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BenQ LK954ST Projector Command Control



Product Usage Instructions

- Determine the COM Port name in Device Manager.
- Select the corresponding COM port (e.g., COM6) for communication.
- Set the Baud Rate to 115200 bps.
- Find the Wired LAN IP address of the projector from the OSD menu.
- Ensure the projector and computer are on the same network.
- Input 8000 in the TCP port # field.
- To control through HDBaseT, follow these steps:
 - Determine the COM Port name in Device Manager.
 - Select the corresponding COM port for communication.
 - Set the Baud Rate to 115200 bps.

Introduction

- The document describes how to control your BenQ projector via RS232 from a computer.
- Follow the procedures to complete the connection and settings first, and refer to the command table for RS232 commands.
- Available functions and commands vary by model.
- Check the specifications and user manual of the purchased projector for product functions.

Wire arrangement

Wire Arrangement		
P1	Color	P2
1	Black	1
2	Brown	3
3	Red	2
4	Orange	4
5	Yellow	5

6	Green	6
7	Blue	7
8	Purple	8
9	Gray	9
Case	Drain wire	Case

RS232 pin assignment

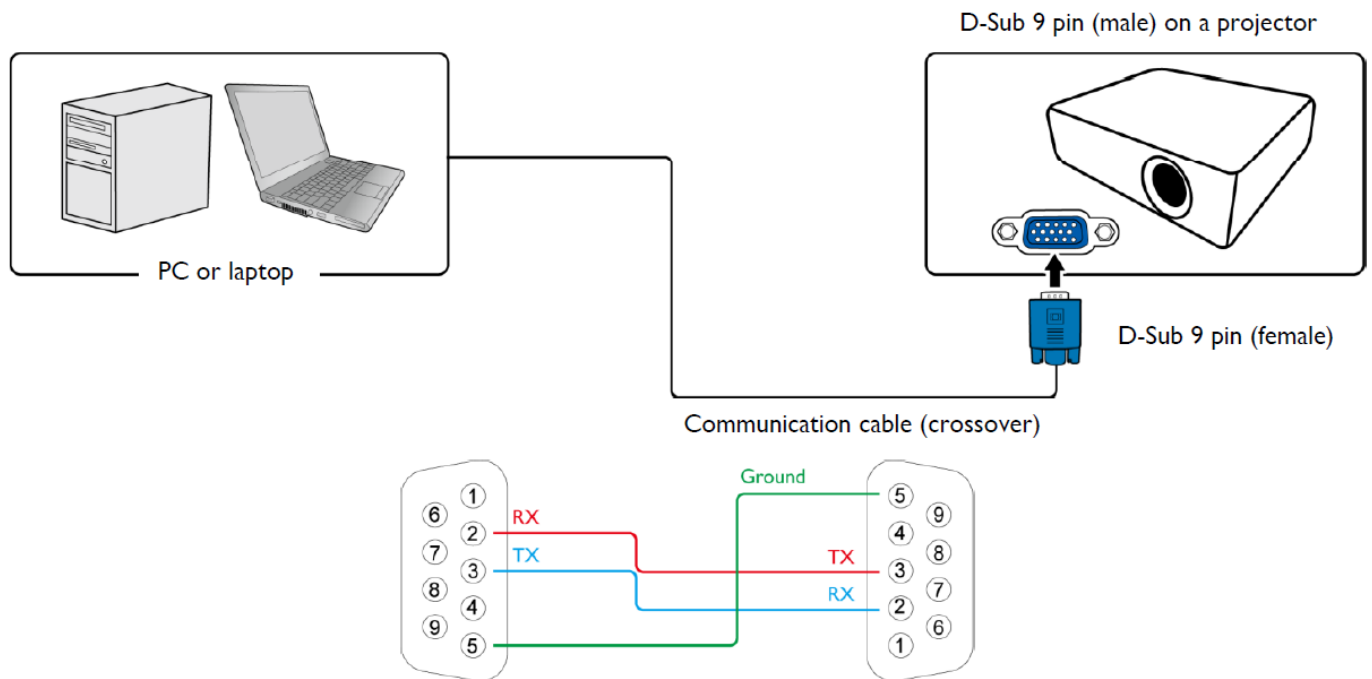


Pin	Description	Pin	Description
1	NC	2	RXD
3	TXD	4	NC
5	GND	6	NC
7	RTS	8	CTS
9	NC		

Connections and communication settings

- Choose one of the connections and set it up properly before RS232 control.

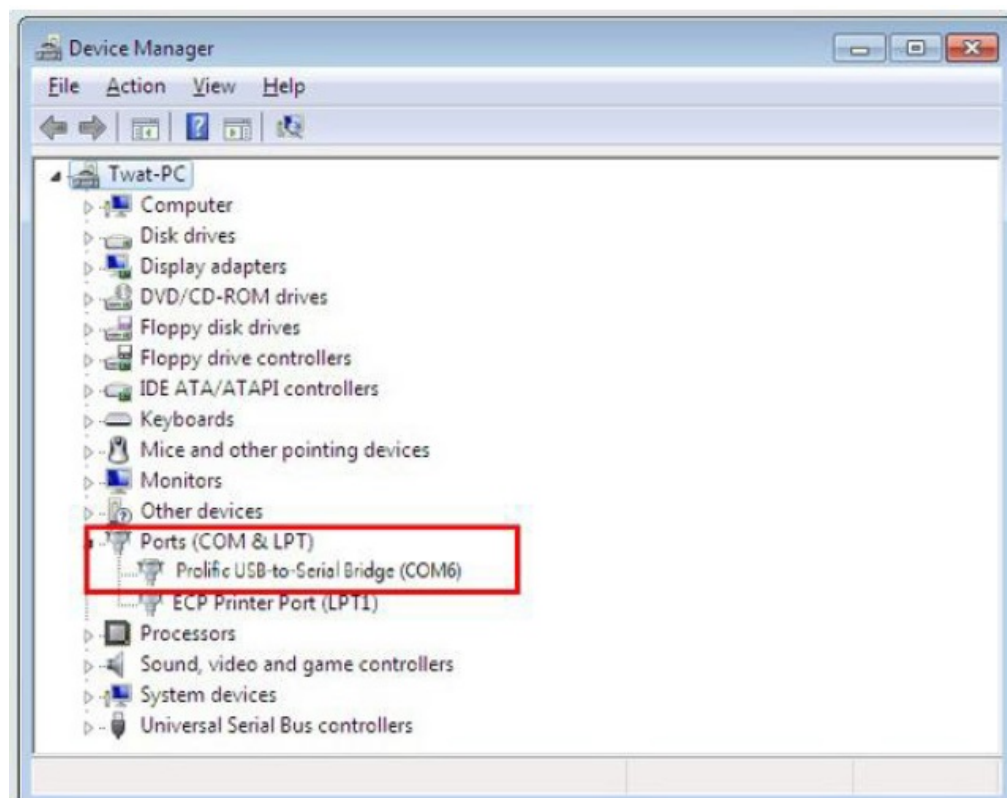
RS232 serial port with a crossover cable



Settings

On-screen images in this document are for reference only. The screens may vary depending on your Operating System, I/O ports used for connection, and the specifications of the connected projector.

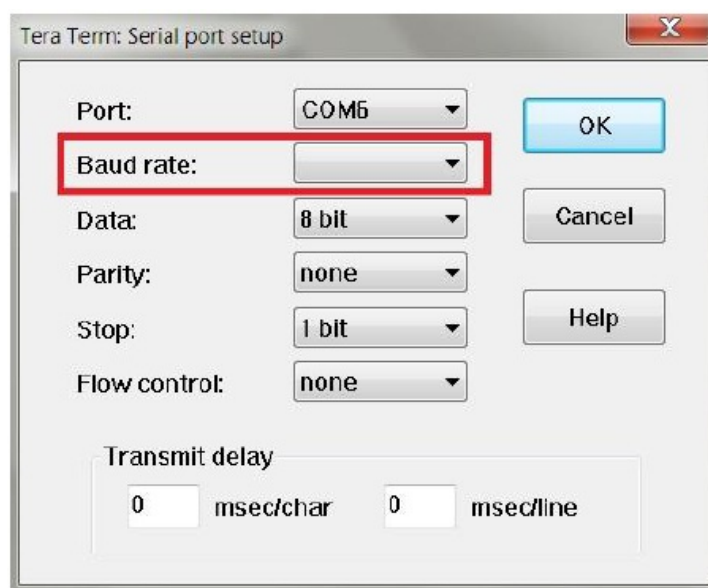
1. Determine the COM Port name used for the RS232 communications in Device Manager.



2. Choose Serial and the corresponding COM port as the communication port. In this given example, COM6 is selected.

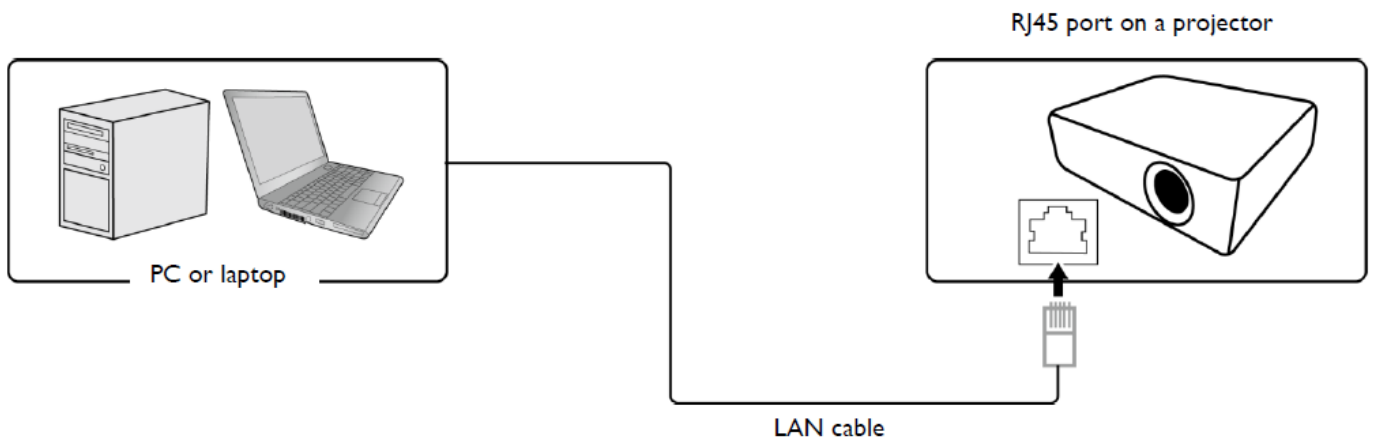


3. Finish the Serial port setup.



Baud rate	115200 bps (default) Changeable settings in User OSD (9600/14400/19200/38400/57600/115200)
Data length	8 bit
Parity check	None
Stop bit	1 bit
Flow control	None

RS232 via LAN

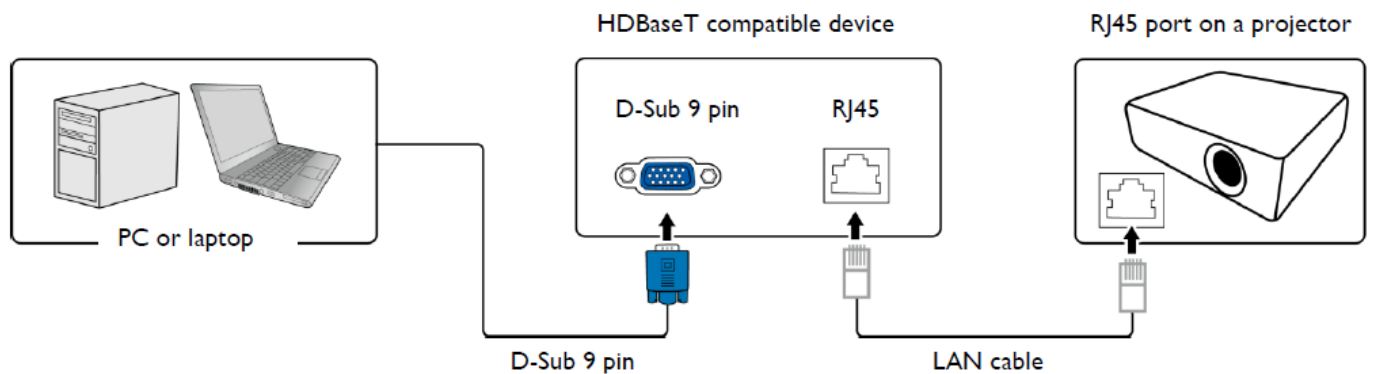


Settings

1. Find the Wired LAN IP address of the connected projector from the OSD menu and make sure the projector and the computer are on the same network.
2. Input 8000 in the TCP port # field.



RS232 via HDBaseT



Settings

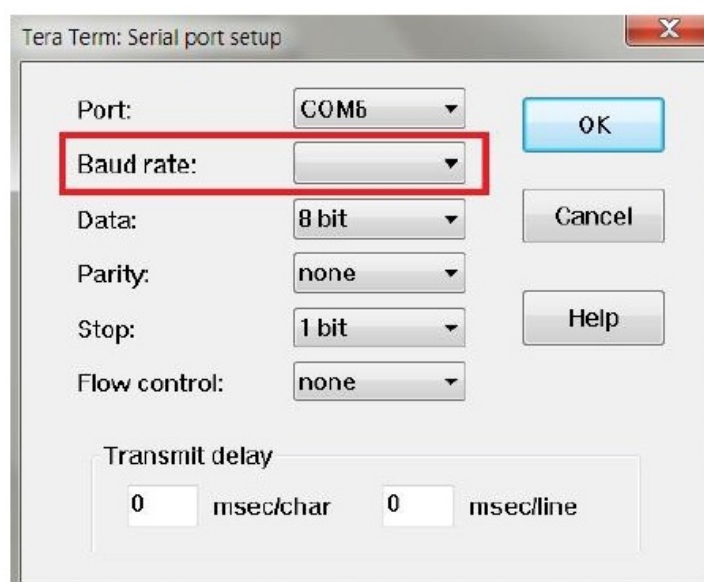
1. Determine the COM Port name used for the RS232 communications in Device

Manager

2. Choose Serial and the corresponding COM port as the communication port. In this given example, COM6 is selected.



3. Finish the Serial port setup.



Baud rate	115200 bps (default) Changeable settings in User OSD (9600/14400/19200/38400/57600/115200)
Data length	8 bit
Parity check	None
Stop bit	1 bit
Flow control	None

Command table

- Available features differ by projector specification, input sources, settings, etc..
- Commands are working if the standby power is 0.5W or a supported baud rate of the projector is set.
- Uppercase, lowercase, and a mixture of both types of characters are accepted for a command.
- If a command format is illegal, it will echo Illegal format.
- If a command with the correct format is not valid for the projector model, it will echo Unsupported item.
- If a command with the correct format cannot be executed under certain conditions, it will echo Block item.
- If RS232 control is performed via LAN, a command works whether it starts and ends with <CR>. All the commands and behaviors are identical to the control through a serial port.

Function	Type	Operation	ASCII
Power	Write	Power On	<CR>*pow=on#<CR>
	Write	Power Off	<CR>*pow=off#<CR>
	Read	Power Status	<CR>*pow=?#<CR>
	Write	COMPUTER/YPbPr	<CR>*sour=RGB#<CR>
	Write	COMPUTER 2/YPbPr2	<CR>*sour=RGB2#<CR>
	Write	COMPUTER 3/YPbPr3	<CR>*sour=RGB3#<CR>

Source Selection

Write	Component	<CR>*sour=ypbr#<CR>
Write	Component2	<CR>*sour=ypbr2#<CR>
Write	DVI-A	<CR>*sour=dviA#<CR>
Write	DVI-D	<CR>*sour=dvid#<CR>
Write	HDMI(MHL)	<CR>*sour=hdmi#<CR>
Write	HDMI 2(MHL2)	<CR>*sour=hdmi2#<CR>
Write	HDMI 3	<CR>*sour=hdmi3#<CR>
Write	Composite	<CR>*sour=vid#<CR>
Write	S-Video	<CR>*sour=svid#<CR>
Write	Network	<CR>*sour=network#<CR>
Write	USB Display	<CR>*sour=usbdisplay#<CR>
Write	USB Reader	<CR>*sour=usbreader#<CR>

	Write	HDBaseT	<CR>*sour=hdbaset#<CR>
	Write	DisplayPort	<CR>*sour=dp#<CR>
	Write	3G-SDI	<CR>*sour=sdi#<CR>
	Write	Smart System	<CR>*sour=smartsystem#<CR>
	Write	Wireless Display	<CR>*sour=wireless#<CR>
	Write	Type-C	<CR>*sour=typec#<CR>
	Read	Current source	<CR>*sour=?#<CR>

Audio Control	Write	Mute On	<CR>*mute=on#<CR>
	Write	Mute Off	<CR>*mute=off#<CR>
	Read	Mute Status	<CR>*mute=?#<CR>
	Write	Volume +	<CR>*vol=+#<CR>
	Write	Volume –	<CR>*vol=-#<CR>
I			

	Write	Volume level for the customer	<CR>*vol=value#<CR>
	Read	Volume Status	<CR>*vol=?#<CR>
	Write	Mic.Volume +	<CR>*micvol=+#<CR>
	Write	Mic.Volume –	<CR>*micvol=-#<CR>
	Read	Mic.Volume Status	<CR>*micvol=?#<CR>
Audio source select	Write	Audio pass Through off	<CR>*audiosour=off#<CR>
	Write	Audio-Computer1	<CR>*audiosour=RGB#<CR>
	Write	Audio-Computer2	<CR>*audiosour=RGB2#<CR> >
	Write	Audio-Video/S-Video	<CR>*audiosour=vid#<CR>
	Write	Audio-Component	<CR>*audiosour=ypbr#<CR>
	Write	Audio-HDMI	<CR>*audiosour=hdmi#<CR>
	Write	Audio-HDMI2	<CR>*audiosour=hdmi2#<CR> >
	Write	Audio-HDMI3	<CR>*audiosour=hdmi3#<CR> >

	Read	Audio pass Status	<CR>*audiosour=?#<CR>
Picture Mode	Write	Dynamic	<CR>*appmod=dynamic#<CR>
	Write	Presentation	<CR>*appmod=preset#<CR>
	Write	sRGB	<CR>*appmod=srgb#<CR>
	Write	Bright	<CR>*appmod=bright#<CR>
	Write	Bright Cinema	<CR>*appmod=brightcine#<CR>
	Write	FILMMAKER MODE	<CR>*appmod=filmmaker#<CR>
	Write	FILMMAKER HDR MODE	<CR>*appmod=filmmakerhdr#<CR>
	Write	Living Room	<CR>*appmod=livingroom#<CR>
	Write	Game	<CR>*appmod=game#<CR>
	Write	Cinema(Rec.709)	<CR>*appmod=cine#<CR>
	Write	Standard/Vivid	<CR>*appmod=std#<CR>

	Write	Football	<CR>*appmod=football#<CR>
	Write	Football Bright	<CR>*appmod=footballbt#<CR>
	Write	Golf	<CR>*appmod=golf#<CR>
	Write	DICOM	<CR>*appmod=dicom#<CR>
	Write	DICOM-SIM	<CR>*appmod=dicom-sim#<CR>
	Write	THX	<CR>*appmod=thx#<CR>
	Write	Silence mode	<CR>*appmod=silence#<CR>
	Write	DCI-P3 mode(D. Cinema)	<CR>*appmod=dcip3#<CR>

	Write	Vivid	<CR>*appmod=vivid#<CR>
	Write	Infographic	<CR>*appmod=infographic#<CR>
	Write	User1	<CR>*appmod=user1#<CR>
	Write	User2	<CR>*appmod=user2#<CR>

Write	User3	<CR>*appmod=user3#<CR>
Write	ISF Day	<CR>*appmod=isfday#<CR>
Write	ISF Night	<CR>*appmod=isfnight#<CR>
Write	3D	<CR>*appmod=threed#<CR>
Write	Sport	<CR>*appmod=sport#<CR>
Write	HDR	<CR>*appmod=hdr#<CR>
Write	HDR10	<CR>*appmod=hdr10#<CR>
Write	HDR10+	<CR>*appmod=hdr10+#<CR>
Write	HLG	<CR>*appmod=hlg#<CR>
Write	HLG(WCG)	<CR>*appmod=hlgwcg#<CR>
Write	Spreadsheet	<CR>*appmod=spreadsheet#<CR>
Write	Video	<CR>*appmod=video#<CR>

Write	Bright Room	<CR>*appmod=brightroom#<CR>
Write	Video Conference	<CR>*appmod=videoconference#<CR>
Write	Blending	<CR>*appmod=blending#<CR>
Write	RPG	<CR>*appmod=rpg#<CR>
Write	HDR-RPG	<CR>*appmod=hdr RPG#<CR>
Write	HDR-RPG (WCG)	<CR>*appmod=hdr RPGwgc#<CR>
Write	FPS	<CR>*appmod=fps#<CR>
Write	HDR-FPS	<CR>*appmod=hdrfps#<CR>
Write	SPG	<CR>*appmod=spg#<CR>
Write	HDR-SPG	<CR>*appmod=hdrspg#<CR>
Write	RCG	<CR>*appmod=rcg#<CR>
Write	HDR-RCG	<CR>*appmod=hdrrcg#<CR>

	Write	HDR10 (WCG)	<CR>*appmod=hdrwcg#<CR>
	Write	HDR-User	<CR>*appmod=hdruser1#<CR>
	Write	Rename Picture Mode	<CR>*appmodrename=value#<CR>
	Read	Picture Mode Rename	<CR>*appmodrename=?#<CR>
	Read	Picture Mode	<CR>*appmod=?#<CR>
Picture Setting	Write	Contrast +	<CR>*con=+#<CR>
	Write	Contrast –	<CR>*con=-#<CR>
	Write	Set Contrast value	<CR>*con=value#<CR>
	Read	Contrast value	<CR>*con=?#<CR>

	Write	Brightness +	<CR>*bri=+#<CR>
	Write	Brightness –	<CR>*bri=-#<CR>
	Write	Set the Brightness value	<CR>*bri=value#<CR>

Read	Brightness value	<CR>*bri=?#<CR>
Write	Color +	<CR>*color=+#<CR>
Write	Color –	<CR>*color=-#<CR>
Write	Set Color value	<CR>*color=value#<CR>
Read	Color value	<CR>*color=?#<CR>
Write	Sharpness +	<CR>*sharp=+#<CR>
Write	Sharpness –	<CR>*sharp=-#<CR>
Write	Set Sharpness value	<CR>*sharp=value#<CR>
Read	Sharpness value	<CR>*sharp=?#<CR>
Write	Flesh Tone +	<CR>*fleshtone=+#<CR>
Write	Flesh Tone –	<CR>*fleshtone=-#<CR>
Write	Set Flesh Tone value	<CR>*fleshtone=value#<CR>

Read	Flesh Tone value	<CR>*fleshtone=?#<CR>
Write	Color Temperature-Warmer	<CR>*ct=warmer#<CR>
Write	Color Temperature-Warm	<CR>*ct=warm#<CR>
Write	Color Temperature-Normal	<CR>*ct=normal#<CR>
Write	Color Temperature-Cool	<CR>*ct=cool#<CR>
Write	Color Temperature-Cooler	<CR>*ct=cooler#<CR>
Write	Color Temperature-lamp native	<CR>*ct=native#<CR>
Write	Color Temperature-Normal overlap	<CR>*ct=normalol#<CR>
Read	Color Temperature Status	<CR>*ct=?#<CR>
Write	Aspect 4:3	<CR>*asp=4:3#<CR>
Write	Aspect 16:6	<CR>*asp=16:6#<CR>
Write	Aspect 16:9	<CR>*asp=16:9#<CR>

	Write	Aspect 16:10	<CR>*asp=16:10#<CR>
	Write	Aspect 2.35:1	<CR>*asp=2.35#<CR>
	Write	Aspect 2.4:1	<CR>*asp=2.4#<CR>
	Write	Aspect Auto	<CR>*asp=AUTO#<CR>
	Write	Aspect Real	<CR>*asp=REAL#<CR>
	Write	Aspect Letterbox	<CR>*asp=LBOX#<CR>
	Write	Aspect Wide	<CR>*asp=WIDE#<CR>
	Write	Aspect Anamorphic	<CR>*asp=ANAM#<CR>
	Write	Aspect Anamorphic 2.35	<CR>*asp=ANAM2.35#<CR>
	Write	Aspect Anamorphic 16:9	<CR>*asp=ANAM16:9#<CR>
	Read	Aspect Status	<CR>*asp=?#<CR>

	Write	Vertical Keystone +	<CR>*vkeystone=+#<CR>

Write	Vertical Keystone –	<CR>*vkeystone=-#<CR>
Write	Vertical Keystone value Set	<CR>*vkeystone=value#<CR>
Read	Vertical Keystone value	<CR>*vkeystone=?#<CR>
Write	Horizontal Keystone +	<CR>*hkeystone=+#<CR>
Write	Horizontal Keystone –	<CR>*hkeystone=-#<CR>
Write	Horizontal Keystone value Set	<CR>*hkeystone=value#<CR>
Read	Horizontal Keystone value	<CR>*hkeystone=?#<CR>
Write	Rotate Keystone +	<CR>*rkeystone=+#<CR>
Write	Rotate Keystone –	<CR>*rkeystone=-#<CR>
Write	Rotate Keystone value Set	<CR>*rkeystone=value#<CR>
Read	Rotate Keystone value	<CR>*rkeystone=?#<CR>
Write	Overscan Adjustment +	<CR>*overscan=+#<CR>

Write	Overscan Adjustment –	<CR>*overscan=-#<CR>
Read	Overscan Adjustment value	<CR>*overscan=?#<CR>
Write	4 Corners Top-Left-X Decrease	<CR>*cornerfittlx=-#<CR>
Write	4 Corners Top-Left-X Increase	<CR>*cornerfittlx=+#<CR>
Read	4 Corners Top-Left-X Status	<CR>*cornerfittlx=?#<CR>
Write	4 Corners Top-Left-Y Decrease	<CR>*cornerfittly=-#<CR>
Write	4 Corners Top-Left-Y Increase	<CR>*cornerfittly=+#<CR>
Read	4 Corners Top-Left-Y Status	<CR>*cornerfittly=?#<CR>
Write	4 Corners Top-Right-X Decrease	<CR>*cornerfittlx=-#<CR>
Write	4 Corners Top-Right-X Increase	<CR>*cornerfittlx=+#<CR>
Read	4 Corners Top-Right-X Status	<CR>*cornerfittlx=?#<CR>
Write	4 Corners Top-Right-Y Decrease	<CR>*cornerfittly=-#<CR>
Write	4 Corners Top-Right-Y Increase	<CR>*cornerfittly=+#<CR>

	Read	4 Corners Top-Right-Y Status	<CR>*cornerfitty=?#<CR>
	Write	4 Corners Bottom-Left-X Decrease	<CR>*cornerfitblx=-#<CR>
	Write	4 Corners Bottom-Left-X Increase	<CR>*cornerfitblx=+#<CR>
	Read	4 Corners Bottom-Left-X Status	<CR>*cornerfitblx=?#<CR>
	Write	4 Corners Bottom-Left-Y Decrease	<CR>*cornerfitbly=-#<CR>
	Write	4 Corners Bottom-Left-Y Increase	<CR>*cornerfitbly=+#<CR>
	Read	4 Corners Bottom-Left-Y Status	<CR>*cornerfitbly=?#<CR>
	Write	4 Corners Bottom-Right-X Decrease	<CR>*cornerfitbrx=-#<CR>
	Write	4 Corners Bottom-Right-X Increase	<CR>*cornerfitbrx=+#<CR>
	Read	4 Corners Bottom-Right-X Status	<CR>*cornerfitbrx=?#<CR>
	Write	4 Corners Bottom-Right-Y Decrease	<CR>*cornerfitbry=-#<CR>

	Write	4 Corners Bottom-Right-Y Increase	<CR>*cornerfitbry=+#<CR>

Read	4 Corners Bottom-Right-Y Status	<CR>*cornerfitbry=?#<CR>
Write	Digital Zoom In	<CR>*zoomI#<CR>
Write	Digital Zoom out	<CR>*zoomO#<CR>
Write	Auto	<CR>*auto#<CR>
Write	Brilliant color on	<CR>*BC=on#<CR>
Write	Brilliant color off	<CR>*BC=off#<CR>
Read	Brilliant color status	<CR>*BC=?#<CR>
Write	Auto(HDR)	<CR>*hdr=auto#<CR>
Write	SDR	<CR>*hdr=sdr#<CR>
Write	HDR10	<CR>*hdr=hdr#<CR>
Write	HLG	<CR>*hdr=hlg#<CR>
Read	HDR status	<CR>*hdr=?#<CR>

Write	Details Adjustment	<CR>*detailadj=value#<CR>
Read	Details Adjustment status	<CR>*detailadj=?#<CR>
Write	Noise Reduction	<CR>*noiserdt=value#<CR>
Read	Noise Reduction status	<CR>*noiserdt=?#<CR>
Write	Reset current picture settings	<CR>*rstcurpicsetting#<CR>
Write	Reset all picture settings	<CR>*rstallpicsetting#<CR>
Write	Projector Position-Front Table	<CR>*pp=FT#<CR>
Write	Projector Position-Rear Table	<CR>*pp=RE#<CR>
Write	Projector Position-Rear Ceiling	<CR>*pp=RC#<CR>
Write	Projector Position-Front Ceiling	<CR>*pp=FC#<CR>
Read	Projector Position Status	<CR>*pp=?#<CR>
Write	Quick cooling on	<CR>*qcool=on<CR>
Write	Quick cooling off	<CR>*qcool=off<CR>

Operation Settings	Read	Quick cooling status	<CR>*qcool=?<CR>
	Write	Quick auto search	<CR>*QAS=on#<CR>
	Write	Quick auto search	<CR>*QAS=off#<CR>
	Read	Quick auto search status	<CR>*QAS=?#<CR>
	Write	Menu Position – Center	<CR>*menuposition=center#<CR>
	Write	Menu Position – Top-Left	<CR>*menuposition=tl#<CR>
	Write	Menu Position – Top-Right	<CR>*menuposition=tr#<CR>
	Write	Menu Position – Bottom-Right	<CR>*menuposition=br#<CR>
	Write	Menu Position – Bottom-Left	<CR>*menuposition=bl#<CR>
	Read	Menu Position Status	<CR>*menuposition=?#<CR>
	Write	Direct Power On-on	<CR>*directpower=on#<CR>
	Write	Direct Power On-Off	<CR>*directpower=off#<CR>

	Read	Direct Power On-Status	<CR>*directpower=?#<CR>
	Write	Signal Power On-on	<CR>*autopower=on#<CR>
	Write	Signal Power On-Off	<CR>*autopower=off#<CR>
	Read	Signal Power On-Status	<CR>*autopower=?#<CR>
	Write	Standby Settings-Network on	<CR>*standbynet=on#<CR>
	Write	Standby Settings-Network off	<CR>*standbynet=off#<CR>
	Read	Standby Settings-Network Status	<CR>*standbynet=?#<CR>
	Write	Standby Settings-Microphone on	<CR>*standbymic=on#<CR>
	Write	Standby Settings-Microphone off	<CR>*standbymic=off#<CR>
	Read	Standby Settings-Microphone Status	<CR>*standbymic=?#<CR>
	Write	Standby Settings- Monitor Out on	<CR>*standbymnt=on#<CR>
	Write	Standby Settings-Monitor Out of	<CR>*standbymnt=off#<CR>

	Read	Standby Settings- Monitor Out Status	<CR>*standbymnt=?#<CR>
Baud Rate	Write	2400	<CR>*baud=2400#<CR>
	Write	4800	<CR>*baud=4800#<CR>
	Write	9600	<CR>*baud=9600#<CR>
	Write	14400	<CR>*baud=14400#<CR>
	Write	19200	<CR>*baud=19200#<CR>
	Write	38400	<CR>*baud=38400#<CR>
	Write	57600	<CR>*baud=57600#<CR>
	Write	115200	<CR>*baud=115200#<CR>
	Read	Current Baud Rate	<CR>*baud=?#<CR>
	Read	Lamp	<CR>*ltim=?#<CR>
	Read	Lamp2 Hour	<CR>*ltim2=?#<CR>
	Write	Normal mode	<CR>*lampm=lnor#<CR>

Lamp Control	Write	Eco mode	<CR>*lampm=eco#<CR>
	Write	SmartEco mode	<CR>*lampm=seco#<CR>
	Write	SmartEco mode 2	<CR>*lampm=seco2#<CR>
	Write	SmartEco mode 3	<CR>*lampm=seco3#<CR>
	Write	Dimming mode	<CR>*lampm=dimming#<CR>
	Write	LampSave mode	<CR>*lampm=lampsave#<CR>
	Write	Custom mode	<CR>*lampm=custom#<CR>
	Write	Light level for custom mode	<CR>*lampcustom=value#<CR>
	Read	Light level status for custom mode	<CR>*lampcustom=?#<CR>
	Write	Dual Brightest	<CR>*lampm=dualbr#<CR>
	Write	Dual Reliable	<CR>*lampm=dualre#<CR>

	Write	Single Alternative	<CR>*lampm=single#<CR>
	Write	Single Alternative Eco	<CR>*lampm=singleeco#<CR>
	Read	Lamp Mode Status	<CR>*lampm=?#<CR>
	Read	Model Name	<CR>*modelname=?#<CR>
	Read	System F/W Version	<CR>*sysfwversion=?#<CR>
	Read	Scaler F/W Version	<CR>*scalerfwversion=?#<CR>
	Read	Format F/W version	<CR>*formatfwversion=?#<CR>
	Read	Lan F/W Version	<CR>*lanfwversion=?#<CR>
	Read	MCU F/W Version	<CR>*mcufwversion=?#<CR>
	Read	Ballast F/W Version	<CR>*ballastfwversion=?#<CR>
	Write	Blank On	<CR>*blank=on#<CR>

Miscellaneous

Write	Blank Off	<CR>*blank=off#<CR>
Read	Blank Status	<CR>*blank=?#<CR>
Write	Freeze On	<CR>*freeze=on#<CR>
Write	Freeze Off	<CR>*freeze=off#<CR>
Read	Freeze Status	<CR>*freeze=?#<CR>
Write	Menu On	<CR>*menu=on#<CR>
Write	Menu Off	<CR>*menu=off#<CR>
Read	Menu Status	<CR>*menu=?#<CR>
Write	Up	<CR>*up#<CR>
Write	Down	<CR>*down#<CR>
Write	Right	<CR>*right#<CR>
Write	Left	<CR>*left#<CR>
Write	Enter	<CR>*enter#<CR>

Write	Back	<CR>*back#<CR>
Write	Source Menu On	<CR>*sourmenu=on#<CR>
Write	Source Menu Off	<CR>*sourmenu=off#<CR>
Read	Source Menu Status	<CR>*sourmenu=?#<CR>
Write	3D Sync Off	<CR>*3d=off#<CR>
Write	3D Auto	<CR>*3d=auto#<CR>
Write	3D Sync Top Bottom	<CR>*3d=tb#<CR>
Write	3D Sync Frame Sequential	<CR>*3d=fs#<CR>

Write	3D Frame packing	<CR>*3d=fp#<CR>
Write	3D Side by side	<CR>*3d=sbs#<CR>
Write	3D inverter disable	<CR>*3d=da#<CR>
Write	3D inverter	<CR>*3d=iv#<CR>

Write	2D to 3D	<CR>*3d=2d3d#<CR>
Write	3D nVIDIA	<CR>*3d=nvidia#<CR>
Read	3D Sync Status	<CR>*3d=?#<CR>
Write	Remote Receiver On	<CR>*rr=on#<CR>
Write	Remote Receiver Off	<CR>*rr=off#<CR>
Write	Remote Receiver-front+rear	<CR>*rr=fr#<CR>
Write	Remote Receiver-front	<CR>*rr=f#<CR>
Write	Remote Receiver-rear	<CR>*rr=r#<CR>
Write	Remote Receiver-top	<CR>*rr=t#<CR>
Write	Remote Receiver-top+front	<CR>*rr=tf#<CR>
Write	Remote Receiver-top+rear	<CR>*rr=tr#<CR>
Read	Remote Receiver Status	<CR>*rr=?#<CR>
Write	Instant On-on	<CR>*ins=on#<CR>

Write	Instant On-off	<CR>*ins=off#<CR>
Read	Instant On Status	<CR>*ins=?#<CR>
Write	Lamp Saver Mode-on	<CR>*lpsaver=on#<CR>
Write	Lamp Saver Mode-off	<CR>*lpsaver=off#<CR>
Read	Lamp Saver Mode Status	<CR>*lpsaver=?#<CR>
Write	Projection Log In Code on	<CR>*prjlogincode=on#<CR>
Write	Projection Log In Code off	<CR>*prjlogincode=off#<CR>
Read	Projection Log In Code Status	<CR>*prjlogincode=?#<CR>
Write	Broadcasting on	<CR>*broadcasting=on#<CR>
Write	Broadcasting off	<CR>*broadcasting=off#<CR>
Read	Broadcasting Status	<CR>*broadcasting=?<CR>
Write	AMX Device Discovery-on	<CR>*amxdd=on#<CR>
Write	AMX Device Discovery off	<CR>*amxdd=off#<CR>

	Read	AMX Device Discovery Status	<CR>*amxdd=?#<CR>
	Read	Mac Address	<CR>*macaddr=?#<CR>
	Read	Serial Number	<CR>*serialnumber=?#<CR>
	Write	High Altitude mode on	<CR>*highaltitude=on#<CR>
	Write	High Altitude mode off	<CR>*highaltitude=off#<CR>
	Read	High Altitude mode status	<CR>*highaltitude=?#<CR>
Installation	Write	Load Lens memory 1	<CR>*lensload=m1#<CR>
	Write	Load Lens memory 2	<CR>*lensload=m2#<CR>

	Write	Load Lens memory 3	<CR>*lensload=m3#<CR>
	Write	Load Lens memory 4	<CR>*lensload=m4#<CR>
	Write	Load Lens memory 5	<CR>*lensload=m5#<CR>
	Write	Load Lens memory 6	<CR>*lensload=m6#<CR>

Write	Load Lens memory 7	<CR>*lensload=m7#<CR>
Write	Load Lens memory 8	<CR>*lensload=m8#<CR>
Write	Load Lens memory 9	<CR>*lensload=m9#<CR>
Write	Load Lens memory 10	<CR>*lensload=m10#<CR>
Read	Read Lens memory status	<CR>*lensload=?#<CR>
Write	Save Lens memory 1	<CR>*lenssave=m1#<CR>
Write	Save Lens memory 2	<CR>*lenssave=m2#<CR>
Write	Save Lens memory 3	<CR>*lenssave=m3#<CR>
Write	Save Lens memory 4	<CR>*lenssave=m4#<CR>
Write	Save Lens memory 5	<CR>*lenssave=m5#<CR>
Write	Save Lens memory 6	<CR>*lenssave=m6#<CR>
Write	Save Lens memory 7	<CR>*lenssave=m7#<CR>

Write	Save Lens memory 8	<CR>*lenssave=m8#<CR>
Write	Save Lens memory 9	<CR>*lenssave=m9#<CR>
Write	Save Lens memory 10	<CR>*lenssave=m10#<CR>
Write	Reset Lens to center	<CR>*lensreset=center#<CR>
Write	Zoom +	<CR>*zoom=+#<CR>
Write	Zoom –	<CR>*zoom=-#<CR>
Write	Set Zoom position	<CR>*zoom=100#<CR>
Read	Get Zoom position	<CR>*zoom=?#<CR>
Write	Auto Focus	<CR>*focus=auto#<CR>
Write	Focus +	<CR>*focus=+#<CR>
Write	Focus –	<CR>*focus=-#<CR>
Write	Set Focus position	<CR>*focus=100#<CR>
Read	Get Focus position	<CR>*focus=?#<CR>

Color Calibration (only for service)	Write	Tint +	<CR>*tint=+#<CR>
	Write	Tint –	<CR>*tint=-#<CR>
	Write	Set Tint value	<CR>*tint=value#<CR>
	Read	Get Tint value	<CR>*tint=?#<CR>
	Write	Set the BenQ gamma value	<CR>*gamma=value#<CR>
	Read	Gamma value status	<CR>*gamma=?#<CR>
	Write	Set the HDR Brightness value	<CR>*hdrbri=value#<CR>
	Read	Get the HDR Brightness value	<CR>*hdibri=?#<CR>
	Write	Red Gain +	<CR>*RGain=+#<CR>

	Write	Red Gain –	<CR>*RGain=-#<CR>
	Write	Set Red Gain value	<CR>*RGain=value#<CR>
	Read	Get Red Gain value	<CR>*RGain=?#<CR>

Write	Green Gain +	<CR>*GGain=+#<CR>
Write	Green Gain –	<CR>*GGain=-#<CR>
Write	Set the Green Gain value	<CR>*GGain=value#<CR>
Read	Get Green Gain value	<CR>*GGain=?#<CR>
Write	Blue Gain +	<CR>*BGain=+#<CR>
Write	Blue Gain –	<CR>*BGain=-#<CR>
Write	Set Blue Gain value	<CR>*BGain=value#<CR>
Read	Get Blue Gain value	<CR>*BGain=?#<CR>
Write	Red Offset +	<CR>*ROffset=+#<CR>
Write	Red Offset –	<CR>*ROffset=-#<CR>
Write	Set Red Offset value	<CR>*ROffset=value#<CR>
Read	Get Red Offset value	<CR>*ROffset=?#<CR>

Write	Green Offset +	<CR>*GOffset=+#<CR>
Write	Green Offset –	<CR>*GOffset=-#<CR>
Write	Set the Green Offset value	<CR>*GOffset=value#<CR>
Read	Get Green Offset value	<CR>*GOffset=?#<CR>
Write	Blue Offset +	<CR>*BOffset=+#<CR>
Write	Blue Offset –	<CR>*BOffset=-#<CR>
Write	Set the Blue Offset value	<CR>*BOffset=value#<CR>
Read	Get Blue Offset value	<CR>*BOffset=?#<CR>
Write	Primary Color	<CR>*primcr=value#<CR>
Read	Primary Color Status	<CR>*primcr=?#<CR>
Write	Hue +	<CR>*hue=+#<CR>
Write	Hue –	<CR>*hue=-#<CR>

Write	Set the Hue value	<CR>*hue=value#<CR>
Read	Get Hue value	<CR>*hue=?#<CR>
Write	Saturation +	<CR>*saturation =+#<CR>
Write	Saturation –	<CR>*saturation =-#<CR>
Write	Set Saturation value	<CR>*saturation =value#<CR>
Read	Get Saturation value	<CR>*saturation =?#<CR>
Write	Gain +	<CR>*gain=+#<CR>
Write	Gain –	<CR>*gain=-#<CR>
Write	Set Gain value	<CR>*gain=value#<CR>
Read	Get Gain value	<CR>*gain=?#<CR>
Write	White Red Gain +	<CR>*WRGain=+#<CR>

Write	White Red Gain –	<CR>*WRGain=-#<CR>
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Write	Set White, Red, Gain value	<CR>*WRGain=value#<CR>
Read	Get the White Red Gain value	<CR>*WRGain=?#<CR>
Write	White Green Gain +	<CR>*WGGain=+#<CR>
Write	White Green Gain –	<CR>*WGGain=-#<CR>
Write	Set White, Green, Gain value	<CR>*WGGain=value#<CR>
Read	Get White Green Gain value	<CR>*WGGain=?#<CR>
Write	White Blue Gain +	<CR>*WBGain=+#<CR>
Write	White Blue Gain –	<CR>*WBGain=-#<CR>
Write	Set White, Blue, Gain value	<CR>*WBGain=value#<CR>
Read	Get White Blue Gain value	<CR>*WBGain=?#<CR>
Write	Set Factory Primary Color	<CR>*e_primcr=value#<CR>
Read	Read Factory Primary Color	<CR>*e_primcr=?#<CR>

Write	Set Factory Hue value	<CR>*e_hue=value#<CR>
Read	Read Factory Hue value	<CR>*e_hue=?#<CR>
Write	Set Factory Saturation value	<CR>*e_sat=value#<CR>
Read	Read Factory Saturation value	<CR>*e_sat=?#<CR>
Write	Set Factory Gain value	<CR>*e_gain=value#<CR>
Read	Read Factory Gain value	<CR>*e_gain=?#<CR>
Write	Set Factory White Gain Red value	<CR>*e_wgred=value#<CR>
Read	Read Factory White Gain Red value	<CR>*e_wgred=?#<CR>
Write	Set Factory White Gain Green value	<CR>*e_wggreen=value#<CR>
Read	Read Factory White Gain Green value	<CR>*e_wggreen=?#<CR>
Write	Set Factory White Gain Blue value	<CR>*e_wgblue=value#<CR>
Read	Read Factory White Gain Blue value	<CR>*e_wgblue=?#<CR>

Write	Set Factory Red PWM value	<CR>*e_pwmred=value#<CR>
Read	Read Factory Red PWM value	<CR>*e_pwmred=?#<CR>
Write	Set Factory Green PWM value	<CR>*e_pwmgreen=value#<CR>
Read	Read Factory Green PWM value	<CR>*e_pwmgreen=?#<CR>
Write	Set Factory Blue PWM value	<CR>*e_pwmblue=value#<CR>
Read	Read Factory Blue PWM value	<CR>*e_pwmblue=?#<CR>
Write	Color Gamut Auto	<CR>*cgamut=auto#<CR>
Write	Color Gamut BT.709	<CR>*cgamut=bt.709#<CR>
Write	Color Gamut BT.2020	<CR>*cgamut=bt.2020#<CR>
Write	Color Gamut DCI-P3	<CR>*cgamut=dcip3#<CR>
Read	Color Gamut Value	<CR>*cgamut=?#<CR>
Write	Dynamic Iris ON	<CR>*diris=on#<CR>

	Write	Dynamic Iris OFF	<CR>*diris=off#<CR>
	Read	Dynamic Iris status	<CR>*diris=?#<CR>
	Write	Color Calibration Save	<CR>*colorsave#<CR>
	Write	Color Calibration pattern display	<CR>*colorpattern=value#<CR>
Service (Only for service)	Write	Service mode is enabled for error reporting	<CR>*error=enable#<CR>
	Read	Error code report	<CR>*error=report#<CR>
	Read	FAN 1 speed	<CR>*fan1=?#<CR>
	Read	FAN 2 speed	<CR>*fan2=?#<CR>
	Read	FAN 3 speed	<CR>*fan3=?#<CR>
	Read	FAN 4 speed	<CR>*fan4=?#<CR>
	Read	FAN 5 speed	<CR>*fan5=?#<CR>
	Read	Temperature 1	<CR>*tmp1=?#<CR>

	Read	Temperature 2	<CR>*tmp2=?#<CR>
	Read	Temperature 3	<CR>*tmp3=?#<CR>
	Read	LED indicator	<CR>*led=?#<CR>
	Write	Reset the LED indicator	<CR>*led=reset#<CR>

Note: The above function will vary from model to model.

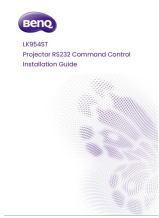
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FAQ

FAQ Video

- How to use the RS232 cable to do volume control and sound control on projector?
 - <https://youtu.be/P4F26kEv60U>
- How to use RS232 cable connection to power on & off projector?
 - <https://youtu.be/faGUvcDBmJE>
- How to set up the RS232 cable connection?
 - <https://youtu.be/CYJRqyO6K1w>
- How to use the RS232 command to request the fan speed and temperature value?
 - <https://youtu.be/KBXEd-BCDKQ>

Documents / Resources

	BenQ LK954ST Projector Command Control [pdf] Installation Guide LK954ST Projector Command Control, LK954ST, Projector Command Control, Command Control, Control
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References

- [User Manual](#)

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