4D LABS

GOLDELOX-SGC Command Set

Software Interface Specification

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Note: This manual applies to the GOLDELOX-SGC Revision 15 PmmC files and above.

Table of Contents

1. Host Interface

The GOLDELOX-SGC chip is a slave peripheral device and it provides a bidirectional serial interface to a host controller via its UART. All communications between the host and the device occur over this serial interface. The protocol is simple and easy to implement.

☞ **Serial Data Format: 8 Bits, No Parity, 1 Stop Bit. Serial data is true and not inverted.**

1.1 Command Protocol : Flow Control

The GOLDELOX-SGC is a slave device and all communication and events must be initiated by the host. Each command is made up of a sequence of data bytes. When a command is sent to the device and the operation is completed, it will always return a response. For a command that has no specific response the device will send back a single acknowledge byte called the ACK (06hex), in the case of success, or NAK (15hex), in the case of failure.

Commands having specific responses may send back varying numbers of bytes, depending upon the command and response. It will take the device a certain amount of time to respond, depending on the command type and the operation that has to be performed. If the GOLDELOX-SGC chip receives a command that it does not understand it will reply back with a negative acknowledge called the NAK (15hex). Since a command is only identified by its position in the sequence of data bytes sending incorrect data can result in wildly incorrect operation.

1.2 Serial Set-up : Auto-Baud

The GOLDELOX-SGC has an auto-baud feature which can automatically detect the host speed and can set its internal baud rate to operate from 300 to 256K baud. Prior to any commands being sent to the module, it must first be initialised by sending the auto-baud character '**U**' (55hex) after any power-up or reset. This will allow the module to determine and lock on to the baud rate of the host automatically without needing any further set up. Once the device has locked onto the host baud rate it will respond with an ACK byte (06hex).

☞ **Auto-Bauding must be performed each time the device is powered up or reset.**

If the host needs to change the baud rate, the GOLDELOX-SGC must be power/reset cycled. The "A**uto-Baud**" command cannot be used to change the baud rate during the middle of normal usage.

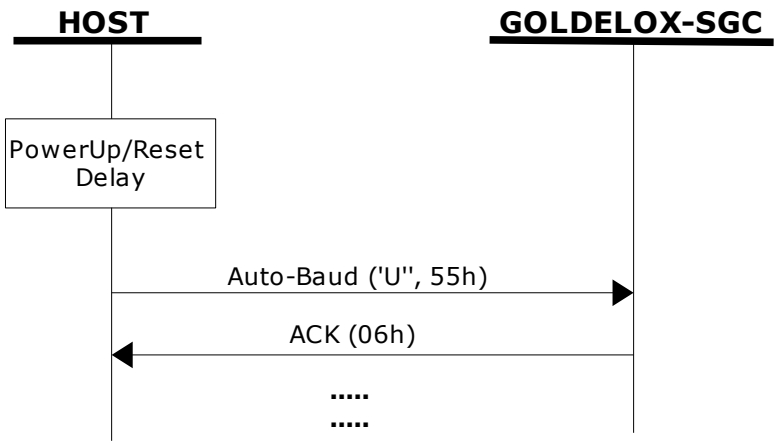
1.3 Power-up and Reset

When the GOLDELOX-SGC device comes out of a power up or external reset, a sequence of events must be observed before attempting to communicate with the module:

- Allow up to 500ms delay after power-up or reset for the module to settle without a uSD/uSDHC card inserted. If a uSD card is inserted the initialisation time of the particular card will need to be added, better quality cards tend to initialise in about 75ms or quicker, lower quality ones can take

up to a second. Do not attempt to communicate with the module during this period. The module may send garbage on its TX Data line during this period, the host should disable its Rx Data reception.

- The host transmits the Auto-Baud character (capital **U**, **55**hex) as the first command so the device can lock onto the host's baud rate.
- Once the host receives the ACK, the GOLDELOX-SGC is now ready to accept commands from the host.



1.4 Splash Screen on Power Up

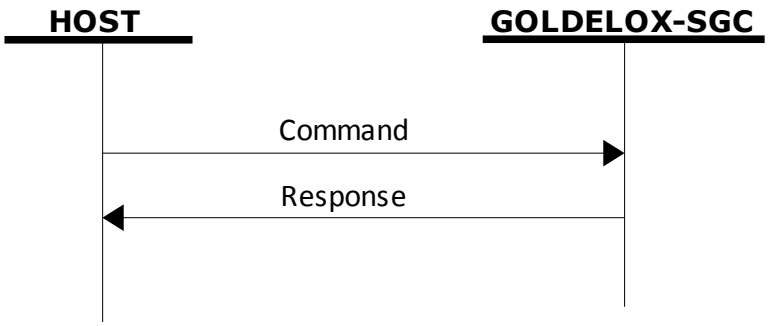
The GOLDELOX-SGC will wait up to 5 seconds with its screen blank for the host to transmit the Auto-Baud command ('U', 55hex). If the host has not transmitted the Auto-Baud command by the end of this period the module will display its splash screen. If the host has transmitted the Auto-Baud command, the screen will remain blank. This wait period is for those customer specific applications where the splash screen is undesired.

1.5 Auto Run Memory Card Script Program

The GOLDELOX-SGC has a feature that will auto run a preloaded script program on power-up. If the SWITCH input (pin 27) on the GOLDELOX-SGC is connected to GND (on power-up) and if there is a script program present in the memory card then the device will auto run the script program. This is a useful feature for those stand alone applications where the device does not require a host controller to play a slide show of images, video clips, etc.

2. Command Set

The command interface between the GOLDELOX-SGC and the host is via the serial interface. A handful of easy to learn commands provide complete access to all the available functions. The simplified command set also means that very low overheads are imposed on the host controller. Commands and responses can be either single bytes or many bytes. All commands return a response, either an acknowledge or data.



The command set is grouped into following sections:

- General Commands
- Graphics Commands
- Text Commands
- SD/SDHC Memory Card Commands
- 4DSL - Scripting Language Commands

Each Command set is described in detail in the following sections.

Separation characters such as commas ',' or spaces ' ' or brackets'(' ')' between bytes that are shown in the command/response syntax descriptors are purely for legibility purposes and must not be considered as part of any transmitted/received data unless specifically stated.

2.1 General Commands

Summary of Commands in this section:

- AutoBaud – **55hex**
- Version-Device Info Request – **56hex**
- Replace Background Colour – **42hex**
- Clear Screen – **45hex**
- Display Control Functions – **59hex**
- Sleep– **5Ahex**
- Switch-Buttons-Joystick Status - **4Ahex**
- Switch-Buttons-Joystick Wait for Status - **6Ahex**
- Sound – **4Ehex**
- Tune – 6**Ehex**

2.1.1 AutoBaud - 55hex

Command	**cmd**	
	cmd	**55**(hex) or **U**(ascii) : Command header byte
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte
Description	This must be the very first command sent to the GOLDELOX-SGC after power-up or reset. This will enable the device to lock on to the host baud rate.	

2.1.2 Version-Device Info Request - 56hex

Command	**Cmd, Output**	
	cmd	**56**(hex) or **V**(ascii) : Command header byte
	Output	**00hex** : Outputs the version and device info to the serial port only. **01hex** : Outputs the version and device info to the serial port as well as to the screen.
Response	**device_type, hardware_rev, firmware_rev, horizontal_res, vertical_res**	
	device_type	This response indicates the device type. **00hex** = micro-OLED. **01hex** = micro-LCD. **02hex** = micro-VGA.
	hardware_rev	This response indicates the device hardware version
	firmware_rev	This response indicates the device firmware version.
	horizontal_res	This response indicates the horizontal resolution of the display. **22hex** : 220 pixels **28hex** : 128 pixels **32hex** : 320 pixels **60hex** : 160 pixels **64hex** : 64 pixels **76hex** : 176 pixels **96hex** : 96 pixels
	vertical_res	This response indicates the vertical resolution of the display. See horizontal_res above for resolution options. **22hex** : 220 pixels **28hex** : 128 pixels **32hex** : 320 pixels **60hex** : 160 pixels **64hex** : 64 pixels **76hex** : 176 pixels **96hex** : 96 pixels
Description	This command requests all the necessary information from the device about its characteristics and capability.	

2.1.3 Replace Background Colour - 42hex

Command	**cmd, colour**(msb:lsb)	
	cmd	**42**(hex) or **B**(ascii) : Command header byte
	colour	2 bytes (16 bits) define the background colour in RGB format: R4R3R2R1R0G5G4G3G2G1G0B4B3B2B1B0 where: msb : R4R3R2R1R0G5G4G3 lsb : G2G1G0B4B3B2B1B0
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if operation successful **15**(hex) : NAK byte if unsuccessful
Description	This command changes the current background colour. Once this command is sent, only the background colour will change. Any other object on the screen with a different colour value will not be affected.	
Example	**Command Data:** 42hex, FFhex, FFhex This example sets the background colour value to FFFFhex (White).	

2.1.4 Clear Screen - 45hex

Command	**cmd**	
	cmd	**45**(hex) or **E**(ascii) : Command header byte
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command clears the entire screen using the current background colour	
Example	**Command Data:** 45hex (Clear the screen).	

2.1.5 Display Control Functions - 59hex

Command	**cmd, mode, value**	
	cmd	**59**(hex) or **Y**(ascii) : Command header byte
	mode	**00hex : NA** **01hex : Display ON/OFF** DISPLAY OFF : when value = 00hex DISPLAY ON : when value = 01hex **02hex : Contrast Adjust** CONTRAST RANGE : when value = 00hex to 0Fhex **03hex : Display PowerUp-Shutdown (low power mode)** DISPLAY SHUTDOWN : when value = 00hex DISPLAY POWERUP : when value = 01hex
	value	See mode description above.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command changes some of the display settings such as contrast and low power mode.	

2.1.6 Sleep- 5Ahex

Command	**cmd, mode, delay**	
	cmd	**5A**(hex) or **Z**(ascii) : Command header byte
	mode	**80hex : Turn off uSD/uSDHC(must reinit manually)** **02hex : Wake-up on Joystick** **01hex : Wake-up on Serial**
	delay	N/A - Not used.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	Puts GOLDELOX-SGC chip in to low power mode and optionally waits for certain conditions to wake it up. To reduce the current consumption even further "Display Control Functions – 59hex" must also be used to set the display in low power mode .	

2.1.7 Switch-Buttons-Joystick Status - 4Ahex

Command	**cmd, option**	
	cmd	**4A**(hex) or **J**(ascii) : Command header byte
	option	**08hex :** Return Buttons-Joystick Status **0Fhex :** Wait for Buttons-Joystick to be pressed and released **00hex :** Wait until any Buttons-Joystick pressed **01hex :** Wait until SW1 (UP) released. **02hex :** Wait until SW2 (LEFT) released. **03hex :** Wait until SW3 (DOWN) released. **04hex :** Wait until SW4 (RIGHT) released. **05hex :** Wait until SW5 (FIRE) released.
Response	**status**	
	status	**00hex :** No Buttons pressed (or pressed button has been released). **01hex :** SW1 (UP) pressed. **02hex :** SW2 (LEFT) pressed. **03hex :** SW3 (DOWN) pressed. **04hex :** SW4 (RIGHT) pressed. **05hex :** SW5 (FIRE) pressed.
Description	This command returns the status of the Buttons-Joystick in several options.	

2.1.8 Wait for Switch-Buttons-Joystick Status - 6Ahex

Command	**cmd, option, waitTime**(msb:lsb)	
	cmd	**6A**(hex) or **j**(ascii) : Command header byte
	option	**00hex :** Wait until any Buttons-Joystick pressed. **01hex :** Wait until SW1 (UP) released. **02hex :** Wait until SW2 (LEFT) released. **03hex :** Wait until SW3 (DOWN) released. **04hex :** Wait until SW4 (RIGHT) released. **05hex :** Wait until SW5 (FIRE) released.
	waitTime	2 bytes (big endian) define the wait time (in milliseconds).
Response	**status**	
	status	**00hex :** Time-Out (or Button released). **01hex :** SW1 (UP) pressed. **02hex :** SW2 (LEFT) pressed. **03hex :** SW3 (DOWN) pressed. **04hex :** SW4 (RIGHT) pressed. **05hex :** SW5 (FIRE) pressed.
Description	This command asks for the status of the Buttons-Joystick in several options with a wait time.	

2.1.9 Sound - 4Ehex

Command	**cmd, note**(msb:lsb)**, duration**(msb:lsb)	
	cmd	**4E**(hex) or **N**(ascii) : Command header byte
	note	2 bytes (big endian) define the note or frequency of the sound. **0 :** No sound, silence. **1-84 :** 5 octaves piano range + 2 more. **100-20000 :** Frequency in Hz.
	duration	2 bytes (big endian) define the duration of the note (in milliseconds).
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command will generate a specified note or frequency for a certain duration.	

2.1.10 Tune - 6Ehex

Command	**cmd, length, note1, duration1, note2, duration2,** ..... n**oteN, durationN**	
	cmd	**6E**(hex) or **n**(ascii) : Command header byte
	length	1byte, Number of note/duration pairs to follow: Maximum 64.
	note	2 bytes (big endian) define the note or frequency of the sound. **0 :** No sound, silence. **1-84 :** 5 octaves piano range + 2 more. **100-20000 :** Frequency in Hz.
	duration	2 bytes (big endian) define the duration of the note (in milliseconds).
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command will generate a sequence of specified note or frequency for a specified duration.	

2.2 Graphics Commands

Summary of Commands in this section:

- Add User Bitmap Character – **41hex**
- Draw Circle – **43hex**
- Draw User Bitmap Character – **44hex**
- Draw Triangle – **47hex**
- Draw Image-Icon – **49hex**
- Set Background colour **– 4Bhex**
- Draw Line – **4Chex**
- Draw Pixel – **50hex**
- Read Pixel – **52hex**
- Screen Copy-Paste – **63hex**
- Draw Polygon – **67hex**
- Replace colour **– 6Bhex**
- Set Pen Size – **70hex**
- Draw Rectangle – **72hex**

2.2.1 Add User Bitmap Character - 41hex

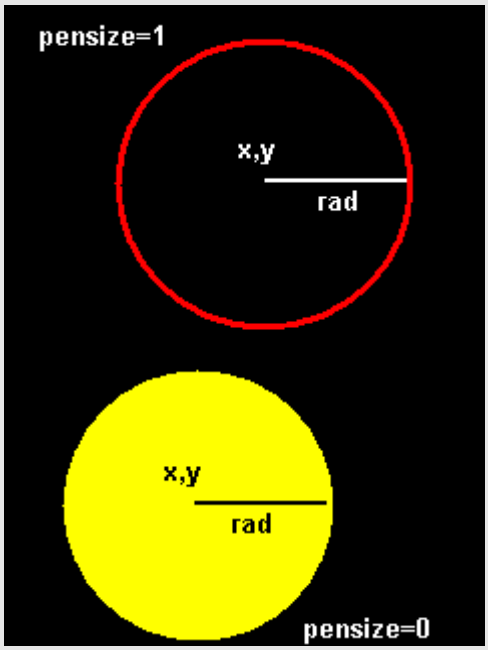
Command	**cmd, char_idx, data1, data2, .. , data8**	
	cmd	**41**(hex) or **A**(ascii) : Command header byte
	char_idx	Bitmap character index to add to memory. Range is 0 to 31 (**00**h to **1F**h), 32 characters of 8x8 format.
	data1..data8	8 data bytes that make up the composition of the bitmap character. The 8x8 bitmap composition is 1 byte wide (8 bits) by 8 bytes deep.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command will add a user defined bitmap character into the internal memory.	

b7	b6	b5	b4	b3	b2	b1	b0		← Data Bits
			■	■					**data1 (18**hex**)**
		■			■				**data2 (24**hex**)**
	■					■			**data3 (42**hex**)**
■							■		**data4 (81**hex**)**
■							■		**data5 (81**hex**)**
	■					■			**data6 (42**hex**)**
		■			■				**data7 (24**hex**)**
			■	■					**data8 (18**hex**)**

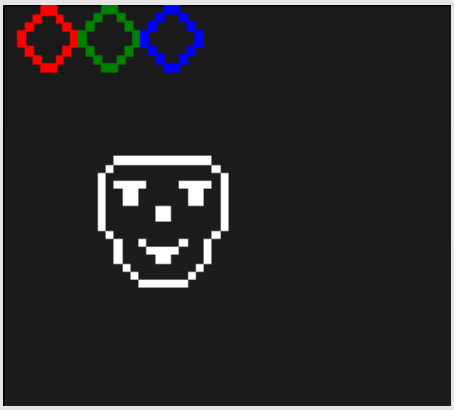
Example of 8x8 User defined bitmap

Example	**Command Data:** 41hex, 01hex, 18hex, 24hex, 42hex, 81hex, 81hex, 42hex, 24hex, 18hex This example adds and saves a user defined 8x8 bitmap as character index 1 into memory.

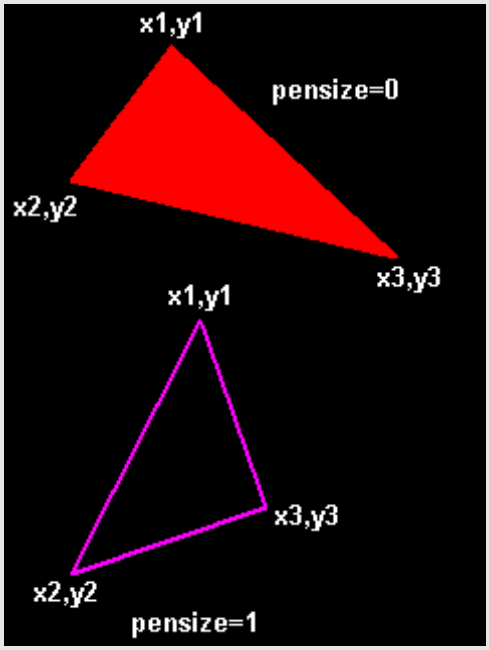
2.2.2 Draw Circle - 43hex

Command	**cmd, x, y, radius, colour**(msb:lsb)	
	cmd	**43**(hex) or **C**(ascii) : Command header byte
	x	Horizontal position of the circle centre.
	y	Vertical position of the circle centre.
	radius	Radius of the circle.
	colour	2 bytes define the circle colour.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command will draw a coloured circle centred at **(x, y)** with a radius determined by the value set in the **'radius'** byte. The circle can be either solid or wire frame (empty) depending on the value of the Pen Size (see **Set Pen Size** command). when Pen Size = 0 : circle is solid when Pen Size = 1 : circle is wire frame  	
Example	**Command Data:** 43hex, 3Fhex, 3Fhex, 22hex, 00hex, 1Fhex Draws a RED circle (**001F**hex) centred at x = **63**dec (**3F**hex) and y = **63**dec (**3F**hex) with a radius of **34**dec (**22**hex).	

2.2.3 Draw User Bitmap Character - 44hex

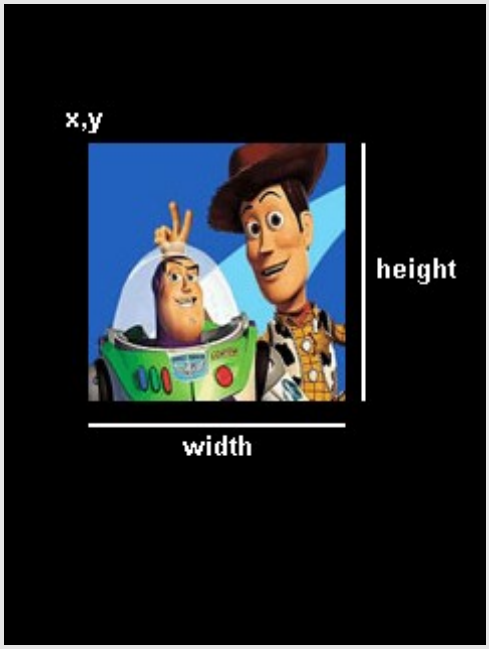
Command	**cmd, char_idx, x, y, colour**(msb:lsb)	
	cmd	**44**(hex) or **D**(ascii) : Command header byte
	char_idx	Bitmap character index to draw from the previously added bitmap characters into memory. Range is 0 to 31 (**00**h to **1F**h), 32 characters of 8x8 format.
	x	Horizontal display position of the bitmap character.
	y	Vertical display position of the bitmap character.
	colour	2 bytes bitmap colour value.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command draws the previously defined user bitmap character at location **(x, y)** on the screen. User defined bitmaps allow drawing & displaying unlimited graphic patterns quickly & effectively. 	
Examples	**Command Data:** 44hex, 01hex , 00hex, 00hex, F8hex, 00hex (Display 8x8 bitmap character index 1 at x = 0, y = 0, colour = RED). **Command Data:** 44hex, 02hex, 08hex, 00hex, 07hex, E0hex (Display 8x8 bitmap character index 2 at x = 8, y = 0, colour = GREEN). **Command Data:** 44hex, 03hex, 10hex, 08hex, 00hex, 1Fhex (Display 8x8 bitmap character index 3 at x = 16, y = 8, colour = BLUE).	

2.2.4 Draw Triangle - 47hex

Command	**cmd, x1, y1, x2, y2, x3, y3, colour**(msb:lsb)	
	cmd	**47**(hex) or **G**(ascii) : Command header byte
	x1, y1, x2, y2, x3, y3	3 vertices of the triangle. These must be specified in an anti-clockwise fashion.
	colour	2 bytes (big endian) triangle colour value.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command draws a Solid/Wire-Frame triangle. The vertices must be specified in an anti-clock wise manner, i.e. **x2 < x1 : x3 > x2 : y2 > y1 : y3 > y1** A solid or a wire frame triangle is determined by the value of the Pen Size setting. when Pen Size = 0 : triangle is solid when Pen Size = 1 : triangle is wire frame  	

2.2.5 Draw Image-Icon - 49hex

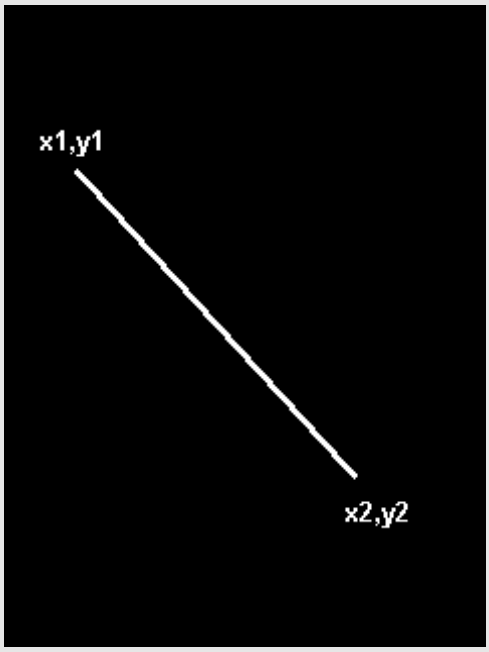
Command	**cmd, x, y, width, height, colourMode, pixel1, .. pixelN**	
	cmd	**49**(hex) or **I**(ascii) : Command header byte
	x	Image horizontal start position (top left corner).
	y	Image vertical start position (top left corner).
	width	Horizontal size of the image.
	height	Vertical size of the image.
	colourMode	**08**(hex) : 256 colour mode, 8bits/1byte per pixel. **10**(hex) : 65K colour mode, 16bits/2bytes per pixel .
	pixel1..pixelN	Image pixel data where N is the total number of pixels. N = width x height (when colourMode = 08hex) N = 2 x width x height (when colourMode = 10hex)
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command displays a bitmap image on to the screen with the top left corner specified by **(x, y)** and the size of the image specified by **width** and **height** parameters. This command is more effective than using the "Put Pixel" command, where there are no overheads in specifying the **x, y** location of each pixel.	



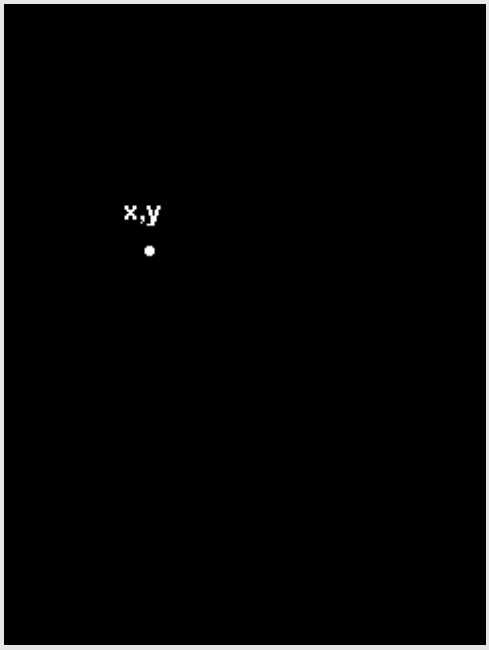
2.2.6 Set Background colour - 4Bhex

Command	**cmd, colour**(msb:lsb)	
	cmd	**4B**(hex) or **K**(ascii) : Command header byte
	colour	2 bytes (16 bits) define the background colour in RGB format: R4R3R2R1R0G5G4G3G2G1G0B4B3B2B1B0 where: msb : R4R3R2R1R0G5G4G3 lsb : G2G1G0B4B3B2B1B0
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if operation successful **15**(hex) : NAK byte if unsuccessful
Description	This command sets the background colour for the next erase and draw(refers to opaque mode text in Set Transparent-Opaque Text – 4Fhex) commands to be sent. Once this command is sent, the background colour will only change when it is rewritten. Nothing on the screen will be affected.	
Example	**Command Data:** 4Bhex, FFhex, FFhex This example sets the background colour value to FFFFhex (White).	

2.2.7 Draw Line – 4Chex

Command	**cmd, x1, y1, x2, y2, colour**(msb:lsb)	
	cmd	**4C**(hex) or **L**(ascii) : Command header byte
	x1	Top left horizontal start position of line.
	y1	Top left vertical start position of line.
	x2	Bottom right horizontal end position of line.
	y2	Bottom right vertical end position of line.
	colour	2 bytes define the Line colour.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command will draw a coloured line from point **(x1, y1)** to point **(x2, y2)** on the screen.  	
Example	**Command Data:** 4Chex, 00hex, 00hex, 7Fhex, 7Fhex, Ffhex, FFhex Draws a WHITE line (FFFFhex) from (x1 = 00hex, y1 = 00hex) to (x2 = 7Fhex, y2 = 7Fhex).	

2.2.8 Draw Pixel - 50hex

Command	**cmd, x, y, colour**(msb:lsb)	
	cmd	**50**(hex) or **P**(ascii) : Command header byte
	x	Horizontal position of the pixel.
	y	Vertical position of the pixel.
	colour	2 bytes (16 bits) define the pixel colour in RGB format: R4R3R2R1R0G5G4G3G2G1G0B4B3B2B1B0 where: msb : R4R3R2R1R0G5G4G3 lsb : G2G1G0B4B3B2B1B0
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command will draw a coloured pixel at location **(x, y)** on the screen. 	
Example	**Command Data:** 50hex, 01hex, 0Ahex, FFhex, FFhex Draw a WHITE pixel (FFFFhex) at location (x = 01hex, y = 0Ahex).	

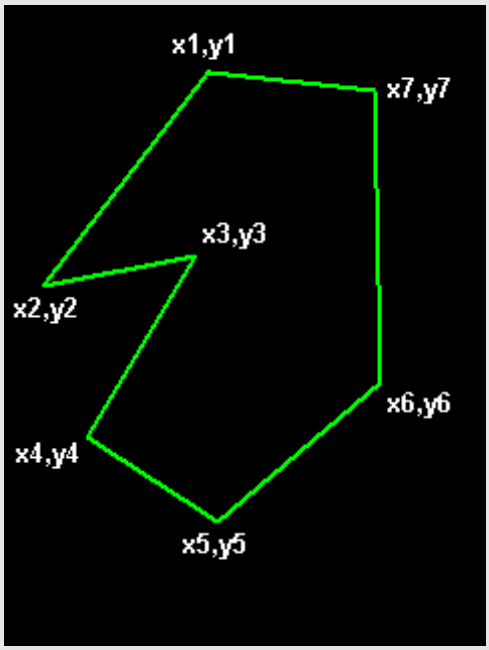
2.2.9 Read Pixel - 52hex

Command	**cmd, x, y**	
	cmd	**52**(hex) or **R**(ascii) : Command header byte
	x	Horizontal position of the pixel.
	y	Vertical position of the pixel.
Response	**colour(**msb:lsb)	
	colour	Returns back 2 bytes (16 bits) pixel colour in RGB format: R4R3R2R1R0G5G4G3G2G1G0B4B3B2B1B0 where: msb : R4R3R2R1R0G5G4G3 (msb is 1st byte) lsb : G2G1G0B4B3B2B1B0 (lsb is 2nd byte)
Description	This command will read the colour value of a pixel at location **(x, y)** on the screen and return it to the host. This is a useful command when for example a white pointer is moved across the screen and the host can read the colour on the screen and switch the colour of the pointer when it's on top of a light coloured area.	
Example	**Command Data:** 52hex, 01hex, 0Ahex **GOLDELOX-SGC Response:** 00hex, 1Fhex Reads a BLUE pixel (001Fhex) at location (x = 01hex, y = 0Ahex).	

2.2.10 Screen Copy-Paste - 63hex

Command	**cmd, xs, ys, xd, yd, width, height**	
	cmd	**63**(hex) or **c**(ascii) : Command header byte
	xs	Top left horizontal start position of screen area to be copied (source).
	ys	Top left vertical start position of screen area to be copied (source).
	xd	Top left horizontal start position of where copied area is to be pasted (destination).
	yd	Top left vertical start position of where copied area is to be pasted (destination).
	width	Width of screen area to be copied (source).
	height	Height of screen area to be copied (source).
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command copies a specified area of the screen as a bitmap block. The start location of the block to be copied is represented by **xs, ys** (top left corner) and the size of the area to be copied is represented by **width** and **height** parameters. The start location of where the block is to be pasted (destination) is represented by **xd, yd** (top left corner). This is a very powerful feature for animating objects, smooth scrolling, implementing a windowing system or copying patterns across the screen to make borders or tiles.	

2.2.11 Draw Polygon - 67hex

Command	**cmd, vertices, x1, y1, .. , xn, yn, colour**(msb:lsb)	
	cmd	**67**(hex) or **g**(ascii) : Command header byte
	vertices	Number of vertices from 3 to 7. This byte specifies the number of vertices of the polygon.
	x1,y1,..xn, yn	Vertices of the triangle. These can be specified in any fashion.
	colour	2 bytes triangle colour value.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command draws an Empty/Wire-Frame polygon. Up to 7 vertices can be specified in any manner. Currently only a wire frame polygon is supported.  	

2.2.12 Replace Colour - 6Bhex

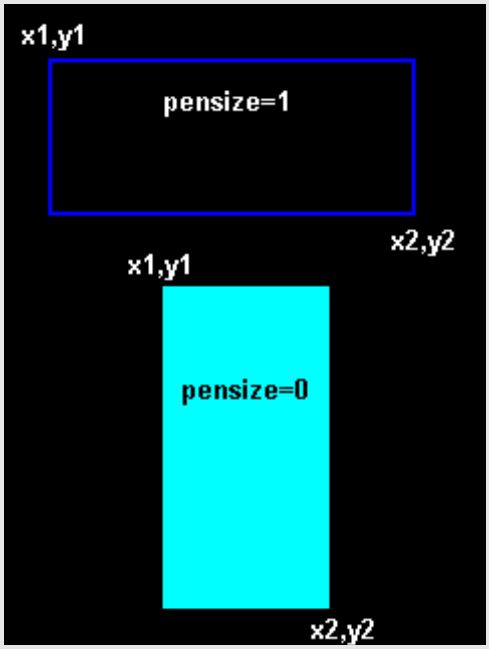
Command	**cmd, x1, y1, x2, y2, old colour**(msb:lsb)**, new colour**(msb:lsb)	
	cmd	**6B**(hex) or **k**(ascii) : Command header byte
	x1	Top left horizontal start position.
	y1	Top left vertical start position.
	x2	Bottom right horizontal end position.
	y2	Bottom right vertical end position.
	old colour	2 bytes (16 bits) define the background colour in RGB format: R4R3R2R1R0G5G4G3G2G1G0B4B3B2B1B0 where: msb : R4R3R2R1R0G5G4G3 lsb : G2G1G0B4B3B2B1B0
	new colour	2 bytes (16 bits) define the background colour in RGB format: R4R3R2R1R0G5G4G3G2G1G0B4B3B2B1B0 where: msb : R4R3R2R1R0G5G4G3 lsb : G2G1G0B4B3B2B1B0
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if operation successful **15**(hex) : NAK byte if unsuccessful
Description	This command replaces the old colour of the selected rectangular region to the new specified colour..	

2.2.13 Set Pen Size - 70hex

Command	**cmd, size**	
	cmd	**70**(hex) or **p**(ascii) : Command header byte
	size	Selects one of the 2 options: **00**hex : All graphics objects are drawn solid **01**hex : All graphics objects are drawn wire-frame Note: Does not apply to polygon command.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command determines if certain graphics objects are drawn in solid or wire frame fashion.	
Examples	**Command Data:** 70hex, 00hex (All objects will be drawn solid). **Command Data:** 70hex, 01hex (All objects will be drawn wire-frame).	

2.2.14 Draw Rectangle - 72hex

Command	**cmd, x1, y1, x2, y2, colour**(msb:lsb)	
	cmd	**72**(hex) or **r**(ascii) : Command header byte
	x1	Top left horizontal start position of rectangle.
	y1	Top left vertical start position of rectangle.
	x2	Bottom right horizontal end position of rectangle.
	y2	Bottom right vertical end position of rectangle.
	colour	2 bytes define the rectangle colour.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command will draw a coloured rectangle from point **(x1, y1)** to point **(x2, y2)** on the screen. If colour is chosen to be that of the background then the effect will be erasure. If Pen Size value was previously set to 0, the rectangle will be solid, otherwise it will be wire-frame if value was 1.	



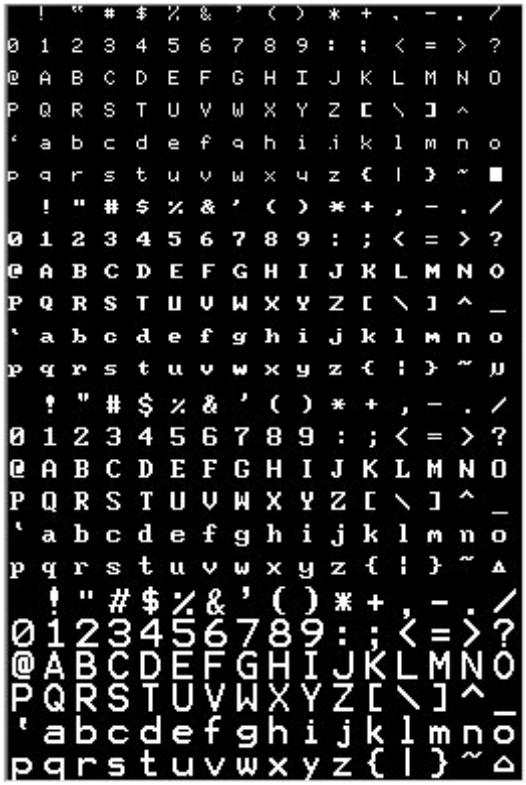
2.3 Text Commands

The GOLDELOX-SGC is shipped with 3 internal fonts. These fonts can be altered, deleted and replaced with new fonts. The **FONT-Tool** is a free software tool that can assist in the conversion of any Windows fonts into the bitmap format that can be used by the GOLDELOX-SGC. The converted font set can then be exported into the **DISP-Tool** utility which can then be downloaded into the GOLDELOX-SGC on-chip flash memory. Both the FONT-Tool and the DISP-Tool are available free from www.4dsystems.com.au

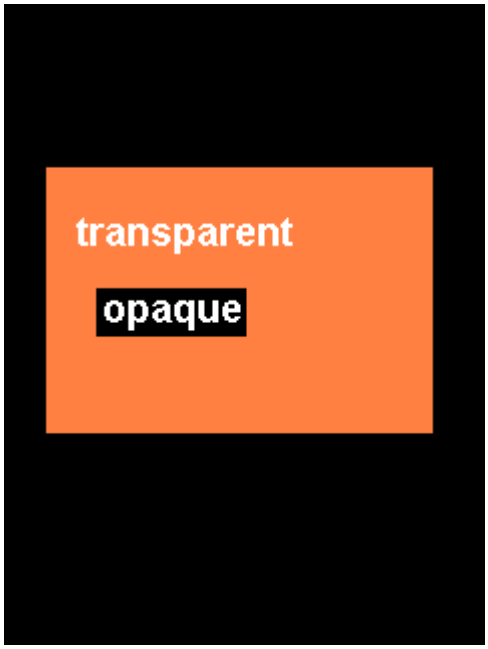
Summary of Commands in this section:

- Set Font – **46hex**
- Set Transparent-Opaque Text – **4Fhex**
- Draw "String" of ASCII Text (graphics format) – **53hex**
- Draw ASCII Character (text format) – **54hex**
- Draw Text Button – **62hex**
- Draw "String" of ASCII Text (text format) – **73hex**
- Draw ASCII Character (graphics format) – **74hex**

2.3.1 Set Font - 46hex

Command	cmd, fontSet	
	cmd	**46**(hex) or **F**(ascii) : Command header byte
	fontSet	Selects one of internal fonts. The supplied 3 fonts are: **00**hex : 5x7 small size font set **01**hex : 8x8 medium size font set **02**hex : 8x12 large size font set These fonts can be altered and other fonts can be added.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command selects one of the available internal fonts. Changes take place after the command is sent. Any character on the screen with the previous font set will remain as it was. **NOTE:** The GOLDELOX-SGX is shipped with three fonts displaying the characters 0x20 to 0x7f'. i.e. Space to the character after the tilde. The user can alter the number of fonts, delete existing fonts, and, or, add extra fonts, up to the amount of available user flash (a very limited resource). A font does not need to start at 0x20, or end at 0x7f. It could, for example start at 0x30 ('0') and end at 0x39 ('9').	
Examples	**Command Data:** 46hex, 00hex (Select small 5x7 font). **Command Data:** 46hex, 00hex (Select medium 8x8 font). **Command Data:** 46hex, 00hex (Select large 8x12 font).	

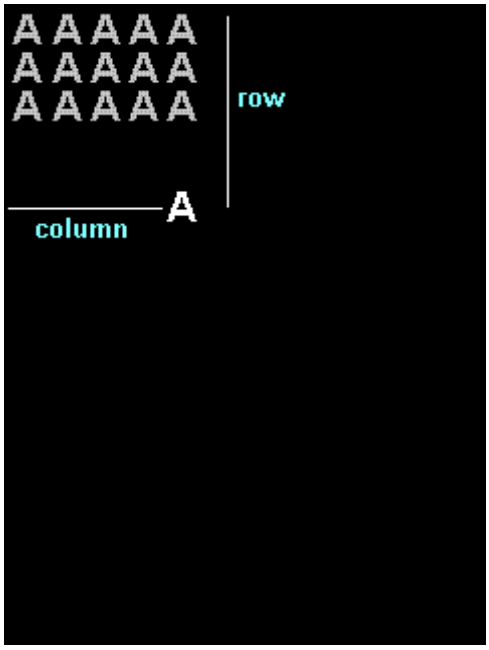
2.3.2 Set Transparent-Opaque Text - 4Fhex

Command	**cmd, mode**	
	cmd	**4F**(hex) or **O**(ascii) : Command header byte
	mode	Select one of the following options for text appearance: **00**hex : Transparent, objects behind text are visible. **01**hex : Opaque, objects behind text blocked by background.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command will change the attribute of the text so that an object behind the text can either be blocked or transparent. Changes take place after the command is sent.	
Examples	**Command Data:** 4Fhex, 00hex (Transparent text mode). **Command Data:** 4Fhex, 01hex (Opaque text mode).	

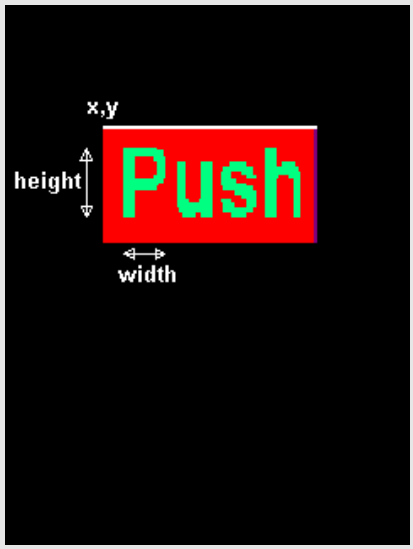
2.3.3 Draw "String" of ASCII Text (graphics format) - 53hex

Command	**cmd, x, y, font, stringColour**(msb:lsb)**, width, height, "string", terminator**	
	cmd	**53**(hex) or **S**(ascii) : Command header byte
	x	Top left horizontal start position of the string (pixel units).
	y	Top left vertical start position of the string (pixel units).
	font	This byte specifies which internal font set to use for the string. The supplied fonts are: **0** : 5x7 internal font **1** : 8x8 internal font **2** : 8x12 internal font These fonts can be altered and other fonts can be added. **OR**ing the fonts with 0x10 will cause the string to be displayed in a proportional manner (eg 0x10 is font 0 proportional, 0x11 is font 1 proportional, etc).
	stringColour	2 bytes define the string text colour.
	width	This byte defines the width or horizontal size multiplier of the character in the string. Effects the total width of the string.
	height	This byte defines the height or vertical size multiplier of the character in the string. Effects the total height of the string.
	"string"	String of ASCII characters to be displayed (max. 256 characters).
	terminator	The string must be terminated with **00**hex.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command will draw/display a string of ASCII text anywhere on the screen in pixel coordinates specified by **x** and **y** parameters. The horizontal start position of the string is specified by **x** and the vertical position is specified by **y**. The string must be **terminated** with **00**hex. The size of the characters are determined by the **width** and **height** parameters. If the length of the string is longer than the maximum number of characters per line, a wrap around will occur on to the next line. Maximum string length is **256 bytes**.	

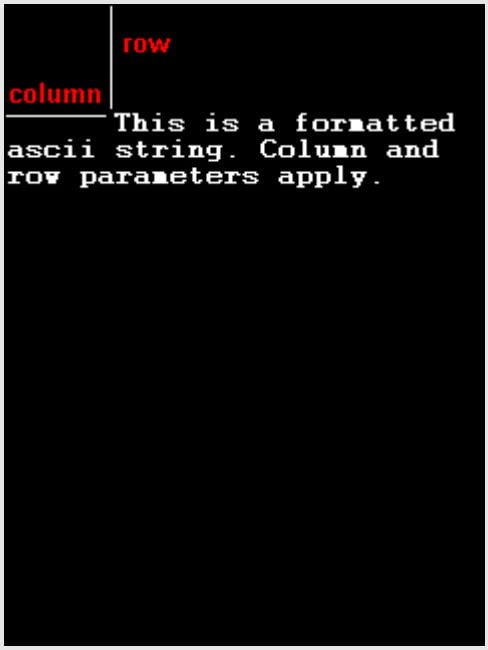
2.3.4 Draw ASCII Character (text format) - 54hex

Command	**cmd, char, column, row, charColour**(msb:lsb)	
	cmd	**54**(hex) or **T**(ascii) : Command header byte
	char	Inbuilt standard ASCII character. range : 32dec – 127dec (20hex - 7Fhex).
	column	Horizontal position of the character (character units). range : **0 - 20** for 5x7 font. range : **0 - 15** for 8x8 and 8x12 fonts.
	row	Vertical position of the character (character units). range : **0 - 15** for 5x7 and 8x8 fonts. range : **0 - 9** for 8x12 font.
	charColour	2 bytes define the character colour.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command will draw/display an ASCII character anywhere on the screen in character unit coordinates. The horizontal position of the character is specified by the **column** and the vertical position is specified by the **row** parameters.	
Example	**Command Data:** 54hex, 41hex, 00hex, 00hex, FFhex, FFhex Draw/Display character 'A' (41hex) at column = 0, row = 0, colour = white (FFFFhex).  	

2.3.5 Draw Text Button - 62hex

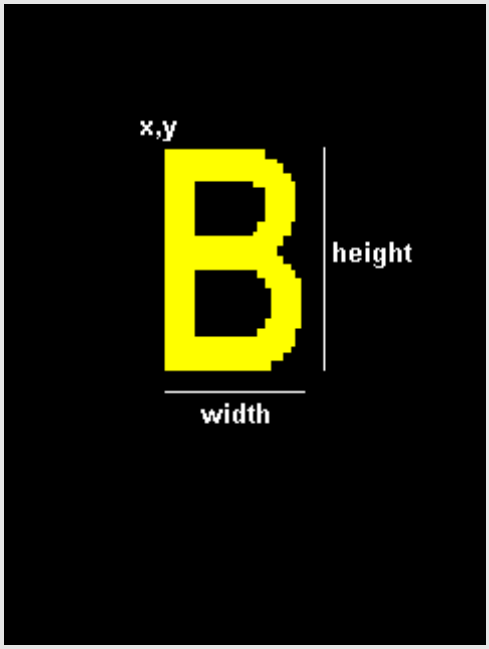
Command	**cmd, state, x, y, buttonColour**(msb:lsb)**, font, stringColour**(msb:lsb)**, width, height, "string", terminator**	
	cmd	**62**(hex) or **b**(ascii) : Command header byte
	state	This byte specifies whether the displayed button is drawn **UP** (not pressed) or **DOWN** (pressed). **0** : Button Down (pressed) **1** : Button Up (not pressed)
	x	Top left horizontal start position of the button.
	y	Top left vertical start position of the button.
	buttonColour	2 bytes define the button colour.
	font	This byte specifies which internal font set to use for the string. The supplied fonts are: **0** : 5x7 internal font **1** : 8x8 internal font **2** : 8x12 internal font These fonts can be altered and other fonts can be added.
	stringColour	2 bytes define the string text colour.
	width	This byte defines the width or horizontal size (x magnification) of the character in the string. Effects the total width of the string and button.
	height	This byte defines the height or vertical size (y magnification) of the character in the string. Effects the total height of the string and button.
	"string"	String of ASCII characters displayed inside the button. Limit the string to a single line width.
	terminator	The string must be terminated with **00**hex.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command will place a Text button similar to the ones used in a PC Windows environment. The **(x, y)** refers to the top left corner of the button and the size of the button is automatically calculated and drawn on the screen with the string text relatively justified inside the button. The button can be displayed in an UP (button not pressed) or DOWN (button pressed) position by specifying the appropriate value in the **'state'** byte. Separate button and text colours provide many variations in appearance and format.	

2.3.6 Draw "String" of ASCII Text (text format) - 73hex

Command	**cmd, column, row, font, stringColour**(msb:lsb), **"string", terminator**	
	cmd	**73**(hex) or **s**(ascii) : Command header byte
	column	Horizontal start position of the string (character units). range : **0 - 20** for 5x7 font. range : **0 - 15** for 8x8 and 8x12 fonts.
	row	Vertical start position of the string (character units). range : **0 - 15** for 5x7 and 8x8 fonts. range : **0 - 9** for 8x12 font.
	font	This byte specifies which internal font set to use for the string. The supplied fonts are: **0** : 5x7 internal font **1** : 8x8 internal font **2** : 8x12 internal font These fonts can be altered and other fonts can be added. **OR**ing the fonts with 0x10 will cause the string to be displayed in a proportional manner (eg 0x10 is font 0 proportional, 0x11 is font 1 proportional, etc).
	stringColour	2 bytes define the string text colour.
	"string"	String of ASCII characters to be displayed (max. 256 characters).
	terminator	The string must be terminated with **00**hex.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command will draw/display a string of ASCII text anywhere on the screen in character unit coordinates. The horizontal start position of the string is specified by the **column** and the vertical position is specified by the **row** parameters. The string must be **terminated** with **00**hex. If the length of the string is longer than the maximum number of characters per line, a wrap around will occur on to the next line. Maximum string length is **256 bytes**.	

2.3.7 Draw ASCII Character (graphics format) - 74hex

Command	**cmd, char, x, y, charColour**(msb:lsb)**, width, height**	
	cmd	**74**(hex) or **t**(ascii) : Command header byte
	char	Inbuilt standard ASCII character. range : 32dec – 127dec (20hex - 7Fhex).
	x	Horizontal position of the character (pixel units).
	y	Vertical position of the character (pixel units).
	charColour	2 bytes define the character colour.
	width	This byte defines the width or horizontal size (multiplier) of the character.
	height	This byte defines the height or vertical size (multiplier) of the character.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command will draw/display an ASCII character anywhere on the screen in pixel coordinates specified by **x** and **y** parameters. Unlike the '**Draw ASCII Character (text format)**' command, this option allows text of any size (determined by **width** and **height**) to be placed at any position. The font of the character is determined by the '**Set Font**' command.	



2.4 SD/SDHC Memory Card Commands

The commands detailed in this section utilise the SDHC/SD/microSD memory card which must be connected to the SPI port of the GOLDELOX-SGC. The memory card is used as the storage medium for all multimedia objects such as images, icons, animations and video clips which can be accessed and displayed. The memory card can also be used by the host controller as a general purpose storage medium such as data logging applications.

The following commands are related to Low-Level memory card operations and they are described in this section.

Summary of Commands in this section:

- Set Address Pointer of Memory Card – **@41hex**
- Screen Copy-Save to Memory Card - **@43hex**
- Display Image-Icon from Memory Card - **@49hex**
- Display Object from Memory Card - **@4Fhex**
- Run Script (4DSL) Program from Memory Card - **@50hex**
- Read Sector Block Data from Memory Card - **@52hex**
- Display Video-Animation Clip from Memory Card - **@56hex**
- Write Sector Block Data to Memory Card - **@57hex**
- Initialise Memory Card - **@69hex**
- Read Byte Data from Memory Card - **@72hex**
- Write Byte Data to Memory Card - **@77hex**

2.4.1 Set Address Pointer of Memory Card - @41hex

Command	**ext_cmd, cmd, Address**(Umsb:Ulsb:Lmsb:Llsb)	
	ext_cmd	**40**(hex) or **@**(ascii) : Extended Command header byte
	cmd	**41**(hex) or **A**(ascii) : Command header byte
	Address	A 4 byte card memory address (big endian) for byte wise access.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful or card not present.
Description	This command sets the internal memory address pointer for byte wise reads and writes. After a byte read or write, the memory Address pointer is automatically incremented internally to the next byte address location.	

2.4.2 Screen Copy – Save to Memory Card - @43hex

Command	**ext_cmd, cmd, x, y, width, height, SectorAdd**(hi:mid:lo)	
	ext_cmd	**40**(hex) or **@**(ascii) : Extended Command header byte
	cmd	**43**(hex) or **C**(ascii) : Command header byte
	x	Top left horizontal start position of screen area to be copied.
	y	Top left vertical start position of screen area to be copied.
	width	Width of screen area to be copied (source).
	height	Height of screen area to be copied (source).
	SectorAdd	3 bytes (big endian) sector address where the copied screen area is to be saved.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command copies an area of the screen of specified size. The start location of the block to be copied is represented by **x, y** (top left corner) and the size of the area to be copied is represented by **width** and **height** parameters. This is similar the **"Screen Copy-Paste"** command but instead of the copied screen area being pasted to another location on the screen it is stored into the memory card. The stored screen image can then be later recalled from the memory card and redisplayed onto the screen at the same or different location by using the **"Display Image-Icon from Memory Card"** command. This is a very powerful feature for animating objects, smooth scrolling, or implementing a windowing system. **Notes:** • The **"Screen Copy-Save to Memory Card"** command always stores that part of the screen as a 16 bit image, i.e. 2 bytes per pixel. • The images or icons when stored into the memory card must be sector boundary aligned, i.e. the object start location must be at the start of a sector boundary.	

2.4.3 Display Image-Icon from Memory Card - @49hex

Command	**ext_cmd, cmd, x, y, width, height, colourMode, SectorAdd**(hi:mid:lo)	
	ext_cmd	**40**(hex) or **@**(ascii) : Extended Command header byte
	cmd	**49**(hex) or **I**(ascii) : Command header byte
	x	Image horizontal start position (top left corner).
	y	Image vertical start position (top left corner).
	width	Horizontal size of the image.
	height	Vertical size of the image.
	colourMode	**08**(hex) : 256 colour mode, 8bits/1byte per pixel. **10**(hex) : 65K colour mode, 16bits/2bytes per pixel .
	SectorAdd	3 bytes (big endian) sector address of a previously stored Image-Icon that is about to be displayed.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command displays a bitmap image or an icon on the screen that has been previously stored at a particular sector address in the memory card. The screen position of the image to be displayed is specified by **(x, y)** and the size of the image by **width** and **height** parameters. If the previously stored image was in 8 bit colour format (1 byte per pixel) or 16 bits (2 bytes per pixel) then this must be specified in the **colourMode** byte parameter. Do not store an image/icon in one colour format then display it in another colour format, this will result in a corrupted image. **Notes:** • The **"Screen Copy-Save to Memory Card"** command always stores that part of the screen as a 16 bit image, i.e. 2 bytes per pixel. • The images or icons when stored into the memory card must be sector boundary aligned, i.e. the object start location must be at the start of a sector boundary.	

2.4.4 Display Object from Memory Card - @4Fhex

Command	**ext_cmd, cmd, Address**(Umsb:Ulsb:Lmsb:Llsb)	
	ext_cmd	**40**(hex) or **@**(ascii) : Extended Command header byte
	cmd	**4F**(hex) or **O**(ascii) : Command header byte
	Address	A 4 byte card memory address (big endian) of a previously stored Object that is about to be displayed.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful or card not present.
Description	Some of the commands can be stored as objects in the memory card which can be later recalled by the host on demand and displayed or executed. The user must make sure the 32 bit address of each stored command/object is known before using this feature. For example, a series of images can be stored as icons and later displayed as the application requires them. The table at the end of this section lists all of the commands that can be stored as objects within the memory card.	

2.4.5 Run Script (4DSL) Program from Memory Card - @50hex

Command	**ext_cmd, cmd, Address**(Umsb:Ulsb:Lmsb:Llsb)	
	ext_cmd	**40**(hex) or **@**(ascii) : Extended Command header byte
	cmd	**50**(hex) or **P**(ascii) : Command header byte
	Address	A 4 byte card memory start address (big endian) of a 4DSL (4D Scripting Language) program.
Response	**acknowledge**	
	acknowledge	There is no response to a successful command, as potentially the command may never end. **15**(hex) : NAK byte if unsuccessful or card not present.
Description	The majority of the commands can be composed as a script and written into memory card. A 4DSL script program is a sequence of those commands that reside and can be executed from inside the memory card and these can be a combination of graphics, text, image, video and audio commands. Complete list of commands available for the scripting program is listed in section 2.6. This command forces the 32bit internal memory pointer to jump to the specified address and automatically start executing a 4DSL script program, from the memory card without any further interaction by the host processor. It will sequentially execute any valid 4DSL instruction and commands until it gets to the end of the program.	
Example	**A sample script program inside the memory card:**	

Address	**Command**	**Comment**
00000000	45	Erase Screen
00000001	43 64 32 14 00 1F	Draw Circle
0000000A	07 03 E8	Delay(1second)
0000000D	72 00 00 3C 3C 07 E0	Draw Rectangle
00000018	40 56 00 00 46 32 10 0A 02 5F 00 10 00	Play video from card
00000029	0B 00 00 00 00	Goto Address 00000000

2.4.6 Read Sector Block Data from Memory Card - @52hex

Command	**ext_cmd, cmd, SectorAdd**(hi:mid:lo)	
	ext_cmd	**40**(hex) or **@**(ascii) : Extended Command header byte
	cmd	**52**(hex) or **R**(ascii) : Command header byte
	SectorAdd	3 bytes (big endian) sector address. Sector address range from 0 to 16,777,215 depending on the capacity of the card. Each sector is 512 bytes in size. There are 2048 sectors per every 1Mb of card memory.
Response	**data(1..512)**	
	data	512 bytes of sector data
Description	This command will return 512 bytes of data relating to a sector.	

2.4.7 Display Video-Animation Clip from Memory Card - @56hex

Command	**ext_cmd, cmd, x,y,width, height, colourMode, delay, frames**(msb:lsb)**, SectorAdd**(hi:mid:lo)	
	ext_cmd	**40**(hex) or **@**(ascii) : Extended Command header byte
	cmd	**56**(hex) or **V**(ascii) : Command header byte
	x	Video horizontal start position (top left corner).
	y	Video vertical start position (top left corner).
	width	Horizontal size of the video-animation.
	height	Vertical size of the video-animation.
	colourMode	**08**(hex) : 256 colour mode, 8bits/1byte per pixel. **10**(hex) : 65K colour mode, 16bits/2bytes per pixel .
	delay	1 byte inter-frame delay in milliseconds.
	frames	2 bytes (big endian) total frame count in the video-animation clip.
	SectorAdd	3 bytes (big endian) sector address of a previously stored video-animation clip that is about to be displayed.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful
Description	This command plays a video or an animation clip on the screen that has been previously stored at a particular sector address in the memory card. The screen position of the clip to be played is specified by **(x, y)** and the size of the clip by **width** and **height** parameters	

2.4.8 Write Sector Block Data to Memory Card - @57hex

Command	**ext_cmd, cmd, SectorAdd**(hi:mid:lo), data(1..512)	
	ext_cmd	**40**(hex) or **@**(ascii) : Extended Command header byte
	cmd	**57**(hex) or **W**(ascii) : Command header byte
	SectorAdd	3 bytes (big endian) sector address.
	data	512 bytes of sector data. Data length must be 512 bytes.
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful or card not present.
Description	This command allows downloading and writing blocks of sector data to the card. The data block must always be 512 bytes in length. For large volumes of data such as images, the data must be broken up into multiple sectors (chunks of 512 bytes) and this command then maybe used many times until all of the data is written. If the data block to be written is less than 512 bytes in length, then make sure the rest of the remaining data are padded with 00hex or FFhex (it can be anything). If only few bytes of data are to be written then the **"Write Byte Data to Memory Card"** command can be used. Once this command is sent, the device will take a few milliseconds to write the data into its memory card and at the end of which it will respond. Only **data**(1..512) are written to the sector. Other bytes in the command message do not get written.	

2.4.9 Initialise Memory Card - @69hex

Command	**ext_cmd, cmd**	
	ext_cmd	**40**(hex) or **@**(ascii) : Extended Command header byte
	cmd	**69**(hex) or **i**(ascii) : Command header byte
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful or card not present.
Description	This command initialises the memory card. The memory card is always initialised upon Power-Up or Reset cycle, if the card is present. If the card is inserted after the power up or a reset then this command must be used to initialise the card. **Note!** There is no card insert/remove auto detect facility.	

2.4.10 Read Byte Data from Memory Card - @72hex

Command	**ext_cmd, cmd**	
	ext_cmd	**40**(hex) or **@**(ascii) : Extended Command header byte
	cmd	**72**(hex) or **r**(ascii) : Command header byte
Response	**data_byte**	
	data_byte	1 byte of card data
Description	This command provides a means of reading a single byte of data back from the card. Before this command can be used, memory address location must be set using the **"Set Address Pointer of Memory Card"** command. Once this command is sent, the device will return 1 byte of data relating to that memory location set by the memory address pointer. The memory address location pointer is automatically incremented to the next byte address location.	

2.4.11 Write Byte Data to Memory Card - @77hex

Command	**ext_cmd, cmd, data**	
	ext_cmd	**40**(hex) or **@**(ascii) : Extended Command header byte
	cmd	**77**(hex) or **w**(ascii) : Command header byte
	data	1 byte of card data
Response	**acknowledge**	
	acknowledge	**06**(hex) : ACK byte if successful **15**(hex) : NAK byte if unsuccessful or card not present.
Description	This command permits writing single bytes of data to the card. This is useful for writing small chunks of data at irregular intervals quickly. For large data blocks it is more efficient to use the **"Write Sector Block Data to Memory Card"** command described previously. Before this command can be used, the card memory address location must be set using the **"Set Address Pointer of Memory Card"** command. Once the **Write Byte** command is sent, a single byte of data will be stored to that memory location set by the memory address pointer. The memory address pointer is automatically incremented to the next location. Only the **data** byte is written. Other bytes in the command message are not stored.	

2.5 Script Commands (4DSL - Script Language)

The commands detailed in this section must reside in the SDHC/SD/microSD memory card. They form the heart of a simple Scripting Language that can be sequentially executed and run from the card. Majority of the commands described in the previous sections can also be included and executed within the script. Additional commands are under development to expand the scripting language and these will be released in due course.

The following commands are related to Low-Level memory card operations and they are described in this section.

Summary of Commands in this section:

- Delay – **07hex**
- Set Counter – **08hex**
- Decrement Counter – **09hex**
- Jump to Address If Counter Not Zero – **0Ahex**
- Jump to Address – **0Bhex**
- Exit-Terminate Script Program – **0Chex**

2.5.1 Delay - 07hex

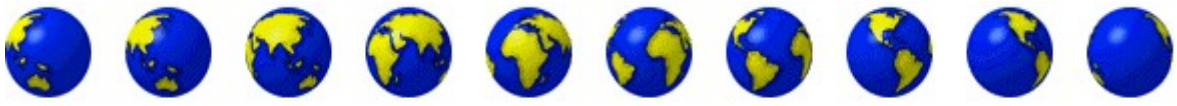
Command	**ScriptCmd, value**(msb:lsb)	
	scriptCmd	**07**(hex) : Delay script command
	value	2 byte (big endian) delay value in milliseconds.
Description	When commands are executed within the script program a delay can be inserted between subsequent commands. A delay basically has the same effect as a NOP (No Operation) which can be used as a pause between drawing objects or displaying images-videos etc.	

2.5.2 Set Counter - 08hex

Command	ScriptCmd, value	
	scriptCmd	**08**(hex) : Set Counter script command
	value	1 byte counter value that can be used with **"Decrement Counter"** and **"Jump to Address If Counter Not Zero"** commands to form loops. Practical values should be between 2 and 255.
Description	Series of images that might be part of an animation may need to be redisplayed over and over to achieve a lengthy viewing. This command when used in conjunction with **"Decrement Counter"** and **"Jump to Address If Counter Not Zero"** commands allow the user to determine exactly how many times the series of images are looped. For example, we may want to animate the Globe rotating. Let's say we have 10 image slides of the Globe at different rotated positions residing in the memory card. When the images are displayed sequentially, the effective duration will only be the length of time it takes to display the 10 image frames. We can increase that length by looping through the animation a number of times depending on the value set in the counter. When the display reaches the end of the last frame and encounters the Decrement Counter followed by Jump to Address If Counter Not Zero commands, the counter will be decremented and then the internal pointer will jump to the memory Address specified in the **"Jump to Address If Counter Not Zero"** command. This sequence will repeat until the value in the counter reaches zero. The following demonstrates how this maybe used:	

Address	**Comment**
00000000	Set Counter (value = 25),
00000002	Display Image from Memory Card (image1),
00000012	Delay(10ms),
00000015	Display Image from Memory Card (image2),
00000025	Delay(10ms),
…	
00000119	Display Image from Memory Card (image10),
00000129	Delay(10ms),
00000132	Decrement Counter
00000134	Jump to Address if Counter Not Zero (Address = 00000002)

Note: The above example is typical of how a series of commands might be loaded into the memory card and then executed by using the Run Program from Memory Card command. The commands would of course be the series of hex codes.



2.5.3 Decrement Counter - 09hex

Command	**ScriptCmd**	
	scriptCmd	**09**(hex) : Decrement Counter script command
Description	Decrements the Counter. See detailed description on how this command can be used effectively in the **"Set Counter"** command section.	

2.5.4 Jump to Address If Counter Not Zero - 0Ahex

Command	**ScriptCmd, Address**(Umsb:Ulsb:Lmsb:Llsb)	
	scriptCmd	**0A**(hex) : Jump to Address If Counter Not Zero script command
	Address	A 4 byte (big endian) card memory jump address if counter is not zero.
Description	If the internal counter is not zero the program pointer will jump to the specified address. If the counter is zero then it will continue executing the next script command. Please see detailed description on how this command can be used effectively in the **"Set Counter"** command section.	

2.5.5 Jump to Address - 0Bhex

Command	**ScriptCmd, Address**(Umsb:Ulsb:Lmsb:Llsb)	
	scriptCmd	**0B**(hex) : Jump to Address script command
	Address	A 4 byte (big endian) card memory jump address.
Description	This command will force the internal 32 bit program memory pointer to jump unconditionally to the specified address and start executing commands from there.	

2.5.6 Exit-Terminate Script Program - 0Chex

Command	ScriptCmd	
	scriptCmd	**0C**(hex) : Exit-Terminate Script Program script command
Description	This command forces the program to stop executing from the memory card and ready to accept and execute commands from the host via the serial interface. When the internal program memory pointer encounters this command it will force the command execution from memory card to terminate. It can also be sent, by the host, via the serial link to terminate a program currently executing from the memory card.	

2.6 Summary List of Commands available for Scripting

The commands listed below are all of the available commands for composing a script program that can be executed within the memory card.

- Replace Background Colour – **42hex**
- Clear Screen – **45hex**
- Display Control Functions – **59hex**
- Switch-Buttons-Joystick Status - **4Ahex**
- Switch-Buttons-Joystick Wait for Status - **6Ahex**
- Sound – **4Ehex**
- Draw Circle – **43hex**
- Draw Triangle – **47hex**
- Draw Line – **4Chex**
- Draw Pixel – **50hex**
- Draw Polygon – **67hex**
- Set Pen Size – **70hex**
- Draw Rectangle – **72hex**
- Set Font – **46hex**
- Set Transparent-Opaque Text – **4Fhex**
- Draw “String” of ASCII Text (graphics format) – **53hex**
- Draw ASCII Character (text format) – **54hex**
- Draw Text Button – **62hex**
- Draw “String” of ASCII Text (text format) – **73hex**
- Draw ASCII Character (graphics format) – **74hex**
- Display Image-Icon from Memory Card - **@49hex**
- Display Video-Animation Clip from Memory Card - **@56hex**
- Delay – **07hex**
- Set Counter – **08hex**
- Decrement Counter – **09hex**
- Jump to Address If Counter Not Zero – **0Ahex**
- Jump to Address – **0Bhex**
- Exit-Terminate Script Program – **0Chex**

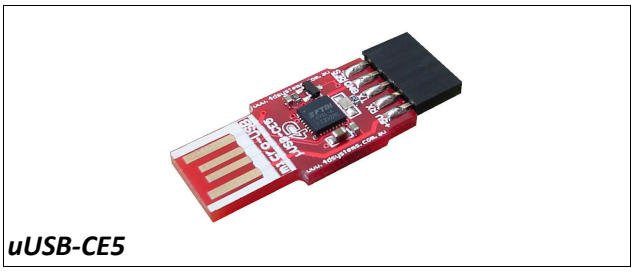
3. Appendix A : Development and Support Tools

3.1 PmmC Loader – PmmC File Programming Software Tool

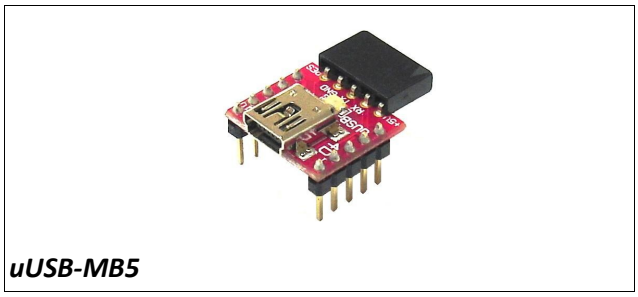
The 'PmmC Loader' is a free software tool for Windows based PC platforms. Use this tool to program the latest PmmC file into the GOLDELOX-SGC chip embedded in your application board. It is available for download from the 4D Systems website, www.4dsystems.com.au

3.2 microUSB – PmmC Programming Hardware Tool

The micro-USB module is a USB to Serial bridge adaptor that provides a convenient physical link between the PC and the GOLDELOX-SGC device. A range of custom made micro-USB devices such as the uUSB-MB5 and the uUSB-CE5 are available from 4D Systems www.4dsystems.com.au. The micro-USB module is an essential hardware tool for all the relevant software support tools to program, customise and test the GOLDELOX-SGC chip.



uUSB-CE5



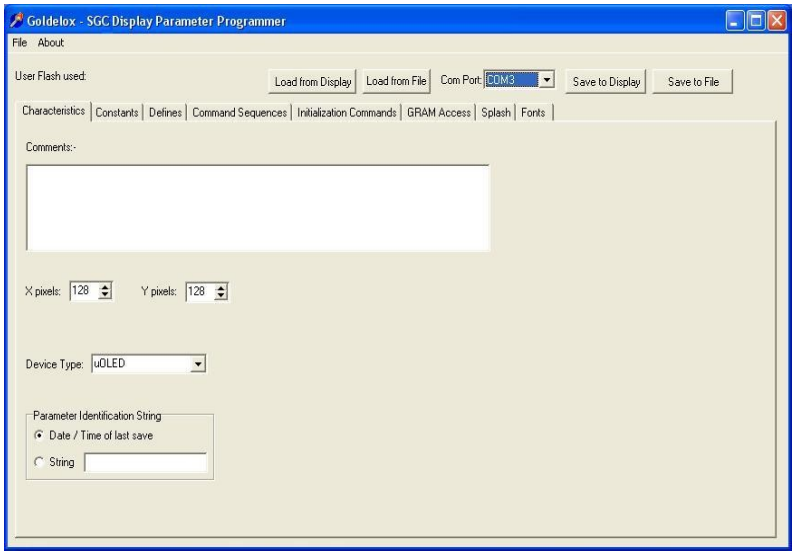
uUSB-MB5

3.3 Display Initialisation Setup Personality (DISP) – Software Tool

DISP is a free software tool for Windows based PC platforms. Use this tool to:-

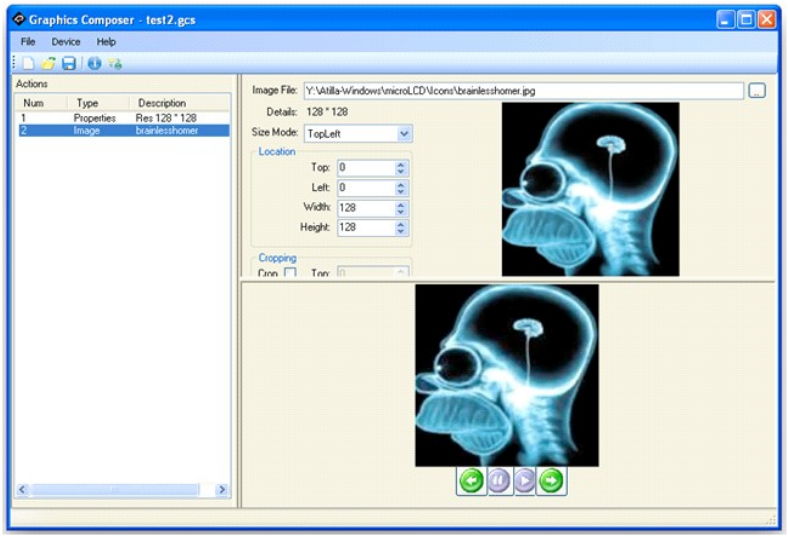
- Configure the GOLDELOX-SGC chip to work with a specific display.
- Modify the way the chip initially sets up the display, e.g. screen saver, brightness, etc.
- Construct the splash screens.
- Replace or modify the embedded fonts.

It is available for download from the 4D Systems website, [www.4dsystems.com.au.](http://www.4dsystems.com.au)



3.4 Graphics Composer – Software Tool

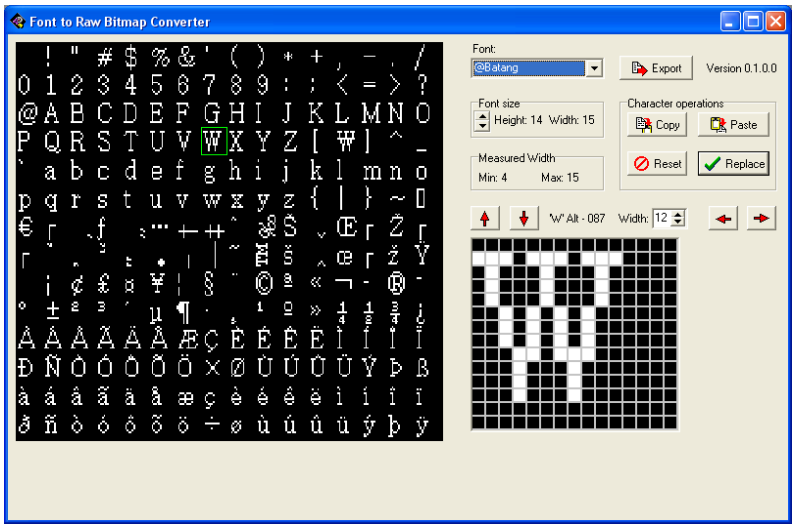
The Graphics Composer is a free software tool for Windows. This software tool is an aid to composing a slide show of images/animations/movie-clips (multi-media objects) which can then be downloaded into the SDHC/SD/uSD/MMC memory card that is supported by the GOLDELOX-SGC. The host simply sends commands to the GOLDELOX-SGC to display the multimedia objects.



3.5 FONT Tool – Software Tool

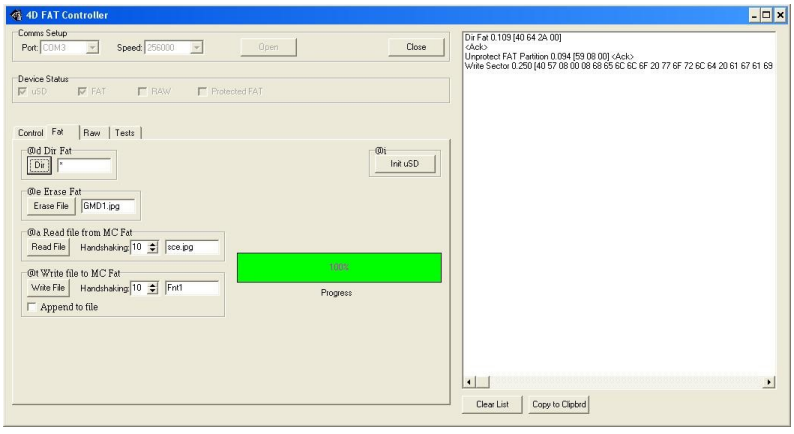
Font-Tool is a free software utility for Windows based PC platforms. This tool can be used to assist in the conversion of standard Windows fonts (including True Type) into the bitmap fonts used by the GOLDELOX-SGC chip. It is available for download from the 4D Systems website, www.4dsystems.com.au.

Disclaimer: Windows fonts may be protected by copyright laws. This software is provided for experimental purposes only.



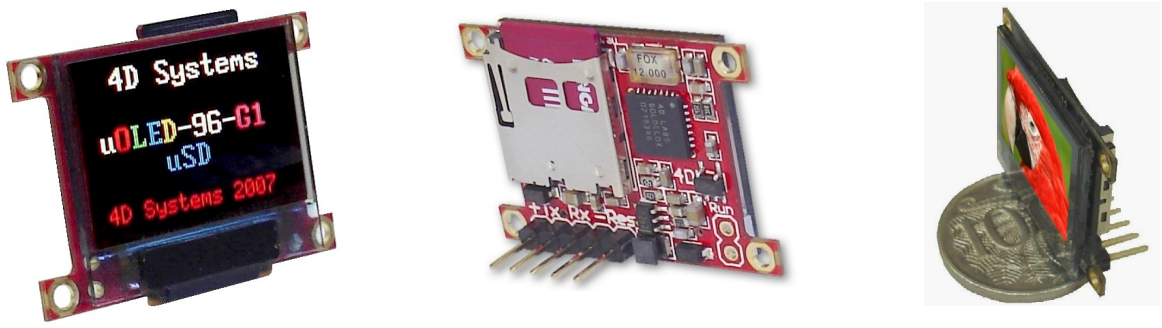
3.6 FAT Controller – Software Test Tool

The 4D FAT Controller is a free software tool to test all of the functionality of the GOLDELOX-DOS, GOLDELOX-SGC and the GOLDELOX-SGC devices and their respective modules. It is useful in learning about how to communicate with the chips and the modules. For the GOLDELOX-SGC and the GOLDELOX-SGC it can also simulate most of the operation of the device and assist in the creation of simple scripts, either simulating the execution of those scripts and / or downloading them into a uSD/uSDHC card for execution on the display.

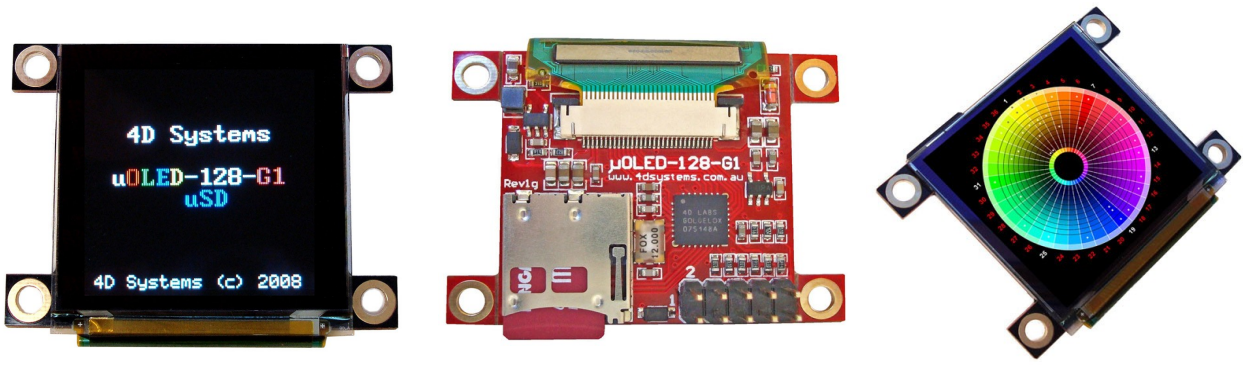


3.7 Evaluation Display Modules

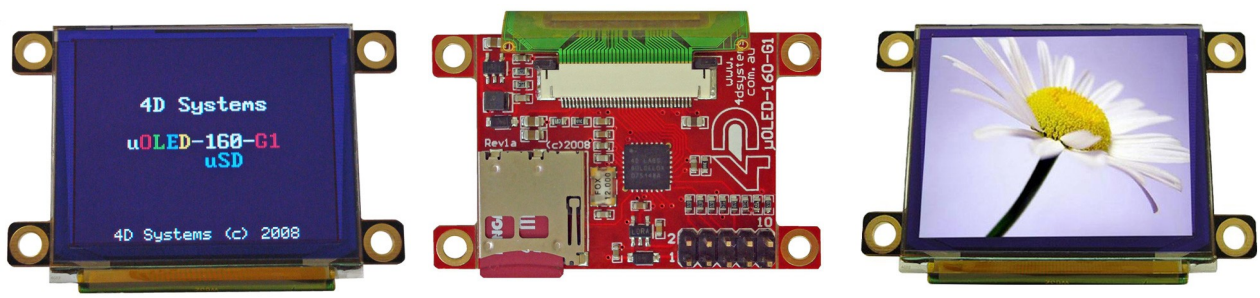
The following modules, available from 4D Systems, can be used for evaluation purposes to discover what the GOLDELOX-SGC processor has to offer.



uOLED-96-G1(SGC): 0.96" PMOLED, 65K Colour, Serial Display Module



uOLED-128-G1(SGC): 1.5" PMOLED, 65K Colour, Serial Display Module



uOLED-160-G1(SGC): 1.7" PMOLED, 65K Colour, Serial Display Module

4. Appendix B : GSGCdef.h

```
/************************************************************************
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CLAIMS FOR INDEMNITY OR CONTRIBUTION, OR OTHER SIMILAR COSTS.
************************************************************************/

/************************************************************************
Name: GOLDELOX-SGC Host Serial Commands Definitions
File Name: GSGCdef.h
Description: Host Serial Interface Commands Definitions
************************************************************************/

#ifndef GSGC_DEF_H
#define GSGC_DEF_H

// GSGC PROTOCOL CONSTANTS
#define ACK 0x06                    // Acknowledge
#define NAK 0x15                    // Not Acknowledge

// GSGC SWITCH-JOYSTICK CONSTANTS
#define SW1_UP 0x10                 // SW1 or Joystick UP
#define SW2_LEFT 0x20               // SW2 or Joystick LEFT
#define SW3_DOWN 0x30               // SW3 or Joystick DOWN
#define SW4_RIGHT 0x40              // SW4 or Joystick RIGHT
#define SW5_FIRE 0x50               // SW5 or Joystick FIRE

// GSGC GRAPHICS CONSTANTS
#define COLOR8 0x08                 // 8 bit Colour Mode
#define COLOR16 0x10                // 16 bit Colour Mode
#define BUTTONUP 0x01               // Button Up Mode
#define BUTTONDOWN 0x00             // Button Down Mode
#define RED 0xF800                  // RED
#define GREEN 0x07E0                // GREEN
#define BLUE 0x001F                 // BLUE
#define BLACK 0x0000                // BLACK
#define WHITE 0xFFFF                // WHITE

// GSGC TEXT CONSTANTS
#define FONT1 0x00                  // 5x7 Internal Font
#define FONT2 0x01                  // 8x8 Internal Font
#define FONT3 0x02                  // 8x12 Internal Font

// GSGC GENERAL COMMANDS DEFINITIONS
#define GSGC_AUTOBAUD 0x55          // Auto Baud Command
#define GSGC_VERSION 0x56           // Device Info Request
#define GSGC_BACKGND 0x42           // Change Background Colour
#define GSGC_CLS 0x45               // Clear Screen
```

```
#define GSGC_DISPCONT 0x59          // Display Control Functions
#define GSGC_SWITCHSTAT 0x4A        // Get Switch-Buttons Status
#define GSGC_SWITCHSTATWAIT 0x6A    // Get Switch-Buttons Status with Timeout
#define GSGC_SOUND 0x4E             // Generate a Tone

// GSGC GRAPHICS COMMANDS DEFINITIONS
#define GSGC_ADDBM 0x41             // Add User Bitmap
#define GSGC_CIRCLE 0x43            // Draw Circle
#define GSGC_BM 0x44                // Draw User Bitmap
#define GSGC_TRIANGLE 0x47          // Draw Triangle
#define GSGC_IMAGE 0x49             // Draw Image-Icon
#define GSGC_LINE 0x4C              // Draw Line
#define GSGC_PIXEL 0x50             // Draw Pixel
#define GSGC_RDPIXEL 0x52           // Read Pixel
#define GSGC_SCRNCOPYPASTE 0x63     // Screen Copy-Paste
#define GSGC_POLYGON 0x67           // Draw Polygon
#define GSGC_SETPEN 0x70            // Set Pen Size
#define GSGC_RECTANGLE 0x72         // Draw Rectangle

// GSGC TEXT COMMANDS DEFINITIONS
#define GSGC_SETFONT 0x46           // Set Font
#define GSGC_SETOPAQUE 0x4F         // Set Transparent-Opaque Text
#define GSGC_STRINGGFX 0x53         // "String" of ASCII Text (graphics format)
#define GSGC_CHARTXT 0x54           // ASCII Character (text format)
#define GSGC_BUTTONTXT 0x62         // Text Button
#define GSGC_STRINGTXT 0x73         // "String" of ASCII Text (text format)
#define GSGC_CHARGFX 0x74           // ASCII Character (graphics format)

// GSGC EXTENDED COMMANDS HEADER DEFINITION
#define GSGC_EXTCMD 0x40            // Extended Command Header

// GSGC MEMORY CARD COMMANDS DEFINITIONS
#define GSGC_MCAP 0x41              // Set Address Pointer of Memory Card
#define GSGC_MCCOPYSAVE 0x43        // Screen Copy-Save to Memory Card
#define GSGC_MCIMAGE 0x49           // Display Image-Icon from Memory Card
#define GSGC_MCOBJ 0x4F             // Display Object from Memory Card
#define GSGC_MCRUN 0x50             // Run Script (4DSL) Program from Card
#define GSGC_MCRDSECTOR 0x52        // Read Sector Block Data from Memory Card
#define GSGC_MCVIDEO 0x56           // Display Video Clip from Memory Card
#define GSGC_MCWRSECTOR 0x57        // Write Sector Block Data to Memory Card
#define GSGC_MCINIT 0x69            // Initialise Memory Card
#define GSGC_MCRDBYTE 0x72          // Read Byte Data from Memory Card
#define GSGC_MCWRBYTE 0x77          // Write Byte Data to Memory Card

// GSGC SCRIPTING COMMANDS DEFINITIONS
#define GSGC_MCAP 0x41              // Set Address Pointer of Memory Card
#define GSGC_DELAY 0x07             // Delay
#define GSGC_SETCNTR 0x08           // Set Counter
#define GSGC_DECCNTR 0x09           // Decrement Counter
#define GSGC_JMPNZ 0x0A             // Jump to Address If Counter Not Zero
#define GSGC_JMP 0x0B               // Jump to Address
#define GSGC_EXIT 0x0C              // Exit-Terminate Script Program

#endif
```

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