

SIM2 Multimedia

MICO 40/50/50ST
RS-232C CONTROL SPECIFICATIONS

Rev. 1.2 (25 November 2010)



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Revision History

Rev.	Date	Software Version	Description of Change
1.2	25 November 2010	407.10.47 or higher 506.10.47 or higher 509ST.10.47 or higher	MICO 40 and MICO 50ST added.
1.1	3 March 2010	506.10.47 or higher	Image Blank commands added.
1.0	7 December 2009	501.10.46 or higher	Initial version.

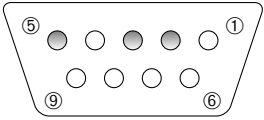
1 Introduction

This document describes how to interface the SIM2 MICO 40/50/50ST projectors with a Home Theater control system (or a PC) over a direct serial connection.

1.1 Setting up the RS-232C Serial connection

Follow these steps to configure the control system (or the PC) serial port.

- Switch off the control system (or the PC) and the projector.
- Connect the Serial Communication adapter cable included in the projector package to the RS232 port. It is a D-sub 9-pin female to Mini DIN 9-pin male cable, 0.25 meters (10 inches) long.
- Connect a standard straight¹ serial cable with 9 pin female to the control system (or the PC) and 9 pin male to the adapter cable:

RS-232C Control Port		Pin No	Signal	Definition
 <p>D-SUB 9-pin (female)</p>	1	-	Not used	
	2	TD	Transmit data	
	3	RD	Receive data	
	4	-	Not used	
	5	GND	Ground	
	6	-	Not used	
	7	-	Not used	
	8	-	Not used	
	9	-	Not used	

- Make sure the distances between equipment do not exceed the specifications of the interface (15 m or 50 feet).
- Switch on the control system (or the PC) and, after start up, switch on the projector.
- Set the Serial Port Parameters as shown below:

Communication Parameters	
Parameter	Value
Transfer Rate	19200 bps
Data Bits	8
Parity Bit	None
Stop Bit	1
Flow Control	None

- Set the the control system (or the PC program) Communication Mode to Binary (or Hex). ASCII mode is not supported.
- Set the the control system interface (or the PC communication program) Display Mode to Hex.

¹A cable that connects identical pin numbers in each connector: pin ② connects to pin ②, pin ③ to pin ③ and pin ⑤ to pin ⑤.

1.2 Execution of the command

Command execution time may vary from 0.5 to 2.0 seconds, depending on the operation that have been requested.

If the projector is busy when a command is sent, the unit may not accept the command. When several commands are to be sent one after the other, sufficient time between them should be allowed.

When the unit is switched on from Standby wait 30 seconds before sending commands or reading messages sent by the projector.

2 Commands

In this section, serial commands (and respective responses) are listed. Commands (and responses) are series of bytes (numbers holding values from 0 to 255).

In the following, bytes are represented by couples of hexadecimal digits, shown in monospace (fixed-width) type (for example: EF¹). Spaces between bytes (for example: E4_48) have been inserted just to make the command more readable and are not part of the command itself.

Commands do not require any termination character: do not add <LF>, <CR>, <EOT> or the like at the end of the given series of bytes.

2.1 Remote Control Keys Codes

The following serial commands are meant to emulate button presses on the SIM2 MICO 40/50/50ST IR Remote Control. Like remote button presses they interact with the OSD of the projector.

Key	Command
Standby	BE EF 02 06 00 51 E4 48 01 00 00 00 00
0/On/Input	BE EF 02 06 00 6B E6 52 01 00 00 00 00
1	BE EF 02 06 00 80 E5 49 01 00 00 00 00
2	BE EF 02 06 00 B3 E5 4A 01 00 00 00 00
3	BE EF 02 06 00 62 E4 4B 01 00 00 00 00
4	BE EF 02 06 00 D5 E5 4C 01 00 00 00 00
5	BE EF 02 06 00 04 E4 4D 01 00 00 00 00
6	BE EF 02 06 00 37 E4 4E 01 00 00 00 00
7	BE EF 02 06 00 E6 E5 4F 01 00 00 00 00
Esc	BE EF 02 06 00 0D E6 54 01 00 00 00 00
Arrow Up	BE EF 02 06 00 DC E7 55 01 00 00 00 00
Arrow Left	BE EF 02 06 00 EF E7 56 01 00 00 00 00
Arrow Right	BE EF 02 06 00 3E E6 57 01 00 00 00 00
Arrow Down	BE EF 02 06 00 C1 E6 58 01 00 00 00 00
Menu Left (-)	BE EF 02 06 00 10 E7 59 01 00 00 00 00
Menu Right (+)	BE EF 02 06 00 23 E7 5A 01 00 00 00 00
Freeze	BE EF 02 06 00 F2 E6 5B 01 00 00 00 00
Memory	BE EF 02 06 00 45 E7 5C 01 00 00 00 00
F1	BE EF 02 06 00 94 E6 5D 01 00 00 00 00
F2	BE EF 02 06 00 76 E7 5F 01 00 00 00 00
Info	BE EF 02 06 00 A7 E6 5E 01 00 00 00 00
Auto	BE EF 02 06 00 79 E2 60 01 00 00 00 00
Aspect	BE EF 02 06 00 A8 E3 61 01 00 00 00 00

¹A variety of alternative conventions are used for representing hexadecimal digits, the most common being: Hex EF, EF₁₆, EFh, 0xEF.

Commands 0–7 perform different actions depending on the projector status:

Status	Command	Action
Standby	0	switches the unit on and selects the last input memorized prior to switch off
	1–7	switch the unit on and select corresponding input
On	0	displays the Input Selection window of the OSD
	1–7	when OSD is not displayed, select corresponding inputs

The response of the unit to a Remote Control Key Code depends on the projector status:

Status	Response	Description
Standby	No response	Command acknowledged (may be valid or invalid)
On	06	Valid command (acknowledged and validated)
	15	Invalid command (acknowledged but not validated)

2.2 Operation Commands

On

The following commands switch the unit On and select the desired input at the same time. Selection of the Last Input (the one that was selected at the moment of the last switch off) is also possible.

Action	Command
On and Selection of Last Input	BE EF 02 06 00 6B E6 52 01 00 00 00 00
On and Selection of Input 1	BE EF 02 06 00 80 E5 49 01 00 00 00 00
On and Selection of Input 2	BE EF 02 06 00 B3 E5 4A 01 00 00 00 00
On and Selection of Input 3	BE EF 02 06 00 62 E4 4B 01 00 00 00 00
On and Selection of Input 4	BE EF 02 06 00 D5 E5 4C 01 00 00 00 00
On and Selection of Input 5	BE EF 02 06 00 04 E4 4D 01 00 00 00 00
On and Selection of Input 6	BE EF 02 06 00 37 E4 4E 01 00 00 00 00
On and Selection of Input 7	BE EF 02 06 00 E6 E5 4F 01 00 00 00 00

The unit does not respond to the commands in the table above.

Off

Action	Command	Response
Off	BE EF 02 06 00 51 E4 48 01 00 00 00 00	OK 06
		Error 15

The following codes provide direct access to SIM2 MICO 40/50/50ST User Interface operations not accessible via a single Remote Control command.

When an Operation Command is sent, OSD does not appear over the picture.

Most of the following commands require a valid signal on the selected input, therefore, if the status of the input signal is 'No signal' (see Section 2.3), they won't be executed and an Error response will be sent back by the projector.

When a command is acknowledged, a response is sent back to the control system.

If the command is valid, the response (labeled 'OK' in the tables below) is either

20 XX YY

where bytes XX YY contain the new value of the parameter modified by the command, or

06.

If the command is invalid, the response (labeled 'Error' in the tables below) is

15

Brightness

Action	Command	Response
Increment	BE EF 1A 0C 00 5E A3 00 00 02 00 00 00 00 00 00 00 00	OK 20 XX 00
Decrement	BE EF 1A 0C 00 9B F2 00 00 03 00 00 00 00 00 00 00 00	Error 15
Get	BE EF 1A 0C 00 51 53 00 00 01 00 00 00 00 00 00 00 00	

In the response, XX is the hex representation of the value of Brightness.

Example: if the returned value is XX = 3C then Brightness value is 60.

Contrast

Action	Command	Response
Increment	BE EF 1A 0C 00 9D 5E 01 00 02 00 00 00 00 00 00 00 00	OK 20 XX 00
Decrement	BE EF 1A 0C 00 58 0F 01 00 03 00 00 00 00 00 00 00 00	Error 15
Get	BE EF 1A 0C 00 92 AE 01 00 01 00 00 00 00 00 00 00 00	

In the response, XX is the hex representation of the value of Contrast.

Example: if the returned value is XX = 3C then Contrast value is 60.

Color

Action	Command	Response
Increment	BE EF 1A 0C 00 5A A7 03 00 02 00 00 00 00 00 00 00 00	OK 20 XX 00
Decrement	BE EF 1A 0C 00 9F F6 03 00 03 00 00 00 00 00 00 00 00	Error 15
Get	BE EF 1A 0C 00 55 57 03 00 01 00 00 00 00 00 00 00 00	

In the response, XX is the hex representation of the value of Color.

Example: if the returned value is XX = 3C then Color value is 60.

Tint

Action	Command	Response
Increment	BE EF 1A 0C 00 99 5A 02 00 02 00 00 00 00 00 00 00 00	OK 20 XX 00
Decrement	BE EF 1A 0C 00 5C 0B 02 00 03 00 00 00 00 00 00 00 00	Error 15
Get	BE EF 1A 0C 00 96 AA 02 00 01 00 00 00 00 00 00 00 00	

In the response, XX is the hex representation of the value of Tint.

Example: if the returned value is XX = 3C then Tint value is 60.

Sharpness

Action	Command	Response
Set Softest	BE EF 1A 0C 00 CA 20 98 00 00 00 00 00 00 00 00 00 00	OK 20 XX 00
Set Softer	BE EF 1A 0C 00 06 E1 98 00 00 00 01 00 00 00 00 00 00	00 Softest
Set Normal	BE EF 1A 0C 00 13 A1 98 00 00 00 02 00 00 00 00 00 00	01 Softer
Set Sharper	BE EF 1A 0C 00 DF 60 98 00 00 00 03 00 00 00 00 00 00	02 Normal
Set Sharpest	BE EF 1A 0C 00 39 21 98 00 00 00 04 00 00 00 00 00 00	03 Sharper
		04 Sharpest
		Error 15

In the response, XX is the hex representation of the value of Sharpness.

Example: if the returned value is XX = 02 then Sharpness is set to Normal.

Cinema Mode

Action	Command	Response
Set Auto	BE EF 1A 0C 00 84 12 0C 00 00 00 00 00 00 00 00 00 00	OK 20 XX 00
Set Video	BE EF 1A 0C 00 14 1F 0C 00 00 01 00 00 00 00 00 00 00	00 Auto
Set Film	BE EF 1A 0C 00 E4 0B 0C 00 00 02 00 00 00 00 00 00 00	01 Video
Get	BE EF 1A 0C 00 41 43 0C 00 01 00 00 00 00 00 00 00 00	02 Film
		Error 15

In the response, XX is the hex representation of the value of Cinema Mode.

Example: if the returned value is XX = 00 then Cinema Mode is set to Auto.

Aspect

Action	Command	Response
Set Normal	BE EF 02 06 00 2A F4 83 01 00 00 00 00	OK 06
Set Anamorphic	BE EF 02 06 00 9D F5 84 01 00 00 00 00	Error 15
Set Letterbox	BE EF 02 06 00 4C F4 85 01 00 00 00 00	
Set Panoramic	BE EF 02 06 00 7F F4 86 01 00 00 00 00	
Set Subtitle	BE EF 02 06 00 62 F5 8B 01 00 00 00 00	
Set Pixel to Pixel	BE EF 02 06 00 AE F5 87 01 00 00 00 00	
Set User 1	BE EF 02 06 00 51 F5 88 01 00 00 00 00	
Set User 2	BE EF 02 06 00 80 F4 89 01 00 00 00 00	
Set User 3	BE EF 02 06 00 B3 F4 8A 01 00 00 00 00	

Color Management

Primaries

Action	Command	Response
Set Native	BE EF 1A 0C 00 68 FE 41 00 00 00 00 00 00 00 00 00 00	OK 20 XX 00
Set HDTV	BE EF 1A 0C 00 A4 3F 41 00 00 00 01 00 00 00 00 00 00	00 Native
Set EBU	BE EF 1A 0C 00 B1 7F 41 00 00 00 02 00 00 00 00 00 00	01 HDTV
Set SMPTE-C	BE EF 1A 0C 00 7D BE 41 00 00 00 03 00 00 00 00 00 00	02 EBU
Set Auto	BE EF 1A 0C 00 9B FF 41 00 00 00 04 00 00 00 00 00 00	03 SMPTE-C
Get	BE EF 1A 0C 00 AD AF 41 00 01 00 00 00 00 00 00 00 00	04 Auto
		Error 15

In the response, XX is the hex representation of the value of the Primaries adjustment.
 Example: if the returned value is XX = 02 then Primaries are set to EBU.

White Point

Action	Command	Response
Set Standard	BE EF 1A 0C 00 B7 DE 39 00 00 00 0A 00 00 00 00 00 00	OK 20 XX 00
Set High	BE EF 1A 0C 00 C8 5E 39 00 00 00 00 00 00 00 00 00 00	0A Standard
Set Medium	BE EF 1A 0C 00 04 9F 39 00 00 00 01 00 00 00 00 00 00	00 High
Set Low	BE EF 1A 0C 00 11 DF 39 00 00 00 02 00 00 00 00 00 00	01 Medium
Set Native	BE EF 1A 0C 00 DD 1E 39 00 00 00 03 00 00 00 00 00 00	02 Low
Set D75	BE EF 1A 0C 00 44 DF 39 00 00 00 0E 00 00 00 00 00 00	03 Native
Set D65	BE EF 1A 0C 00 7B 1F 39 00 00 00 0B 00 00 00 00 00 00	0E D75
Set D50	BE EF 1A 0C 00 9D 5E 39 00 00 00 0C 00 00 00 00 00 00	0B D65
Set C	BE EF 1A 0C 00 51 9F 39 00 00 00 0D 00 00 00 00 00 00	0C D50
Set User	BE EF 1A 0C 00 3B 5F 39 00 00 00 04 00 00 00 00 00 00	0D C
Get	BE EF 1A 0C 00 0D 0F 39 00 01 00 00 00 00 00 00 00 00	04 User
		Error 15

In the response, XX is the hex representation of the value of the White Point.
 Example: if the returned value is XX = 0B then the White Point is set to D65.

Gamma

Action	Command	Response
Set 1.0	BE EF 1A 0C 00 DC 4A 36 00 00 00 00 00 00 00 00 00 00	OK 20 XX 00
Set 1.5	BE EF 1A 0C 00 10 8B 36 00 00 00 01 00 00 00 00 00 00	00 1.0
Set 1.8	BE EF 1A 0C 00 05 CB 36 00 00 00 02 00 00 00 00 00 00	01 1.5
Set 2.0	BE EF 1A 0C 00 C9 0A 36 00 00 00 03 00 00 00 00 00 00	02 1.8
Set 2.2	BE EF 1A 0C 00 2F 4B 36 00 00 00 04 00 00 00 00 00 00	03 2.0
Set 2.35	BE EF 1A 0C 00 E3 8A 36 00 00 00 05 00 00 00 00 00 00	04 2.2
Set 2.5	BE EF 1A 0C 00 F6 CA 36 00 00 00 06 00 00 00 00 00 00	05 2.35
Set 2.8	BE EF 1A 0C 00 3A 0B 36 00 00 00 07 00 00 00 00 00 00	06 2.5
Get	BE EF 1A 0C 00 19 1B 36 00 01 00 00 00 00 00 00 00 00	07 2.8
		Error 15

In the response, XX is the hex representation of the value of Gamma.
 Example: if the returned value is XX = 04 then Gamma is set to 2.2.

Overscan

Type

Action	Command	Response
Set Zoom	BE EF 1A 0C 00 8E B2 04 00 04 00 00 00 00 00 00 00 00	OK 20 XX 00
Set Crop	BE EF 1A 0C 00 42 73 04 00 04 00 01 00 00 00 00 00 00	00 Zoom
Get	BE EF 1A 0C 00 4B E3 04 00 05 00 00 00 00 00 00 00 00	01 Crop
		Error 15

In the response, XX is the hex representation of the value of Overscan Type.
 Example: if the returned value is XX = 01, then Display Mode is set to Crop.

Value

Action	Command	Response
Increment	BE EF 1A 0C 00 91 52 04 00 02 00 00 00 00 00 00 00 00	OK 20 XX 00
Decrement	BE EF 1A 0C 00 54 03 04 00 03 00 00 00 00 00 00 00 00	Error 15
Get	BE EF 1A 0C 00 9E A2 04 00 01 00 00 00 00 00 00 00 00	

In the response, XX is the hex representation of the value of Overscan.
 Example: if the returned value is XX = 0A then Overscan value is 10.

Display Mode

Action	Command	Response
Set Normal	BE EF 1A 0C 00 98 0E 05 00 00 00 00 00 00 00 00 00 00	OK 20 XX 00
Set Overlap	BE EF 1A 0C 00 54 CF 05 00 00 00 01 00 00 00 00 00 00	00 Normal
Get	BE EF 1A 0C 00 5D 5F 05 00 01 00 00 00 00 00 00 00 00	01 Overlap
		Error 15

In the response, XX is the hex representation of the value of Display Mode.
 Example: if the returned value is XX = 01, then Display Mode is set to Overlap.

Image Blank

Action	Command	Response
Set On	BE EF 1A 0C 00 C5 1C 99 00 00 00 01 00 00 00 00 00 00	OK 20 XX 00
Set Off	BE EF 1A 0C 00 09 DD 99 00 00 00 00 00 00 00 00 00 00	00 Off
Get	BE EF 1A 0C 00 CC 8C 99 00 01 00 00 00 00 00 00 00 00	01 On
		Error 15

In the response, XX is the hex representation of the status of Image Blank.
 Example: if the returned value is XX = 01, then Image Blank status is On.

Orientation

Action	Command	Response
Set Floor-Rear	BE EF 1A 0C 00 D8 4E 35 00 00 00 00 00 00 00 00 00 00	OK 20 XX 00
Set Ceiling	BE EF 1A 0C 00 14 8F 35 00 00 00 01 00 00 00 00 00 00	00 Floor-Rear
Set Floor	BE EF 1A 0C 00 01 CF 35 00 00 00 02 00 00 00 00 00 00	01 Ceiling
Set Ceil-Rear	BE EF 1A 0C 00 CD 0E 35 00 00 00 03 00 00 00 00 00 00	02 Floor
Get	BE EF 1A 0C 00 1D 1F 35 00 01 00 00 00 00 00 00 00 00	03 Ceil-Rear
		Error 15

In the response, XX is the hex representation of the value of Orientation.

Example: if the returned value is XX = 01, then Orientation is set to Ceiling.

Picture Settings

Action	Command	Response
Set Normal	BE EF 02 06 00 A8 F2 A1 01 00 00 00 00	OK 06
Set Bright	BE EF 02 06 00 9B F2 A2 01 00 00 00 00	Error 15
Set Auto	BE EF 02 06 00 4A F3 A3 01 00 00 00 00	
Set Memory 1	BE EF 02 06 00 FD F2 A4 01 00 00 00 00	
Set Memory 2	BE EF 02 06 00 2C F3 A5 01 00 00 00 00	
Set Memory 3	BE EF 02 06 00 1F F3 A6 01 00 00 00 00	

2.3 Status Commands

Status Commands may be used to get the current value of the main projector parameters.

Sections below provide details for the responses when the unit is On.

When in Standby State, the unit does not respond to these commands.

Status Commands

Parameter	Command
Projector Status	BE EF 10 0A 00 34 B7 01 01 00 01 01 15 01 00 00 02
Signal Status	BE EF 10 0A 00 33 37 01 01 00 01 01 15 01 00 00 08
Lamp Status	BE EF 10 0A 00 A9 36 01 01 00 01 01 15 01 00 01 10

Projector Status

If the unit is On, the returned packet (27 byte long) is described in the following table:

1E BE EF 10 13 00 01 01 00 01 01 15 01 00 00 02 00 00 00 SS
0 1 17 18 20 21

where bytes marked with .. are not relevant.

The response may be separated into 4 parts:

- 1 bytes (byte 0) that initiates the packet (1E)
- 17 bytes (bytes 1-17) that duplicate the sent command (apart from 2 of them — the CRC)
- 3 Error bytes (bytes 18-20) that signal errors in the processing of the command
- 1 Data byte (byte 21) that contains the requested data

If the 3 Error bytes (bytes 18-20) are 00 00 00 then requested data are valid.
The tables below explain the meaning of returned data.

- Byte 21 (labeled **SS** in the table above) contains **Projector Status**:

On	01
----	----

When in Standby State, the projector does not respond to this command.

Signal Status

When then unit is On, the returned packet (25 byte long) is described in the following table:

1E	BE	EF	10	11	00	01	01	00	01	01	15	01	00	00	08	00	00	00	SS	II
0	1																17	18			20	21		24

where bytes marked with .. are not relevant.

The response may be separated into 4 parts:

- 1 bytes (byte 0) that initiates the packet (1E)
- 17 bytes (bytes 1–17) that duplicate the sent command (apart from 2 of them — the CRC)
- 3 Error bytes (bytes 18–20) that signal errors in the processing of the command
- 2 Data bytes (bytes 21, 24) that contain the requested data

If the 3 Error bytes (bytes 18-20) are 00 00 00 then requested data are valid.
The tables below explain the meaning of returned data.

- Byte 21 (labeled **SS** in the table above) contains current **Input Status**:

OK	00
No Signal	01

- Byte 24 (labeled **II** in the table above) contains **Current Input**:

1	Composite	00
2	S-Video	02
3	YPrPb	04
	RGB	05
4	Graphics RGB	0C
	Graphics YPrPb	0D
5	HDMI 1	12
6	HDMI 2	13
7	SCART	06

When in Standby State, the projector does not respond to this command.

Lamp Status

When the unit is On, the returned packet (27 byte long) is described in the following table:

1E	BE	EF	10	13	00	01	01	00	01	01	15	01	00	01	10	00	00	00	UU	UU	..	SS	LL	LL
0	1																17	18		20	21	22		24	25	26

where bytes marked with .. are not relevant.

The response may be separated into 4 parts:

- 1 bytes (byte 0) that initiates the packet (1E)
- 17 bytes (bytes 1–17) that duplicate the sent command (apart from 2 of them — the CRC)
- 3 Error bytes (bytes 18–20) that signal errors in the processing of the command
- 5 Data bytes (bytes 21–22, 24, 25–26) that contain the requested data

If the 3 Error Bytes (bytes 18-20) are 00 00 00 then requested data are valid.

The tables below explain the meaning of returned data.

- Bytes 21 and 22 (labeled **UU UU** in the table above) contain **Unit Working Hours**.
UU UU is the hex representation of the number of working hours.
Therefore, if, for instance, UU UU = 09 D8 then Unit Working Hours is 2520.
- Byte 24 (labeled **SS** in the table above) contains the **Lamp Status**:

Off	00
On	02
- Bytes 25 and 26 (labeled **LL LL** in the table above) contain **Lamp Working Hours**.
LL LL is the hex representation of the number of working hours.
Therefore, if, for instance, LL LL = 01 B6 then Unit Working Hours is 438.

When in Standby State, the projector does not respond to this command.

3 Examples

Send the simulated 'SWITCH ON FROM STANDBY' Remote Control keycode

Remote Control allows Switching on from Standby via the key '0'.
Send the code relative to key '0':

```
BE EF 02 06 00 6B E6 52 01 00 00 00 00
```

The projector switches on and the last source memorized prior to switch off is automatically selected.

Send the simulated 'MENU RIGHT' Remote Control keycode

Send the command:

```
BE EF 02 06 00 23 E7 5A 01 00 00 00 00
```

The On Screen Display appears on the screen.
The projector returns the response code:

```
06
```

which means that the command has been acknowledged with no error.

Send the 'CONTRAST DECREMENT' Operation Command

Contrast value is 60.
Send the command:

```
BE EF 1A 0C 00 58 0F 01 00 03 00 00 00 00 00 00 00
```

The projector returns the response code:

```
20 3B 00
```

which means:

- acknowledged with no error
- new Contrast value is now 3B = 59.

Send 'PROJECTOR STATUS' Status Command

Send the command:

```
BE EF 10 0A 00 34 B7 01 01 00 01 01 15 01 00 00 02
```

The projector returns the response code:

```
BE EF 10 13 00 .. .. 01 01 00 01 01 15 01 00 00 02 00 00 00 01 .. 00 00 .. ..
```

which means:

- Command has been executed with success (Error bytes, 18-20, are 00 00 00)
- Projector is On (Projector Status, byte 21, is 01)
- There is no Failure (Failure Conditions bytes, 23-24, are 00 00).

Please note that bytes marked with .. are not relevant.

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