

**Kramer Electronics, Ltd.**



# **USER MANUAL**

**Model:**

**VS-201YC**

*2x1 s-Video Switcher*

## Contents

<b>1</b>	<b>Introduction</b>	<b>1</b>
<b>2</b>	<b>Getting Started</b>	<b>1</b>
2.1	Quick Start	1
<b>3</b>	<b>Overview</b>	<b>3</b>
<b>4</b>	<b>Your VS-201YC 2x1 s-Video Switcher</b>	<b>4</b>
<b>5</b>	<b>Connecting the VS-201YC 2x1 s-Video Switcher</b>	<b>6</b>
5.1	Connecting a PC	7
<b>6</b>	<b>Flash Memory Upgrade</b>	<b>8</b>
6.1	Downloading from the Internet	8
6.2	Connecting the PC to the RS-232 Port	8
6.3	Upgrading Firmware	9
<b>7</b>	<b>Technical Specifications</b>	<b>13</b>
<b>8</b>	<b>Table of Hex Codes for Serial Communication</b>	<b>14</b>
<b>9</b>	<b>VS-201YC Communication Protocol</b>	<b>14</b>

## Figures

Figure 1: VS-201YC 2x1 s-Video Switcher	4
Figure 2: VS-201YC 2x1 s-Video Switcher (Top Side Panel)	4
Figure 3: VS-201YC 2x1 s-Video Switcher (Lower Side Panel)	4
Figure 4: VS-201YC 2x1 s-Video Switcher Underside	5
Figure 5: Connecting the VS-201YC 2x1 s-Video Switcher	6
Figure 6: Connecting a PC without using a Null-modem Adapter	7
Figure 7: Splash Screen	9
Figure 8: Atmel – Flip Window	9
Figure 9: Device Selection Window	9
Figure 10: Selecting the Device from the Selection Window	10
Figure 11: Loading the Hex	10
Figure 12: RS-232 Window	11
Figure 13: Atmel – Flip Window (Connected)	11
Figure 14: Atmel – Flip Window (Operation Completed)	12

## Tables

Table 1: VS-201YC 2x1 s-Video Switcher Features	5
Table 2: VS-201YC 2x1 s-Video Switcher Underside Features	5
Table 3: VS-201YC 2x1 s-Video Switcher Technical Specifications	13
Table 4: Hex Codes	14
Table 5: Protocol Definitions	14
Table 6: Instruction Codes for Protocol 2000	15

## 1 Introduction

Welcome to Kramer Electronics (since 1981): a world of unique, creative and affordable solutions to the infinite range of problems that confront the video, audio and presentation professional on a daily basis. In recent years, we have redesigned and upgraded most of our line, making the best even better! Our 500-plus different models now appear in 8 Groups<sup>1</sup>, which are clearly defined by function.

Congratulations on purchasing your Kramer **VS-201YC 2x1 s-Video Switcher**, which is ideal for the following applications:

- Presentation and display systems
- CCTV and home theater applications
- Rental and staging applications

The package includes the following items:

- **VS-201YC 2x1 s-Video Switcher**
- Power adapter (12V DC Input)
- This user manual<sup>2</sup>

## 2 Getting Started

We recommend that you:

- Unpack the equipment carefully and save the original box and packaging materials for possible future shipment
- Review the contents of this user manual
- Use Kramer high performance high resolution cables<sup>3</sup>

### 2.1 Quick Start

This quick start chart summarizes the basic setup and operation steps.

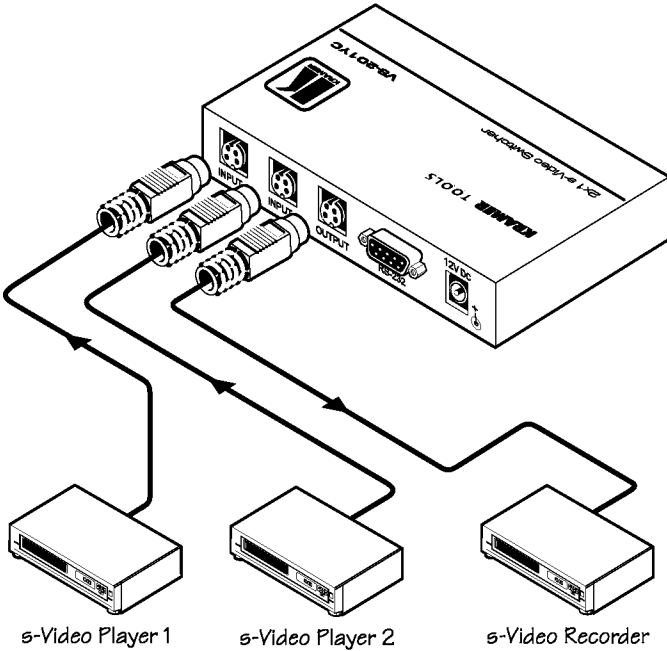
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1 GROUP 1: Distribution Amplifiers; GROUP 2: Video and Audio Switchers, Matrix Switchers and Controllers; GROUP 3: Video, Audio, VGA/XGA Processors; GROUP 4: Interfaces and Sync Processors; GROUP 5: Twisted Pair Interfaces; GROUP 6: Accessories and Rack Adapters; GROUP 7: Scan Converters and Scalers; and GROUP 8: Cables and Connectors

2 Download up-to-date Kramer user manuals from our Web site: <http://www.kramerelectronics.com>

3 The complete list of Kramer cables is on our Web site at <http://www.kramerelectronics.com>

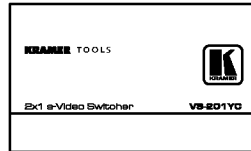
**Step 1: Connect the inputs and output - see section 5**



**Step 2: Connect the power**

**Step 3: Operate the unit**

Press an input select button to route that input to the output.



*Operate via the panel buttons and/or RS-232*

### 3 Overview

The **VS-201YC** is a 2x1 switcher for s-Video signals that lets you switch either the signal at input 1 or input 2 to the output.

In particular, the **VS-201YC**:

- Features video input and output signals on 4p connectors
- Has two selector buttons for selecting the input to route to the output

To achieve the best performance:

- Connect only good quality connection cables, thus avoiding interference, deterioration in signal quality due to poor matching, and elevated noise levels (often associated with low quality cables)
- Avoid interference from neighboring electrical appliances that may adversely influence signal quality and position your Kramer **VS-201YC** away from moisture, excessive sunlight and dust



**Caution** – No operator-serviceable parts inside unit.

**Warning** – Use only the Kramer Electronics input power wall adapter that is provided with this unit<sup>1</sup>.

**Warning** – Disconnect power and unplug unit from wall before installing or removing device or servicing unit.

<sup>1</sup> For example: model number AD2512C, part number 2535-000251

## 4 Your VS-201YC 2x1 s-Video Switcher

Figure 1, Figure 2, Figure 3 and Table 1 define the VS-201YC:

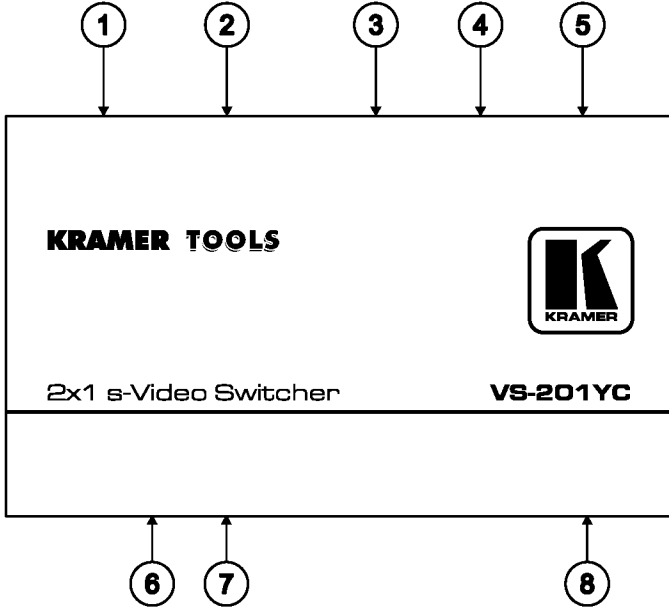


Figure 1: VS-201YC 2x1 s-Video Switcher

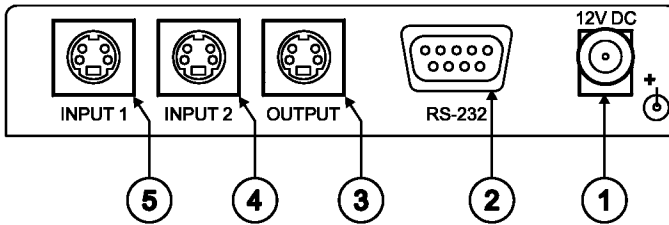


Figure 2: VS-201YC 2x1 s-Video Switcher (Top Side Panel)

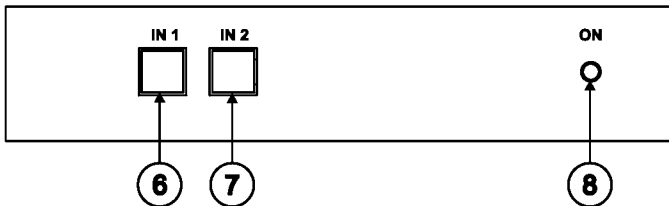


Figure 3: VS-201YC 2x1 s-Video Switcher (Lower Side Panel)

Table 1: VS-201YC 2x1 s-Video Switcher Features

#	Feature	Function
1	12VDC	+12V DC connector for powering the unit
2	RS-232 DB 9F Port	Connects to the PC or the Remote Controller <sup>1</sup>
3	OUTPUT 4p Connector	Connect to the s-Video acceptor
4	INPUT 2 4p Connector	Connect to the s-Video source 2
5	INPUT 1 4p Connector	Connect to the s-Video source 1
6	IN 1 SELECT Button	Press to select input 1 to switch to the output
7	IN 2 SELECT Button	Press to select input 2 to switch to the output
8	ON LED	Illuminates when receiving power

Figure 4 and Table 2 define the underside of the VS-201YC:

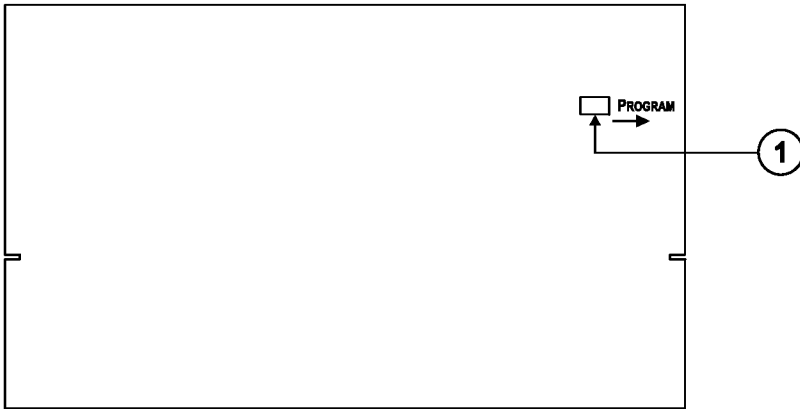


Figure 4: VS-201YC 2x1 s-Video Switcher Underside

Table 2: VS-201YC 2x1 s-Video Switcher Underside Features

#	Feature	Function
1	PROGRAM Switch	Select OFF (by sliding to the left) for normal operation (the factory default), and ON (by sliding to the right) to upgrade to the latest Kramer firmware (see section 6)

<sup>1</sup> Via a null-modem connection

## 5 Connecting the VS-201YC 2x1 s-Video Switcher

To connect<sup>1</sup> the **VS-201YC 2x1 s-Video Switcher**, as the example in Figure 5 illustrates, do the following:

1. Connect the two s-Video sources to the s-Video INPUT 4p connectors (for example, an s-Video player to INPUT 1 and an s-Video player to INPUT 2).
2. Connect the s-Video OUTPUT 4p connector to the acceptor (for example, an s-Video recorder).
3. If required, connect a PC to the RS-232 port<sup>2</sup>, see section 5.1.
4. Connect the 12V DC power adapter to the power socket<sup>2</sup> and connect the adapter to the mains electricity.

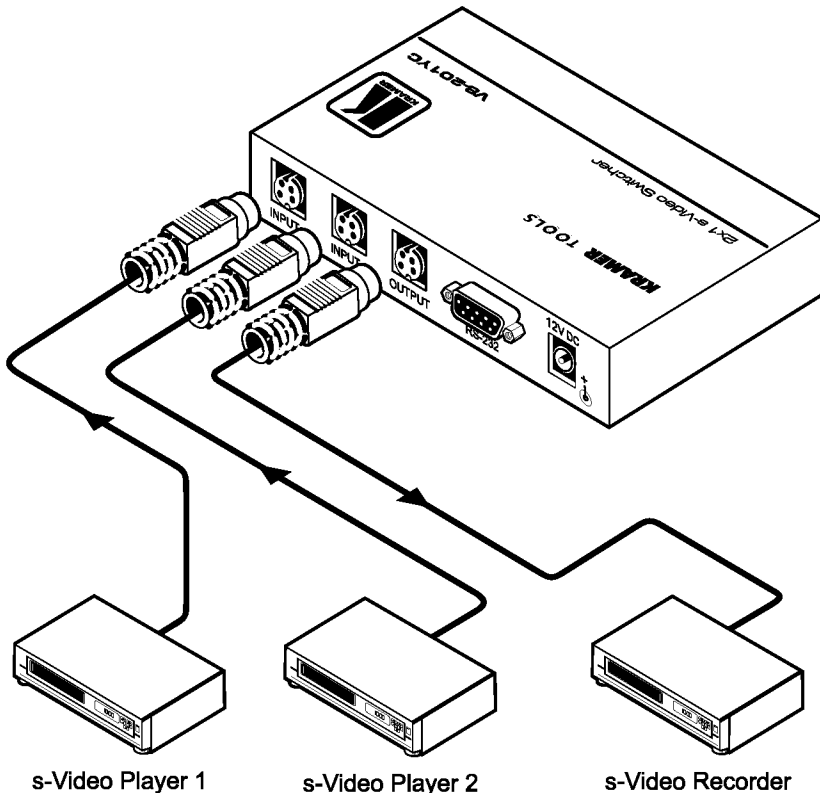


Figure 5: Connecting the VS-201YC 2x1 s-Video Switcher

1 Switch OFF the power on each device before connecting it to your VS-201YC. After connecting your VS-201YC, switch on its power and then switch on the power on each device

2 Not illustrated in Figure 5



## 5.1 Connecting a PC

You can connect a PC to the **VS-201YC** via the RS-232 port.

To connect using the Null-modem adapter provided with the machine (recommended method):

- Connect the RS-232 DB9 rear panel port on the **VS-201YC** to the Null-modem adapter and connect the Null-modem adapter with a 9-wire flat cable to the RS-232 DB9 port on your PC

To connect without using a Null-modem adapter:

- Connect the RS-232 DB9 port on your PC to the RS-232 DB9 rear panel port on the **VS-201YC**, as Figure 6 illustrates

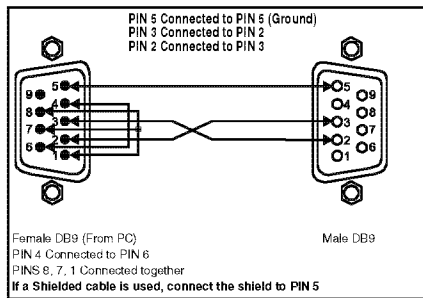


Figure 6: Connecting a PC without using a Null-modem Adapter

## 6 Flash Memory Upgrade

The **VS-201YC** firmware is located in FLASH memory, which lets you upgrade<sup>1</sup> to the latest Kramer firmware version in minutes! The process involves:

- Downloading from the Internet (see section 6.1)
- Connecting the PC to the RS-232 port (see section 6.2)
- Upgrading Firmware (see section 6.3)

### 6.1 Downloading from the Internet

You can download the up-to-date file<sup>2</sup> from the Internet. To do so:

1. Go to our Web site at <http://www.kramerelectronics.com> and download the file: “*FLIP\_VS201YC.zip*” from the Technical Support section.
2. Extract the file: “*FLIP\_VS201YC.zip*” to a folder (for example, C:\Program Files\Kramer Flash).
3. Create a shortcut on your desktop to the file: “*FLIP.EXE*”.

### 6.2 Connecting the PC to the RS-232 Port

Before installing the latest Kramer firmware version on a **VS-201YC** unit, do the following:

1. Connect the RS-232 DB9 rear panel port on the **VS-201YC** unit to the Null-modem adapter and connect the Null-modem adapter with a 9-wire flat cable to the RS-232 DB9 COM port on your PC (see section 5.1).
2. On the underside panel, slide the PROGRAM switch to the right to ON.
3. Connect the power on the **VS-201YC** unit.

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<sup>1</sup> Upgrade should be carried out by skilled technical personnel. Failure to upgrade correctly will result in the malfunction of the machine

<sup>2</sup> The files indicated in this section are given as an example only. These file names are liable to change from time to time

### 6.3 Upgrading Firmware

Follow these steps to upgrade the firmware:

1. Double click the desktop icon: “*Shortcut to FLIP.EXE*”.  
The Splash screen appears as follows:

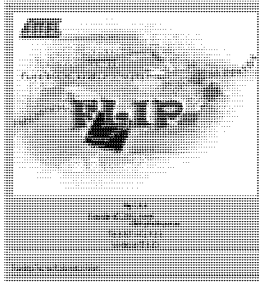


Figure 7: Splash Screen

2. After a few seconds, the Splash screen is replaced by the “*Atmel – Flip*” window:

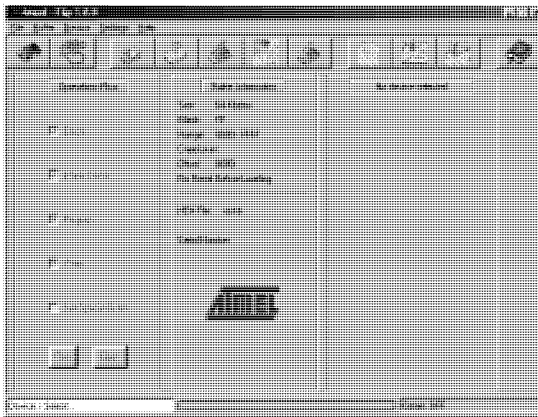


Figure 8: Atmel – Flip Window

3. Press the keyboard shortcut key *F2* (or select the “*Select*” command from the *Device* menu, or press the integrated circuit icon in the upper right corner of the window). The “*Device Selection*” window appears:

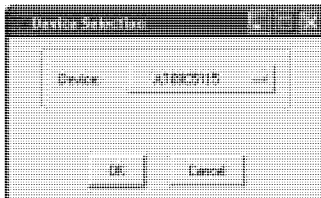


Figure 9: Device Selection Window

- Click the button next to the name of the device and select from the list: AT89C51RD2:

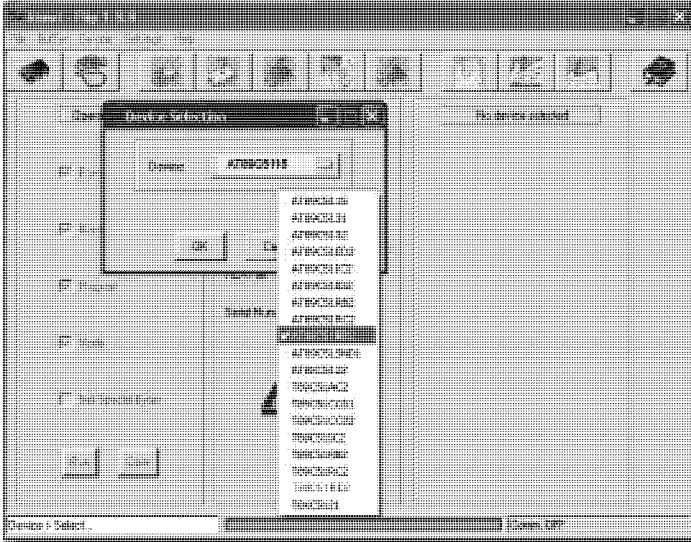


Figure 10: Selecting the Device from the Selection Window

- Click OK and select “Load Hex” from the File menu.

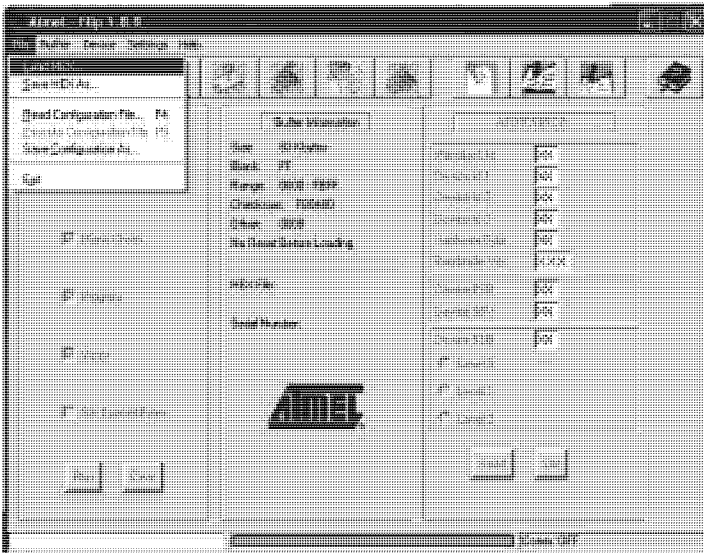


Figure 11: Loading the Hex

6. The Open File window opens. Select the correct HEX file that contains the updated version of the firmware for **VS-201YC** (for example, **201YCM\_VIp2.hex**) and click Open.
7. Press the keyboard shortcut key **F3** (or select the “*Communication / RS232*” command from the *Settings* menu, or press the keys: **Alt SCR**). The “*RS232*” window appears. Change the COM port according to the configuration of your computer and select the 9600 baud rate:

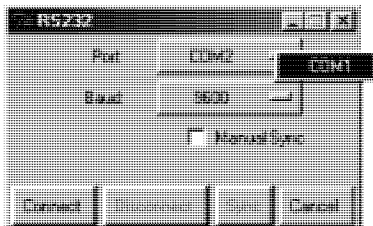


Figure 12: RS-232 Window

8. Click Connect.  
In the “*Atmel – Flip*” window, in the *Operations Flow* column, the *Run* button is active, and the name of the chip appears as the name of the third column: **AT89C51RD2**.  
Verify that in the *Buffer Information* column, the “*HEX File: VS201YC.hex*” appears.

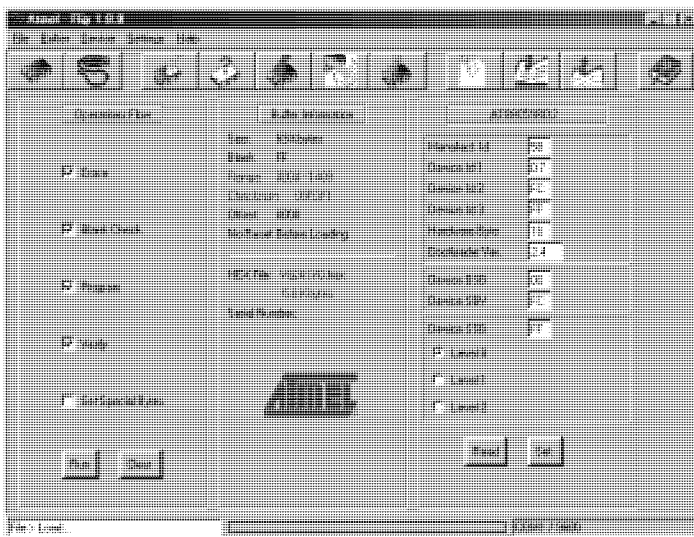


Figure 13: Atmel – Flip Window (Connected)

9. Click *Run*.

After each stage of the operation is completed, the check-box for that stage becomes colored green<sup>1</sup>.

When the operation is completed, all 4 check-boxes will be colored green and the status bar message: *Memory Verify Pass* appears<sup>2</sup>:

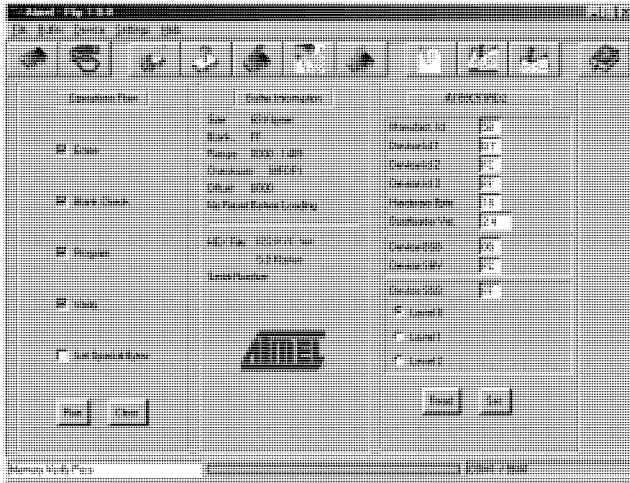


Figure 14: Atmel – Flip Window (Operation Completed)

10. Close the “Atmel – Flip” window.
11. Disconnect the power to the **VS-201YC**.
12. Disconnect the RS-232 rear panel port on the **VS-201YC** unit from the Null-modem adapter.
13. Switch to OFF on the machine underside.
14. Connect the power to the **VS-201YC**.

<sup>1</sup> See also the blue progress indicator on the status bar

<sup>2</sup> If an error message: “Not Finished” shows, click Run again

## 7 Technical Specifications

Table 3 includes the technical specifications<sup>1</sup>.

*Table 3: VS-201YC 2x1 s-Video Switcher Technical Specifications*

INPUTS:	2 YC, 1Vpp/75Ω (Y), 0.3Vpp/75Ω (C) on 4p connectors
OUTPUT:	1 YC 1Vpp/75Ω (Y), 0.3Vpp/75Ω (C) on an 4p connector
MAX. OUTPUT LEVEL:	2.4Vpp
BANDWIDTH (-3dB):	520MHz
DIFF. GAIN:	0.03%
DIFF. PHASE:	0.02 Deg.
K-FACTOR:	<0.05%
S/N RATIO:	78dB
CROSSTALK (all hostile):	-53dB
COUPLING:	DC
POWER SOURCE:	12V, 110mA
DIMENSIONS:	12cm x 7.15cm x 2.76cm (4.7" x 2.8" x 1.08"), W, D, H
WEIGHT:	0.3 kg. (0.67 lbs.) approx.
ACCESSORIES:	Power supply, mounting bracket
OPTIONS:	Rack Adapter models: RK-1T2PT, RK-2T1PT, and/or RK-3T

<sup>1</sup> Specifications are subject to change without notice



## 8 Table of Hex Codes for Serial Communication

Table 4 lists the Hex values for switching on the **VS-201YC**.

Table 4: Hex Codes

	IN 1	IN 2
OUT	01	01
	81	82
	81	81
	81	81

## 9 VS-201YC Communication Protocol

The **VS-201YC** is compatible with Kramer’s Protocol 2000 (version 0.46) (below). This RS-232/RS-485 communication protocol uses four bytes of information as defined below. For RS-232, a null-modem connection between the machine and controller is used. The default data rate is 9600 baud, with no parity, 8 data bits and 1 stop bit.

Table 5: Protocol Definitions

MSB	DESTINATION	INSTRUCTION						LSB
0	D	N5	N4	N3	N2	N1	N0	
7	6	5	4	3	2	1	0	
1st byte								
	INPUT							
1	I6	I5	I4	I3	I2	I1	I0	
7	6	5	4	3	2	1	0	
2nd byte								
	OUTPUT							
1	O6	O5	O4	O3	O2	O1	O0	
7	6	5	4	3	2	1	0	
3rd byte								
	MACHINE NUMBER							
1	OVR	X	M4	M3	M2	M1	M0	
7	6	5	4	3	2	1	0	
4th byte								

1<sup>st</sup> BYTE: Bit 7 – Defined as 0.

D – “DESTINATION”: 0 - for sending information to the switchers (from the PC);

1 - for sending to the PC (from the switcher).

N5...N0 – “INSTRUCTION”

The function that is to be performed by the switcher(s) is defined by the INSTRUCTION (6 bits). Similarly, if a function is performed via the machine’s keyboard, then these bits are set with the INSTRUCTION NO., which was performed. The instruction codes are defined according to the table below (INSTRUCTION NO. is the value to be set for N5...N0).

2<sup>nd</sup> BYTE: Bit 7 – Defined as 1.

I6...I0 – “INPUT”.

When switching (ie. instruction codes 1 and 2), the INPUT (7 bits) is set as the input number which is to be switched. Similarly, if switching is done via the machine’s front-panel, then these bits are set with the INPUT NUMBER which was switched. For other operations, these bits are defined according to the table.

3<sup>rd</sup> BYTE: Bit 7 – Defined as 1.

O6...O0 – “OUTPUT”.



## VS-201YC Communication Protocol

When switching (ie. instruction codes 1 and 2), the OUTPUT (7 bits) is set as the output number which is to be switched. Similarly, if switching is done via the machine's front-panel, then these bits are set with the OUTPUT NUMBER which was switched. For other operations, these bits are defined according to the table.

4<sup>th</sup> BYTE: Bit 7 – Defined as 1.

Bit 5 – Don't care.

OVR – Machine number override.

M4...M0 – MACHINE NUMBER.

Used to address machines in a system via their machine numbers. When several machines are controlled from a single serial port, they are usually configured together with each machine having an individual machine number. If the OVR bit is set, then all machine numbers will accept (implement) the command, and the addressed machine will reply.

For a single machine controlled via the serial port, always set M4...M0 = 1, and make sure that the machine itself is configured as MACHINE NUMBER = 1.

*Table 6: Instruction Codes for Protocol 2000*

Note: All values in the table are decimal, unless otherwise stated.

#	INSTRUCTION DESCRIPTION	DEFINITION FOR SPECIFIC INSTRUCTION		NOTE
		INPUT	OUTPUT	
0	RESET VIDEO	0	0	1
1	SWITCH VIDEO	Set equal to video input which is to be switched (0 = disconnect)	Set equal to video output which is to be switched (0 = to all the outputs)	2, 15
2	SWITCH AUDIO	Set equal to audio input which is to be switched (0 = disconnect)	Set equal to audio output which is to be switched (0 = to all the outputs)	2
3	STORE VIDEO STATUS	Set as SETUP #	0 - to store 1 - to delete	2, 3, 15
4	RECALL VIDEO STATUS	Set as SETUP #	0	2, 3, 15
5	REQUEST STATUS OF A VIDEO OUTPUT	Set as SETUP #	Equal to output number whose status is reqd	4, 3
6	REQUEST STATUS OF AN AUDIO OUTPUT	Set as SETUP #	Equal to output number whose status is reqd	4, 3
7	VIS SOURCE	Set as input # when OUTPUT byte = 6; OR set as output # when OUTPUT byte = 7; OR set as blank period (in steps of 25ms) when OUTPUT byte = 32; OR set = 0, *****	0 - No VIS (immediate) 1 - Input # 1 2 - External digital sync 3 - External analog sync 4 - Dynamic sync 5 - Inter-machine sync 6 - Input # (INPUT byte) 7 - Output # (INPUT byte) 8 - User-defined sync 32 - RGBHV seamless switching 64 - Set for delayed switch 65 - Execute delayed switch 66 - Cancel delayed switch setting	2, 5, 17, 18
8	BREAKAWAY SETTING	0	0 - audio-follow-video 1 - audio breakaway	2
		1	0 - FOLLOW mode 1 - Normal mode	15
9	VIDEO / AUDIO TYPE SETTING	0 - for video	0 - CV            4 - SDI 1 - YC            5 - CV+YC 2 - YUV          6 - VGA scaler 3 - RGBS        7 - DVI	2
		1 - for audio	O0=0 – Unbalanced audio O0=1 – Balanced audio O1=0 – Digital audio O1=1 – Analog audio O4=0, O3=0, O2=0-Mono O4=0, O3=0, O2=1-Stereo	
		2 - for VGA and DVI	1 - 640X480 2 - 800X600 3 - 1024X768	



VS-201YC Communication Protocol

INSTRUCTION		DEFINITION FOR SPECIFIC INSTRUCTION		NOTE
#	DESCRIPTION	INPUT	OUTPUT	
10	REQUEST VIS SETTING	Set as SETUP #, or set to 126 or 127 to request if machine has this function	0 - VIS source 1 - Input # or output # of source 2 - Vertical sync freq (Hz)	3, 4, 6, 7
11	REQUEST BREAKAWAY SETTING	Set as SETUP #, or set to 126 or 127 to request if machine has this function	0 - Request audio breakaway setting 1 - Request "FOLLOW" setting	3, 4, 6, 15
12	REQUEST VIDEO / AUDIO TYPE SETTING	Set as SETUP #, or set to 126 or 127 to request if machine has this function	0 - for video 1 - for audio 2 - for VGA	3, 4, 6
13	SET HIGHEST MACHINE ADDRESS	0 - for video 1 - for audio	Set equal to highest machine address	2
14	REQUEST HIGHEST MACHINE ADDRESS	0 - for video 1 - for audio	0	4
15	REQUEST WHETHER SETUP IS DEFINED / VALID INPUT IS DETECTED	SETUP # or Input #	0 - for checking if setup is defined 1 - for checking if input is valid	8
16	ERROR / BUSY	For invalid / valid input (i.e. OUTPUT byte = 4 or OUTPUT byte = 5), this byte is set as the input #	0 - error 1 - invalid instruction 2 - out of range 3 - machine busy 4 - invalid input 5 - valid input	9, 25
17	RESERVED	- - -	- - -	10
18	RESET AUDIO	0	0	1
19	STORE AUDIO STATUS	Set as SETUP #	0 - to store 1 - to delete	2, 3
20	RECALL AUDIO STATUS	Set as SETUP #	0	2, 3
21	SET VIDEO PARAMETER	Equal to input / output number whose video parameter is to be set (0 = all)	Set as parameter value	2, 11, 24
22	SET AUDIO PARAMETER	Equal to input / output number whose gain is to be set (0 = all)	Set as parameter value	2, 11, 24
23	INCREASE / DECREASE VIDEO PARAMETER	Equal to input / output number whose video parameter is to be increased / decreased (0 = all)	0 - increase video gain 1 - decrease video gain 2 - increase contrast 3 - decrease contrast 4 - increase brightness 5 - decrease brightness 6 - increase color 7 - decrease color 8 - increase hue 9 - decrease hue 16 - increase H-phase 17 - decrease H-phase 18 - increase V-position 19 - decrease V-position	24
24	INCREASE / DECREASE AUDIO PARAMETER	Equal to input / output number whose parameter is to be increased / decreased (0 = all)	0 - increase output 1 - decrease output 2 - increase left output 3 - decrease left output 4 - increase right output 5 - decrease right output 6 - increase input 7 - decrease input 8 - increase left input 9 - decrease left input 10 - increase right input 11 - decrease right input	24
25	REQUEST AUDIO PARAMETER	Equal to input / output number whose parameter is requested	0	6, 24
26	REQUEST VIDEO PARAMETER	Equal to input / output number whose video parameter is requested	0	6, 24

INSTRUCTION		DEFINITION FOR SPECIFIC INSTRUCTION		NOTE
#	DESCRIPTION	INPUT	OUTPUT	
30	LOCK FRONT PANEL	0 - Panel unlocked 1 - Panel locked	0	2
31	REQUEST WHETHER PANEL IS LOCKED	0	0	16
32 to 35	RESERVED	----	----	10
40	DIRECT MEMORY SAVE	Memory address	Data	20
42	AUDIO PARAMETER SETTINGS FOR INSTRUCTIONS 22, 24, 25	INPUT Bit: I0 - 0=input; 1=output I1 - Left I2 - Right	0 - Gain 1 - Bass 2 - Treble 3 - Midrange	24
43	VIDEO PARAMETER SETTINGS FOR INSTRUCTIONS 21, 23, 26	1 - Input 2 - Output	0 - video gain 1 - contrast 2 - brightness 3 - colour 4 - hue 5 - H-phase 6 - V-position	24
56	CHANGE TO ASCII	0	1 - SVS protocol 2 - Generic protocol	19
57	SET AUTO-SAVE	I3 - no save I4 - auto-save	0	12, 2
58	EXECUTE LOADED DATA	Set as 0, or as SETUP #.	1-Take 2-Cancel	22, 3
59	LOAD VIDEO DATA	Set equal to video input (0 = disconnect) (127 = load SETUP #)	Set equal to video output (0 = to all the outputs) or SETUP #	22, 23
60	LOAD AUDIO DATA	Set equal to audio input (0 = disconnect) (127 = load SETUP #)	Set equal to audio output (0 = to all the outputs) or SETUP #	22, 23
61	IDENTIFY MACHINE	1 - video machine name 2 - audio machine name 3 - video software version 4 - audio software version 5 - RS422 controller name 6 - RS422 controller version 7 - remote control name 8 - remote software version 9 - Protocol 2000 revision	0 - Request first 4 digits 1 - Request first suffix 2 - Request second suffix 3 - Request third suffix 10 - Request first prefix 11 - Request second prefix 12 - Request third prefix	13
62	DEFINE MACHINE	1 - number of inputs 2 - number of outputs 3 - number of setups	1 - for video 2 - for audio 3 - for SDI 4 - for remote panel 5 - for RS-422 controller	14
63	EXTENDED DATA	7 MSBs for INPUT data	7 MSBs for OUTPUT data	20

NOTES on the above table:

**NOTE 1** - When the master switcher is reset, (e.g. when it is turned on), the reset code is sent to the PC. If this code is sent to the switchers, it will reset according to the present power-down settings.

**NOTE 2** - These are bi-directional definitions. That is, if the switcher receives the code, it will perform the instruction; and if the instruction is performed (due to a keystroke operation on the front panel), then these codes are sent. For example, if the HEX code

01            85            88            83  
was sent from the PC, then the switcher (machine 3) will switch input 5 to output 8. If the user switched input 1 to output 7 via the front panel keypad, then the switcher will send HEX codes:  
41            81            87            83  
to the PC.

When the PC sends one of the commands in this group to the switcher, then, if the instruction is valid, the switcher replies by sending to the PC the same four bytes that it was sent (except for the first byte, where the DESTINATION bit is set high).

**NOTE 3** - SETUP # 0 is the present setting. SETUP # 1 and higher are the settings saved in the switcher's memory, (i.e. those used for Store and Recall).



**NOTE 4** - The reply to a "REQUEST" instruction is as follows: the same instruction and INPUT codes as were sent are returned, and the OUTPUT is assigned the value of the requested parameter. The replies to instructions 10 and 11 are as per the definitions in instructions 7 and 8 respectively. For example, if the present status of machine number 5 is breakaway setting, then the reply to the HEX code

0B      80          80          85

would be HEX codes

4B      80          81          85

**NOTE 5** - For the OUTPUT byte set as 6, the VIS source is the input selected using the OUTPUT byte. Similarly, for the OUTPUT byte set as 7, the VIS source is the output selected using the OUTPUT byte. Note also, that on some machines the sync source is not software selectable, but is selected using switches, jumpers, etc!

**NOTE 6** - If INPUT is set to 127 for these instructions, then, if the function is defined on this machine, it replies with OUTPUT=1. If the function is not defined, then the machine replies with OUTPUT=0, or with an error (invalid instruction code).

If the INPUT is set to 126 for these instructions, then, if possible, the machine will return the current setting of this function, even for the case that the function is not defined. For example, for a video switcher which always switches during the VIS of input #1, (and its VIS setting cannot be programmed otherwise), the reply to the HEX code

0A      FE          80          81 (ie. request VIS setting, with INPUT set as  $126_{dec}$ )

would be HEX codes

4A      FE          81          81 (ie. VIS setting = 1, which is defined as VIS from input #1).

**NOTE 7** - Setting OUTPUT to 0 will return the VIS source setting as defined in instruction #7. Setting to 1 will return the input # or output # of the sync source (for the case where the VIS source is set as 6 or as 7 in instruction #7). Setting to 2 returns the vertical sync frequency (0 for no input sync, 50 for PAL, 60 for NTSC, 127 for error).

**NOTE 8** - The reply is as in TYPE 3 above, except that here the OUTPUT is assigned with the value 0 if the setup is not defined / no valid input is detected; or 1 if it is defined / valid input is detected.

**NOTE 9** - An error code is returned to the PC if an invalid instruction code was sent to the switcher, or if a parameter associated with the instruction is out of range (e.g. trying to save to a setup greater than the highest one, or trying to switch an input or output greater than the highest one defined). This code is also returned to the PC if an RS-232 instruction is sent while the machine is being programmed via the front panel. Reception of this code by the switcher is not valid.

**NOTE 10** - This code is reserved for internal use.

**NOTE 11** - For machines where the video and / or audio gain is programmable.

**NOTE 12** - Under normal conditions, the machine's present status is saved each time a change is made. The "power-down" save (auto-save) may be disabled using this code. Note that whenever the machine is turned on, the auto-save function is set.

**NOTE 13** - This is a request to identify the switcher/s in the system. If the OUTPUT is set as 0, and the INPUT is set as 1, 2, 5 or 7, the machine will send its name. The reply is the decimal value of the INPUT and OUTPUT. For example, for a 2216, the reply to the request to send the audio machine name would be (HEX codes):

7D          96          90          81 (i.e.  $128_{dec} + 22_{dec}$  for 2<sup>nd</sup> byte, and  $128_{dec} + 16_{dec}$  for 3<sup>rd</sup> byte).

If the request for identification is sent with the INPUT set as 3 or 4, the appropriate machine will send its software version number. Again, the reply would be the decimal value of the INPUT and OUTPUT - the INPUT representing the number in front of the decimal point, and the OUTPUT representing the number after it. For example, for version 3.5, the reply to the request to send the version number would be (HEX codes):

7D          83          85          81 (i.e.  $128_{dec} + 3_{dec}$  for 2<sup>nd</sup> byte,  $128_{dec} + 5_{dec}$  for 3<sup>rd</sup> byte).

If the OUTPUT is set as 1, then the ASCII coding of the lettering following the machine's name is sent. For example, for the VS-7588YC, the reply to the request to send the first suffix would be (HEX codes):

7D          D9          C3          81 (i.e.  $128_{dec} + \text{ASCII for "Y"}; 128_{dec} + \text{ASCII for "C"}).$

**NOTE 14** - The number of inputs and outputs refers to the specific machine which is being addressed, *not* to the system. For example, if six 16X16 matrices are configured to make a 48X32 system (48 inputs, 32 outputs), the reply to the HEX code

3E      82          81          82 (ie. request the number of outputs)

would be HEX codes

7E      82          90          82

ie. 16 outputs

**NOTE 15** - When the OVR bit (4<sup>th</sup> byte) is set, then the "video" commands have universal meaning. For example, instruction 1 (SWITCH VIDEO) will cause all units (including audio, data, etc.) to switch. Similarly, if a machine is in "FOLLOW" mode, it will perform any "video" instruction.

**NOTE 16** - The reply to the "REQUEST WHETHER PANEL IS LOCKED" is as in NOTE 4 above, except that here the OUTPUT is assigned with the value 0 if the panel is unlocked, or 1 if it is locked.

**NOTE 17** - For clean switching of RGBHV video, the "seamless switching" option may be used. The blanking period for the transition of the RGB sources may be set in this case, in steps of 25 milliseconds.

For example, to set for 350ms blanking time (14 steps), send HEX codes

07        8E        A0        81

**NOTE 18** - Delayed execution allows switching after a delay dictated by RS-232. To do this, the user sends instruction 7 with the "Set for delayed switch" option (64<sub>dec</sub>) before sending the switch command (instruction 1) or pressing via front panel. The switch is not executed (unless timed-out) until the "Execute delayed switch" code is sent, or the "Set for delayed switch" code is sent again. (The mode is automatically cancelled after implementation of the switch if the "execute" command is used).

For example, to connect input 4 to output 3 after a delay, send HEX codes

07        80        C0        81        (set for delayed switch)  
 01        84        83        81        (switch code)

then, after the required delay, send HEX codes

07        80        C1        81        (execute delayed switch)

to implement the switch.

**NOTE 19** - After this instruction is sent, the unit will respond to the ASCII command set defined by the OUTPUT byte. The ASCII command to operate with the HEX command set must be sent in order to return to working with HEX codes.

**NOTE 20** - When data (ie. the INPUT and/or OUTPUT bytes) of more than 7 bits is required, this instruction is sent before sending the instruction needing the additional bits. The data in this instruction then becomes the Most Significant Bits of that next instruction. For example, to set the audio gain (instruction 22) of output 3 to 681<sub>dec</sub> (2A9<sub>hex</sub>), you would first send HEX codes

3F        80        85        81

and then send HEX codes

16        83        A9        81.

To set the audio gain of output 6 to 10013<sub>dec</sub> (271D<sub>hex</sub>), first send HEX codes

3F        80        CE        81

followed by HEX codes

16        86        9D        81.

**NOTE 21** - To store data in the non-volatile memory of the unit, eg. the EEPROM for saving SETUPS. The EEPROM address is sent using the INPUT byte, and the data to be stored is sent using the OUTPUT byte. To use this instruction, it is necessary to understand the memory map, and memory structure of the particular machine.

**NOTE 22** - Instruction 59 and instruction 60 load data for sending to the crosspoint switcher (or for storing in a SETUP), ie. the data is "lined-up" to be executed later. Instruction 58 executes the loaded data.

**NOTE 23** - If the INPUT byte is set as 127<sub>dec</sub>, then the data stored in a SETUP is loaded. The SETUP # is in the OUTPUT byte.

**NOTE 24** - Further information needed in instructions 21, 22, 25 and 26, is sent using instruction 42 - which is sent prior to the instruction. For example, to request the audio gain value of right input # 9, send hex codes

2A        84        80        81

and then send HEX codes

19        89        81        81.

**NOTE 25** - For units which detect the validity of the video inputs, Instruction 16 will be sent whenever the unit detects a change in the state of an input (in real-time).

For example, if input 3 is detected as invalid, the unit will send the HEX codes

10        83        84        81

If input 7 is detected as valid, then the unit will send HEX codes

10        87        85        81.

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Kramer Electronics (hereafter *Kramer*) warrants this product free from defects in material and workmanship under the following terms.

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Labor and parts are warranted for seven years from the date of the first customer purchase.

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3. For the name of the nearest Kramer authorized service center, consult your authorized dealer.

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This equipment has been tested to determine compliance with the requirements of:

- EN-50081: "Electromagnetic compatibility (EMC);  
generic emission standard.  
Part 1: Residential, commercial and light industry"
- EN-50082: "Electromagnetic compatibility (EMC) generic immunity standard.  
Part 1: Residential, commercial and light industry environment".
- CFR-47:  
FCC Rules and Regulations:  
Part 15: "Radio frequency devices  
Subpart B Unintentional radiators"


### CAUTION!

- ⊗ Servicing the machines can only be done by an authorized Kramer technician. Any user who makes changes or modifications to the unit without the expressed approval of the manufacturer will void user authority to operate the equipment.
- ⊗ Use the supplied DC power supply to feed power to the machine.
- ⊗ Please use recommended interconnection cables to connect the machine to other components.



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**For the latest information on our products and a list of Kramer distributors, visit our Web site: [www.kramerelectronics.com](http://www.kramerelectronics.com), where updates to this user manual may be found. We welcome your questions, comments and feedback.**

 <p><b>Caution</b></p>	<p><b>Safety Warning:</b> Disconnect the unit from the power supply before opening/servicing.</p>
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