

SIM2 Multimedia srl

DTV-S

TCP-IP Control

Rev. 1.0 (20th Apr 2022)



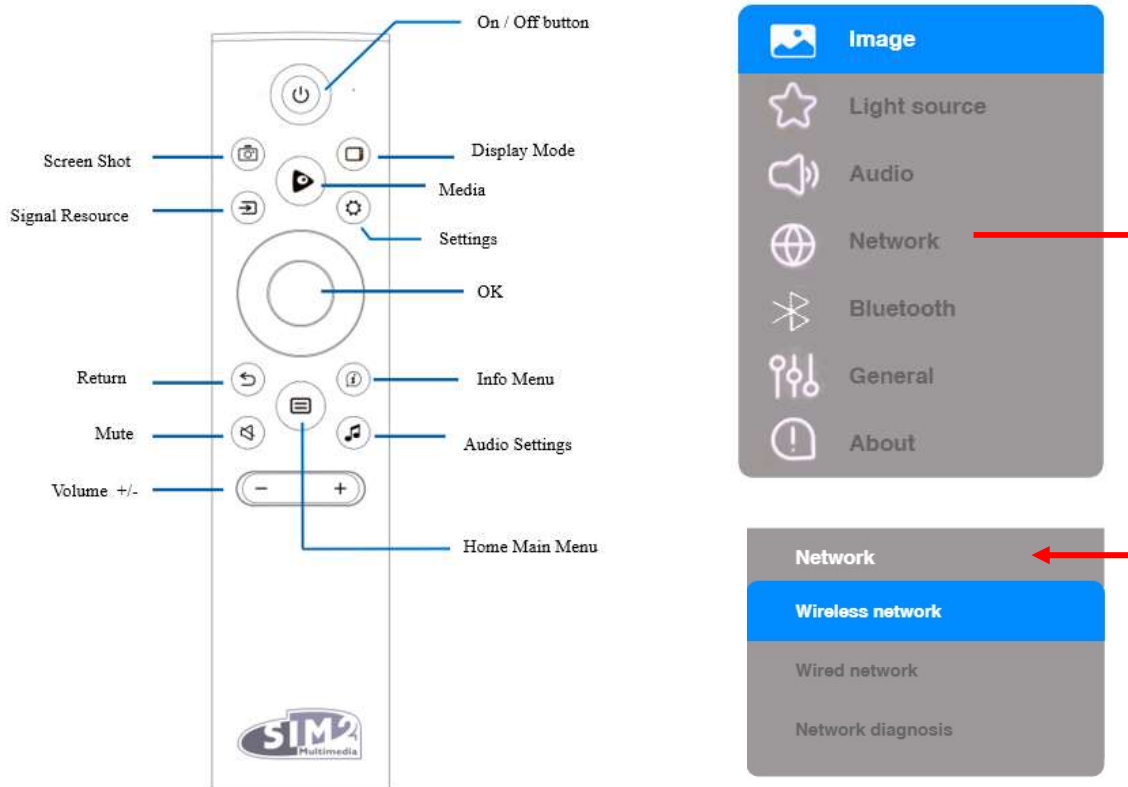
1. Introduction

This document describes how to interface the DTV-S projector with a Home Theatre control system (or a PC) over a TCP-IP communication.

2 Setting up the local network connections

The connection is a standard TCP-IP client connection to the projector IP address set or acquired in WiFi or Ethernet LANs.

The first step is to connect the DTV-S to your local LAN. There are two ways: WIFI or Ethernet. The projector has both these ways. Press the “Settings” button in the DTV-S remote control to display the “Settings” OSD menu, where there is the “Network” item.



Enter in the “Network” Item and select which type of connection to set for your DTV-S, in your local LAN: Wireless or Wired network.

Follow the instructions on the OSD menu to perform the connection to your local LAN. When the DTV-S is connected to your local LAN, it is possible to view its IP address by pressing the “Info menu” button on the RC and selecting the “Network info” item in the displayed menu.

3 Commands List

Below the list of DTV-S's HEX commands.

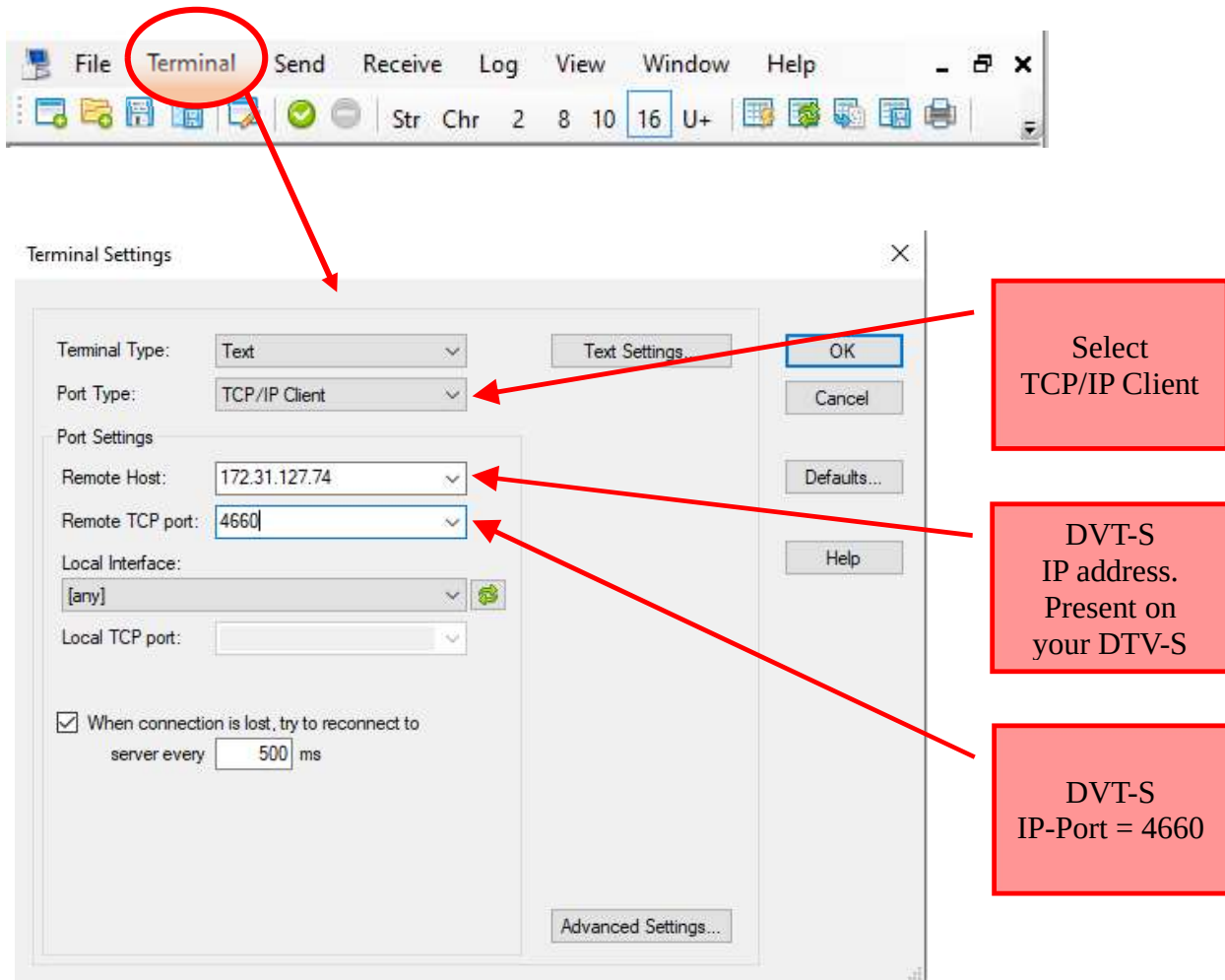
function	commands	remarks
select input source	6B 30 31 73 42 30 31 34 0D	HDMI1
	6B 30 31 73 42 30 32 34 0D	HDMI2
	6B 30 31 73 42 30 30 41 0D	Home
	6B 30 31 73 42 30 30 38 0D	USB
display mode	6B 30 31 73 5C 30 30 37 0D	Standard
	6B 30 31 73 5C 30 30 33 0D	Vivid
	6B 30 31 73 5C 30 30 32 0D	Sport
	6B 30 31 73 5C 30 30 39 0D	Movie
audio mode	6B 30 31 73 5E 30 30 31 0D	Standard
	6B 30 31 73 5E 30 30 35 0D	Music
	6B 30 31 73 5E 30 30 34 0D	Movie
	6B 30 31 73 5E 30 30 33 0D	Sport
	6B 30 31 73 5E 30 30 30 0D	user
laser brightness	6B 30 31 73 5F 30 30 31 0D	Bright
	6B 30 31 73 5F 30 30 32 0D	Standard
	6B 30 31 73 5F 30 30 33 0D	Soft
	6B 30 31 73 5F 30 33 30 0D	Hight dynamic
	6B 30 31 73 5F 30 33 31 0D	Low dynamic
	6B 30 31 73 5F 30 30 36 0D	Costumer 0
	6B 30 31 73 5F 30 30 37 0D	Costumer 1
	6B 30 31 73 5F 30 30 38 0D	Costumer 2
	6B 30 31 73 5F 30 30 39 0D	Costumer 3
	6B 30 31 73 5F 30 31 30 0D	Costumer 4
	6B 30 31 73 5F 30 31 31 0D	Costumer 5
	6B 30 31 73 5F 30 31 32 0D	Costumer 6
	6B 30 31 73 5F 30 31 33 0D	Costumer 7
	6B 30 31 73 5F 30 31 34 0D	Costumer 8
	6B 30 31 73 5F 30 31 35 0D	Costumer 9
6B 30 31 73 5F 30 31 36 0D	Costumer 10	
reset factory	6B 30 31 73 5A 30 30 30 0D	
settings	6B 30 31 73 55 30 30 38 0D	
up	6B 30 31 73 55 30 30 30 0D	
down	6B 30 31 73 55 30 30 31 0D	
left	6B 30 31 73 55 30 30 32 0D	
right	6B 30 31 73 55 30 30 33 0D	
enter	6B 30 31 73 55 30 30 34 0D	
return	6B 30 31 73 55 30 30 37 0D	
input source list	6B 30 31 73 55 30 30 35 0D	
audio mute	6B 30 31 73 55 30 30 39 0D	
power off	6B 30 31 73 60 30 30 30 0D	

4 How to send command through the TCP-IP connection

The client TCP-IP application must be set with these 2 parameters:
DVT-S IP address and port number at 4660.

As example we use the YAT software application: a freeware program for Engineering, testing and debugging of serial communication. Supports RS-232/422/423/485 as well as TCP/IP Client/Server/AutoSocket, UDP/IP Client/Server/PairSocket and USB Ser/HID.
Here the download link: <https://sourceforge.net/projects/y-a-terminal/>

After YAT app. was installed, execute it and set these setup:



At the end of this setup press "OK" button.

Now the YAT is ready for the DTV-S connection. Press the “Open/Start Terminal” button, in the Toolbar



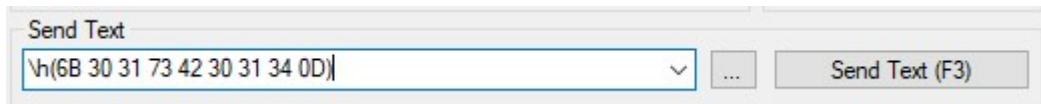
If the connection goes successfully, the “Open/Start Terminal” button changes status from “green” to “red” color and become “Close/ Stop Terminal”. In addition, the application title changes and display “Connected” label.



Select to view the transmitted and received commands in hexadecimal mode, selecting the “16” button in the toolbar.

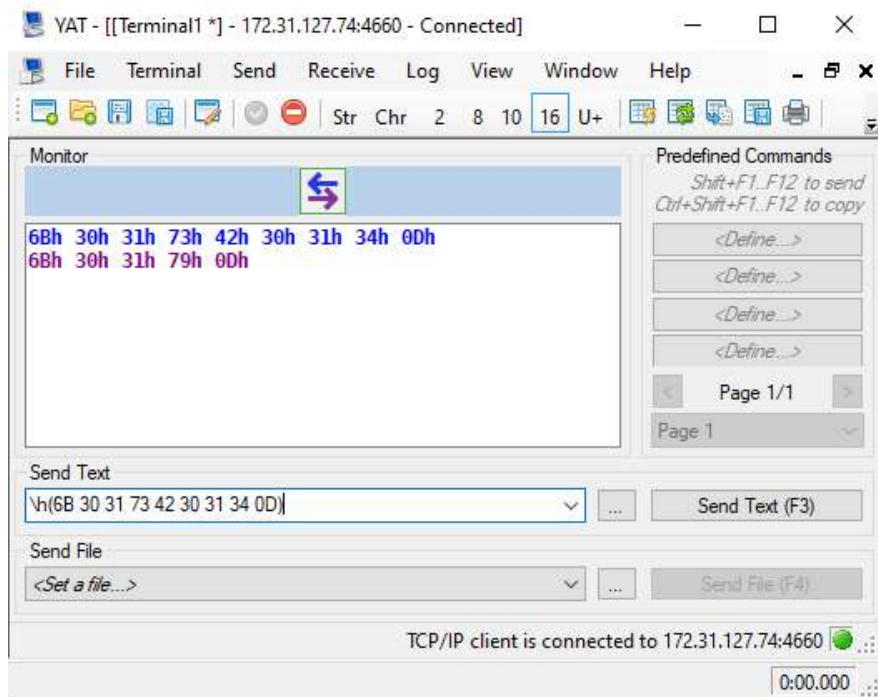
If we want to select HDMI1 input source, in the DTV-S, the HEX command to send is 6B 30 31 73 42 30 31 34 0D

Write these HEX sequences of bytes in the “Send Text” input box and inform the YAT application that it is necessary to send these sequences as Hexadecimal bytes. This last one is done by placing ahead of bytes with a “\h” characters and encloses the sequence with square parenthesis:



Press “Send Text” button to send the command to the projector.

The YAT application will show you the transmitted and received bytes:



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