



深圳市拓普微科技开发有限公司
SHENZHEN TOPWAY TECHNOLOGY CO., LTD.

HMT050DTA-D

LCD Module User Manual

Prepared by: Liusanyong Date: 2018-11-15	Checked by: Date:	Approved by: Date:
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Rev.	Descriptions	Release Date
0.1	- Preliminary Draft release	2018-11-15

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1 Basic Specification

TOPWAY HMT050DTA-D is a Smart TFT Module with 32bit MCU on board. Its graphics engine provides numbers of outstanding features. It supports TOPWAY TML for preload and pre-design display interface that simplify the host operation and development time. Suitable for industry control, instrumentation, medical electronics, power electric equipment applications.

1.1 General Specification

Screen Size(Diagonal) :	5.0"
Resolution :	800(RGB) x 480
Color Depth :	65k color (16bit)
Pixel Configuration :	RGB Stripe
Display Mode :	Transmissive / Normal White
Viewing Direction :	6H (*1) (gray-scale inverse) 12H (*2)
Outline Dimension :	143.5 x 81.0 x 14.7 (max) (mm) (see attached drawing for details)
Active Area :	108.0 x 64.8 (mm)
Backlight :	LED
Command I/F:	RS-232C
Project Download:	by PC or by U-Drive (with OTG cable)
Operating Temperature :	-20 ~ +70°C
Storage Temperature :	-30 ~ +80°C

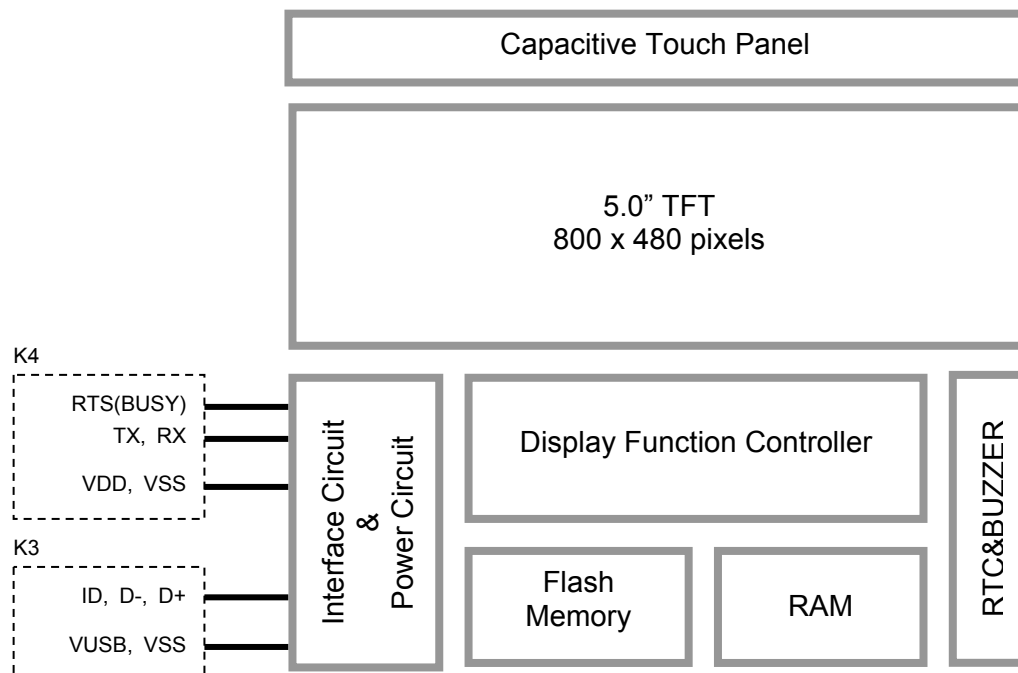
Note:

*1. For saturated color display content (eg. pure-red, pure-green, pure-blue, or pure-colors-combinations).

*2. For "color scales" display content.

*3. Color tone may slightly change by Temperature and Driving Condition.

1.2 Block Diagram



1.3 Terminal Function

RS232 Interface Terminal (K2/K4)

Pin No.	Pin Name	I/O	Descriptions
1,2,3	VDD	P	Power supply (5.0V ~26.0 V)
4	NC	--	No connection, leave open
5	RX	I	Data Input (eg. to PC's RS-232C pin3 <9pin D-connector>)
6	TX	O	Data output (eg. to PC's RS-232C pin2 <9pin D-connector>)
7	RTS(BUSY)	O	Request To Send(could function as busy Busy signal) (eg. to PC's RS232C pin8 <9pin D-connector>)
8,9,10	VSS	P	Ground, (0V)

Note.

*1. User data and commands transfer through this terminal

*2. HW hand shake is suggested

USB Interface Terminal (K3)

Pin No.	Pin Name	I/O	Descriptions
1	VUSB	P	Power supply(5.0V)
2	D-	I/O	USB DATA negative signal
3	D+	I/O	USB DATA positive signal
4	ID	I	USB_ID, 1:Client, 0:HOST
5	VSS	P	Ground, (0V)

Note.

*1. TML files and image files preload through this terminal

*2. Standard "USB-drive" functions provided

*3. During the files transfer, all others display functions will be suspended

2 Absolute Maximum Ratings

Items	Symbol	Min.	Max.	Unit	Condition
Power Supply voltage	V_{DD}	-0.3	26.0	V	
Operating Temperature	T_{OP}	-20	70	°C	No Condensation
Storage Temperature	T_{ST}	-30	80	°C	No Condensation

Note:

*1. This rating applies to all parts of the module and should not be exceeded.

*2. The operating temperature only guarantees operation of the circuit. The contrast, response speed, and the other specification related to electro-optical display quality is determined at the room temperature, $T_{OP}=25^{\circ}\text{C}$

*3. Ambient temperature when the backlight is lit (reference value)

*4. Any Stresses exceeding the Absolute Maximum Ratings may cause substantial damage to the device. Functional operation of this device at other conditions beyond those listed in the specification is not implied and prolonged exposure to extreme conditions may affect device reliability.

3 Electrical Characteristics

3.1 DC Characteristics

VSS=0V, VDD=12.0V, T_{OP} =25℃

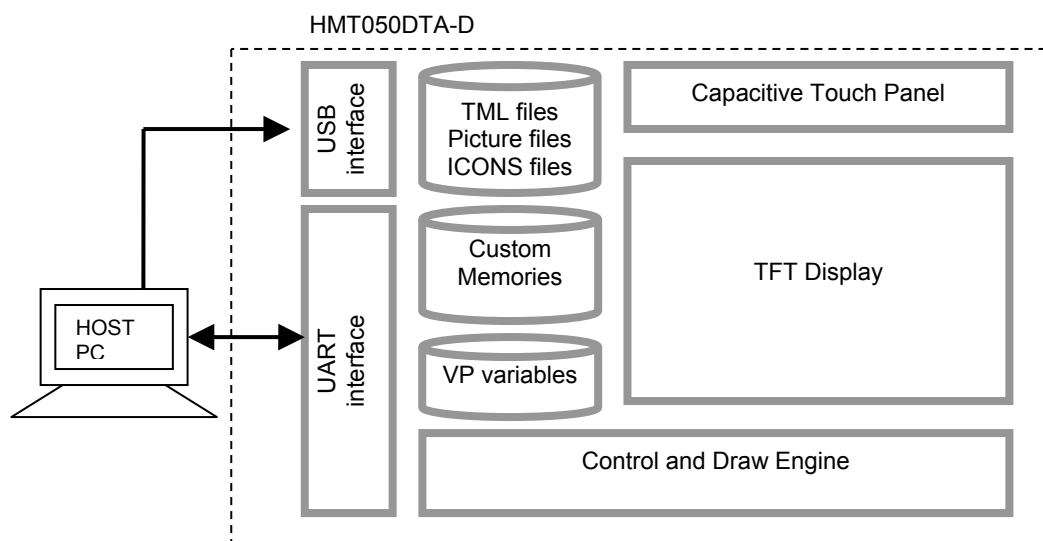
Items	Symbol	MIN.	TYP.	MAX.	Unit	Applicable Pin/FUNC
Operating Voltage	V _{dd}	5.0	12.0	26	V	VDD
RxD Input MARK(1)	V _{RxDM}	-3.0	-	-15.0	V	Rx
RxD Input SPACE(0)	V _{RXDS}	+3.0	-	+15.0	V	Rx
TxD Output MARK(1)	V _{TXDM}	-3.0	-	-15.0	V	Tx
TxD Output SPACE(0)	V _{TXDS}	+3.0	-	+15.0	V	Tx
RTS Output High	V _{TXDH}	-3.0	-	-15.0	V	RTS(BUSY)
RTS Output Low	V _{TXDL}	+3.0	-	+15.0	V	RTS(BUSY)
Operating Current	I _{DD}	-	170	500	mA	VDD (*1)
Operating Current (USB)	I _{VUSB}	-	170	250	mA	VUSB
Battery Supply Current	I _{BAT}	-	0.6	-	uA	

Note.

*1. Normal display condition

4 Function Specifications

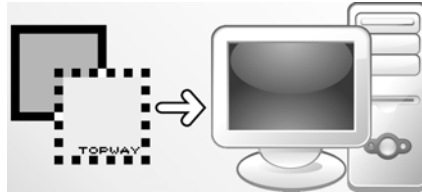
4.1 Basic Operation Function Descriptions



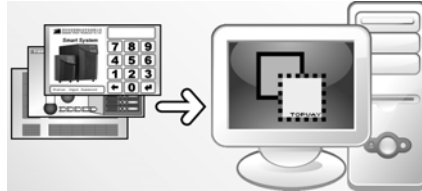
- TML files, Picture files, ICON files are stored inside FLASH memory area. They are preloaded to HMT050DTA-D for stand alone interface use.
- Those files are preloaded via USB interface as an USB drive.
- All the interface flow and the touch response are based on the preloaded TML files
- VP variables memory is inside RAM area, it provides real time access via UART by the HOST or display onto the TFT by TML file.
- Custom Memories are inside FLASH memory area. It can be accessed via UART interface by the HOST.
- Control and Draw Engine executes HOST commands and response respectively
- It also reports the real time Touch Key number to the HOST

4.2 Quick Start Guide

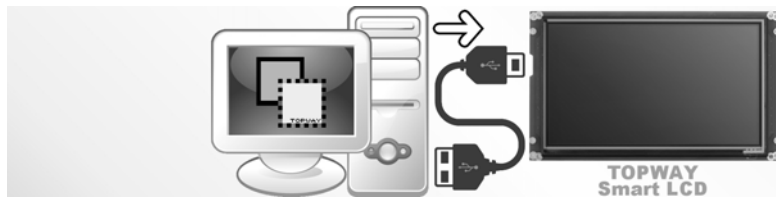
1. Install TOPWAY Graphics Editor



2. Import pictures design UI flow



3. Download to Smart LCD



4. power on & display



5. Connect to host Show real time data



4.3 Command Descriptions

Please refer to "SMART LCD Command Manual"

5 Optical Characteristics

Item	Symbol	Condition	MIN.	TYP.	MAX.	UNIT	Note.
Viewing angle (CR $\geq$ 10)	θ_L	9 o'clock	60	70	-	degree	*2
	θ_R	3 o'clock	60	70	-		
	θ_T	12 o'clock	40	50	-		
	θ_B	6 o'clock	60	70	-		
Response Time	T_f	25°C	-	20	30	ms	*3
	T_r						
Contrast ratio	CR	Normal $\theta=0^\circ$	500	600	-	-	*1
Color chromaticity	W_X		0.26	0.31	0.36	-	
	W_Y		0.28	0.33	0.38	-	
Luminance	L		-	200	-	cd/m ²	*4
Luminance uniformity	Y_U		75	80	-	%	*4

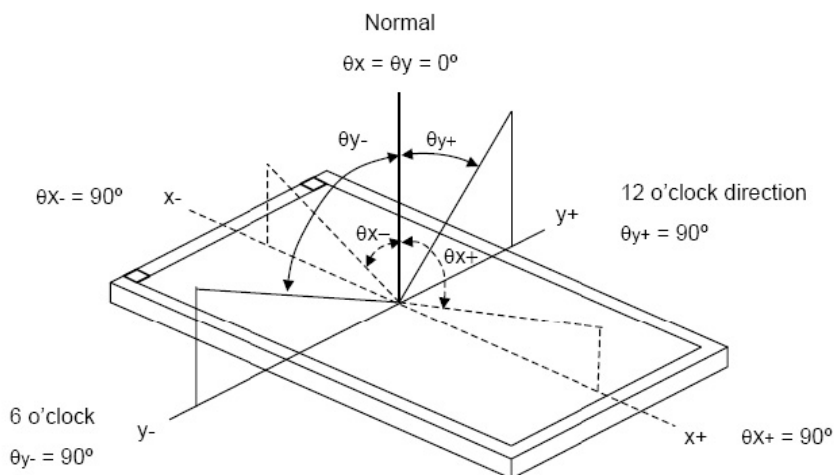
Note:

*1. Definition of Contrast Ratio

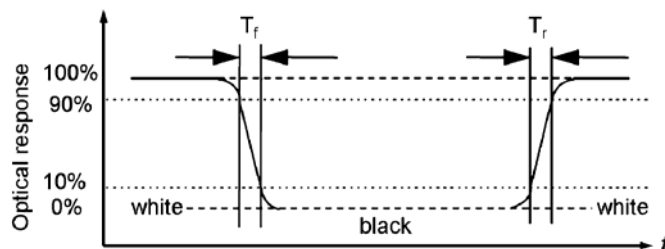
The contrast ratio could be calculate by the following expression:

Contrast Ratio (CR) = Luminance with all pixels white / Luminance with all pixels black

*2 Definition of Viewing Angle



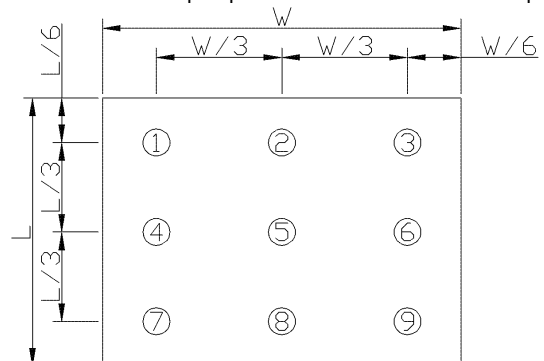
*3 Definition of response time



*4 Definition of Luminance Uniformity

Luminance uniformity (Lu)=

Min. Luminance form pt1~pt9 / Max Luminance form Pt1~pt9



6 Precautions of using LCD Modules

Mounting

- Mounting must use holes arranged in four corners or four sides.
- The mounting structure so provide even force on to LCD module. Uneven force (ex. Twisted stress) should not applied to the module. And the case on which a module is mounted should have sufficient strength so that external force is not transmitted directly to the module.
- It is suggested to attach a transparent protective plate to the surface in order to protect the polarizer. It should have sufficient strength in order to the resist external force.
- The housing should adopt radiation structure to satisfy the temperature specification.
- Acetic acid type and chlorine type materials for the cover case are not desirable because the former generates corrosive gas of attacking the polarizer at high temperature and the latter causes circuit break by electro-chemical reaction.
- Do not touch, push or rub the exposed polarizers with glass, tweezers or anything harder than HB pencil lead. Never rub with dust clothes with chemical treatment. Do not touch the surface of polarizer for bare hand or greasy cloth.(Some cosmetics deteriorate the polarizer.)
- When the surface becomes dusty, please wipe gently with absorbent cotton or other soft materials like chamois soaks with petroleum benzine. Normal-hexane is recommended for cleaning the adhesives used to attach front / rear polarizers. Do not use acetone, toluene and alcohol because they cause chemical damage to the polarizer.
- Wipe off saliva or water drops as soon as possible. Their long time contact with polarizer

Operating

- The spike noise causes the mis-operation of circuits. It should be within the $\pm 200\text{mV}$ level (Over and under shoot voltage)
- Response time depends on the temperature.(In lower temperature, it becomes longer.)
- Brightness depends on the temperature. (In lower temperature, it becomes lower.) And in lower temperature, response time(required time that brightness is stable after turned on) becomes longer.
- Be careful for condensation at sudden temperature change. Condensation makes damage to polarizer or electrical contacted parts. And after fading condensation, smear or spot will occur.
- When fixed patterns are displayed for a long time, remnant image is likely to occur.
- Module has high frequency circuits. Sufficient suppression to the electromagnetic interference shall be done by system manufacturers. Grounding and shielding methods may be important to minimized the interference

Electrostatic Discharge Control

Since a module is composed of electronic circuits, it is not strong to electrostatic discharge. Make certain that treatment persons are connected to ground through wrist band etc. And don't touch interface pin directly.

Strong Light Exposure

Strong light exposure causes degradation of polarizer and color filter.

Storage

When storing modules as spares for a long time, the following precautions are necessary.

- Store them in a dark place. Do not expose the module to sunlight or fluorescent light. Keep the temperature between 5°C and 35°C at normal humidity.
- The polarizer surface should not come in contact with any other object. It is recommended that they be stored in the container in which they were shipped.

Protection Film

- When the protection film is peeled off, static electricity is generated between the film and polarizer. This should be peeled off slowly and carefully by people who are electrically grounded and with well ion-blown equipment or in such a condition, etc.
- The protection film is attached to the polarizer with a small amount of glue. If some stress is applied to rub the protection film against the polarizer during the time you peel off the film, the glue is apt to remain on the polarizer. Please carefully peel off the protection film without rubbing it against the polarizer.
- When the module with protection film attached is stored for a long time, sometimes there remains a very small amount of glue still on the polarizer after the protection film is peeled off.
- You can remove the glue easily. When the glue remains on the polarizer surface or its vestige is recognized, please wipe them off with absorbent cotton waste or other soft material like chamois soaked with normal-hexane.

Transportation

The LCD modules should be no falling and violent shocking during transportation, and also should avoid excessive press, water, damp and sunshine.



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SHENZHEN TOPWAY TECHNOLOGY CO., LTD.

SMART LCD

Command V6.12

Manual

Prepared by: chenjian Date: 2019-06-28	Checked by: Date:	Approved by: Date:
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Rev.	Descriptions	Release Date
0.1	- Preliminary Draft release	2018-08-28
0.2	- add 0x94, 0x95	2018-11-22
0.3	- update section 2.1, 4.2.4, 4.2.7, 4.4.2, 4.4.9	2019-06-28

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1 Basic Specifications

TOPWAY Smart LCD serial command is for real-time control and access. Host machine get the data which input through the Smart LCD interface or provide the data for display.

1.1 Hardware connection

Smart LCD serial UART interface are mainly base on RS232-C standard, by default, config as 8N1 115200bps.

2 Command Structure

2.1 Communication Packet Structure

TOPWAY SmartLCD offer 3 kinds of Communication Packet Structure, which can be defined in editor project setting.

2.1.1 Basic Packet:

Seq	Code	Code type	Description
1	0xAA	Packet header	1byte
2	Cmd-code	Command code	1byte
3	Par-data	Parameter or Data	(*1)
4	0xCC 0x33 0xC3 0x3C	Packet tail	4byte

2.1.2 Packet with length:

Seq	Code	Code type	Description
1	0xAA	Packet header	1byte
2	Len	Packet length	2byte(*2)
3	Cmd-code	Command code	1byte
4	Par-data	Parameter or Data	(*1)
5	0xCC 0x33 0xC3 0x3C	Packet tail	4byte

2.1.3 Packet with CRC:

Seq	Code	Code type	Description
1	0xAA	Packet header	1byte
2	Len	Packet length	2byte(*2)
3	Cmd-code	Command code	1byte
4	Par-data	Parameter or Data	(*1)
5	0xCC 0x33	Packet tail	2byte
6	CRCL CRCH		2byte(*3)

Note.

*1. Unless otherwise specified,

all the multi-byte values, data, address' byte sequence are MSB first, LSB last.

*2. Packet length: from Seq3 to the end. (no. of byte)

*3. CRC Polynomial: $x^{16}+x^{15}+x^2+1$, Calculate the CRC value from Seq3 to Seq5. Please refer to appendix 1.

2.2 Packet Timeout

TOPWAY SmartLCD support Timeout setting, which can be defined in editor project setting.

Timeout options: None, 1s, 2s, 3s, 5s, 10s, 20s. If timeout, The incomplete Packet will be discarded.

2.3 Packet Acknowledgment

Packet Acknowledgment is two byte in ASCII (module → host):

Response	code	Description
Command (in packet) executed and wait for next Command	":>"	In ASCII (0x3a, 0x3e)
Command (in packet) error and wait for next Command	"!>"	In ASCII (0x21,0x3e)

Note.

*1. Packet Acknowledgement response to a valid packet only.

3 Data arrangement

3.1 Color Data Value Configuration

16 bit Color value

16 bit color value															
R4	R3	R2	R1	R0	G5	G4	G3	G2	G1	G0	B4	B3	B2	B1	B0
High byte (MSB)								Low byte (LSB)							
D7	D6	D5	D4	D3	D2	D1	D0	D7	D6	D5	D4	D3	D2	D1	D0

3.2 Data / Address / Page_ID / Location Values Configuration

64bit value

64 bit number value							
D63...D56	D55...D48	D47...D40	D39...D32	D31...D24	D23...D16	D15...D8	D7...D0
Byte7 (MSB)				Byte0 (LSB)			
D7...D0	D7...D0	D7...D0	D7...D0	D7...D0	D7...D0	D7...D0	D7...D0

32bit value

32 bit number value			
D31...D24	D23...D16	D15...D8	D7...D0
Byte3 (MSB)		Byte0 (LSB)	
D7...D0	D7...D0	D7...D0	D7...D0

16bit value

16 bit number value	
D15...D8	D7...D0
High Byte (MSB)	Low Byte (LSB)
D7...D0	D7...D0

4 Command Descriptions

4.1 Command table

Functions	Name	Code	Description
Config/ Status Functions	hand_shake	0x30	Read a Hand Shake
	read_version	0x31	Read firmware version
	read_pg_id	0x32	Read Current page ID
	touch_response	0x72/0x73/ 0x77/0x78/ 0x79	see also set_sys_config
	set_sys_config	0xE0	System parameter configuration and Baud Rate
	sel_project	0xE1	Specify operating project folder
	touch_calib	0xE4	Touch panel calibration(only for RTP)
	screen_saver	0x5E	Screen saver (backlight dim down time out)
	backlight_ctrl	0x5F	backlight brightness control (64 levels)
	buzzer_touch_sound	0x79	buzzer enable time length (in 10ms step)
	buzzer_ctrl	0x7A	Buzzer control
	Flash_write	0x90	Write data to the flash
	Flash_read	0x91	Read data from the flash
	RTC_read	0x9B	Read the RTC values
	RTC_set	0x9C	Set the RTC
	USR_bin_read	0x93	Read data from the USR_bin
	U_drv_format	0xE2	Format the U_drv
	U_drv_unlock	0xE3	Unlock the U_drv with pre-stored password
Display Control Functions	disp_page	0x70	Display a pre-stored TML file (page)
	set_element_fg	0x7E	Set the foreground color of STR, N16, N32 or N64
	set_element_bg	0x7F	Set the background color of STR, N16, N32 or N64
	set_codepage	0xE7	Sets country character set and code-page character set
	suspend_vp_fresh	0xE8	Set the screen to pause the refresh and deactivate the touchkey or release the pause to refresh and enable the touchkey
VP Functions	Successive_write	0x82	Write successive value to VP_N16, VP_N32, VP_N64
	Successive_read	0x83	Read successive value from VP_N16, VP_N32, VP_N64
	VP_Backup	0x94	VP Backup to Flash or VP Restore from Flash
	VP_Preload	0x95	VP Preload from usr.bin
	BP1_write	0x4B	Write bit-map (1bpp) data to VP_BP1
	BP1_write_comp	0x4C	Write compressed bit-map (1bpp) data to VP_BP1
	G16_write	0x4D	Write 16bit (signed integer) graphic array to VP_G16
	G16_write_rotate	0x4E	Rotate the VP_G16 array data inside the module and write a 16bit (signed integer) value into end-of-array
	Reg_Write	0x3B	Write System Register
	Reg_Read	0x3C	Read System Register
	STR_write	0x42	Write string to VP_STR
	STR_read	0x43	Read string form VP_STR
	STR_fill	0x46	Fill strings to the VP_STR
	N16_write	0x3d	Write 16bit (signed integer) value to VP_N16
	N16_read	0x3e	Read 16bit (signed integer) value from VP_N16
	N16_fill	0x3f	Fill numbers to the VP_N16
	N32_write	0x44	Write 32bit (signed integer) value to VP_N32
	N32_read	0x45	Read 32bit (signed integer) value from VP_N32
	N32_fill	0x47	Fill numbers to the VP_N32
	N64_write	0x48	Write 64bit (signed integer) value to VP_N64
	N64_read	0x49	Read 64bit (signed integer) value from VP_N64
	N64_fill	0x4A	Fill numbers to the VP_N64

4.2 Config/ Status Function Commands Details

4.2.1 hand_shake (0x30)

seq	Cmd-code / Par-data	Descriptions
1	0x30	Read a Hand Shake

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

Response code:

Seq.	Content	Byte in Hex	Descriptions
1 st	Header	0xAA	Communication packet header
2 nd	Command	0x30	Command executed
3 rd	"T"	0x54	"Topway HMT Ready\0" in ASCII
4 th	"o"	0x6f	
5 th	"P"	0x70	
6 th	"w"	0x77	
7 th	"a"	0x61	
8 th	"y"	0x79	
9 th	" "	0x20	
10 th	"H"	0x48	
11 th	"M"	0x4d	
12 th	"T"	0x54	
13 th	" "	0x20	
14 th	"R"	0x52	
15 th	"e"	0x65	
16 th	"a"	0x61	
17 th	"d"	0x64	
18 th	"y"	0x79	
19 th	\0	0x00	'\0'(0x00): string end mark
20 th	Tail	0xCC	Communication packet tail
21 st		0x33	
22 nd		0xC3	
23 rd		0x3C	

Note.

*1. The Response code with communication packet format (see Communication Packet Structure Section for details)

4.2.2 read_version (0x31)

Seq	Cmd-code / Par-data	Descriptions
1	0x31	Read firmware version

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

Response code:

Seq.	Content	Byte in Hex	Descriptions
1 st	Header	0xAA	Communication packet header
2 nd	Command	0x31	Command executed
3 rd	"1"	0x31	"1.06\0" in ASCII Where firmware version is V1.06(example)
4 th	" "	0x2e	
5 th	"0"	0x30	
6 th	"6"	0x36	
7 th	\0	0x00	'\0'(0x00): string end mark
8 th	Tail	0xCC	Communication packet tail
9 th		0x33	
10 th		0xC3	
11 th		0x3C	

Note.

*1. The Response code with communication packet format (see Communication Packet Structure Section for details)

4.2.3 read_pg_id (0x32)

Seq	Cmd-code / Par-data	Descriptions
1	0x32	Read Current page ID

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

Response code:

Seq.	Content	Byte in Hex	Descriptions
1 st	Header	0xAA	Communication packet header
2 nd	Command	0x32	Command executed
3 rd	Page ID	Page_IDh	Current Page ID in 16bit binary value
4 th		Page_IDl	
5 th	Tail	0xCC	Communication packet tail
6 th		0x33	
7 th		0xC3	
8 th		0x3C	

Note.

*1. The Response code with communication packet format (see Communication Packet Structure Section for details)

4.2.4 touch_response (0x72/ 0x73/ 0x77/ 0x78/ 0x79)

seq	Cmd-code / Par-data	Descriptions
1	--	Use set_sys_config to config the functions

Touch Release Coordinate Response code (0x72):

Seq.	Content	Byte in Hex	Descriptions
1 st	Header	0xAA	Communication packet header
2 nd	Command	0x72	Touched release Coordinate
3 rd	X coordinate	Xh	Coordinate in 16bit binary value X = horizontal coordinate Y = vertical coordinate
4 th		Xl	
5 th	Y coordinate	Yh	
6 th		Yl	
7 th	Tail	0xCC	Communication packet tail
8 th		0x33	
9 th		0xC3	
10 th		0x3C	

Note.

*1. The Response code with communication packet format (see Communication Packet Structure Section for details)

Touch Down Coordinate Response code (0x73):

Seq.	Content	Byte in Hex	Descriptions
1 st	Header	0xAA	Communication packet header
2 nd	Command	0x73	Touched down Coordinate
3 rd	X coordinate	Xh	Coordinate in 16bit binary value X = horizontal coordinate Y = vertical coordinate
4 th		Xl	
5 th	Y coordinate	Yh	
6 th		Yl	
7 th	Tail	0xCC	Communication packet tail
8 th		0x33	
9 th		0xC3	
10 th		0x3C	

Note.

*1. The Response code with communication packet format (see Communication Packet Structure Section for details)

Touch Key ID Response code (0x78):

Seq.	Content	Byte in Hex	Descriptions
1 st	Header	0xAA	Communication packet header
2 nd	Command	0x78	Touched release Key_ID defined by TOPWAY TML Graphic Editor will be response to host
3 rd	Page_ID	Page_IDh	Page_ID = the touch key in page(16bit binary value)
4 th		Page_IDl	
5 th	Key_ID	Key_ID	Key_ID (8bit binary value)
6 th	Tail	0xCC	Communication packet tail
7 th		0x33	
8 th		0xC3	
9 th		0x3C	

Note.

*1. The Response code with communication packet format (see Communication Packet Structure Section for details)

Touch Key ID Response code (0x79):

Seq.	Content	Byte in Hex	Descriptions
1 st	Header	0xAA	Communication packet header
2 nd	Command	0x79	Touched down Key_ID defined by TOPWAY TML Graphic Editor will be response to host
3 rd	Page_ID	Page_IDh	Page_ID = the touch key in page(16bit binary value)
4 th		Page_IDl	
5 th	Key_ID	Key_ID	Key_ID (8bit binary value)
6 th	Tail	0xCC	Communication packet tail
7 th		0x33	
8 th		0xC3	
9 th		0x3C	

Note.

*1. The Response code with communication packet format (see Communication Packet Structure Section for details)

Touch Key VP_ADD+VP_Value Response code (0x77):

Seq.	Content	Byte in Hex	Descriptions
1 st	Header	0xAA	Communication packet header
2 nd	Command	0x77	Touch Key VP_ADD+VP_Value Response code
3 rd	VP_ADD	Addr3 (MSB)	VP Address
4 th		Addr2	0x080000 ~ 0x08FFFF:VP_N16 Address
5 th		Addr1	0x020000 ~ 0x02FFFF:VP_N32 Address
6 th		Addr0(LSB)	0x030000 ~ 0x03FFFF:VP_N64 Address 0x000000 ~ 0x01FFFF:VP_STR Address
7 th	Data	:	No.of byte
:		:	VP_N16: 2byte
:		:	VP_N32: 4byte
:		:	VP_N64: 8byte
:	Tail	:	VP_STR: string (with end mark ("'\0'(0x00)))
:		0xCC	Communication packet tail
:		0x33	
:		0xC3	
:		0x3C	

Note.

*1. The Response code with communication packet format (see Communication Packet Structure Section for details)

4.2.5 set_sys_config (0xE0)

seq	Cmd-code / Par-data	Descriptions
1	0xE0	Baud Rate and system parameter configuration
2	0x55	
3	0xAA	
4	0x5A	
5	0xA5	
6	Baud_Set	Baudrate Set: 0x00 = 1200bps 0x01 = 2400bps 0x02 = 4800bps 0x03 = 9600bps 0x04 = 19200bps 0x05 = 38400bps 0x06 = 57600bps 0x07 = 115200bps
7	sys_par1	Bit7 = 0: Touch panel function disable Bit7 = 1: Touch panel functions enable (*3)(default) Bit[1..0]: Touch actions configuration (*2, *3)
8	0x00	Reserved

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

*2. Touch panel configuration:

Sys_par1 Bit7	Sys_par1 Bit1	Sys_par1 Bit0	Response To host	Descriptions
0	0	0	Null	Not touch panel functions
1	0	1	Coordinates	Touch down Coordinate will be response to host
1	1	0	Coordinates	Touch release Coordinate will be response to host
1	1	1	Key ID	Touch Key_ID defined by TOPWAY TML Graphic Editor will be response to host

*3. see set_touch section for response code

4.2.6 sel_project (0xE1)

seq	Cmd-code / Par-data	Descriptions
1	0xE1	Select project folder
2	Prj_ID	0~9, project ID 0: System execute the default project "THMT" 1~9: System execute the project "THMT01"~"THMT09"

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

4.2.7 touch_calib (0xE4)

seq	Cmd-code / Par-data	Descriptions
1	0xE4	Touch panel calibration
2	0x55	
3	0xAA	
4	0x5A	
5	0xA5	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

*2. Keep pressing the top right corner of touch panel during power on, could also trigger the touch_calib function (only for RTP)

4.2.8 screen_saver (0x5E)

seq	Cmd-code / Par-data	Descriptions
1	0x5E	Screen saver
2	Time1h	time out time in seconds, range: 0x0000 ~ 0xffff (0x0000: disable screen saver function) (*2)
3	Time1l	
4	PWM_LE	PWM_LE = 0 ~ 0x3F (default 0x19 in dim down), the backlight dimmed level in screen saving mode (*2) Screensavers brightness can not be greater than the backlight brightness.

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

*2. default value defined by TML graphic editor configuration

4.2.9 backlight_ctrl (0x5F)

seq	Cmd-code / Par-data	Descriptions
1	0x5F	backlight brightness control
2	PWM_LE	PWM_LE=0x00 ~ 0x3F (*2)

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

*2. default value defined by TML graphic editor configuration

4.2.10 buzzer_touch_sound (0x79)

seq	Cmd-code / Par-data	Descriptions
1	0x79	buzzer touch sound control
2	Time	Sounding time length (in 10ms), range 0x00~0x3F 0x00= disable (*2)

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

*2. default value defined by TML graphic editor configuration

4.2.11 buzzer_ctrl (0x7A)

seq	Cmd-code / Par-data	Descriptions
1	0x7A	Buzzer control
2	Loop count	Loop count, Range: 0x01 ~ 0xFF. 0xFF = buzzer infinite loop
3	T1	Buzzer play time 1 Range: 0x00 ~ 0xFF (0~25.5s)(unit 100ms)
4	T2	Buzzer play time 2 Range: 0x00 ~ 0xFF (0~25.5s)(unit 100ms)
5	Freq1	T1 time Buzzer frequency, Unit 100 Hz Ranges: 0x05 ~ 0x32 (500Hz ~ 5KHz) 0x00 = T1 time period buzzer turn off
6	Freq2	T2 time Buzzer frequency, Unit 100 Hz Ranges: 0x05 ~ 0x32 (500Hz ~ 5KHz) 0x00 = T1 time period buzzer turn off

Note:

1. The buzzer sound time is (T1 + T2)*100ms

4.2.12 Flash_write (0x90)

seq	Cmd-code / Par-data	Descriptions
1	0x90	Write data to the flash at specified address
2	Address3(MSB)	the specified start address to write Address range = 0x00000 ~ 0x03FFFF
3	Address2	
4	Address1	
5	Address0(LSB)	
6	Data_Lengthh	The no. of data byte to write. Length = 0x0001 ~ 0x0400
7	Data_Lengthl	
8	Data	data to write.
:	:	
:	:	
:	:	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

4.2.13 Flash_read (0x91)

seq	Cmd-code / Par-data	Descriptions
1	0x91	Read data from the flash at specified address
2	Address3(MSB)	the specified start address to write Address range = 0x00000 ~ 0x03FFFF
3	Address2	
4	Address1	
5	Address0(LSB)	
6	Data_Lengthh	The no. of data byte to read Length = 0x0001 ~ 0x0400
7	Data_Lengthl	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

Response code:

Seq.	Content	Byte in Hex	Descriptions
1 st	Header	0xAA	Communication packet header
2 nd	Command	0x91	Command executed
3 rd	Data	data	Read back data
:		:	
:		:	
:		:	
:	Tail	0xCC	Communication packet tail
:		0x33	
:		0xC3	
:		0x3C	

Note.

*1. The Response code with communication packet format (see Communication Packet Structure Section for details)

4.2.14 USR_bin_read (0x93)

seq	Cmd-code / Par-data	Descriptions
1	0x93	Read USR_bin data from the flash at specified address
2	Address3(MSB)	the specified start address to write Address range = 0x00000 ~ 0x03FFFF
3	Address2	
4	Address1	
5	Address0(LSB)	
6	Data_Lengthh	The no. of data byte to read Length = 0x0001 ~ 0x0400
7	Data_Lengthl	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

Response code:

Seq.	Content	Byte in Hex	Descriptions
1 st	Header	0xAA	Communication packet header
2 nd	Command	0x93	Command executed
3 rd	Data	data	Read back data
:		:	
:		:	
:		:	
:	Tail	0xCC	Communication packet tail
:		0x33	
:		0xC3	
:		0x3C	

Note.

*1. The Response code with communication packet format (see Communication Packet Structure Section for details)

4.2.15 RTC_read (0x9B)

seq	Cmd-code / Par-data	Descriptions
1	0x9B	Read the current RTC value

Response code:

Seq.	Content	Byte in Hex	Descriptions
1 st	Header	0xAA	Communication packet header
2 nd	Command	0x9B	Command executed
3 rd	Date	Year	Year: 00~99 (00=year 2000) (8bit binary value)
4 th		Month	Month: 01~12 (8bit binary value)
5 th		Day	Day: 01~31 (8bit binary value)
6 th	Time	Hour	Hour 00~23 (24hr format)(8bit binary value)
7 th		Minute	Minutes 00~59 (8bit binary value)
8 th		Second	Second 00~59 (8bit binary value)
9 th	Tail	0xCC	Communication packet tail
10 th		0x33	
11 th		0xC3	
12 th		0x3C	

Note.

*1. The Response code with communication packet format (see Communication Packet Structure Section for details)

4.2.16 RTC_set (0x9C)

seq	Cmd-code / Par-data	Descriptions
1	0x9C	Set the RTC
2	Year	Year = 00~99(2000 ~ 2099)
3	Month	Month = 00~12
4	Date	Date = 00~31
5	Hour	Hour = 00~23
6	Minute	Minute = 00~59
7	Second	Second = 00~59

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

4.2.17 U_drv_format (0xE2)

seq	Cmd-code / Par-data	Descriptions
1	0xE2	Format the USB drive.
2	0x55	All the files (include the security lock file) will be erased.
3	0xAA	
4	0x5A	
5	0xA5	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

4.2.18 U_drv_unlock (0xE3)

seq	Cmd-code / Par-data	Descriptions
1	0xE3	Unlock the USB drive of file read/write with pre-stored password.
2	PW	PW: password in ASCII
:	:	Length = 127max.
:	:	'\0'(0x00): string end mark
:	'\0'	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

4.3 Display Control Function Commands Details

4.3.1 disp_page (0x70)

seq	Cmd-code / Par-data	Descriptions
1	0x70	Display a pre-stored TML file(page)
2	Page_IDh	Page_ID = 0~999
3	Page_IDl	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

4.3.2 set_element_fg (0x7E)

Seq	Cmd-code / Par-data	Descriptions
1	0x7E	Set foreground colors of the STR, N16, N32 or N64
2	Element	0x00 = STR; 0x01 = N16, N32, N64
3	Page_IDh	Page_ID = 0~999
4	Page_IDl	
5	Element_ID	VP_STR = 0~127; N16, N32, N64 = 0~119
6	0x00	Reserve
7	FGh	Foreground color(0~0xffff)
8	FGl	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

4.3.3 set_element_bg (0x7F)

Seq	Cmd-code / Par-data	Descriptions
1	0x7F	Set background color of the STR, N16, N32 or N64
2	Element	0x00 = STR; 0x01 = N16, N32, N64
3	Page_IDh	Page_ID = 0~999
4	Page_IDl	
5	Element_ID	VP_STR = 0~127, N16, N32, N64 = 0~119
6	Mode	0x00: non transparent; 0x01 : transparent
7	BGh	Background color(0 ~ 0xffff)
8	BGl	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

4.3.4 set_codepage (0xE7)

Seq	Cmd-code / Par-data	Descriptions
1	0xE7	Sets country character set and code-page character set
2	Country	1 ~ 11, country character set
3	Codepage	1 ~ 22, code-page character set

Note.

*1. Country and CodePage table

Country Code	Descriptions	Code Page	Descriptions
1	USA	1	437 (OEM – United States)
2	France	2	737 (OEM – Greek 437G)
3	Germany	3	852 (OEM – Latin II)
4	United Kingdom	4	860 (OEM – Portuguese)
5	Demark I	5	863 (OEM – Canadian French)
6	Demark II	6	865 (OEM – Nordic)
7	Sweden	7	866 (OEM – Russian)
8	Italy	8	874 (ANSI/OEM – Thai)
9	Spain	9	932 (ANSI/OEM – Japanese Shift-JIS)
10	Japan	10	1250 (ANSI - Central Europe)
11	Norway	11	1251 (ANSI – Cyrillic)
--	--	12	1252 (ANSI – Latin I)
--	--	13	1253 (ANSI – Greek)
--	--	14	1254 (ANSI – Turkish)
--	--	15	1255 (ANSI – Hebrew)
--	--	16	1256 (ANSI – Arabic)
--	--	17	1257 (ANSI – Baltic)
--	--	18	1258 (ANSI – Viet Nam)
--	--	19	GB2312
--	--	20	GBK
--	--	21	EUC_KR
--	--	22	Big5

4.3.5 suspend_vp_refresh (0xE8)

Seq	Cmd-code / Par-data	Descriptions
1	0xE8	Set the screen to pause the refresh and deactivate the touchkey or release the pause to refresh and enable the touchkey
2	55	
3	AA	
4	5A	
5	A5	
6	Mode	0x00: release the pause to refresh and enable the touchkey 0x01: pause the refresh and deactivate the touchkey

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

4.4 VP Function Commands Details

4.4.1 Successive_write (0x82)

Seq	Cmd-code / Par-data	Descriptions
1	0x82	Write successive value to VP_N16, VP_N32, VP_N64
2	Addr3(MSB)	VP_N16 Address = 0x080000 ~ 0x08FFFF (should be aligned every 2 byte)
3	Addr2	
4	Addr1	VP_N32 Address = 0x020000 ~ 0x02FFFF (should be aligned every 4 byte)
5	Addr0(LSB)	
6	Length	VP_N64 Address = 0x030000 ~ 0x03FFFF (should be aligned every 8 byte)
7	Data 1(MSB)	The number of data to write (Length = 1~255)
8	Data 2	the value to write No. of byte of Data: VP_N16 = Length *2, VP_N32 = Length *4, VP_N64 = Length *8,
9	Data 3	
:	:	
:	Data n(LSB)	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

4.4.2 Successive_read (0x83)

Seq	Cmd-code / Par-data	Descriptions
1	0x83	Read successive value to VP_N16, VP_N32, VP_N64
2	Addr3(MSB)	VP_N16 Address = 0x080000 ~ 0x08FFFF (should be aligned every 2 byte)
3	Addr2	
4	Addr1	VP_N32 Address = 0x020000 ~ 0x02FFFF (should be aligned every 4 byte)
5	Addr0(LSB)	
6	Length	VP_N64 Address = 0x030000 ~ 0x03FFFF (should be aligned every 8 byte)
7	Length	The number of data to write (Length = 1 ~ 255)

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

Response code:

Seq.	Content	Byte in Hex	Descriptions
1 st	Header	0xAA	Communication packet header
2 nd	Command	0x83	Command executed
3 rd	VP_ADD	Addr3(MSB)	VP Address 0x080000 ~ 0x08FFFF:VP_N16 Address 0x020000 ~ 0x02FFFF:VP_N32 Address 0x030000 ~ 0x03FFFF:VP_N64 Address
4 th		Addr2	
5 th		Addr1	
6 th		Addr0(LSB)	
7 th	Length	NO.	No. of data
8 th	Data	Data n(MSB)	No. of byte of Data: VP_N16 = Length *2, VP_N32 = Length *4, VP_N64 = Length *8,
:		:	
:		:	
(n-1) th		Data1	
n th	Tail	Data0(LSB)	Communication packet tail
(n+1) th		0xCC	
(n+2) th		0x33	
(n+3) th		0xC3	
(n+4) th		0x3C	

Note.

*1. The Response code with communication packet format (see Communication Packet Structure Section for details)

4.4.3 VP_Backup (0x94)

seq	Cmd-code / Par-data	Descriptions
1	0x94	VP Backup to Flash or VP Restore from Flash
2	Dir	1: VP Restore 0: VP Backup
3	Addr3(MSB)	the specified Flash start address Address range = 0x000000 ~ 0x3FFFFFF
4	Addr2	
5	Addr1	
6	Addr0(LSB)	
7	VP Addr3(MSB)	VP Address 0x080000 ~ 0x08FFFF:VP_N16 Address 0x020000 ~ 0x02FFFF:VP_N32 Address 0x030000 ~ 0x03FFFF:VP_N64 Address 0x000000 ~ 0x01FFFF:VP_STR Address
8	VP Addr2	
9	VP Addr1	
10	VP Addr0(LSB)	
11	VP_Lengthh	The no. of VP VP_Length = 0x0001 ~ 0x8000
12	VP_Lengthl	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

*2. Random data may be restore, before the first time VP backup operation.

4.4.4 VP_Preload (0x95)

seq	Cmd-code / Par-data	Descriptions
1	0x95	VP Preload from USR_bin
2	01	
3	Addr3(MSB)	the specified usr.bin start address . Address range = 0x000000 ~ 0x3FFFFFF
4	Addr2	
5	Addr1	
6	Addr0(LSB)	
7	VP Addr3(MSB)	VP Address 0x080000 ~ 0x08FFFF:VP_N16 Address 0x020000 ~ 0x02FFFF:VP_N32 Address 0x030000 ~ 0x03FFFF:VP_N64 Address 0x000000 ~ 0x01FFFF:VP_STR Address
8	VP Addr2	
9	VP Addr1	
10	VP Addr0(LSB)	
11	VP_Lengthh	The no. of VP VP_Length = 0x0001 ~ 0x8000
12	VP_Lengthl	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

*2. If usr.bin read invalid, VP may not be update correctly.

4.4.5 BP1_write (0x4B)

Seq	Cmd-code / Par-data	Descriptions
1	0x4B	Write raw bit-map data to the VP_BP1
2	Addr3(MSB)	VP_BP1 Address = 0x040000 ~ 0x05FFFF
3	Addr2	
4	Addr1	
5	Addr0(LSB)	
6	Length3(MSB)	the number of data Length = 1 ~ 98304
7	Length2	
8	Length1	
9	Length0(LSB)	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

*2. After the above command issued, it follow with the raw data byte with out communication packet structure.

*3. over all command flow

HOST	Flow	module
BP1_write Command (in communication packet structure)	→	Instruct to wait for data....
Raw 1bpp image data (without communication packet structure)	→	Store the data into VP_BP1
	←	Response code ">" in ASCII (without communication packet structure)

4.4.6 BP1_write_compress (0x4C)

Seq	Cmd-code / Par-data	Descriptions
1	0x4C	Write compressed bit-map data to the VP_BP1
2	Addr3(MSB)	VP_BP1 Address = 0x040000 ~ 0x05FFFF
3	Addr2	
4	Addr1	
5	Addr0(LSB)	
6	Length3(MSB)	the number of data Length = 1 ~ 98304
7	Length2	
8	Length1	
9	Length0(LSB)	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

*2. After the above command issued, it follow with the compressed data byte with out communication packet structure.

*3. over all command flow

HOST	Flow	module
BP1_write Command (in communication packet structure)	→	Instruct to wait for data....
compressed 1bpp image data (without communication packet structure)	→	Store the data into VP_BP1
	←	Response code ">" in ASCII (without communication packet structure)

4.4.7 G16_write (0x4D)

Seq	Cmd-code / Par-data	Descriptions
1	0x4D	Write graph values to the VP_G16 array
2	Addr1_H	VP_G16 Address = 0x060000 ~ 0x07FFFF
3	Addr1l	
4	Addr2h	
5	Addr2l	
6	Sizeh	Array-size = 1 ~ 1024 (*2, *3)
7	Sizel	
8	Data(MSB)	16 bit data array (no. of byte = 2x array-size)
9	Data(LSB)	
10	Data(MSB)	
11	Data(LSB)	
:	:	
:	:	
:	:	
:	:	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

*2. Array-size = no. of 16bit values

*3. Array-size suggest to be same at the size value defined in TML editor

4.4.8 G16_write_rotate (0x4E)

Seq	Cmd-code / Par-data	Descriptions
1	0x4E	Write graph values to the last position of VP_G16 array with rotation effect
2	Addr1_H	VP_G16 Address = 0x060000 ~ 0x07FFFF
3	Addr1_L	
4	Addr2_H	
5	Addr2_L	
6	Size_H	Array-size to be rotate = 1 ~ 65535 (*2, *3)
7	Size_L	
8	Data(MSB)	16 bit data value to be add to the end-of-array
9	Data(LSB)	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

*2. Array-size = no. of 16bit values

*3. Array-size suggest to be same at the value defined in TML editor

4.4.9 Reg_Write (0x3B)

seq	Cmd-code / Par-data	Descriptions
1	0x3B	System Register Write Command
2	Addr3(MSB)	Address = 0xFFFF00 : Address = 0xFFFFF
3	Addr2	
4	Addr1	
5	Addr0(LSB)	
6	Data	the value to write

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

4.4.10 Reg_Read (0x3C)

seq	Cmd-code / Par-data	Descriptions
1	0x3C	System Register Read Command
2	Addr3(MSB)	Address = 0xFFFF00 : Address = 0xFFFFF
3	Addr2	
4	Addr1	
5	Addr0(LSB)	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

Response code:

Seq.	Content	Byte in Hex	Descriptions
1 st	Header	0xAA	Communication packet header
2 nd	Command	0x3C	Command executed
3 rd	Address	Addr3(MSB)	Address = 0xFFFF00 : Address = 0xFFFFF
4 th		Addr2	
5 th		Addr1	
6 th		Addr0(LSB)	
7 th	Data	Data(1Byte)	the value of the register
8 th	Tail	0xCC	Communication packet tail
9 th		0x33	
10 th		0xC3	
11 th		0x3C	

Note.

*1. The Response code with communication packet format (see Communication Packet Structure Section for details)

*2. When Timer reach the 0x00000000 or 0x7FFFFFFF, a notification will be provided a 0x77 response code with the corresponding Timer Address and Value.(See touch_response(0x77)for details)

4.4.11 STR_write (0x42)

Seq	Cmd-code / Par-data	Descriptions
1	0x42	Write string to VP_STR
2	Addr3(MSB)	the VP_STR Address = 0x00000 ~ 0x01FFFF (each VP_STR = 128 bytes) (address value must be divisible by 128)
3	Addr2	
4	Addr1	
5	Addr0(LSB)	
6	data	String to write
:	:	Total no. of byte in string ≤128
:	:	
:	'\0'	'\0'(0x00): string end mark

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

4.4.12 STR_read (0x43)

Seq	Cmd-code / Par-data	Descriptions
1	0x43	Read string from VP_STR
2	Addr3(MSB)	the VP_STR Address = 0x00000 ~ 0x01FFFF (each VP_STR = 128 bytes) (address value must be divisible by 128)
3	Addr2	
4	Addr1	
5	Addr0(LSB)	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

Response code:

Seq.	Content	Byte in Hex	Descriptions
1 st	Header	0xAA	Communication packet header
2 nd	Command	0x43	Command executed
3 rd	String data	data	String code
:		:	
:		:	
:		:	
:	Tail	0x00	"\0"(0x00): string end mark
:		0xCC	Communication packet tail
:		0x33	
:		0xC3	
:		0x3C	

Note.

*1. The Response code with communication packet format (see Communication Packet Structure Section for details)

4.4.13 STR_fill (0x46)

Seq	Cmd-code / Par-data	Descriptions
1	0x46	Write string to VP_STR
2	Addr3(MSB)	the VP_STR Address = 0x00000 ~ 0x01FFFF (each VP_STR = 128 bytes) (address value must be divisible by 128)
3	Addr2	
4	Addr1	
5	Addr0(LSB)	
6	Lengthh	the number of VP_STR (including the start address) to be filled Length = 1 ~ 1024
7	Lengthl	
8	data	String to write Total no. of byte in string ≤128
:	:	
:	:	
:	'\0'	'\0'(0x00): string end mark

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

4.4.14 N16_write (0x3D)

Seq	Cmd-code / Par-data	Descriptions
1	0x3D	Write 16bit number to VP_N16
2	Addr3(MSB)	VP_N16 Address = 0x080000 ~ 0x08FFFF (each VP_N16 = 2 byte) (address value must be divisible by 2)
3	Addr2	
4	Addr1	
5	Addr0(LSB)	
6	High Byte	The 16 bit value to write
7	Low Byte	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

4.4.15 N16_read (0x3E)

Seq	Cmd-code / Par-data	Descriptions
1	0x3E	Read 16bit number from VP_N16
2	Addr3(MSB)	VP_N16 Address = 0x080000 ~ 0x08FFFF (each VP_N16 = 2 byte) (address value must be divisible by 2)
3	Addr2	
4	Addr1	
5	Addr0(LSB)	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

Response code:

Seq.	Content	Byte in Hex	Descriptions
1 st	Header	0xAA	Communication packet header
2 nd	Command	0x3E	Command executed
3 rd	N16 value	Data1(MSB)	16 bit value
4 th		Data0(LSB)	
5 th	Tail	0xCC	Communication packet tail
6 th		0x33	
7 th		0xC3	
8 th		0x3C	

Note.

*1. The Response code with communication packet format (see Communication Packet Structure Section for details)

4.4.16 N16_fill (0x3F)

Seq	Cmd-code / Par-data	Descriptions
1	0x3F	Fill 16bit number to the VP_N16
2	Addr3(MSB)	VP_N16 Address = 0x080000 ~ 0x08FFFF (each VP_N16 = 2 byte) (address value must be divisible by 2)
3	Addr2	
4	Addr1	
5	Addr0(LSB)	
6	Lengthh	the number of VP_N16 (including the start address) to be filled Length = 1 ~ 32768
7	Lengthl	
8	High Byte	the 16 bit value to fill
9	Low Byte	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

4.4.17 N32_write (0x44)

Seq	Cmd-code / Par-data	Descriptions
1	0x44	Write 32bit number to VP_N32
2	Addr3(MSB)	VP_N32 Address = 0x020000 ~ 0x02FFFF (each VP_N32 = 4 byte) (address value must be divisible by 4)
3	Addr2	
4	Addr1	
5	Addr0(LSB)	
6	Data3(MSB)	the 32 bit no. value write.
7	Data2	
8	Data1	
9	Data0(LSB)	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

4.4.18 N32_read (0x45)

Seq	Cmd-code / Par-data	Descriptions
1	0x45	Read 32bit number from VP_N32
2	Addr3(MSB)	VP_N32 Address = 0x020000 ~ 0x02FFFF (each VP_N32 = 4 byte) (address value must be divisible by 4)
3	Addr2	
4	Addr1	
5	Addr0(LSB)	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

Response code:

Seq.	Content	Byte in Hex	Descriptions
1 st	Header	0xAA	Communication packet header
2 nd	Command	0x45	Command executed
3 rd	N32 value	Data3(MSB)	32 bit value
4 th		Data2	
5 th		Data1	
6 th		Data0(LSB)	
7 th	Tail	0xCC	Communication packet tail
8 th		0x33	
9 th		0xC3	
10 th		0x3C	

Note.

*1. The Response code with communication packet format (see Communication Packet Structure Section for details)

4.4.19 N32_fill (0x47)

Seq	Cmd-code / Par-data	Descriptions
1	0x47	Fill 32bit number to the VP_N32
2	Addr3(MSB)	VP_N32 Address = 0x020000 ~ 0x02FFFF (each VP_N32 = 4 byte) (address value must be divisible by 4)
3	Addr2	
4	Addr1	
5	Addr0(LSB)	
6	Lengthh	the number of VP_N32 (including the start address) to be filled Length = 1 ~ 16384
7	Lengthl	
8	Data3(MSB)	the 32 bit no. value to fill
9	Data2	
10	Data1	
11	Data0(LSB)	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

4.4.20 N64_write (0x48)

Seq	Cmd-code / Par-data	Descriptions
1	0x48	Write 64bit number to VP_N64
2	Addr3(MSB)	VP_N64 Address= 0x030000 ~ 0x03FFFF (each VP_N64 = 8 byte) (address value must be divisible by 8)
3	Addr2	
4	Addr1	
5	Addr0(LSB)	
6	Data7(MSB)	the 64bit no. value write.
7	Data6	
:	:	
:	:	
12	Data1	
13	Data0(LSB)	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

4.4.21 N64_read (0x49)

Seq	Cmd-code / Par-data	Descriptions
1	0x49	Read 64bit number from VP_N64
2	Addr3(MSB)	VP_N64 Address= 0x030000 ~ 0x03FFFF (each VP_N64 = 8 byte) (address value must be divisible by 8)
3	Addr2	
4	Addr1	
5	Addr0(LSB)	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

Response code:

Seq.	Content	Byte in Hex	Descriptions
1 st	Header	0xAA	Communication packet header
2 nd	Command	0x49	Command executed
3 rd	N64 value	Data7(MSB)	64 bit value
4 th		Data6	
:		:	
:		:	
9 th		Data1	
10 th		Data0(LSB)	
11 th	Tail	0xCC	Communication packet tail
12 th		0x33	
13 th		0xC3	
14 th		0x3C	

Note.

*1. The Response code with communication packet format (see Communication Packet Structure Section for details)

4.4.22 N64_fill (0x4A)

Seq	Cmd-code / Par-data	Descriptions
1	0x4A	Fill 64bit number to the VP_N64
2	Addr3(MSB)	VP_N64 Address= 0x030000 ~ 0x03FFFF (each VP_N64 = 8 byte) (address value must be divisible by 8)
3	Addr2	
4	Addr1	
5	Addr0(LSB)	
6	Lengthh	the number of VP_N64 (including the start address) to be filled Length = 1 ~ 8192
7	Lengthl	
8	Data7(MSB)	the 64 bit no. value to fill
9	Data6	
:	:	
:	:	
14	Data1	
15	Data0(LSB)	

Note.

*1. Command should be transferred in communication packet structure (see Communication Packet Structure Section for details)

Appendix 1: CRC Calculate

```
uint16_t const CRC16[256]={
/* 16: 8005 reflected */

0x0000,0xc0c1,0xc181,0x0140,0xc301,0x03c0,0x0280,0xc241,0xc601,0x06c0,0x0780,0xc741,0x0500,0xc5c1,0xc
481,0x0440,

0xcc01,0x0cc0,0x0d80,0xcd41,0x0f00,0xcfc1,0xce81,0x0e40,0x0a00,0xcac1,0xcb81,0x0b40,0xc901,0x09c0,0x0
880,0xc841,

0xd801,0x18c0,0x1980,0xd941,0x1b00,0xdbc1,0xda81,0x1a40,0x1e00,0xdec1,0xdf81,0x1f40,0xdd01,0x1dc0,0x1
c80,0xdc41,

0x1400,0xd4c1,0xd581,0x1540,0xd701,0x17c0,0x1680,0xd641,0xd201,0x12c0,0x1380,0xd341,0x1100,0xd1c1,0xd
081,0x1040,

0xf001,0x30c0,0x3180,0xf141,0x3300,0xf3c1,0xf281,0x3240,0x3600,0xf6c1,0xf781,0x3740,0xf501,0x35c0,0x3
480,0xf441,

0x3c00,0xfcc1,0xfd81,0x3d40,0xff01,0x3fc0,0x3e80,0xfe41,0xfa01,0x3ac0,0x3b80,0xfb41,0x3900,0xf9c1,0xf
881,0x3840,

0x2800,0xe8c1,0xe981,0x2940,0xeb01,0x2bc0,0x2a80,0xea41,0xee01,0x2ec0,0x2f80,0xef41,0x2d00,0xedc1,0xe
c81,0x2c40,

0xe401,0x24c0,0x2580,0xe541,0x2700,0xe7c1,0xe681,0x2640,0x2200,0xe2c1,0xe381,0x2340,0xe101,0x21c0,0x2
080,0xe041,

0xa001,0x60c0,0x6180,0xa141,0x6300,0xa3c1,0xa281,0x6240,0x6600,0xa6c1,0xa781,0x6740,0xa501,0x65c0,0x6
480,0xa441,

0x6c00,0xacc1,0xad81,0x6d40,0xaf01,0x6fc0,0x6e80,0xae41,0xaa01,0x6ac0,0x6b80,0xab41,0x6900,0xa9c1,0xa
881,0x6840,

0x7800,0xb8c1,0xb981,0x7940,0xbb01,0x7bc0,0x7a80,0xba41,0xbe01,0x7ec0,0x7f80,0xbf41,0x7d00,0xbdc1,0xb
c81,0x7c40,

0xb401,0x74c0,0x7580,0xb541,0x7700,0xb7c1,0xb681,0x7640,0x7200,0xb2c1,0xb381,0x7340,0xb101,0x71c0,0x7
080,0xb041,

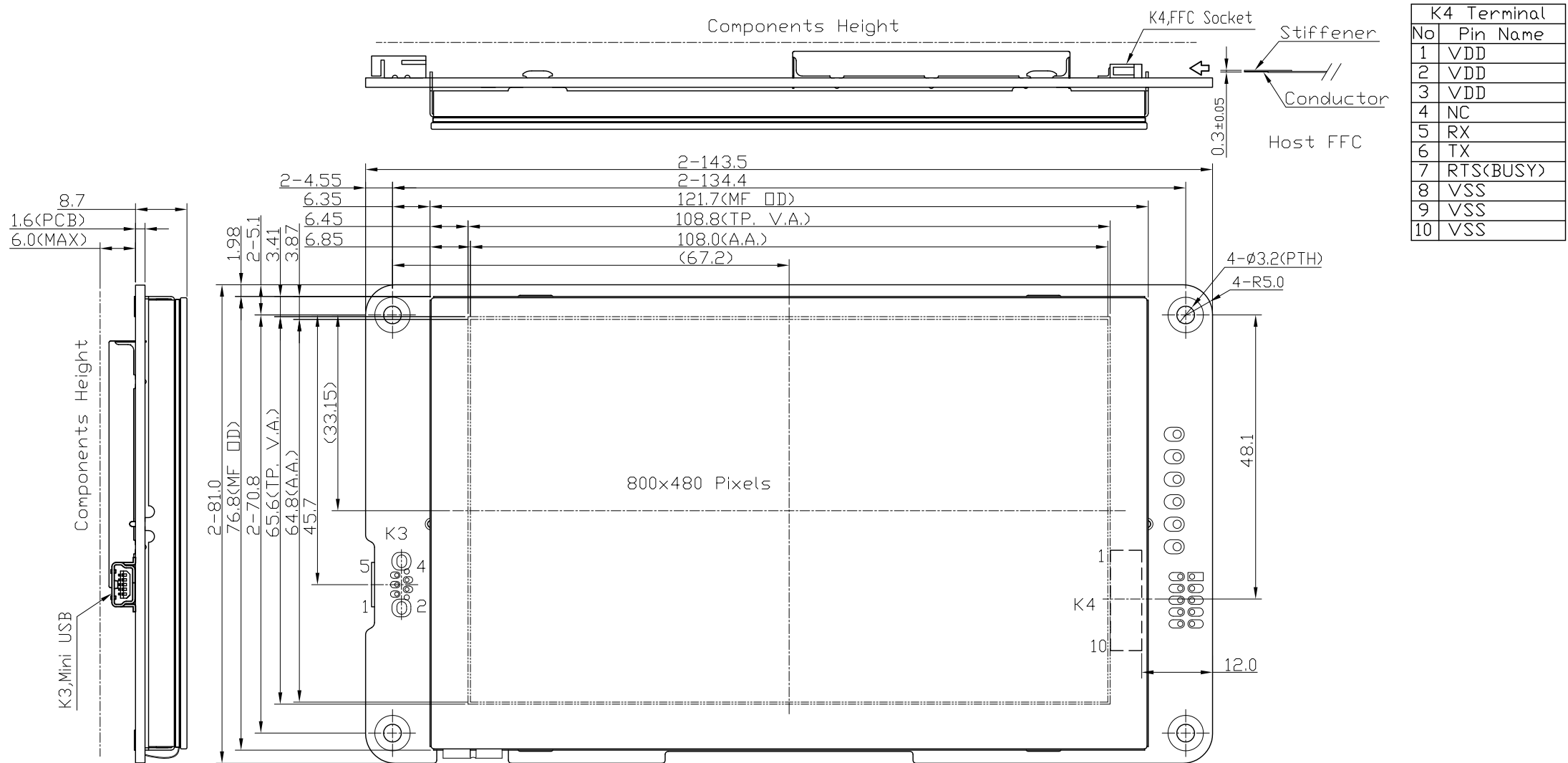
0x5000,0x90c1,0x9181,0x5140,0x9301,0x53c0,0x5280,0x9241,0x9601,0x56c0,0x5780,0x9741,0x5500,0x95c1,0x9
481,0x5440,

0x9c01,0x5cc0,0x5d80,0x9d41,0x5f00,0x9fc1,0x9e81,0x5e40,0x5a00,0x9ac1,0x9b81,0x5b40,0x9901,0x59c0,0x5
880,0x9841,

0x8801,0x48c0,0x4980,0x8941,0x4b00,0x8bc1,0x8a81,0x4a40,0x4e00,0x8ec1,0x8f81,0x4f40,0x8d01,0x4dc0,0x4
c80,0x8c41,

0x4400,0x84c1,0x8581,0x4540,0x8701,0x47c0,0x4680,0x8641,0x8201,0x42c0,0x4380,0x8341,0x4100,0x81c1,0x8
081,0x4040,
};

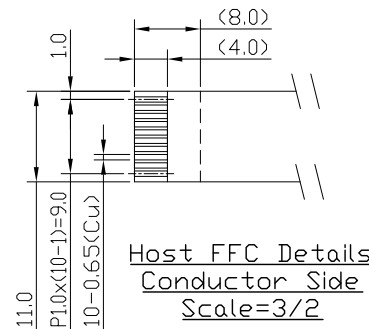
static __inline uint16_t rshiftu16(uint16_t value, int nb)
{
    return (uint16_t)((value >> nb) & ~((( uint16_t) 0x8000) >> (nb-1)));
}
uint16_t crc16_calc(unsigned char *q, int len)
{
    uint16_t crc = 0xffff;
    while (len-- > 0)
        crc=(rshiftu16(crc,8) ^ CRC16[(crc ^ *q++) & 0xff]);
    return crc;
}
```



K4 Terminal	
No	Pin Name
1	VDD
2	VDD
3	VDD
4	NC
5	RX
6	TX
7	RTS(BUSY)
8	VSS
9	VSS
10	VSS

Note:

- *1. LCD Display Type: TFT, Transmissive
- *2. Operating Voltage : 5.0~26.0V ▲
- *3. Pixel Arrangement: RGB-STRIPE
- *4. Color Depth : 65k Color
- *5. Interface : RS-232C
- *6. Touch Panel Type : Capacitive Touch Panel
- *7. Terminal:
 - K3: Mini USB
 - K4: 10Pin P1.0 FFC Socket Or Equivalent
- *8. Operating Temperature : -20°C~70°C
- *9. Storage Temperature : -30°C~80°C



C		
B		
A	Revise Voltage	2018-11-15 Wei Guangyang
RevNote		Date
Dwg Title	HMT050DTA-D Outline Dwg	
Dwg No.	MK-006486a-1-1	Date 2018-09-30
Scale	3/2	Tol. ±0.5
Unit	mm	Paper Size A3
Approved	Checked	Drawn Wei Guangyang
TOPWAY		

附录一：

CTP Application Precautions

1. CTP Mounting Precaution

1.1 Bezel Mounting (Figure 1)

- The bezel window should be bigger than the CTP active area. It should be $\geq 0.5\text{mm}$ each side.
- Gasket should be installed between the bezel and the CTP surface.
The final gap should be about $0.5\sim 1.0\text{mm}$.
- It is recommended to provide an additional support bracket for backside support when necessary (e.g. slim type TFT module without mounding structure). They should only provide appropriate support and keep the module in place.
- The mounting structure should be strong enough to prevent external uneven force or twist act onto the module.

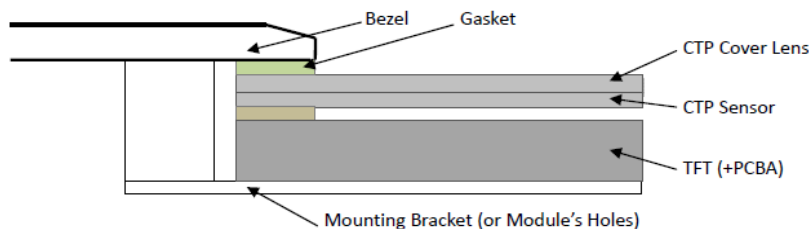


Figure 1

1.2 Surface Mounting (Figure 2)

- As the CTP assembling on the countersink area with double side adhesive.
The countersink area should be flat and clean to ensure the double side adhesive installation result.
- The Bezel is recommend to keep a gap ($\geq 0.3\text{mm}$ each side) around the cover lens for tolerance.
- It is recommended to provide an additional support bracket with gasket for backside support when necessary (e.g. TFT module without mounding structure). They should only provide appropriate support and keep the module in place.
- The mounting structure should be strong enough to prevent external uneven force or twist act onto the module.

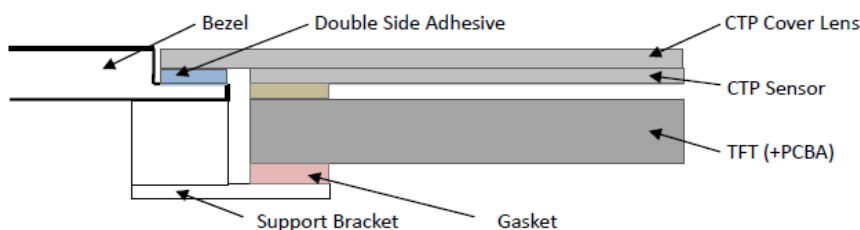


Figure 2

1.3 Additional Cover Lens Mounting (Figure 3)

- For the case of additional cover Lens mounting, it is necessary to recheck with the CTP specification about the material and thickness to ensure the functionality.
- It should keep a $0.2\sim 0.3\text{mm}$ gap between the cover lens and the CTP surface..
- The cover lens window should be bigger than the active area of the CTP.
It should be $\geq 0.5\text{mm}$ each side.
- It is recommended to provide an additional support bracket for backside support when necessary (e.g. slim type TFT module without mounding structure). They should only provide appropriate support and keep the module in place.
- The mounting structure should be strong enough to prevent external uneven force or twist act onto the module.

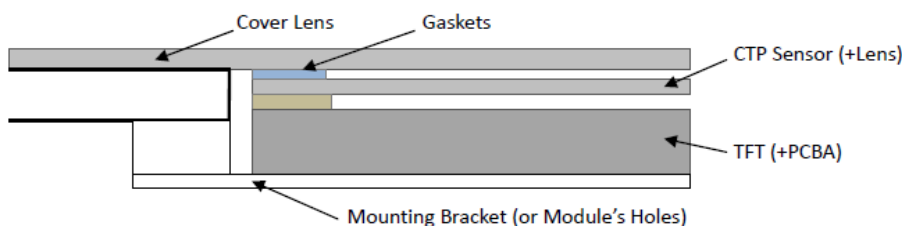


Figure 3

2. Handling Precautions

- 2.1 The product made of glass. Do not subject it to a mechanical shock by dropping it from a high place, etc.
- 2.2 Do not apply excessive or uneven force to the product since this may damage to the performance.
- 2.3 If the display surface is contaminated, breathe on the surface and gently wipe it with a soft dry cloth. If still not completely clear, moisten cloth with Isopropyl alcohol or Ethyl alcohol solvents. Solvents other than those mentioned above may damage the product. Especially, do not use Water, Ketone, Aromatic solvents.
- 2.4 Do not attempt to disassemble the CTP Module.
- 2.5 If the logic circuit power is off, do not apply the input signals.
- 2.6 To prevent destruction of the elements by static electricity, be careful to maintain an optimum work environment.
 - a. Be sure to ground the body when handling the CTP Modules.
 - b. Tools required for assembly, such as soldering irons, must be properly ground.
 - c. To reduce the amount of static electricity generated, do not conduct assembly and other work under dry conditions.
 - d. The CTP Module is coated with a film to protect the display surface. Be care when peeling off this protective film since static electricity may be generated.

3. Storage and Transportation Precautions

- 3.1 When storing the CTP modules, avoid exposure to direct sunlight or to the light of fluorescent lamps.
- 3.2 The CTP modules should be stored the required temperature range. If the CTP modules will be stored for a long time, the recommend condition is the temperature of 0~40 °C and relative humidity of ≤80%.
- 3.3 The LCD modules should be stored in the room without acid, alkali and harmful gas.
- 3.4 The CTP modules should be no falling and violent shocking during transportation, and also should avoid excessive press, water, damp and sunshine.