# Índice

# DEVICE MMIQ2

## 1. Parameters table

| Name | D | R | A | Description |
|---|---|---|---|---|
| language | B | R | R-W | Indicates the number of the selected language for the Display messages.<br>Equivalent to the *LANGUAGE* display variable. |
| brightness | W | R | R-W | Indicates the percentage value 0-100.0% the brightness of the backlight lamp.<br>If 0 (zero), the lamp is turned OFF (where possible). |
| clrtime | W | R | R-W | It is the time, in milliseconds, after which pressing the CLEAR button will erase any data. |
| dclicktime | W | R | R-W | Only for systems with touch.<br>It is the time, in milliseconds, necessary to detect the double click.<br>The 0 (zero) value disable the function. |
| key | L | - | R | Represents the State of the modifier keys at all times.<br>Each key is represented by a bit as to the following mask: |
| keyf | L | - | R | Represents at any time the status of the F1 to F32 function keys. Each key is represented by a bit as to the following mask: |
| keyf2 | L | - | R | Represents at any time the status of the F33 to F64 function keys.<br>Each key is represented by a bit as to the following mask: |
| keybtype | B | R | R-W | Select the type of virtual keyboard. ( to define )<br>Note: This parameter should also be a display variable to plan what to do in an event “On Page In”. |
| leds | L | - | R-W | Parameter that is used to light the LEDs from F1 to F32 function keys.<br>Each bit of the parameter is associated with an LED as with the form of the *keyf* parameter. |
| leds2 | L | - | R-W | Parameter that is used to light the LEDs from F33 to F64 function keys.<br>Each bit of the parameter is associated with an LED as with the form of the *keyf2* parameter. |
| blinkleds | L | - | R-W | Parameter that is used to create the flashing LEDs from F1 to F32 function keys.<br>Each bit of the parameter is associated with an LED as with the mask of the *keyf* parameter.<br>N.B. To flash a led is must write the value of that led in the *leds* parameter and in the *blinkleds* parameter. |
| blinkleds2 | L | - | R-W | Parameter that is used to create the flashing LEDs from F33 to F64 function keys.<br>Each bit of the parameter is associated with an LED as with the mask of the *keyf2* parameter.<br>N.B. To flash a led is must write the value of that led in the *leds2* parameter and in the *blinkleds2* parameter. |
| error | B | - | R | Indicates if there are any errors in device.<br>Error code list:<br>**0** = no error<br>**1** = no application present<br>**2** = checksum no match<br>**3** = file format no match<br>**4** = incorrect display size<br>**5** = out of memory<br>**6** = error readin the page<br>**7** = error in erase operation<br>**8** = internal error<br>**9** = error in write memory<br>**10** = error in read operation<br>**11** = internal error<br>**12** = image present but not possible<br>**13** = font not supported<br>**14** = internal error |
| sizeqtp | L | - | R | Indicates the size of the QTP application (bytes) stored in flash |
| memqtp | L | - | R | Indicates the amount of memory (bytes) used for decompression of the QTP application and for the creation of basic structures. |
| mempage | L | - | R | Indicates the amount of memory (bytes) used for running page. |
| memfree | L | - | R | Indicates the amount of volatile memory (bytes) still available. |
| page | W | - | R | Indicates the number of active display page.<br>Equivalent to *PAGE* display variable. |
| pagein | W | - | R-W | Allows you to change the active page of the display.<br>Equivalent to writing on the *PAGE* display variable. |
| timepage | W | - | R | Indicates the page execution time in milliseconds. |
| tposx | W | - | R | Only for systems with touch.<br>Indicates the X coordinate, in pixels, of the latest pressure point. |
| tposy | W | - | R | Only for systems with touch.<br>Indicates the Y coordinate, in pixels, of the latest pressure point. |
| tpressure | W | - | R | Only for systems with touch.<br>Indicates the pressure value (to be defined). |
| tclickstate | B | - | R | Only for systems with touch.<br>Indicates the pressure value:<br>**0** = touch not pressed<br>**1** = touch pressed |
| buzzermode | B | R | R-W | Indicates the mode of operation of the buzzer.<br>**0** = key status; Activates for 100msec each time you press a key on the keyboard or the touch-screen.<br>**1** = manual activation; Allows you to control activation by using the buzzerstate variable. |

| Name | D | R | A | Description |
|---|---|---|---|---|
| buzzerstate | B | R | R-W | Indicates the status of the buzzer and allows registering with different tones.<br>**0** = not active<br>**1** = active standard tone<br>**2** = active low tone (not implemented)<br>**3** = active high tone (not implemented) |
| scrsave | B | R | R-W | Only for systems with touch. (not implemented)<br>Allows you to define the use of a screen-saver.<br>**0** = disable<br>**1...10** = indicates the number of minutes of inactivity after which the keypad is off the screen or activate a screensaver (to define).<br>**20...** |
| par01 | L | - | R-W | Parameter for future use |
| par02 | L | - | R-W | Parameter for future use |
| par03 | L | - | R-W | Parameter for future use |
| ret01 | L | R | R-W | Retentive parameter for future use |
| ret02 | L | R | R-W | Retentive parameter for future use |

## 1.1 States table

| Name | D | R | A | Description |
|---|---|---|---|---|
| st_calib | F | - | R | Only for systems with touch.<br>Active during the procedure of the touch calibration. |
| st_setup | F | - | R | Active during setup screen. |
| st_touch | F | - | R | Active indicates the touch presence. |
| st_01 | F | - | - | State for future use |
| st_02 | F | - | - | State for future use |
| st_03 | F | - | - | State for future use |
| st_04 | F | - | - | State for future use |
| st_05 | F | - | - | State for future use |

## 1.2 Commands table

| Name | D | R | A | Description |
|---|---|---|---|---|
| CALIBRATE | F | - | W | Only for systems with touch.<br>Activates the touch calibration procedure. |
| SETUP | F | - | W | Viewing the setup page. (not implemented) |
| CMD01 | F | - | W | Command for future use |
| CMD02 | F | - | W | Command for future use |
| CMD03 | F | - | W | Command for future use |
| CMD04 | F | - | W | Command for future use |
| CMD05 | F | - | W | Command for future use |