

# DENON AVR control protocol

Ver.8.6.0

Application model : AVR-1713/AVR-1613

Application terminal: Ethernet

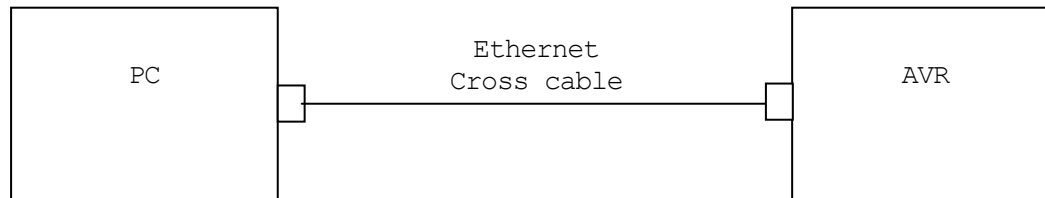
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## Connector specification

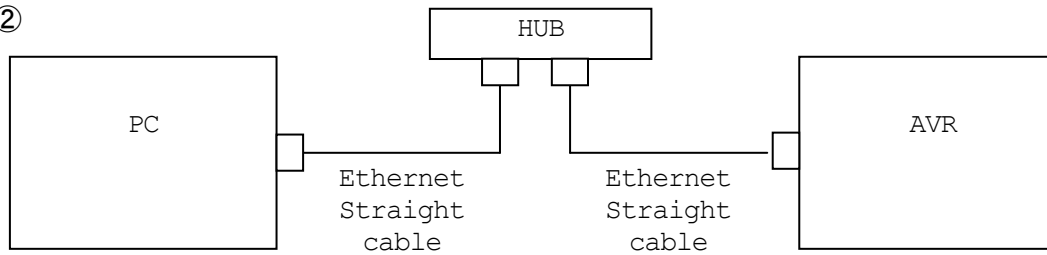
### I. Ethernet

Connector type : RJ-45 (10BASE-T/100BASE-TX)

Example ①



Example ②



Communication format :

Communication system : A half duplex  
Communication speed : 10Mbps/100Mbps  
Communication port : TCP port 23 (telnet)  
Communication data length : 135bytes (maximum)

## NETWORK SETUP of AVR-1713/1613

### **>Procedure of Network Setup mode.**

(1) Press SETUP MENU button, then Menu appears on FL-display (and GUI)

(2) Select "Setup Menu > Network > Settings " .

(3) Set parameters described below.

- <DHCP> "ON"---Use this setting when DHCP server is on the local network.  
"OFF"---Use this setting when DHCP server is not on the local network.
- <IP Address> When <DHCP> sets "OFF", please set IP address.  
When <DHCP> sets "ON", you can confirm the IP address that is set by server.
- <Subnet Mask> When <DHCP> sets "OFF", please set Subnet Mask.  
When <DHCP> sets "ON", you can confirm the Subnet Mask that is set by server.
- <Gateway> Set the address of Gateway when Gateway is on the local network.  
Do not set this parameter when Gateway is not on the local network.
- <Primary DNS> Do not set this parameter.
- <Second DNS> Do not set this parameter.
- <Proxy> Set this parameter "OFF".

#### <Network Option: IP Control>

(1) Press SETUP MENU button, then Menu appears on FL-display (and GUI)

(2) Select "Setup Menu > Network > IP Control"

(3) Set parameters described below.

"Always On"---Use this setting when using the AVR-1713/1613 Connected in a network.

"Off In Standby"--- Use this setting when not using the AVR-1713/1613 connected in a network.

This setting is reducing the power consumption in the standby mode.

## Protocol specification

The following three data forms are defined.

- COMMAND** : The message sent to a system(AVR) from a controller(Touch Panel etc.)  
A command to a system is given from a controller.
- EVENT** : The message sent to a controller (Touch Panel etc.) from a system (AVR)  
The result is sent, when a system is operated directly and a state changes.  
\*The form of **EVENT** presupposes that it is the same as that of **COMMAND**.  
\*\*Refer to the following table for the contents of **COMMAND** and **EVENT**.
- RESPONSE** : The message sent to a controller (Touch Panel etc.) from a system (AVR)  
if the 'request command' (**COMMAND**+?  
CR(0x0D)) has come from a controller.  
The **RESPONSE** should be sent within 200ms of receiving the **COMMAND**.  
\*The form of **RESPONSE** presupposes that it is the same as that of **EVENT**.

**Basic specification:** The command by ASCII CODE, parameter expression

\*ASCII CODE which can be used is from 0x20 to 0x7F: the alphabet and the number of 0-9, and space (0x20), some signs,  
AND carriage return (0x0D) --- It is used only as a pause sign.

**Command structure:** COMMAND + PARAMETER + CR (0x0D)

COMMAND: ASCII CODE of 2 characters

Ex.           SI : Select Input source  
              MS : surround Mode Setting  
              MV : Master Volume setting  
              PW : system PoWer setting

PARAMETER : ASCII CODE ( up to 25 characters)

ex.           DVD : function name

              SUPER STADIUM : surround mode name

\*Special Parameter--- ? : for request command

**The example of a command**

\* <CR> is the meaning of 0x0D.

SIDVD<CR> : Select Input source DVD

MSSTEREO<CR> : surround Mode Set to STEREO

MVUP<CR> : Master Volume UP

PWON<CR> : system PoWer ON

PWSTANDBY<CR> : system PoWer STANDBY

SI?<CR> : Request command for now playing input source >> Return **RESPONSE** `SI\*\*\*<CR>`

## Others

- A) **COMMAND** is receivable also during transmission of **EVENT**.
- B) Since CHANNEL VOLUME changes simultaneously when the SURROUND MODE changes, the value of the channel volume of all channels returns as **EVENT**.
- C) CHANNEL VOLUME returns the data of ALL channels by the present SURROUND MODE also including an intact channel. In this case, the data of an intact channel is set to "50".
- D) Since SURROUND MODE changes simultaneously when the INPUT source changes, the SURROUND MODE (and also the value of the channel volume of all channels , It described in B) ) returns as **EVENT**.
- E) When SURROUND MODE is the same in between INPUT source change before and after, **EVENT** of SURROUND MODE and CHANNEL VOLUME does NOT return.
- F) Although **EVENT** of SURROUND MODE returns when the present SURROUND MODE is set up again, CHANNEL VOLUME does NOT return.
- G) When SURROUND MODE is changed, before returning SURROUND MODE after change as **EVENT**, the present SURROUND MODE is returned.
- H) The **RESPONSE** should be sent as opposed to the request command by all the commands with which an **EVENT** exists , not need to the another request commands (ex. SV command).
- I) The **PARAMETER** (with **COMMAND** and **RESPONSE, EVENT**) of minimum level of MASTER VOLUME defines "99".
- J) If the MASTER VOLUME & CHANNEL VOLUME set with 0.5dB step, the **PARAMETER** (with **COMMAND** and **RESPONSE, EVENT**) defines three ASCII characters as bellows.

```
Ex.  MASTER VOLUME =  +18.0dB :  MV98<CR>
                        |      |
                        +1.0dB :  MV81<CR>
                        +0.5dB :  MV805<CR>
                        0dB :  MV80<CR>
                        -0.5dB :  MV795<CR>
                        -1.0dB :  MV79<CR>
                        |      |
                        -79.5dB :  MV005<CR>
                        --- :  MV00<CR>
```

\* At the \*\*.0dB step, only uses two ASCII characters as **PARAMETER**, same as usual.

- K) 1 seconds later, please transmit the next **COMMAND** after transmitting a power on **COMMAND** (PWON) .

## COMMAND and PARAMETER list

COMMAND	PARAMETER	function	example
PW	ON	POWER ON/STANDBY change	PWON<CR>
	STANDBY		PWSTANDBY<CR>
	?	Return PW Status	PW?<CR>
MV	UP	MASTER VOLUME UP/DOWN , direct change to **(**dB)	MVUP<CR>
	DOWN		MVDOWN<CR>
	**	**: <b>00 to 98</b> by ASCII , 80=80(0dB) , 00=-0(--dB) (MIN)	MV80<CR>
	?	Return MV Status	MV?<CR>
CV	FL UP	CHANNEL VOLUME UP/DOWN , direct change to **dB	CVFL UP<CR>
	FL DOWN	---FRONT Lch	CVFL DOWN<CR>
	FL **	**: <b>38 to 62</b> by ASCII , 50=0dB	CVFL 50<CR>
	FR UP		CVFR UP<CR>
	FR DOWN	---FRONT Rch	CVFR DOWN<CR>
	FR **	**: <b>38 to 62</b> by ASCII , 50=0dB	CVFR 50<CR>
	C UP		CVC UP<CR>
	C DOWN	---CENTERch	CVC DOWN<CR>
	C **	**: <b>38 to 62</b> by ASCII , 50=0dB	CVC 50<CR>
	SW UP		CVSW UP<CR>
	SW DOWN	---SUBWOOFERch	CVSW DOWN<CR>
	SW **	**: <b>38 to 62</b> by ASCII , 50=0dB,00=OFF	CVSW 50<CR>
	SL UP		CVSL UP<CR>
	SL DOWN	---SURROUND Lch	CVSL DOWN<CR>
	SL **	**: <b>38 to 62</b> by ASCII , 50=0dB	CVSL 50<CR>
	SR UP		CVSR UP<CR>
	SR DOWN	---SURROUND Rch	CVSR DOWN<CR>
	SR **	**: <b>38 to 62</b> by ASCII , 50=0dB	CVSR 50<CR>
	?	Return CV Status	CV?<CR>

MV, CV **COMMAND** : "\*" parameter uses two or three ASCII characters. (see page6 J) section)

<b>COMMAND</b>	<b>PARAMETER</b>	function	example
MU	ON	VOLUME MUTE ON/OFF change	MUON<CR>
	OFF		MUOFF<CR>
	?	Return MU Status	MU?<CR>
SI	TUNER	---FM TUNER	SITUNER<CR>
	DVD		SIDVD<CR>
	BD	---Blu-ray	SIBD<CR>
	TV	---TV AUDIO	SITV<CR>
	SAT/CBL	---CBL/SAT	SISAT/CBL<CR>
	<b>MPLAY</b>	---MEDIA PLAYER(AVR-1713 NA only)	<b>SISMPLAY &lt;CR&gt;</b>
	GAME		SIGAME<CR>
	<b>AUX1</b>	---AUX	<b>SIAUX1&lt;CR&gt;</b>
	NET	---NETWORK	SINET<CR>
	PANDORA	(North America model Only)	SIPANDORA<CR>
	<b>SIRIUSXM</b>	(North America model Only)	<b>SISIRIUSXM&lt;CR&gt;</b>
	LASTFM	(Europe model Only)	SILASTFM<CR>
	FLICKR		SIFLICKR<CR>
	FAVORITES		SIFAVORITES<CR>
	IRADIO		SIIRADIO<CR>
	SERVER		SISERVER<CR>
	USB/IPOD	Select iPod/USB	SIUSB/IPOD<CR>
	USB	Select INPUT source iPod/USB and USB Start Playback	SIUSB<CR>
	IPD	Select INPUT source iPod/USB and iPod Direct Start Playback	SIIPD<CR>
	IRP	Select INPUT source NETWORK and Internet Radio Start Playback	SIIRP<CR>
	FVP	Select INPUT source NETWORK and Favorites Start Playback	SIFVP<CR>
?	Return SI Status	SI?<CR>	



<i>COMMAND</i>	<i>PARAMETER</i>	function	example
ZM	ON	MAIN ZONE ON/OFF change	ZMON<CR>
	OFF		ZMOFF<CR>
	?	Return ZM Status	ZM?<CR>
	<b>FAVORITE1</b>	FAVORITE STATION 1-3 MODE SELECT	<b>ZMFAVORITE1&lt;CR&gt;</b>
	<b>FAVORITE2</b>		<b>ZMFAVORITE2&lt;CR&gt;</b>
	<b>FAVORITE3</b>		<b>ZMFAVORITE3&lt;CR&gt;</b>
	<b>FAVORITE1 MEMORY</b>	FAVORITE STATION 1-3 MODE MEMORY	<b>ZMFAVORITE1 MEMORY&lt;CR&gt;</b>
	<b>FAVORITE2 MEMORY</b>		<b>ZMFAVORITE2 MEMORY&lt;CR&gt;</b>
	<b>FAVORITE3 MEMORY</b>		<b>ZMFAVORITE3 MEMORY&lt;CR&gt;</b>

<b>COMMAND</b>	<b>PARAMETER</b>	<b>function</b>	<b>example</b>
SD	AUTO	set AUTO mode (Priority:HDMI>>DIGITAL>>ANALOG)	SDAUTO<CR>
	HDMI	set force HDMI INPUT mode	SDHDMI<CR>
	DIGITAL	set force DIGITAL INPUT (Optical,Coaxial)mode	SDDIGITAL<CR>
	ANALOG	set force ANALOG INPUT mode	SDANALOG<CR>
	?	Return SD Status	SD?<CR>
DC	AUTO	set DIGITAL INPUT AUTO mode	DCAUTO<CR>
	PCM	set DIGITAL INPUT force PCM mode	DCPCM<CR>
	DTS	set DIGITAL INPUT force DTS mode	DCDTS<CR>
	?	Return DC Status	DC?<CR>
SV	DVD	VIDEO SELECT mode set , and select source	SVDVD<CR>
	SAT/CBL	---CBL/SAT	SVSAT/CBL<CR>
	SOURCE	VIDEO SELECT mode cancel	SVSOURCE<CR>
	?	Return SV Status	SV?<CR>
SLP	OFF	MAIN ZONE SLEEP TIMER setting	SLPOFF<CR>
	***	***:001 to 120 by ASCII , 010=10min	SLP120<CR>
	?	Return SLP Status	SLP?<CR>

<b>COMMAND</b>	<b>PARAMETER</b>	<b>function</b>	<b>example</b>	
MS	MOVIE	Select SURROUND mode  (AVR-1713 NA only)	MSMOVIE<CR>	
	MUSIC		MSMUSIC<CR>	
	GAME		MSGAME<CR>	
	DIRECT		MSDIRECT<CR>	
	PURE DIRECT		MSPURE DIRECT<CR>	
	STEREO		MSSTEREO<CR>	
	STANDARD		MSSTANDARD<CR>	
	DOLBY DIGITAL		MSDOLBY DIGITAL<CR>	
	DTS SUROUND		MSDTS SURROUND<CR>	
	MCH STEREO		---MULTI CH STEREO mode	MSMCH STEREO<CR>
	ROCK ARENA			MSROCK ARENA<CR>
	JAZZ CLUB			MSJAZZ CLUB<CR>
	MONO MOVIE			MSMONO MOVIE<CR>
	MATRIX			MSMATRIX<CR>
	VIDEO GAME			MSVIDEO GAME<CR>
	VIRTUAL		MSVIRTUAL<CR>	
	?	Return MS Status	MS?<CR>	
	QUICK1	QUICK SELECT 1-5 MODE SELECT	MSQUICK1<CR>	
	QUICK2		MSQUICK2<CR>	
	QUICK3		MSQUICK3<CR>	
	QUICK4		MSQUICK4<CR>	
	QUICK5		MSQUICK5<CR>	
	QUICK1 MEMORY	QUICK SELECT 1-5 MODE MEMORY	MSQUICK1 MEMORY<CR>	
	QUICK2 MEMORY		MSQUICK2 MEMORY<CR>	
	QUICK3 MEMORY		MSQUICK3 MEMORY<CR>	
	QUICK4 MEMORY		MSQUICK4 MEMORY<CR>	
	QUICK5 MEMORY		MSQUICK5 MEMORY<CR>	
QUICK ?	Return MSQUICK Status	MSQUICK ?<CR>		

<b>COMMAND</b>	<b>PARAMETER</b>	function	example
PS	TONE CTRL OFF	PARAMETER setting	PSTONE CTRL OFF<CR>
	TONE CTRL ON	TONE CONTROL ON/OFF	PSTONE CTRL OFF<CR>
	TONE CTRL ?	Return PSTONE CONTROL Status	PSTONE CTRL ?<CR>
	CINEMA EQ.ON	CINEMA EQ. ON/OFF	PSCINEMA EQ.ON<CR>
	CINEMA EQ.OFF		PSCINEMA EQ.OFF<CR>
	CINEMA EQ. ?	Return PSCINEMA EQ.Status	PSCINEMA EQ. ?<CR>
	MODE:MUSIC	CINEMA / MUSIC / GAME / PL mode change	PSMODE:MUSIC<CR>
	MODE:CINEMA	(This parameter can change DOLBY PL2,PL2x,NEO:6 mode.)	PSMODE:CINEMA<CR>
	MODE:GAME	---SB=ON : PL2x mode / SB=OFF : PL2 mode	PSMODE:GAME<CR>
	MODE:PRO LOGIC	--- GAME can change DOLBY PL2 & PL2x mode --- PL can change ONLY DOLBY PL2 mode	PSMODE:PRO LOGIC<CR>
	MODE: ?	Return PSMODE: Status	PSMODE: ?<CR>
	<b>LOM ON</b>	Loudness Management ON/OFF Control	<b>PSLOM ON&lt;CR&gt;</b>
	<b>LOM OFF</b>		<b>PSLOM OFF&lt;CR&gt;</b>
	<b>LOM ?</b>		Return PSLOM: Status
		<b>PSLOM ? &lt;CR&gt;</b>	

<b>COMMAND</b>	<b>PARAMETER</b>	function	example
PS	MULTEQ:AUDYSSEY	MulteEQ XT/MulteEQ mode direct change	PSMULTEQ:AUDYSSEY<CR>
	MULTEQ:BYP.LR		PSMULTEQ:BYP.LR<CR>
	MULTEQ:FLAT		PSMULTEQ:FLAT<CR>
	MULTEQ:MANUAL		PSMULTEQ:MANUAL<CR>
	MULTEQ:OFF		PSMULTEQ:OFF<CR>
	MULTEQ: ?	Return PSMULTEQ: Status	PSMULTEQ: ?<CR>
	DYNEQ ON	Dynamic EQ = ON	PSDYNEQ ON<CR>
	DYNEQ OFF	Dynamic EQ = OFF	PSDYNEQ OFF<CR>
	DYNEQ ?	Return PSDYNEQ Status	PSDYNEQ ?<CR>
	REFLEV 0	Reference Level Offset=0dB	PSREFLEV 0<CR>
	REFLEV 5	Reference Level Offset=5dB	PSREFLEV 5<CR>
	REFLEV 10	Reference Level Offset=10dB	PSREFLEV 10<CR>
	REFLEV 15	Reference Level Offset=15dB	PSREFLEV 15<CR>
	REFLEV ?	Return PSREFLEV Status	PSREFLEV ?<CR>
	<b>DYNVOL HEV</b>	Dynamic Volume = Heavy	<b>PSDYNVOL HEV&lt;CR&gt;</b>
	<b>DYNVOL MED</b>	Dynamic Volume = Medium	<b>PSDYNVOL MED&lt;CR&gt;</b>
	<b>DYNVOL LIT</b>	Dynamic Volume = Light	<b>PSDYNVOL LIT&lt;CR&gt;</b>
	<b>DYNVOL OFF</b>	Dynamic Volume = OFF	<b>PSDYNVOL OFF&lt;CR&gt;</b>
	DYNVOL ?	Return PSDYNVOL Status	PSDYNVOL ?<CR>

<b>COMMAND</b>	<b>PARAMETER</b>	<b>function</b>	<b>example</b>
PS	BAS UP	BASS UP/DOWN , direct change to **dB	PSBAS UP<CR>
	BAS DOWN	** :00 to 99 by ASCII , 50=0dB	PSBAS DOWN<CR>
	BAS **	---AVR-1713/1613 can be operated from -6 to +6(44 to 56)	PSBAS 50<CR>
	BAS ?	Return PSBAS Status	PSEBAS ?<CR>
	TRE UP	TREBLE UP/DOWN , direct change to **dB	PSTRE UP<CR>
	TRE DOWN	** :00 to 99 by ASCII , 50=0dB	PSTRE DOWN<CR>
	TRE **	---AVR-1713/1613 can be operated from -6 to +6(44 to 56)	PSTRE 50<CR>
	TRE ?	Return PSTRE Status	PSTRE ?<CR>
	DRC AUTO	Dynamic Compression direct change	PSDRC AUTO<CR>
	DRC LOW		PSDRC LOW<CR>
	DRC MID		PSDRC MID<CR>
	DRC HI		PSDRC HI<CR>
	DRC OFF		PSDRC OFF<CR>
	DRC ?		PSDRC ?<CR>
	LFE UP	LFE UP/DOWN , direct change to **dB	PSLEE UP<CR>
	LFE DOWN	** :00 to 99 by ASCII , 00=0dB, 10=-10dB	PSLFE DOWN<CR>
	LFE **	---AVR-1713/1613 can be operated from 0 to -10	PSLFE 10<CR>
	LFE ?	Return PSLFE Status	PSLFE ? <CR>
	EFF UP	EFFECT UP/DOWN , EFFECT LEVEL direct change to **dB	PSEFF UP<CR>
	EFF DOWN	** :00 to 99 by ASCII , 00=0dB, 10=10dB	PSEFF DOWN<CR>
	EFF **	---AVR-1713/1613 can be operated from 1 to 15	PSEFF 10<CR>
	EFF ?	Return PSEFF Status	PSEFF ?<CR>
	DEL UP	DELAY UP/DOWN , direct change to ***dB	PSDEL UP<CR>
	DEL DOWN	*** :000 to 999 by ASCII , 000=0ms, 300=300ms	PSDEL DOWN<CR>
	DEL ***	---AVR-1713/1613 can be operated from 0 to 300	PSDEL ***<CR>
	DEL ?	Return PSDEL Status	PSDEL ?<CR>

PS **COMMAND** : "\*" parameter uses two or three ASCII characters. (see page6 J) section)

COMMAND	PARAMETER	function	example
PS	PAN ON	PANORAMA ON/OFF	PSPAN ON<CR>
	PAN OFF		PSPAN OFF<CR>
	PAN ?	Return PSPAN Status	PSPAN ?<CR>
	DIM UP	DIMENSION UP/DOWN , direct change to **dB **:00 to 99 by ASCII , 00=0, ---AVR-1713/1613 can be operated from 0 to 6	PSDIM UP<CR>
	DIM DOWN		PSDIM DOWN<CR>
	DIM **		PSDIM **<CR>
	DIM ?	Return PSDIM Status	PSDIM ?<CR>
	CEN UP	CENTER WIDTH UP/DOWN , direct change to **dB **:00 to 99 by ASCII , 00=0 ---AVR-1713/1613 can be operated from 0 to 7	PSCEN UP<CR>
	CEN DOWN		PSCEN DOWN<CR>
	CEN **		PSCEN 07<CR>
	CEN ?	Return PSCEN Status	PSCEN ?<CR>
	CEI UP	CENTER IMAGE UP/DOWN , direct change to **dB **:00 to 99 by ASCII , 00=0.0 ---AVR-1713/1613 can be operated from 0.0 to 1.0	PSCEI UP<CR>
	CEI DOWN		PSCEI DOWN<CR>
	CEI **		PSCEI 10<CR>
	CEI ?	Return PSCEI Status	OSCEI ?<CR>
	SWR ON	SW ON/OFF	PSSWR ON<CR>
	SWR OFF		PSSWR OFF<CR>
	SWR ?	Return PSSWR Status	PSSWR ?<CR>
	RSZ S	ROOM SIZE direct change	PSRSZ S<CR>
	RSZ MS		PSRSZ MS<CR>
	RSZ M		PSRSZ M<CR>
	RSZ ML		PSRSZ ML<CR>
	RSZ L		PSRSZ L<CR>
	RSZ ?		Return PSRSZ Status
	DELAY UP	AUDIO DELAY UP/DOWN , direct change to ***dB ***:000 to 999 by ASCII , 000=0ms, 200=200ms ---AVR-1713/1613 can be operated from 0 to 200	PSDELAY UP<CR>
	DELAY DOWN		PSDELAY DOWN<CR>
	DELAY ***		PSDELAY 200<CR>
	DELAY ?	Return PSDELAY Status	PSDELAY ?<CR>

PS **COMMAND** : "\*" parameter uses two or three ASCII characters. (see page6 J) section)

<b>COMMAND</b>	<b>PARAMETER</b>	function	example
PS	RSTR OFF	AUDIO RESTORER direct change	PSRSTR OFF<CR>
	RSTR MODE1		PSRSTR MODE1<CR>
	RSTR MODE2		PSRSTR MODE2<CR>
	RSTR MODE3		PSRSTR MODE3<CR>
	RSTR ?	Return PSRSTR Status	PSRSTR ?<CR>



COMMAND	PARAMETER	function	example
Z2	TUNER	ZONE2 mode set , and select source	Z2TUNER<CR>
		---The name of PARAMETER is	
	USB/IPOD	the same as that of the time of SI COMMAND.	Z2USB/IPOD<CR>
	USB	Select ZONE2 source iPod/USB and USB Start Playback	Z2USB<CR>
	IPD	Select ZONE2 source iPod/USB and iPod Direct Start Playback	Z2IPD<CR>
	IRP	Select ZONE2 source NETWORK and Internet Radio Start Playback	Z2IRP<CR>
	FVP	Select ZONE2 source NETWORK and Favorites Start Playback	Z2FVP<CR>
	SOURCE	ZONE2 mode cancel	Z2SOURCE<CR>
	ON	ZONE2 ON/OFF change	Z2ON<CR>
OFF	Z2OFF<CR>		
	?	Return Z2 Status	Z2?<CR>
Z2MU	ON	ZONE2 OUTPUT MUTE ON/OFF change	Z2MUON<CR>
	OFF		Z2MUOFF<CR>
	?	Return Z2MU Status	Z2MU?<CR>
Z2SLP	OFF	ZONE2 SLEEP TIMER setting	Z2SLPOFF<CR>
	***	***:001 to 120 by ASCII , 010=10min	Z2SLP120<CR>
	?	Return SLP Status	Z2SLP?<CR>

Z2、Z2CV **COMMAND** : "\*" parameter uses two ASCII characters. (see page6 J) section)

**NOTE: Z2 COMMAND is valid at AVR-1913 NA model only**

<b>COMMAND</b>	<b>PARAMETER</b>	function	example
Z2	<b>FAVORITE1</b>	ZONE2 FAVORITE STATION 1-3 MODE SELECT	<b>ZMFAVORITE1&lt;CR&gt;</b>
	<b>FAVORITE2</b>		<b>ZMFAVORITE2&lt;CR&gt;</b>
	<b>FAVORITE3</b>		<b>ZMFAVORITE3&lt;CR&gt;</b>
	<b>FAVORITE1 MEMORY</b>	ZONE2 FAVORITE STATION 1-3 MODE MEMORY	<b>ZMFAVORITE1 MEMORY&lt;CR&gt;</b>
	<b>FAVORITE2 MEMORY</b>		<b>ZMFAVORITE2 MEMORY&lt;CR&gt;</b>
	<b>FAVORITE3 MEMORY</b>		<b>ZMFAVORITE3 MEMORY&lt;CR&gt;</b>
	QUICK1	ZONE2 QUICK SELECT 1-5 MODE SELECT	Z2QUICK1<CR>
	QUICK2		Z2QUICK2<CR>
	QUICK3		Z2QUICK3<CR>
	QUICK4		Z2QUICK4<CR>
	QUICK5		Z2QUICK5<CR>
	QUICK1 MEMORY	ZONE2 QUICK SELECT 1-5 MODE MEMORY	Z2QUICK1 MEMORY<CR>
	QUICK2 MEMORY		Z2QUICK2 MEMORY<CR>
	QUICK3 MEMORY		Z2QUICK3 MEMORY<CR>
	QUICK4 MEMORY		Z2QUICK4 MEMORY<CR>
	QUICK5 MEMORY		Z2QUICK5 MEMORY<CR>
	QUICK ?	Return Z2QUICK Status	Z2QUICK ?<CR>

**NOTE: Z2 COMMAND is valid at AVR-1913 NA model only**