

*Product & Innovation*

## Neo RS232 specification

Version	Date	Changes		Author(s)
1.3	20-03-2024	Updated some On/Off values according to implementation (highlighted in <b>bold</b> )	P&I	Hans Crijns
1.2	14-07-2023	Updated default speed and 0x00 / 0x01 → On / Off values	P&I	Hans Crijns
1.1	15-03-2023	Added RC commands; un-greyled several implemented commands (requires firmware 1.2.x)	P&I	Hans Crijns
1.0	16-01-2023	First release	P&I	Hans Crijns

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## Introduction

This document explains a RS232 protocol that can be used to control the Neo screen via RS232 cable. It includes settings, the protocol format and specific commands supported and allowed values.

## Protocol

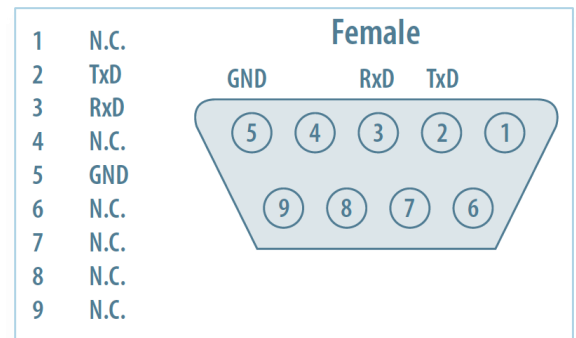
RS-232C Pin Map:

### Communication parameter

- baud rate : 115200 (default)
- data : 8
- parity : NONE stop bit : 1

### Communication general spec

- ID should show hexadecimal value of assigned ID. This ID is set in the screen's settings menu.
- If you want to control every mechanism connected with Serial Cable regardless of its ID, set ID to « 0x00 » and send commands. Then each SET will follow commands but it will not respond without ACK.
- Don't use 0x00, 0x8A(138) and 0xA9(168) for Set ID.



## Packet format specification

### Basic packet format:

START	COMMAND	ID	DATA	END
0xA9	0xFF		0xYY	0x8A

### Request and response format:

Note: Command and data values can be found in Command Overview chapter

#### Get request:

START	COMMAND	ID	DATA	END
0xA9	0xFF		0xAA	0x8A

#### Set request:

START	COMMAND	ID	DATA	END
0xA9	0xFF		Value	0x8A

#### Acknowledge:

START	COMMAND	ID	CMD	DATA	END
0xA9	0x41		0xFF	Value	0x8A

#### Negative acknowledge:

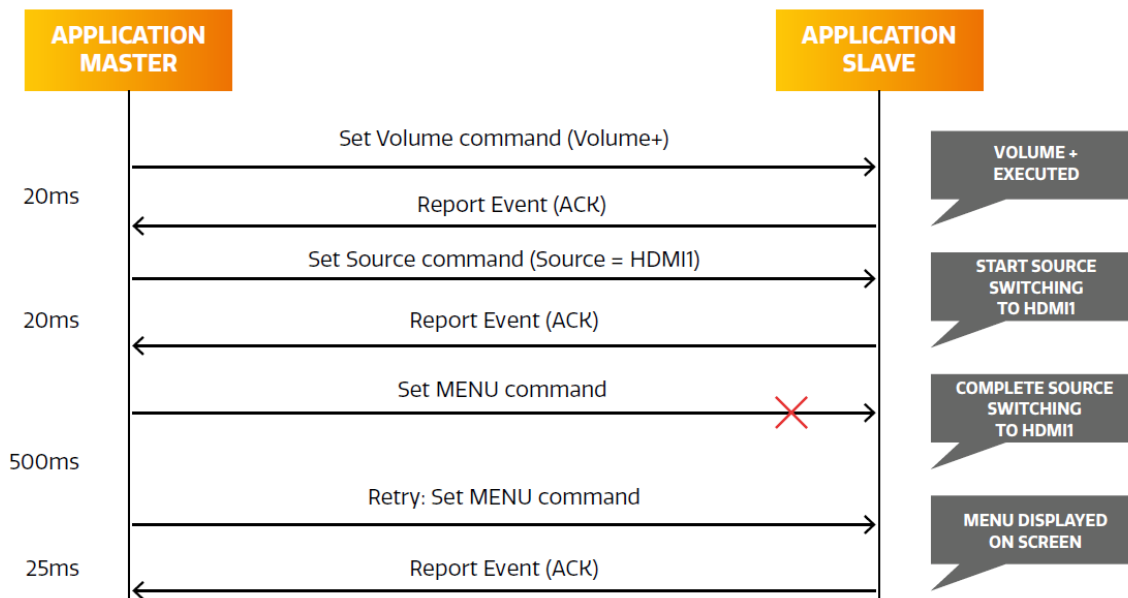
START	COMMAND	ID	CMD	DATA	END
0xA9	0x4E		0xFF	Error	0x8A

#### Error values:

0x01	Invalid command
0x02	Invalid data
0xFF	Misc.

## Communication Procedure

A new command should not be sent until the previous command is acknowledged. However, if a response is not received within 500 milliseconds, a retry may be triggered. This use case is true if commands are sent during the screen busy state and the screen set decides that the processing of the commands cannot be carried out. As a result, no acknowledgement will be sent. An example would be the application sends a set OSD command while the screen is still performing source switching. No fixed retry mechanism is mandated by RS232 Serial communication and it's up to the application to decide upon if a retry is needed for command integrity. Overall, no new command should be sent before receiving an acknowledgement on its previous command. If no acknowledgement is received, the application can only send the next command (or retry the failed command) after the 500ms timeout is over. The sequence diagram below illustrates the communication procedure.



## Command overview

Parameter	CMD value	Parameter values
Power	0x11	Off 0x00 / On 0x01
Backlight mute	0x12	<b>Off 0x01 / On 0x00</b>
Volume	0x13	0-100: 0x00 – 0x64
Mute	0x14	Off 0x00 / On 0x01
Input source	0x15	HDMI1 0x05 / HDMI2 0x006 / HDMI3 0x08 / DP 0x07 / OPS 0x09 / Android 0x0C / USB-C 0xE
IR remote control codes	0x16	Keycode (see below)
CTOUCH button	0x17	<b>Off 0x01 / On 0x00</b>
Picture mode	0x18	Dynamic 0x00 / Standard 0x01 / Soft 0x02
Sound mode	0x19	Standard 0x00 / Music 0x01 / Movie 0x02 / Sport 0x03
Baud rate	0x1A	1200 0x00 / 4800 0x02 / 9600 0x03 / 19200 0x04 / 38400 0x05 / 57600 0x06 / 115200 0x07
IR lock	0x1D	<b>Off 0x01 / On 0x00</b>
Touch lock	0x1E	Off 0x00 / On 0x01
Energy mode	0x30	Normal 0x00 / Automatic 0x01 / Eco friendly 0x03

### Key codes (use with A9 16 00 xx 8A formatted codes):

Parameter	KEYCODE	Notes
Power	0xD7	
Input	0xC0	
Enter	0x9B	
Menu	0x84	Opens settings menu
Home	0xBC	Switches to Home
Exit	0xD4	
Mute	0xDF	
Volume up	0x83	
Volume down	0x86	
Screenshot	0x62	Opens screenshot tool
Annotation	0x55	Opens annotation tool

## Appendix: Tools and testing

To be able to test your configuration, you can use all kind of tools. The one we recommend is Docklight (Scripting) since we made a pre-configured file that you can use with it. Docklight can be downloaded via <https://docklight.de/> and can be used without a license (free version). Only if you would like to edit and store configurations, you will need a full version.

Example screenshot:

The screenshot shows a window titled "Send Sequences" with a table of key sequences. The table has three columns: "Send", "Name", and "Sequence". The "Send" column contains a right-pointing arrow symbol. The "Name" column lists various key names, and the "Sequence" column lists their corresponding hex codes in hexadecimal format.

Send	Name	Sequence
---	KEY_PWD_QUERY	A9 11 00 AA 8A
---	KEY_POWER_OFF	A9 11 00 00 8A
---	KEY_POWER_ON	A9 11 00 01 8A
---	KEY_BLU_QUERY	A9 12 00 AA 8A
---	KEY_BLU_OFF	A9 12 00 00 8A
---	KEY_BLU_ON	A9 12 00 01 8A
---	KEY_VOL_QUERY	A9 13 00 AA 8A
---	KEY_SET_VOL_MIN	A9 13 00 00 8A
---	KEY_SET_VOL_MAX	A9 13 00 64 8A
---	KEY_MUTE_QUERY	A9 14 00 AA 8A
---	KEY_SET_MUTE	A9 14 00 01 8A
---	KEY_SET_UNMUTE	A9 14 00 00 8A
---	KEY_INPUT_QUERY	A9 15 00 AA 8A
---	KEY_HDMI1	A9 15 00 05 8A
---	KEY_HDMI2	A9 15 00 06 8A
---	KEY_HDMI3	A9 15 00 08 8A
---	KEY_DP	A9 15 00 07 8A
---	KEY_VGA	A9 15 00 04 8A
---	KEY_USB C	A9 15 00 0E 8A
---	KEY_Inside PC	A9 15 00 09 8A
---	KEY_Slide in	A9 15 00 0D 8A
---	RC_POWER	A9 16 00 D7 8A
---	RC_INPUT	A9 16 00 C0 8A
---	RC_UP	A9 16 00 92 8A
---	RC_LEFT	A9 16 00 97 8A
---	RC_ENTER	A9 16 00 9B 8A