



TMS LITE SDN BHD

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# Liquid Lens

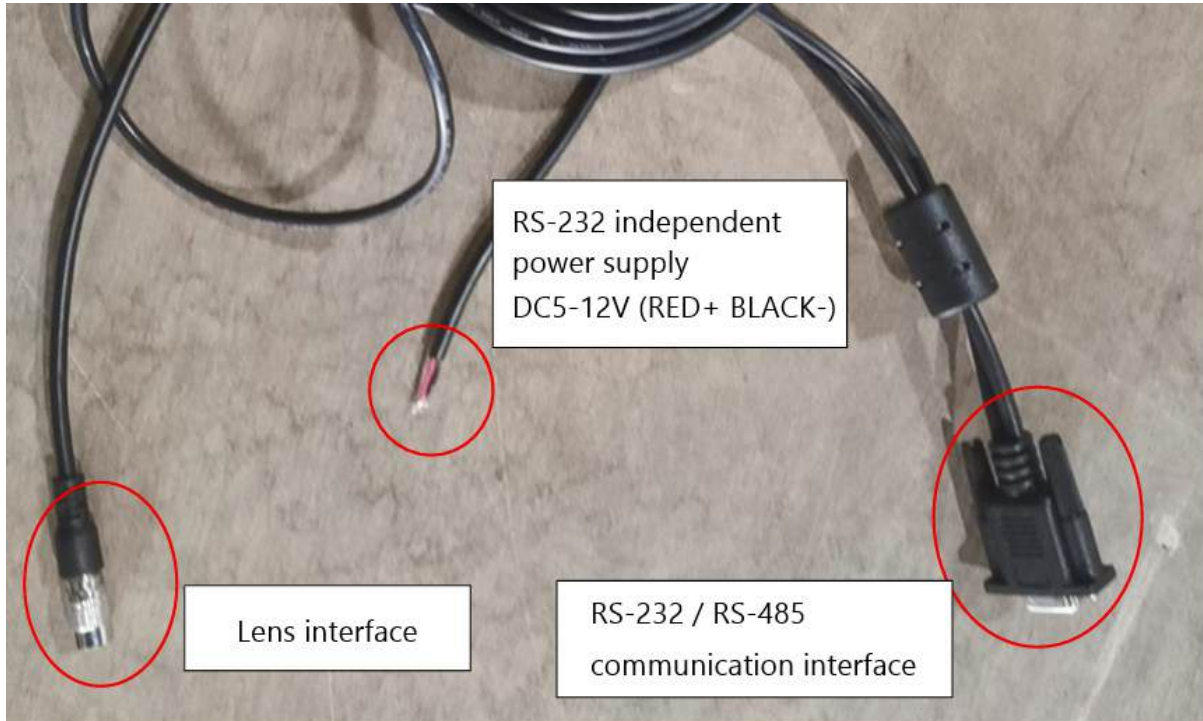
**USER MANUAL**  
[1st Edition]

## Table of Contents

|                                               |           |
|-----------------------------------------------|-----------|
| <b>Liquid Lens RS-232 Communication Cable</b> | <b>3</b>  |
| 1. Wiring method                              | 3         |
| <b>Instructions For Use</b>                   | <b>4</b>  |
| 1. Demo Mode                                  | 4         |
| 2. Developer Mode                             | 6         |
| Communication Setting                         | 6         |
| Liquid Lens Command                           | 7         |
| • Set Driver Voltage                          | 7         |
| • Read Firmware                               | 8         |
| 3. Sample CRC Code                            | 9         |
| C#                                            | 9         |
| <b>Revision Notes</b>                         | <b>10</b> |
| <b>Technical Support</b>                      | <b>10</b> |

## Liquid Lens RS-232 Communication Cable

### Wiring Method



1. Connect the aviation connector of the lens cable to the lens interface.
2. Plug the communication interface into the control PC or other RS-232 / RS-485 receiving device.
3. Use a DC 5–12V power adapter for power supply.
4. Connect the wires according to the color code (red: positive, black: negative).
5. After proper connection, the device is ready for use.

## Instructions For Use

### Demo Mode

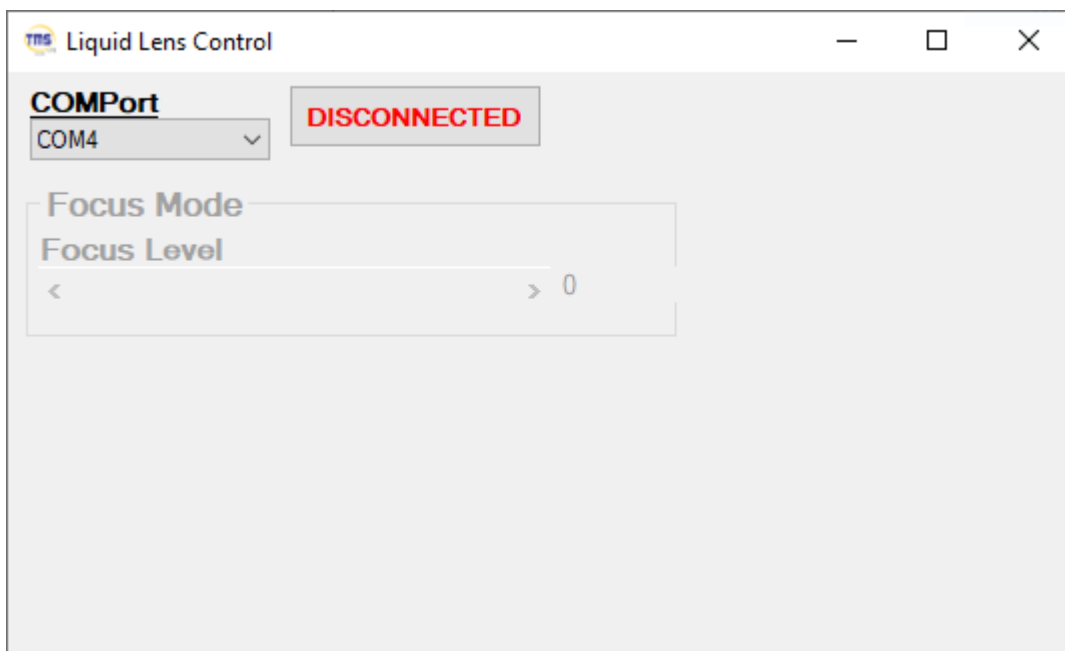
After the lens is properly connected, verify the port location.

(You can check the port location via Device Manager → Ports.)

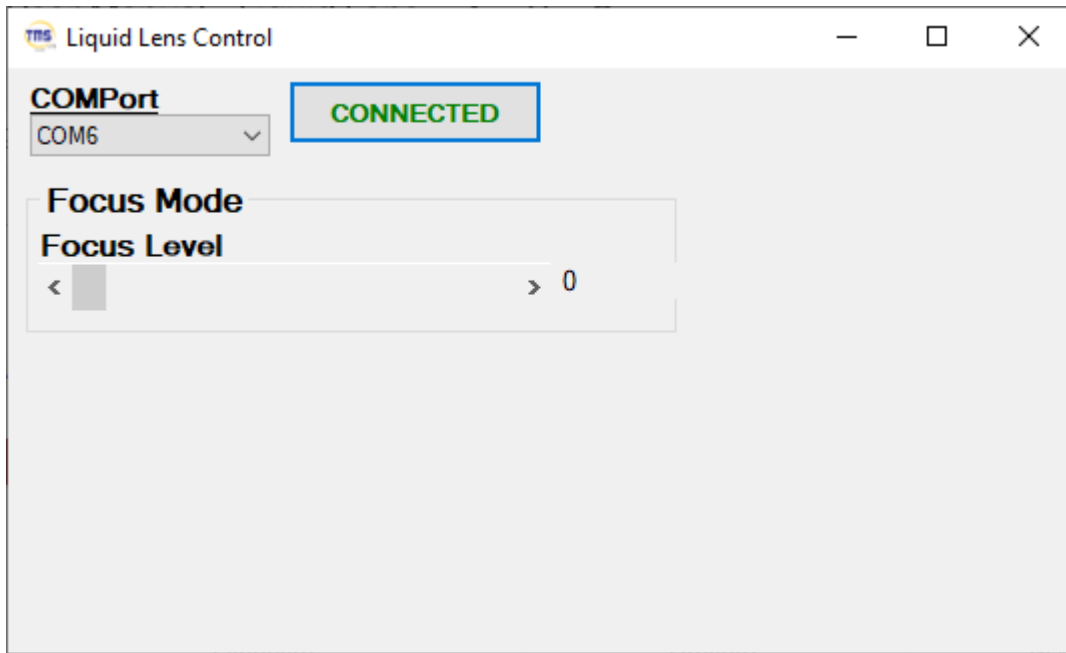
Once the port is confirmed, open the camera acquisition software (e.g., MVS or other brand camera software).

After connecting to the camera, open the demo program **LiquidLensControl.exe**.

The program interface is shown below:



Click the "DISCONNECTED" button to connect the liquid lens.



When the button shows “CONNECTED,” it means the liquid lens has been successfully connected.

Adjust the focus level to change the focal distance.

## Developer Mode

### 1. Communication Setting

#### RS232

Baud Rate = 115200

Data Bits = 8

Parity = None

Stop Bits = 1

## 2. Liquid Lens Command

### Set Driver Voltage

The voltage adjustment resolution is **1024 levels**.

The minimum Vrms value is **24V**, and the maximum Vrms value is **70V**.

- When the module receives **0x0000**, the output is **24 Vrms**.
- When the module receives **0x03FF**, the output is **70 Vrms**.

The relationship between voltage **Vrms** and resolution **Y** is:

$$Y = 1023 / 46 * (Vrms - 24);$$

#### Device → Liquid Lens (Send to Liquid Lens)

| OP Code | Write CMD | Function CMD | Data Length   | Data1 | Data2 | Data n    | CRC (1 Byte)      | END Code |
|---------|-----------|--------------|---------------|-------|-------|-----------|-------------------|----------|
| 0x53    | 0X31      | 0x01         | <Data Length> | LSB   | MSB   | n Max = 8 | SUM (OP ~ Data n) | 0x3E     |

e.g.: 53 31 01 02 FF 03 89 3E

#### Liquid Lens → Device (Receive from Liquid Lens)

| OP Code | Write CMD | Function CMD | Flag                   | CRC (1 Byte)    | END Code |
|---------|-----------|--------------|------------------------|-----------------|----------|
| 0x53    | 0X31      | 0x01         | 0x31 - OK<br>0x32 - NG | SUM (OP ~ Flag) | 0x3E     |

e.g.: 53 31 01 31 B6 3E

#### Command principle:

As shown in the example, **53 31 01 02** are fixed bytes, **FF 03 89** are variable bytes, and **3E** is a fixed byte.

Among them, in **FF 03 89**:

- **FF 03** represents the adjustable level value. Its calculation is **03FF = 1023**, which corresponds to level **1023**.
- **89** is the checksum. It is calculated by summing the preceding bytes. For example:

$$53 + 31 + 01 + 02 + FF + 03 = 189$$

Taking the remainder (last byte), the checksum is **89**.

## Read Firmware

Device → Liquid Lens (Send to Liquid Lens)

| OP Code | Read CMD | Function CMD | CRC (1 Byte)   | END Code |
|---------|----------|--------------|----------------|----------|
| 0x53    | 0X32     | 0x01         | SUM (OP ~ NO.) | 0x3E     |

e.g.: 53 32 01 86 3E

Liquid Lens → Device (Receive from Liquid Lens)

| OP Code | Read CMD | Function CMD | NO.           | Data1  | Data2  | ...   | Data 8 | CRC (1 Byte)      | END Code |
|---------|----------|--------------|---------------|--------|--------|-------|--------|-------------------|----------|
| 0x53    | 0X32     | 0x01         | <Data Length> | ASC II | ASC II | ASCII | ASC II | SUM (OP ~ Data n) | 0x3E     |

e.g.: 53 32 01 08 4C 4C 31 39 0C 31 30 31 2E 3E

### 3. Sample CRC Code

#### C#

```
static byte CalculateCrc8Sum(byte[] data, int length)
{
    int sum = 0;
    for (int i = 0; i < length; i++)
    {
        sum += data[i];
    }
    return (byte)(sum % 256);
}
```

## Revision Notes

| Rev     | Date       | Author    | Comments                    |
|---------|------------|-----------|-----------------------------|
| 1.0.0.0 | 20/03/2023 | Choo Meng | - Release                   |
| 1.0.0.1 | 09/04/2026 | Yee Ching | - Supplementary information |

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## THANK YOU

Thank you for placing your trusts in us and giving us a chance to provide you with our services. We have always valued our customers and emphasized on providing the best solution to ease their application process. We hope to continue this relationship in the forthcoming year with great understanding and respect.

Thank You!