

**DATA FRAME (default size: 15 byte)**

01 - 02 - 03 - 04 - 05 - 06 - 07 - 08 - 09 - 10 - 11 - 12 - 13 - 14 - 15

**Serial Communication: 115200 baud, No parity, No Flow Control,  
1 Stop Bit, 8 Data Bit**

01	SOF : Start of Frame (0x0A)										
02-03	SID : source/destination ID (high byte, low byte)										
04	EID1 - high byte										
05	Command										
06	EID0 - low byte										
07-14	parameters (D0-D7), the data length count (dlc) could be 0 to 8										
15	EOF : End of Frame (0x0D)										

If any byte has a value between 10-13, it must be XORed with 0x0B and must be place the flag byte (0x0B) before the value. This means the whole data frame doesn't have a constant length.

Value	Title	Details	D0	D1	D2	D3	D4	D5	D6	D7	From	To
0	PC_ADDRESS	PC CAN address										
0	BASIC_ADDRESS	BU CAN address										
1FFF	BROADCAST_ADDRESS	CAN broadcast address										

EIDM	Command	Details	D0	D1	D2	D3	D4	D5	D6	D7	From	To
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**Microphone / Priority Settings**

<b>0x01</b>	REQUEST_MIC	Request for setting up Mic									DU	BU/PC
	REQUEST_MIC_RELEASE	Request for release Mic	0x00								DU	BU/PC
	REQUEST_MIC_OPEN	Request for open Mic	0x01	Descr	CardH2	CardL2	CardH1	CardL1			DU	BU/PC
	REQUEST_MIC_OPEN_PRESIDENT	Request for open Mic (President)	0x02								DU	BU/PC
	REQUEST_MIC_OPEN_PROMPT	Request for open Mic (prompt)	0x03								DU	BU/PC
	REQUEST_MIC_RELEASE_PROMPT	Request for release Mic (prompt)	0x04								DU	BU/PC
			Descriptor(VUDU) bits (true/false): 0: president (1/0); 1: priority on (0/1); 2: priority start from this device (1/0); 3-5: device type; 6-7: Mic status device type (5-4-3. bits) : 000: DU; 100: VU; 010: IU; 011: BU; Mic status (7-6. bits) : 10: MIC_OPEN; 01: MIC_WAIT; 00: MIC_IDLE									
<b>0x02</b>	COMMAND_MIC_SET	Setting up Microphone									BU/PC	DU
	MIC_SET_OPENAT	Open Mic at Channel 1..63	0x00	Channel							BU/PC	DU
	MIC_SET_W_AIT	Set Mic to Wait Status	0x01								BU/PC	DU
	MIC_SET_FORBIDDEN	Forbidden Mic Request	0x02								BU/PC	DU
	PROMPT_ACCEPTED	Accept prompt request	0x03								BU/PC	DU
	PROMPT_CLEAR	Clear prompt request	0x04								BU/PC	DU
		If External Input is active, you can open channels 2..63										
<b>0x03</b>	REQUEST_PRIORITY	Request to Setting up Priority Mode									DU-T	BU/PC
	PRIORITY_START	Request to start Priority Mode	0x00								DU-T	BU/PC
	PRIORITY_RESTORE	Request to restore state before Priority mode	0x01								DU-T	BU/PC
	PRIORITY_CLEAR	Request to clear Priority Mode	0x02								DU-T	BU/PC

EIDM	Command	Details	D0	D1	D2	D3	D4	D5	D6	D7	From	To
<b>Microphone / Priority Settings</b>												
<b>0x04</b>	COMMAND_PRIORITY_SET	Setting up Priority Mode									BU/PC	DU
	PRIORITY_START	Request to start Priority Mode	0x00								BU/PC	DU
	PRIORITY_RESTORE	Request to restore state before Priority mode	0x01								BU/PC	DU
	PRIORITY_CLEAR	Request to clear Priority Mode	0x02								BU/PC	DU
<b>0x05</b>	RESPONSE_PRIORITY_CLEAR	Response for PRIORITY_CLEAR	Channel								DU	BU/PC

<b>Chipcard Settings</b>												
<b>0xC6</b>	COMMAND_CARD_READ	Reading chip card (8 byte) Addr : card address	Addr								BU/PC	DU
<b>0xC7</b>	RESPONSE_CARD_READ	Result of reading (Rb : read bytes (0-7))	Rb1	Rb1	Rb3	Rb4	Rb5	Rb6	Rb7	Rb8	DU	BU/PC
<b>0xC8</b>	COMMAND_CARD_OPEN	Address of the next card - Addr: card address	Addr								BU/PC	DU
<b>0xC5</b>	COMMAND_CARD_W RITE	Writing cards (data length in dlc) W b: bytes of data	W b1	W b2	W b3	W b4	W b5	W b6	W b7	W b8	BU/PC	DU
<b>0xC9</b>	RESPONSE_CARD_W RITE	Current card address - Addr : card address	Addr								DU	BU/PC
<b>0xCA</b>	COMMAND_CARD_CHANGES	Sent by devices if their card status is changed	State	CardH2	CardL2	CardH1	CardL1				VU	BU/PC
		State : 0 : card is out; 1 : card not allowed; 3 : card is inserted										

EIDM	Command	Details	D0	D1	D2	D3	D4	D5	D6	D7	From	To
<b>Voting Settings</b>												
<b>0x40</b>	REQUEST_VOTE	Request to start Voting									DU-T	BU/PC
	VOTE_1	1 button type vote (DU)	0x02								DU-T	BU/PC
	VOTE_2	2 Button type vote (New)	0x03								DU-T	BU/PC
	VOTE_3	3 button type vote (New style)	0x04								DU-T	BU/PC
	VOTE_4	4 button type vote (New)	0x05								DU-T	BU/PC
	VOTE_5	5 button type vote (New style)	0x06								DU-T	BU/PC
	VOTE_3 (Old Style)	3 button type vote (Old style)	0x00								DU-T	BU/PC
	VOTE_5 (Old Style)	5 button type vote (Old style)	0x01								DU-T	BU/PC
<b>0x41</b>	COMMAND_VOTE	Start Voting									BU/PC	DU-C
	VOTE_DU	1 button type vote (DU)	0x02								BU/PC	DU-C
	VOTE_2	2 Button type vote (New)	0x03	Typ							BU/PC	DU-C
	VOTE_3	3 button type vote (New style)	0x04	Typ							BU/PC	DU-C
	VOTE_4	4 button type vote (New)	0x05	Typ							BU/PC	DU-C
	VOTE_5	5 button type vote (New style)	0x06	Typ							BU/PC	DU-C
	VOTE_3 (Old Style)	3 button type vote (Old style)	0x00	Typ							BU/PC	DU-C
	VOTE_5 (Old Style)	5 button type vote (Old style)	0x01	Typ							BU/PC	DU-C
		Type of voting (1-0. bits) : 00 : unit based; 01 : required chip card; 10 : unit based + secret; 11 : required chip card + secret										
<b>0x42</b>	REQUEST_VOTE_INTERRUPT	Request to interrupt voting									DU-T	BU/PC
<b>0x43</b>	COMMAND_VOTE_INTERRUPT	Interrupt voting									BU/PC	DU-C
<b>0x44</b>	COMMAND_VOTE_PERMISSION	Permission Denied for Voting (Code) : 0: no ; 1 : yes	Code								PC	DU
<b>0x45</b>	COMMAND_VOTE_RESULT	Get voting result									BU/PC	DU-C
<b>0x47</b>	RESPONSE_VOTE_ONLINE	Online voting result	BtnN	CardH2	CardL2	CardH1	CardL1	TimeS	Count		DU	BU/PC
		With Chip card : BtnN : see lower; TimeS : remaining time; Count : while 0 vote list is not empty else 1 if the last item reached, if it is 2, no result in the unit										
		Without Chip card : Button type (BtnN) : 1 : Button1; 2 : Button2; 3 : Button3; 4 : Button4; 5 : Button5; 3 : MIC button is pressed for one button vote the DLC is only 1 0: Same button pressed again to remove his/her casted vote										
		DLC is 0 : the result is fault, or the vote is not allowed on the unit, or the unit has no valid result (like DU, only 1 button vote available)										
<b>0x48</b>	VOTE_RESULT_DISPLAY											
	3 Button (Old Style)	Show voting result (3 button - B2/B3/B4 )	BtnN	NoL	AbstL	YesL	0	NoH	AbstH	YesH	BU/PC	DU-C
	2 Button (New)	Show the voting result for 2 button voting	BtnN	ONEL	TWOL	0	0	ONE5U	TWO5U	0	BU/PC	DU-C
	3 Button (New Style)	Show the voting result for 3 button voting	BtnN	ONEL	TWOL	THREEL	0	ONE5U	TWO5U	THREE5U	BU/PC	DU-C
	4 Button (New)	Show the voting result for 4 button voting + EID0	BtnN	ONEL	TWOL	THREEL	FOURL	ONE5U	TWO5U	THREE5U	BU/PC	DU-C
		BtnN: Button type; 0x00: 3 button old style; 0x03: 2 button, 0x04: 3 button new style; 0x05: 4 button YesL: Low byte Yes; NoL: Low byte No; Yes5U: Upper 5 bits Yes; No5U: Upper 5 bits No; ONEL: Low byte button1; TWOL: Low byte button2; THREEL: Low byte button3; FOURL: Low byte button4 ; ONE5U: Upper 5 bits button1 ; TWO5U: Upper 5 bits button2 ; THREE5U: Upper 5 bits button3; EID0: Upper 5 bits button4 (for 4 button voting)										

EIDM	Command	Details	D0	D1	D2	D3	D4	D5	D6	D7	From	To
<b>Voting Settings</b>												
<b>0x49</b>	COMMAND_VOTE5_OS_DISPLAY (Old Style)	Show voting result (5 button - B1-B5) ( + EID0 : 0V2R5)	SNoL	NoL	AbstL	YesL	VL	NoH	AbstH	V3Y5	BU/PC	DU-C
<b>0x4A</b>	COMMAND_VOTE_DU_DISPLAY	Show voting result (1 button - DU - B3)	0	NVL	0	YesL	0	NVH	0	YesH	BU/PC	DU-C
		NoL : No low byte, NoH : No high byte; NVL : Not Voted low byte, NVH : Not Voted high Byte; VL : Strong Yes low byte; SNoL: Strong No low byte										
		V3Y5 : Strong Yes high (7-6-5. bits) , Yes high (4-3-2-1-0. bits) ; 0V2R5 : Strong Yes high (6-5. bits) , Strong No high (4-3-2-1-0. bits)										
<b>0xF4</b>	COMMAND_VOTE5_DISPLAY	Show voting result (5 button - B1-B5) ( + EID0 : 0V2R5)	ONEL	TWOL	THREEL	FOURL	FIVEL	ONE5U	TWO5U	V3Y5	BU/PC	DU-C
		ONEL: Low byte button1; TWOL: Low byte button2 ; THREEL: Low byte button3 ; FOURL: Low byte button4 ; FIVEL: low byte button5; ONE5U: Upper 5 bits button1 ; TWO5U: Upper 5 bits button2 ; V3Y5 : Strong Yes high (7-6-5. bits) , Yes high (4-3-2-1-0. bits) ;										
<b>0x4E</b>	COMMAND_VOTE_TIME	Estimated Voting Time (seconds - max. 4m : 15s)	Time								BU/PC	DU-C
<b>0x4F</b>	COMMAND_VOTE_END	Close Voting									BU/PC	DU-C
<b>0x18</b>	COMMAND_VOTE_QUERY	Command to know, the count of the devices which are allowed to vote	Vote_Type	CHB	CLB	MAHB	MALB				BU	First device
		Vote_Type: Type of voting like (1, 3, 5 button voting); CHB: Count High Byte; CLB: Count Low Byte; MAHB: Max Address High Byte; MALB: Max Address Low Byte; First Device: Once first device receives the command, it will be sending it to the next station, and the next to the next till last device.										

EIDM	Command	Details	D0	D1	D2	D3	D4	D5	D6	D7	From	To
<b>Interpreter Settings</b>												
0xB3	COMMAND_IU_OPEN	Signes that it started speaking. Descr : see command 29	Descr								IU Twin	IU
0xB4	COMMAND_IU_RELEASE	Signes that it stopped speaking. Descr : see command 29	Descr								IU Twin	IU
0xB5	COMMAND_IU_CALL	Help call signal. typ : 1 : alarm on , 0 : alarm off	Typ								IU	BU/PC
0xB6	RESPONSE_IU_CALL	CALL ack, typ : 1 : alarm on , 0 : alarm off	Typ								BU/PC	IU
0xB7	COMMAND_TW IN_PARKING	To its actually selected/deselected twin. Sel : 1:select, 0:deselect	Sel								IU	IU
0xB8	COMMAND_TW IN_SETUP_DNL	Sending the settings	outA7A	mA	outB7B	mB	Descr	selfAdr			IU	IU
		outA : 6-0. bits : output channel A , 7. bit : mA 7th bit; mA : mnemonic for A channel (lower byte), outB7B, mB : like A; also used to divorce (dlc=0)										
0xB9	COMMAND_IU_SLOW LY	SLOW LY signal, sid=self a. typ : 1=begin, 0=end	Typ								IU	BU/PC
0xBA	RESPONSE_IU_SLOW LY	SLOW LY signal ack, sid=self a, typ : 1=begin, 0= end	Typ								BU/PC	IU
0xE1	REQUEST_ABBREVIATION	Request language abbreviations of the channels. sid=BROADCAST_ADDRESS , Response from Ius where that one is the A or B output channel. That is send by IU/DU at the beginning with sid=BASIC_ADDRESS	Channel								All	All-C
0xE0	COMMAND_ABBREVIATION_DNL	Setting up Language Abbreviations to a channel. sid=BROADCAST_ADDRESS , Channel : target channel, Ascii1-3 : Language code	Channel	Ascii1	Ascii2	Ascii3					IU/BU	DU-C
0xE2	COMMAND_CHANNELINFO_CLEAR	Clear the Channelinfo List									BU	IU-C
0x20	COMMAND_LOGIN_REQUEST	Login request									BU/PC	IU
0x29	RESPONSE_LOGIN_REQUEST_IU	Response to login request – mic_ch : mic channel	Descr	outA	outB						IU	BU/PC
		Descriptor(IU) bits (true/false): 0: twin mode (1/0); 1 : inter-relay (1/0); 2: mic active (1/0); 3-5: device type; 6: input is connected to the freely selectable channel (when mic not active) (1/0) 7 : inactive mode (1/0)										
		device type (5-4-3. bits) : 000: DU; 100: VU; 010: IU; 011: BU ; mic status (7-6. bits) : 10: MIC_OPEN; 01: MIC_W AIT; 00: MIC_IDLE										
0x28	RESPONSE_LOGIN_PC_IU	Answer to the Login Request (only PC)	outA7A	mA	outB7B	mB	TwinL	TwinH			IU	PC
		outA : 6-0. bits : output channel A , 7. bit : mA 7th bit; mA : mnemonic for A channel (lower byte), outB7B, mB : like A ; Twin: twin address										
0xB1	COMMAND_PC_SETUP_DNL	Sending the settings to an IU (only PC)	outA7A	mA	outB7B	mB	TwinL	TwinH			PC	IU
		outA : 6-0. bits : output channel A , 7. bit : mA 7th bit; mA : mnemonic for A channel (lower byte), outB7B, mB : like A ; Twin: twin address										
0xBB	COMMAND_IU_REMOTE	Remote controll for interpreters. Dlc 1: on, 0: off	State								BU/PC	IU
0xBC	RESPONSE_IU_REMOTE	Answer to COMMAND_IU_REMOTE. Descr : Descriptor (IU)	Descr								IU	BU/PC
0xBD	COMMAND_IU_RELAY_SLOWLY	If the source interpreter is gabbing. State : on, 0: off; inpC : input chl.	State	inpC							IUir	IU
0xBE	RESPONSE_IU_RELAY_SLOWLY	Answer to COMMAND_IU_ITERRELAY_SLOW LY; State : on, 0: off;	State	inpC							IU	IUir

EIDM	Command	Details	D0	D1	D2	D3	D4	D5	D6	D7	From	To
<b>Control Settings</b>												
0x06	COMMAND_RESET	BU sends at the beginning									BU	DU/PC-C
0x07	COMMAND_FLOOR_MIX	Mix to the FLOOR ChG1(1-8)..ChG8(57-64) chnl : 0=not 1=mix	ChG1	ChG2	ChG3	ChG4	ChG5	ChG6	ChG7	ChG8	BU	
0x08	COMMAND_FLOOR_VOLUME	BU sends the volume of the FLOOR (Vol : 0..255) Answer to the given speech	Vol									
0x09	RESPONSE_FLOOR_VOLUME											
0x20	COMMAND_LOGIN_REQUEST	Login request									BU/PC	VUDU
0x21	RESPONSE_LOGIN_REQUEST	Response to login request – mic_ch : mic channel	mic_ch	Descr	CardH2	CardL2	CardH1	CardL1			DU	BU/PC
		Descriptor(VUDU) bits (true/false): 0: president (1/0); 1 : priority on (0/1); 2: priority start from this device (1/0); 3-5: device type; 6-7: mic status device type (5-4-3. bits) : 000: DU; 100: VU; 010: IU; 011: BU; mic status (7-6. bits) : 10: MIC_OPEN; 01: MIC_W AIT; 00: MIC_IDLE Chipcard ID number ( 4-3-2-1 bytes ) : CardH2, CardL2, CardH1, CardL1										
0x29	RESPONSE_LOGIN_REQUEST_IU	Response to login request IU	Descr	OutA	OutB						DU	BU/PC
0x23	REQUEST_LEARN_ADDRESS	Initiating the learning phase PC/VUp VUDUIU										
0x24	COMMAND_LEARN_ADDRESS	After stabilising the ring , VUDUs stores the config in the EEPROM									BU	BROAD
0x25	RESPONSE_LEARN_ADDRESS	Result of the learning phase initiated by president VU	State	VUDUH	VUDUL	IUH	IUL				DU	BU/PC
		State : 0 : ok, 1 : failed; VUDU H+L : last counted VUDU + 1; IU H+L : last counted IU + 1										
0xD0	COMMAND_GRAB_CONTROL	Grab controlling from BU									PC	BU
0xD1	COMMAND_GIVEUP_CONTROL	Give back the controlling to BU									PC	BU
0xD2	REQUEST_NOM	Request nominal-limit number (Num : 0: back, 0+ : setting , NULL : get)	Num								PC	BU
		NOM Limit value can be changed from the PC software. It can either be set more or less than, what is set over BU.		Here PC means Docklight as the same command is not available in the PC software. The reason is this command is not yet implemented in the PC software.								
0xD3	RESPONSE_NOM	Send nominal limit number	Nom Lim								BU	PC
0xD4	REQUEST_CONTROL_STATUS	Request the control rights status from the Basic Unit									PC	BU
0xD5	RESPONSE_CONTROL_STATUS	Response the control rights status. State : 6.bit(extLang) 0: off 1:on	Valid	Status							BU	PC
0x2C	REQUEST_RING_STATUS	Request Network Status									PC	BU
0x2D	RESPONSE_RING_STATUS	Send Network Status	RICS_R	RDAH_0	RDAL_0	RDAH_1	RDAL_1	FPGA	AVR	Desc	BU/DU	PC
		Descriptor(BU) bits : 0-2 bits : 0; 3-5 : device type; 6-7 : EXTERNAL LANGUAGE mic status (details : see command 21)										
0x26	COMMAND_LOGIN_PC	Asking the installed devices for login device (only PC)									PC	VUDUIU
0x27	RESPONSE_LOGIN_PC	Answer for Login Request (see command 21) (only PC)	mic_ch	Descr	CardH2	CardL2	CardH1	CardL1			VUDU	PC
0x28	RESPONSE_LOGIN_PC_IU	Response to login request IU – mic_ch : mic channel	OutA	AbrA	OutB	AbrB	DescrIU	TwinH	TwinL		DU	BU/PC
0x2E	REQUEST_SAVED_STATUS	Asks the saved ring status from the BU's EEPROM									PC	BU
0x2F	RESPONSE_SAVED_STATUS	Answers the saved ring status from the BU's EEPROM	RICS_R	RDAH_0	RDAL_0	RDAH_1	RDAL_1	FPGA	AVR	Descr	BU	PC
0x2A	COMMAND_LED_ALERT	Blinks the leds on the receiver device. Blink: 0: off; 1 : on	Blink									
0xB0	COMMAND_MAX_IU_ADDRESS	Asking the BU, what is the last IU address	Adr								IU/PC	BU
0xBF	COMMAND_RELAY_RESERVE	pressed the "OUT B" button: outC: used output channel, Adr: self_address, M :mnemonic of the "A" channel.	outC	AdrH	AdrL	M1	M2	M3			IU	BROAD
0xB2	COMMAND_RELAY_RELEASE	pressed the "OUT A" or the "RELAY" button : outC : used output channel, Adr :self_address	outC	AdrH	AdrL						IU	BROAD

EIDM	Command	Details	D0	D1	D2	D3	D4	D5	D6	D7	From	To
<b>Control Settings</b>												
<b>0x46</b>	COMMAND_SET_GET_KEY_INFO	This command is used to set and retrieve the Master key information to enable the PRO features in the Confer control software.									PC/BU	BU/PC
		To set the Master Key	0x01	Data1	Data2	Data3	Data4	Data5	Data6	Data7	PC	BU
		To retrieve the Master Key	0x02	Data1						Data2	BU	PC
		To set the Master Key: Data1, Data2, Data3, Data4, Data5, Data6, and Data7: Master key information which is sent by PC is split across these data bytes. To get the Master Key: Data1, Data2: first and last byte of Master key to retrieve the same from BU. D2-D6 can be dummy data. Here PC means Docklight as the same command is still not available in the PC software.										
<b>0xD6</b>	COMMAND_ALIVE	Ping between the BU and the PC									PC/BU	BU/PC
<b>0xC4</b>	COMMAND_CONTRAST	Setting the contrast of the LCD panel. Cont : 0-255	Cont								PC	DU
<b>0xFA</b>	COMMAND_REQUEST_BUILD	Request for getting the build number of the firmware versions									PC	ALL
			Here PC means Docklight as the same command is not available in the PC software. The reason is this command is used only for the debugging purpose only.									
<b>0xFB</b>	COMMAND_RESPONSE_BUILD	Responds with the build number which is running in the devices	Date	Month	Year						ALL	PC
			Here PC means Docklight as the same command is not available in the PC software. The reason is this command is used only for the debugging purpose only.									
<b>0x07</b>	COMMAND_FLOOR_MIX	Requesting for the setting of the Mixer bits									PC	BU
			Here PC means Docklight as the same command is not available in the PC software. The reason is this command is used only for the debugging purpose only.									
<b>0xFC</b>	RESPONSE_FLOOR_MIX	Response of the Mixer bits according to the allocated channels and the open MIC's	b[0]	b[1]	b[2]	b[3]	b[4]	b[5]	b[6]	b[7]	BU	PC
			Here PC means Docklight as the same command is not available in the PC software. The reason is this command is used only for the debugging purpose only.									
<b>0xFD</b>	CMD_CONF_MODE	MAN Mode	0x00								<b>THIS</b> VU-P	BU
		AUTO1 Mode	0x01								<b>THIS</b> VU-P	BU
		AUTO2 Mode	0x02								<b>THIS</b> VU-P	BU
			" <b>THIS</b> ": Command is sent from that particular VU president station to BU to indicate that there is mode change which needs to be notified to the complete ring.									
<b>0xFD</b>	CMD_CONF_MODE	MAN Mode	0x00								BU	ALL
		AUTO1 Mode	0x01								BU	ALL
		AUTO2 Mode	0x02								BU	ALL
<b>0xFE</b>	COMMAND_NEED_LEARN	Request command to BU, to indicate that the learning is required.									VU/DU/ IU	BU
<b>0x25</b>	RESPONSE_LEARN_ADDRESS											
	CMD_RING_INTEGRITY	Command to check the integrity of the system.	0x03	UIDL	UIDU	P0U	P0L	PIU	P1L		BU	ALL
	CMD_LEARN_DONE	Command to tell about successful learning.	0x02	UIDL	UIDU	P0U	P0L	PIU	P1L		BU	ALL
		UIDL: Unique ID Lower Byte; UIDU: Unique ID Upper byte; P0U: Upper byte of P0 value; P0L: Lower byte of P0 value; P1U: Upper byte of P1 value; P1L: Lower byte of P1 value.										

EIDM	Command	Details	D0	D1	D2	D3	D4	D5	D6	D7	From	To
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### LCD Settings

<b>0xF4</b>	RESPONSE_LCD_WRITE	Response after every LCD command									DU	PC
<b>0xF5</b>	COMMAND_LCD_OPEN	Open LCD buffer for write									PC	DU
<b>0xF6</b>	COMMAND_LCD_WRITE	Write byte to the LCD buffer									PC	DU
<b>0xF7</b>	COMMAND_LCD_CLOSE	Finish LCD buffer writing									PC	DU
<b>0xC4</b>	COMMAND_CONTRAST	Setting the contrast of the LCD panel. Cont : 0-255	Cont								PC	DU

### Flash Settings

<b>0xF0</b>	RESPONSE_FLASH_WRITE	Response after every flash command	Adr								DU	PC
<b>0xF1</b>	COMMAND_FLASH_OPEN	Open Card for Write. sid=self address, AdrHML-3 : destination address	AdrH	AdrM	AdrL						PC	DU
<b>0xF2</b>	COMMAND_FLASH_WRITE	Write to the Card, sid=self_address Dat1-8 : data bytes	Dat1	Dat2	Dat3	Dat4	Dat5	Dat6	Dat7	Dat8	PC	DU
<b>0xF3</b>	COMMAND_FLASH_CLOSE	Finish Card writing									PC	DU
<b>0x12</b>	COMMAND_PRGFLASH_OPEN	Initiating a program flash update									PC	VUDU
<b>0x16</b>	COMMAND_PRGFLASH_OPEN_IU	Initiating a program flash update for IUs									PC	IU
<b>0x17</b>	COMMAND_FPGA_UPDATE	Initiating or finishing an FPGA update procedure, dlc: 1 -> begin, 0 -> end									PC	VUDUIU



