Commands used to provide the requested operations:

* For listing the available commands:

Syntax: EDIDSampleTool

* For getting the ASIC Information

Syntax: EDIDSampleTool i

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

* For getting the connection information and Emulation status:

Syntax: EDIDSampleTool c <Adapater Index>

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

* For save the EDID data:

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

it saves the EDID data in binary format.

* For setting the EDID data

Syntax: EDIDSampleTool d <Adapater Index> <RAD Address> <Connection Type> <Input Filename>

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

possible values of connection type

/// Indicates the VGA connection type is valid.

#define ADL\_CONNECTION\_TYPE\_VGA 0

/// Indicates the DVI\_I connection type is valid.

#define ADL\_CONNECTION\_TYPE\_DVI 1

/// Indicates the DVI\_SL connection type is valid.

#define ADL\_CONNECTION\_TYPE\_DVI\_SL 2

/// Indicates the HDMI connection type is valid.

#define ADL\_CONNECTION\_TYPE\_HDMI 3

/// Indicates the DISPLAY PORT connection type is valid.

#define ADL\_CONNECTION\_TYPE\_DISPLAY\_PORT 4

/// Indicates the Active dongle DP->DVI(single link) connection type is valid.

#define ADL\_CONNECTION\_TYPE\_ACTIVE\_DONGLE\_DP\_DVI\_SL 5

/// Indicates the Active dongle DP->DVI(double link) connection type is valid.

#define ADL\_CONNECTION\_TYPE\_ACTIVE\_DONGLE\_DP\_DVI\_DL 6

/// Indicates the Active dongle DP->HDMI connection type is valid.

#define ADL\_CONNECTION\_TYPE\_ACTIVE\_DONGLE\_DP\_HDMI 7

/// Indicates the Active dongle DP->VGA connection type is valid.

#define ADL\_CONNECTION\_TYPE\_ACTIVE\_DONGLE\_DP\_VGA 8

/// Indicates the Passive dongle DP->HDMI connection type is valid.

#define ADL\_CONNECTION\_TYPE\_PASSIVE\_DONGLE\_DP\_HDMI 9

/// Indicates the Active dongle DP->VGA connection type is valid.

#define ADL\_CONNECTION\_TYPE\_PASSIVE\_DONGLE\_DP\_DVI 10

/// Indicates the MST type is valid.

#define ADL\_CONNECTION\_TYPE\_MST 11

/// Indicates the active dongle, all types.

#define ADL\_CONNECTION\_TYPE\_ACTIVE\_DONGLE 12

/// Indicates the Virtual Connection Type.

#define ADL\_CONNECTION\_TYPE\_VIRTUAL 13

*\* some connection type may not supported based on connector type, to know the supported connection types use EDIDSampleTool c <adapater Index>*

* For setting the branch emulation

Syntax: EDIDSampleTool b <Adapater Index> <RAD Address> <No of MST ports>

here user can apply the desired MST child ports on specific connector. user has to provide No of MST ports to emulate branch.

* For activating Emulation:

Syntax: EDIDSampleTool a <Adapater Index> <RAD Address> <Emulation Mode> Here, once user set the connection data, user has to 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: EDIDSampleTool r <Adapater Index> <RAD Address>

**Apply EDID emulation:**

To apply EDID emualtion user has to excute two steps.

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

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

**Apply Branch emulation:**

To apply branch emulation user has to excute below two steps.

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

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