N	ewl	in	
14	GMI	ши	

	Port Number : COM1	
Bit Rate:	19200	Parity check
Data bit	8	Stop bit
Function	Control Code	Return Code
Power on	7F 08 99 A2 B3 C4 02 FF 01 00 CF	7F 09 99 A2 B3 C4 02 FF 01 00 01 CF 00
Power off	7F 08 99 A2 B3 C4 02 FF 01 01 CF	7F 09 99 A2 B3 C4 02 FF 01 01 01 CF
Mute	7F 08 99 A2 B3 C4 02 FF 01 02 CF	7F 09 99 A2 B3 C4 02 FF 01 02 01 CF
Signal source	7F 08 99 A2 B3 C4 02 FF 01 06 CF	7F 09 99 A2 B3 C4 02 FF 01 06 01 CF
Start the whiteboard	7F 08 99 A2 B3 C4 02 FF 01 07 CF	7F 09 99 A2 B3 C4 02 FF 01 07 01 CF
HDMI Front	7F 08 99 A2 B3 C4 02 FF 01 0A CF	7F 09 99 A2 B3 C4 02 FF 01 0A 01 CF
HDMI Rear	7F 08 99 A2 B3 C4 02 FF 01 0B CF	7F 09 99 A2 B3 C4 02 FF 01 0B 01 CF
Internal PC	7F 08 99 A2 B3 C4 02 FF 01 38 CF	7F 09 99 A2 B3 C4 02 FF 01 38 01 CF
VGA	7F 08 99 A2 B3 C4 02 FF 01 0D CF	7F 09 99 A2 B3 C4 02 FF 01 0D 01 CF
Page Up	7F 08 99 A2 B3 C4 02 FF 01 13 CF	7F 09 99 A2 B3 C4 02 FF 01 13 01 CF
Page Down VOL -	7F 08 99 A2 B3 C4 02 FF 01 14 CF	7F 09 99 A2 B3 C4 02 FF 01 14 01 CF 7F 09 99 A2 B3 C4 02 FF 01 17 01 CF
	7F 08 99 A2 B3 C4 02 FF 01 17 CF	
VOL+	7F 08 99 A2 B3 C4 02 FF 01 18 CF	7F 09 99 A2 B3 C4 02 FF 01 18 01 CF
Menu	7F 08 99 A2 B3 C4 02 FF 01 1B CF	7F 09 99 A2 B3 C4 02 FF 01 1B 01 CF
Home page	7F 08 99 A2 B3 C4 02 FF 01 1C CF 7F 08 99 A2 B3 C4 02 FF 01 1D CF	7F 09 99 A2 B3 C4 02 FF 01 1C 01 CF 7F 09 99 A2 B3 C4 02 FF 01 1D 01 CF
Return (exit)		
Auto ADJ OK/Touch To Start	7F 08 99 A2 B3 C4 02 FF 01 20 CF 7F 08 99 A2 B3 C4 02 FF 01 2B CF	7F 09 99 A2 B3 C4 02 FF 01 20 01 CF 7F 09 99 A2 B3 C4 02 FF 01 2B 01 CF
OK/100CH 10 3tart ←	7F 08 99 A2 B3 C4 02 FF 01 2C CF	
<u></u>	7F 08 99 A2 B3 C4 02 FF 01 2C CF	7F 09 99 A2 B3 C4 02 FF 01 2C 01 CF 7F 09 99 A2 B3 C4 02 FF 01 2D 01 CF
<u> </u>	7F 08 99 A2 B3 C4 02 FF 01 2E CF	7F 09 99 A2 B3 C4 02 FF 01 2E 01 CF
<u> </u>	7F 08 99 A2 B3 C4 02 FF 01 2F CF	7F 09 99 A2 B3 C4 02 FF 01 2F 01 CF
Freeze	7F 08 99 A2 B3 C4 02 FF 01 3B CF	7F 09 99 A2 B3 C4 02 FF 01 3B 01 CF
TTCCZC	7F 08 99 A2 B3 C4 02 FF 05 XX CF -	71 05 35 A2 B3 C4 02 11 01 3B 01 C1
	Note: XX indicates the volume value	
Set volume	(0 to 100), corresponding to	7F 09 99 A2 B3 C4 02 FF 05 XX 01 CF
	hexadecimals 00 to 64.	
	7F 08 99 A2 B3 C4 02 FF 06 XX CF -	
	Note: XX indicates the mode. 00 and	
Set D.MODE	01 indicate standard and eco modes	7F 09 99 A2 B3 C4 02 FF 06 XX 01 CF
	respectively.	
Query the rmware version		
number	7F 08 99 A2 B3 C4 02 FF 01 3D CF	7F 09 99 A2 B3 C4 02 FF 01 3D 01 CF
	7F 08 99 A2 B3 C4 02 FF 07 XX CF -	
	Note: XX indicates the mode. 00, 01,	
Set Display Mode	02 and 03 indicate standard, bright,	7F 09 99 A2 B3 C4 02 FF 07 XX 01 CF
	soft and custom modes respectively.	
Start the default UC program	7F 08 99 A2 B3 C4 02 FF 01 3F CF	7F 09 99 A2 B3 C4 02 FF 01 3F 01 CF
Start annotation	7F 08 99 A2 B3 C4 02 FF 01 40 CF	7F 09 99 A2 B3 C4 02 FF 01 40 01 CF
Microphone mute	7F 08 99 A2 B3 C4 02 FF 01 41 CF	7F 09 99 A2 B3 C4 02 FF 01 41 01 CF
	7F 08 99 A2 B3 C4 02 FF 08 XX CF -	
Cikala	Note: XX=01 indicates that the top	75 00 00 A2 B2 C4 02 F5 08 VV 04 C5
Switch cameras	camera is enabled / XX=02 indicates	7F 09 99 A2 B3 C4 02 FF 08 XX 01 CF
	that the bottom camera is enabled.	
Backlight control +	7F 08 99 A2 B3 C4 02 FF 01 47 CF	7F 09 99 A2 B3 C4 02 FF 01 47 01 CF
Backlight control -	7F 08 99 A2 B3 C4 02 FF 01 48 CF	7F 09 99 A2 B3 C4 02 FF 01 48 01 CF
	7F 08 99 A2 B3 C4 02 FF 09 XX CF -	
	7F 08 99 A2 B3 C4 02 FF 09 XX CF - Note: XX indicates the value of	
Set backlight brightness		7F 09 99 A2 B3 C4 02 FF 09 XX 01 CF
Set backlight brightness	Note: XX indicates the value of	
Set backlight brightness	Note: XX indicates the value of backlight brightness (0-100),	
Set backlight brightness	Note: XX indicates the value of backlight brightness (0-100), corresponding to the hexadecimal	7F 09 99 A2 B3 C4 02 FF 09 XX 01 CF
	Note: XX indicates the value of backlight brightness (0-100), corresponding to the hexadecimal number system (00-64).	7F 09 99 A2 B3 C4 02 FF 09 XX 01 CF
Set backlight brightness Read the camera position	Note: XX indicates the value of backlight brightness (0-100), corresponding to the hexadecimal	7F 09 99 A2 B3 C4 02 FF 09 XX 01 CF 7F 09 99 A2 B3 C4 02 FF 01 44 XX CF - Not XX=01 indicates that the top camera is
	Note: XX indicates the value of backlight brightness (0-100), corresponding to the hexadecimal number system (00-64).	7F 09 99 A2 B3 C4 02 FF 09 XX 01 CF 7F 09 99 A2 B3 C4 02 FF 01 44 XX CF - Not XX=01 indicates that the top camera is
	Note: XX indicates the value of backlight brightness (0-100), corresponding to the hexadecimal number system (00-64).	7F 09 99 A2 B3 C4 02 FF 09 XX 01 CF 7F 09 99 A2 B3 C4 02 FF 01 44 XX CF - Not XX=01 indicates that the top camera is enabled. XX=02 indicates that the bottom camera is enabled.
Read the camera position	Note: XX indicates the value of backlight brightness (0-100), corresponding to the hexadecimal number system (00-64). 7F 08 99 A2 B3 C4 02 FF 01 44 CF	7F 09 99 A2 B3 C4 02 FF 09 XX 01 CF 7F 09 99 A2 B3 C4 02 FF 01 44 XX CF - Not XX=01 indicates that the top camera is enabled. XX=02 indicates that the bottom camera is enabled.
	Note: XX indicates the value of backlight brightness (0-100), corresponding to the hexadecimal number system (00-64).	7F 09 99 A2 B3 C4 02 FF 09 XX 01 CF 7F 09 99 A2 B3 C4 02 FF 01 44 XX CF - Not XX=01 indicates that the top camera is enabled. XX=02 indicates that the bottom camera is enabled. 7F 09 99 A2 B3 C4 02 FF 01 45 XX CF - Not XX=01 indicates that the microphone is
Read the camera position	Note: XX indicates the value of backlight brightness (0-100), corresponding to the hexadecimal number system (00-64). 7F 08 99 A2 B3 C4 02 FF 01 44 CF	7F 09 99 A2 B3 C4 02 FF 09 XX 01 CF 7F 09 99 A2 B3 C4 02 FF 01 44 XX CF - Not XX=01 indicates that the top camera is enabled. XX=02 indicates that the bottom camera is enabled. 7F 09 99 A2 B3 C4 02 FF 01 45 XX CF - Not XX=01 indicates that the microphone is
Read the camera position	Note: XX indicates the value of backlight brightness (0-100), corresponding to the hexadecimal number system (00-64). 7F 08 99 A2 B3 C4 02 FF 01 44 CF	7F 09 99 A2 B3 C4 02 FF 09 XX 01 CF 7F 09 99 A2 B3 C4 02 FF 01 44 XX CF - Not XX=01 indicates that the top camera is enabled. XX=02 indicates that the bottom camera is enabled. 7F 09 99 A2 B3 C4 02 FF 01 45 XX CF - Not XX=01 indicates that the microphone is mute. XX=02 indicates that the microphor is not mute.
Read the camera position	Note: XX indicates the value of backlight brightness (0-100), corresponding to the hexadecimal number system (00-64). 7F 08 99 A2 B3 C4 02 FF 01 44 CF 7F 08 99 A2 B3 C4 02 FF 01 45 CF	7F 09 99 A2 B3 C4 02 FF 09 XX 01 CF 7F 09 99 A2 B3 C4 02 FF 01 44 XX CF - Not XX=01 indicates that the top camera is enabled. XX=02 indicates that the bottom camera is enabled. 7F 09 99 A2 B3 C4 02 FF 01 45 XX CF - Not XX=01 indicates that the microphone is mute. XX=02 indicates that the microphor is not mute.
Read the camera position Microphone status	Note: XX indicates the value of backlight brightness (0-100), corresponding to the hexadecimal number system (00-64). 7F 08 99 A2 B3 C4 02 FF 01 44 CF	7F 09 99 A2 B3 C4 02 FF 09 XX 01 CF 7F 09 99 A2 B3 C4 02 FF 01 44 XX CF - Note XX=01 indicates that the top camera is enabled. XX=02 indicates that the bottom camera is enabled. 7F 09 99 A2 B3 C4 02 FF 01 45 XX CF - Note XX=01 indicates that the microphone is mute. XX=02 indicates that the microphone is not mute. 7F 09 99 A2 B3 C4 02 FF 01 49 XX CF - Note Note 10 PS A2 B3 C4 02 FF 01 49 XX CF - Note
Read the camera position Microphone status Read the value of backlight	Note: XX indicates the value of backlight brightness (0-100), corresponding to the hexadecimal number system (00-64). 7F 08 99 A2 B3 C4 02 FF 01 44 CF 7F 08 99 A2 B3 C4 02 FF 01 45 CF	7F 09 99 A2 B3 C4 02 FF 09 XX 01 CF 7F 09 99 A2 B3 C4 02 FF 01 44 XX CF - Not XX=01 indicates that the top camera is enabled. XX=02 indicates that the bottom camera is enabled. 7F 09 99 A2 B3 C4 02 FF 01 45 XX CF - Not XX=01 indicates that the microphone is mute. XX=02 indicates that the microphone is not mute. 7F 09 99 A2 B3 C4 02 FF 01 49 XX CF - Not XX indicates the value of backlight brightness (0-100), corresponding to
Read the camera position Microphone status Read the value of backlight	Note: XX indicates the value of backlight brightness (0-100), corresponding to the hexadecimal number system (00-64). 7F 08 99 A2 B3 C4 02 FF 01 44 CF 7F 08 99 A2 B3 C4 02 FF 01 45 CF	7F 09 99 A2 B3 C4 02 FF 09 XX 01 CF 7F 09 99 A2 B3 C4 02 FF 01 44 XX CF - Note XX=01 indicates that the top camera is enabled. XX=02 indicates that the bottom camera is enabled. 7F 09 99 A2 B3 C4 02 FF 01 45 XX CF - Note XX=01 indicates that the microphone is mute. XX=02 indicates that the microphone is not mute. 7F 09 99 A2 B3 C4 02 FF 01 49 XX CF - Note XX indicates the value of backlight
Read the camera position Microphone status Read the value of backlight brightness	Note: XX indicates the value of backlight brightness (0-100), corresponding to the hexadecimal number system (00-64). 7F 08 99 A2 B3 C4 02 FF 01 44 CF 7F 08 99 A2 B3 C4 02 FF 01 45 CF	7F 09 99 A2 B3 C4 02 FF 09 XX 01 CF 7F 09 99 A2 B3 C4 02 FF 01 44 XX CF - Not XX=01 indicates that the top camera is enabled. XX=02 indicates that the bottom camera is enabled. 7F 09 99 A2 B3 C4 02 FF 01 45 XX CF - Not XX=01 indicates that the microphone is mute. XX=02 indicates that the microphone is not mute. 7F 09 99 A2 B3 C4 02 FF 01 49 XX CF - Not XX indicates the value of backlight brightness (0-100), corresponding to thehexadecimal number system (00-64).
Read the camera position Microphone status Read the value of backlight	Note: XX indicates the value of backlight brightness (0-100), corresponding to the hexadecimal number system (00-64). 7F 08 99 A2 B3 C4 02 FF 01 44 CF 7F 08 99 A2 B3 C4 02 FF 01 45 CF	7F 09 99 A2 B3 C4 02 FF 09 XX 01 CF 7F 09 99 A2 B3 C4 02 FF 01 44 XX CF - Not XX=01 indicates that the top camera is enabled. XX=02 indicates that the bottom camera is enabled. 7F 09 99 A2 B3 C4 02 FF 01 45 XX CF - Not XX=01 indicates that the microphone is mute. XX=02 indicates that the microphone is not mute. 7F 09 99 A2 B3 C4 02 FF 01 49 XX CF - Not XX indicates the value of backlight brightness (0-100), corresponding to thehexadecimal number system (00-64). Back light On -

