

GU-7000 Series B Generation Command Description

8/3/2012

Command (See full Spec for Details)	HEX Code	Description
Character Display	20H-0FFH	Display the character on the cursor position See Font table
Back Space	08H	The cursor moves to the left by one character
Horizontal Tab	09H	The cursor moves to the right by one character
Line Feed	0AH	The cursor moves to one lower line
Home Position	0BH	The cursor moves to the home position
Carriage Return	0DH	The cursor moves to the left end of the same line
Cursor Set	1FH, 24H, xL, xH, yL, yH	The cursor moves to the specified X-Y position xL, xH X adrs low, high, yL, yH Y adrs low, high default xL, xH, yL, yH=00H
Display Clear	0CH	The display is cleaned and the cursor moves to Home
Initialize Display	1BH, 40H	Return to the default. DIP SW is not re-loaded
Specify Download Register	1BH, 25H, n	Specify enable/disable for download register n=0 enable, n=1 disable, default n=0
Download Character Definition	1BH, 26H, a, c1, c2, X1, d1, ..., dx1, ..., Xk, d1, ..., dxk	Define the download characters into RAM , max 16 a=01H, c1:start chara. code, C2:end chara. code X:No of dots for X direction, dn:define data
Delete Downloaded Character	1BH, 3FH, 01H, c	Delete the defined character code c:character code for delete
Specify International Font Set	1BH, 52H, n n : decimal	Select int'l font set. Simple symbol only See Font table default n=0 n=0 US, n=1 France, n=2 Germany, n=3 England, n=4 Denmark1, n=5 Sweden, n=6 Italy, n=7 Spain1, n=8 Japan, n=9 Norway n=10 Denmark2, n=11 Spain2, n=12 Latin America, n=13 Korea
Specify Character Code Type	1BH, 74H, n n : decimal	Select font code, n=0 US-Euro std, n=1 Katakana, n=2 Multilingual n=3 Portuguese, n=4 Canadian-French, n=5 Nordic n=16 WPC1252, n=17 Cyrillic #2, n=18 Latin 2, n=19 PC858 default n=0 See Font table
Over write Mode	1FH, 01H	Over write, or replace exist data
Vertical Scroll Mode	1FH, 02H	Scroll cursor up 1 line
Horizontal Scroll Mode	1FH, 03H	Scroll cursor horizontally 1 space
Horizontal Scroll Speed	1FH, 73H, n	Specify horizontal scroll speed 0<=n<=31 n=0 by Character, n=1 fastest , n=31 slowest , default n=0
Specify or Cancel Reverse Display	1FH, 72H, n	Specify or Cancel reverse dsplay mode n=0 cancel(STD display), n=1 Reverse mode, default n=0
Specify Write Mixture Display Mode	1FH, 77H, n	The new character or graphic image display is mixed with current display image stored in the memory n=0 Not mix, n=1 OR, n=2 AND, n=3 EX-OR, default n=0
Brightness Control	1FH, 58H, n	Specify brightness level of whole screen 1<=n<=8, n=1 darkest, n=8 brightest , default n=8
Wait	1FH, 28H, 61H, 01H, t	Define wait time Wait time=approx. t*0.5sec
Scroll Display Action	1FH, 28H, 61H, 10H, wL, wH, cL, cH, s	Shift the display screen wL, wH Display screen shift area low/high byte, cL, cH Repetition low/high byte, s speed approx. s x 14msec
Display Blink	1FH, 28H, 61H, 11H, p, t1, t2, c	Display Blink, p=0 Normal, p=1 Repeat normal & blank p=2 Repeat normal & reverse, t1, t2 Noramal & blank/reverse time approx. t*14msec, c : Number of repeat
Screen Saver	1FH, 28H, 61H, 40H, p	Screen saver mode p=0 Power save, p=1 Power on p=2 All dots off(not power save), p=3 All dots on p=4 Repeat normal & reverse display(2sec each)
Real Time Bit Image Display	1FH, 28H, 66H, 11H xL, xH, yL, yH, g, d1, ..., dk	Display the bit image data, xL, xH Bit image Xsize low/high(1dot) yL, yH Bit image Ysize low/high(8dots), g=1(Fixed) d1, ..., dk, Bit image data
Dot unit real-time bit image display	1FH, 28H, 64H, 21H, xPL, xPH, yPL, yPH, xL, xH, yL, yH, g, d	Display the bit image data at defined location, xPL Display position x, lower byte (per dot) xPH Display position x, upper byte (per dot) yPL Display position y, lower byte (per dot) yPH Display position y, upper byte (per dot) xL Bit image display X size, lower byte (per dot) xH Bit image display X size, upper byte (per dot) yL Bit image display Y size, lower byte (per dot) yH Bit image display Y size, upper byte (per dot) g=0x01 d Bit image data
Dot unit character display	1FH, 28H, 64H, 30H, xPL, xPH, yPL, yPH, m, bLen, d	Display the character at defined location, xPL Display position x, lower byte (per dot) xPH Display position x, upper byte (per dot) yPL Display position y, lower byte (per dot) yPH Display position y, upper byte (per dot) m=0x00 bLen Character data length d=0x11 Reverse OFF d=0x11 Reverse ON
Character Display Width	1FH, 28H, 67H, 03H, w	Specify character data Width w=0 Fixed 1, w=1 Fixed 2 w=2 Proportional 1, w=3 Proportional 2, default w=1
Font Magnified Display	1FH, 28H, 67H, 40H, x, y	Specify the size of magnification x=1, 2, 3, 4, y=1, 2 default x=1, y=1
Current Window Select	1FH, 28H, 77H, 01H, a	Select current window a=0, Base window a=1-4 User Window
User Window definition-cancel	1FH, 28H, 77H, 02H, a, b, xPL, xPH, yPL, yPH, xSL, xSH, ySL, ySH	Define or Cancel User Window, a Window # 1-4, b=0 Cancel b=1 Define, xPL, xPH Left position of window low/high byte yPL, yPH Top position of window low/high byte, xSL, xSH window X size low/high byte(1dot), ySL, ySH window Y size low/high byte(8dots)
Write Screen Mode Select	1FH, 28H, 77H, 10H, a	Select the write screen mode. This command effects only for Base Window. a=0 Display screen mode a=1 All screen mode default a=0