
		SLOT1 : SDM : Digital Link		VXX:SISS1=DM1,DL1		SISS1=DM1,DL1	✓
		SLOT1 : SDM : PressIT		VXX:SISS1=DM1,WP1		SISS1=DM1,WP1	✓
		SLOT1 : SDM : 3rd Party Board		VXX:SISS1=DM1,TP1		SISS1=DM1,TP1	✓
		SLOT1 : SDM : 12G SDI OPT1		VXX:SISS1=DM1,OP1		SISS1=DM1,OP1	✓
		SLOT1 : SDM : 12G SDI OPT2		VXX:SISS1=DM1,OP2		SISS1=DM1,OP2	✓
		SLOT1 : SDM : Media Processor Board		VXX:SISS1=DM1,MP1		SISS1=DM1,MP1	✓
		LAST USED		VXX:SISS1=LSU		SISS1=LSU	✓
	STARTUP INPUT SELECT (SLOT : DIGITAL LINK)	LAST USED		VXX:SLSS1=VXX:SISI2=+00000	QVX:SLSS1=QVX:SISI2	SLSS1=SISI2=+0	✓
		INPUT1		VXX:SLSS1=VXX:SISI2=+00001		SLSS1=SISI2=+0	✓
		INPUT2		VXX:SLSS1=VXX:SISI2=+00002		SLSS1=SISI2=+0	✓
		INPUT3		VXX:SLSS1=VXX:SISI2=+00003		SLSS1=SISI2=+0	✓
		INPUT4		VXX:SLSS1=VXX:SISI2=+00004		SLSS1=SISI2=+0	✓
		INPUT5		VXX:SLSS1=VXX:SISI2=+00005		SLSS1=SISI2=+0	✓
		INPUT6		VXX:SLSS1=VXX:SISI2=+00006		SLSS1=SISI2=+0	✓
		INPUT7		VXX:SLSS1=VXX:SISI2=+00007		SLSS1=SISI2=+0	✓
		INPUT8		VXX:SLSS1=VXX:SISI2=+00008		SLSS1=SISI2=+0	✓
		INPUT9		VXX:SLSS1=VXX:SISI2=+00009		SLSS1=SISI2=+0	✓
		INPIT10		VXX:SLSS1=VXX:SISI2=+00010		SLSS1=SISI2=+0	✓
	RS232C-RESPONSE	OFF		RVS:0	QVY	0	✓
		ON		RVS:1		1	✓
	NO SIGNAL SHUT-OFF	DISABLE		OAF:00	QAF	00	✓
		10min		OAF:10		10	✓
		20min		OAF:20		20	✓
		30min		OAF:30		30	✓
		40min		OAF:40		40	✓
		50min		OAF:50		50	✓
		60min		OAF:60		60	✓
		70min		OAF:70		70	✓
		80min		OAF:80		80	✓
		90min		OAF:90		90	✓
	NO SIGNAL LIGHTS-OUT	DISABLE		VXX:SLOI1=+00000	QVX:SLOI1	SLOI1=+00000	✓
		10SEC.		VXX:SLOI1=+00010		SLOI1=+00010	✓
		20SEC.		VXX:SLOI1=+00020		SLOI1=+00020	✓
		30SEC.		VXX:SLOI1=+00030		SLOI1=+00030	✓
		1MIN.		VXX:SLOI1=+00060		SLOI1=+00060	✓
		2MIN.		VXX:SLOI1=+00120		SLOI1=+00120	✓
		3MIN.		VXX:SLOI1=+00180		SLOI1=+00180	✓
		5MIN.		VXX:SLOI1=+00300		SLOI1=+00300	✓
	NO SIGNAL SETTING - SECONDARY INPUT	OFF		VXX:SINS1=OFF	QVX:SINS1	SINS1=OFF	✓
		HDMI1		VXX:SINS1=HD1		SINS1=HD1	✓
		HDMI2		VXX:SINS1=HD2		SINS1=HD2	✓
		SDI1		VXX:SINS1=SD1		SINS1=SD1	✓
		SLOT1 : SDM : 12G SDI		VXX:SINS1=DM1,SD1		SINS1=DM1,SD1	✓
		SLOT1 : SDM : Digital Link		VXX:SINS1=DM1,DL1		SINS1=DM1,DL1	✓
		SLOT1 : SDM : PressIT		VXX:SINS1=DM1,WP1		SINS1=DM1,WP1	✓
		SLOT1 : SDM : 3rd Party Board		VXX:SINS1=DM1,TP1		SINS1=DM1,TP1	✓
		SLOT1 : SDM : 12G SDI OPT1		VXX:SINS1=DM1,OP1		SINS1=DM1,OP1	✓
		SLOT1 : SDM : 12G SDI OPT2		VXX:SINS1=DM1,OP2		SINS1=DM1,OP2	✓
		SLOT1 : SDM : Media Processor Board		VXX:SINS1=DM1,MP1		SINS1=DM1,MP1	✓
	STORE TYPE	SHARED		VXX:DSTI1=+00000	QVX:DSTI1	DSTI1=+00000	✓
		SEPARATE		VXX:DSTI1=+00001		DSTI1=+00001	✓
	USB CONNECT CONTROL	DISABLE		VXX:UCCI1=+00000	QVX:UCCI1	UCCI1=+00000	✓
		ENABLE		VXX:UCCI1=+00001		UCCI1=+00001	✓
	FUNCTION BUTTON	DISABLE		OFC:0	QFC	0	✓
		FREEZE		OFC:4		4	✓
		WAVEFORM MONITOR		OFC:6		6	✓
		LENS MEMORY LOAD		OFC:7		7	✓
		PROJECTION METHOD		OFC:10		10	✓
		GEOMETRY		OFC:13		13	✓
		ANGLE MONITOR		OFC:15		15	✓
		SCREEN MAKER		OFC:16		16	✓
	DATE AND TIME-DATE SETTING	Year: yyyy		TSD:201506151	QGD	201506161	✓
		Month: mm		TSD:*yyyymmddw*		*yyyymmddw*	✓
		Date: dd					✓
		Day:w(1~7:Mon~Sun)					✓
	DATE AND TIME-TIME SETTING	Hour: hh		TST:154503	QGT	154503	✓
		Minute: mm		TST:*hhmmss*		*hhmmss*	✓
		Second: ss					✓
	DATE AND TIME-NTP SYNCHRONIZATION	OFF		VXX:NTPI0=+00000	QVX:NTPI0	NTPI0=+00000	✓
		ON		VXX:NTPI0=+00001		NTPI0=+00001	✓
	LENS TYPE	ET-D75LE95		VXX:LNEI1=+00007	QVX:LNEI1	LNEI1=+00007	✓
	LENS ID	All		VXX:LNEI4=+00000	QVX:LNEI4	LNEI4=+00000	✓
		1		VXX:LNEI4=+00001		LNEI4=+00001	✓
		255		VXX:LNEI4=+00255		LNEI4=+00255	✓

CONTROL COMMANDS

				CONTROL	QUERY		HTQ20 SERIES
CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS/CALL BACK	COMMANDS	CALL BACK	HTQ20
	LENS NAME			VXX:LNES5=*LENSNAME*	QVX:LNES5	LNES5=*LENSNAME*	✓
	LENS CALIBRATION	EXECUTE (ALL)		VXX:LNSI0=+00001			✓
		EXECUTE (SHIFT)		VXX:LNSI0=+00011			✓
		EXECUTE (FOCUS)		VXX:LNSI0=+00012			✓
		EXECUTE (ZOOM)		VXX:LNSI0=+00013			✓
		EXECUTE (SHIFT/FOCUS)		VXX:LNSI0=+00021			✓
		EXECUTE (SHIFT/ZOOM)		VXX:LNSI0=+00022			✓
		EXECUTE (FOCUS/ZOOM)		VXX:LNSI0=+00023			✓
	LENS COLOR ABERRATION - MODE	OFF		VXX:CALI1=+00000	QVX:CALI1	CALI1=+00000	✓
		ON		VXX:CALI1=+00001		CALI1=+00001	✓
	LENS COLOR ABERRATION - RED			VXX:CALI2=+00000	QVX:CALI2	CALI2=+00000	✓
				VXX:CALI2=+00012		CALI2=+00012	✓
	LENS COLOR ABERRATION - GREEN			VXX:CALI3=+00000	QVX:CALI3	CALI3=+00000	✓
				VXX:CALI3=+00012		CALI3=+00012	✓
	LENS COLOR ABERRATION - BLUE			VXX:CALI4=+00000	QVX:CALI4	CALI4=+00000	✓
				VXX:CALI4=+00012		CALI4=+00012	✓
	LENS COLOR ABERRATION - AUTO	OFF		VXX:CALI5=+00000	QVX:CALI5	CALI5=+00000	✓
	TESTPATTERN	ON		VXX:CALI5=+00001		CALI5=+00001	✓
	LENS MEMORY1 NAME CHANGE	*LENSMEMORY1*		VXX:NCGS5=*LENSMEMORY1*	QVX:NCGS5	NCGS5=*LENSMEMO*	✓
	LENS MEMORY2 NAME CHANGE	*LENSMEMORY2*		VXX:NCGS6=*LENSMEMORY2*	QVX:NCGS6	NCGS6=*LENSMEMO*	✓
	LENS MEMORY3 NAME CHANGE	*LENSMEMORY3*		VXX:NCGS7=*LENSMEMORY3*	QVX:NCGS7	NCGS7=*LENSMEMO*	✓
	LENS MEMORY4 NAME CHANGE	*LENSMEMORY4*		VXX:NCGS9=*LENSMEMORY4*	QVX:NCGS9	NCGS9=*LENSMEMO*	✓
	LENS MEMORY5 NAME CHANGE	*LENSMEMORY5*		VXX:NCGSA=*LENSMEMORY5*	QVX:NCGSA	NCGSA=*LENSMEMO*	✓
	LENS MEMORY6 NAME CHANGE	*LENSMEMORY6*		VXX:NCGSB=*LENSMEMORY6*	QVX:NCGSB	NCGSB=*LENSMEMO*	✓
	LENS MEMORY7 NAME CHANGE	*LENSMEMORY7*		VXX:NCGSC=*LENSMEMORY7*	QVX:NCGSC	NCGSC=*LENSMEMO*	✓
	LENS MEMORY8 NAME CHANGE	*LENSMEMORY8*		VXX:NCGSD=*LENSMEMORY8*	QVX:NCGSD	NCGSD=*LENSMEMO*	✓
	LENS MEMORY9 NAME CHANGE	*LENSMEMORY9*		VXX:NCGSE=*LENSMEMORY9*	QVX:NCGSE	NCGSE=*LENSMEMO*	✓
	LENS MEMORY10 NAME CHANGE	*LENSMEMORY10*		VXX:NCGSF=*LENSMEMORY10*	QVX:NCGSF	NCGSF=*LENSMEMO*	✓
	LENS MEMORY-LOAD	LENS MEMORY1		VXX:LNMI1=+00000			✓
		LENS MEMORY2		VXX:LNMI1=+00001			✓
		LENS MEMORY3		VXX:LNMI1=+00002			✓
		LENS MEMORY4		VXX:LNMI1=+00003			✓
		LENS MEMORY5		VXX:LNMI1=+00004			✓
		LENS MEMORY6		VXX:LNMI1=+00005			✓
		LENS MEMORY7		VXX:LNMI1=+00006			✓
		LENS MEMORY8		VXX:LNMI1=+00007			✓
		LENS MEMORY9		VXX:LNMI1=+00008			✓
		LENS MEMORY10		VXX:LNMI1=+00009			✓
	LENS MEMORY-SAVE	LENS MEMORY1		VXX:LNMI2=+00000			✓
		LENS MEMORY2		VXX:LNMI2=+00001			✓
		LENS MEMORY3		VXX:LNMI2=+00002			✓
		LENS MEMORY4		VXX:LNMI2=+00003			✓
		LENS MEMORY5		VXX:LNMI2=+00004			✓
		LENS MEMORY6		VXX:LNMI2=+00005			✓
		LENS MEMORY7		VXX:LNMI2=+00006			✓
		LENS MEMORY8		VXX:LNMI2=+00007			✓
		LENS MEMORY9		VXX:LNMI2=+00008			✓
		LENS MEMORY10		VXX:LNMI2=+00009			✓
	LENS MEMORY-DELETE	LENS MEMORY1		VXX:LNMI3=+00000			✓
		LENS MEMORY2		VXX:LNMI3=+00001			✓
		LENS MEMORY3		VXX:LNMI3=+00002			✓
		LENS MEMORY4		VXX:LNMI3=+00003			✓
		LENS MEMORY5		VXX:LNMI3=+00004			✓
		LENS MEMORY6		VXX:LNMI3=+00005			✓
		LENS MEMORY7		VXX:LNMI3=+00006			✓
		LENS MEMORY8		VXX:LNMI3=+00007			✓
		LENS MEMORY9		VXX:LNMI3=+00008			✓
		LENS MEMORY10		VXX:LNMI3=+00009			✓
	LENS MEMORY1-DEFAULT NAME	*LENSMEMORY1*		VXX:NCLI5=+00000			✓
	LENS MEMORY2-DEFAULT NAME	*LENSMEMORY2*		VXX:NCLI6=+00000			✓
	LENS MEMORY3-DEFAULT NAME	*LENSMEMORY3*		VXX:NCLI7=+00000			✓
	LENS MEMORY4-DEFAULT NAME	*LENSMEMORY4*		VXX:NCLI9=+00000			✓
	LENS MEMORY5-DEFAULT NAME	*LENSMEMORY5*		VXX:NCLIA=+00000			✓
	LENS MEMORY6-DEFAULT NAME	*LENSMEMORY6*		VXX:NCLIB=+00000			✓
	LENS MEMORY7-DEFAULT NAME	*LENSMEMORY7*		VXX:NCLIC=+00000			✓
	LENS MEMORY8-DEFAULT NAME	*LENSMEMORY8*		VXX:NCLID=+00000			✓
	LENS MEMORY9-DEFAULT NAME	*LENSMEMORY9*		VXX:NCLIE=+00000			✓
	LENS MEMORY10-DEFAULT NAME	*LENSMEMORY10*		VXX:NCLIF=+00000			✓
	LENS MEMORY-MOVEMENT SPEED	* PARAMETER		VXX:LNMS4=+*****:**	QVX:LNMS4=+*****		✓
		* PARAMETER1	*LENS MEMORY1*	VXX:LNMS4=+00000:**	QVX:LNMS4=+00000	LNMS4=+00000:*	✓
			LENS MEMORY2	VXX:LNMS4=+00001:**	QVX:LNMS4=+00001	LNMS4=+00001:*	✓
			LENS MEMORY3	VXX:LNMS4=+00002:**	QVX:LNMS4=+00002	LNMS4=+00002:*	✓
			LENS MEMORY4	VXX:LNMS4=+00003:**	QVX:LNMS4=+00003	LNMS4=+00003:*	✓
			LENS MEMORY5	VXX:LNMS4=+00004:**	QVX:LNMS4=+00004	LNMS4=+00004:*	✓
			LENS MEMORY6	VXX:LNMS4=+00005:**	QVX:LNMS4=+00005	LNMS4=+00005:*	✓
			LENS MEMORY7	VXX:LNMS4=+00006:**	QVX:LNMS4=+00006	LNMS4=+00006:*	✓
			LENS MEMORY8	VXX:LNMS4=+00007:**	QVX:LNMS4=+00007	LNMS4=+00007:*	✓
			LENS MEMORY9	VXX:LNMS4=+00008:**	QVX:LNMS4=+00008	LNMS4=+00008:*	✓
			LENS MEMORY10	VXX:LNMS4=+00009:**	QVX:LNMS4=+00009	LNMS4=+00009:*	✓
		* PARAMETER2	NORMAL	VXX:LNMS4=+*****:01		LNMS4=+*****:0	✓
			LOW	VXX:LNMS4=+*****:02		LNMS4=+*****:0	✓
	INITIALIZE-ALL USER DATA	USER INITILIZE		VXX:RSTS1=0*password*			✓
		USER RESTORE		VXX:RSTS1=1*password*			✓
	INITIAL START UP	STANDBY		OPY:0	QPY	0	✓
		ON		OPY:1		1	✓
		LAST MEMORY		OPY:2		2	✓
	FILTER COUNTER-TIMER	OFF		VXX:FCTI1=+00000	QVX:FCTI1	FCTI1=+00000	✓
		1000H		VXX:FCTI1=+01000		FCTI1=+01000	✓
		2000H		VXX:FCTI1=+02000		FCTI1=+02000	✓
		3000H		VXX:FCTI1=+03000		FCTI1=+03000	✓
		4000H		VXX:FCTI1=+04000		FCTI1=+04000	✓
		5000H		VXX:FCTI1=+05000		FCTI1=+05000	✓
		6000H		VXX:FCTI1=+06000		FCTI1=+06000	✓
		7000H		VXX:FCTI1=+07000		FCTI1=+07000	✓
		8000H		VXX:FCTI1=+08000		FCTI1=+08000	✓
		9000H		VXX:FCTI1=+09000		FCTI1=+09000	✓
		10000H		VXX:FCTI1=+10000		FCTI1=+10000	✓
	FILTER COUNTER-RESET			VXX:FCTI2=+00000			✓
	FILTER MODE	DISABLE		VXX:FCTI3=+00000	QVX:FCTI3	FCTI3=+00000	✓
		ENABLE		VXX:FCTI3=+00001		FCTI3=+00001	✓
	MODEL NAME	*MODEL NAME*			QID	*MODELNAME*	✓
	PROJECTOR RUNTIME	7864320H			QVX:RTMS1	RTMS1=7864320	✓
	LAMP1(LIGHT1) RUNTIME	9999H			Q$L:1	9999	✓
	LIGHT1 RUNTIME	7864320H			QVX:LRTS3=00	LRTS3=00:78643	✓
	LIGHT2 RUNTIME	7864320H			QVX:LRTS3=01	LRTS3=01:78643	✓
	LIGHT STATUS	ALL OFF			QLS	0	✓
		1:ON, 2:OFF				1	✓
		1:OFF, 2:ON				2	✓
		ALL ON				3	✓
	CONTINUOUS LIGHTING TIME	7864320H00M			QVX:CLTS1	CLTS1=7864320:	✓

CONTROL COMMANDS

2026/9/7

				CONTROL	QUERY		HTQ20 SERIES
CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS/CALL BACK	COMMANDS	CALL BACK	HTQ20
	CONSOLIDATED RUNTIME	7864320H			QVX:CRTS1	CRTS1=7864320	✓
	LAMP(LIGHT) CONTROL STATUS	LAMP OFF			Q$S	0	✓
		In turning ON				1	✓
		LAMP ON				2	✓
		LAMP Cooling				3	✓
	POWER STATUS	POWER OFF			QVX:POWI1	POWI1=+00001	✓
		In turning ON				POWI1=+00002	✓
		POWER ON				POWI1=+00003	✓
		Cooling				POWI1=+00004	✓
	FIRMWARE VERSION	V1.00			QVX:SVRSE	SVRSE=1.00	✓
	INPUT SIGNAL NAME	CHANNEL1 (MAIN CH)			QVX:NSGS1	NSGS1=*****.....	✓
	INDICATOR SETTING - INDICATOR MODE	OFF		VXX:ISMI1=+00000	QVX:ISMI1	ISMI1=+00000	✓
		NORMAL		VXX:ISMI1=+00001		ISMI1=+00001	✓
		TIMEOUT		VXX:ISMI1=+00002		ISMI1=+00002	✓
	INDICATOR SETTING - TIMEOUT (min)	min.		VXX:ISMI2=+00001	QVX:ISMI2	ISMI2=+00001	1
		max.		VXX:ISMI2=+00015		ISMI2=+00015	15
	INDICATOR SETTING - NOTIFICATION	DISABLE		VXX:ISMI3=+00000	QVX:ISMI3	ISMI3=+00000	✓
		ENABLE		VXX:ISMI3=+00001		ISMI3=+00001	✓
	LAN data Cloning Write protect	OFF		LCL:WRP0	QCL:WRP	QCL:WRP0	✓
		ON		LCL:WRP1		QCL:WRP1	✓
	HDMI-CEC	OFF		SHC:FNC0	QHC:FNC	QHC:FNC0	✓
		ON		SHC:FNC1		QHC:FNC1	✓
	HDMI-CEC HDMI1 (Change Device)	NEXT		SHC:HM1NXT			✓
		PREVIEW		SHC:HM1PRE			✓
	HDMI-CEC HDMI1 (Get Device Name)	*DEVICE NAME*			QHC:HM1	QHC:HM1*DEVICEN*	✓
	HDMI-CEC HDMI2 (Change Device)	NEXT		SHC:HM2NXT			✓
		PREVIEW		SHC:HM2PRE			✓
	HDMI-CEC HDMI2 (Get Device Name)	*DEVICE NAME*			QHC:HM2	QHC:HM2*DEVICEN*	✓
	HDMI-CEC - MENU CODE	0x09 (ROOT)		SHC:MNC1	QHC:MNC	QHC:MNC1	✓
		0x0A (SETUP)		SHC:MNC2		QHC:MNC2	✓
		0x0B (CONTENTS)		SHC:MNC3		QHC:MNC3	✓
		0x0C (FAVORITE)		SHC:MNC4		QHC:MNC4	✓
		0x10 (MEDIA TOP)		SHC:MNC5		QHC:MNC5	✓
		0x11 (MEDIA POP UP)		SHC:MNC6		QHC:MNC6	✓
	HDMI-CEC - PROJECTOR -> DEVICE	DISABLE		SHC:PTSOFF	QHC:PTS	QHC:PTSOFF	✓
		POWER OFF		SHC:PTSPOF		QHC:PTSPOF	✓
		POWER ON/OFF		SHC:PTSPWR		QHC:PTSPWR	✓
	HDMI-CEC - DEVICE -> PROJECTOR	DISABLE		SHC:STPOFF	QHC:STP	QHC:STPOFF	✓
		POWER ON		SHC:STPPON		QHC:STPPON	✓
		POWER ON/OFF		SHC:STPPWR		QHC:STPPWR	✓
TEST PATTERN	TEST PATTERN	Off		OTS:00	QTS	00	✓
		White		OTS:01		01	✓
		Black		OTS:02		02	✓
		Window		OTS:05		05	✓
		Reversed Window		OTS:06		06	✓
		Cross Hatch		OTS:07		07	✓
		Color Bar V		OTS:08		08	✓
		Convergence		OTS:11		11	✓
		Focus (Level 0%)		OTS:32		32	✓
		Focus (Level 50%)		OTS:33		33	✓
		Focus (Level 100%)		OTS:34		34	✓
		Color Bar H		OTS:51		51	✓
		16:9/4:3		OTS:59		59	✓
		Focus Red		OTS:70		70	✓
		Focus Green		OTS:71		71	✓
		Focus Blue		OTS:72		72	✓
		Focus Cyan		OTS:73		73	✓
		Focus Magenta		OTS:74		74	✓
		Focus Yellow		OTS:75		75	✓
		CIRCLE		OTS:87		87	✓
		USER TEST PATTERN 1		OTS:A1		A1	✓
		USER TEST PATTERN 2		OTS:A2		A2	✓
		USER TEST PATTERN 3		OTS:A3		A3	✓
		USER TEST PATTERN 4		OTS:A4		A4	✓
	USER TEST PATTERN - RENAME USER TEST PATTERN	USER TEST PATTERN 1 - NAME		VXX:TPNS1=01:*USERTESTPATTERN1*	QVX:TPNS1=01	TPNS1=01:*USERT*	✓
		USER TEST PATTERN 2 - NAME		VXX:TPNS1=02:*USERTESTPATTERN2*	QVX:TPNS1=02	TPNS1=02:*USERT*	✓
		USER TEST PATTERN 3 - NAME		VXX:TPNS1=03:*USERTESTPATTERN3*	QVX:TPNS1=03	TPNS1=03:*USERT*	✓
		USER TEST PATTERN 4 - NAME		VXX:TPNS1=04:*USERTESTPATTERN4*	QVX:TPNS1=04	TPNS1=04:*USERT*	✓
	USER TEST PATTERN - DELETE USER TEST PATTERN	USER TEST PATTERN 1 - DELETE		VXX:TPNS2=01			✓
		USER TEST PATTERN 2 - DELETE		VXX:TPNS2=02			✓
		USER TEST PATTERN 3 - DELETE		VXX:TPNS2=03			✓
		USER TEST PATTERN 4 - DELETE		VXX:TPNS2=04			✓
SIGNAL LIST	SIGNAL LIST-REGISTRATION			OEM			✓
	SIGNAL LIST-DELETE	A1		ODM:A1			✓
		A2		ODM:A2			✓
		A7		ODM:A7			✓
		A8		ODM:A8			✓
		L1		ODM:L1			✓
		L2		ODM:L2			✓
		L7		ODM:L7			✓
		L8		ODM:L8			✓
	SUB MEMORY LIST-CHANGEOVER	01		OCS:01			✓
		96		OCS:96			✓
	SUB MEMORY LIST-CHANGEOVER (EXTENDED)	01		OCS:01-01			✓
		96		OCS:95-96			✓
	SUB MEMORY LIST-REGISTRATION			OES			✓
	SUB MEMORY LIST-DELETE	01		ODS:01-01			✓
		96		ODS:95-96			✓
	SUB MEMORY USAGE STATE	01			QSB	01	✓
		96				96	✓
SECURITY	SECURITY SETTING	OFF			QVX:SPWI1	SPWI1=+00000	✓
		ON				SPWI1=+00001	✓
	CONTROL DEVICE SETUP-CONTROL PANEL	DISABLE		VXX:CDSI1=+00000	QVX:CDSI1	CDSI1=+00000	✓
		ENABLE		VXX:CDSI1=+00001		CDSI1=+00001	✓
		USER		VXX:CDSI1=+00002		CDSI1=+00002	✓
	CONTROL DEVICE SETUP-REMOTE CONTROL	DISABLE		VXX:CDSI2=+00000	QVX:CDSI2	CDSI2=+00000	✓
		ENABLE		VXX:CDSI2=+00001		CDSI2=+00001	✓
		USER		VXX:CDSI2=+00002		CDSI2=+00002	✓
	ETHERNET TYPE	LAN		VXX:ETHI1=+00001	QVX:ETHI1	ETHI1=+00001	✓
		DIGITAL LINK		VXX:ETHI1=+00002		ETHI1=+00002	✓
		LAN [SLOT]		VXX:ETHI1=+00004		ETHI1=+00004	✓
	WIRED LAN-IP VERSION	IPv4		VXX:IPVI1=+00001	QVX:IPVI1	IPVI1=+00001	✓
		IPv6		VXX:IPVI1=+00002		IPVI1=+00002	✓
		IPv4 & IPv6		VXX:IPVI1=+00003		IPVI1=+00003	✓
	WIRELESS LAN	OFF(DISABLE)		ONS:0	QVX:WLSI1	WLSI1=+00000	✓
		ON(ENABLE)		ONS:14		WLSI1=+00014	✓
	SLOT : DIGITAL LINK MODE	AUTO		VXX:SLSS1=VXX:DKMI1=+00001	QVX:SLSS1=QVX:DKMI1	SLSS1=DKMI1=+0	✓
		DIGITAL LINK		VXX:SLSS1=VXX:DKMI1=+00002		SLSS1=DKMI1=+0	✓
		ETHERNET		VXX:SLSS1=VXX:DKMI1=+00003		SLSS1=DKMI1=+0	✓
		LONG REACH MODE		VXX:SLSS1=VXX:DKMI1=+00004		SLSS1=DKMI1=+0	✓

CONTROL COMMANDS

2026/9/7

				CONTROL	QUERY		HTQ20 SERIES
CATEGORY	FUNCTION	Parameter/Name	Sub-Parameter	COMMANDS/CALL BACK	COMMANDS	CALL BACK	HTQ20
NETWORK	DIGITAL LINK-EXTRON XTP	OFF		VXX:EXTI1=+00000	QVX:EXTI1	EXTI1=+00000	✓
		ON		VXX:EXTI1=+00001		EXTI1=+00001	✓
	SLOT : DIGITAL LINK STATUS-LINK	NO LINK			QVX:SLSS1=QVX:DKSI1	SLSS1=DKSI1=+0	✓
		DIGITAL LINK				SLSS1=DKSI1=+0	✓
		LPM				SLSS1=DKSI1=+0	✓
		ETHERNET				SLSS1=DKSI1=+0	✓
	SLOT : DIGITAL LINK STATUS-HDCP STATUS	NO SIGNAL			QVX:SLSS1=QVX:DKSI2	SLSS1=DKSI2=+0	✓
		OFF				SLSS1=DKSI2=+0	✓
		ON				SLSS1=DKSI2=+0	✓
	SLOT : DIGITAL LINK STATUS-SIGNAL QUALITY (MIN)	-255			QVX:SLSS1=QVX:DKSI3	SLSS1=DKSI3=-0	✓
		0				SLSS1=DKSI3=+0	✓
	SLOT : DIGITAL LINK STATUS-SIGNAL QUALITY (MAX)	-255			QVX:SLSS1=QVX:DKSI4	SLSS1=DKSI4=-0	✓
		0				SLSS1=DKSI4=+0	✓
	SLOT : DIGITAL LINK INPUT CH LIST	*HD1:HDMI1,HD2:HDMI2….*			QVX:SLSS1=QVX:DL1S1	SLSS1=DL1S1=HD	✓
	PROJECTOR NAME SETTING	*PROJECTOR1*		VXX:NCGS8=*PROJECTOR1*	QVX:NCGS8	NCGS8=*PROJECTO*	✓
	NFC SETTING	OFF		VXX:NFCI1=+00000	QVX:NFCI1	NFCI1=+00000	✓
		READ ONLY		VXX:NFCI1=+00001		NFCI1=+00001	✓
		READ/WRITE		VXX:NFCI1=+00003		NFCI1=+00003	✓
	Art-Net SETUP	OFF		VXX:DANI1=+00000	QVX:DANI1	DANI1=+00000	✓
		ON(2.*.*.*)		VXX:DANI1=+00002		DANI1=+00002	✓
		ON(10.*.*.*)		VXX:DANI1=+00003		DANI1=+00003	✓
		ON(MANUAL)		VXX:DANI1=+00004		DANI1=+00004	✓
	Art-Net SETUP-START ADDRESS	1		VXX:DANI3=+00001	QVX:DANI3	DANI3=+00001	✓
		501		VXX:DANI3=+00501		DANI3=+00501	✓
	Art-Net SETUP-NET	0		VXX:DANI4=+00000	QVX:DANI4	DANI4=+00000	✓
		127		VXX:DANI4=+00127		DANI4=+00127	✓
	Art-Net SETUP-SUB NET	0		VXX:DANI5=+00000	QVX:DANI5	DANI5=+00000	✓
		15		VXX:DANI5=+00015		DANI5=+00015	✓
	Art-Net SETUP-UNIVERS	0		VXX:DANI6=+00000	QVX:DANI6	DANI6=+00000	✓
		15		VXX:DANI6=+00015		DANI6=+00015	✓
	Art-Net SETUP-CHANNEL SETTING	DEFAULT		VXX:DANI8=+00000	QVX:DANI8	DANI8=+00000	✓
		1		VXX:DANI8=+00001		DANI8=+00001	✓
		2		VXX:DANI8=+00002		DANI8=+00002	✓
		USER		VXX:DANI8=+00100		DANI8=+00100	✓
	PRESHOW MODE	OFF			QVX:PSMI1	PSMI1=+00000	✓
		ON				PSMI1=+00001	✓
STATUS	ANGLE	roll/pitch			QVX:AGLS1	AGLS1=s1h1h2h3...:s2v1v2v3...	✓

Note: The commands or parameters with "*" shows avalable commands or parameters for the projector which has been activated by the Upgrade Kit.