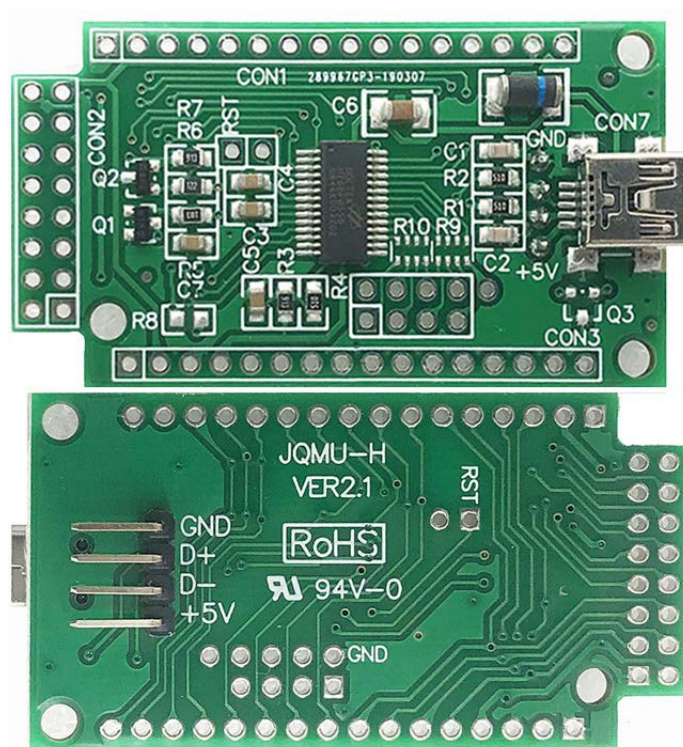


LCD2USB Convert Board



Business Card



Wechat Card

Shenzhen Surenoo Technology Co.,Ltd.

www.surennoo.com

E-mail: info@surennoo.com

Skype: Surenoo365

Reference Software & Driver

USB Display Selection Guide



LCD2USB Driver



LCD Smartie



AIDA64

MENU

PART A: LCD2USB Driver Install

PART B: LCD Smartie

PART C: AIDA64

PART D: Function & Command

PART E: Winamp Visualization Component Installation Settings

PART F: Drawing of "LCD2USB_Convert_Board"

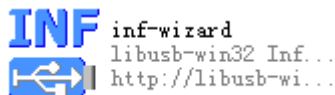
PART A: LCD2USB Driver Install

>> How to Install "LCD2USB_Convert_Board" driver?

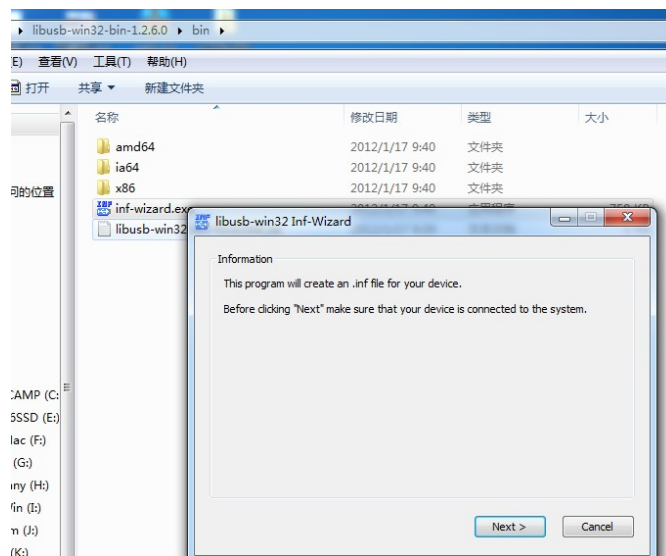
1. Connect the module with the USB cable and plug it into USB port of Computer.
2. My Computer, Properties, you can find the new USB device.



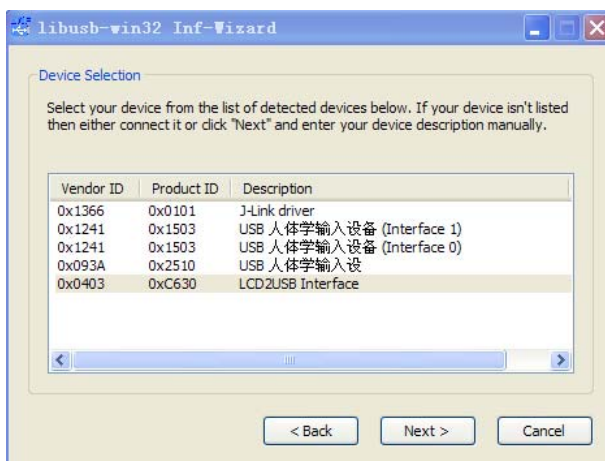
3. Open the folder "libusb-win32-bin-1.2.6.0\bin" and execute "inf-wizard.exe".



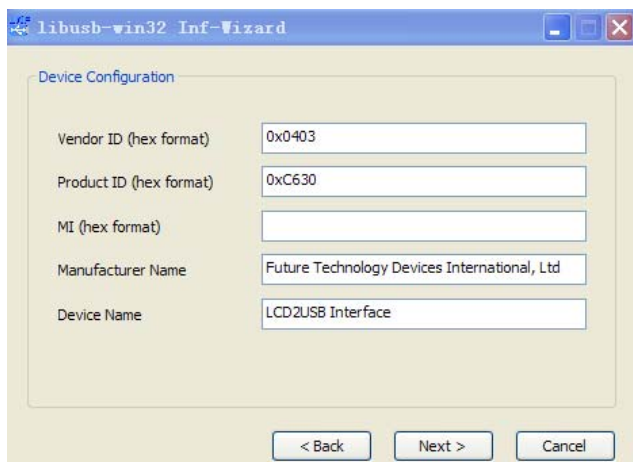
(When installed in WIN10, right-click and select "Run as administrator" to install it.)



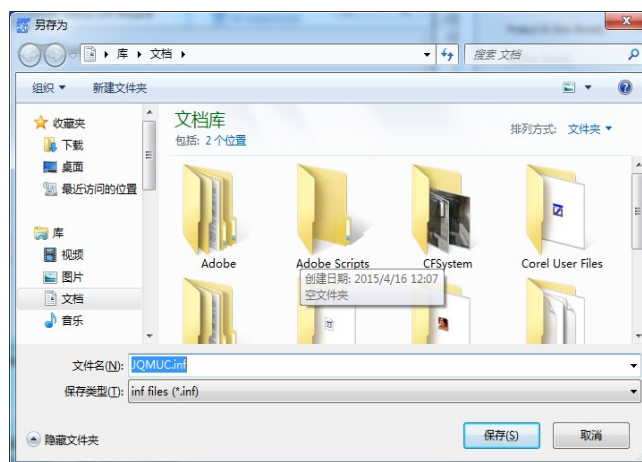
Press "Next"



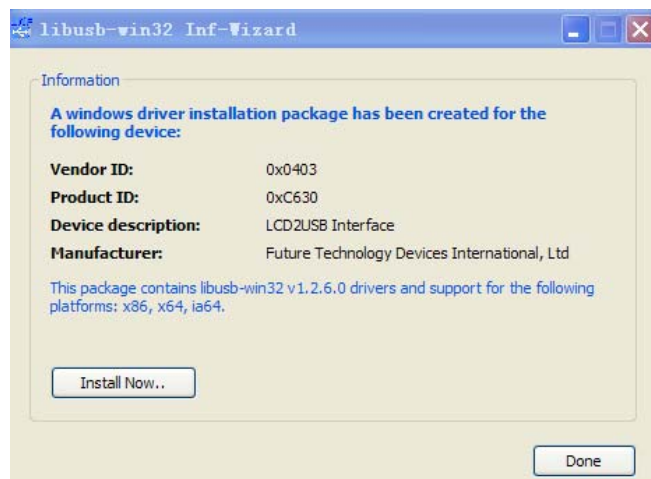
Select "OX403" and then press NEXT



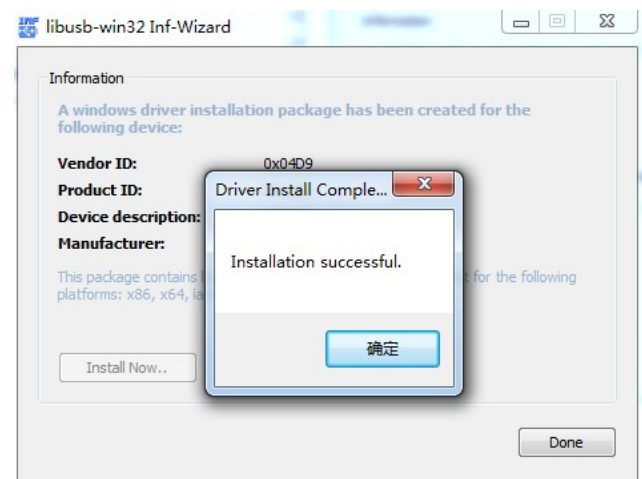
Check it, and then Press "Next".



At this time, create a new folder to save the driver files.



Press "Install Now.."



Press "Confirm".

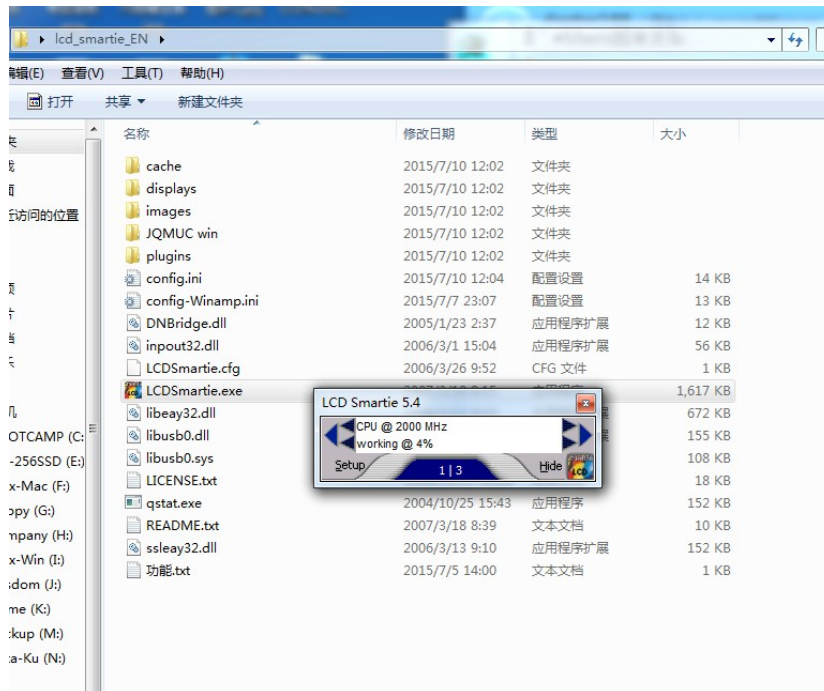


LCD2USB Driver Installed.

PART B: LCD Smartie

Open "LCD_Smartie_v5.4" Folder.

Run LCDSmartie.exe .



If you use the LCDSmartie downloaded by yourself:

You need to copy the LCD2USB.dll or JQMU-LCD2USB.dll (used by Chinese modules) in the "displays" folder to the "displays" folder you are currently using, and install it in the software (Display Plug -in).

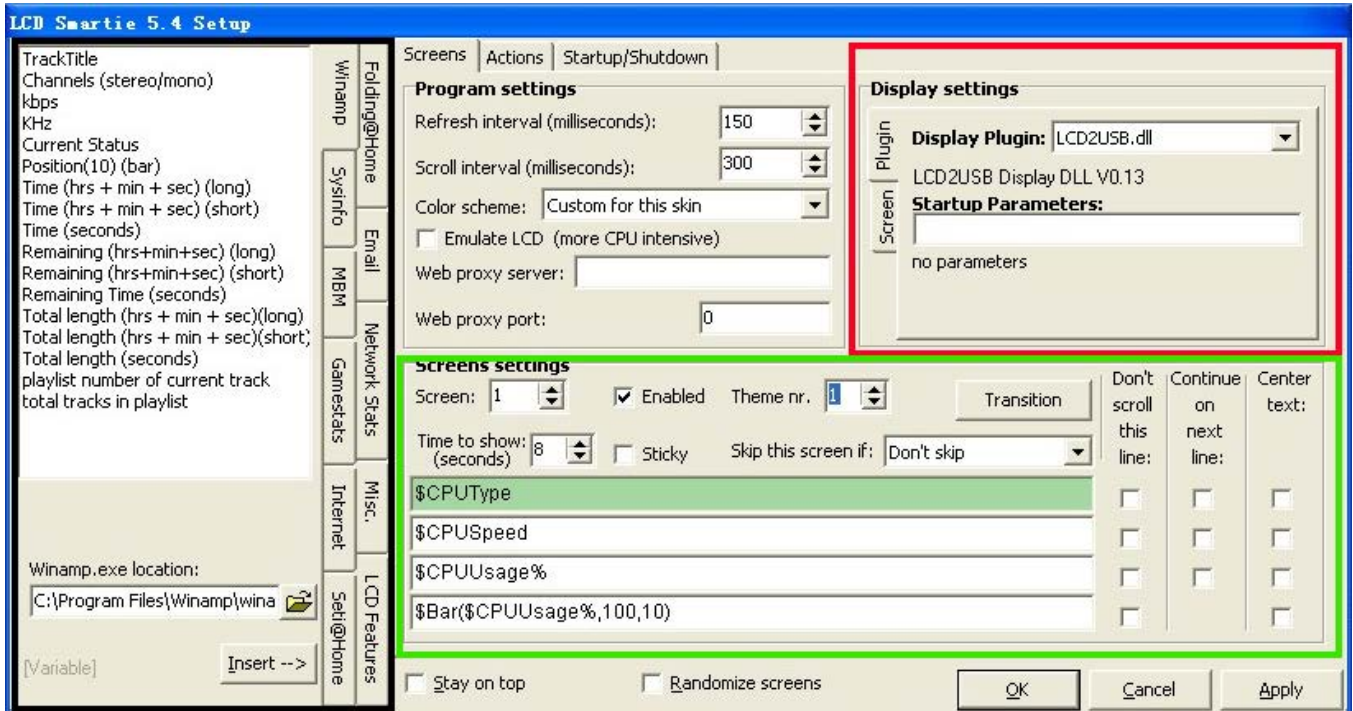
After setting, the PC screen appears



These information will display on the LCD also.



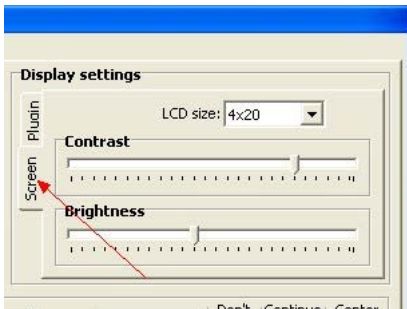
Click "Setup" to Set it.



1. Display Setting

Click "Screen"

LCD size can be set in LCD size. For example, 1602 chooses 2X16. 2004 chooses 4X20, etc.

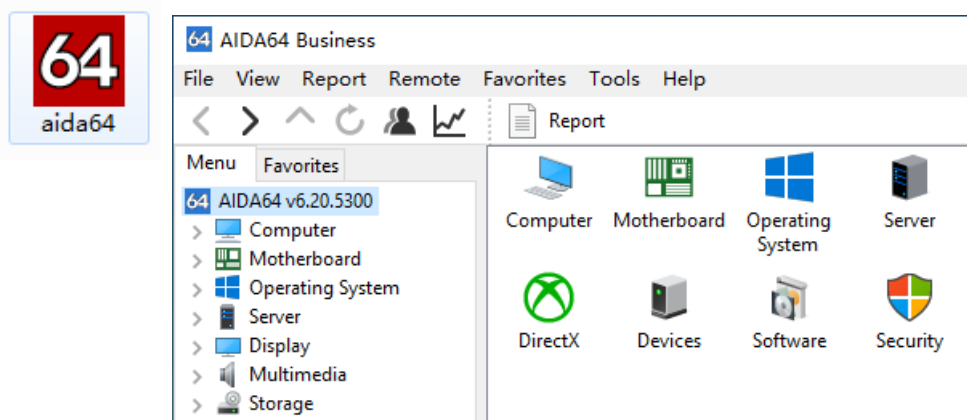


2. The middle part is the option of action type. Such as time, excessive effects, etc.

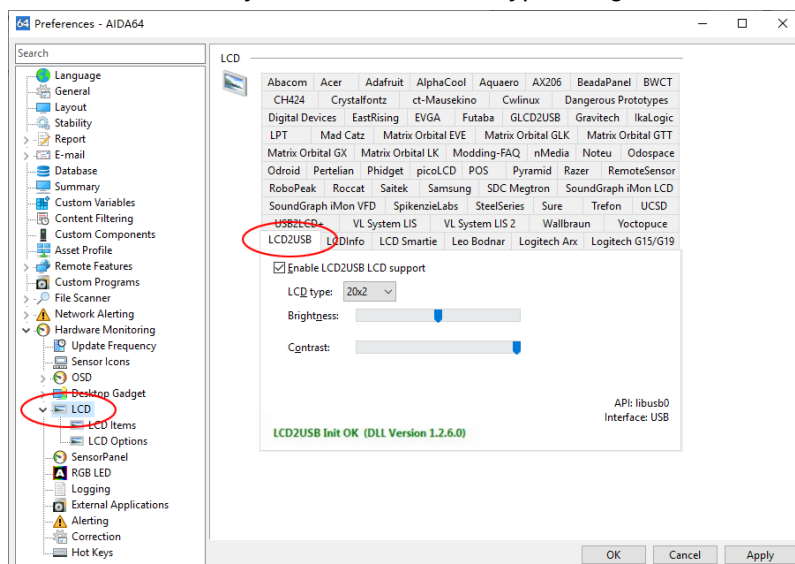
3. On the left are things that can be displayed, such as CPU model, usage, memory, hard disk, etc. You can also add plug-ins to achieve more functions such as WINMAP playback, etc.

PART C: AIDA64

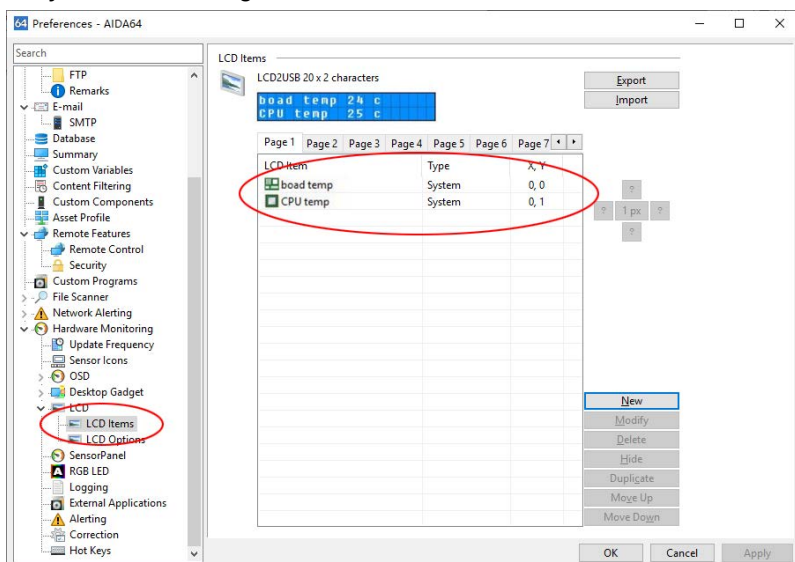
1. Run "AIDA64"



2. Select "Files / Preferences...", enter setting surface. Select "LCD2USB", you can select "LCD Type", Brightness, Contrast.



3. Display Content Setting.



PART D: Function & Command

JQMU-LCD2USB.DLL Exported DLL functions

功能函数	Description																																																																																																																																																																		
char * DISPLAYDLL_DriverName(void)	将返回设备名																																																																																																																																																																		
char * DISPLAYDLL_Usage(void)	将返回参数方法（可以不用）																																																																																																																																																																		
char * DISPLAYDLL_Init(const BYTE x_size, const BYTE y_size, const unsigned char *startparam, bool *ok)	初始化 USB,查找 USB 显示模块, 设置模块行列显示数量, x =1~40, y=1~ 4; *startparam 可以不设置 *ok = FALSE; 未查到 USB 或显示模块 *ok = TRUE; USB 显示模块工作正常 *ok = FALSE 时返回: no USB2LCD-Device found(没有检测到 USB) no controllers found(没有检测到显示模块)																																																																																																																																																																		
void DISPLAYDLL_Done(void)	关闭 USB 设备, 并关显示, 关背光																																																																																																																																																																		
void DISPLAYDLL_SetBacklight(const bool on)	设置背光的开与关 on = true 开, on = false 关																																																																																																																																																																		
void DISPLAYDLL_SetContrast(const BYTE val)	设置显示对比度 value = 0~255（OLED 不可调节）																																																																																																																																																																		
void DISPLAYDLL_SetBrightness(const BYTE val)	设置背光亮度 value = 0~255																																																																																																																																																																		
void DISPLAYDLL_Write(const unsigned char *str)	写一个显示字符,送 0xB0,0x9E,0x83~0x88 将显示自定义 0x01 to 0x08 的内容, 0x10 to 0xFF 将显示字库表中字符																																																																																																																																																																		
void DISPLAYDLL_Command(const BYTE dat)	向显示模块写一个命令值（见字符模块命令集）																																																																																																																																																																		
void DISPLAYDLL_SetPosition(const BYTE x, const BYTE y)	设置插入字符的位置 x =1~40, y=1~ 4;																																																																																																																																																																		
char DISPLAYDLL_ReadKey(void)	读取按键 有按键压下时, 按键值为 0x31~0x36 无按键压下为 0																																																																																																																																																																		
Void DISPLAYDLL_CustomChar(const BYTE ascii, unsigned char *bitmap)	自定义字符设置 (地址+ 8 个数据 = 9 个数据) 地址: ascii = 0x01 to 0x08 (or 0xB0,0x9E,0x83~0x88). 数据: bitmap = { 0x0f, 0x09, 0x0f, 0x09, 0x0f, 0x09, 0x11, 0x00,}; <table><tr><th>Byte</th><th>D7</th><th>D6</th><th>D5</th><th>D4</th><th>D3</th><th>D2</th><th>D1</th><th>D0</th><th>HEX</th></tr><tr><td>1</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>0x0F</td></tr><tr><td>2</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>0x09</td></tr><tr><td>3</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>0x0F</td></tr><tr><td>4</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>0x09</td></tr><tr><td>5</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>0x0F</td></tr><tr><td>6</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>0x09</td></tr><tr><td>7</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>0x11</td></tr><tr><td>8</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>0x00</td></tr></table> 汉字模块自定义图形设置(地址+ 32 个数据) 地址: ascii = 0x01 to 0x04 (or 0x80~0x83). <table><tr><th>DDRAM data (char. code)</th><th>CGRAM Addr.</th><th>CGRAM data (higher byte)</th><th>CGRAM data (lower byte)</th></tr><tr><td>B15~ B4</td><td>3 2 1 0 5 4 3 2 1 0</td><td>1 1 1 1 1 1 1 1 9 8 7 6 5 4 3 2 1 0</td><td>5 4 3 2 1 0</td></tr><tr><td>0</td><td>x 00 x 00</td><td>0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0</td><td>0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0</td></tr><tr><td></td><td></td><td>0 0 0 1 1 1 1 1 1 1 1 1 0 0 1 0 0 0 0 0</td><td>0 0 0 1 1 1 1 1 1 1 1 1 0 0 1 0 0 0 0 0</td></tr><tr><td></td><td></td><td>0 0 1 0 0 0 0 1 0 0 0 0 0 0 1 0 0 0 1 0 0 0</td><td>0 0 1 0 0 0 0 1 0 0 0 0 0 0 1 0 0 0 1 0 0 0</td></tr><tr><td></td><td></td><td>0 0 1 1 0 0 0 1 0 0 0 0 0 0 1 1 1 1 1 1 1 0</td><td>0 0 1 1 0 0 0 1 0 0 0 0 0 0 1 1 1 1 1 1 1 0</td></tr><tr><td></td><td></td><td>0 1 0 0 0 0 1 0 0 1 0 0 1 0 0 1 0 0 0 0 1 0 0</td><td>0 1 0 0 0 0 1 0 0 1 0 0 1 0 0 1 0 0 0 0 1 0 0</td></tr><tr><td></td><td></td><td>0 1 0 1 0 0 1 1 1 1 1 0 0 1 0 0 0 0 0 1 0 0</td><td>0 1 0 1 0 0 1 1 1 1 1 0 0 1 0 0 0 0 0 1 0 0</td></tr><tr><td></td><td></td><td>0 1 1 0 0 1 1 0 0 1 0 0 1 0 0 1 0 0 1 0 0 0</td><td>0 1 1 0 0 1 1 0 0 1 0 0 1 0 0 1 0 0 1 0 0 0</td></tr><tr><td></td><td></td><td>0 1 1 1 1 0 1 0 0 1 1 0 0 1 0 0 1 0 0 1 0 0</td><td>0 1 1 1 1 0 1 0 0 1 1 0 0 1 0 0 1 0 0 1 0 0</td></tr><tr><td></td><td></td><td>1 0 0 0 0 0 1 0 0 1 0 0 0 1 0 1 0 0 0 0 0 0</td><td>1 0 0 0 0 0 1 0 0 1 0 0 0 1 0 1 0 0 0 0 0 0</td></tr><tr><td></td><td></td><td>1 0 0 1 0 0 1 0 0 1 0 0 0 0 0 0 1 0 0 0 0 0</td><td>1 0 0 1 0 0 1 0 0 1 0 0 0 0 0 0 1 0 0 0 0 0</td></tr><tr><td></td><td></td><td>1 0 1 0 0 0 1 0 0 1 0 0 0 0 0 0 1 0 0 0 0 0</td><td>1 0 1 0 0 0 1 0 0 1 0 0 0 0 0 0 1 0 0 0 0 0</td></tr><tr><td></td><td></td><td>1 0 1 1 0 0 1 1 1 1 1 0 0 0 0 0 1 0 0 0 0 0</td><td>1 0 1 1 0 0 1 1 1 1 1 0 0 0 0 0 1 0 0 0 0 0</td></tr><tr><td></td><td></td><td>1 1 0 0 0 0 1 0 0 1 0 0 0 1 0 0 0 0 0 0 0 0</td><td>1 1 0 0 0 0 1 0 0 1 0 0 0 1 0 0 0 0 0 0 0 0</td></tr><tr><td></td><td></td><td>1 1 0 1 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0</td><td>1 1 0 1 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0</td></tr><tr><td></td><td></td><td>1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0</td><td>1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0</td></tr><tr><td></td><td></td><td>1 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0</td><td>1 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0</td></tr></table>	Byte	D7	D6	D5	D4	D3	D2	D1	D0	HEX	1									0x0F	2									0x09	3									0x0F	4									0x09	5									0x0F	6									0x09	7									0x11	8									0x00	DDRAM data (char. code)	CGRAM Addr.	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Character module command set

Instruction	Instruction code								Description
	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0	
Clear Display	0	0	0	0	0	0	0	1	Write "20H" to DDRA and set DDRAM address to "00H" from AC
Return Home	0	0	0	0	0	0	1	-	Set DDRAM address to "00H" From AC and return cursor to Its original position if shifted. The contents of DDRAM are not changed.
Entry mode Set	0	0	0	0	0	1	I/D	SH	Assign cursor moving direction And blinking of entire display
Display ON/ OFF control	0	0	0	0	1	D	C	B	Set display (D), cursor (C), and Blinking of cursor (B) on/off Control bit.
Cursor or Display shift	0	0	0	1	S/C	R/L	-	-	Set cursor moving and display Shift control bit, and the Direction, without changing of DDRAM data.

Function & Command of "LCD Smartie"

Reference Link: <http://www.libusb.org/> <http://lcdsmartie.sourceforge.net/smartied.htm>

Function notes

> Winamp

Function	Description	Example use	Example output
\$WinampTitle	Current track title. Actual displayed text is controlled by the Advanced Title Formatting setting within WinAmp.	\$WinampTitle	My Bloody Valentine - Feed Me With Your Kiss Dinosaur Jr. - Out There
\$WinampChannels	For current track, it's one of: mono, stereo	\$WinampChannels	stereo mono
\$WinampKBPS	Current tracks kbps	\$WinampKBPS \$WinampKBPSkbps	192 192kbps
\$WinampFreq	Current tracks freq	\$WinampFreq \$WinampFreqkHz	44 44kHz
\$WinampStat	Current state, one of: paused, stopped, playing	\$WinampStat	playing paused stopped
\$WinampPosition([barlen])	Displays a position bar of length [barlen]	\$WinampPosition(5)	-+---
\$WinampPolo	Current tracks position.	\$WinampPolo	2min 10sec 1hrs 2min 10sec 10sec
\$WinampPosh	Current tracks position, in hrs:min:secs format.	\$WinampPosh	2:10 1:2:10 10
\$Winamppos	Current tracks position, in seconds.	\$Winamppos	130 3730 10
\$WinampRelo	Remaining time of current track.	\$WinampRelo	2min 10sec 1hrs 2min 10sec 10sec
\$WinampResh	Remaining time of current track, in hrs:mins:secs format	\$WinampResh	2:10 1:2:10 10
\$WinampRem	Remaining time of current track, in	\$WinampRem	130

	seconds		3730 10
\$WinampLengtI	Length of current track.	WinampLengtI	2min 10sec 1hrs 2min 10sec 10sec
\$WinampLengts	Length of current track, in hrs:mins:secs format.	WinampLengts	2:10 1:2:10 10
\$WinampLength	Length of current track, in seconds.	\$WinampLengts	130 3730 10
\$WinampTracknr	Track number of current track.	\$WinampTracknr	10
\$WinampTotalTracks	Total number of tracks in playlist.	\$WinampTotalTracks	31

➤ Network Stats

Function	Description	Example use	Example output
\$NetIPAddress	Main IP address of computer.	\$NetIPAddress	127.0.0.1
\$NetAdapter([adapter])	Name of adapter number [adapter]. [adapter] can be 0-9.	\$NetAdapter(1)	3Com EtherLink PCI
\$NetDownK([adapter])	Total downloaded in KBs via adapter number [adapter]. [adapter] can be 0-9.	\$NetDownK(1) \$NetDownK(1)KB	45.3 45.3KB
\$NetUpK([adapter])	Total uploaded in KBs via adapter number [adapter]. [adapter] can be 0-9.	\$NetUpK(1) \$NetUpK(1)KB	45.3 45.3KB
\$NetDownM([adapter])	Total downloaded in MBs via adapter number [adapter]. [adapter] can be 0-9.	\$NetDownM(1) \$NetDownM(1)MB	45.3 45.3MB
\$NetUpM([adapter])	Total uploaded in MBs via adapter number [adapter]. [adapter] can be 0-9.	\$NetUpM(1) \$NetUpM(1)MB	45.3 45.3MB
\$NetDownG([adapter])	Total downloaded in GBs via adapter number [adapter]. [adapter] can be 0-9.	\$NetDownG(1) \$NetDownG(1)GB	45.3 45.3GB
\$NetUpG([adapter])	Total uploaded in GBs via adapter number [adapter]. [adapter] can be 0-9.	\$NetUpG(1) \$NetUpG(1)GB	45.3 45.3GB
\$NetErrDown([adapter])	Total downloaded packets that were discarded via adapter number [adapter] because they contained errors. [adapter] can be 0-9.	\$NetErrDown(1)	45
\$NetErrUp([adapter])	Total uploaded packets that were discarded via adapter number [adapter] because they contained errors. [adapter] can be 0-9.	\$NetErrUp(1)	45
\$NetErrTot([adapter])	Total packets (up and down) that	\$NetErrTot(1)	90

	were discarded via adapter number [adapter] because they contained errors. [adapter] can be 0-9.		
\$NetDiscDown([adapter])	Total downloaded packets that were discarded via adapter number [adapter] even if they didn't contain errors. [adapter] can be 0-9.	\$NetDiscDown(1)	45
\$NetDiscUp([adapter])	Total uploaded packets that were discarded via adapter number [adapter] even if they didn't contain errors. [adapter] can be 0-9.	\$NetDiscUp(1)	45
\$NetDiscTot([adapter])	Total packets (up and down) that were discarded via adapter number [adapter] even if they didn't contain errors. [adapter] can be 0-9.	\$NetDiscTot(1)	90
\$NetUniDown([adapter])	Downloaded unicast packets via adapter number [adapter]. [adapter] can be 0-9.	\$NetUniDown(1)	10
\$NetUniUp([adapter])	Uploaded unicast packets via adapter number [adapter]. [adapter] can be 0-9.	\$NetUniUp(1)	10
\$NetUniTot([adapter])	Total (up and down) unicast packets via adapter number [adapter]. [adapter] can be 0-9.	\$NetUniTot(1)	20
\$NetNuniDown([adapter])	Downloaded non-unicast packets via adapter number [adapter]. [adapter] can be 0-9.	\$NetNuniDown(1)	10
\$NetNuniUp([adapter])	Uploaded non-unicast packets via adapter number [adapter]. [adapter] can be 0-9.	\$NetNuniUp(1)	10
\$NetNuniTot([adapter])	Total (up and down) non-unicast packets via adapter number [adapter]. [adapter] can be 0-9.	\$NetNuniTot(1)	20
\$NetPackTot([adapter])	Total (up and down) packets (both unicast and non-unicast) via adapter number [adapter]. [adapter] can be 0-9.	\$NetPackTot(1)	40
\$NetSpDownK([adapter])	Download speed in KB/s of adapter number [adapter]. [adapter] can be 0-9.	\$NetSpDownK(1)	10.2
\$NetSpDownM([adapter])	Download speed in MB/s of adapter number [adapter].	\$NetSpDownM(1)	10.2

	[adapter] can be 0-9.		
\$NetSpUpK([adapter])	Upload speed in KB/s of adapter number [adapter]. [adapter] can be 0-9.	\$NetSpUpK(1)	10.2
\$NetSpUpM([adapter])	Upload speed in MB/s of adapter number [adapter]. [adapter] can be 0-9.	\$NetSpUpM(1) \$NetSpUpM(1)MB/s	10.2 10.2MB/s

➤ Sysinfo

Function	Description	Example use	Example output
\$Username	Name of user running smartie.	\$Username	Administrator
\$Computername	Hostname	\$Computername	VMWare1
\$CPUType	Type of CPU (only first processor on multi-processor machines)	\$CPUType	Intel Pentium III
\$CPUSpeed	Speed of CPU in MHz (only first processor on multi-processor machines)	\$CPUSpeed \$CPUSpeedMhz	750 750Mhz
\$CPUUsage%	CPU Usage percentage (only first processor on multi-processor machines)	\$CPUUsage% \$CPUUsage%%	50 50%
\$UpTime	How long the computer has been running. Format is: [YEARS]yrs [MONTHS]mts [DAYS]dys [HOURS]hrs [MINUTES]mins [SECONDS]secs years/months/days/hours/mins will only appear if the system has been up that long.	\$UpTime	09secs 1min 09secs 1hr 1min 09secs 1dys 1hr 1min 09secs 1mts 1dys 1hr 1min 09secs 1yr 1mts 1dys 1hr 1min 09secs
\$UpTims	How long the computer has been running. Short version of \$Uptime - only shows the three top units and uses only one letter for unit type.	\$UpTims	09s 1m 09s 1h 1m 09s 1d 1h 1m 1m 1d 1h 1y 1m 1d
\$MemFree	How much memory in MBs is free.	\$MemFree \$MemFreeMB	1000 1000MB
\$MemUsed	How much memory in MBs is used.	\$MemUsed \$MemUsedMB	1000 1000MB
\$MemTotal	Total Memory in MB.	\$MemTotal \$MemTotalMB	2000 2000MB
\$PageFree	How much page memory in MBs is free.	\$PageFree \$PageFreeMB	1000 1000MB
\$PageUsed	How much page memory in MBs is used.	\$PageUsed \$PageUsedMB	1000 1000MB
\$PageTotal	Total page memory in MB.	\$PageTotal \$PageTotalMB	2000 2000MB
\$MemF%	Percentage of memory free.	\$MemF% \$MemF%%	10 10%
\$MemU%	Percentage of memory used.	\$MemU%	90

		\$MemU%%	90%
\$PageF%	Percentage of page memory free.	\$PageF%	10
		\$PageF%%	10%
\$PageU%	Percentage of page memory used.	\$PageU%	90
		\$PageU%%	90%
\$HDFreg([disk])	Free disk space on disk [disk] in GB.	\$HDFreg(C)	10
		\$HDFreg(C)GB	10GB
\$HDFree([disk])	Free disk space on disk [disk] in MB.	\$HDFree(C)	10
		\$HDFree(C)MB	10MB
\$HDUseg([disk])	Used disk space on disk [disk] in GB.	\$HDUseg(C)	10
		\$HDUseg(C)GB	10GB
\$HDUsed([disk])	Used disk space on disk [disk] in MB.	\$HDUsed(C)	10
		\$HDUsed(C)MB	10MB
\$HDF%([disk])	Percentage of free disk space on disk [disk].	\$HDF%(C)	10
		\$HDF%(C)%	10%
\$HDTotag([disk])	Total size of disk [disk] in GB.	\$HDTotag(C)	10
		\$HDTotag(C)GB	10GB
\$HDTTotal([disk])	Total size of disk [disk] in MB.	\$HDTTotal(C)	10
		\$HDTTotal(C)MB	10MB
\$ScreenReso	Current screen resolution.	\$ScreenReso	1280x1024

➤ MBM stats

For the following to work, you need [MBM](#) installed. Development on MBM has stopped - but it can still be downloaded and is still useful.

Function	Description	Example use	Example output
\$Tempname[num]	Name of temperature sensor number [num]. [num] can be 1-11.	\$Tempname2	CPU
\$Temp[num]	Value of temperature sensor number [num]. [num] can be 1-11.	\$Temp2	42.4
\$Fanname[num]	Name of fan speed sensor number [num]. [num] can be 1-11.	\$Fanname2	GPU
\$FanS[num]	Value of fan speed sensor number [num]. [num] can be 1-11.	\$FanS2 \$FanS2rpm	10000 10000rpm
\$Voltname[num]	Name of voltage sensor number [num]. [num] can be 1-11.	\$Voltname2	5v
\$Voltage[num]	Value of voltage sensor number [num]. [num] can be 1-11.	\$Voltage	4.95

➤ Email

Email account details are setup in the Email tab of the setup form.

Function	Description	Example use	Example output
\$Email[num]	Number of emails in pop mail box number [num]. [num] can be 0-9.	\$Email1	5
\$EmailSub[num]	The subject line of the last email in in pop mail box number [num]. [num] can be 0-9.	\$EmailSub1	Re: LCD Smartie bug report

\$EmailFrom[num]	The from address of the last email in in pop mail box number [num]. [num] can be 0-9.	\$EmailFrom1	Robert Smith
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➤ SETI@home

SETI@home account details are configured in the SETI@home tab of the setup form.

Function	Description	Example use	Example output
\$SETIResults	The number of SETI results you've returned.	\$SETIResults	25
\$SETICPUTime	Total CPU time given.	\$SETICPUTime	11.940 years
\$SETIAverage	Average CPU time per a work unit.	\$SETIAverage	39 hr 01 min 37.4 secs
\$SETIAverage	Average CPU time per a work unit.	\$SETIAverage	39 hr 01 min 37.4 secs
\$SETILastresult	Average CPU time per a work unit.	\$SETILastresult	Tue Nov 30 18:07:12 2004 UTC
\$SETIusertime	How long you're been a SET@home user.	\$SETIusertime	5.573 years
\$SETIrank	Your rank.	\$SETIrank	5.573 years
\$SETIsharingrank	Users sharing your rank.	\$SETIsharingrank	43
\$SETImoreWU	Percentage of users who have complete less work than you.	\$SETImoreWU \$SETImoreWU%	97.800 97.800%
\$SETItotalusers	Total number of users registered for SETI@home	\$SETItotalusers	5268520

➤ Folding@home

Folding@home account details are configured in the FOLD@home tab of the setup form.

Function	Description	Example use	Example output
\$FOLDmemsine	Date of joining Folding@home.	No longer supported	No longer supported
\$FOLDlastwu	Date of last work unit.	\$FOLDlastwu	2004-11-29 20:07:35
\$FOLDactproc	Active processors (within 7 days)	\$FOLDactproc	18
\$FOLDteam	Team name	\$FOLDteam	Overclockers Australia
\$FOLDscore	Score	\$FOLDscore	5069917
\$FOLDrank	Overall rank	\$FOLDrank	5
\$FOLDwu	Work units completed.	\$FOLDwu	127564

➤ Game stats

The server used to obtain server stats is configured in the gamestats tab of the setup form - and is configurable for each line of the screen.

Function	Description	Example use	Example output
\$Half-life[funcnum]	Get a half-life stat, where [funcnum] is: 1 = server name 2 = current map 3 = number of players on server 4 = number of frags for each player	\$Half-life1	BobsServer



\$Unreal[funcnum]	Get a unreal stat, where [funcnum] is: 1 = server name 2 = current map 3 = number of players on server 4 = number of frags for each player	\$Unreal1	BobsServer
\$QuakeII[funcnum]	Get a Quake II stat, where [funcnum] is: 1 = server name 2 = current map 3 = number of players on server 4 = number of frags for each player	\$QuakeII1	BobsServer
\$QuakeIII[funcnum]	Get a Quake III stat, where [funcnum] is: 1 = server name 2 = current map 3 = number of players on server 4 = number of frags for each player	\$QuakeIII1	BobsServer

> **Misc**

Function	Description	Example use	Example output
\$Rss([url],[type]) \$Rss([url],[type],[itemnum]) \$Rss([url],[type],[itemnum],[maxfreq])	Process a RSS feed from url [url]. [type] is t for title, d for description, or b for both [itemnum] is the item number you want to display (0=all) [maxfreq] is the number of hours that must past before checking the feed again - this can be important as some sites ban users that fetch the feed more often than that stated in the T&Cs. DEFAULT: [itemnum] defaults to 0, [maxfreq] default to no limit.	\$Rss(http://somesite.com/rss.xml,t,1)	[top headline from somesite]
\$Count([num1]#[num2]#[...] #[numn])	Add [num1] [num2] [num3] etc together.	\$Count(1#2#3) \$Count(\$HDFree(C)# \$HDFree(D))	6 20032
\$Chr([ascii])	Inserts ascii character at index [ascii].	\$Chr(65)	A
\$MObutton([key])	Displays 1 if the last key was otherwise 0.	\$MObutton(A)	0
\$Flash([text]\$\$)	Flashes text [text]. The extra \$\$ are required.	\$Flash(hello\$)\$	hello



\$Fill([num])	Insert spaces until the current character position is [num], so any following text will be position at [num]+1.	A\$Fill(5)B	A B
\$Right([text],\$[num]%)	Insert spaces so the text [text] is right justified in a space of [num] characters. The extra \$ and % are required.	AA\$Right(hi,\$5%)B	AA hiB
\$Center([text],[num]) \$Center([text])	Insert spaces so the text [text] is centered in a space of [num] characters. If the [num] parameter is missing, such as \$Center(hi), then the display's width is used.	AA\$Center(hi,5)B	AA hi B
\$Bar([value],[maxvalue],[barsize])	Draw a hoz. graph, where: [value] the value being graphed. [maxvalue] is the maximum value expected of [value]. [barsize] is the size of the bar in characters.	\$Bar(\$CPUUsage%,100,20)	[a bar graph of length 20]
\$LogFile([file],[line])	Read a line from the end of a file [file], where: [line] is 0-3. 0 fetches the last line, 3 fetches the fourth line from the bottom.	\$LogFile(c:\bob.txt,0)	[last line from c:\bob.txt]
\$File([file],[line])	Read a line from a file [file], where: [line] is the line number (counting from the beginning).	\$File(c:\bob.txt,1)	[first line from c:\bob.txt]
\$CustomChar([char#],[d1],[d2],[d3],[d4],[d5],[d6],[d7],[d8]) Custom characters are usually 8 lines by 5 dots, d1-d8 are the 8 lines. To get a value for a line simply add 16 for a dot in the 1st dot of a line, 8 for the 2nd, 4 for the 3rd, 2 for the 2nd, 1 for the 1st [reading dots from left to right] To use the characters:	Define a custom character. [char#] can be 1-8.	\$CustomChar(7,4,4,4,4,4,4,4,0)	[character 7 is now a symbol]

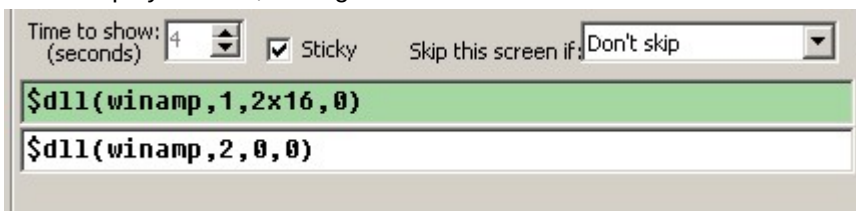


- for 1 use \$Chr(176) - for 2 use \$Chr(158) - for 3 use \$Chr(131) - for 4 use \$Chr(132) - for 5 use \$Chr(133) - for 6 use \$Chr(134) - for 7 use \$Chr(135) - for 8 use \$Chr(136) Or to use the characters: - for 1 use \$Chr(1) - for 2 use \$Chr(2) - for 3 use \$Chr(3) - for 4 use \$Chr(4) - for 5 use \$Chr(5) - for 6 use \$Chr(6) - for 7 use \$Chr(7) - for 8 use \$Chr(8)			
\$DnetDone	Distributed.net RC5/OGR done (file location defined in Misc tab of setup)	\$DnetDone	50
\$DnetSpeed	Distributed.net RC5/OGR speed (file location defined in Misc tab of setup)	\$DnetSpeed	50
\$Time([format])	Display the time in the format [format] [format] is defined is directly passed the FormatDateTime function.	\$Time(d/m/y) \$Time(ddd d of mmm yyyy)	12/11/04 Wednesday 9 of February 2004
\$dll([dll],[funcnum],[params1],[params2])	Call function function[funcnum] in dll [dll] with parameters [params1] and [params2]. [dll] is the name of the dll, you may leave off the .dll extension if you wish. [funcnum] can be 1-20	\$dll(mydll.dll,2,hello,t here)	[function2 is called; function2('hello','there') and it's return value is displayed]

PART E: Winamp Visualization Component Installation Settings

1. Close LCD Smartie software in advance.
2. Copy "winamp.dll" to the "plugins" folder of "LCD Smartie".
3. Copy "winamp_lcdsmartie.dll" to the "winamp" folder of "plugins".
4. Restart "LCD Smartie" Software.
5. Start Winamp software / Enter "visualization" / Press Shift-Ctrl-K" to Start/Stop Component, or enter "Select Component..." to select "Spectrum Analyser for LCDSmartie" and press "Start" button.

2-line Display Module, setting in "LCD Smartie":



WINMAP Play Button Setting Method:

Screens	Actions	Startup/Shutdown	Miscellaneous
\$MObutton(6)	=	1	then WAStop
\$MObutton(5)	=	1	then WAPlay
\$MObutton(4)	=	1	then WAVolDown
\$MObutton(3)	=	1	then WAVolUp
\$MObutton(2)	=	1	then WANextTrack
\$MObutton(1)	=	1	then WALastTrack

PART F: Drawing of "LCD2USB_Convert_Board"

