

# LS8 commander code

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

- 1) Connect device e9\_01\_01\_00\_00\_Checksum\_0d\_0a  
Checksum =  $0xe9+0x01+0x01 = 0xeb$

Connect device e9\_01\_01\_00\_00\_eb\_0d\_0a

Back:

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

- 2) Load mode e9\_01\_11\_Mode\_00\_Checksum\_0d\_0a  
Mode-----1 to 5  
Checksum =  $0xe9+0x01+0x11 + \text{Mode}$

Example: call user mode 5

e9\_01\_11\_05\_00\_0d\_0a

If back: e9\_01\_11\_05\_ff\_Checksum\_0d\_0a Indicates that the call was successful

If back: e9\_01\_11\_05\_ee\_Checksum\_0d\_0a Indicates that the call failed

Load mode 1: e9\_01\_11\_01\_00\_fc\_0d\_0a  
Load mode 2: e9\_01\_11\_02\_00\_fd\_0d\_0a  
Load mode 3: e9\_01\_11\_03\_00\_fe\_0d\_0a  
Load mode 4: e9\_01\_11\_04\_00\_ff\_0d\_0a  
Load mode 5: e9\_01\_11\_05\_00\_0d\_0a

- 3) Switch window 1 e9\_01\_09\_01\_Input\_Checksum\_0d\_0a  
Switch window 2 e9\_01\_09\_02\_Input\_Checksum\_0d\_0a

Input:

CV1-----0,  
CV2-----1,  
HDMI-----2,  
VGA1-----3,  
VGA2-----4,  
DVI-----5,

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

Example: window 1 switches to input source CV1

e9\_01\_09\_01\_00\_F4\_0d\_0a

**Back:**

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

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

Example: window 1 switches to input source CV2

e9\_01\_09\_01\_01\_F5\_0d\_0a

**Back:**

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

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

Example: window 1 switches to input source HDMI

e9\_01\_09\_01\_02\_F6\_0d\_0a

**Back:**

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

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

Example: window 1 switches to input source VGA1

e9\_01\_09\_01\_03\_F7\_0d\_0a

**BACK:**

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

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

Example: window 1 switches to input source VGA2

e9\_01\_09\_01\_04\_F8\_0d\_0a

**BACK:**

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

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

Example: window 1 switches to input source DVI

e9\_01\_09\_01\_05\_F9\_0d\_0a

**BACK:**

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

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

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

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

**Back**

E9 01 0B 01 00 F6 0D 0A    CV1

E9 01 0B 01 01 F7 0D 0A    CV2

E9 01 0B 01 02 F8 0D 0A    HDMI

E9 01 0B 01 03 F9 0D 0A    VGA1

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

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

**Back**

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

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

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

5) Brightness adjust

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

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