2455 W Cheyenne Ave, Suite 112| North Las Vegas, NV 89032
Tel: 702-800-0005 | Info@smartavi.com | http://www.smartavi.com

MXU-88 Communication Protocol

This document describes commands for the MU-88 that would be sent using IP via a Telnet connection.

Most commands begin with //F00 and will generate a response that begins with $$F00. In most cases the response is identical to the command with the exception of the first two characters. Commands begin with // and responses begin with $$.

The commands are used by both the Web Page interface and the Telnet interface and it is possible to receive unsolicited responses without first sending a command. As an example, if the Web Page is open and sends a video cross point command a response will be seen at the Web Page and the Telnet interface. The response serves as a confirmation for the Web Page and as a status update for the Telnet interface. Button presses on the front panel will also send unsolicited responses to the Web Page and the Telnet interface.

Note: All commands require a checksum which is the XOR (exclusive or) of all the bytes before the checksum byte with bit 6 forced high. First calculate the XOR of all the bytes and then set bit 6 high.

MXU-88 Commands

Most commands end with a carriage return <CR>.Some commands require a checksum<CHK> byte before the carriage return. When a command requires a checksum in its return value it will be the same checksum sent by the command but the nibbles will be swapped. It will be designated by <CHKS>.

//FxxQ<CHK><CR>	xx - frame address Returns 16 bytes followed by <CR>. The first 8 bytes will be the video crospoint and the second 8 bytes will be the USB crosspoint. They represent the input assigned to

each output . Bit 7 is set high for each
input value so it can be recognized as valid. Value is 1
less than the input number. If an output is unassigned
the

returned value will be FF.

USB commands

Set USB crosspoint

//FxxUyyIzz<CHK><CR> xx - frame address 00
yy - output 1 to 8
zz - input 1 to 8

Returns <CHKS><NL><CR>

Query USB crosspoints

//FxxUQ<CHK><CR> xx - frame address

Returns 8 bytes which represent the input assigned
to each output followed by <CR>. Bit 7 is set high for
each

input value so it can be recognized as valid. Value is 1
less than the input number. If an output is unassigned
the

returned value will be FF.

Video Commands

Set Video crosspoint

//FxxVyyIzz<CHK><CR>

xx - frame address 00
yy - output 1 to 8
zz - input 1 to 8

Returns <CHKS><NL><CR>

//FxxVQ<CHK><CR>

xx - frame address

Returns 8 bytes which represent the input assigned to each output followed by <CR>. Bit 7 is set high for each input value so it can be recognized as valid. Value is 1 less than the input number.

EDID commands

Learn EDID

//FxxVEL<CHK><CR>

Reads the EDID from screen 1 and stores it to all sources.

Returns diagnostic messages. The diagnostic screen message is terminated with <LF><CR><LF><CR>. The name consists of 13 bytes immediately preceding the terminating <LF><CR><LF><CR>.

Get EDID info

//FxxVEI<CHK><CR>

Returns the screen name and resolution.