

# Entertainment TV Mirrors

## Communication Parameters

IP Version	IPv4, IPv6
Transport Layer	TCP
Port	4453



**COMPATIBLE SKUS:**

- 55 ENT3
- 65 ENT3

## Getting connected

1. Insert an ethernet cable into the LAN port on the television and connect the other end to your home network.
2. Navigate the on-screen menu on the television to the Ethernet menu, located at **Menu->Link->Ethernet**
3. Change Type to Static if you plan to assign an IP address to the unit, otherwise DHCP is enabled by default. For static IP installations Enter the IP address, Prefix Length, Default Gateway, Preferred DNS, Alternate DNS.
4. Scroll down to Connect in the Ethernet menu and press 'Enter' to connect to the network.
5. Navigate the on-screen menu to the System Information menu, located at **Menu->System->System information**. In the system information menu, the IP address for the device is displayed.

## Communication

The Transmission of data from the Controller (Computer or A/V Controller) has the following structure [header][command][separator][data][termination]. The individual segments are defined as follows:

- [header] – ASCII %2
- [command] – 4 character ASCII string or hexadecimal equivalent
- [separator] – ASCII space
- [data] – 1-6 character ASCII string
- [termination] – ASCII carriage return denoted (CR)

Responses from the television will have the following structure [header][command][separator][data][termination] which are defined as follows:

- [header] – ASCII %2
- [command] – 4 character ASCII string or hexadecimal equivalent
- [separator] – ASCII =
- [data] – 1-6 character ASCII string
- [termination] – ASCII carriage return denoted (CR)

Contact Séura Technical Support for further assistance at 800-957-3872 or [techsupport@seura.com](mailto:techsupport@seura.com)

## Example Commands

Change television to HDMI1 input

**Send**  
 ASCII %2INPT 4(CR)  
 HEX 25 32 49 4E 50 54 20 34 0D

**Receive**  
 ASCII %2INPT=OK(CR)  
 HEX 25 32 49 4E 50 54 3D 4F 4B 0D

Some commands will have multiple characters for the [data] segment, multiple digits are numeric and can be converted to hex by adding 0x30 to the numeric value

ASCII %2CHAN X<sub>1</sub>X<sub>2</sub>X<sub>3</sub>-X<sub>4</sub>X<sub>5</sub>(CR)  
 HEX 25 32 43 48 41 4E 20 3X<sub>1</sub> 3X<sub>2</sub> 3X<sub>3</sub> 2D 3X<sub>4</sub> 3X<sub>5</sub> 0D

ASCII %2CHAN 123-45(CR)  
 HEX 25 32 43 48 41 4E 20 31 32 33 2D 34 35 0D

In addition, unused characters can be truncated to reduce the length of the send string

ASCII %2CHAN 2-1(CR)  
 HEX 25 32 43 48 41 4E 20 32 2D 31 0D

## POWER

COMMAND	RESPONSE
<b>POWER ON</b> %2POWR 1(CR) 25 32 50 4F 57 52 20 31 0D	
<b>POWER OFF</b> %2POWR 0(CR) 25 32 50 4F 57 52 20 30 0D	
<b>POWER QUERY</b> %2POWR ?(CR) 25 32 50 4F 57 52 20 3F 0D	%2POWR=X(CR)* 25 32 50 4F 57 52 3D 3X 0D

\* X is a number 0-1 representing the current power state; 0=power off, 1=power on

## INPUTS

COMMAND	RESPONSE
<b>TV</b> %2INPT 1(CR) 25 32 49 4E 50 54 20 31 0D	%2INPT=OK(CR) 25 32 49 4E 50 54 3D 4F 4B 0D
<b>COMPONENT</b> %2INPT 3(CR) 25 32 49 4E 50 54 20 33 0D	%2INPT=OK(CR) 25 32 49 4E 50 54 3D 4F 4B 0D
<b>HDMI1</b> %2INPT 4(CR) 25 32 49 4E 50 54 20 34 0D	%2INPT=OK(CR) 25 32 49 4E 50 54 3D 4F 4B 0D
<b>HDMI2</b> %2INPT 5(CR) 25 32 49 4E 50 54 20 35 0D	%2INPT=OK(CR) 25 32 49 4E 50 54 3D 4F 4B 0D
<b>HDMI3</b> %2INPT 6(CR) 25 32 49 4E 50 54 20 36 0D	%2INPT=OK(CR) 25 32 49 4E 50 54 3D 4F 4B 0D
<b>PC</b> %2INPT 7(CR) 25 32 49 4E 50 54 20 37 0D	%2INPT=OK(CR) 25 32 49 4E 50 54 3D 4F 4B 0D
<b>USB</b> %2INPT 8(CR) 25 32 49 4E 50 54 20 38 0D	%2INPT=OK(CR) 25 32 49 4E 50 54 3D 4F 4B 0D
<b>INPUT KEY</b> %2INPT -(CR) 25 32 49 4E 50 54 20 2D 0D	
<b>QUERY</b> %2INPT ?(CR) 25 32 49 4E 50 54 20 3F 0D	%2INPT=X(CR)* 25 32 49 4E 50 54 3D 3X 0D

\* X is a number 0-9

## VOLUME

COMMAND	RESPONSE
<b>SET VOLUME</b> %2VOLU X <sub>1</sub> X <sub>2</sub> X <sub>3</sub> (CR) <sup>1</sup> 25 32 56 4F 4C 41 20 3X <sub>1</sub> 3X <sub>2</sub> 3X <sub>3</sub> 0D	%2VOLU=OK(CR) 25 32 56 4F 4C 41 3D 4F 4B 0D
<b>VOLUME UP</b> %2VOLA 1(CR) 25 32 56 4F 4C 41 20 31 0D	
<b>VOLUME DOWN</b> %2VOLA 0(CR) 25 32 56 4F 4C 41 20 30 0D	
<b>VOLUME QUERY</b> %2VOLU ?(CR) 25 32 56 4F 4C 41 20 3F 0D	%2VOLU=X <sub>1</sub> X <sub>2</sub> X <sub>3</sub> (CR)* 25 32 56 4F 4C 41 3D 3X <sub>1</sub> 3X <sub>2</sub> 3X <sub>3</sub> 0D

\* X is a number 0-9

**CHANNEL**

	COMMAND	RESPONSE
<b>SET CHANNEL</b>	%2CHAN X <sub>1</sub> X <sub>2</sub> X <sub>3</sub> -X <sub>4</sub> X <sub>5</sub> (CR) 25 32 43 48 41 4E 20 3X <sub>1</sub> 3X <sub>2</sub> 3X <sub>3</sub> 2D 3X <sub>4</sub> 3X <sub>5</sub> 0D	%2CHAN=OK(CR)* 25 32 43 48 41 4E 3D 4F 4B 0D
<b>CHANNEL UP</b>	%2CHNA 1(CR) 25 32 43 48 4E 41 20 31 0D	
<b>CHANNEL DOWN</b>	%2CHNA 0(CR) 25 32 43 48 4E 41 20 30 0D	
<b>PREVIOUS CHANNEL</b>	%2CHRT 1(CR) 25 32 43 48 52 54 20 31 0D	
<b>CHANNEL QUERY</b>	%2CHAN ?(CR) 25 32 43 48 41 4E 20 3F 0D	%2CHAN X <sub>1</sub> X <sub>2</sub> X <sub>3</sub> -X <sub>4</sub> X <sub>5</sub> (CR)* 25 32 43 48 41 4E 3D 3X <sub>1</sub> 3X <sub>2</sub> 3X <sub>3</sub> 2D 3X <sub>4</sub> 3X <sub>5</sub> 0D

\* X is a number 0-9

**REMOTE KEYS**

	COMMAND	RESPONSE
<b>Menu</b>	%2MENU 0(CR) 25 32 4D 45 4E 55 20 30 0D	
<b>UP</b>	%2ARRO 0(CR) 25 32 41 52 52 4F 20 30 0D	
<b>DOWN</b>	%2ARRO 1(CR) 25 32 41 52 52 4F 20 31 0D	
<b>LEFT</b>	%2ARRO 2(CR) 25 32 41 52 52 4F 20 32 0D	
<b>RIGHT</b>	%2ARRO 3(CR) 25 32 41 52 52 4F 20 33 0D	
<b>ENTER</b>	%2ENTR 1(CR) 25 32 45 4E 54 52 20 31 0D	
<b>BACK</b>	%2BACK 1(CR) 25 32 42 41 43 4B 20 31 0D	
<b>EXIT</b>	%2EXIT 1(CR) 25 32 45 58 49 54 20 31 0d	
<b>MUTE</b>	%2MUTE 1(CR) 25 32 4D 55 54 45 20 31 0D	
<b>SLEEP</b>	%2SLEP X(CR)* 25 32 53 4C 45 50 20 3X 0D	
<b>CLOSED CAPTIONING</b>	%2CLCP 1(CR) 25 32 43 4C 43 50 20 31 0D	
<b>ASPECT RATIO</b>	%2ASPE 1(CR) 25 32 41 53 50 45 20 31 0D	
<b>INFO</b>	%2INFO 1(CR) 25 32 49 4E 46 4F 20 31 0D	
<b>NUMBER</b>	%2NUMB X(CR)** 25 32 4E 55 4D 42 20 3X 0D	

\* X is a number 0-4; 0=OFF, 1=30 minutes, 2=60 minutes, 3 = 90 minutes, 4= 120 minutes, 5=180 minutes

\*\* X is a number 0-9