

command (HEX) , length 256Bytes					Function description
0	1	2	3	4~255	
0x01	0x1A	0x1C	0x01	0x00	Init lcd
0x01	0x1A	0x1C	0x02	0x00	Wakeup , light up the backlight
0x01	0x1A	0x1C	0x03	0x00	Sleep , turn off the backlight
0x01	0x1A	0x1C	0x04	0x00	Clear the screen

VFDDisplay command:

interface:

Function	void sendLCDCommand(in byte[] data, ILcdCallback callback)
Function Description	SendVFDDisplay command

Function	void sendLCDString(in String string, ILcdCallback callback)
Function Description	Send string (max 8 English words)

Function	void sendLCDDoubleString(in String topText, in String bottomText, ILcdCallback callback)
Function Description	Send string (2lines)

Function	void sendLCDBitmap(in Bitmap bitmap, ILcdCallback callback)
Function Description	Send a bitmap (bitmap 128*40)

Feedback function return	Return	
onRunResult	int status, boolean show	status: lcd status 0 can't find lcd 1 init 2 wakeup 3 sleep 4 clear the screen 16 display show: true false

Monopoly function , true = app needs exclusive access to the screen, false = app does not need exclusive access to the screen (unrealized function)

Declare the monopoly meta in your application manifest file. For example:

```
<meta-data android:name="monopoly" android:value="value" />
```

value =true or false.