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EXT-AVCONFS User Manual

Gefen A/V Conference Roc



DIGITAL

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Congratulations on your purchase of the A/V Conference Room Processor. Your complete satisfaction is very important to us.

# Gefen

Gefen delivers innovative, progressive computer and electronics add-on solutions that harness integration, extension, distribution and conversion technologies. Gefen's reliable, plug-and-play products supplement cross-platform computer systems, professional audio/video environments and HDTV systems of all sizes with hard-working solutions that are easy to install and simple to operate.

# The Gefen A/V Conference Room Processor

Integrating multiple audio/video sources in a professional setting has never been easier. Gefen's new A/V Conference Room Processor with built-in audio amplifier connects set top boxes, Blu-ray players, gaming consoles, computers and more. Video is scaled and output in HDMI format with cinema-quality scaling up to 2K or 1080p Full HD resolution, supporting large-scale HDTV displays. Multichannel surround audio (Dolby® or LPCM) is mixed down to two-channel stereo plus support for a powered subwoofer. A built-in two-channel audio amplifier delivers 25 watts per channel from digital and analog sources, ideal for creating high-fidelity sound in the conference room environment. Two speakers may be connected directly to the amplifier binding posts for "plug and play" installation in any conference room, educational facility or presentation venue.

# How It Works

Connect each video input source and corresponding audio source to connectors on the front or rear panel. Power up the A/V Conference Room Processor. The buttons on the front panel are used to select the active A/V source. Use the LCD menu system to select the scaler output resolution and desired A/V processing functions. The A/V Conference Room Processor will convert the selected A/V inputs to HDMI video output with two-channel analog line-level and speaker-level with powered subwoofer support.

# PLEASE READ THESE NOTES BEFORE INSTALLING OR OPERATING THE A/V CONFERENCE ROOM PROCESSOR

- The A/V Conference Room Processor has three (3) separate RCA outputs which are intended to be used with a separate audio amplifier. Up to six channels of audio can be down-mixed to left, right, and subwoofer.
- This unit will support the following audio formats:

LPCM (up to 6 channels) Dolby Digital (AC-3 up to 6 channels)

• This unit will accept sources that use Deep Color.

# Features

- Scales and outputs resolutions up to 1080p, 2K, and 1920x1200
- Switches and converts various A/V sources to HDMI
- Dolby Digital<sup>™</sup> decoding and processing
- Advanced EDID Management
- High performance frame rate conversion engine
- Auto 3:2 pull-down and 2:2 pull-down detection and recovery
- Aspect Ratio Control
- Built-in menu system
- RS-232 Control
- Field upgradable firmware
- Rack-mountable (rack ears included)

# Package Includes

- (1) A/V Conference Room Processor
- (1) 6 ft. HDMI cable (M-M)
- (1) 24 V DC Power Supply
- (1) Set of Rack Ears
- (1) IR Remote
- (1) User Manual



# 1 Analog L/R (RCA) Input

Connect a L/R RCA stereo pair from the Component 1 source to this input.

2 S/PDIF Input

Connect a Coax cable, as part of the Component 1 source, to this input.

## 3 TOSLINK Input

Connect an Optical cable, as part of the Component 1 source, to this input.

## 4 Component 1 Input

Connect the red, green, and blue cables from the Component 1 video source to these inputs.

5 Analog L/R (RCA) Input Connect a L/R RCA stereo pair, the part of the VGA source, to these inputs.

## 6 S/PDIF Input

Connect a Coax cable, as part of the VGA source, to this input.

## 7 TOSLINK Input

Connect an Optical cable, as part of the VGA source, to this input.

## 8 VGA (DB-15) Input

Connect the VGA cable from the VGA video source to this input.

9 Analog L/R (RCA) Input Connect a L/R RCA stereo pair, the part of the DVI source, to these inputs.

## 10 S/PDIF Input

Connect a Coax cable, as part of the DVI source, to this input.

## 11 TOSLINK Input

Connect an Optical cable, as part of the DVI source, to this input.

12 DVI Input

Connect a DVI cable from the DVI video source to this input.

# 13 HDMI Input

Connect an HDMI cable from the Hi-Def source to this input.

## 14 Main LCD Display

This display will show important status information and will be used to make adjustments to features in the Menu System.

## 15 Front Panel Buttons

Provides push-button control of the A/V Conference Room Processor. See page 8 for details.





## 1 HDMI Output

Connect an HDMI cable from the A/V Conference Room Processor to an HDTV display.

## 2 Analog L/R (RCA) Input

Connect a L/R RCA stereo pair from the Component 2 source to this input.

## 3 S/PDIF Input

Connect a Coax cable, as part of the Component 2 source, to this input.

## 4 Component 2 Input

Connect the red, green, and blue cables from the Component 2 video source to these inputs.

## 5 Analog L/R (RCA) Input

Connect a L/R RCA stereo pair, the part of the DVI 2 source, to these inputs.

# 6 S/PDIF Input

Connect a Coax cable, as part of the DVI 2 source, to this input.

## 7 TOSLINK Input

Connect an Optical cable, as part of the DVI 2 source, to this input.

## 8 DVI Input

Connect a DVI cable from the DVI 2 video source to this input.

# 9 RS-232 Serial Port

This port is used for serial communication using an RS-232 control device. Access to certain features are only available through the RS-232 interface.

## 10 Analog L/R (RCA) Output

Connect a L/R RCA stereo pair from this output to a L/R RCA stereo input pair on the A/V equipment.

## 11 LFE (Subwoofer) Output

Connect a subwoofer to this output using a single RCA cable.

# 12 Front Left / Front Right Speaker Terminals

These speaker binding post terminals will accept spade lug, banana plug, dual banana plug, bare wire, and pin style connectors.

# 13 24 V DC Power Receptacle

Connect the included 24 V DC power supply to this receptacle.

The A/V Conference Room Processor uses a series of push buttons, located on the front panel, for all input selection and feature functions. All status information, such as the input and output resolutions are always available on the front panel **LCD Screen**. User adjustable features, such as color correction and aspect ratio, can be navigated and adjusted by referencing either the **LCD Screen** or the On-Screen Display (**OSD**).

All menu navigation and adjustments are accomplished by using the front panel buttons. Please review the front panel buttons below.



## 1 Left Cursor Button

This button is used to navigate the Menu System and change settings by moving the cursor to the left.

## 2 Up Button

This button is used to navigate the Menu System and change settings by moving the cursor up. This button is also used for increasing the audio volume in the Status Screen (see page 17).

## 3 Down Button

This button is used to navigate the Menu System and change settings by moving the cursor down. This button is also used for decreasing the audio volume in the Status Screen (see page 17).

# 4 Right Cursor Button

This button is used to navigate the Menu System and change settings by moving the cursor to the right.

## 5 Select Button

This button is used to accept and save a current setting in the Menu System.

## 6 Menu Button

This button will activate the Menu System which allows changes to audio output.

# 7 Exit Button

Used to exit the configuration menu.

# 8 Comp 2 Button

Selects Component 2 as the A/V input source.

# 9 Comp 1 Button

Selects Component 1 as the A/V input source.

# 10 DVI 1 Button

Selects DVI 1 as the A/V input source.

# 11 DVI 2 Button

Selects DVI 2 as the A/V input source.

# 12 VGA Button

Selects VGA as the A/V input source.

## 13 HDMI Button Selects HDMI as the A/V input source.

## 14 Mute Button

Mutes the currently selected audio input.

# **IR REMOTE CONTROL LAYOUT**



#### 1 Mute Button

Enables / disables muting of the audio output signal.

## 2 Video Format Button

Cycles through the available output resolutions. See page 22 for a list of the available Output Resolutions.

#### 3 Pict Mode Button

Cycles through the different picture modes (Standard, Movie, Vivid, and User). See page 19 for details.

# 4 DVI 1 2 Button

Toggles between the DVI 1 and DVI 2 A/V inputs.

# 5 Comp 1 2 Button

Toggles between the COMP 1 and COMP 2 A/V inputs.

## 6 HDMI Button

Selects the HDMI video input.

## 7 Audio Input Button

Cycles between the available audio inputs for the selected video input.

8 PC VGA

Selects the VGA video input.

## 9 Exit Button

Exits a menu or sub-menu within the built-in menu system.

## 10 Menu Button

Places the Conference Room Processor in Menu Mode, allowing adjustment of scaling, color correction, and other features.

## 11 Power Button

Used to turn on or turn off the Conference Room Processor.

## 12 Left Cursor Button

Used to navigate left within the menu system.

## 13 Down Cursor Button

Used to navigate down within the menu system. This button is also used to decrease the volume.

## 14 Right Cursor Button

Used to navigate right within the menu system.

# 15 Up Cursor Button

Used to navigate up within the menu system. This button is also used to increase the volume.

# 16 Enter Button

Used to confirm / save a changes within the built-in menu system.

## 17 Activity Indicator

This LED will be activated momentarily each time a button is pressed.

# Installing the Battery

- 1. Remove the battery cover on the back of the IR Remote Control unit.
- 2. Insert the included battery into the open battery slot. The positive (+) side of the battery should be facing up.
- 3. Replace the battery cover.

The Remote Control unit ships with two batteries. One battery is required for operation and the other battery is a spare.





**CAUTION:** Risk of explosion if battery is replaced by an incorrect type. Dispose of used batteries according to the instructions.

# Setting the IR Remote Control Channel

In the event that IR commands from other remote controls interfere with the supplied IR Remote Control unit, changing the IR Remote Control's IR channel will fix the problem. The IR Remote Control unit has a bank of DIP switches used for setting the IR channel.

The DIP switch bank is located underneath the battery cover.



showing the exposed DIP Switch bank between the battery chambers.

It is important that the IR channel on the Remote Control unit, matches the IR channel set on the Gefen A/V Conference Room Processor. For example, if both DIP switches on the IR Remote Control unit are set to IR channel 0 (both DIP switches down), then the A/V Conference Room Processor must also be set to IR channel 0. See page 36 on how to change the IR channel on the A/V Conference Room Processor.

# How to Connect the A/V Conference Room Processor

1. Connect video source devices to the A/V Conference Room Processor video inputs. The following inputs are available:

Front Panel	Back Panel
HDMI	N/A
DVI-I (analog and digital DVI)	DVI-D (digital DVI)
VGA	N/A
Component	Component

 Connect audio sources to the A/V Conference Room Processor audio inputs. The following inputs are available:

Front Panel	Analog L/R	TOSLINK	S/PDIF
HDMI (embedded)	N/A	N/A	N/A
DVI-I	•	•	•
VGA	•	•	•
Component	•	•	•

Back Panel	Analog L/R	TOSLINK	S/PDIF
DVI-I	•	•	•
Component	•	N/A	•

**NOTE:** All inputs, except for HDMI, are able to accept both analog and digital audio sources. Therefore, each input has a selector option in the OSD that will allow the user to select the type of audio used.

- 3. Connect an HDMI cable from the A/V Conference Room Processor to an HDTV display.
- 4. Connect the included 24 V DC power supply to the A/V Conference Room Processor then connect the AC power cord to an available electrical socket.



# Wiring Diagram for the A/V Conference Room Processor



ATTENTION: This product should always be connected to a grounded electrical socket.

# Status Screen

The **Status Screen** displays information regarding the current settings of the Audio Processor. The Status Screen is also used in conjunction with navigating the built-in Menu System.

After powering on the Audio Amplifier, the Standby Screen will be displayed:



# Adjusting the Volume

Use the Up Button and Down Button to increase or decrease the audio gain in the Status Screen. Audio gain can be reduced to a minimum of -60 dB and to a maximum of +10 dB. Each time these buttons are pressed, the volume is increased or decreased by 1 dB.



# Muting

Use the Mute button on the front panel to silence the audio output. To disable the mute function, press the Mute button again. The  $\blacktriangle$  and  $\triangledown$  buttons (volume) can also be used to *disable* muting.



# **Firmware Version**

To display the firmware version of the A/V Conference Room Processor, press either the  $\blacktriangleleft$  or  $\triangleright$  buttons on the front panel:



# Selecting the Input Source

Use the buttons on the front panel to select the input source.

Front Panel Button	Input	Location	LCD Display Name
COMP1	Component	Front Panel	Comp1
VGA	VGA	Front Panel	PC
DVI1	DVI-I	Front Panel	DVI1
HDMI	HDMI	Front Panel	HDMI
COMP2	Component	Back Panel	Comp2
DVI2	DVI-I	Back Panel	DVI2

# Video Menu

To access the Video Menu, press the Menu button on the front panel. Use the  $\forall$  or  $\blacktriangle$  buttons to highlight the Video Menu icon. Press the Menu button to enter the Video Menu. Use the  $\forall$  or  $\blacktriangle$  buttons to scroll through each of the parameters. Press the Menu button to change the selected parameter. Use the  $\triangleleft$  or  $\triangleright$  buttons to increase or decrease the values.

## Picture Mode

Preset and user configuration settings for different viewing scenarios. Preset settings will not allow user adjustment. Only the USER option will allow customized video settings. The USER settings are saved.

- Standard useful for general content
- Movie useful for dimly lit environments
- Vivid useful for accentuating colors for a more vibrant image
- User user configuration settings

## Contrast

Adjusts the Contrast by increments of 1. Minimum value: 1, Maximum value: 100.

## Brightness

Adjusts the Brightness by increments of 1. Minimum value: 1, Maximum value: 100.

## Hue

Adjusts the Hue by increments of 1. Minimum value: 1, Maximum value: 100.

# Saturation

Adjusts the Saturation level by increments of 1 or -1. Minimum value: 1, Maximum value: 100.

## Sharpness

Adjusts the sharpness in increments of 1 on a scale of 1 to 100 (default 50).

# Scale

Sets the scaling adjustment. Options are: Full, Overscan, Underscan, Letterbox U.S. (Underscan), PanScan U.S. (Underscan), Letterbox Full, and PanScan Full.

- Full Stretches the image to fill the screen
- **Overscan** Stretches the image to fullscreen and just beyond the border of the display
- **Underscan** Stretches the image to fullscreen and just within the border of the screen
- Letterbox U.S. (Underscan) Stretches the image to 16:9 aspect ratio with underscan
- **PanScan U.S. (Underscan)** Stretches the image to 4:3 aspect ratio with underscan
- Letterbox Full Stretches the image to 16:9 aspect ratio without underscan
- PanScan Full
  Stretches the image to 4:3 aspect ratio without underscan

# NR (Noise Reduction)

Reduces noise artifacts in the picture. This option is only available when the input signal is 480i or 480p.

# **H-Position**

Specifies the horizontal position of the input signal.

# **V-Position**

Specifies the vertical position of the input signal.

# Input

Specifies the input video signal. Options are HDMI, DVI1, DVI2, Component, and VGA.

# Exit

Exits the Video Menu and returns control to the Main Menu.

# Color Menu

To access the Output Menu, press the Menu button. Use the  $\checkmark$  or  $\blacktriangle$  buttons to highlight the Output Menu icon. Press the Menu button to enter the Output Menu. Use any of the arrow buttons on the front panel to select the desired output resolution. Press the Enter button to enable the selected output resolution. Select the Exit option to exit the Color Menu and return control to the Main Menu.

# Color Tone

- Normal Use for general content.
- Warm Red-shifts RGB values for a warmer video color.
- Cool Blue-shifts RGB values for a cooler video color.
  - **User** Allows individual adjustment of Red, Green, and Blue color components.

## Red

•

Adjusts the Red value by increments of 1. Minimum value: 1, Maximum value: 100.

## Green

Adjusts the Green value by increments of 1. Minimum value: 1, Maximum value: 100.

# Blue

Adjusts the Blue value by increments of 1. Minimum value: 1, Maximum value: 100.

# Exit

Exits the Color Menu and returns control to the Main Menu.

## Output Menu

To access the Output Menu, press the Menu button. Use the  $\bigvee$  or  $\blacktriangle$  buttons to highlight the Output Menu icon. Press the Menu button to enter the Output Menu. Use any of the arrow buttons on the front panel to select the desired output resolution. Press the Enter button to enable the selected output resolution. Select the Exit option to exit the Color Menu and return control to the Main Menu.

VGA	480i	576i	WXGA
SVGA	480p	576p	WSXGA
XGA	720p60	720p50	WUXGA
SXGA	1080i60	1080i50	
UXGA	1080p60	1080p50	2K
1080p-1	1080p-2	1080p-3	
	Native*	Exit	

\* The Native option will select the native resolution of the connected display based on the EDID from the display.

The Output Menu contains three frame rate conversion modes:

- 1080p-1 No frame rate conversion.
- 1080p-2 Converts all frame rates (except 24) to 60.
- 1080p-3 Converts all frame rates (except 24) to 50.



If a resolution that is not supported by the display is selected, then the on-screen Menu will no longer be visible. To correct this, press the OUTPUT button on the RMT-SR-IR remote control and cycle through the output resolutions until a supported mode is displayed.

# Exit

Exits the Output Menu and returns control to the Main Menu.

# OSD Menu

To access the OSD Menu, press the Menu button. Use the  $\checkmark$  or  $\blacktriangle$  buttons to highlight the OSD Menu icon. Press the Menu button to enter the OSD Menu. Use the  $\blacktriangleleft$  or  $\triangleright$  buttons to select the desired output resolution. Press the Enter button to enable the selected output resolution. Use the  $\blacktriangleleft$  or  $\triangleright$  buttons to select the Exit option to exit the Speaker Menu and return control to the Main Menu.

# H-Position (Horizontal Position)

Adjusts the horizontal position on the Menu System on the screen. Minimum value: 1, Maximum value: 100.

# V-Position (Vertical Position)

Adjusts the vertical position of the Menu System on the screen. Minimum value: 1, Maximum value: 100.

# Time Out

Adjusts the amount of time (in seconds) before the OSD automatically closes. Minimum value: 1, Maximum value: 100.

# Background

Sets the transparency level of the OSD background. Minimum value: 0, Maximum value: 8.

# **Remote Channels**

Sets the remote channel for use with the IR Remote Control Unit. Minimum value: 0, Maximum value: 3.



If the selected Remote Channel in this menu and does not match the IR Channel set in the RMT-SR-IR remote, the unit will cease to respond to IR commands from the remote.

# Exit

Exits the OSD Menu and returns control to the Main Menu.

# Audio Menu

To access the Audio Menu, press the Menu button. Use the  $\checkmark$  or  $\blacktriangle$  buttons to highlight the Audio Menu icon. Press the Menu button to enter the Audio Menu. Use the + or - buttons to select the desired output resolution. Press the Enter button to enable the selected output resolution. Use the + or - buttons to select the Exit option to exit the Audio Menu and return control to the Main Menu.

# DVI1

Selects the audio input for DVI In 1. Options are: Analog, S/PDIF, or TOSLINK.

# DVI2

Selects the audio input for DVI In 2. Options are: Analog, S/PDIF, or TOSLINK.

# VGA

Selects the audio input for VGA In. Options are: Analog, S/PDIF, or TOSLINK.

# Comp1

Selects the audio input for Component In 1. Options are: Analog, S/PDIF, or TOSLINK.

# Comp2

Selects the audio input for Component In 2. Options are: Analog or S/PDIF.

# Bass

Allows adjustment of the bass. Minimum value: -12 dB, Maximum value: +12 dB

# Treble

Allows adjustment of the treble. Minimum value: -12 dB, Maximum value: +12 dB

# DRC (Dynamic Range Control)

Dynamic Range Compression (DRC) is a feature that will apply compression of loud sounds over a certain threshold while quiet sounds remain unprocessed. This feature is useful for reducing loud noises that will overpower quieter sounds.

# Enhancement

Audio enhancement. Options are: Off, Night, Voice, or Volume

# Delay

Sets the audio delay. Use this feature to compensate for any loss of audio sync in the video. Options are: Off, 40 ms, 110 ms, or 150 ms.

# Sound

Used to enable or disable audio muting. Options are: Off or On.

# Exit

Exits the Audio Menu and returns control to the Main Menu.

# Speakers Menu

To access the Speakers Menu, press the Menu button. Use the  $\checkmark$  or  $\blacktriangle$  buttons to highlight the Speakers Menu icon. Press the Menu button to enter the Speaker Menu. Use the  $\blacktriangleleft$  or  $\triangleright$  buttons to select the desired option. Use the + or - buttons to select the Exit option to exit the Speaker Menu and return control to the Main Menu.

## Size

Selects the size of the speakers (left / right). Options are: Large or Small.

## Subwoofer

Selects the presence or absence of the subwoofer. Options: On or Off. If a subwoofer is not connected, set this option to Off.

## Subwoofer Frequency

Selects the cutoff frequency of the subwoofer. Options are: 50 Hz, 60 Hz, or 90 Hz.

# Line Out Mode

Selects how the volume is controlled when the A/V Conference Room Processor is connected to an external amplifier using RCA (analog) connectors. Options are Fixed or Pre-Amp. If the volume is to be controlled by the external amplifier, set this option to Fixed.

## HDMI Out Mode

Selects how the volume is controlled when the A/V Conference Room Processor is connected to an external amplifier. This option differs from the Line Out Mode in that only the HDMI audio is affected. Options are Fixed or Pre-Amp. If the volume is to be controlled by the external amplifier, set this option to Fixed.

# Distance L

Sets the distance for the left speaker. Minimum value: 0 m, Maximum value: 10 m.

## Distance R

Sets the distance for the right speaker. Minimum value: 0 m, Maximum value: 10 m.

# **Distance Sub**

Sets the distance for the subwoofer. Minimum value: 0 m, Maximum value: 10 m.

# Level L

Sets the offset volume level for the left speaker. Minimum value: +0 dB, Maximum value: +10 dB  $\,$ 

## Level R

Sets the offset volume level for the left speaker. Minimum value: +0 dB, Maximum value: +10 dB  $\,$ 

# Level Sub

Sets the offset volume level for the left speaker. Minimum value: +0 dB, Maximum value: +10 dB  $\,$ 

Exit

Exits the Speaker Menu and returns control to the Main Menu.

# **RS-232 SERIAL COMMANDS**



Only Pins 2 (RX), 3 (TX), and 5 (Ground) are used on the RS-232 serial interface

# RS232 Settings

Bits per second	
Data bits	
Parity	None
Stop bits	
Flow Control	None

# **Audio Commands**

Command	Description
ADELAY	Sets the audio delay
AENHNCE	Improves the speech intelligibility
AIN	Selects the audio input source
BASS	Increases or decreases the bass
DFL	Sets the distance for the Front Left speaker
DFR	Sets the distance for the Front Right speaker
DRC	Adjusts the Dynamic Range Control
DSB	Sets the distance of the Subwoofer
FLR	Sets the size of the Front Left / Front Right speakers
LFV	Sets the Left Front speaker volume
MUTE	Enables / disables audio muting
RTV	Sets the Right Front speaker volume
SUB	Enables / disables the subwoofer
SUBV	Adjusts the subwoofer volume
SUBX	Sets the crossover frequency
TREB	Increases / decreases the treble
VOL	Increases / decreases the overall output volume

# **Command Syntax**

The syntax for each command is as follows:

CommandName [space] param1 [space] param2...paramN \r

The command syntax is NOT case sensitive.

# ADELAY Command

The ADELAY command sets the audio delay.

## <u>Syntax</u>:

ADELAY paraml

## Parameters:

param1

Value

Value	Meaning
Off	Audio delay off
40	40 ms delay
110	110 ms delay
150	150 ms delay

Notes:

# AENHNCE Command

The AENHNCE command improves the speech intelligibility.

## <u>Syntax</u>:

AENHNCE paraml

# Parameters:

param1

Mode

Mode	Meaning
Off	Enhance mode off
Night	Low volume for night viewing
Voice	Dialog becomes more clear
Volume	Emphasized audio gain

## Notes:

Use ? for param1 to retrieve the current value.

# **AIN Command**

The AIN command set the audio input source.

## Syntax:

AIN paraml

## Parameters:

param1

Value

Value	Meaning
LR	RCA input
Coax	S/PDIF input
Opti	TOSLink input

# Notes:

# **BASS Command**

The BASS command sets the bass level.

Syntax:

BASS paraml

Parameters:

param1

Level

[-12 ...12]

Notes:

The + or - character can also be used, instead of specifying a value, in order to increase or decrease the bass level by 1 dB.

Use ? for param1 to retrieve the current value.

#### <u>Example:</u>

bass +	// increases the bass level by 1 dB
bass -	// decreases the bass level by 1 dB
bass 5	// sets the bass level to +5 dB

# **DFL Command**

The DFL command sets the distance of the Front Left speaker.

Level

<u>Syntax</u>:

DFL paraml

## Parameters:

param1

[0 ...10]

## <u>Notes:</u>

The + or - character can also be used, instead of specifying a value, in order to increase or decrease the Front Left distance by 1 foot intervals.

# DFR Command

The DFL command sets the distance of the Front Right speaker.

<u>Syntax</u>:

DFR paraml

Parameters:

param1

Level

[0 ...10]

Notes:

The + or - character can also be used, instead of specifying a value, in order to increase or decrease the Front Right distance by 1 foot intervals.

Use ? for *param1* to retrieve the current value.

# DRC Command

The DRC command adjusts the Dynamic Range Control.

# Syntax:

DRC paraml

# Parameters:

param1

Value

Value	Meaning
OFF	Turn DRC Off
ON	Turn DRC On
TGL	Toggle DRC

# Notes:

Setting *param1* to TGL will automatically toggles the current state of the DRC command. This is the non-implicit form of switching DRC ON or OFF.

# DSB Command

The DSB sets the distance of the Subwoofer.

<u>Syntax</u>:

DSB paraml

Parameters:

param1

Level

[0 ...10]

Notes:

The + or - character can also be used, instead of specifying a value, in order to increase or decrease the Subwoofer distance by 1 foot intervals.

Use ? for *param1* to retrieve the current value.

# FLR Command

The FLR command sets the size of the Front Left and Front Right speakers.

# <u>Syntax</u>:

FLR paraml

# Parameters:

param1

Value

Value	Meaning
Small	Small Speaker
Large	Large Speaker

Notes:
### LFV Command

The LFV command sets the Front Left speaker volume.

Syntax:

LFV paraml

Parameters:

param1

Level

[-10...10]

Notes:

The + or - character can also be used, instead of specifying a value, in order to increase or decrease the Front Left speaker volume by 1 dB intervals.

Use ? for *param1* to retrieve the current value.

### **MUTE Command**

The MUTE command enables or disables audio muting.

#### <u>Syntax</u>:

MUTE paraml

#### Parameters:

param1

Value

Value	Meaning
OFF	Turn Muting Off
ON	Turn Muting On
TGL	Toggle Muting

#### Notes:

Setting *param1* to TGL will automatically toggles the current state of the muting command. This is the non-implicit form of enabling or disabling audio muting.

### **RTV Command**

The RTV command sets the Front Right speaker volume.

<u>Syntax</u>:

RTV paraml

Parameters:

param1

Level

[-10...10]

Notes:

The + or - character can also be used, instead of specifying a value, in order to increase or decrease the Front Right speaker volume by 1 dB intervals.

Use ? for *param1* to retrieve the current value.

### SUB Command

The SUB command enables or disables the subwoofer. If a subwoofer is not connected, the subwoofer should be disabled.

#### Syntax:

SUB paraml

### Parameters:

param1

Value

Value	Meaning
OFF	Disable the subwoofer
ON	Enable the subwoofer
TGL	Toggle subwoofer state

#### Notes:

Setting *param1* to TGL will automatically toggle the current state of the subwoofer. This provides a non-implicit form of enabling or disabling the subwoofer.

### SUBV Command

The SUBV command sets the subwoofer volume.

#### <u>Syntax</u>:

SUBV paraml

#### Parameters:

param1

Level

[-10...10]

#### Notes:

The + or - character can also be used, instead of specifying a value, in order to increase or decrease the subwoofer volume by 1 dB intervals.

#### Notes:

Use ? for *param1* to retrieve the current value.

### SUBX Command

The SUBX command adjusts the crossover frequency. This specified value defines the point, on the frequency spectrum, where are rolled off to the subwoofer.

#### Syntax:

SUBX paraml

#### Parameters:

param1

Value

Value	Meaning
50	50 Hz roll-off
60	60 Hz roll-off
90	90 Hz roll-off

#### Notes:

### TREB Command

The TREB command sets the treble subwoofer volume.

<u>Syntax</u>:

TREB paraml

Parameters:

param1

Level

[-12...12]

<u>Notes</u>:

The + or - character can also be used, instead of specifying a value, in order to increase or decrease the treble level by 1 dB intervals.

Use ? for *param1* to retrieve the current value.

### VOL Command

The VOL sets the overall output audio signal.

<u>Syntax</u>:

VOL paraml

Parameters:

param1

Value

[-81...12]

Notes:

The + or - character can also be used, in place of specifying a value, to increase or decrease the output volume by 1 dB intervals.

#### **General Commands**

Command	Description
IR	Sets the IR channel
OSDHPOS	Sets the horizontal position of the OSD
OSDVPOS	Sets the vertical position of the OSD
POWER	Turns the Scaler ON or OFF

#### **IR Command**

The IR command sets the IR Channel used by the Scaler. The IR channel can be set to 1, 2, 3, or 4.

Syntax:

IR paraml

Parameters:

param1

[1...4]

Notes:

Set param1 to ALL to have the Scaler receive on any IR channel.

Level

Use ? for param1 to retrieve the current value.

#### **OSDHPOS Command**

The OSDHPOS command sets the horizontal position of the OSD.

<u>Syntax</u>: OSDHPOS paraml

Parameters:

param1

HPos

[0...100]

<u>Notes</u>:

### OSDVPOS Command

The OSDVPOS command sets the vertical position of the OSD.

#### Syntax:

OSDVPOS paraml

### Parameters:

param1

VPos

[0...100]

### Notes:

Use ? for param1 to retrieve the current value.

### **POWER Command**

The POWER command turns the Scaler ON or OFF.

### <u>Syntax</u>:

POWER paraml

### Parameters:

param1

State

Value	Meaning
Off	Power Off
On	Power On
TGL	Toggle Power State

<u>Notes</u>:

Setting *param1* to TGL will automatically toggle the current power state. This provides a non-implicit form of turning the Scaler ON or OFF.

### Video Commands

Command	Description
BLUE	Set the blue color component value
BRTNESS	Sets the brightness value
CLRTMP	Sets the color temperature
CONTRST	Sets the contrast level
GREEN	Sets the green color component value
HUE	Sets the hue
NR	Sets the noise reduction level
OUT	Sets the output resolution
PCHPOS	Adjusts the horizontal position of the output signal
PCVPOS	Adjusts the vertical position of the output signal
PMODE	Sets the picture mode
RED	Sets the red color component value
SATURTN	Sets the saturation level
SHARP	Sets the sharpness level
SIZE	Sets the picture mode
VIN	Sets the video input source

#### BLUE Command

The BLUE command sets the blue color component value.

<u>Syntax</u>:

BLUE paraml

Parameters:

param1

Value

[0...100]

#### <u>Notes</u>:

The + or - character can also be used, in place of specifying a value, to increase or decrease the color component value by intervals of 1.

### BRTNESS Command

The BRTNESS sets the brightness level of the output.

#### Syntax:

BRTNESS paraml

#### Parameters:

param1

Value

[0...100]

### Notes:

The + or - character can also be used, in place of specifying a value, to increase or decrease the brightness value by intervals of 1.

Use ? for *param1* to retrieve the current value.

### **CLRTMP Command**

The CLRTMP command sets the color temperature.

#### Syntax:

CLRTMP paraml

#### Parameters:

param1

Temperature

Temperature	Meaning
normal	Normal color temperature
warm	Warmer color tone (red)
cool	Cooler color tone (blue)
user	User specified

#### Notes:

### CONTRST Command

The CONTRST sets the contrast level on the output signal.

<u>Syntax</u>:

CONTRST paraml

Parameters:

param1

Value

[0...100]

Notes:

The + or - character can also be used, in place of specifying a value, to increase or decrease the contrast value by intervals of 1.

Use ? for *param1* to retrieve the current value.

### **GREEN Command**

The GREEN command sets the green color component value.

<u>Syntax:</u>

GREEN paraml

Parameters:

param1

Value

[0...100]

Notes:

The + or - character can also be used, in place of specifying a value, to increase or decrease the color component value by intervals of 1.

### **HUE Command**

The HUE sets the color hue level.

Syntax:

HUE paraml

Parameters:

param1

Value

[0...100]

Notes:

The + or - character can also be used, in place of specifying a value, to increase or decrease the color hue by intervals of 1.

Use ? for *param1* to retrieve the current value.

### NR Command

The NR command sets the noise reduction value.

#### <u>Syntax</u>:

NR paraml

#### Parameters:

param1

Mode

Mode	Meaning
off	Noise reduction Off
low	Low noise reduction
mid	Medium noise reduction
high	High noise reduction

Notes:

### **OUT Command**

The OUT command sets the output resolution.

### <u>Syntax</u>:

OUT paraml

### Parameters:

param1

### Resolution

Resolution	Meaning
native	Native resolution of display
vga	640 x 480
svga	800 x 600
xga	1024 x 768
sxga	1280 x 1024
uxga	1600 x 1200
480i	640 x 480i / 720 x 480i
480p	640 x 480p / 720 x 480p
720p60	1280 x 720p
1080i60	1920 x 1080i @ 60 Hz
1080p60	1920 x 1080p @ 60 Hz
576i	720 x 576i
576p	720 x 576p
720p50	1280 x 720p @ 50 Hz
1080i50	1920 x 1080i @ 50 Hz
1080p50	1920 x 1080p @ 50 Hz
wxga	1280 x 768
wsxga	1680 x 1050
wuxga	1920 x 1200
1080p24	1920 x 1080p @ 24 Hz
2k60	2048 x 1080 @ 60 Hz

Notes:

### PCHPOS Command

The PCHPOS command sets the horizontal position of the output signal on the display.

### Syntax:

PCHPOS paraml

### Parameters:

param1

Value

[0...100]

Notes:

The + or - character can also be used, in place of specifying a value, to move the picture right (+) or left (-) by intervals of 1.

Use ? for *param1* to retrieve the current value.

### **\PCVPOS Command**

The PCVPOS command sets the vertical position of the output signal on the display.

### Syntax:

PCVPOS paraml

### Parameters:

param1

Value

[0...100]

Notes:

The + or - character can also be used, in place of specifying a value, to move the picture up (+) or down (-) by intervals of 1.

### **PMODE Command**

The PMODE command loads a predefined color and brightness calibration which is applied to the output signal.

#### Syntax:

PMODE paraml

#### Parameters:

param1

Mode

Mode	Meaning
std	Standard picture mode
mov	Movie mode
vivd	Vivid colors mode
user	User defined

#### Notes:

Use ? for param1 to retrieve the current value.

### **RED Command**

The RED command sets the green color component value.

<u>Syntax</u>:

RED paraml

Parameters:

param1

Value

[0...100]

#### Notes:

The + or - character can also be used, in place of specifying a value, to increase or decrease the color component value by intervals of 1.

### SATURTN Command

The SATURTN command sets the saturation level of the output signal.

<u>Syntax</u>:

SATURTN paraml

Parameters:

param1

Value

[0...100]

<u>Notes</u>:

The + or - character can also be used, in place of specifying a value, to increase or decrease the saturation value by intervals of 1.

Use ? for param1 to retrieve the current value.

### SHARP Command

The SHARP command sets the sharpness level.

<u>Syntax</u>: SHARP paraml

Parameters:

param1

Value

[0...100]

#### Notes:

The + or - character can also be used, in place of specifying a value, to increase or decrease the sharpness by intervals of 1.

### SIZE Command

The SIZE command sets the saturation level of the output signal.

### <u>Syntax</u>:

SIZE paraml

### Parameters:

param1

Size

Size	Meaning
full	Full-screen picture mode
ovscan	Overscan mode
unscan	Underscan mode
ltrbox	Letterbox mode (16:9)
pnscan	Pan-and-Scan (4:3)

### Notes:

Use ? for *param1* to retrieve the current value.

### **VIN Command**

The VIN command sets the active video input source.

### <u>Syntax</u>:

VIN paraml

### Parameters:

param1

### Input

Input	Meaning
comp1	Component input 1
comp2	Component input 2
hdmi	HDMI input
dvi1	DVI input 1
dvi2	DVI input 2
vga	VGA input

<u>Notes</u>:

## MAIN MENU SYSTEM SUMMARY





































Rack mount ears are provided for installation of this unit into a 2U rack mount space.

- 1. Locate the side screws on the unit.
- 2. Remove the front 2 screws that are located closest to the front of the unit.
- 3. Using the removed screws, screw the rack mounting bracket into the unit.
- 4. Repeat the procedure on the opposite side of the unit.



Maximum Pixel Clock	
Analog Video Bandwidth	
Input Video Signal	1.2 Volts p-p
Input DDC Signal	5 Volts p-p (TTL)
HDMI Input Connector	Type-A 19-pin, female
HDMI Output Connector	Type-A 19-pin, female
DVI Input Connectors	(2) DVI-I 29-pin, female
VGA Input Connector	HD-15, female
Digital Audio Input Connectors	(4) TOSLink, (4) S/PDIF
Analog Audio Input Connectors	(5) L/R RCA
Analog Audio Output Connectors	L/R + LFE, RCA
Speaker Connectors	L/R Binding Posts
Speaker Output	25 W per channel RMS
SNR	> 90 dB
THD	< 0.01% @1k at 2V RMS
Frequency Response	20 Hz - 20 kHz, +/- 0.5 dB
RS-232 Serial Port	DB-9, female
Power Supply	
Operating Temperature	0 ~ 40 °C
Dimensions1	6.9" W x 2.6" H x 8" D (2U rack space)
Shipping Weight	

Gefen warrants the equipment it manufactures to be free from defects in material and workmanship.

If equipment fails because of such defects and Gefen is notified within two (2) years from the date of shipment, Gefen will, at its option, repair or replace the equipment, provided that the equipment has not been subjected to mechanical, electrical, or other abuse or modifications. Equipment that fails under conditions other than those covered will be repaired at the current price of parts and labor in effect at the time of repair. Such repairs are warranted for ninety (90) days from the day of reshipment to the Buyer.

This warranty is in lieu of all other warranties expressed or implied, including without limitation, any implied warranty or merchantability or fitness for any particular purpose, all of which are expressly disclaimed.

- 1. Proof of sale may be required in order to claim warranty.
- Customers outside the US are responsible for shipping charges to and from Gefen.
- 3. Copper cables are limited to a 30 day warranty and cables must be in their original condition.

The information in this manual has been carefully checked and is believed to be accurate. However, Gefen assumes no responsibility for any inaccuracies that may be contained in this manual. In no event will Gefen be liable for direct, indirect, special, incidental, or consequential damages resulting from any defect or omission in this manual, even if advised of the possibility of such damages. The technical information contained herein regarding the features and specifications is subject to change without notice.

For the latest warranty coverage information, refer to the Warranty and Return Policy under the Support section of the Gefen Web site at www.gefen.com.

# PRODUCT REGISTRATION

### Please register your product online by visiting the Register Product page under the Support section of the Gefen Web site.
Rev A4



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This product uses UL listed power supplies.