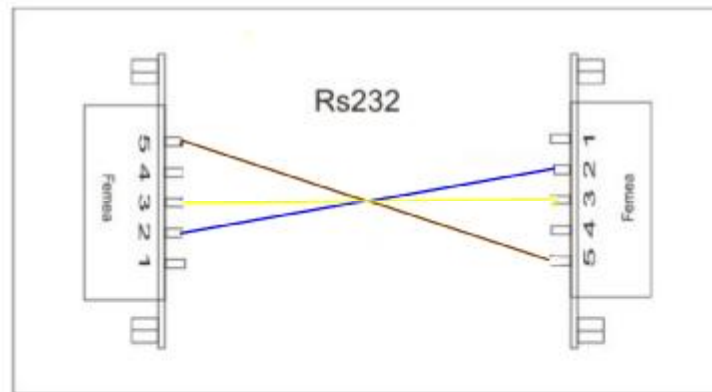


SM-8X8-C6HDR-HDBT

HDMI Matrix 8X8 Control Interface Operation Steps (RS232 codes of remote control's key-press)

Step 1: You must have a RS232 cable like picture below. Then Connect RS232 cable between your PC Serial port (default =COM 1) and the HDMI Matrix 8X8's RS232 control port.



Step 2:

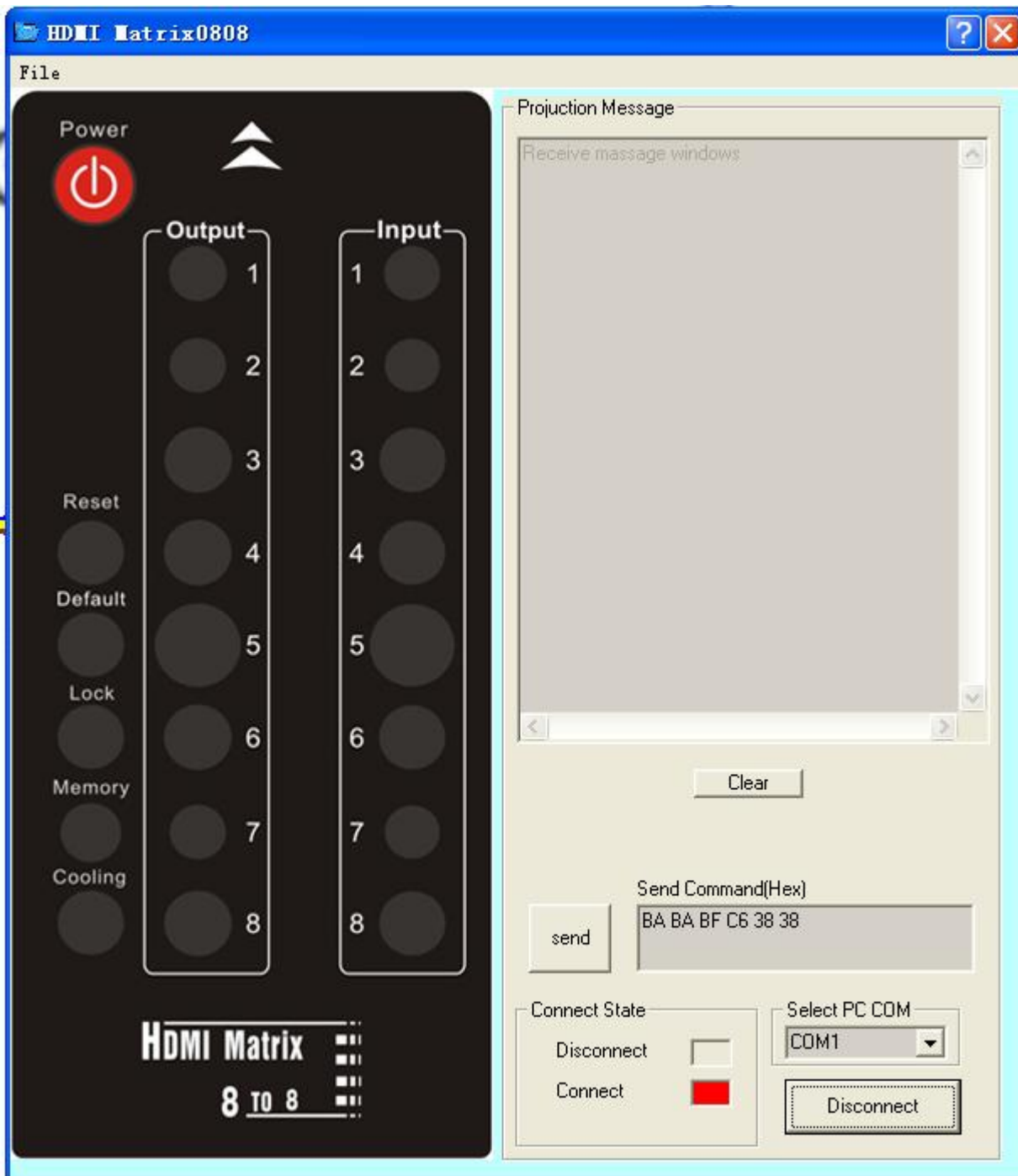
Install the RS232 interface program with your CD ROM which includes HDMI FamilySetupB.exe . After the " HDMI FamilySetupB.exe" setup is successful, the "All Programs" menu bar of "Start" menu will have an "HDMI Matrix family" menu bar. Then you can select the HDMI MATRIX 0808 link to open the Matrix 8X8 control interface. See picture below.



Step 3;

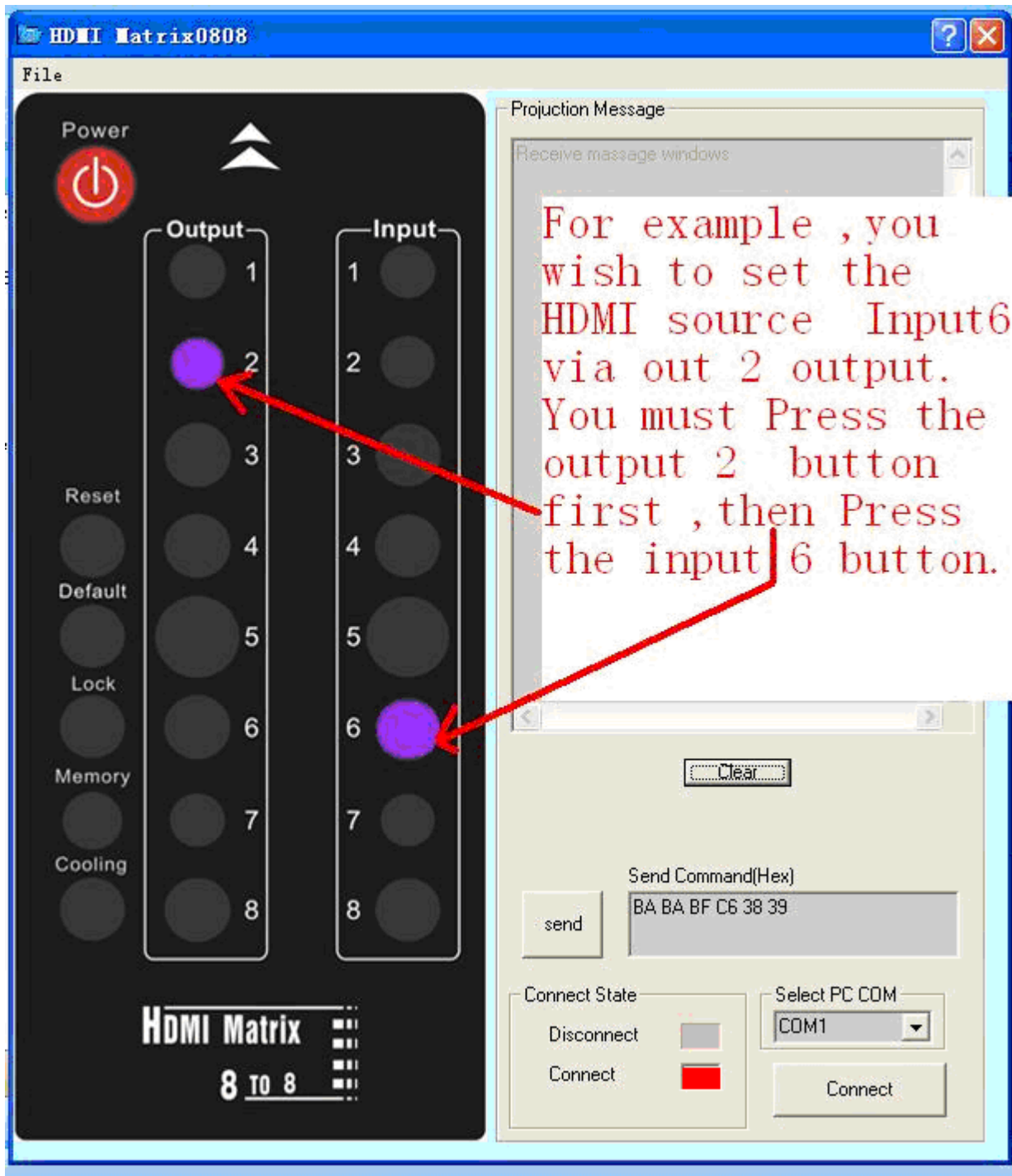
You can directly press the simulation remote control's key to switch the HDMI input source, provided all the input sources and output displays are connected.

Below is the image shown on your computer:



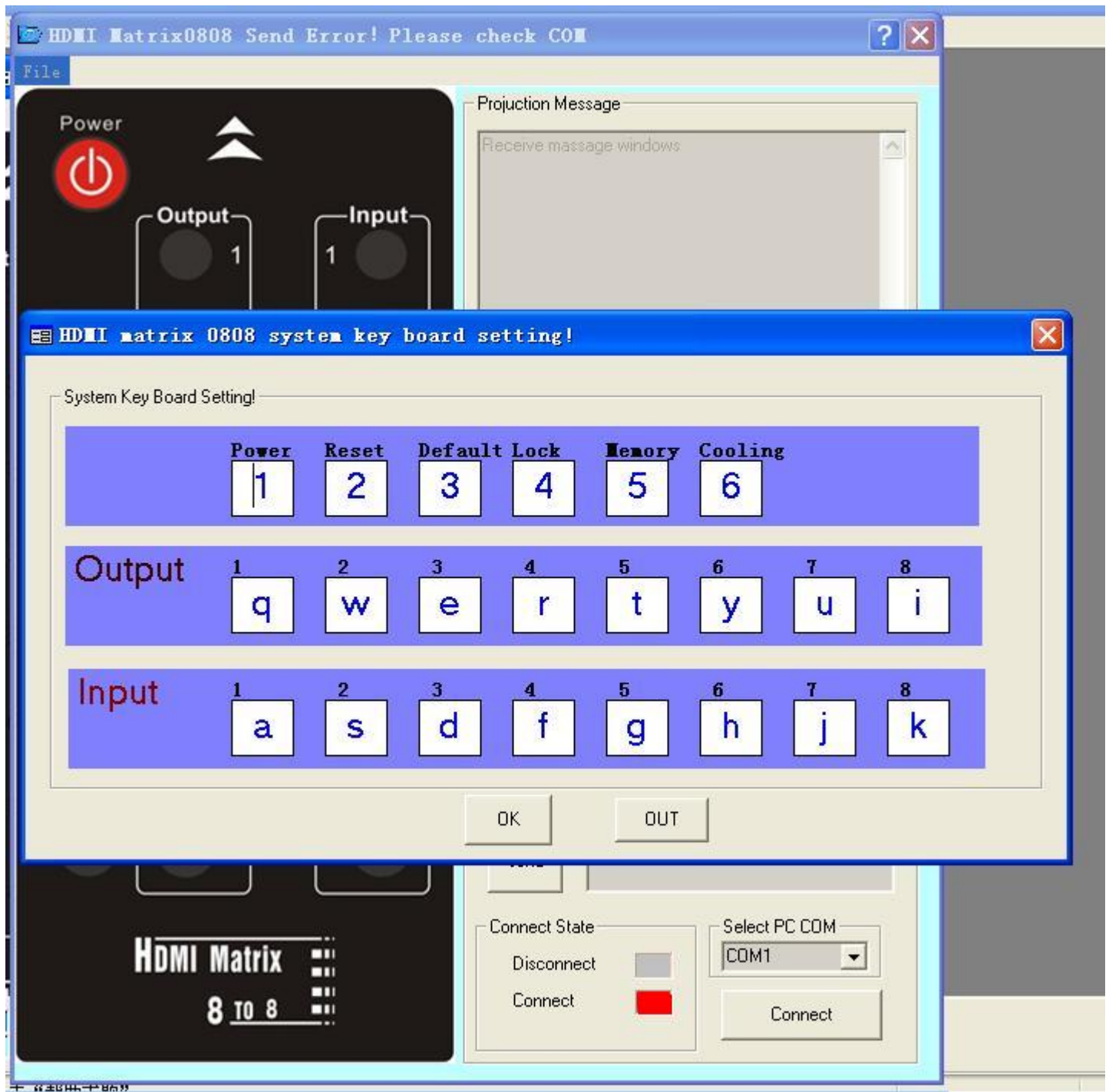
How to set the HDMI input source to HDMI output sink.? Please follow the instruction below.

For example, if you wish to connect the HDMI source Input6 to output 2, you must Press the output 2 button first ,then Press the input 6 button.



The RS232 control interface supports the shortcut key function..

When you press ' file ' (Menu bar-below), the system will automatically popup a shortcut key window. You can modify the shortcut key value as desired using the computer Keyboard. After modifying the value, press “ok” to confirm, then exit the shortcut key window. Now your setting value will respond when you tap the selected key.



Notice:

If you need to create the control interface yourself , the information below may be helpful.

Codes and Marks shown below :

The connection between PC and MCU uses RS232 communication;

COM setting shows below:

VB language:

```
MSComm1.CommPort = 1
```

```
MSComm1.Settings = "600,n,8,1"
```

```
MSComm1.Input Length = 0
```

```
MSComm1.InputMode = com Input Mode Text
```

C program language :

```
Com port. Set Com Port (1);
```

```
Com port. Set Settings ("600,n,8,1");
```

```
Com port.Set InputMode(comInputModeText);
```

```
Com port. Set Input Length (0);
```

Sending data format must be : Navigation code + Key

Navigation code (Hexadecimal) is : 0xBA 0xBA 0xBF 0xC6 0x38

The table Below is all the Sending data of the simulation remote control's keys. The red typeface is key value.

Key



Sending data (Hexadecimal) 0xBA 0xBA 0x BF 0xC6 0x38 0x31



Sending data (Hexadecimal) 0xBA 0xBA 0xBF 0xC6 0x38 0x32



Sending data (Hexadecimal) 0xBA 0xBA 0xBF 0xC6 0x38 0x33



Sending data (Hexadecimal) 0xBA 0xBA 0xBF 0xC6 0x38 0x34











Sending data (Hexadecimal) 0xBA 0xBA 0xBF 0xC6 0x38 0x35











Sending data (Hexadecimal) 0xBA 0xBA 0xBF 0xC6 0x38 0x36

OUTPUT KEYS :

Output1 “1”:		Sending data (Hexadecimal) : 0xBA 0xBA 0xBF 0xC6 0x38 0x37
Output2 “2”:		Sending data (Hexadecimal) : 0xBA 0xBA 0xBF 0xC6 0x38 0x39
Output3 “3”:		Sending data (Hexadecimal) : 0xBA 0xBA 0xBF 0xC6 0x38 0x31 0x31
Output4 “4”:		Sending data (Hexadecimal) : 0xBA 0xBA 0xBF 0xC6 0x38 0x31 0x33
Output1 “5”:		Sending data (Hexadecimal) : 0xBA 0xBA 0xBF 0xC6 0x38 0x31 0x35
Output2 “6”:		Sending data (Hexadecimal) : 0xBA 0xBA 0xBF 0xC6 0x38 0x31 0x37
Output3 “7”:		Sending data (Hexadecimal) : 0xBA 0xBA 0xBF 0xC6 0x38 0x31 0x39
Output4 “8”:		Sending data (Hexadecimal) : 0xBA 0xBA 0xBF 0xC6 0x38 0x32 0x31

INPUT KEYS:

INPUT1 “1”		Sending data (Hexadecimal) : 0xBA 0xBA 0xBF 0xC6 0x38 0x38
INPUT2 “2”		Sending data (Hexadecimal) : 0xBA 0xBA 0xBF 0xC6 0x38 0x31 0x30
INPUT3 “3”		Sending data (Hexadecimal) : 0xBA 0xBA 0xBF 0xC6 0x38 0x31 0x32
INPUT4 “4”		Sending data (Hexadecimal) : 0xBA 0xBA 0xBF 0xC6 0x38 0x31 0x34
INPUT4 “5”		Sending data (Hexadecimal) : 0xBA 0xBA 0xBF 0xC6 0x38 0x31 0x36
INPUT4 “6”		Sending data (Hexadecimal) : 0xBA 0xBA 0xBF 0xC6 0x38 0x31 0x38
INPUT4 “7”		Sending data (Hexadecimal) : 0xBA 0xBA 0xBF 0xC6 0x38 0x32 0x30
INPUT4 “8”		Sending data (Hexadecimal) : 0xBA 0xBA 0xBF 0xC6 0x38 0x32 0x32