|  |  |
| --- | --- |
| command（HEX），length 256Bytes | Fuction description |
| 0 | 1 | 2 | 3 | 4～255 |  |
| 0x01 | 0x1A | 0x1C | 0x01 | 0x00 | Init lcd |
| 0x01 | 0x1A | 0x1C | 0x02 | 0x00 | Wakeup，light up the backlight |
| 0x01 | 0x1A | 0x1C | 0x03 | 0x00 | Sleep，turn off the backlight |
| 0x01 | 0x1A | 0x1C | 0x04 | 0x00 | Clean the screen |

 VFDDisplay command：

interface：

|  |  |
| --- | --- |
| Fuction | void sendLCDCommand(in byte[] data, ILcdCallback callback) |
| Function Description  | SendVFDDisplay command |

|  |  |
| --- | --- |
| Fuction | void sendLCDString(in String string, ILcdCallback callback) |
| Function Description  | Send string （max 8 English words） |

|  |  |
| --- | --- |
| Fuction | void sendLCDDoubleString(in String topText, in String bottomText, ILcdCallback callback) |
| Function Description  | Send string （2lines） |

|  |  |
| --- | --- |
| Fuction | void sendLCDBitmap(in Bitmap bitmap, ILcdCallback callback) |
| Function Description  | Send a bitmap（bitmap 128\*40） |

|  |  |
| --- | --- |
| Fuction | void sendLCDMultiString(in String[] text, in int[] align, ILcdCallback callback)text: contentalign:weights of each line |
| Function Description  | Send a bitmap（bitmap 128\*40） |

|  |  |
| --- | --- |
| Fuction | void sendLCDFillString(in String string, int size, boolean fill, ILcdCallback callback)string:contentsize:font sizefill: fill up the LCD true：fill up false：not fill up |
| Function Description  | Send a bitmap（bitmap 128\*40） |

|  |  |  |
| --- | --- | --- |
| Feedback function return  | Return |  |
| onRunResult | int status, boolean show | status: lcd status0 can’t find lcd 1 init2 wakeup 3 sleep 4 clean the screen 16 displayshow:true false  |

//the reserved fuction，true :app need exclusive the screen ，false :app //needn’t exclusive the screen（unrealized fuction）

//Declare the Monopoly meta in your application manifest file. For example:

 <meta-data android:name="Monopoly" android:value="value" />

//value =true or false