HAF700II - Device Control Protocol Specification

Revision History *⊘*

Revision	Date	Descriptions
0.2.1	2025/3/4	 Add Cmd "set device sn", "get Device sn", "set color sku", "get color sku" and relative response Change the type of Report ID 2(device-subcommand) from Set_Report (Feature) / Interrupt (Output) to Interrupt (Output) only.
0.2.0	2025/02/18	 Remove Cmd "turn on/off offline mode", "set power suspend", set power resume" and relateive response Correct typo in Cmd "set suspend" and "delete suspend" Modify JSON payload of response "read rotated angle", "read brightness", "read keep alive timer", "read maximun number of suspend media" Add High level device state machine to describe the detailed device behavior
0.1.3	2025/01/16	Modify command and response of read rotated angle , read brightness, read keep alive timer and read maximun number of suspend media Add new command set power suspend Add new command set power resume
0.1.2	2025/01/10	 Remove unused "Date" tag from JSON commands. Insert "set powerup media" command and response. Insert "turn on/off offline mode" command and "turn offline mode complete" respose. Add 5 contents for fileName in "set suspend" and "suspend completed "commands. Insert "delete suspend "command and "delete suspend completed "response. Insert "keep alive" command and response. Insert "read maximum number of suspend media" command and response. Insert "set keep alive timer" command and "keep alive timer" response. Insert "read keep alive timer" command and response. Change USB PID to 0x228 for AP, 0x229 for IAP
0.1.1	2024/12/27	• Insert description of "length" and "checksum" in Command payload structure , File transfer payload structure and Respnse payload structure sections.
0.1.0	2024/11/28	First draft.

Run-Time Mode Descriptor Set ${\mathscr P}$

Device Descriptor \mathscr{O}

Field	Description
bLength	0x12
bDescriptorType	0x01
bcdUSB	0x0200 , v2.0
bDeviceClass	0×00
bDeviceSubClass	0×00
bDeviceProtocol	0×00
bMaxPacketSize0	0x40 , 64 TBD
idVendor	VID, 0x2516
idProduct	PID, 0x0228
bcdDevice	Firmware Version, for example, version 2.1.9 is 0x0219
iManufacturer	0x01
iProduct	0x02
iSerialNumber	0x03
	0x00 - If the hardware ID data is not available on the flash storage. NEED TO CHECK WITH VENDOR
bNumConfigurations	0x01

Configuration Descriptor \mathscr{O}

Field	Description	

bLength	0×09
bDescriptorType	0x02
wTotalLength	Total length of data returned for this configuration. Includes the combined length of all descriptors (configuration, interface, endpoint, and class- or vendor-specific) returned for this configuration.
bNumInterfaces	0x01 TBC
bConfigurationValue	0x01
iConfiguration	0×00
bmAttributes	0×80
bMaxPower	0×FA

HID Interface Descriptor ${\mathscr O}$

Field	Description
bLength	0x09
bDescriptorType	0x04
bInterfaceNumber	0×00
bAlternateSetting	0×00
bNumEndpoints	0x02 TBC
bInterfaceClass	0x03 , HID
bInterfaceSubClass	0x00
bInterfaceProtocol	0x00
iInterface	0x00 TBD

HID Class Descriptor ⊘

Field	Description
bLength	0×09
bDescriptorType	0x21 , HID descriptor type
bcdHID	0x0111, v1.11
bCountryCode	0×00
bNumDescriptors	0×01
bDescriptorType	0x22 , Report descriptor type
wDescriptorLength	Total length of the Report descriptor

${\bf HID\ Endpoint\ Descriptor\ } \varnothing$

Field	Description
bLength	0×07
bDescriptorType	0×05
bEndpointAddress	0x81, IN Endpoint #1 TBC
bmAttributes	0x03 , Interrupt
wMaxPacketSize	0x0400 ,1024 TBC
bInterval	0x01, 125us TBC

Field	Description
bLength	0×07
bDescriptorType	0x05
bEndpointAddress	0x01, OUT Endpoint #1 TBC
bmAttributes	0x03 , Interrupt
wMaxPacketSize	0x0400 , 1024 TBC
bInterval	0x01,125us TBC

String Descriptors *⊘*

Index	Description
0x00	Supports English only, wLANGID[0] = 0×0409
0x01	Manufacturer, Cooler Master TBC
0x02	Model Name, HAF700 V2 TBD
0x03	Hardware ID, e.g., 1793a00d-6373-47a1-b017-80b7da3b5e89 TBC

HID Report Descriptor *⊘*

```
1 0x06, 0xFF, 0xFF, // Usage Page (generic)
2 0x09, 0x02, // Usage (liquid-cooler)
3 0xA1, 0x01, // Collection (Application)
                                                                    ; liquid-cooler start

      4

      5 0x85, 0x01,
      // Report ID (1)

      6 0x09, 0x40,
      // Usage (device-info)

      7 0x75, 0x08,
      // Report Size (8)

      8 0x95, 0x06,
      // Report Count (6)

      9 0xB1, 0x03,
      // Feature (Const, Var, Abs)

10
17 0x06, 0xFB, 0xFF,  // Usage Page (display)
18 0x09, 0x01,  // Usage (display-ctrl)
19 0xA1, 0x00,  // Collection (Physical)
                                                               ; display-ctrl start
20
26
32
38
44
45 0xC0,
                           // End Collection
                                                               ; display-ctrl end
46
47 0xC0,
                                // End Collection
                                                                ; liquid-cooler end
```

Device Control *⊘*

Device Information (device-info) $\mathscr O$

Get_Report (Feature)

Byte	Description
0	report-id, 1
1 - 2	hw-ver, R/O,
3 - 6	fw-ver, R/O,

Hardware Version (<code>hw-ver</code>) ${\mathscr O}$

Byte	Description	
0	major, [0-99], 0xFF if the hardware version data is not available on the flash storage.	
1	minor, [0-99], 0xFF if the hardware version data is not available on the flash storage.	

Firmware Version (fw-ver)

Byte	Description
0	major,[0-99]
1	minor, [0-9]
2	revision,[0-9]
3	build,[0-255]

Subcommand (device-subcommnad) $\mathscr O$

Interrupt (Output)

Byte	Description
0	report-id, 2
1	subcommand-id,
	0x01 - reset , perform a device factory default.
	0x02 - reboot,
	0х03 keep alive, твс

Display Controller (display-ctrl) ∂

Capabilities (display-ctrl-capabilities) ${\mathscr P}$

Get_Report (Feature)

Byte	Description
0	report-id, 20
1 - 47	0x01, 0x02, 0x00, 0x01, 0x02, 0x01, 0x01, 0x03, 0x02, 0xE0, 0x01, 0x04, 0x02, 0xE0, 0x01, 0x05, 0x01, 0x03, 0x06, 0x01, 0x1E, 0x07, 0x01, 0x02, 0x08, 0x01, 0x02, 0x09, 0x04, 0x00, 0x00, 0x40, 0x01,0x0A, 0x02, 0xE8, 0x03, 0x0B, 0x02, 0x01, 0x03, 0x0C, 0x01, 0x01 0x0D, 0x01, 0x01 NEED TO UPDATE

Тад	Length	Value
0x01 (display-mode)	0×02	0x00 (off), 0x01 (ssr)
0x02 (ssr-vs- interface)	0×01	0x01 (Interface 1)
0x03 (ssr-vs-width)	0×02	0xE0, 0x01 (480)
0x04 (ssr-vs-height)	0×02	0xE0, 0x01 (480)
0x05 (ssr-vs-format)	0×01	0x03 (JPEG)
0x06 (ssr-vs-max-fps)	0×01	0x1E (30 fps)
0x07 (ssr-vs- transfer-interface)	0×01	0x02 (USB-HID-HS)
0x08 (ssr-vs-fw- support-rotation)	0×01	0x02 (FW-support-90-degree)
0x09 (ssr-vs-max- file-size)	0×04	0x00, 0x00, 0x40, 0x01 (20MB), TBC Maximum size of a single file. (must report this capability if hw decode supported
0x0a (ssr-vs-max- frame-cnt)	0x02	0xE8, 0x03 (1000), TBD Maximum counnt of frames in gif or mp4 file. (must report this capability if using real-time streaming), for standby mode background only
0x0b (ssr-vs-hw-decode-support)	0×02	0x01 (H.264), 0x03 (JPEG)
0x0c (ssr-vs-hw-support-overlay)	0×01	0x01 (support)
0x0d (ssr-vs-cmd- format)	0×01	0x01 (support JSON)

Software Screen Rendering-Command (<code>display-ctrl-ssr-command</code>) $\mathscr O$

Set_Report (Feature) / Interrupt (Output)

Byte	Description
0	report-id, 30

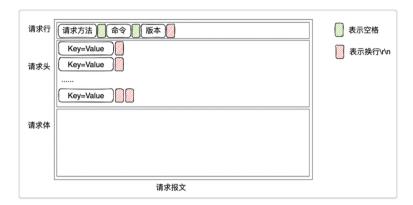
|--|--|

Command payload structure \mathscr{O}

Byte	1	2~3	4~n	n+1 (Bytes)	end byte
	0x5a	length	JSON payload	checksum	0x5a

length: The length from the 1st "5a" to the 2nd "5a" (Ex: length is 0x009A, the highbyte is 0x00, lowbye is 0x9A). checksum: Do the sum of the content of "length" and "JSON paylod" and get the value of the lowest 8bits.

JSON payload(Sent from software tool)



Payload translation: It has to be translated as below If 0x5A or 0x5B is seen in length, JSON payload and checksum:

0x5A --> 0x5B 0x01 0x5B --> 0x5B 0x02

It also needs to make sure the completeness using length and checksum after reversing translation.

Request method: GET/STATE/POST/DELETE

Command: rotate/brightness/tranport/transported/realtimeDisplay

Version: 1 Key=Value

- SeqNumber : $0 \sim 0xFFFFFFF$

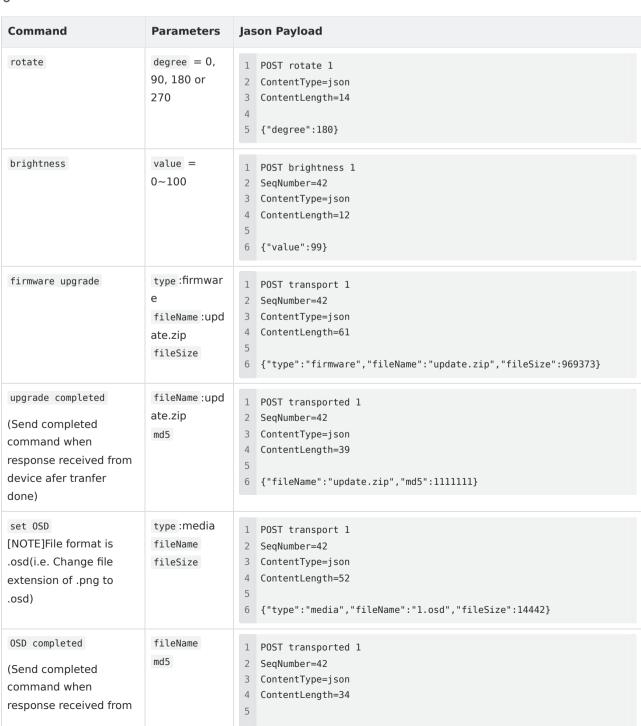
- ContentLength: Length of request content(Ex. length is 14 for {"degree":180})

 $- Content Type: format \ of \ content (Ex.\ text/json/xml/png/jpg/gif/mp4/avi/pdf)$

- FileName

FileSize(unit is byte)Date: timestamp

Support command list: TBC &



done)		
set background [NOTE]File format is .jpg/.mp4	type:media fileName fileSize	<pre>1 POST transport 1 2 SeqNumber=42 3 ContentType=json 4 ContentLength=52 5 6 {"type":"media","fileName":"l.jpg","fileSize":14442}</pre>
background completed (Send completed command when response received from device afer tranfer done)	fileName md5	<pre>1 POST transported 1 2 SeqNumber=42 3 ContentType=json 4 ContentLength=34 5 6 {"fileName":"1.jpg","md5":1111111}</pre>
real-time display [NOTE]File format is .mp4	enable	<pre>1 POST realtimeDisplay 1 2 SeqNumber=42 3 ContentType=json 4 ContentLength=15 5 6 {"enable":true} When playing .mp4 is ended: 1 POST realtimeDisplay 1 2 SeqNumber=42</pre>
read rotated angle	None	<pre>3 ContentType=json 4 ContentLength=16 5 6 {"enable":false}</pre>
read brightness	None	1 POST param 1 1 POST param 1
turn on/off LCD in sleep [NOTE]Use set suspend if assigning custom video file	enable	1 POST displayInSleep 1 2 SeqNumber=42 3 ContentType=json 4 ContentLength=15 5 6 {"enable":true}
set suspend [NOTE]File format is .jpg/.mp4	<pre>type:suspend fileName:sus pend_0.mp4~ suspend_4.mp 4 fileSize</pre>	<pre>1 POST transport 1 2 SeqNumber=42 3 ContentType=json 4 ContentLength=61 5 6 {"type":"suspend","fileName":"suspend0.mp4","fileSize":14442</pre>
suspend completed (Send completed command when response received from device afer tranfer done)	fileName:sus pend_0.mp4~ suspend_4.mp 4 md5	<pre>1 POST transported 1 2 SeqNumber=42 3 ContentType=json 4 ContentLength=41 5 6 {"fileName":"suspend0.mp4","md5":1111111}</pre>
delete suspend	type:suspend fileName:sus pend_0.mp4~ suspend_4.mp 4/all	<pre>1 POST delMedia 1 2 SeqNumber=42 3 ContentType=json 4 ContentLength=44 5 6 {"type":"suspend","fileName":"suspend0.mp4"}</pre>
keep alive	timestamp	<pre>1 STATE timestamp 1 2 SeqNumber=42 3 ContentType=json 4 ContentLength=27 5 6 {"timestamp":1705372154468}</pre>
set keep alive timer	value = 0~65,535(sec ond); assigning 0 will keep device alive forever	<pre>1 POST timeout 1 2 SeqNumber=42 3 ContentType=json 4 ContentLength=12 5 6 {"value":99}</pre>
read keep alive timer	None	1 POST param 1
suspend media		1 POST param 1
set powerup media	type:logo fileName:logo	1 POST transport 1 2 SeqNumber=42

[NOTE]File format is .mp4	_0.mp4	<pre>3 ContentType=json 4 ContentLength=56 5 6 {"type":"logo","fileName":"logo_0.mp4","fileSize":14442}</pre>
powerup media completed (Send completed command when response received from device afer tranfer done)	fileName:logo _0.mp4 md5	<pre>POST transported 1 SeqNumber=42 ContentType=json ContentLength=39 {"fileName":"logo_0.mp4","md5":1111111}</pre>
set device sn	sn:xxxxx (32Byte)	<pre>1 POST setDeviceSN 1 2 SeqNumber=42 3 ContentType=json 4 ContentLength=41 5 {"sn": "AB1234567890123456780012345678CD"}</pre>
get device sn	None	1 POST getDeviceSN 1 2 SeqNumber=42
set color sku	color:0x1234 (2 byte value but in string format)	<pre>1 POST setSKUColor 1 2 SeqNumber=42 3 ContentType=json 4 ContentLength=41 5 {"color":"0x1234"}</pre>
set color sku	None	POST getSKUColor 1 SeqNumber=42

Software Screen Rendering-File transfer (display-ctrl-ssr-file-transfer)

NEED A FLOW HERE

[NOTE]Use display-ctrl-ssr-file-transfer usage to transfer .JPG/.MP4/DFU data when the response of command(firmware upgrade / set background / set OSD / real-time display) is received from device

Interrupt (Output)

Byte	Description
0	report-id, 31
1~n	file transfer payload

File transfer payload structure 🔗

Byte	1 2~3		4~23 (20 Bytes)	24~1023 (1000 Bytes)
	0x5c	length	meta data	payload

length: The length from the "5c" to "payload" (Ex: length is 0x03FC, the highbyte is 0x03, lowbye is 0xFC).

Meta data structure ♂

Byte	4	5~6	7~8	9	10~23
	Id	Count	Index	Туре	Reserved NEED CHECKSUM??

	description
Id	unique number, 0~59
Count	total block count (1~65535)
Index	current block index, 0~ (count -1)
Туре	0 (don't care), 1 (jpg), 2 (png)

Software Screen Rendering-Response (display-ctrl-ssr-response) ${\mathscr O}$

[NOTE]Device will send the response to the Host when receiving any command of display-ctrl-ssr-command or the file transfer process using display-ctrl-ssr-file-transfer is completed/failed

Interrupt (Input)

Byte	Description
0	report-id, 32

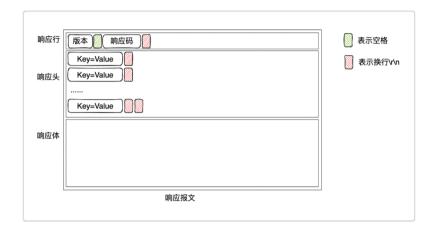
|--|--|

Response payload structure \mathscr{O}

Byte	1	2~3	4~n	n+1 (Bytes)	end byte
	0x5a	length	JSON payload	checksum	0x5a

length: The length from the 1st "5a" to the 2nd "5a" (Ex: length is 0x009A, the highbyte is 0x00, lowbye is 0x9A). checksum: Do the sum of the content of "length" and "JSON paylod" and get the value of the lowest 8bits.

JSON payload(Replied from device)



Payload translation: It has to be translated as below If 0x5A or 0x5B is seen in length, JSON payload and checksum:

0x5A --> 0x5B 0x01 0x5B --> 0x5B 0x02

It also needs to make sure the completeness using length and checksum after reversing translation.

Version: 1

Response code:

• 1xx(100~199): Message

• 2xx(200~299): Success

• 4xx(400~499): Request Error on Host

• 5xx(500~599): Response Error on device

Key=Value

• AckNumber(=SeqNumber+1)

• ContentLength : Length of response content

 $\bullet \ \ Content Type: format of content (Ex.\ text/json/xml/png/jpg/gif/mp4/avi/pdf)\\$

• Date: timestamp

Command Response list: TBC 🔗

Target Command	Response Jason Payload
rotate	1 1 200 2 AckNumber=1
brightness	1 1 200 2 AckNumber=43
firmware upgrade	<pre>1 1 200 2 AckNumber=43 3 ContentType=json 4 ContentLength=39 5 6 {"state":"success","blockMaxSize":1024}</pre>
upgrade completed	<pre>1 1 200 2 AckNumber=43 3 ContentType=json 4 ContentLength=19 5 6 {"state":"success"}</pre>
set OSD	<pre>1 1 200 2 AckNumber=43 3 ContentType=json 4 ContentLength=39 5 6 {"state":"success","blockMaxSize":1024}</pre>
OSD completed	<pre>1 1 200 2 AckNumber=43 3 ContentType=json 4 ContentLength=19 5 6 {"state":"success"}</pre>

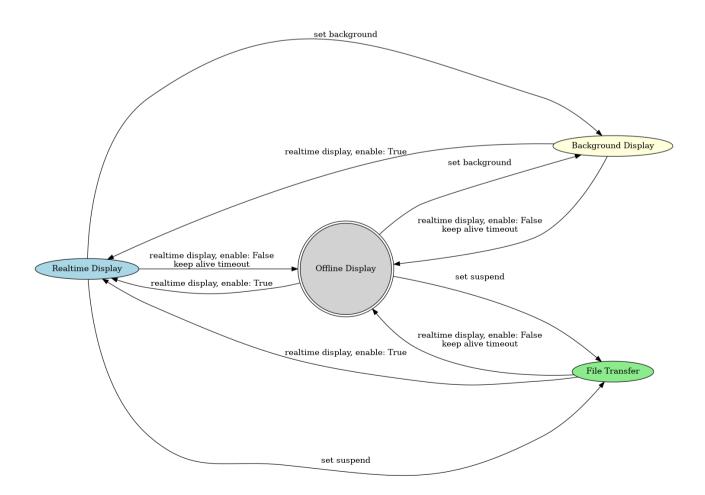
set background	<pre>1 1 200 2 AckNumber=43 3 ContentType=json 4 ContentLength=39 5 6 {"state":"success","blockMaxSize":1024}</pre>
background completed	<pre>1 1 200 2 AckNumber=43 3 ContentType=json 4 ContentLength=19 5 6 {"state":"success"}</pre>
real-time display	1 1 200 2 AckNumber=43
read rotated angle	<pre>1 1 200 2 AckNumber=1 3 ContentType=json 4 ContentLength=89 5 {"brightness":100,"degree":0,"osdState":0,"keepAliveTimeout":5,"maxSuspendMedia Parsing {"brightness":100,"degree":0,"osdState":0,"keepAliveTimeout":5,"maxSuspendMediaCount":5,"displayInSleep":0,"suspendMediaActive":[1,0,0,1,1]} and extract "degree": 180</pre>
read brightness	<pre>1 1 200 2 AckNumber=1 3 ContentType=json 4 ContentLength=89 5 {"brightness":100,"degree":0,"osdState":0,"keepAliveTimeout":5,"maxSuspendMedia Parsing {"brightness":100,"degree":0,"osdState":0,"keepAliveTimeout":5,"maxSuspendMediaCount":5,"displayInSleep":0,"suspendMediaActive":[1,0,0,1,1]} and extract "brightness":99</pre>
turn on/off LCD in sleep	1 1 200 2 AckNumber=43
set suspend	<pre>1 1 200 2 AckNumber=43 3 ContentType=json 4 ContentLength=39 5 6 {"state":"success","blockMaxSize":1024}</pre>
suspend completed	<pre>1 1 200 2 AckNumber=43 3 ContentType=json 4 ContentLength=19 5 6 {"state":"success"}</pre>
delete suspend completed	<pre>1 1 200 2 AckNumber=43 3 ContentType=json 4 ContentLength=19 5 6 {"state":"success"}</pre>
keep alive	1 1 200 2 AckNumber=43
keep alive timer	1 1 200 2 AckNumber=43
read keep alive timer	<pre>1 1 200 2 AckNumber=1 3 ContentType=json 4 ContentLength=89 5 {"brightness":100,"degree":0,"osdState":0,"keepAliveTimeout":5,"maxSuspendMedia Parsing {"brightness":100,"degree":0,"osdState":0,"keepAliveTimeout":5,"maxSuspendMediaCount":5,"displayInSleep":0,"suspendMediaActive":[1,0,0,1,1]} and extract "keepAliveTimeout": 60</pre>
read maximun number of suspend media	1 1 200 2 AckNumber=1 3 ContentType=json 4 ContentLength=89 5 {"brightness":100,"degree":0,"osdState":0,"keepAliveTimeout":5,"maxSuspendMedia

	Parsing {"brightness":100,"degree":0,"osdState":0,"keepAliveTimeout":5,"maxSuspendMediaCount":5,"displayInSleep":0,"suspendMediaActive":[1,0,0,1,1]} and extract "maxSuspendMediaCount": 5
set powerup media	<pre>1 1 200 2 AckNumber=43 3 ContentType=json 4 ContentLength=39 5 6 {"state":"success","blockMaxSize":1024}</pre>
powerup media completed	<pre>1 1 200 2 AckNumber=43 3 ContentType=json 4 ContentLength=19 5 6 {"state":"success"}</pre>
set device sn	1 1 200 2 AckNumber=43
get device sn	<pre>1 1 200 2 AckNumber=43 3 ContentType=json 4 ContentLength=41 5 {"sn":"12345678901234567890AB"}</pre>
set color sku	1 1 200 2 AckNumber=43
get color sku	<pre>1 1 200 2 AckNumber=43 3 ContentType=json 4 ContentLength=18 5 {"color":"0x1234"}</pre>

Respone when all packets in $\mbox{\tt display-ctrl-ssr-file-transfer}$ are received:

- 1 1 200
- 2 AckNumber=0

High level device state machine $\mathscr D$



State List ${\mathscr O}$

- 1. realtime display state
- 2. offline display state
- 3. background display state
- 4. file transfer state

State Transition Conditions (How Each State Transitions to Other States) ${\mathscr O}$

- For the **Realtime Display State**:
 - The command "realtime display, enable: False" triggers a transition to the Offline Display State.
 - $\circ\,$ The command "set suspend" triggers a transition to the File Transfer State
 - The command "set background" triggers a transition to the Background Display State
 - The event "keep alive timeout" triggers a transition to the Offline Display State
- For the **Offline Display State**:
 - The command "realtime display, enable: True" triggers a transition to the Realtime Display State
 - $\circ\,$ The command "set suspend" triggers a transition to the File Transfer State
 - The command "set background" triggers a transition to the Background Display State
- For the **Background Display State**:
 - The command "realtime display, enable: False" triggers a transition to the Offline Display State
 - The command "realtime display, enable: True" triggers a transition to the Realtime Display State
 - The event "keep alive timeout" triggers a transition to the Offline Display State
- For the File Transfer State:
 - The command "realtime display, enable: False" triggers a transition to the Offline Display State
 - The command "realtime display, enable: True" triggers a transition to the Realtime Display State
 - The event "keep alive timeout" triggers a transition to the Offline Display State