|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| command（HEX），length 256Bytes | | | | | Fuction description |
| 0 | 1 | 2 | 3 | 4～255 |  |
| 0x01 | 0x1A | 0x1C | 0x01 | 0x00 | Init lcd |
| 0x01 | 0x1A | 0x1C | 0x02 | 0x00 | Wakeup，light up the backlight |
| 0x01 | 0x1A | 0x1C | 0x03 | 0x00 | Sleep，turn off the backlight |
| 0x01 | 0x1A | 0x1C | 0x04 | 0x00 | Clean the screen |

VFDDisplay command：

interface：

|  |  |
| --- | --- |
| Fuction | void sendLCDCommand(in byte[] data, ILcdCallback callback) |
| Function Description | SendVFDDisplay command |

|  |  |
| --- | --- |
| Fuction | void sendLCDString(in String string, ILcdCallback callback) |
| Function Description | Send string （max 8 English words） |

|  |  |
| --- | --- |
| Fuction | void sendLCDBitmap(in Bitmap bitmap, ILcdCallback callback) |
| Function Description | Send a bitmap（bitmap 128\*40） |

|  |  |  |
| --- | --- | --- |
| Feedback function return | Return |  |
| onRunResult | int status, boolean show | status: lcd status  0 can’t find lcd  1 init  2 wakeup  3 sleep  4 clean the screen  16 display  show:  true  false |

//the reserved fuction，true :app need exclusive the screen ，false :app //needn’t exclusive the screen（unrealized fuction）

//Declare the Monopoly meta in your application manifest file. For example:

<meta-data android:name="Monopoly" android:value="value" />

//value =true or false