

# Serial communication protocol of 2.8-inch touch screen

## 1 point frequency part

consisting of 9 bytes in total, baud rate: 115200.

Byte 0: 0X55

Byte 1: 0X55 fixed value, indicating point frequency.

Byte 2: high 8 bits of Point frequency integer part.

Byte 3: low 8 bits of Point frequency integer part.

Byte 4: high 8 bits of Point frequency decimal part.

Byte 5: low 8 bits of Point frequency decimal part.

Byte 6: Output power value ( 0X00 0X01 0X02 0X03 ) .

Byte 7: 0X0d

Byte 8: 0X0a

Example: 100.23Mhz

0X550X55 0X00 0X64 0X00 0X17 0x03 0X0d 0X0a

555500640017030d0a

## 2 frequency sweep part

19 bytes in total, baud rate: 115200.

Byte 0: 0XAA

Byte 1: 0XAA fixed value, indicating frequency sweep.

Byte 2: high 8 bits of Start frequency integer part.

Byte 3: low 8 bits of Start frequency integer part.

Byte 4: high 8 bits of Start frequency decimal part.

Byte 5: low 8 bits of Start frequency decimal part.

Byte 6: high 8 bits of Stop frequency integer part.

Byte 7: low 8 bits of Stop frequency integer part.

Byte 8: high 8 bits of Stop frequency decimal part.

Byte 9: low 8 bits of Stop frequency decimal part.  
 Byte10: high 8 bits of Step frequency integer part.  
 Byte11: low 8 bits of Step frequency integer part.  
 Byte12: high 8 bits of Step frequency decimal part.  
 Byte13: low 8 bits of Step frequency decimal part.  
 Byte14: high 8 bits of Sweep\_time integer part.  
 Byte15: low 8 bits of Sweep\_time integer part.  
 Byte16: Output power value (0X00 0X01 0X02 0X03)  
 Byte17: 0X0d  
 Byte18: 0X0a

Example: Start	100.00Mhz
Stop	200.00Mhz
Step	1.00Mhz
Sweep	10ms
Output power	0X03

0XAA 0XAA 0X00 0X64 0X00 0X00 0X00 0XC8 0X00 0X00 0X00 0X01 0X00 0X00 0X00 0X0A 0X03 0X0d 0x0a  
 AAAA0064000000C800000001000000A030d0a

### 3Screen recalibration command

If the screen fails and needs to be recalibrated, you can use the serial port to send this command to recalibrate the screen.

0XCC 0XCC 0X0d 0X0a  
 CCCC0d0a