

HEX Command Meanings

Window (starts from 0),

Horizontal Position

Vertical Position

Resolution width

Resolution height

*Position and resolution values are assigned as Hex signed 2's complement (4 digits)

EB 90 00 12 00 ff 29 01 00 00 01 2C 01 E0 01 0E 00 00

Helpful resources if creating custom commands:

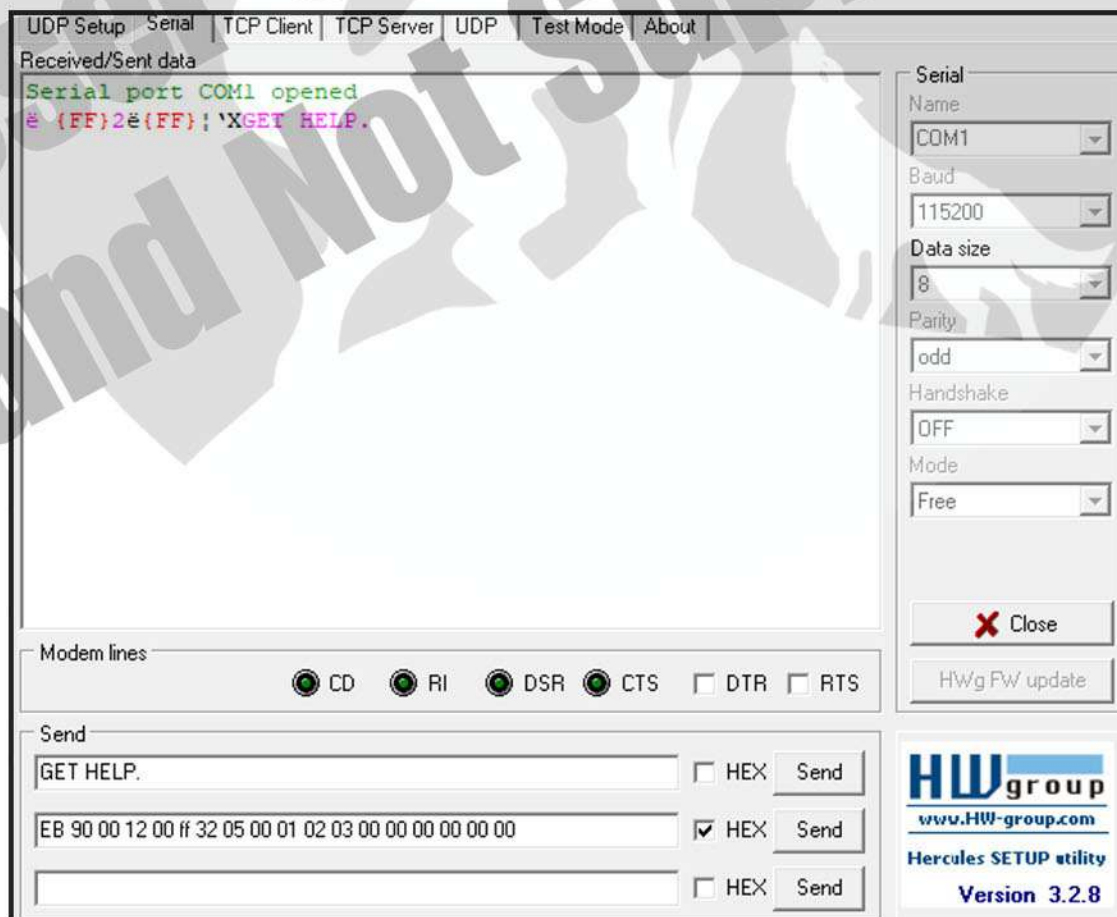
To convert decimal to Hex signed 2's:

<https://www.rapidtables.com/convert/number/decimal-to-hex.html>

To get correctly scaled pixel values for custom sized windows:

<https://www.omnicalculator.com/other/resolution-scale>

***The following commands only configure windows correctly when resolution is set to 3840x2160**



Scene 1 (1 big left screen, 3 smaller right screens)

1 left: EB 90 00 12 00 ff 29 00 00 00 01 13 0B 40 06 54 00 00

Top right (2950px right, 1066x599, 200H): EB 90 00 12 00 ff 29 01 0B 40 01 13 03 C0 02 1C 00 00

Middle right: EB 90 00 12 00 ff 29 02 0B 40 03 2F 03 C0 02 1C 00 00

Bottom right: EB 90 00 12 00 ff 29 03 0B 40 05 4B 03 C0 02 1C 00 00

Save Scene 1: EB 90 00 12 00 ff 2F 00 00 00 00 00 00 00 00 00 00

Recall Scene 1: EB 90 00 12 00 ff 2E 00 00 00 00 00 00 00 00 00 00

Scene 2 (1 left screen, 3 bigger right screens)

1 left: EB 90 00 12 00 ff 29 00 00 00 01 6D 0A 01 05 A1 00 00

Top right (2950px right, 1066x599, 200H) : EB 90 00 12 00 ff 29 01 0A 00 00 00 04 FF 02 D0 00 00

Middle right: EB 90 00 12 00 ff 29 02 0A 00 02 D0 04 FF 02 D0 00 00

Bottom right(1440px VPos): EB 90 00 12 00 ff 29 03 0A 00 05 A0 04 FF 02 D0 00 00

Save Scene 2: EB 90 00 12 00 ff 2F 01 00 00 00 00 00 00 00 00 00

Recall Scene 2: EB 90 00 12 00 ff 2E 01 00 00 00 00 00 00 00 00 00

*can support RS232 commands to customize the working modes, such as

Scene 3 (1 left screen, 2 bigger right screens)

1 left: EB 90 00 12 00 ff 29 00 00 00 01 6D 0A 01 05 A1 00 00

Top right (2950px right, 1066x599, 200H) : EB 90 00 12 00 ff 29 01 0A 00 01 6D 04 FF 02 D0 00 00

Bottom right(1085px VPos): EB 90 00 12 00 ff 29 02 0A 00 04 3D 04 FF 02 D0 00 00

Save Scene 3: EB 90 00 12 00 ff 2F 02 00 00 00 00 00 00 00 00 00 00

Recall Scene 3: EB 90 00 12 00 ff 2E 02 00 00 00 00 00 00 00 00 00 00

Scene 4 (3 bigger left screens, 1 right screen)

1 right: EB 90 00 12 00 ff 29 02 04 FD 01 6D 0A 01 05 A1 00 00

Top left (2950px right, 1066x599, 200H) : EB 90 00 12 00 ff 29 01 00 00 00 00 04 FF 02 D0 00 00

Middle left: EB 90 00 12 00 ff 29 00 00 00 02 D0 04 FF 02 D0 00 00

Bottom left(1440px VPos): EB 90 00 12 00 ff 29 03 00 00 05 A0 04 FF 02 D0 00 00

Save Scene 4: EB 90 00 12 00 ff 2F 03 00 00 00 00 00 00 00 00 00 00

Recall Scene 4: EB 90 00 12 00 ff 2E 03 00 00 00 00 00 00 00 00 00 00

