

LED Customer Display User Manual

(P/N: OCPD-LED8)

Instruction for Installation:

1. Connect the customer display, connecting pipe and the base, put the data cable in the middle of the pipe.
2. Put the data cable into the cable clamp on the base, tighten the screws.
3. Fix the metal plate to the base.
4. Plug the power cord into the host USB port, 9-pin serial communication cable plug into the host serial port.

Instructions for application:

1. Use the standard RS232 serial port (baud rate= 2400, parity =none, data bits = 8, stop bit = 1).
2. Use international ESC / POS Common set of commands, do not need to install any drivers. Both under DOS or WINDOWS platform, just follow the format of the commandset to send data to the serial port to display the content, without handshake.
3. 5V power provided by the host.

Instruction for Test:

1. under DOS without starting any program, just enter data directly at the cursor to test whether the connection is intact.

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C: \> MODE COM1 2400, N, 8,1
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C: \> TYPE CON> COM1
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Then enter a number directly at the cursor, press Enter to display the numbers to display. After a successful test press Ctrl + C to exit edit mode and return to DOS mode.

ESC/POS Command set:

1. **STX B n** Baud rate setting command

ASCII: STX B n $0 \leq n \leq 5$

Decimal: [002][066]n $48 \leq n \leq 53$

Hex: [02H][42H]n $30H \leq n \leq 35H$

Description: change the system baud rate (when the power is turned on by default baud rate is: 2400bit / s), generally do not need to use this command, use the default settings.

ASCII n	Demical	Hex n	Baud Rate
0	48	30H	9600
1	49	31H	4800

2	50	32H	2400
3	51	33H	1200
4	52	34H	600
5	53	35H	300

2. STX L d1 d2 d3 d4 Control the light for display status

ASCII: STX L d1 d2 d3 d4 d=0、1

Decimal: [002][076]d1 d2 d3 d4 d=048、049

Hex: [02H][4CH]d1 d2 d3 d4 d=30H、31H

Description: Control the light for display status

When d1=0, **Price** light off ; d1=1, **Price** light on

When d2=0, **Total** light off; d1=1, **Total** light on

When d3=0, **Collect** light off; d1=1, Collect light on

When d4=0, Change light off ; d1=1, Change light on

3. CLR clear screen command

ASCII: CLR

Decimal: [012]

Hex: [0CH]

Description: Clear all characters on the screen.

4. CAN Clear Cursor line command

ASCII: CAN

Decimal: [024]

Hex: [18H]

Description: Clear the characters on cursor line (digital lines), move the cursor to first location, normally no need to use, just use only the ESC QA d1d2d3 ... dn CR command.

5. ESC @ Initialization Commands

ASCII: ESC @

Decimal: [027][064]

Hex: [1BH][40H]

Description: Restored to power-on status.

6. ESC Q A d1d2d3...dn CR send display data command

ASCII: ESC Q A d1d2d3...dn CR

Decimal: [027][081][065]d1d2d3...dn[013] 48<=dn<=57 或 dn=45 或 dn=46

Hex: [1BH][51H][41H]d1d2d3...dn[0DH]

30H<=dn<=39H 或 dn=2DH 或 dn=2EH

description:

- a. When run the command, the display data will be sent to cover the previous data, so not

need to execute "CAN clear Cursor line command" before sending new display data.

- b. Display of d1 ... dn, when no decimal point, $1 \leq n \leq 8$.
- c. Display d1 ... dn when have a decimal point, $1 \leq n \leq 15$ (8-bit value + 7 decimal places).
- d. Can display the contents of the CLR or CAN command to clear.

7. ESC _ n Set cursor status command

ASCII: ESC _ n $0 \leq n \leq 1$
Decimal: [027][095]n $48 \leq n \leq 49$
Hex: [1BH][5FH]n $30H \leq n \leq 31H$

Description: This command is generally no need to use

- (1) when $n=0$, cursor dark
- (2) when $n=1$, cursor bright

8. ESC I x Move the cursor command

ASCII: ESC I n $1 \leq n \leq 8$
Decimal: [027][108]n $49 \leq n \leq 56$
Hex: [1BH][6CH]n $31H \leq n \leq 38H$

Description: This command is generally no need to use. Move the cursor to the place of n.

9. ESC s n Set "Price", "Total", "Collect", "Change" character display status command

ASCII: ESC s n $0 \leq n \leq 4$
Decimal: [027][115] n $48 \leq n \leq 52$
Hex: [1BH][73H] n $30H \leq n \leq 34H$

Description:

- (1) when $n=0$, four words all dark
- (2) when $n=1$, "Price" bright, other three dark
- (3) when $n=2$, "Total" bright, other three dark
- (4) when $n=3$, "Collect" bright, other three dark
- (5) when $n=4$, "Change" bright, other three dark