



OPPO BDP-10X Blu-ray Disc Player Network Remote Control Protocol

Note: This document describes a preliminary version of the network remote control protocol for OPPO BDP-103/105/103D/105D players. This feature allows a network-connected device such as a PC or a smartphone to control the OPPO Blu-ray player. The OPPO Blu-ray player functions as a Server, which broadcasts the message, waits and listens to the port(s), responses to the client's connection, receives the client's commands and performs the action. The network device functions as a Client, which receives and processes the broadcasting message, sets up the TCP connection with the Server, and sends the control commands. In the remainder of this document, we use "Server" for BDP-103/105/103D/105D players and "Client" for the network devices.

The commands and responses listed in this document require firmware version of:

- BDP-103/105/103D/105D: Main firmware of BDP10x-79-0711 or newer, MCU firmware of MCU103-05-0916 (BDP-103), MCU105-04-1113 (BDP-105), MCU13D-01-0618 (BDP-103D), MCU15D-01-0930 (BDP-105D), DB10X 131030 (BDP-103D, 105D)

Please note the network remote control feature and protocol are still under development, future revisions may not be compatible with this preliminary version, and you will need to reprogram any controllers that use this version of protocol.

The complete client control procedure can be described in three sections: DISCOVER, CONNECT and COMMAND.

1. DISCOVER

Once the Server is running, it will automatically broadcast the message every 10 seconds to notify any interested Client about its availability, as well as the IP address and the port number which are required to establish the TCP connection. The Client needs to receive this broadcasting message, extract the IP address and port number, and establish the connection with the Server. Once the connection is done, the Client should also discard any future broadcasting messages.

The address used for the Server's message broadcast is: 239.255.255.251:7624

The format of the broadcasting message is:

Notify:OPPO Player Start
Server IP:
Server Port:

For example:

Notify:OPPO Player Start
Server IP:192.168.0.2
Server Port:48360

2. CONNECT

The Client will use the IP address and port number extracted from the broadcasting message to establish the TCP connection with the Server.

3. COMMAND

Once the connection is established between the Server and the Client, the Client could send the commands to remotely control the Server.

Command Structure:

Each command contains a string of the command type and a 3-character command code, separated by a space (ASCII 0x20).

The illustration of the command structure is as the followings:

<Command> = <Type of Command><sp><Command Code>
<Type of Command> =REMOTE
<sp> = space, ASCII 0x20
<Command Code> = <byte><byte><byte>

For example, to open/close the tray:

REMOTE EJT

Command Sequence:

Commands are executed in the order they are received. The host should wait for enough time before sending the next command.

Response Structure:

Upon receiving a command, the player shall try to execute the command and send back a response. Two response formats are supported: the short response and the verbose response. The short response is used by default. If the verbose mode (See command reference for SVM) is set, the verbose response will be used instead.

The response starts with an “@” sign (ASCII 0x23), followed by the original command code and a space (ASCII 0x20) if the verbose response is in use, and a result code, either “OK” or “ER”. If there are any parameters or additional message, the parameters or message is given in text format, separated by a space (ASCII 0x20) from the result code. The @ character (ASCII 0x40) must never appear in the parameters or message. A carriage return (ASCII 0x0d) indicates the end of response. Each response must not exceed 25 bytes including the start of response and the end of response bytes.

The illustration of the response structure is as the followings:

<Short Response> = <Start of Response><Result Code>[<sp><Parameters>]
<End of Response>
<Verbose Response> = <Start of Response><Command Code><sp><Result Code>
[<sp><Parameters>]<End of Response>
<Start of Response> = @, ASCII 0x40

<Command Code> = <byte><byte><byte>
 <Result Code> = OK|ER
 <sp> = space, ASCII 0x20
 <Parameters> = command-specific
 <End of Response> = CR, ASCII 0x0d

Status Update Messages Structure:

If the verbose mode is set to 2 or 3, the player will send status update messages automatically. These messages are not a response to any particular command. Any status change caused by commands from network remote control, front panel buttons, IR remote control, or playback progress may trigger status update messages.

The status update messages have the following structure:

<Update> = <Start of Update><Status Code>[<sp><Parameters>]<End of Update>
 <Start of Update> = @, ASCII 0x40
 <Status Code> = <byte><byte><byte>
 <sp> = space, ASCII 0x20
 <Parameters> = status-specific
 <End of Response> = CR, ASCII 0x0d

Command Sequence:

Commands are executed in the order they are received. The host should wait for a response from the player before sending the next command.

If the player receives a new command before executing the previous command, the player may discard the previous command.

If the host does not receive a response from the player 10 seconds after the command is issued, the host may consider the command or response lost during transmission, and can retransmit the command.

Command List:

- A. Command that maps to a remote control button

This group of commands maps directly to the infrared remote control keys. No parameters are needed for these commands. The player handles the commands as if it receives the same IR remote commands. For actions that require a multiple-key sequence, such as go to a certain chapter (GOT command followed by multiple numeric key commands and the SEL command), the player responds to each command individually until the last command is received. At that time the player shall respond with either OK or ER depending on the result of the action.

Command Code	Remote Key	Function	Response Example
POW	POWER	Toggle power STANDBY and ON	OK ON OK OFF
SRC	INPUT	Select input source	OK

EJT	OPEN	Open/close the disc tray	OK OPEN OK CLOSE
PON	ON	Discrete on	OK ON
POF	OFF	Discrete off	OK OFF
SYS	P/N	Switch output TV system: NSTC, PAL or MULTI(AUTO)	OK NTSC OK PAL OK AUTO
DIM	DIMMER	Dim front panel display	OK ON OK DIM OK OFF
PUR	PURE AUDIO	Pure audio mode (no video)	OK ON OK OFF
VUP	VOL +	Increase volume	OK n (n is the volume number, 0 – 100)
VDN	VOL -	Decrease volume	OK n (n is the volume number, 0 – 100)
MUT	MUTE	Mute audio	OK MUTE OK UNMUTE
NU1	1	Numeric key 1	OK
NU2	2	Numeric key 2	OK
NU3	3	Numeric key 3	OK
NU4	4	Numeric key 4	OK
NU5	5	Numeric key 5	OK
NU6	6	Numeric key 6	OK
NU7	7	Numeric key 7	OK
NU8	8	Numeric key 8	OK
NU9	9	Numeric key 9	OK
NU0	0	Numeric key 0	OK
CLR	CLEAR	Clear numeric input	OK
GOT	GOTO	Play from a specified location	OK
HOM	HOME	Go to Home Menu to select media source	OK
PUP	PAGE UP	Show previous page	OK
PDN	PAGE DOWN	Show next page	OK
OSD	DISPLAY	Show/hide on-screen display	OK
TTL	TOP MENU	Show BD top menu or DVD title menu	OK
MNU	POP-UP MENU	Show BD pop-up menu or DVD menu	OK
NUP	Up Arrow	Navigation	OK
NLT	Left Arrow	Navigation	OK
NRT	Right Arrow	Navigation	OK
NDN	Down Arrow	Navigation	OK
SEL	ENTER	Navigation	OK
SET	SETUP	Enter the player setup menu	OK
RET	RETURN	Return to the previous menu or mode	OK
RED	RED	Function varies by content	OK

GRN	GREEN	Function varies by content	OK
BLU	BLUE	Function varies by content	OK
YLW	YELLOW	Function varies by content	OK
STP	STOP	Stop playback	OK FULL STOP
PLA	PLAY	Start playback	OK
PAU	PAUSE	Pause playback	OK
PRE	PREV	Skip to previous	OK
REV	REV	Fast reverse play	OK 1X
FWD	FWD	Fast forward play	OK 1X
NXT	NEXT	Skip to next	OK
AUD	AUDIO	Change audio language or channel	OK
SUB	SUBTITLE	Change subtitle language	OK
ANG	ANGLE	Change camera angle	OK a/b (a: current angle number, b: total available angles)
ZOM	ZOOM	Zoom in/out and adjust aspect ratio	OK (zoom ratio text)
SAP	SAP	Turn on/off Secondary Audio Program	OK (audio track information) OK Off
ATB	AB REPLAY	Repeat play the selected section	OK A- OK A-B OK OFF
RPT	REPEAT	Repeat play	OK Repeat Chapter OK Repeat Title OK OFF
PIP	PIP	Show/hide Picture-in-Picture	OK (PIP program info) OK Off
HDM	RESOLUTION	Switch output resolution	OK
SUH	SUBTITLE (hold)	Press and hold the SUBTITLE key. This activates the subtitle shift feature	OK
NFX	NETFLIX	Stop current playback and start the Netflix application	OK
VDU	VUDU	Stop current playback and start the VUDU application	OK
OPT	OPTION	Show/hide the Option menu	OK
M3D	3D	Show/hide the 2D-to-3D Conversion or 3D adjustment menu	OK
SEH		Display the Picture Adjustment menu	OK
DRB	DARBEE	Display the Darbee Adjustment menu	OK
NOP		No operation.	OK

B. Query Commands

This group of commands issues queries to the player. The player shall respond according to its current status.

Command Code	Function	Response Example
QVM	Query verbose mode	OK 0 OK 1 OK 2 OK 3
QPW	Query power status	OK ON OK OFF
QVR	Query firmware version	OK BDP103-xx-xxxx
QVL	Query volume	OK 100 OK MUTE
QHD	Query HDMI resolution	OK 480P OK 720P50 OK 1080P60 OK AUTO OK 4K*2K
QPL	Query playback status	OK NO DISC OK LOADING OK OPEN OK CLOSE OK PLAY OK PAUSE OK STOP OK STEP OK FREV OK FFWD OK SFWD OK SREV OK SETUP OK HOME MENU OK MEDIA CENTER
QTK	Query Track/Title	OK 02/10
QCH	Query Chapter	OK 03/03
QTE	Query Track/Title elapsed time	OK 00:01:34
QTR	Query Track/Title remaining time	OK 01:20:23
QCE	Query Chapter elapsed time	OK 00:01:34
QCR	Query Chapter remaining time	OK 00:12:22
QEL	Query Total elapsed time	OK 00:05:12
QRE	Query Total remaining time	OK 01:34:44
QDT	Query disc type	OK BD-MV OK DVD-VIDEO OK DVD-AUDIO OK SACD OK CDDA OK DATA-DISC
QAT	Query audio type	OK DD 1/1

		OK DD 1/5 English OK DTS 2/5 English OK LPCM OK DTS-HD 1/4 English
QST	Query subtitle type	OK OFF OK 1/1 English
QSH	Query subtitle shift	OK -5 (valid returns are -10 .. 0 .. 10)
QOP	Query OSD position	OK 0 (valid returns are 0 .. 5)
QRP	Query Repeat Mode	OK 00 Off (OK followed by a repeat mode code and text: 00 Off 01 Repeat One 02 Repeat Chapter 03 Repeat All 04 Repeat Title 05 Shuffle 06 Random)
QZM	Query Zoom Mode	OK 00 (OK followed by a zoom mode code: 00 Off 01 Stretch 02 Full 03 Underscan 04 1.2x 05 1.3x 06 1.5x 07 2x 08 3x 09 4x 10 1/2 11 1/3 12 1/4)
QIS	Query Input Source (Return the current selected input source)	OK 0 BD-PLAYER OK 1 HDMI-FRONT OK 2 HDMI-BACK OK 3 ARC-HDMI-OUT1 OK 4 ARC-HDMI-OUT2 OK 5 OPTICAL OK 6 COAXIAL OK 7 USB-AUDIO
QDB	Query Current Darbee's Demo mode, Darbee mode and Level (Apply to BDP-103D Blu-ray Player only)	OK X Y NNN (X: current Demo mode 0 – Off 1 – Split Screen 2 – Swipe Screen)

		Y: current Darbee mode 0 – Off 1 – High Definition 2 – Gaming 3 – Full Pop NNN: current Darbee level in percentage, 0 – 120)
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C. Advanced Commands

This group of commands instructs the player to perform an advanced operation in a single step.

Command Code	Parameters	Function	Response Example
SVM	0 1 2 3	0 – Set Verbose Mode to off 1 – Commands are echoed back in the response 2 – Enable unsolicited status update. Only major status changes are reported. 3 – Enable detailed status update. When content is playing, the player sends out playback time update every second.	OK 0 OK 1 OK 2 OK 3
SHD	SDI SDP 720P 1080I 1080P SRC AUTO 4K2K	Set HDMI output resolution. SDI – Standard definition interlaced (480i/576i) SDP – Standard definition progressive (480p/576p) SRC – Source Direct 4K2K – Ultra high definition 4Kx2K	OK 480P (OK followed by the original parameter)
SPN	NTSC PAL AUTO	Set output TV system	OK NTSC OK PAL OK AUTO
SZM	1 AR FS US 1.2 1.3 1.5 2 1/2 3 4 1/3 1/4	Set zoom ratio. AR – Aspect ratio correction (Stretch, Letterbox or Pillarbox) FS - Full Screen US - Underscan For HDMI Output: 1, AR, FS, US, 1.2, 1.3, 1.5, 2, 1/2; For Component Output: 1, 2, 3, 4, 1/2, 1/3, 1/4)	OK 1.2 (OK followed by the zoom ratio) ER INVALID

SVL	0 – 100 MUTE	Set volume control	OK 100 OK MUTE
SRP	CH TT ALL OFF SHF RND	Repeat chapter Repeat title or CD track Repeat all Repeat off Shuffle Random	OK CH (OK followed by the repeat mode) ER INVALID
SRH	T3 C10 C 0:00:34 T 0:12:13 0:12:13	Search to Title 3 Search to Chapter 10 Search to 0:00:34 of the current chapter or track Search to 0:12:13 of the current title or disc Search to 0:12:13 of the current title or disc	OK ER INVALID
DPL		Direct play	OK
RST		Reset Command – Clean all command buffers, do not wait for any pending/executing commands. Start over again.	OK
SSH	-10 ... 10	Set subtitle shift	OK -10...10
SOP	0 ... 5	Set OSD position	OK 5 (OK followed by the position value) ER INVALID
STC	E R T X C K	Set the time information display: E – Total Elapsed time R – Total Remaining time T – Title Elapsed time X – Title Remaining time C – Chapter/track Elapsed time K – Chapter/track Remaining time	OK E (OK followed by the display type) ER INVALID
SIS	0 1 2 3 4 5 6 7	Select the input source: 0 – Blu-Ray Player 1 – HDMI/MHL IN-FRONT 2 – HDMI IN-BACK 3 – ARC on HDMI OUT1 4 – ARC on HDMI OUT2 5 – OPTICAL IN 6 – COAXIAL IN 7 – USB AUDIO IN	OK 0 BD-PLAYER OK 1 HDMI-FRONT OK 2 HDMI-BACK OK 3 ARC-HDMI-OUT1 OK 4 ARC-HDMI-OUT2 OK 5 OPTICAL OK 6 COAXIAL OK 7 USB-AUDIO
APP	NFX YOU VUD PAN PIC RHA	Stop current playback and start the corresponding application: NFX - Netflix YOU - YouTube VUD - VUDU PAN - Pandora	OK NFX OK YOU OK VUD OK PAN OK PIC OK RHA

	CIN	PIC – Picasa RHA – Rhapsody CIN - CinemaNow	OK CIN ER INVALID
SDB	X Y NNN	Set the parameters for Darbee video processor (Apply to BDP-103D Blu-ray Player on HDMI 1 OUT only) (X: Demo mode 0 – Off 1 – Split Screen 2 – Swipe Screen Y: Darbee mode 0 – Off 1 – High Definition 2 – Gaming 3 – Full Pop	OK X Y NNN ER INVALID

Status Update Messages:

The following status update messages are sent by the player automatically when the verbose mode is set to 2 or 3.

Verbose Mode 2:

UPW - Power Status Update:

Sent when there is a change of power on/off status.

Possible parameters: 1 digit

1 – Player is turned on

0 – Player is going off

Example: @UPW 1

UPL - Playback Status Update:

Sent when there is a change of playback status.

Possible Parameters: 4 chars

DISC – No disc

LOAD – Loading disc

OPEN – Tray is open

CLOS – Tray is closing

PLAY – Playback is starting

PAUS – Playback is paused

STOP – Playback is stopped

STPF – Forward frame-by-frame step mode

STPR – Reverse frame-by-frame step mode

FFWn – Fast forward mode. Where n is a number of 1... 5 to indicate the speed level

FRVn – Fast reverse mode. Where n is a number of 1... 5 to indicate the speed level

SFWn – Slow forward mode. Where n is a number of 1...4 to indicate the speed level (1 = ½, 2 = ¼, 3 = 1/8, 4 = 1/16)

SRVn – Slow reverse mode. Where n is a number of 1...4 to indicate the speed level (1 = ½, 2 = ¼, 3 = 1/8, 4 = 1/16)

HOME – in home menu

MCTR – in media center

Example: @UPL PLAY

UVL - Volume Level Update:

Sent when there is a change in volume level or mute status.

Possible Parameters: 3 chars

MUT – Mute is engaged

000 .. 100 – Current volume level. Also sent when mute is cancelled.

Example: @UVL 095

UDT - Disc Type Update:

Sent when a new disc type is detected.

Possible Parameters: 4 chars

BDMV - Blu-ray Disc

DVDV – DVD-Video

DVDA – DVD-Audio

SACD

CDDA

HDCD

DATA – Data disc

VCD2 – VCD 2.0

SVCD - SVCD

Example: @UDT DVDV

UAT - Audio Type Update:

Sent when a new audio track is encountered.

Parameters: Type (2 chars), space, number (01/99, 5 chars), space, language (3 chars), space, channels (2 chars)

Type code:

DD – Dolby Digital

DP – Dolby Digital Plus

DT – Dolby TrueHD

TS – DTS

TH – DTS-HD High Resolution

TM – DTS-HD Master Audio

PC – LPCM

MP – MPEG Audio

CD – CD Audio

UN – Unknown

Number: current audio track / available audio tracks in 2-digit number format.

For example, 01/99 means the first of 99 available tracks; 02/05 means the second of 5 available tracks. If only one track is available, it is 01/01.

Language: Three-character language code: ENG for English, FRA for French, and so on (ISO3166). UNK for unknown.

Channels: 1.0 for mono, 2.0 for stereo, 5.1 or 7.1 for 5.1-channel or 7.1-ch surround, 0.0 for unknown.

Example: @UAT DD 01/05 ENG 5.1

UST - Subtitle Type Update:

Sent when a new subtitle is selected.

Parameters: number (01/99, 5 chars), space, language (3 chars)

Number: current subtitle track / available subtitle tracks in 2-digit number format. For example, 01/99 means the first of 99 available tracks; 02/05 means the second of 5 available tracks. If subtitle is set to off, use 00/xx where xx is the number of available subtitle tracks. If no subtitle is available, use 00/00.

Language: Three-character language code: ENG for English, FRA for French, and so on (ISO3166). UNK for unknown.

Example: @UST 02/05 ENG

UIS – Input Source Update:

Sent when there is a change in the input source selection.

Possible Parameters: source number (1 digit), space, source name (13 chars)

Source number and the corresponding source name:

- 0 - BD-PLAYER
- 1 - HDMI-FRONT
- 2 - HDMI-BACK
- 3 - ARC-HDMI-OUT1
- 4 - ARC-HDMI-OUT2
- 5 - OPTICAL
- 6 - COAXIAL
- 7 - USB-AUDIO

Example: @UIS 0 BD-PLAYER

@UIS 2 HDMI-BACK

Verbose Mode 3:

UTC - Time Code Update:

Sent every second when the playback time advances. The time information is the same as the front panel display. To switch to a different type of time information, please refer to the STC command.

Parameters: Title (3 digits), space, Chapter (3 digits), space, Type (1 chars), space, time (8 chars HH:MM:SS)

Title: Current title number. For example, 001. For discs without title numbers (CD), 001 is always used.

Chapter: Current chapter or track number. For example, 003.

Type Code:

- E – Total Elapsed time
- R – Total Remaining time
- T – Title Elapsed time
- X – Title Remaining time
- C – Chapter/track Elapsed time
- K – Chapter/track Remaining time

Example: @UTC 001 001 C 00:01:23

UVO - Video Resolution Update:

Sent when the source content resolution or the output resolution is changed.

Parameters: Source resolution (7 chars), space, Output resolution (7 chars)

Resolution Names:

- _480I60 – 480i 60/59.94Hz
- _480P60 – 480p 60/59.94Hz
- _576I50 – 576i 50Hz
- _576P50 – 576p 50Hz

_720P60 – 720p 60/59.94Hz
 _720P50 – 720p 50Hz
 1080I60 – 1080i 60/59.94Hz
 1080I50 – 1080i 50Hz
 1080P60 – 1080p 60/59.94Hz
 1080P50 – 1080p 50Hz
 1080P24 – 1080p 24Hz
 1080P23 – 1080p 23.97Hz

Examples:

The following are examples of playing a Blu-ray movie using the network remote control protocol. The comments are placed after the semicolon.

Example 1 – No verbose mode in use. Backwards compatible to the original version of the network remote control protocol.

```

REMOTE PON           ; Turn on power
@OK ON              ; Player is turned on
REMOTE QPW          ; Check power status
@OK OFF            ; Player is still doing power-on initialization(Wait for a
while)
REMOTE QPW          ; Check power status
@OK ON             ; Player is powered on and ready
REMOTE EJT         ; Eject the tray
@OK OPEN           ; Tray opens(Place a disc on the tray)
REMOTE PLA         ; Start playback
@OK PLAY          ; You may get "ER OVERTIME" message due to the
                    mechanical delay. This is normal
REMOTE QDT         ; Check disc type
@OK LOADING        ; Player is still loading(Wait for a while)
REMOTE QDT         ; Check disc type again
@OK BD-MV         ; Disc is a Blu-ray disc.
REMOTE QPL         ; Check playback status
@OK PLAY          ; Playback is in progress(Watch the movie)
REMOTE STP         ; Stop playback
@OK STOP          ; Playback has stopped
REMOTE EJT         ; Eject the tray
@OK OPEN           ; Tray opens(Take out the disc)
REMOTE POF         ; Turn off power
@OK OFF           ; The player turns off
  
```

Example 2 – Verbose mode 2. The player provides important status updates.

```

REMOTE SVM 2       ; Set verbose mode to level 2
@SVM OK 2         ; Response to confirm the verbose mode. Notice the
                    SVM command code is now included in the response.
REMOTE PON        ; Turn on power
@PON OK ON       ; Player is turned on
@UPW 1           ; Player provides a status update to indicate the new power
                    status
  
```

@SVM OK 2	; This is a repeat of the SVM response because the main processor comes on line.
@UPL DISC	; Player indicates that there is no disc
REMOTE EJT	; Eject the tray
@EJT OK OPEN	; Tray opens
@UPL OPEN	; Player indicates that the tray is open(Place a disc on the tray)
REMOTE PLA	; Start playback
@PLA OK PLAY	; Player confirms playback action
@UPL CLOS	; Player indicates that the tray is closing
@UPL LOAD	; Player indicates that the disc is loading
@UDT BDMV	; Player indicates that the disc type is Blu-ray
@UAT DT 01/01 ENG 5.1	; Current audio is Dolby TrueHD English 5.1ch
@UST 00/00 UNK	; Current subtitle is none
@UPL PLAY	; Current status is playing(Watch the movie)
REMOTE STP	; Stop playback
@STP OK STOP	; Player confirms stop action
@UPL STOP	; Player indicates that playback has stopped
@UPL STOP	; It is normal to see repeated status update
REMOTE EJT	; Eject the tray
@UPL STOP	
@EJT OK OPEN	; Tray opens
@UPL OPEN	; Status update to show that the tray is open (Take out the disc)
REMOTE POF	; Turn off power
@POF OK OFF	; Player confirms the action
@UPL CLOS	; The tray is closing
@UPL LOAD	; Player is trying to read the disc
@UPW 0	; Player reports that the power is turned off

Example 3 – Verbose mode 3. The player provides more detailed status updates.

REMOTE SVM 3	; Set verbose mode to level 2
@SVM OK 3	; Response to confirm the verbose mode. Notice the SVM command code is now included in the response.
REMOTE PON	; Turn on power
@PON OK ON	; Player is turned on
@UPW 1	; Player provides a status update to indicate the new power status
@SVM OK 3	; This is a repeat of the SVM response because the main processor comes on line.
@UPL DISC	; Player indicates that there is no disc
REMOTE EJT	; Eject the tray
@EJT OK OPEN	; Tray opens
@UPL OPEN	; Player indicates that the tray is open(Place a disc on the tray)
REMOTE PLA	; Start playback
@PLA OK PLAY	; Player confirms playback action
@UPL CLOS	; Player indicates that the tray is closing
@UPL LOAD	; Player indicates that the disc is loading
@UDT BDMV	; Player indicates that the disc type is Blu-ray

@UTC 000 000 T 00:00:00 ; Player indicates that the current counter is all 0 and
 play back is about to begin
 @UVO 1080P23 1080P60 ; Player indicates that the source program resolution is
 1080p 23.976Hz, and the output resolution is 1080p60
 @UAT DT 01/01 ENG 0.0 ; Current audio is Dolby TrueHD English with unknown
 number of channels
 @UST 00/00 UNK ; Current subtitle is none
 @UTC 126 002 T 00:01:27 ; Playback resumes at Title 126, Chapter 2, title elapsed
 time 00:01:27
 @UPL PLAY ; Current status is playing
 @UAT DT 01/01 ENG 5.1 ; Current audio is Dolby TrueHD English 5.1ch
 @UTC 126 002 T 00:01:28 ; Player provides continuous counter updates
 @UTC 126 002 T 00:01:29
 @UTC 126 002 T 00:01:30
 @UTC 126 002 T 00:01:31
 @UTC 126 002 T 00:01:32
 @UTC 126 002 T 00:01:33
 @UTC 126 002 T 00:01:34
 @UTC 126 002 T 00:01:35
 @UTC 126 002 T 00:01:36
 @UTC 126 002 T 00:01:37
 @UTC 126 002 T 00:01:38
 @UTC 126 002 T 00:01:39
 REMOTE PAU ; Pause
 @PAU OK PAUSE ; Confirm pause operation
 @UPL PAUS ; Current status is paused
 REMOTE PLA ; Play again
 @PLA OK PLAY ; Confirm play operation
 @UPL PLAY ; Current status is playing
 @UTC 126 002 T 00:01:40 ; Counter updates continue(Watch the movie)
 @UTC 126 002 T 00:01:41
 @UTC 126 002 T 00:01:42
 REMOTE STP ; Stop playback
 @STP OK STOP ; Player confirms stop action
 @UPL STOP ; Player indicates that playback has stopped
 @UPL STOP ; It is normal to see repeated status update
 REMOTE EJT ; Eject the tray
 @UPL STOP
 @EJT OK OPEN ; Tray opens(Take out the disc)
 @UPL OPEN ; Status update to show that the tray is open
 @UVO 1080P60 1080P60 ; Resolution change – the background screen is 1080p60
 and the output is also 1080p60
 REMOTE POF ; Turn off power
 @POF OK OFF ; Player confirms the action
 @UPL CLOS ; The tray is closing
 @UPL LOAD ; Player is trying to read the disc
 @UPW 0 ; Player reports that the power is turned off