



BenQ RS232 Command Control Projector Installation Guide

July 30,
2025

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RS232 Command Control Projector

“

Specifications:

Product: AH700ST Projector RS232 Command Control

Manufacturer: BenQ

Product Usage Instructions:

Wire Arrangement:

P1: Black, Brown, Red, Orange, Yellow, Green, Blue, Purple, Gray

Drain wire

P2: Case, 1, 3, 2, 4, 5, 6, 7, 8, 9

RS232 Pin Assignment:

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

Connections and Communication Settings:

RS232 Serial Port with a Crossover Cable:

D-Sub 9 pin (male) on a projector – PC or laptop – Communication cable (crossover) – D-Sub 9 pin (female)

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.

FAQ:

Q: What functions can be controlled via RS232 on the BenQ projector?

A: Available functions and commands vary by model. Check the specifications and user manual of the purchased projector for product functions.

“

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AH700ST Projector RS232 Command Control Installation Guide

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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

P1 1 2 3 4 5 6 7 8 9 Case

Wire Arrangement Color Black Brown Red Orange Yellow Green Blue Purple Gray
Drain wire

P2 1 3 2 4 5 6 7 8 9 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

3

Connections and communication settings

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

RS232 serial port with a crossover cable

D-Sub 9 pin (male) on a projector

PC or laptop

Communication cable (crossover)

D-Sub 9 pin (female)

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.

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

3. Finish Serial port setup.

Baud rate

9600 / 14400 / 19200 / 38400 / 57600 / 115200 bps

Data length Parity check Stop bit Flow control

Check the baud rate of the connected projector from its OSD menu. 8 bit None 1 bit
None

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RS232 via LAN

RJ45 port on a projector

PC or laptop

LAN cable

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 within the same network.
2. Input 8000 in the TCP port # field.

RS232 via HDBaseT

HDBaseT compatible device

D-Sub 9 pin

RJ45

RJ45 port on a projector

PC or laptop

D-Sub 9 pin

LAN cable

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.

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3. Finish Serial port setup.

Baud rate

9600 / 14400 / 19200 / 38400 / 57600 / 115200 bps

Data length Parity check Stop bit Flow control

Check the baud rate of the connected projector from its OSD menu. 8 bit None 1 bit None

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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 correct format is not valid for the projector model, it will echo Unsupported item. · If a command with correct format cannot be executed under certain condition, 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 with the control through a serial port.

Function Power

Source Selection

Type Write Write Read Write

Operation Power On Power Off Power Status COMPUTER/YPbPr

Write COMPUTER 2/YPbPr2

Write Write Write Write Write Write Write Write Write Write Write Write Write Write Write
Write

COMPUTER 3/YPbPr3 Component Component2 DVI-A DVI-D HDMI(MHL) HDMI
2(MHL2) HDMI 3 Composite S-Video Network USB Display USB Reader HDBaseT
DisplayPort 3G-SDI

ASCII <CR>*pow=on#<CR> <CR>*pow=off#<CR> <CR>*pow=?#<CR>
<CR>*sour=RGB#<CR>
<CR>*sour=RGB2#<CR>
<CR>*sour=RGB3#<CR> <CR>*sour=ypbr#<CR> <CR>*sour=ypbr2#<CR>
<CR>*sour=dviA#<CR> <CR>*sour=dvid#<CR> <CR>*sour=hdmi#<CR>
<CR>*sour=hdmi2#<CR> <CR>*sour=hdmi3#<CR> <CR>*sour=vid#<CR>
<CR>*sour=svid#<CR> <CR>*sour=network#<CR> <CR>*sour=usbdisplay#<CR>
<CR>*sour=usbreader#<CR> <CR>*sour=hdbaset#<CR> <CR>*sour=dp#<CR>
<CR>*sour=sdi#<CR> 8

Support YES YES YES NO

NO

NO NO NO NO NO YES YES NO NO NO NO NO NO NO NO

Audio Control

Audio source select

Picture Mode

Write Write Write Read Write Write Read Write Write Write Read Write Write Read Write
Write Write Write Write Write Write Write Read Write Write Write Write Write Write Write

Smart System Wireless Display Type-C Current source Mute On Mute Off Mute Status

Volume + Volume Volume level for customer Volume Status Mic. Volume + Mic. Volume
Mic. Volume Status Audio pass Through off Audio-Computer1 Audio-Computer2 Audio-
Video/S-Video Audio-Component Audio-HDMI Audio-HDMI2 Audio-HDMI3 Audio pass
Status Dynamic Presentation sRGB Bright Bright Cinema FILMMAKER MODE
FILMMAKER HDR MODE

<CR>*sour=smartsystem#<CR>

NO

<CR>*sour=wireless#<CR>

YES

<CR>*sour=typec#<CR>

YES

<CR>*sour=?#<CR>

YES

<CR>*mute=on#<CR>

YES

<CR>*mute=off#<CR>

YES

<CR>*mute=?#<CR>

YES

<CR>*vol=+#<CR>

YES

<CR>*vol=-#<CR>

YES

<CR>*vol=value#<CR>

YES

<CR>*vol=?#<CR>

YES

<CR>*micvol=+#<CR>

NO

<CR>*micvol=-#<CR>

NO

<CR>*micvol=?#<CR>

NO

<CR>*audiosour=off#<CR>

YES

<CR>*audiosour=RGB#<CR>

NO

<CR>*audiosour=RGB2#<CR>

NO

<CR>*audiosour=vid#<CR>

NO

<CR>*audiosour=ypbr#<CR>

NO

<CR>*audiosour=hdmi#<CR>

YES

<CR>*audiosour=hdmi2#<CR>

YES

<CR>*audiosour=hdmi3#<CR>

NO

<CR>*audiosour=?#<CR>

YES

<CR>*appmod=dynamic#<CR>

NO

<CR>*appmod=preset#<CR>

NO

<CR>*appmod=srgb#<CR>

YES

<CR>*appmod=bright#<CR>

YES

<CR>*appmod=brightcine#<CR>

NO

<CR>*appmod=filmmaker#<CR>

NO

<CR>*appmod=filmmakerhdr#<CR> NO

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Write Write Write Write Write Write Write Write Write Write Write Write Write Write Write
Write Write Write Write Write Write Write Write Write Write Write Write Write Write Write

Living Room Game Cinema(Rec.709) Standard/Vivid Football Football Bright Golf
DICOM DICOM-SIM THX Silence mode DCI-P3 mode(D. Cinema) Vivid Infographic
User1 User2 User3 ISF Day ISF Night 3D Sport HDR HDR10 HDR10+ HLG HLG(WCG)
Spreadsheet Video Bright Room Video Conference

<CR>*appmod=livingroom#<CR>

NO

<CR>*appmod=game#<CR>

YES

<CR>*appmod=cine#<CR>

YES

<CR>*appmod=std#<CR>

NO

<CR>*appmod=football#<CR>

NO

<CR>*appmod=footballbt#<CR>

NO

<CR>*appmod=golf#<CR>

YSE

<CR>*appmod=dicom#<CR>

NO

<CR>*appmod=dicom-sim#<CR>

NO

<CR>*appmod=thx#<CR>

NO

<CR>*appmod=silence#<CR>

NO

<CR>*appmod=dci-p3#<CR>

NO

<CR>*appmod=vivid#<CR>

NO

<CR>*appmod=infographic#<CR>

NO

<CR>*appmod=user1#<CR>

YES

<CR>*appmod=user2#<CR>

YES

<CR>*appmod=user3#<CR>

NO

<CR>*appmod=isfdays#<CR>

NO

<CR>*appmod=isfnights#<CR>

NO

<CR>*appmod=threads#<CR>

YES

<CR>*appmod=sports#<CR>

NO

<CR>*appmod=headers#<CR>

NO

<CR>*appmod=headers10#<CR>

YES

<CR>*appmod=hdr10+#<CR>

NO

<CR>*appmod=hlq#<CR>

YES

<CR>*appmod=hlqwcg#<CR>

NO

<CR>*appmod=spreadsheet#<CR>

NO

<CR>*appmod=video#<CR>

NO

<CR>*appmod=brightroom#<CR>

NO

<CR>*appmod=videoconference#<CR> NO

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Write Write Write Write Write Write Write Write Write Write Write Write Write Read Read
Write

Blending RPG HDR-RPG HDR-RPG (WCG) FPS HDR-FPS SPG HDR-SPG RCG HDR-
RCG HDR10 (WCG) HDR-User Rename Picture Mode Picture Mode Rename Picture
Mode Contrast +

<CR>*appmod=blending#<CR>

NO

<CR>*appmod=rpg#<CR>

NO

<CR>*appmod=hdrpg#<CR>

NO

<CR>*appmod=hdrpgwgcg#<CR>

NO

<CR>*appmod=fps#<CR>

NO

<CR>*appmod=hdrfps#<CR>

NO

<CR>*appmod=spg#<CR>

NO

<CR>*appmod=hdrspg#<CR>

NO

<CR>*appmod=rcg#<CR>

NO

<CR>*appmod=hdrrcg#<CR>

NO

<CR>*appmod=hdrwcg#<CR>

NO

<CR>*appmod=hdruser1#<CR>

NO

<CR>*appmodrename=value#<CR> NO

<CR>*appmodrename=?#<CR>

NO

<CR>*appmod=?#<CR>

YES

<CR>*con=+#<CR>

YES

Picture Setting Write Contrast –

<CR>*con=-#<CR>

YES

Write Set Contrast value

<CR>*con=value#<CR>

YES

Read Contrast value

<CR>*con=?#<CR>

YES

Write Brightness +

<CR>*bri=+#<CR>

YES

Write Brightness –

<CR>*bri=-#<CR>

YES

Write Set Brightness value

<CR>*bri=value#<CR>

YES

Read Brightness value

<CR>*bri=?#<CR>

YES

Write Color +

<CR>*color=+#<CR>

NO

Write Color –

<CR>*color=-#<CR>

NO

Write Set Color value

<CR>*color=value#<CR>

NO

Read Color value

<CR>*color=?#<CR>

NO

Write Sharpness +

<CR>*sharp=+#<CR>

YES

Write Sharpness –

<CR>*sharp=-#<CR>

YES

Write Set Sharpness value

<CR>*sharp=value#<CR>

YES

11

Read Sharpness value

<CR>*sharp=?#<CR>

YES

Write Flesh Tone +

<CR>*fleshtone=+#<CR>

NO

Write Flesh Tone –

<CR>*fleshtone=-#<CR>

NO

Write Set Flesh Tone value

<CR>*fleshtone=value#<CR>

NO

Read Flesh Tone value

<CR>*fleshtone=?#<CR>

NO

Write Color Temperature-Warmer <CR>*ct=warmer#<CR>

NO

Write Color Temperature-Warm <CR>*ct=warm#<CR>

NO

Write Color Temperature-Normal <CR>*ct=normal#<CR>

NO

Write Color Temperature-Cool

<CR>*ct=cool#<CR>

NO

Write Color Temperature-Cooler <CR>*ct=cooler#<CR>

NO

Color Temperature-lamp

Write

<CR>*ct=native#<CR>

NO

native

Color Temperature-Normal

Write

<CR>*ct=normalol#<CR>

NO

overlap

Read Color Temperature Status <CR>*ct=?#<CR>

NO

Write Aspect 4:3

<CR>*asp=4:3#<CR>

YES

Write Aspect 16:6

<CR>*asp=16:6#<CR>

NO

Write Aspect 16:9

<CR>*asp=16:9#<CR>

YES

Write Aspect 16:10

<CR>*asp=16:10#<CR>

YES

Write Aspect 2.35:1

<CR>*asp=2.35#<CR>

NO

Write Aspect 2.4:1

<CR>*asp=2.4#<CR>

NO

Write Aspect Auto

<CR>*asp=AUTO#<CR>

YES

Write Aspect Real

<CR>*asp=REAL#<CR>

NO

Write Aspect Letterbox

<CR>*asp=LBOX#<CR>

NO

Write Aspect Wide

<CR>*asp=WIDE#<CR>

NO

Write Aspect Anamorphic

<CR>*asp=ANAM#<CR>

NO

Write Aspect Anamorphic 2.35

<CR>*asp=ANAM2.35#<CR>

NO

Write Aspect Anamorphic 16:9

<CR>*asp=ANAM16:9#<CR>

NO

Read Aspect Status

<CR>*asp=?#<CR>

YES

Write Vertical Keystone +

<CR>*vkeystone=+#<CR>

YES

Write Vertical Keystone –

<CR>*vkeystone=-#<CR>

YES

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Write Vertical Keystone value Set <CR>*vkeystone=value#<CR>

YES

Read Vertical Keystone value

<CR>*vkeystone=?#<CR>

YES

Write Horizontal Keystone +

<CR>*hkeystone=+#<CR>

YES

Write Horizontal Keystone –

<CR>*hkeystone=-#<CR>

YES

Write Horizontal Keystone value Set <CR>*hkeystone=value#<CR>

YES

Read Horizontal Keystone value <CR>*hkeystone=?#<CR>

YES

Write Rotate Keystone +

<CR>*rkeystone=+#<CR>

NO

Write Rotate Keystone –

<CR>*rkeystone=-#<CR>

NO

Write Rotate Keystone value Set <CR>*rkeystone=value#<CR>

NO

Read Rotate Keystone value

<CR>*rkeystone=?#<CR>

NO

Write Overscan Adjustment +

<CR>*overscan=+#<CR>

NO

Write Overscan Adjustment –

<CR>*overscan=-#<CR>

NO

Read Overscan Adjustment value <CR>*overscan=?#<CR>

NO

4 Corners Top-Left-X

Write

<CR>*cornerfittlx=-#<CR>

YES

Decrease

4 Corners Top-Left-X

Write

<CR>*cornerfittlx=+#<CR>

YES

Increase

Read 4 Corners Top-Left-X Status <CR>*cornerfittlx=?#<CR>

YES

4 Corners Top-Left-Y

Write

<CR>*cornerfittly=-#<CR>

YES

Decrease

4 Corners Top-Left-Y

Write

<CR>*cornerfittly=+#<CR>

YES

Increase

Read 4 Corners Top-Left-Y Status <CR>*cornerfittly=?#<CR>

YES

4 Corners Top-Right-X

Write

<CR>*cornerfittx=-#<CR>

YES

Decrease

4 Corners Top-Right-X

Write

<CR>*cornerfittx=+#<CR>

YES

Increase

Read 4 Corners Top-Right-X Status <CR>*cornerfitr=?#<CR>

YES

4 Corners Top-Right-Y

Write

<CR>*cornerfity=-#<CR>

YES

Decrease

4 Corners Top-Right-Y

Write

<CR>*cornerfity=+#<CR>

YES

Increase

Read 4 Corners Top-Right-Y Status <CR>*cornerfity=?#<CR>

YES

13

4 Corners Bottom-Left-X

Write

<CR>*cornerfitbx=-#<CR>

YES

Decrease

4 Corners Bottom-Left-X

Write

<CR>*cornerfitblx=+#<CR>

YES

Increase

4 Corners Bottom-Left-X

Read

<CR>*cornerfitblx=?#<CR>

YES

Status

4 Corners Bottom-Left-Y

Write

<CR>*cornerfitbly=-#<CR>

YES

Decrease

4 Corners Bottom-Left-Y

Write

<CR>*cornerfitbly=+#<CR>

YES

Increase

4 Corners Bottom-Left-Y

Read

<CR>*cornerfitbly=?#<CR>

YES

Status

4 Corners Bottom-Right-X

Write

<CR>*cornerfitbrx=-#<CR>

YES

Decrease

4 Corners Bottom-Right-X

Write

<CR>*cornerfitbrx=+#<CR>

YES

Increase

4 Corners Bottom-Right-X

Read

<CR>*cornerfitbrx=?#<CR>

YES

Status

4 Corners Bottom-Right-Y

Write

<CR>*cornerfitbry=-#<CR>

YES

Decrease

4 Corners Bottom-Right-Y

Write

<CR>*cornerfitbry=+#<CR>

YES

Increase

4 Corners Bottom-Right-Y

Read

<CR>*cornerfitbry=?#<CR>

YES

Status

Write Digital Zoom In

<CR>*zoomI#<CR>

NO

Write Digital Zoom out

<CR>*zoomO#<CR>

NO

Write Auto

<CR>*auto#<CR>

NO

Write Brilliant color on

<CR>*BC=on#<CR>

YES

Write Brilliant color off

<CR>*BC=off#<CR>

YES

Read Brilliant color status

<CR>*BC=?#<CR>

YES

Write Auto(HDR)

<CR>*hdr=auto#<CR>

NO

Write SDR

<CR>*hdr=sdr#<CR>

NO

Write HDR10

<CR>*hdr=hdr#<CR>

NO

Write HLG

<CR>*hdr=hlg#<CR>

NO

Read HDR status

<CR>*hdr=?#<CR>

NO

14

Operation Settings

Write Details Adjustment

<CR>*detailadj=value#<CR>

NO

Read Details Adjustment status <CR>*detailadj=?#<CR>

NO

Write Noise Reduction

<CR>*noiserdt=value#<CR>

YES

Read Noise Reduction status

<CR>*noiserdt=?#<CR>

YES

Write Reset current picture settings <CR>*rstcurpicsetting#<CR>

YES

Write Reset all picture settings

<CR>*rstallpicsetting#<CR>

YES

Write Projector Position-Front Table <CR>*pp=FT#<CR>

YES

Write Projector Position-Rear Table <CR>*pp=RE#<CR>

YES

Projector Position-Rear

Write

<CR>*pp=RC#<CR>

YES

Ceiling

Projector Position-Front

Write

<CR>*pp=FC#<CR>

YES

Ceiling

Read Projector Position Status

<CR>*pp=?#<CR>

YES

Write Quick cooling on

<CR>*qcool=on<CR>

NO

Write Quick cooling off

<CR>*qcool=off<CR>

NO

Read Quick cooling status

<CR>*qcool=?<CR>

NO

Write Quick auto search

<CR>*QAS=on#<CR>

YES

Write Quick auto search

<CR>*QAS=off#<CR>

YES

Read Quick auto search status

<CR>*QAS=?#<CR>

YES

Write Menu Position – Center

<CR>*menuposition=center#<CR>

YES

Write Menu Position – Top-Left

<CR>*menuposition=tl#<CR>

YES

Write Menu Position – Top-Right <CR>*menuposition=tr#<CR>

YES

Write Menu Position – Bottom-Right <CR>*menuposition=br#<CR>

YES

Write Menu Position – Bottom-Left <CR>*menuposition=bl#<CR>

YES

Read Menu Position Status

<CR>*menuposition=?#<CR>

YES

Write Direct Power On-on

<CR>*directpower=on#<CR>

YES

Write Direct Power On-off

<CR>*directpower=off#<CR>

YES

Read Direct Power On-Status

<CR>*directpower=?#<CR>

YES

Write Signal Power On-on

<CR>*autopower=on#<CR>

NO

Write Signal Power On-off

<CR>*autopower=off#<CR>

NO

Read Signal Power On-Status

<CR>*autopower=?#<CR>

NO

15

Write Standby Settings-Network on <CR>*standbynet=on#<CR>

NO

Write Standby Settings-Network off <CR>*standbynet=off#<CR>

NO

Standby Settings-Network

Read

<CR>*standbynet=?#<CR>

NO

Status

Standby

Write

<CR>*standbymic=on#<CR>

NO

Settings-Microphone on

Standby

Write

<CR>*standbymic=off#<CR>

NO

Settings-Microphone off

Standby

Read

<CR>*standbymic=?#<CR>

NO

Settings-Microphone Status

Standby Settings-Monitor Out

Write

<CR>*standbymnt=on#<CR>

NO

on

Standby Settings-Monitor Out

Write

<CR>*standbymnt=off#<CR>

NO

off

Standby Settings-Monitor Out

Read

<CR>*standbymnt=?#<CR>

NO

Status

Write 2400

<CR>*baud=2400#<CR>

NO

Write 4800

<CR>*baud=4800#<CR>

NO

Write 9600

<CR>*baud=9600#<CR>

YES

Write 14400

<CR>*baud=14400#<CR>

YES

Baud Rate

Write 19200

<CR>*baud=19200#<CR>

YES

Write 38400

<CR>*baud=38400#<CR>

YES

Write 57600

<CR>*baud=57600#<CR>

YES

Write 115200

<CR>*baud=115200#<CR>

YES

Read Current Baud Rate

<CR>*baud=?#<CR>

YES

Read Lamp

<CR>*ltim=?#<CR>

YES

Read Lamp2 Hour

<CR>*ltim2=?#<CR>

NO

Write Normal mode

<CR>*lampm=lnor#<CR>

YES

Lamp

Write Eco mode

<CR>*lampm=eco#<CR>

YES

Control

Write SmartEco mode

<CR>*lampm=seco#<CR>

YES

Write SmartEco mode 2

<CR>*lampm=seco2#<CR>

NO

Write SmartEco mode 3

<CR>*lampm=seco3#<CR>

NO

Write Dimming mode

<CR>*lampm=dimming#<CR>

NO

16

Write LampSave mode

<CR>*lampm=lampsave#<CR>

NO

Write Custom mode

<CR>*lampm=custom#<CR>

YES

Write Light level for custom mode <CR>*lampcustom=value#<CR>

YES

Light level status for custom

Read

<CR>*lampcustom=?#<CR>

YES

mode

Read Lamp Mode Status

<CR>*lampm=?#<CR>

YES

Read Model Name

<CR>*modelName=?#<CR>

YES

Read System F/W Version

<CR>*sysfwversion=?#<CR>

YES

Read Scaler F/W Version

<CR>*scalerfwversion=?#<CR>

YES

Read Format F/W version

<CR>*formatfwversion=?#<CR>

NO

Read Lan F/W Version

<CR>*lanfwversion=?#<CR>

NO

Read MCU F/W Version

<CR>*mcufwversion=?#<CR>

YES

Read Ballast F/W Version

<CR>*ballastfwversion=?#<CR>

NO

Write Blank On

<CR>*blank=on#<CR>

YES

Write Blank Off

<CR>*blank=off#<CR>

YES

Read Blank Status

<CR>*blank=?#<CR>

YES

Write Freeze On

<CR>*freeze=on#<CR>

YES

Write Freeze Off

<CR>*freeze=off#<CR>

YES

Miscellaneous Read Freeze Status

<CR>*freeze=?#<CR>

YES

Write Menu On

<CR>*menu=on#<CR>

YES

Write Menu Off

<CR>*menu=off#<CR>

YES

Read Menu Status

<CR>*menu=?#<CR>

YES

Write Up

<CR>*up#<CR>

YES

Write Down

<CR>*down#<CR>

YES

Write Right

<CR>*right#<CR>

YES

Write Left

<CR>*left#<CR>

YES

Write Enter

<CR>*enter#<CR>

YES

Write Back

<CR>*back#<CR>

YES

Write Source Menu On

<CR>*sourmenu=on#<CR>

YES

Write Source Menu Off

<CR>*sourmenu=off#<CR>

YES

Read Source Menu Status

<CR>*sourmenu=?#<CR>

YES

Write 3D Sync Off

<CR>*3d=off#<CR>

YES

Write 3D Auto

<CR>*3d=auto#<CR>

YES

Write 3D Sync Top Bottom

<CR>*3d=tb#<CR>

YES

Write 3D Sync Frame Sequential <CR>*3d=fs#<CR>

YES

Write 3D Frame packing

<CR>*3d=fp#<CR>

YES

Write 3D Side by side

<CR>*3d=sbs#<CR>

YES

Write 3D inverter disable

<CR>*3d=da#<CR>

YES

Write 3D inverter

<CR>*3d=iv#<CR>

YES

Write 2D to 3D

<CR>*3d=2d3d#<CR>

NO

Write 3D nVIDIA

<CR>*3d=nvidia#<CR>

NO

Read 3D Sync Status

<CR>*3d=?#<CR>

YES

Write Remote Receiver On

<CR>*rr=on#<CR>

NO

Write Remote Receiver Off

<CR>*rr=off#<CR>

NO

Write Remote Receiver-front+rear <CR>*rr=fr#<CR>

NO

Write Remote Receiver-front

<CR>*rr=f#<CR>

NO

Write Remote Receiver-rear

<CR>*rr=r#<CR>

NO

Write Remote Receiver-top

<CR>*rr=t#<CR>

NO

Write Remote Receiver-top+front <CR>*rr=tf#<CR>

NO

Write Remote Receiver-top+rear <CR>*rr=tr#<CR>

NO

Read Remote Receiver Status

<CR>*rr=?#<CR>

NO

Write Instant On-on

<CR>*ins=on#<CR>

NO

Write Instant On-off

<CR>*ins=off#<CR>

NO

Read Instant On Status

<CR>*ins=?#<CR>

NO

Write Lamp Saver Mode-on

<CR>*lpsaver=on#<CR>

NO

Write Lamp Saver Mode-off

<CR>*lpsaver=off#<CR>

NO

Read Lamp Saver Mode Status

<CR>*lpsaver=?#<CR>

NO

Write Projection Log In Code on

<CR>*prjlogincode=on#<CR>

NO

Write Projection Log In Code off

<CR>*prjlogincode=off#<CR>

NO

Read Projection Log In Code Status <CR>*prjlogincode=?#<CR>

NO

Write Broadcasting on

<CR>*broadcasting=on#<CR>

NO

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Write Broadcasting off

<CR>*broadcasting=off#<CR>

NO

Read Broadcasting Status

<CR>*broadcasting=?<CR>

NO

Write AMX Device Discovery-on

<CR>*amxdd=on#<CR>

NO

Write AMX Device Discovery-off

<CR>*amxdd=off#<CR>

NO

Read AMX Device Discovery Status <CR>*amxdd=?#<CR>

NO

Read Mac Address

<CR>*macaddr=?#<CR>

NO

Read Serial Number

<CR>*serialnumber=?#<CR>

NO

Write High Altitude mode on

<CR>*highaltitude=on#<CR>

YES

Write High Altitude mode off

<CR>*highaltitude=off#<CR>

YES

Read High Altitude mode status <CR>*highaltitude=?#<CR>

YES

Write Load Lens memory 1

<CR>*lensload=m1#<CR>

NO

Write Load Lens memory 2

<CR>*lensload=m2#<CR>

NO

Write Load Lens memory 3

<CR>*lensload=m3#<CR>

NO

Write Load Lens memory 4

<CR>*lensload=m4#<CR>

NO

Write Load Lens memory 5

<CR>*lensload=m5#<CR>

NO

Write Load Lens memory 6

<CR>*lensload=m6#<CR>

NO

Write Load Lens memory 7

<CR>*lensload=m7#<CR>

NO

Write Load Lens memory 8

<CR>*lensload=m8#<CR>

NO

Write Load Lens memory 9

<CR>*lensload=m9#<CR>

NO

Write Load Lens memory 10

<CR>*lensload=m10#<CR>

NO

Installation

Read Read Lens memory status <CR>*lensload=?#<CR>

NO

Write save Lens memory 1

<CR>*lenssave=m1#<CR>

NO

Write save Lens memory 2

<CR>*lenssave=m2#<CR>

NO

Write save Lens memory 3

<CR>*lenssave=m3#<CR>

NO

Write save Lens memory 4

<CR>*lenssave=m4#<CR>

NO

Write save Lens memory 5

<CR>*lenssave=m5#<CR>

NO

Write save Lens memory 6

<CR>*lenssave=m6#<CR>

NO

Write save Lens memory 7

<CR>*lenssave=m7#<CR>

NO

Write save Lens memory 8

<CR>*lenssave=m8#<CR>

NO

Write save Lens memory 9

<CR>*lenssave=m9#<CR>

NO

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Write save Lens memory 10

<CR>*lenssave=m10#<CR>

NO

Write Reset Lens to center

<CR>*lensreset=center#<CR>

NO

Write Set Factory Red PWM value <CR>*e_pwmred=value#<CR>

NO

Read Read Factory Red PWM value <CR>*e_pwmred=?#<CR>

NO

Write Set Factory Green PWM value <CR>*e_pwmgreen=value#<CR>

NO

Read Factory Green PWM

Read

<CR>*e_pwmgreen=?#<CR>

NO

value

Write Set Factory Blue PWM value <CR>*e_pwmblue=value#<CR>

NO

Read Read Factory Blue PWM value <CR>*e_pwmblue=?#<CR>

NO

Write Color Gamut Auto

<CR>*cgamut=auto#<CR>

NO

Write Color Gamut BT.709

<CR>*cgamut=bt.709#<CR>

NO

Write Color Gamut BT.2020

<CR>*cgamut=bt.2020#<CR>

NO

Write Color Gamut DCI-P3

<CR>*cgamut=dcip3#<CR>

NO

Read Color Gamut Value

<CR>*cgamut=?#<CR>

NO

Write Dynamic Iris ON

<CR>*diris=on#<CR>

NO

Write Dynamic Iris OFF

<CR>*diris=off#<CR>

NO

Read Dynamic Iris status

<CR>*diris=?#<CR>

NO

Write Color Calibration Save

<CR>*colorsave#<CR>

NO

Color Calibration pattern

Write

<CR>*colorpattern=value#<CR>

NO

display

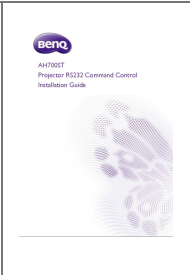
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Documents / Resources

	BenQ RS232 Command Control Projector [pdf] Installation Guide AH700ST, RS232 Command Control Projector, RS232, Command Control Projector, Control Projector, Projector
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References

- [User Manual](#)

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AH700ST, BenQ, Command Control Projector, Control Projector, Projector, RS232, RS232 Command Control Projector

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