

ezDisplay RGB LED Display Command List

64x32 LED dot matrix default for AT Command

Code	Function	64x32 LED dot matrix default for AT Command	
		Instruction of AT Command mode	API for Arduino (AT Command mode)
N/A	Send Image (64x32 Mono bitmap) to LED Display (An array consist of 256 bytes bitmap)	1. A "for" loop to send 256 bytes user define display information 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms	for (i = 0 ; i < 256; i++) { Serial.write(User_define_array[i]); } while (Serial.read() !='E') {} delay(2);
N/A	Send Image (64x32 332/RGB bitmap) to LED Display (An array consist of 2048 bytes bitmap)	1. A "for" loop to send 2048 bytes user define display information 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms	for (i = 0 ; i < 2048; i++) { Serial.write(User_define_array[i]); } while (Serial.read() !='E') {} delay(2);
N/A	Text input without AT command	Text input 5x7 string	
0x80	Write a 5X7 Character	1. AT80=(line,column,Character) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <example> AT80=(0,0,A)	Write_AT_Command("AT80=(0,0,A)"); void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }
0x81	Write a 5X7 String	1. AT81=(line,column,String) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <example> AT81=(0,0,ABCD1234)	Write_AT_Command("AT81=(0,0,ABCD1234)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }
0x82	Write a 8X16 Character (not available for 96x8 RGB LED)	1. AT82=(line,column,Character) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <example> AT82=(0,0,A)	Write_AT_Command("AT82=(0,0,A)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }

0x83	<p>Write a 8X16 String</p> <p>(not available for 96x8 RGB LED)</p>	<ol style="list-style-type: none"> 1. AT83=(line,column,String) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> AT83=(0,0,ABCD1234)</p>	<pre>Write_AT_Command("AT83=(0,0,ABCD1234)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0x84	<p>Dsisplay a 8X8 pattern</p>	<ol style="list-style-type: none"> 1. AT84=(X position, Y position, pattern ID) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> AT84=(16,32,1)</p>	<pre>Write_AT_Command("AT84=(16,32,1)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0x85	<p>Dsisplay a 8X16 pattern</p> <p>(not available for 96x8 RGB LED)</p>	<ol style="list-style-type: none"> 1. AT85=(X position,Y position,pattern ID) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> AT85=(16,32,1)</p>	<pre>Write_AT_Command("AT85=(16,32,1)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0x86	<p>Dsisplay a 16X16 pattern</p> <p>(not available for 96x8 RGB LED)</p>	<ol style="list-style-type: none"> 1. AT86=(X position,Y position,pattern ID) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> AT86=(16,32,1)</p>	<pre>Write_AT_Command("AT86=(16,32,1)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0x87	<p>Dsisplay a 32X32 pattern</p> <p>(not available for 96x8 RGB LED)</p>	<ol style="list-style-type: none"> 1. AT87=(X position,Y position,pattern ID) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> AT87=(16,32,1)</p>	<pre>Write_AT_Command("AT87=(16,32,1)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>



0x88	<p>Dsisplay a 16X32 pattern</p> <p>(not available for 96x8 RGB LED)</p>	<p>1. AT88=(X position,Y position,pattern ID) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><example> AT88=(16,32,1)</p>	<pre>Write_AT_Command("AT88=(16,32,1)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0x90	<p>Draw a line</p>	<p>1. AT90=(X0 position,Y0 position,X1 position,Y1 position,0~255) *0~255: ref to COLOR CODE Table</p> <p>2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><RGB LED example> AT90=(1,4,54,4,4) : '4' green color</p>	<pre>Write_AT_Command("AT90=(1,4,54,4,4)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0x91	<p>Draw a Rectangle</p>	<p>1. AT91=(X0 position,Y0 position,X1 position,Y1 position,0~255) *0~255: ref to COLOR CODE Table</p> <p>2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><RGB LED example> AT91=(0,0,55,7,2) : '2' blue color</p>	<pre>Write_AT_Command("AT91=(0,0,55,7,2)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0x92	<p>Draw a filled Rectangle</p>	<p>1. AT92=(X0 position,Y0 position,X1 position,Y1 position,0~255) *0~255: ref to COLOR CODE Table</p> <p>2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><RGB LED example> AT92=(1,1,54,6,32) : '32' red color</p>	<pre>Write_AT_Command("AT92=(1,1,54,6,32)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0x93	<p>Draw a Square</p>	<p>1. AT93=(X position,Y position,Width,0~255) *0~255: ref to COLOR CODE Table</p> <p>2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><RGB LED example> AT93=(48,1,4,2) : '2' blue color</p>	<pre>Write_AT_Command("AT93=(48,1,4,2)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>

0x94	Draw a Circle	<p>1. AT94=(X position,Y position,Radius,0~255)</p> <p>*0~255: ref to COLOR CODE Table</p> <p>2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><RGB LED example> AT94=(48,4,3,2) : '2' blue color</p>	<pre>Write_AT_Command("AT94=(48,4,3,2)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0x95	Draw a filled Circle	<p>1. AT95=(X position,Y position,Radius,0~255)</p> <p>*0~255: ref to COLOR CODE Table</p> <p>2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><RGB LED example> AT95=(48,4,3,4) : '4' green color</p>	<pre>Write_AT_Command("AT95=(48,4,3,4)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0x96	Draw a tip upward Triangle	<p>1. AT96=(X position,Y position,Height,0~255)</p> <p>*0~255: ref to COLOR CODE Table</p> <p>2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><RGB LED example> AT96=(48,1,3,4) : '4' green color</p>	<pre>Write_AT_Command("AT96=(48,1,3,4)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0x97	Draw a filled tip upward Triangle	<p>1. AT97=(X position,Y position,Height,0~255)</p> <p>*0~255: ref to COLOR CODE Table</p> <p>2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><RGB LED example> AT97=(48,1,3,32) : '32' red color</p>	<pre>Write_AT_Command("AT97=(48,1,3,32)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0x98	Draw a tip downward Triangle	<p>1. AT98=(X position,Y position,Height,0~255)</p> <p>*0~255: ref to COLOR CODE Table</p> <p>2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><RGB LED example> AT98=(48,6,3,4) : '4' green color</p>	<pre>Write_AT_Command("AT98=(48,6,3,4)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>

0x99	Draw a filled tip downward Triangle	<p>1. AT99=(X position,Y position,Height,0~255)</p> <p>*0~255: ref to COLOR CODE Table</p> <p>2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><RGB LED example> AT99=(48,6,3,4) : '4' green color</p>	<pre>Write_AT_Command("AT99=(48,6,3,4)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0x9a	Draw a tip leftward Triangle	<p>1. AT9a=(X position,Y position,Width,0~255)</p> <p>*0~255: ref to COLOR CODE Table</p> <p>2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><RGB LED example> AT9a=(48,4,2,4) : '4' green color</p>	<pre>Write_AT_Command("AT9a=(48,4,2,4)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0x9b	Draw a filled tip leftward Triangle	<p>1. AT9b=(X position,Y position,Width,0~255)</p> <p>*0~255: ref to COLOR CODE Table</p> <p>2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><RGB LED example> AT9b=(48,4,2,4) : '4' green color</p>	<pre>Write_AT_Command("AT9b=(48,4,2,4)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0x9c	Draw a tip rightward Triangle	<p>1. AT9c=(X position,Y position,Width, 0~255)</p> <p>*0~255: ref to COLOR CODE Table</p> <p>2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><RGB LED example> AT9c=(48,4,2,4) : '4' green color</p>	<pre>Write_AT_Command("AT9c=(48,4,2,4)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0x9c	Draw a tip rightward Triangle	<p>1. AT9c=(X position,Y position,Width, 0~255)</p> <p>*0~255: ref to COLOR CODE Table</p> <p>2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><RGB LED example> AT9c=(48,4,2,4) : '4' green color</p>	<pre>Write_AT_Command("AT9c=(48,4,2,4)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>

<p>0x9d</p>	<p>Draw a filled tip rightward Triangle</p>	<p>1. AT9d=(X position,Y position,Width,0~255) *0~255: ref to COLOR CODE Table 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <RGB LED example> AT9d=(48,4,2,4) : '4' green color</p>	<pre>Write_AT_Command("AT9d=(48,4,2,4)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
<p>0x9e</p>	<p>Set a Pixel as default Color</p>	<p>1. AT9e=(X position,Y position) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <example> AT9e=(120,32)</p>	<pre>Write_AT_Command("AT9e=(120,32)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
<p>0x9f</p>	<p>Clear a Pixel</p>	<p>1. AT9f=(X position,Y position) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <example> AT9f=(32,32)</p>	<pre>Write_AT_Command("AT9f=(32,32)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
<p>0xa0</p>	<p>Display image row by row Up Ward</p>	<p>1. ATa0=(Speed in ms) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <example> ATa0=(20)</p>	<pre>Write_AT_Command("ATa0=(20)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
<p>0xa1</p>	<p>Display image row by row Down Ward</p>	<p>1. ATa1=(Speed in ms) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <example> ATa1=(20)</p>	<pre>Write_AT_Command("ATa1=(20)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>



0xa2	Display image column by column Left Ward	<p>1. ATa2=(Speed in ms) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><example> ATa2=(20)</p>	<pre>Write_AT_Command("ATa2=(20)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xa3	Display image column by column Right Ward	<p>1. ATa3=(Speed in ms) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><example> ATa3=(20)</p>	<pre>Write_AT_Command("ATa3=(20)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xa4	Erase image row by row Up Ward	<p>1. ATa4=(Speed in ms) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><example> ATa4=(20)</p>	<pre>Write_AT_Command("ATa4=(20)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xa5	Erase image row by row Down Ward	<p>1. ATa5=(Speed in ms) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><example> ATa5=(20)</p>	<pre>Write_AT_Command("ATa5=(20)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xa6	Erase image column by column Left Ward	<p>1. ATa6=(Speed in ms) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><example> ATa6=(20)</p>	<pre>Write_AT_Command("ATa6=(20)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>

0xa7	Erase image column by column Right Ward	<p>1. ATa7=(Speed in ms) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><example> ATa7=(20)</p>	<pre>Write_AT_Command("ATa7=(20)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xa8	Display image Inside Out	<p>1. ATa8=(Speed in ms) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><example> ATa8=(20)</p>	<pre>Write_AT_Command("ATa8=(20)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xa9	Display image Outside In	<p>1. ATa9=(Speed in ms) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><example> ATa9=(20)</p>	<pre>Write_AT_Command("ATa9=(20)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xaa	Erase image Inside Out	<p>1. ATaa=(Speed in ms) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><example> ATaa=(20)</p>	<pre>Write_AT_Command("ATaa=(20)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xab	Erase image Outside In	<p>1. ATab=(Speed in ms) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><example> ATab=(20)</p>	<pre>Write_AT_Command("ATab=(20)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>

0xac	Shift one row up	<ol style="list-style-type: none"> 1. ATac=() 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> ATac=()</p>	<pre>Write_AT_Command("ATac=()") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xad	Shift one row down	<ol style="list-style-type: none"> 1. ATad=() 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> ATad=()</p>	<pre>Write_AT_Command("ATad=()") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xae	Shift one column left	<ol style="list-style-type: none"> 1. ATae=() 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> ATae=()</p>	<pre>Write_AT_Command("ATae=()") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xaf	Shift one column right	<ol style="list-style-type: none"> 1. ATaf=() 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> ATaf=()</p>	<pre>Write_AT_Command("ATaf=()") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xb0	Fly in up-ward	<ol style="list-style-type: none"> 1. ATb0=(Page address,Speed) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> ATb0=(1,3)</p>	<pre>Write_AT_Command("ATb0=(1,3)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xb1	Fly in down-ward	<ol style="list-style-type: none"> 1. ATb1=(Page address,Speed) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> ATb1=(3,2)</p>	<pre>Write_AT_Command("ATb1=(3,2)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>

0xb2	Fly in left-ward	<p>1. ATb2=(Page address,Speed) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><example> ATb2=(1,3)</p>	<pre>Write_AT_Command("ATb2=(1,3)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xb3	Fly in right-ward	<p>1. ATb3=(Page address,Speed) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><example> ATb3=(1,3)</p>	<pre>Write_AT_Command("ATb3=(1,3)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xb4	Fly in up-left-ward	<p>1. ATb4=(Page address,Speed) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><example> ATb4=(1,3)</p>	<pre>Write_AT_Command("ATb4=(1,3)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xb5	Fly in up-right-ward	<p>1. ATb5=(Page address,Speed) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><example> ATb5=(1,3)</p>	<pre>Write_AT_Command("ATb5=(1,3)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xb6	Fly in down-left-ward	<p>1. ATb6=(Page address,Speed) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><example> ATb6=(1,3)</p>	<pre>Write_AT_Command("ATb6=(1,3)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>



0xb7	Fly in down-right-ward	<ol style="list-style-type: none"> 1. ATb7=(Page address,Speed) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> ATb7=(1,3)</p>	<pre>Write_AT_Command("ATb7=(1,3)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xd0	Clear display	<ol style="list-style-type: none"> 1. ATd0=() 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> ATd0=()</p>	<pre>Write_AT_Command("ATd0=()") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xd1	Show the data in the display memory	<ol style="list-style-type: none"> 1. ATd1=() 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> ATd1=()</p>	<pre>Write_AT_Command("ATd1=()") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xd2	Scroll the whole display upward	<ol style="list-style-type: none"> 1. ATd2=(shif time in ms) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> ATd2=(20)</p>	<pre>Write_AT_Command("ATd2=(20)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xd3	Scroll the whole display downward	<ol style="list-style-type: none"> 1. ATd3=(shif time in ms) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> ATd3=(20)</p>	<pre>Write_AT_Command("ATd3=(20)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xd4	Scroll the whole display leftward	<ol style="list-style-type: none"> 1. ATd4=(shif time in ms) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> ATd4=(20)</p>	<pre>Write_AT_Command("ATd4=(20)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>

0xd5	Scroll the whole display rightward	<p>1. ATd5=(shif time in ms) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><example> ATd5=(20)</p>	<pre>Write_AT_Command("ATd5=(20)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xdf	Desinate the number of pages for animamtion	<p>1. ATdf=(page number 2~7) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><example> ATdf=(5)</p>	<pre>Write_AT_Command("ATdf=(5)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xe0	Write a 5X7 RGB Character	<p>1. ATe0=(line,column, Color 0~255, Character) *Color 0~255:ref to COLOR CODE Table</p> <p>2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><RGB LED example> ATe0=(0,0,3,A) : '3' blue color</p>	<pre>Write_AT_Command("ATe0=(0,0,3,A)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xe1	Write a 5x7 RGB String	<p>1. ATe1=(line,column, Color 0~255.String) *Color 0~255: ref to COLOR CODE Table</p> <p>2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><RGB LED example> ATe1=(0,0,3,ABCD1234) : '3' blue color</p>	<pre>Write_AT_Command("ATe1=(0,0,3,ABCD1234)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xe2	<p>Write a 8X16 RGB Character</p> <p>(not available for 96x8 RGB LED)</p>	<p>1. ATe2=(line,column, Color 0~255, Character) *Color 0~255: ref to COLOR CODE Table</p> <p>2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><RGB LED example> ATe2=(0,0,3,A) : '3' blue color</p>	<pre>Write_AT_Command("ATe2=(0,0,3,A)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>

<p>0xe3</p>	<p>Write a 8X16 RGB String</p> <p>(not available for 96x8 RGB LED)</p>	<p>1. ATe3=(line,column, Color 0~255,String) *Color 0~255: ref to COLOR CODE Table</p> <p>2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><RGB LED example> ATe3=(0,0,3,ABCD1234) : '3' blue color</p>	<pre>Write_AT_Command("ATe3=(0,0,3,ABCD1234)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
<p>0xec</p>	<p>Set default Background</p>	<p>1. ATec=(Background 0~255) *Background 0~255: ref to COLOR CODE Table</p> <p>2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><RGB LED example> ATec=(11) : '11' cyan color</p>	<pre>Write_AT_Command("ATec=(11)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
<p>0xee</p>	<p>Set a Color Pixel</p>	<p>1. ATee=(X position,Y position, Color 0~255) *Color 0~255: ref to COLOR CODE Table</p> <p>2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><RGB LED example> ATee=(48,6,96) : '96' Red color</p>	<pre>Write_AT_Command("ATee=(48,6,96)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
<p>0xef</p>	<p>Set pixel's default Color</p>	<p>1. ATef=(Color 0~255) *Color 0~255: ref to COLOR CODE Table</p> <p>2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><example> ATef=(32) : '32' red color</p>	<pre>Write_AT_Command("ATef=(32)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
<p>0xf0</p>	<p>Turn display Off</p>	<p>1. ATf0=() 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms</p> <p><example> ATf0=()</p>	<pre>Write_AT_Command("ATf0=()") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>



0xf1	Turn display On	<ol style="list-style-type: none"> 1. ATf1=() 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> ATf1=()</p>	<pre>Write_AT_Command("ATf1=()") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xf2	Set the brightness of RGB LED Display	<ol style="list-style-type: none"> 1. ATf2=(level of brightness 0~11) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> ATf2=(3)</p>	<pre>Write_AT_Command("ATf2=(3)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xf6	Change Instruction mode (0 for HEX command, 1 for AT command)	<ol style="list-style-type: none"> 1. ATf6=(instruction mode) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> ATf6=(0)</p>	<pre>Write_AT_Command("ATf6=(0)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xfb	Change Baudrate	<ol style="list-style-type: none"> 1. ATfb=(0 or 1) * 0 stands for 9600, 1 stands for 115200 2. Change user's MCU UART baudrate to desinated baudrate <p><example> ATfb=(0) : Change to 9600 bps.</p>	<pre>Write_AT_Command("ATfb=(0)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xfc	Change the display page	<ol style="list-style-type: none"> 1. ATfc=(Page address 0~7) 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> ATfc=(3)</p>	<pre>Write_AT_Command("ATfc=(3)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>



0xfd	Change the animation	<ol style="list-style-type: none"> 1. ATfd=(animation number 0~30) * 0 stands for stop animation 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> ATfd=(18)</p>	<pre>Write_AT_Command("ATfd=(18)") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>
0xfe	Write display contents to current displayed EEPROM page address	<ol style="list-style-type: none"> 1. ATfe=() 2. Wait until receive a module available byte ('E') from ezDisplay 3. Wait 2ms <p><example> ATfe=()</p>	<pre>Write_AT_Command("ATfe=()") void Write_AT_Command(char *string) { Serial.print(string); while (Serial.read() != 'E') {} delay(2); }</pre>

COLOR CODE Table

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79
96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111



ASCII code of 5X7 fonts and 8X16 fonts

Hex	Symbol	Hex	Symbol	Hex	Symbol
0x20		0x40	@	0x60	`
0x21	!	0x41	A	0x61	a
0x22	"	0x42	B	0x62	b
0x23	#	0x43	C	0x63	c
0x24	\$	0x44	D	0x64	d
0x25	%	0x45	E	0x65	e
0x26	&	0x46	F	0x66	f
0x27		0x47	G	0x67	g
0x28	(0x48	H	0x68	h
0x29)	0x49	I	0x69	i
0x2a	*	0x4a	J	0x6a	j
0x2b	+	0x4b	K	0x6b	k
0x2c	,	0x4c	L	0x6c	l
0x2d	-	0x4d	M	0x6d	m
0x2e	.	0x4e	N	0x6e	n
0x2f		0x4f	O	0x6f	o
0x30	0	0x50	P	0x70	p
0x31	1	0x51	Q	0x71	q
0x32	2	0x52	R	0x72	r
0x33	3	0x53	S	0x73	s
0x34	4	0x54	T	0x74	t
0x35	5	0x55	U	0x75	u
0x36	6	0x56	V	0x76	v
0x37	7	0x57	W	0x77	w
0x38	8	0x58	X	0x78	x
0x39	9	0x59	Y	0x79	y
0x3a	:	0x5a	Z	0x7a	z
0x3b	;	0x5b]	0x7a	{
0x3c	<	0x5c	\	0x7a	
0x3d	=	0x5d	[0x7a	}
0x3e	>	0x5e	^	0x7a	~
0x3f	?	0x5f	_	0x7a	<-

ASCII code of 16X16 fonts

Hex	Symbol
0x30	0
0x31	1
0x32	2
0x33	3
0x34	4
0x35	5
0x36	6
0x37	7
0x38	8
0x39	9

No. of 8X8 pattern

No.	Symbol
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9

No. of 8X16 pattern

No.	Symbol
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9

No. of 16X16 pattern

No.	Symbol
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9

No. of 32X32 pattern

No.	Symbol
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	°C
11	°F
12	