

# **SSD1357**

## ***Advance Information***

**128 RGB x 128 Dot Matrix  
OLED/PLED Segment/Common Driver with Controller**

This document contains information on a new product. Specifications and information herein are subject to change without notice.

## Appendix: IC Revision history of SSD1357 Specification

Version	Change Items	Effective Date
0.10	1 <sup>st</sup> release	27-May-16
0.20	P. 9-10 Updated D_SEL and I <sub>REF</sub> in Pin Description P. 19 Updated 256 color depth description in GDDRAM P. 22 Updated SEG/COM Drivers description P. 26 Updated Power ON and OFF sequence description P. 28 Updated DC Characteristic parameters P. 29 Updated AC Characteristic parameters P. 35 Updated application example	23-Sep-16
1.0	Updated to Advance Information	09-Dec-16

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## 1 GENERAL DESCRIPTION

SSD1357 is a single-chip CMOS OLED/PLED driver with controller for organic/polymer light emitting diode dot-matrix graphic display. It consists of 384 segments and 128 commons output, supporting up to 128RGB x 128 dot matrix display. This IC is designed for Common Cathode type OLED/PLED panel.

SSD1357 has embedded Graphic Display Data RAM (GDDRAM). Data/Commands are sent from general MCU through the hardware selectable 8, 16 bits 6800-/8080-series compatible Parallel Interface, I<sup>2</sup>C Interface, or Serial Peripheral Interface. It supports 256-step contrast and 65K color control. SSD1357 is suitable for portable applications such as wearable electronics with vivid color OLED display.

## 2 FEATURES

- Resolution: 128RGB x 128 dot matrix panel
- Power supply
  - V<sub>DD</sub> = 1.65V – 3.5V (MCU interface logic level & low voltage power supply)
  - V<sub>CC</sub> = 8.0V – 18.0V (Panel driving power supply)
- Segment maximum source current: 320uA
- Common maximum sink current: 80mA
- Pin selectable MCU Interfaces:
  - 8/16 bits 6800/8080-series parallel Interface
  - 3/4 wire Serial Peripheral Interface
  - I<sup>2</sup>C Interface
- 256 step brightness current control for the each color component plus 16 step master current control
- Support color depth of 256 and 65k
- Support 3 individual Gamma Look Up Tables (GLUT) for R, G, B
- Color Swapping Function (RGB – BGR)
- Row re-mapping and Column re-mapping
- Screen saving continuous scrolling function in both horizontal and vertical direction
- Screen saving infinite content scrolling function
- Programmable Frame Rate
- Power On Reset (POR)
- On-Chip Oscillator
- Chip layout for COG, COF
- Operating temperature range -40° C to 85° C

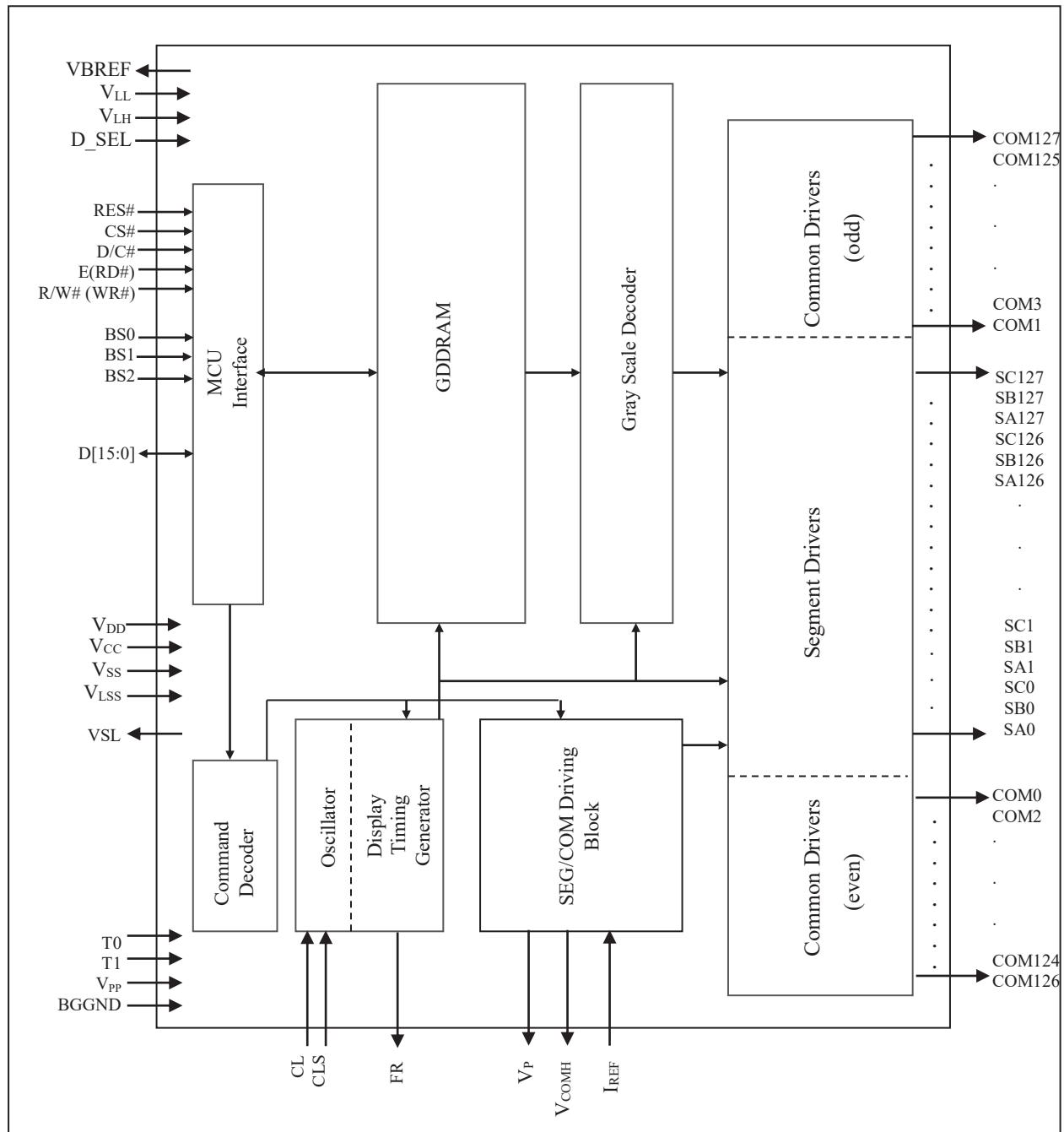
## 3 ORDERING INFORMATION

Table 3-1: Ordering Information

Ordering Part Number	SEG	COM	Package Form	Remark
SSD1357Z	128RGB	128	COG	<ul style="list-style-type: none"><li>◦ Min SEG pad pitch : 27um</li><li>◦ Min COM pad pitch : 33.4um</li><li>◦ Min I/O pad pitch : 55um</li><li>◦ Die thickness: 250um</li><li>◦ Bump height: nominal 12um</li></ul>

## 4 BLOCK DIAGRAM

Figure 4-1: SSD1357 Block Diagram



## 5 PIN DESCRIPTION

**Key:**

I = Input	NC = Not Connected
O = Output	Pull LOW= connect to Ground
I/O = Bi-directional (input/output)	Pull HIGH= connect to V <sub>DD</sub>
P = Power pin	

**Table 5-1: Pin description**

Pin Name	Pin Type	Description
V <sub>DD</sub>	P	Power supply pin for core logic operation. A capacitor should be connected between this pin and V <sub>SS</sub> .
V <sub>CC</sub>	P	Power supply for panel driving voltage. This is also the most positive power voltage supply pin. A capacitor should be connected between this pin and V <sub>SS</sub> .
V <sub>p</sub>	P	This pin is the segment pre-charge voltage reference pin. A capacitor can be connected between this pin and V <sub>SS</sub> to improve vision performance. No external power supply is allowed to connect to this pin.
T0	P	Reserved pin. This pin should be kept NC.
T1	P	Reserved pin. This pin should be kept NC.
V <sub>pp</sub>	P	Reserved pin. It must be connected to V <sub>DD</sub> .
BGGND	P	Reserved pin. It must be connected to V <sub>SS</sub> .
V <sub>ss</sub>	P	Ground pin. It must be connected to external ground.
V <sub>LSS</sub>	P	Analog system ground pin. It must be connected to external ground.
V <sub>SL</sub>	P	This is segment voltage (output low level) reference pin. This pin has to connect with resistor and diode to ground (details depends on application).
V <sub>LH</sub>	P	Logic high (same voltage level as V <sub>DD</sub> ) for internal connection of input and I/O pins. No need to connect to external power source.
V <sub>LL</sub>	P	Logic low (same voltage level as V <sub>SS</sub> ) for internal connection of input and I/O pins. No need to connect to external ground.
V <sub>COMH</sub>	P	COM signal deselected voltage level. A capacitor should be connected between this pin and V <sub>SS</sub> .
VBREF	O	This is a reserved pin. It should be kept NC.

Pin Name	Pin Type	Description																
BS[2:0]	I	MCU bus interface selection pins. Select appropriate logic setting as described in the following table. BS2, BS1 and BS0 are pin select.																
<b>Table 5-2: Bus Interface selection</b>																		
		<table border="1"> <thead> <tr> <th>BS[2:0]</th><th>Interface</th></tr> </thead> <tbody> <tr><td>000</td><td>4 line SPI</td></tr> <tr><td>001</td><td>3 line SPI</td></tr> <tr><td>010</td><td>I<sup>2</sup>C</td></tr> <tr><td>100</td><td>8-bit 6800 parallel</td></tr> <tr><td>101</td><td>16-bit 6800 parallel</td></tr> <tr><td>110</td><td>8-bit 8080 parallel</td></tr> <tr><td>111</td><td>16-bit 8080 parallel</td></tr> </tbody> </table>	BS[2:0]	Interface	000	4 line SPI	001	3 line SPI	010	I <sup>2</sup> C	100	8-bit 6800 parallel	101	16-bit 6800 parallel	110	8-bit 8080 parallel	111	16-bit 8080 parallel
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111	16-bit 8080 parallel																	
		<p><b>Note</b></p> <p><sup>(1)</sup> 0 is connected to V<sub>SS</sub></p> <p><sup>(2)</sup> 1 is connected to V<sub>DD</sub></p>																
I <sub>REF</sub>	I	<p>This pin is the segment output current reference pin.</p> <p>I<sub>REF</sub> is supplied externally. A resistor should be connected between this pin and V<sub>SS</sub> to maintain the current around 10uA.</p>																
CL	I	<p>This is external clock input pin.</p> <p>When internal clock is enabled (i.e. HIGH in CLS pin), this pin is not used and should be connected to V<sub>SS</sub>. When internal clock is disabled (i.e. LOW in CLS pin), this pin is the external clock source input pin.</p>																
CLS	I	<p>This is internal clock enable pin.</p> <p>When it is pulled HIGH (i.e. connect to V<sub>DD</sub>), internal clock is enabled. When it is pulled LOW, the internal clock is disabled; an external clock source must be connected to the CL pin for normal operation.</p>																
CS#	I	<p>This pin is the chip select input connecting to the MCU.</p> <p>The chip is enabled for MCU communication only when CS# is pulled LOW (active LOW).</p>																
RES#	I	<p>This pin is reset signal input.</p> <p>When the pin is pulled LOW, initialization of the chip is executed. Keep this pin pull HIGH during normal operation.</p>																
D/C#	I	<p>This pin is Data/Command control pin connecting to the MCU.</p> <p>When the pin is pulled HIGH, the data at D[15:0] will be interpreted as data. When the pin is pulled LOW, the data at D[15:0] will be transferred to a command register.</p> <p>In I<sup>2</sup>C mode, this pin acts as SA0 for slave address selection.</p> <p>When 3-wire serial interface is selected, this pin must be connected to V<sub>SS</sub>.</p>																

Pin Name	Pin Type	Description
R/W# (WR#)	I	<p>This pin is read / write control input pin connecting to the MCU interface.</p> <p>When 6800 interface mode is selected, this pin will be used as Read/Write (R/W#) selection input. Read mode will be carried out when this pin is pulled HIGH and write mode when LOW.</p> <p>When 8080 interface mode is selected, this pin will be the Write (WR#) input. Data write operation is initiated when this pin is pulled LOW and the chip is selected.</p> <p>When serial or I<sup>2</sup>C interface is selected, this pin must be connected to V<sub>SS</sub>.</p>
E (RD#)	I	<p>This pin is MCU interface input.</p> <p>When 6800 interface mode is selected, this pin will be used as the Enable (E) signal. Read/write operation is initiated when this pin is pulled HIGH and the chip is selected.</p> <p>When 8080 interface mode is selected, this pin receives the Read (RD#) signal. Read operation is initiated when this pin is pulled LOW and the chip is selected.</p> <p>When serial or I<sup>2</sup>C interface is selected, this pin must be connected to V<sub>SS</sub>.</p>
D[15:0]	I/O	<p>These pins are bi-directional data bus connecting to the MCU data bus. Unused pins are recommended to tie LOW.</p> <p>When serial interface mode is selected, D0 will be the serial clock input: SCLK; D1 will be the serial data input: SDIN.</p> <p>When I<sup>2</sup>C mode is selected, D2, D1 should be tied together and serve as SDA<sub>out</sub>, SDA<sub>in</sub> in application and D0 is the serial clock input, SCL.</p>
D_SEL	I	Should be connected to V <sub>SS</sub> .
FR	O	This pin outputs RAM write synchronization signal. Proper timing between MCU data writing and frame display timing can be achieved to prevent tearing effect. It should be kept NC if it is not used.
SA[127:0] SB[127:0] SC[127:0]	O	<p>These pins provide the OLED segment driving signals. These pins are V<sub>SS</sub> state when display is OFF.</p> <p>The 384 segment pins are divided into 3 groups, SA, SB and SC. Each group can have different color settings for color A, B and C.</p>
COM[127:0]	O	These pins provide the Common switch signals to the OLED panel.
NC	-	This is dummy pin. It should be kept NC.

## 6 FUNCTIONAL BLOCK DESCRIPTIONS

### 6.1 MCU Interface selection

SSD1357 MCU interface consist of 16 data pins and 5 control pins. The pin assignment at different interface mode is summarized in Table 6-1. Different MCU mode can be set by hardware selection on BS[2:0] pins (please refer to Table 5-1: Pin description for BS[2:0] setting).

**Table 6-1 : MCU interface assignment under different bus interface mode**

Pin Name Bus Interface	Data/Command Interface													Control Signal									
	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0	E	R/W#	CS#	D/C#	RES#		
8-bit 8080	Tie Low													D[7:0]					RD#	WR#	CS#	D/C#	RES#
8-bit 6800	Tie Low													D[7:0]					E	R/W#	CS#	D/C#	RES#
16-bit 8080	D[15:0]													D[15:0]					RD#	WR#	CS#	D/C#	RES#
16-bit 6800	D[15:0]													D[15:0]					E	R/W#	CS#	D/C#	RES#
3-wire SPI	Tie Low													SDIN	SCLK	Tie Low					CS#	Tie Low	RES#
4-wire SPI	Tie Low													SDIN	SCLK	Tie Low					CS#	D/C#	RES#
I <sup>2</sup> C	Tie Low													SDA <sub>OUT</sub>	SDA <sub>IN</sub>	SCL	Tie Low					SA0	RES#

#### 6.1.1 MCU Parallel 6800-series Interface

The parallel interface consists of 16 bi-directional data pins (D[15:0]), R/W#, D/C#, E and CS#.

A LOW in R/W# indicates WRITE operation and HIGH in R/W# indicates READ operation.

A LOW in D/C# indicates COMMAND read/write and HIGH in D/C# indicates DATA read/write.

The E input serves as data latch signal while CS# is LOW. Data is latched at the falling edge of E signal.

**Table 6-2 : Control pins of 6800 interface**

Function	E	R/W#	CS#	D/C#
Write command	↓	L	L	L
Read status	↓	H	L	L
Write data	↓	L	L	H
Read data	↓	H	L	H

#### Note

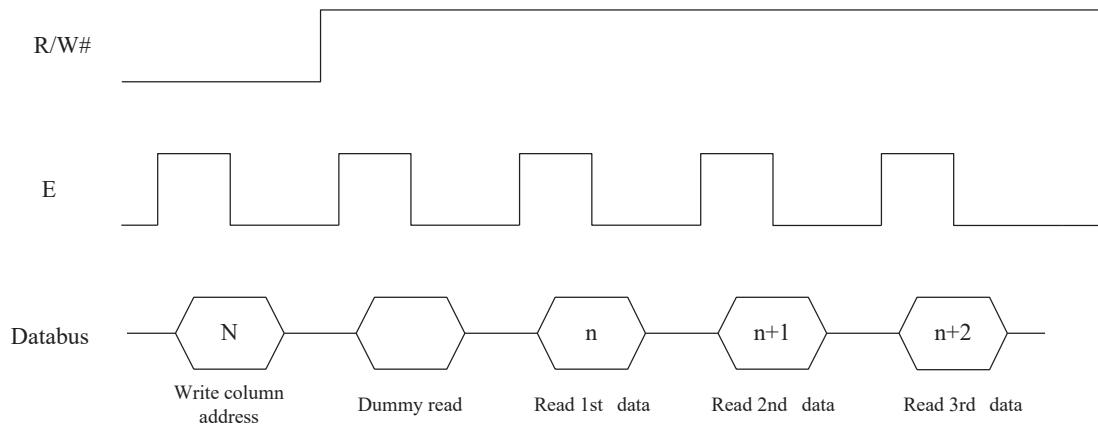
<sup>(1)</sup> ↓ stands for falling edge of signal

H stands for HIGH in signal

L stands for LOW in signal

In order to match the operating frequency of display RAM with that of the microprocessor, some pipeline processing is internally performed which requires the insertion of a dummy read before the first actual display data read. This is shown in Figure 6-1.

**Figure 6-1 : Data read back procedure - insertion of dummy read**



### 6.1.2 MCU Parallel 8080-series Interface

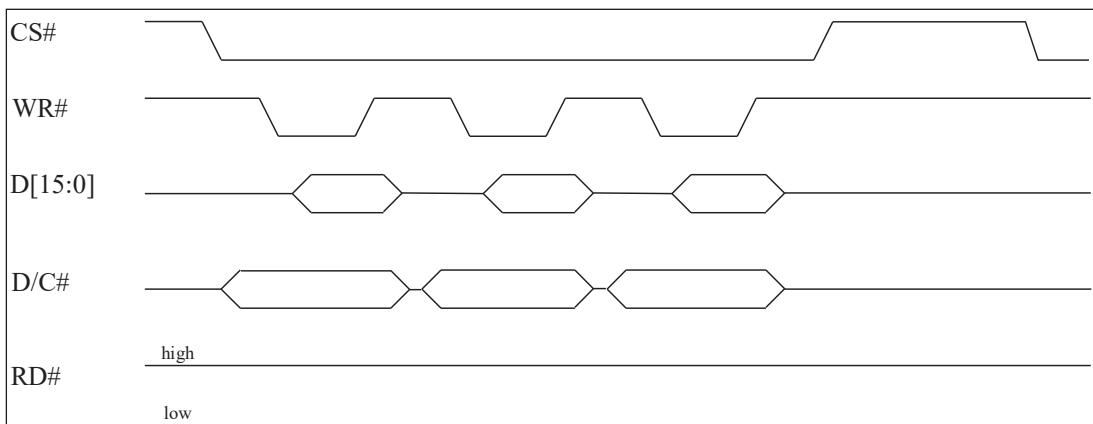
The parallel interface consists of 16 bi-directional data pins (D[15:0]), RD#, WR#, D/C# and CS#.

A LOW in D/C# indicates COMMAND read/write and HIGH in D/C# indicates DATA read/write.

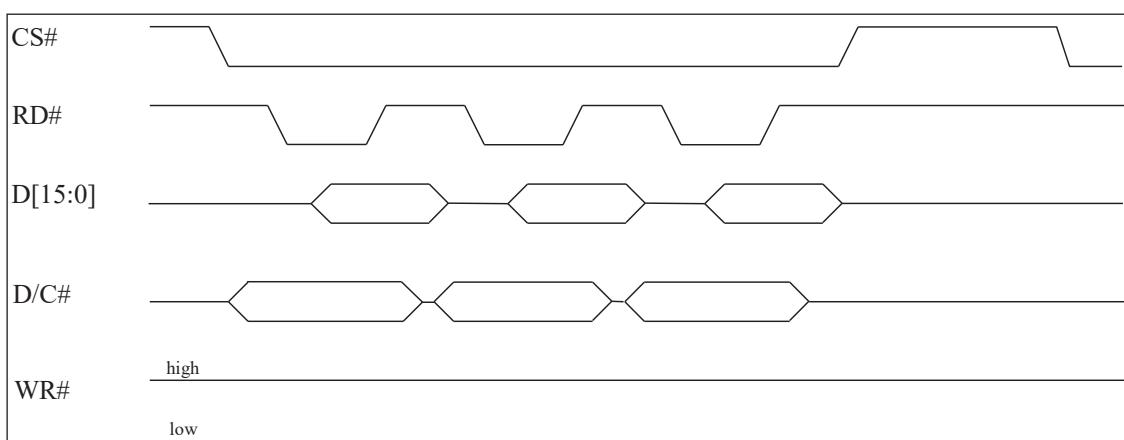
A rising edge of RD# input serves as a data READ latch signal while CS# is kept LOW.

A rising edge of WR# input serves as a data/command WRITE latch signal while CS# is kept LOW.

**Figure 6-2 : Example of Write procedure in 8080 parallel interface mode**



**Figure 6-3 : Example of Read procedure in 8080 parallel interface mode**



**Table 6-3 : Control pins of 8080 interface**

Function	RD#	WR#	CS#	D/C#
Write command	H	↑	L	L
Read status	↑	H	L	L
Write data	H	↑	L	H
Read data	↑	H	L	H

**Note**

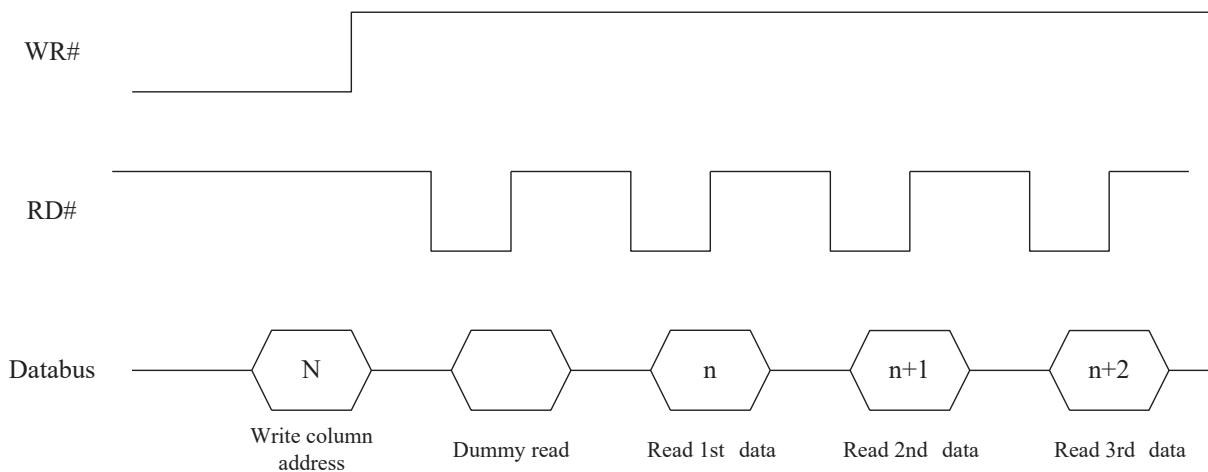
(1) ↑ stands for rising edge of signal

(2) H stands for HIGH in signal

(3) L stands for LOW in signal

In order to match the operating frequency of display RAM with that of the microprocessor, some pipeline processing is internally performed which requires the insertion of a dummy read before the first actual display data read. This is shown in Figure 6-4.

**Figure 6-4 : Display data read back procedure - insertion of dummy read**



### 6.1.3 MCU Serial Interface (4-wire SPI)

The 4-wire serial interface consists of serial clock: SCLK, serial data: SDIN, D/C#, CS#. In 4-wire SPI mode, D0 acts as SCLK, D1 acts as SDIN. For the unused data pins from D2 to D7, E(RD#) and R/W#(WR#) can be connected to an external ground.

**Table 6-4 : Control pins of 4-wire Serial interface**

Function	E	R/W#	CS#	D/C#	D0
Write command	Tie LOW	Tie LOW	L	L	↑
Write data	Tie LOW	Tie LOW	L	H	↑

**Note**

(1) H stands for HIGH in signal

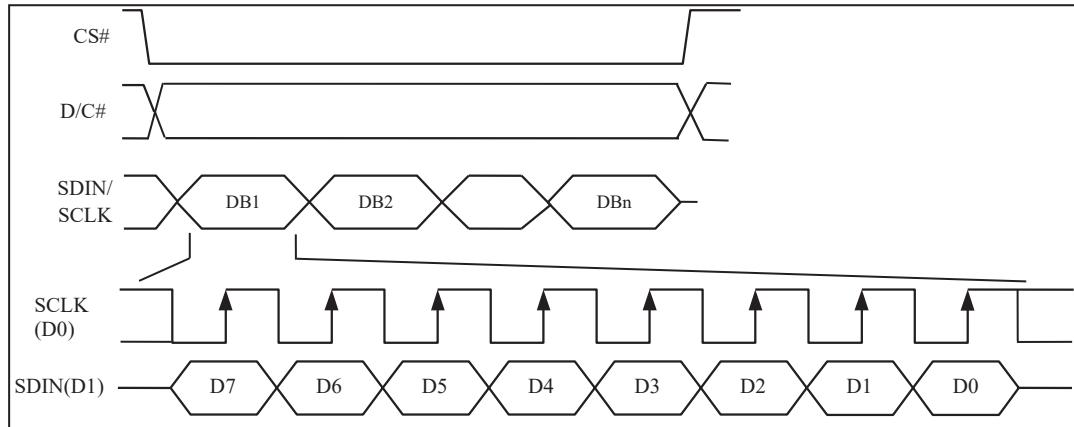
(2) L stands for LOW in signal

(3) ↑ stands for rising edge of signal

SDIN is shifted into an 8-bit shift register on every rising edge of SCLK in the order of D7, D6, ... D0. D/C# is sampled on every eight clocks and the data byte in the shift register is written to the Graphic Display Data RAM (GDDRAM) or command register in the same clock. D/C# should keep its stage from the start to the end of operation.

Under serial mode, only write operations are allowed.

**Figure 6-5 : Write procedure in 4-wire Serial interface mode**



#### 6.1.4 MCU Serial Interface (3-wire SPI)

The 3-wire serial interface consists of serial clock SCLK, serial data SDIN and CS#

In 3-wire SPI mode, D0 acts as SCLK, D1 acts as SDIN. For the unused data pins from D2 to D7, R/W#(WR#), E(RD#) and D/C# can be connected to an external ground.

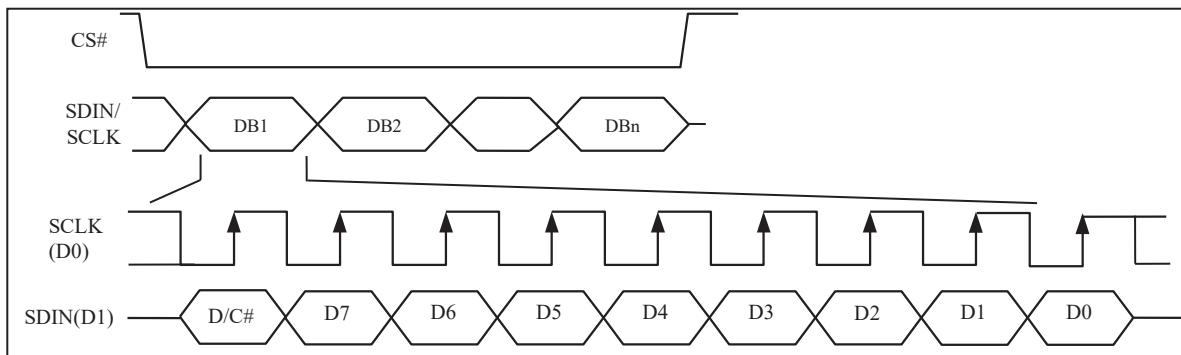
The operation is similar to 4-wire serial interface while D/C# pin is not used. There are altogether 9-bits will be shifted into the shift register on every ninth clock in sequence: D/C# bit, D7 to D0 bit. The D/C# bit (first bit of the sequential data) will determine the following data byte in the shift register is written to the Display Data RAM (D/C# bit = 1) or the command register (D/C# bit = 0).

Under serial mode, only write operations are allowed.

**Table 6-5 : Control pins of 3-wire Serial interface**

Function	E(RD#)	R/W#(WR#)	CS#	D/C#	D0	Note
Write command	Tie LOW	Tie LOW	L	Tie LOW	↑	( <sup>1</sup> ) L stands for LOW in signal
Write data	Tie LOW	Tie LOW	L	Tie LOW	↑	( <sup>2</sup> ) ↑ stands for rising edge of signal

**Figure 6-6 : Write procedure in 3-wire Serial interface mode**



### 6.1.5 MCU I<sup>2</sup>C Interface

The I<sup>2</sup>C communication interface consists of slave address bit SA0, I<sup>2</sup>C-bus data signal SDA (SDA<sub>OUT</sub>/D<sub>2</sub> for output and SDA<sub>IN</sub>/D<sub>1</sub> for input) and I<sup>2</sup>C-bus clock signal SCL (D<sub>0</sub>). Both the data and clock signals must be connected to pull-up resistors. RES# is used for the initialization of device.

a) Slave address bit (SA0)

SSD1357 has to recognize the slave address before transmitting or receiving any information by the I<sup>2</sup>C-bus. The device will respond to the slave address following by the slave address bit (“SA0” bit) and the read/write select bit (“R/W#” bit) with the following byte format,

b<sub>7</sub> b<sub>6</sub> b<sub>5</sub> b<sub>4</sub> b<sub>3</sub> b<sub>2</sub> b<sub>1</sub> b<sub>0</sub>  
0 1 1 1 1 0 SA0 R/W#

“SA0” bit provides an extension bit for the slave address. Either “0111100” or “0111101”, can be selected as the slave address of SSD1357. D/C# pin acts as SA0 for slave address selection.

“R/W#” bit is used to determine the operation mode of the I<sup>2</sup>C-bus interface. R/W#=1, it is in read mode. R/W#=0, it is in write mode.

b) I<sup>2</sup>C-bus data signal (SDA)

SDA acts as a communication channel between the transmitter and the receiver. The data and the acknowledgement are sent through the SDA.

It should be noticed that the ITO track resistance and the pulled-up resistance at “SDA” pin becomes a voltage potential divider. As a result, the acknowledgement would not be possible to attain a valid logic 0 level in “SDA”.

“SDA<sub>IN</sub>” and “SDA<sub>OUT</sub>” are tied together and serve as SDA. The “SDA<sub>IN</sub>” pin must be connected to act as SDA. The “SDA<sub>OUT</sub>” pin may be disconnected. When “SDA<sub>OUT</sub>” pin is disconnected, the acknowledgement signal will be ignored in the I<sup>2</sup>C-bus.

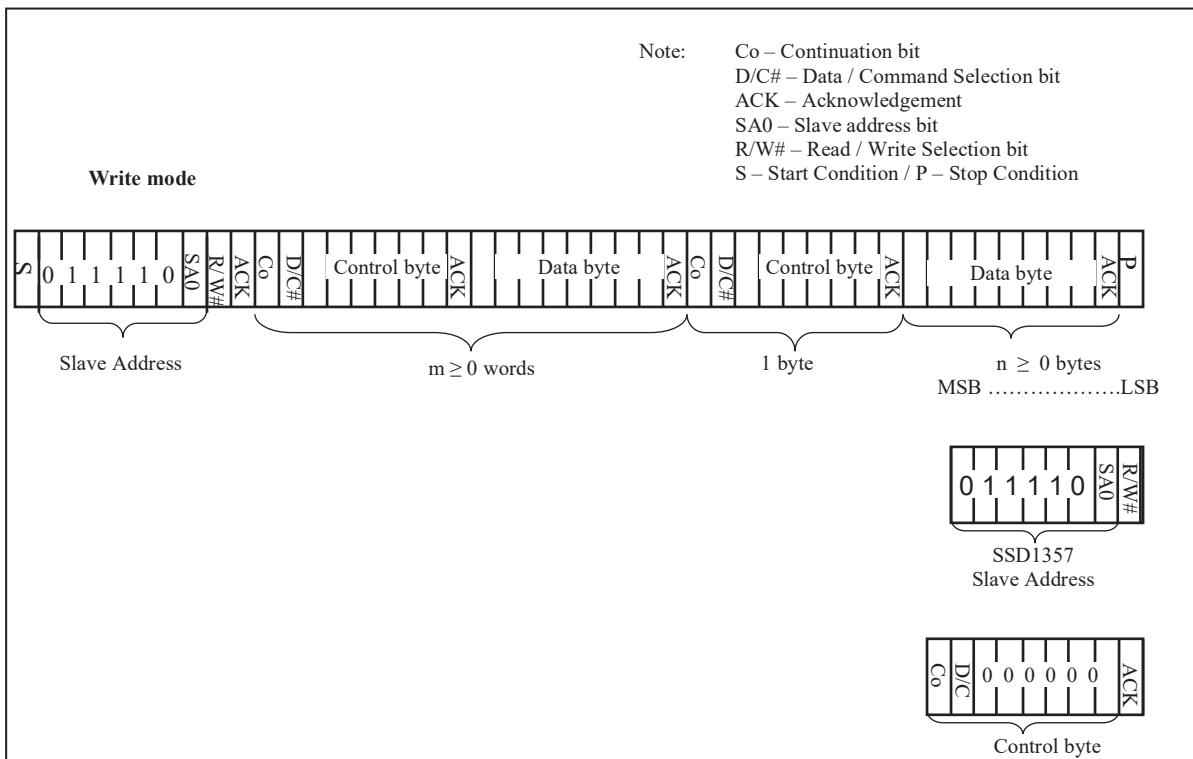
c) I<sup>2</sup>C-bus clock signal (SCL)

The transmission of information in the I<sup>2</sup>C-bus is following a clock signal, SCL. Each transmission of data bit is taken place during a single clock period of SCL.

### 6.1.5.1 I<sup>2</sup>C-bus Write data

The I<sup>2</sup>C-bus interface gives access to write data and command into the device. Please refer to Figure 6-7 for the write mode of I<sup>2</sup>C-bus in chronological order.

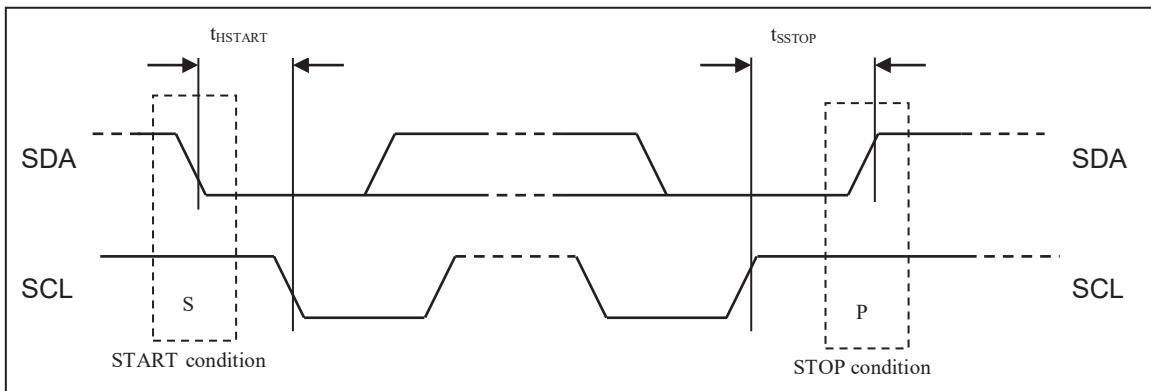
**Figure 6-7 : I<sup>2</sup>C-bus data format**



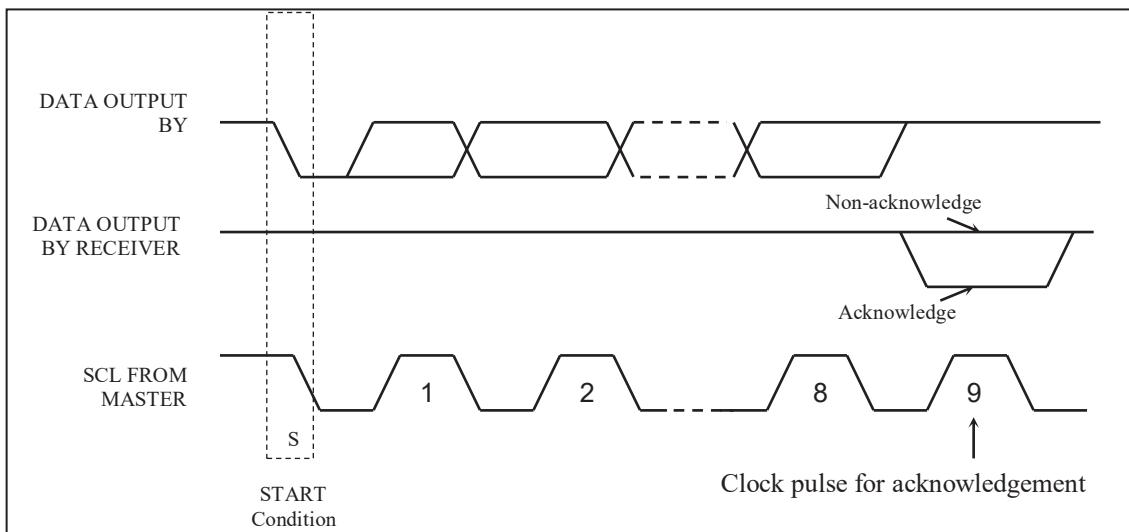
### 6.1.5.2 Write mode for I<sup>2</sup>C

- 1) The master device initiates the data communication by a start condition. The definition of the start condition is shown in Figure 6-8. The start condition is established by pulling the SDA from HIGH to LOW while the SCL stays HIGH.
- 2) The slave address is following the start condition for recognition use. For the SSD1357, the slave address is either “b0111100” or “b0111101” by changing the SA0 to LOW or HIGH (D/C pin acts as SA0).
- 3) The write mode is established by setting the R/W# bit to logic “0”.
- 4) An acknowledgement signal will be generated after receiving one byte of data, including the slave address and the R/W# bit. Please refer to the
- 5) Figure 6-9 for the graphical representation of the acknowledge signal. The acknowledge bit is defined as the SDA line is pulled down during the HIGH period of the acknowledgement related clock pulse.
- 6) After the transmission of the slave address, either the control byte or the data byte may be sent across the SDA. A control byte mainly consists of Co and D/C# bits following by six “0” ‘s.
  - a. If the Co bit is set as logic “0”, the transmission of the following information will contain data bytes only.
  - b. The D/C# bit determines the next data byte is acted as a command or a data. If the D/C# bit is set to logic “0”, it defines the following data byte as a command. If the D/C# bit is set to logic “1”, it defines the following data byte as a data which will be stored at the GDDRAM. The GDDRAM column address pointer will be increased by one automatically after each data write.
- 7) Acknowledge bit will be generated after receiving each control byte or data byte.
- 8) The write mode will be finished when a stop condition is applied. The stop condition is also defined in Figure 6-8. The stop condition is established by pulling the “SDA in” from LOW to HIGH while the “SCL” stays HIGH.

**Figure 6-8 : Definition of the Start and Stop Condition**



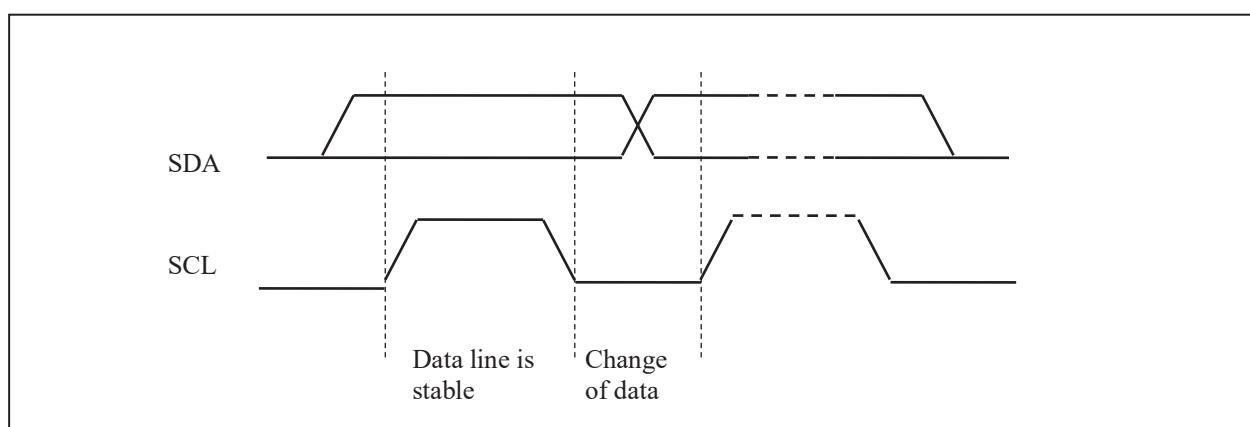
**Figure 6-9 : Definition of the acknowledgement condition**



Please be noted that the transmission of the data bit has some limitations.

1. The data bit, which is transmitted during each SCL pulse, must keep at a stable state within the "HIGH" period of the clock pulse. Please refer to the Figure 6-10 for graphical representations. Except in start or stop conditions, the data line can be switched only when the SCL is LOW.
2. Both the data line (SDA) and the clock line (SCL) should be pulled up by external resistors.

**Figure 6-10 : Definition of the data transfer condition**



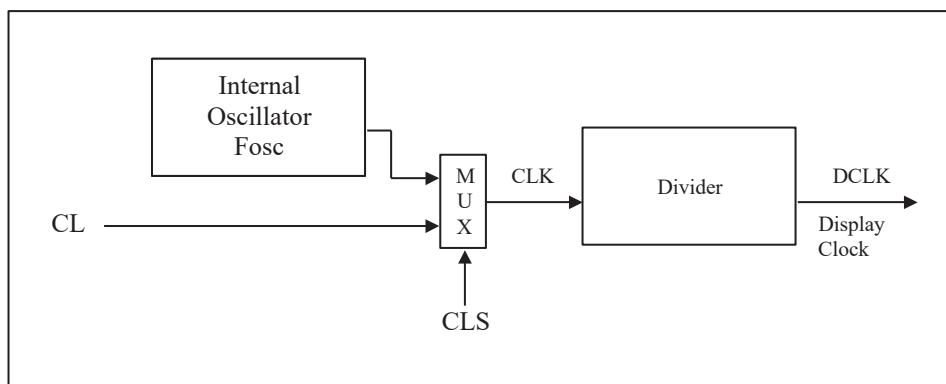
## 6.2 Command Decoder

This module determines whether the input data is interpreted as data or command. Data is interpreted based upon the input of the D/C# pin.

If D/C# pin is HIGH, D[7:0] is interpreted as display data written to Graphic Display Data RAM (GDDRAM). If it is LOW, the input at D[7:0] is interpreted as a command. Then data input will be decoded and written to the corresponding command register.

## 6.3 Oscillator Circuit and Display Time Generator

**Figure 6-11 : Oscillator Circuit and Display Time Generator**



This module is an on-chip LOW power RC oscillator circuitry. The operation clock (CLK) can be generated either from internal oscillator or external source CL pin. This selection is done by CLS pin. If CLS pin is pulled HIGH, internal oscillator is chosen and CL should be connected to V<sub>SS</sub>. Pulling CLS pin LOW disables internal oscillator and external clock must be connected to CL pins for proper operation. When the internal oscillator is selected, its output frequency Fosc can be changed by command B3h A[7:4].

The display clock (DCLK) for the Display Timing Generator is derived from CLK. The division factor “D” can be programmed from 1 to 256 by command B3h

$$_{\text{osc}} / D$$

The frame frequency of display is determined by the following formula.

$$F_{\text{FRM}} = \frac{F_{\text{osc}}}{D \times K \times \text{No. of Mux}}$$

where

- D stands for clock divide ratio. It is set by command B3h A[3:0]. The divide ratio has the range from 1 to 256.
- K is the number of display clocks per row. The value is derived by
 
$$K = \text{Phase 1 period} + \text{Phase 2 period} + K_o$$

$$= 8 + 16 + 145 = 169 \text{ at power on reset (that is } K_o \text{ is a constant that equals to 145)}$$

Please refer to Section 6.7 “SEG / COM Drivers” for the details of the “Phase”.
- Number of multiplex ratio is set by command CAh. The power on reset value is 127 (i.e. 128MUX).
- Fosc is the oscillator frequency. It can be changed by command B3h A[7:4]. The higher the register setting results in higher frequency.

## 6.4 Reset Circuit

When RES# input is LOW, the chip is initialized with the following status:

1. Display is OFF
2. 128 MUX Display Mode
3. Normal segment and display data column address and row address mapping (SEG0 mapped to address 00h and COM0 mapped to address 00h)
4. Shift register data clear in serial interface
5. Display start line is set at display RAM address 0
6. Column address counter is set at 0
7. Normal scan direction of the COM outputs
8. Command A2h, B1h, B3h, BBh, BEh are locked by command FDh

## 6.5 GDDRAM

### 6.5.1 GDDRAM structure

The GDDRAM is a bit mapped static RAM holding the pattern to be displayed. The RAM size is 128 x 128 x 16bits. For mechanical flexibility, re-mapping on both Segment and Common outputs can be selected by software. Each pixel has 16-bit data. Sub-pixels for color A, C have 5 bits and B have 6 bits. The arrangement of data pixel in graphic display data RAM is shown in Table 6-6

**Table 6-6: 65k Color Depth Graphic Display Data RAM Structure**

Segment	Normal	0			1			2	.....	.....	126	127		
Address	Remapped	127			126			125	.....	.....	1	0		
Color		A	B	C	A	B	C	A			C	A	B	C
Common Address	Data format		B5			B5			.....	.....			B5	
	A4	B4	C4	A4	B4	C4	A4	.....	.....	C4	A4	B4	C4	
	A3	B3	C3	A3	B3	C3	A3	.....	.....	C3	A3	B3	C3	
	A2	B2	C2	A2	B2	C2	A2	.....	.....	C2	A2	B2	C2	
	A1	B1	C1	A1	B1	C1	A1	.....	.....	C1	A1	B1	C1	
	A0	B0	C0	A0	B0	C0	A0	.....	.....	C0	A0	B0	C0	
Normal	Remapped													
0	127	5	6	5	5	6	5	5	.....	.....	5	5	6	5
1	126	5	6	5	5	6	5	5	.....	.....	5	5	6	5
2	125	5	6	5	5	6	5	5	.....	.....	5	5	6	5
3	124	5	6	5	5	6	5	5	.....	.....	5	5	6	5
4	123	5	6	5	5	6	5	5	.....	.....	5	5	6	5
5	122	5	6	5	5	6	5	5	.....	.....	5	5	6	5
6	121	5	6	5	5	6	5	5	.....	.....	5	5	6	5
7	120	5	6	no. of bits in this cell			5	5	.....	.....	5	5	6	5
:	:	:	:	:	:	:	:	:	.....	.....	:	:	:	:
:	:	:	:	:	:	:	:	:	.....	.....	:	:	:	:
:	:	:	:	:	:	:	:	:	.....	.....	:	:	:	:
123	4	5	6	5	5	6	5	5	.....	.....	5	5	6	5
124	3	5	6	5	5	6	5	5	.....	.....	5	5	6	5
125	2	5	6	5	5	6	5	5	.....	.....	5	5	6	5
126	1	5	6	5	5	6	5	5	.....	.....	5	5	6	5
127	0	5	6	5	5	6	5	5	.....	.....	5	5	6	5
SEG output		SA0	SB0	SC0	SA1	SB1	SC1	SA2	.....	.....	SC126	SA127	SB127	SC127

Common output
COM0
COM1
COM2
COM3
COM4
COM5
COM6
COM7
:
:
:
COM124
COM125
COM126
COM127

## 6.5.2 Data bus to RAM mapping under different input mode

Table 6-7 : Write Data bus usage under different bus width and color depth mode

Write data			Data bus																	
Bus width	Color depth	Input order	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0		
8bits / Serial	256		X	X	X	X	X	X	X	C4	C3	C2	B5	B4	B3	A4	A3			
8bits / Serial	65k	1st	X	X	X	X	X	X	X	C4	C3	C2	C1	C0	B5	B4	B3			
		2nd	X	X	X	X	X	X	X	B2	B1	B0	A4	A3	A2	A1	A0			
8bits / Serial	Pseudo 262k	1st	X	X	X	X	X	X	X	X	X	C4	C3	C2	C1	C0	X			
		2nd	X	X	X	X	X	X	X	X	X	B5	B4	B3	B2	B1	B0			
		3rd	X	X	X	X	X	X	X	X	X	A4	A3	A2	A1	A0	X			
16bits	65k		C4	C3	C2	C1	C0	B5	B4	B3	B2	B1	B0	A4	A3	A2	A1	A0		
16bits	Pseudo 262k format 1	1st	X	X	X	X	X	X	X	X	X	C4	C3	C2	C1	C0	X			
		2nd	X	X	B5	B4	B3	B2	B1	B0	X	X	A4	A3	A2	A1	A0	X		
16bits	Pseudo 262k format 2	1st	X	X	C14	C13	C12	C11	C10	X	X	B15	B14	B13	B12	B11	B10			
		2nd	X	X	A14	A13	A12	A11	A10	X	X	C24	C23	C22	C21	C20	X			
		3rd	X	X	B25	B24	B23	B22	B21	B20	X	X	A24	A23	A22	A21	A20	X		

Table 6-8 : Read Data bus usage under different bus width and color depth mode

Read data			Data bus																	
Bus width	Color depth	Input order	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0		
8bits / Serial	256		X	X	X	X	X	X	X	C4	C3	C2	B5	B4	B3	A4	A3			
8bits / Serial	65k	1st	X	X	X	X	X	X	X	C4	C3	C2	C1	C0	B5	B4	B3			
		2nd	X	X	X	X	X	X	X	B2	B1	B0	A4	A3	A2	A1	A0			
8bits / Serial	Pseudo 262k	1st	X	X	X	X	X	X	X	X	X	C4	C3	C2	C1	C0	X			
		2nd	X	X	X	X	X	X	X	X	X	B5	B4	B3	B2	B1	B0			
		3rd	X	X	X	X	X	X	X	X	X	A4	A3	A2	A1	A0	X			
16bits	65k		C4	C3	C2	C1	C0	B5	B4	B3	B2	B1	B0	A4	A3	A2	A1	A0		
16bits	Pseudo 262k format 1	1st	X	X	X	X	X	X	X	X	X	C4	C3	C2	C1	C0	X			
		2nd	X	X	B5	B4	B3	B2	B1	B0	X	X	A4	A3	A2	A1	A0	X		
16bits	Pseudo 262k format 2	1st	X	X	C14	C13	C12	C11	C10	X	X	B15	B14	B13	B12	B11	B10			
		2nd	X	X	A14	A13	A12	A11	A10	X	X	C24	C23	C22	C21	C20	X			
		3rd	X	X	B25	B24	B23	B22	B21	B20	X	X	A24	A23	A22	A21	A20	X		

## 6.6 SEG/COM Driving block

This block is used to derive the incoming power sources into the different levels of internal use voltage and current.

$V_{CC}$  is the most positive voltage supply.

$V_{COMH}$  is the Common deselected level. It is internally regulated.

$V_{LSS}$  is the ground path of the analog and panel current.

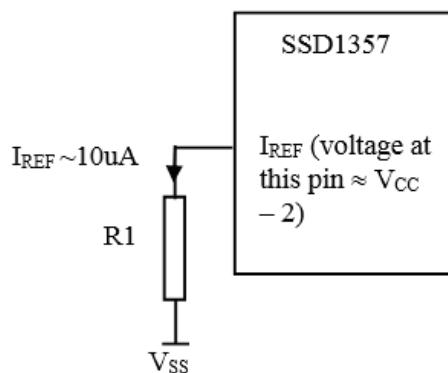
$I_{REF}$  is a reference current source for segment current drivers  $I_{SEG}$ . The relationship between reference current and segment current of a color is:

$$I_{SEG} = \text{Contrast} / 8 \times I_{REF}$$

in which the contrast (1~255) is set by Set Contrast command C1h

When external  $I_{REF}$  is used, the magnitude of  $I_{REF}$  is controlled by the value of resistor, which is connected between  $I_{REF}$  pin and  $V_{SS}$  as shown in Figure 6-12. It is recommended to set  $I_{REF}$  to  $10 \pm 2\mu A$  so as to achieve  $I_{SEG} = 320\mu A$  at maximum contrast 255.

**Figure 6-12 :  $I_{REF}$  Current Setting by Resistor Value**



Since the voltage at  $I_{REF}$  pin is  $V_{CC} - 3V$ , the value of resistor R1 can be found as below:

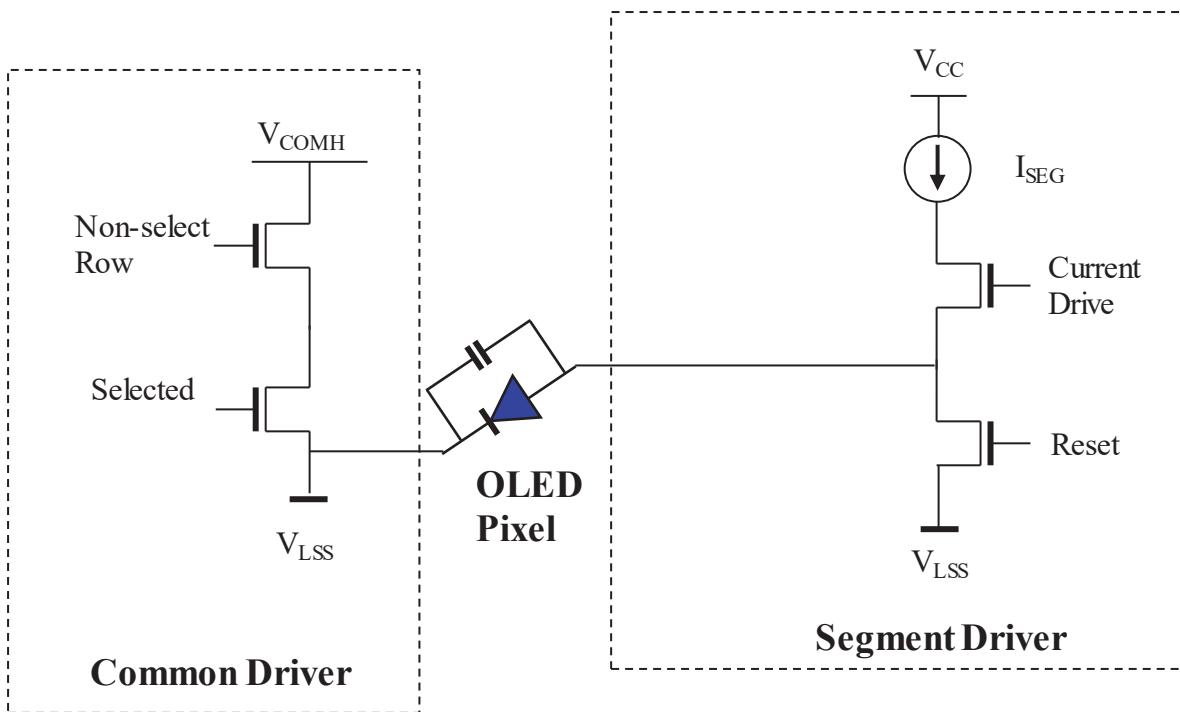
For  $I_{REF} = 10\mu A$ ,  $V_{CC} = 12V$ :

$$\begin{aligned} R1 &= (\text{Voltage at } I_{REF} - V_{SS}) / I_{REF} \\ &= (12 - 2) / 10\mu A \\ &= 1M \end{aligned}$$

## 6.7 SEG / COM Drivers

Segment drivers consist of 384 (128 x 3 colors) current sources to drive OLED panel. The driving current can be adjusted from 0 to 320 $\mu$ A with 256 steps by contrast setting command (C1h). Common drivers generate scanning voltage pulse. The block diagrams and waveforms of the segment and common driver are shown as follow.

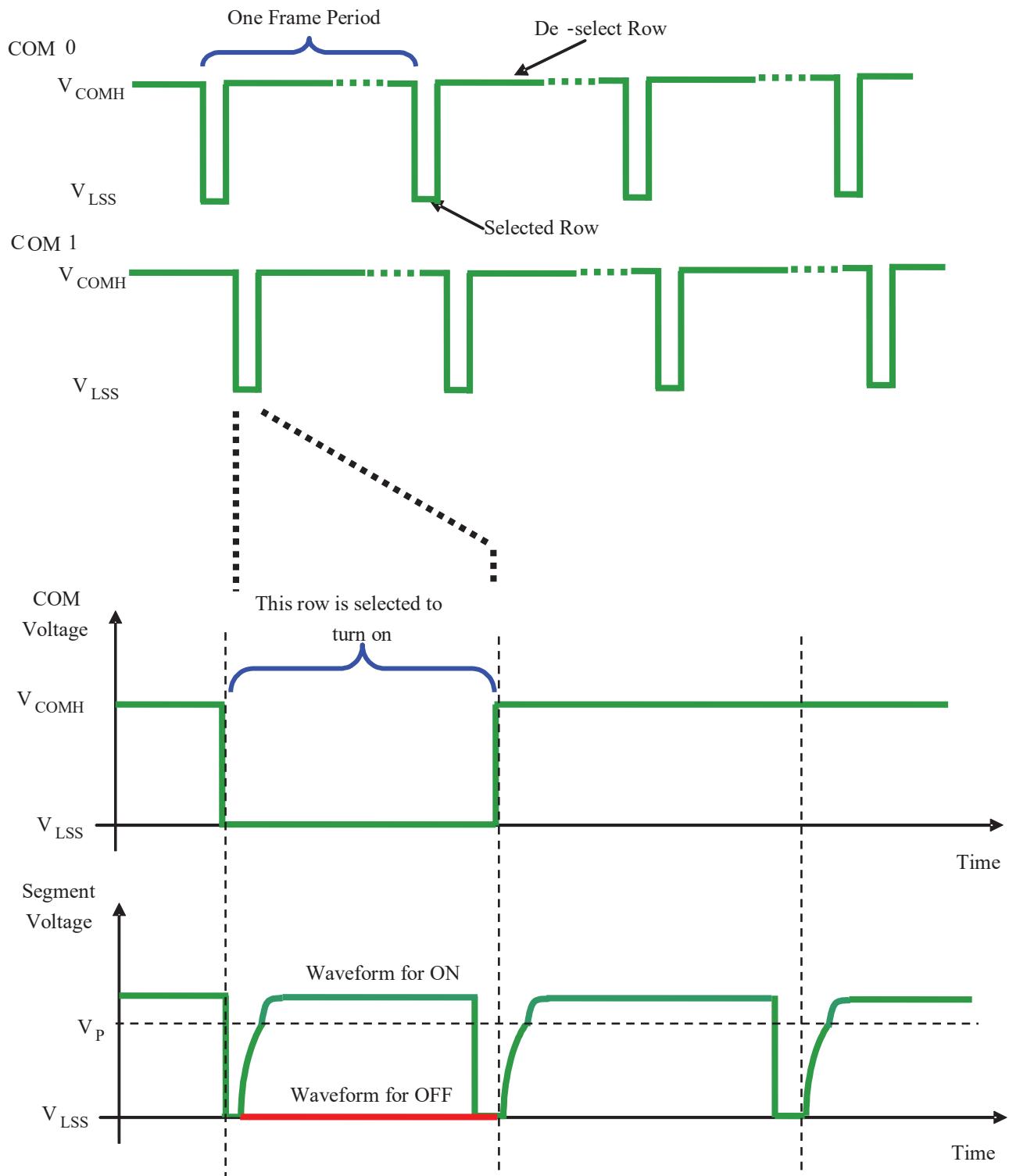
**Figure 6-13 : Segment and Common Driver Block Diagram**



The commons are scanned sequentially, row by row. If a row is not selected, all the pixels on the row are in reverse bias by driving those commons to voltage  $V_{COMH}$  as shown in Figure 6-14.

In the scanned row, the pixels on the row will be turned ON or OFF by sending the corresponding data signal to the segment pins. If the pixel is turned OFF, the segment current is disabled and the Reset switch is enabled. On the other hand, the segment drives to  $I_{SEG}$  when the pixel is turned ON.

**Figure 6-14 : Segment and Common Driver Signal Waveform**



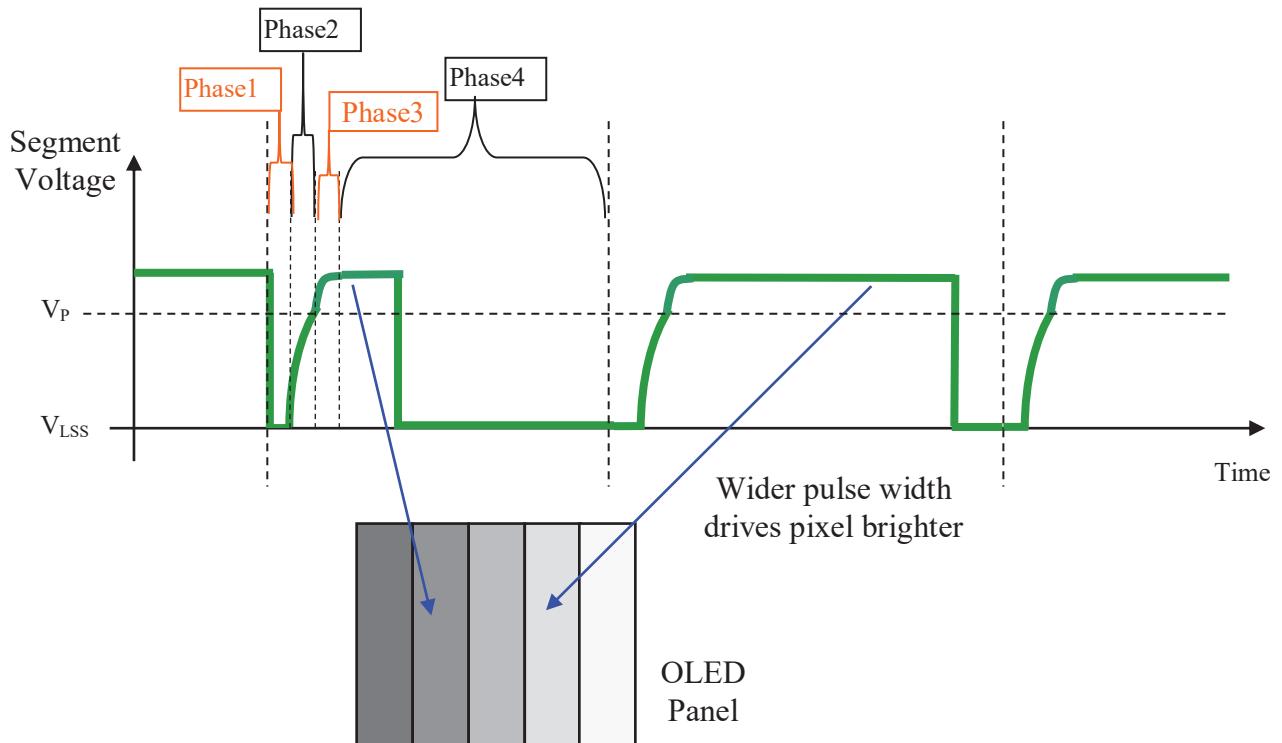
There are four phases to driving an OLED a pixel. In phase 1, the pixel is reset by the segment driver to  $V_{LSS}$  in order to discharge the previous data charge stored in the parasitic capacitance along the segment electrode. The period of phase 1 can be programmed by command B1h A[3:0]. An OLED panel with larger capacitance requires a longer period for discharging.

In phase 2, first pre-charge is performed. The pixel is driven to attain the corresponding voltage level  $V_P$  from  $V_{LSS}$ . The amplitude of  $V_P$  can be programmed by the command BBh. The period of phase 2 can be programmed by command B1h A[7:4]. If the capacitance value of the pixel of OLED panel is larger, a longer period is required to charge up the capacitor to reach the desired voltage.

In phase 3, the OLED pixel is driven to the targeted driving voltage through second pre-charge. The second pre-charge can control the speed of the charging process. The period of phase 3 can be programmed by command B6h.

Last phase (phase 4) is current drive stage. The current source in the segment driver delivers constant current to the pixel. The driver IC employs PWM (Pulse Width Modulation) method to control the gray scale of each pixel individually. The gray scale can be programmed into different Gamma settings by command B8h, BCh, BDh / B9h. The bigger gamma setting in the current drive stage results in brighter pixels and vice versa (Details refer to Section 6.8). This is shown in the following figure.

**Figure 6-15 : Gray Scale Control in Segment**



After finishing phase 4, the driver IC will go back to phase 1 to display the next row image data. This four-step cycle is run continuously to refresh image display on OLED panel.

The length of phase 4 is defined by command B8h “Master Look Up Table for Gray Scale Pulse width (Color A,B,C)” or B9h “Use Built-in Linear LUT” or Individual Look Up Table for Gray Scale Pulse width (Color A/B/C) BCh, B8h, BDh. In the table, the gray scale is defined in incremental way, with reference to the length of previous table entry.

## 6.8 Gray Scale Decoder

The gray scale effect is generated by controlling the pulse width of segment drivers in current drive phase. The gray scale tables store the corresponding pulse widths of the 31 gray scale levels for Color A, C and 63 gray scale levels for Color B through the software commands B8h, B9h, BC<sub>H</sub> and BD<sub>H</sub>. The wider the pulse width, the brighter the pixel will be. The maximum pulse width setting is 124 DCLKS. Colors A, B and C are using 3 individual gray scale tables.

As shown in Figure 6-16, color A, C sub-pixel RAM data has 5 bits, represent the 31 gray scale levels from GS1 to GS31. And color B sub-pixel RAM data has 6 bits, represent the 63 gray scale levels from GS1 to GS63.

**Figure 6-16 : Relation between GDDRAM content and gray scale table entry for three colors in 65K color mode**

Color A, C			Color B		
RAM data (5 bits)	Gray Scale	Default pulse width of GS[1:31] in terms of DCLK	RAM data (6 bits)	Gray Scale	Default pulse width of GS[1:63] in terms of DCLK
00001	GS1	0	000001	GS1	0
00010	GS2	4	000010	GS2	2
00011	GS3	8	000011	GS3	4
00100	GS4	12	000100	GS4	6
:			:	:	:
:			:	:	:
11101	GS29	112	101	GS61	120
11110	GS30	116	111110	GS62	122
11111	GS31	120	111111	GS63	124

GS1 has only pre-charge but no current drive stage. The duration of different GS are programmable by command B8h for color B, BC<sub>H</sub> for color A, BD<sub>H</sub> for color C and the maximum pulse width setting is 124 DCLKs.

When setting the Gray Scale Table (by B8h, BC<sub>H</sub>, BD<sub>H</sub> command), the rules below must follow:

- 1) The 63 gray scale levels are entered after command B8h for color B. The 31 gray scale levels are entered after command BC<sub>H</sub> or BD<sub>H</sub> for color A, C. Note that command B8h has to be inputted before BC<sub>H</sub> and BD<sub>H</sub> command.
- 2) The gray scale is defined in incremental way, with reference to the length of previous table entry:

Setting of GS1 has to be  $\geq 0$

Setting of GS2 has to be  $>$  Setting of GS1

Setting of GS3 has to be  $>$  Setting of GS2

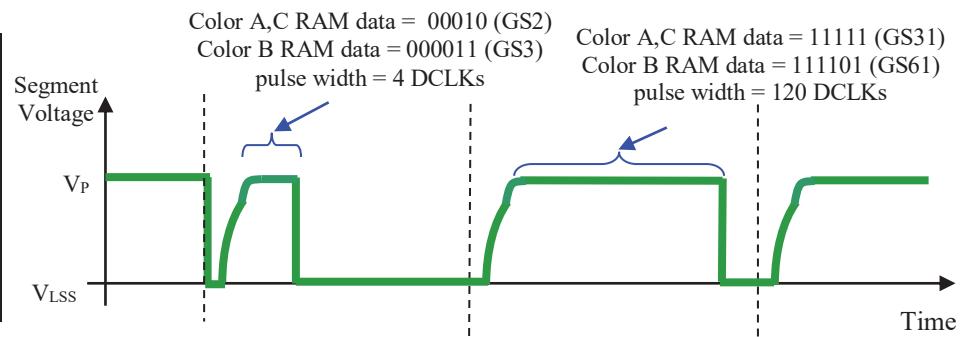
⋮

Setting of GS63 has to be  $>$  Setting of GS62

**Figure 6-17 : Illustration of relation between graphic display RAM value and gray scale control**

Gray scale table

Gray Scale		Value/DCLK	
A,C	B	A,C	B
GS1	GS1	0	0
GS2	GS2	4	2
GS3	GS3	8	4
:	:	:	:
GS29	GS61	112	120
GS30	GS62	116	122
GS31	GS63	120	124



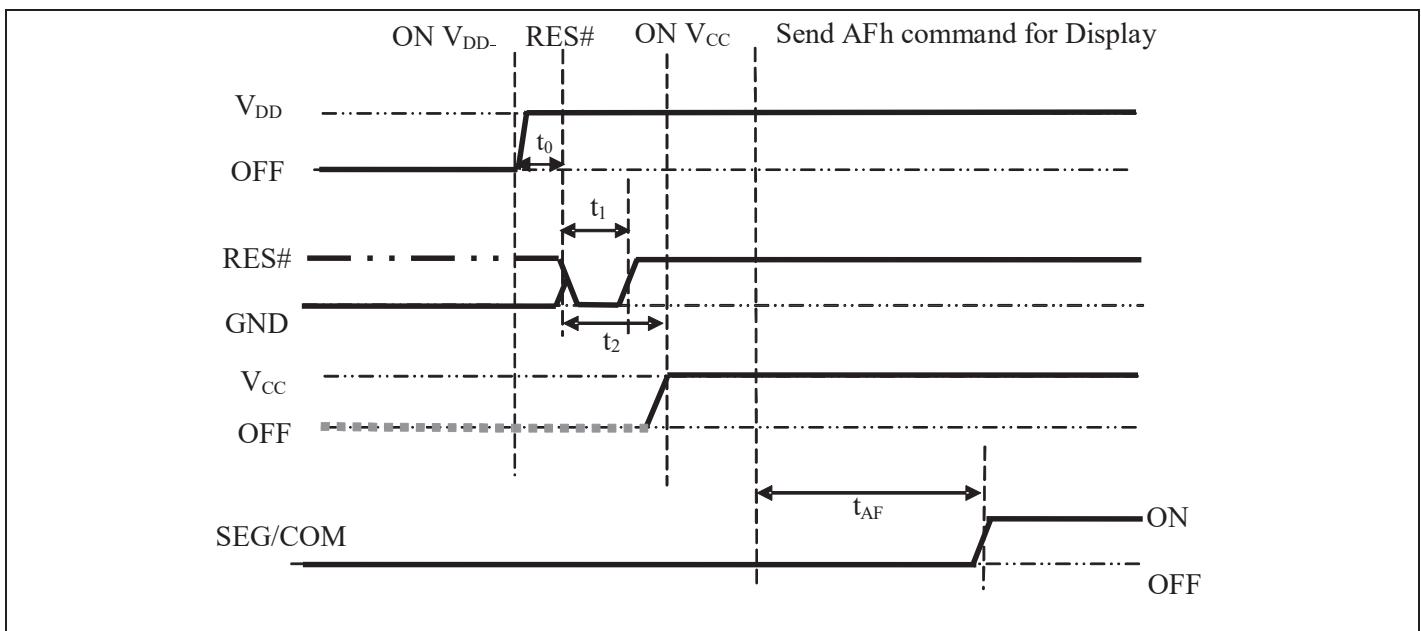
## 6.9 Power ON and OFF sequence

The following figures illustrate the recommended power ON and power OFF sequence of SSD1357.

*Power ON sequence:*

1. Power ON V<sub>DD</sub>
2. After V<sub>DD</sub> become stable, wait at least 20ms (t<sub>0</sub>), set RES# pin LOW (logic low) for at least 3us (t<sub>1</sub>) <sup>(4)</sup> and then HIGH (logic high).
3. After set RES# pin LOW (logic low), wait for at least 3us (t<sub>2</sub>). Then Power ON V<sub>CC</sub><sup>(1)</sup>
4. After V<sub>CC</sub> become stable, send command AFh for display ON. SEG/COM will be ON after 200ms (t<sub>AF</sub>).
5. After V<sub>DD</sub> become stable, wait for at least 300ms to send command.

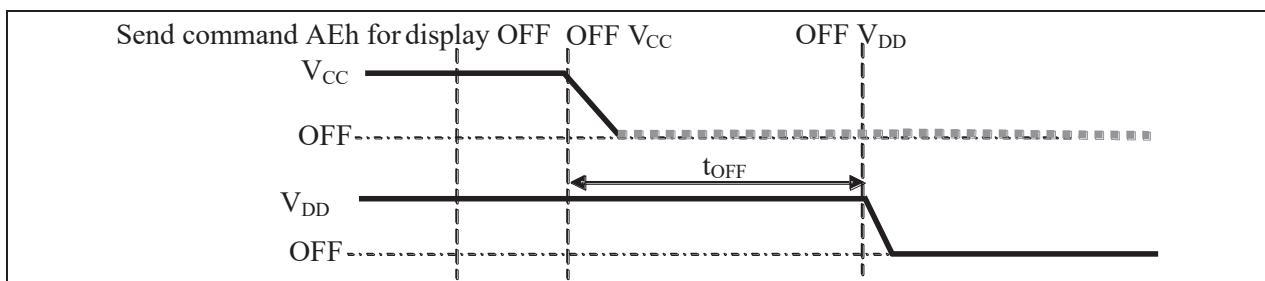
**Figure 6-18 : The Power ON sequence**



*Power OFF sequence:*

1. Send command AEh for display OFF.
2. Power OFF V<sub>CC</sub><sup>(1), (2)</sup>
3. Power OFF V<sub>DD</sub> after t<sub>OFF</sub>. <sup>(4)</sup> (where Minimum t<sub>OFF</sub>=0ms, typical t<sub>OFF</sub>=100ms)

**Figure 6-19 : The Power OFF sequence**



### Note:

- (<sup>1</sup>) V<sub>CC</sub> should be kept float (i.e. disable) when it is OFF.
- (<sup>2</sup>) Power Pins (V<sub>DD</sub>, V<sub>CC</sub>) can never be pulled to ground under any circumstance.
- (<sup>3</sup>) The register values are reset after t<sub>1</sub>.
- (<sup>4</sup>) V<sub>DD</sub> should not be Power OFF before V<sub>CC</sub> Power OFF.

## 7 MAXIMUM RATINGS

**Table 7-1 : Maximum Ratings**

(Voltage Reference to V<sub>SS</sub>)

Symbol	Parameter	Value	Unit
V <sub>CC</sub>	Supply Voltage	-0.5 to 19.0	V
V <sub>DD</sub>		-0.3 to 4.0	V
V <sub>SEG</sub>	SEG output voltage	0 to V <sub>CC</sub>	V
V <sub>COM</sub>	COM output voltage	0 to 0.9*V <sub>CC</sub>	V
V <sub>in</sub>	Input voltage	V <sub>SS</sub> -0.3 to V <sub>DD</sub> +0.3	V
T <sub>A</sub>	Operating Temperature	-40 to +85	°C
T <sub>stg</sub>	Storage Temperature Range	-65 to +150	°C

\*Maximum Ratings are those values beyond which damage to the device may occur. Functional operation should be restricted to the limits in the Electrical Characteristics tables or Pin Description.

\*This device may be light sensitive. Caution should be taken to avoid exposure of this device to any light source during normal operation. This device is not radiation protected.

## 8 DC CHARACTERISTICS

Conditions (Unless otherwise specified):

Voltage referenced to V<sub>SS</sub>

V<sub>DD</sub> = 1.65 to 3.5V

T<sub>A</sub> = 25 °C

**Table 8-1 : DC Characteristics**

Symbol	Parameter	Test Condition	Min.	Typ.	Max.	Unit
V <sub>CC</sub>	Operating Voltage	-	8	-	18	V
V <sub>DD</sub>	Low voltage power supply, power Supply for I/O pins	-	1.65	-	3.5	V
V <sub>OH</sub>	High Logic Output Level	I <sub>out</sub> = 100uA	0.9*V <sub>DD</sub>	-	V <sub>DD</sub>	V
V <sub>OL</sub>	Low Logic Output Level	I <sub>out</sub> = 100uA	0	-	0.1*V <sub>DD</sub>	V
V <sub>IH</sub>	High Logic Input Level	-	0.8*V <sub>DD</sub>	-	V <sub>DD</sub>	V
V <sub>IL</sub>	Low Logic Input Level	-	0	-	0.2*V <sub>DD</sub>	V
I <sub>SLP_VDD</sub>	V <sub>DD</sub> Sleep mode Current	V <sub>DD</sub> = 2.8V, V <sub>CC</sub> = 16V Display OFF, No panel attached	-	-	10	uA
I <sub>SLP_VCC</sub>	V <sub>CC</sub> Sleep mode Current	V <sub>DD</sub> = 2.8V, V <sub>CC</sub> = 16V, Display OFF, No panel attached	-	-	10	uA
I <sub>DD</sub>	V <sub>DD</sub> Supply Current	V <sub>DD</sub> = 2.8V, V <sub>CC</sub> = 16V, Display ON, No panel attached, contrast = FFh	-	720	800	uA
I <sub>CC</sub>	V <sub>CC</sub> Supply Current	V <sub>DD</sub> = 2.8V, V <sub>CC</sub> = 16V, Display ON, No panel attached, contrast = FFh	-	2.1	2.4	mA
I <sub>SEG</sub>	Segment Output Current Setting V <sub>CC</sub> =18V, I <sub>REF</sub> =10uA	Contrast = FF	-	320	-	uA
		Contrast = BF	-	240	-	uA
		Contrast = 7F	-	160	-	uA
Dev	Segment output current uniformity	Dev = (I <sub>SEG</sub> - I <sub>MID</sub> ) / I <sub>MID</sub> I <sub>MID</sub> = (I <sub>MAX</sub> + I <sub>MIN</sub> ) / 2 I <sub>SEG</sub> = Segment current at contrast FF	-3	-	3	%
Adj. Dev	Adjacent pin output current uniformity (contrast setting = FFh)	Adj Dev = ( I[n]-I[n+1] ) / (I[n]+I[n+1])	-2	-	2	%

## 9 AC CHARACTERISTICS

**Conditions (Unless otherwise specified):**

Voltage referenced to V<sub>SS</sub>

T<sub>A</sub> = 25 °C

**Table 9-1 : AC Characteristics**

Symbol	Parameter	Test Condition	Min	Typ	Max	Unit
Fosc <sup>(1)</sup>	Oscillation Frequency of Display Timing Generator	V <sub>DD</sub> =2.8V	2.1	2.3	2.5	MHz
Ffrm	Frame Frequency for 128 MUX Mode	128x128 Graphic Display Mode, Display ON, Internal Oscillator Enabled	-	Fosc * 1/(D*K*128) <sup>(2)</sup>	-	Hz
t <sub>RES</sub>	Reset low pulse width (RES#)	-	3	-	-	us

**Note**

<sup>(1)</sup> Fosc stands for the frequency value of the internal oscillator and the value is measured when command B3h A[7:4] is in default value, and B3h A[3:0] is in [0001].

<sup>(2)</sup> D: divide ratio set by command B3h A[3:0]

K: Phase 1 period +Phase 2 period + X

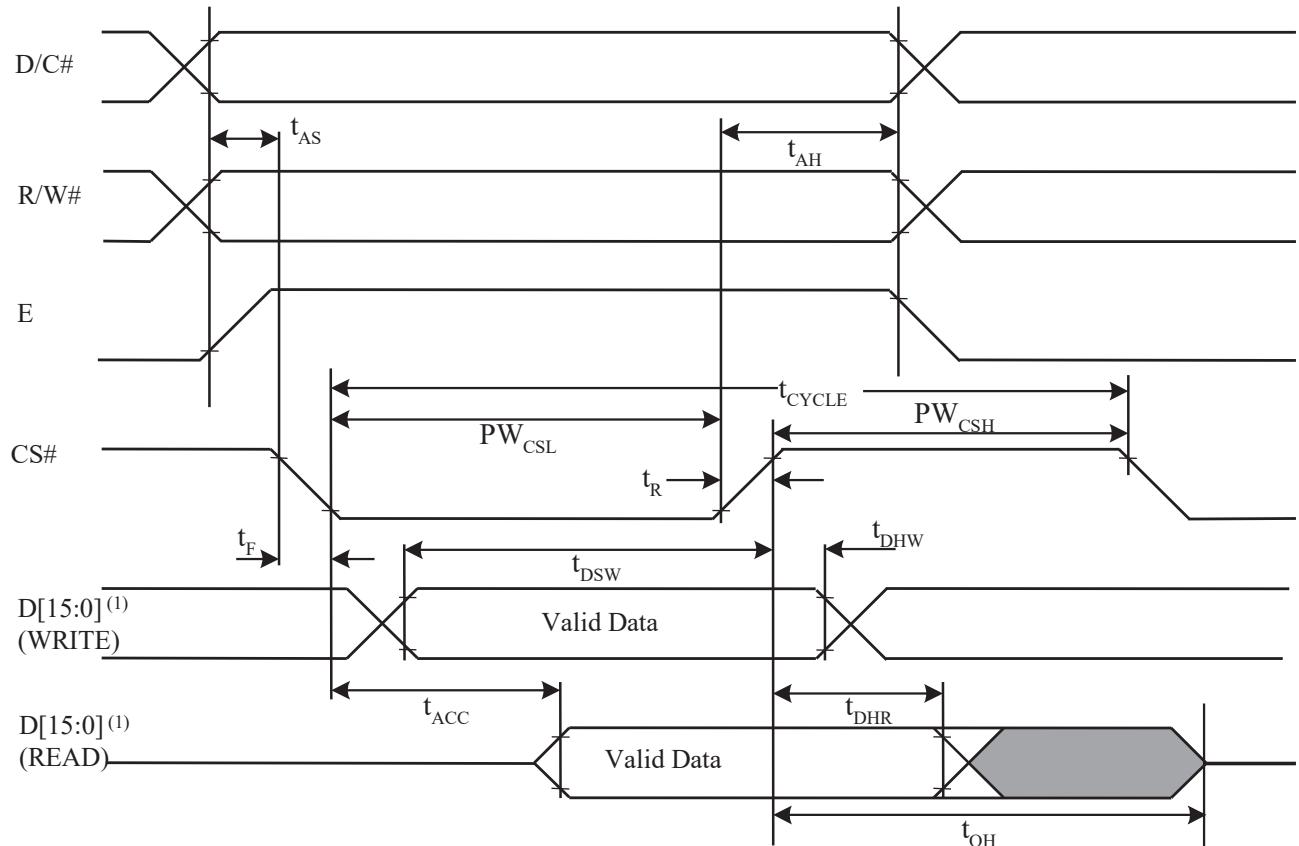
X: DCLKs in current drive period

**Table 9-2 : 6800-Series MCU Parallel Interface Timing Characteristics**

( $V_{DD} - V_{SS} = 1.65V$  to  $3.5V$ ,  $T_A = 25^\circ C$ )

Symbol	Parameter	Min	Typ	Max	Unit
$t_{CYCLE}$	Clock Cycle Time (write)	300	-	-	ns
$t_{AS}$	Address Setup Time	24	-	-	ns
$t_{AH}$	Address Hold Time	0	-	-	ns
$t_{DSW}$	Write Data Setup Time	40	-	-	ns
$t_{DHW}$	Write Data Hold Time	7	-	-	ns
$t_{DHR}$	Read Data Hold Time	20	-	-	ns
$t_{OH}$	Output Disable Time	-	-	70	ns
$t_{ACC}$	Access Time	-	-	140	ns
$PW_{CSL}$	Chip Select Low Pulse Width (read) Chip Select Low Pulse Width (write)	120 60	-	-	ns
$PW_{CSH}$	Chip Select High Pulse Width (read) Chip Select High Pulse Width (write)	60 60	-	-	ns
$t_R$	Rise Time	-	-	15	ns
$t_F$	Fall Time	-	-	15	ns

**Figure 9-1 : 6800-series MCU parallel interface characteristics**



#### Note

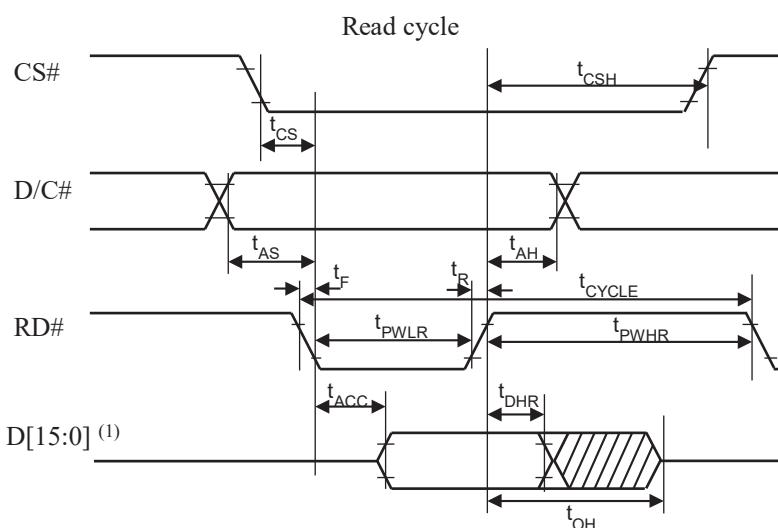
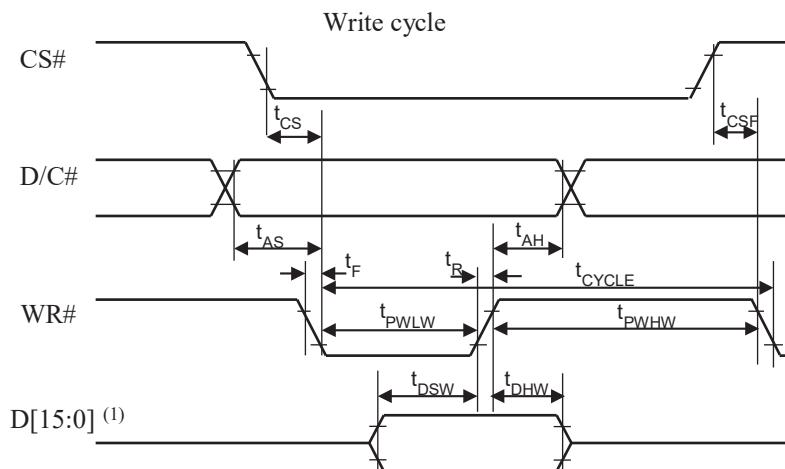
<sup>(1)</sup> when 8 bit used: D[7:0] instead; when 16 bit used: D[15:0] instead.

**Table 9-3 : 8080-Series MCU Parallel Interface Timing Characteristics**

( $V_{DD} - V_{SS} = 1.65V$  to  $3.5V$ ,  $T_A = 25^\circ C$ )

Symbol	Parameter	Min	Typ	Max	Unit
t <sub>CYCLE</sub>	Clock Cycle Time (write)	300	-	-	ns
t <sub>AS</sub>	Address Setup Time	10	-	-	ns
t <sub>AH</sub>	Address Hold Time	0	-	-	ns
t <sub>DSW</sub>	Write Data Setup Time	40	-	-	ns
t <sub>DHW</sub>	Write Data Hold Time	7	-	-	ns
t <sub>DHR</sub>	Read Data Hold Time	20	-	-	ns
t <sub>OH</sub>	Output Disable Time	-	-	46	ns
t <sub>AACC</sub>	Access Time	-	-	140	ns
t <sub>PWLR</sub>	Read Low Time	150	-	-	ns
t <sub>PWLW</sub>	Write Low Time	60	-	-	ns
t <sub>PWHR</sub>	Read High Time	60	-	-	ns
t <sub>PWHW</sub>	Write High Time	60	-	-	ns
t <sub>R</sub>	Rise Time	-	-	15	ns
t <sub>F</sub>	Fall Time	-	-	15	ns
t <sub>CSS</sub>	Chip select setup time	0	-	-	ns
t <sub>CSH</sub>	Chip select hold time to read signal	0	-	-	ns
t <sub>CSF</sub>	Chip select hold time	20	-	-	ns

**Figure 9-2 : 8080-series MCU parallel interface characteristics**



#### Note

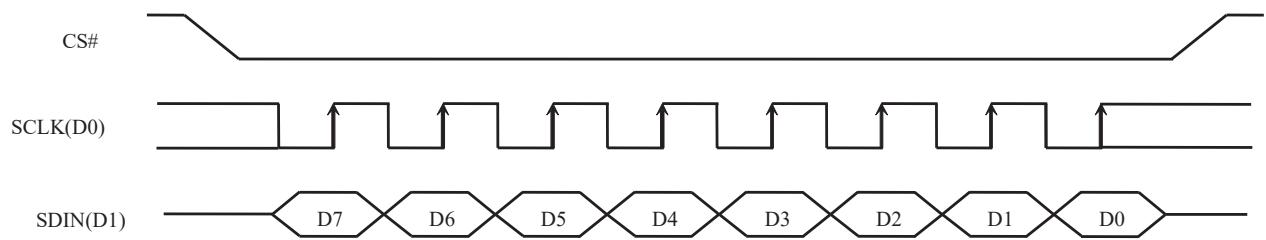
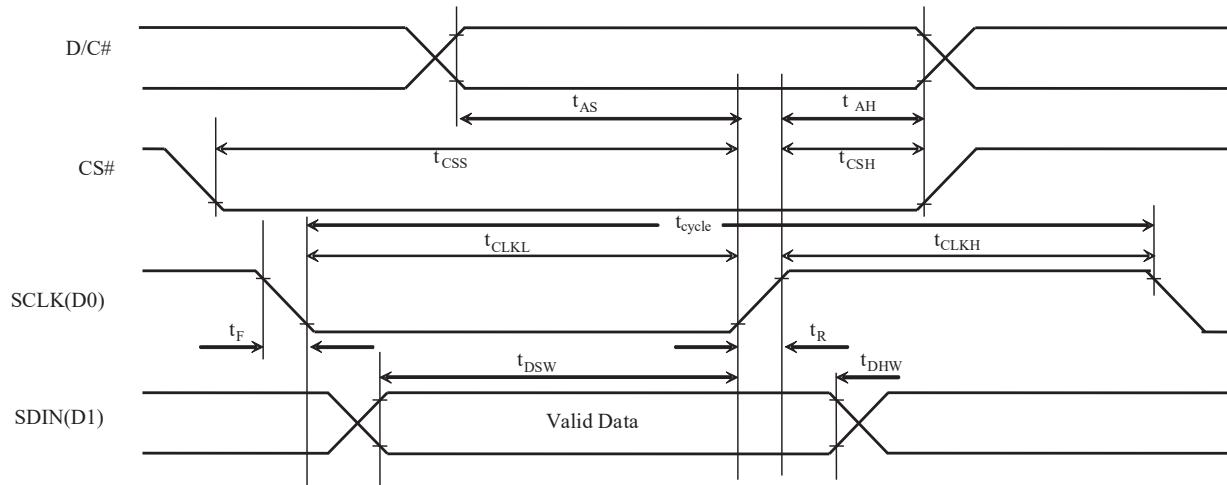
<sup>(1)</sup> when 8 bit used: D[7:0] instead; when 16 bit used: [15:0] instead.

**Table 9-4 : Serial Interface Timing Characteristics (4-wire SPI)**

( $V_{DD} - V_{SS} = 1.65V$  to  $3.5V$ ,  $T_A = 25^\circ C$ )

Symbol	Parameter	Min	Typ	Max	Unit
$t_{cycle}$	Clock Cycle Time	100	-	-	ns
$t_{AS}$	Address Setup Time	15	-	-	ns
$t_{AH}$	Address Hold Time	42	-	-	ns
$t_{CSS}$	Chip Select Setup Time	20	-	-	ns
$t_{CSH}$	Chip Select Hold Time	10	-	-	ns
$t_{DSW}$	Write Data Setup Time	15	-	-	ns
$t_{DHW}$	Write Data Hold Time	20	-	-	ns
$t_{CLKL}$	Clock Low Time	20	-	-	ns
$t_{CLKH}$	Clock High Time	20	-	-	ns
$t_R$	Rise Time	-	-	15	ns
$t_F$	Fall Time	-	-	15	ns

**Figure 9-3 : Serial interface characteristics (4-wire SPI)**

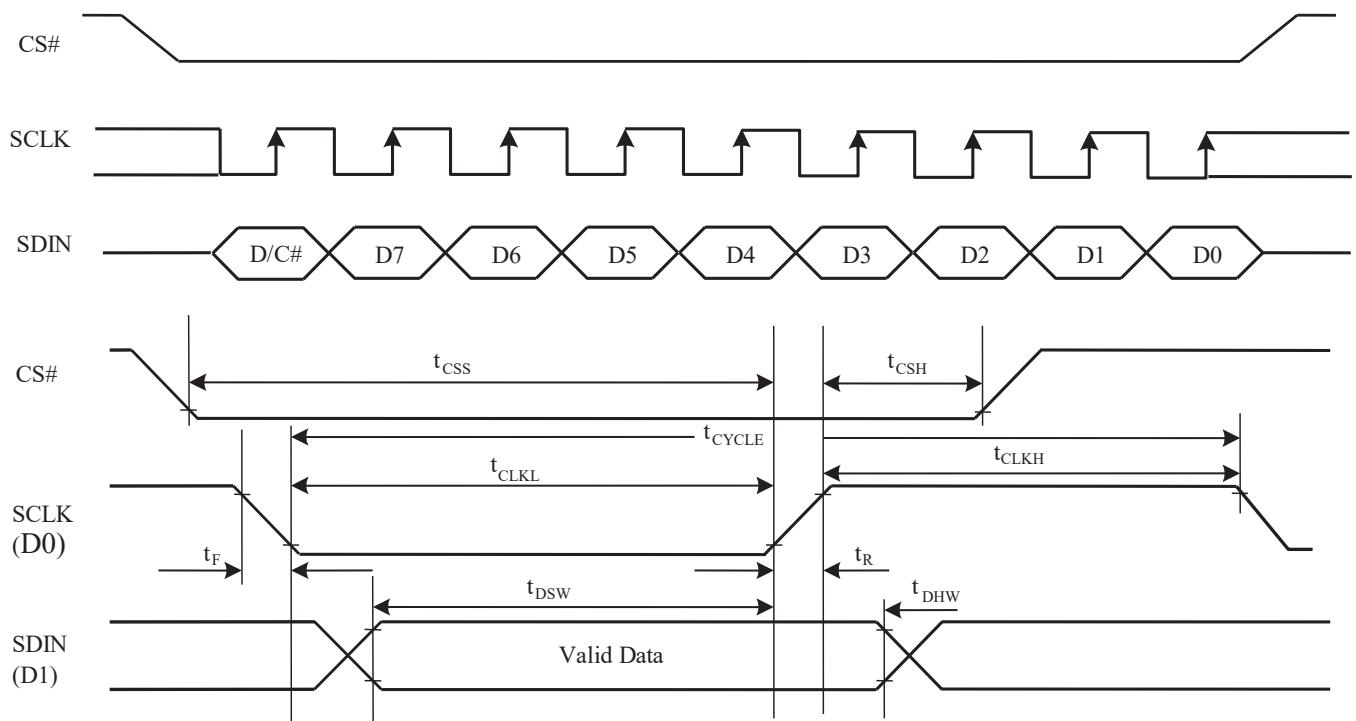


**Table 9-5 : Serial Interface Timing Characteristics (3-wire SPI)**

( $V_{DD} - V_{SS} = 1.65V$  to  $3.5V$ ,  $T_A = 25^\circ C$ )

Symbol	Parameter	Min	Typ	Max	Unit
$t_{cycle}$	Clock Cycle Time	100	-	-	ns
$t_{CSS}$	Chip Select Setup Time	20	-	-	ns
$t_{CSH}$	Chip Select Hold Time	44	-	-	ns
$t_{DSW}$	Write Data Setup Time	15	-	-	ns
$t_{DHW}$	Write Data Hold Time	20	-	-	ns
$t_{CLKL}$	Clock Low Time	20	-	-	ns
$t_{CLKH}$	Clock High Time	20	-	-	ns
$t_R$	Rise Time	-	-	15	ns
$t_F$	Fall Time	-	-	15	ns

**Figure 9-4 : Serial interface characteristics (3-wire SPI)**

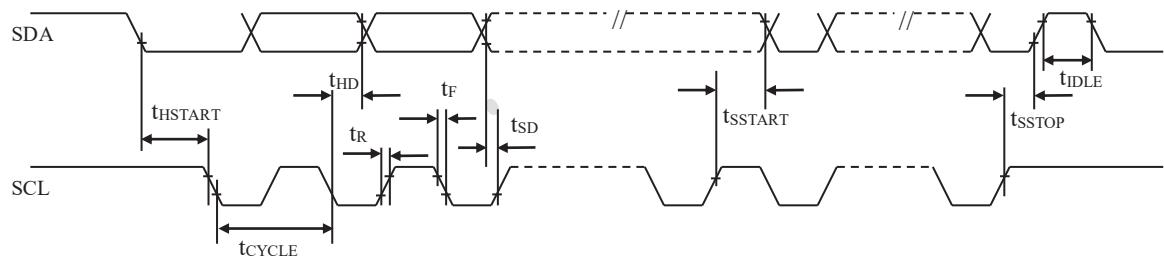


**Table 9-6 : I<sup>2</sup>C Interface Timing Characteristics**

(V<sub>DD</sub>- V<sub>SS</sub> = 1.65V to 3.5V, T<sub>A</sub> = 25°C)

Symbol	Parameter	Min	Typ	Max	Unit
t <sub>cycle</sub>	Clock Cycle Time	2.5	-	-	us
t <sub>HSTART</sub>	Start condition Hold Time	0.6	-	-	us
t <sub>HD</sub>	Data Hold Time (for “SDA <sub>OUT</sub> ” pin)	0	-	-	ns
	Data Hold Time (for “SDA <sub>IN</sub> ” pin)	300	-	-	ns
t <sub>SD</sub>	Data Setup Time	100	-	-	ns
t <sub>SSTART</sub>	Start condition Setup Time (Only relevant for a repeated Start condition)	0.6	-	-	us
t <sub>SSTOP</sub>	Stop condition Setup Time	0.6	-	-	us
t <sub>R</sub>	Rise Time for data and clock pin	-	-	300	ns
t <sub>F</sub>	Fall Time for data and clock pin	-	-	300	ns
t <sub>IDLE</sub>	Idle Time before a new transmission can start	1.3	-	-	us

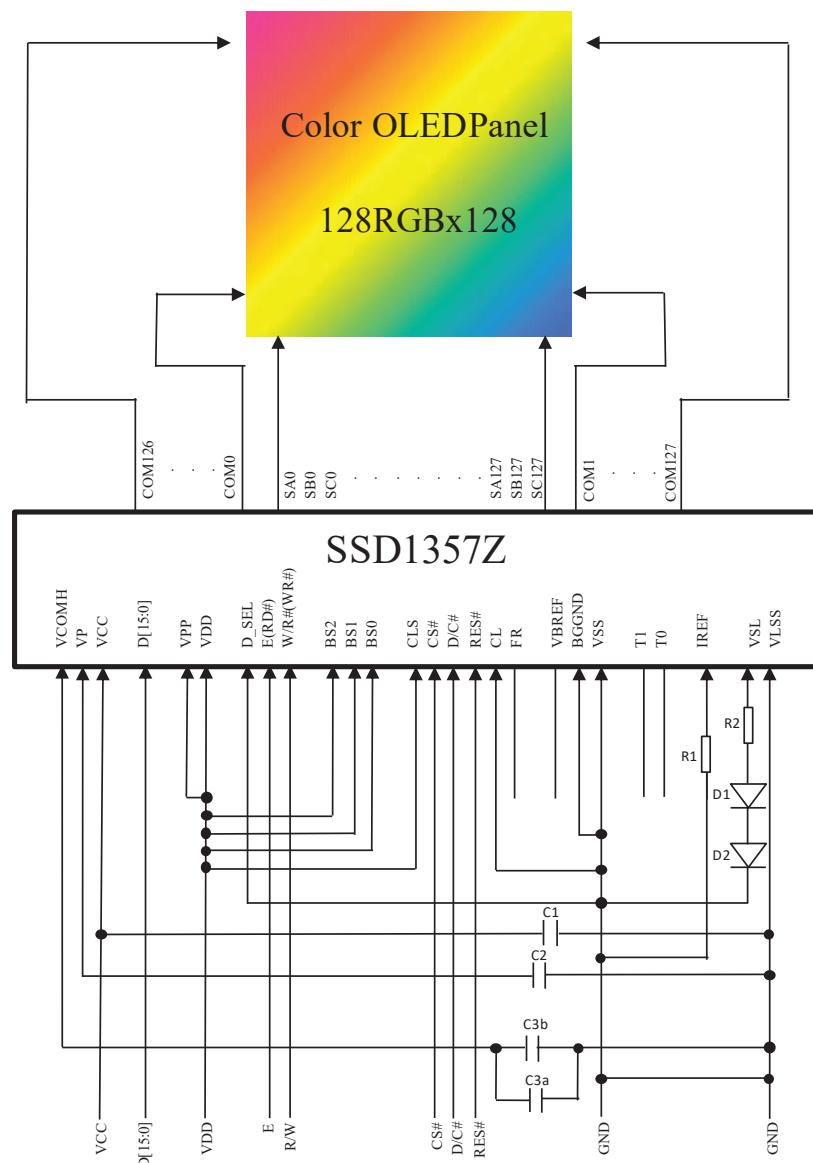
**Figure 9-5 : I<sup>2</sup>C interface Timing characteristics**



## 10 APPLICATION EXAMPLE

**Figure 10-1 : SSD1357Z application example for 16-bit 8080-parallel interface mode**

The configuration for 16-bit 8080-parallel interface mode is shown in the following diagram:  
 $(V_{DD} = 2.8V, \text{ external } V_{CC} = 12V, I_{REF} = 10\mu A)$



Voltage at  $I_{REF} = V_{CC} - 2V$ . For  $V_{CC} = 12V$ ,  $I_{REF} = 10\mu A$ :

$$R1 = (\text{Voltage at } I_{REF} - V_{SS}) / I_{REF}$$

$$= (12-2) / 10\mu A$$

$$= 1M\Omega$$

$$R2 = 50\Omega, 1/8W^{(1)}$$

D1 ~ D2:  $V_{th}=0.7V$ , 1N4148 <sup>(1)</sup>

C2: 1uF, C1, C3a: 4.7uF, C3b: 0.1uF <sup>(1)</sup>

### Note

<sup>(1)</sup> The values are recommended value. Select appropriate value against module application.

<sup>(2)</sup> It is recommended to tie  $V_{LSS}$  and  $V_{SS}$  at one common ground point to minimize circulating ground noise.

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