



NetLinx Module Interface Specification

for a

**Infocus**  
**INF4201, INF5501, INF6501**  
**LCD Display**

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## Revision History

Date	Initials	Comments
1/24/2011	DC	Initial release

## **Introduction**

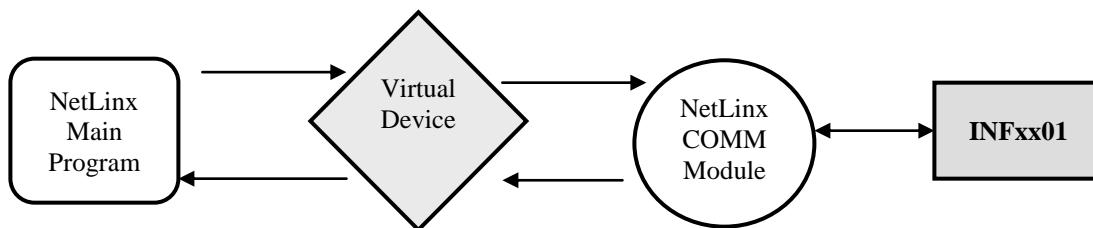
This is a reference manual to describe the interface provided between an AMX NetLinx system and a Infocus LCD display. The required communication settings are a baud rate of 115200, 8 data bits, 1 stop bit, no parity, and handshaking off.

## **Overview**

The COMM module translates between the standard interface described below and the **Infocus LCD** serial protocol. It parses the buffer for responses from the LCD, sends strings to control the LCD, and receives commands from the UI module or telnet sessions.

A User Interface (UI) module is also provided. This module uses the standard interface described below and parses the string responses for feedback.

The following diagram gives a graphical view of the interface between the interface code and the NetLinx module.



## **Implementation**

To interface to the Infocus LCD module, the programmer must perform the following steps:

1. Define the device ID for the Infocus LCD that will be controlled.
2. Define the virtual device ID that the Infocus LCD COMM module will use to communicate with the main program and User Interface. NetLinx virtual devices start with device number 33001.
3. The NetLinx Infocus LCD module must be included in the program with a `DEFINE_MODULE` command. This command starts execution of the module and passes in the following key information: the device ID of the LCD to be controlled, and the virtual device ID for communicating to the main program.

An example of how to do this is shown below.

```

DEFINE_DEVICE
  dvInfocus_LCD      = 5001:1:0    // The Infocus LCD connected to the NetLinx on 1st RS-232
port
  dvInfocus_LCD TPI  = 10001:1:0   // The touch panel used for output

  vdvInfocus_LCD     = 33001:1:0   // The virtual device use for communication between the
                                     // Comm module interface and User Interface program.

```

```

DEFINE_START    // Place define_module calls to the very end of the define_start section.
// Comm module
DEFINE_MODULE Infocus LCD_Comm' mdlInfocus LCD_APP(vdvInfocus LCD, dvInfocus LCD)

```

Upon initialization the AMX Comm module will communicate with the Infocus LCD and information will be exchanged.

## **Command Interface**

The UI module controls the LCD via command events (NetLinx command *send\_command*) sent to the COMM module. The commands supported by the COMM module are listed below.

**NOTE: AMX has not defined a standard API for LCD devices.**

<b>Command</b>	<b>Description</b>
ASPECT=<value>	Sets the current aspect ratio.  <value>: 1 = Native 2 = 16:9 3 = 4:3 4 = Letterbox 5 = Auto 6 = 16:10  ASPECT=2
ASPECT?	Request for current aspect ratio.  ASPECT?
DEBUG=<state>	Set the debug state  <state> : 0 OFF 1 ON  DEBUG=1
DEBUG?	Request the debug state.  DEBUG?
INPUT=<value>	Selects the input source.  <value> : 1 = VGA 2 = S-Video 3 = Composite 4 = Component 5 = HDMI-1 6 = HDMI-2  INPUT=3
INPUT?	Request the current input setting.  INPUT?

<p>PASSTHRU=&lt;string&gt;</p>	<p>Allows user the capability of sending commands directly to the Infocus LCD without processing by the NetLinx module. User must be aware of the protocol implemented by the unit to use this command. This gives the user access to features which may not be directly supported by the module. See "<a href="#">Adding Functions to Modules</a>" section at the end of this document for more information.                  The COMM module <b>automatically adds the required checksum to the command string.</b></p> <p>&lt;string&gt; : string to send to unit</p> <p>PASSTHRU=RVER</p>
<p>POWER=&lt;state&gt;</p>	<p>Sets the power state.</p> <p>&lt;state&gt; : 0 = off                  1 = on</p> <p>POWER=0</p>
<p>POWER?</p>	<p>Request the current power setting.</p> <p>POWER?</p>
<p>VERSION?</p>	<p>Request the current version number of the NetLinx module.</p> <p>VERSION?</p>

**Table 1 – Send Command Definitions**

## String Feedback

The NetLinx COMM module provides feedback to the User Interface module for **Infocus LCD** changes via string events. The strings supported are listed below.

String	Description
ASPECT=<value>	Reports the current aspect ratio.  <value>: 1 = Native 2 = 16:9 3 = 4:3 4 = Letterbox 5 = Auto 6 = 16:10  ASPECT=2:
INPUT=<value>	Reports the input source.  <value> : 1 = VGA 2 = S-Video 3 = Composite 4 = Component 5 = HDMI-1 6 = HDMI-2  INPUT=3
POWER=<value>	Reports the power status.  <value> : 0 power is off 1 power is on
VERSION=<version>	Reports the current version number of the NetLinx module.  <value> : current version number in xx.yy format  VERSION=1.06

**Table 2 - String Feedback Definitions**

## **Device Notes**

Commands implemented by this interface include those that are commonly used and shared between various LCD devices. Several of the Infocus LCD commands have been omitted and may be executed using the PASSTHRU command.

A periodic poll will return the power state and the total number of hours used by the device. Should the LCD shift into sleep mode, it will be automatically shifted back into power-on mode.

## **Programming Notes**

The COMM module imposes synchronous operation i.e. the COMM will not send a command to the Infocus LCD until it has gotten a response or a timeout from the previous command.

A queue is implemented so that the commands from can be stacked. Commands are pulled off the queue (1) when a reply is received or, (2) after the reply timer times out (200 milliseconds). The device is polled every 10 seconds to return the power state and the input selected.

**The Request commands return the state that is currently stored in the COMM module. They do NOT send a new Request to the device.** The COMM module states are updated either by the periodic poll or by the enforced feedback. When a state changes, the UI is automatically informed.

## **Adding Functions to Modules**

### **Commands to the device**

This module supplies a mechanism to allow additional device features to be added to software using the module. This is the PASSTHRU command, which allows protocol strings to be passed through the module. The device-specific protocol must be known in order to use this feature.

As an example, suppose that a module for a projector has not implemented the 'white balance adjustment' feature. The command that the projector protocol requires is 03H, 10H, 05H, 14H, followed by a checksum. The documentation for the PASSTHRU command specifies that the module will automatically generate the checksum. In this case, the following string should be sent from the UI code to implement 'white balance adjustment'.

```
send_command vdvDevice,"PASSTHRU=','$03,$10,$05,$14"
```

The reason to use PASSTHRU instead of sending a protocol string directly to the device port is that the device may require command queuing, calculation of checksums, or other internal processing, which would not be done if the string was sent directly. Because of this, it is best to filter all communication TO the device through the module. (The module documentation will indicate any processing that will be automatically done to the PASSTHRU string like checksum calculation.)



### **Additional Feedback from the device**

The module documentation indicates what feedback is provided. If additional feedback is required, a `CREATE_BUFFER` for the device must be implemented in the user code to process the strings from the device manually. Note that the module will still be processing the response strings independently and sending the interpreted feedback up to the user code.