

Sony Simple IP Control Protocol for BRAVIA

Version 0.6

Copyright (C) 2013-2014 Sony Corporation
All rights reserved.

1. Overview

BRAVIA 2014 models provide both high level and low-level IP control functions. The former one is called WebAPI that is designed for web developers, and the latter is designed for those who are familiar with CIS and/or A/V control systems.

- High Level Protocol
 - Layer: HTTP
 - Format: JSON-RPC
- Low Level Protocol
 - Layer: TCP
 - Format: Fixed-sized Byte Stream

Table of Contents

1. Overview
2. Connection
3. Data Format
 - 3.1 Header
 - 3.2 Type
 - 3.3 Function
4. Command Definition
 - 4.1 Common Parameter Definition
 - 4.2 All Command Definitions
 - 4.3 IR Commands

Low Level Protocol is designed as a protocol bridge to High Level Protocol. All commands defined in Low Level Protocol are available in High Level Protocol.

In order to enable this protocol, either one of the following settings needs to be enabled.

- Normal Mode
 - Network > Home Network Setup > IP Control > Simple IP Control
- Hotel/Pro Mode
 - Hotel/Pro Mode > IP Control > Simple IP Control

2. Connection

The server running on BRAVIA listens on TCP port 20060. TCP connections are kept among requests but they are disconnected by server if no command is sent from client in 30 seconds.

3. Data Format

The protocol has 24 bytes fixed-size data format on TCP. Table 1 shows the data format.

Table 1 Data Format

| Byte Position | Name | Length | Value |
|---------------|-----------|----------|--|
| 0 | Header | 2 bytes | 0x2A [*]: (fixed value) |
| 1 | | | 0x53 [S]: (fixed value) |
| 2 | Type | 1 byte | 0x43 [C]: Control 0x45 [E]: Enquiry 0x41 [A]: Answer 0x4E [N]: Notify |
| 3 | Function | 4 bytes | 0XX |
| 4 | | | 0XX |
| 5 | | | 0XX |
| 6 | | | 0XX |
| 7 | Parameter | 16 bytes | 0XX |
| 8 | | | 0XX |
| 9 | | | 0XX |
| 10 | | | 0XX |
| 11 | | | 0XX |
| 12 | | | 0XX |
| 13 | | | 0XX |
| 14 | | | 0XX |

| | | | |
|----|--------|--------|--------------------------|
| 15 | | | 0xXX |
| 16 | | | 0xXX |
| 17 | | | 0xXX |
| 18 | | | 0xXX |
| 19 | | | 0xXX |
| 20 | | | 0xXX |
| 21 | | | 0xXX |
| 22 | | | 0xXX |
| 23 | Footer | 1 byte | 0x0A [LF]: (fixed value) |

3.1 Header

Each message always has the fixed header (0x2A 0x53), which identifies the beginning of message.

3.2 Type

There are 4 message types are defined as Table 2.

Table 2 Message Types

| Type | Value | Direction | Detail |
|---------|----------|------------------|---|
| Control | 0x43 [C] | Controller to TV | Used to control or change the value on TV Answer message is used for reply |
| Enquiry | 0x45 [E] | Controller to TV | Used to retrieve values or status from TV Answer message is used for reply |
| Answer | 0x41 [A] | TV to Controller | Used to send a reply back to controller |
| Notify | 0x4E [N] | TV to Controller | Used to send an event to controller from TV |

3.3 Function

Each function is identified by four ASCII characters represented in Four-CC format.

- <http://en.wikipedia.org/wiki/FourCC>

The detail command definition is described in section 4.

4. Command Definition

4.1 Common Parameter Definition

Table 3 shows the common parameter definition.

Table 3 Common Parameters

| Type | Parameter (0 - 15) | | | | | | | | | | | | | | | Description |
|------|---------------------------------|--|--|--|--|--|--|--|--|--|--|--|--|--|--|-------------|
| C | # # # # # # # # # # # # # # # # | Used for control with no parameter e.g.) Toggle functions | | | | | | | | | | | | | | |
| E | # # # # # # # # # # # # # # # # | Used for inquiry with no parameter | | | | | | | | | | | | | | |
| A | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 | Answer with success e.g.) Control result | | | | | | | | | | | | | | |
| A | F F F F F F F F F F F F F F F F | Answer with error e.g.) Invalid parameter | | | | | | | | | | | | | | |

4.2 All Command Definitions

Table 4 Command List

| Function Name | Type | FourCC | Parameter (0 - 15) | Description |
|----------------|------|---|---------------------------------|---------------------------------|
| setIrccCode | C | I R C C X | | Send IR like code. See Table 5. |
| | A | | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 | Success |
| | A | | F F F F F F F F F F F F F F F F | Error |
| setPowerStatus | C | P O W R | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 | Standby (Off) |

4.3 IR Commands

IR like control commands are supported on setIrccCode defined in Table 4. The supported codes and their parameters are defined in Table 5.

Table 5 IR Command Parameters

| IR Function | Parameter (0-15) |
|----------------|----------------------------------|
| Power Off | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 |
| Input | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 |
| GGuide | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 2 |
| EPG | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 3 |
| Favorites | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 4 |
| Display | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 5 |
| Home | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 6 |
| Options | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 7 |
| Return | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 8 |
| Up | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 9 |
| Down | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 10 |
| Right | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 11 |
| Left | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 12 |
| Confirm | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 13 |
| Red | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 14 |
| Green | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 15 |
| Yellow | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 16 |
| Blue | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 17 |
| Num1 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 18 |
| Num2 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 19 |
| Num3 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 20 |
| Num4 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 21 |
| Num5 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 22 |
| Num6 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 23 |
| Num7 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 24 |
| Num8 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 25 |
| Num9 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 26 |
| Num0 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 27 |
| Num11 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 28 |
| Num12 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 29 |
| Volume Up | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 30 |
| Volume Down | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 31 |
| Mute | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 32 |
| Channel Up | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 33 |
| Channel Down | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 34 |
| Subtitle | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 35 |
| Closed Caption | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 36 |
| Enter | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 37 |
| DOT | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 38 |
| Analog | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 39 |
| Teletext | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 40 |
| Exit | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 41 |
| Analog2 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 42 |
| *AD | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 43 |
| Digital | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 44 |
| Analog? | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 45 |
| BS | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 46 |
| CS | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 47 |
| BS/CS | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 48 |
| Ddata | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 49 |

