Introduction

This manual describes the commands used to control an NEC-made projector or monitor from a PC or other external device.

A projector or monitor can be controlled by exchanging commands with an external device connected via a serial port or network. ASCII character strings are used to express the commands.

The manual assumes a basic knowledge of projectors or monitors. For information about the connection between the projector or monitor and an external device, see the operation manual for the model being used.

Hereafter the word “display” is used generically to refer to “projector or monitor”.

Notes

1. The acts of disclosure, duplication, and modification of part or whole contents in this reference manual without permission are prohibited.

2. The contents of this reference manual are subject to change without notice.

3. Great care has been taken in the preparation of this reference manual; however, should you notice any questionable points, errors or omissions, please contact us.

4. Notwithstanding article 3. NEC will not be responsible for any claims on loss of profit or other matters deemed to result from using this reference manual.
Contents

Projector/Monitor Common ASCII Control Command Reference Manual .................................. 1

Introduction .......................................................................................................................... 2

Contents ............................................................................................................................... 3

1. Command List .................................................................................................................. 4
   1.1 Description of ASCII control commands ................................................................. 5
   1.2 Responses .................................................................................................................... 6

2. Command Details ............................................................................................................. 8
   2.1 power ........................................................................................................................... 9
   2.2 input .............................................................................................................................. 10
   2.3 avmute ........................................................................................................................ 11
   2.4 product ......................................................................................................................... 12
   2.5 usage .......................................................................................................................... 13
   2.6 status .......................................................................................................................... 14
   2.7 volume ......................................................................................................................... 15
   2.8 brightness .................................................................................................................... 16
   2.9 contrast ......................................................................................................................... 17
   2.10 color .......................................................................................................................... 18
   2.11 hue ............................................................................................................................. 19
   2.12 sharpness .................................................................................................................. 20
   2.13 backlight ................................................................................................................ 21
   2.14 light ......................................................................................................................... 22
   2.15 tilematrix ............................................................................................................... 23
   2.16 lens ........................................................................................................................... 24
   2.17 shutter .................................................................................................................... 26
   2.18 autoadj .................................................................................................................... 27
   2.19 freeze ....................................................................................................................... 28
   2.20 help ..................................................................................................................... 29

3. Command Execution Example ......................................................................................... 30

4. Revision History .............................................................................................................. 31
# 1. Command List

<table>
<thead>
<tr>
<th>Command name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>power</td>
<td>Turns ON/OFF the power and gets the status.</td>
</tr>
<tr>
<td>input</td>
<td>Switches the input terminal and gets the status.</td>
</tr>
<tr>
<td>avmute</td>
<td>Operates the AV mute function and gets the status.</td>
</tr>
<tr>
<td>product</td>
<td>Gets product information.</td>
</tr>
<tr>
<td>usage</td>
<td>Gets usage times.</td>
</tr>
<tr>
<td>status</td>
<td>Gets the operation status.</td>
</tr>
<tr>
<td>volume</td>
<td>Adjusts the sound volume and gets the current value.</td>
</tr>
<tr>
<td>brightness</td>
<td>Adjusts the brightness and gets the current value.</td>
</tr>
<tr>
<td>contrast</td>
<td>Adjusts the contrast and gets the current value.</td>
</tr>
<tr>
<td>color</td>
<td>Adjusts the color (color intensity) and gets the current value.</td>
</tr>
<tr>
<td>hue</td>
<td>Adjusts the hue and gets the current value.</td>
</tr>
<tr>
<td>sharpness</td>
<td>Adjusts the sharpness and gets the current value.</td>
</tr>
<tr>
<td>backlight</td>
<td>Adjusts the backlight intensity and gets the current value.</td>
</tr>
<tr>
<td>light</td>
<td>Sets the light source and gets the current value.</td>
</tr>
<tr>
<td>tilematrix</td>
<td>Sets the tile matrix and gets the current value.</td>
</tr>
<tr>
<td>lens</td>
<td>Adjusts the lens.</td>
</tr>
<tr>
<td>shutter</td>
<td>Sets the shutter and gets the current value.</td>
</tr>
<tr>
<td>autoadj</td>
<td>Adjusts the picture.</td>
</tr>
<tr>
<td>freeze</td>
<td>Freezes the picture and gets the status.</td>
</tr>
<tr>
<td>help</td>
<td>Gets the list of available commands.</td>
</tr>
</tbody>
</table>

**Note**

- The list of available commands differs depending on the currently connected display. Use the help command to get them.
### 1.1 Description of ASCII control commands

Data to be sent from an external device to a display is expressed as a command. The data to be returned from the display to the external device, in response to that command, is expressed as a response.

A command is always followed by a line feed code. A line feed code is represented in ASCII code as 0Ah (LF) or 0Dh (CR). In the remainder of this manual, a line feed code is referred to as <CRLF>. Similarly, a response is always followed by a line feed code.

When sending a command, do not allow more than 5 seconds to elapse between individual characters. If more than 5 seconds elapses, the character string that has been sent so far will be discarded on the display side. The response from the display will be returned within 2 seconds after the command is received. (This is true provided a 1-to-1 direct connection is established between the external device and the display using a serial cable.)

The characters to be used in a command are single-byte alphanumeric characters (A-Z, a-z, and 0-9) and some symbols (underscore "_", period ".", and space " "). Commands are not case-sensitive.

In this manual, a space is represented as "\[\]."

A command consists of a command name, parameter(s), and a line feed code.

**Command system**

```
Command name | Parameter 1 |   | Line feed code
```

The following four operations can be performed by specifying appropriate parameters.

1. **Setting**
   - Change a set value on the display.
2. **Current value acquisition**
   - Get the currently set value for a specified command.
3. **Information acquisition**
   - By sending a command with a "?" specified as the parameter, information such as the currently set value and the adjustment range can be obtained.
4. **Help**
   - By sending a command with "help" specified as the command name or parameter, the list of available commands or parameters can be obtained.

For information about the main parameters available for each command and the formats, see "2 Command Details".
1.2 Responses

When a command is sent to a display, the results are returned as a response. The contents of the response differ depending on the command type. A response starts with a ">" and ends with a line feed code. The line feed code is the same as that used to end the sent command.

When command processing is successful

[Setting]
">ok" is returned.

(Example)  (Command)  power_on
(Example)  (Response)  >ok

Note

Even if a command is sent successfully, the set value that is sent may not be reflected as intended, depending on the status of the display.
After sending a setting command, use the current value acquisition command or the information acquisition command, described later, to check if the set value is reflected by the display.

[Current value acquisition]
The current value or current status is returned.

(Example)  (Command)  power
(Example)  (Response)  >power_on
(Example)  (Command)  volume
(Example)  (Response)  >volume_5

[Information acquisition]
Information such as the current value and adjustment range is returned.

cur= Current value
def= Initial value
min= Minimum value
max= Maximum value
step= Step width
sel= Selection or list

(Example)  (Command)  volume_?
(Example)  (Response)  >volume_cur=25,def=10,min=0,max=30,step=1

<Explanation>
Sound volume, current value = 25, initial value = 10, minimum value = 0, maximum value = 30, step width = 1
Any adjustment item for which the step width is not constant, "step=na" is returned.

(Example)  If the adjusted value is "0, 20, 50, 100"
(Command)  volume,?
(Response)  >volume_cur=50,def=20,min=0,max=100,step=na

<Explanation>
Because the step width is not constant, "step=na" is returned.

[Help]
This indicates how to use the command.

<table>
<thead>
<tr>
<th></th>
<th>Character string delimiter</th>
</tr>
</thead>
<tbody>
<tr>
<td>[</td>
<td>Optional character string</td>
</tr>
<tr>
<td>VAL</td>
<td>Set value</td>
</tr>
</tbody>
</table>

(Example)  (Command)  power_help
(Command)  power, [on|off|?]

<Explanation>
The parameters that can be specified with the power command are on, off, and ?.

(Example)  (Command)  volume_help
(Command)  >volume,[++|--]VAL|?

<Explanation>
The parameters that can be specified with the volume command are numerical values and ?.
To check the adjustment range of a numerical value, use the information acquisition command "?".
See [Information acquisition].

When command processing fails

- >error:command_="_try_"help'
  The relevant command name does not exist.
  Use the help command "help" to check the valid command names.
- >error:parameter
  The parameter is incorrect. For example, the numerical value may be outside the valid adjustment range or the character string may be incorrect.
  Use the information acquisition command "?" or the help command "help" to check the valid parameters.
- >error:busy
  Temporary period while power processing, input switching, or automatic adjustment is being performed.
  Wait a short while and then retry.
- >error:unavailable
  This function is currently unavailable.
  Check the status of the display.
2. Command Details

▶ Legend

<table>
<thead>
<tr>
<th>VAL</th>
<th>Set value</th>
</tr>
</thead>
</table>
<Information>

Unless otherwise specified, an integer must be specified as the numerical value.

- Space character

<CRLF> Line feed code (CR, LF, or CRLF)

▶ Set value

• VAL differs depending on the connected display or the command to be sent. Use the information acquisition command "?" or the help command "help" to check the settable character strings and valid adjustment range.

• A numerical value is treated as a value to specify directly. By adding a + or - a positive value or negative value can be specified. If the +/- sign is omitted, the value is assumed to be positive.

(Example) (Command) volume˽10
(Response)  >ok

<Explanation>
The volume level is adjusted to 10.

• If you wish to increase or decrease the value according to a step width, use the ++ or -- character string. The step width can be checked with the information acquisition command "?".

Formula: "Post-adjustment value" = "Current value" + "Specified value" × "Step width"

(Example) The current value is 10, the step width is 5, and to be adjusted by 3 steps in the + direction:

• Get the current value and the step width.
  (Command) volume˽?
  (Response) >volume_curt=10,def=10,min=0,max=30,step=5

• Adjust by 3 steps in the + direction.
  (Command) volume˽++3
  (Response)  >ok

• Get the post-adjustment value.
  (Command) volume
  (Response)  >volume˽25

<Explanation>
The post-adjustment value will be "10+5×3=25".
2.1 power

[Description]  Turns ON/OFF the power and gets the status.

[Setting]  power_VAL<CRLF>

  VAL examples  on, off

[Current value acquisition]  power<CRLF>

  Response format

  >power_off  Power off (standby) status

  >power_warming  Start process in progress (pre-cooling or power off prohibited period)

  >power_on  Power on status

  >power_cooling  After-cooling in progress

[Information acquisition]  power_<CRLF>

[Help]  power_help<CRLF>
# 2.2 input

[Description]  Switches the input terminal and gets the status.

[Setting]  
```
input_VAL<CRLF>
```

VAL examples  
```
hdmi, displayport
```

<Information>
For details on the parameters, use the [Help] command or see the operation manual for the model being used.

[Current value acquisition]  
```
input<CRLF>
```

[Information acquisition]  
```
input_?<CRLF>
```

[Help]  
```
input_help<CRLF>
```
### 2.3 avmute

**[Description]**
Operates the AV mute function and gets the status.

**[Setting]**

<table>
<thead>
<tr>
<th>Picture and sound</th>
<th><code>avmute VAL&lt;CRLF&gt;</code></th>
</tr>
</thead>
<tbody>
<tr>
<td>Picture</td>
<td><code>avmute_video VAL&lt;CRLF&gt;</code></td>
</tr>
<tr>
<td>Sound</td>
<td><code>avmute_audio VAL&lt;CRLF&gt;</code></td>
</tr>
</tbody>
</table>

**VAL examples**
on, off

**[Current value acquisition]**

<table>
<thead>
<tr>
<th>Picture and sound</th>
<th><code>avmute&lt;CRLF&gt;</code></th>
</tr>
</thead>
<tbody>
<tr>
<td>Picture</td>
<td><code>avmute_video&lt;CRLF&gt;</code></td>
</tr>
<tr>
<td>Sound</td>
<td><code>avmute_audio&lt;CRLF&gt;</code></td>
</tr>
</tbody>
</table>

**[Information acquisition]**

<table>
<thead>
<tr>
<th>Picture and sound</th>
<th><code>avmute ?&lt;CRLF&gt;</code></th>
</tr>
</thead>
<tbody>
<tr>
<td>Picture</td>
<td><code>avmute_video ?&lt;CRLF&gt;</code></td>
</tr>
<tr>
<td>Sound</td>
<td><code>avmute_audio ?&lt;CRLF&gt;</code></td>
</tr>
</tbody>
</table>

**[Help]**
(Example) `avmute help<CRLF>`
## 2.4 product

**[Description]**
 Gets product information.

**[Current value acquisition]**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Serial number</td>
<td><code>product_serial&lt;CRLF&gt;</code></td>
</tr>
<tr>
<td>Model name</td>
<td><code>product_model&lt;CRLF&gt;</code></td>
</tr>
<tr>
<td>Version number</td>
<td><code>product_firmware&lt;CRLF&gt;</code></td>
</tr>
</tbody>
</table>

**<Information>**

For information about other available parameters, check with the [Help] command.

**[Information acquisition]**

<table>
<thead>
<tr>
<th>Action</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>(Not supported)</td>
<td></td>
</tr>
</tbody>
</table>

**[Help]**

<table>
<thead>
<tr>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>product_help&lt;CRLF&gt;</code></td>
</tr>
</tbody>
</table>
2.5 usage

[Description] Gets usage times.

The units of usage time are hours, while the units of remaining life are "%".

[Current value acquisition]

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Light source usage time</td>
<td>usage_light_hours&lt;CRLF&gt;</td>
</tr>
<tr>
<td>Light source remaining life</td>
<td>usage_light_remains&lt;CRLF&gt;</td>
</tr>
<tr>
<td>Filter usage time</td>
<td>usage_filter_hours&lt;CRLF&gt;</td>
</tr>
</tbody>
</table>

[Information acquisition]

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Light source usage time</td>
<td>usage_light_hours_?&lt;CRLF&gt;</td>
</tr>
<tr>
<td>Light source remaining life</td>
<td>usage_light_remains_?&lt;CRLF&gt;</td>
</tr>
<tr>
<td>Filter usage time</td>
<td>usage_filter_hours_?&lt;CRLF&gt;</td>
</tr>
</tbody>
</table>

[Help] (Example) usage_help<CRLF>
2.6 status

[Description] Gets the operation status.

[Setting] (Not supported)

[Current value acquisition] status<CRLF>

Response example
>status, standby; error:cover&filter; warning:light
*1 *2 *3

*1: Represents the power status.
standby Power off (standby) status
warming Start process in progress (pre-cooling or power off prohibited period)
runtime Power on status
cooling After-cooling in progress

*2: Represents the error status.
error:cover Cover error
error:temp Temperature error
error:fan Fan error
error:light Light source or backlight off, light source usage time exceeded
error:system System error
error:filter Filter error

If there are multiple errors, they are delimited by ";".

*3: Represents the warning status.
warning:filter Filter cleaning time exceeded
warning:light Light source due for replacement

If there are multiple errors, they are delimited by ";". If there are no errors or warnings, they will not be included in the response.

(Example) >status_running

[Information acquisition] status_?<CRLF>

Response example
>status_cur=standby, sel=cover|temp|fan|light|system|filter
*4

*4: Represents the character strings that may be returned as error statuses.

[Help] status_help<CRLF>

<Information>

For information about the contents of a response from either the error status or the warning status, see the operation manual or supplement for the display.
2.7 volume

[Description] Adjusts the sound volume and gets the current value. An integer is specified as the numerical value.

[Setting] volume VAL

  VAL example 10

[Current value acquisition] volume

[Information acquisition] volume ?

[Help] volume help
2.8 brightness

[Description] Adjusts the brightness and gets the current value. An integer is specified as the numerical value.

[Setting] brightness_VAL<CRLF>

  VAL example 10

[Current value acquisition] brightness<CRLF>

[Information acquisition] brightness_?<CRLF>

[Help] brightness_help<CRLF>
## 2.9 contrast

<table>
<thead>
<tr>
<th>Description</th>
<th>Adjusts the contrast and gets the current value. An integer is specified as the numerical value.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Setting</td>
<td>contrast_VAL&lt;CRLF&gt;</td>
</tr>
<tr>
<td>VAL example</td>
<td>10</td>
</tr>
<tr>
<td>Current value acquisition</td>
<td>contrast&lt;CRLF&gt;</td>
</tr>
<tr>
<td>Information acquisition</td>
<td>contrast_?&lt;CRLF&gt;</td>
</tr>
<tr>
<td>Help</td>
<td>contrast_help&lt;CRLF&gt;</td>
</tr>
</tbody>
</table>
### 2.10 color

**[Description]**
Adjusts the color (color intensity) and gets the current value.
An integer is specified as the numerical value.

**[Setting]**

<table>
<thead>
<tr>
<th>VAL example</th>
<th>10</th>
</tr>
</thead>
</table>

**[Current value acquisition]**

<table>
<thead>
<tr>
<th>color&lt;CR LF&gt;</th>
</tr>
</thead>
</table>

**[Information acquisition]**

<table>
<thead>
<tr>
<th>color_?&lt;CR LF&gt;</th>
</tr>
</thead>
</table>

**[Help]**

<table>
<thead>
<tr>
<th>color help&lt;CR LF&gt;</th>
</tr>
</thead>
</table>
2.11 hue

[Description] Adjusts the hue and gets the current value.
An integer is specified as the numerical value.

[Setting] hue VAL\nVAL example
  10

[Current value acquisition] hue\n
[Information acquisition] hue_?\n
[Help] hue_help\n

2.12 sharpness

[Description]  Adjusts the sharpness and gets the current value. An integer is specified as the numerical value.

[Setting]  

```
VAL example
```

```
VAL example 10
```

[Current value acquisition]  

```
sharpness
```

[Information acquisition]  

```
sharpness?
```

[Help]  

```
sharpness help
```

©NEC Display Solutions, Ltd. 2016
### 2.13 backlight

<table>
<thead>
<tr>
<th>[Description]</th>
<th>Adjusts the backlight intensity and gets the current value. An integer is specified as the numerical value.</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Setting]</td>
<td><code>backlight VAL&lt;CRLF&gt;</code></td>
</tr>
<tr>
<td>VAL example</td>
<td>10</td>
</tr>
<tr>
<td>[Current value acquisition]</td>
<td><code>backlight&lt;CRLF&gt;</code></td>
</tr>
<tr>
<td>[Information acquisition]</td>
<td><code>backlight_?&lt;CRLF&gt;</code></td>
</tr>
<tr>
<td>[Help]</td>
<td><code>backlight_help&lt;CRLF&gt;</code></td>
</tr>
</tbody>
</table>
## 2.14 light

<table>
<thead>
<tr>
<th>Description</th>
<th>Sets the light source and gets the current value. An integer is specified as the numerical value.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Setting</td>
<td><strong>Light source brightness adjustment</strong>&lt;br&gt;<strong>VAL example</strong>&lt;br&gt;light_adjust VAL &lt;CRLF&gt; 10&lt;br&gt;<strong>Image</strong>&lt;br&gt;light_adjust&lt;br&gt;light_adjust ?&lt;CRLF&gt;</td>
</tr>
<tr>
<td>Help</td>
<td><strong>Example</strong>&lt;br&gt;light_adjust help &lt;CRLF&gt;</td>
</tr>
</tbody>
</table>
2.15 tilematrix

[Description]  Sets the tile matrix and gets the current value.
               An integer is specified as the numerical value.

[Setting]

Tile matrix  tilematrix VAL

   VAL examples  enable, disable

Number of horizontal monitors  tilematrix_h_monitor VAL

Number of vertical monitors  tilematrix_v_monitor VAL

Position  tilematrix_position VAL

   VAL example  2

TILECOMP  tilematrix_tilecomp VAL

   VAL examples  on, off

[Current value acquisition]

Tile matrix  tilematrix

Number of horizontal monitors  tilematrix_h_monitor

Number of vertical monitors  tilematrix_v_monitor

Position  tilematrix_position

TILECOMP  tilematrix_tilecomp

[Information acquisition]

Tile matrix  tilematrix?

Number of horizontal monitors  tilematrix_h_monitor?

Number of vertical monitors  tilematrix_v_monitor?

Position  tilematrix_position?

TILECOMP  tilematrix_tilecomp?

[Help] (Example)  tilematrix_help
2.16 lens

[Description] Adjusts the lens.
An integer is specified as the numerical value for the position specification.
Either an integer or decimal is specified as the numerical value for the travel time.
This is specified in increments of 0.5.

<Information>
Depending on the lens type, the position specification may result in an error.

[Setting]

Zoom (position specification)  lens_zoom_VAL
   VAL example  1000

Zoom (travel time specification)  lens_zoom_time_VAL
   VAL example (+ direction)  1.5
   VAL example (- direction)  -1.5

Zoom (travel direction + specification)  lens_zoom_start_+
Zoom (travel direction - specification)  lens_zoom_start_-
Zoom (stop)  lens_zoom_stop

Focus (position specification)  lens_focus_VAL
Focus (travel time specification)  lens_focus_time_VAL
Focus (travel direction + specification)  lens_focus_start_+
Focus (travel direction - specification)  lens_focus_start_-
Focus (stop)  lens_focus_stop

Horizontal shift (position specification)  lens_h_shift_VAL
Horizontal shift (travel time specification)  lens_h_shift_time_VAL
Horizontal shift (travel direction + specification)  lens_h_shift_start_+
Horizontal shift (travel direction - specification)  lens_h_shift_start_-
Horizontal shift (stop)  lens_h_shift_stop

Vertical shift (position specification)  lens_v_shift_VAL
Vertical shift (travel time specification)  lens_v_shift_time_VAL
Vertical shift (travel direction + specification)  lens_v_shift_start_+
Vertical shift (travel direction - specification)  lens_v_shift_start_-
Vertical shift (stop)  lens_v_shift_stop

Home position  lens_home

[Current value acquisition]

   Zoom  lens_zoom
   Focus  lens_focus
   Horizontal shift  lens_h_shift
   Vertical shift  lens_v_shift
[Information acquisition]

Zoom
Focus
Horizontal shift
Vertical shift

[Help] (Example)
2.17 shutter

[Description] Sets the shutter and gets the current value.

[Setting] shutter_VAL<CRLF>

VAL examples open, close

[Current value acquisition] shutter<CRLF>

[Information acquisition] shutter_?<CRLF>

[Help] shutter_help<CRLF>
### 2.18 autoadj

<table>
<thead>
<tr>
<th>Description</th>
<th>Adjusts the picture.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Setting</td>
<td>autoadj_exec&lt;CRLF&gt;</td>
</tr>
<tr>
<td>Current value acquisition</td>
<td>(Not supported)</td>
</tr>
<tr>
<td>Information acquisition</td>
<td>(Not supported)</td>
</tr>
<tr>
<td>Help</td>
<td>autoadj_help&lt;CRLF&gt;</td>
</tr>
</tbody>
</table>
2.19 freeze

[Description] Freezes the picture and gets the status.

[Setting]

freeze_VAL\<CRLF>

VAL examples

on, off

[Current value acquisition]

freeze\<CRLF>

[Information acquisition]

freeze_?\<CRLF>

[Help]

freeze_help\<CRLF>
2.20 help

[Description] Gets the list of available commands.

[Format] help\r\n
<Information>

・The names of the available commands and parameters differ depending on the currently connected display. To get the list of available commands, send the help command.

(Example) help\r\n
・By sending a command with help as the parameter, the parameters that can be specified with that command can be acquired. See the format example under [Help] in the explanation of each command.

(Example) avmute_help\r\n(Example) avmute_video_help\r\n
If no help can be provided, this results in a parameter error.
3. Command Execution Example

An example of sending and receiving a series of commands is given below. This example corresponds to a case in which a projector in the standby state is to be started first, after which the input terminal is to be switched to video. Then, the sound volume is to be increased by 2 steps, and finally, the error status is to be checked.

```
power?
>power_cur=off,sel=on|off
power
>ok
power
>power_warming
power
>power_on
input?
>input_cur=hdmi1,sel=hdmi1|hdmi2|video
input_video
>ok
input
>input_video
volume?
>volume_cur=10,def=10,min=0,max=30,step=1
volume++2
>ok
volume
>volume_12
status
>status_running
```
## 4. Revision History

<table>
<thead>
<tr>
<th>Revision</th>
<th>Date</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.0</td>
<td>November 07, 2016</td>
<td>First version</td>
</tr>
</tbody>
</table>