Commands used to provide the requested operations:

* For listing the available commands:

Syntax: VirtualDisplay

* For getting the ASIC Information

Syntax: VirtualDisplay i

it lists the adapter index, number of ports and type of ports

* For getting the connection information and Emulation status:

Syntax: VirtualDisplay c <Adapater Index>

it lists all the Connection information includes Display index, Emulation status, Supported connections and it properties.

* For save the Display EDID data:

Syntax: VirtualDisplay s <Adapater Index> <RAD Address> <Output Filename>

it saves the EDID data in binary format.

* For Enabling Virtual Display

Syntax: VirtualDisplay d <Adapater Index> <RAD Address> <Input Filename>

here user can apply the desired data on specific connector. user must provide connection type and EDID data to emulate connection.

* For activating Emulation:

Syntax: VirtualDisplay a <Adapater Index> <RAD Address> <Emulation Mode> Here, once user set the connection data, user must enable emulation with desired options

Emulation Mode values:

/// Indicates if no emulation is used

#define ADL\_EMUL\_MODE\_OFF 0

/// Indicates if emulation is used when display connected

#define ADL\_EMUL\_MODE\_ON\_CONNECTED 1

/// Indicates if emulation is used when display dis connected

#define ADL\_EMUL\_MODE\_ON\_DISCONNECTED 2

/// Indicates if emulation is used always

#define ADL\_EMUL\_MODE\_ALWAYS 3

* For removing Emulation:

Syntax: VirtualDisplay r <Adapater Index> <RAD Address>

* For Applying Mode to Display:

Syntax: VirtualDisplay m <Adapater Index> <DisplayIndex> <xRes> <yRes> <refreshRate> < bForce >

For Getting Display Index: VirtualDisplay c <Adapater Index>

bForce: if it is ON (1), sample will create custom resolution mode if given resolution is not found in window resolution modes

**Apply EDID emulation:**

To apply EDID emulation user must execute two steps.

1.set the emulated data (refer "For setting the EDID data")

2.activate the emulation (refer "For activating Emulation")

**Apply Branch emulation:**

To apply branch emulation user must execute below two steps.

1.set the branch data (refer "For setting the branch emulation")

2.activate the emulation (refer "For activating Emulation")