

Screens / Animations

```
START K N,Screen / Animation Name K 30,RRRGRGRBBBBBYYYYRGBYGY... K  
10,GGRFGRGRGRBBBBBBBBBBBBBB... K END K
```

START

sequence is sending to sign

N, Screen / Animation Name

Optional, if the screen is to be saved instead fo displayed, the name to save it as. if this is not given it will be displayed immediately

```
30,RRRGRGRBBBBBYYYYRGBYGY... ,12
```

line of CSV:

- [0] number of ms to display the screen for
- [1] each pixel of the screen (B=Black=0, R=Red=1, G=Green=2, Y=Yellow=3), should be 4096 total
- [2] checksum. add numerical version of each character to an 8 bit int. int is allowed to overflow back to 0 after 255.

Any number of these lines can be added

END

End of sequence, display now if no name is given

Responses are *K* for OK, *F* for Failed Checksum, *X* for Sequence name in use, *E* for any other Error

Control

STBY

Go into standby mode

SHOW Sequence Name

display the specified Sequence

LIST

list all sequences available

DEL Sequence Name

delete the specified sequence

[Category:LED Sign](#)

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