



NetLinx Module Interface Specification

for a

**Panasonic  
“D6” SERIES  
Projector**

**PT-DZ6710/DZ6700/DW6300S/D6000S**

# TABLE OF CONTENTS

- Introduction .....3
- Overview .....3
- Implementation .....3
- Channels .....4
- Levels .....4
- Command Interface .....5
- String Feedback .....7
- Device Notes .....8
- Programming Notes .....8
- Adding Functions to Modules .....8
  - Commands to the device .....8
  - Additional Feedback from the device .....9

## Revision History

Date	Initials	Comments
07-10-2011	DC	Initial release
08-06-2014	DC	Added BLANK command and other feedback features

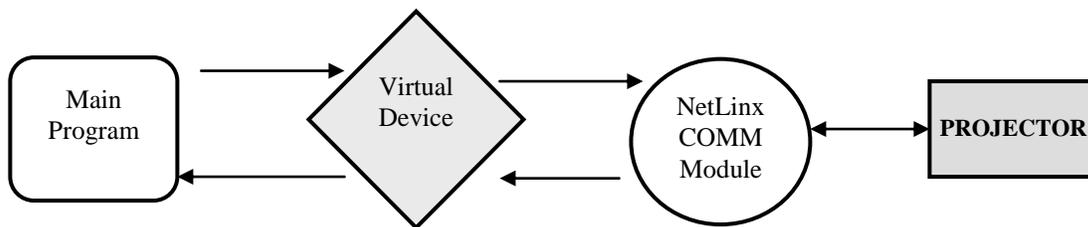
## **Introduction**

This is a reference manual to describe the interface provided between an AMX NetLinx system and a Panasonic PROJECTOR projector. The required communication settings are a baud rate of 9600, 8 data bits, 1 stop bit, no parity, and handshaking off. This device uses a crossover cable with pins 2, 3, and 5.

## **Overview**

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

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



## **Implementation**

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

1. Define the device ID for the PROJECTOR that will be controlled.
2. Define the virtual device ID that the PROJECTOR COMM module will use to communicate with the main program and User Interface. NetLinx virtual devices start with device number 33001.
3. The NetLinx PROJECTOR 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 PROJECTOR 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

```

dvPROJECTOR      = 5001:1:0    // The PROJECTOR connected to the NetLinx on 1st RS-
232 port
dvPROJECTORTPI   = 10001:1:0   // The touch panel used for output

vdvPROJECTOR     = 33001:1:0   // The virtual device use for communication between the
// Comm module interface and User_Interface (UI) module interface

DEFINE_START     // Place define_module calls to the very end of the define_start section.
// Comm module
DEFINE_MODULE 'Panasonic_D6_Projector_Comm' mdlPROJECTOR_APP(vdvPROJECTOR,
dvPROJECTOR)

```

Upon initialization the AMX Comm module will communicate with the Panasonic PROJECTOR and information will be exchanged.

## Channels

The channels supported by the COMM module are listed below. These channels are associated with the virtual device(s) and are independent of the channels associated with the touch panel device.

Note: An '\*' indicates an extension to the standard API.

Channel	Description
251	This channel is used for feedback only. ON: Device is online. OFF: Device is offline.
255	This channel is used for feedback only. ON: POWER is ON. OFF: POWER is OFF

## Levels

The UI module controls the video projector via level events (NetLinx command *send\_level*) sent to the COMM module. The levels supported by the COMM module are listed below. These levels are associated with the virtual device(s) and are independent of the levels associated with the touch panel device.

Level	Description
1	Lamp-Hours used lamp 1
2	Lamp-Hours used lamp 2

## Command Interface

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

Command	Description
BLANK=<state>	Set the video mute (blank) state  <state> : 0 OFF - not muted/blanked 1 ON - muted/blanked  BLANK=1
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 = COMPUTER 1 2 = COMPUTER 2 3 = VIDEO 4 = SVIDEO 5 = DVI 6 = SDI 7 = HDMI  INPUT=3
INPUT?	Request the current input setting.  INPUT?
PASSTHRU=<string>	Allows user the capability of sending commands directly to the PROJECTOR 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 ID of 00 to the beginning of the command string and the return at the end.</b>  <string> : string to send to unit  PASSTHRU=vLE

POWER=<state>	Sets the power state.  <state> : 0 = off 1 = on  POWER=0
VERSION?	Request the current version number of the NetLinx module.  VERSION?

**Table 1 – Send Command Definitions**

## String Feedback

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

String	Description
BLANK=<value>	Get the video mute (blank) state  <state> : 0 OFF - not muted/blanked 1 ON - muted/blanked  BLANK=1
INPUT=<value>	Reports the input source.  <value> : 1 = COMPUTER 1 2 = COMPUTER 2 3 = VIDEO 4 = SVIDEO 5 = DVI 6 = SDI 7 = HDMI  INPUT=3
LAMP TIME=<value>	Reports lamp usage in hours. (Updated every 5 minutes). Also available as level 1.
POWER=<value>	Reports the power status. This is automatically sent every 1.5 seconds.  <value> : 0 power is off 1 power is on 2 cooldown 3 warmup 9 ERROR CONDITION
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 PROJECTOR devices. Several of the PROJECTOR 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 PROJECTOR 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 PROJECTOR 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.