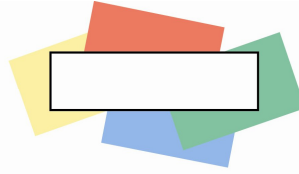


scalable



DISPLAY TECHNOLOGIES

# EasyBlend and Scalable Media Player Remote Control instructions, version 1.085

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## 1. Introduction

This document describes how to control EasyBlend remotely. EasyBlend may be controlled using TCP/IP or via serial port. We recommend TCP/IP.

## 2. Running the Listener

The TCP Listener and the Serial Listener programs can both be found in the directory C:\Program Files\Scalable Display\release

- a) To run the TCP Listener, launch the program TCPLListener.exe. You will be prompted for the TCP port to be used (the default is 9001). Alternatively, specify the port as a command line argument e.g.

```
TCPLListener 9001
```

- b) To run the Serial Listener, launch the program SerialListener.exe. You will be prompted for the COM port to be used and the serial port settings. On subsequent runs, you can read in the previous configuration using the following command line switch:

```
SerialListener -ReadConfigFile
```

Note: To launch the listener automatically when the computer starts up, you can create a shortcut (with the appropriate command line arguments) and place it in the Startup folder:

```
C:\Documents and Settings\<UserName>\Start Menu\Programs\Startup
```

To quit the listener, simply type “quit” and press enter.

## 3. Using a Second Instance of the Listener to Issue Control Codes

Generally, you will send commands to the TCP or Serial Listener over a TCP or Serial connection that you create in your show controller (e.g. Crestron). However, it is also possible to launch a second instance of the listener and have it send commands to the primary listener.

- a) If using the TCP Listener, you can connect the secondary listener to the primary listener by typing

```
connect <ip_address>
```

where <ip\_address> is the IP address of the primary listener.

- b) If using the Serial Listener, connect the serial port on the computer running the primary listener to the serial port on the computer running the secondary listener using a crossover serial cable (aka null modem cable).

The secondary instance of the listener gives you a prompt at which you can type in any of the control codes listed in Section 4 below. The secondary instance will also display any return codes or errors that it receives.

Note: it is also possible to use other programs such as Windows HyperTerminal to communicate with the listener.

#### 4. Control Codes

Control codes (sent via TCP). Codes are case insensitive. For codes that are followed by an argument, use a single space as a separator. Each command should be followed by carriage return (i.e. \r).

Action	CODE	Return	Details
<b>PROJECTOR CONTROL*</b>			
Projector Lamps On	POWER_ON P	"Done" on completion	P is an optional (1-based) projector ID.
Projector Lamps Off	POWER_OFF P	"Done" on completion	P is an optional (1-based) projector ID.
Select Video Input**	INPUT P N	"Done" on completion	P is an optional (1-based) projector ID
Shutter (Picture Mute On)	SHUTTER_ON P	"Done" on completion	P is an optional (1-based) projector ID
Shutter Off (Picture Mute Off)	SHUTTER_OFF P	"Done on completion	P is an optional (1-based) projector ID
<b>CALIBRATION</b>			
Run Calibration and turns picture mute off	CALIBRATE	"Calibration finished" or "Calibration failed" when done	CALIBRATE_GEOMETRY or CALIBRATE_COLOR may be used for partial calibrations when the GUI has been set up to do both.
Get the last error	GET_LAST_ERROR	The last error message.	Provides guidance for troubleshooting.
<b>PLAYBACK</b>			
Set the content base directory	BASE base_directory_name		base_directory_name is the name of a directory
List the contents of the base	DIR	List of files, separated	

directory		by spaces	
Play a file	PLAY file_name	Returns an error string if the file is not found	file_name is the name of a file, possibly a playlist
Pause	PAUSE		
Resume	RESUME		
Stop	STOP		
Quit the Player	QUIT_PLAYER		
<b>Miscellaneous</b>			
Restart computer	RESTART_COMPUTER	“The system is going down in 10 seconds”	

\* Requires a TCP or Serial connection to the projector. Each projector make and model has a unique set of control codes. Please contact SDT for a current list of supported projectors.

\*\* Not all projectors support this function.