

LS4 commander code

Note: RS232 baud rate 115.2K, 8 data bits, 1 stop bit, no parity bit
Data is hexadecimal data

- 1) Connect device e9_01_01_00_00_Checksum_0d_0a
Checksum = $0xe9+0x01+0x01 = 0xeb$

Connect device e9_01_01_00_00_eb_0d_0a

- 2) Switch source e9_01_09_01_Input_Checksum_0d_0a
Input:

Checksum = $0xe9+0x01+0x09+ 0x01 + \text{Input}$

Example: Switch to input source CV1

e9_01_09_01_00_F4_0d_0a

Example: Switch to input source CV2

e9_01_09_01_01_F5_0d_0a

Example: Switch to input source VGA

e9_01_09_01_02_F6_0d_0a

Example: Switch to input source DVI

e9_01_09_01_03_F7_0d_0a

Example: Switch to input source HDMI

e9_01_09_01_04_F8_0d_0a

- 3) Adjust brightness e9_01_21_brightness_00_Checksum_0d_0a
Brightness---Brightness value
Checksum = $0xe9+0x01+0x21 + \text{brightness}$

Brightness value is 100 (decimal) and hexadecimal is 64

e9_01_21_64_00_6f_0d_0a

- 4) Adjusting the contrast e9_02_21_contrast_00_Checksum_0d_0a
Contrast-----contrast value
Checksum = 0xe9+0x02+0x21+ contrast

Contrast value is 100 (decimal) and hexadecimal is 64
e9_02_21_64_00_70_0d_0a

- 5) Load mode e9_01_11_Mode_00_Checksum_0d_0a
Mode-----1 to 5
Checksum = 0xe9+0x01+0x11+ Mode

Example: call user mode 5

e9_01_11_05_00_00_0d_0a

If back: e9_01_11_05_ff_Checksum_0d_0a Indicates that the call was successful

If back: e9_01_11_05_ee_Checksum_0d_0a Indicates that the call failed

Load mode 1 e9_01_11_01_00_fc_0d_0a
Load mode 2 e9_01_11_02_00_fd_0d_0a
Load mode 3 e9_01_11_03_00_fe_0d_0a
Load mode 4 e9_01_11_04_00_ff_0d_0a
Load mode 5 e9_01_11_05_00_00_0d_0a