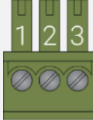


LAN	RS232												
Default IP: DHCP Protocol: Telnet Port: 23	Baud rate: 9600-8n1  <table border="1"> <thead> <tr> <th>WyreStorm Connector</th> <th></th> <th>3rd Party Device</th> </tr> </thead> <tbody> <tr> <td>Pin 1</td> <td>TX (Transmit)</td> <td>---&gt; To ---&gt; RX (Receive)</td> </tr> <tr> <td>Pin 2</td> <td>RX (Receive)</td> <td>---&gt; To ---&gt; TX (Transmit)</td> </tr> <tr> <td>Pin 3</td> <td>G (Ground)</td> <td>---&gt; To ---&gt; G (Ground)</td> </tr> </tbody> </table>	WyreStorm Connector		3rd Party Device	Pin 1	TX (Transmit)	---> To ---> RX (Receive)	Pin 2	RX (Receive)	---> To ---> TX (Transmit)	Pin 3	G (Ground)	---> To ---> G (Ground)
WyreStorm Connector		3rd Party Device											
Pin 1	TX (Transmit)	---> To ---> RX (Receive)											
Pin 2	RX (Receive)	---> To ---> TX (Transmit)											
Pin 3	G (Ground)	---> To ---> G (Ground)											

## Commands

Set multiview layout	
Command structure: <b>SET VIDOUT_MODE [PRM]</b>	<b>PRM =</b> 0: Full screen 1: Dual-view 2: PiP 3: "H" pattern 4: Hybrid grid 5: Quad-view
Response structure: <b>VIDOUT_MODE [PRM]</b>	

Query multiview layout	
Command structure: <b>GET VIDOUT_MODE</b>	<b>PRM =</b> 0: Full screen 1: Dual-view 2: PiP 3: "H" pattern 4: Hybrid grid 5: Quad-view
Response structure: <b>VIDOUT_MODE [PRM]</b>	

Full screen matrix switching	
Command structure: <b>SET VIDOUT_ORIGINAL_SRC [PRM]</b>	<b>PRM =</b> 1: HDMI 1 2: HDMI 2 3: HDMI 3 4: HDMI 4
Response structure: <b>VIDOUT_ORIGINAL_SRC [PRM]</b>	

**Note:** Full screen mode must be activated as a prerequisite

Query full screen input	
Command structure: <b>GET VIDOUT_ORIGINAL_SRC</b>	<b>PRM =</b> 1: HDMI 1 2: HDMI 2 3: HDMI 3 4: HDMI 4
Response structure: <b>VIDOUT_ORIGINAL_SRC [PRM]</b>	

### Dual-view layout input switching

Command structure:

**SET VIDOUT\_DUAL\_SRC [PRM1] [PRM2]**

Response structure:

**VIDOUT\_DUAL\_SRC [PRM1] [PRM2]**

**PRM1 (Left window) =**

**1: HDMI 1**

**2: HDMI 2**

**3: HDMI 3**

**4: HDMI 4**

**PRM2 (Right window) =**

**1: HDMI 1**

**2: HDMI 2**

**3: HDMI 3**

**4: HDMI 4**

**Note:** Dual-view layout must be activated as a prerequisite

### Query dual-view layout inputs

Command structure:

**GET VIDOUT\_DUAL\_SRC**

Response structure:

**VIDOUT\_DUAL\_SRC [PRM1] [PRM2]**

**PRM1 (Left window) =**

**1: HDMI 1**

**2: HDMI 2**

**3: HDMI 3**

**4: HDMI 4**

**PRM2 (Right window) =**

**1: HDMI 1**

**2: HDMI 2**

**3: HDMI 3**

**4: HDMI 4**

### PiP layout input switching

Command structure:

**SET VIDOUT\_PIP\_SRC [PRM1] [PRM2]**

Response structure:

**VIDOUT\_PIP\_SRC [PRM1] [PRM2]**

**PRM1 (Large window) =**

**1: HDMI 1**

**2: HDMI 2**

**3: HDMI 3**

**4: HDMI 4**

**PRM2 (Small window) =**

**1: HDMI 1**

**2: HDMI 2**

**3: HDMI 3**

**4: HDMI 4**

**Note:** PiP layout must be activated as a prerequisite

### Query PiP layout inputs

Command structure:  
**GET VIDOUT\_PIP\_SRC**

Response structure:  
**VIDOUT\_PIP\_SRC [PRM1] [PRM2]**

**PRM1 (Left window) =**

**1:** HDMI 1  
**2:** HDMI 2  
**3:** HDMI 3  
**4:** HDMI 4

**PRM2 (Right window) =**

**1:** HDMI 1  
**2:** HDMI 2  
**3:** HDMI 3  
**4:** HDMI 4

### PiP layout window position

Command structure:  
**SET VIDOUT\_PIP\_POS [PRM]**

Response structure:  
**VIDOUT\_PIP\_POS [PRM]**

**PRM =**

**0:** Top left  
**1:** Top right  
**2:** Bottom left  
**3:** Bottom right

**Note:** PiP layout must be activated as a prerequisite

### Query PiP window position

Command structure:  
**GET VIDOUT\_PIP\_POS**

Response structure:  
**VIDOUT\_PIP\_POS [PRM]**

**PRM =**

**0:** Top left  
**1:** Top right  
**2:** Bottom left  
**3:** Bottom right

### PiP layout window size

Command structure:  
**SET VIDOUT\_PIP\_SIZE [PRM]**

Response structure:  
**VIDOUT\_PIP\_SIZE [PRM]**

**PRM =**

**0:** 1/4  
**1:** 1/9  
**2:** 1/16

**Note:** PiP layout must be activated as a prerequisite

### Query PiP window size

Command structure:  
**GET VIDOUT\_PIP\_SIZE**

Response structure:  
**VIDOUT\_PIP\_SIZE [PRM]**

**PRM =**

**0:** 1/4  
**1:** 1/9  
**2:** 1/16

### Quad-view layout input switching

Command structure: <b>SET VIDOUT_QUAD_SRC [PRM1] [PRM2] [PRM3] [PRM4]</b>	<b>PRM1</b> (Top Left), <b>PRM2</b> (Top Right), <b>PRM3</b> (Bottom Left), <b>PRM4</b> (Bottom Right) =
Response structure: <b>VIDOUT_QUAD_SRC [PRM1] [PRM2] [PRM3] [PRM4]</b>	<b>1:</b> HDMI 1 <b>2:</b> HDMI 2 <b>3:</b> HDMI 3 <b>4:</b> HDMI 4

**Note:** Quad-view layout must be activated as a prerequisite

### Query quad-view layout inputs

Command structure: <b>GET VIDOUT_QUAD_SRC</b>	<b>PRM1</b> (Top Left), <b>PRM2</b> (Top Right), <b>PRM3</b> (Bottom Left), <b>PRM4</b> (Bottom Right) =
Response structure: <b>VIDOUT_QUAD_SRC [PRM1] [PRM2] [PRM3] [PRM4]</b>	<b>1:</b> HDMI 1 <b>2:</b> HDMI 2 <b>3:</b> HDMI 3 <b>4:</b> HDMI 4

### Hybrid grid layout input switching

Command structure: <b>SET VIDOUT_MASTER_SRC [PRM1] [PRM2] [PRM3] [PRM4]</b>	<b>PRM1</b> (Large window), <b>PRM2</b> (Small top), <b>PRM3</b> (Small middle), <b>PRM4</b> (Small bottom) =
Response structure: <b>VIDOUT_MASTER_SRC [PRM1] [PRM2] [PRM3] [PRM4]</b>	<b>1:</b> HDMI 1 <b>2:</b> HDMI 2 <b>3:</b> HDMI 3 <b>4:</b> HDMI 4

**Note:** Hybrid grid layout must be activated as a prerequisite

### Query hybrid grid layout inputs

Command structure: <b>GET VIDOUT_MASTER_SRC</b>	<b>PRM1</b> (Large window), <b>PRM2</b> (Small top), <b>PRM3</b> (Small middle), <b>PRM4</b> (Small bottom) =
Response structure: <b>VIDOUT_MASTER_SRC [PRM1] [PRM2] [PRM3] [PRM4]</b>	<b>1:</b> HDMI 1 <b>2:</b> HDMI 2 <b>3:</b> HDMI 3 <b>4:</b> HDMI 4

### Set active audio input for multiview layout

Command structure: <b>SET AUDOUT_SRC [PRM]</b>	<b>PRM =</b>
Response structure: <b>AUDOUT_SRC [PRM]</b>	<b>1:</b> HDMI 1 <b>2:</b> HDMI 2 <b>3:</b> HDMI 3 <b>4:</b> HDMI 4

**Note:** Does not work for full screen layout.

### Query active audio input for multiview layout

Command structure: <b>GET AUDOUT_SRC</b>	<b>PRM =</b>
Response structure: <b>AUDOUT_SRC [PRM]</b>	<b>1: HDMI 1</b> <b>2: HDMI 2</b> <b>3: HDMI 3</b> <b>4: HDMI 4</b>

### Set active audio multiview window

Command structure: <b>SET AUDOUT_WND [PRM]</b>	<b>PRM =</b>
Response structure: <b>AUDOUT_WND [PRM]</b>	<b>1: Window 1</b> <b>2: Window 2</b> <b>3: Window 3</b> <b>4: Window 4</b>

**Note:** Does not work for full screen layout.

### Query active audio multiview window

Command structure: <b>GET AUDOUT_WND</b>	<b>PRM =</b>
Response structure: <b>AUDOUT_WND [PRM]</b>	<b>1: Window 1</b> <b>2: Window 2</b> <b>3: Window 3</b> <b>4: Window 4</b>

### Mute audio output

Command structure: <b>SET AUDOUT_MUTE [PRM1] [PRM2]</b>	<b>PRM1 =</b>
Response structure: <b>AUDOUT_MUTE [PRM1] [PRM2]</b>	<b>0: HDMI Out</b> <b>1: Analog Out</b>
	<b>PRM2 =</b>
	<b>0: unmute</b> <b>1: mute</b>

### Query audio mute status

Command structure: <b>GET AUDOUT_MUTE</b>	<b>PRM1 =</b>
Response structure: <b>AUDOUT_MUTE [PRM1] [PRM2]</b>	<b>0: HDMI Out</b> <b>1: Analog Out</b>
	<b>PRM2 =</b>
	<b>0: unmute</b> <b>1: mute</b>

### Query video input timing

Command structure:

**GET VIDIN\_INFO [PRM]**

Response structure:

**VIDIN\_INFO [PRM] [Timing] [Color space] [Color depth]**

**PRM =**

- 1:** HDMI 1
- 2:** HDMI 2
- 3:** HDMI 3
- 4:** HDMI 4

### Query video output timing

Command structure:

**GET VIDOUT\_INFO**

Response structure:

**VIDOUT\_INFO [Timing] [Color space] [Color depth]**

### Query HDMI input connection status

Command structure:

**GET VIDIN\_VALID [PRM1]**

Response structure:

**VIDIN\_VALID [PRM1] [PRM2]**

**PRM1 =**

- 1:** HDMI 1
- 2:** HDMI 2
- 3:** HDMI 3
- 4:** HDMI 4

**PRM2 =**

- 0:** No connection
- 1:** Active connection

### Set video output mode

Command structure:

**SET VIDOUT\_RES [PRM]**

Response structure:

**VIDOUT\_RES [PRM]**

**PRM =**

- 0:** Follow sink timing
- 1:** Force 4K60
- 2:** Force 4K30
- 3:** Force 1080p60

### Query video output mode

Command structure:

**GET VIDOUT\_RES**

Response structure:

**VIDOUT\_RES [PRM]**

**PRM =**

- 0:** Follow sink timing
- 1:** Force 4K60
- 2:** Force 4K30
- 3:** Force 1080p60

### Send CEC power on/off

Command structure:

**SET CEC\_PWR [PRM]**

**PRM =**

Response structure:

**CEC\_PWR [PRM]**

**0:** Power off

**1:** Power on

**Note:** Switcher's HDMI out must have direct connection to a display for successful CEC communication.

### Reboot Switcher

Command structure:

**REBOOT**

Response structure:

**REBOOT**