CR-KEY10R Tesira Command Sheet

For Tesira Command String blocks · Version 1.0.4

Every command the CR-KEY10R takes over the network, as fixed strings for Tesira Command String blocks. The unit is controlled on its own control port (TCP 6971); no other KanexPro software is needed. The same strings, with their bytes, are in `KanexPro-CR-KEY10R-Tesira-Command-Sheet-1.0.4.csv` for copying.

> **Before you start —** the Tesira server must reach the CR-KEY10R on TCP port 6971. Give the unit a fixed IP address (or a DHCP reservation).

TABLE OF CONTENTS

1. Connection
2. Using the strings
3. Commands
4. Reading the unit back
5. Troubleshooting

1. CONNECTION

HOW THE UNIT IS CONTROLLED	
Transport	TCP, port 6971 (the unit's control port)
Line ending	CR LF (hex `0D 0A`), after every string
Pacing	One string at a time. The unit answers within about 1.5 s; wait for the answer before the next string.
A refused string	The unit answers with an error line.

2. USING THE STRINGS

1. Point the Command String block at the unit's IP address, TCP port 6971.
2. Add one command per row of section 3: its string, then the line ending (hex `0D 0A`).
3. Wire each command to the control that should send it. The Bytes column is the whole string as it goes on the wire, to compare with a network capture.

Settings that only the unit's own web page has (its network, logins and firmware) stay on that page.

3. COMMANDS

20 strings.

#	Command	String	Bytes (hex, with the line ending)
1	**Buttons: Button 1: Light = Normal**	`S1=0`	`53 31 3D 30 0D 0A`
2	**Buttons: Button 1: Light = Lit**	`S1=1`	`53 31 3D 31 0D 0A`
3	**Buttons: Button 2: Light = Normal**	`S2=0`	`53 32 3D 30 0D 0A`
4	**Buttons: Button 2: Light = Lit**	`S2=1`	`53 32 3D 31 0D 0A`
5	**Buttons: Button 3: Light = Normal**	`S3=0`	`53 33 3D 30 0D 0A`
6	**Buttons: Button 3: Light = Lit**	`S3=1`	`53 33 3D 31 0D 0A`
7	**Buttons: Button 4: Light = Normal**	`S4=0`	`53 34 3D 30 0D 0A`
8	**Buttons: Button 4: Light = Lit**	`S4=1`	`53 34 3D 31 0D 0A`
9	**Buttons: Button 5: Light = Normal**	`S5=0`	`53 35 3D 30 0D 0A`
10	**Buttons: Button 5: Light = Lit**	`S5=1`	`53 35 3D 31 0D 0A`
11	**Buttons: Button 6: Light = Normal**	`S6=0`	`53 36 3D 30 0D 0A`

12	**Buttons: Button 6: Light = Lit**	`S6=1`	`53 36 3D 31 0D 0A`
13	**Buttons: Button 7: Light = Normal**	`S7=0`	`53 37 3D 30 0D 0A`
14	**Buttons: Button 7: Light = Lit**	`S7=1`	`53 37 3D 31 0D 0A`
15	**Buttons: Button 8: Light = Normal**	`S8=0`	`53 38 3D 30 0D 0A`
16	**Buttons: Button 8: Light = Lit**	`S8=1`	`53 38 3D 31 0D 0A`
17	**Buttons: Button 9: Light = Normal**	`S9=0`	`53 39 3D 30 0D 0A`
18	**Buttons: Button 9: Light = Lit**	`S9=1`	`53 39 3D 31 0D 0A`
19	**Buttons: Button 10: Light = Normal**	`S10=0`	`53 31 30 3D 30 0D 0A`
20	**Buttons: Button 10: Light = Lit**	`S10=1`	`53 31 30 3D 31 0D 0A`

4. READING THE UNIT BACK

This unit reports nothing back.

5. TROUBLESHOOTING

Nothing happens.
Check the unit's IP address and that TCP 6971 is open between the Tesira server and the unit (same network or VLAN, or routed; no firewall in between). Check the line ending is sent after each string.

The unit answers with an error.
The string or its value is not one it takes, or the unit is in standby: turn it on first.