Midas Components Limited

| Specification |  |  |  |
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| Part |  |  |  |
| Number: |  |  |  |
| Version: |  |  |  |
| Date: |  |  |  |
|  |  | Revision |  |
| No. | Date | Description | Item |
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|  |  |  |  |

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4.2: listing out definitely the tolerance.

SAMPLE APPROVAL document rather than consider this DATASHEET as the standard for judging whether or not the LCD meets your requirements. Once you instruct Midas to a mass-production without definite demand for providing sample before, Midas will disclaim all responsibility if the mass-production is proved not meeting with your requirements.
5. The sequence of the icons is random and doesn't indicate the importance grade.
6. Icons explanation

Midas 2006 version logo. Midas is an integrated manufacturer of flat panel display (FPD). Midas supplies TN, HTN, STN, FSTN monochrome LCD panel; COB, COG, TAB LCD module; and all kinds of LED backlight.

## FAST RESPONSE TIME

This icon on the cover indicates the product is with high response speed; Otherwise not.

## HIGH CONTRAST

This icon on the cover indicates the product is with high contrast; Otherwise not.

## WIDE VIEWING SCOPE

This icon on the cover indicates the product is with wide viewing scope; Otherwise not.

RoHS COMPLIANCE
This icon on the cover indicates the product meets ROHS requirements; Otherwise not.

3TIMEs 100\% QC EXAMINATION
This icon on the cover indicates the product has passed Midas thrice 100\% QC.
Otherwise not.
$\mathrm{VIcm}=3.0 \mathrm{~V}$
This icon on the cover indicates the product can work at 3.0 V exactly; otherwise not.


PROTECTION CIRCUIT
This icon on the cover indicates the product is with protection circuit; Otherwise not.


## LONG LIFE VERSION

This icon on the cover indicates the product is long life version (over 9K hours guaranteed); Otherwise not.


## Anti UV VERSION

This icon on the cover indicates the product is against UV line. Otherwise not.


## OPERATION TEMPERATURE RANGE

This icon on the cover indicates the operating temperature range $(X-Y)$.


## TWICE SELECTION OF LED MATERIALS

This icon on the cover indicates the LED had passed Midas twice strict selection which promises the product's identical color and brightness; Otherwise not.

## Midas LCD Part Number System



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1. GENERAL SPECIFICATIONS

| ITEM | NOMINAL DIMENSIONS / AVAILABLE OPTIONS |
| :--- | :--- |
| DISPLAY FORMAT | 20 Characters by 2 Lines |
| LCD PANEL OPTIONS | STN (Yellow-green color) |
| POLARIZER OPTIONS | Positive, Reflective |
| BACKLIGHT OPTIONS | No Backlight |
| VIEWING ANGLE OPTIONS | $6: 00$ (Bottom ) |
| TEMPERATURE RANGE OPTIONS | Wide temp. range ( $\left.-20^{\circ} \mathrm{C} \sim 70^{\circ} \mathrm{C}\right)$ |
| CONTROLLER IC | SUNPLUS |
| DISPLAY DUTY | $1 / 16$ |
| DRIVING BIAS | $1 / 5$ |

## 2. MECHANICAL SPECIFICATIONS

| OVERALL SIZE | No backlight version: $146.0 \times 43.0 \times \mathrm{max} 10.0$ |  |  | mm |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
| VIEWING AREA | $123.0 \mathrm{~W} \times 23.0 \mathrm{H}$ | mm | HOLE-HOLE | $139.0 \mathrm{~W} \times 36.0 \mathrm{H}$ | mm |
| CHARACTER SIZE | $4.84 \mathrm{~W} \times 9.22 \mathrm{H}$ | mm | CHARACTER PITCH | $1.16 \mathrm{~W} \times 0.53 \mathrm{H}$ | mm |
| DOTSIZE | $0.92 \mathrm{~W} \times 1.10 \mathrm{H}$ | mm | DOT PITCH | $0.06 \mathrm{~W} \times 0.06 \mathrm{H}$ | mm |

## 3. ABSOLUTE MAXIMUM RATINGS

| ITEM | SYMBOL | CONDITION | MIN | MAX | UNIT |
| :--- | :---: | :---: | :---: | :---: | :---: |
| POWER SUPPLY (LOGIC) | Vdd | $25^{\circ} \mathrm{C}$ | -0.3 | 7.0 | V |
| POWER SUPPLY (LCD) | Vo | $25^{\circ} \mathrm{C}$ | Vdd -13.5 | Vdd +0.3 | V |
| INPUT VOLTAGE | Vin | $25^{\circ} \mathrm{C}$ | -0.3 | Vdd +0.3 | V |
| OPERATING TEMPERATURE | Vopr | - | -20 | 70 | ${ }^{\circ} \mathrm{C}$ |
| STORAGE TEMPERATURE | Vstg | -- | -30 | 80 | ${ }^{\circ} \mathrm{C}$ |

4. ELECTRONICAL CHARACTERISTIC*

| ITEM | SYMBOL | CONDITION | STANDARD |  |  | UNIT |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | MIN | TYP | MAX |  |
| Input voltage | Vdd | +5V | 4.7 | 5.0 | 5.5 | V |
| Supply current | Idd | Vdd=5V | --- | 1.5 | --- | mA |
| Recommended LCD driving voltage for normal temp. Version module | Vdd - Vo | $-20^{\circ} \mathrm{C}$ | 4.60 | --- | 5.20 | V |
|  |  | $0^{\circ} \mathrm{C}$ | 4.45 | --- | 4.85 |  |
|  |  | $25^{\circ} \mathrm{C}$ | 4.40 | 4.60 | 4.75 |  |
|  |  | $50^{\circ} \mathrm{C}$ | 4.30 | --- | 4.70 |  |
|  |  | $70^{\circ} \mathrm{C}$ | 4.10 | --- | 4.60 |  |

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## 5. OPTICAL CHARACTERISTIC

| FOR TN TYPE LCD MODULE (TA=25 ${ }^{\circ} \mathrm{C}, \mathrm{Vdd}=5.0 \mathrm{~V} \pm 0.25 \mathrm{~V}$ ) |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| ITEM | SYMBOL | CONDITION | MIN | TYP | MAX | UNIT |
| VIEWING ANGLE | \$2-\$1 | $\mathrm{K}=4$ | 30 | - | -- | deg |
|  | $\theta$ |  | 25 |  |  |  |
| CONTRAST RATIO | K | -- | -- | 2 | -- | -- |
| RESPONSE TIME(RISE) | TR | - | -- | 120 | 150 | ms |
| RESPONSE TIME(FALL) | TF | -- | --- | 120 | 150 | ms |


| FOR STN TYPE LCD MODULE (TA=25 ${ }^{\circ} \mathrm{C}, \mathrm{Vdd=5.0V} \pm 0.25 \mathrm{~V}$ ) |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| ITEM | SYMBOL | CONDITION | MIN | TYP | MAX | UNIT |
| VIEWING ANGLE | \$2- ${ }^{\text {- }}$ | $K=4$ | 40 | -- | -- | deg |
|  | $\theta$ |  | 60 |  |  |  |
| CONTRAST RATIO | K | --- | --- | 6 | - | - |
| RESPONSE TIME(RISE) | TR | - | - | 150 | 250 | ms |
| RESPONSE TIME(FALL) | TF | -- | --- | 150 | 250 | ms |






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## 6. ELECTRICAL SPECIFICATIONS

6.1 DC CHARACTERISTICS ( VDD $=4.5 \mathrm{~V}$ to 5.5 V , $\mathbf{T A}=25^{\circ} \mathrm{C}$ )

| CHARACTERISTICS | SYMBOL | LIMIT |  |  | UNIT | TEST CONDITION |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | MIN. | TYP. | MAX. |  |  |
| INPUT HIGH VOLTAGE | VIH1 | 2.2 | --- | Vdd | V | Pins (E. RS. R/W. DB0-DB7 ) |
| INPUT LOW VOLTAGE | VIL1 | -0.3 | --- | 0.6 | V |  |
| INPUT HIGH CURRENT | ІІн | -2.0 | --- | 2.0 | $\mu \mathrm{A}$ | $\begin{aligned} & \text { Pins (RS. R/W. DB0 - DB7 ) } \\ & \text { Vdd }=5.0 \mathrm{~V} \end{aligned}$ |
| INPUT LOW CURRENT | IIL | -20 | -50 | -100 | $\mu \mathrm{A}$ |  |
| OUTPUT HIGH VOLTAGE (TTL) | Voh1 | 2.4 | --- | Vdd | V | $\begin{aligned} & \mathrm{IOH}=-0.1 \mathrm{~mA} \\ & \text { Pins: DB0 }-\mathrm{DB} 7 \end{aligned}$ |
| OUTPUT LOW VOLTAGE (TTL) | Vol1 | --- | -- | 0.4 | V | $\begin{aligned} & \text { IoL }=0.1 \mathrm{~mA} \\ & \text { Pins: DB0 }-\mathrm{DB} 7 \end{aligned}$ |

### 6.2 AC CHARACTERISTICS (VDD $=4.5 \mathrm{~V}$ to 5.5 V , $\mathrm{TA}=25^{\circ} \mathrm{C}$ )

## Write mode

| CHARACTERISTICS | SYMBOL | LIMIT |  |  | UNIT | TEST CONDITION |
| :--- | :---: | :---: | :---: | :---: | :---: | :--- |
|  | MIN. | TYP. | MAX. |  |  |  |
| ENABLE CYCLE TIME | tc | 500 | --- | --- | $n s$ | Pin E |
| ENABLE PULSE WIDTH | tpw | 230 | --- | --- | $n s$ | Pin E |
| ENABLE RISE/ FALL TIME | tr, t | --- | --- | 20 | $n s$ | Pin E |
| ADDRESS SETUP TIME | tsP1 | 40 | --- | --- | $n s$ | Pins RS, R/W, E |
| ADDRESS HOLD TIME | tHD1 | 10 | --- | --- | $n s$ | Pins RS, R/W, E |
| DATA SETUP TIME | tsp2 | 80 | --- | --- | $n s$ | Pins: DB0 - DB7 |
| DATA HOLD TIME | thD2 | 10 | --- | --- | $n s$ | Pins: DB0 - DB7 |

## Read mode

| CHARACTERISTICS | SYMBOL | LIMIT |  |  | UNIT | TEST CONDITION |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | MIN. | TYP. | MAX. |  |  |
| ENABLE CYCLE TIME | tc | 500 | --- | --- | ns | Pin E |
| ENABLE PULSE WIDTH | tpw | 230 | --- | --- | ns | Pin E |
| ENABLE RISE/ FALL TIME | tR, tF | --- | --- | 20 | ns | Pin E |
| ADDRESS SETUP TIME | tsp1 | 40 | --- | --- | ns | Pins RS, R/W, E |
| ADDRESS HOLD TIME | thD1 | 10 | --- | --- | ns | Pins RS, R/W, E |
| DATA OUTPUT DELAY TIME | tD | --- | --- | 120 | ns | Pins: DB0-DB7 |
| DATA HOLD TIME | thD2 | 5 | --- | --- | ns | Pins: DB0-DB7 |

### 6.3.1 WRITE MODE TIMING DIAGRAM



### 6.3.2 READ MODE TIMING DIAGRAM



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## 7. EXTERNAL DIMENSIONS



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## 8.PIN ASSIGNMENT

| PIN | SYMBOL | FUNCTION |
| :---: | :---: | :---: |
| 1 | Vss | GND |
| 2 | Vdd | Power supply for LCM (+5.0V) |
| 3 | V0 | Contrast Adjust |
| 4 | RS | Register Select Signal |
| 5 | R/W | Data Read / Write |
| 6 | E | Enable Signal |
| $7-14$ | DB0-DB7 | Data bus line |
| 15 | NC | No Connection |
| 16 | NC | No Connection |

## 9.POWER SUPPLY



## 10. REFLECTOR OF SCREEN AND DDRAM ADDRESS

| Display position | $1-1$ | $1-2$ | $1-3$ | $1-4$ | $1-5$ | $1-6$ | $1-7$ | $1-8$ | $1-9$ | $1-10$ |
| :--- | :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| DDRAM address | 00 | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 |
| Display position | $1-11$ | $1-12$ | $1-13$ | $1-14$ | $1-15$ | $1-16$ | $1-17$ | $1-18$ | $1-19$ | $1-20$ |
| DDRAM address | 0 A | 0 B | 0 C | 0 D | 0 E | 0 F | 10 | 11 | 12 | 13 |
| Display position |  |  |  |  |  |  |  |  |  |  |
| DDRAM address | 14 | 15 | 16 | 17 | 18 | 19 | 1 A | 1 B | 1 C | 1 D |
| Display position |  |  |  |  |  |  |  |  |  |  |
| DDRAM address | 1 E | 1 F | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 |
| Display position | $2-1$ | $2-2$ | $2-3$ | $2-4$ | $2-5$ | $2-6$ | $2-7$ | $2-8$ | $2-9$ | $2-10$ |
| DDRAM address | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 |
| Display position | $2-11$ | $2-12$ | $2-13$ | $2-14$ | $2-15$ | $2-16$ | $2-17$ | $2-18$ | $2-19$ | $2-20$ |
| DDRAM address | 4 A | 4 B | 4 C | 4 D | 4 E | 4 F | 50 | 51 | 52 | 53 |
| Display position |  |  |  |  |  |  |  |  |  |  |
| DDRAM address | 54 | 55 | 56 | 57 | 58 | 59 | 5 A | 5 B | 5 C | 5 D |
| Display position |  |  |  |  |  |  |  |  |  |  |
| DDRAM address | 5 E | 5 F | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 |

1-1 means first character of line 1 on screen

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| :--- | :--- | :--- | :--- | :--- |

11. INSTRUCTION TABLE

| Instruction | Instruction Code |  |  |  |  |  |  |  |  |  | Description | Execution Time(fosc= 270kHz) |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |  |  |
| Clear Display | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | Write 20H to DDRAM set DDRAM address to OOH from AC | 1.52 ms |
| Return Home | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | - | Set DDRAM address to 00 H from AC and return cursor to its original position if shifted. The contents of DDRAM are not changed. | 1.52 ms |
| Entry Mode Set | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | I/D | SH | Assign cursor moving direction and enable the shift of entire display | $38 \mu \mathrm{~s}$ |
| Display ON/OFF Control | 0 | 0 | 0 | 0 | 0 | 0 | 1 | D | C | B | Set display(D) cursor(C) and blinking of cursor(B) on/off | $38 \mu \mathrm{~s}$ |
| Cursor or Display Shift | 0 | 0 | 0 | 0 | 0 | 1 | S/C | R/L |  | - | Set cursor moving and display shift control bit, and the direction, without changing DDRAM data | $38 \mu \mathrm{~s}$ |
| Function Set | 0 | 0 | 0 | 0 | 1 | DL | N | F | - | - | Set interface data length(DL:8bit/4bit), number of display line <br> ( $\mathrm{N}: 2$ line/1line) and,display font type F:5X11dots / 5X8dots | $38 \mu \mathrm{~s}$ |
| Set CGRAM Address | 0 | 0 | 0 | 1 | AC5 | AC4 | AC3 | AC2 | AC1 | AC0 | Set CGRAM address in address counter | $38 \mu \mathrm{~s}$ |
| $\begin{gathered} \text { Set DDRAM } \\ \text { Address } \\ \hline \end{gathered}$ | 0 | 0 | 1 | AC6 | AC5 | AC4 | AC3 | AC2 | AC1 | AC0 | Set DDRAM address in address counter | $38 \mu \mathrm{~s}$ |
| Read Busy Flag and Address | 0 | 1 | BF | AC6 | AC5 | AC4 | AC3 | AC2 | AC1 | AC0 | Whether during internal operation or not can be known by reading BF The contents of address counter can also be read | $0 \mu \mathrm{~s}$ |
| Write Data to RAM | 1 | 0 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Write data into internal RAM (DDRAM/CGRAM) | $38 \mu \mathrm{~s}$ |
| Read data from RAM | 1 | 1 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Read data from internal RAM (DDRAM/CGRAM) | $38 \mu \mathrm{~s}$ |

## 12. INSTRUCTION DESCRIPTION

## A. Clear Display

| RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 |

Clear all the display data by writing 20 H (space code) to all DDRAM address, and set DDRAM address to 00H into AC (address counter).
Return cursor to the original status, namely, bring the cursor to the left edge on the first line of the display.
Make the entry mode increment ( $\mathrm{I} / \mathrm{D}=\mathrm{HIGH}$ )

## B. Return Home

| RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | - |

Set DDRAM address to 00 H into the address counter.
Return cursor to its original site and return display to its original status,if shifted. Contents of DDRAM does not change.

## C. Entry Mode Set

| RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | I/D | SH |

Set the moving direction of cursor and display.

## I/D:Increment /decrement of DDRAM address(cursor or blink)

I/D=High,cursor/blink moves to right and DDRAM address is increased by 1.
I/D=low,cursor/blink moves to left and DDRAM address is decreased by 1.
*CGRAM operates the same way as DDRAM, when reading from or writing to CGRAM.

## SH:Shift of entire display

When DDRAM read (CGRAM read/write) operation or SH=Low,shifting of entire display is not performed.if $\mathrm{SH}=\mathrm{High}$, and DDRAM write operation, shift of entire display is performed according to $I / D$ value $(I / D=$ High, shift left, $I / D=$ Low, shift right).

## D. Display ON/OFF Control

| RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 0 | 0 | 0 | 0 | 0 | 0 | 1 | $D$ | $C$ | $B$ |

## D:Display ON/OFF control bit

When $D=H i g h$, entire display is turned on.
When $D=$ Low, display is turned off, but display data remains in DDRAM.

## C:Cursor ON/OFF control bit

When $\mathrm{C}=$ High, cursor is turned on.
When C=Low, cursor is disappeared in current display ,but I/D register preserves its data.

## B:Cursor Blink ON/OFF control bit

When $\mathrm{B}=$ High, cursor blink is on, which performs alternately between all the High data and display characters at the cursor position.
When $B=$ Low ,blink is off.

## E. Cursor or Display Shift

| RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\mathbf{0}$ | 0 | 0 | 0 | 0 | 1 | S/C | R/L |  | - |

Shifting of right/left cursor position or display without writing or reading of display data. This instruction is used to correct or search display data.
During 2-line mode display, cursor moves to the $2^{\text {nd }}$ line after the $40^{\text {th }}$ digit of the $1^{\text {st }}$ line. Note that display shift is performed simultaneously in all the lines.
When displayed data is shifted repeatedly, each line is shifted individually.
When display shift is performed, the contents of the address counter are not changed.

| S/C | R/L | Operation |
| :---: | :---: | :--- |
| 0 | 0 | Shift cursor to the left, AC is decreased by 1 |
| 0 | 1 | Shift cursor to the right, AC is increased by 1 |
| 1 | 0 | Shift all the display to the left,cursor moves according to the display |
| 1 | 1 | Shift all the display to the right,cursor moves according to the display |

## F. Function set

| RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 0 | 0 | 0 | 0 | 1 | DL | $N$ | $F$ | - | - |

## DL:Interface data length control bit

When DL=High, it means 8-bit bus mode with MPU.
When DL=Low, it means 4-bit bus mode with MPU.
When 4-bit bus mode, it needs to transfer 4-bit data twice.

## $\mathbf{N}$ :Display line number control bit

When $\mathrm{N}=$ Low, 1 -line display mode is set.
When $\mathrm{N}=\mathrm{High}$, 2-line display mode is set.

## F:Display font type control bit

When $F=$ Low, $5 \times 8$ dots format display mode is set.
When $F=$ High, $5 \times 11$ dots format display mode.

## G. Set CGRAM Address

| RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 0 | 0 | 0 | 1 | AC5 | AC4 | AC3 | AC2 | AC1 | AC0 |

Set CGRAM address to AC.
This instruction makes CGRAM data available from MPU.

## H. Set DDRAM Address

| RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 0 | 0 | 1 | AC6 | AC5 | AC4 | AC3 | AC2 | AC1 | AC0 |

Set DDRAM address to AC.
This instruction makes DDRAM data available from MPU.
When 1 -line display mode ( $\mathrm{N}=\mathrm{Low}$ ), DDRAM address is from 00 H to 4 FH
In 2-line display mode( $\mathrm{N}=\mathrm{High}$ ),DDRAM address in the $1^{\text {st }}$ line is from 00 H to
27 H and DDRAM address in the $2^{\text {nd }}$ line is from 40 H to 67 H

## I. Read Busy Flag \& Address

| RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 0 | 1 | BF | AC6 | AC5 | AC4 | AC3 | AC2 | AC1 | AC0 |

This instruction shows whether IC is in internal operation or not .
If BF is High, internal operation is in progress and shall wait until BF is to be Low, which by then the next instruction can be performed. In this instruction you and also read the value of the address counter.

## J. Write data to RAM

| RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 0 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |

Write binary 8-bit data to DDRAM/CGRAM.
The selection of RAM from DDRAM, and CGRAM, is set by the previous address set instruction(DDRAM address set,CGRAM address set).
RAM set instruction can also determine the AC direction to RAM.
After write operation, the address is automatically increased /decreased by 1,according the entry mode.

## K. Read data from RAM

| RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 1 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |

Read binary 8-bit data from DDRAM/CGRAM.
The selection of RAM is set by the previous address set instruction.If the address set instruction of RAM is not performed before this instruction, the data that has been read first is invalid, as the direction of AC is not yet determined. If RAM data is read several times without RAM address instructions set before read operation,the correct RAM data can be obtained from the second. But the first data would be incorrect,as there is no time margin to transfer RAM data.

In case of DDRAM read operation,cursor shift instruction plays the same role as DDRAM address set instruction, it also transfers RAM data to output data register.
After read operation,address counter is automatically increased/decreased by 1 according to the entry mode.
After CGRAM read operation,display shift may not be executed correctly.
Note:In case of RAM write operation,AC is increased/decreased by 1 as in read operation. At this time, $A C$ indicates the next address position, but only the previous data can be read by the read instruction.
13. RELATIONSHIP BETWEEN CHARACTER CODE AND CGRAM

| Character code | CGRAM Address | CGRAM Data | Pattern |
| :---: | :---: | :---: | :---: |
| D7 D6 D5 D4 D3 D2 D1 D0 | A5 A4 A3 A2 A1 A0 | P7 P6 P5 P4 P3 P2 P1 P0 | number |
| $00000 \times 000$ | $\begin{array}{llllll} \hline 0 & 0 & 0 & 0 & 0 & 0 \\ & & & 0 & 0 & 1 \\ & & & & 0 & 1 \\ \hline \end{array}$ | x x x 0 1 1 1 0 <br> x x x 1 0 0 0 1 <br> x x x 1 0 0 0 1 <br> x x x 1 1 1 1 1 <br> x x x 1 0 0 0 1 <br> x x x 1 0 0 0 1 <br> $\mathbf{x}$ x x 1 0 0 0 1 <br> x x x 0 0 0 0 0 | pattern 1 |
|  | M |  |  |
|  0 0 0 x 1 1 1 | 0 0 0 0 0 0 <br>    0 0 1 <br>    0 1 0 <br>    0 1 1 <br>    1 0 0 <br>    1 0 1 <br>    1 1 0 <br>    1 1 1 | x x x 1 0 0 0 1 <br> x x x 1 0 0 0 1 <br> x x x 1 0 0 0 1 <br> x x x 1 1 1 1 1 <br> x x x 1 0 0 0 1 <br> x x x 1 0 0 0 1 <br> x x x 1 0 0 0 1 <br> x x x 0 0 0 0 0 | pattern8 |

## 14. DISPLAY DATA RAM(DDRAM)

DDRAM stores display data of maximum $80 \times 8$ bits( 80 characters).
DDRAM address is set in the address counter(AC) as a hexadecimal number
MSB

| AC6 | AC5 | AC4 | AC3 | AC2 | AC1 | AC0 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |

## 15. INITIALIZATION

### 15.1 8-bit interface mode (Condition: fosc $=\mathbf{2 7 0 K H Z}$ )



| RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 0 | 0 | 0 | 0 | 1 | 1 | N | F | X | X |
| 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | I/D | S |

BF can be checked after the following instructions.
Function set ( Interface is 8 bits length.
Specify the number of display lines and character font. )

The number of display lines and character font cannot be changed afterwards.

Display off
Display clear
Entry mode set

Initialization Ends

### 15.2 4-bit interface mode (Condition: fosc $=\mathbf{2 7 0 K H Z}$ )



|  | PRODUCT <br> SPEC. | MODE NO. | PAGE | 18/20 |
| :--- | :---: | :---: | :---: | :---: |

## 16.INTERFACE TO MPU



If Interface Data Is 8-bits Long
Data transfer is made through all 8 bus lines from DB0 to DB7

INTERFACE TO 4-BIT MPU


## Features

1. Interface to an 8-bit or 4-bit MPU is available.
2. 192 types of alphanumeric, symbols and special characters can be displayed with the built - in character generator (ROM).
3. Other preferred characters can be displayed by character generator (RAM).
4. Various instructions may be programmed.

- Clear display
- Cursor at home
- On/Off cursor
- Blink character
- Shift display
- Shift cursor
- Read/Write display data .etc.

5. Compact and light weight design which can easily be integrated into end products.
6. Single power supply +5 V drive (except for extended temperature type).
7. Low power consumption.

BOOKBINDING AREA

|  | PRODUCT <br> SPEC． | MODE NO． | PAGE | 19／20 |
| :--- | :---: | :---: | :---: | :---: |

17．STANDARD FONT MAP

|  | LLLL | LLLH | LLHL | LLHH | LHLL | LHLH | LHHL | LHHH | HLLL | HLLH | HLHL | HLHH | HHLL | HHLH | HHHL | HHHH |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| LLLL | CG RAM （1） |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| LLLH | （2） |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| LLHL | （3） |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| LLHH | （4） |  |  |  |  | $\square$ |  |  |  |  |  |  |  |  |  |  |
| LHLL | （5） |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| LHLH | （6） |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| LHHL | （7） |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| LHHH | （8） |  |  |  |  |  |  | ㄷ | 品吅煰 |  |  |  |  |  |  |  |
| HLLL | （1） |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| HLLH | （2） |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| HLHL | （3） |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| HLHH | （4） |  |  | 畼㗊 |  |  |  |  |  |  |  |  |  |  | 䗆害㗊品 |  |
| HHLL | （5） |  |  |  |  |  |  | $\square$ |  |  |  |  |  |  |  |  |
| HHLH | （6） |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| HHHL | （7） |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| HHHH | （8） |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |


|  | PRODUCT <br> SPEC. | MODE NO. | PAGE | 20/20 |
| :--- | :--- | :--- | :--- | :--- |

## 18. PACKING DETAIL

| WITH LED BKL |
| :--- |
| 15 PCS/BOX |
| 10 BOXES/CARTON |
| 150 PCS/CARTON |
| 18.00 KGS/CTN(G.W.) |
| 0.07 M $^{3} /$ CARTON |


| WITHOUT LED BKL |
| :--- |
| 15 PCS/BOX |
| 10 BOXES/CARTON |
| 150 PCS/CARTON |
| 16.00 KGS/CTN(G.W.) |
| $0.07 \mathrm{M}^{3}$ /CARTON |

## NOTE

1. The weight is estimated for reference only.
2. Packing detail may be changed without notice.

|  |
| :--- |
|  |



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[^0]:    * The above data are for reference only.

