

`LS8 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

Back:

E9 01 01 1B 00 06 0D 0A U2

- 2) Load mode e9_01_11_Mode_00_Checksum_0d_0a
Mode-----1 to 5
Checksum = $0xe9+0x01+0x11 + \text{Mode}$

Example: call user mode 5

e9_01_11_05_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_0d_0a

- 3) Switch window 1 e9_01_09_01_Input_Checksum_0d_0a
Switch window 2 e9_01_09_02_Input_Checksum_0d_0a

Input:

CV1-----0,

CV2-----1,

HDMI-----2,

VGA1-----3,

VGA2-----4,

DVI-----5,

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

Example: window 1 switches to input source CV1

e9_01_09_01_00_F4_0d_0a

Back:

E9 01 09 01 FF F3 0D 0A switch success

E9 01 09 01 EE E2 0D 0A switch fail

Example: window 1 switches to input source CV2

e9_01_09_01_01_F5_0d_0a

Back:

E9 01 09 01 FF F3 0D 0A switch success

E9 01 09 01 EE E2 0D 0A switch fail

Example: window 1 switches to input source HDMI

e9_01_09_01_02_F6_0d_0a

Back:

E9 01 09 01 FF F3 0D 0A switch success

E9 01 09 01 EE E2 0D 0A switch fail

Example: window 1 switches to input source VGA1

e9_01_09_01_03_F7_0d_0a

BACK:

E9 01 09 01 FF F3 0D 0A switch success

E9 01 09 01 EE E2 0D 0A switch fail

Example: window 1 switches to input source VGA2

e9_01_09_01_04_F8_0d_0a

BACK:

E9 01 09 01 FF F3 0D 0A switch success

E9 01 09 01 EE E2 0D 0A switch fail

Example: window 1 switches to input source DVI

e9_01_09_01_05_F9_0d_0a

BACK:

E9 01 09 01 FF F3 0D 0A switch success

E9 01 09 01 EE E2 0D 0A switch fail

The command to switch screen 2 is similar, but pay attention to the checksum!

3) Query swindow 1 signal source E9 01 0B 01 00 F6 0D 0A

Back

E9 01 0B 01 00 F6 0D 0A CV1

E9 01 0B 01 01 F7 0D 0A CV2

E9 01 0B 01 02 F8 0D 0A HDMI

E9 01 0B 01 03 F9 0D 0A VGA1

E9 01 0B 01 04 FA 0D 0A VGA2
E9 01 0B 01 05 FB 0D 0A DVI

Query window 2 signal source E9 01 0B 02 00 F7 0D 0A

Back

E9 01 0B 02 00 F7 0D 0A CV1
E9 01 0B 02 01 F8 0D 0A CV2
E9 01 0B 02 02 F9 0D 0A HDMI
E9 01 0B 02 03 FA 0D 0A VGA1
E9 01 0B 02 04 FB 0D 0A VGA2
E9 01 0B 02 05 FC 0D 0A DVI

- 4) Query the status of window 1 signal source (Normal or lost) E9 01 92 01 00 7D 0D 0A
E9 01 92 01 01 7E 0D 0A window 1 Normal
E9 01 92 01 00 7D 0D 0A window 1 lost

Query the status of window 2 signal source (Normal or lost) E9 01 92 02 00 7E 0D 0A
E9 01 92 02 01 7F 0D 0A window 1 Normal
E9 01 92 02 00 7E 0D 0A window 1 lost

5) Brightness adjust

Brightness default: 50 (hex 32)
Contrast default: 50 (hex 32)
Saturation default: 50 (hex 32)
sharpening default: 14 (hex 0E)

```
ea 00 (window 0) 67 0c 09 32 (brightness) 32 (contrast) 32 (saturation) 0e (sharpening) 0a  
(checksum) 0d 0a  
ea 01 (window 1) 67 0c 09 32 (brightness) 32 (contrast) 32 (saturation) 0e (sharpening) 0b  
(checksum) 0d 0a
```