



Leopard Communication Protocol 7/14/00a

V2.76 changes

Initialize touch responses from the Leopard, parameter number 6:

Write CPU-XA Parameter Data

->Send 8 binary bytes: <200> <40> <pnum> <MSB data> <LSB data> <0> <0> <csum>
 <-Receive 3 byte header: <6> <0> <6>

Note: This command writes a parameter <pnum> into the CPU-XA

Data Explanation:

- pnum = the parameter number to write
- LSB data = the low byte of the 16 bit data
- MSB data = the high byte of the 16 bit data
- csum = the 8-bit sum of 200 + 40 + pnum + MSB + LSB + 0

Parameter Number Explanation:

1	-	not used
2	-	not used
3	max unit	highest unit number to scan to
4	-	not used
5	64	internal use
6	enable touch response	0 = do not respond 1 = respond with virtual button match 2 = respond with grid location (0-59) 6 Rows of 10 0 = upper left, 59 = lower right
7	rescan time	auto rescan in minutes (0 = off)
8	-	not used
9	-	not used
10	security code 1	(system interface only)
11	security code 2	(system interface only)
12	security code 3	(system interface only)
13	max slave	highest slave address to look for (set to 0)
14	cpu-xa num	CPU-XA address (set to 0)
15	auto X10	send X10 (0 = off, 1 = on) 0xfe (RX),hc,kc when rx'd 0xfb (TX),hc,kc when tx'd
16	auto I/O	send 0xff if remote i/o status has changed (0 = off, 1 = on)
17	auto ir	send IRnumber when compare exists,

To Change C-Max designed screens on the fly, change variable 63:

Write CPUXA Variable Data

->Send 8 binary bytes: <200> <41> <vnum> <LSB data> <MSB data> <0> <0> <csum>

<-Receive 3 byte header: <6> <0> <6>

Note: This command writes data to vnum.

Data Explanation:

vnum = the variable number to write to (0-63)

0 - 62 Regular program variables

63 Leopard Screen number

(set to 0 to display user loaded Bitmap)

(set to 1-24 for C-Max designed screens)

LSB data = the low byte of the 16 bit data

MSB data = the high byte of the 16 bit data

csum = the 8-bit sum of 200 + 41+ vnum + LSB + MSB

To Write ASCII Text to the Touch Screen:

Write Text to Leopard Touch Screen

->Send 50 binary bytes:

<241> <109> <attributes> <count> <LSB xcoord data> <MSB xcoord data>

<LSB ycoord data> <MSB ycoord data> <ASCII Char 0> ...<ASCII Char n-1>

<Pad with 0's> <50th byte csum>

<-Receive 3 byte header: <6> <0> <6>

Note: This command writes ASCII chars to the Leopard Touch Screen.

Data Explanation:

attributes = bit numbers: 76543210

0: 1 = turn on backlight / 0 = turn off backlight v2.76 ..

1: 0 = use 8X12 Font

1 = use 12X16 Font

2: 1 = clear screen

3: 1 = beep once

4: future

5: future

6: future

7: future

count = the length of the text string to write (1-39)

LSB xcoord data = the low byte of the upper left X pixel location to write text

MSB xcoord data = the high byte of the upper left X pixel location to write text

LSB ycoord data = the low byte of the upper left Y pixel location to write text

MSB ycoord data = the high byte of the upper left Y pixel location to write text

(note: X coords 0-319 go left to right, Y coords 0-239 go top to bottom)

(note: X coords are on a 8 pixel grid)

<ASCII Char 0> ...<ASCII Char n-1> = Text to write

csum = the sum of the 49 preceding bytes

