

# GDSC-1602AM

## SPECIFICATIONS OF LCD MODULE

**Ver 3.01**

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### Features

1-1 Display type: Positive, Transmissive, 60° clock

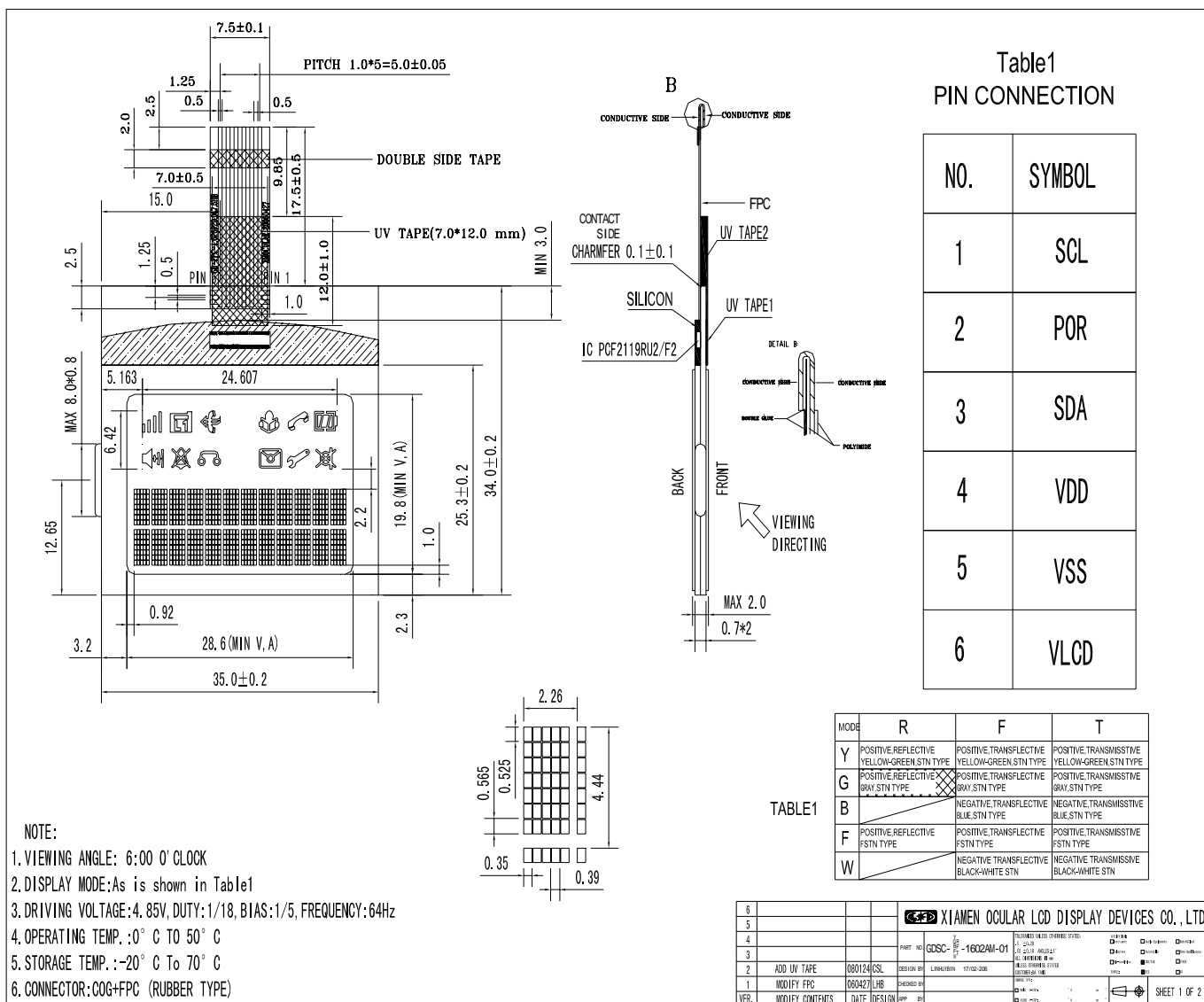
1-2 Driving Method: 4.85 V, 1/18 duty, 1/5 bias

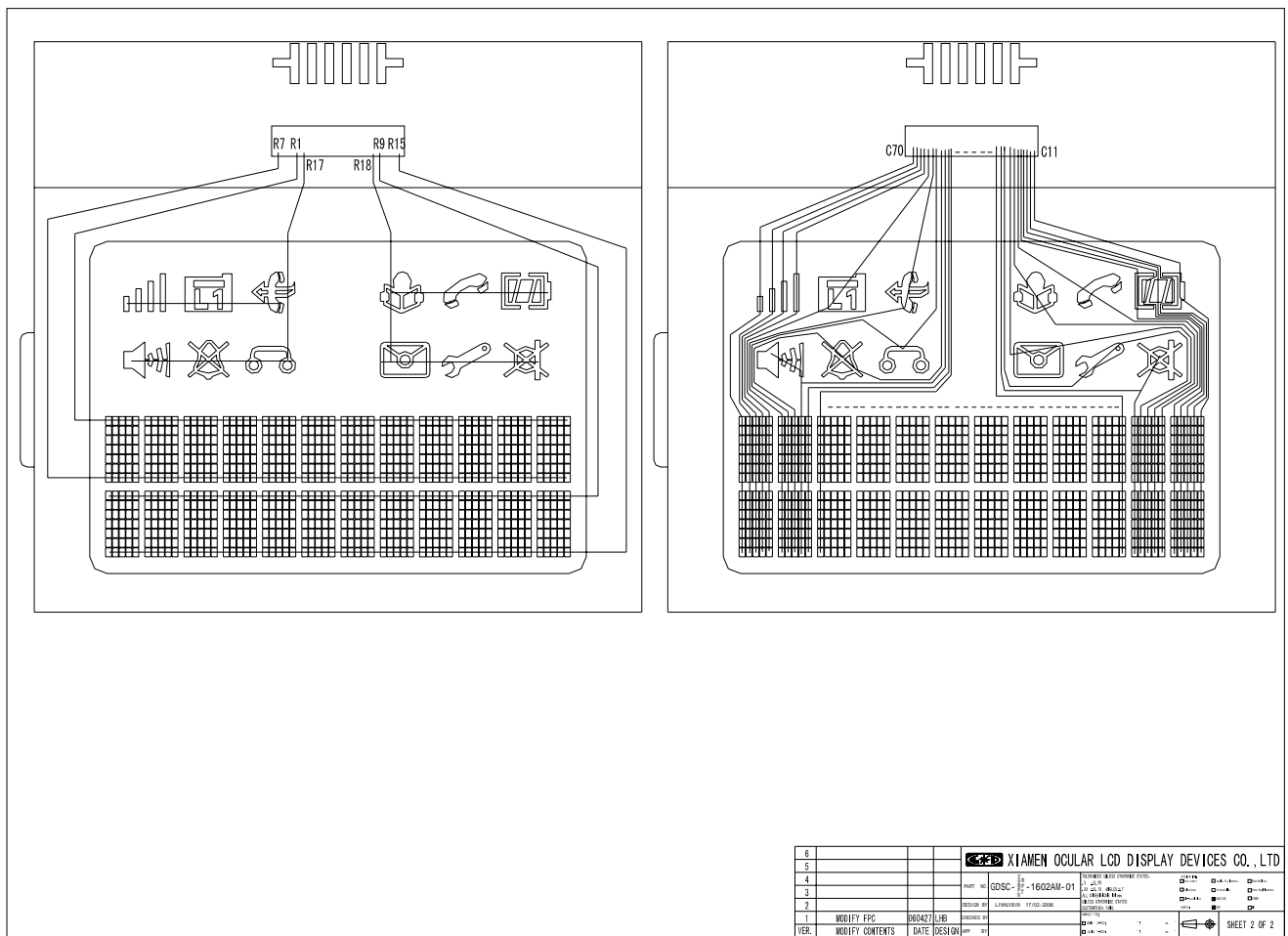
1-3 Built-in controller: PCF2119

1-4 **1.5-5.5V POWER SUPPLY (PCF2119)**

Item	Standard Value	Unit
Module Dimension	35.0(W)*34.0(H)*2.1(T)	mm
Viewing Area	28.6(W)*19.8(H)	mm
Number of Characters	12 Characters *2Line	-
Characters Format	5*7 Dots with Icons	-
Characters Size	1.910(W)*3.915(H)	mm
Characters Pitch	2.26(W) *4.44(H)	mm
Dot Size	0.35(W) *0.525(H)	mm
Dot Pitch	0.39(W) *0.565(H)	mm
LCD Type	STN Gray, Reflective/Positive	-
Viewing Direction	6H	-
Duty	1/18	-
Bias	1/5	-
Controller	PCF2119	-
Approx Weight	5	g

**在 FPC 上多贴一 UV 遮光胶 ( 尺寸为 7.0\*12.0 mm )**





## Absolute maximum ratings

Item	Symbol	Standard			Unit
Power supply voltage	$V_{DD}-V_{SS}$	0	-	5.5	V
Input voltage	$V_{IN}$	VSS	-	VDD	
Operating temperature range	$T_A$	-20	-	+70	
Storage temperature range	$T_{STO}$	-30	-	+80	

\*Wide temperature range is available

## Interface pin description

Pin No	Symbol	Level	Function
1	VLCD	-	POWER SUPPLY FOR LCD
2	VSS	-	GROUND
3	VDD	-	POWER SUPPLY FOR LOGIC
4	SDA	H/L	I2C-BUS SERIAL DATA INPUT/OUTPUT
5	POR	H/L	EXTERNAL POWER-ON RESET INPUT
6	SCL	H/L	I2C-BUS SERIAL CLOCK INPUT

### Display Address:

Display Position	1	2	3	4	5	6	7	8	9	10	11	12
DD RAM Address	02	03	04	05	06	07	08	09	0A	0B	0C	0D
DD RAM Address	42	43	44	45	46	47	48	49	4A	4B	4C	4D

## Optical characteristics

STN type display module ( $T_a=25^\circ\text{C}$ ,  $V_{DD}=5.5\text{V}$ )

Item	Symbol	Condition	Min.	Typ.	Max.	Unit
Viewing angle		$C_r \quad 2$	-60	-	35	deg
			-40	-	40	
Contrast ratio	$C_r$		-	6	-	-
Response time (rise)	$T_r$	-	-	150	250	ms
Response time (fall)	$T_r$	-	-	150	250	

## Electrical characteristics

### DC characteristics

$V_{DD1} = 1.5$  to  $5.5$  V;  $V_{DD2} = V_{DD3} = 2.2$  to  $4.0$  V;  $V_{SS} = 0$  V;  $V_{LCD} = 2.2$  to  $6.5$  V;  $T_{amb} = -40$  to  $+85$  °C; unless otherwise specified.

SYMBOL	PARAMETER	CONDITIONS	MIN.	TYP.	MAX.	UNIT
<b>Supplies</b>						
$V_{DD1}$	logic supply voltage		1.5	–	5.5	V
$V_{DD2}$ , $V_{DD3}$	high voltage generator supply voltage	internal $V_{LCD}$ generation ( $V_{DD2} = V_{DD3} < V_{LCD}$ )	2.2	–	4.0	V
$V_{LCD}$	LCD supply voltage		2.2	–	6.5	V
GROUND SUPPLY CURRENT ( $I_{SS}$ ); EXTERNAL $V_{LCD}$ ; note 1						
$I_{SS1}$	ground supply current 1		–	70	120	µA
$I_{SS3}$	ground supply current 3	$V_{DD} = 3$ V; $V_{LCD} = 5$ V; note 2	–	35	80	µA
$I_{SS4}$	ground supply current 4	icon mode; $V_{DD} = 3$ V; $V_{LCD} = 2.5$ V; note 2	–	25	45	µA
$I_{SS5}$	ground supply current 5	power-down mode; $V_{DD} = 3$ V; $V_{LCD} = 2.5$ V; DB7 to DB0, RS and $R/\overline{W} = 1$ ; OSC = 0; PD = 1	–	0.5	5	µA
GROUND SUPPLY CURRENT ( $I_{SS}$ ); INTERNAL $V_{LCD}$ ; notes 1 and 3						
$I_{SS6}$	ground supply current 6		–	190	400	µA
$I_{SS8}$	ground supply current 8	$V_{DD} = 3$ V; $V_{LCD} = 5$ V; note 2	–	135	400	µA
$I_{SS9}$	ground supply current 9	icon mode; $V_{DD} = 2.5$ V; $V_{LCD} = 2.5$ V; note 2	–	85	–	µA
<b>Logic</b>						
$V_{IL}$	LOW-level input voltage		$V_{SS1}$	–	$0.3V_{DD1}$	V
$V_{IH}$	HIGH-level input voltage		$0.7V_{DD1}$	–	$V_{DD1}$	V
$V_{IL(osc)}$	LOW-level input voltage pad OSC	$V_{DD} = V_{DD(min)}, V_{DD(max)}$	$V_{SS1}$	–	$V_{DD1} - 1.2$	V
$V_{IH(osc)}$	HIGH-level voltage pad OSC	$V_{DD} = V_{DD(min)}, V_{DD(max)}$	$V_{DD1} - 0.1$	–	$V_{DD1}$	V
$I_{OL(DB)}$	LOW-level output current pads DB7 to DB0	$V_{OL} = 0.4$ V; $V_{DD1} = 5$ V	1.6	4	–	mA
$I_{OH(DB)}$	HIGH-level output current pads DB7 to DB0	$V_{OH} = 4$ V; $V_{DD1} = 5$ V	–1	–8	–	mA
$I_{pu}$	pull-up current pads DB7 to DB0	$V_I = V_{SS}, V_{DD(min)}, V_{DD(max)}$	0.04	0.15	1	µA
$I_L$	leakage current	$V_I = V_{DD1,2,3}$ or $V_{SS1,2}$	–1	–	+1	µA

SYMBOL	PARAMETER	CONDITIONS	MIN.	TYP.	MAX.	UNIT
<b>I<sup>2</sup>C-bus</b>						
SDA AND SCL						
V <sub>IL2</sub>	LOW-level input voltage		0	–	0.3V <sub>DD</sub>	V
V <sub>IH2</sub>	HIGH-level input voltage		0.7V <sub>DD</sub>	–	5.5	V
I <sub>LI</sub>	input leakage current	V <sub>I</sub> = V <sub>DD</sub> or V <sub>SS</sub>	–1	–	+1	μA
C <sub>I</sub>	input capacitance		–	5	–	pF
I <sub>OL(SDA)</sub>	LOW-level output current SDA	V <sub>OL</sub> = 0.4 V; V <sub>DD</sub> > 2 V	3	–	–	mA
		V <sub>OL</sub> = 0.2V <sub>DD</sub> ; V <sub>DD</sub> < 2 V	2	–	–	mA
<b>LCD outputs</b>						
R <sub>O(ROW)</sub>	row output resistance pads R1 to R18	note 4	–	10	30	kΩ
R <sub>O(COL)</sub>	column output resistance pads C1 to C80	note 4	–	15	40	kΩ
V <sub>bias(tol)</sub>	bias tolerance pads R1 to R18 and C1 to C80	note 5	–	20	130	mV
V <sub>LCD(tol)</sub>	V <sub>LCD</sub> tolerance	T <sub>amb</sub> = 25 °C; note 3				
		V <sub>LCD</sub> < 3 V	–	–	160	mV
		V <sub>LCD</sub> < 4 V	–	–	200	mV
		V <sub>LCD</sub> < 5 V	–	–	260	mV
		V <sub>LCD</sub> < 6 V	–	–	340	mV
TC0	V <sub>LCD</sub> temperature coefficient 0		–	–0.16	–	%/K
TC1	V <sub>LCD</sub> temperature coefficient 1		–	–0.18	–	%/K
TC2	V <sub>LCD</sub> temperature coefficient 2		–	–0.21	–	%/K
TC3	V <sub>LCD</sub> temperature coefficient 3		–	–0.24	–	%/K

#### Notes

1. LCD outputs are open-circuit; inputs at V<sub>DD</sub> or V<sub>SS</sub>; bus inactive.
2. T<sub>amb</sub> = 25 °C; f<sub>OSC</sub> = 200 kHz.
3. LCD outputs are open-circuit; HV generator is on; load current I<sub>LCD</sub> = 5 μA.
4. Resistance of output terminals (R1 to R18 and C1 to C80) with a load current of 10 μA; outputs measured one at a time; external V<sub>LCD</sub>; V<sub>LCD</sub> = 3 V; V<sub>DD1</sub> = V<sub>DD2</sub> = V<sub>DD3</sub> = 3 V.
5. LCD outputs open-circuit; external V<sub>LCD</sub>.

## AC characteristics

$V_{DD1} = 1.5$  to  $5.5$  V;  $V_{DD2} = V_{DD3} = 2.2$  to  $4.0$  V;  $V_{SS} = 0$  V;  $V_{LCD} = 2.2$  to  $6.5$  V;  $T_{amb} = -40$  to  $+85$  °C; unless otherwise specified.

SYMBOL	PARAMETER	CONDITIONS	MIN.	TYP.	MAX.	UNIT
$f_{FR}$	LCD frame frequency (internal clock)	$V_{DD} = 5.0$ V	45	95	147	Hz
$f_{OSC}$	oscillator frequency (not available at any pad)		140	250	450	kHz
$f_{OSC(ext)}$	external clock frequency		140	–	450	kHz
$t_{OSCST}$	oscillator start-up time after power-down	note 1	–	200	300	μs
<b>Bus timing characteristics: parallel interface; note 2</b>						
WRITE OPERATION (WRITING DATA FROM MPU TO PCF2119x)						
$T_{cy(en)}$	enable cycle time		500	–	–	ns
$t_{W(en)}$	enable pulse width		220	–	–	ns
$t_{su(A)}$	address set-up time		50	–	–	ns
$t_{h(A)}$	address hold time		25	–	–	ns
$t_{su(D)}$	data set-up time		60	–	–	ns
$t_{h(D)}$	data hold time		25	–	–	ns
READ OPERATION (READING DATA FROM PCF2119x TO MPU)						
$T_{cy(en)}$	enable cycle time		500	–	–	ns
$t_{W(en)}$	enable pulse width		220	–	–	ns
$t_{su(A)}$	address set-up time		50	–	–	ns
$t_{h(A)}$	address hold time		25	–	–	ns
$t_{d(D)}$	data delay time	$V_{DD1} > 2.2$ V	–	–	150	ns
		$V_{DD1} > 1.5$ V	–	–	250	ns
$t_{h(D)}$	data hold time		20	–	100	ns
<b>Timing characteristics: I<sup>2</sup>C-bus interface; note 2</b>						
$f_{SCL}$	SCL clock frequency		–	–	400	kHz
$t_{LOW}$	SCL clock low period		1.3	–	–	μs
$t_{HIGH}$	SCL clock high period		0.6	–	–	μs
$t_{SU,DAT}$	data set-up time		100	–	–	ns
$t_{HD,DAT}$	data hold time		0	–	–	ns
$t_r$	SCL, SDA rise time	notes 1 and 3	$15 + 0.1C_B$	–	300	ns
$t_f$	SCL, SDA fall time	notes 1 and 3	$15 + 0.1C_B$	–	300	ns
$C_B$	capacitive bus line load		–	–	400	pF
$t_{SU,STA}$	set-up time for a repeated START condition		0.6	–	–	μs
$t_{HD,STA}$	START condition hold time		0.6	–	–	μs
$t_{SU,STO}$	set-up time for STOP condition		0.6	–	–	μs
$t_{SW}$	tolerable spike width on bus		–	–	50	ns
$t_{BUF}$	bus free time between STOP and START condition		1.3	–	–	μs

## Command Description

### 8.1 Clear display

'Clear display' writes character code 20H into all DDRAM addresses (the character pattern for character code 20H must be a blank pattern), sets the DDRAM address counter to logic 0 and returns the display to its original position, if it was shifted. Thus, the display disappears and the cursor or blink position goes to the left edge of the display. Sets entry mode I/D = 1 (increment mode). S of entry mode does not change.

The instruction 'clear display' requires extra execution time. This may be allowed by checking the Busy Flag (BF) or by waiting until the 165 clock cycles have elapsed. The latter must be applied where no read-back options are foreseen, as in some Chip-On-Glass (COG) applications.

### 8.2 Return home

'Return home' sets the DDRAM address counter to logic 0 and returns the display to its original position if it was shifted. DDRAM contents do not change. The cursor or blink position goes to the left of the first display line. I/D and S of entry mode do not change.

### 8.3 Entry mode set

#### 8.3.1 I/D

When I/D = 1 (0) the DDRAM or CGRAM address increments (decrements) by 1 when data is written into or read from the DDRAM or CGRAM. The cursor or blink position moves to the right when incremented and to the left when decremented. The cursor underline and cursor character blink are inhibited when the CGRAM is accessed.

#### 8.3.2 S

When S = 1, the entire display shifts either to the right (I/D = 0) or to the left (I/D = 1) during a DDRAM write. Thus it appears as if the cursor stands still and the display moves. The display does not shift when reading from the DDRAM, or when writing to or reading from the CGRAM. When S = 0, the display does not shift.

### 8.4 Display control (and partial power-down mode)

#### 8.4.1 D

The display is on when D = 1 and off when D = 0. Display data in the DDRAM is not affected and can be displayed immediately by setting D to a logic 1.

When the display is off (D = 0) the chip is in partial power-down mode:

- The LCD outputs are connected to  $V_{SS}$
- The LCD generator and bias generator are turned off.

Three oscillator cycles are required after sending the 'display off' instruction to ensure all outputs are at  $V_{SS}$ , afterwards OSC can be stopped. If the oscillator is running during partial power-down mode ('display off') the chip can still execute instructions. Even lower current consumption is obtained by inhibiting the oscillator (OSC =  $V_{SS}$ ).

To ensure  $I_{DD} < 1 \mu A$ , the parallel bus pads DB7 to DB0 should be connected to  $V_{DD}$ ; RS and  $R/\overline{W}$  to  $V_{DD}$  or left open-circuit and PD to  $V_{DD}$ . Recovery from power-down mode: PD back to logic 0, if necessary OSC back to  $V_{DD}$  and send a 'display control' instruction with D = 1.

#### 8.4.2 C

The cursor is displayed when C = 1 and inhibited when C = 0. Even if the cursor disappears, the display functions I/D, etc. remain in operation during display data write. The cursor is displayed using 5 dots in the 8th line (see Fig.5).

#### 8.4.3 B

The character indicated by the cursor blinks when B = 1. The cursor character blink is displayed by switching between display characters and all dots on with a period of

approximately 1 second, with  $f_{\text{blink}} = \frac{f_{\text{OSC}}}{52224}$

The cursor underline and the cursor character blink can be set to display simultaneously.

### 8.5 Cursor or display shift

'Cursor/display shift' moves the cursor position or the display to the right or left without writing or reading display data. This function is used to correct a character or move the cursor through the display. In 2-line displays, the cursor moves to the next line when it passes the last position (40) of the line.

When the displayed data is shifted repeatedly all lines shift at the same time; displayed characters do not shift into the next line.

The Address Counter (AC) content does not change if the only action performed is shift display, but increments or decrements with the 'cursor shift'.



## 8.6 Function set

### 8.6.1 DL (PARALLEL MODE ONLY)

Sets interface data width. Data is sent or received in bytes (DB7 to DB0) when DL = 1 or in two nibbles (DB7 to DB4) when DL = 0. When 4-bit width is selected, data is transmitted in two cycles using the parallel bus. In a 4-bit application DB3 to DB0 should be left open-circuit (internal pull-ups). Hence in the first 'function set' instruction after power-on, M, SL and H are set to logic 1. A second 'function set' must then be sent (2 nibbles) to set M, SL and H to their required values.

'Function set' from the I<sup>2</sup>C-bus interface sets the DL bit to logic 1.

### 8.6.2 M

Selects either 1-line by 32 display (M = 0) or 2-line by 16 display (M = 1).

### 8.6.3 SL

Selects MUX 1 : 9, 1-line by 16 display (independent of M and L). Only rows 1 to 8 and 17 are to be used. All other rows must be left open-circuit. The DDRAM map is the same as in the 2-line by 16 display mode, however, the second line is not displayable.

### 8.6.4 H

When H = 0 the chip can be programmed via the standard 11 instruction codes used in the PCF2116 and other LCD controllers.

When H = 1 the extended range of instructions will be used. These are mainly for controlling the display configuration and the icons.

## 8.7 Set CGRAM address

'Set CGRAM address' sets bits 5 to 0 of the CGRAM address A<sub>CG</sub> into the address counter (binary A5 to A0). Data can then be written to or read from the CGRAM.

**Attention:** the CGRAM address uses the same address register as the DDRAM address and consists of 7 bits (binary A6 to A0). With the 'set CGRAM address' command, only bits 5 to 0 are set. Bit 6 can be set using the 'set DDRAM address' command first, or by using the auto-increment feature during CGRAM write. All bits 6 to 0 can be read using the 'read busy flag' and 'read address' command.

When writing to the lower part of the CGRAM, ensure that bit 6 of the address is not set (e.g. by an earlier DDRAM write or read action).

## 8.8 Set DDRAM address

'Set DDRAM address' sets the DDRAM address A<sub>DD</sub> into the address counter (binary A6 to A0). Data can then be written to or read from the DDRAM.

## 8.9 Read busy flag and read address

'Read busy flag' and 'read address' read the Busy Flag (BF) and Address Counter (AC). BF = 1 indicates that an internal operation is in progress. The next instruction will not be executed until BF = 0. It is recommended that the BF status is checked before the next write operation is executed.

At the same time, the value of the address counter expressed in binary A6 to A0 is read out. The address counter is used by both CGRAM and DDRAM, and its value is determined by the previous instruction.

## 8.10 Write data to CGRAM or DDRAM

'Write data' writes binary 8-bit data D7 to D0 to the CGRAM or the DDRAM.

Whether the CGRAM or DDRAM is to be written into is determined by the previous 'set CGRAM address' or 'set DDRAM address' command. After writing, the address automatically increments or decrements by 1, in accordance with the entry mode. Only bits D4 to D0 of CGRAM data are valid, bits D7 to D5 are 'don't care'.

## 8.11 Read data from CGRAM or DDRAM

'Read data' reads binary 8-bit data D7 to D0 from the CGRAM or DDRAM.

The most recent 'set address' command determines whether the CGRAM or DDRAM is to be read.

The 'read data' instruction gates the content of the Data Register (DR) to the bus while E is HIGH. After E goes LOW again, internal operation increments (or decrements) the AC and stores RAM data corresponding to the new AC into the DR.

There are only three instructions that update the data register:

- 'set CGRAM address'
- 'set DDRAM address'
- 'read data' from CGRAM or DDRAM.

Other instructions (e.g. 'write data', 'cursor/display shift', 'clear display' and 'return home') do not modify the data register content.

## 9 EXTENDED FUNCTION SET INSTRUCTIONS AND FEATURES

### 9.1 New instructions

H = 1, sets the chip into alternate instruction set mode.

### 9.2 Icon control

The PCF2119x can drive up to 160 icons. See Fig.19 for CGRAM to icon mapping.

### 9.3 IM

When IM = 0, the chip is in character mode. In the character mode characters and icons are driven (MUX 1 : 18). The  $V_{LCD}$  generator, if used, produces the  $V_{LCD}$  voltage programmed in register  $V_A$ .

When IM = 1, the chip is in icon mode. In the icon mode only the icons are driven (MUX 1 : 2) and the  $V_{LCD}$  voltage generator, if used, produces the  $V_{LCD}$  voltage as programmed in register  $V_B$ .

### 9.4 IB

Icon blink control is independent of the cursor/character blink function.

When IB = 0, icon blink is disabled. Icon data is stored in CGRAM character 0 to 3 ( $4 \times 8 \times 5 = 160$  bits for 160 icons).

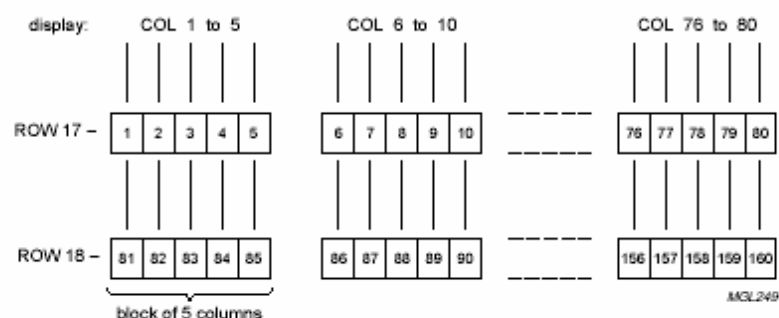
When IB = 1, icon blink is enabled. In this case each icon is controlled by two bits. Blink consists of two half phases (corresponding to the cursor on and off phases called even and odd phases hereafter).

Icon states for the even phase are stored in CGRAM characters 0 to 3 ( $4 \times 8 \times 5 = 160$  bits for 160 icons). These bits also define the icon state when icon blink is not used.

Icon states for the odd phase are stored in CGRAM character 4 to 7 (another 160 bits for the 160 icons). When icon blink is disabled CGRAM characters 4 to 6 may be used as normal CGRAM characters.

**Table 10** Blink effect for icons and cursor character blink

PARAMETER	EVEN PHASE	ODD PHASE
Cursor character blink	block (all on)	normal (display character)
Icons	state 1: CGRAM character 0 to 2	state 2: CGRAM character 4 to 6



icon no.	phase	ROW/COL	character codes					CGRAM address					CGRAM data					icon view
			7	6	5	4	3	2	1	0	6	5	4	3	2	1	0	
			MSB					LSB					MSB					
1-5	even	17/1-5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	
6-10	even	17/6-10	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	
11-15	even	17/11-15	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	
76-80	even	17/76-80	0	0	0	0	0	0	0	1	0	0	0	1	1	1	1	
81-85	even	18/1-5	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	
156-160	even	18/76-80	0	0	0	0	0	0	0	1	1	1	1	1	1	1	0	
1-5	odd (blink)	17/1-5	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	
156-160	odd (blink)	18/76-80	0	0	0	0	0	0	1	1	1	1	1	1	1	0	0	

MGR999

CGRAM data bit = logic 1 turns the icon on, data bit = logic 0 turns the icon off.

Data in character codes 0 to 3 define the icon state when icon blink is disabled or during the even phase when icon blink is enabled.

Data in character codes 4 to 7 define the icon state during the odd phase when icon blink is enabled (not used for icons when icon blink is disabled).

Fig.19 CGRAM to icon mapping.

## 9.5 Normal/icon mode operation

IM	CONDITION	V <sub>LCD</sub>
0	character mode	generates V <sub>A</sub>
1	icon mode	generates V <sub>B</sub>

## 9.6 Direct mode

When DM = 0, the chip is not in direct mode. Either the internal voltage generator or an external voltage may be used to achieve the necessary V<sub>LCD</sub> value.

When DM = 1, the chip is in direct mode. The internal voltage generator is turned off and the V<sub>LCD</sub> output is directly connected to the HVgen supply voltage V<sub>DD2</sub>.

The direct mode can be used to reduce the current consumption when the required V<sub>LCD</sub> output voltage is close to the V<sub>DD2</sub> supply voltage. This can be the case in icon mode or in Mux 1 : 9 (depending on LCD liquid properties).

## 9.7 Voltage multiplier control

S[1:0]

A software configurable voltage multiplier is incorporated and can be set via 'Set HVgen stages' command.

The voltage multiplier control can be used to reduce current consumption by disconnecting internal voltage multiplier stages (depending on the required V<sub>LCD</sub> output voltage).

## 9.8 Screen configuration

L: default is L = 0.

L = 0: the two halves of a split screen are connected in a standard way i.e. column 1/81, 2/82 to 80/160.

L = 1: the two halves of a split screen are connected in a mirrored way i.e. column 1/160, 2/159 to 80/81. This allows single layer PCB or glass layout.

## 9.9 Display configuration

P, Q: default is P, Q = 0.

P = 1: mirrors the column data.

Q = 1: mirrors the row data.

## 9.10 TC1 and TC2

Default is TC1 and TC2 = 0. This selects the default temperature coefficient for the internally generated V<sub>LCD</sub>. TC1 and TC2 = 10, 01 and 11 selects alternative temperature coefficients 1, 2 and 3 respectively.

## 9.11 Set V<sub>LCD</sub>

The V<sub>LCD</sub> value is programmed by instruction. Two on-chip registers hold V<sub>LCD</sub> values for the character mode and the icon mode respectively (V<sub>A</sub> and V<sub>B</sub>). The generated V<sub>LCD</sub> value is independent of V<sub>DD</sub>, allowing battery operation of the chip.

V<sub>LCD</sub> programming:

1. Send 'function set' instruction with H = 1
2. Send 'set V<sub>LCD</sub>' instruction to write to voltage register:
  - a) DB7, DB6 = 10: DB5 to DB0 are V<sub>LCD</sub> of character mode (V<sub>A</sub>)
  - b) DB7, DB6 = 11: DB5 to DB0 are V<sub>LCD</sub> of icon mode (V<sub>B</sub>)
  - c) DB5 to DB0 = 000000 switches V<sub>LCD</sub> generator off (when selected)
  - d) During 'display off' and power-down the V<sub>LCD</sub> generator is also disabled.
3. Send 'function set' instruction with H = 0 to resume normal programming.

## 9.12 Reducing current consumption

Reducing current consumption can be achieved by one of the options given in Table 11.

When V<sub>LCD</sub> lies outside the V<sub>DD</sub> range and must be generated, it is usually more efficient to use the on-chip generator than an external regulator.

Table 11 Reducing current consumption

ORIGINAL MODE	ALTERNATIVE MODE
Character mode	icon mode (control bit IM)
Display on	display off (control bit D)
HV generator operating	direct mode
Any mode	power-down (PD pad)

Table 12 Use of the V<sub>A</sub> and V<sub>B</sub> registers

MODE	V <sub>A</sub>	V <sub>B</sub>
Normal operation	V <sub>LCD</sub> character mode	V <sub>LCD</sub> icon mode

**Table 17** Example of I<sup>2</sup>C-bus operation; 1-line display (using external reset, assuming SA0 = V<sub>SS</sub>; note 1)

STEP	I <sup>2</sup> C BYTE	DISPLAY	OPERATION
1	I <sup>2</sup> C-bus start		initialized; no display appears
2	slave address for write SA6 SA5 SA4 SA3 SA2 SA1 SA0 R/W Ack 0 1 1 1 0 1 0 0 1		during the acknowledge cycle SDA will be pulled-down by the PCF2119x
3	send a control byte for 'function set' Co RS 0 0 0 0 0 0 Ack 0 0 0 0 0 0 0 1		control byte sets RS for following data bytes
4	function set DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0 Ack 0 0 1 X 0 0 0 0 1		selects 1-line display and V <sub>LCD</sub> = V <sub>0</sub> ; SCL pulse during acknowledge cycle starts execution of instruction
5	display on/off control DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0 Ack 0 0 0 0 1 1 1 0 1	—	turns on display and cursor; entire display shows character 20H (blank in ASCII-like character sets)
6	entry mode set DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0 Ack 0 0 0 0 0 1 1 0 1	—	sets mode to increment the address by 1 and to shift the cursor to the right at the time of write to the DDRAM or CGRAM; display is not shifted
7	I <sup>2</sup> C start	—	for writing data to DDRAM, RS must be set to 1; therefore a control byte is needed
8	slave address for write SA6 SA5 SA4 SA3 SA2 SA1 SA0 R/W Ack 0 1 1 1 0 1 0 0 1	—	
9	send a control byte for 'write data' Co RS 0 0 0 0 0 0 Ack 0 1 0 0 0 0 0 1	—	
10	'write data' to DDRAM DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0 Ack 0 1 0 1 0 0 0 0 1	P_	writes 'P'; the DDRAM has been selected at power-up; the cursor is incremented by 1 and shifted to the right
11	'write data' to DDRAM DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0 Ack 0 1 0 0 1 0 0 0 1	PH_	writes 'H'

STEP	I <sup>2</sup> C BYTE	DISPLAY	OPERATION
12 to 15			
16	'write data' to DDRAM DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0 Ack 0 1 0 1 0 0 1 1 1	PHILIPS_	writes 'S'
17	(optional I <sup>2</sup> C stop) I <sup>2</sup> C start + slave address for write (as step 8)	PHILIPS_	
18	control byte Co RS 0 0 0 0 0 0 Ack 1 0 0 0 0 0 0 1	PHILIPS_	
19	return home DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0 Ack 0 0 0 0 0 0 1 0 1	PHILIPS	sets DDRAM address 0 in address counter (also returns shifted display to original position; DDRAM contents unchanged); this instruction does not update the Data Register (DR)
20	I <sup>2</sup> C start	PHILIPS	
21	slave address for read SA6 SA5 SA4 SA3 SA2 SA1 SA0 R/W Ack 0 1 1 1 0 1 0 1 1	PHILIPS	during the acknowledge cycle the content of the DR is loaded into the internal I <sup>2</sup> C-bus interface to be shifted out; in the previous instruction neither a 'set address' nor a 'read data' has been performed; therefore the content of the DR was unknown; the R/W has to be set to 1 while still in I <sup>2</sup> C-write mode
22	control byte for read Co RS 0 0 0 0 0 0 Ack 0 1 1 0 0 0 0 1	PHILIPS	DDRAM content will be read from following instructions
23	'read data': 8 × SCL + master acknowledge; note 2 DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0 Ack X X X X X X X X 0	PHILIPS	8 × SCL; content loaded into interface during previous acknowledge cycle is shifted out over SDA; MSB is DB7; during master acknowledge content of DDRAM address 01 is loaded into the I <sup>2</sup> C-bus interface

STEP	I <sup>2</sup> C BYTE	DISPLAY	OPERATION
24	'read data': 8 × SCL + master acknowledge; note 2 DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0 Ack 0 1 0 0 1 0 0 0 0	PHILIPS	8 × SCL; code of letter 'H' is read first; during master acknowledge code of 'I' is loaded into the I <sup>2</sup> C interface
25	'read data': 8 × SCL + no master acknowledge; note 2 DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0 Ack 0 1 0 0 1 0 0 1 1	PHILIPS	no master acknowledge; after the content of the I <sup>2</sup> C-bus interface register is shifted out no internal action is performed; no new data is loaded to the interface register, data register is not updated, address counter is not incremented and cursor is not shifted
26	I <sup>2</sup> C stop	PHILIPS	

#### Notes

1. X = don't care.
2. SDA is left at high-impedance by the microcontroller during the read acknowledge.

## Application

### 10 INTERFACES TO MPU

#### 10.1 Parallel interface

The PCF2119x can send data in either two 4-bit operations or one 8-bit operation and can thus interface to 4-bit or 8-bit microcontrollers.

In 8-bit mode data is transferred as 8-bit bytes using the 8 data lines DB7 to DB0. Three further control lines E, RS and R/W are required; see Section 6.1.

In 4-bit mode data is transferred in two cycles of 4 bits each using pads DB7 to DB4 for the transaction. The higher order bits (corresponding to DB7 to DB4 in 8-bit mode) are sent in the first cycle and the lower order bits (DB3 to DB0 in 8-bit mode) in the second. Data transfer is complete after two 4-bit data transfers. It should be noted that two cycles are also required for the busy flag check. 4-bit operation is selected by instruction, see Figs 16 to 18 for examples of bus protocol.

In 4-bit mode, pads DB3 to DB0 must be left open-circuit. They are pulled up to  $V_{DD}$  internally.

#### 10.2 I<sup>2</sup>C-bus interface

The I<sup>2</sup>C-bus is for bidirectional, two-line communication between different ICs or modules. The two lines are the Serial Data line (SDA) and the Serial Clock Line (SCL). Both lines must be connected to a positive supply via pull-up resistors. Data transfer may be initiated only when the bus is not busy.

Each byte of eight bits is followed by an acknowledge bit. The acknowledge bit is a HIGH level signal put on the bus by the transmitter during which time the master generates an extra acknowledge related clock pulse. A slave receiver which is addressed must generate an acknowledge after the reception of each byte.

Also a master receiver must generate an acknowledge after the reception of each byte that has been clocked out of the slave transmitter.

The device that acknowledges must pull-down the SDA line during the acknowledge clock pulse, so that the SDA line is stable LOW during the HIGH period of the acknowledge related clock pulse (set-up and hold times must be taken into consideration).

A master receiver must signal an end of data to the transmitter by not generating an acknowledge on the last byte that has been clocked out of the slave. In this event the transmitter must leave the data line HIGH to enable the master to generate a STOP condition.

##### 10.2.1 I<sup>2</sup>C-BUS PROTOCOL

Before any data is transmitted on the I<sup>2</sup>C-bus, the device which should respond is addressed first. The addressing is always carried out with the first byte transmitted after the START procedure. The I<sup>2</sup>C-bus configuration for the different PCF2119x read and write cycles is shown in Figs 24 to 26. The slow down feature of the I<sup>2</sup>C-bus protocol (receiver holds SCL LOW during internal operations) is not used in the PCF2119x.

##### 10.2.2 DEFINITIONS

- Transmitter: the device which sends the data to the bus
- Receiver: the device which receives the data from the bus
- Master: the device which initiates a transfer, generates clock signals and terminates a transfer
- Slave: the device addressed by a master
- Multi-master: more than one master can attempt to control the bus at the same time without corrupting the message
- Arbitration: procedure to ensure that, if more than one master simultaneously tries to control the bus, only one is allowed to do so and the message is not corrupted
- Synchronization: procedure to synchronize the clock signals of two or more devices.

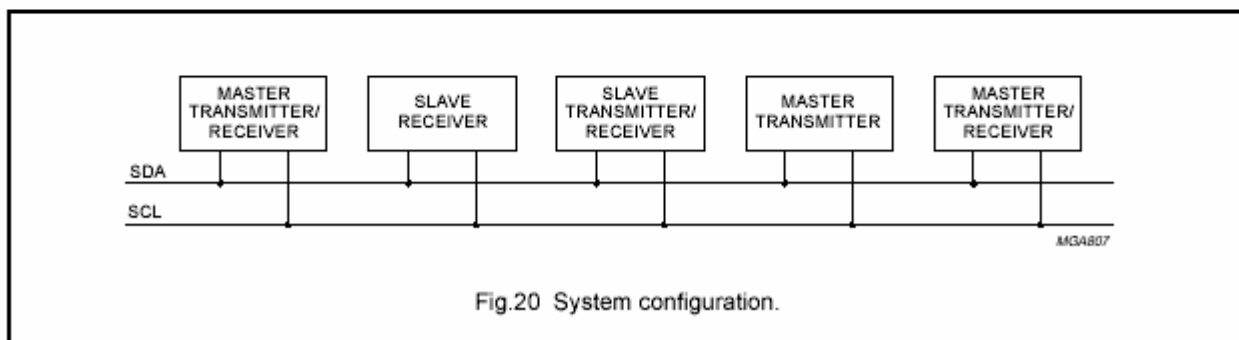


Fig.20 System configuration.

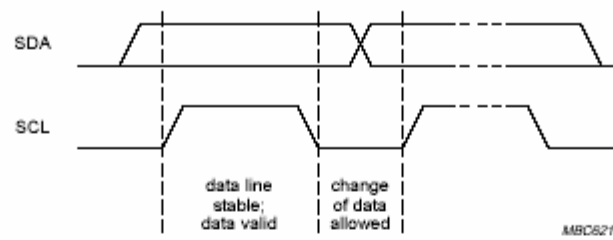


Fig.21 Bit transfer.

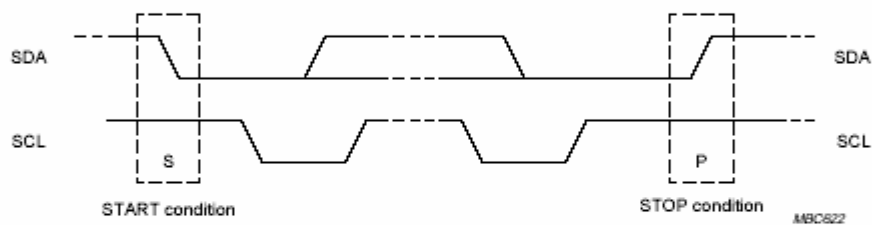


Fig.22 Definition of START and STOP conditions.

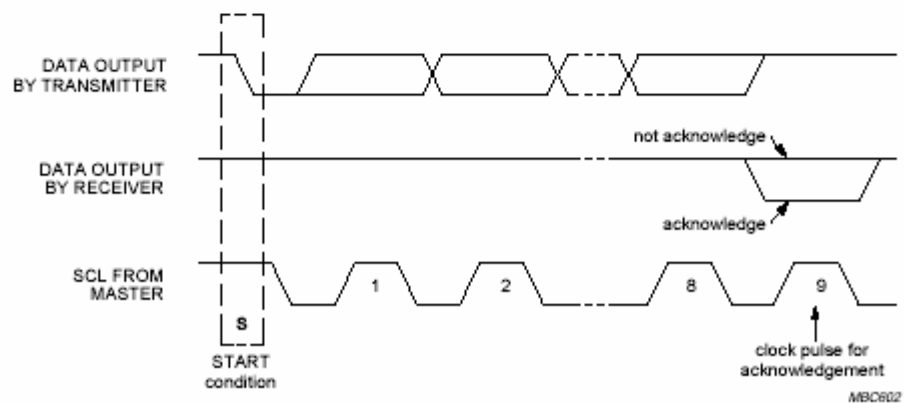


Fig.23 Acknowledgement on the I<sup>2</sup>C-bus.



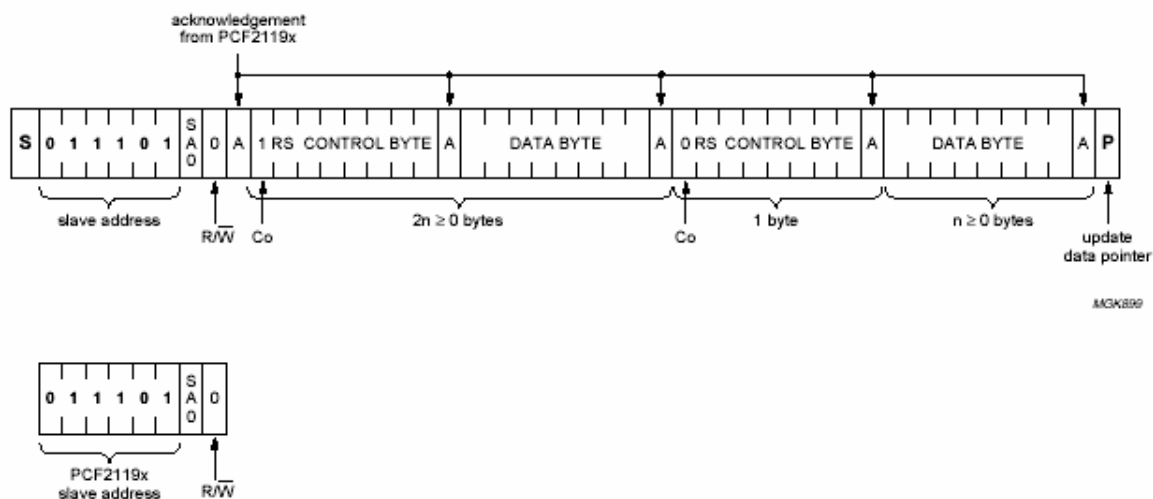
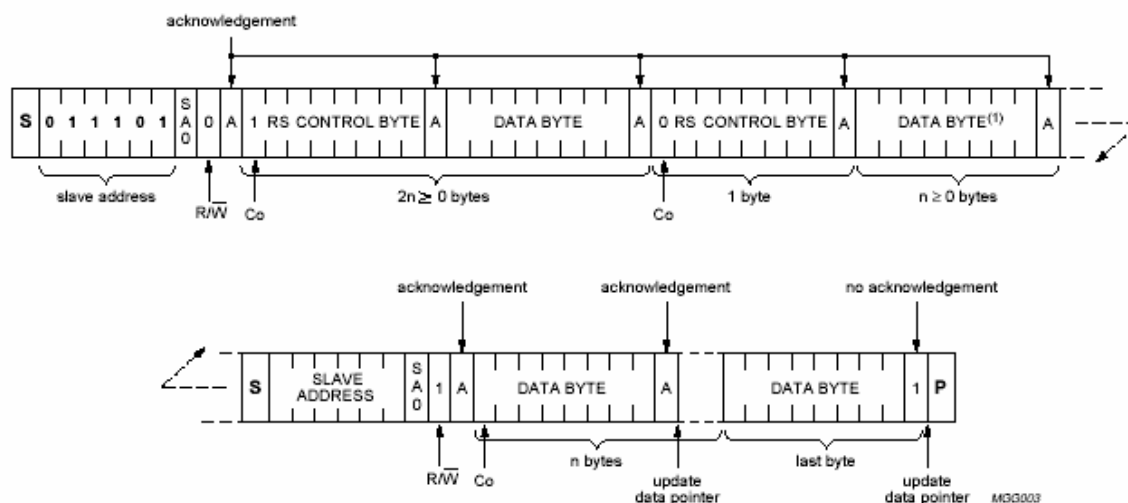


Fig.24 Master transmits to slave receiver; write mode.



(1) Last data byte is a dummy byte (may be omitted).

Fig.25 Master reads after setting word address; writes word address, set RS; 'read data'.



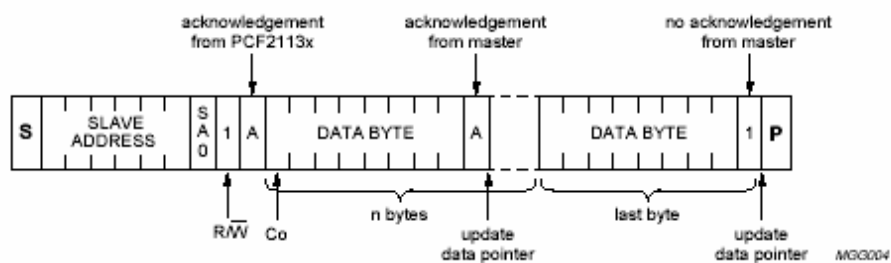


Fig.26 Master reads slave immediately after first byte; read mode (RS previously defined).

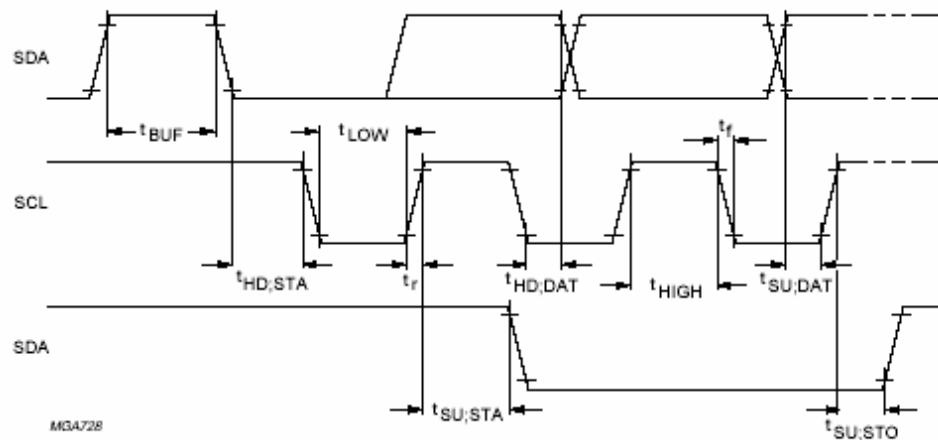


Fig.27 I<sup>2</sup>C-bus timing diagram.

## COMPANY PROFILE

**XIAMEN OCULAR LCD DEVIDES CO.,LTD.** Was formed in 1992. Our company is a joint-venture specializing in manufacturing all kinds of Liquid Crystal Displays. We design and massproduce Touch Panel,LED,COG, the digital segment, dot matrix LCD panels, and modules in TN,HTN and STN types using the advanced and whole facilities and soft-ware technology.

Most of our products are customer\_mode. Xiamen Ocular's LCDs now have a good sale not only in domextic China,but also in America,Europe and East\_south Aisa.These LCDs were widely used in the display of instruments,clocks,telecommunication equipments,calcuators,air conditioner controllers and AV systems.

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