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# SLCD+/6/43 Command Reference Manual

SLCD+, SLCD6, SLCD43 Firmware Version 2.9.0  
BMPIload Version 1.11.0

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# 1. SLCD+/6/43 Operational Overview

## 1.1. Supported Hardware (model, color mode, and pixel resolution)

This manual pertains to the SLCD+, SLCD6, and SLCD43 controllers. These will be referred to generically as SLCDx controllers.

All SLCDx controllers support Highcolor mode as a standard. The SLCD+ and SLCD6 are available with 8-bit color mode, to support products using the legacy SLCDx controller (which is no longer available).

The SLCD+ and SLCD6 have QVGA resolution (320x240 pixels), whereas the SLCD43 has WVGA resolution (480x272 pixels).

## 1.2. General

An SLCDx controller and attached LCD touch panel make up a module, generically referred to as an SLCDx. An SLCDx acts as a "smart terminal" and is generally connected to a "host" processor that implements the desired Graphical User Interface (GUI). The host can be any kind of processor from an eight bit microcontroller to a PC. The host issues commands to the SLCDx and receives button press responses from the SLCDx. In this manual, the term "host" is used to describe the device connected to the SLCDx.

The SLCDx contains flash memory that is used for bitmap and macro storage. (This is sometimes referred to as "external" flash to distinguish it from the processor's internal flash memory that stores the SLCDx processor firmware.) A bitmap is equivalent to a Windows™ bitmap file – it is a rectangular image. [Section 3](#) describes the BMPload program used to store these into the SLCDx. Macros are a sequence of SLCDx commands and are described in [Section 4](#).

The SLCDx is connected to the host processor via a serial port. The number of serial ports is SLCDx model-specific; refer to the board reference manual for each model. There are several reasons for having multiple ports:

- a) Host program development and debugging. One port is connected to the host and another to a PC. The PC is used to download images and macros that the host uses. The two ports allow both the host and PC to be connected without having to switch cables. The PC can also be used for interactive command execution / testing.
- b) The SLCDx supports serial pass-through via the "aout" and "ain" commands. This allows serial peripherals to be attached to the SLCDx and accessed by the host.

### 1.3. Bitmaps

The look and feel of the interface is created by designing bitmaps (.bmp files) that are used for backgrounds, buttons, and controls. These are designed using a graphics design program such as Adobe PhotoShop or the Open Source GIMP program. As noted above, all SLCDx support Highcolor mode as standard, and 8-bit color mode is available on the SLCD+ and SLCD6 to support products migrating off the older, legacy SLCD. For most new designs, Highcolor bitmaps should be used. *Note that Highcolor bitmaps are designed in 24 bit color space, and the BMPload program converts them into the more space-economical 16 bit (RGB565) format.* For more on bitmaps, see [Section 8](#).

### 1.4. Communications Interface

#### General

- ◆ Default communication is at a baud rate of 115200 with no parity, software (XON/XOFF) flow control<sup>1</sup>, 8 bits of data, and 1 stop bit. The baud rate can be set to a different initial value on power-on by using the [POWER-ON MACRO](#) feature.
- ◆ Characters are not echoed and all responses end only with a <return> character (0x0d). This is done to maximize communications line efficiency. To use with terminal emulators such as Hyperterminal, select “half duplex” to echo characters locally and “append LF to CR” to add a line feed to the received Carriage Return.
- ◆ ASCII commands consist of a command (one or more ASCII characters) followed by the data associated with that command, followed by a carriage return. In this manual, the return character (value 0x0D, decimal 13) is signified by <return>.
- ◆ Screen pixel x and y values start at the upper left-hand corner. This is, point x=0, y=0. The lower right corner is point x=(pixel width - 1), y=(pixel height - 1).
- ◆ The maximum length of any ASCII command including the termination character is 127 characters.
- ◆ The SLCD6 and SLCD43 have a USB slave serial port, implemented via the FTDI FT232R chip. The VCOM drivers make this port look like a standard COM port to the PC. Drivers are available at <http://www.ftdichip.com/Drivers/VCP.htm>. Note the serial port must be COM9 or less to work properly (Windows issue); the com port can be changed under the advanced driver properties in Control Panel->System->Device Manager->USB Serial Port->Properties->Port Settings->Advanced.

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<sup>1</sup> Note: Flow control is supported on SLCDx receive only; that is, the SLCDx transmits XON and XOFF to control the receive data pacing, but does not respond to XON or XOFF control bytes from the host.

## Compressed Command Syntax

- ♦ All ASCII commands are shown with a space after the command mnemonic, for example:

```
p <pixels>
```

This command sets the line drawing width. This space is optional in all commands where the first argument is numeric (e.g. not text display) and can be removed to reduce code space and transmission overhead. Here is an example:

```
p2<return>
```

The above command sets the line width to 2.

### 1.5. *SLCDx Input Buffer Processing*

#### **Input Buffer**

The SLCDx has a 512 byte input circular buffer. As commands are received, they are queued in the buffer and executed first come first served. After a command has been processed, the SLCDx issues a "prompt" character followed by a <return> indicating the success or failure of the command. The '>' prompt indicates success and the '!' prompt indicates failure. Failure can be due to either a syntax error or an out-of-bounds parameter. Depending on how long a command takes to execute, one or more commands may be stacked in the input buffer. The SLCDx will issue a prompt for each command after it executes. These prompts may be issued while the host is sending a command to the SLCDx (full duplex operation).

The purpose of the circular buffer is to provide overlapped command issue and execution with full duplex communication. If this is not needed, the host can wait for the prompt before sending another command. If interface drawing speed is not an issue, this is the recommended method.

The SLCDx controller issues a prompt when it has finished processing a command. This includes the null command which is a <return>. The null command can always be used to detect the presence and state of the SLCDx.

There is no special "power-on" prompt supplied when the unit first powers on. To detect that the board is available for commands, the host should:

Loop:

- send a null command (single <return> character)
- wait at least 10ms (or longer if the baud rate is very slow)
- look for a received success prompt
- if 3 null commands have been sent without a response, send the abort cmd (\*abt<return>) and look for a received success prompt

If the SLCDx comes up in the middle of receiving the null command, it may issue a failure prompt, but will issue a success prompt the next time it gets the null command.

### **Communications Reliability**

Communications reliability is very important in an embedded system. If, for any reason, there is failure to communicate, the host can send the SLCDx a null command and expect either an error or success prompt. If an error is received, a second null command will generate the success prompt. An error indicates either a high or low level protocol problem.

NOTE: as of version 2.6.29, the SLCDx can accept a command with a CRC prefix to verify the command is received exactly as sent by the host (see [USING CRC'D COMMANDS](#) for details).

### **Flow Control**

The SLCDx implements receive software flow control using the XON (decimal 17) and XOFF (decimal 19) characters. When the circular buffer is approximately  $\frac{3}{4}$  full, an XOFF is issued to the host. An XON is then issued when the buffer is approximately  $\frac{1}{4}$  full. If the host cannot or does not want to accommodate software flow control, the host can make sure that no more than 2 commands are outstanding at any time. Given that the maximum length of any command is 127 bytes, this guarantees that the host will never be sent an XOFF character.

### **Buffer Limit Discussion**

The input buffer can become full and unable to accept more data in two scenarios, both of which will not happen in normal operation. This discussion is presented because buffer overflow issues have presented security and reliability problems in PC and internet devices. The two scenarios are as follows. In both cases, the buffer limit event happens when the buffer is full and one more character is received and has to be thrown away.

Scenario #1: The host sends data that a) does not conform to the command specification, and b) keeps doing so until the buffer size limit is reached, and c) ignores the XOFF request from the SLCDx. ASCII commands are limited to a total of 127 characters including the <return>. Input buffer limit will occur when enough data is sent without a <return> to fill the buffer. This indicates a flaw in the host protocol or a hardware failure (for example, the communication line is chattering).

Scenario #2: The host sends valid commands that take a long time to execute and ignores the XOFF request from the SLCDx. The limit event can occur when the buffer is full of unexecuted commands.

In both of the previous cases, when the SLCDx detects a buffer limit it does the following:

- Discards the received character that caused the limit event, and resets (flushes) the entire input buffer. This is done in an attempt to make the error obvious to the GUI user. If a buffer overflow occurs it is a serious system error.
- Sends an overflow prompt to the host. The overflow prompt is '^'<return>. That is, shift-6 or caret followed by a return.
- Sends an XON character to the host (matches the XOFF that was previously sent)

### **Prompt Summary**

The SLCDx can issue the following prompts. Each prompt starts a new response; that is, it follows a previously sent <return>.

- '>'<return> Indicates the a command has been executed successfully
- '!'<return> Indicates that the command had a syntax or parameter error
- '^'<return> Indicates that an input buffer full event occurred.
- '?'<return> Indicates that a transmission line error occurred. This includes parity, framing, and receive overrun errors
- '# '<return> Indicates that a command CRC error occurred (see [USING CRC'D COMMANDS](#) for details)
- ':'<human-readable text><return>  
Provides human-readable error information. Any prompt that starts with a colon can be discarded by the host.



## 1.6. *Touch interface*

The SLCDx contains a touch controller that interfaces to a four wire resistive touch screen. Touch sensitive areas of the display are defined as either "hotspots" or "buttons". When either of these is pressed or released, the SLCDx can either notify the host directly or execute a "macro", or both. A macro is a predefined sequence of SLCDx commands.

### **Hotspot**

The term "hotspot" refers to an area of the display that is touching sensitive. There are two types of "hotspots": visible and invisible. A visible hotspot is the standard type and when touched, the display area of the hotspot is color inverted (technically XOR'd with the foreground color) to provide a visual indication that a hotspot has been activated. An invisible hotspot does not provide any visual indication when touched.

*The invisible hotspot is useful where a touch control is used to switch display screens. If a visible hotspot is used, and the host redraws the screen when the hotspot is pressed, the hotspot area can become inverted when the user removes their finger from the screen.*

### **Button**

A button is a touch sensitive area that has two bitmaps associated with it. These bitmaps correspond to the two states of the button – 1) normal /not pressed and 2) active / pressed. This allows a button to look like any GUI object including pushbuttons, toggle switches, radio buttons, check boxes, and so forth.

There are two major types of buttons: normal (momentary) and latching. A momentary button changes visual state only when pressed. This is like a momentary pushbutton or a keyboard key. A latching button is like a checkbox – press and release it once and the checkbox is filled, press and release again to clear it.

### **Host Notification**

When a touch sensitive area is pressed or released, the SLCDx can either notify the host, execute a macro or both. See the [BUTTON DEFINE](#) and [TOUCH MACRO ASSIGN](#) commands for details.

## **1.7. Host input processing**

When integrated into a host environment, the SLCDx sends prompts, touch activity notifications, and user-defined text to the host it is connected to. In general, all SLCDx messages are terminated with a <return>.

There can be no guarantee as to the order of arrival for prompts, touch notifications, etc. What is guaranteed is that the messages arrive complete and do not overwrite each other. The debounce timer for touch processing ensures that the host is not overwhelmed by touch notifications.

## **1.8. Control port autoswitch**

For added flexibility, the main control port of the SLCDx can be switched on the fly to any of the other serial ports. This is called “control port autoswitch”. It is effected by sending four auxEscape characters on the port to be switched to. These characters must not be interrupted by any other auxiliary IO. The first three characters cause the control port to switch and the last generates a success prompt on the new control port. The auxEscape character is the <return> character by default and is programmable via the [SET AUX ESCAPE](#) command.

## 2. SOFTWARE COMMAND REFERENCE

### COMMANDS BY FUNCTION:

NOTE: ♦ Indicates that the command stores the setting in EEPROM (non-volatile); see the warning concerning these commands

Function	Command Name	Command
Alignment, Calibration, & Defines	<a href="#">Set Touch Switch Debounce</a> ♦	*debounce <delay in ms>
	<a href="#">Set Typematic Parameters</a> ♦	typematic <delay> <repeat>
	<a href="#">Touch Calibrate</a> ♦	tc
	<a href="#">Reset Touch Calibration</a>	*RT
	<a href="#">Set Orientation</a> ♦	*orient [0 1]
Screen, LEDs Lighting, & Brightness	<a href="#">Display On/Off</a>	v <on off>
	<a href="#">Backlight Brightness Control</a> ♦	xbb [+ -]<level>
	<a href="#">Backlight Brightness Control</a>	xbbs [+ -] <level>
	<a href="#">External Backlight On/Off</a>	xb1 <on off>
	<a href="#">Set LED</a>	led [0 1]
Text	<a href="#">Set Cursor</a>	sc x y
	<a href="#">Define Displayable Cursor</a>	curs <bitmap index> <transparent color index>
	<a href="#">Set Displayable Cursor Position</a>	curp x y
	<a href="#">Touch Displayable Cursor</a>	curt
	<a href="#">Set Text Alignment</a>	ta [L C R][T C B]
	<a href="#">Set Text Mode</a>	tm [R T X TR N]
	<a href="#">Text Display</a>	t "text string" x y [R T X TR N] t "text string"
	<a href="#">Text Flashing Display</a>	tf <index> [t] "text string" x y [R T X TR]
	<a href="#">Text Flashing Disable</a>	tfd <index> <state>
	<a href="#">Text Flashing Enable</a>	tfe <index>
	<a href="#">Text Flashing Delete</a>	tfx <index>
	<a href="#">Text Flashing Synchronize</a>	tfs
	<a href="#">Set Font</a>	f <fontName>
	<a href="#">UTF8 Enable / Disable</a>	utf8 [on off]

Shapes / Pixels	<a href="#">Draw Circle</a>	c x0 y0 r [f]
	<a href="#">Draw Line</a>	l x0 y0 x1 y1
	<a href="#">Draw Point</a>	dp x y
	<a href="#">Draw Rectangle</a>	r x0 y0 x1 y1 [style] [color]
	<a href="#">Draw Triangle</a>	tr x0 y0 x1 y1 x2 y2 [RGB]
	<a href="#">Draw Outline Polygon</a>	pg x0 y0 [x/y x/y...]
	<a href="#">Draw Filled Polygon</a>	pf x0 y0 [x/y x/y ...]
	<a href="#">Draw Rotated Polygon</a>	pgr <angle> x0 y0 [x/y x/y...]
	<a href="#">Draw Rotated, Filled Polygon</a>	pfr <angle> x0 y0 [x/y x/y...]
	<a href="#">Redraw Rotated Polygon</a>	ppgr <angle> x0 y0
	<a href="#">Draw Polyline</a>	pl x0 y0 [x/y x/y...]
	<a href="#">Draw Rotated Polyline</a>	plr x0 y0 [x/y x/y...]
	<a href="#">Draw Filled Ellipse</a>	ef x y <x radius> <y radius>
	<a href="#">Draw Ellipse</a>	e x y <x radius> <y radius>
	<a href="#">Draw Arc Segment</a>	a x0 y0 <radius> <start> <end>
	<a href="#">Pixel Read</a>	pr
	<a href="#">Pixel Write</a> (8 bit color)	pw x y [palIdx]
	<a href="#">Pixel Write</a> (high color)	pw x y [RGB 565]
Draw Settings	<a href="#">Set Color</a>	s <fore> <back>
	<a href="#">Set Draw Mode</a>	d [n x]
	<a href="#">Set Origin</a>	o <x> <y>
	<a href="#">Set Pen Width</a>	p <pixels>
Clear / Unclear	<a href="#">Clear All Hotspots</a>	xc all
	<a href="#">Clear Screen</a>	z
	<a href="#">Clear Screen Special</a>	zs <bitmap index>
	<a href="#">Clear Hotspot</a>	xc <n>
	<a href="#">Screen Blank (basic)</a>	sb color
	<a href="#">Screen Blank (complete)</a>	SB <color_detail>
	<a href="#">Screen Unblank (basic)</a>	su
	<a href="#">Screen Unblank (complete)</a>	SU

Macros	<a href="#">Macro Execute</a>	m <n> [macro parameters . . .]
	<a href="#">Macro Abort</a>	*abt
	<a href="#">Macro Notify</a>	*macnote <0 1 2 3>
	<a href="#">Touch Macro Assign</a>	xm <touch index><macro index   name> [<macro2 index>]
	<a href="#">Touch Macro Assign Quiet</a>	xmq <touch index> <macro index   name> [<macro2 index>]
	<a href="#">Touch Macro Assign With Parameters</a>	xa[q] <n> action <macro index   name> <args>
	<a href="#">Set Power-On Macro</a> ◆	*PONMAC <index   name> [<option>]
	<a href="#">Set Demo Macro</a> ◆	*DEMOMAC <index   name>
	<a href="#">Set Variable</a>	set <internal variable name> <value>
	<a href="#">Get Variable</a>	get <internal variable name>
	<a href="#">Demo</a>	Demo
	<a href="#">List Macros Detail</a>	lsmac [index]
	<a href="#">Debug Macro</a>	*macdebug <0 1>
Animation:	<a href="#">Animation Clear (delete)</a>	anic
	<a href="#">Animation Define</a>	ani <n> <text string>
	<a href="#">Animation Disable</a>	anid <n> [yield #]
	<a href="#">Animation Enable</a>	anie <n>
	<a href="#">Animation List</a>	ani? <n>
	<a href="#">Animation Synch</a>	anis
	<a href="#">Animation Yield</a>	y <milliseconds>   stop
	<a href="#">Wait Vertical Retrace</a>	wvr <line> [<line2>]
	<a href="#">Wait for Refresh</a>	wrf <x> <y>
Sound:	<a href="#">Alarm</a>	al <alarm> <count>
	<a href="#">Beep Frequency</a> ◆	bf [<hertz>]
	<a href="#">Beep Once</a>	beep <count>
	<a href="#">Beep Repeat</a>	rb <on> <off> [alarm]
	<a href="#">Beep Touch</a>	bb <number>
	<a href="#">Beep Volume</a> ◆	bv [+ -]<level>
	<a href="#">Beep Wait</a>	beepw <count>
List	<a href="#">List Bitmaps Detail</a>	lsbmp [index]
Commands	<a href="#">List Downloaded Records</a>	ls
	<a href="#">List Macros Detail</a>	lsmac [index]
Levelbars	<a href="#">Levelbar Define</a>	ld n x0 y0 x1 y1 or inv bv bc <levels>
	<a href="#">Levelbar Value</a>	lv n val

Sliders & Scrolling	<a href="#">Scroll Screen Area</a>	k x0 y0 x1 y1 <numlines>[l r u d L R]
	<a href="#">Slider Define</a>	sl idx bg x y slider off ornt inv cont hi lo
	<a href="#">Slider Value</a>	sv idx val
Charts	<a href="#">Chart Bitmap Define</a>	cdb n x y dw bv tv bitmap <pens>
	<a href="#">Chart Define</a>	cd n x0 y0 x1 y1 t dw bv tv bc <pens>
	<a href="#">Chart Values</a>	cv n pen0_value [pen1_value ..]
Meters	<a href="#">Meter Define</a>	md <id> <bitmap> <x> <y> <type> <minVal> <maxVal> <initial_value> <minAngle> <maxAngle> <x0, y0 ... [x10, y10]>
	<a href="#">Meter Value</a>	mv <id> <value>
Buttons / Touch	<a href="#">Button Define – Latching State</a>	bd <n> x y type "text0" "text1" dx0 dy0 dx1 dy1 bmp0 bmp1
	<a href="#">Button Define – Momentary</a>	bd <n> x y type "text" dx dy bmp0 bmp1
	<a href="#">Button Define Center Text</a>	bdc <n> x y type "text0" ["text1"] bmp0 bmp1
	<a href="#">Define Hotspot</a>	x <n> x0 y0 x1 y1
	<a href="#">Define Special Hotspot (Invisible)</a>	xs <n> x0 y0 x1 y1
	<a href="#">Define Typematic Touch Area</a>	xt <n> x0 y0 x1 y1
	<a href="#">Define Special Typematic Touch</a>	xst <n> x0 y0 x1 y1
	<a href="#">Define Special Hotspot With Relative X Y Notice</a>	xyx <n> x0 y0 x1 y1
	<a href="#">Button Clear</a>	bc <n>
	<a href="#">Clear Touch</a>	xc <n>
	<a href="#">Clear All Touch</a>	xc all
	<a href="#">Disable Touch</a>	xd <n>
	<a href="#">Enable Touch</a>	xe <n>
	<a href="#">Set (Latching) State Button</a>	ssb <n> state
	<a href="#">Set Touch Characteristics</a>	xset [+ -][p r t T x]
<a href="#">Touch Calibrate</a> ◆	tc	
<a href="#">Set Typematic Parameters</a>	typematic <delay> <repeat>	
<a href="#">Define Touch Parameters</a> ◆	*touchParm [<samples> <span>]	
Reset	<a href="#">Reset Board to Manufactured State</a> ◆	*MFGRESET
	<a href="#">Reset Board / Firmware</a>	*RESET
	<a href="#">Reset Touch Calibration</a> ◆	*RT

Images / Splash Screen	<a href="#">Display Bitmap Image</a> <a href="#">Display Bitmap Image Centered</a> <a href="#">Display Clipped Bitmap Image</a> <a href="#">Display Windowed Bitmap Image</a>  <a href="#">Display OEM Bitmap Image</a> <a href="#">Splash Screen</a> ◆	<code>xi &lt;index&gt; x y</code> <code>xim &lt;index&gt; x y</code> <code>xic &lt;index&gt; x y x0 y0 x1 y1</code> <code>xio &lt;bitmap index&gt; &lt;x&gt; &lt;y&gt; &lt;0 1&gt;</code> <code>&lt;length&gt; &lt;offset&gt;</code> <code>i &lt;number&gt; x y</code> <code>*SPL &lt;number&gt;</code>
Save / Restore	<a href="#">Restore Drawing Environment</a> <a href="#">Save Drawing Environment</a> <a href="#">Window Save</a> <a href="#">Window Restore</a> <a href="#">Window Restore Rectangle</a>	<code>sr</code> <code>ss</code> <code>ws x0 y0 x1 y1 [index]</code> <code>wr x y [index]</code> <code>wrr x y &lt;width&gt; &lt;height&gt; &lt;index&gt;</code> <code>[&lt;address&gt;]</code>
Timing	<a href="#">Wait</a>	<code>w &lt;number of milliseconds&gt;</code>
Baud Rates	<a href="#">Set Baud Rate ComN</a> (N = 0, 1, 2, or 3 for SLCD6/43) (N = 0, or 1 for SLCD+)	<code>baudN [230400   115200   57600  </code> <code>38400   19200   9600]</code>
Com port I/O	<a href="#">Output String (Main)</a> <a href="#">Output String (Aux)</a> <a href="#">Write to Aux Port N</a> <a href="#">Read from Aux port N</a> (N = 0, 1, 2, or 3 for SLCD6/43) (N = 0, or 1 for SLCD+)	<code>out "&lt;text string&gt;"</code> <code>aout "&lt;text string&gt;"</code> <code>aoutN "&lt;text string&gt;"</code> <code>ainN</code>
Notifications	<a href="#">Binary Notification Mode</a>	<code>*binr &lt;0 1&gt;</code>
Debug	<a href="#">Debug Command</a> <a href="#">Debug Macro</a> <a href="#">Debug Touch</a> <a href="#">Color Test</a>	<code>*cmddebug &lt;0 1&gt;</code> <code>*macdebug &lt;0 1&gt;</code> <code>*debug &lt;0 1&gt;</code> <code>*TESTC</code>
Read / Return Commands	<a href="#">CRC External Flash</a> <a href="#">CRC Processor Code</a> <a href="#">CRC Screen</a> <a href="#">EEPROM Read</a> <a href="#">Get Panel Name</a> <a href="#">Read Frame Buffer Line</a> <a href="#">Read LCD Controller</a>	<code>*CEXT [&lt;from&gt; &lt;to&gt;]</code> <code>*CSUM</code> <code>*CRC</code> <code>*eer &lt;hex location&gt;</code> <code>*panel</code> <code>*FB &lt;line&gt;</code> <code>XR &lt;hex register&gt;</code>

Write	<a href="#">EEPROM Write</a>	*eew <hex location> <hex value>
Commands	<a href="#">Write LCD Controller</a>	XW <hex register> <hex value>
Download	<a href="#">Binary Download</a>	bdlld <index> <address> <size> <timeout>
	<a href="#">External Memory Available</a>	xma
	<a href="#">External Memory Chip Erase</a>	xmc FEEB
	<a href="#">External Memory Block Erase</a>	xme <addr> FEEB
Port	<a href="#">Set Control Port</a> ◆	*com[0 1 2 3]main
Configuration	<a href="#">Control Port Autoswitch</a> ◆	(see description)
	<a href="#">Set Aux Escape</a> ◆	*auxEsc <hex value of ASCII character>
	<a href="#">Set Previous Control Port</a>	*prevCons
SLCDx	<a href="#">Get Panel Type</a>	*panel
Information	<a href="#">Version</a>	vers



## COMMANDS IN ALPHABETICAL ORDER

NOTE: ♦ Indicates that the command stores the setting in EEPROM (non-volatile); see the warning concerning these commands

Command Name	Command
<a href="#">Alarm</a>	al <alarm> <count>
<a href="#">Animation Clear</a>	anic
<a href="#">Animation Define</a>	ani <n> <text string>
<a href="#">Animation Delete</a>	anix <n>
<a href="#">Animation Disable</a>	anid <n> [yield #]
<a href="#">Animation Enable</a>	anie <n>
<a href="#">Animation List</a>	ani? <n>
<a href="#">Animation Synch</a>	anis
<a href="#">Animation Yield</a>	y <milliseconds>   stop
<a href="#">Beep Frequency</a> ♦	bf [<hertz>]
<a href="#">Beep Once</a>	beep <count>
<a href="#">Beep Repeat</a>	rb <on> <off> [alarm]
<a href="#">Beep Touch</a>	bb <number>
<a href="#">Beep Volume</a> ♦	bv [+ -]<level>
<a href="#">Beep Wait</a>	beepw <count>
<a href="#">Binary Download</a>	bdlld <index> <address> <size> <timeout>
<a href="#">Binary Notification Mode</a>	*binr <0 1>
<a href="#">Button Clear</a>	bc <n>
<a href="#">Button Define Center Text</a>	bdc <n> x y type "text0" ["text1"] bmp0 bmp1
<a href="#">Button Define – Latching State</a>	bd <n> x y type "text0" "text1" dx0 dy0 dx1 dy1 bmp0 bmp1
<a href="#">Button Define – Momentary</a>	bd <n> x y type "text" dx dy bmp0 bmp1
<a href="#">Chart Bitmap Define</a>	cdb n x y dw bv tv bitmap <pens>
<a href="#">Chart Define</a>	cd n x0 y0 x1 y1 t dw bv tv bc <pens>
<a href="#">Chart Values</a>	cv n pen0_value [pen1_value ..]
<a href="#">Clear All Touch</a>	xc all
<a href="#">Clear Touch</a>	xc <n>
<a href="#">Clear Screen</a>	z
<a href="#">Clear Screen Special</a>	zs
<a href="#">Clear Touch</a>	xc <n>
<a href="#">Color Test</a>	*TESTC
<a href="#">Control Port Autoswitch</a>	3 consecutive <return> characters to the Aux port
<a href="#">CRC External Flash</a>	*CEXT [<from> <to>]
<a href="#">CRC Processor Code</a>	*CSUM
<a href="#">CRC Screen</a>	*CRC

<a href="#">Debug Command</a>	*cmddebug <0 1>
<a href="#">Debug Macro</a>	*macdebug <0 1>
<a href="#">Debug Touch</a>	*debug <0 1>
<a href="#">Define Hotspot</a>	*debug <0 1> x <n> x0 y0 x1 y1
<a href="#">Define Displayable Cursor</a>	curs <bitmap index> <transparent color index>
<a href="#">Define Special Hotspots (Invisible)</a>	xs <n> x0 y0 x1 y1
<a href="#">Define Special Hotspot With Relative X Y Notice</a>	xxy <n> x0 y0 x1 y1
<a href="#">Define Special Typematic Touch</a>	xst <n> x0 y0 x1 y1
<a href="#">Define Touch Parameters ♦</a>	*touchParm [<samples> <span>]
<a href="#">Define Typematic Touch Area</a>	xt <n> x0 y0 x1 y1
<a href="#">Demo</a>	Demo
<a href="#">Disable Touch</a>	xd <n>
<a href="#">Display Bitmap Image</a>	xi <index> x y
<a href="#">Display Bitmap Image Centered</a>	xim <index> x y
<a href="#">Display Clipped Bitmap Image</a>	xic <index> x y x0 y0 x1 y1
<a href="#">Display OEM Bitmap Image</a>	i <number> x y
<a href="#">Display Windowed Bitmap Image</a>	xio <bitmap index> <x> <y> <0 1> <length> <offset>
<a href="#">Display On/Off</a>	v <on off>
<a href="#">Draw Arc Segment</a>	a x0 y0 <radius> <start> <end>
<a href="#">Draw Circle</a>	c x0 y0 r [f]
<a href="#">Draw Ellipse</a>	e x y <x radius> <y radius>
<a href="#">Draw Filled Ellipse</a>	ef x y <x radius> <y radius>
<a href="#">Draw Filled Polygon</a>	pf x0 y0 [x/y x/y ...]
<a href="#">Draw Line</a>	l x0 y0 x1 y1
<a href="#">Draw Outline Polygon</a>	pg x0 y0 [x/y x/y...]
<a href="#">Draw Point</a>	dp x y
<a href="#">Draw Polyline</a>	pl x0 y0 [x/y x/y...]
<a href="#">Draw Rectangle</a>	r x0 y0 x1 y1 [style] [color]
<a href="#">Draw Rotated Polygon</a>	pgr <angle> x0 y0 [x/y x/y...]
<a href="#">Draw Rotated, Filled Polygon</a>	pfr <angle> x0 y0 [x/y x/y...]
<a href="#">Draw Rotated Polyline</a>	plr x0 y0 [x/y x/y...]
<a href="#">Draw Triangle</a>	tr x0 y0 x1 y1 x2 y2 [RGB]
<a href="#">EEPROM Read/Write</a>	*eer <hex location> *eew <hex location> <hex value>
<a href="#">Enable Touch</a>	xe <n>
<a href="#">External Backlight Brightness ♦</a>	xbb[s] [+ -]<level>
<a href="#">External Backlight On/Off</a>	xbl <on off>
<a href="#">External Memory Available</a>	xma
<a href="#">External Memory Block Erase</a>	xme <addr> FEEB
<a href="#">External Memory Chip Erase</a>	xmc FEEB

<a href="#">Get Panel Type</a>	*panel
<a href="#">Get Variable</a>	get <internal variable name>
<a href="#">Levelbar Define</a>	ld n x0 y0 x1 y1 or inv bv bc <levels>
<a href="#">Levelbar Value</a>	lv n val
<a href="#">List Bitmaps Detail</a>	lsbmp [index]
<a href="#">List Downloaded Records</a>	ls
<a href="#">List Macros Detail</a>	lsmac [index]
<a href="#">Macro Abort</a>	*abt
<a href="#">Macro Execute</a>	m <n> [macro parameters . . .]
<a href="#">Macro Notify</a>	*macnote <0 1 2 3>
<a href="#">Meter Define</a>	md <id> <bitmap> <x> <y> <type> <minVal> <maxVal> <initial_value> <minAngle> <maxAngle> <x0, y0 ... [x10, y10]>
<a href="#">Meter Value</a>	mv <id> <value>
<a href="#">Output String (Aux)</a>	aout "<text string>"
<a href="#">Output String (Main)</a>	out "<text string>"
<a href="#">Pixel Read</a>	pr
<a href="#">Pixel Write</a>	pw x y [color]
<a href="#">Power-On Macro</a> ◆	*PONMAC <index> [<option>]
<a href="#">Read Frame Buffer Line</a>	*FB <line>
<a href="#">Read from Aux port N</a>	ain?
<a href="#">Read LCD Controller</a>	XR <hex register>
<a href="#">Redraw Rotated Polygon</a>	ppgr <angle> x0 y0
<a href="#">Reset Board to Manufactured State</a> ◆	*MFGRESET
<a href="#">Reset Board / Firmware</a>	*RESET
<a href="#">Reset Touch Calibration</a> ◆	*RT
<a href="#">Restore Drawing Environment</a>	sr
<a href="#">Save Drawing Environment</a>	ss
<a href="#">Screen Blank (basic)</a>	sb color
<a href="#">Screen Blank (complete)</a>	SB <color_detail>
<a href="#">Screen Unblank (basic)</a>	su
<a href="#">Screen Unblank (complete)</a>	SU
<a href="#">Scroll Screen Area</a>	k x0 y0 x1 y1 <numlines>[l r u d L R]
<a href="#">Set Aux Escape</a> ◆	*auxEsc <hex value of ASCII character>
<a href="#">Set Baud Rate port N</a>	baudN [230400 115200 57600 38400 19200 9600]
<a href="#">Set Color (Detailed)</a>	S <fore_detail> <back_detail>
<a href="#">Set Color (basic)</a>	s <fore> <back>
<a href="#">Set Control Port N</a> ◆	*comNmain
<a href="#">Set Cursor</a>	sc x y
<a href="#">Set Demo Macro</a> ◆	*DEMOMAC <index>
<a href="#">Set Displayable Cursor Position</a>	curp x
<a href="#">Set Draw Mode</a>	d [n x]
<a href="#">Set Font</a>	f <type>

<a href="#">Set (Latching) State Button</a>	ssb <n> state
<a href="#">Set LED</a>	led [0 1]
<a href="#">Set Orientation</a> ◆	*orient [0 1]
<a href="#">Set Origin</a>	o <x> <y>
<a href="#">Set Pen Width</a>	P <pixels>
<a href="#">Set Previous Control Port</a>	*prevCons
<a href="#">Set Text Alignment</a>	ta [L C R][T C B]
<a href="#">Set Text Mode</a>	tm [R T X TR N]
<a href="#">Set Touch Characteristics</a>	xset [+ -][p r t T x]
<a href="#">Set Touch Switch Debounce</a> ◆	*debounce <delay>
<a href="#">Set Typematic Parameters</a> ◆	typematic <delay> <repeat>
<a href="#">Set Variable</a>	set <internal variable name> <value>
<a href="#">Slider Define</a>	sl idx bg x y slider off ornt inv cont hi lo
<a href="#">Slider Value</a>	sv idx val
<a href="#">Splash Screen</a> ◆	*SPL <index>
<a href="#">Text Display</a>	t "text string" x y [R T X TR N]
	t "text string"
<a href="#">Text Flashing Display</a>	tf <index> [t] "text string" x y [R T X TR]
<a href="#">Text Flashing Disable</a>	tfd <index> <state>
<a href="#">Touch Calibrate</a> ◆	tc
<a href="#">Touch Displayable Cursor</a>	curt
<a href="#">Touch Macro Assign</a>	xm <touch index><macro index   name> [<macro2 index   name>]
<a href="#">Touch Macro Assign Quiet</a>	xmq <touch index><macro index> [<macro2 index>]
<a href="#">Touch Macro Assign w/ Parameters</a>	xa[q] <n> action <args>
<a href="#">UTF8 Enable / Disable</a>	utf8 [on off]
<a href="#">Version</a>	vers
<a href="#">Wait</a>	w <number of milliseconds>
<a href="#">Wait for Refresh</a>	wrf <x> <y>
<a href="#">Window Restore</a>	wr x y [index]
<a href="#">Window Restore Rectangle</a>	wrr x y <width> <height> <index> [<address>]
<a href="#">Window Save</a>	ws x0 y0 x1 y1 [index]
<a href="#">Write LCD Controller</a>	XW <hex register> <hex value>
<a href="#">Write to Aux Port N</a>	aoutN "<text string>"

## **SET PEN WIDTH**

Description	Sets the pen width for line drawing commands including line, rectangle <i>but not circle</i> . Reset setting is width of 2.
Command:	p <pixels>
Arguments:	<pixels> Width of pen in pixels from 1 to 200.
Example:	p 1 This sets the pen width to 1 pixel wide.

## **SET DRAW MODE**

Description	Sets the drawing mode for all line draw commands including draw line, rectangle, and circle. Note that for color displays the XOR mode produces the inverted RGB color. <i>With no argument, it returns the current drawing mode.</i>
Command:	d [n x]
Arguments:	n: Normal drawing mode; draws with the colors from SET COLOR command. x: XOR drawing mode; inverts the existing pixel to draw lines.
Example:	d n This sets the drawing mode to normal

## **SET ORIGIN**

Description:	Sets the top, left origin for all subsequent operations including lines, text, bitmaps, buttons and so forth. This is useful for macros that draw compound objects. If the macro draws everything relative to (0,0), then the origin can be set before calling the macro, and the compound object will be drawn at that location. Note that the SET CURSOR command location is relative to this global origin.
Command:	o <x> <y>
Arguments:	<x> X axis value between 0 and 319 (239 portrait) <y> Y axis value between 0 and 239 (319 portrait)
Example:	o 10 20<return> t "hello" 0 0<return> This sets the origin to x=10, y=20, and then displays the text "hello" at absolute location 10, 20

## **SET COLOR (basic)**

Description        Sets the background and foreground color for all subsequent commands using a basic color palette. The following assumes the standard palette is used for 8 bit color firmware.

Command            `s <foreground> <background>`

Arguments:        `<foreground>` = foreground color value per the table below  
`<background>` = background color value per the table below

Color value	Color	Color value	Color
0	Black	9	Grey
1	White	10	Light Grey
2	Blue	11	Light Blue
3	Green	12	Light Green
4	Cyan	13	Light Cyan
5	Red	14	Light Red
6	Magenta	15	Light Magenta
7	Brown	16	Yellow
8	Dark Grey		

Note:                To reset the background after changing the color, the screen can be cleared using the command, 'z'.

Example:            `s 0 1`

From this point on, all objects will be drawn in black with a white background if applicable.

## **SET COLOR (8 bit color, custom palette)**

Description        Sets the background and foreground color for all subsequent commands. Color is defined by palette index values, since with a custom palette there are no fixed colors. The custom palette option is selected via the BMPload program.

Command            `s <foreground> <background>`

Example:            `s 2 3`

This sets the foreground color to palette index value 2, and the background to palette index value 3.

## **SET COLOR (detailed)**

Description	Sets the background and foreground color for all commands using arbitrary RGB values. <i>Note:</i>
Command	S <foreground_detail> <background_detail>
Arguments:	<foreground_detail> = foreground color value in RGB format <background_detail> = foreground color value in RGB format RGBformat = RGB where R, G, B are each a single character from 0 to f.
Example:	S F00 069  Foreground = maximum red, background = minimum green, + half intensity blue
Notes:	<ol style="list-style-type: none"><li>1. To reset the background after changing the color, the screen must be cleared using the command, 'z'.</li><li>2. Using 8 bit color firmware, the SLCD+ or SLCD6 has a fixed 8 bit palette which is expanded into 12 bit color. There are 16 shades of gray and 6 shades of each color. Therefore, not all of the 12 bit colors represented by the RGB argument can be shown. The discrete colors available are as follows: Gray scale: RGB = 000, 111, ... EEE, FFF Color: R/G/B is either 0, 3, 6, 9, C, or F 24 bit color space: for equivalent colors, duplicate the R/G/B value in both upper and lower hex nibble. Example: RGB = 069 is the same as color R=0x00, G=0x66, B=0x99. Using high color firmware, all 4096 colors are usable.</li><li>3. This command does not function as described when using a custom palette in 8 bit color mode.</li></ol>

## **SET FONT**

Description	Sets the font to be used in subsequent TEXT DISPLAY commands. See BMPload manual entry for downloadable fonts; they simply extend the name space of this command.
Commands:	<code>f &lt;name&gt;</code> - set font <code>f?</code> - display list of font names <code>f</code> - display currently active font name
Arguments:	Proportional fonts: <name> = 8, 10, 10S, 13, 13B, 16, 16B, 18BC, 24, 24B, 24BC, 32, 32B Fixed width fonts: <name> = 4x6, 6x8, 6x9, 8x8, 8x9, 8x10, 8x12, 8x13, 8x15B, 8x16, 8x16L, 12x24, 14x24, 16x32, 16x32i, Fixed width, symbol and CAPITALS only fonts: <name> = 24x48, 32x64, 40x80, 60x120 Where S=short, B=bold, C=comic, L=light (numbers only). For a complete description of each font their character sets, see Appendix A.
Example:	<code>f 13B</code> Set the current font to 13 point bold.

## **SET UTF8 ENCODING**

Description:	Enables or disables UTF8 encoding in text strings. When UTF8 is disabled, the 256 character extended ASCII character set per ISO 8859-1 is accessible. This is all that is needed for the basic font set. For downloaded fonts with Unicode sets larger than 256 characters, UTF8 encoding is used.
Command:	<code>utf8 [on off]</code>
Example	<code>utf8 on</code> <code>t "\xe4\xb8\x81"</code> This displays the Unicode character 0x4e01 whose UTF8 equivalent is hex E4 B8 81. Note that an embedded host can send the UTF8 characters as three bytes - the text escape is not necessary unless the host can only send 7 bit ASCII.



## **DISPLAY BITMAP IMAGE**

Description: Copies stored bitmap onto the screen at x y (top left corner of bitmap target)  
The Windows program BMPload.exe is used to download bitmaps into the SLCDx flash memory. These are accessed by index number.

Command: `xi <index> x y`

Arguments: `<index>` - bitmap index.  
`x y` - location of top left corner of bitmap.

Example `xi 4 10 20`  
This displays the 4<sup>th</sup> bitmap at location (10,20).

## **DISPLAY BITMAP IMAGE CENTERED**

Description: Same as xi command above, except the bitmap is centered at (x, y).

Command: `xim <index> x y`

Arguments: `<index>` - bitmap index.  
`x y` - location of center of bitmap.

Example `xi 4 100 120`  
This displays the 4<sup>th</sup> bitmap centered at location (100, 120).

## **DISPLAY CLIPPED BITMAP IMAGE**

Description: Same as xi command above, except that a clipping area is applied so only part of the bitmap is displayed. This is useful to restore a part of a large graphic that has had text or graphics overlaid on it, for example when a graphic cursor is drawn on a map. When the cursor moves, the map area previously obscured by the cursor needs to be restored. The clip area is defined *relative to the top left of the bitmap* (ie: x0 y0 x1 y1 are offsets from x y). **Only uncompressed bitmaps are supported by this command.**

Command: `xic <index> x y x0 y0 x1 y1`

Arguments: `<index>` - stored bitmap index. (bitmap should not be compressed by BMPLoad)  
`x y` - location of top left corner of bitmap  
`x0 y0 x1 y1`  
- rectangle within the bitmap to be displayed

Note: `0 <= x0 < bitmap width, 0 <= y0 < bitmap height,`  
`x0 <= x1 < bitmap width, y0 <= y1 < bitmap height`

```

Example      xi 1 10 20      // draw main bitmap
              p 1          // set pen width to 1
              r 30 40 35 45 // draw rectangle
              // calc rectangle offsets (x0 y0 x1 y1):
              // (30-10) (40-20) (35-10) (45-10)
              xic 1 10 20 20 20 25 25

```

This example draws a main bitmap #1. Then it places a rectangle on top of it. Then, instead of redrawing the entire bitmap to erase the rectangle, the xic command is used to only redraw a part of it.

## **DISPLAY WINDOWED BITMAP IMAGE**

**Description:** Displays a section (window) of a stored bitmap with an offset. This is used to implement a sliding window into a larger bitmap, for example, a section of a compass or ruler. It can also be used to simulate a rotating dial . **Only uncompressed bitmaps are supported by this command.**

*Note that the window is clipped and offset only in the specified direction. For example, with a horizontal compass bitmap, the visible rectangle width is specified with the length parameter, but the height is always the full vertical height of the bitmap.*

**Command:** xio <index> <x> <y> <0|1> <length> <offset>

**Arguments:** <index> - stored bitmap index. (bitmap should not be compressed by BMPLoad)

<x> <y> - screen coordinates for drawing location

<0|1> - 0: Vertical window  
- 1: Horizontal window

<length> - number of pixels to display along orientation

<offset> - offset into

**Note:** Highcolor firmware will only support Highcolor bitmaps or the xio command will return an error.

**Example:** xio 4 10 10 1 100 50

Bitmap #4 can be wider than the LCD screen; assume it is N pixels long and 45 pixels high. This command draws a rectangular screen area (10,10) to (109, 54) with the source being bitmap #4 with a horizontal offset into the bitmap of 50 pixels.

## **LIST DOWNLOADED RECORDS**

**Description** Returns a summary of the contents of downloadable flash memory. This includes macros and downloaded bitmaps. This is for human debugging and the format is subject to change.

**Command:** ls

## **LIST BITMAPS DETAIL**

Description	Returns extended details of the bitmaps stored in downloadable flash memory. This is for human debugging and the format is subject to change.
Command:	lsbmp [index]
Arguments:	[index] optional bitmap index number

## **TEXT DISPLAY**

Description:	Displays text string starting at a specified point using the currently set font. Draws text in foreground color inside a background color box unless options are specified. The backslash ("\") is the escape character, used to create double quotes ("\""), newline characters ("\n"), backslashes ("\\"), or arbitrary characters ("\xhh). A newline will move the next character down one line in the implied box starting at the x pixel location.
Command:	t "text string" x y [mode] or t "text string" x0 y0 x1 y1 [[mode][wrap/rotate]] or t "text string"
Arguments:	x is the left edge of the first character areas. y is the top edge of the first character area. x0 y0 is top left corner of rectangle x1 y1 is bottom right corner of rectangle [mode] is one of: R – Reverse: foreground / background colors are reversed. T – Transparent: text written on top of current display with no "background box". X – XOR TR – Transparent reversed N – Normal: foreground / background colors are used. [wrap/rotate] is one of: WW – wrap text on word boundary WC – wrap text on char boundary CW – rotate text 90 degrees clockwise CCW – rotate text 90 degrees counter-clockwise I – rotate text 180 degrees (invert)

Notes:

Quotes are required around the text string. *The entire command including <return> must be less than 120 characters.*

In the first 2 forms of the command (see above) if the text mode (N, R, T, X, TR) is not specified, it will be reset to Normal; if it is specified, it will be used and will persist until another mode is specified (which may occur within an animation or a macro attached to a touch press/release event). Initially, Normal mode is used, and will remain in effect until changed. To prevent confusion about which mode the command will use, always explicitly declare it within the command. This is especially important within macros and animations.

Examples:

```
t "Press \"next\" \nto continue" 10 0 N
```

This displays the text

```
Press "next"  
to continue
```

With the top left corner of the 'P' at location x=10, y=0, in Normal mode

```
t "\xa9Copyright" 0 0 R  
t "\n 1999-2009"
```

displays the text

```
©Copyright  
1999-2009
```

at the top left corner of the screen, in Reverse mode

```
f13B  
r 100 100 160 200  
ta CC  
t "This is in a box" 100 100 160 200 WW
```

displays the text

```
This is in a box
```

centered in a rectangle with word wrap enabled; "This is in" is the 1st line; "a box" is the 2nd line; the rectangle is at 100 100, is 61 wide and 101 tall.

## TEXT FLASHING DISPLAY

**Description:** Displays a flashing text string starting at the current or specified point using the currently set font. The string is alternately drawn in the selected foreground color, then erased with the background color at a rate specified by the parameter <t> (delay time). Each alternate view is displayed for <t> mS. The total time to cycle is 2X the selected delay time. See TEXT DISPLAY for text string escapes and other details.

**Command:** `tf index [t] "text string" [x y] [mode]`  
All parameters except index and "text string" are optional. If unspecified, <t> will default to 500 mS, and [mode] will default to T. A null text string "" is acceptable.

**Arguments:** <index> is an identifier for this text; accepted identifiers are 0 through 9.  
t – the number of milliseconds between flashes.  
x – the left edge of the first character areas.  
y – the top edge of the first character area.  
mode – Text Display Mode (see [Text Display](#) command)

The only required parameters are the <index> and the "text string". The timing defaults to 500 milliseconds, the text is written to the current cursor position, and the mode will be set to transparent.

**Notes:**

1. Quotes are required around the text string. *The entire command including <return> must be less than 120 characters.*
2. The clear screen command 'z' clears all flashing text instances.

**Example:** `tf 0 300 "FLASHING TEXT" 10 0 T`

This puts the text

FLASHING TEXT

With the top left corner of the 'P' at location x=10, y=0 with a delay of 300 Milliseconds between displayed and non-displayed text.

## TEXT FLASHING DISABLE

**Description:** Disables flashing text instances as specified by the index (see tf command). The stopping point state can be specified.

**Command:** `tfd <index> <state>`

**Arguments:** <index> is the identifier for the text; accepted identifiers are 0 through 9.  
<state> specifies the state to stop the animation, for text flash, this is 0 or 1.

**Note:** To delete and re-use a text flash or animation index, use the "tfd <index> <state>" command to stop the animation at the selected state, and then use the "anix <index>" command to delete the animation.

Examples:            `tf d 0 0`  
This stops the text flash animation at the first state with text in selected foreground color.  
`tf d 0 1`  
This stops the test flash animation at the second state with text in the selected background color.

### ***TEXT FLASHING ENABLE***

Description:        Enables text flashing for individual strings as specified by the identifier. If the text flash animation is currently running for that identifier, no action is performed.

Command:            `tf e <index>`

Arguments:          `<index>` is the identifier for the text; accepted identifiers are 0 through 9.

Examples:            `tf e 0`  
This resumes the text animation from a previously stopped state.

### ***TEXT FLASHING DELETE***

Description:        Deletes the specified text flash animation.

Command:            `tf x <index>`

Arguments:          `<index>` is the identifier for the text; accepted identifiers are 0 through 9.

Examples:            `tf x 0`  
This stops and deletes from memory the specified (0) text animation.

### ***TEXT FLASHING SYNCHRONIZE***

Description:        Synchronizes all animations.

Command:            `tf s`

Arguments:          None

Examples:            `tf s`  
Resets all animations and flashing text to initial state. If animations or flashing text are using integral delays, the animation and text flashing will be performed in synchronization.

### ***TEXT FLASH ANIMATION ENABLE***

Description: Re-Enables currently stopped text flash animation

Command: `tfe <index>`

Arguments: `<index>` is the identifier for the text; accepted identifiers are 0 through 9.

Examples: `tfe 0`

Stopped test flash animation is re-enabled and executes.

### ***SAVE DRAWING ENVIRONMENT (State Save)***

Description: Saves the current drawing state including color, pen and line style, cursor position and origin (margins), font, text alignment and drawing mode.

Note: each Macro has its own memory for state save/restore.

Command: `ss`

Arguments: None

Examples: `ss`

Save the drawing state.

### ***RESTORE DRAWING ENVIRONMENT (State Restore)***

Description: Restores the drawing state. If the save state (`ss`) command has not been executed since power up or reset, the power up state is used.

Note: each Macro has its own memory for state save/restore.

Command: `sr`

Arguments: None

Examples: `sr`

Restore the drawing state.

## **SET CURSOR**

Description: Sets the location where text will be displayed by default. This is used with the TEXT DISPLAY command where only the text to be displayed is the argument. This is useful when text is generated by a macro and the location is specified before the macro is invoked. *With no argument, it returns the current cursor location.*

Command: `sc x y`

Example: `sc 10 20<return>`  
`t "hello"`

Is equivalent to:

`t "hello" 10 20`

## **DEFINE DISPLAYABLE CURSOR**

Description: Defines a cursor (bitmap), with the transparent color of the bitmap. The bitmap is displayed initially at coordinates 0, 0. Once this command is used, the displayed cursor can be acted upon with other "DISPLAYABLE CURSOR" commands.

**The DISPLAYABLE CURSOR commands have significant restrictions. Refer to the notes below for use.**

Command: `curs <bitmap index> <transparent color index>`

Example: `curs 5 2<return>`

Use bitmap index 5 for the displayable cursor. Use index 2 in the color palette for 8-bit indexed bitmap as the transparent color.

Notes:

1. Bitmap must be 8 bits per pixel, indexed.
2. Only first 3 colors in color table are used.
3. The width and height must be a multiple of 16 pixels (e.g. 16x16 or 32x32 or 48x48). This is due to a hardware limitation.
4. Maximum cursor size is 64x64.
5. Bitmap index value 0 is used to clear the cursor.



## **SET DISPLAYABLE CURSOR POSITION**

Description: Sets the displayable cursor at an x-y coordinate.

Command: `curp x y`

Example: `curp 10 20<return>`

This sets the top left corner of the displayable cursor to (10, 20).

## **TOUCH DISPLAYABLE CURSOR**

Description: Simulates a screen touch at the current x-y coordinate of the displayable cursor. This command is only effective if the displayable cursor's position is over a button or hotspot. This is used in a fashion similar to a mouse button press on a Personal Computer.

Command: `curt`

Example: `curt<return>`

Response: `x135<return>`

The displayable cursor was over the area defined by touch button number 135 when the TOUCH DISPLAYABLE CURSOR command was executed.

## **SET TEXT ALIGNMENT**

Description: Sets the alignment of the subsequent text relative to the specified (x, y) location in the SET CURSOR or TEXT DISPLAY command. **NOTE: horizontal alignment reverts to Left after a text display command is issued.** If no argument is given, the response is the current alignment.

Command: `ta [L|C|R][T|C|B]`

Arguments: First argument a single letter for horizontal alignment:  
L = left  
C = center  
R = right

Second argument a single letter for vertical alignment:  
T = top  
C = center  
B = bottom

Example1: `ta RB`  
`t "hello" 100 110`

This will place the text to the right and above the point 100, 110.

Example2: `ta CT`  
`ta`

Returns: `CT` (the current alignment mode is returned)

## **SET TEXT MODE**

- Description: Sets the text draw mode for subsequent TEXT DISPLAY commands. With no argument, the command returns the current mode.
- Command: `tm [R|T|X|TR|N]`
- Arguments: Same as TEXT DISPLAY, with N for “normal”.
- Note: When used within an animation, only guaranteed to persist until a yield occurs; likewise, within a macro, only guaranteed to persist until an animation interrupts the macro, or another macro starts (via a touch press or release event).

## **DRAW POINT**

- Description: Draws a point with current pen width and foreground color.
- Command: `dp x y`
- Example: `dp 50 100`  
This will draw a point at x=50, y=100.

## **DRAW LINE**

- Description: Draws a line from (x0,y0) to (x1,y1) using the foreground color.
- Command: `l x0 y0 x1 y1`
- Example: `l 0 0 319 239`  
This will draw a line from the upper left-hand corner of the screen to the lower right hand corner (in landscape mode).

## ***DRAW RECTANGLE***

Description: Draws a rectangle using the foreground color or an arbitrary color

Command: `r x0 y0 x1 y1`  
`r x0 y0 x1 y1 <style>`  
`r x0 y0 x1 y1 1 [color]`

Arguments: Upper left corner is (x0,y0) and lower right corner at (x1,y1).  
  
<style>: 1=filled, 2= one pixel wide dotted line.  
  
[color]: fill color in RGB format (see SET COLOR detailed); if not present, uses foreground color.

Example: `r 100 100 179 119`  
Draws a rectangle positioned at 100,100 with a width of 80 and a height of 20.  
`r 100 100 179 119 1`  
Draws a rectangle filled with the foreground color positioned at 100,100 with a width of 80 and a height of 20.  
`r 50 100 179 119 1 C03`  
Draws a rectangle filled with the color R=C,G=0,B=3 positioned at 50,100 with a width of 80 and a height of 20

## ***DRAW CIRCLE***

Description: Draws a single pixel width circle using the foreground color. If the optional fill argument is supplied, the entire circle is filled with the foreground color.

Command: `c x0 y0 r [f]`

Arguments: Center is (x0,y0) with radius r. The circle is not filled if f is omitted, and filled if f=1.

Example: `c 100 100 50`  
Draws a circle centered at 100,100 with a radius of 50.  
`c 100 100 50 1`  
Draws a circle filled with the foreground color centered at 100, 100 with a radius of 50.

## **DRAW TRIANGLE**

Description: Draws a triangle using the current pen width and foreground color for the line. If the optional fill argument is supplied, the triangle is also filled with the specified color.

Command: `tr x0 y0 x1 y1 x2 y2 [RGB]`

Arguments: The three x, y sets are the triangle vertices. The optional color fill argument is three hex characters; see SET COLOR DETAILED command.

Note: To fill without an outline border, set the pen width to 1.

Example: `tr 10 10 10 100 200 200`

Draws a triangle with points (10,10), (10,100), (100,200).

`tr 10 10 10 100 200 200 0CC`

Same as above, but the triangle is filled with light cyan.

## **PIXEL WRITE**

Description Sets a single pixel to either the foreground color or a specific palette index value. For mapping of palette index to color, see Appendix H. when running high color firmware, the value is a 16 bit hex value in 565 format RGB.

Command: `pw x y [palIdx]`

Command: `pw x y [RGB]`

Arguments: `x y` – location of pixel  
`palIdx` – if provided, palette index to write. If not provided, the foreground color is used.

RGB - color as 565 ( RRRRRGGGGGBBBBB binary ) in hex, e.g. F800 is pure red.

## **PIXEL READ**

Description: Returns the 2 character hex pixel palette index value for the specified pixel. In high color mode, returns the 4 character hex color in 565 format.

Command: pr

Example: s 2 3  
(8 bit color) z  
pr 0 0

Returns: 1E

Example: s 2 3  
(high color) z  
pr 0 0

Returns: 07E0

## **DRAW OUTLINE POLYGON**

Description: Draws a polygon at specified origin.

Command: pg <X Orig> <Y Orig> <X/Y vertices....>

Arguments: <X Origin> <Y Origin> is X/Y translation for polygon.  
<X/Y vertices ...> are vertex end-points (MAX=11).

Example: pg 100 100 0 0 15 15 15 10 40 10 40 -10 15 -10 15  
-15 0 0

Draws polygon at offset 100 100.

## **DRAW FILLED POLYGON**

Description: Draws a filled polygon at specified origin.

Command: pf <X Orig> <Y Orig> <X/Y vertices....>

Arguments: <X Origin> <Y Origin> is X/Y translation for polygon.  
<X/Y vertices ...> are vertex end-points (MAX=11).

Example: pf 100 100 0 0 15 15 15 10 40 10 40 -10 15 -10 15  
-15 0 0

Draws filled polygon at offset 100 100.

### ***DRAW ROTATED POLYGON***

Description: Draws a rotated polygon at specified origin.

Command: `pgr <Angle> <X Orig> <Y Orig> <X/Y vertices...>`

Arguments: `<angle>` Number of degrees to rotate polygon  
`<X Origin> <Y Origin>` is X/Y translation for polygon.  
`<X/Y vertices ...>` are vertex end-points (MAX=11).

Example: `pgr 45 100 100 0 0 15 15 15 10 40 10 40 -10 15  
-10 15 -15 0 0`  
Draws polygon rotated 45 Deg. at offset 100 100.

### ***DRAW ROTATED FILLED POLYGON***

Description: Draws a rotated, filled, polygon at specified origin.

Command: `pfr <Angle> <X Orig> <Y Orig> <X/Y vertices....>`

Arguments: `<angle>` Number of degrees to rotate polygon  
`<X Origin> <Y Origin>` is X/Y translation for polygon.  
`<X/Y vertices ...>` are vertex end-points (MAX=11).

Example: `pfr 45 100 100 0 0 15 15 15 10 40 10 40 -10 15  
-10 15 -15 0 0`  
Draws filled polygon rotated 45 Deg. at offset 100 100.

### ***REDRAW ROTATED POLYGON***

Description: Draws a rotated, filled, polygon at specified origin.

Command: `ppgr <Angle> <X Orig> <Y Orig>`

Arguments: `<angle>` Number of degrees to rotate polygon  
`<X Origin> <Y Origin>` is X/Y translation for polygon.

Example: `ppgr 45 100 100`  
Draws previously defined polygon rotated 45 Deg. at offset 100 100.  
Defined polygon persists until overwritten by a new polygon definition.

## ***DRAW POLYLINE***

Description: Draws a polyline at specified origin.

Command: `pl <X Orig> <Y Orig> <X/Y vertices...>`

Arguments: `<X Origin> <Y Origin>` is X/Y translation for polygon.  
`<X/Y vertices ...>` are vertex end-points (MAX=11).

Example: `pl 100 100 35 -15 0 0 35 15`  
Draws polyline at offset 100 100.

## ***DRAW ROTATED POLYLINE***

Description: Draws a rotated polyline at specified origin.

Command: `plr <Angle> <X Orig> <Y Orig> <X/Y vertices...>`

Arguments: `<angle>` Number of degrees to rotate polygon  
`<X Origin> <Y Origin>` is X/Y translation for polygon.  
`<X/Y vertices ...>` are vertex end-points (MAX=11).

Example: `plr 45 100 100 35 -15 0 0 35 15`  
Draws polyline rotated 45 Deg. at offset 100 100.

## ***DRAW FILLED ELLIPSE***

Description: Draws a filled ellipse.

Command: `ef x y <x radius> <y radius>`

Arguments: `x y` Specifies the center point of the ellipse.  
`<x radius>` Specifies the X radius of the ellipse  
`<y radius>` Specifies the Y radius of the ellipse

Notes: 

1. Ellipse radii are limited to values of 180.
2. Ellipses are limited to horizontal and vertical orientation.

Example: `ef 150 150 30 50`  
Draws a ellipse centered at 150X150, Ellipse is vertically orientated.

## ***DRAW ELLIPSE***

Description: Draws an ellipse.

Command: `e x y <x radius> <y radius>`

Arguments: `x y` Specifies the center point of the ellipse.  
`<x radius>` Specifies the X radius of the ellipse  
`<y radius>` Specifies the Y radius of the ellipse

Notes: 

1. Ellipse radii are limited to values of 180.
2. Ellipses are limited to horizontal and vertical orientation.

Example: `e 150 150 30 50`  
Draws an ellipse centered at 150X150. Ellipse is vertically orientated.

## ***DRAW ARC SEGMENT***

Description: Draws a Arc Segment.

Command: `a <X0> <Y0> <Radius> <Start Angle> <End Angle>`

Arguments: `<X0> <Y0>` Center point of the ARC segment  
`<Radius>` Radius of arc (Pixels)  
`<Start Angle>` Starting angle (Degrees)  
`<End Angle>` Ending angle (Degrees)

Example: `a 100 100 40 20 110`  
Draws a semi-circle centered at 100X100.



## **SCROLL SCREEN AREA**

**Description:** Scrolls a screen area up, down, left, or right. The background color is used to fill in the moved pixels. Can also rotate left or right by one pixel.

**Command:** `k x0 y0 x1 y1 <numlines>[l|r|u|d|L|R]`

**Arguments:** `x0 y0 x1 y1` – defines the rectangle area for the scroll.  
`<numlines>` - number of lines to scroll. Must be 1 for ‘L’ or ‘R’ action  
l = left scroll; r = right scroll; u = up scroll; d = down scroll  
L = left rotate 1 pixel (<numlines> must be 1)  
R = right rotate 1 pixel (<numlines> must be 1)

**Note:**

1. <numlines> is limited to the number of pixels in the axis of the scroll.
2. E.g. If the rectangle is 10x X 20y pixels, the maximum X <numlines> is 10 and the maximum Y <numlines> is 20.

**Example:**

```
f13B
t "line 1\nline 2" 100 120
k 100 120 140 146 13u
```

This displays 2 lines of text and then scrolls up the text area such that the lower line replaces the upper line.

## **CHART BITMAP DEFINE**

**Description:** Creates a chart to which data can be added. See CHART VALUE command to add data to a chart. The background of the chart is a bitmap. If more data points are added than can fit on the graph, the data starts again on the left in "Oscilloscope" style.

**Command:** `cdb n x y dw bv tv bitmap <pens>`

**Arguments:** `n` - chart index from 0 to 9 (maximum 10 charts).

`x` and `y` are the top left corner coordinates. The bottom right corner coordinate is defined by the width (`x` axis length) and height (`y` axis length) of the chart area.

`dw` - data width, number of pixels horizontally between chart data points

`bv` - bottom data value (lowest `y` value)

`tv` - top data value (highest `y` value)

`bitmap` - bitmap index

`<pens>` - one or more sets of two values: pen width and pen color. Width is 1 or 2, color is same format as "bc" parameter.

**Example:** `cdb 0 10 20 4 0 99 72 2 0FF 1 F00`

Defines a chart in the rectangular area defined by bitmap index 72, starting in the upper left (10,20). The lower right is defined by the bitmap's width and height. Each data value will be 4 horizontal pixels wide. The chart ('Y') values are scaled from 0 to 99. The background bitmap is index 72. Two pens are defined: the first is pen width 2, color teal (0FF), the second is pen width 1, color red (F00).

## CHART DEFINE

Description: Creates a chart to which data can be added. See CHART VALUE command to add data to a chart. If more data points are added than can fit on the graph, behavior is determined by chart type:

- 0 (STRIP): initially, data is added at the left edge of the chart until the right edge is reached; then, current data is shifted left and new data is added at the right hand edge of the chart, like a strip chart recorder.
- 1 (OSCILLOSCOPE): the new data is added at the left edge of the chart, overwriting the oldest data, like an oscilloscope.
- 3 (STRIP starting at RIGHT EDGE): data is always added at the right edge of the chart after shifting the current data left.
- *NOTE: type 2 is reserved for internal use by the "cdb" command (see CHART DEFINE BITMAP, above)*

Command: `cd n x0 y0 x1 y1 t dw bv tv bc <pens>`

Arguments: `n` - chart index from 0 to 9 (maximum 10 charts).

`x0` , `y0` and `x1` , `y1` are the top left corner and bottom right corners of the chart area

`t` - chart type; must be 0, 1, or 3 (see Description, above)

`dw` - data width, number of pixels horizontally between chart data points

`bv` - bottom data value (lowest y value)

`tv` - top data value (highest y value)

`bc` - background color in RGB format (3 ASCII hex characters – see SET COLOR DETAILED)

`<pens>` - one or more sets of two values: pen width and pen color; up to 8 pens can be defined. Width can be 1 -- 5, color is same format as "bc" parameter.

Example: `cd 0 10 20 110 120 1 4 0 99 333 2 0FF 1 F00`

Defines a chart in the rectangular area (10,20), (110,120). Each data value will be 4 horizontal pixels wide. The chart ('Y') values are scaled from 0 to 99. The background color is dark gray (333). Two pens are defined: the first is pen width 2, color teal (0FF), the second is pen width 1, color red (F00).

## CHART VALUES

**Description:** Adds data points to previously defined chart. Note: if multiple pens are defined, they are drawn in order first to last – if multiple pens have the same value only the last pen color will be visible. If a minus sign character, '-', is present instead of a pen\_value, the associated pen will not draw on the chart, leaving a gap in the line for that pen.

**Command:** `cv n pen0_value [pen1_value ..]`

**Arguments:** n - chart index from 0 to 9 (maximum 10 charts).

pen0\_value - value to be added for pen 0. Must be in the range previously defined for chart 'n'.

pen1\_value - additional values for each pen defined for chart 'n'. Must be in the range previously defined for chart 'n'.

**Example:**

```
cd 0 10 20 110 120 1 4 0 99 333 2 OFF 1 F00
cv 0 30 50
cv 0 40 60
cv 0 - 60
cv 0 40 -
```

Defines a chart (see CHART DEFINE) and enters a value of 30 for the teal pen and 50 for the red pen. The lines will be 4 horizontal pixels long for each. The second cv command extends the teal pen another 4 pixels in the X+ (left to right) direction and to 50 in the Y axis. The red pen moves 4 pixels in the X+ direction and to 60 in the Y axis. The third cv command does not draw the teal pen, but does extend the red pen another 4 pixels. The fourth cv command draws a 4 pixel line segment at value 40 with the teal pen, but does not draw the red pen.

## **BINARY CHART VALUES**

**Description:** Same as CHART VALUE except that multiple values are sent using binary data format for faster drawing speed. Use this command if the standard chart values command is too slow. Note that the pen value is limited to maximum 65535. There is a timeout of 5 seconds if the amount of data specified in the command is not received. If a timeout occurs, the error prompt "! \r" is returned.

**Command:** `bcv n number_of_pen_values_to_follow`  
`<lo byte pen0 value><high byte pen0 value>`  
`<lo byte pen1 value><high byte pen1 value>`  
`.`  
`<lo byte penN value><high byte penN value>`  
`.`

**Arguments:** `n` - chart index from 0 to 9 (maximum 10 charts).

`number_of_pen_values_to_follow` - this is equivalent to the number of bytes to follow divided by two.

`pen0_value` - value to be added for pen 0. Must be in the range previously defined for chart 'n'.

`penN_value` - additional values for each pen defined for chart 'n'. Must be in the range previously defined for chart 'n'.

**Example:** `Send: "cd 0 10 20 110 120 1 4 0 99 333 2 0FF 1 F00\r"`  
`Get: ">\r"`  
`Send: "bcv 0 5\r"`  
`Get: ">\r"`  
`Send (10 bytes): 0x00, 0x05, 0x05, 0x0A, 0x0A, 0x14,`  
`0x0F, 0x1E, 0x14, 0x28`  
`Get: ">\r"`

The example defines a chart (see CHART DEFINE) and adds values of 0,5,10,15,20 for the teal pen and 0,10,20,30,40 for the red pen. Each data point is 4 pixels to the right of the last one.

## **LEVELBAR DEFINE**

- Description:** Creates a "levelbar" object. The object provides scaling and different colors for different levels, similar to a sound level meter. Note that the object is not visible until a value is assigned – see the LEVELBAR VALUE command.
- Command:** `ld n x0 y0 x1 y1 or inv bv bc <levels>`
- Arguments:** `n` - object index from 0 to 9 (maximum 10 charts).  
`x0, y0` and `x1, y1` are the top left corner and bottom right corners of the object's area  
`or` - orientation: 0 = vertical, 1 = horizontal  
`inv` - invert: 0 = no (low value at bottom / left); 1 = yes (low value at top / right)  
`bv` - bottom data value; should be 1 if value 0 means no level displayed  
`bc` - background color in RGB format (3 ASCII hex characters – see SET COLOR DETAILED)  
`<levels>` - one or more sets of two values: value and associated color. These start with the maximum and go down. At most 3 sets are possible. Color is the same format as the `bc` parameter.
- Example:** `ld 0 10 10 30 200 0 0 1 333 99 F00 50 FF0 40 0F0`  
Defines a levelbar in the rectangular area (10,10), (30,200). Levelbar is vertical with the lowest value at the bottom; minimum visible value of 1, with background color dark gray (333). Three color bands are defined: red (F00) from 99 to 51, yellow (FF0) from 50 to 41, and green (0F0) from 40 to 1.

## **LEVELBAR VALUE**

- Description:** Sets the value of a previously defined "levelbar" object.
- Command:** `lv n val`
- Arguments:** `n` - object index  
`val` - value for the levelbar.
- Example:** `lv 0 50`  
Sets levelbar 0 to value 50..

## **SLIDER DEFINE**

Description: Creates a slider object using background and slider control bitmaps.

Command: `sl idx bg x y slider off ornt inv cont hi lo`

Arguments: `idx` - slider index. Must be in the range 128 to 255. Note that slider indices are shared with hotspot indices; that is if a slider is defined with index 128, hotspot index 128 cannot be used.

`bg` - background bitmap index

`x, y` - top left corner to place the background bitmap

`slider` - slider control (e.g. knob / button) bitmap index

`off` - slider offset from the edge of the background bitmap

`ornt` - orientation: 0 = vertical; 1 = horizontal

`inv` - invert: 0 = top / left is low; 1 = bottom / right is low

`cont` - Always zero. Value has no impact.

`hi` - maximum slider value

`lo` - minimum slider value

Host notification when slider value is changed:

`l<idx>:<value>`

Example: `sl 128 44 100 30 45 5 0 1 1 100 0`

This example assumes that the demo bitmaps are loaded with 44 and 45 being the slider background and control respectively. A slider is created in the middle of the screen (left corner = 100, 30) in a vertical orientation with the control bitmap offset 5 pixels from the left edge of the background bitmap. The touch action is continuous and the slider values range from 0 at the bottom to 100 at the top.

Example notification: `l128:50`

## **SLIDER VALUE**

Description: Sets the value of a previously defined slider object.

Command: `sv idx val`

Arguments: `idx` - slider index (see [SLIDER DEFINE](#))

`val` - value for the slider.

Example: `sv 128 50`

Sets slider index 128 to value 50.

## METER DEFINE

- Description: Creates a “Meter” object that resembles an analog meter (with an indicator). The meter object uses a background bitmap that visually represents the meter, and a polygon for the indicator needle. . **Only uncompressed bitmaps are supported by this command.**
- Command: `md <idx> <bitmap> <x> <y> <type> <minVal>  
<maxVal> <init_val> <minAngle> <maxAngle> <x0 y0>  
<x1 y1> . . . [x10 y10]>`
- Arguments: `idx` - meter index. The meter index must be in the range 0 to 7 (maximum 8 meters).  
`Bitmap` – background bitmap index (bitmap should not be compressed by BMPLoad)  
`x, y` – top left corner to place the background bitmap  
`type` – always 1.  
`minVal` – minimum numerical value for indicator  
`maxVal` – maximum numerical value for indicator  
`init_val` – initial numerical value for indicator  
`minAngle` – minimum angle for minimum numerical value for indicator.  
`maxAngle` – maximum angle for maximum numerical value for indicator  
`x0 y0` – pivot point for indicator relative to 0,0 top left of bitmap  
`x1 y1 . . . [x10, y10]`  
– polygon points for indicator relative to pivot point. Max 10 points
- Notes: The angle values are with respect to the indicator as specified by the polygon points where 0 degrees is as drawn and degrees (only positive) move to the clockwise.  
See [Draw Rotated Filled Polygon](#) for details on the operation of the indicator needle parameters.
- Example: `md 1 48 0 0 1 475 515 500 270 90 126 120 -4 0 0 -  
78 4 0`
- This example defines a meter with index number 1, using bitmap index 48 as the background image. The type is always 1. The minimum value of 475 for the indicator is at angle 270 degrees (90 degrees to left of vertical), and the maximum value of 515 is at angle 90 degrees. The indicator will point to initial value 500. The indicator pivot point is 126 120 and the indicator is drawn as a vertical triangle with polygon points -4 0 0 -78 4 0.



## **METER VALUE**

Description: Sets the value of indicator for a specified meter. The meter must have been previously created by the Meter Define command.

Command: `mv id value`

Arguments `id` - meter index value previously defined.

`value` - value to set indictaor. Must be in the range of values as defined by the Meter Define command

## **BUTTON DEFINE – MOMENTARY**

Description: Defines a momentary touch button on the screen. When touched, the host is notified, and optionally a macro can be invoked – see TOUCH MACRO ASSIGN.

Command: `bd <n> x y type "text" dx dy bmp0 bmp1`

Arguments:

- `<n>` Button number, must be in the range of 0 to 127.
- `x y` Upper left hand corner of the button bitmap
- `type` Button type:
  - 1 Standard. Displays bitmap `bmp0` normally, and `bmp1` when pressed. Host is notified when button is pressed, but not when it is released.
  - 3 Typematic. Same as regular but with typematic functionality; that is, host notification repeats after the button is held down. See SET TYPEMATIC PARAMETERS command.
  - 30 Typematic; same as type 3 above, except that subsequent host notifications do not generate a beep.
  - 4 Same as standard, except host is notified only when the button is released.
  - 5 Same as standard, with both press and release notification.
- `"text"` Text string to be displayed on the button. Quotes are required. The current foreground color will be used for the text. For multi-line text, use the newline (`\n`) character decimal 10 in the string.
- `dx` Text offset in the x direction from the upper left-hand corner of the button.
- `dy` Text offset in the y direction from the upper left-hand corner of the button.
- `bmp0` Index of bitmap displayed in the unpressed state.
- `bmp1` Index of bitmap displayed in the pressed state.

Note: both bitmaps must be the same size.

Host notification, type 1, 3, or 5 when button pressed:

`x<n><return>`

Host notification, type 4, 5 when button released:

`r<n><return>`

## **BUTTON DEFINE – MOMENTARY (continued)**

- Notes:
1. When a button is number is redefined, all macro assignments are cleared.
  2. Button numbers 118-127 support “long strings” of a length of 50 characters, rather than the default of 20.

Example: `bd 23 150 100 1 "Test" 10 12 2 3`

Defines button number 23 displayed at x=150, y=100. The "un-pressed" image uses bitmap 2 with the text "Test" drawn on the bitmap in the current font at offset x=10, y=12 from the top left corner of the bitmap. The "pressed" image is the same except bitmap 3 is used. Bitmaps 2, 3 must be loaded and have the same size. When pressed, the host is sent:

```
x23<return>
```

Example: `bd 0 10 20 5 "" 0 0 5 6`

Defines button 0 displayed at x=10, y=20. The "un-pressed" image uses bitmap 5, and the "pressed" image uses bitmap 6. No text is supplied so the bitmaps themselves must contain the description. For example, the bitmap 5 could show a toggle switch in the "up" position, and bitmap6 could show a toggle switch in the "down" position.. Bitmaps 5, 6 must be loaded and have the same size. When pressed, the host is sent:

```
x0<return>
```

When released, the host is sent:

```
r0<return>
```

## **BUTTON DEFINE – LATCHING STATE**

**Description:** Defines a touch button on the screen with two distinct states. This is the equivalent of a retractable pen actuator – push it down, it clicks and stays down; push it again and it comes back up. When touched, the host is notified. A macro can also be invoked from a button press – see TOUCH MACRO ASSIGN.

**Command:** `bd <n> x y type "text0" "text1" dx0 dy0 dx1 dy1 bmp0 bmp1`

**Arguments:**

- `<n>` Button number, must be in the range of 0 to 127.
- `x y` Upper left hand corner of the button
- `type` Button type:
  - 2 Latching. Displays bitmap `bmp0` in state 0 and `bmp1` in state 1
  - 20 Latching. Same as above. (Initial state is set to state 0)
  - 21 Latching. Same as above, with initial state set to state 1
- `"text0"` Text string to be displayed on the button in state 0. The current foreground color will be used for the text. For multi-line text, use the newline ('\n') character decimal 10.
- `"text1"` Text string to be displayed on the button in state 1. The current foreground color will be used for the text.
- `dx0` Text offset in the x direction from the upper left-hand corner of the button for `"text0"`.
- `dy0` Text offset in the y direction from the upper left-hand corner of the button for `"text0"`.
- `dx1` Same as above for `"text1"`.
- `dy1` Same as above for `"text1"`.
- `bmp0` Index of bitmap displayed in state 0.
- `bmp1` Index of bitmap displayed in the state

Note: both bitmaps must be the same size.

**Host notification:** `s<n><s><return>` where `<s>` is 0 or 1 for the new state.

**Note:** Button numbers 118-127 support “long strings” of a length of 50 characters, rather than the default of 20.

**Example1:** `bd 3 20 30 2 "GO" "STOP" 10 5 3 5 7 8`  
Define a latching button #3 at x=20, y=30 using bitmaps 7 and 8 with the text "GO" displayed in state 0 at offset (10,5) and "STOP" in state 1 at offset (3,5).

**Host notification:** `s31<return>` or `s30<return>`

**Example2:** `bd 3 20 30 2 " " " 0 0 0 0 2 3`  
Define a button as above, but use bitmaps that have the GO and STOP text as part of the bitmaps so no text is needed.

## **BUTTON DEFINE CENTER TEXT**

**Description:** Defines a momentary or latching state touch button on the screen. The text for the button(s) is automatically centered vertically and horizontally. The difference between this command and other BUTTON DEFINE commands syntactically, is that the text offsets are not needed.

**Command:** `bdc <n> x y type "text0" ["text1"] bmp0 bmp1`

**Arguments:** `<n>` Button number, must be in the range of 0 to 127.

`x y` Upper left hand corner of the button bitmap

`type` Button type:

All types supported in BUTTON DEFINE – LATCHING STATE and BUTTON DEFINE – MOMENTARY commands.

`"text0"` Text string to be displayed on the button. Quotes are required. The current foreground color will be used for the text. For multi-line text, use the newline ('\n') character decimal 10 in the string.

`"text1"` Additional argument for BUTTON DEFINE – LATCHING STATE types; text displayed on button in pressed state.

`bmp0` Index of bitmap displayed in the unpressed state.

`bmp1` Index of bitmap displayed in the pressed state.

**Note:** Both bitmaps must be the same size.

**Example 1:** `bdc 23 150 100 1 "Test" 2 3`

Defines button number 23 displayed at x=150, y=100. The "un-pressed" image uses bitmap 2 with the text "Test" drawn on the bitmap in the vertical and horizontal center of the bitmap. The "pressed" image is the same except bitmap 3 is used.

**Host notification:** See BUTTON DEFINE– MOMENTARY command.

**Example 2:** `bdc 24 150 200 2 "ON" "off" 2 3`

Defines button number 24 displayed at x=150, y=200. The "un-pressed" image uses bitmap 2 with the text "ON" centered on it. The "pressed" image uses bitmap 3 with the text "off" centered on it.

**Host notification:** See BUTTON DEFINE – LATCHING STATE command.

## **SET (LATCHING) STATE BUTTON**

Description: Changes the latching state button to a specified state. This can be used to implement a set of selection buttons where pushing one down causes the others to pop up. *Note: if a macro is assigned to the button it may be activated by this command; therefore, when using this command in a macro, the "xd" command should be used to deactivate the button before this command is used, and then the "xe" command should be used afterwards to reactivate the button; otherwise, the macro associated with the button will immediately execute and abort the macro containing the "ssb" command.*

Command: `ssb <n> state`

Arguments: `n` - latching button number (0-127)  
`state` - specifies the desired state (0 or 1).

Example: `ssb 5 1`

This command would force a button defined with DEFINE BUTTON (type=2) into state 1.

## **BUTTON CLEAR**

Description: Clears the definition for the specified button. *Note: This DOES NOT CHANGE THE SCREEN IMAGE.*

Command: `bc <n>`

Arguments: `<n>` - previously defined button number (0-127)

Example: `bc 3`

This command clears the definition of the previously defined button 3.

## **DEFINE HOTSPOT (VISIBLE TOUCH AREA)**

Description: Define a touch area on the screen. When touched, this area's number will be returned on the serial control line. The area defined will be set to reverse video while touched.

Command: `x <n> x0 y0 x1 y1`

Arguments: `<n>` touch button number. Must be in the range of 128 to 255.  
`x0 y0` and `x1 y1` specify the touch area for this button.

Host notification: `x<n><return>`  
Sent when the corresponding hotspot is pushed. Note that once a button or hotspot is defined, the notification can be transmitted at any time including during a command transmission to the unit (full duplex).

Note: When creating multiple hotspots keep in mind that pre-existing hotspots may affect operation unless cleared using the "Clear Hotspot" command.

Example:           x 135 100 100 179 139

                    Draws a rectangular hotspot with width of 80 and height of 40.

Example notification when hotspot is pressed:

                    x135<return>

### ***DEFINE SPECIAL HOTSPOT (INVISIBLE TOUCH AREA)***

Description:       Same as DEFINE HOTSPOT except that the touch area is not reverse video highlighted when touched. This allows a "hidden" touch area to be placed on the screen.

Command:           xs <n> x0 y0 x1 y1

Arguments, Returns: same as DEFINE HOTSPOT command.

Example:           xs 135 100 100 179 139

                    Defines a rectangular hotspot with width of 80 and height of 40, located at 100,100.

Note:               When creating multiple hotspots keep in mind that pre-existing hotspots may affect operation unless cleared using the "Clear Hotspot" command.

### ***DEFINE TYPEMATIC TOUCH AREA***

Description:       Same as DEFINE HOTSPOT except that the touch area is typematic and will repeatedly beep and send the return code if the area is pressed continuously.

Command:           xt <n> x0 y0 x1 y1

Arguments, Returns: same as DEFINE HOTSPOT command.

### ***DEFINE SPECIAL TYPEMATIC TOUCH AREA***

Description:       Same as DEFINE TYPEMATIC TOUCH AREA except that the touch area is not reverse video highlighted when touched.

Command:           xst <n> x0 y0 x1 y1

Arguments, Returns: same as DEFINE HOTSPOT command.

## **DEFINE SPECIAL HOTSPOT WITH RELATIVE X Y NOTICE**

Description: Same as DEFINE HOTSPOT SPECIAL except that the notice returned when touched will include the x and y coordinates of the touch, relative to the top left corner of the area, as defined by x0 and y0. Also, a touch will set internal variables Xa and Ya to the absolute x and y coordinates of the touch, and will set Xr and Yr to the relative coordinates.

Command: `xxxy <n> x0 y0 x1 y1`

Arguments, Returns: same as DEFINE HOTSPOT SPECIAL command.

Example: `xxxy 135 100 100 179 139`

Defines a rectangular hotspot with width of 80 and height of 40.

Example notification when hotspot is pressed at screen coordinates x=105, y=110:

```
x135 5 10<return>
```

## **TOUCHSCREEN ON/OFF**

Description: Enables or Disables the whole touch screen, or reports its status.

Command: `touch [on/off]`

Arguments: [on/off] - turns the touch screen on/off; if not given, reports the current setting: "touch on" or "touch off".

Example:

```
touch off
bdc 1 10 10 1 "1"
bdc 2 80 10 1 "2"
bdc 3 150 10 1 "3"
xmq 1 b1_macro
xmq 2 b2_macro
xmq 3 b3_macro
touch on
```

This example causes all touches to be ignored until after the buttons are defined and attached to macros.



## ***DISABLE TOUCH***

- Description: Temporarily disables touch area or button. Once disabled, the button graphic may be overwritten by a pop-up or other element. Disabled touch areas / buttons can be re-enabled.
- Command: `xd <n>`
- Arguments: `<n>` touch button number. Must be in the range of 0 to 255, and must have been previously defined.
- Example: `xd 1`  
Disables previously defined button 1.

## ***ENABLE TOUCH***

- Description: Re-enables touch area or button. For buttons, the state of the button is remembered and the correct graphic is displayed.
- Command: `xe <n>`
- Arguments: `<n>` touch button number. Must be in the range of 0 to 255, and must have been previously defined.
- Example: `xe 1`  
Enables previously disabled button 1.

## ***SET TOUCH CHARACTERISTICS***

- Description: Allows a button or hotspot characteristics to be modified after being defined. Useful to make a typematic hotspot.
- Command: `xset <n> [+|-][p|r|t|T|x]`
- Arguments: + (optional) add the following option  
- remove the following option
- p notify on press
  - r notify on release
  - t typematic
  - T typematic special (beep on first press only)
  - x include relative x and y in notification (hotspots only)

### **CLEAR HOTSPOT**

Description: Clears the previously defined hotspot touch area.  
Command: `xc <n>`  
Arguments: `<n>` - Hotspot index (128-225).

### **CLEAR ALL HOTSPOT**

Description: Clears all previously defined hotspot touch areas including the button touch areas.  
Command: `xc all`

### **CLEAR SCREEN**

Description: Clears the screen to the background color and removes all buttons, hotspots, charts, levelbars, and sliders.  
Command: `z`

### **CLEAR SCREEN SPECIAL**

Description: Same function as 'z' command but the display is either not cleared or cleared by writing a full screen bitmap.  
Command: `zs`  
Clears all buttons, charts etc like 'z' but does not change the display  
Command: `zs <bitmap index>`  
Same as 'z' but instead of clearing the screen, it displays the specified bitmap at location (0, 0). This is useful when a full screen bitmap is used.

### **SCREEN BLANK (basic; 8 bit firmware only)**

Description: While preserving the data and all buttons and hotspots, this command uses the Lookup Table to set the entire screen to one color. Note this only works if just the basic colors have been used to draw on the screen.  
Command: `sb color`  
Arguments: `color` is 0 to 16 per the colors of the SET COLOR (basic) command.  
Example: `sb 12`  
Sets the entire screen to Light Green

### **SCREEN UNBLANK (*basic; 8 bit firmware only*)**

Description: Reverses the effect of the blank screen (basic) command  
Command: su

### **SCREEN BLANK (*complete; 8 bit firmware only*)**

Description: While preserving the data and all buttons and hotspots, this command uses the Lookup Table to set the entire screen to one color. This command clears the entire Lookup Table to one color.

Command SB <color\_detail>

Arguments: <color\_detail> = foreground color value in RGBformat  
RGBformat = RGB where R, G, B are each a single character from 0 to F. See SET COLOR (detailed) for more information.

Example: SB 003  
Sets the entire screen to a light blue.

## SCREEN UNBLANK (complete; 8 bit firmware only)

Description: Reverses the effect of the blank screen (detailed) command by resetting the Lookup Table to the default palette.

Command: SU

## WINDOW SAVE (SLCD+ or SLCD6 only)

Description: Saves contents of a rectangular screen area to an off-screen buffer. Maximum size available depends on color depth (see tables below).

Command ws x0 y0 x1 y1 [index]

Arguments: x0 y0 x1 y1 – rectangular area to save  
index – optional argument if more than one area is to be saved. Note that the storage areas overlap, which restricts the size of each saved area. See tables below

For example, if two areas are to be saved, use index 0 and 2 and observe the size restriction below. Note that the limit is the product of the screen area's width ( $x1 - x0 + 1$ ) and its height ( $y1 - y0 + 1$ ). As long as that product is less than the max value shown for the target save area, it will fit.

| 8 bit color (palletized)        |                        |                        |
|---------------------------------|------------------------|------------------------|
| One area                        | Two areas              | Four areas             |
| Index none or 0; max WxH=108544 | Index 0; max WxH=54272 | Index 0; max WxH=27136 |
|                                 |                        | Index 1; max WxH=27136 |
|                                 | Index 2; max WxH=54272 | Index 2; max WxH=27136 |
|                                 |                        | Index 0; max WxH=27136 |

| high color                     |                        |                        |
|--------------------------------|------------------------|------------------------|
| One area                       | Two areas              | Four areas             |
| Index none or 0; max WxH=54272 | Index 0; max WxH=27136 | Index 0; max WxH=13568 |
|                                |                        | Index 1; max WxH=13568 |
|                                | Index 2; max WxH=27136 | Index 2; max WxH=13568 |
|                                |                        | Index 3; max WxH=13568 |

Example: ws 0 180 160 239

Saves the lower left eighth of the screen to index area 0.

### **WINDOW RESTORE (SLCD+ or SLCD6 only)**

Description: Restores previously saved rectangular screen area.  
Command `wr x y [index]`  
Arguments: `x y` – top left corner of area  
`index` – optional argument; see WINDOW SAVE.

### **WINDOW RESTORE RECTANGLE (SLCD+ or SLCD6 only)**

Description: Restores previously saved rectangular screen area saved with the binary download command.  
Command `wrr x y <width> <height> <index> [<offset>]`  
Arguments: `x y` – top left corner of area  
`width` – width of image  
`height` – height of image  
`index` – a number between 0 and 3 referring to the portion of memory to start retrieving data from.  
`offset` – optional argument. Offset into off-screen memory to start retrieving pixel data. The default offset is 0.

Notes:

1. If the offset points somewhere other than the beginning of the image data, the beginning or last pixels in the image may display data outside the range of the stored image (See BINARY DOWNLOAD).
2. Command not supported on SLCD43 controller boards.

### **EXTERNAL MEMORY AVAILABLE**

Description: Returns size of External Flash (macro/bitmap) memory, in bytes.  
Command: `xma`

### **EXTERNAL MEMORY CHIP ERASE**

Description: Erases all of External Flash (macro/bitmap) memory.  
Command: `xmc FEEB`  
Note: May take as long as 60 seconds to complete.

### **EXTERNAL MEMORY BLOCK ERASE**

Description: Erases a 64KB block of External Flash (macro/bitmap) memory starting at the given Hex address.  
Command: `xme <addr> FEEB`  
Note: May take as long as 10 seconds to complete.

## **BINARY DOWNLOAD**

- Description:** Enables a raw binary data stream to be written to the SLCDx flash memory or frame buffer. This is used by BMPload to update the stored bitmaps and macros.
- Command** `bdld <index> <offset> <size> <timeout>`
- Arguments:**
- `index` – a number between 0 and 5 referring to the type and location of memory to store data. Indices 0 - 3 refer to the four areas used by the "window restore" command. Index 4 refers to on flash memory. Index 5 refers to on-screen memory.
  - `offset` – offset from selected memory area to store pixel data
  - `size` – number of bytes to store in memory
  - `timeout` – maximum delay in milliseconds between bursts of data from the host computer. If the host computer fails to respond within this period, an exclamation is returned and the binary download terminates.
- Notes:**
1. If the command is accepted, the SLCDx issues a standard 2 byte prompt '>',0x0d. From then on all received data is handled as binary. On successful completion, another standard prompt is issued. If there is a timeout, a 2 character error prompt '!',0x0d is issued.
  2. Software flow control from the SLCDx to the host *\*MUST\** be obeyed. No more than 64 characters may be sent after an XOFF (0x13) is received by the host.
  3. The SLCDx Flash memory must be erased before bdld can be used to update its contents. The erase command is "xmc 0xFEEB".

## **MACRO EXECUTE**

- Description:** Runs a macro (list of commands) previously stored in flash memory. The BMPload.exe program is used to store both macros and bitmaps into the flash; see [BMPload PROGRAM](#).
- The stored macros can be defined to take arguments when called. In this case, the arguments are specified by this command. For more details on parameterized macros, see [MACRO FILES AND FORMAT](#).
- Command:** `m <n> [macro parameters ... ]`  
`m <macro_name> [macro parameters ... ]`
- Arguments:** `<n>` is the macro number between 1 and 255. If the macro takes arguments, the values are supplied in order after the macro number. They are delimited by spaces, If a space is to be included in an argument, the argument must be enclosed with double quotes.
- Note:** The maximum number of arguments is 10, and maximum size of each argument is 8 characters.

Examples:            m2  
                      This causes macro #2 to execute.  
                      m abc\_xyz " " 2  
                      This causes the macro named "abc\_xyz" to execute with a value for  
                      the first parameter of a space character, and the value of the second  
                      parameter the number 2.

### **LIST MACROS DETAIL**

Description        Returns extended details of the macros stored in downloadable flash  
                      memory. This is for human debugging and the format is subject to  
                      change.  
                      This command also lists the current button to macro assignments.

Command:           lsmac [index]

Arguments:         [index] optional macro index number

### **MACRO ABORT**

Description:        This command stops execution of the current running macro. In  
                      addition, the command flushes (resets) the incoming command buffer.

Command:           \*abt

Host Notification: '><return>  
                      The success prompt, indicates successful abort of executing macro.

Example:            \*abt  
                      The example above could be a case when the host has sent a bunch of  
                      commands to update data on a screen. While those commands are being  
                      processed by the SLCDx, a button is pushed which means "draw  
                      different screen". The host then sends a MACRO ABORT command and  
                      waits for the response. The SLCDx can start drawing the new screen  
                      immediately, instead of having to wait until the previously buffered  
                      commands were finished.

## **TOUCH MACRO ASSIGN**

**Description:** Links a button or hotspot to a macro. When the button or hotspot is touched, the associated macro is executed. See the MACRO NOTIFY command for host notification of macro execution options.

**Command:** `xm <touch index> <macro index | name >> [<macro2 index | name >]`

**Arguments:** <touch index> is the index of the button or hotspot.

<macro index> is the index of the macro to be executed when the button or hotspot is pressed, or in the case of latching buttons, when the button is pressed to change from state 0 to state 1.

<macro2 index> is an optional parameter. In the case of a button or hotspot, this specifies a macro to be executed when the touch area is released. For latching buttons, this macro is executed when the button changes state from state 1 to 0.

<name> is the macro name of a macro which has an index. This can be used as an alternative to <macro index>.

Within the <name> an optional system-constructed, predefined label (based upon the type of button or hotspot) may be concatenated. The format for these labels only applies to this command. The specific format of the predefined label is related to the host response for the type of hotspot or button. The format for the predefined label is:

`':<response character: 'x' | 'r' | 's'><touch index>[_<state: '0' | '1'>]`

For a latching state button with index 13, the labels would be `":s13_0"` (button 13 in state 0) or `":s13_1"` (button 13 in state 1).

For a momentary button with index 14 defined to notify on press only, release only, or both, the labels would be `":x14"` (button 14 pressed) or `":r14"` (button 14 released).

Similarly, for a hotspot with index 150, the label would be `":x150"` (hotspot 150 touched or released).

**Examples:** `xm 128 2`

This will run macro #2 when hotspot 128 is pressed.

`xm 128 2 3`

This will run macro #2 when hotspot 128 is pressed, and #3 when it is released.

`bd 2 150 100 2 "OFF" "ON" 30 10 30 10`  
`xm 2 5 3`

This creates a latching button and executes macro 5 when the button is switched to "ON" and macro 3 when the button is switched to "OFF"



```
bdc 1 100 100 20 "TURN ON" "TURN OFF"  
xm 1 button_laction:s1_1 button_laction:s1_0
```

This creates a latching button with centered text. The initial state is 0. When the button is pressed and the state becomes 1, macro “button\_laction” is executed, including the macro statements following the label “s1\_1”.

### ***TOUCH MACRO ASSIGN QUIET***

**Description:** This has the same functionality as TOUCH MACRO ASSIGN except that the standard button response to the host is disabled AND pushing the button does not cause a beep. This is useful when the macro contains an OUT command to generate arbitrary button responses.

**Command:** `xmq <touch index><macro index | name> [<macro2 index | name>]`

**Arguments:** See TOUCH MACRO ASSIGN.

**Example 1:** `xmq 5 2`

This will run macro #2 whenever button 5 is touched, and the standard button press response will not be given to the host.

**Example 2:** `xmq 5 draw_macro`

This will run macro name “draw\_macro” whenever button 5 is touched, and the standard button press response will not be given to the host.

## TOUCH MACRO ASSIGN WITH PARAMETERS

**Description:** Links a button or hotspot to a parameterized macro. When the button or hotspot is touched or released, as specified by <action>, the associated macro is executed with the specified arguments. "xaq" is the quiet form of the command and does not generate a beep or host notification, but otherwise behaves the same as "xa".

**Command:** xa[q] <n> action <index | name><args>

**Arguments:** <n> the index of the button or hotspot.

action is one of:

- p - execute the macro and arguments when the button is pressed (momentary) or when it changes from state 0 to state 1 (latching).
- l - same as above.
- r - execute the macro and arguments when the button is released (momentary) or when it changes from state 1 to state 0 (latching).
- 0 - same as above.

<index> the index of the macro to be executed when the button or hotspot is pressed.

<args> arguments for the macro. These are delimited by spaces. Double quotes can be used to surround the argument if it contains spaces.

<name> the macro name of a macro which has an index. This can be used as an alternative to <macro index>.

**Note:** The maximum number of arguments, and maximum size of each argument is version-dependent. See Appendix E.

**Example 1:**  
bd 1 100 100 1 "test" 10 15  
xa 1 p 17 Check

The first command defines button 1, and the second assigns macro 17 to run with argument Check when button 1 is pushed. The corresponding macro definition could look as follows:

```
#define test 17  
t "`0`" 10 20  
#end
```

When button 1 is pushed, a beep sounds, a host notification ":x1" is generated, and macro 17 is invoked with argument "Check"; as defined, macro 17 executes the following command:

```
t "Check" 10 20
```

## **TOUCH MACRO ASSIGN WITH PARAMETERS (cont'd)**

Example 2:            `xaq 1 p 17 Check`

Assuming button 1 and macro 17 have been defined as in the previous example, this causes the 't' command to execute as before, but no beep or host notification will be generated.

## **ANIMATION DEFINE**

Description:        Defines a sequence of commands to be played back continuously or on demand, concurrently and independent of commands received from the communications port, macros and buttons. A delay function (see "Yield") is used to suspend the animation for a specified period of milliseconds. The animation may be suspended at any "Yield" point (see "anid").

Animations are disabled when defined and must be activated using the "anie" (animate enable) command. An animation without a yield is executed once and suspended at the end of the animation. Animations cycle continuously unless a "yield stop" is contained in the animation script, the animation lacks a yield, or the "anid" command is issued to stop the animation.

Command:            `ani <n> <text string>`

Arguments:         `<n>`                The index of the animation, 0 through 9  
`<text string>`     Any valid command *Except* animation or flashing text.

Note:                To control an animation using an animation script, the controlled animation or flashing text must be defined before defining the controlling animation. Only one animation may be defined at a time. Each "ani" command is used to define one graphics command; multiple commands may be incorporated into a single animation by breaking the display list into multiple lines, one command per line. Defining an animation with a different index closes the previous animation. Use the "anie" and "anid" commands to activate and deactivate defined animations. Use the "anic" and "anix" commands to delete animations.

Example:            The list of commands below implements the "New Features" demo included with the kit. Comments were added to assist the reader and are stripped when received by the display.

```

xi 7 0 0 // Background bitmap
anic // Clear animation

// setup font and color for TF command
f 24B
S 0f0 fff // Green text
tf 0 "FLASHING TEXT" 45 110 T

// Define animation #1 - Flashing LEDS
ani 1 xi 27 150 130 // Left LED On
ani 1 y 50 // wait 50 MS
ani 1 xi 26 150 130 // Left LED Off
ani 1 xi 27 210 130 // Middle LED On
ani 1 y 50 // Wait 50 MS
ani 1 xi 26 210 130 // Middle LED Off
ani 1 xi 27 270 130 // Right LED On
ani 1 y 50 // Wait 50 MS
ani 1 xi 26 270 130 // Right LED Off
ani 1 y 50 // Wait 50 MS
// End of animation #1
anie 1 // Start animation 1

// Define animation #2 - "ROTATE" left continuously
ani 2 k 226 70 300 100 1 L // "ROTATE" left
ani 2 y 50 // Wait 50 MS
// End of animation #2
anie 2 // Start animation 2
k 100 60 180 110 10 u // Move "scroll" up

// Define animation #3 - "SCROLL" moves Down
ani 3 s 0 1 // Scroll fill color
ani 3 k 100 60 180 110 1 d // Scroll Down
ani 3 y 50 // Wait 50 MS
// End of animation #3

// Define animation #4 - "SCROLL" moves Up
ani 4 s 0 1 // Scroll fill color
ani 4 k 100 60 180 110 1 u // Scroll Up
ani 4 y 50 // Wait 50 MS
// End of animation #4

// Define Controlling animation #5, This animation
// selectively enables and disables animation scripts
// 3 and 4 successively for a period of ½ second.
// The effect is "SCROLL" scrolls up for a period
// ½ second, down for ½ second and repeats.

ani 5 anie 3 // Enable Scroll Down
ani 5 y 500 // wait ½ Sec.
ani 5 anid 3 0 // Stop at first yield
ani 5 anie 4 // Enable Scroll Up
ani 5 y 500 // Wait for ½ Sec.
ani 5 anid 4 0 // Stop at first yield
// end of animation #5
anie 5 // Start animation #5
S 000 fff

```

## **ANIMATION LIST**

**Description:** Lists the animation to the serial port for editing or incorporation into a macro, button or script. The animation is listed in a form suitable for cut and paste into other scripts. This method can be used to develop and tune animations, then incorporate the completed animation into a script.

**Command:** `ani? <n>`

**Arguments:** `<n>` The index of the animation, 0 through 9. If no parameter is given, the amount of free animation space in bytes is returned.

**Example:** When the command `tf 0 "hello world"` is entered to create a text flash animation.

```
ani? 0
```

Returns:

```
ani 0 f 13B
ani 0 S 000 fff
ani 0 ta LT
ani 0 o 0 0
ani 0 sc 0 0
ani 0 t "Hello world"
ani 0 y 500
ani 0 f 13B
ani 0 S fff 000
ani 0 ta LT
ani 0 o 0 0
ani 0 sc 0 0
ani 0 tm T
ani 0 t "Hello world"
ani 0 y 500
```

## **ANIMATION YIELD**

**Description:** Suspends (sleeps) an animation for `<Milliseconds>` or stops the animation.

**Command:** `y [<Milliseconds> | stop]`

**Arguments:** `<Milliseconds>` Number of milliseconds to sleep this animation.

`stop` Halt this animation until ANIE command issued.

**Note:** The Yield command is only valid when executed in an animation script.

## ***ANIMATION DISABLE***

Description: Stops the animation specified by animation index and yield #.

Command: `anid <n> [Yield #]`

Arguments: `<n>` The index of the animation, 0 through 9  
`[Yield #]` Optional, a reference to one of an animation's yield commands.

Yields are numbered for each animation starting at 0 (zero); thus, if an animation contains 4 yields, they are numbered 0--3. If [Yield #] is not given, or is not a valid number, the animation will stop at the next yield it encounters.

Note: Animations are "stopped" by jumping to and executing the commands that precede the selected yield.

Example: `anid 0 0`  
Stops animation 0 at the first yield command.

## ***ANIMATION ENABLE***

Description: Enables animation execution for a specified animation

Command: `anie <n>`

Arguments: `<n>` The index of the animation, 0-9

Example: `anie 0`  
Enables animation 0

## ***ANIMATION CLEAR***

Description: Clear the animation and flashing text definitions and disables the animation engine.

Command: `anic`

Arguments: None

Example: `anic`  
Clears the animation buffers and stops the animation engine.

## **ANIMATION DELETE**

Description: Deletes the selected animation script.  
Command: `anix <N>`  
Arguments: `<n>` The index of the animation, 0 through 9  
Example: `anix 0`  
Removes animation 0, reclaims animation memory.

## **ANIMATION SYNCH**

Description: Restarts all animations at beginning of scripts.  
Command: `anis`  
Arguments: None  
Note: For best results, stop the animations using the `anid` command with the proper yield points to prevent graphics residue. Possible uses of this command are synchronizing flashing text or lamps.  
Example: `anis`  
Any running animations are restarted.

## **WAIT VERTICAL RETRACE**

Description: Returns when a vertical display retrace occurs with an optional offset. Used to avoid "tearing" or "flashing" in animations. This command only works in landscape orientation mode.  
Command: `wvr [<line>] [<line2>]`  
Arguments: `<line>` Optional number of horizontal scan lines to wait after retrace. Used to wait until the display trace has passed a specified vertical display line.  
`<line2>` Optional value added to first argument for total line offset. Useful when displaying a bitmap that starts at line and is line2 high.  
Note: For best results, bitmaps for animations should be stored uncompressed in flash memory.  
Example: `wvr 100 35`  
This waits until vertical refresh plus 135 horizontal vertical lines. Useful to put in an animation script before displaying a bitmap a x,100 with height 35.

## **WAIT FOR REFRESH**

**Description:** Similar to WAIT VERTICAL RETRACE, however works in any screen orientation. Returns when a vertical (landscape orientation) or horizontal (portrait orientation) display retrace occurs. This command is used to avoid "tearing" or "flashing" in animations.

**Command:** `wrf <x> <y>`

**Arguments:** `<x>` Utilized in portrait orientation mode. This is the x coordinate to wait for refresh. The number of vertical scan lines to wait is the X screen resolution minus x-line value. Note that the vertical scan lines start from the right to left of screen when viewing in portrait orientation.

`<y>` Utilized in landscape mode. This is the y coordinate. This is also the number of horizontal scan lines to wait after retrace. Note that the horizontal scan lines start from the top to bottom of screen when viewing in landscape orientation.

**Note:** For best results, bitmaps for animations should be stored uncompressed in flash memory.

**Example:** `wrf 100 35`

This example is in portrait orientation mode. This waits until vertical scan lines refresh the screen until reaching x coordinate 100. For a QVGA LCD screen (320x240 pixels), this would wait 220 vertical scan lines (320-100 = 220). Note this is the case since scan lines are updated from right to left when viewing in portrait orientation.



## **OUTPUT STRING (MAIN)**

**Description:** This outputs a text string to the main serial port. This is typically used in macros that are assigned to buttons using the quiet feature above. This enables a button press to output arbitrary text to the serial port.

**Command:** `out "<text string>"`

**Arguments:** The text string can contain the following escapes:

|                             |                                       |
|-----------------------------|---------------------------------------|
| <code>\\</code>             | single backslash                      |
| <code>\"</code>             | double quote                          |
| <code>\n</code>             | line feed                             |
| <code>\r</code>             | return                                |
| <code>\xhh</code>           | arbitrary character with hex value hh |
| <code>`L&lt;idx&gt;`</code> | replaced with value of slider <idx>   |
| <code>``</code>             | single backtick                       |

**Example:** `out "\x48ello \"world\"\\r"`

This will send the following string out on the serial port:

Hello "world"<return>

## **OUTPUT STRING (AUX)**

Description: Same as OUTPUT STRING (MAIN), except that the string is sent to the “aux” port. Argument rules are the same, except that a null byte may be sent if it is the first byte in the string. The aux port is COM1 if the main port is COM0, and it is COM0 if the main port is COM1.

Command: `aout "<text string>"`

## **WRITE TO AUX PORT**

Description: Writes string to specified communications port. Note that whatever port is acting as the main port cannot be written to this way; use the OUTPUT command. For example, if the main port is 2, then the `aout2` command will return an error ("!"). Standard hex escapes are supported. A null byte must be sent at the start of a string or by itself.

Command: `aout<0-3> "<your message>"`

Argument: Port as shown above  
Quoted string to send “<your message>”

Example: `aout0 "hello world\x01\xff"`  
Sends “hello world” followed by two bytes hex 01 and hex FF to the serial port COM0. If this command is entered from COM0, it will fail.

Example: `aout3 "\x00"`  
Sends a single byte 0x00 to the USB port.

## **READ FROM AUX PORT**

Description: Reads serial data from specified AUX port. The AUX port receive buffers are 80 bytes long (79 characters plus a NULL char). If the buffer becomes full, any further data is thrown away. An escape sequence is used to receive null bytes: nulls are translated into the string “\0” and the “\” character is translated into “\\”.

Command: `ain[0|1|2|3]`

Argument: Port as shown above

Example: `ain3`

Returns: `:<received data from COM 3><prompt>`

Note: A colon is pre-pended to message, and the message is terminated by the standard 2 byte prompt 0x3e 0x0d (“><return>”).

## **SPLASH SCREEN**

**Description:** Selects a downloaded bitmap as the power-on "splash screen". This takes the place of the initial display version text string.

The Windows program BMPload.exe is used to download bitmaps into the SLCDxexternal flash memory. See Appendix D for details.

Note that this same effect can be performed using a power-on macro. The splash screen capability was provided for users who do not have macros.

**Command:** \*SPL <number>

**Arguments:** <number> is bitmap number as listed in the "ls" command. If 0 is used, no bitmap is selected and the standard product text string is displayed.

**Example** \*SPL 5

This displays the 5<sup>th</sup> memory record at location (0, 0) on power-on reset.

## **SET TYPEMATIC PARAMETERS**

**Description:** Sets the delay and repeat rate for typematic buttons. These are stored in non-volatile memory, so this command only needs to be executed once.

**Command:** typematic <delay> <repeat>

**Arguments:** <delay> is the number of 10's of milliseconds a typematic button must be held down before it starts to repeat. <repeat> is the repeat interval in 10s of milliseconds.

**Example:** typematic 200 50

This sets the delay to 2 seconds and the repeat rate at 500ms = 2 per second.

**Example return:** Delay 2000ms, Repeat 500ms<return>

## **SET TOUCH SWITCH DEBOUNCE**

**Description:** Sets the delay between touch button responses. This is stored in non-volatile memory, so this command only needs to be executed once. Manufacturing default is 100ms.

**Command:** \*debounce <delay>

**Return:** Debounce = ms<return>

**Arguments:** <delay> is the number of milliseconds after a touch is recognized that another touch can be recognized. If no argument is given, the current value is returned.

**Example:** \*debounce 50

This sets the delay to 50 milliseconds.

## **DEFINE TOUCH PARAMETERS**

Description: The touch screen can have different sensitivities defined using this command. These values are dependent on the touch panel used.

Command: `*touchParm [<samples> <span>]`

Arguments: (none) - display current settings  
<samples> - number of touch samples required for a valid touch; the larger the number the less sensitive.  
<span> - allowable range for sample location measurement; the smaller the number the less sensitive.

Example: `*touchParm 8 12`

## **RESET TOUCH CALIBRATION**

Description: Resets the touch calibration to a default value. Doing this before setting the entire screen to be a touch sensitive area guarantees that a touch will be seen independent of the current touch calibration.

Command: `*RT`

Returns: (standard prompt)

## **TOUCH CALIBRATE**

Description: Runs the touch calibration procedure. This displays calibration points on the screen and asks the user to touch them to calibrate the screen. Note that a command prompt is not given until the procedure has been completed. Calibration values are stored in non-volatile memory and restored on power-on.

Command: `tc`

Returns: (nothing)

## **BEEP ONCE**

Description: Beeps the beeper for <count> ms. This will temporarily interrupt any running repeating beep. A prompt is returned immediately even if the beep continues.

Command: `beep <count>`

Arguments: <count> is number of ms to sound the beeper.

## **BEEP WAIT**

- Description: Beeps the beeper for <count> ms. This will temporarily interrupt any running repeating beep. The system issues a command prompt only after the beep has stopped.
- Command: `beepw <count>`
- Arguments: <count> is number of ms to sound the beeper.

## **BEEP VOLUME**

- Description: Sets the volume level of the beeper. The "bv" command stores the value in non-volatile memory and it is restored on power-on. The "bvs" command effects a change that is not maintained over reset. It is much faster to execute.
- Command: `bv [ + | - ]<level>` Set beep volume, and make it "permanent"
- Command: `bvs [ + | - ]<level>` Temporary volume change
- Arguments: <level> is number from 0 through 255. Default is 200. Loudest is 255. The optional '+' or '-' prefix changes the <level> into an increment up or down.
- If no arguments are provided, the current level is returned.

## **BEEP FREQUENCY**

- Description: Sets the frequency of the beeper. The value is stored in non-volatile memory and restored on power-on. This command is used during factory calibration to set the sound level as the sounders used resonate at slightly different frequencies. If you use it to change the frequency, the factory test results are invalid. Please do not use without premeditation! The \*MFGRESET command cannot restore the original value of this setting.
- Command: `bf [<hertz>]`
- Arguments: <hertz> is number from 1 through 4000. Default is 2650, but may be slightly different due to volume calibration at the factory. If no argument is supplied, the current frequency is returned as a variable length decimal number.
- Note: The beep frequency is set at factory to generate maximum loudness level.
- Example
- ```
bf 2500
```
- Sets the beep frequency to 2500 Hertz
- ```
bf
```
- Returns 2500 after the above command was issued.

## **BEEP REPEAT**

Description: Beeps the beeper for <on> ms, stays silent for <off> ms, and then repeats until the values are changed with another "rb" command. Can be temporarily overridden by a regular "beep" command. If <on> and <off> are both 0 the repeat stops.

Command: rb <on> <off> [alarm]

Arguments: <on> is number of ms to sound the beeper.

<off> is number of ms to stay silent before beeping again.

[alarm] is an optional parameter to use the alarm sound instead of a steady tone. See alarm command for valid alarm numbers.

Example rb 100 400

Repeatedly beeps for 100 ms then goes silent for 400 ms during each 500 ms cycle.

## **BEEP TOUCH**

Description: Sets the duration of the audible feedback beep when a hotspot or button is pressed. Not stored in non-volatile memory. Default is 10 which equals 100ms beep.

Command: bb <number>

Arguments: <number> is tens of milliseconds to sound the beeper.

Example bb 10

Sets the beep feedback to power-on value.

## **ALARM**

Description: Sounds an alarm sound using the beeper.

Command: al <alarm> <count>

Arguments: <alarm> is the alarm sound:

1 = whoop

2 = annoy

3 = dee-dah

<count> is number of ms to sound the beeper.

Example al 2 1500

Sounds the "annoy" alarm for 1.5 seconds.

## **WAIT**

Description: Returns command prompt after a specified number of milliseconds. This is useful in macros that implement self-paced demonstrations as it delays execution of the next line.

Command: `w <number of milliseconds>`

Arguments: `<number of milliseconds>` is the number of milliseconds to delay, maximum is 65535.

Example `w 1000`

This will return the command prompt in 1 second or in the case of a macro, delays execution by 1 second.

## **DISPLAY ON/OFF**

Description: Turns power to the display (and backlight) on or off. This can be used to reduce power consumption. With passive STN or CSTN panels, it is highly recommended that the "v off" command be executed before power is removed from the panel (unit is powered down). If this is not done, a horizontal line can be seen on the display when power is abruptly removed.

Command: `v <on|off>`

## **EXTERNAL BACKLIGHT ON/OFF**

Description: Turns the external backlight control on or off via J10.

Command: `xb1 <on|off>`

## **EXTERNAL BACKLIGHT BRIGHTNESS CONTROL**

|              |                                                                                                                                                                                                                                                                                                                                                                      |
|--------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Description: | Sets the brightness of the external backlight if the external unit supports this feature. The value is stored in non-volatile memory and restored on power-on unless the optional 's' is added to the basic "xbb" command.                                                                                                                                           |
| Command:     | <code>xbb[ s] [+ -]&lt;level&gt;</code>                                                                                                                                                                                                                                                                                                                              |
| Arguments:   | <level> is number from 0 through 255. The 0 is the dimmest and 255 is brightest. The optional '+' or '-' prefix makes the level value an increment up or down rather than an absolute value. The value saturates at 0 and 255 without error; in other words if the level is at 255 and an "xbb +10" is issued, the level stays at 255 and no error prompt is issued. |
| Example:     | <code>xbb -10</code><br>This will reduce the brightness by 10 units but no lower than 0.                                                                                                                                                                                                                                                                             |
| Example:     | <code>xbbs 128</code><br>This will set the brightness to half the maximum value, and it is temporary (value not restored at power-on).                                                                                                                                                                                                                               |

## **SET BAUD RATE**

|             |                                                                                                                                                        |
|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|
| Description | Sets a baud rate of COM 0-3 serial port. This is temporary and the unit will revert to the default setting the next time power is cycled.              |
| Command:    | <code>baud [ 230400   115200   57600   38400   19200   9600 ]</code><br>or<br><code>baud 0-3 [ 230400   115200   57600   38400   19200   9600 ]</code> |
| Argument:   | baudrate as shown above                                                                                                                                |
| Note:       | USB port (COM 3) can be set to 460800 baud.                                                                                                            |
| Example:    | <code>baud 57600</code>                                                                                                                                |

## **VERSION**

|              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|--------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Description: | Displays the version and configuration of the firmware.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| Command:     | <code>vers</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| Returns:     | <code>&lt;version number&gt;&lt;matrix addressing&gt;/&lt;color depth&gt;/&lt;orientation&gt;&lt;spc&gt;&lt;board model&gt;&lt;spc&gt;"&lt;panel string&gt;"</code><br><br>Version number - <major>.<minor>.<build> (all values numeric)<br>Matrix addressing - "tft" (active) or "c" (passive).<br>Color depth - "hc" (High Color) or "8" (8-bit color)<br>Orientation - "L" (landscape) or "P" (portrait)<br>Board model - "SLCD6", "SLCD43", "SLCD+"<br>Panel string - Contact REACH Technology with Panel String to determine display panel information |
| Example:     | <code>2.8.0tft/hc/L SLCD43 "LB043WQ1-TD01"</code>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |



## **DEMO**

Description: Invokes the demo macro if valid. This is the same as if the TX and RX of the RS232 are connected together on power-up. Note that the command is case sensitive.

Command: Demo

## **SET LED**

Description: Turns the LED D2 on the board on or off. 1 is on and 0 is off.

Command: led [0|1]

Returns: > (standard prompt)

## **WRITE LCD CONTROLLER**

Description: Allows writes directly to the S1D13705 LCD controller. DO NOT USE UNLESS YOU HAVE THE 13705 MANUAL. Note that any argument that is 0 must be given as 00 or 0x0 (bug).

Command: XW <hex register> <hex value>

Returns: LCD Reg xx <- xx<newline><return>

## **READ LCD CONTROLLER**

Description: Allows reads directly from the S1D13705 LCD controller. DO NOT USE UNLESS YOU HAVE THE 13705 MANUAL. Note that any argument that is 0 must be given as 00 or 0x0 (bug).

Command: XR <hex register>

Returns: LCD Reg xx = xx<newline><return>

## **READ FRAME BUFFER LINE**

Description: Returns 320 comma separated frame buffer hex bytes for a given display line. Each byte is a palette index.

Command: \*FB <line>

Arguments: <line> is the display line buffer from 0 to 239.

## **CRC SCREEN**

- Description: Returns the 16 bit CRC of the display buffer. This can be used to generate automated tests to verify correct user interface operation across a user's system software version changes.
- Command: \*CRC
- Returns: 0XXXXX<return> where XXXX is a hex number.

## **CRC EXTERNAL FLASH**

- Description: Returns the 16 bit CRC of the external flash (or a section of it) used to store macros and bitmaps. This can be used in production code to verify that the correct bitmaps are loaded in the board. *With no arguments, returns the CRC of the whole flash.*
- Command: \*CEXT [<from> <to>]
- Arguments: [<from> <to>] optional start and stop offsets used to specify a section of the external flash to CRC. Valid ranges are 0x0 to (external memory available - 1); see [EXTERNAL MEMORY AVAILABLE](#).
- Returns: 0XXXXX<return> where XXXX is a hex number.

## **CRC PROCESSOR CODE**

- Description: Returns a 16 bit CRC of the entire processor code space. The purpose is to verify the contents of code memory without doing a byte-by-byte comparison.
- Command: \*CSUM
- Returns: 0HHHH<n><return> where H is a single hex digit.

## **READ TEMPERATURE**

- Description: Displays temperature measured by sensor at location U3 in degrees Centigrade
- Command: temp
- Returns: NN.N<return >
- Where NN.N is the temperature in degrees centigrade. If less than 10, a leading zero is inserted.

## **RESET SOFTWARE**

Description: Issues a software reset to the processor. Used to simulate a power-on condition for testing. This command can take a second or so to execute.

Command: \*RESET

Returns: "Power on" prompt.

## **RESET BOARD TO MANUFACTURED STATE**

Description: Clears the on-board EEPROM and issues a software reset (see above). This restores the board to the factory manufactured state with the exception that the contents of the external flash memory (bitmap and macro storage) is not affected. Note this does not reset the beep frequency to the manufactured state which was calibrated for maximum volume (resonance).

Command: \*MFGRESET

Returns: "Power on" prompt.

## **DEBUG TOUCH**

Description: Used for Reach internal debugging; serial output with debug on is subject to change at any time. When set, an "X" is written on the screen when a valid touch is detected and debug information is written to the serial port.

Command: \*debug <0|1>

Returns: <on|off> <return>

## **DEBUG COMMAND**

Description: Used to enable command debugging. When the command is set to one, the failing interpreted command is displayed. Commands present on the command line and macro (if applicable) are displayed.

Command: \*cmddebug <0|1>

Returns: <on|off> <return>

Command line failure: :cmd err "<failing command line contents>"

Macro failure: :macro #<macro number> [(macro name)] err "<failing macro line contents>"

## **DEBUG MACRO**

Description: Used to enable macro debug. When set, the commands in the macro are displayed as they are executed.

Command: \*macdebug <0|1>

Returns: <on|off> <return>

## **MACRO NOTIFY**

Description: This command sets the desired macro execution notification. This is used when a button or hotspot is assigned to a macro (see TOUCH MACRO ASSIGN). By default when an assigned macro executes there is no notification to the host other than the button response. For debugging and software interface verification purposes, the host can be notified when a touch-invoked macro is executed, when it finishes, or both.

Note that the notification is sent after the button press response.

Command: \*macnote <0|1|2|3>

Arguments:

- 0 – turn notification off.
- 1 – send notification "m<index><return>" when macro starts.
- 2 – send notification "e<index><return>" when macro ends.
- 3 – send start and end notifications per 1 and 2 above.

Returns: off<return> or  
start<return> or  
end<return> or  
both<return>

## **POWER-ON MACRO**

**Description:** Used to define a macro that is executed when the unit is first powered on. This can be used to set the desired baud rate if the default of 115,200 is too fast.

Note the internally generated power-on copyright notice is displayed **AFTER** the power-on macro executes. This is done so the baud rate can be displayed. This can be disabled via the optional second parameter.

Note that the power-on copyright can also be suppressed by the splash screen option. If a splash screen is specified, the copyright notice is not displayed. The splash screen can be any bitmap, even a very small one that is the same color as the screen background.

**Command:** \*PONMAC <index | name> [<option>]

**Arguments:** (none) = display the current power-on macro index, or 0 for none.

<index> = 0 or 255 disables the power-on macro feature

<index> = 1 through 254 sets the power-on macro to the specified macro.

<name> = Text string of macro name. This can be used instead of index to set the power-on macro.

<option> = optional argument; 0 means display the power-on copyright, and 1 means do not display it.

**Examples:** \*PONMAC 2

\*PONMAC Splash\_macro

## **BINARY NOTIFICATION MODE**

**Description:** Used to set SLCDx notification mode to binary or ASCII.  
Due to parsing constraints, it is sometimes useful to have the SLCDx provide notifications in fixed length binary format instead of variable length ASCII. This command provides the binary option.

**Command:** \*binr <0|1>

**Arguments:** 0 Button / Hotspot / Macro notification is standard ASCII as specified in the button, and hotspot, and macro notify commands.

1 Button / Hotspot / Macro notification is in binary format as follows:

Standard (ASCII)  
notification

Binary notification

x<index><return>

X<index\_Byte>

x<index> <Xr>  
<Yr><return>

Y<index\_Byte><Xr\_LSByte><Xr\_MSByte>  
<Yr\_LSByte><Yr\_MSByte>

r<index><return>

R<index\_Byte>

s<index><state><return>

S<index\_Byte><state\_Byte>

l<index><value><return>

L<index\_Byte><value\_LSByte><value\_MSByte>

m<index><return>

M<index\_Byte>

e<index><return>

E<index\_Byte>

**Returns:** on<return>

or

off<return>

## **SET DEMO MACRO**

**Description:** Used to set the macro used for power-on demo. This macro will be executed if valid when the unit powers on and sees that the serial input is looped back. This is a simple way to include an optional self-running demo with evaluation kits. This command's argument is the a macro index or name.

**Command:** \*DEMOMAC <index | name>

## **SET VARIABLE**

Description: Used to set a value to an internal variable. If an internal variable (Integer, String, and Point Coordinate) is used, it should be after this command to have a meaningful value.

Command: `set <internal variable name> <value>`

Arguments: `<internal variable name>`  
Integer - i0 thru i9  
Eeprom val - e0 thru eF  
String - s0 thru s9  
Point Coordinate - p0 thru p9

Examples: `set i9 -200`  
Set internal integer variable i9 to negative 200.

`Set s5 "Hello World"`  
Set internal string variable s5 to the string value, "Hello World".

## **GET VARIABLE**

Description: Used to return the value of an internal variable (Integer, String, and Point Coordinate).

Command: `get <internal variable name>`

Arguments: `<internal variable name>`  
Integer - i0 thru i9  
Eeprom val - e0 thru eF  
String - s0 thru s9  
Point Coordinate - p0 thru p9

Returns: `<value><return>`

Example: `get i9`  
`-200`  
Internal Integer variable i9 returns its value, negative 200.

`get p5`  
`20 200`  
Internal Point Coordinate variable p5 returns its value, x coordinate, 20 and y coordinate, 200..

## **GET PANEL TYPE**

Description: The unit's firmware is different depending on the panel and inverter it supports, even if the software version is the same. This command displays a human readable string that shows the panel definition loaded into firmware.

Command: `*panel`

## **CONTROL PORT AUTOSWITCH**

Description: The SLCDx has four serial ports. Only one port is active at a time as the unit's control port. In certain circumstances it is useful to be able to switch which port acts as the Main port temporarily.

Command: This can be done by sending three consecutive <return> characters to the port that is to become the new main port. Once this is done, the Main and Aux ports will swap. Note that a different escape character than <return> can be used – see AUX ESCAPE below.

## **SET AUX ESCAPE**

Description: Used to set the escape character for the control port autoswitch. Saved in non-volatile memory; this command only needs to be executed once.

Command: `*auxEsc <hex value of ASCII character>`

Example `*auxEsc 1b`

This sets the escape character to the ASCII Esc code

## **SET CONTROL PORT**

Description: Used to set the port used to control the unit. This is stored in non-volatile memory and will be used on power-up; this command needs to be executed only once. It also sets the "aux" port to either COM0 or COM1, whichever is not the main port.

Command: `*com<0-3>main`

Example: `*com3main`

USB serial port is used as the main console.



## **SET PREVIOUS CONTROL PORT**

Description: Used to revert to the previous port after a port autoswitch (three <return> characters on the inactive port).

Command: \*prevCons

## **EEPROM READ / WRITE**

Description: Used to read and write from the non-volatile memory. Only 16 locations are user-writable. The return value is a two character ASCII hex value with the letters A-F in caps.

Command: \*eer <hex location>  
\*eew <hex location> <hex value>

Arguments: <hex location> is a single character in the set 0,1,..9,a,b..f  
<hex value> is one or two characters in the set 0,1,..9,a,b..f

Example1: \*eew 2 a5

Example2: \*eer 2

Returns: A5<return>

## **DISPLAY OEM BITMAP IMAGE**

Description: Copies factory programmed bitmap onto the screen at x y (top left corner of bitmap target). Returns syntax error if bitmap is not defined.

Command: i <number> x y

Arguments: <number> is bitmap number:

Note: These bitmaps are OEM defined, stored in the microcontroller code flash memory and are not downloadable. Contact Reach to have these installed.

Example i 1 0 0

This displays the first bitmap on the screen

## **COLOR TEST**

Description: Displays all possible 4096 colors in a timed sequence. Used to detect panel data cable opens or shorts. This is needed because in the 8 bit palletized color mode, a single image cannot display all possible colors.

Command: \*TESTC

### ***SET ORIENTATION (rotate display 180 degrees)***

Description: NOTE THIS IS PANEL-FIRMWARE DEPENDENT. NOT ALL PANELS SUPPORT THIS FEATURE.  
Some panels have a hardware capability to rotate the display 180 degrees. For those panels, this command provides the ability to rotate the display on the fly. The touch calibration is flipped as well.

Command: `*orient [0|1]`

Argument: 0 normal orientation  
1 flipped orientation

### ***CHECK COLOR MODE***

Description: Check if the controller firmware is 8 bit or high color.

Command: `*IS16`

Returns: `'!'<return>` 8 bit color  
`'>'<return>` high color

## 3. BMPload PROGRAM

### 3.1. Overview

The SLCDx contains flash memory used for storing bitmaps, macros, and fonts. Stored bitmaps are displayed on the screen using the ["xi" command](#) and are used in creating objects such as buttons, meters, and sliders. The BMPload.exe program generates a load image containing the bitmaps, an optional macro file, and optional font files. This image is then either stored in a file or loaded into the SLCDx flash memory. Once downloaded, the image is non-volatile; that is the contents are permanently stored even if power is off.

The download process clears the entire flash memory.

The SLCDx can operate in 8 bit palletized color mode, or in high color mode. The selection is made by downloading the appropriate firmware into the controller. The high color firmware has "\_hc" in the file name.

### 3.2. 8 Bit Color Mode Bitmap Format

These bitmaps are known as 8 bit indexed color. This is also known as 256 color or palletized color mode. Bitmaps can be created with programs such as the Windows PAINT program, Adobe PhotoShop, or the Open Source editor GIMP. The PhotoShop palette file ps8666.act contains the palette used on the SLCDx. Bitmaps that use this palette take less storage and display faster than ones that have an arbitrary palette.

As an alternative, a custom palette can be used, but this must be the same for all images.

### 3.3. High Color Mode Bitmap Format

If the SLCDx is running high color firmware, BMPload will accept 1, 4, 8, or 24 bit color bitmaps. The BMPload program does a conversion between 24 bit file and 16 bit internal storage format. The 16 bit format is 565 - 5 bits for red and blue, and 6 bits for green.

*Note: some graphics programs can store a .bmp file in 16 bit format. There is no standard for this format and it is not supported.*

### 3.4. Bitmap compression

The BMPload program can compress bitmaps using the RLE (Run Length Encoding) method. This is very efficient space-wise for control surfaces that have horizontal lines of constant color. However they are slower to display. Small images are not compressed as they do not take up much space. To disable compression of larger images, insert the string ".unc" into the file name, e.g. "01\_MyBitmap.unc.bmp". This tells the BMPload program not to compress this file's image. Background bitmaps for slider objects and meter objects and sliding graphics ("xio" command) need to be uncompressed.

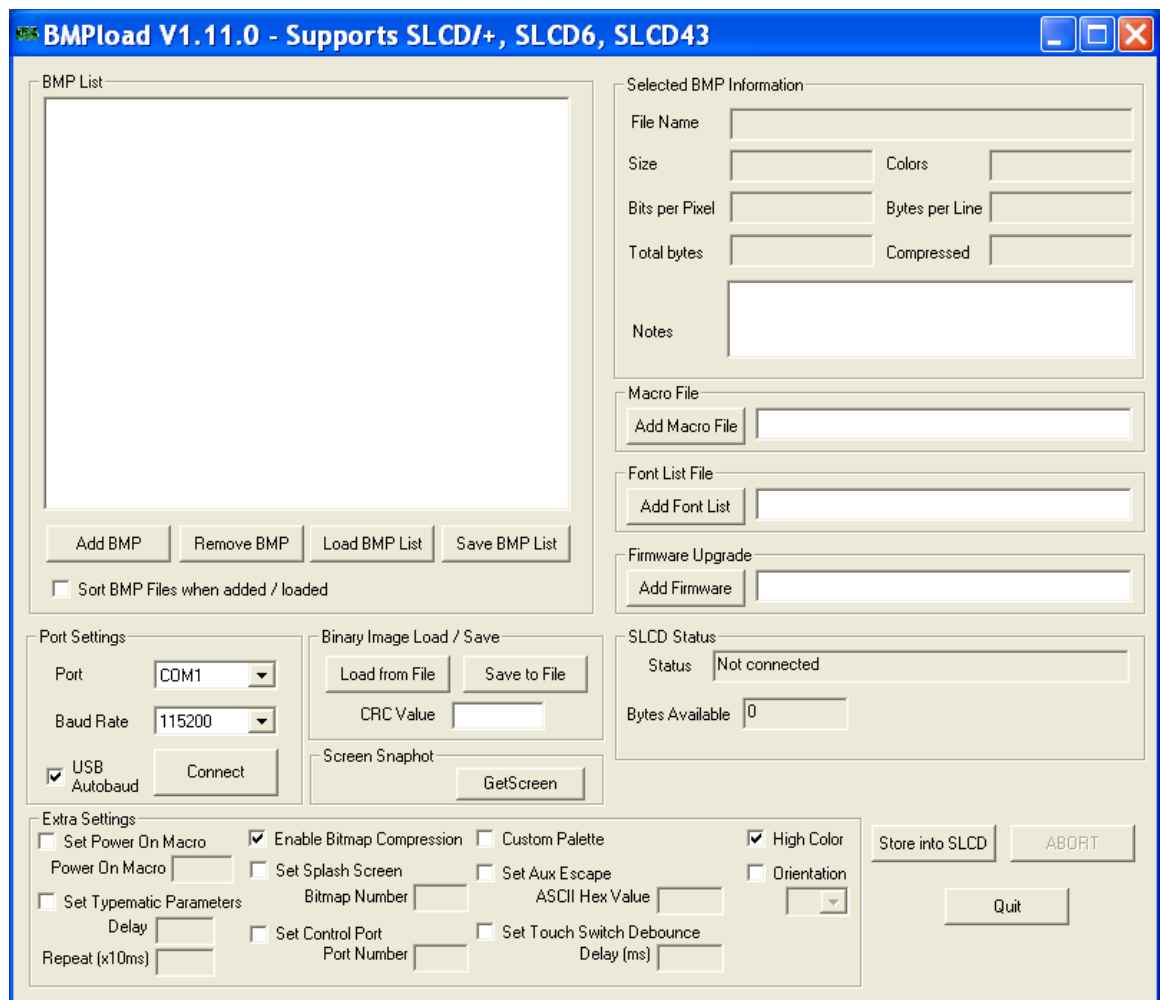
### 3.5. **Bitmap file naming convention**

Bitmaps are referred to by index number. In order to keep the index and bitmap in sync, the files should have the index number pre-pended to the file name. This way when the list is sorted alphabetically the index will match the bitmap. So, for example, the first bitmap could be named "001\_whatever\_you\_like.bmp", the second "002\_MySecondBitmap.bmp", and so on.

### 3.6. **Program Operation**

BMPload runs under Windows 98 through Vista. In order to download bitmaps and so forth to the board, the computer running BMPload should have a serial port connected to the SLCDx. It can be run without a board connected if the purpose is to generate a BIN file.

When first run, the program looks like this:



The buttons and checkboxes operate as follows:

**Add BMP**

Add one or more bitmaps to the BMP List window. The List is automatically sorted in alphabetical order. Make sure that no two bitmaps have the same numeric prefix.

**Remove BMP**

Remove one or more bitmaps from the BMP List window.

**Load BMP List**

Load a list file containing the names of the bitmap files, one per line. This is a simple text file.

**Save BMP List**

Save the bitmaps in the BMP List window to a text file.

**Sort BMP files when added / loaded**

This option allows files to be sorted as they are added. This is useful when the files have sort-friendly prefixes such as 001\_file1.bmp, 002\_next.bmp, and so on.

**Add Macro File**

Selects a macro file (plain text file) to be incorporated into the load image.

**Add Font List**

A font list is a simple text file with each line containing a font name alias, and the name of the associated System Independent Fonts (.SIF) font file. These fonts will be included in the load image. *It should be noted that a font name alias is limited to 8 characters.*

Antialiased fonts are supported, but the font filename must contain a special substring for each type. Antialiased fonts which have 2 bits per pixel (bpp) antialiasing information, should have a “aa2” (case insensitive) and 4 bits per pixel (bpp) antialiasing information should have a “aa4” in the filename.

**Add Firmware**

This is used to update the board firmware. In general, the firmware and bitmap / macro / font image can be loaded at the same time. Exceptions are when the color support is changed (8 to 16 or vice versa), or when the load image is larger than the flash memory size minus the firmware image size.

**Port Settings - Port**

Selects the COM port to communicate with the SLCDx board.

**Port Settings - Baud Rate**

Selects the COM port baud rate to communicate with the SLCDx board. Note that "standard" PC COM ports are limited to 115200 baud.

**Port Settings - USB Autobaud**

If the SLCDx controller's USB port is connected to the PC, checking this box will make the program attempt to change to the highest supported baud rate for the download.

**Port Settings - Connect / Disconnect**

If the Connect text is shown and pressed, a connection is attempted with the Port and Rate Settings as selected. If Disconnect is shown and pressed, the port is disconnected.

**Binary Image Load / Save - Load from File**

Loads a previously stored image file (see Save to File below). Also sets a flag to compare the CRC when finished programming.

**Binary Image Load / Save - Save to File**

Instead of storing the data directly into the SLCDx over the serial line, this option saves the same data in a binary file to be used later with the "Load from File" button. This is typically used to prepare a production image or for In Application Programming. The state of the Extra Settings flags is also saved, as well as the CRC value. This makes it easier for production - only one file is needed for loading.

**Binary Image Load / Save - CRC Value**

This value is filled in when the SLCDx image is programmed via the serial port. It is retrieved from the SLCDx via the \*CEXT command. If this value is manually entered by the user, or is set by the "Load from File" button, then BMPload will check this value against the retrieved board value after programming and generate an error if they are not equal. This aids in production programming.

### ***Store into SLCDx***

This starts the serial download process. An SLCDx must be attached to the specified serial port. The status is shown in the Status text box. When complete, a sound will play and the serial port automatically disconnects from the SLCDx. This is helpful in the case where one PC serial port is used for both download and serial control (e.g. Hyperterminal).

### ***Set Power On Macro***

Use this to set a power-on macro as part of the load image. Implements the \*PONMAC command.

### ***Set Typematic Parameters***

Use this to set typematic button parameters other than the default. Implements the `typematic` command.

### ***Set Splash Screen***

Use this to set a splash screen. Implements the \*SPL command.

### ***Set Control Port***

Use this to change the default control port. Implements the `*com?main` command.

### ***Set Aux Escape***

Use this to change the aux escape character from the default 0x0d (return). Implements the `*auxESC` command.

### ***Set Touch Switch Debounce***

Use this to change the touch debounce from the default 100ms. Implements the `*debounce` command.

### ***Enable Bitmap Compression***

This box is normally checked which means that all bitmaps above a certain size are compressed. This checkbox allows all bitmaps to be stored uncompressed. The tradeoff is speed versus size: compressed are smaller but slower to display. Independent of this checkbox, any file with the string ".unc" in the file name will not be compressed. To see if a file will be compressed or not, highlight the file name in the "BMP List" window and the information will be displayed to the right.

### ***Custom Palette***

This is only applicable to 8 bit color firmware. The SLCDx has a standard internal palette. Bitmaps with this palette display faster, and all bitmaps have

their palette mapped to this one. If the standard palette is not ideal, then all bitmaps can have a custom palette, and this box needs to be checked. The custom palette is loaded into the hardware on power-on.

### **High color**

This box needs to be selected if the SLCDx is running 16 bit color firmware. For 8 bit color firmware it should be unchecked. This option is provided so that a bitmap binary can be saved without having an SLCDx connected.

### **Orientation**

This control consists of a checkbox, and then a drop-down menu is enabled for options. See the command "SET ORIENTATION (rotate display 180 degrees)" for details.

## **3.7. Bitmap order**

The order of the bitmaps in the BMP List window is important because the DISPLAY DOWNLOADED BITMAP IMAGE command uses the bitmap index, which is simply the line position of the bitmap in this window. In other words, if the list showed:

```
abitmap.bmp
another.bmp
last.bmp
```

then the command to display bitmap 2 at x = 0, y = 0, "xi 2 0 0" would display "another.bmp".

The best way to keep this clear is to start the bmp file name with its index number, for example "001\_first\_bitmap.bmp", "002\_second\_bitmap.bmp", and so on. By using three digits, up to 999 bitmaps can be alphabetized.

Once added, each BMP can be highlighted and detailed information will display on the right hand side. Bitmaps are compressed for storage using the RLE algorithm.

The easiest way to organize bitmaps is by using a BMP List file. This is an ASCII text file that simply contains a list of bitmaps on each line. See the example "demo.lst" file on the kit CD in the "BMPs and Macros" folder. It is recommended that the bitmaps have their order in the file name, e.g. "01\_first bitmap.bmp". In this way, it is easy to keep them in order and to remember the required index number for the "xi" command.

## **3.8. CRC Check (Production)**

In a production setting, it is useful to verify that the download has been completed accurately. The best way to do this is to store the production image in a file ("Save to File") and then use "Load from File" in production. This will load all the saved checkbox



settings AND the CRC. If the CRC is loaded this way, or by hand, when the download is complete, the CRC of the data flash will be checked against this value and an error message generated if the CRC is wrong.

The operation of the CRC Value is as follows:

1. If the box is empty when "Store into SLCDx" is clicked, it will be filled in with the CRC reported by the SLCDx after the download is finished.
2. If the box is filled in by the used or by the "Load from File" button, then its value will be compared with the CRC reported by the SLCDx after programming and an error generated if they are not the same. In this case, the box will NOT be updated with the reported value as it assumed that the failed compare indicates that a programming error occurred.

### **3.9. *BMPLoad speed issues***

The BMPLoad program will work with most PC serial ports. The standard PC serial ports only support a maximum of 115200 baud. The SLCDx serial ports can be set to 230400 baud and the USB port to 460800 baud.

Recommended USB serial port adapters are those with Prolific or FTDI chips. See <http://www.ftdichip.com>

### **3.10. *Custom palette (8 bit color only)***

The SLCDx standard palette provides 16 shades of gray plus 6 shades of each color. This is what is known as a uniform palette. For a specific "look and feel", it may be desirable to use a custom palette. To do this, all bitmaps must be created using the same palette of 256 colors. Then, when the BMPLoad program is used, check the "Custom Palette" option box. When the SLCDx powers-on, it will load the custom palette.

Notes:

1. With a custom palette, the SET COLOR command takes palette index values as arguments, not specific colors, since the color-to-index mapping is not known.
2. With the Custom Palette selected, after the BMPLoad program finishes, the new palette is loaded and the screen may change color. This is due to the palette change.

The Adobe Photoshop program is well suited to generating bitmaps with a specific color palette.

## 4. MACRO FILES AND FORMAT

### 4.1. *Introduction and limitations*

Macros have two main purposes.

- 1) They allow a series of commands to be invoked by a single command. This can speed up the display by reducing communication overhead. It also reduces the space needed to store commands on the host processor.
- 2) They can be linked to buttons so that by pushing a button, a macro can generate a new screen. This is useful to keep the overhead on the processor low and provide fast response for users.

Macros can have parameters (arguments) associated with them. This allows a general purpose macro to be used in different ways. For example, a macro could create a numeric keypad and the parameters would specify where to draw the keypad on the screen. This reduces hard coding of graphical elements and promotes reuse between screens and products.

There are version-dependent limits on the macro commands and their arguments. For firmware version 2.3.0 and above, those limits are:

- MAXIMUM NUMBER OF MACROS = 254
- MAXIMUM MACRO NAME LENGTH = 64 chars
- MAXIMUM CALL DEPTH = 4  
A macro can call another macro, but only to a depth of 4.
- MAXIMUM ARGUMENTS PER MACRO = 4
- MAXIMUM BYTES PER ARGUMENT = 8
- MAXIMUM TOTAL STORED ARGUMENTS = 50  
(stored via the TOUCH MACRO ASSIGN WITH ARGUMENTS command)

For firmware version 2.6.11 and above, new limits are:

- MAXIMUM ARGUMENTS PER MACRO = 10
- MAXIMUM BYTES PER ARGUMENT is only limited by the total command line length (max 128)

For firmware version 2.8.11 and above, new limits are:

- MAXIMUM TOTAL STORED ARGUMENTS = 100

### 4.2. *Macro File Format*

The macro file is an ASCII text file and can be generated by Windows applications such as Notepad. The file format is designed so that the macro definition file can be used to load the macros into the SLCDx flash memory. There are two versions to choose from

when designing a macro file. The original version, version 1, takes two arguments <text\_name> and <number>. This version requires that all macros be listed in numerical order starting at 1 and incrementing by 1. It has the disadvantage that editing a macro file can be cumbersome because you have to keep track of macro numbers.

Version 2 takes only the <text\_name> argument. When using version 2 each macro definition is assigned a number based on the order in which it appears, starting with 1. This way, when using functions that refer to macros, the <text\_name> can be used to reference them. When calling a macro in version 2 by the macro's name, you must include a space after the function name.

In BMPload version 1.7 or higher, every time a macro file is stored, a header file is created in the same folder with the same name as the macro file but with extension '.h'. These header files list all the macro defines and display every macro name with its assigned number. This header file can be used as a 'C' include file in the user's microcontroller program.

The format for each macro in version 1 is as follows:

```
#define <text_name> <number>
(one or more command lines)
#end
```

The format for each macro in version 2 is as follows:

```
#define <text_name>
(one or more command lines)
#end
```

The <text\_name> is an identifier that follows 'C' language conventions, and is included for reference if the macro file is included in a C program. In version 2 the name can also be used instead of the macro number when using a function that references a macro. All macro names must start with an alphabetical letter or an underscore but thereafter can also contain numbers.

In version 1 the <number> argument must be 1 for the first macro, 2 for the second, and so on. The macros must be listed in increasing contiguous index order.

Comments are ignored. Comments are lines starting with the '/' forward slash symbol. All lines outside of a "#define...#end" pair are treated as comments. By using 'C' style comments in a creative way, only the #define lines are seen by the C program.

Version 2 referencing example:

```
#define example_a    //assigned macro number: 1
m example_b        //can reference macro #2 by its name. Or...
m 2                //can also reference macro #2 by its assigned macro
                  // number (the order in which it appears)

#end

#define example_b    // assigned macro number: 2
*PONMAC example_a
#end
```

Also with BMPload version 1.7 or higher it is acceptable to indent lines:

```
#define example_a
    //indented lines are ok
    m example_b
    m 2
#end

#define example_b
    *PONMAC example_a
#end
```

### 4.3. Macro Parameters (Arguments)

Macros can be parameterized by using the special escape sequences ``0`` thru ``9`` in the command lines. These are replaced at execution time by the arguments supplied by the command that invoked the macro. The combined total length of all macro arguments for a macro call is 128 characters (command line length) minus the character length of the macro name or number plus spaces, and delimiters (ex. double quotes). Note the special escape sequence delimiter character ```` has the ASCII value 96 decimal, 60 hexadecimal.

Parameterized macro example:

```
#define example 1
t "`0`" `1` `2`
#end
```

The following command uses this macro to display the text "Hello" at location x=10, y=20:

```
>m 1 Hello 10 20
```

### 4.4. Assigning macros to buttons

The [Touch Macro Assign](#) command and variants can be used to automatically run a macro when a button is pressed or released. Note that doing this will cause any currently executing macro to quit running.

### 4.5. Special macro commands, and macro labels

#### Memory Commands

Memory commands were added to implement the keyboard in the demo macros that come installed with the SLCDx kits. These allow a character string to be saved and manipulated. The character string is accessed as a special macro parameter.

The commands are:

```
mpush [index] "<string>" [max]
```

If [index] is 0-9, <string> will be appended to the corresponding string var, s0-s9; otherwise, <string> will be appended to memory variable `M`; length is limited to 80, or [max] if given (must be between 1 and 80).

Example: `mpush 1 "0" 3` appends "0" to `s1` variable, unless length is already 3.

```
mpop [index] <number>
```

If [index] is 0-9, removes <number> of characters specified from the end of the corresponding string var, s0-s9; otherwise, removes from the end of memory variable `M`. If <number> is -1, all characters are removed.

Example: `mpop 1 3` removes 3 chars from end of `s1`.

## Repeat command

A special command allows a macro to repeat execution. The command is:

```
:repeat
```

When the macro processor reads this line, the macro will begin execution again at the first line of the macro. Note that an escape character (hex 1B) followed by a <return> received from the serial port will halt a looping macro.

## Labels

A special directive can be used to identify a location within a macro in order to selectively execute specific command lines when the macro is called with the optional label identifier. A label consists of a colon (':') followed by a maximum of 32 alphanumeric characters (label name). The first character of a label name must not be numeric. The line placement of the label must begin in column 1 of the line (colon in column 1). Here is the format of a label:

```
:<label name>
```

Example:

```
:attach
```

A special label, “:default”, can be used to execute commands when the given label identifier is missing or does not match any other labels within the macro. This label must always be the last label in a macro.

Labels are invoked by calling the macro in the normal fashion, but including the colon and label name directly after the macro number in a macro call. For example say when want to invoke label “attach” in macro number 8. The command would be:

```
m 8:attach
```

The format of a macro label invocation is: “m <macro name or number>:<label name>”.

The execution flow of a macro invoked with an optional label starts with the “common code area”. The common code area is a new feature with labels. The common code area is all command lines in a macro after the macro definition line (#define) up to the first label. So, first the common code area command lines are executed, then execution starts with the line after the matching label, and ends with the next label. Below are examples of a macro that uses labels. Command lines executed are in **bold**.

## Example of Macro call with label

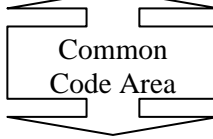
m 8:attach (*user calls macro number 8 with label “:attach”*)

#define create\_button *//(command lines below are always executed)*

S 333 CCC

f 24

t “Calling create\_button” 200 10



:attach *//(command lines below this matching label are processed)*

t “Attaching button 1 to macro” 200 30

xa 1 p 3 0

:define *//(execution stops here)*

t “Defining button” 200 50

bd 1 0 32 1 "INCREASE" 9 5 10 11

#end

## Example of Macro call without a label

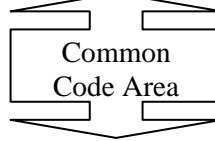
m 8 (*user calls macro number 8 without any label*)

#define create\_button *// (command lines below are always executed)*

S 333 CCC

f 24

t “Calling create\_button” 200 10



:attach *//(command lines below are not executed since there is no matching label)*

t “Attaching button 1 to macro” 200 30

xa 1 p 3 0

:define *//(command lines below are not executed since there is no matching label)*

t “Defining button” 200 50

bd 1 0 32 1 "INCREASE" 9 5 10 11

#end

Error conditions for a label include:

- label name is not found
- use of a label that results in no commands line being executed.

In both these cases an error message is transmitted to the user.

#### 4.6. **Changing the power-on baud rate**

The following is an example of how to set the power-on baud rate. Create and load the following macro file:

```
#define pon_mac 1
/* (start comment out contents)...
// set baud rate
baud 9600
#end */
```

Now, connect to the SLCDx and run the command:

```
*PONMAC 1 1<return>
```

Now cycle power to the SLCDx, and the initial baud rate will be 9600 baud.

#### 4.7. **Special Macro Usage Notes**

1. If a state button has a macro assigned and the button state is changed using the [SET STATE BUTTON](#) command, the associated macro will be run just as if the button has been pressed or released. This will also stop any running macro. To prevent this, disable the button, change the state, and then re-enable the button.
2. There are some conditions that can cause a bad power-on macro to prevent the board from communicating over the main console port. If this happens, send a continuous stream of <esc><return> (0x1b,0x0d) bytes while the unit powers up. This will prevent the power-on macro from running.

## 5. ANIMATION AND TEXT FLASH

### 5.1. **Introduction and limitations**

The animation feature allows the creation of command scripts that execute independently of, and are created and controlled by the macro, button or command stream. A total of ten animations may be created and executed at any one time (up to the limitation of available memory). Animations may be created or deleted by macros and the command stream. Animations cannot be created or deleted by other animations.



Animations can be stopped and started at select control points in the animation. These control points are called YIELDS. A YIELD suspends the animation and “yields” control to the next animation or the system. A yield normally specifies a time delay, with the animation stopping for <t> milliseconds before resuming or stopped with the “stop” parameter. The animation may be stopped at a specified yield point with the “anid” (animation disable) command. The “anid” parameters <index> and <yield> specify the animation index ( from 0 to 9 ) and the “yield” in that animation. The yields in the animation are numbered from 0 to N-1. To stop animation “0” at the first yield, the command “anid 0 0” is used.

## 5.2. *Examples*

The text flash command “tf” uses animation to display flashing text. A text flash command, in expanded form as stored in the animation buffer is shown below. The font, foreground and background colors, text alignment, origin, and cursor position are taken from the current settings when the text flash command is issued.

The text flash command,

```
tf 0 300 "this is a test" 120 130 X
```

Using “power on defaults”, the above command produces the animation script as dumped by the command “tf? 0”:

```
f 13B
S fff 000
ta LT
o 0 0
sc 0 0
tm T
t "this is a test" 120 130 X
y 300
f 13B
S 000 fff
ta LT
o 0 0
sc 0 0
tm T
t "this is a test" 120 130 X
y 300
```

## 6. FONTS

The SLCDx has built-in fonts (described in sections 6.2 and 6.3) and the ability to use external fonts (described in section 6.1). The BMPload program is used to download external fonts (including Unicode fonts) into Flash memory on the SLCDx board.

### 6.1. External Fonts

External fonts allow users to use fonts which are available in MS Windows. These programmable fonts are often used to get a particular look-and-feel for an application, or to support a non-Latin language for product localization with. These fonts are loaded into the on-board flash memory along with bitmaps and macros. A font is contained in a .SIF extension file. A separate .SIF file is needed for each unique combination of font, size, and attribute (e.g. bold).

The basic steps to creating and using External fonts are:

1. Request a System Independent Font (.SIF) file from REACH Technical Support: Specify Windows font name, size (height in pixels or points), and attributes (bold, italic, both), code set ("ASCII + ISO 8859" (256 characters) or Unicode Character set), or individual characters\*.
2. REACH will generate a .SIF from your specifications.
3. Create a Font List (.RFL) file: Create a text file with a ".RFL" file extension.
  - a. The contents should contain a line for each font in the format:  
" <font\_alias> <filename>.sif <CR> "
  - b. There must be a space character between font alias and the filename.
  - c. The limit for the font alias is 8 characters.
  - d. The filename must include "aa2" or "aa4" (case insensitive) if the font uses 2bpp or 4bpp anti-aliasing.
4. Download Font List file: Use the Windows BMPload application under Windows.
5. Use the External font: Use the SET FONT command ("f <font\_alias>") before any text related command.
6. If the character set is non-Latin Unicode, you will need to use the SET UTF8 ENCODING command before displaying any characters.

\*Users which would like a .SIF file with individual characters (rather than a range of Unicode values) should submit a MS Notepad generated text file known as a "Pattern File". To generate this file, copy desired characters into MS Notepad. When complete, use menu option "File->Save As", with Encoding set to Unicode.

## 6.2. Proportional Fonts

### Font 8 – ISO 8859-1 (Latin1 or Western European)

F: 08  
B: 07  
C: 07  
L: 05  
U: 01



### Font 10 – ISO 8859-1 (Latin1 or Western European)

F: 10  
B: 09  
C: 08  
L: 06  
U: 01



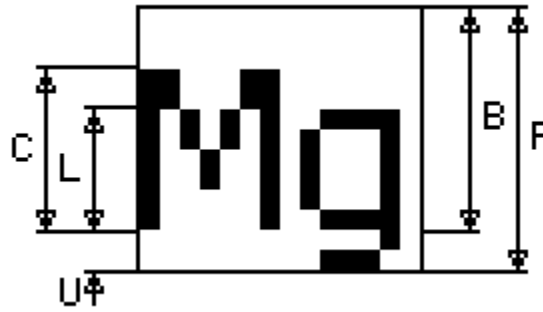
### Font 10S – ISO 8859-1 (Latin1 or Western European)

F: 10  
B: 08  
C: 06  
L: 04  
U: 02



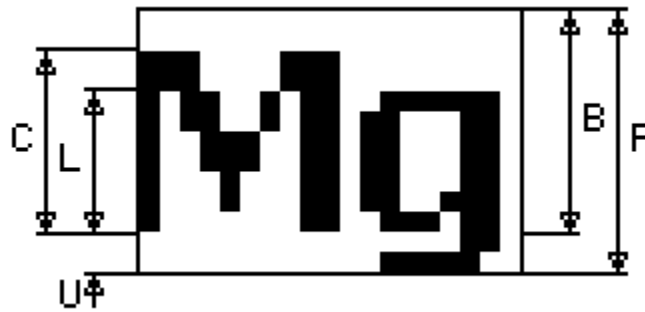
**Font 13 – ISO 8859-1 (Latin1 or Western European)**

F: 13  
B: 11  
C: 08  
L: 06  
U: 02



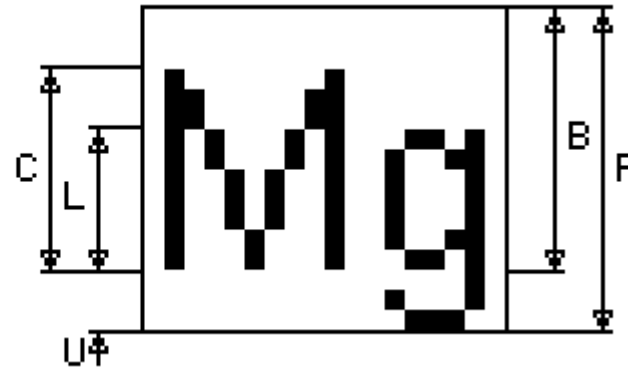
**Font 13B – ISO 8859-1 (Latin1 or Western European)**

F: 13  
B: 11  
C: 09  
L: 07  
U: 02



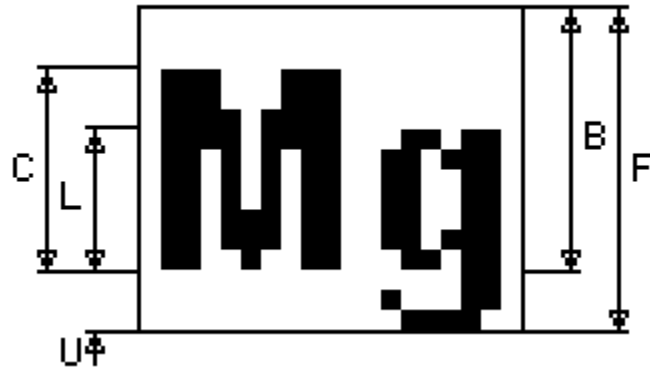
**Font 16 – ISO 8859-1 (Latin1 or Western European)**

F: 16  
B: 13  
C: 10  
L: 07  
U: 03



Font 16B – ISO 8859-1 (Latin1 or Western European)

F: 16  
B: 13  
C: 10  
L: 07  
U: 03



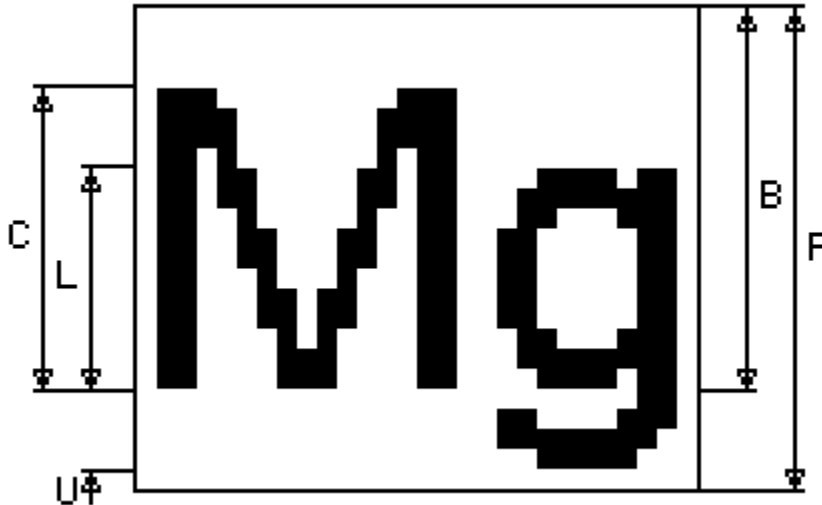
Font 18BC – ISO 8859-1 (Latin1 or Western European)

F: 18  
B: 15  
C: 12  
L: 09  
U: 03



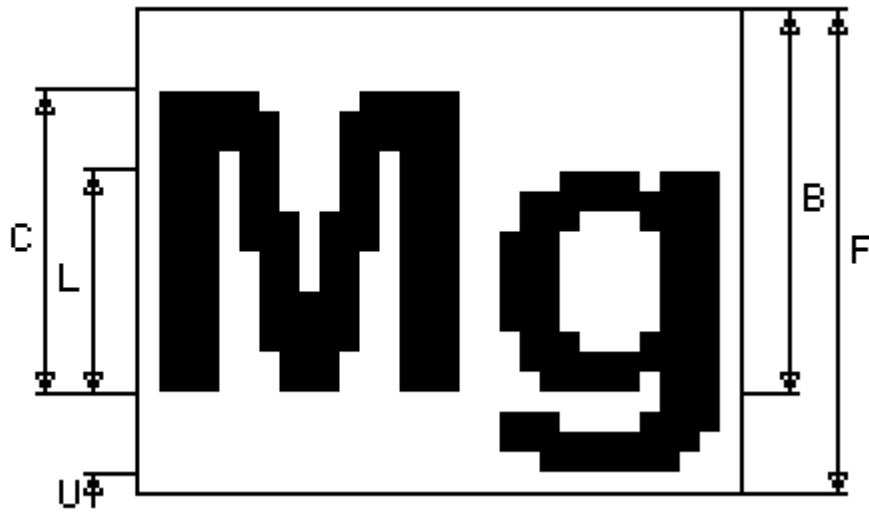
Font 24 – ISO 8859-1 (Latin1 or Western European)

F: 24  
B: 19  
C: 15  
L: 11  
U: 04



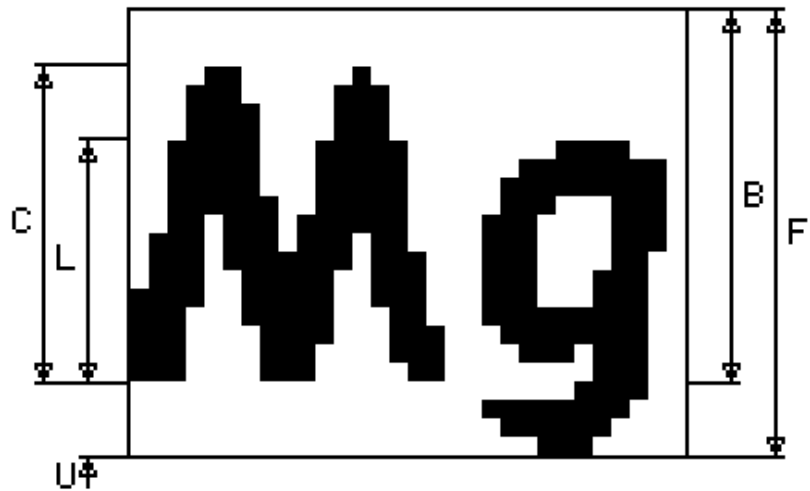
Font 24B – ISO 8859-1 (Latin1 or Western European)

F: 24  
B: 19  
C: 15  
L: 11  
U: 04



Font 24BC – ISO 8859-1 (Latin1 or Western European)

F: 24  
B: 20  
C: 17  
L: 13  
U: 04



Font 32 – ISO 8859-1 (Latin1 or Western European)

F: 32  
B: 26  
C: 20  
L: 15  
U: 05



Font 32B – ISO 8859-1 (Latin1 or Western European)

F: 32  
B: 25  
C: 20  
L: 15  
U: 05



### 6.3. Monospaced Fonts

#### Font 4x6 – ASCII Only

F: 06  
B: 05  
C: 05  
L: 04  
U: 01



#### Font 6x8 – ISO 8859-1 (Latin1 or Western European) *EXTENDED*

F: 08  
B: 07  
C: 07  
L: 05  
U: 01



#### Font 6x9 – ISO 8859-1 (Latin1 or Western European) *EXTENDED*

F: 09  
B: 07  
C: 07  
L: 05  
U: 01



#### Font 8x8 – ISO 8859-1 (Latin1 or Western European) Extended

F: 08  
B: 07  
C: 07  
L: 05  
U: 01





Font 8x9 – ISO 8859-1 (Latin1 or Western European) *EXTENDED*

F: 09  
B: 07  
C: 07  
L: 05  
U: 01



Font 8x10 – ASCII Only

F: 10  
B: 09  
C: 09  
L: 07  
U: 01



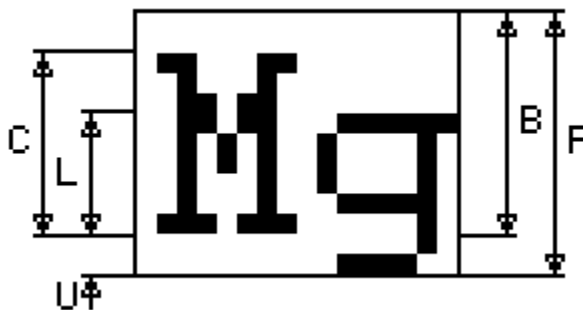
Font 8x12 – ASCII Only

F: 12  
B: 10  
C: 09  
L: 06  
U: 02



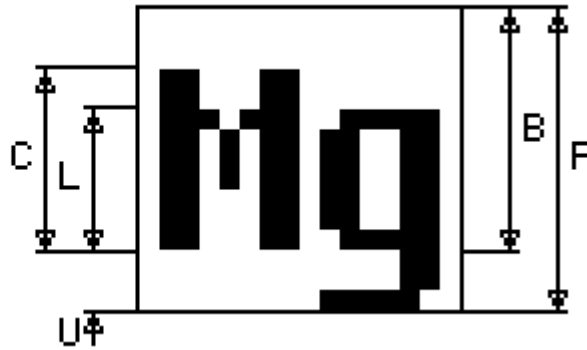
Font 8x13 – ASCII Only

F: 13  
B: 11  
C: 09  
L: 06  
U: 02



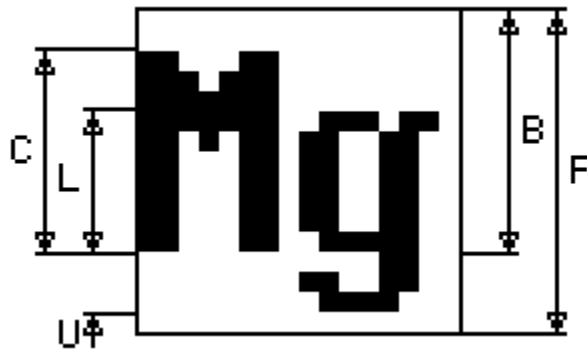
**Font 8x15B – ASCII Only**

F: 15  
B: 12  
C: 09  
L: 07  
U: 03



**Font 8x16 – ISO 8859-1 (Latin1 or Western European) *EXTENDED***

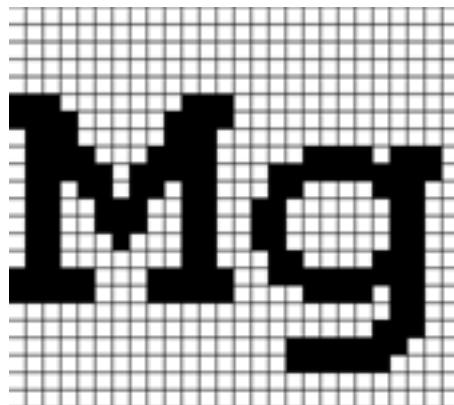
F: 16  
B: 12  
C: 10  
L: 07  
U: 03



**Font 8x16L**

Same as 8x16 except the numbers 0-9 are "light"

**Font 14x24 – ISO 8859-1**



### Font 16x32 – ISO 8859-1

This is the font 8x16 doubled in both directions:

**F:** 32

**B:** 24

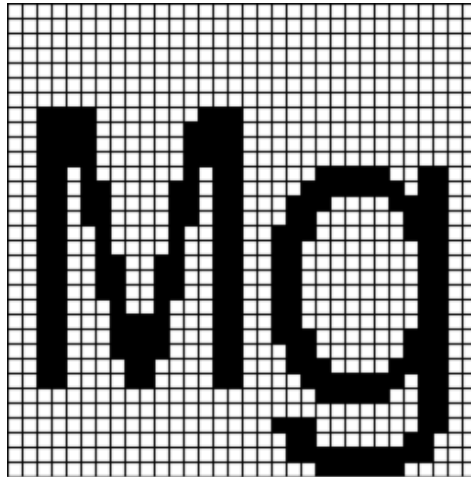
**C:** 20

**L:** 14

**U:** 06

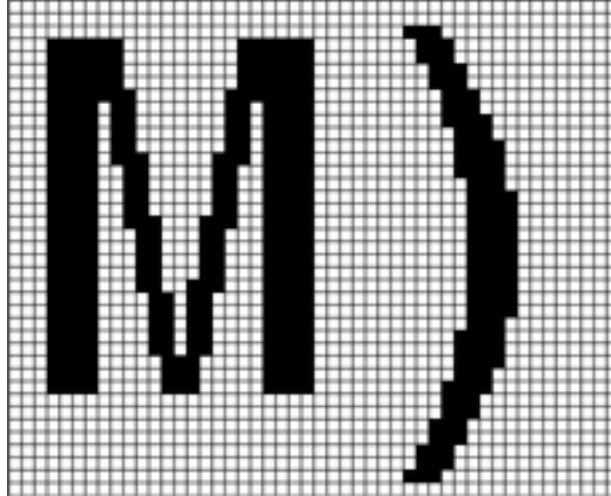
### Font 16x32i – ISO 8859-1

This is an improved version of the 8x16 above.



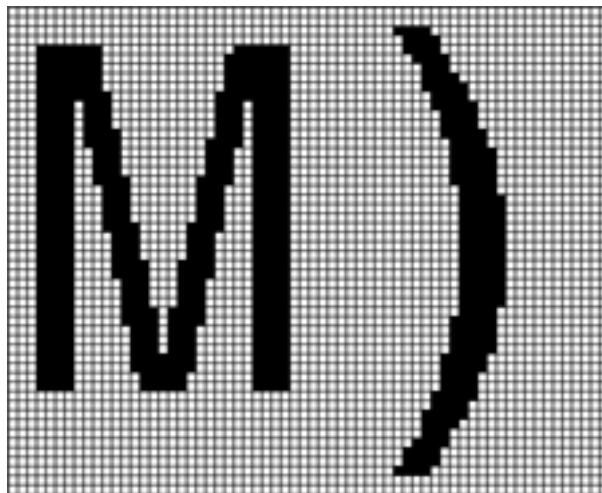
**Font 24x48 – Numbers, Capital letters, Symbols**

Note: The actual character size is 24x39 pixels; the font is 48 point.



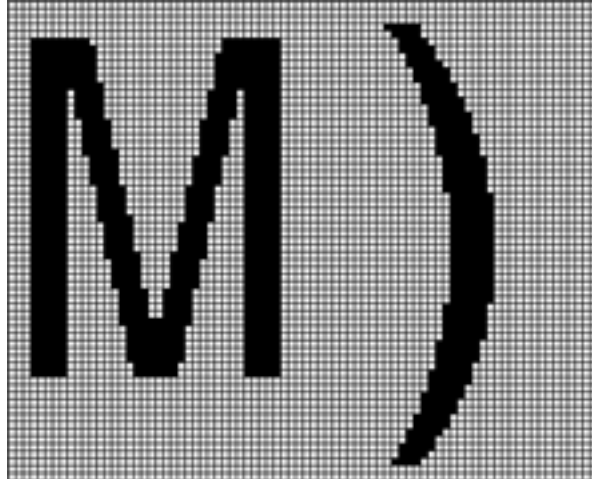
**Font 32x64 – Numbers, Capital letters, Symbols**

Note: The actual character size is 32x52 pixels; the font is 64 point.



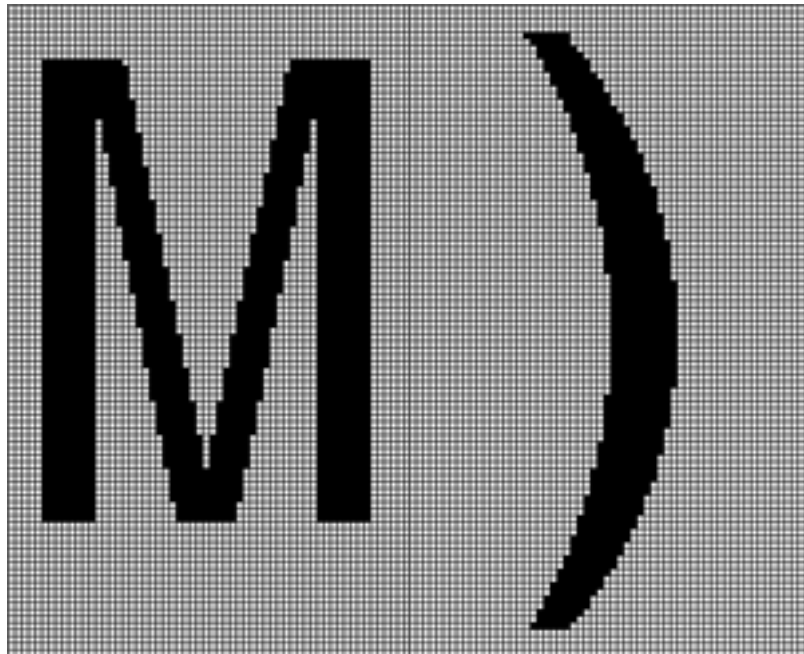
**Font 40x80 – Numbers, Capital letters, Symbols**

Note: The actual character size is 40x65 pixels; the font is 80 point.



**Font 60x120 – Numbers, Capital letters, Symbols**

Note: The actual character size is 60x97 pixels; the font is 120 point.



#### 6.4. Character Set - ISO 8859-1

The ISO 8859-1 character set used by most fonts is as follows. Note that the ASCII character set is the same as the ISO up to Code 127. The ISO set does not define characters 0-31, or 127-159.

| Char | Code | Name | Description   |
|------|------|------|---------------|
|      | 32   | -    | Normal space  |
| !    | 33   | -    | Exclamation   |
| "    | 34   | quot | Double quote  |
| #    | 35   | -    | Hash          |
| \$   | 36   | -    | Dollar        |
| %    | 37   | -    | Percent       |
| &    | 38   | amp  | Ampersand     |
| '    | 39   | -    | Apostrophe    |
| (    | 40   | -    | Open bracket  |
| )    | 41   | -    | Close bracket |
| *    | 42   | -    | Asterisk      |
| +    | 43   | -    | Plus sign     |
| ,    | 44   | -    | Comma         |
| -    | 45   | -    | Minus sign    |
| .    | 46   | -    | Period        |
| /    | 47   | -    | Forward slash |

| Char | Code | Name | Description   |
|------|------|------|---------------|
| 0    | 48   | -    | Digit 0       |
| 1    | 49   | -    | Digit 1       |
| 2    | 50   | -    | Digit 2       |
| 3    | 51   | -    | Digit 3       |
| 4    | 52   | -    | Digit 4       |
| 5    | 53   | -    | Digit 5       |
| 6    | 54   | -    | Digit 6       |
| 7    | 55   | -    | Digit 7       |
| 8    | 56   | -    | Digit 8       |
| 9    | 57   | -    | Digit 9       |
| :    | 58   | -    | Colon         |
| ;    | 59   | -    | Semicolon     |
| <    | 60   | lt   | Less than     |
| =    | 61   | -    | Equals        |
| >    | 62   | gt   | Greater than  |
| ?    | 63   | -    | Question mark |

| Char | Code | Name | Description |
|------|------|------|-------------|
| @    | 64   | -    | At sign     |
| A    | 65   | -    | A           |
| B    | 66   | -    | B           |
| C    | 67   | -    | C           |
| D    | 68   | -    | D           |
| E    | 69   | -    | E           |
| F    | 70   | -    | F           |
| G    | 71   | -    | G           |
| H    | 72   | -    | H           |
| I    | 73   | -    | I           |
| J    | 74   | -    | J           |
| K    | 75   | -    | K           |
| L    | 76   | -    | L           |
| M    | 77   | -    | M           |
| N    | 78   | -    | N           |
| O    | 79   | -    | O           |

| Char | Code | Name | Description          |
|------|------|------|----------------------|
| P    | 80   | -    | P                    |
| Q    | 81   | -    | Q                    |
| R    | 82   | -    | R                    |
| S    | 83   | -    | S                    |
| T    | 84   | -    | T                    |
| U    | 85   | -    | U                    |
| V    | 86   | -    | V                    |
| W    | 87   | -    | W                    |
| X    | 88   | -    | X                    |
| Y    | 89   | -    | Y                    |
| Z    | 90   | -    | Z                    |
| [    | 91   | -    | Open square bracket  |
| \    | 92   | -    | Backslash            |
| ]    | 93   | -    | Close square bracket |
| ^    | 94   | -    | Caret                |
| _    | 95   | -    | Underscore           |

| Char | Code | Name | Description  |
|------|------|------|--------------|
| `    | 96   | -    | Grave accent |
| a    | 97   | -    | a            |
| b    | 98   | -    | b            |
| c    | 99   | -    | c            |
| d    | 100  | -    | d            |
| e    | 101  | -    | e            |
| f    | 102  | -    | f            |
| g    | 103  | -    | g            |
| h    | 104  | -    | h            |
| i    | 105  | -    | i            |
| j    | 106  | -    | j            |
| k    | 107  | -    | k            |
| l    | 108  | -    | l            |
| m    | 109  | -    | m            |
| n    | 110  | -    | n            |
| o    | 111  | -    | o            |

| Char | Code | Name | Description  |
|------|------|------|--------------|
| p    | 112  | -    | p            |
| q    | 113  | -    | q            |
| r    | 114  | -    | r            |
| s    | 115  | -    | s            |
| t    | 116  | -    | t            |
| u    | 117  | -    | u            |
| v    | 118  | -    | v            |
| w    | 119  | -    | w            |
| x    | 120  | -    | x            |
| y    | 121  | -    | y            |
| z    | 122  | -    | z            |
| {    | 123  | -    | Left brace   |
|      | 124  | -    | Vertical bar |
| }    | 125  | -    | Right brace  |
| ~    | 126  | -    | Tilde        |
|      | 127  | -    | (Unused)     |



| Char         | Code | Name   | Description          |
|--------------|------|--------|----------------------|
|              | 160  | nbspc  | Non-breaking space   |
| ¡            | 161  | ixcl   | Inverted exclamation |
| ¢            | 162  | cent   | Cent sign            |
| £            | 163  | pound  | Pound sign           |
| ¤            | 164  | curren | Currency sign        |
| ¥            | 165  | yen    | Yen sign             |
| ¦            | 166  | brvbar | Broken bar           |
| §            | 167  | sect   | Section sign         |
| ¨            | 168  | uml    | Umlaut or diaeresis  |
| ©            | 169  | copy   | Copyright sign       |
| <sup>a</sup> | 170  | ordf   | Feminine ordinal     |
| «            | 171  | laquo  | Left angle quotes    |
| ¬            | 172  | not    | Logical not sign     |
| -            | 173  | shy    | Soft hyphen          |
| ®            | 174  | reg    | Registered trademark |
| -            | 175  | macr   | Spacing macron       |

| Char         | Code | Name   | Description            |
|--------------|------|--------|------------------------|
| °            | 176  | deg    | Degree sign            |
| ±            | 177  | plusmn | Plus-minus sign        |
| <sup>2</sup> | 178  | sup2   | Superscript 2          |
| <sup>3</sup> | 179  | sup3   | Superscript 3          |
| ´            | 180  | acute  | Spacing acute          |
| µ            | 181  | micro  | Micro sign             |
| ¶            | 182  | para   | Paragraph sign         |
| ·            | 183  | middot | Middle dot             |
| ¸            | 184  | cedil  | Spacing cedilla        |
| <sup>1</sup> | 185  | sup1   | Superscript 1          |
| º            | 186  | ordm   | Masculine ordinal      |
| »            | 187  | raquo  | Right angle quotes     |
| ¼            | 188  | frac14 | One quarter            |
| ½            | 189  | frac12 | One half               |
| ¾            | 190  | frac34 | Three quarters         |
| ¿            | 191  | iquest | Inverted question mark |

| Char | Code | Name   | Description  |
|------|------|--------|--------------|
| À    | 192  | Agrave | A grave      |
| Á    | 193  | Aacute | A acute      |
| Â    | 194  | Acirc  | A circumflex |
| Ã    | 195  | Atilde | A tilde      |
| Ä    | 196  | Auml   | A umlaut     |
| Å    | 197  | Aring  | A ring       |
| Æ    | 198  | AElig  | AE ligature  |
| Ç    | 199  | Ccedil | C cedilla    |
| È    | 200  | Egrave | E grave      |
| É    | 201  | Eacute | E acute      |
| Ê    | 202  | Ecirc  | E circumflex |
| Ë    | 203  | Euml   | E umlaut     |
| Ì    | 204  | Igrave | I grave      |
| Í    | 205  | Iacute | I acute      |
| Î    | 206  | Icirc  | I circumflex |
| Ï    | 207  | Iuml   | I umlaut     |

| Char | Code | Name   | Description         |
|------|------|--------|---------------------|
| Ð    | 208  | ETH    | ETH                 |
| Ñ    | 209  | Ntilde | N tilde             |
| Ò    | 210  | Ograve | O grave             |
| Ó    | 211  | Oacute | O acute             |
| Ô    | 212  | Ocirc  | O circumflex        |
| Õ    | 213  | Otilde | O tilde             |
| Ö    | 214  | Ouml   | O umlaut            |
| ×    | 215  | times  | Multiplication sign |
| Ø    | 216  | Oslash | O slash             |
| Ù    | 217  | Ugrave | U grave             |
| Ú    | 218  | Uacute | U acute             |
| Û    | 219  | Ucirc  | U circumflex        |
| Ü    | 220  | Uuml   | U umlaut            |
| Ý    | 221  | Yacute | Y acute             |
| Þ    | 222  | THORN  | THORN               |
| ß    | 223  | szlig  | sharp s             |

| Char | Code | Name   | Description  |
|------|------|--------|--------------|
| à    | 224  | agrave | a grave      |
| á    | 225  | aacute | a acute      |
| â    | 226  | acirc  | a circumflex |
| ã    | 227  | atilde | a tilde      |
| ä    | 228  | auml   | a umlaut     |
| å    | 229  | aring  | a ring       |
| æ    | 230  | aelig  | ae ligature  |
| ç    | 231  | ccedil | c cedilla    |
| è    | 232  | egrave | e grave      |
| é    | 233  | eacute | e acute      |

| Char | Code | Name   | Description   |
|------|------|--------|---------------|
| ð    | 240  | eth    | eth           |
| ñ    | 241  | ntilde | n tilde       |
| ò    | 242  | ograve | o grave       |
| ó    | 243  | oacute | o acute       |
| ô    | 244  | ocirc  | o circumflex  |
| õ    | 245  | otilde | o tilde       |
| ö    | 246  | ouml   | o umlaut      |
| ÷    | 247  | divide | division sign |
| ø    | 248  | oslash | o slash       |
| ù    | 249  | ugrave | u grave       |

|   |     |        |              |
|---|-----|--------|--------------|
| ê | 234 | ecirc  | e circumflex |
| ë | 235 | euml   | e umlaut     |
| ì | 236 | igrave | i grave      |
| í | 237 | iacute | i acute      |
| î | 238 | icirc  | i circumflex |
| ï | 239 | iuml   | i umlaut     |

|   |     |        |              |
|---|-----|--------|--------------|
| ú | 250 | uacute | u acute      |
| û | 251 | ucirc  | u circumflex |
| ü | 252 | uuml   | u umlaut     |
| ý | 253 | yacute | y acute      |
| þ | 254 | thorn  | thorn        |
| ÿ | 255 | yuml   | y umlaut     |

## 6.5. Character Set - Numbers, Capital letters, Symbols

The large monospaced fonts provide a reduced character set of the ISO 8859-1 as follows:

|      |   |   |   |   |    |   |   |   |     |   |   |   |   |   |   |   |
|------|---|---|---|---|----|---|---|---|-----|---|---|---|---|---|---|---|
| 0020 |   | ! | " | # | \$ | % | & | ' | ( ) | * | + | , | - | . | / |   |
| 0030 | 0 | 1 | 2 | 3 | 4  | 5 | 6 | 7 | 8   | 9 | : | ; | < | = | > | ? |
| 0040 | @ | A | B | C | D  | E | F | G | H   | I | J | K | L | M | N | O |
| 0050 | P | Q | R | S | T  | U | V | W | X   | Y | Z | [ | \ | ] | ^ | _ |
| 0060 |   |   |   |   |    |   |   |   |     |   |   |   |   |   |   |   |
| 0070 |   |   |   |   |    |   |   |   |     |   |   |   |   |   |   |   |
| 0080 |   |   |   |   |    |   |   |   |     |   |   |   |   |   |   |   |
| 0090 |   |   |   |   |    |   |   |   |     |   |   |   |   |   |   |   |
| 00A0 |   |   |   |   |    |   |   |   |     |   |   |   |   |   |   |   |
| 00B0 | ° | ± |   |   |    |   | μ |   |     |   |   |   |   |   |   |   |

## 7. DEMO KIT TUTORIAL

### 7.1. Connection and control via PC

**IMPORTANT:** Before being able to send commands to the SLCDx you **MUST** remove the Demo jumper JPI on the PowerCom 4 (triangle) board.

In order get acquainted with the SLCDx commands, bitmap storage, and macro features, it is recommended that the kit be attached to a PC first. This section describes how to connect to and control the SLCDx from a PC type computer. Any other computer (Mac / Unix / Linux) can be used instead with analogous procedures; however the BMPload program is Windows-only.

The two DB9 serial ports (Main and Aux) on the PowerCom4 board are wired to be compatible with the PC 9 pin serial standard. You need a DB9 female to DB9 male 1-1 serial cable to connect to a PC serial port. Alternatively if you have a USB-serial adapter you can plug the adapter directly onto the PowerCom4 board. The Main port should be used for initial communications with the host PC.

This tutorial assumes only a basic PC installation is available and therefore uses Hyperterminal to communicate. Hyperterminal has significant limitations; the program REALTERM has been found to be useful in cases where Hyperterminal is unavailable or does not work. See <http://realterm.sourceforge.net/>

Once the SLCDx has been connected to an available serial port, open Hyperterminal (Programs->Accessories->Communications->Hyperterminal) and enter SLCDx for the name of the connection. Then enter the serial port connected to the SLCDx in the "Connect using" field. Finally, set the Bits per second to 115200, and Flow control to Xon / Xoff. Hit OK and the program main screen appears. Hit the enter (return) key and you should see a '>' prompt character. This indicates that you are communicating with the SLCDx board.

Now, go to menu File->Properties->Settings. Set Emulation to TTY. Press the "ASCII Setup", and set "Send line ends with line feeds", "Echo typed characters locally" (i.e. half duplex mode), and "Append line feeds to incoming line ends". Hit OK, OK to return to the main screen. [Note the half-duplex description is confusing; the SLCDx is full duplex but does not echo characters, so the half-duplex setting is needed.]

Now, type 'z' followed by the enter key. The display should clear as a result. You should also see the 'z' letter you typed and a new '>' prompt. You are successfully controlling the SLCDx now.

When you want to run the Reach supplied BMPload program, you will need to logically disconnect Hyperterminal from the serial line. To do so, click on the icon showing a telephone with the handset and a small red arrow pointing down, or through the menu Call -> Disconnect. Reconnect again when BMPload is terminated. Alternatively, you can use two serial connections with BMPload on the second serial port connected to the "AUX" DB9.

## 7.2. **Simple commands**

This section presents some simple commands that illustrate some of the SLCDx capabilities. It assumes that the bitmaps and macro files that were loaded from the factory are still present. If they are not, use the BMPload program and the files on the CD in the "BMPs and Macros" folder.

Type in the line(s) as shown in `courier` typeface followed by the enter key. [Note: to minimize typing, you can use the "Text select tool" in Acrobat Reader to select each line, right click to copy, then right click in Hyperterminal and choose "Transmit to Host"]

Clear the screen:

```
z
```

Type Hello World in a 24 point bold font starting at pixel x=100, y=110:

```
f 24B
t "Hello World" 100 110
```

Same as above, but with yellow text on a blue background:

```
z
f 24B
s 16 2
t "Hello World" 100 110
```

Create a vertical blue rectangle at x=40, y=100 to x = 60, y = 150.

```
z
s 2 1
r 40 100 60 150 1
```

Restore fore / back color to black on white:

```
s 0 1
z
```

Alternative way to do the blue rectangle without changing the foreground color:

```
z
r 40 100 60 150 1 00F
```

Display stored full screen bitmap:

```
xi 7 0 0
```

Define momentary button #1 named "Test" in the middle of the screen that sends a return string when both pressed and released:

```
z
f 16B
bd 1 150 110 5 "Test" 2 8 10 11
```

### 7.3. **Macros**

The SLCDx comes with pre-loaded macros to demonstrate this capability. Refer to the file "Macros.txt" on the distribution CD.

Enter the following command to invoke the top level macro to display a keypad and display the last number pushed in an entry box:

```
m6
```

Macros have a repeat capability allowing them to loop while waiting for a button to be pressed that will jump to another macro. This is how the demo is implemented. To break out of repeating macros, hit the Escape key followed by Enter.

### 7.4. **Developing your Application**

Developing your application involves creating as many different screen pages as you need. For each page:

1. Design the bitmaps you want to use using a graphics editor. You can use Adobe Photoshop®, Photoshop Elements, GIMP (Open Source), or Windows Paint to create the bitmaps. See Appendix H.
2. Create a 320x240 (SLCD+/6) pixel canvas (or 480x272 for SLCD43) using the above, and place the bitmaps where you want them to go. The graphics editor can be used to determine the top right point of the bitmap in terms of X, Y pixels. This is used in the SLCDx command to locate the image and text.
3. Download the bitmaps using BMPload.
4. Write a series of SLCDx commands to build the display screen and process the defined buttons.

Application note AN-100 describes an example program written for the Rabbit / Zworld RCN3720 core module. It is a useful starting point for developing SLCDx control programs. See our new **Download Center** at <http://www.reachtech.com>. Sign up for an account and enjoy the wealth of technical information we have available for download.

### 7.5. **A Warning concerning commands that affect Non-Volatile settings**

Commands marked with a diamond symbol (◆) affect settings stored in non-volatile memroy; this memory is implemented using an I2C Serial EEPROM chip with a limit of 1 million write cycles.

***At 1 write per second, the part will be destroyed in 11 days. Take care that commands marked as affecting non-volatile settings are executed as seldom as possible.***

## 8. WORKING WITH BITMAPS

### 8.1. *Creating bitmaps*

Bitmaps are used to create the visual elements of the user interface. These include buttons, tabbed folders, and data entry and display areas. Most of the interface styles implemented in Microsoft Windows applications can be duplicated on the SLCDx. The way to do this is to create or capture the visual element and create the desired layout.

The popular programs used to create bitmaps (.BMP files) are Adobe Photoshop, and the open source program, GIMP.

To capture any visual element on the PC screen, hit the "PrintScreen" button on the PC's keyboard. This captures the screen to the clipboard. Then open the image editing program, open a new window, and paste the screen to that window. The desired elements can then be copied and saved.

NOTE: to make sure a bitmap image will fit on the SLCDx's screen, the Width and Height of the bitmap must each be less than or equal to the pixel resolution of the SLCDx:

- SLCD43 (WQVGA, 480x272)
- SLCD+, SLCD6 (QVGA, 320x240)

### 8.2. *8 bit Color Mode - SLCD+*

The SLCD+ supports 8 bit color mode. The SLCD+ has a fixed 8 bit palette of 232 colors. While the bitmap loader can load a bitmap with any palette, and the SLCD+ can display any 8 bit color bitmap, they are displayed more quickly if the bitmap's palette is the same as the SLCD+'s. To do this, save the bitmap using the SLCD+'s palette. The SLCD+ palette in Photoshop palette file format is provided on the CD as the file ps8666.act. To use it, in Photoshop, select Image from the top level menu, and then follow:

Image->Mode->Indexed Color->Palette Custom

And load the ps866.act file.

This will convert the working bitmap into the native colors of the SLCD+.

The SLCD+ supports a custom palette as well. In this case, ensure that all bitmaps have the same palette, and use the "Custom Palette" option in the BMPload program.

### 8.3. *Highcolor Mode - SLCD6, SLCD43, SLCD+*

All SLCDx controllers support Highcolor mode as standard. These can accept bitmaps with 1, 4, 8, and 24 bits per pixel. The BMPload program converts 24 bit BMPs into the RGB565 physical format used by the controller. In this format, 5 bits of color are used for RED and BLUE and 6 bits for GREEN.



The basic algorithm for converting between Truecolor (24-bit BMP file) to Highcolor (16-bit LCD screen) is below:

1. Divide [Blue and Red value] by 8 (ignore remainder)
2. Divide [Green value] by 4 (ignore remainder)
3. Add [Red value times 2048] plus [Green value times 32] plus [Blue value] (Highcolor value)

Users can read the stored Highcolor value by using the PIXEL READ command.

*Note: The SLCD+ can support 8 bit color if needed for backward compatibility with old (legacy) SLCD controllers.*

#### **8.4. Transparency (Highcolor Mode only)**

In Highcolor Mode transparent bitmaps are supported. To make a bitmap transparent, select a transparency color. It must have an exact RGB 565 equivalent, e.g. solid red 0xF800 (top 5 bits), solid green 0x07E0 (middle 6 bits), or solid blue 0x001F (lower 5 bits). Then have the bitmap file name include the string ".unc.trXXXX ", where XXXX is the 16 bit RGB transparent color value. For example, if solid red is transparent, have the filename include the form above, such as "01\_my\_bitmap.unc.trf800.bmp". Note, the ".unc" indicates that the bitmap is uncompressed, which is required for transparency. When this bitmap is displayed, the transparent color will not be displayed.

## 9. RS485 MULTIPOINT COMMUNICATIONS

### 9.1. Overview

The SLCDx com1 port has RS485 as a physical interface option. However an external RS232 to RS485 converter can be used on other ports. This type of adapter automatically enables the RS485 transmitter when the RS232 transmit data is active. Either half duplex or full duplex RS485 can be supported.

In order to support multipoint communications, the Version 2.3.0 and above software has an option to support addressed polling. This forces all SLCDx responses including button pushes to be queued and reported only with a poll command. This appendix describes how to use this protocol.

The protocol supports a maximum of 254 SLCDx controllers on a shared line; the actual limit may be less than this due to physical bus loading limitations.

### 9.2. Setup

A setup command is used to place the unit into RS485 mode. This mode is saved in non-volatile memory and will remain enabled unless explicitly disabled. Once enabled, the SLCDx will not respond to commands on the main port unless they are preceded by the RS485 address header. The main port autoswitch can be used to communicate with the controller using non-pollled operation.

Setup command:

```
*rs485 <SOF><AD1><AD2><return>
```

<SOF> single ASCII character to be used as the "Start Of Frame" character for the shared communication bus. This should not be the '>' character, and must be unique so that it is not used for anything except the start of frame.

<AD1> single ASCII character from '0' to '9' and 'A' to 'F' which is the most significant address character.

<AD2> single ASCII character from '0' to '9' and 'A' to 'F' which is the least significant address character.

NOTE: address FF is reserved for the host address.

Example:

```
*rs485 /12<return>
```

This sets the 485 mode and specifies '/' as the SOF character and address hex 12 (equivalent to decimal 18) as the unit address. Note that if the character '/' will be used in a text command to the SLCDx, then another character such as '`' (backtick) should be used as the SOF.

For the example above, the SLCDx responds as follows:

```
RS485 Mode SOF 0x2F (/) ADR 12<return>
```

This response verifies the setup since from this point onwards the SLCDx will use these selections for addressing.

### 9.3. **Command Operation**

Once in rs485 mode, all commands to the SLCDx must start with the three character address prefix specified in the setup command, and the selected SOF character should not be used within the command itself. Otherwise, the command syntax is the same as non rs485 mode. The unit responds to commands exactly the same as normal mode except that all responses start with the three character prefix <SOF>FF. The FF address is reserved for the address of the host on the rs485 bus.

Examples:

```
SEND:      /12z<return>  
RECEIVE:   /FF>
```

#### 9.4. **Button responses and polling**

All messages from the SLCDx that are caused by button presses (for example button notification and macro execution messages) are queued in the order they occurred and are sent when the host next initiates communication with the unit. This includes the poll command which is a null command - the three character prefix followed by a <return>. If the host happens to issue a command (for example to change a value on the display) and a button is simultaneously pushed, the host will receive the button notification message before the command completed response.

Polling example: (button 1 pushed)

```
SEND:      /12<return>
RECEIVE:   /FFx1<return>
```

Button response during display command example: (button 1 pushed)

```
SEND:      /12t "12:15pm"<return>
RECEIVE:   /FFx1<return>
RECEIVE:   /FF><return>
```

#### 9.5. **RS485 half duplex vs. full duplex**

In half-duplex mode, transmit and receive are shared. The SLCDx is naturally full duplex, so to use it in half duplex mode, it must ignore anything on the receive line while transmitting. This is effected by the SET HALF DUPLEX command as follows.

##### **SET HALF DUPLEX**

Description: This command tells the SLCDx to ignore anything received while it is transmitting. This command sets this mode in non-volatile memory, and only needs to be executed once. This command should only be used in polled mode.

Command: \*com1Half

## 10. IN-SYSTEM BITMAP AND FONT DOWNLOAD

### 10.1. Introduction

Starting with version 2.5 of the SLCDx firmware, binary transfer of flash resident fonts, bitmaps and macros is supported. Binary transfers of screen data (Bitmaps) is also supported, either to an off-screen area, or directly to the display screen.

### 10.2. Download flash image (bitmaps, macros, fonts)

The SLCDx flash memory can be updated in-system by using the binary download functionality. The image file is saved using the BMPload "Save to File" feature. To do this, use the command:

```
bdld 4 0 <size> <timeout>
```

where <size> is the number of bytes in the image file, and <timeout> is the timeout in milliseconds. The timeout is needed because once in binary transfer mode, the SLCDx will not respond to normal commands.

Once the bdld command has been issued, the SLCDx responds with a standard 2 character prompt '>',0x0d, and the transfer can begin. If successful when the transfer is complete another standard prompt will be issued. A timeout will generate a 2 character error prompt '!',0x0d/

The SLCDx Flash memory must be erased before using command. The command is "xmc 0xFEEB". This command is only needed with Binary Download command.

An optional user application algorithm feature is the use of checksums. An application can compare the stored checksum with an expected checksum (via BMPload application) using the CRC External Flash command. This will ensure the integrity of the downloaded data.

### 10.3. Download and display image using off-screen memory

#### EXAMPLE CODE:

```
void CBMPloadDlg::OnButtonDisplayImage()
{
    char cmdbuf[80] = {0};
    //wrr <x> <y> <x> <y> <index> <addr>
    //first x, y is upper left. last is bottom right. use index 0-3 for storage.
    //NOTE: because only the pixel data is stored,
    //any custom palette associated with the BMP file will be lost

    //display at upper left corner
    sprintf( cmdbuf, "wrr %d %d %d %d %d", 0, 0, storedBMPWidth, storedBMPHeight, 0 );
    //if drop the 6th parameter (address), will default to 0
```

```

m_SerialPort.WriteLine( cmdbuf );

//display to the left of first image
sprintf( cmdbuf, "wrr %d %d %d %d %d",
        storedBMPWidth, 0, storedBMPWidth, storedBMPHeight, 0 );

m_SerialPort.WriteLine( cmdbuf );

//display to the left of second image with 1 pixel gap and start writing at
//beginning address + half the width.
//since we have one image in storage the beginning address is 0.
//since we have an address offset, the last pixels will display data outside the
//range of the current image
//because the binary download uses images that are 8 bits per pixel, if we had a
//second image it's beginning storage address would be image 1 width * image 1
//height

sprintf( cmdbuf, "wrr %d %d %d %d %d %d",
        storedBMPWidth*2 + 1, 0,
        storedBMPWidth, storedBMPHeight, 0 , 0 + storedBMPWidth/2 );

m_SerialPort.WriteLine( cmdbuf );

//display at 100, 100
sprintf( cmdbuf, "wrr %d %d %d %d %d", 100, 100,
        storedBMPWidth, storedBMPHeight, 0 );

m_SerialPort.WriteLine( cmdbuf );

//display another below the first image and simulate a marquee.
//since we have an address offset, the last pixels will display data outside the
//range of the current image.

for(int i = 0; i <= storedBMPWidth; i++){
    sprintf( cmdbuf, "wrr %d %d %d %d %d %d", 0, storedBMPHeight,
            storedBMPWidth, storedBMPHeight, 0 , i );

    m_SerialPort.WriteLine( cmdbuf );
    Sleep(10);
}
for(i = storedBMPWidth; i >= 0; i--){
    sprintf( cmdbuf, "wrr %d %d %d %d %d %d", 0, storedBMPHeight,
            storedBMPWidth, storedBMPHeight, 0 , i );
    m_SerialPort.WriteLine( cmdbuf );
    Sleep(10);
}
}

int CSerial::ExtMemProgramBin(BYTE * buf, int bytes, CEdit * status, CDialog * dlg)
{
    CString str;
    int result=0;
    unsigned long sent;
    char cmdbuf[80];
    int secs;
    int bytes_remaining;
    int percent;
    int last_percent = 0;
    BYTE * buf_ptr;
    MSG msg;

    buf_ptr = buf;
    bytes_remaining = bytes;

    if (!LocateDevice())
    {
        if (dlg)
            dlg->MessageBox("Device not responding",
                "Programming",MB_ICONERROR);
        return 0;
    }
}

```

```

//Write to windows save/restore memory (index 0-3). use index 0 for demo
//bdld <index><address offset><length in bytes><timeout(ms)>

sprintf( cmdbuf, "bdld 0 0 %d 2000", bytes );
WriteLine( cmdbuf );

// wait for an ACK from panel.
for (secs=0;secs<5*SERIAL_SEC_MULT && !*m_Buffer;secs++)
{
    m_Buffer[0]='\0';
    ReadLine(m_Buffer,BUFFER_SIZE);
}

while(bytes_remaining)
{
    result=WriteFile(m_hComm, buf_ptr, MIN(MAXBYTES,
        bytes_remaining), &sent, NULL);
    buf_ptr += MAXBYTES;
    bytes_remaining -= MIN(MAXBYTES, bytes_remaining);
    percent= 100 - (bytes_remaining * 100) / bytes;
    if( last_percent != percent || ( bytes_remaining == 0 ) )
    {
        while (PeekMessage(&msg, NULL, 0, 0, PM_REMOVE))
        {
            // the only way out of the loop

            if(msg.message == WM_QUIT) break;
            TranslateMessage(&msg);
            DispatchMessage(&msg);
        }

        // check input buffer for fail from panel programming

        ReadChars(m_Buffer,BUFFER_SIZE);
        if( m_Buffer[0] == '!' )
        {
            str.Format("Programming %u Bytes, ***FAILED***", bytes,
percent);

            status->SetSel(0,-1);
            status->ReplaceSel(str);
            return ( 0 );          // return failure
        }

        str.Format("Programming %u Bytes, %d %% Completed...", bytes,
percent);

        status->SetSel(0,-1);
        status->ReplaceSel(str);
        last_percent = percent;
    }
}

Flush();

return result;
}

```

## 11. USING CRC'D COMMANDS

### 11.1. Overview

As of version 2.6.29, the SLCDx can accept a command with a CRC prefix and use it to verify the command was not corrupted in transmission from the host. Once verified, the command is processed in the normal manner, and the SLCDx responds as expected. If, however, the CRC check fails, the SLCDx ignores the command and returns a invalid CRC response ('#<return>').

### 11.2. Command Protocol

The format for a CRC'd command is:

```
~<CRC><SLCDx Command><return>
```

A '~' (tilde) character at the start of the command string signals the SLCDx that an embedded CRC (4 ASCII-Hex chars, [0-9,a-f,A-F]) will follow the '~' and then the actual SLCDx command will begin. The CRC is calculated for the SLCDx command and its <return>, which means a NULL Command (just a <return>) will still have a CRC to validate the <return>.

For example: to send the "s 0 l" command with a CRC, calculate the CRC for the 'C' string "s 0 l\r", which is 0x9ACB. Send:

```
~9ACBs 0 l<return>
```

and the SLCDx will validate the command, execute it, and respond with the '><return>' prompt, indicating success. If the CRC value does not match the string's computed CRC, the '#<return>' prompt is given. If the CRC is correct, but the command has a syntax error, the standard error prompt '!<return>' is given.

### 11.3. Example CRC generation code

Included below is 'C' code for a program that accepts a standard SLCDx command as input and generates the CRC'd version of the command as output. It includes a CRC generator function that produces CRC's compatible with the SLCDx. The CRC polynomial is CRC-CCITT.

```
#include <stdio.h>
#include <string.h>

//=====
// CRC calculation routine
//
// CRC argument allows you to accumulate
// the CRC value over multiple buffers
//=====

const unsigned short crctable[ 16 ] =
{
    0x0000, 0x1081, 0x2102, 0x3183, 0x4204, 0x5285, 0x6306, 0x7387,
    0x8408, 0x9489, 0xA50A, 0xB58B, 0xC60C, 0xD68D, 0xE70E, 0xF78F
};
```



```

const unsigned short crctableB[ 16 ] =
{
    0x0000, 0x1189, 0x2312, 0x329B, 0x4624, 0x57AD, 0x6536, 0x74BF,
    0x8C48, 0x9DC1, 0xAF5A, 0xBED3, 0xCA6C, 0xDBE5, 0xE97E, 0xF8F7
};

unsigned short crc16(unsigned char *address, unsigned int size, unsigned short crc)
{
    for (; (size > 0); size--)
    {
        /* byte loop */
        unsigned char data = *address++; /* fetch the next data byte */

        data ^= crc; /* EOR data with current CRC value */
        crc = ((crctableA[(data & 0xF0) >> 4] ^ crctableB[data & 0x0F]) ^ (crc >> 8));
    }
    return(crc);
}

//=====
// main()
//=====

static char cmdStr[ 129 ];

// syntax: CmdCrc "SLCDx Command Line<CR>"
// output: "~HHHSLCDx Command Line<CR>"
int main(int argc, char* argv[])
{
    unsigned short crc = 0xFFFF;

    // must be 1 and only 1 arg:
    if( argc == 2 )
    {
        // copy slcd command to our buffer:
        strcpy( cmdStr, argv[1] );
        // append a <CR>:
        strcat( cmdStr, "\r" );
        // calc the CRC:
        crc = crc16( (unsigned char *)cmdStr, strlen(cmdStr), crc );
        // show results:
        printf( "    Input: [%s\r]\r\n", argv[1] );
        printf( "    Output: [~%04X%s\r]\r\n", crc, argv[1] );
    }
    else
    {
        printf( "    ERROR: syntax is 'CmdCrc \"slcd cmd\"' (quotes req'd)\r\n" );
        return( -1 );
    }
    return 0;
}

```

### Example usages:

```
C:\CRC>cmdcrc "s 0 1"
```

```
Input: [s 0 1\r]
```

```
Output: [~9ACBs 0 1\r]
```

```
C:\CRC>cmdcrc "t \"Hello\""
```

```
Input: [t "Hello"\r]
```

```
Output: [~9F42t "Hello"\r]
```

## 12. WORKING WITH VARIABLES

### 12.1. Overview

As of version 2.6.13, the SLCDx has supported a limited set of variables with primitive access capabilities. As of version 2.7.20, simple printf() like formatting is supported; this allows using variables in formatted output on the SLCDx display or in a line of text sent to one of the serial ports.

### 12.2. User Variables

User Variables are available with predefined names which specify their data type, as shown in the table below. They are assigned values using the ["set" command](#), and the host can query their values using the ["get" command](#). Their values can also be used as arguments to commands or macros by enclosing their names inside back-tick characters.

| Variable Name | Format Type | Data Type                                     |
|---------------|-------------|-----------------------------------------------|
| i0 -- i9      | numeric     | 32-Bit integer                                |
| e0 -- e9      | numeric     | 8-bit unsigned integer                        |
| s0 -- s9      | string      | Text string, max of 80 chars                  |
| p0 -- p9      | numeric     | Pair of X and Y Coordinates (16-Bit integers) |
| p#.x, p#.y    | numeric     | X and Y coordinates of point #                |

### 12.3. System Variables

System Variables have values that are set by the system and *cannot* be accessed via the "get" and "set" commands. Their values *can* be used as arguments to commands or macros by enclosing their names inside back-tick characters.

| Variable Name                        | Format Type | Data Type                                                                                                                                        |
|--------------------------------------|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------|
| H#                                   | numeric     | Height of bitmap # (in pixels)                                                                                                                   |
| W#                                   | numeric     | Width of bitmap # (in pixels)                                                                                                                    |
| V                                    | numeric     | Volume setting (0--255)                                                                                                                          |
| B                                    | numeric     | Brightness setting (0--255)                                                                                                                      |
| M                                    | string      | Default "mpush" string, max of 80 chars                                                                                                          |
| T                                    | string      | 5 char string containing SLCDx's temp in degrees C; formatted "%+05.1d", the last 2 chars will always be the decimal point and the tenths digit. |
| L128 -- L255                         | numeric     | Slider value (16-Bit integer)                                                                                                                    |
| R#:#                                 | numeric     | Random integer in the range #:#                                                                                                                  |
| Xa, Ya, Xr, Yr                       | numeric     | Last Touch Coordinates, absolute and relative to hotspot Top Left Corner (16-Bit integers)                                                       |
| Xc, Yc, Xm,<br>Ym, Xs, Ys, Xo,<br>Yo | numeric     | Absolute X and Y coordinates for center of display, bottom right corner of display, screen cursor as set by the 'sc' command, and origin.        |
| \$BAUD0                              | numeric     | String containing Main Comm port Baud Rate                                                                                                       |

## 12.4. Formatting Variables

A simple printf()-like output format may be applied to a variable by inserting a format specifier between the 1st back-tick and the variable's name, with a space between them, as shown in the examples below. Two different format specifier syntaxes are supported; one for string variables, and one for numeric variables (see Format Types in preceding tables). NOTE: macro arguments '0'-'9' must be formatted using the string syntax.

- string syntax:       `%[-]<width>[.<max>] <varName>>`
    - [-]               Left justify output text by adding trailing spaces; default is right justification by adding leading spaces
    - <width>           Minimum output field width
    - <max>             Maximum number of characters from string variable to output
- Examples:
- ```
set s0 "abcdef"
Sets string variable s0 to "abcdef"

get s0
abcdef
Outputs string variable s0

out "[%-4.3 s0`]\r"
[abc ]
Outputs "[", upto 3 chars from s0 in a left justified field of 4
chars, "]", and a return.

out "[%4.3 s0`]\r"
[ abc]
Outputs "[", upto 3 chars from s0 in a right justified field of 4
chars, "]", and a return.

out "[%6 T`]\r"
[ +33.1]
Outputs "[", the temperature string in a right justified field of 6
chars, "]", and a return.

out "[%6.3 T`]\r"
[  +33]
Outputs "[", 3 chars from the temperature string in a right
justified field of 6 chars, "]", and a return.
```

- numeric syntax: ``%[+|-|0|+0]<width> <varName>``
  - [+] Always include sign of value.
  - [-] Left justify output text by adding trailing spaces; default is right justification by adding leading spaces.
  - [0] Right justify by adding leading 0's.
  - [+0] Always include sign of value AND right justify output by adding leading 0's after the sign.
- <width> Minimum output field width
- Examples:
 

```
set i0 123
```

Sets integer variable i0 to positive 123

```
get i0
```

123

Outputs integer variable i0

```
out "[%+06 i0`]\r"
```

[+00123]

Outputs "[", the value of i0 in a right justified field of 6 chars with the sign of i0 followed by enough leading 0's to fill out the field, "]", and a return.

```
out "[%+6 i0`]\r"
```

[ +123]

Outputs "[", the value of i0 in a right justified field of 6 chars with the sign of i0 preceded by enough leading spaces to fill out the field, "]", and a return.

```
out "[%-6 i0`]\r"
```

[123 ]

Outputs "[", the value of i0 in a left justified field of 6 chars with enough trailing spaces to fill out the field, "]", and a return.

```
set p0 12 345
```

```
out "[%06 p0`]\r"
```

[000012 000345]

Outputs "[", the X and Y values of p0 in right justified fields of 6 chars with enough leading 0's to fill out the fields and a space between fields, "]", and a return.

## 13. USING SIMPLE MATH EXPRESSIONS

### 13.1. Overview

Since version 2.7.0, the SLCDx has supported a limited simple math capability, using the backtick-escaped format:

``(<argNum><op><value>)``, where:

- `<argNum>` can be '0'-'9', representing macro arg ``0`-`9``
- `<op>` can be '+' or '-' for addition, or subtraction
- `<value>` can be 0-65536

Such expressions could be used only within a macro, and were thus of limited value. Now, in version 2.9.0 and later, simple math expressions can be used with any command that accepts integer values as arguments. When the command executes, the expression will be evaluated and its numeric value will be used. The new format is:

``(<value><op><value>)``, where:

- `<value>` can be:
  - A positive number between 0 and 6536
  - A backtick-escaped macro argument (``0`-`9``) or the backtick-escaped name of any variable with a numeric format type, as listed in [WORKING WITH VARIABLES](#) (above).
- `<op>` can be one of:
  - '+' for addition
  - '-' for subtraction
  - '\*' for multiplication
  - '/' for division (integer, truncating)
  - '%' for integer modulo

### 13.2. Limitations and requirements

- No nesting of expressions is allowed (to avoid problems with recursion).
- BMPload for SLCD+/SLCD6/SLCD43, version 1.11.0 or later is required.
- Expressions used in an "ani" command or a "tf" command will be evaluated before the resulting command is stored in the animation buffer.

### 13.3. Examples

Below are some example macro definitions demonstrating valid variants of the new format:

```
// Display a given bitmap centered on the screen:
// -- arg 0 is index of bitmap
// -- arg 1 is its width
// -- arg 2 is its height
//
#define showBitmapCentered
set i0 `(`1`/2)` // divide width by 2
set i0 `(`Xc`-`i0`)` // subtract from Screen Center X coord
set i1 `(`2`/2)` // divide height by 2
set i1 `(`Yc`-`i1`)` // subtract from Screen Center Y coord
xi `0` `i0` `i1` // display the bitmap
#end

// show bitmap 1 in center of screen
//
#define test_sbc
m showBitmapCentered 1 `W1` `H1`
#end

// increment variable i0 each time called:
//
#define inc_i0
set i0 `(`i0`+1)`
#end
```

## 14. SOFTWARE MANUAL CHANGE HISTORY

- 5/11/2008 Initial version of the Software Manual for SLCD+, SLCD6, and SLCD43 controller boards.
- 6/18/2008
- Added note to xio command with high color firmware
  - Changed BMPload to 1.7.7 with added optional sort
  - BMPload save list is now filenames only, not directory/filename so the list files can be relative.
  - BMPload now supports option to sort bitmaps as loaded.
  - Renamed "16 bit color" mode to "high color mode" to reduce confusion; high color mode uses 24 bit BMP files and reduces them to 16 bit for storage and display.
- 6/30/08 Additional details of new VERSION command update.  
Added screen shot for 1.8.0. This is the official external release.
- 7/9/08 Additional note on "xio" command.
- 7/17/08 Button Define command, button numbers 118-127 support "long strings" of a length of 50 characters, rather than the default of 20.
- 7/18/08 Added command "Button Define Center Text".
- 7/23/2008 Added Draw Filled Ellipse.
- 7/24/2008 Added comments on Font name alias size.  
Made notes more consistent in command description section.
- 7/28/2008 Added Chart Bitmap Define.
- 7/30/2008 Added Command Debug.
- 9/4/2008 Added additional comments for the Binary Download command and "Download flash image (bitmaps, macros, fonts)" section.
- 11/20/2008 Minor clarifications to WINDOW RESTORE RECTANGLE command.
- 02/09/2009 Added macro Labels explanation and TOUCH MACRO ASSIGN label information.  
Added commands DEFINE DISPLAYABLE CURSOR, SET DISPLAYABLE CURSOR POSITION, TOUCH DISPLAYABLE CURSOR
- 02/10/2009 Added additional Internal Arguments: Integer Internal Variable, String Internal Variable, Point Coordinate Internal Variable.  
Added commands SET VARIABLE, GET VARIABLE.
- 2/18/2009 Missing command syntax for DEFINE DISPLAYABLE CURSOR in introductory tables.  
Extra DEFINE DISPLAYABLE CURSOR command removed in SOFTWARE COMMAND REFERENCE section.
- 4/01/2009 Added Section 11 CRC Command feature and example code; fixed DISPLAY CLIPPED BITMAP IMAGE command description and examples.
- 4/03/2009 Added STRIP type to CHART DEFINE command.
- 4/14/2009 Cleaned things up and added new features to support the 2.7.0 general release.



- 4/21/2009 Additional issues fixed from our database: mpush and mpop arguments corrected and better examples; Removed colon from host notification for BUTTON DEFINE – LATCHING STATE; Macro parameter escape character defined more clearly; Removed reference to “true Host” capabilities (we no longer support); Added note to Define Hotspot commands about clearing pre-existing hotspots.
- 4/24/2009 Added BMPload screen shot to 1.9.0 and Orientation feature.
- 6/5/2009 Added information about antialiased fonts.
- 7/22/2009 Clarified Notes in METER DEFINE.
- 8/03/2009 Added Chart Type 3 (STRIP starting at RIGHT EDGE) and clarified CHART DEFINE BITMAP example.
- 8/12/2009 Changed to new corporate address.
- 8/18/2009 Added information on Transparent Bitmaps.
- 8/25/2009 Added WAIT FOR REFRESH command.  
Corrected terms in WAIT VERTICAL RETRACE command.
- 9/8/2009 Updated command name and content: CLEAR HOTSPOT. Changed name: CLEAR ALL HOTSPOT.
- 9/17/2009 Added "Working with Variables" section; added commands "xst", "xxy", "xim"; removed Circular Slider; added x parameter to "xset"; clarified Draw Rectangle usage.
- 10/12/2009 Added "text in a rectangle" form of the "t " command; added subsection to describe pixel resolutions of the supported LCD panels.
- 01/11/2010 Added subsection describing use of External Fonts; added "\*touchParm" cmd; added explanation of predefined labels for TOUCH MACRO ASSIGN commands "xm" and "xmq"; added brief mention of commands "xma", "xmc", and "xme".
- 01/14/2010 Added optional [index] parameter to "lsmac" and "lsbmp" commands.
- 02/02/2010 Made [Yield #] optional for "anid" command.
- 02/05/2010 Corrected grammar, clarified Note for "anid" command; cleaned pagination.
- 06/21/2010 Extended description of "cv" command and examples; did same for "t" command.