

Optimus Popularis Protocol

When connected to a PC or Mac, Popularis will be exposed as generic Mass Storage Device (referred later as virtual Disk) that can be used to control the device and display images on the LCD buttons. Just open an appropriate .sys file and write commands or data to them.

Image dimensions, scancode map and programming examples can be found in Popularis Library SDK from <http://www.artlebedev.com/everything/optimus/popularis/> developers section

Table 1:

File name	Description	Location	Format
/vOptimus/upgrade.bin	It's a write-only file, to upgrade firmware	virtual disk	"_upgrade" + firmware data + checksum (two bytes)
/vOptimus/order.sys	To adjust the brightness of LCD	virtual disk	Write the string to file, to: Adjust brightness: "b" + ###; ### is brightness value from 000 to 100 (example: "b050") Execute scancode writing to keyboard chip: "wc"
/vOptimus/version.sys	It's a read-only file, to store the firmware version information	virtual disk	"Version x.x.x.x", x.x.x.x is firmware version number, Ex. "Version 1.0.1.5".
/vOptimus/layout.sys	It's a write-only file, to switch LCD button display layout.	virtual disk	The format is 114-bytes data, each byte represents which layout will be displayed on the LCD, 1 0x00 : To display default layout. 2 0x01 : To display dynamic picture.
/vOptimus/normal/xxx.sys	To real-time update default LCD picture of normal operation, xxx is LCD number: 001 to 079.	virtual disk	3 bytes for one pixel, RGB format, 24 bit, 8bit to one color component. The displayed image is mirrored both vertical and horizontal during the hardware peculiarities. The image size of the particular display can be found in Appendix B. The image drawing example can be found in Library SDK.
/vOptimus/shift/xxx.sys	To real-time update default LCD picture while "shift-key pressing" or "Num-Luck" or "Caps Lock", xxx is LCD number: 001 to 079.	virtual disk	3 bytes for one pixel, RGB format, 24 bit, 8bit to one color component. The displayed image is mirrored both vertical and horizontal during the hardware peculiarities. The image size of the particular display can be found in Appendix B. The image drawing example can be found in Library SDK.

/vOptimus/dynamic/xxx.sys	To display dynamic LCD picture of normal operation, xxx is LCD number: 001 to 079.	virtual disk	3 bytes for one pixel, RGB format, 24 bit, 8bit to one color component. The displayed image is mirrored both vertical and horizontal during the hardware peculiarities. The image size of the particular display can be found in Appendix B. The image drawing example can be found in Library SDK.
/vOptimus/scancode.sys	To store the default keypad scan-code.	SD card	<p>This file is divided into 144 segments, 64 bytes each. To change the scancodes for a specific button, just fill a corresponding segment with two-byte pairs – first byte is a command and the second is a scancode value. The rest of the segment should be terminated with 0xFF.</p> <p>The available commands are: 0x01 – Single press and release 0x02 – Key down 0x04 – Key up</p> <p>Example: Ctrl+Alt+Del - 0x02 0x72 0x02 0x74 0x02 0x4C 0x04 0x74 0x04 0x72 0x04 0x4C 0xFF... (64 bytes)</p>

Table 2:

Key Define	Key code (HEX)	Key Define	Key code(HEX)	Key Define	Key code(HEX)	Key Define	Key code(HEX)
00H	0	key_p	13	key_9	26	key_cap	39
00H	1	key_q	14	key_0	27	key_f1	3A
01h	2	key_r	15	key_enter	28	key_f2	3B
key_undefine	3	key_s	16	key_esc	29	key_f3	3C
key_a	4	key_t	17	key_bs	2A	key_F4	3D
key_b	5	key_u	18	key_tab	2B	key_f5	3E
key_c	6	key_v	19	key_space	2C	key_F6	3F
key_d	7	key_w	1A	key_neg	2D	key_f7	40
key_e	8	key_x	1B	key_equation	2E	key_f8	41
key_f	9	key_y	1C	key_L_brackets	2F	key_f9	42
key_g	A	key_z	1D	key_R_brackets	30	key_f10	43
key_h	B	key_1	1E	key_code29 (/)	31	key_f11	44
key_i	C	key_2	1F	key_code42	32	key_f12	45
key_j	D	key_3	20	key_semicolon	33	key_print	46
key_k	E	key_4	21	key_apostrophe	34	key_scroll	47
key_l	F	key_5	22	key_tilde (~)	35	key_pause	48
key_m	10	key_6	23	key_comma	36	key_insert	49

key_n	11	key_7	24	key_dot	37	key_home	4A
key_o	12	key_8	25	key_interrogation	38	key_pgup	4B
key_del	4C	key_num_0	62	key_r_alt	78	key_undo	8E
key_end	4D	key_num_dot	63	key_r_win	79	key_copy	8F
key_pgdn	4E	key_code45	64	key_help	7A	key_cut	90
key_R_arrow	4F	key_app	65	key_mute	7B	key_paste	91
key_L_arrow	50	key_padequ	66	key_vol_down	7C	key_office_home	92
key_dn_arrow	51	key_f13	67	key_vol_up	7D	key_www_home	93
key_Up_arrow	52	key_f14	68	key_word	7E	key_www_back	94
key_num_lock	53	key_f15	69	key_excel	7F	key_www_forward	95
key_num_div	54	key_code107	6A	key_mail	80	key_redo	96
key_num_star	55	key_code56	6B	key_calender	81	key_reply	97
key_num_neg	56	key_code133	6C	key_calculator	82	key_forward	98
key_num_plus	57	key_code14	6D	key_log_off	83	key_send	99
key_num_enter	58	key_code132	6E	key_app_l	84	key_next_track	9A
key_num_1	59	key_code131	6F	key_app_r	85	key_pre_track	9B
key_num_2	5A	key_151_Hangul	70	key_task_pane	86	key_stop	9C
key_num_3	5B	Key_150_Hanja	71	key_spell	87	key_play	9D
key_num_4	5C	key_L_ctrl	72	key_files	88	key_media_sel	9E

key_num_5	5D	key_l_shift	73	key_new	89	key_my_computer	9F
key_num_6	5E	key_l_alt	74	key_open	8A	key_www_search	A0
key_num_7	5F	key_L_win	75	key_close	8B	key_www_stop	A1
key_num_8	60	key_r_ctrl	76	key_save	8C	key_www_refresh	A2
key_num_9	61	key_r_shift	77	key_f12_print	8D	key_www_favorites	A3
key_power	A4						
key_sleep	A5						
key_wake_up	A6						
key_fn	A7						

Appendix A : LCD display location map and scancodes (top number is display number, bottom number is a default scancode HEX number).

01 0x29	02 0x3A	03 0x3B	04 0x3C	05 0x3D	06 0x3E	07 0x3F	08 0x40	09 0x41	10 0x42	11 0x43	12 0x44	13 0x45	14 0x4C
15													
16 0x35	17 0x1E	18 0x1F	19 0x20	20 0x21	21 0x22	22 0x23	23 0x24	24 0x25	25 0x26	26 0x27	27 0x2D	28 0x2E	29 0x2A
30 0x2B	31 0x14	32 0x1A	33 0x08	34 0x15	35 0x17	36 0x1C	37 0x18	38 0x0C	39 0x12	40 0x13	41 0x2F	42 0x30	43 0x31
44 0x39	45 0x04	46 0x16	47 0x07	48 0x09	49 0x0A	50 0x0B	51 0x0D	52 0x0E	53 0x0F	54 0x33	55 0x34	56 0x28	
57 0x73		58 0x1D	59 0x1B	60 0x06	61 0x19	62 0x05	63 0x11	64 0x10	65 0x36	66 0x37	67 0x38	68 0x77	
69 0x72	70 0x75	71 0x74	72 0x2C				73 0x78	74 0x76	75 0x52				
Fn: 0xA7										76 0x50	77 0x51	78 0x4F	

Appendix B : LCD display dimensions (in pixels). In Library SDK: `const static SDimensions MXPopularisKeymap[]`

LCD number	Width	Height	LCD number	Width	Height
1	104	72	40	72	72
2	72	72	41	72	72
3	72	72	42	72	72
4	72	72	43	72	72
5	72	72	44	134	72
6	72	72	45	72	72
7	72	72	46	72	72
8	72	72	47	72	72
9	72	72	48	72	72
10	72	72	49	72	72
11	72	72	50	72	72
12	72	72	51	72	72
13	72	72	52	72	72
14	72	72	53	72	72
15	1364	102	54	72	72
16	72	72	55	72	72
17	72	72	56	134	72
18	72	72	57	184	72
19	72	72	58	72	72
20	72	72	59	72	72
21	72	72	60	72	72
22	72	72	61	72	72
23	72	72	62	72	72
24	72	72	63	72	72
25	72	72	64	72	72
26	72	72	65	72	72
27	72	72	66	72	72
28	72	72	67	72	72
29	104	72	68	184	72
30	104	72	69	104	72

31	72	72	70	104	72
32	72	72	71	104	72
33	72	72	72	388	72
34	72	72	73	72	72
35	72	72	74	72	72
36	72	72	75	72	72
37	72	72	76	72	72
38	72	72	77	72	72
39	72	72	78	72	72

Appendix C : Scancode offsets in file Scancode.sys (in bytes)

01 0x300	02 0x440	03 0x640	04 0x780	05 0x700	06 0x000	07 0xD00	08 0xF80	09 0xE40	10 0x1440	11 0x1400	12 0x1500	13 0x1480	14 0x1640
15													
16 0x240	17 0x200	18 0x400	19 0x600	20 0x800	21 0x840	22 0xA40	23 0xA00	24 0xC00	25 0xE00	26 0x1000	27 0x1040	28 0xC40	29 0x1580
30 0x380	31 0x3C0	32 0x5C0	33 0x7C0	34 0x9C0	35 0x980	36 0xB80	37 0xBC0	38 0xDC0	39 0xFC0	40 0x11C0	41 0x1180	42 0xD80	43 0x1540
44 0x580	45 0x340	46 0x540	47 0x740	48 0x940	49 0x900	50 0xB00	51 0xB40	52 0xD40	53 0xF40	54 0x1140	55 0x1100	56 0x14C0	
57 0x1F80		58 0x2C0	59 0x4C0	60 0x6C0	61 0x8C0	62 0x880	63 0xA80	64 0xAC0	65 0xCC0	66 0xEC0	67 0x1080	68 0x1F40	
69 0x040	70 0x2180	71 0x1300	72 0x1700				73 0x1280	74 0x0C0	75 0x1D00				
Fn: 0x1380											76 0x1C80	77 0x1680	78 0x1880