

# LS2 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:

CV1-----0,

CV2-----1,

VGA-----2,

DVI-----3,

HDMI-----4,

Checksum = 0xe9+0x01+0x09+ 0x01+ 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+ 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