

## 8. Command

### 8.1. Command List

Regular Command Set													
Command Function	D/CX	RDX	WRX	D[15:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
NOP	0	1	↑	XXXXXXXXXX	0	0	0	0	0	0	0	0	00h
Soft Reset	0	1	↑	XXXXXXXXXX	0	0	0	0	0	0	0	1	01h
Read display identification information	0	1	↑	XXXXXXXXXX	0	0	0	0	0	1	0	0	04h
	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XXXXXXXXXX					ID1 [7:0]				XX
	1	↑	1	XXXXXXXXXX					ID2 [7:0]				XX
	1	↑	1	XXXXXXXXXX					ID3 [7:0]				XX
	0	↑	1	XXXXXXXXXX	0	0	0	0	0	1	0	1	05h
Read Number of the Errors on DSI	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XXXXXXXXXX					P[7:0]				XX
	0	↑	1	XXXXXXXXXX	0	0	0	0	1	0	0	1	09h
Read Display Status	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XXXXXXXXXX					D[31:24]				XX
	1	↑	1	XXXXXXXXXX					D[23:16]				XX
	1	↑	1	XXXXXXXXXX					D[15:8]				XX
	1	↑	1	XXXXXXXXXX					D[7:0]				XX
	0	↑	1	XXXXXXXXXX	0	0	0	0	1	0	1	0	0Ah
Read Display Power Mode	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XXXXXXXXXX					D[7:2]			0	0 XX
	0	↑	1	XXXXXXXXXX	0	0	0	0	1	0	1	1	0Bh
Read Display MADCTL	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XXXXXXXXXX					D[7:2]			0	0 XX
	0	↑	1	XXXXXXXXXX	0	0	0	0	1	1	0	0	0Ch
Read Pixel Format	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XXXXXXXXXX					DPI[3:0]		0		DBI[2:0]
	0	↑	1	XXXXXXXXXX	0	0	0	0	1	1	0	1	0Dh
Read Display Image Mode	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XXXXXXXXXX					D[7:0]				XX
	0	↑	1	XXXXXXXXXX	0	0	0	0	0	1	1	1	0Eh
Read Display signal Mode	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XXXXXXXXXX	D7	D6	D5	D4	D3	D2	D1	D0	XX
	0	↑	1	XXXXXXXXXX	0	0	0	0	0	1	1	1	0Fh
Read Display Self-Diagnostic Result	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XXXXXXXXXX	D7	D6	0	0	0	0	0	0	D0 XX
	0	↑	1	XXXXXXXXXX	0	0	0	0	1	0	0	0	0 10h
Sleep IN	0	1	↑	XXXXXXXXXX	0	0	0	1	0	0	0	0	0 10h
Sleep OUT	0	1	↑	XXXXXXXXXX	0	0	0	1	0	0	0	0	1 11h
Partial Mode ON	0	1	↑	XXXXXXXXXX	0	0	0	1	0	0	0	1	0 12h
Normal Display Mode ON	0	1	↑	XXXXXXXXXX	0	0	0	0	1	0	0	1	0 13h
Display Inversion OFF	0	1	↑	XXXXXXXXXX	0	0	1	0	0	0	0	0	0 20h
Display Inversion ON	0	1	↑	XXXXXXXXXX	0	0	1	0	0	0	0	0	1 21h
Display OFF	0	1	↑	XXXXXXXXXX	0	0	1	0	1	0	0	0	0 28h
Display ON	0	1	↑	XXXXXXXXXX	0	0	1	0	1	0	0	0	1 29h
Column Address Set	0	1	↑	XXXXXXXXXX	0	0	1	0	1	0	1	0	2Ah
	1	1	↑	XXXXXXXXXX					SC[15:8]				XX
	1	1	↑	XXXXXXXXXX					SC[7:0]				XX
	1	1	↑	XXXXXXXXXX					EC[15:8]				XX
Page Address Set	1	1	↑	XXXXXXXXXX					EC[7:0]				XX
	0	1	↑	XXXXXXXXXX	0	0	1	0	1	0	1	1	2Bh
	1	1	↑	XXXXXXXXXX					SP[15:8]				XX
	1	1	↑	XXXXXXXXXX					SP[7:0]				XX
	1	1	↑	XXXXXXXXXX					EP[15:8]				XX
Memory Write	1	1	↑	XXXXXXXXXX	0	0	1	0	1	1	1	0	2Ch
	0	1	↑	XXXXXXXXXX					D1[15:0]				XX
	1	1	↑	XXXXXXXXXX					Dx[15:0]				XX
	1	1	↑	XXXXXXXXXX					Dn[15:0]				XX
Memory Read	0	↑	1	XXXXXXXXXX	0	0	1	0	1	1	1	0	2Eh
	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX

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	1	↑	1	D1[15:0]									XX
	1	↑	1	Dx[15:0]									XX
	1	↑	1	Dn[15:0]									XX
	1	↑	1	XXXXXXXXXX	Pn[7:0]								XX
Partial Area	0	1	↑	XXXXXXXXXX	0	0	1	1	0	0	0	0	30h
	1	1	↑	XXXXXXXXXX	SR[15:8]								XX
	1	1	↑	XXXXXXXXXX	SR[7:0]								XX
	1	1	↑	XXXXXXXXXX	ER[15:8]								XX
	1	1	↑	XXXXXXXXXX	ER[7:0]								XX
	0	1	↑	XXXXXXXXXX	0	0	1	1	0	0	1	1	33h
Vertical Scrolling Definition	1	1	↑	XXXXXXXXXX	TFA[15:8]								XX
	1	1	↑	XXXXXXXXXX	TFA[7:0]								XX
	1	1	↑	XXXXXXXXXX	VSA[15:8]								XX
	1	1	↑	XXXXXXXXXX	VSA[7:0]								XX
	1	1	↑	XXXXXXXXXX	BFA[15:8]								XX
	1	1	↑	XXXXXXXXXX	BFA[7:0]								XX
Tearing Effect Line OFF	0	1	↑	XXXXXXXXXX	0	0	1	1	0	1	0	0	34h
Tearing Effect Line ON	0	1	↑	XXXXXXXXXX	0	0	1	1	0	1	0	1	35h
Memory Access Control	0	1	↑	XXXXXXXXXX	0	0	1	1	0	1	1	0	36h
	1	1	↑	XXXXXXXXXX	MY	MX	MV	ML	BGR	MH	X	X	XX
Vertical Scrolling Start Address	0	1	↑	XXXXXXXXXX	0	0	1	1	0	1	1	1	37h
	1	1	↑	XXXXXXXXXX	VSP[15:8]								XX
	1	1	↑	XXXXXXXXXX	VSP[7:0]								XX
Idle Mode OFF	0	1	↑	XXXXXXXXXX	0	0	1	1	1	0	0	0	38h
Idle Mode ON	0	1	↑	XXXXXXXXXX	0	0	1	1	1	0	0	1	39h
Interface Pixel Format	0	1	↑	XXXXXXXXXX	0	0	1	1	1	0	1	0	3Ah
	1	1	↑	XXXXXXXXXX	0	DPI[6:4]				0	DBI[2:0]		
Memory Write Continue	0	1	↑	XXXXXXXXXX	0	0	1	1	1	1	0	0	3Ch
	1	1	↑		D1[15:0]								XX
	1	1	↑		Dx[15:0]								XX
	1	1	↑		Dn[15:0]								XX
Memory Read Continue	0	↑	1	XXXXXXXXXX	0	0	1	1	1	1	1	0	3Eh
	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX
	1	↑	1		D1[15:0]								XX
	1	↑	1		Dx[15:0]								XX
Write Tear Scan line	1	↑	1		Dn[15:0]								XX
	0	1	↑	XXXXXXXXXX	0	1	0	0	0	1	0	0	44h
	1	1	↑	XXXXXXXXXX	N[15:8]								XX
	1	1	↑	XXXXXXXXXX	N[7:0]								XX
Read Tear Scan Line	0	↑	1	XXXXXXXXXX	0	1	0	0	0	1	0	1	45h
	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX
	1	↑	1		N[15:8]								XX
	1	↑	1		N[7:0]								XX
Write Display Brightness value	0	1	↑	XXXXXXXXXX	0	1	0	1	0	0	0	1	51h
	1	1	↑	XXXXXXXXXX	DBV[7:0]								XX
Read Display Brightness Value	0	1	↑	XXXXXXXXXX	0	1	0	1	1	0	1	0	52h
	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX
	1	↑	1		DBV[7:0]								XX
Write CTRL Display value	0	1	↑	XXXXXXXXXX	0	1	0	1	0	0	1	1	53h
	1	1	↑	XXXXXXXXXX	0	0	BCTRL	0	DD	BL	0	0	XX
Read CTRL Display value	0	1	↑	XXXXXXXXXX	0	1	0	1	0	1	0	0	54h
	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX
	1	↑	1		BCTRL								XX
Write Content Adaptive Brightness Control value	0	1	↑	XXXXXXXXXX	0	1	0	1	0	1	0	1	55h
	1	1	↑	XXXXXXXXXX	0	0	0	0	0	0	C[1:0]	XX	
Read Content Adaptive Brightness Control value	0	1	↑	XXXXXXXXXX	0	1	0	1	0	1	1	0	56h
	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX
	1	↑	1		C[1:0]								XX
Write CABC Minimum Brightness	0	1	↑	XXXXXXXXXX	0	1	0	1	1	1	1	0	5Eh
	1	1	↑	XXXXXXXXXX	CMB[7:0]								XX
Read CABC Minimum Brightness	0	1	↑	XXXXXXXXXX	0	1	0	1	1	1	1	1	5Fh
	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX
	1	↑	1		CMB[7:0]								XX
Read First Checksum	0	1	↑	XXXXXXXXXX	1	0	1	0	1	0	1	0	AAh
	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX

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	1	↑	1	XXXXXXXXXX	FCS[7:0]								XX
Read Continue Checksum	0	1	↑	XXXXXXXXXX	1	0	1	0	1	1	1	1	AFh
	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XXXXXXXXXX	CCS[7:0]								XX
Read ID1	0	1	↑	XXXXXXXXXX	1	1	0	1	1	0	1	0	DAh
	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XXXXXXXXXX	ID1[7:0]								XX
Read ID2	0	1	↑	XXXXXXXXXX	1	0	1	0	1	0	1	1	DBh
	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XXXXXXXXXX	ID2[7:0]								XX
Read ID3	0	1	↑	XXXXXXXXXX	1	0	1	0	1	1	0	0	DCh
	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XXXXXXXXXX	ID3[7:0]								XX

Extended Command Set																
Command Function	D/CX	RDX	WRX	D[15:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex			
Interface Mode Control	0	1	↑	XXXXXXXXXX	1	0	1	1	0	0	0	0	B0h			
	1	1	↑	XXXXXXXXXX	SDA_EN	0	0	0	VSPL	HSPL	DPL	EPL	XX			
Frame Rate Control ( In Normal Mode/Full Colors )	0	1	↑	XXXXXXXXXX	1	0	1	1	0	0	0	1	B1h			
	1	1	↑	XXXXXXXXXX	FRS[3:0]				0	0	DIVA[1:0]		XX			
	1	1	↑	XXXXXXXXXX	0	0	0	RTNA[4:0]					XX			
Frame Rate Control ( In Idle Mode/8 colors )	0	1	↑	XXXXXXXXXX	1	0	1	1	0	0	1	0	B2h			
	1	1	↑	XXXXXXXXXX	0	0	0	0	0	0	DIVB[1:0]		XX			
	1	1	↑	XXXXXXXXXX	0	0	0	RTNB[4:0]					XX			
Frame Rate Control ( In Partial Mode/Full colors )	0	1	↑	XXXXXXXXXX	1	0	1	1	0	0	1	1	B3h			
	1	1	↑	XXXXXXXXXX	0	0	0	0	0	0	DIVC[1:0]		XX			
	1	1	↑	XXXXXXXXXX	0	0	0	RTN[4:0]					XX			
Display Inversion Control	0	1	↑	XXXXXXXXXX	1	0	1	1	0	1	0	0	B4h			
	1	1	↑	XXXXXXXXXX	0	0	0	ZINV	0	0	DINV[1:0]		XX			
Blanking Porch Control	0	1	↑	XXXXXXXXXX	1	0	1	1	0	1	0	1	B5h			
	1	1	↑	XXXXXXXXXX	VFP[7:0]								XX			
	1	1	↑	XXXXXXXXXX	VBP[7:0]								XX			
	1	1	↑	XXXXXXXXXX	0	0	0	HFP[4:0]					XX			
	1	1	↑	XXXXXXXXXX	HBP[7:0]								XX			
Display Function Control	0	1	↑	XXXXXXXXXX	1	0	1	1	0	1	1	0	B6h			
	1	1	↑	XXXXXXXXXX	BYPASS	0	RM	DM	PTG[1:0]		PT[1:0]		XX			
	1	1	↑	XXXXXXXXXX	0	GS	SS	SM	ISC[3:0]					XX		
	1	1	↑	XXXXXXXXXX	0	0	NL[5:0]							XX		
Entry Mode Set	0	1	↑	XXXXXXXXXX	1	0	1	1	0	1	1	1	B7h			
	1	1	↑	XXXXXXXXXX	EPF[1:0]	0	0	DSTB	GON	DTE	GAS	XX	XX			
Power Control 1	0	1	↑	XXXXXXXXXX	1	1	0	0	0	0	0	0	C0h			
	1	1	↑	XXXXXXXXXX	0	0	0	VRH1[4:0]					XX			
	1	1	↑	XXXXXXXXXX	0	0	0	VRH2[4:0]					XX			
Power Control 2	0	1	↑	XXXXXXXXXX	1	1	0	0	0	0	0	1	C1h			
	1	1	↑	XXXXXXXXXX	0	0	0	0	0	BT[2:0]				XX		
Power Control 3	1	1	↑	XXXXXXXXXX	0	0	0	0	0	VC[2:0]				XX		
	0	1	↑	XXXXXXXXXX	1	1	0	0	0	0	1	0	C2h			
Power Control 4	1	1	↑	XXXXXXXXXX	0	DCA1[2:0]				0	DCA0[2:0]			XX		
	0	1	↑	XXXXXXXXXX	1	1	0	0	0	0	1	1	C3h			
Power Control 5	1	1	↑	XXXXXXXXXX	0	DCB1[2:0]				0	DCB0[2:0]			XX		
	0	1	↑	XXXXXXXXXX	1	1	0	0	0	1	0	0	C4h			
VCOM Control 1	1	1	↑	XXXXXXXXXX	0	DCC2[2:0]				0	DCC0[2:0]			XX		
	0	↑	1	XXXXXXXXXX	1	1	0	0	0	1	0	1	C5h			
	1	1	↑	XXXXXXXXXX	0	0	0	0	0	0	0	nVM	XX			
	1	1	↑	XXXXXXXXXX	VCM_REG_EN	0	0	0	0	0	0	0	0	XX		
CABC Control 1																
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	1	1	↑	XXXXXXXXXX	SCD_VLINE[7:0]								XX				
	1	1	↑	XXXXXXXXXX	0	0	0	0	0	SCD_VLINE[10:8]							
CABC Control 2	0	1	↑	XXXXXXXXXX	1	1	0	0	1	0	0	0	C8h				
	1	1	↑	XXXXXXXXXX	0	0	0	0	0	LEDONR	LEDONPOL	PWMPOL	XX				
	1	1	↑	XXXXXXXXXX	PWM_DIV[7:0]								XX				
	0	1	↑	XXXXXXXXXX	1	1	0	0	1	0	0	0	C9h				
	1	1	↑	XXXXXXXXXX	THRES_MOV[3:0]								XX				
CABC Control 4	0	1	↑	XXXXXXXXXX	1	1	0	0	1	0	1	0	CAh				
	1	1	↑	XXXXXXXXXX	0	0	0	0	THRES_UI[3:0]								XX
CABC Control 5	0	1	↑	XXXXXXXXXX	1	1	0	0	1	0	1	1	CBh				
	1	1	↑	XXXXXXXXXX	DTH_MOV[3:0]								XX				
	0	1	↑	XXXXXXXXXX	1	1	0	0	1	1	0	0	CCh				
CABC Control 6	1	1	↑	XXXXXXXXXX	0	0	0	0	DTH_UI[3:0]								XX
	0	1	↑	XXXXXXXXXX	1	1	0	0	1	1	0	1	CDh				
CABC Control 7	1	1	↑	XXXXXXXXXX	0	DIM_MOV[2:0]								XX			
	0	1	↑	XXXXXXXXXX	1	1	0	0	1	1	1	0	CEh				
CABC Control 8	1	1	↑	XXXXXXXXXX	DIM_MIN[3:0]								XX				
	0	1	↑	XXXXXXXXXX	DIM_STILL[2:0]								CFh				
CABC Control 9	0	1	↑	XXXXXXXXXX	PWM_DIV[7:0]								XX				
	1	1	↑	XXXXXXXXXX	1	1	0	0	1	0	0	0	D0h				
	0	1	↑	XXXXXXXXXX	0	0	0	PGM_ADR[4:0]								XX	
NV Memory Write	1	1	↑	XXXXXXXXXX	PGM_DATA[7:0]								XX				
	0	1	↑	XXXXXXXXXX	1	1	0	1	0	0	0	0	D1h				
	1	1	↑	XXXXXXXXXX	KEY[23:16]								XX				
	0	↑	1	XXXXXXXXXX	KEY[15:8]								XX				
NV Memory Status Read	1	↑	1	XXXXXXXXXX	KEY[7:0]								XX				
	1	↑	1	XXXXXXXXXX	1	1	0	1	0	0	0	0	D2h				
	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX				
	0	1	↑	XXXXXXXXXX	ID2_CNT[3:0]								XX				
	1	1	↑	XXXXXXXXXX	VMF_CNT[3:0]								XX				
	1	1	↑	XXXXXXXXXX	BUSY	0	0	0	0	0	0	0	XX				
Read ID4	1	1	↑	XXXXXXXXXX	OTP_DATA[7:0]								XX				
	0	↑	1	XXXXXXXXXX	1	1	0	1	0	0	1	1	D3h				
	1	↑	1	XXXXXXXXXX	X	X	X	X	X	X	X	X	XX				
	1	↑	1	XXXXXXXXXX	ID41[7:0]								XX				
	1	↑	1	XXXXXXXXXX	ID42[7:0]								XX				
	1	↑	1	XXXXXXXXXX	ID43[7:0]								XX				
PGAMCTRL ( Positive Gamma Control )	0	1	↑	XXXXXXXXXX	1	1	1	0	0	0	0	0	E0h				
	1	1	↑	XXXXXXXXXX	0	0	0	0	VP0[3:0]								XX
	1	1	↑	XXXXXXXXXX	0	0	VP1[5:0]								XX		
	1	1	↑	XXXXXXXXXX	0	0	VP2[5:0]								XX		
	1	1	↑	XXXXXXXXXX	0	0	0	0	VP4[3:0]								XX
	1	1	↑	XXXXXXXXXX	0	0	0	0	VP6[4:0]								XX
	1	1	↑	XXXXXXXXXX	0	0	0	0	VP13[3:0]								XX
	1	1	↑	XXXXXXXXXX	0	VP20[6:0]								XX			
	1	1	↑	XXXXXXXXXX	VP27[3:0]								XX				
	1	1	↑	XXXXXXXXXX	0	VP43[6:0]								XX			
	1	1	↑	XXXXXXXXXX	0	0	0	0	VP50[3:0]								XX
	1	1	↑	XXXXXXXXXX	0	0	0	0	VP57[4:0]								XX
	1	1	↑	XXXXXXXXXX	0	0	0	0	VP59[3:0]								XX
	1	1	↑	XXXXXXXXXX	0	0	VP61[5:0]								XX		
	1	1	↑	XXXXXXXXXX	0	0	VP62[5:0]								XX		
	1	1	↑	XXXXXXXXXX	0	0	0	0	VP63[3:0]								XX
NGAMCTRL ( Negative Gamma Control )	0	1	↑	XXXXXXXXXX	1	1	1	0	0	0	0	0	E1h				
	1	1	↑	XXXXXXXXXX	0	0	0	0	VN0[3:0]								XX
	1	1	↑	XXXXXXXXXX	0	0	VN1[5:0]								XX		
	1	1	↑	XXXXXXXXXX	0	0	VN2[5:0]								XX		

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	1	1	↑	XXXXXXXXXX	0	0	0	0	VN4[3:0]				XX		
	1	1	↑	XXXXXXXXXX	0	0	0		VN6[4:0]				XX		
	1	1	↑	XXXXXXXXXX	0	0	0		VN13[3:0]				XX		
	1	1	↑	XXXXXXXXXX	0	VN20[6:0]				VN27[3:0]				XX	
	1	1	↑	XXXXXXXXXX	VN36[3:0]				VN43[6:0]				XX		
	1	1	↑	XXXXXXXXXX	0	VN50[3:0]				VN57[4:0]				XX	
	1	1	↑	XXXXXXXXXX	0	0	0	0	VN59[3:0]				XX		
	1	1	↑	XXXXXXXXXX	0	0	VN61[5:0]				VN62[5:0]				XX
	1	1	↑	XXXXXXXXXX	0	0	0	0	VN63[3:0]				XX		
	0	1	↑	XXXXXXXXXX	1	1	1	0	0	0	0	0	1	E2h	
	1	1	↑	XXXXXXXXXX	RCA0[3:0]				BCA0[3:0]				XX		
	1	1	↑	XXXXXXXXXX	RCAx[3:0]				BCAx[3:0]				XX		
	1	1	↑	XXXXXXXXXX	RCA63[3:0]				BCA63[3:0]				XX		
Digital Gamma Control 2	0	1	↑	XXXXXXXXXX	1	1	1	0	0	0	0	0	1	E3h	
	1	1	↑	XXXXXXXXXX	RFA0[3:0]				BFA0[3:0]				XX		
	1	1	↑	XXXXXXXXXX	RFAx[3:0]				BFAx[3:0]				XX		
	1	1	↑	XXXXXXXXXX	RFA255[3:0]				BFA255[3:0]				XX		
SPI Read Command Setting	0	1	↑	XXXXXXXXXX	1	1	1	1	1	0	1	0	1	FBh	
	1	1	↑	XXXXXXXXXX	0	0	0	SPI_READ_EN	SPI_CNT[3:0]				XX		