

Command Line Syntax and Definitions

1. For getting the GPU Information
Syntax: `EDIDemulation i`
2. For getting the connection information and Emulation status:
Syntax: `EDIDemulation c <Adapater Index>`
Example: `EDIDemulation c 0`
3. For saving the EDID data in Binary or Text format:
Syntax: `EDIDemulation s <Adapater Index> <Connector Index> <Output Format> <Output Filename>`
Example: `EDIDemulation s 0 0 0 EDID.bin`
Example: `EDIDemulation s 0 0 1 EDID.txt`
4. For activating EDID emulation on a specific port
Syntax: `EDIDemulation x <Adapater Index> <Connector Index> <Connection Type> <Bit Rate> <Emulation Mode> <Output Format> <Input EDID Filename>`
Example: `EDIDemulation x 0 0 4 3 3 0 EDID.bin`
5. a) For removing Emulation on specific port:
Syntax: `EDIDemulation r <Adapater Index> <Connector Index>`
Example: `EDIDemulation r 0 0`
b) For removing Emulation on **all** ports:
Syntax: `EDIDemulation r -1 0`

Connection Type Values

Connection Type	Value	Comment
VGA	0	Indicates VGA
DVI_I	1	Indicates DVI_I
DVL_SL	2	Indicates DVI_SL
HDMI	3	Indicates HDMI
DisplayPort	4	Indicates DISPLAY PORT
Active DP-to-DVI_SL	5	Indicates Active DP->DVI(Single Link) dongle
Active DP-to-DVI_DL	6	Indicates Active DP->DVI(Dual Link) dongle
Active DP-to-HDMI	7	Indicates Active DP->HDMI dongle
Active DP-to-VGA	8	Indicates Active DP->VGA dongle
Passive DP-to-HDMI	9	Indicates Passive DP->HDMI dongle
Passive DP-to-DVI	10	Indicates Passive DP->DVI(Single Link) dongle
MST Display	11	Indicates Multi-Stream Transport capable display
Active DP adapter	12	Indicates Active DP dongle of all types

Bit Rate Values

Bit Rate	Value	Example mode
1.62 Gbit/s	0	1920x1080@60Hz
2.7 Gbit/s	1	1920x1200@60Hz
3.24 Gbit/s	2	2560x1600@60Hz
5.4 Gbit/s	3	3840x2160@60Hz

Emulation Mode Values

Emulation Mode	Value	Comment
Emulate when connected	1	emulation is used when display is connected
Emulate when disconnected	2	emulation is used when display is disconnected
Emulate always	3	emulation is used always