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| Project | **Standard for Actuator Interface for Cyber and Physical World**  <https://sagroups.ieee.org/2888/ **>** |
| Title | **Common Class for Actuator Interface** |
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| Re: |  |
| Abstract | Proposal of common classes for actuator interface |
| Purpose | To start a discussion on the purpose of the standard |
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# Introduction

This contribution proposes the common class for interfacing actuator command.

# Data formats for Interfacing Actuators

## **4.2 Common class**

4.2.1 General

This clause defines the data format of classes that shall be used commonly in defining individual actuator types. These common types can be used in terms of referencing the definition in other classes.

### **….**

### **4.2.6 Display Mode Type**

4.2.6.1 General

This sub-clause specifies a data type, which describes the type of display mode.

4.2.6.2 Syntax

|  |
| --- |
| "displaymodeType": {  "type": "string",  "enum": [  "text\_mode",  "graphics\_mode"  ]  }, |

* + - 1. Semantics

The semantics of the displaymodeType:

|  |  |
| --- | --- |
| *Name* | *Definition* |
| text\_mode | A display mode in which content is represented on a display screen in terms of characters. The display screen is divided into rows and columns. The font size, foreground color, and background color for text are fixed. |
| graphics\_mode | A display mode in which content is represented on a display screen in terms of individual pixels. The display screen is divided into pixels vertically and horizontally. The font size, foreground color, and background color for text are variable. |