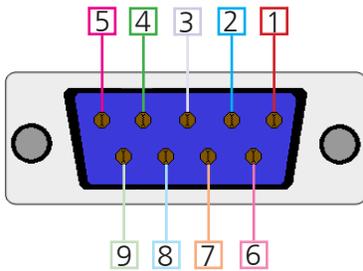


RS-232

Connection

RS-232 is connected through a 9-pin female D connector. The pins will have functions associated with them, some will be unassigned.



No.	Pin	Function
1	----	Not used
2	Tx	Transmit
3	Rx	Receive
4	----	Not used
5	Gnd	Ground
6	----	Not used
7	----	Not used
8	----	Not used
9	----	Not used

Baud Rate: 9600bps

Data Bit: 8bits

Parity: None

Stop Bit: 1bit

Command

The command codes are very sensitive, do not change capitalization, spacing, or lettering.

Command Type	Command Codes	Description
System Command	/*Type;	Acquires the matrix model information
	/+xxxxxxx;	Resets the password: must be 9 digits
	/%Lock;	Locks the keyboard
	/%Unlock;	Unlocks the keyboard
	/:BellOff;	Turns the buzzer off
	/:BellOn;	Turns the buzzer on
	/^Version;	Acquires the software version
	[X]All.	Transfers signal from the input to all outputs

Note: Each line must have an end, which is either a "." ";" "!" "\$" or "&" without the end the code will fail.

Note: Do not use a carriage return at the end of the command line, it may cause it to fail.

Note: **X**=input **W,Y,Z**=output number **G**=Group number **N**=memory number

Command Type	Command Codes	Description
Operation Command	All#.	Mirror all inputs to all matching outputs (example: input 1 to output 1, input 2 to output 2, input 4 to output 4, etc)
	All\$.	Switches off all outputs
	X# . Ex: 3#.	Mirrors input number with corresponding output. (ex. input 3 to output 3)
	XVY . Ex: 2V3.	Transfers video from the input to the output. (ex. input 2 video to output 3)
	XVW,Y,Z . Ex: 2V4,7,8.	Transfers video from the input to the outputs. (ex. input 2 video to outputs 4, 7, and 8)
	XAY . Ex: 4A3.	Transfers audio from the input to the output. (ex. input 4 audio to output 3)
	XAW,Y,Z . Ex: 1A2,4,6.	Transfers audio from the input to the outputs. (ex. input 1 audio to outputs 2, 4, and 6)
	XBY . Ex: 3B2.	Transfers both video and audio from the input to the output. (ex. input 3 to output 2)
	XBW,Y,Z . Ex: 4B3,4,5.	Transfers both video and audio from the input to the outputs (ex. input 4 to outputs 3, 4, and 5)
	XPG . Ex: 3P2	Transfers audio and video from the input the output group. (ex. Input 3 to group 2 (outputs 4, 5, and 6)
	GPPW,Y,Z . Ex: 2PP4,5,6.	Takes the outputs and forms a group with them. (ex. Outputs 4, 5, and 6 would form group 2)
	SG . Ex: S2.	Acquires what outputs are in the group. (ex. Outputs 4, 5, and 6 are group 2)
	Status X . Ex: Status2.	Acquires which outputs are connected to the input. (ex. Input 2 would currently be saved to outputs 4, 5, & 6)
	Status.	Acquires which inputs are with which outputs.
	Save N . Ex: Save4.	Save the routes to memory. Memories go from 0 to 9 (ex. saves current input to output routes to memory 4)
	Recall N . Ex: Recall4.	Recalls the saved route memory. (ex. loads the input and output routes of memory 4)
Clear N . Ex: Clear4.	Clears the memory (ex. Memory 4 would no longer have any routes saved)	