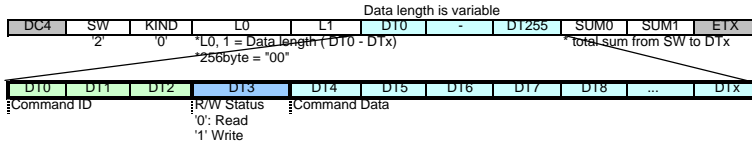


RX-V1500 Extended RS-232C Protocol

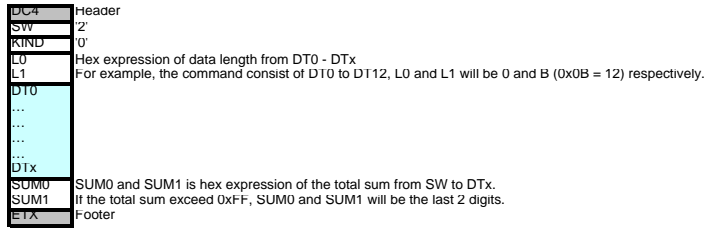
Commands from Host to Slave(Receiver)



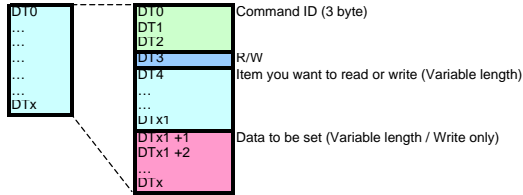
Extended command from the host to the receiver consist of the bytes as illustrated below.



When you read ore write some parameter, the command from the host will consist of the following structure.



Following is the data structure from DT0 to DTx.



From the next page, Only from the DT0 to DTx byte will be illustrated.

	DT0	DT1	DT2	DT3	DT4	...
System Information	0	0	0	0	ID	
	Read Only				0	Zone2
					1	Tuner
					2	Video
					3	Effect ch
					4	Digital Format
					5	DC Trigger
				6	Preset	
Input Information	0	0	1	0	ID	Read Only
	Read Only				0	SP Out
					1	Audio Input Analog
					2	Audio Input Optical
					3	Audio Input Coaxial
					4	Audio Input D.D.RF
					5	Video Input Composite / S
					6	Video Input Component
					7	Audio Output Analog
					8	Audio Output Optical
				9	Video Output Composite / S	
DSP Information	0	0	2	0	ID	Read Only
	Read Only				0	Program
					1	User Parameters

I/O Assign

0	1	0	0 / 1	TYPE	No	Input ID
				0	1	Coaxial IN
				1	2	Optical OUT
				2	3	Optical IN
				3	4	Component Video
					5	or
					6	or
					7	or
					8	or
					9	or
					A	Phono
					B	CD
					C	Tuner
					D	CD-R
					E	MD/Tape
					F	DVD
						D-TV/LD
						CBL/SAT
						SAT
						VCR1
						VCR2/DVR
						VCR3
						V-AUX
						LD-RF

Rename

0	1	1	0 / 1	Rename	SUB ID 1	SUB ID 2	Data No. 1	Data No. 2	Command Data
				0					
					Input				
					0	0			Phono
					0	1			CD
					0	2			Tuner
					0	3			CD-R
					0	4			MD/Tape
					0	5			DVD
					0	6			D-TV/LD
					0	7			CBL/SAT
					0	8			SAT
					0	9			VCR1
					0	A			VCR2/DVR
					0	B			VCR3
					0	C			V-AUX
					0	D			LD-RF
							Character No.		
							X	X	character number (= "08")
									New Name (8 characters)
							X	...	X

User Parameter

0	2	0	0 / 1	DSP ID	Parameter ID	Parameter Data
				0	0	Hall A
				0	1	Hall B
				0	2	Hall C
				0	3	
				0	4	Hall D
				0	5	Hall E
				0	6	Live Concert
				0	7	
				0	8	Tokyo
				0	9	Freiburg
				0	A	Royaumont
				0	B	
				0	C	Village Gate
				0	D	Village Vanguard
				0	E	The Bottom Line
				0	F	
			1	0	0	Roxy Theatre
			1	1	1	Warehouse Loft
			1	2	2	Arena
			1	3	3	
			1	4	4	Disco
			1	5	5	Party
			1	6	6	Game
			1	7	7	6/8 ch Stereo
			1	8	8	Pop/Rock
			1	9	9	DJ
			1	A	A	
			1	B	B	
			1	C	C	Classical / Opera
			1	D	D	Pavilion
			1	E	E	
			1	F	F	
			2	0	0	Mono Movie
			2	1	1	Variety / Sports
			2	2	2	
			2	3	3	
			2	4	4	Spectacle
			2	5	5	Sci-Fi
			2	6	6	
			2	7	7	
			2	8	8	Adventure
			2	9	9	General
			2	A	A	
			2	B	B	
			2	C	C	Normal
			2	D	D	Enhanced
			2	E	E	
			2	F	F	
			3	0	0	Pro Logic II Movie
			3	1	1	Pro Logic II Music
			3	2	2	NEO:6 Cinema
			3	3	3	NEO:6 Music
			3	4	4	2CH STEREO
			3	5	5	DIRECT STEREO
			3	6	6	THX CINEMA (ULTRA2)
			3	7	7	
			3	8	8	PRO LOGIC II Game
			8	0	0	STRAIGHT

* See Appendix 1 for the DSP Program ID for each Model.

Parameter ID			
0	0	P. Init. Delay	
0	1	P. Room Size	
0	2	P. Liveness	
0	3	S. Delay (2ch)	
0	4	S. Delay (Multi ch)	
0	5	S. Init Delay	
0	6	S. Room Size	
0	7	S. Liveness	
0	8	RC. Init. Delay	
0	9	RC Room Size	
0	A	RC Liveness	
0	B	Rev. Time	
0	C	Rev. Delay	
0	D	Rev. Level	
0	E	DSP Level	
0	F	Panorama	
1	0	Dimention	
1	1	CT Width	
1	2	C. Image	
1	3	CT Level	
1	4	RL Level	
1	5	RC Level	
1	6	RR Level	
1	7	FL Level	
1	8	FR Level	
1	9	SBL LEVEL	
1	A	SBR LEVEL	
1	B	MATRIX	
1	C	DIAL LIFT	
1	D	2CH DECODE	
1	E	Pro Logic / PLIix	
		Parameter Data	
P. Init. Delay	X	X	"01" - "63"
P. Room Size	X	X	"01" - "14"
P. Liveness	X	X	"00" - "0A"
S. Delay (2ch)	X	X	"0A" - "19"
S. Delay (Multi ch)	X	X	"00" - "0F"
S. Init Delay	X	X	"00" - "1E"
S. Room Size	X	X	"01" - "31"
S. Liveness	X	X	"00" - "0A"
RC. Init. Delay	X	X	"01" - "31"
RC Room Size	X	X	"01" - "14"
RC Liveness	X	X	"00" - "0A"
Rev. Time	X	X	"0A" - "32"
Rev. Delay	X	X	"00" - "FA"
Rev. Level	X	X	"00" - "64"
DSP Level	X	X	"00" - "09"
Panorama	X	X	"00" - "01"
Dimention	X	X	"00" - "06"
CT Width	X	X	"00" - "07"
C. Image	X	X	"00" - "05"
CT Level	X	X	"00" - "64"
RL Level	X	X	"00" - "64"
RC Level	X	X	"00" - "64"
RR Level	X	X	"00" - "64"
FL Level	X	X	"00" - "64"
FR Level	X	X	"00" - "64"
SBL LEVEL	X	X	"00" - "64"
SBR LEVEL	X	X	"00" - "64"
MATRIX	X	X	
DIAL LIFT	X	X	
2CH DECODE	X	X	
Pro Logic / PLIix	X	X	"00" - "01"

Parameter Initialize

0 2 2 0 / 1

* See Appendix 1 for the DSP Program ID for each Model.

DSP ID	
0	0
0	1
0	2
0	3
0	4
0	5
0	6
0	7
0	8
0	9
0	A
0	B
0	C
0	D
0	E
0	F
1	0
1	1
1	2
1	3
1	4
1	5
1	6
1	7
1	8
1	9
1	A
1	B
1	C
1	D
1	E
1	F
2	0
2	1
2	2
2	3
2	4
2	5
2	6
2	7
2	8
2	9
2	A
2	B
2	C
2	D
2	E
2	F
3	0
3	1
3	2
3	3
3	4
3	5
3	6

Hall A
Hall B
Hall C
Hall D
Hall E
Live Concert
Tokyo
Freiburg
Royaumont
Village Gate
Village Vanguard
The Bottom Line
Roxy Theatre
Warehouse Loft
Arena
Disco
Party
Game
6/8 ch Stereo
Pop/Rock
DJ
Classical / Opera
Pavilion
Mono Movie
Variety / Sports
Spectacle
Sci-Fi
Adventure
General
Normal
Enhanced
Pro Logic II Movie
Pro Logic II Music
NEO:6 Cinema
NEO:6 Music
2CH STEREO
DIRECT STEREO
THX CINEMA (ULTRA2)

Channel EQ

0	3	0	0 / 1	Ch ID	Band ID	Gain	Gain
				0	center		
				1	center		
				2	Front L		
				3	Front R		
				4	Surround L		
				5	Surround R		
				6	Surround Back L		
				7	Surround Back R		
				8	Presence L		
				9	Presence R		
				A	SWFR		
				0	63Hz		
				1	125Hz		
				2	160Hz		
				3	250Hz		
				4	400Hz		
				5	500Hz		
				6	1kHz		
				7	2kHz		
				8	2.5kHz		
				9	4kHz		
				A	6.3kHz		
				B	8kHz		
				C	16kHz		
				0	3		-6dB
				0	4		-5.5dB
				0	5		-5dB
				0	6		-4.5dB
				0	7		-4dB
				0	8		-3.5dB
				0	9		-3dB
				0	A		-2.5dB
				0	B		-2dB
				0	C		-1.5dB
				0	D		-1dB
				0	E		-0.5dB
				0	F		0dB
				1	0		+0.5dB
				1	1		+1dB
				1	2		+1.5dB
				1	3		+2dB
				1	4		+2.5dB
				1	5		+3dB
				1	6		+3.5dB
				1	7		+4dB
				1	8		+4.5dB
				1	9		+5dB
				1	A		+5.5dB
				1	B		+6dB

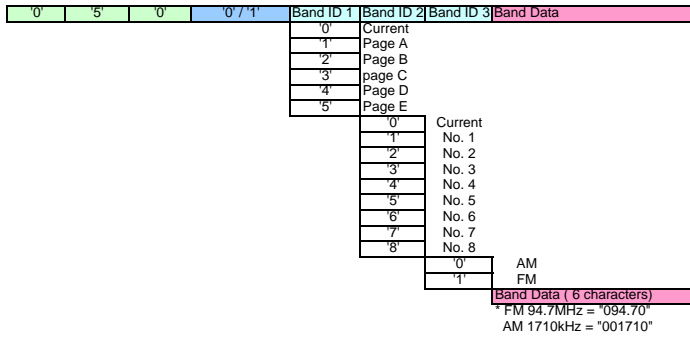
Headphone EQ

0	3	2	0 / 1	Bass / Trb	Gain	Gain	
				0	Bass		
				1	Treble		
				0	3		-6dB
				0	4		-5.5dB
				0	5		-5dB
				0	6		-4.5dB
				0	7		-4dB
				0	8		-3.5dB
				0	9		-3dB
				0	A		-2.5dB
				0	B		-2dB
				0	C		-1.5dB
				0	D		-1dB
				0	E		-0.5dB
				0	F		0dB
				1	0		+0.5dB
				1	1		+1dB
				1	2		+1.5dB
				1	3		+2dB
				1	4		+2.5dB
				1	5		+3dB
				1	6		+3.5dB
				1	7		+4dB
				1	8		+4.5dB
				1	9		+5dB
				1	A		+5.5dB
				1	B		+6dB

DC Trigger

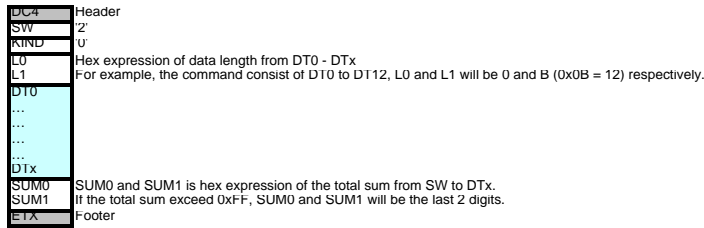
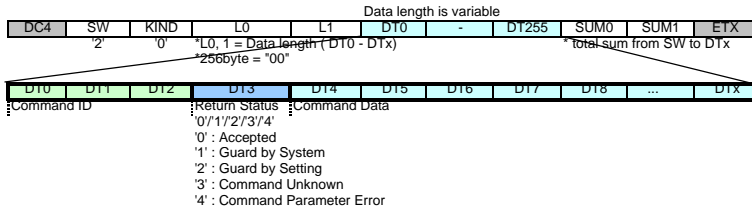
0	4	0	0 / 1	Terminal ID	Zone ID	Input ID	Data
				0		Terminal 1	
				1		Terminal 2	
				0	Zone 1		
				1	Zone 2		
				2	Zone 3		
				0		Phono	
				1		CD	
				2		Tuner	
				3		CD-R	
				4		MD/Tape	
				5		DVD	
				6		D-TV/LD	
				7		CBL/SAT	
				8			
				9		VCR1	
				A		VCR2/DVR	
				B			
				C		V-AUX	
				D		Multi Input	
				0			Off
				1			On

Tuner

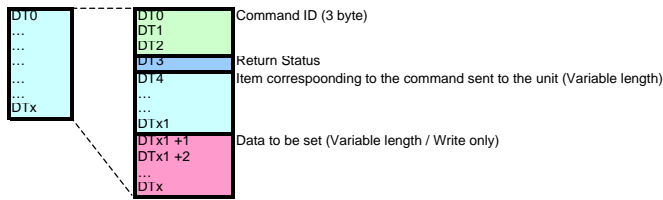


Return Commands from Slave to Host

'0'/1/2/3/4'
 '0' : Accepted
 '1' : Guard by System
 '2' : Guard by Setting
 '3' : Command Unknown
 '4' : Command Parameter Error



Following is the data structure from DT0 to DTx.



From the next page, Only from the DT0 to DTx byte will be illustrated.

System Information

DT0	DT1	DT2	DT3	DT4	...
0	0	0	0/1/2/3/4	ID	Command Data

0	Zone2	0	Zone2 None
1	Zone2 Exist	0	Zone2 Volume None
		1	Zone2 Volume Exist
		0	Zone2 SP None
		1	Zone2 SP Exist
		0	Zone2 SP OUT None
		1	Zone2 SP OUT CT/RCT
		2	2 SP OUT Front
1	Tuner	0	Tuner None
		1	Tuner Exist
		0	RDS None
		1	RDS Exist
		0	AM 530 - 1610kHz / FM 76.0 - 90.0MHz
		1	AM 530 - 1710kHz / FM 87.5 - 107.9MHz
		2	AM 531 - 1611kHz / FM 87.50 - 108.00MHz
		3	AM 530 - 1710kHz / FM 87.5 - 108.0MHz
		X	Page No = '5'
		X	Preset No = '8'

2	Video	0	Video None
		1	Video Exist
		0	OSD Int NTSC
		1	OSD Int PAL
		0	Component OSD None
		1	Component OSD Exist
		0	Video Conversion None
		1	Video Conversion Exist

3	Effect Ch	X	Ch number = '5' (V3300), '4' (V2300)	
		X ID Characters	
		0	0	Main L
		0	1	Main R
		0	2	Center
		0	3	Rear L
		0	4	Rear R
		0	5	Rear CT
		0	6	Front L
		0	7	Front R
		0	8	SRR B(L)
		0	9	SRR B(R)
		0	A	SWFR(L)
		0	B	SWFR(R)

4	Digital Format	X	Pair Data No = '4'
		X (ID)	X (Data) Format Data
		0	PCM
		0	None (No PCM playback)
		1	Normal (PCM Playback)
		2	Double Bypass (PCM double fs Playback)
		3	Double DSP (PCM double fs Playback with DSP)
		4	Quad Bypass (PCM quadropole fs w/o DSP)
		1	DD
		0	None (No Dolby Digital playback)
		1	Normal (Dolby Digital 5.1ch playback)
		2	Normal (Dolby Digital EX playback)
		2	DTS
		0	None (No DTS playback)
		1	Normal (DTS 5.1ch playback)
		2	Matrix ES (DTS Matrix ES playback)
		3	Discrete ES (DTS discrete ES playback)
		4	96/24(DTS 96/24 playback)
		3	AAC
		0	None
		1	Normal

5	DC Trigger	X	Pair Data No = '4'
		X (ID)	X (Data) Terminal Data
		0	Terminal 1
		0	ZONE ALL OR
		1	ZONE1
		2	ZONE2
		3	ZONE3
		1	Terminal 2
		0	ZONE ALL OR
		1	ZONE1
		2	ZONE2
		3	ZONE3

Input Information

0	0	1	0/1/2/3/4	ID	Data Number	Command Data
---	---	---	-----------	----	-------------	--------------

0	SP OUT	
X	X	
	Data No	
	Ch ID	
0	0	Main L
0	1	Main R
0	2	Center
0	3	Rear L
0	4	Rear R
0	5	Rear CT
0	6	Front L
0	7	Front R
0	8	SRR B(L)
0	9	SRR B(R)
0	A	SWFR(L)
0	B	SWFR(R)

1	Audio Input Analog
2	Audio Input Optical
3	Audio Input Coaxial
4	Audio Input D.D.RF
5	Video Input Composite / S
6	Video Input Component
7	Audio Output Analog
8	Audio Output Optical
9	Video Output Composite / S

X	X	
	Data No	
	Ch ID	
0	0	Phono
0	1	CD
0	2	Tuner
0	3	CD-R
0	4	MD/Tape
0	5	DVD
0	6	D-TV/LD
0	7	CBL/SAT
0	8	SAT
0	9	VCR1
0	A	VCR2/DVR
0	B	VCR3
0	C	V-AUX
0	D	LD-RF

DSP Information

0	0	2	0/1/2/3/4	ID	Data Number	Command Data
				0	Program	
				X	X	Data No

* See Appendix 1 for the DSP Program ID for each Model.

Program ID		
0	0	Hall A
0	1	Hall B
0	2	Hall C
0	3	
0	4	Hall D
0	5	Hall E
0	6	Live Concert
0	7	
0	8	Tokyo
0	9	Freiburg
0	A	Royaumont
0	B	
0	C	Village Gate
0	D	Village Vanguard
0	E	The Bottom Line
0	F	
1	0	Roxy Theatre
1	1	Warehouse Loft
1	2	Arena
1	3	
1	4	Disco
1	5	Party
1	6	Game
1	7	6/8 ch Stereo
1	8	Pop/Rock
1	9	DJ
1	A	
1	B	
1	C	Classical / Opera
1	D	Pavilion
1	E	
1	F	
2	0	Mono Movie
2	1	Variety / Sports
2	2	
2	3	
2	4	Spectacle
2	5	Sci-Fi
2	6	
2	7	
2	8	Adventure
2	9	General
2	A	
2	B	
2	C	Normal
2	D	Enhanced
2	E	
2	F	
3	0	Pro Logic II Movie
3	1	Pro Logic II Music
3	2	NEO:6 Cinema
3	3	NEO:6 Music
3	4	2CH STEREO
3	5	DIRECT STEREO
3	6	THX CINEMA (ULTRA2)
3	7	
3	8	PRO LOGIC Game
8	0	STRAIGHT

DSP Information

0	0	2	0/1/2/3/4	ID	Data Number	Command Data
				1	User Parameter	
				X	X	Data No
						Parameter ID
				0	0	P. Init. Delay
				0	1	P. Room Size
				0	2	P. Liveness
				0	3	S. Delay (2ch)
				0	4	S. Delay (Multi ch)
				0	5	S. Init Delay
				0	6	S. Room Size
				0	7	S. Liveness
				0	8	RC. Init. Delay
				0	9	RC Room Size
				0	A	RC Liveness
				0	B	Rev. Time
				0	C	Rev. Delay
				0	D	Rev. Level
				0	E	DSP Level
				0	F	Panorama
				1	0	Dimension
				1	1	CT Width
				1	2	C. Image
				1	3	CT Level
				1	4	RL Level
				1	5	RC Level
				1	6	RR Level
				1	7	FL Level
				1	8	FR Level
				1	9	SBL LEVEL
				1	A	SBR LEVEL
				1	B	MATRIX
				1	C	DIAL LIFT
				1	D	2CH DECODE
				1	E	Pro Logic / PLIIx

I/O Assign

0	1	0	0/1/2/3/4	TYPE	No	Input ID
				0	Coaxial IN	
				1	Optical OUT	
				2	Optical IN	
				3	Component Video	
				0	1	or A
				1	2	or B
				2	3	or C
				3	4	or D
				4	5	or E
				5	6	or F
				0	Phono	
				1	CD	
				2	Tuner	
				3	CD-R	
				4	MD/Tape	
				5	DVD	
				6	D-TV/LD	
				7	CBL/SAT	
				8	SAT	
				9	VCR1	
				A	VCR2/DVR	
				B	VCR3	
				C	V-AUX	
				D	LD-RF	

Rename

0	1	1	0/1/2/3/4	Rename	SUB ID 1	SUB ID 2	Data No. 1	Data No. 2	Command Data
				0					
					Input				
				0	0				Phono
				0	1				CD
				0	2				Tuner
				0	3				CD-R
				0	4				MD/Tape
				0	5				DVD
				0	6				D-TV/LD
				0	7				CBL/SAT
				0	8				SAT
				0	9				VCR1
				0	A				VCR2/DVR
				0	B				VCR3
				0	C				V-AUX
				0	D				LD-RF
					Character No.				
					X	X			character number (= "08")
									New Name (8 characters)
					X	...			X

User Parameter

0	2	0	0/1/2/3/4	DSP ID	Parameter ID	Parameter Data
				0	0	Hall A
				0	1	Hall B
				0	2	Hall C
				0	3	
				0	4	Hall D
				0	5	Hall E
				0	6	Live Concert
				0	7	
				0	8	Tokyo
				0	9	Freiburg
				0	A	Royaumont
				0	B	
				0	C	Village Gate
				0	D	Village Vanguard
				0	E	The Bottom Line
				0	F	
				1	0	Roxy Theatre
				1	1	Warehouse Loft
				1	2	Arena
				1	3	
				1	4	Disco
				1	5	Party
				1	6	Game
				1	7	6/8 ch Stereo
				1	8	Pop/Rock
				1	9	DJ
				1	A	
				1	B	
				1	C	Classical / Opera
				1	D	Pavilion
				1	E	
				1	F	
				2	0	Mono Movie
				2	1	Variety / Sports
				2	2	
				2	3	
				2	4	Spectacle
				2	5	Sci-Fi
				2	6	
				2	7	
				2	8	Adventure
				2	9	General
				2	A	
				2	B	
				2	C	Normal
				2	D	Enhanced
				2	E	
				2	F	
				3	0	Pro Logic II Movie
				3	1	Pro Logic II Music
				3	2	NEO:6 Cinema
				3	3	NEO:6 Music
				3	4	2CH STEREO
				3	5	DIRECT STEREO
				3	6	THX CINEMA (ULTRA2)
				3	7	
				8	0	STRAIGHT

* See Appendix 1 for the DSP Program ID for each Model.

Parameter ID		
0	0	P. Init. Delay
0	1	P. Room Size
0	2	P. Liveness
0	3	S. Delay (2ch)
0	4	S. Delay (Multi ch)
0	5	S. Init Delay
0	6	S. Room Size
0	7	S. Liveness
0	8	RC. Init. Delay
0	9	RC Room Size
0	A	RC Liveness
0	B	Rev. Time
0	C	Rev. Delay
0	D	Rev. Level
0	E	DSP Level
0	F	Panorama
1	0	Dimension
1	1	CT Width
1	2	C. Image
1	3	CT Level
1	4	RL Level
1	5	RC Level
1	6	RR Level
1	7	FL Level
1	8	FR Level

Parameter Data			
P. Init. Delay	X	X	"01" - "63"
P. Room Size	X	X	"01" - "14"
P. Liveness	X	X	"00" - "0A"
S. Delay (2ch)	X	X	"0A" - "19"
S. Delay (Multi ch)	X	X	"00" - "0F"
S. Init Delay	X	X	"00" - "1E"
S. Room Size	X	X	"01" - "31"
S. Liveness	X	X	"00" - "0A"
RC. Init. Delay	X	X	"01" - "31"
RC Room Size	X	X	"01" - "14"
RC Liveness	X	X	"00" - "0A"
Rev. Time	X	X	"0A" - "32"
Rev. Delay	X	X	"00" - "FA"
Rev. Level	X	X	"00" - "64"
DSP Level	X	X	"00" - "09"
Panorama	X	X	"00" - "01"
Dimension	X	X	"00" - "06"
CT Width	X	X	"00" - "07"
C. Image	X	X	"00" - "05"
CT Level	X	X	"00" - "64"
RL Level	X	X	"00" - "64"
RC Level	X	X	"00" - "64"
RR Level	X	X	"00" - "64"
FL Level	X	X	"00" - "64"
FR Level	X	X	"00" - "64"

Parameter Initialize

0 2 2 0/1/2/3/4

* See Appendix 1 for the DSP Program ID for each Model.

DSP ID	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	0															
0	1															
0	2															
0	3															
0	4															
0	5															
0	6															
0	7															
0	8															
0	9															
0	A															
0	B															
0	C															
0	D															
0	E															
0	F															
1	0															
1	1															
1	2															
1	3															
1	4															
1	5															
1	6															
1	7															
1	8															
1	9															
1	A															
1	B															
1	C															
1	D															
1	E															
1	F															
2	0															
2	1															
2	2															
2	3															
2	4															
2	5															
2	6															
2	7															
2	8															
2	9															
2	A															
2	B															
2	C															
2	D															
2	E															
2	F															
3	0															
3	1															
3	2															
3	3															
3	4															
3	5															
3	6															
3	7															
3	8															
3	9															
3	A															
3	B															
3	C															
3	D															
3	E															
3	F															
8	0															

Channel EQ

0 3 0 0/1/2/3/4

Ch ID	Band ID	Gain	Gain
0	center		
2	Front L		
3	Front R		
4	Surround L		
5	Surround R		
6	Surround Back L		
7	Surround Back R		
8	Presence L		
9	Presence R		
A	SWFR		
0	63Hz		
1	125Hz		
2	160Hz		
3	250Hz		
4	400Hz		
5	500Hz		
6	1kHz		
7	2kHz		
8	2.5kHz		
9	4kHz		
A	6.3kHz		
B	8kHz		
C	16kHz		
0	3		-6dB
0	4		-5.5dB
0	5		-5dB
0	6		-4.5dB
0	7		-4dB
0	8		-3.5dB
0	9		-3dB
0	A		-2.5dB
0	B		-2dB
0	C		-1.5dB
0	D		-1dB
0	E		-0.5dB
0	F		0dB
1	0		+0.5dB
1	1		+1dB
1	2		+1.5dB
1	3		+2dB
1	4		+2.5dB
1	5		+3dB
1	6		+3.5dB
1	7		+4dB
1	8		+4.5dB
1	9		+5dB
1	A		+5.5dB
1	B		+6dB

Headphone EQ

0	3	2	0/1/2/3/4	Bass / Trb	Gain	Gain
0				0	Bass	
1				1	Treble	
				0	3	-6dB
				0	4	-5.5dB
				0	5	-5dB
				0	6	-4.5dB
				0	7	-4dB
				0	8	-3.5dB
				0	9	-3dB
				0	A	-2.5dB
				0	B	-2dB
				0	C	-1.5dB
				0	D	-1dB
				0	E	-0.5dB
				0	F	0dB
				1	0	+0.5dB
				1	1	+1dB
				1	2	+1.5dB
				1	3	+2dB
				1	4	+2.5dB
				1	5	+3dB
				1	6	+3.5dB
				1	7	+4dB
				1	8	+4.5dB
				1	9	+5dB
				1	A	+5.5dB
				1	B	+6dB

DC Trigger

0	4	0	0/1/2/3/4	Terminal ID	Zone ID	Input ID	Data
0				0	Terminal 1		
1				1	Terminal 2		
				0	0	Zone 1	
				1	1	Zone 2	
				2	2	Zone 3	
				0		0	Phono
				1		1	CD
				2		2	Tuner
				3		3	CD-R
				4		4	MD/Tape
				5		5	DVD
				6		6	D-TV/LD
				7		7	CBL/SAT
				8		8	SAT
				9		9	VCR1
				A		A	VCR2/DVR
				B		B	VCR3
				C		C	V-AUX
				D		D	LD-RF
						0	Low
						1	High

Tuner

0	5	0	0/1/2/3/4	Band ID 1	Band ID 2	Band ID 3	Band Data
0				0	Current		
1				1	Page A		
2				2	Page B		
3				3	Page C		
4				4	Page D		
5				5	Page E		
				0	0	Current	
				1	1	No. 1	
				2	2	No. 2	
				3	3	No. 3	
				4	4	No. 4	
				5	5	No. 5	
				6	6	No. 6	
				7	7	No. 7	
				8	8	No. 8	
				0		0	AM
				1		1	FM
						Band Data (6 characters)	
						FM 94.7MHz = "094.70"	
						AM 1710kHz = "001710"	

Appendix

1. DSP Program ID Table

Program ID			RX-V2400
0	0	Hall A	Hall in Munch
0	1	Hall B	
0	2	Hall C	
0	3		
0	4	Hall D	
0	5	Hall E	
0	6	Live Concert	Hall in Vienna
0	7		
0	8	Tokyo	
0	9	Freiburg	Church
0	A	Royaumont	
0	B		
0	C	Village Gate	
0	D	Village Vanguard	
0	E	The Bottom Line	Jazz Club
0	F		
1	0	Roxy Theatre	Rock Concert
1	1	Warehouse Loft	
1	2	Arena	
1	3		
1	4	Disco	Disco
1	5	Party	
1	6	Game	Game
1	7	6/8 ch Stereo	7 ch Stereo
1	8	Pop/Rock	Pop/Rock
1	9	DJ	DJ
1	A		
1	B		
1	C	Classical / Opera	Opera
1	D	Pavilion	Pavilion
1	E		
1	F		
2	0	Mono Movie	Mono Movie
2	1	Variety / Sports	Variety / Sports
2	2		
2	3		
2	4	Spectacle	Spectacle
2	5	Sci-Fi	Sci-Fi
2	6		
2	7		
2	8	Adventure	Adventure
2	9	General	General
2	A		
2	B		
2	C	Normal	Normal
2	D	Enhanced	Enhanced
2	E		
2	F		
3	0	Pro Logic II Movie	Pro Logic II Movie
3	1	Pro Logic II Music	Pro Logic II Music
3	2	NEO:6 Cinema	NEO:6 Cinema
3	3	NEO:6 Music	NEO:6 Music
3	4	2CH STEREO	2CH Stereo
3	5	DIRECT STEREO	Direct Stereo
3	6	THX CINEMA (ULTRA2)	
3	7		
8	0	STRAIGHT	Straight