



5. Command

5.1.Command List

5.1.1. Standard Command List

OTTO OTALICA OCT		~ =.c											
Command Function	D/CX	RDX	WRX		D7	D6	D5	D4	D3	D2	D1	D0	Hex
NOP	0	1	1	XX	0	0	0	0	0	0	0	0	00h
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
Soft Reset	0	1	1	XX	0	0	0	0	0	0	0	1	01h
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
	0	1	1	XX	0	0	0	0	0	1	0	0	04h
	1	1	1	XX	Х	Х	Х	Х	Х	Х	Х	Х	XX
Read display identification information	1	^	1	XX		•	•	ID1 [•				XX
Information	1	^	1	XX				ID2 [XX
	1	^	1	XX	ID3 [7:0]								
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
	0	1	1	XX	0	0	0	0	0	1	0	1	05h
Read Number of the Errors on	1	1	1	XX	X	X	X	X	X	X	X	X	XX
DSI	1	1	1	XX		ı		P [7		ı			XX
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
	0	1	1	XX	0	0	0	0	1	0	0	1	09h
	1	<u> </u>	1	XX	X	X	X	X	X	Х	Х	X	XX
	1	*	1	XX				D [31					XX
Read Display Status	1	<u> </u>		XX									XX
	1		1	XX				D [23					XX
		T	1		_ [==:=]								+
	1	Î	1	XX		•		D [7	<u>':0]</u>				XX
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
Read Display Power Mode	0	1	1	XX	0	0	0	0	1	0	1	0	0Ah
	1	Ţ 	1	XX	Х	Х	X	X 7.01	Х	Х	X	X	XX
	1		1				_	7:2]			0	0	
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
Read Display MADCTL	1	1	4	XX	0 X	0 X	0 X	0 X	1 X	0 X	1 X	1 X	0Bh XX
nead Display MADOTE	1	<u> </u>	1	XX	^	_ ^		7:2]	_ ^	^	0	0	XX
Command Function		DDV			D7	De			Da	Da	_		
Command Function	D/CX 0	RDX	WRX	D [23:8] XX	D7 0	D6 0	D5 0	D4 0	D3 1	D2 1	D1 0	D0 0	Hex 0Ch
Read Pixel Format	1	1 ^	1	XX	X	X	X	X	X	X	X	X	XX
Tiodd Fixer Format	1	^	1	XX	0		DPI [2:0]		0		DBI [2:0]		XX
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
Command Function	0	1	↑ ↑	XX	0	0	0	0	1	1	0	1	0Dh
Read Display Image Mode	1	·	1	XX	X	X	X	X	X	X	X	X	XX
	1	1	1	XX		ı		D [7		ı			XX
Command Function	D/CX	RDX	WRX		D7	D6	D5	D4	D3	D2	D1	D0	Hex
	0	1	1	XX	0	0	0	0	1	1	1	0	0Eh
Read Display signal Mode	1	1	1	XX	Х	Х	Х	Х	Х	Х	Х	Х	XX
	1	1	1	XX	D7	D6	D5	D4	D3	D2	D1	D0	XX
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
	0	1	1	XX	0	0	0	0	1	1	1	1	0Fh
Read Display Self-Diagnostic Result	1	1	1	XX	Χ	Х	Х	Х	Х	Х	Х	Χ	XX
า เฮอนแ	1	1	1	XX	D7	D6	0	0	0	0	0	D0	XX
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
Sleep IN	0	1	1	XX	0	0	0	1	0	0	0	0	10h
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
Sleep OUT	0	1	1	XX	0	0	0	1	0	0	0	1	11h
				_									
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
Command Function Partial Mode ON	D/CX 0	RDX 1	WRX	D [23:8] XX	D7 0	D6 0	D5 0	D4 1	D3 0	D2 0	D1 1	D0 0	Hex 12h

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Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex	
Normal Display Mode ON	0	1	1	XX	0	0	0	1	0	0	1	1	13h	
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex	
Display Inversion OFF	0	1	VV □ ∧	XX	0	0	1	0	0	0	0	0	20h	
' '														
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex	
Display Inversion ON	0	1	<u> </u>	XX	0	0	1	0	0	0	0	1	21h	
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex	
All Pixel OFF	0	1	1	XX	0	0	1	0	0	0	1	0	22h	
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex	
All Pixel ON	0	1	1	XX	0	0	1	0	0	0	1	1	23h	
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex	
Display OFF	0	1	VV □ ∧	XX	0	0	1	0	1	0	0	0	28h	
										_	_			
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex	
Display ON	0	1	<u> </u>	XX	0	0	1	0	1	0	0	1	29h	
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex	
	0	1	1	XX	0	0	1	0	1	0	1	0	2Ah	
	1	1	1	XX				SC [15:8]				XX	
Column Address Set	1	1	1	XX				SC [7:0]				XX	
	1	1	1	XX				EC [15:8]				XX	
	1	1	1	XX				EC [7:0]				XX	
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex	
Command Function	0	1	↑ ↑	XX	0	0	1	0	1	0	1	1	2Bh	
	1	1		XX		U			1 -				XX	
Page Address Set	1	1	*	XX										
l age Address det	1	1	*	XX										
	1	1	1	XX				EP [XX	
			=				l			l =-	l	I		
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex	
	0	1	1	XX	0	0	1	0	1	1	0	0	2Ch	
Memory Write	1	1	1	D1 [23:0] XX										
	1	1	1										XX	
o	1	1	T ↑					x [23:0] n [23:0]					XX	
Command Function	<u> </u>			D [23:8]	D7	D6			D3	D2	D1	D0		
-	1	1	1	D [23:8] XX	0	D6 0	Di D5 1	n [23:0]	D3 1	D2 1	D1 1	D0 0	XX	
-	1 D/CX	1	1				D5	n [23:0]					XX Hex	
-	1 D/CX 0	1	WRX	XX	0	0	D5 1 X	D4 0	1	1	1	0	XX Hex 2Eh	
Command Function	1 D/CX 0 1	1 RDX	WRX	XX	0	0	D5 1 X D	D4 0 X	1	1	1	0	Hex 2Eh XX	
Command Function	1 D/CX 0 1 1	1 RDX	↑	XX	0	0	Di D5 1 X Di Di	D4 0 X 1 [23:0]	1	1	1	0	Hex 2Eh XX XX	
Command Function Memory Read	1 D/CX 0 1 1 1 1 1 1	1 RDX 1	↑ WRX ↑ 1 1 1 1	XX	0 X	0 X	Di D5 1 X Di Di Di	D4 0 X 1 [23:0] x [23:0] n [23:0]	1 X	1 X	1 X	0 X	Hex 2Eh XX XX XX XX	
Command Function	1 D/CX 0 1 1 1 1 1 1 D/CX	1 RDX 1 ↑ ↑ ↑ RDX	↑ WRX ↑ 1 1 1 1	XX XX D [23:8]	0 X	0 X	Di D5 1 X D Di D5 D5	D4 0 X 1 [23:0] x [23:0] n [23:0] D4	1 X	1 X D2	1 X	0 X	Hex 2Eh XX XX XX XX XX Hex	
Command Function Memory Read	1 D/CX 0 1 1 1 1 1 1 D/CX 0 O	1 RDX 1 ↑ ↑ ↑ RDX 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	↑ WRX ↑ 1 1 1 1	XX XX D [23:8] XX	0 X	0 X	Di D5 1 X Di Di Di	D4 0 X 1 [23:0] x [23:0] n [23:0] D4 1	1 X D3 0	1 X	1 X	0 X	Hex 2Eh XX XX XX XX Hex 30h	
Command Function Memory Read Command Function	D/CX	1 RDX 1 ↑ ↑ ↑ RDX 1	↑ WRX ↑ 1 1 1 1	XX	0 X	0 X	Di D5 1 X D Di D5 D5	n [23:0] D4 0 X 1 [23:0] x [23:0] n [23:0] D4 1 SR [1 X X D3 0 0 15:8]	1 X D2	1 X	0 X	Hex 2Eh XX	
Command Function Memory Read	1 D/CX 0 1 1 1 1 1 D/CX 0 1	1 RDX 1 ↑ ↑ ↑ RDX 1 1 1 1 1	↑ WRX ↑ 1 1 1 1	D [23:8] XX XX XX XX	0 X	0 X	Di D5 1 X D Di D5 D5	n [23:0] D4 0 X 1 [23:0] x [23:0] n [23:0] D4 1 SR [D3 0 15:8]	1 X D2	1 X	0 X	Hex 2Eh XX	
Command Function Memory Read Command Function	1 D/CX 0 1 1 1 1 1 D/CX 0 1 1	1 RDX 1 ↑ ↑ ↑ RDX 1 1 1	↑ WRX ↑ 1 1 1 1	XX	0 X	0 X	Di D5 1 X D Di D5 D5	n [23:0] D4 0 X 1 [23:0] x [23:0] n [23:0] D4 1 SR [ER [D3 0 15:8] 7:0]	1 X D2	1 X	0 X	Hex 2Eh XX	
Command Function Memory Read Command Function Partial Area	1 D/CX 0 1 1 1 1 1 D/CX 0 1 1 1	1 RDX 1 ↑ ↑ ↑ 1 1 1 1 1	↑ ↑ ↑ ↑ ↑ ↑ ↑	D [23:8]	0 X	0 X	Di D5 1 X D Di D5 1 1	n [23:0] D4 0 X 1 [23:0] x [23:0] n [23:0] D4 1 SR [SR [ER [ER [D3 0 15:8] 7:0]	1 X	1 X	0 X	Hex 2Eh XX	
Command Function Memory Read Command Function	D/CX	1 RDX 1 ↑ ↑ ↑ 1 1 1 1 1 1 1 1 RDX	↑ WRX ↑ 1 1 1 1	D [23:8] XX XX XX XX XX XX D [23:8]	0 X D7 0	0 X D6 0	Di D5 1 X D D: D1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	n [23:0] D4 0 X 1 [23:0] x [23:0] n [23:0] D4 1 SR [ER [1 X X D3 0 15:8] 7:0] 15:8] 7:0] D3	1 X D2 0	1 X X D1 0 D1	0 X D0 0	Hex 2Eh XX	
Command Function Memory Read Command Function Partial Area	1 D/CX 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1 RDX 1 ↑ ↑ ↑ 1 1 1 1 1 1 1 1 1 1 1	↑	D [23:8] XX	0 X	0 X	Di D5 1 X D Di D5 1 1	n [23:0] D4 0 X 1 [23:0] x [23:0] n [23:0] D4 1 SR [SR [ER [ER [D4 1	D3 0 0 15:8] 7:0] D3 0 D3 0	1 X	1 X	0 X	Hex 2Eh XX	
Command Function Memory Read Command Function Partial Area	1 D/CX 0 1 1 1 1 1 1 1 1 1 1 1 1 D/CX 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1 RDX 1 ↑ ↑ ↑ 1 1 1 1 1 1 1 1 1 1	WRX	D [23:8] XX XX XX XX XX XX XX XX XX	0 X D7 0	0 X D6 0	Di D5 1 X D D: D1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	D4	D3 0 15:8] 7:0] D3 0 15:8] 7:0]	1 X D2 0	1 X X D1 0 D1	0 X D0 0	Hex 2Eh XX	
Command Function Memory Read Command Function Partial Area Command Function	1 D/CX 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1 RDX 1 ↑ ↑ ↑ 1 1 1 1 1 1 1 1 1 1	↑	D [23:8] XX XX XX XX XX XX XX XX XX	0 X D7 0	0 X D6 0	Di D5 1 X D D: D1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	D4	D3 0 15:8] 7:0] 15:8] 7:0] D3 0 15:8] [7:0]	1 X D2 0	1 X X D1 0 D1	0 X D0 0	Hex 2Eh XX	
Command Function Memory Read Command Function Partial Area	1 D/CX 0 1 1 1 1 1 1 1 D/CX 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1 RDX 1 ↑ ↑ ↑ 1 1 1 1 1 1 1 1 1 1 1 1 1	WRX	D [23:8] XX XX XX XX XX XX XX XX XX	0 X D7 0	0 X D6 0	Di D5 1 X D D: D1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	D4	1 X X D3 0 15:8] 7:0] D3 0 15:8] 7:0] D3 0 15:8] [7:0] 15:8]	1 X D2 0	1 X X D1 0 D1	0 X D0 0	Hex 2Eh XX	
Command Function Memory Read Command Function Partial Area Command Function	1 D/CX 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1 RDX 1 ↑ ↑ ↑ RDX 1 1 1 1 1 1 1 1 1 1 1 1 1	WRX	D [23:8] XX XX XX XX XX XX XX XX XX	0 X D7 0	0 X D6 0	Di D5 1 X D D: D1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	n [23:0] D4 0 X 1 [23:0] x [23:0] n [23:0] D4 1 SR [ER [ER [TFA [TFA [VSA] VSA	1 X X D3 0 15:8] 7:0] D3 0 15:8] 7:0] D3 15:8] [7:0] 15:8] [7:0] 15:8] [7:0]	1 X D2 0	1 X X D1 0 D1	0 X D0 0	Hex 2Eh XX	
Command Function Memory Read Command Function Partial Area Command Function	1 D/CX 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1 RDX 1 ↑ ↑ ↑ RDX 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	WRX	D [23:8] XX XX XX XX XX XX XX XX XX	0 X D7 0	0 X D6 0	Di D5 1 X D D: D1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	D4	1 X X D3 0 15:8] 7:0] D3 0 15:8] 7:0] 15:8] [7:0] 15:8] [7:0] 15:8] [7:0] 15:8]	1 X D2 0	1 X X D1 0 D1	0 X D0 0	Hex 2Eh XX	
Command Function Memory Read Command Function Partial Area Command Function	1 D/CX 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1 RDX 1 ↑ ↑ ↑ RDX 1 1 1 1 1 1 1 1 1 1 1 1 1	WRX	D [23:8] XX XX XX XX XX XX XX XX XX	0 X D7 0	0 X D6 0	Di D5 1 X D D: D1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	n [23:0] D4 0 X 1 [23:0] x [23:0] n [23:0] D4 1 SR [ER [ER [TFA [TFA [VSA] VSA	1 X X D3 0 15:8] 7:0] D3 0 15:8] 7:0] 15:8] [7:0] 15:8] [7:0] 15:8] [7:0] 15:8]	1 X D2 0	1 X X D1 0 D1	0 X D0 0	Hex 2Eh XX	
Command Function Memory Read Command Function Partial Area Command Function	1 D/CX 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1 RDX 1 ↑ ↑ ↑ RDX 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	WRX	D [23:8] XX XX XX XX XX XX XX XX XX	0 X D7 0	0 X D6 0	Di D5 1 X D D: D1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	D4	1 X X D3 0 15:8] 7:0] D3 0 15:8] 7:0] 15:8] [7:0] 15:8] [7:0] 15:8] [7:0] 15:8]	1 X D2 0	1 X X D1 0 D1	0 X D0 0	Hex 2Eh XX	
Command Function Memory Read Command Function Partial Area Command Function Vertical Scrolling Definition	1 D/CX 0 1 1 1 1 1 D/CX 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1 RDX 1 ↑ ↑ ↑ 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	↑	D [23:8] XX XX XX XX XX XX XX XX XX	D7 0 D7 0	0 X D6 0	Di D5 1 1 D5 1 1 D5 1 1	D4	1 X X D3 0 15:8] 7:0] D3 0 15:8] [7:0] 15:8] [7:0] 15:8] [7:0] 15:8] [7:0]	1 X D2 0	D1 0 D1 1	D0	XX	
Command Function Memory Read Command Function Partial Area Command Function Vertical Scrolling Definition Command Function Tearing Effect Line OFF	D/CX	1 RDX 1	↑	D [23:8] XX XX XX XX XX XX XX XX XX	D7 0 D7 0 D7	0 X D6 0	D5 1 X D D5 1 1 T D5 1 D5 1 D5 1 D5 D5 D5 D5 D5 D5 D5 D5	D4	1 X X D3 0 15:8] 7:0] D3 0 15:8] [7:0] 15:8] [7:0] 15:8] [7:0] 15:8] [7:0] D3	D2 0 0 D2 0	D1 0 D1 1 D1	D0	Hex 2Eh XX XX XX XX XX XX XX	
Command Function Memory Read Command Function Partial Area Command Function Vertical Scrolling Definition Command Function Tearing Effect Line OFF Command Function	1 D/CX 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1 RDX 1 ↑ ↑ ↑ ↑ RDX 1 1 1 1 1 1 1 1 1 1 1 1 RDX 1 1 1 1 1 RDX 1 RDX 1 RDX	↑	D [23:8] XX XX XX XX XX XX XX XX XX	D7 0 D7 0	0 X D6 0	D5 1 X D5 1 D5 1 D5 1 D5 1 D5 5 D5 5 D5	D4	1 X X D3 0 15:8] 7:0] D3 0 15:8] [7:0] 15:8] [7:0] 15:8] [7:0] 15:8] [7:0] D3 0 0 15:8] [7:0] 15:8] [7:0] D3 0 0 15:8] [7:0] D3 0 0 15:8]	D2 0 0 D2 1	D1 0 D1 1 D1 0	D0	Hex	
Command Function Memory Read Command Function Partial Area Command Function Vertical Scrolling Definition Command Function Tearing Effect Line OFF	1 D/CX 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1 RDX 1 ↑ ↑ RDX 1 1 1 1 1 1 1 1 1 1 RDX 1 RDX 1 RDX 1 RDX 1 RDX 1 RDX RDX	↑	D [23:8] XX XX XX XX XX XX XX XX XX	D7 0 D7 0 D7 0 D7 0	D6 0 D6 0 D6	D5 1 X D5 D5 1 1 D5 1 D5 1 D5 1 D5 1 D5	D4	1 X X D3 0 15:8] 7:0] D3 0 15:8] [7:0] 15:8] [7:0] 15:8] [7:0] 15:8] [7:0] 15:8] [7:0] 15:8] [7:0] 15:8] 0 D3 0	D2 0 D2 0 D2 1 D2 1	D1 0 D1 1 D1 0 D1	D0	Hex 2Eh XX XX XX XX XX XX XX	
Command Function Memory Read Command Function Partial Area Command Function Vertical Scrolling Definition Command Function Tearing Effect Line OFF Command Function Tearing Effect Line ON	1 D/CX 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 D/CX 0 D/CX 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1 RDX 1 ↑ ↑ ↑ ↑ RDX 1 1 1 1 1 1 1 1 1 1 1 RDX 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	↑	XX	D7 0 D7 0 D7 0 O	D6 0 D6 0 D6 0 0	D5 1	D4	D3	D2 0 D2 0 D2 1 D2 1 0	D1 0 D1 0 D1 0 0 0	D0	XX	
Command Function Memory Read Command Function Partial Area Command Function Vertical Scrolling Definition Command Function Tearing Effect Line OFF Command Function	1 D/CX 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 D/CX 0 D/CX 0 D/CX 0 D/CX 0 D/CX 0 D/CX D/CX D/CX D/CX D/CX D/CX D/CX D/CX	1 RDX 1 ↑ ↑ ↑ ↑ RDX 1 1 1 1 1 1 1 1 1 1 RDX 1 1 1 1 1 1 1 RDX 1 1 RDX 1 RDX 1 RDX 1 RDX 1 RDX	↑	XX	D7 0 D7 0 D7 0 D7 0 D7 0 D7	D6 0 D6 0 D6 0 D6 D6 0 D6	D5 1 X D D5 1 1 X D D6 D7 D7 D8	D4	D3	D2 0 0 D2 1 D2 1 0 D2 D2 D2	D1 0 D1 0 D1 0 D1 D1 D1	D0	XX	
Command Function Memory Read Command Function Partial Area Command Function Vertical Scrolling Definition Command Function Tearing Effect Line OFF Command Function Tearing Effect Line ON	1 D/CX 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1 RDX 1 ↑ ↑ ↑ ↑ RDX 1 1 1 1 1 1 1 1 1 1 1 1 RDX 1 1 1 1 1 1 1 1 RDX 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	↑	XX	D7 0	D6 0 D6 0 D6 0 D6 0 0	D5 1	D4	D3 0 0 15:8] 7:0] D3 0 15:8] [7:0] 15:8] [7:0] 15:8] [7:0] 15:8] [7:0] D3 0 D3 0 D3 0 D3 0	D2 0 D2 1	D1 0 D1 0 D1 0 D1 1	D0	Hex 2Eh XX XX XX XX XX XX XX	
Command Function Memory Read Command Function Partial Area Command Function Vertical Scrolling Definition Command Function Tearing Effect Line OFF Command Function Tearing Effect Line ON Command Function	1 D/CX 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 D/CX 0 D/CX 0 D/CX 0 D/CX 0 D/CX 0 D/CX D/CX D/CX D/CX D/CX D/CX D/CX D/CX	1 RDX 1	↑	XX	D7 0 D7 0 D7 0 D7 0 D7 0 D7	D6 0 D6 0 D6 0 D6 D6 0 D6	D5 1 X D D5 1 1 X D D6 D7 D7 D8	D4	D3	D2 0 0 D2 1 D2 1 0 D2 D2 D2	D1 0 D1 0 D1 0 D1 D1 D1	D0	XX	

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	I 0			VV			1 4						071-
Vertical Scrolling Start Address	0	1		XX	0	0	1	1 VSP [0 15:81	1	1	1	37h XX
Vertical corolling start ridaress	1	1	1	XX				VSP					XX
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
Idle Mode OFF	0	1	1	XX	0	0	1	1	1	0	0	0	38h
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
Idle Mode ON	0	1	1	XX	0	0	1	1	1	0	0	1	39h
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
Interface Pixel Format	0	1		XX	0	0	1 DPI [6:4]	1	0	0	1 DBI [2:0]	0	3Ah XX
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D1 1[0.4]	D4	D3	D2	D1	D0	Hex
Oommand 1 diretion	0	1	1	XX	0	0	1	1	1	1	0	0	3Ch
Memory Write Continue	1	1	1		•		D1	[23:0]	•				XX
Wichiory write continue	1	1	1					([23:0]					XX
	1	1	<u></u>		I			n [23:0]	I	T			XX
Command Function	D/CX 0	RDX	WRX	D [23:8] XX	D7 0	D6 0	D5 1	D4 1	D3 1	D2 1	D1 1	D0 0	Hex 3Eh
	1	1	1	XX	X	X	X	X	X	X	X	X	XX
Memory Read Continue	1	1	1		I	ı		[23:0]	I	1			XX
	1	1	1					([23:0]					XX
	1	1	1			ı	Dr	n [23:0]					XX
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
Write Tear Scan line	0	1		XX	0	1	0	0 N [1:	0 5:81	1	0	0	44h XX
Wille Four Goalf line	1	1	1	XX				N [7					XX
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
	0	1	1	XX	0	1	0	0	0	1	0	1	45h
Read Tear Scan Line	1	1	1	XX	Х	Χ	X	Χ	Х	X	X	Χ	XX
	1	1	1	XX	N [15:8] X N [7:0] X								
Command Function	D/CX	RDX	WRX		D7	De	DE	D4		Do	D1	D0	XX
	0	1	VV H.A.	D [23:8] XX	0	D6 1	D5 0	1	D3 0	D2 0	0	1	Hex 51h
Write Display Brightness value	1	1	1	XX				DBV	[7:0]				XX
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
	0	1	1	XX	0	1	0	1	0	0	1	0	52h
Read Display Brightness Value	1	<u> </u>	1	XX	Х	Х	Х	X	X [7.0]	Х	Х	X	XX
0 15 "	1	DDV	1	XX	D7	Do	DE	DBV		Do		Do	XX
Command Function	D/CX 0	RDX 1	WRX	D [23:8] XX	D7 0	D6 1	D5 0	D4 1	D3 0	D2 0	D1 1	D0	Hex 53h
Write CTRL Display value	1	1	†	XX	0	0	BCTRL	0	DD	BL	0	0	XX
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
	0	1	1	XX	0	1	0	1	0	1	0	0	54h
Read CTRL Display value	1	↑	1	XX	Х	Х	X	Х	X	X	Х	Х	XX
	1	<u> </u>	1	XX	0	0	BCTRL	0	DD	BL	0	0	XX
Command Function Write Content Adaptive	D/CX	RDX	WRX	D [23:8] XX	D7 0	D6	D5 0	D4 1	D3 0	D2	D1 0	D0	Hex
Write Content Adaptive Brightness Control value	1	1	<u> </u>	XX	0	0	0	0	0	0	C [1		55h XX
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
	0	1	†	XX	0	1	0	1	0	1	1	0	56h
Read Content Adaptive Brightness Control value	1	1	1	XX	X	Х	X	Χ	X	Х	X	X	XX
Drighthoss Sontrol value	1	1	1	XX	0	0	0	0	0	0	C [1	:0]	XX
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
Write CABC Minimum	0	1	<u></u>	XX	0	1	0	1 CMB	1	1	1	0	5Eh
Brightness Common de Function	1	1	MEX	XX	57	Do	D.F.	CMB		D0	D.	D.C.	XX
Command Function	D/CX	RDX 1	WRX	D [23:8] XX	D7 0	D6 1	D5 0	D4 1	D3 1	D2 1	D1 1	D0	Hex 5Fh
	I 0			$\Lambda\Lambda$	U		U				1 1	1 '	+
Read CABC Minimum	0	<u> </u>	1			Х	Х	Χ	Х	Х	Х	Х	XX
Read CABC Minimum Brightness		↑ ↑	1	XX	Х	Х	Х	X CMB	X [7:0]	Х	Х	Х	XX
	1	↑ ↑ RDX		XX		X D6	X D5			X D2	X D1	X D0	

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control self-diagnostic result	1	1	1	XX	Х	Х	Х	Х	Х	Х	Х	Х	XX
	1	1	1	XX	D [7:6]	0	0	0	0	0	0	XX
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
	0	1	1	XX	1	1	0	1	1	0	1	0	DAh
Read ID1	1	1	1	XX	Χ	Χ	Χ	Χ	Χ	Χ	Χ	X	XX
	1	1	1	XX				ID1 [7:0]				XX
Command Function	D/CX	RDX	WRX	D [23:8]	D7	D6	D5	D4	D3	D2	D1	D0	Hex
	0	1	1	XX	1	1	0	1	1	0	1	1	DBh
Read ID2	1	1	1	XX	Χ	Χ	X	X	X	Х	Х	X	XX
	1	1	1	XX				ID2 [7:0]				XX
Command Function	D/CX	RDX	WRX	D [23:8]	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0	Hex
	0	1	1	XX	1	1	0	1	1	1	0	0	DCh
Read ID3	1	1	1	XX	Χ	Χ	Χ	Χ	Χ	Χ	Χ	X	XX
	1	1	1	XX				ID3 [7:0]	-			XX