

		PART NUMBER	LDM-136248-NI-UR	REV	X3
ezDisplay 8x8 DOT MATRIX LED DISPLAY COMMAND LIST					
Code	Function	Instruction of AT Command mode	API for C (using STM32F030 as an example)		
N/A	Send a text or string to 8x8 LED Display	1. type a Text or String 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms	printf("""2""") while (USART_ReceiveData(UART1) != 'E') {} or printf("""012345678ABCD""") while (USART_ReceiveData(UART1) != 'E') {}		
N/A	Send Image 8x8 (8x8 332/RGB bitmap) to LED Display (An array consist of 64 bytes bitmap)	1. A ""for"" loop to send 64 bytes user define display information 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms	for (i = 0 ; i < 64; i++) { USART_Write(User_define_array[i]); } while (USART_ReceiveData() !='E') {}		
N/A	Send Image 128x16 (128x16 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 or delay 10 ms	for (i = 0 ; i < 2048; i++) { USART_Write(User_define_array[i]); } while (USART_ReceiveData(UART1) != 'E') {}		
0x80	Write a 5X7 Character	1. AT80=(line,column,Character) 2. Wait until receive a module available byte ('E') from ezDisplay <example> AT80=(0,0,A)	printf("""at80=(%d,%d,%d)""",Line,Column,Character); while (USART_ReceiveData(UART1) != 'E') {} or input directly printf("""at80=(0,0,A)"""); while (USART_ReceiveData(UART1) != 'E') {}		
0x81	Write a 5X7 String	1. AT81=(line,column,String) 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <example> AT81=(0,0,ABCD1234)	printf("""at81=(%d,%d,%s)""",Line,Column,String); while (USART_ReceiveData(UART1) != 'E') {} or printf("""at81=(%d,%d,%d)""",Line,Column,Value); while (USART_ReceiveData(UART1) != 'E') {} or printf("""at81=(%d,%d,%f)""",Line,Column,Value); while (USART_ReceiveData(UART1) != 'E') {} or input directly printf("""at81=(0,0,ABCD9876%\$)"""); while (USART_ReceiveData(UART1) != 'E') {}		
0x84	Dsisplay a 8X8 pattern	1. AT84=(X position,Y position, pattern ID) 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <example> AT84=(16,32,1)	printf("""at84=(16,32,1)"""); while (USART_ReceiveData(UART1) != 'E') {}		
*UNLESS OTHERWISE SPECIFIED TOLERANCES PER DECIMAL PRECISION ARE: X=±1 (±0.039), X.X=±0.5 (±0.020), X.XX=±0.25 (±0.010), X.XXX=±0.127 (±0.005). LEAD SIZE=±0.05 (±0.002), LEAD LENGTH=±0.75 (±0.030). MIN= ^{+DECIMAL PRECISION} _{-0.00} MAX.= ^{+0.00} _{-DECIMAL PRECISION}					
LUMEX® Creating LED and LCD Solutions Together™ 425 N. GARY AVE. CAROL STREAM, IL 60188 PHONE : 800-278-5666 FAX : 630-315-2150 WEB : WWW.LUMEX.COM		41.0(L)*96.2(W)*12.55(H)mm, 1.3"/8*24 DOT MATRIX LED DISPLAY, 660nm RED, BLACK FACE WITH MILKY DOTS, 64 GRAY LEVELS, UART INTERFACE		DATE : 2021.03.16	DRAWN BY : E.C.
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				SCALE : NTF	APRVD BY : --
				UNIT : mm [INCH]	

				PART NUMBER	LDM-136248-NI-UR	REV	X3
ezDisplay 8x8 DOT MATRIX LED DISPLAY COMMAND LIST							
Code	Function	Instruction of AT Command mode	API for C (using STM32F030 as an example)				
0x85	Dsisplay a 8X16 pattern	1. AT85=(X position,Y position,pattern ID) 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <example> AT85=(16,32,1)	printf("""at85=(16,32,1)"""); while (USART_ReceiveData(UART1) != 'E') {}				
0x90	Draw a line	1. AT90=(X0 position,Y0 position,X1 position,Y1 position,Color_code) Color_code : MONO color->0~64 RGB color-> 0~255 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <RGB LED example> AT90=(1,4,54,4,4) : '4' green color	printf("""at90=(%d,%d,%d,%d,%d)""",Xcoordinate1,Ycoordinate1,Xcoordinate2,Ycoordinate2,Color_code); while (USART_ReceiveData(UART1) != 'E') {} or input directly printf("""at90=(1,4,54,4,4)"""); while (USART_ReceiveData(UART1) != 'E') {}				
0x91	Draw a Rectangle	1. AT91=(X0 position,Y0 position,X1 position,Y1 position,Color_code) Color_code : MONO color->0~64 RGB color-> 0~255 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <RGB LED example> AT91=(0,0,55,7,2) : '2' blue color	printf("""at91=(%d,%d,%d,%d,%d)""",Xcoordinate1,Ycoordinate1,Xcoordinate2,Ycoordinate2,Color_code); while (USART_ReceiveData(UART1) != 'E') {} or input directly printf("""at91=(0,0,55,7,2)"""); while (USART_ReceiveData(UART1) != 'E') {}				
0x92	Draw a filled Rectangle	1. AT92=(X0 position,Y0 position,X1 position,Y1 position,Color_code) Color_code : MONO color->0~64 RGB color-> 0~255 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <RGB LED example> AT92=(1,1,54,6,32) : '32' red color	printf("""at92=(%d,%d,%d,%d,%d)""",Xcoordinate1,Ycoordinate1,Xcoordinate2,Ycoordinate2,Color_code); while (USART_ReceiveData(UART1) != 'E') {} or input directly printf("""at92=(0,0,55,7,2)"""); while (USART_ReceiveData(UART1) != 'E') {}				
0x93	Draw a Square	1. AT93=(X position,Y position,Width,Color_code) Color_code : MONO color->0~64 RGB color-> 0~255 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <RGB LED example> AT93=(48,1,4,2) : '2' blue color	printf("""at93=(%d,%d,%d,%d)""",Xcoordinate1,Ycoordinate1,Width,Color_code); while (USART_ReceiveData(UART1) != 'E') {} or input directly printf("""at93=(48,1,4,2)"""); while (USART_ReceiveData(UART1) != 'E') {}				
0x94	Draw a Circle	1. AT94=(X position,Y position,Radius,Color_code) Color_code : MONO color->0~64 RGB color-> 0~255 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <RGB LED example> AT94=(48,4,3,2) : '2' blue color	printf("""at94=(%d,%d,%d,%d)""",Xcoordinate1,Ycoordinate1,Radius,Color_code); while (USART_ReceiveData(UART1) != 'E') {} or input directly printf("""at94=(48,4,3,2)"""); while (USART_ReceiveData(UART1) != 'E') {}				
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 425 N. GARY AVE. CAROL STREAM, IL 60188 PHONE : 800-278-5666 FAX : 630-315-2150 WEB : WWW.LUMEX.COM		41.0(L)*96.2(W)*12.55(H)mm, 1.3"/8*24 DOT MATRIX LED DISPLAY, 660nm RED, BLACK FACE WITH MILKY DOTS, 64 GRAY LEVELS, UART INTERFACE			DATE : 2021.03.16	DRAWN BY : E.C.	
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					SCALE : NTF	APRVD BY : --	
					UNIT : mm [INCH]		

			PART NUMBER	LDM-136248-NI-UR	REV	X3
ezDisplay 8x8 DOT MATRIX LED DISPLAY COMMAND LIST						
Code	Function	Instruction of AT Command mode	API for C (using STM32F030 as an example)			
0x95	Draw a filled Circle	1. AT95=(X position,Y position,Radius,Color_code) Color_code : MONO color->0~64 RGB color-> 0~255 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <RGB LED example> AT95=(48,4,3,4) : '4' green color	printf("""at95=(%d,%d,%d,%d)""",Xcoordinate1,Ycoordinate1,Radius,Color_code); while (USART_ReceiveData(UART1) != 'E') {} or input directly printf("""at95=(48,4,3,4)"""); while (USART_ReceiveData(UART1) != 'E') {}			
0x96	Draw a tip upward Triangle	1. AT96=(X position,Y position,Height,Color_code) Color_code : MONO color->0~64 RGB color-> 0~255 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <RGB LED example> AT96=(48,1,3,4) : '4' green color	printf("""at96=(%d,%d,%d,%d)""",Xcoordinate1,Ycoordinate1,height,Color_code); while (USART_ReceiveData(UART1) != 'E') {} or input directly printf("""at96=(48,1,3,4)"""); while (USART_ReceiveData(UART1) != 'E') {}			
0x97	Draw a filled tip upward Triangle	1. AT97=(X position,Y position,Height,Color_code) Color_code : MONO color->0~64 RGB color-> 0~255 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <RGB LED example> AT97=(48,1,3,32) : '32' red color	printf("""at97=(%d,%d,%d,%d)""",Xcoordinate1,Ycoordinate1,height,Color_code); while (USART_ReceiveData(UART1) != 'E') {} or input directly printf("""at97=(48,1,3,32)"""); while (USART_ReceiveData(UART1) != 'E') {}			
0x98	Draw a tip downward Triangle	1. AT98=(X position,Y position,Height,Color_code) Color_code : MONO color->0~64 RGB color-> 0~255 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <RGB LED example> AT98=(48,6,3,4) : '4' green color	printf("""at98=(%d,%d,%d,%d)""",Xcoordinate1,Ycoordinate1,height,Color_code); while (USART_ReceiveData(UART1) != 'E') {} or input directly printf("""at98=(48,1,3,4)"""); while (USART_ReceiveData(UART1) != 'E') {}			
0x99	Draw a filled tip downward Triangle	1. AT99=(X position,Y position,Height,Color_code) Color_code : MONO color->0~64 RGB color-> 0~255 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <RGB LED example> AT99=(48,6,3,4) : '4' green color	printf("""at99=(%d,%d,%d,%d)""",Xcoordinate1,Ycoordinate1,height,Color_code); while (USART_ReceiveData(UART1) != 'E') {} or input directly printf("""at99=(48,1,3,4)"""); while (USART_ReceiveData(UART1) != 'E') {}			
0x9a	Draw a tip leftward Triangle	1. AT9a=(X position,Y position,Width,Color_code) Color_code : MONO color->0~64 RGB color-> 0~255 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <RGB LED example> AT9a=(48,4,2,4) : '4' green color	printf("""at9a=(%d,%d,%d,%d)""",Xcoordinate1,Ycoordinate1,height,Color_code); while (USART_ReceiveData(UART1) != 'E') {} or input directly printf("""at9a=(48,1,3,4)"""); while (USART_ReceiveData(UART1) != 'E') {}			
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LUMEX® Creating LED and LCD Solutions Together™ 425 N. GARY AVE. CAROL STREAM, IL 60188 PHONE : 800-278-5666 FAX : 630-315-2150 WEB : WWW.LUMEX.COM		41.0(L)*96.2(W)*12.55(H)mm, 1.3"/8*24 DOT MATRIX LED DISPLAY, 660nm RED, BLACK FACE WITH MILKY DOTS, 64 GRAY LEVELS, UART INTERFACE			DATE : 2021.03.16	DRAWN BY : E.C.
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					SCALE : NTF	APRVD BY : --
					UNIT : mm [INCH]	

			PART NUMBER	LDM-136248-NI-UR	REV	X3
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ezDisplay 8x8 DOT MATRIX LED DISPLAY COMMAND LIST			
Code	Function	Instruction of AT Command mode	API for C (using STM32F030 as an example)
0x9b	Draw a filled tip leftward Triangle	1. AT9b=(X position,Y position,Width,Color_code) Color_code : MONO color->0~64 RGB color-> 0~255 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <RGB LED example> AT9b=(48,4,2,4) : '4' green color	printf("""at9b=(%d,%d,%d,%d)""",Xcoordinate1,Ycoordinate1,height,Color_code); while (USART_ReceiveData(UART1) != 'E') {} or input directly printf("""at9b=(48,1,3,4)"""); while (USART_ReceiveData(UART1) != 'E') {}
0x9c	Draw a tip rightward Triangle	1. AT9c=(X position,Y position,Width,Color_code) Color_code : MONO color->0~64 RGB color-> 0~255 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <RGB LED example> AT9c=(48,4,2,4) : '4' green color	printf("""at9c=(%d,%d,%d,%d)""",Xcoordinate1,Ycoordinate1,height,Color_code); while (USART_ReceiveData(UART1) != 'E') {} or input directly printf("""at9c=(48,1,3,4)"""); while (USART_ReceiveData(UART1) != 'E') {}
0x9d	Draw a filled tip rightward Triangle	1. AT9d=(X position,Y position,Width,Color_code) Color_code : MONO color->0~64 RGB color-> 0~255 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <RGB LED example> AT9d=(48,4,2,4) : '4' green color	printf("""at9d=(%d,%d,%d,%d)""",Xcoordinate1,Ycoordinate1,height,Color_code); while (USART_ReceiveData(UART1) != 'E') {} or input directly printf("""at9d=(48,1,3,4)"""); while (USART_ReceiveData(UART1) != 'E') {}
0x9e	Set a Pixel as default Color	1. AT9e=(X position,Y position) 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <example> AT9e=(120,32)	printf("""at9e=(%d,%d)""",Xcoordinate1,Ycoordinate1); while (USART_ReceiveData(UART1) != 'E') {} or input directly printf("""at9e=(12,8)"""); while (USART_ReceiveData(UART1) != 'E') {}
0x9f	Clear a Pixel	1. AT9f=(X position,Y position) 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <example> AT9f=(32,32)	printf("""at9f=(%d,%d)""",Xcoordinate1,Ycoordinate1); while (USART_ReceiveData(UART1) != 'E') {} or input directly printf("""at9f=(12,8)"""); while (USART_ReceiveData(UART1) != 'E') {}
0xa	Shift eight row up	1. ATab=() 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <example> ATab=()	printf("""atab=()"""); while (USART_ReceiveData(UART1) != 'E') {}

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		PART NUMBER	LDM-136248-NI-UR	REV	X3
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ezDisplay 8x8 DOT MATRIX LED DISPLAY COMMAND LIST

Code	Function	Instruction of AT Command mode	API for C (using STM32F030 as an example)
0xac	Shift one row up	1. ATac=() 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <example> ATac=()	printf("atac=()"); while (USART_ReceiveData(UART1) != 'E') {}
0xad	Shift one row down	1. ATad=() 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <example> ATad=()	printf("atad=()"); while (USART_ReceiveData(UART1) != 'E') {}
0xae	Shift one column left	1. ATae=() 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <example> ATae=()	printf("atae=()"); while (USART_ReceiveData(UART1) != 'E') {}
0xaf	Shift one column right	1. ATaf=() 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <example> ATaf=()	printf("ataf=()"); while (USART_ReceiveData(UART1) != 'E') {}
0xd0	Clear display	1. ATd0=() 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <example> ATd0=()	printf("atd0=()"); while (USART_ReceiveData(UART1) != 'E') {}
0xd1	Show the data in the display memory	1. ATd1=() 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <example> ATd1=()	printf("atd1=()"); while (USART_ReceiveData(UART1) != 'E') {}
0xd2	Scroll the whole display upward	1. ATd2=(shif time in ms) 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <example> ATd2=(20)	printf("atd2=(30)"); while (USART_ReceiveData(UART1) != 'E') {}
0xd3	Scroll the whole display downward	1. ATd3=(shif time in ms) 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <example> ATd3=(20)	printf("atd3=(30)"); while (USART_ReceiveData(UART1) != 'E') {}

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ezDisplay 8x8 DOT MATRIX LED DISPLAY COMMAND LIST

Code	Function	Instruction of AT Command mode	API for C (using STM32F030 as an example)
0xd4	Scroll the whole display leftward	1. ATd4=(shif time in ms) 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <example> ATd4=(20)	printf("atd4=(30)"); while (USART_ReceiveData(UART1) != 'E') {}
0xd5	Scroll the whole display rightward	1. ATd5=(shif time in ms) 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <example> ATd5=(20)	printf("atd5=(30)"); while (USART_ReceiveData(UART1) != 'E') {}
0xf0	Turn display Off	1. ATf0=() 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <example> ATf0=()	printf("atf0=()"); while (USART_ReceiveData(UART1) != 'E') {}
0xf1	Turn display On	1. ATf1=() 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <example> ATf1=()	printf("atf1=()"); while (USART_ReceiveData(UART1) != 'E') {}
0xf2	Set the brightness of RGB LED Display	1. ATf2=(level of brightness 0~11) 2. Wait until receive a module available byte ('E') from ezDisplay or delay 10 ms <example> ATf2=(3)	printf("atf2=(8)"); while (USART_ReceiveData(UART1) != 'E') {}

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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

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CHKD BY : E.C.

SCALE : NTF

APRVD BY : --

UNIT : mm [INCH]

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 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 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 16X16 PATTERN

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

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