
VT100 Touch Display

BV4629



BV4629

VT100 LCD 2.4" Touch Display

Product specification

August 2010 V0.a

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Rev	Change
August 2010	Preliminary
September 2010	Flash size

1. Introduction

The BV4629 is a 240 x 320 LED touch screen display.

The display is fully self contained and works with a simple serial or I2C interface to make the burden of interfacing as simple as writing to a UART or I2C bus. Information can be stored and recalled on the built in Flash memory.

The display uses a superset of the VT100 command set and so positioning of text and controlling the display is simply a matter of sending the correct escape sequences. Four bytes for example will clear the screen: 0x1b,0x5b,0x32,0x4a. This looks like "<esc>[2]" as text.

NOTE: Devices are now supplied fitted with differing Flash memory sizes. This data sheet assumes 16Mb

2. Features

- Serial or I2C Input
- 262,144 colour, 2.4" size
- Built in fonts
- User definable fonts
- Operates in portrait or landscape
- 16Mb flash to store user images, fonts and sprites
- Tone generator
- Built in power regulator will work with power supply from 3.6V to 5.5V
- 5V or 3.3V logic
- USB interface
- Touch screen
- VT100 superset
- Very bright clear display
- User Upgradable Firmware
- 128 byte buffer input
- Current: 85mA
- Size 55 x 70mm

3. Physical Specification

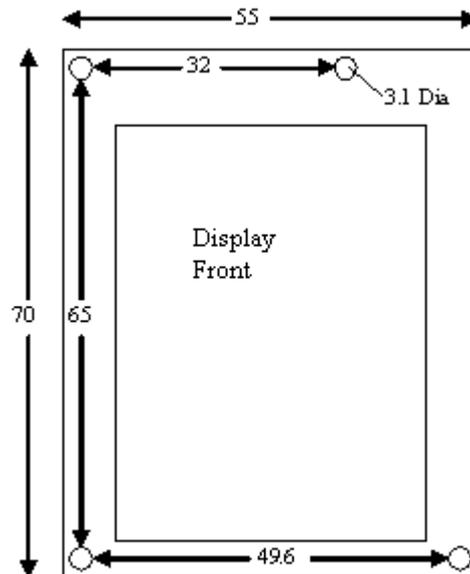
The BV4629 is a complete touch screen display that provides a simple serial interface.

The screen itself is mounted on a PCB that can be subsequently mounted into other equipment.

Display

The display is a 2.5" LCD with white back light and touch screen. It is a transmissive type a-Si TFT-LCD (amorphous silicon thin film transistor liquid crystal display) module. The resolution is 240x320.

The display is attached to the front of the PCB with non-setting adhesive (sticky dots). The



connector is soldered into place.

Flash

There is a 16Mb flash memory that can be accessed as 500 x 4096 byte blocks. Block 0 is reserved for system use. The blocks can be combined to store larger images or information and the contents of the block or blocks can be placed onto the screen at any time.

Beeper

There is a warning beeper that can be activated with a command. It is also sounded when an incorrect command is given or the input buffer is allowed to become full. The beepers frequency can also be controlled so that various sounds can be made for differing situations. This can all be controlled by the user.

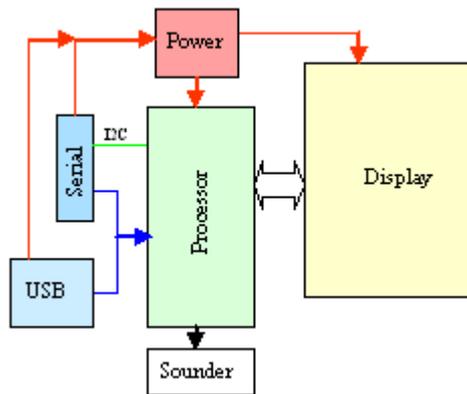
Voltage regulator

The voltage regulator provides 3.3V to the display and processor. This means that the display can be powered from any voltage between 3.6V and 5.5V

4. Block Diagram

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The device consists of an interface, USB interface, power supply, processor and sounder as shown in the block diagram.

When used from the USB, power is taken from the USB. The blue serial interface is either provided directly through the connector of from the USB.

5. Serial Interface

There are TWO 10 way connectors, one is arranged as 5 x 2 and the other is a straight 10 way. The serial interface is on the 2 x 5 connector described below.

There are two interfaces built into the 5 x 2 way connector. A serial interface and an I2C interface, the I2C interface is described later in the text.

5.1. Electrical considerations

All of the pins are 5V tolerant the device will work on either 3V3 or 5V logic.

The display requires at least 3.6V for correct operation. There is an internal voltage regulator and so any voltage up to 5.5V on pin +V is acceptable.

Serial Connector

The serial connector is two rows of 5 pins at the back of the device. Pin 1 is marked with 1. **This is not pin for pin compatible with the BV101/3, if using a BV101/3 a lead (plug and socket) will be required as the pins are in different positions.**

1	3	5	7	9
RX	TX		RST	RTS
2	4	6	8	10
Int	SCL	+V	SDA	GND

Looking from the back

+V Is the main power supply for the display which should be capable of providing sufficient current when the back light is illuminated.

RX This is the serial receive and expects signals 0 to 3V3 or 5V The idle state is high.

The input is a standard byte frame of 1 start bit 8 data bits and 1 or 2 stop bits.

NOTE the interface will NOT directly accept signals from a standard COM port which outputs +ve and negative voltages.

TX This is the output from the display.

RTS (output) Hardware handshaking is an essential part of this interface. Without it the display will work but delays must be included after each character otherwise information will be lost (see the ACK section). This line is held low (0V) by the display when it is ready to accept data, it will put this line high when it is busy, the transmitter should monitor this and only send characters when the line is low. This signal is normally connected to the CTS line of the transmitting device.

RST

Reset: this line when pulsed in either direction will cause the display to reset. It is normally held either low or high and when taken to the other state the display will reset. Leave disconnected if not required.

Int

This is an output from the touch screen interface and is normally high. When the screen is touched it goes low and remains low until reset by an appropriate command.

SDA & SCL

(See the section on the I2C interface)

5.2. 10 Way straight connector

This is not used for this version of software and is reserved for later use.

6. USB Interface

The device has a built in USB connector which uses the FTDI chip to provide a virtual COM port. The driver for this can be downloaded at the <http://www.ftdichip.com/> web site. or from the resources zip file. More information about this can be found in the User Guide.

The USB is simply an interface to the serial connector and so anything that applies to the serial interface will apply to the USB as well.

7. Handshake and ACK

The ideal interface would implement the hardware handshaking mechanism using RTS/CTS. This is where the device's RTS is connected to the host CTS, when the device is busy, it raises the RTS line and the host temporarily stops transmitting.

Where it is not possible to do this and also where software can be simplified, the ACK mechanism is available. This is switched off by default and so must be enabled using the appropriate command.

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Because the device takes a finite time to carry out a command, say clearing the screen, it is useful to have an indication of when that has happened and more accurately when the device is ready to accept another command. This is what the ACK mechanism is for. When enabled and when the device has completed a command and is ready to accept another command it will send an ACK character. The actual character (value from 1 to 255) can be specified by the user.

Not all commands will send an ACK where this is so it is indicated on the command table. Sending plane text for example does not send an ACK character. To get round this without resorting to a hardware handshake a command is provided that will just return the ACK character.

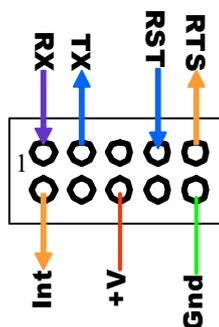
If this is used for every 60 or so characters sent, if the buffer is filling up then sending this character and waiting for the ACK will effectively empty the buffer so more characters can be sent.

8. Control Commands

There are TWO distinct methods of controlling the device, one is by serial commands and the other is by I2C. Only one can be active at any one time, see the section on I2C for how to activate this method of command.

The device when used serially is controlled by issuing control commands that always begin with an escape byte (0x1b). The escape is followed by various sequences to make up individual commands.

The command is accepted as soon as the last byte of the command is entered, so for example when clearing the screen with `esc[2]` the screen will clear as soon as 'J' is entered.



9. Serial

The serial interface uses 1 start bit, 8 data bits and 1 or 2 stop bits, no parity. By default the Baud rate is determined by the first character received which MUST be a CR (carriage return) byte value 13 or 0x0d. The rate is selected from the following rates:

2400, 4800, 9600, 14400, 19200, 38400, 56700, 115200 and 2000000

No other rates are acceptable and so the host must be set to one of these. It is possible to fix one of these rates (see the command table). Once the Baud rate has been established any Baud rate can be set for this

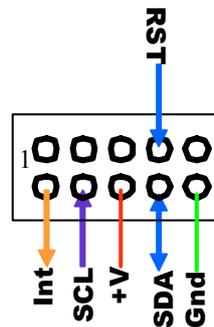
device, see the appropriate command in the table.

There is a sign-on screen that will indicate when communication has been established, when this happens anything placed on the serial bus will appear on the screen.

This also applies to the **USB** which is simply another way 'into' the serial interface.

10. I2C

(Default address 0x66, 8 bit) (0x33, 7 bit)



The device can operate from serial **OR** I2C. This is determined by the SDA line which, when disconnected, is held low by a high value resistor. The mode is determined at reset or switch on.

With no I2C bus connected the SDA line is low and thus the device detects this and starts up in serial mode. With an I2C bus connected the pull up resistors on the master or bus hold this line high and the device goes into I2C mode. The mode remains until reset.

It should be obvious that this device does not have any pull-up resistors, these are normally provided on the master device or on the bus by two discrete pull up resistors.

The SCL and SDA lines are 5V tolerant and so will work from either 3V3 or 5V.

To make interfacing easier the VT100 commands have an equivalent I2C command. All I2C commands start with 27 (0x1b). Any I2C byte that is not 27 will be sent directly to the display.

10.1.1. Write

1. Send start condition
2. Send device address with write
3. Send 27
4. Send command/s
5. Send stop condition

10.1.2. Read

1. Send start with write
2. Send device address with write
3. Send 27
4. Send command/s
5. Send restart condition with read
6. Read bytes

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7. Send stop condition

ALL commands on this device begin with a write, even commands that read something a command is sent first.

10.2. Writing Example

To clear the screen the following bytes are sent:

0x1b, 0x2d, 0x1 or 27,45,1 in decimal

```
void LCD_cls
{
    I2Cstart();
    I2Csend(0x66);
    I2Csend(27);
    I2Csend(45);
    I2Csend(1);
    I2Cstop();
}
```

The input to the display is buffered and so it can accept the characters as fast as they can be sent, however the display does take a finite time to carry out the command.

10.3. Reading Example

Reading is more involved as it requires a write first then a restart but this is quite common for most I2C devices. The example is to get the device ID which is:

27, 35

```
int LCD_deviceID()
{
    int rv;
    I2Cstart();
    I2Csend(0x66);
    I2Csend(27);
    I2Csend(35);
    delay(1);
    I2Crestart()
    I2Csend(0x67);
    rv=I2Cget() << 8; // high
    rv+=I2Cget() & 0xff; // low
    I2Cstop();
    return rv;
}
```

The code first sends out the command for reading the device ID, this will fill the I2C output buffer with two bytes that can be subsequently read with the two read commands.

In this situation clock stretching cannot be used to handshake the I2C and so a delay must be allowed to enable the display to fill the output buffer with the values before attempting to read them out. The recommended time for this delay is given in the command table.

Note that the address notation used is 8 bit, this means that the W/R bit is part of the address and so when the bit is set to 0, this is the LSB of the byte, it means write and thus the address will be an even number. When the LSB is set to read (high), this will give an odd

address and so to read the device the address is 0x67 as shown above.

The code shown above illustrates the principal and is not actual code as most 'C' implementations have their own method of manipulating the I2C bus.

10.4. Buffering

Because the output from the slave is buffered any unread bytes will be still in the buffer waiting to be read out so it is important to read the correct number of bytes for each command.

10.5. Address

The I2C address is set to **0x66** by default. This is the 8 bit address which includes the read/write bit (see www.i2c.byvac.com) for information about 7 and 8 bit I2C addresses.

This can be changed to any address in the range 2 to 254 by the command given in the command table.

11. Text

The display will, by default, display any text sent to it via the serial or I2C interface. This means that any bytes with a value other than 27 will be displayed on the screen. When the text reaches the bottom of the screen scrolling will take place and continue to do so until the screen clear command is received.

Scrolling will only work when the display is in portrait orientation.

Cursor movements, clearing lines and scrolling etc. are all based on the **current** font which may give some unexpected results. If a double height font is in use then all of the movement commands will use that height.

Once scrolling begins, the cursor movement commands will be unpredictable and so these commands should not be used if it is intended to scroll the display.

12. Scrolling & Landscape

The display will work in either portrait (default) or landscape mode. Scrolling is only available in portrait mode. When in landscape and the text reached the bottom of the screen, the next line will appear at the top of the screen.

Once scrolling has started the x and y coordinates change position and so it is not practical to mix graphics and text positioning with scrolling as again unexpected results will occur.

13. Flash Memory

The display is fitted with a 16Mb flash memory that is organized as 500 pages of 4kB (bytes) each. Each page is called a block and can be

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written to or erased using the system commands.

When writing to a block, if the information written is larger than a single block, the next block will be used up until the maximum number of blocks. It is up to the user to make sure that the block/s are erased before use.

Blocks must be erased by the user before use, using the erase command.

As an example: if a picture 100x100 pixels is being stored then this will take up 100x100x3 bytes, as each pixel requires 3 bytes. The total storage is therefore 30,000 bytes. Writing this picture to say block 10 will occupy block 10 through 18. This is because dividing 30,000 by 4096 gives just over 7 blocks. (30,000/4096 = 7.3).

The system will take care of writing to the blocks without user intervention and also when displaying the picture the system will use all 8 blocks. The user just has to be aware of the space used.

Block 0 is reserved for system use and this is where the defaults for the display are kept. It can be erased by the user (using `esc{0,1E` or the I2C equivalent) but can only be written by the user using the system save command. Semi-permanent defaults are kept in here such as the Baud rate and touch screen calibration etc.

If this block is erased then the display will revert to the system defaults and if a touch screen is present then calibration will be requested at start up.

Several commands are associated with the flash memory to allow full manipulation.

Memory Map

It may be useful to know which blocks are in use and which are free, the memory map command will show this as a graphical representation of coloured rectangles starting at block 0 and ending at block 499. Each row is 10 blocks:

0	1	2	3	4	5	6	7	8	9
10	11	12	13						
20							
etc.....									
480									
490									499

Colour coding

- Green – unoccupied
- Red – in use
- Blue – start block of a bitmap
- Yellow – start block of a macro

- Magenta – start of a Font

The design goal behind the use of the Flash is to allow the host system to store often used information and recall it very quickly, graphical buttons for example.

14. Pixel Format

Each pixel requires 3 bytes of information for it to be displayed and is always specified as Red, Green and Blue in that order. The intensity of the pixel is given by the value of the byte that can range from 0 (off) to 63 (fully on).

Combining these three values will produce a range of 262,144 colours. As an example to produce a bright green pixel the following is specified:

0,63,0

This will just illuminate the green pixel, similarly white would be

63,63,63.

A full picture is made up in the same way, so when calculating the number of bytes that a picture required the formula is height x width x 3.

The above information should be used when specifying the foreground and background colours.

15. Picture Format

There are two methods of displaying a picture, one by sending data from the com port to the TX line and the other is to store it in flash and recall it later. The second option takes longer to write to flash but is displayed much quicker one recalled.

The format required is:

<height><width><r,g,b,r,....

Height and width are specified as 16 bit values, the first byte is the high byte of the value and the second is the low byte. The picture data is specified as bytes. Here is a snippet of a picture file, values in hex:

01 03 00 24 00 00 3F 00 00 3F 00 00 3F...

The height is 01 03 which is 259 decimal and the width is 24 which is 36 in decimal. Three pixels are show with maximum green intensity as red is 0, blue is 0 but green is 0x3f (63).

The resource zip file contains a program that will convert bmp files to the above format, the extension given when converted is bmc. In addition the BV-Tools program will also convert and display BMP images.

16. User Fonts

User fonts can be created using the CBFG program and then converted to the correct

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format using BV-Tools. There is more information on how to do this in the User guide. NOTE that there is a limit of 12k to the size of the user font file, this is because it is stored in RAM.

17. Touch Screen

For displays fitted with a touch screen an initial calibration is required. This will be requested on first switch on unless it is stored in the system flash at block 0.

If calibration is requested, this will happen if the user erases block 0, then touch the points as requested. When calibration is complete the values will be saved to block 0 of flash automatically.

If re-calibrating the display using the calibrate command then the user will need to specifically save the calibration using the `esc[?27D` command.

Co-ordinates can be read from the touch screen and acted on by the host system. Various commands allow information such as where and when the touch screen was pressed. There is also an interrupt flag and hardware output to indicate that the screen has been touched.

Scan

The accuracy can be varied depending on the application, the trade off is time it takes to register the touch. The touch screen commands will scan the screen 'x' number of times as soon as a touch is detected. The average is taken and this is returned back to the user. The more scans the longer it takes but the higher accuracy.

The default is set at 10 but this can be altered if required.

NOTE that 10 scans will take less than 1ms.

Touch Commands

Several commands are provided that make life easier for the host and where a command returns a value the format is described in the command table.

The screen is examined every 5ms and if touched will set the Int pin low and set a touch flag to 1. It will also set the Ring Indicator (RI) on the USB interface so that this can be picked up by a PC program if required. BV_Tools uses this to display the touched co-ordinates.

The interrupt pin can be examined by hardware and the flag can be examined by software. The last touch command will return the x and y co-ordinates of where the screen was last touched. It also returns the flag and sets 'Int' back to high. If it is set to 1 then the co-ordinates are 'fresh'. The last touch command will clear the flag back to 0.

An alternative method of reading the touch screen is to use a command that waits for the touch to be made.

18. Sign On and Macro

A custom sign on screen can be created using any mixture of commands. It is recorded using the `esc{<bl>M` and can be tested using the `esc{<bl>r` command. This can be set to run at start up using the `esc[<bl>m` command.

There is also an example of using macro in the user guide.

To give an example, suppose that there is an image in block 1 we wish to display with some text. The macro would have the following commands: (# is a comment)

```
esc{2M # start macro
esc[2J # clear screen
My Image > # text that will show
esc{1r # show image in block 1
esc esc # 2 esc finishes macro
```

The macro can now be tested using `esc{2r`. If it does not work then block 2 must be erased before trying again. If it does work, to make it appear at start up the following is required:

```
esc[2m # set the macro start block
esc[?27D # write defaults
```

All of the above can of course be placed into a script file and sent using the text send facility on most terminals.

NOTES:

1. The maximum size of a macro is 100 bytes. This is not a particular restriction as a macro can call text and other images from Flash.
2. When saving a macro to run at start up, the baud rate also becomes fixed to whatever it is currently set at.
3. Turning off the macro will not automatically turn off the fixed Baud rate.

19. Factory Reset

Flash block 0 contains information that controls how the display behaves. If this block is erased then the display reverts to the factory defaults. It is possible to inadvertently set the display to some unknown condition that will prevent it from working. For example setting a Baud rate that the host cannot attain.

If this happens then block 0 can be erased before the display resets by using the FR pin. This pin is held high by an internal resistor and in normal use should be left disconnected. To erase block 0 and thus reset the device back to its defaults do the following:

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1. At the top of the display is a row of 10 holes, at one side there is a square one, this is pin 1. It is also marked as pin 1 on the PCB.
2. Disconnect the display and use a piece of wire to short out pins 3 & 4, just hold the wire in place by hand.
3. Connect the display and then remove the wire.

You will be asked to calibrate the screen after this as the device will detect there is no calibration values present in block 0.

NOTE: This is only necessary if the user is 'locked out' and cannot erase block 0 using commands. Block 0 can be erased at any time by the flash erase command.

20. Uploading new Firmware

This device has the capability of upgrading its own firmware should bugs be found or new features added. The BV-Tools program is used for doing this, see the User Guide.

21. Issues

The following are known issues. These may be as a result of 'software features' or simply that it is not possible to overcome the issue due to the physical characteristics of the display or controlling devices.

- 1) back space does not fully erase the previous character. This is because currently the widths of the displayed characters are not stored.
- 2) The Maximum user font size is limited by the available RAM.

22. VT100

Once connected the display simply accepts text and duplicates it to the screen.

To control the display, for example clearing the screen or placing letters in a certain location escape codes are used. An escape code is the escape key (byte decimal 27 or hex 0x1b) followed by various symbols, numbers and letters.

Escape codes have been used for many years and were a feature of the early terminals. The most popular set of codes is called VT100 used by old DEC terminals. It was so popular that it became a standard way to control terminal screens before the days of the PC.

This display wherever possible uses the most common of these codes.

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22.1. Implemented Escape Codes & I2C commands

In the table columns indicate:

S is the VT100 standard, **Y** is standard, **P** is partially standard, **N** is non-standard

Code is the escape sequence to invoke the command

DEF column shows the default values from the factory, and **F** in this column will indicate that this value will be stored when writing the system to block 0

ACK column indicates that this command is capable of sending an ACK character when it has finished.

I2C: IMPORTANT the numbers referred to in this column are actual values rather than their ASCII text equivalents and unless otherwise stated are 1 byte.

Grayed out cells are not implemented on this device. Unless otherwise stated all numbers **are in decimal**.

S	Code	I2C	DEF	ACK	Name	Description
Cursor Movement and Text Placement						
Y	LF	10			Line feed (10)	Moves the cursor down one line, if the cursor is on the last line then the command is ignored.
Y	CR	13			Carriage return (13)	Moves the cursor to the beginning of the current line
Y	BS	8			Back space (8)	Moves the cursor back one space and deletes the character immediately to the left before moving the cursor. When the cursor reached the left margin it stops.
Y	esc[<row>;<col>H esc[H	27 14 row col 27 15		Y	Move cursor to line and column	Moves cursor to specified line and character position. The first position is 1 and the last depends on the display and settings. esc[0;0H will move the cursor to the home position. Values out of range will be ignored. This command is generally used for text and will place the cursor on a text boundary rather than a pixel boundary. For more precise pixel level positioning see the graphics and pixel drawing commands. NOTE: Once scrolling has started, this command will have unexpected results as the home position changes.
Y	esc[<num>A esc[A	27 16 num 27 17		Y	Move cursor up.	Moves the cursor up one or more lines, specified on its own 'esc[A' it will move the cursor up one line, specified with a number it will move the cursor up that many lines. When the cursor reaches the first line subsequent calls are ignored. esc[A can be used instead of esc[1A

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					NOTE: Once scrolling has started, this command will have unexpected results as the home position changes.
Y	esc[<num>B esc[B	27 18 num 27 19		Y	Move cursor down. As esc[<num>A but moves cursor down, this is the equivalent of line feed. esc[B can be used instead of esc[1B
Y	esc[<num>C esc[C	27 20 num 27 21		Y	Move cursor right. As esc[<num>A but moves the cursor to the right. esc[C can be used instead of esc[1C
Y	esc[<num>D esc[D	27 22 num 27 23		Y	Move cursor left. As esc[<num>A but moves cursor to left. esc[D can be used instead of esc[1D
Y	esc[H	27 15		Y	Cursor home Moves cursor to home position does not clear the display NOTE: Once scrolling has started, this command will have unexpected results as the home position changes.
System Settings					
N	esc[?10a	27 24 1	On F		Add Line Feed Adds Line feed when CR is received as some terminals only send CR
N	esc[?10b	27 24 0			Remove Line Feed Turns off the additional line feed set by esc[?10a
N	esc[?10L	27 25 1			Landscape Display is orientated in landscape. The landscape orientation will only apply to newly entered text. ** Note that scrolling is not available in this mode, the text will wrap back to the top of the screen
N	esc[?10P	27 25 0	On F		Portrait Display is in portrait orientation
N	esc[?11B	27 26 1	On	Y	Back light on
N	esc[?11b	27 26 0		Y	Back light off
Y	esc[?25I	27 28 0			Hide cursor turns the cursor off
Y	esc[?25h	27 28 1	On F		Show cursor turns the cursor on
N	esc[<n>f	27 29 n			Cursor Sets cursor flash rate in 5ms intervals. For example to flash the cursor every 100ms use the command:

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				Flash Rate	esc[20f Minimum value is 1 and maximum is 255.
N	esc[?29 <baud>a		F	Sets a new Baud rate	Sets a new Baud rate that will take immediate effect. The number should be entered in decimal and there must be a space between the 29 and the value. Example: esc[?29 38400a With this command it is possible to set any Baud rate from 1 to 2,000,000 and the effect is immediate as soon as the 'a' is received. The rate will be set only until the device is reset. To make it permanent follow the command with [?27D to write the defaults to flash. To return to an automatic Baud rate set the Baud rate to 0 and follow this with a write to flash, thus: esc[?29 0a esc[?27D
N	esc[<num>E	27 32 n	Off	ACK	Sets and activates the ACK character as an alternative to hardware handshake. Some commands will send a character to the receiving device, this can be used to determine when the command has finished. The host can wait for this character before sending the next command. To set up the ACK to send 'X' for example the following is used: esc[88E 88 Is the ASCII code for 'X'. To turn off the ACK system use esc[0E (esc[zeroE).
N	esc[E	27 33 (1ms)		Y ACK	This will return the ACK character regardless of the ACK setting. This command can be useful for commands that don't normally return ACK and there is no hardware handshake.
N	esc[?30a	27 34		Displays current status	
N	esc[?31d	27 35 (1ms)		Y Device ID	Returns device ID as a number
I2C: This is returned as a 16 bit value, in two bytes, high byte first.					
N	esc[?31y	27 36 1	On F	Com Flag (On)	When communication is established with the device, i.e. at switch on or when the auto Baud mechanism has selected the correct Baud rate, ASCII code 42 '*' is sent to indicate this has happened. This commands switches this on, it is on by default
N	esc[?31n	27 36 0		Com Flag (off)	Switches the flag off see esc[?31y

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N	esc[?32d	27 37			Debug	Shows the input as hex rather than text, this is useful for seeing what is actually being sent to the display when trying to figure out command sequences. The only way out of this mode is to reset the display.
N	esc[<num>a	27 38 adr		Y	Set I2C Address	This will set the I2C address and must be followed by EEPROM write. The new address will not take effect until reset. The default address is 0x64 (100). As an example to set the address to 0x42 (66) : <esc>[66a<esc>[?27D Both of the commands must be specified to change the address and then restart or <esc>c IMPORTANT An even number MUST be specified to give a valid 8 bit address, the device will not work if an odd address is specified, the device does not check the address you enter.
Miscellaneous						
N	esc[<pitch>;<duration>b	27 39		Y	Beep	Sounds beeper with a pitch and duration, the higher the pitch value the lower the sound. Any values are acceptable but useful values would be around the 900 mark for the pitch and around 1 or 2 for the duration. Don't expect too much from this as the tone is generated between interrupts and so the sound may not be completely predictable.
I2C: Currently this will just emit a beep						
P	esc c	27 40			Reset device	Carries out a software reset similar to switching the device on. It does not reset back to the default settings, to do this erase block 0, see command esc{<bl><n>E
Font and display settings						
P	esc(0			Y	User Font	After issuing this command send a binary font file (.BF extension). The font will then be tset to the user font just downloaded.
P	esc(n	27 41 n	On F	Y	Font size 1	Sets built in font as working font 1 to 9.
N	esc[<num>;<num>;<num>f	27 42 r g b		Y	Sets foreground colour	The colour is specified as three numbers red, green and blue each colour can have a value of 0-63, numbers outside of this value will be taken to the nearest value. So for example if 99 was specified then 63 would be entered. To set the foreground colour to yellow for example would be: esc[63;63;0f
N	esc[<num>;<num>;<num>b	27 43 r g b		Y	Sets background colour	This will set the background colour. The colour is used from when it is set and so to clear the screen to a new background colour, use this first and then command esc[2J
Screen clearing						

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Y	esc[2J	27 45 1		Y	Clear screen	Clears display and homes cursor also stops scrolling and so cursor movement commands will work as expected after this command
N	esc[3J	27 45 2		Y	Clear screen and reset all defaults	Clears display, homes cursor and resets to the defaults values. Note if the values have been set by the user then this will use those values.
Y	esc[K	27 45 3		Y	Clear line from cursor right	All characters are cleared form the cursor to the end of the line, the cursor remains where it is and the character under the curser is also erased.
Y	esc[1K	27 45 4		Y	Clear line from cursor left	The characters are cleared form the display starting at the beginning of the line to the current cursor position.
Y	esc[2K	27 45 5		Y	Clear entire line	The current line is cleared and the cursor is places at the beginning of the line.
Touch Screen Commands						
N	esc[c	27 50 1	F		Calibrate touch screen	If the device is fitted with a touch screen the calibration will be requested at start up if this is the first time use or after a factory reset. The calibration settings are be stored in Flash when the command completes if requested from start up or after erasing block 0. If re-calibrating using this command then save the results using esc[?27D
N	esc[t	27 50 2			Test calibration	This will simply draw pixels under the stylus to check if the calibration is somewhere near. It will stay in this mode until any characters are sent to the serial interface.
N	esc[e			Y		As esc[l but returns immediately with a result, if the screen is not being pressed it returns with "*CR"
						I2C: This command is not available in I2C as it suspends operation and an attempt to read the I2C buffer when there is nothing in it may result in an error. Use esc[l instead.
N	esc[m			Y	Move to Touch	Moves cursor to touched position. The command will wait until screen is touched and if ACK set return the ACK when the screen has been touched.
						I2C: This command is not available in I2C as it suspends operation and an attempt to read the I2C buffer when there is nothing in it may result in an error. Use esc[l instead.
N	esc[<num>s	27 51 num	F		Set Touch Scan	By default the touch screen is scanned up to 10 times and an average taken to determine the best possible accuracy. If the user stops touching before 20 is up then the number of scans so far is used. This command alters the maximum number of times the scanning will take place and can range from 1 to 255.

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N	esc{x,y,x1,y1h			Y	Area Hit	Specify an area of the screen and this will return 1 if the screen was touched within that area and 0 if it was touched outside that area. This command is useful for detecting buttons and saves the host some work. The command will not return until the screen has been touched. x, y specify the top left corner of a rectangle and x1, y1 specify the bottom right corner. x1 must be larger than x and y1 must be larger than y for the command to work.
N	esc{x,y,x1,y1H			Y	Specific Area Hit	Specify an area of the screen and this will return 1 when the screen has been touched within the specified area, it will not return otherwise. Programmatically it is better to use the previous command as this has the potential of locking up the device. x, y specify the top left corner of a rectangle and x1, y1 specify the bottom right corner. x1 must be larger than x and y1 must be larger than y for the command to work.
						I2C: The above two commands are not available in I2C as they suspend operation and an attempt to read the I2C buffer when there is nothing in it may result in an error. Use esc[l instead.
N	esc[l [1]	27 53 (1.2ms)		Y	Last touch	Returns the co-ordinates from the last touch position. The format is: x,y,f0[ACK][x13] If ACK is enabled the terminating character will be ACK otherwise it will be 0x13. Where x is the x co-ordinate, y is the y co-ordinate and f is a flag that is set to 1 if the screen has been touched since the last read. This command will clear this flag back to 0. This command can also be used with the touch interrupt line, see the section on the touch screen in the text body.
						I2C: When used with the I2C interface five bytes are returned, a 16 bit value for each of the co-ordinates and an 8 bit value for the flag: <X high byte><X low byte><Y high byte><Y low byte><Flag>
Graphic Commands and Pixel Drawing						
					Curly brackets	When used for drawing and bitmap commands co-ordinates are specified with a non-numeric character between, for example a space or comma. The x co-ordinate is the width or horizontal which can have a value of 0-240 and the y co-ordinate is the height that can have a value 0-319. Example of valid co-ordinate specifications: esc{10 10 100 100L or esc{10;10;100;100L Drawing is carried out using the current foreground and background colours. Some commands have alternative formats where shown. When the co-ordinates are not given the current co-ordinates are used.
						I2C: The co-ordinates are 16 bit values, high first and so a command that requires 4 values, 8 bytes will be sent. As an example, drawing a line from 10,20 to 270,90 would require the following: x0 = 10 which is 2 bytes 0x0 and 0x0a

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						<p>y0 = 20 which is 2 bytes 0x0 and 0x14 x1 = 270 which is 2 bytes 0x01 and 0x0e y1 = 90 which is 2 bytes 0x0 and 0x5a</p> <p>The complete byte transfer would be (in hex) 1b 70 9 a 9 14 1 e 0 5a</p>	
N	esc{x0 y0 x1 y1L esc{x1 y1L	27 60 x0 y0 x1 y1 27 61 x1 y1		Y	Draws a line	a	Draws a line in any direction from the co-ordinates x0,y0 to x1,y1. There must be a non-numeric character between the co-ordinates, this is acceptable esc{10,10,40,40L or esc{10;10;40;40L
N	esc{x0 y0 x1 y1R esc{x1 y1R	27 62 x0 y0 x1 y1 27 63 x1 y1		Y	Draws a rectangle	a	The co-ordinates are the top left and bottom right of the rectangle
N	esc{x0 y0 x1 y1F esc{x1 y1F	27 64 x0 y0 x1 y1 27 65 x1 y1		Y	Draws filled rectangle	a	As the R command but fills with foreground colour.
N	esc{x0 y0 radC esc{radC	27 66 x0 y0 r 27 67 r		Y	Draws circle	a	A circle is drawn with the given radius (rad) at the specified x and y co-ordinates.
							I2C: The radius is a single byte.
N	esc{x0 y0P esc{P	27 68 x y 27 69			Draws pixel	a	A single pixel is drawn at the given co-ordinates
N	esc{x0 y0p esc{p	27 70 x y 27 71			Moves to pixel		This is similar to the 'P' command but no pixel is drawn, this command will move the cursor to an exact pixel and is useful for aligning text for example.
N	esc{x0 y0b esc{b	27 72 x y <bytes> 27 73 <bytes>		Y	Bitmap		Send a bitmap picture as binary bytes.
N	esc{g	27 74 (0.5ms)			Returns current co-ordinates		Returns the x (horizontal) and y(vertical) co-ordinate pixel values. The format is: x,y<CR>
							I2C: When the screen is being presses and there is a result, it is returned as two 16 bit values: xHigh xLow

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					BFF file using BV-COM tools. See the user Guide.
N	esc[<bl>m	27 84 start	F	Sets macro start	<p>It is possible to have a block run at start up before any commands are accepted. This is useful for sign on screens or indeed the whole application screen can be set up for a host to read. Any readable block can be run at start up and of course this block can call other blocks.</p> <p>This command will set which block (1-499) is to be run at start up. To turn it off us a value of block 0, e.g. esc[0m.</p> <p>This command must be followed by a write defaults to flash (esc[?27D) otherwise it will be lost on the next restart.</p>
					I2C: Start is a 16 bit value, high byte first
N	esc{<bl><n>E	27 85 bl n		A Erase block/s	<p>Erases blocks of flash memory starting at the given block <bl> for the number of blocks <n>. To erase one block, say block 6 the command would be esc{6,1E (or esc{6 1E). A block is 4096 bytes. The lowest block is 0 and the highest block is 499, any numbers outside of this and the command will be ignored.</p> <p>NOTE: Erasing block 0 will reset the device back to its factory defaults.</p>
					I2C: bl and n are 16 bit values, high byte first
N	esc{<bl>r	27 86 bl		Read Flash to screen	<p>Reads the contents of flash starting at the given block and presents it to the screen. The presentation will depend on what type of data s in the starting block which in turn is determined by which command was used to write it. If a block is specified that is not a starting block an error will occur and a beep will sound.</p>
					I2C: bl is a 16 bit value, high byte first

Notes

[1] The letter following number in the escape code is lower case L

[2] At start up (reset) block 0 of the Flash user memory is read and various parameters are stored to RAM, the parameters that are read from the Flash are indicated in the third column by being marked with an 'F'. During operation a parameter may be changed, for example font size 2 could be set. This will take immediate effect but if the device is reset the parameter will revert back to the default. To 'fix' the new value command esc[?27D will write all of the parameters in RAM to Flash thus 'fixing' their values. This command writes ALL of the parameters marked as F.