

# Elo Device Management<sup>®</sup> Remote Management: Elo Displays

## Touchscreen Signage and Large Format Open Frames

### Overview

Elo Interactive Digital Signage products support technology that greatly simplifies remote management and diagnostics. With appropriate software implementation, it will reduce on-premise support calls and help maintain a consistent user experience.

This application note discusses all local interfaces to the IDS display. Two methods are possible: over the video signal using the VESA DDC/CI protocol and over USB using the MDC protocol. The VESA protocol enables the full functionality found in the Elo Display Device Client while the MDC protocol provides backward compatibility to the 00 series remote management features.



Elo's Interactive Digital Signage (IDS) products are available in 32" to 70" and include the thinnest (3-3.5") all-in-one commercial touch displays on the market.

Monitor	VESA DDC/CI			RS232 (Multi-Display Channel "MDC")		
	HDMI	VGA	DisplayPort	Touch USB cable (Virtual Serial)	Y-Cable on VGA	Physical Serial Cable
<b>Current IDS Monitors</b>						
3202L				Yes	Yes	No
4202L				Yes	Yes	No
4602L				Yes	Yes	No
5501LT	Yes	Yes	Yes	Yes	Yes	No
5551L				Yes	No	Yes
5502L				Yes	Yes	No
7001LT				Yes	Yes	No
<b>Large Format Open Frame Monitors</b>						
3243L						
4243L	Yes	Yes	Yes	No	No	No
4343L						
5543L						
<b>Discontinued Models</b>						
3201L						
4201L	Yes	Yes	Yes	Yes	No	No
5501L						
7001L						

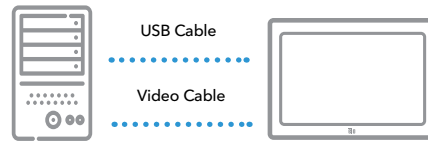
**Note:** .NET framework is 4.0 or above is required for Microsoft framework.

# Application Notes

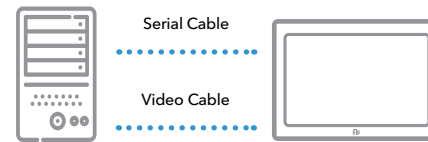
## I. MDC Protocol

All Elo Touchscreen Signage support the Eloview MDC protocol. This provides device control/status via the monitor USB interface. For Elo customers who have utilized the IDS 00 series MDC remote management capabilities, this enables seamless backward compatibility with all Elo Touchscreen Signage monitors. Access to the MDC protocol via a virtual com port is provided by the Elo driver. Remote management functions and command set protocols are the same as with the 00 series.

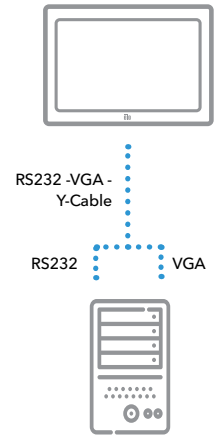
Summary of Functions	Control	Monitor
Brightness	✓	✓
Contrast	✓	✓
Audio	✓	✓
Auto Adjust Video	✓	
Restore Defaults	✓	
Touch Controls On/Off	✓	✓
Display Power On/Off	✓	✓
Power-on Hours		✓
Backlight-on Hours		✓
Serial Number		✓
Command Set Supported by Device		✓
Switch Input Source	✓	✓
Adjust Audio Volume by %	✓	✓
Switch Input Video and Audio Source	✓	✓
Fan Status	✓	✓
System Temperature		✓
Alarm		✓



Virtual Serial



Physical Serial Connection



Native Serial for IDS02 and 7001LT monitors

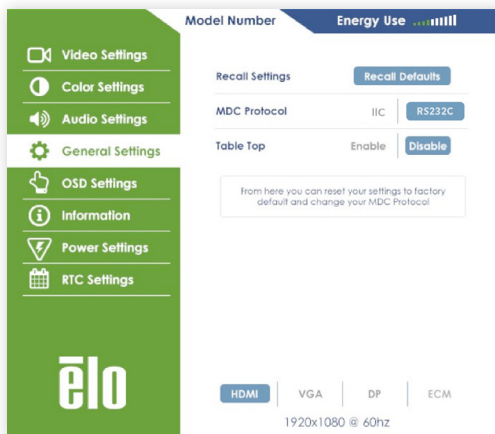
## Connections and Setup

Elo Touchscreen Signage has a USB connector which allows access to touch, MDC functionality and other peripheral devices (e.g., web cam and RFID reader) connected to the unit. This is implemented through an internal USB hub. MDC functions are implemented on a virtual serial port. If you are using an Elo Computer Module you can skip steps 1 through 3.

**Step 1:** The Elo VCP driver is required to be loaded. This can be downloaded from <http://www.elotouch.com/Support/Downloads/dnld.asp> (part of driver pack for IDS Computer Modules ECMG2).

**Step 2:** Connect the monitor touch USB cable to the host computer.

**Step 3:** In the On-Screen Display of the IDS monitor, navigate to "MDC Protocol" and select "Virtual Serial".



**Step 4:** Select the virtual serial port on the Host computer. Procedure for Windows: In Control Panel, open Device Manager. Under the Ports (COM and LPT) group, you will see a "Silicon Labs CP210x USB to UART Bridge (COMXX)" listed. With XX being the available Serial (COM) port number which the ELO VCP driver has been mapped. The application (e.g., content player) that is managing the device should send hardware control commands to this port.

# Application Notes

## Command Set Format

All values are big-endian. The required format to send commands is described below.

### Format for Host PC Commands:

Position	1	2	3	4	5	6	7	8	9
Description:	Start	Host address	Length	Target Audience	Command R/W Format	Command Type	Write Value	Checksum	Stop

### Format for IDS Display Response to a Host PC Read Command:

Position	1	2	3	4	5	6	7	8	9
Description:	Start	Host address	Length	Slave Address	Requested R/W Format	Requested Type	Return Data	Checksum	Stop

### Format for IDS Display Response to a Host PC Write Command:

Position	1	2	3	4	5	6	7	8	9
Description:	Start	Host address	Length	Slave Address	Error Code	Requested Command	Checksum	Stop	Stop

#### Start

Value: always 02h

Host Address

Value: always 6Eh

#### Length

Value: variable number that represents the number of bytes between LENGTH and CHECKSUM (non-inclusive). Range of allowable values is between 80h and FFh. 80h means 0 bytes of length, FFh means 127 bytes of length.

#### Target Audience

Value: Value depends on target.

If the target is all connected IDS displays (for the GET SERIAL NUMBERS command), the value is FFh.

If the target is one specific IDS display (for all other commands), the value is 10 ASCII bytes representing that specific display's 10-character serial number. For example, if the serial number of the target display is G10C987654, then the TARGET AUDIENCE would be: 47h 31h 30h 43h 39h 38h 37h 36h 35h 34h

#### Write Value

Value: depends if the COMMAND R/W FORMAT is

Read or Write.

If the COMMAND R/W FORMAT is Read, this field does not exist.

If the COMMAND R/W FORMAT is Write, this field exists. See the

COMMAND TYPE description for details of each COMMAND TYPE's intended/allowable WRITE VALUE.

#### Return Data

This field reports variable-length data from a Read command (representing things like current brightness, on/off status).

See the COMMAND TYPE description for details of each COMMAND TYPE's RETURN DATA

#### Error Code

This field reports a 1-byte error code from a Write command:

04h - No Error

01h - COMMAND TYPE not supported by slave

00h, 02h, 03h, or 05h - Error

# Application Notes

## Slave Address

From Host to IDS:

If the target is all connected IDS systems, the value is FFh.

If the target is one specific IDS system (for all other commands), the value is 10 ASCII bytes representing that specific system's 10-character serial number. For example, if the serial number of the target system is G10C987654, then the TARGET AUDIENCE would be: 47h 31h 30h 43h 39h 38h 37h 36h 35h 34h

From IDS System Response to a Host PC Command:

The value is 10 ASCII bytes representing that specific system's 10-character serial number.

## Command R/W Format

Value: Depends if the command will be a Read or a Write.

If command is a Read, then the value is 01h

If command is a Write, then the value is 04h

See the command section for details

## Requested R/W Format

Value: depends if the COMMAND R/W FORMAT is

Read or Write

If the Host PC's COMMAND R/W FORMAT was Read, the value is the same as the Host PC's COMMAND R/W FORMAT.

If the Host PC's COMMAND R/W FORMAT was Write, this field does not exist.

## Requested Command

Value: depends if the COMMAND R/W FORMAT is Read or Write

If the Host PC's COMMAND R/W FORMAT was Read, the value is the same as the Host PC's COMMAND R/W FORMAT.

If the Host PC's COMMAND R/W FORMAT was Write, this field does not exist.

## Checksum

Value: the checksum for the data between the START and CHECKSUM fields, non-inclusive.

## Stop

Value: always 03h

## Command Reference

Value: select from the following options:

Function	Command Type Value	R/W Options	Function (For Writes)	WRITE VALUE (For Write Commands)	RETURN VALUE (For Read Commands)
Recall defaults	04h	W	Restores brightness, contrast, volume, and Analog VGA video timing parameters to factory defaults	01h  <i>*Elo Use: Language and Rotation will keep after set this command</i>	00h: Recall function not active: no action taken 01h: All settings recalled
Change Brightness	10h	R/W	For Read commands: slave will return its current brightness setting in RETURN DATA  For Write commands: slave will set its brightness setting according to the WRITE VALUE	2 Byte setting: 00h 00h (minimum) FFh FFh (maximum) (High Byte of setting - Low Byte of setting)  <i>*Elo Use: The level will increase from a minimum at a value = 01h to a maximum at a value = 0x64h</i>	Returns 4 bytes: 2 bytes for max adjustable value (high byte followed by low byte) Followed by 2 bytes for current value (high byte followed by low byte)
Change Contrast	12h	R/W	For Read commands: slave will return its current contrast setting in RETURN DATA  For Write commands: slave will set its contrast setting according to the WRITE VALUE	2 Byte setting: 00h 00h (minimum) FFh FFh (maximum) (High Byte - Low Byte)  <i>*Elo Use: The level will increase from a minimum at a value = 01h to a maximum at a value = 0x64h</i>	Returns 4 bytes: 2 bytes for max adjustable value (high byte followed by low byte) Followed by 2 bytes for current value (high byte followed by low byte)
Perform Auto-Adjust	1Eh	R/W	Automatically adjusts input Analog VGA video for optimum display on the display. NOTE: IDS displays with Elo IDS Computer Modules use digital HDMI video	N/A - this field does not exist for this command	00h: auto-adjust not active - no action taken 01h: Auto-adjust performed

# Application Notes

## Command Reference

Value: select from the following options:

Function	Command Type Value	R/W Options	Function (For Writes)	WRITE VALUE (For Write Commands)	RETURN VALUE (For Read Commands)
Switch Input source	60h	R/W	Switch Input source	0x80: External VGA port 0x20: External HDMI port 0x10: External HDMI2 Note: Data size: From Host to PID Write = 16 bytes from S1 to below Byte' 0 Read = 12 bytes from S1 to CMD A possible value is selected by setting the corresponding bit = 1. Setting more than one bit = 1 is invalid and must be ignored by the display. Used to select the active video source. Byte' 0: Bit 7 External VGA port Bit 6 Reserved, must be ignored Bit 5 External HDMI port Bit 4 ECM-HDMI port Bits 3→0 Reserved, must be ignored	Data size: From PID reply to Host Write = 12 bytes from S1 to CMD Read = 16 bytes from S1 to below Byte' 0
Adjust Audio volume by percentage	61h	R/W	For Read commands: slave will return its current volume percentage and max percentage in RETURN DATA  For Write commands: slave will set its volume setting according to the WRITE VALUE	2-byte setting: First byte for volume increase or reduce (00h: increase, 01h: reduce) Second byte for volume percentage, from 1h to 5h	Returns 2 bytes: First byte for max percentage (from 0h up to 64h) Second byte for current percentage (from 0h to 64h)
Change Audio Volume	62h	R/W	For Read commands: slave will return its current volume setting in RETURN DATA  For Write commands: slave will set its volume setting according to the WRITE VALUE	2-byte setting: 00h 00h (minimum) FFh FFh (maximum) (High Byte - Low Byte)  <i>*Elo Use: The level will increase from a minimum at a value = 01h to a maximum at a value = 0x64h</i>	Returns 4 bytes: 2 bytes for max adjustable value (high byte followed by low byte) Followed by 2 bytes for current value (high byte followed by low byte)
Switch Input Video and Audio source	65h	R/W	Switch Input video and audio source	0x80: External VGA port, Audio from PC line-in 0x20: External HDMI port, Audio from HDMI 0x10: ECM-HDMI port, Audio from ECMHDMI Note: Data size: From Host to PID Write = 16 bytes from S1 to below Byte' 0 Read = 12 bytes from S1 to CMD A possible value is selected by setting the corresponding bit = 1. Setting more than one bit = 1 is invalid and must be ignored by the display. Used to select the active video source. Byte' 0: Bit 7 External VGA port Bit 6 Reserved, must be ignored Bit 5 External HDMI port Bit 4 ECM-HDMI port Bits 3→0 Reserved, must be ignored	Data size: From PID reply to Host Write = 12 bytes from S1 to CMD Read = 16 bytes from S1 to below Byte' 0
System Temp	B1h	R		0: 0 degree C 32: 50 degree C 64: 100 degree C	
Get Lifetime Information	C0h	R	Requests the slave to report two values: 1. How many accumulated hours the system has been on (includes SLEEP) 2. How many accumulated hours the system's backlight has been on.	N/A - this field does not exist for this command	Returns 4 bytes: 2 bytes for accumulated display power hours (high byte first, maximum of FFh FFH 65025 hrs) Followed by 2 bytes for backlight on hours (high byte first, maximum of FFh FFH 65025 hrs)

# Application Notes

Function	Command Type Value	R/W Options	Function (For Writes)	WRITE VALUE (For Write Commands)	RETURN VALUE (For Read Commands)
Control Touch Functionality	C7h	R/W	For Read commands: slave will return whether or not touch functionality is turned on For Write commands: slave will turn touch functionality on or off according to the WRITE VALUE	00h (turn touch off) 01h (turn touch on)	00h: touch function is off 01h: touch function is on
Control System Power	D6h	R/W	For Read commands: slave will return whether or not the IDS system is turned on. For Write commands: slave will power the system on or off according to the WRITE VALUE NOTE: This function will not work if the Host PC is an Elo IDS Computer Module NOTE: The system can be an IDS monitor by itself or an IDS monitor with integrated Computer Module.	04h (turn display off) 01h (turn display on)	04h: display is off 01h: display is on
Get Serial Numbers	E2h	R	All IDS systems connected to the bus report their serial number. This allows Host PC software to address unique IDS systems.	N/A - this field does not exist for this command	10 ASCII-coded hex bytes representing that specific display's 10-character serial number
Get Command Set	F3h	R	Addressable (by serial number) to only one connected system at a time. The slave reports the list of commands that its hardware supports.	N/A - this field does not exist for this command	A list of COMMAND TYPES supported by the slave, excluding the "Get Command Set" command. For example, if the slave system supports Get Command Set, Get Serial Numbers, Control System Power, and Control Touch Functionality, then this field would return 3 bytes: E2h D6h C7h

## Command Reference

The following provides an example transaction between the host PC and IDS display.

Host PC Command:

Get Serial Numbers: 02 6E 83 FF 01 E2 D3 03

IDS Display Response:

Serial Number Response: 02 6E 8D 00 01 E2 48 31 31 43 30 32 31 39 30 32 F9 03

Notes about command timing:

1. After issuing a GET SERIAL NUMBERS command, the Host PC should wait at least 5 seconds before issuing the next command.

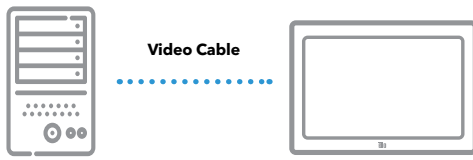
This should give all slaves on the bus enough time to respond.

2. After issuing any other command, the Host PC should wait at least 50ms before issuing the next command. This should give the addressed slave enough time to respond.

Contact the technical support center nearest you for more information on Elo IDS displays:

<http://www.elotouch.com/Support/TechnicalSupport/tech.asp>

# Application Notes



**DDC/CI can communicate directly over the video channel.**

## II. VESA DDC/CI Protocol

All EloTouchscreen Signage support the Eloview VESA DDC/CI protocol. This provides device control/status via the monitor digital video interfaces (HDMI, VGA and DisplayPort). This protocol is employed by the Eloview Device Client but it can also be utilized to provide local custom applications as required.

Summary of Functions	Control	Monitor
Brightness	✓	✓
Contrast	✓	✓
Sharpness	✓	✓
Select Color Temperature	✓	✓
Adjust Red/Green/Blue Gain	✓	✓
Black Level of Red/Green/Blue	✓	✓
Auto Color	✓	✓
Save Color	✓	
Sub Contrast	✓	
Auto Adjustment	✓	✓
Adjust Horizontal/Vertical/Phase Position	✓	✓
Timing Index	✓	✓
Get Timing Request		✓
Adjust Clock	✓	✓
Aspect Ratio	✓	✓
Image Rotation		✓
Horizontal/Vertical Frequency		✓
Volume	✓	✓
Speaker Select	✓	✓
Audio Mute	✓	✓
New Control Value	✓	✓
Restore Factory Defaults	✓	
Power Mode	✓	✓
Touch Switch	✓	✓
Input Source	✓	✓
Ambient Light Sensor	✓	✓

Summary of Functions	Control	Monitor
OSD Enable	✓	✓
OSD Language	✓	✓
OSD Display Switch	✓	
Output Select	✓	✓
Temperature Value	✓	
Load Color Temperature Value	✓	
Factory Menu	✓	
Fan Status	✓	✓
Save User Setting	✓	
Save Monitor SN	✓	
Get Monitor SN		✓
Get/Save Monitor PN	✓	✓
Get/Save Touch SN	✓	✓
Get Serial Number		✓
Get Command Set		✓
System Temperature		✓
CPU Temperature		✓
Display Usage Time		✓
Alarm		✓
Flat Panel Type		✓
Monitor Type		✓
Display Controller Type		✓
Firmware Revision		✓
VCP Version		✓
Panel Name		✓
GPIO Control	✓	✓



## OSD Setting

Open the OSD and in the General Settings, select the IIC connection under the MDC protocol in order to use the DDC/Ci commands.

For available commands, refer to the Elo App Note EloView Remote Management:

Any application that can send and receive VESA DDC/Ci commands can be used. Examples are the applications DisplayTune and softMCCS.

## Command Set Format

The command set format used follows the VESA (Video Electronics Standards Association) Display Data Channel Command Interface (DDC/Ci) Standard Version 2.

## Command Reference

The following table provides Command Code definition with Elo defined data referenced in the description column.

Code	Code Name	Elo Usage	Code Type	Description												
02h	New Control Value	New Value	R/W	<p>Used to indicate that a display's user control(s) (excluding power control) has been used to change a control value.</p> <table border="1"> <thead> <tr> <th colspan="2">Byte: SL</th> </tr> </thead> <tbody> <tr> <td>00h</td> <td>Reserved, must be ignored</td> </tr> <tr> <td>01h</td> <td>No new control value(s)</td> </tr> <tr> <td>02h</td> <td>One or more new control value(s) has been saved</td> </tr> <tr> <td>03h → FEh</td> <td>Reserved, must be ignored</td> </tr> <tr> <td>FFh</td> <td>No user controls are present</td> </tr> </tbody> </table> <p>All changes made using the controls on the display must be reported even if these values have not been saved. The new control value must be reported to a host request for the current control value (i.e. a "GetVCP" command) A value = 02h must only be reset to a value = 01h by a host write operation and not by the display. Support of this code is a mandatory requirement for compliance with MCCS standard Version 2 and higher</p>	Byte: SL		00h	Reserved, must be ignored	01h	No new control value(s)	02h	One or more new control value(s) has been saved	03h → FEh	Reserved, must be ignored	FFh	No user controls are present
Byte: SL																
00h	Reserved, must be ignored															
01h	No new control value(s)															
02h	One or more new control value(s) has been saved															
03h → FEh	Reserved, must be ignored															
FFh	No user controls are present															
04h	Restore Factory Defaults	Recall default	W	<p>Restore all factory presets including luminance / contrast, geometry, color and TV defaults. Any non-zero value causes defaults to be restored. A value of zero must be ignored.</p>												
05h	Restore Factory Luminance/ Contrast Defaults	Recall Factory Mode	W	<p>Restores factory defaults for luminance and contrast adjustments. Any non-zero value causes defaults to be restored. A value of zero must be ignored.</p>												
06h	Restore Factory Geometry Defaults	Geometry Reset	W	<p>Restore factory defaults for geometry adjustments. Any non-zero value causes defaults to be restored. A value of zero must be ignored.</p>												
07h	Get Timing Request	Get Timing Request	R	<p>Get H Frequency and V Frequency Value H Frequency's unit : K Hz V Frequency's unit: Hz MHML: H frequency SHSL: V frequency Return 0x00 when no active display</p>												



# Application Notes

Code	Code Name	Elo Usage	Code Type	Description																																																																			
0Eh	Clock	Adjust Clock	R/W	Increasing (decreasing) this value will increase (decrease) the video sampling clock frequency																																																																			
10h	Luminance	Brightness	R/W	Increasing (decreasing) this value will increase (decrease) the Luminance of the image.																																																																			
12h	Contrast	Contrast	R/W	Increasing (decreasing) this value will increase (decrease) the Contrast of the image. Notes: 1) The actual range of contrast over which this control applies is defined by the manufacturer. 2) Care should be taken to avoid the situation where the contrast ratio approaches 0 ... this may be non-recoverable since user will not be able to see the image.																																																																			
14h	Select Color Preset	Select Color Temperature	R/W	<p>Select a specified color temperature. This is a 2 byte value, the MH byte defines the tolerance associated with any preset ... this is fixed by the display manufacturer. If no tolerance level is specified, the presets must be interpreted as relative values supporting a scale which can move to warmer (lower color temperature) or cooler (higher color temperature).</p> <table border="1"> <thead> <tr> <th colspan="2">Byte: MH</th> </tr> </thead> <tbody> <tr> <td>00h</td> <td>No tolerance is specific, treat as relative scale.</td> </tr> <tr> <td>01h</td> <td>A tolerance of 1% is specified</td> </tr> <tr> <td>02h</td> <td>A tolerance of 2% is specified</td> </tr> <tr> <td>03h</td> <td>↓</td> </tr> <tr> <td>09h</td> <td>No user controls are present</td> </tr> <tr> <td>0AH</td> <td>A tolerance of 10% is specified</td> </tr> <tr> <td>≥ 0Bh</td> <td>Reserved, must be ignored</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="3">SL</th> </tr> <tr> <th></th> <th>If MH byte ≠ 00h</th> <th>If MH byte = 00h</th> </tr> </thead> <tbody> <tr> <td>00h</td> <td>Reserved, must be ignored</td> <td>Reserved, must be ignored</td> </tr> <tr> <td>01h</td> <td>sRGB</td> <td>sRGB</td> </tr> <tr> <td>02h</td> <td>Display native</td> <td>Display native</td> </tr> <tr> <td>03h</td> <td>4000 K</td> <td>Warmer</td> </tr> <tr> <td>04h</td> <td>5000 K</td> <td>↑</td> </tr> <tr> <td>05h</td> <td>6500 K</td> <td>↑</td> </tr> <tr> <td>06h</td> <td>7500 K</td> <td> </td> </tr> <tr> <td>07h</td> <td>8200 K</td> <td> </td> </tr> <tr> <td>08h</td> <td>9300 K</td> <td>↓</td> </tr> <tr> <td>09h</td> <td>10000 K</td> <td>↓</td> </tr> <tr> <td>0Ah</td> <td>11500 K</td> <td>Cooler</td> </tr> <tr> <td>0Bh</td> <td>User 1</td> <td>User 1</td> </tr> <tr> <td>0Ch</td> <td>User 2</td> <td>User 2</td> </tr> <tr> <td>0Dh</td> <td>User 3</td> <td>User 3</td> </tr> <tr> <td>≥ 0Eh</td> <td>Reserved, must be ignored</td> <td>Reserved, must be ignored</td> </tr> </tbody> </table>	Byte: MH		00h	No tolerance is specific, treat as relative scale.	01h	A tolerance of 1% is specified	02h	A tolerance of 2% is specified	03h	↓	09h	No user controls are present	0AH	A tolerance of 10% is specified	≥ 0Bh	Reserved, must be ignored	SL				If MH byte ≠ 00h	If MH byte = 00h	00h	Reserved, must be ignored	Reserved, must be ignored	01h	sRGB	sRGB	02h	Display native	Display native	03h	4000 K	Warmer	04h	5000 K	↑	05h	6500 K	↑	06h	7500 K		07h	8200 K		08h	9300 K	↓	09h	10000 K	↓	0Ah	11500 K	Cooler	0Bh	User 1	User 1	0Ch	User 2	User 2	0Dh	User 3	User 3	≥ 0Eh	Reserved, must be ignored	Reserved, must be ignored
Byte: MH																																																																							
00h	No tolerance is specific, treat as relative scale.																																																																						
01h	A tolerance of 1% is specified																																																																						
02h	A tolerance of 2% is specified																																																																						
03h	↓																																																																						
09h	No user controls are present																																																																						
0AH	A tolerance of 10% is specified																																																																						
≥ 0Bh	Reserved, must be ignored																																																																						
SL																																																																							
	If MH byte ≠ 00h	If MH byte = 00h																																																																					
00h	Reserved, must be ignored	Reserved, must be ignored																																																																					
01h	sRGB	sRGB																																																																					
02h	Display native	Display native																																																																					
03h	4000 K	Warmer																																																																					
04h	5000 K	↑																																																																					
05h	6500 K	↑																																																																					
06h	7500 K																																																																						
07h	8200 K																																																																						
08h	9300 K	↓																																																																					
09h	10000 K	↓																																																																					
0Ah	11500 K	Cooler																																																																					
0Bh	User 1	User 1																																																																					
0Ch	User 2	User 2																																																																					
0Dh	User 3	User 3																																																																					
≥ 0Eh	Reserved, must be ignored	Reserved, must be ignored																																																																					
16h	Video Gain (Drive): Red	Adjust Red Gain	R/W	Increasing (decreasing) this value will increase (decrease) the luminance of red pixels. The value returned must be an indication of the actual red gain at the current color temperature and not be normalized. Elo defined: If enter factory menu, maximum value will be 0xFF.																																																																			
18h	Video Gain (Drive): Green	Adjust Green Gain	R/W	Increasing (decreasing) this value will increase (decrease) the luminance of green pixels. The value returned must be an indication of the actual green gain at the current color temperature and not be normalized. Elo defined: If enter factory menu, maximum value will be 0xFF.																																																																			
1Ah	Video Gain (Drive): Blue	Adjust Blue Gain	R/W	Increasing (decreasing) this value will increase (decrease) the luminance of blue pixels. The value returned must be an indication of the actual blue gain at the current color temperature and not be normalized. Elo defined: If enter factory menu, maximum value will be 0xFF.																																																																			

# Application Notes

## Command Reference

The following table provides Command Code definition with Elo defined data referenced in the description column.

Code	Code Name	Elo Usage	Code Type	Description														
1Eh	Auto Setup	Auto Adjustment	R/W	<p>Perform auto setup function (H/V position, clock, clock phase, A/D converter, etc)</p> <table border="1"> <thead> <tr> <th colspan="2">Byte: SL</th> </tr> </thead> <tbody> <tr> <td>00h</td> <td>Auto setup is not active</td> </tr> <tr> <td>01h</td> <td>Perform / performing auto setup</td> </tr> <tr> <td>02h</td> <td>Enable continues / periodic auto setup</td> </tr> <tr> <td>≥ 03h</td> <td>Reserved, must be ignored</td> </tr> </tbody> </table> <p>Note: A value of '02h' (when supported) must cause the display to either continuously or periodically (event or timer driven) perform an auto setup. Cancel by writing a value of either '01h' or '00h'.</p>	Byte: SL		00h	Auto setup is not active	01h	Perform / performing auto setup	02h	Enable continues / periodic auto setup	≥ 03h	Reserved, must be ignored				
Byte: SL																		
00h	Auto setup is not active																	
01h	Perform / performing auto setup																	
02h	Enable continues / periodic auto setup																	
≥ 03h	Reserved, must be ignored																	
20h	Horizontal Position (Phase)	Adjust Horizontal Position	R/W	Increasing (decreasing) this value moves the image toward the right (left) side of the display.														
30h	Vertical Position (Phase)	Adjust Vertical Position	R/W	Increasing (decreasing) this value moves the image toward the top (bottom) edge of the display.														
3Eh	Clock Phase	Adjust Phase Position	R/W	Increasing (decreasing) this value will increase (decrease) the phase shift of the sampling clock.														
60h	Input Source	Input Source	R/W	<p>A one byte write/read (Byte 0), allows the host to set (write) one and only one input as 'the source' and identify (read) the current input setting.</p> <table border="1"> <thead> <tr> <th colspan="2">Byte: SL</th> </tr> </thead> <tbody> <tr> <td>0x01</td> <td>VGA</td> </tr> <tr> <td>0x0F</td> <td>External Display Port</td> </tr> <tr> <td>0x10</td> <td>ECM-DP</td> </tr> <tr> <td>0x11</td> <td>ExternalHDMI-1</td> </tr> <tr> <td>0x12</td> <td>External HDMI-2</td> </tr> <tr> <td>0x13</td> <td>ECM-HDMI</td> </tr> </tbody> </table>	Byte: SL		0x01	VGA	0x0F	External Display Port	0x10	ECM-DP	0x11	ExternalHDMI-1	0x12	External HDMI-2	0x13	ECM-HDMI
Byte: SL																		
0x01	VGA																	
0x0F	External Display Port																	
0x10	ECM-DP																	
0x11	ExternalHDMI-1																	
0x12	External HDMI-2																	
0x13	ECM-HDMI																	
62h	Audio: Speaker Volume	Volume Adjust R/W	R/W	<p>Allows the volume to be adjusted.</p> <table border="1"> <thead> <tr> <th colspan="2">Byte: SL</th> </tr> </thead> <tbody> <tr> <td>00h</td> <td>Fixed (default) level</td> </tr> <tr> <td>01h→FEh</td> <td>Volume level</td> </tr> <tr> <td>FFh</td> <td>Mute</td> </tr> </tbody> </table> <p>Note: The level will increase from a minimum at a value = 01h to a maximum at a value = FEh</p>	Byte: SL		00h	Fixed (default) level	01h→FEh	Volume level	FFh	Mute						
Byte: SL																		
00h	Fixed (default) level																	
01h→FEh	Volume level																	
FFh	Mute																	
63h	Speaker Select	Speak Select	R/W	<p>Allows a "pair" (may be physically more than two speakers) of speakers to be selected.</p> <table border="1"> <thead> <tr> <th colspan="2">Byte: SL</th> </tr> </thead> <tbody> <tr> <td>00h</td> <td>Fixed (default) level</td> </tr> <tr> <td>01h</td> <td>Volume level</td> </tr> <tr> <td>02h</td> <td>Mute</td> </tr> <tr> <td>03h</td> <td>Center / Sub woofer</td> </tr> <tr> <td>04h→FFh</td> <td>Reserved, must be ignored</td> </tr> </tbody> </table>	Byte: SL		00h	Fixed (default) level	01h	Volume level	02h	Mute	03h	Center / Sub woofer	04h→FFh	Reserved, must be ignored		
Byte: SL																		
00h	Fixed (default) level																	
01h	Volume level																	
02h	Mute																	
03h	Center / Sub woofer																	
04h→FFh	Reserved, must be ignored																	
66h	Ambient Light Sensor	Ambient Light Sensor	R/W	<p>Used to control the action of an ambient light sensor.</p> <table border="1"> <thead> <tr> <th>Byte: SL</th> <th>Definitions</th> </tr> </thead> <tbody> <tr> <td>00h</td> <td>Reserved, must be ignored</td> </tr> <tr> <td>01h</td> <td>Ambient light sensor is disabled</td> </tr> <tr> <td>02h</td> <td>Ambient light sensor is enabled</td> </tr> <tr> <td>≥ 03h</td> <td>Reserved, must be ignored</td> </tr> </tbody> </table>	Byte: SL	Definitions	00h	Reserved, must be ignored	01h	Ambient light sensor is disabled	02h	Ambient light sensor is enabled	≥ 03h	Reserved, must be ignored				
Byte: SL	Definitions																	
00h	Reserved, must be ignored																	
01h	Ambient light sensor is disabled																	
02h	Ambient light sensor is enabled																	
≥ 03h	Reserved, must be ignored																	
6Ch	Video Black Level: Red	Black level of Red	R/W	Increasing (decreasing) this value will increase (decrease) the black level of the red video.														
6Eh	Video Black Level: Green	Black level of Green	R/W	Increasing (decreasing) this value will increase (decrease) the black level of the green video.														
70h	Video Black Level: Blue	Black level of Blue	R/W	Increasing (decreasing) this value will increase (decrease) the black level of the blue video.														
87h	Sharpness	Sharpness	R/W	Allows one of a range of algorithms to be selected to suit the type of image being displayed and/or personal preference. Increasing (decreasing) the value must increase (decrease) the edge sharpness of image features.														
87h	Sharpness	Sharpness	R/W	Allows one of a range of algorithms to be selected to suit the type of image being displayed and/or personal preference. Increasing (decreasing) the value must increase (decrease) the edge sharpness of image features.														

# Application Notes

Code	Code Name	Elo Usage	Code Type	Description																								
8Dh	Audio Mute	Audio Mute	R/W	<p>Provides for the audio to be muted or unmuted.</p> <table border="1"> <thead> <tr> <th colspan="2">Byte: SL</th> </tr> </thead> <tbody> <tr> <td>00h</td> <td>Reserved, must be ignored</td> </tr> <tr> <td>01h</td> <td>Mute the audio</td> </tr> <tr> <td>02h</td> <td>Unmute the audio</td> </tr> <tr> <td>≥ 03h</td> <td>Reserved, must be ignored</td> </tr> </tbody> </table>	Byte: SL		00h	Reserved, must be ignored	01h	Mute the audio	02h	Unmute the audio	≥ 03h	Reserved, must be ignored														
Byte: SL																												
00h	Reserved, must be ignored																											
01h	Mute the audio																											
02h	Unmute the audio																											
≥ 03h	Reserved, must be ignored																											
AAh	Screen Orientation	Image Rotation	R	<p>Indicates the orientation of the screen. Byte:</p> <table border="1"> <thead> <tr> <th colspan="3">Byte: SL</th> </tr> </thead> <tbody> <tr> <td>00h</td> <td>Reserved</td> <td>Shall be ignored</td> </tr> <tr> <td>01h</td> <td>0 degrees</td> <td>The normal landscape mode</td> </tr> <tr> <td>02h</td> <td>90 degrees</td> <td>Portrait mode achieved by clockwise rotation of the display 90 degrees</td> </tr> <tr> <td>03h</td> <td>180 degrees</td> <td>Landscape mode achieved by rotation of the display 180 degrees</td> </tr> <tr> <td>04h</td> <td>270 degrees</td> <td>Portrait mode achieved by clockwise rotation of the display 270 degrees</td> </tr> <tr> <td>05h→FEh</td> <td>Reserved</td> <td>Shall be ignored</td> </tr> <tr> <td>FFh</td> <td>Not applicable</td> <td>Indicates that the display cannot supply the current orientation</td> </tr> </tbody> </table> <p>Note: "Clockwise rotation" when viewing the display from user's viewpoint.</p>	Byte: SL			00h	Reserved	Shall be ignored	01h	0 degrees	The normal landscape mode	02h	90 degrees	Portrait mode achieved by clockwise rotation of the display 90 degrees	03h	180 degrees	Landscape mode achieved by rotation of the display 180 degrees	04h	270 degrees	Portrait mode achieved by clockwise rotation of the display 270 degrees	05h→FEh	Reserved	Shall be ignored	FFh	Not applicable	Indicates that the display cannot supply the current orientation
Byte: SL																												
00h	Reserved	Shall be ignored																										
01h	0 degrees	The normal landscape mode																										
02h	90 degrees	Portrait mode achieved by clockwise rotation of the display 90 degrees																										
03h	180 degrees	Landscape mode achieved by rotation of the display 180 degrees																										
04h	270 degrees	Portrait mode achieved by clockwise rotation of the display 270 degrees																										
05h→FEh	Reserved	Shall be ignored																										
FFh	Not applicable	Indicates that the display cannot supply the current orientation																										
ACH	Horizontal Frequency	Horizontal Frequency	R	<p>Horizontal synchronization signal frequency in Hz as determined by the display. MH = ML = SH = SL = FFh: Indicates that the display cannot determine the frequency or it is out of range. Example: A reported value of 01h, 21h, 10h indicates a Hz frequency of 74.0KHz (nominal for 1920 x 1200 @ 60Hz reduced blanking)</p>																								
ADh	FAN Status	FAN Status	R/W	<p>00: Turn off Fan function 01: Turn on Fan function with min Fan speed 02: Turn on Fan function with Max Fan speed FF: N/A</p>																								
A Eh	Vertical Frequency	Vertical Frequency	R	<p>Vertical synchronization signal frequency in 0.01Hz as determined by the display. MH = ML = SH = SL = FFh: Indicates that the display cannot determine the frequency or it is out of range. Example: A reported value of 17h, 7Ah indicates a Hz frequency of 60.1Hz.</p>																								
B0h	Setting	Save User Setting	W	<p>Store / Restore the user saved values for current mode.</p> <table border="1"> <thead> <tr> <th colspan="2">Byte: SL</th> </tr> </thead> <tbody> <tr> <td>01h</td> <td>Store current settings in the monitor</td> </tr> <tr> <td>02h</td> <td>Restore factory defaults for current mode. If not factory defaults then restore user values for current mode</td> </tr> </tbody> </table> <p>All other values are reserved and must be ignored.</p>	Byte: SL		01h	Store current settings in the monitor	02h	Restore factory defaults for current mode. If not factory defaults then restore user values for current mode																		
Byte: SL																												
01h	Store current settings in the monitor																											
02h	Restore factory defaults for current mode. If not factory defaults then restore user values for current mode																											
B1h	System Temp	System Temp	R	<p>Return the temperature of Video board</p>																								
B2h	Flat Panel sub-pixel Layout	Flat Panel Type	R	<p>Indicates the type of LCD sub-pixel structure.</p> <table border="1"> <thead> <tr> <th colspan="2">Byte: SL</th> </tr> </thead> <tbody> <tr> <td>00h</td> <td>Sub-pixel layout is not defined</td> </tr> <tr> <td>01h</td> <td>Red / Green / Blue vertical stripe</td> </tr> <tr> <td>02h</td> <td>Red / Green / Blue horizontal stripe</td> </tr> <tr> <td>03h</td> <td>Red / Green / Blue vertical stripe</td> </tr> <tr> <td>04h</td> <td>Red / Green / Blue horizontal stripe</td> </tr> <tr> <td>05h</td> <td>Quad - pixel, a 2x2 sub-pixel structure with red at top left, blue at bottom right and green at top right and bottom left</td> </tr> <tr> <td>06h</td> <td>Quad-pixel, a 2x2 sub-pixel structure with red at bottom left, blue at top right and green at top left and bottom right</td> </tr> <tr> <td>07h</td> <td>Delta (triad)</td> </tr> <tr> <td>08h</td> <td>Mosaic with interleaved subpixels of different colors</td> </tr> <tr> <td>≥ 09h</td> <td>Reserved, must be ignored</td> </tr> </tbody> </table>	Byte: SL		00h	Sub-pixel layout is not defined	01h	Red / Green / Blue vertical stripe	02h	Red / Green / Blue horizontal stripe	03h	Red / Green / Blue vertical stripe	04h	Red / Green / Blue horizontal stripe	05h	Quad - pixel, a 2x2 sub-pixel structure with red at top left, blue at bottom right and green at top right and bottom left	06h	Quad-pixel, a 2x2 sub-pixel structure with red at bottom left, blue at top right and green at top left and bottom right	07h	Delta (triad)	08h	Mosaic with interleaved subpixels of different colors	≥ 09h	Reserved, must be ignored		
Byte: SL																												
00h	Sub-pixel layout is not defined																											
01h	Red / Green / Blue vertical stripe																											
02h	Red / Green / Blue horizontal stripe																											
03h	Red / Green / Blue vertical stripe																											
04h	Red / Green / Blue horizontal stripe																											
05h	Quad - pixel, a 2x2 sub-pixel structure with red at top left, blue at bottom right and green at top right and bottom left																											
06h	Quad-pixel, a 2x2 sub-pixel structure with red at bottom left, blue at top right and green at top left and bottom right																											
07h	Delta (triad)																											
08h	Mosaic with interleaved subpixels of different colors																											
≥ 09h	Reserved, must be ignored																											
B3h	CPU Temp	CPU Temp	W	<p>Return the temperature of CPU</p>																								

# Application Notes

Code	Code Name	Elo Usage	Code Type	Description																										
B4h	Sourcing Timing Mode	Timing Index	R/W	<p>Indicates the timing mode being sent by the host. This command has a 5 byte data structure: Byte 0: flags for DMT timing modes Byte 1: flags for DTV timing modes Bytes 2 - 4: CVT descriptor bytes Note: Only one Timing Mode must be indicated, any combination with more than a single Timing Mode identified is invalid and must be ignored. Note: 'RB' in following table indicates 'reduced blanking' as defined by the VESA CVT standard Note: The aspect ratio (AR) identified in the following table is the physical aspect ratio of the image.</p> <p>The following describes the contents of the 3 byte CVT descriptor, this is correct at the time of writing but for complete description and to verify accuracy the user should verify using the latest revision of the VESA VTBEXT standard. If the CVT descriptor is not being used then the three bytes must be set to 00h.</p>																										
B6h	Display Technology Type	Monitor Type	R	<p>Indicates the base technology type. Caution: Care should be taken that the information declared by this code is consistent with that provided elsewhere within the same display by DisplayID or EDID.</p> <table border="1"> <thead> <tr> <th colspan="2">Byte: SL</th> </tr> </thead> <tbody> <tr> <td>00<sub>b</sub></td> <td>Reserved, must be ignored</td> </tr> <tr> <td>01<sub>b</sub></td> <td>CRT (shadow mask)</td> </tr> <tr> <td>02<sub>b</sub></td> <td>CRT (aperture grill)</td> </tr> <tr> <td>03<sub>b</sub></td> <td>LCD (Active matrix)</td> </tr> <tr> <td>04<sub>b</sub></td> <td>LCoS</td> </tr> <tr> <td>05<sub>b</sub></td> <td>Plasma</td> </tr> <tr> <td>06<sub>b</sub></td> <td>OLED</td> </tr> <tr> <td>07<sub>b</sub></td> <td>EL</td> </tr> <tr> <td>08<sub>b</sub></td> <td>Dynamic MEM eg iMOD</td> </tr> <tr> <td>09<sub>b</sub></td> <td>Static MEM e.g. iMOD</td> </tr> <tr> <td>≥0A<sub>b</sub></td> <td>Reserved, must be ignored</td> </tr> </tbody> </table>	Byte: SL		00 <sub>b</sub>	Reserved, must be ignored	01 <sub>b</sub>	CRT (shadow mask)	02 <sub>b</sub>	CRT (aperture grill)	03 <sub>b</sub>	LCD (Active matrix)	04 <sub>b</sub>	LCoS	05 <sub>b</sub>	Plasma	06 <sub>b</sub>	OLED	07 <sub>b</sub>	EL	08 <sub>b</sub>	Dynamic MEM eg iMOD	09 <sub>b</sub>	Static MEM e.g. iMOD	≥0A <sub>b</sub>	Reserved, must be ignored		
Byte: SL																														
00 <sub>b</sub>	Reserved, must be ignored																													
01 <sub>b</sub>	CRT (shadow mask)																													
02 <sub>b</sub>	CRT (aperture grill)																													
03 <sub>b</sub>	LCD (Active matrix)																													
04 <sub>b</sub>	LCoS																													
05 <sub>b</sub>	Plasma																													
06 <sub>b</sub>	OLED																													
07 <sub>b</sub>	EL																													
08 <sub>b</sub>	Dynamic MEM eg iMOD																													
09 <sub>b</sub>	Static MEM e.g. iMOD																													
≥0A <sub>b</sub>	Reserved, must be ignored																													
B6h	Display Technology Type	Monitor Type	R	<p>Indicates the base technology type. Caution: Care should be taken that the information declared by this code is consistent with that provided elsewhere within the same display by DisplayID or EDID.</p> <table border="1"> <thead> <tr> <th colspan="2">Byte: SH Technology Implementation</th> </tr> </thead> <tbody> <tr> <td>00<sub>b</sub></td> <td>Reserved, must be ignored</td> </tr> <tr> <td>01<sub>b</sub></td> <td>Direct View CRT</td> </tr> <tr> <td>02<sub>b</sub></td> <td>Direct View Flat Panel</td> </tr> <tr> <td>03<sub>b</sub></td> <td>Projection Rear</td> </tr> <tr> <td>04<sub>b</sub></td> <td>Projection Front</td> </tr> <tr> <td>05<sub>b</sub></td> <td>Glasses Mono</td> </tr> <tr> <td>06<sub>b</sub></td> <td>Glasses Stereo</td> </tr> <tr> <td>≥07<sub>b</sub></td> <td>Reserved, must be ignored</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">Byte: ML</th> </tr> </thead> <tbody> <tr> <td>&gt;00<sub>b</sub></td> <td>Reserved, must be ignored</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">Byte: MH</th> </tr> </thead> <tbody> <tr> <td>&gt;00<sub>b</sub></td> <td>Reserved, must be ignored</td> </tr> </tbody> </table>	Byte: SH Technology Implementation		00 <sub>b</sub>	Reserved, must be ignored	01 <sub>b</sub>	Direct View CRT	02 <sub>b</sub>	Direct View Flat Panel	03 <sub>b</sub>	Projection Rear	04 <sub>b</sub>	Projection Front	05 <sub>b</sub>	Glasses Mono	06 <sub>b</sub>	Glasses Stereo	≥07 <sub>b</sub>	Reserved, must be ignored	Byte: ML		>00 <sub>b</sub>	Reserved, must be ignored	Byte: MH		>00 <sub>b</sub>	Reserved, must be ignored
Byte: SH Technology Implementation																														
00 <sub>b</sub>	Reserved, must be ignored																													
01 <sub>b</sub>	Direct View CRT																													
02 <sub>b</sub>	Direct View Flat Panel																													
03 <sub>b</sub>	Projection Rear																													
04 <sub>b</sub>	Projection Front																													
05 <sub>b</sub>	Glasses Mono																													
06 <sub>b</sub>	Glasses Stereo																													
≥07 <sub>b</sub>	Reserved, must be ignored																													
Byte: ML																														
>00 <sub>b</sub>	Reserved, must be ignored																													
Byte: MH																														
>00 <sub>b</sub>	Reserved, must be ignored																													
C0h	Display Usage Time	Information	R	<p>Returns the current value (in hours) of 'active power on' time accumulated by the display in the ML, SH and SL bytes. The MH byte must be set to 00h. 'Active power on' time is defined as the period when the emissive elements(s) of the display - cathodes for a CRT, fluorescent lamps for a LCD, etc - are active. Elo Define: MH/ML: Total on time, from 0 to 65535 hrs SH/SL: Back Light on time, From 0 to 65535 hrs</p>																										
C7h	Touch Switch	Touch Switch	R/W	<p>00: Turn off Touch function 01: Turn on Touch function</p>																										

# Application Notes

Code	Code Name	Elo Usage	Code Type	Description																																												
C8h	Display Controller Type	Display Controller Type	R	<p>This VCP code will provide the host with knowledge of the controller type being used by a particular display which will enable a table based approach (by applications) to what features may be available on attached display.</p> <p>SL byte : Indicates controller manufacturer ML and SH bytes : Provide a numeric indication of controller type</p> <p>Notes:</p> <ol style="list-style-type: none"> <li>Each controller manufacturer supporting this command is required to publish and maintain an equivalence table between the actual product identifier (alpha-numeric marketing identifier) and the simple numerical value here.</li> <li>A host application would use the combination of data from MH, ML and SH bytes to uniquely identify a particular controller.</li> </ol> <table border="1"> <thead> <tr> <th colspan="2">SL Byte</th> </tr> </thead> <tbody> <tr><td>01h</td><td>Conexant</td></tr> <tr><td>02h</td><td>Genesis Microchip</td></tr> <tr><td>03h</td><td>Macronix</td></tr> <tr><td>04h</td><td>MRT (Media Reality Technologies)</td></tr> <tr><td>05h</td><td>Mstar Semiconductor</td></tr> <tr><td>06h</td><td>Myson</td></tr> <tr><td>07h</td><td>Philips</td></tr> <tr><td>08h</td><td>PixelWorks</td></tr> <tr><td>09h</td><td>RealTek Semiconductor</td></tr> <tr><td>0Ah</td><td>Sage</td></tr> <tr><td>0Bh</td><td>Silicon Image</td></tr> <tr><td>0Ch</td><td>SmartASIC</td></tr> <tr><td>0Dh</td><td>STMicroelectronics</td></tr> <tr><td>0Eh</td><td>Topro</td></tr> <tr><td>0Fh</td><td>Trumpion</td></tr> <tr><td>10h</td><td>Welltrend</td></tr> <tr><td>11h</td><td>Samsung</td></tr> <tr><td>12h</td><td>Novatek Microelectronics</td></tr> <tr><td>13h</td><td>STK</td></tr> <tr><td>14h→FEh</td><td>Reserved, must be ignored</td></tr> <tr><td>FFh</td><td>Not defined - a manufacturer designed controller</td></tr> </tbody> </table> <p>Please check the MCCS_UP.pdf document on the VESA website for any extensions to this list.</p>	SL Byte		01h	Conexant	02h	Genesis Microchip	03h	Macronix	04h	MRT (Media Reality Technologies)	05h	Mstar Semiconductor	06h	Myson	07h	Philips	08h	PixelWorks	09h	RealTek Semiconductor	0Ah	Sage	0Bh	Silicon Image	0Ch	SmartASIC	0Dh	STMicroelectronics	0Eh	Topro	0Fh	Trumpion	10h	Welltrend	11h	Samsung	12h	Novatek Microelectronics	13h	STK	14h→FEh	Reserved, must be ignored	FFh	Not defined - a manufacturer designed controller
SL Byte																																																
01h	Conexant																																															
02h	Genesis Microchip																																															
03h	Macronix																																															
04h	MRT (Media Reality Technologies)																																															
05h	Mstar Semiconductor																																															
06h	Myson																																															
07h	Philips																																															
08h	PixelWorks																																															
09h	RealTek Semiconductor																																															
0Ah	Sage																																															
0Bh	Silicon Image																																															
0Ch	SmartASIC																																															
0Dh	STMicroelectronics																																															
0Eh	Topro																																															
0Fh	Trumpion																																															
10h	Welltrend																																															
11h	Samsung																																															
12h	Novatek Microelectronics																																															
13h	STK																																															
14h→FEh	Reserved, must be ignored																																															
FFh	Not defined - a manufacturer designed controller																																															
C9h	Display Firmware Level	Firmware Revision	R	<p>This VCP code results in two bytes of data being sent by the display.</p> <p>SH byte: defines the firmware version number SL byte: defines the firmware revision number e.g. 03h, 05h defines a firmware level of 3.5</p>																																												
CAh	OSD	OSD Enable	R/W	<p>Indicates the current state of the display OSD</p> <table border="1"> <thead> <tr> <th colspan="2">Byte: SL</th> </tr> </thead> <tbody> <tr><td>00h</td><td>Reserved, must be ignored</td></tr> <tr><td>01h</td><td>OSD is disabled</td></tr> <tr><td>02h</td><td>OSD is enabled</td></tr> <tr><td>7Fh→FEh</td><td>Reserved, must be ignored</td></tr> <tr><td>FFh</td><td>Indicated that the display cannot supply this information</td></tr> </tbody> </table>	Byte: SL		00h	Reserved, must be ignored	01h	OSD is disabled	02h	OSD is enabled	7Fh→FEh	Reserved, must be ignored	FFh	Indicated that the display cannot supply this information																																
Byte: SL																																																
00h	Reserved, must be ignored																																															
01h	OSD is disabled																																															
02h	OSD is enabled																																															
7Fh→FEh	Reserved, must be ignored																																															
FFh	Indicated that the display cannot supply this information																																															
CCh	OSD Language	OSD Language	R/W	<p>Allows the display OSD language to be selected.</p> <table border="1"> <thead> <tr> <th colspan="2">Byte: SL</th> </tr> </thead> <tbody> <tr><td>00h</td><td>Reserved, must be ignored</td></tr> <tr><td>01h</td><td>Chinese (traditional / Hantai)</td></tr> <tr><td>02h</td><td>English</td></tr> <tr><td>03h</td><td>French</td></tr> <tr><td>04h</td><td>German</td></tr> <tr><td>05h</td><td>Italian</td></tr> <tr><td>06h</td><td>Japanese</td></tr> <tr><td>07h</td><td>Korean</td></tr> <tr><td>09h</td><td>Russian</td></tr> <tr><td>0Ah</td><td>Spanish</td></tr> <tr><td>0Dh</td><td>Chinese (simplifies / kantai)</td></tr> </tbody> </table>	Byte: SL		00h	Reserved, must be ignored	01h	Chinese (traditional / Hantai)	02h	English	03h	French	04h	German	05h	Italian	06h	Japanese	07h	Korean	09h	Russian	0Ah	Spanish	0Dh	Chinese (simplifies / kantai)																				
Byte: SL																																																
00h	Reserved, must be ignored																																															
01h	Chinese (traditional / Hantai)																																															
02h	English																																															
03h	French																																															
04h	German																																															
05h	Italian																																															
06h	Japanese																																															
07h	Korean																																															
09h	Russian																																															
0Ah	Spanish																																															
0Dh	Chinese (simplifies / kantai)																																															

# Application Notes

Code	Code Name	Elo Usage	Code Type	Description																																																
D0h	Output Select	Output Select	R/W	<p>Data size: Write = 4 bytes / Read = 8 bytes            A possible value is selected by setting the corresponding bit = 1.            Note: Setting more than one bit = 1 is invalid and must be ignored by the display.            Used to select the active video output.</p> <table border="1"> <thead> <tr> <th colspan="2">Byte 0</th> </tr> </thead> <tbody> <tr><td>Bit 7</td><td>Analog Video (R/G/B) #1</td></tr> <tr><td>Bit 6</td><td>Analog Video (R/G/B) #2</td></tr> <tr><td>Bit 5</td><td>Digital Video (TMDS) #1</td></tr> <tr><td>Bit 4</td><td>Digital Video (TMDS) #2</td></tr> <tr><td>Bit 3</td><td>Composite Video #1</td></tr> <tr><td>Bit 2</td><td>Composite Video #2</td></tr> <tr><td>Bit 1</td><td>S-video #1</td></tr> <tr><td>Bit 0</td><td>S-video #2</td></tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">Byte 1</th> </tr> </thead> <tbody> <tr><td>Bit 7</td><td>Turner - Analog #1</td></tr> <tr><td>Bit 6</td><td>Turner - Analog #2</td></tr> <tr><td>Bit 5</td><td>Turner - Digital #1</td></tr> <tr><td>Bit 4</td><td>Turner - Digital #2</td></tr> <tr><td>Bit 3</td><td>Component Video (YPrPb / YCrCb) #1</td></tr> <tr><td>Bit 2</td><td>Component Video (YPrPb / YCrCb) #2</td></tr> <tr><td>Bit 1</td><td>Component Video (YPrPb / YCrCb) #3</td></tr> <tr><td>Bit 0</td><td>Reserved, must be ignored</td></tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">Byte 2</th> </tr> </thead> <tbody> <tr><td>Bit 7</td><td>Digital Video (DisplayPort) #1</td></tr> <tr><td>Bit 6</td><td>Digital Video (DisplayPort) #2</td></tr> <tr><td>Bit 5→0</td><td>Reserved, must be ignored</td></tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">Byte 3</th> </tr> </thead> <tbody> <tr><td>Bit 7→0</td><td>Reserved, must be ignored</td></tr> </tbody> </table>	Byte 0		Bit 7	Analog Video (R/G/B) #1	Bit 6	Analog Video (R/G/B) #2	Bit 5	Digital Video (TMDS) #1	Bit 4	Digital Video (TMDS) #2	Bit 3	Composite Video #1	Bit 2	Composite Video #2	Bit 1	S-video #1	Bit 0	S-video #2	Byte 1		Bit 7	Turner - Analog #1	Bit 6	Turner - Analog #2	Bit 5	Turner - Digital #1	Bit 4	Turner - Digital #2	Bit 3	Component Video (YPrPb / YCrCb) #1	Bit 2	Component Video (YPrPb / YCrCb) #2	Bit 1	Component Video (YPrPb / YCrCb) #3	Bit 0	Reserved, must be ignored	Byte 2		Bit 7	Digital Video (DisplayPort) #1	Bit 6	Digital Video (DisplayPort) #2	Bit 5→0	Reserved, must be ignored	Byte 3		Bit 7→0	Reserved, must be ignored
Byte 0																																																				
Bit 7	Analog Video (R/G/B) #1																																																			
Bit 6	Analog Video (R/G/B) #2																																																			
Bit 5	Digital Video (TMDS) #1																																																			
Bit 4	Digital Video (TMDS) #2																																																			
Bit 3	Composite Video #1																																																			
Bit 2	Composite Video #2																																																			
Bit 1	S-video #1																																																			
Bit 0	S-video #2																																																			
Byte 1																																																				
Bit 7	Turner - Analog #1																																																			
Bit 6	Turner - Analog #2																																																			
Bit 5	Turner - Digital #1																																																			
Bit 4	Turner - Digital #2																																																			
Bit 3	Component Video (YPrPb / YCrCb) #1																																																			
Bit 2	Component Video (YPrPb / YCrCb) #2																																																			
Bit 1	Component Video (YPrPb / YCrCb) #3																																																			
Bit 0	Reserved, must be ignored																																																			
Byte 2																																																				
Bit 7	Digital Video (DisplayPort) #1																																																			
Bit 6	Digital Video (DisplayPort) #2																																																			
Bit 5→0	Reserved, must be ignored																																																			
Byte 3																																																				
Bit 7→0	Reserved, must be ignored																																																			
D6h	Power Mode	Power Status	R/W	<p>Power Mode - DPM &amp; DPMS standards are supported along with other power function(s).</p> <table border="1"> <thead> <tr> <th>SL byte</th> <th>DPM</th> <th>DPMS</th> </tr> </thead> <tbody> <tr><td>00h</td><td colspan="2">Reserved, must be ignored</td></tr> <tr><td>01h</td><td>On</td><td>On</td></tr> <tr><td>02h</td><td>Off</td><td>Standby</td></tr> <tr><td>03h</td><td>Off</td><td>Suspend</td></tr> <tr><td>04h</td><td>Off</td><td>Off</td></tr> </tbody> </table> <p>Item(s) below are not part of the DPM or SPMS Standards</p> <table border="1"> <tbody> <tr><td>05h</td><td colspan="2">Power off the display - functionally equivalent to turning off power using the "power button"</td></tr> <tr><td>≤06h</td><td colspan="2">Reserved, must be ignored</td></tr> </tbody> </table> <p>Note 1: Following a MCCC command with a value of 01h 04h, the display must respond to the appropriate DPM(or DPMS) protocols.            Note 2: Following a MCCC command with a value of 05h, user intervention at the display (pressing / toggling the power switch) may be required to restore operation.            Elo Define: 00 or &gt;=6: No active; 01: Power on; 02: Sleep mode; 04: Power off; 05: BL off (PC box and System still work)</p>	SL byte	DPM	DPMS	00h	Reserved, must be ignored		01h	On	On	02h	Off	Standby	03h	Off	Suspend	04h	Off	Off	05h	Power off the display - functionally equivalent to turning off power using the "power button"		≤06h	Reserved, must be ignored																									
SL byte	DPM	DPMS																																																		
00h	Reserved, must be ignored																																																			
01h	On	On																																																		
02h	Off	Standby																																																		
03h	Off	Suspend																																																		
04h	Off	Off																																																		
05h	Power off the display - functionally equivalent to turning off power using the "power button"																																																			
≤06h	Reserved, must be ignored																																																			

# Application Notes

Code	Code Name	Elo Usage	Code Type	Description																					
DBh	Image Mode	Aspect to Ratio	R/W	<p>Controls aspects of the displayed image. Note: This VCP code is intended for use with TV applications.</p> <table border="1"> <thead> <tr> <th>Byte: SL</th> <th>Name</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>00h</td> <td></td> <td>No effect</td> </tr> <tr> <td>01h</td> <td>Full mode</td> <td>Linear expansion (compression) of the image on horizontal axis</td> </tr> <tr> <td>02h</td> <td>Zoome mode</td> <td>Linear expansion (compression) of the image on horizontal and vertical axis</td> </tr> <tr> <td>03h</td> <td>Squeeze mode</td> <td>Display all of the image content on visible screen. May result in unused areas a of visible screen... bars at top, bottom or sides.</td> </tr> <tr> <td>04h</td> <td>Variable</td> <td>Display all of the image content by applying non-linear expansion (compression) to the horizontal axis.</td> </tr> <tr> <td>≥05h</td> <td></td> <td>Reserved, must be ignored</td> </tr> </tbody> </table> <p>Note: a more complete description of these modes may be found in the VESA DI-EXT standard.</p>	Byte: SL	Name	Description	00h		No effect	01h	Full mode	Linear expansion (compression) of the image on horizontal axis	02h	Zoome mode	Linear expansion (compression) of the image on horizontal and vertical axis	03h	Squeeze mode	Display all of the image content on visible screen. May result in unused areas a of visible screen... bars at top, bottom or sides.	04h	Variable	Display all of the image content by applying non-linear expansion (compression) to the horizontal axis.	≥05h		Reserved, must be ignored
Byte: SL	Name	Description																							
00h		No effect																							
01h	Full mode	Linear expansion (compression) of the image on horizontal axis																							
02h	Zoome mode	Linear expansion (compression) of the image on horizontal and vertical axis																							
03h	Squeeze mode	Display all of the image content on visible screen. May result in unused areas a of visible screen... bars at top, bottom or sides.																							
04h	Variable	Display all of the image content by applying non-linear expansion (compression) to the horizontal axis.																							
≥05h		Reserved, must be ignored																							
DFh	VCP Version	VCP Version	R	<p>Defines the version number of the MCCS standard recognized by the display. SH byte: defines the MCCS version number SL byte: defines the MCCS revision number e.g. 03h 00h defines a MCCS level of 3.0 (this standard) Note: Support of this code is a mandatory requirement for compliance with MCCS standard Version 2 and higher.</p>																					
EAh	Alarm	Alarm	R	<p>00: No alarm 01: No support alarm sensor 02: Temp over spec 03: BL breakdown 04: Fan stop</p>																					
E3h	Auto Color	Auto Color	W/R	<p>01: Do Auto Color Return Result Value: Success: 6E_51_E3_02_01_Chksum Failure: 6E_51_E3_03_01_Chksum</p>																					
E5h	Save Color Temperature Value	Save Color Temperature Value	W																						
E8h	OSD Display on/off	OSD Display	W	<p>01: On 00: Off</p>																					
E6h	Load Color Temperature Value	Load Color Temperature Value	W																						
F2h	Factory Menu	Factory Menu	W																						
F3h	Get Command Set	Get Command Set	R	Get Command Set																					
F4h	Get Monitor SN (1-4bytes) VCP String	Get Monitor SN (1-4bytes)	R	MH & ML : Serial Number 1 byte and 2 byte SH & SL : Serial Number 3 byte and 4 byte																					
F5h	Get Monitor SN (5-8bytes) VCP String	Get Monitor SN (5-8bytes)	R	MH & ML : Serial Number 5 byte and 6 byte SH & SL : Serial Number 7 byte and 8 byte																					
F6h	Get Monitor SN (9-10bytes) VCP String	Get Monitor SN (9-10bytes)	R	MH & ML : Serial Number 9 byte and 10 byte SH & SL : 20h and 20h (ASCII Code: space)																					
F9h	Sub Contrast	Sub Contrast	W																						
EC	Panel Name	Panel Name	R	MH ML :0x00 0xFF SH SL : 0x00 Panel ID																					
F0h	Save Monitor SN	Save Monitor SN	W	<p>Save Monitor Serial Number Write Monitor SN : 6E_51_8F_F0_Chr1_Chr2_Chr3_..._Chr13_Chr14_ Checksum *The length of command depends on how long the SN is, the Maximum length is 14.</p>																					
E1h	Get/Save Touch SN	Get/Save Touch SN	W/R	<p>Get Touch Serial Number Save: 6E_51_8F_E1_Chr1_Chr2_Chr3_..._Chr14_Checksum + Stop Read: // Get VCP: S_6E_51_82_01_(E1)_CHK_P // Reply: S_6F_6E_90_02_(E1)_Dat1_Dat2_Dat3_Dat4_Dat5_Dat6_Dat7_ Dat8_Dat9_Dat10_Dat11_Dat12_Dat13_Dat14_Chk *The length of command depends on how long the SN is, the Maximum length is 14.</p>																					
E2h	Get Serial Number	Get Serial Number	R	<p>Get Serial Number Read: // Get VCP: S_6E_51_82_01_(E2)_CHK_P // Reply: S_6F_6E_90_02_(E2)_Dat1_Dat2_Dat3_Dat4_Dat5_Dat6_Dat7_ Dat8_Dat9_Dat10_Dat11_Dat12_Dat13_Dat14_Chk *The length of command depends on how long the SN is, the Maximum length is 14.</p>																					

# Application Notes

Code	Code Name	Elo Usage	Code Type	Description																																																																																								
E9h	Get/Save Monitor PN	Get/Save Monitor PN	W/R	<p>Get Touch Serial Number</p> <p>Save: 6E_51_8F_E9_Chr1_Chr2_Chr3.....Chr7_Checksum + Stop</p> <p>Read: // Get VCP: S_6E_51_82_01_(E9)_CHK_P // Reply: S_6F_6E_89_02_(E9)_Dat1_Dat2_Dat3_Dat4_Dat5_Dat6_Dat7_Chk</p> <p>*The length of command depends on how long the SN is, the Maximum length is 7.</p>																																																																																								
EFh	GPIO Control	Control the GPIO	W	<table border="1"> <thead> <tr> <th colspan="2">Byte 1</th> </tr> </thead> <tbody> <tr><td>Bit 7</td><td>Set GPIO1 as output</td></tr> <tr><td>Bit 6</td><td>Set GPIO1 as input</td></tr> <tr><td>Bit 5</td><td>Output GPIO1 as High level</td></tr> <tr><td>Bit 4</td><td>Output GPIO1 as Low level</td></tr> <tr><td>Bit 3</td><td>Start to do GPIO1 High to Low detection ( It will also clear High to Low records.)</td></tr> <tr><td>Bit 2</td><td>Start to do GPIO1 Low to High detection ( It will also clear Low to High records.)</td></tr> <tr><td>Bit 1</td><td>Reserve for other function.</td></tr> <tr><td>Bit 0</td><td>Reserve for other function.</td></tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">Byte 2</th> </tr> </thead> <tbody> <tr><td>Bit 7</td><td>Set GPIO2 as output</td></tr> <tr><td>Bit 6</td><td>Set GPIO2 as input</td></tr> <tr><td>Bit 5</td><td>output GPIO2 as High level</td></tr> <tr><td>Bit 4</td><td>output GPIO2 as Low level</td></tr> <tr><td>Bit 3</td><td>Start to do GPIO2 High to Low detection ( It will also clear High to Low records.)</td></tr> <tr><td>Bit 2</td><td>Start to do GPIO2 Low to High detection ( It will also clear Low to High records.)</td></tr> <tr><td>Bit 1</td><td>Reserve for other function.</td></tr> <tr><td>Bit 0</td><td>Reserve for other function.</td></tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">GPIO1</th> </tr> </thead> <tbody> <tr><td>Bit 15</td><td>Current GPIO1 has been set as output pin</td></tr> <tr><td>Bit 14</td><td>Current GPIO1 has been set as input pin</td></tr> <tr><td>Bit 13</td><td>GPIO1 current output pin status is High level</td></tr> <tr><td>Bit 12</td><td>GPIO1 current output pin status is Low level</td></tr> <tr><td>Bit 11</td><td>"High to Low" detecting function of GPIO1 is enabled</td></tr> <tr><td>Bit 10</td><td>"High to Low" detecting function of GPIO1 is disabled</td></tr> <tr><td>Bit 9</td><td>"Low to High" detecting function of GPIO1 is enabled</td></tr> <tr><td>Bit 8</td><td>"Low to High" detecting function of GPIO1 is disabled</td></tr> <tr><td>Bit 7</td><td>Bit7 - Bit4 : to read how many times , the "High to Low" status has ever happened on GPIO1.</td></tr> <tr><td>Bit 6</td><td>( Value range of record: Max.=15 , Min.=0 )</td></tr> <tr><td>Bit 3</td><td>Bit3 - Bit0 : to read how many times , the "Low to High" status has ever happened on GPIO1.</td></tr> <tr><td>Bit 2</td><td>( Value range of record: Max.=15 , Min.=0 )</td></tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">GPIO2</th> </tr> </thead> <tbody> <tr><td>Bit 15</td><td>Current GPIO2 has been set as output pin</td></tr> <tr><td>Bit 14</td><td>Current GPIO2 has been set as input pin</td></tr> <tr><td>Bit 13</td><td>GPIO2 current output pin status is High level</td></tr> <tr><td>Bit 12</td><td>GPIO2 current output pin status is Low level</td></tr> <tr><td>Bit 11</td><td>"High to Low" detecting function of GPIO2 is enabled</td></tr> <tr><td>Bit 10</td><td>"High to Low" detecting function of GPIO2 is disabled</td></tr> <tr><td>Bit 9</td><td>"Low to High" detecting function of GPIO2 is enabled</td></tr> <tr><td>Bit 8</td><td>"Low to High" detecting function of GPIO2 is disabled</td></tr> <tr><td>Bit 7</td><td>Bit7 - Bit4 : to read how many times , the "High to Low" status has ever happened on GPIO2.</td></tr> <tr><td>Bit 6</td><td>( Value range of record: Max.=15 , Min.=0 )</td></tr> <tr><td>Bit 3</td><td>Bit3 - Bit0 : to read how many times , the "Low to High" status has ever happened on GPIO2.</td></tr> <tr><td>Bit 2</td><td>( Value range of record: Max.=15 , Min.=0 )</td></tr> </tbody> </table>	Byte 1		Bit 7	Set GPIO1 as output	Bit 6	Set GPIO1 as input	Bit 5	Output GPIO1 as High level	Bit 4	Output GPIO1 as Low level	Bit 3	Start to do GPIO1 High to Low detection ( It will also clear High to Low records.)	Bit 2	Start to do GPIO1 Low to High detection ( It will also clear Low to High records.)	Bit 1	Reserve for other function.	Bit 0	Reserve for other function.	Byte 2		Bit 7	Set GPIO2 as output	Bit 6	Set GPIO2 as input	Bit 5	output GPIO2 as High level	Bit 4	output GPIO2 as Low level	Bit 3	Start to do GPIO2 High to Low detection ( It will also clear High to Low records.)	Bit 2	Start to do GPIO2 Low to High detection ( It will also clear Low to High records.)	Bit 1	Reserve for other function.	Bit 0	Reserve for other function.	GPIO1		Bit 15	Current GPIO1 has been set as output pin	Bit 14	Current GPIO1 has been set as input pin	Bit 13	GPIO1 current output pin status is High level	Bit 12	GPIO1 current output pin status is Low level	Bit 11	"High to Low" detecting function of GPIO1 is enabled	Bit 10	"High to Low" detecting function of GPIO1 is disabled	Bit 9	"Low to High" detecting function of GPIO1 is enabled	Bit 8	"Low to High" detecting function of GPIO1 is disabled	Bit 7	Bit7 - Bit4 : to read how many times , the "High to Low" status has ever happened on GPIO1.	Bit 6	( Value range of record: Max.=15 , Min.=0 )	Bit 3	Bit3 - Bit0 : to read how many times , the "Low to High" status has ever happened on GPIO1.	Bit 2	( Value range of record: Max.=15 , Min.=0 )	GPIO2		Bit 15	Current GPIO2 has been set as output pin	Bit 14	Current GPIO2 has been set as input pin	Bit 13	GPIO2 current output pin status is High level	Bit 12	GPIO2 current output pin status is Low level	Bit 11	"High to Low" detecting function of GPIO2 is enabled	Bit 10	"High to Low" detecting function of GPIO2 is disabled	Bit 9	"Low to High" detecting function of GPIO2 is enabled	Bit 8	"Low to High" detecting function of GPIO2 is disabled	Bit 7	Bit7 - Bit4 : to read how many times , the "High to Low" status has ever happened on GPIO2.	Bit 6	( Value range of record: Max.=15 , Min.=0 )	Bit 3	Bit3 - Bit0 : to read how many times , the "Low to High" status has ever happened on GPIO2.	Bit 2	( Value range of record: Max.=15 , Min.=0 )
Byte 1																																																																																												
Bit 7	Set GPIO1 as output																																																																																											
Bit 6	Set GPIO1 as input																																																																																											
Bit 5	Output GPIO1 as High level																																																																																											
Bit 4	Output GPIO1 as Low level																																																																																											
Bit 3	Start to do GPIO1 High to Low detection ( It will also clear High to Low records.)																																																																																											
Bit 2	Start to do GPIO1 Low to High detection ( It will also clear Low to High records.)																																																																																											
Bit 1	Reserve for other function.																																																																																											
Bit 0	Reserve for other function.																																																																																											
Byte 2																																																																																												
Bit 7	Set GPIO2 as output																																																																																											
Bit 6	Set GPIO2 as input																																																																																											
Bit 5	output GPIO2 as High level																																																																																											
Bit 4	output GPIO2 as Low level																																																																																											
Bit 3	Start to do GPIO2 High to Low detection ( It will also clear High to Low records.)																																																																																											
Bit 2	Start to do GPIO2 Low to High detection ( It will also clear Low to High records.)																																																																																											
Bit 1	Reserve for other function.																																																																																											
Bit 0	Reserve for other function.																																																																																											
GPIO1																																																																																												
Bit 15	Current GPIO1 has been set as output pin																																																																																											
Bit 14	Current GPIO1 has been set as input pin																																																																																											
Bit 13	GPIO1 current output pin status is High level																																																																																											
Bit 12	GPIO1 current output pin status is Low level																																																																																											
Bit 11	"High to Low" detecting function of GPIO1 is enabled																																																																																											
Bit 10	"High to Low" detecting function of GPIO1 is disabled																																																																																											
Bit 9	"Low to High" detecting function of GPIO1 is enabled																																																																																											
Bit 8	"Low to High" detecting function of GPIO1 is disabled																																																																																											
Bit 7	Bit7 - Bit4 : to read how many times , the "High to Low" status has ever happened on GPIO1.																																																																																											
Bit 6	( Value range of record: Max.=15 , Min.=0 )																																																																																											
Bit 3	Bit3 - Bit0 : to read how many times , the "Low to High" status has ever happened on GPIO1.																																																																																											
Bit 2	( Value range of record: Max.=15 , Min.=0 )																																																																																											
GPIO2																																																																																												
Bit 15	Current GPIO2 has been set as output pin																																																																																											
Bit 14	Current GPIO2 has been set as input pin																																																																																											
Bit 13	GPIO2 current output pin status is High level																																																																																											
Bit 12	GPIO2 current output pin status is Low level																																																																																											
Bit 11	"High to Low" detecting function of GPIO2 is enabled																																																																																											
Bit 10	"High to Low" detecting function of GPIO2 is disabled																																																																																											
Bit 9	"Low to High" detecting function of GPIO2 is enabled																																																																																											
Bit 8	"Low to High" detecting function of GPIO2 is disabled																																																																																											
Bit 7	Bit7 - Bit4 : to read how many times , the "High to Low" status has ever happened on GPIO2.																																																																																											
Bit 6	( Value range of record: Max.=15 , Min.=0 )																																																																																											
Bit 3	Bit3 - Bit0 : to read how many times , the "Low to High" status has ever happened on GPIO2.																																																																																											
Bit 2	( Value range of record: Max.=15 , Min.=0 )																																																																																											



To find out more about our extensive range of Elo touch solutions, go to [elotouch.com](http://elotouch.com), or call the office nearest you.

**North America**

Tel +1 408 597 8000  
Fax +1 408 597 8050  
[elosales.na@elotouch.com](mailto:elosales.na@elotouch.com)

**Europe**

Tel +32 (0)16 70 45 00  
Fax +32 (0)16 70 45 49  
[EMEA.Sales@elotouch.com](mailto:EMEA.Sales@elotouch.com)

**Asia-Pacific**

Tel +86 (21) 3329 1385  
Fax +86 (21) 3329 1400  
[www.elotouch.com.cn](http://www.elotouch.com.cn)

**Latin America**

Tel +52 55 2281 6958  
[elosales.latam@elotouch.com](mailto:elosales.latam@elotouch.com)