



FLAT DISPLAY TECHNOLOGY CORPORATION

Smart Graphic Module

How To Link SGM Simulate Command Functions By Arranger



Smart Graphic Module

2. How To Set Arranger Simulation Commands

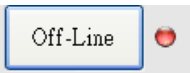
Step 1. Choice Correct Communication Port And Parameter

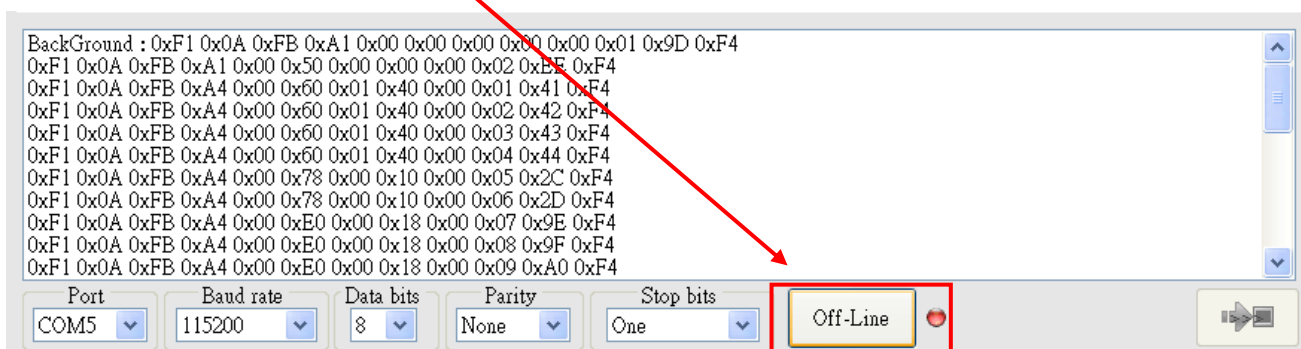
Baud rate : 115200 bps

Data bit: 8 Bits

Parity: None

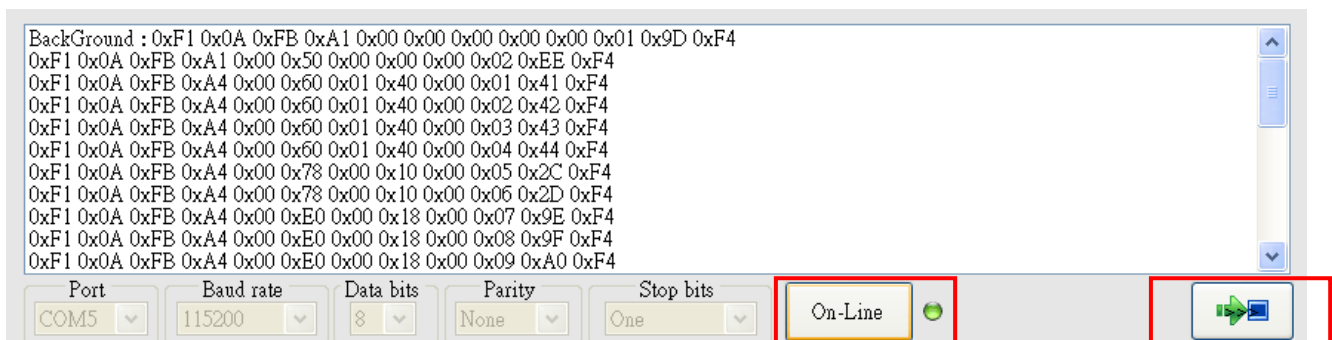
Stop bit: 1 bit

Press  to link SGM



Step2. The Button Turn On And LED Green If Setting OK

Then Press  To Start Simulation Command Functions





Smart Graphic Module

3.How To Set Command

■ Stick Picture (Flash Memory Area)

Command :

Command Code	X Coordinate		Y Coordinate		Picture Number	
0xA1	0x00	0x00	0x00	0x00	0x00	0x01

※ **Command Code:** 0xA1 stick pictures from flash Memory

※ **X Coordinate:** 0x00 0x00 means X coordinate is 0 ; (Range : 0 ~ 799 but depends panel resolution) ;

Value must be 8*n value.

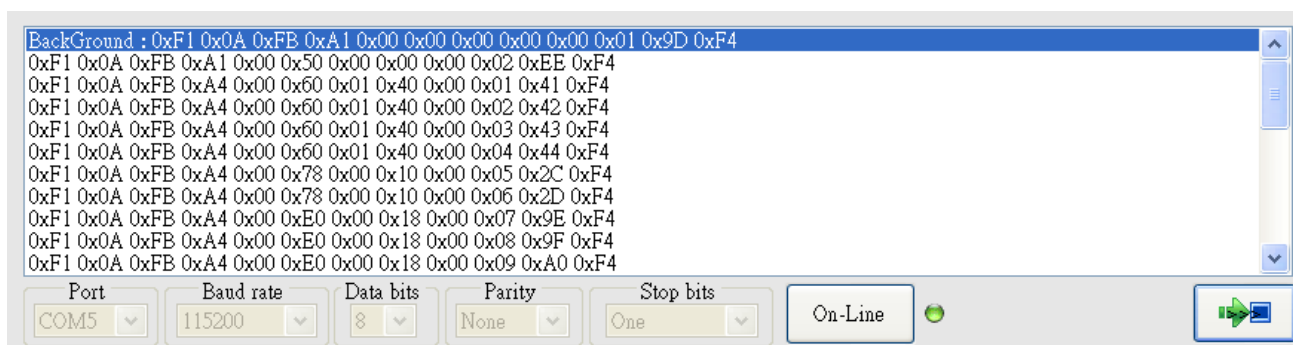
※ **Y Coordinate:** 0x00 0x00 means Y coordinate is 0 ; (Range : 0 ~ 599 but depends panel resolution) ;

Value must be 8*n value

※ **Picture Number:** 0x00 0x01 means picture number is 1

Example :

Send: 0xF1 0x0A 0xFB 0xA1 0x00 0x00 0x00 0x00 0x00 0x01 0x9D 0xF4





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■ Stick Picture (Cache Memory Area)

Command :

Command Code	Coordinate X		Coordinate Y		Picture Number	
0xA4	0x01	0xB8	0x00	0x20	0x00	0x0A

※ **Command Code:** 0xA4 means picture extracted from Cache memory

※ **X Coordinate:** 0x01 0xB8 X coordinate is 440 ; (Range : 0 ~ 799 but depends panel resolution) ;
value must be 8*n value

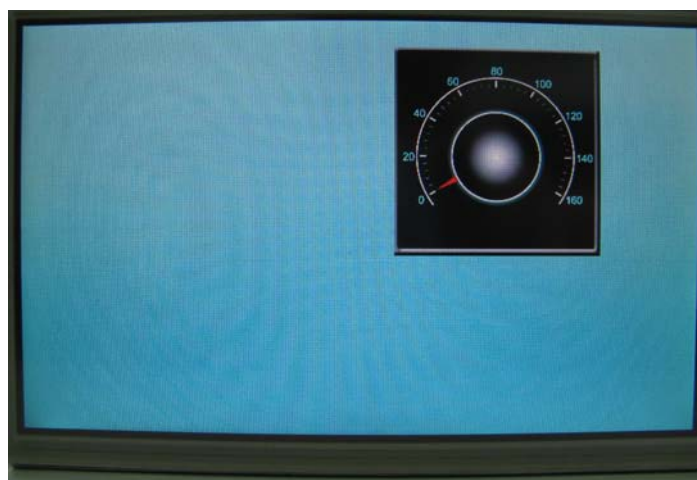
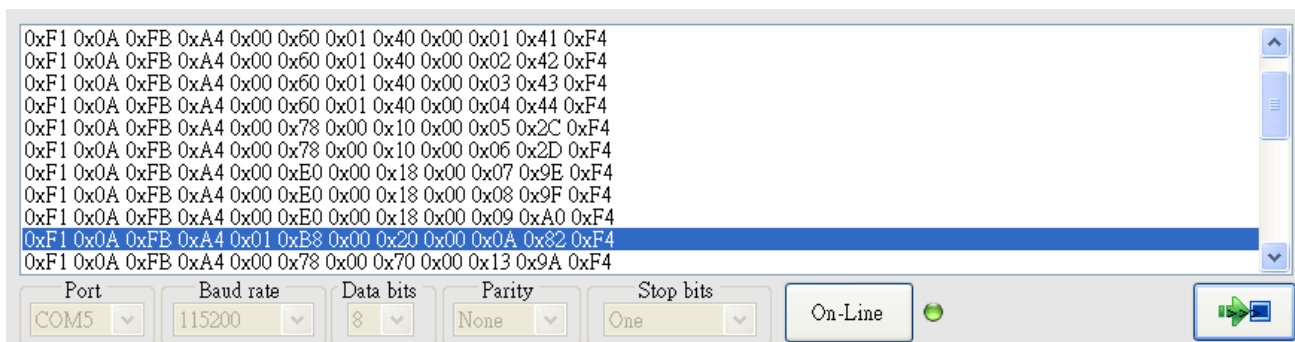
※ **Y Coordinate:** 0x00 0x20 Y coordinate is 32 ; (Range : 0 ~ 599 but depends panel resolution) ;
value must be 8*n value

※ **Picture Number :** 0x00 0x0A picture number is 10.(Range : 0 ~ 4095)

Example :

Send: 0xF1 0x0A 0xFB 0xA4 0x01 0xB8 0x00 0x20 0x00 0x0A 0x82 0xF4

■ Stick Picture With Transparent/Sieve Parameter (Cache Memory Area)





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■ Stick Picture (Cache Memory Area)

Command :

Command Code	Coordinate X		Coordinate Y		Picture Number	
0xA4	0x00	0xE0	0x00	0x70	0x00	0x17

※ **Command Code:** 0xA4 means picture extracted from Cache memory

※ **X Coordinate:** 0x00 0xE0 X coordinate is 224 ; (Range : 0 ~ 799 but depends panel resolution) ;
value must be 8*n value

※ **Y Coordinate:** 0x00 0x70 Y coordinate is 112 ; (Range : 0 ~ 599 but depends panel resolution) ;
value must be 8*n value

※ **Picture Number :** 0x00 0x17 picture number is 23.(Range : 0 ~ 4095)

Example :

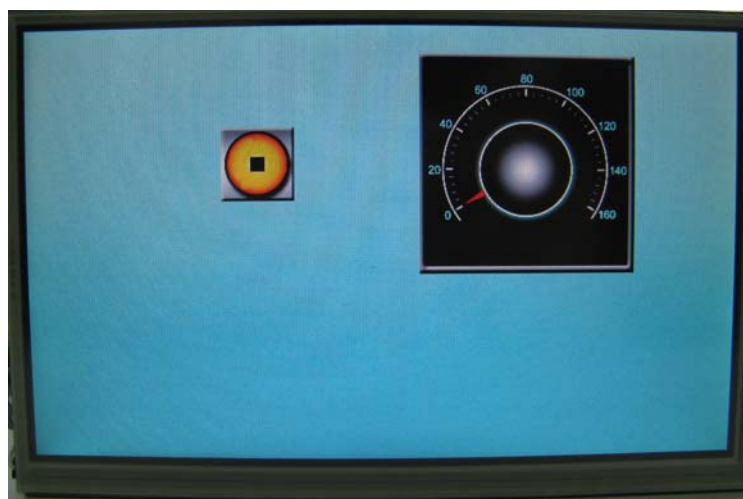
Send: 0xF1 0x0A 0xFB 0xA4 0x00 0xE0 0x00 0x70 0x00 0x17 0x06 0xF4

■ Stick Picture With Transparent/Sieve Parameter (Cache Memory Area)

```

0xF1 0x0A 0xFB 0xA4 0x00 0x78 0x00 0x70 0x00 0x13 0x9A 0xF4
0xF1 0x0A 0xFB 0xA4 0x00 0x78 0x00 0x70 0x00 0x14 0x9B 0xF4
0xF1 0x0A 0xFB 0xA4 0x00 0x78 0x00 0x70 0x00 0x15 0x9C 0xF4
0xF1 0x0A 0xFB 0xA4 0x00 0x78 0x00 0x70 0x00 0x16 0x9D 0xF4
0xF1 0x0A 0xFB 0xA4 0x00 0xE0 0x00 0x70 0x00 0x17 0x06 0xF4
0xF1 0x0A 0xFB 0xA4 0x00 0xE0 0x00 0x70 0x00 0x18 0x07 0xF4
0xF1 0x0A 0xFB 0xA4 0x00 0xE0 0x00 0x70 0x00 0x19 0x08 0xF4
0xF1 0x0A 0xFB 0xA4 0x00 0xE0 0x00 0x70 0x00 0x1A 0x09 0xF4
0xF1 0x0A 0xFB 0xA4 0x00 0xE0 0x00 0xD0 0x00 0x1B 0x6A 0xF4
0xF1 0x0A 0xFB 0xA4 0x00 0xE0 0x00 0xD0 0x00 0x1C 0x6B 0xF4
0xF1 0x0A 0xFB 0xA4 0x00 0x78 0x00 0xD0 0x00 0x1D 0x04 0xF4
  
```

Port: COM5 Band rate: 115200 Data bits: 8 Parity: None Stop bits: One On-Line





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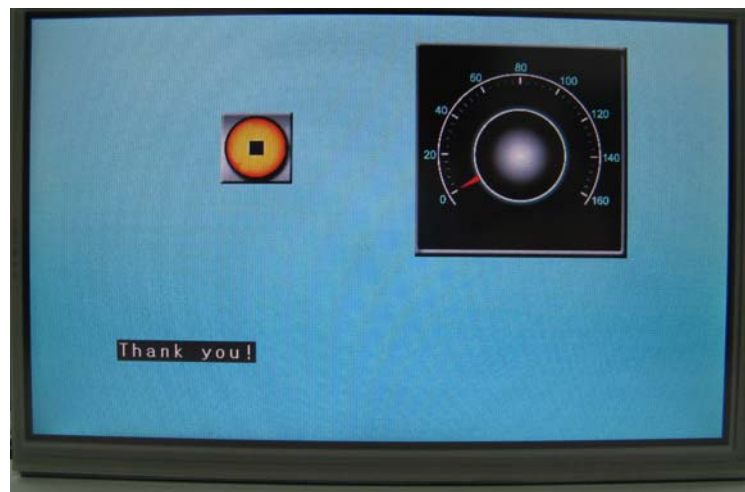
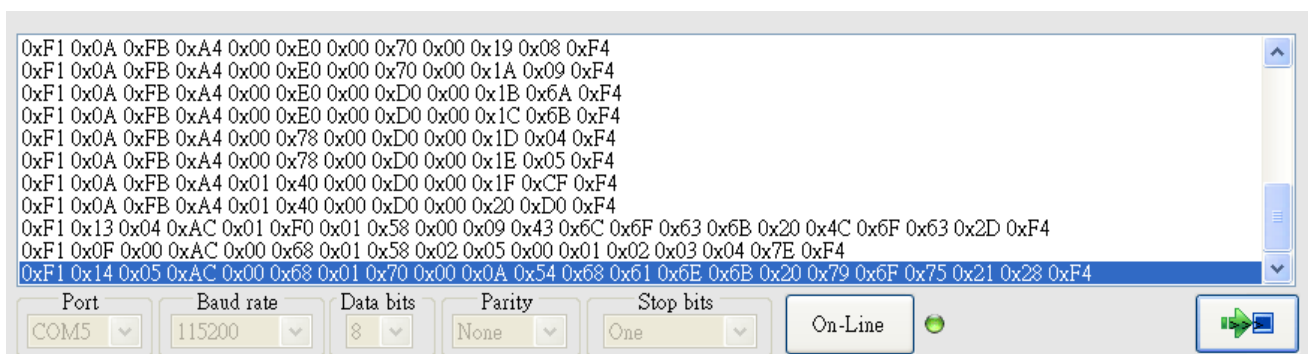
■ Stick Digits Or Characters

Command :

Command Code	Coordinate X		Coordinate Y		Library number	Data length	T	h	a	n	k		y	o	u	!
0xAC	0x00	0x68	0x01	0x70	0x00	0x0A	0x54	0x68	0x61	0x6E	0x6B	0x20	0x79	0x6F	0x75	0x21

Example : Character “Thank you!” : Character Is ASCII Code

0xF1 0x14 0x05 0xAC 0x00 0x68 0x01 0x70 0x00 0x0A 0x54 0x68 0x61 0x6E 0x6B 0x20 0x79 0x6F 0x75 0x21
0x28 0xF4



Please To Refer “Easy Graphic Arranger User Manual” And “Graphic UART Commands” For More Detail Information.