

## 9 FUNCTION DESCRIPTION

### 9.1 Display Data RAM

#### 9.1.1 Configuration

The display module has an integrated 360x390x18-bit graphic type static RAM. This 2527200-bit memory allows storing on-chip a 360xRGBx390 image with an 18-bpp resolution (262K-color). There will be no abnormal visible effect on the display when there is a simultaneous Panel Read and Interface Read or Write to the same location of the Frame Memory.

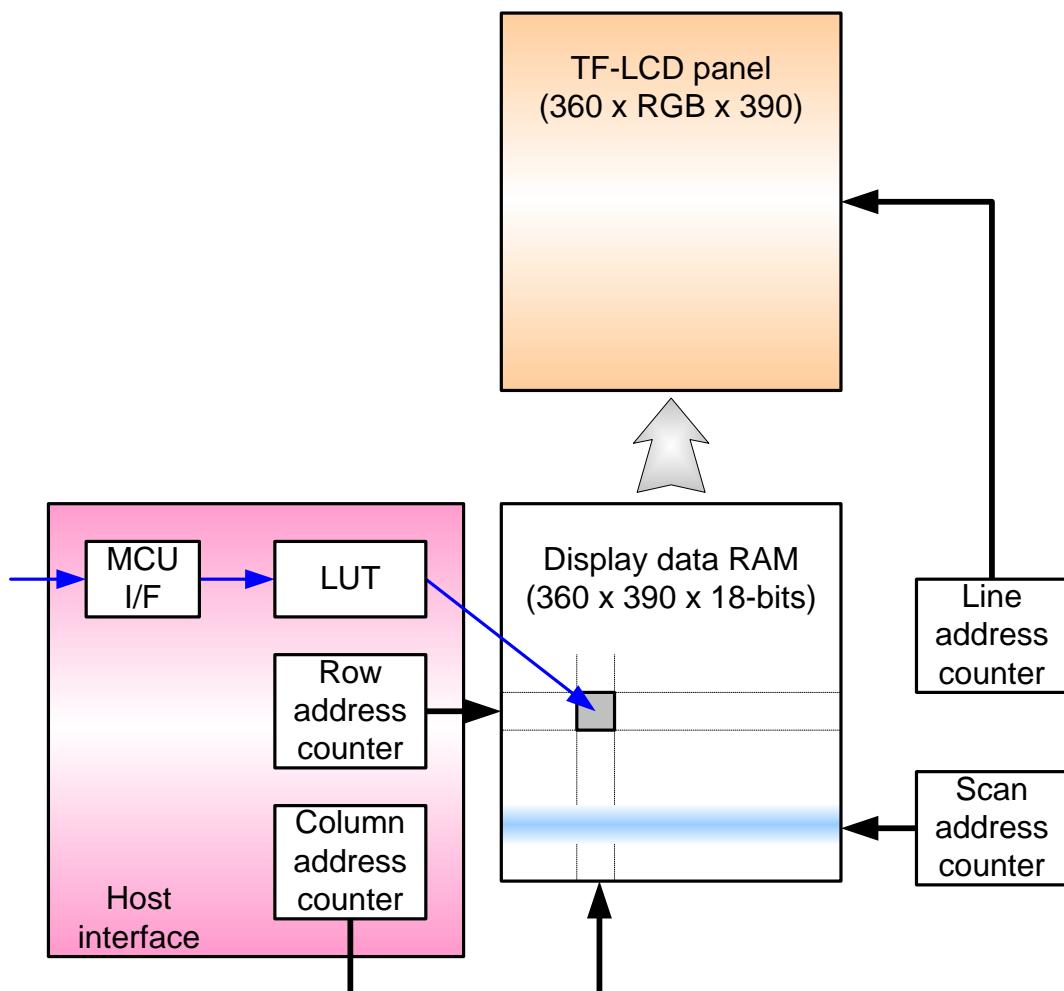


Figure 27 Display data RAM organization

### 9.1.2 Memory to display address mapping

RGB alignment																																	
Data control command			Column																														
Page	(MADCTR) MX=0		0	1			359																										
	(MADCTR) MX=1		359	358			0																										
Color		R	G	B	R	G	B		R	G	B																						
Data																																	
(MADCTR) MY=0		389																															
(MADCTR) MY=1		388																															
0	1	2	3	4	5	6	7	:	382	383	384	385	386	387	388	389	0	389	388	387	386	385	384	383	382	7	6	5	4	3	2	1	0
Source output					0	1	2	3	4	5		1077	1078	1079																			

## 9.2 Address Control

The address counter sets the addresses of the display data RAM for writing and reading.

Data is written pixel-wise into the RAM matrix of DRIVER. The data for one pixel or two pixels is collected (RGB 6-6-6-bit), according to the data formats. As soon as this pixel-data information is complete the “Write access” is activated on the RAM. The locations of RAM are addressed by the address pointers. The address ranges are X=0 to X=359 (167h) and Y=0 to Y=389 (185h). Addresses outside these ranges are not allowed. Before writing to the RAM, a window must be defined that will be written. The window is programmable via the command registers XS, YS designating the start address and XE, YE designating the end address.

For example the whole display contents will be written, the window is defined by the following values: XS=0 (0h) YS=0 (0h) and XE=359 (167h), YE=389 (185h).

In vertical addressing mode (MV=1), the Y-address increments after each byte, after the last Y-address (Y=YE), Y wraps around to YS and X increments to address the next column. In horizontal addressing mode (V=0), the X-address increments after each byte, after the last X-address (X=XE), X wraps around to XS and Y increments to address the next row. After the every last address (X=XE and Y=YE) the address pointers wrap around to address (X=XS and Y=YS).

For flexibility in handling a wide variety of display architectures, the commands “CASET, RASET and MADCTL”, define flags MX and MY, which allows mirroring of the X-address and Y-address. All combinations of flags are allowed. Section 8.12 show the available combinations of writing to the display RAM. When MX, MY and MV will be changed the data bust be rewritten to the display RAM.

For each image condition, the controls for the column and row counters apply as below

Condition	Column Counter	Row Counter
When RAMWR/RAMRD command is accepted	Return to “Start Column (XS)”	Return to “Start Row (YS)”
Complete Pixel Read / Write action	Increment by 1	No change
The Column counter value is larger than “End Column (XE)”	Return to “Start Column (XS)”	Increment by 1
The Column counter value is larger than “End Column (XE)” and the Row counter value is larger than “End Row (YE)”	Return to “Start Column (XS)”	Return to “Start Row (YS)”

Display Data Direction	MADCTR Parameter			Image in the Host (MPU)	Image in the Driver (DDRAM)
	MV	MX	MY		
Normal	0	0	0		
Y-Mirror	0	0	1		
X-Mirror	0	1	0		
X-Mirror Y-Mirror	0	1	1		
X-Y Exchange	1	0	0		
X-Y Exchange Y-Mirror	1	0	1		
X-Y Exchange X-Mirror	1	1	0		
X-Y Exchange X-Mirror Y-Mirror	1	1	1		

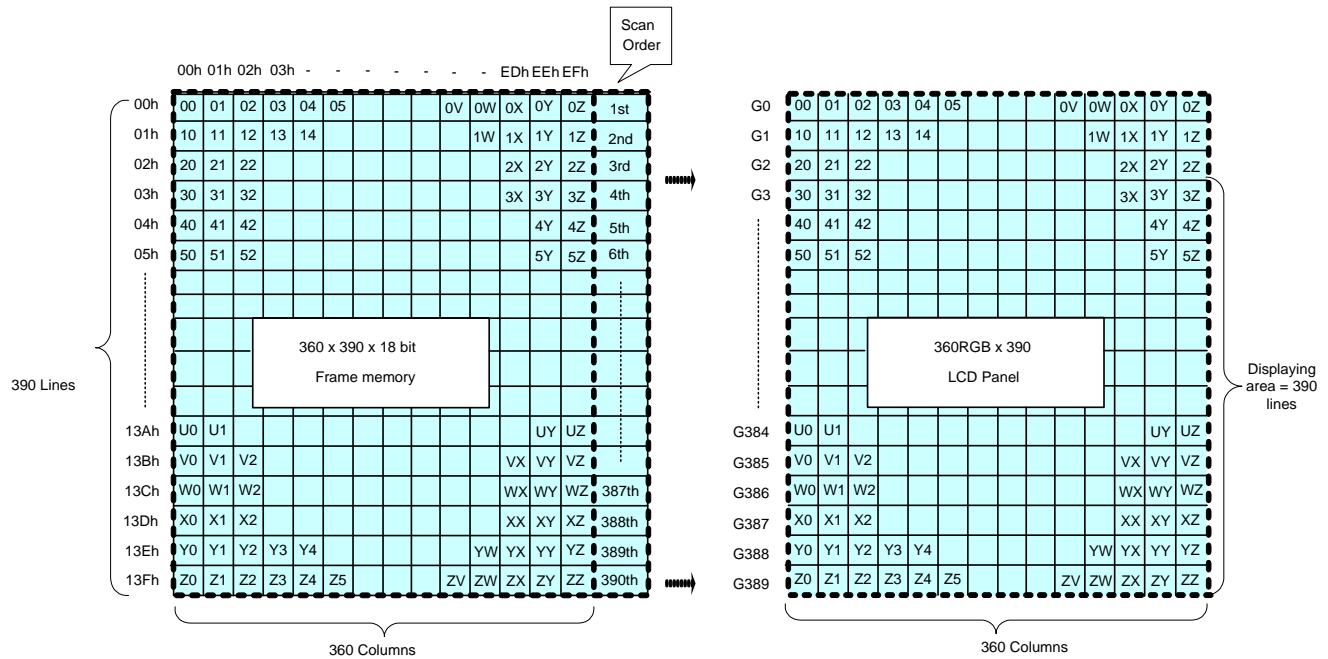
Figure 28 Display data RAM organization

### 9.3 Normal Display On or Partial Mode On, Vertical Scroll Off

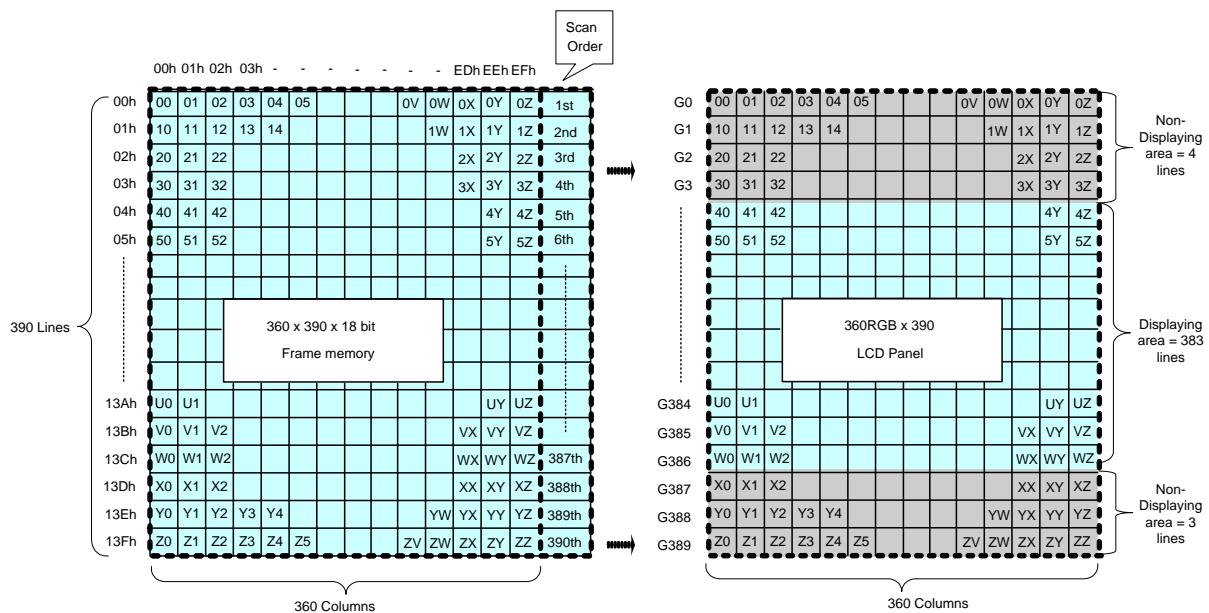
In this mode, contents of the frame memory within an area where column address is 00h to 83h and row address is 00h to 83h is displayed.

To display a dot on leftmost top corner, store the dot data at (column address, row address) = (0,0).

Example1) Normal Display On



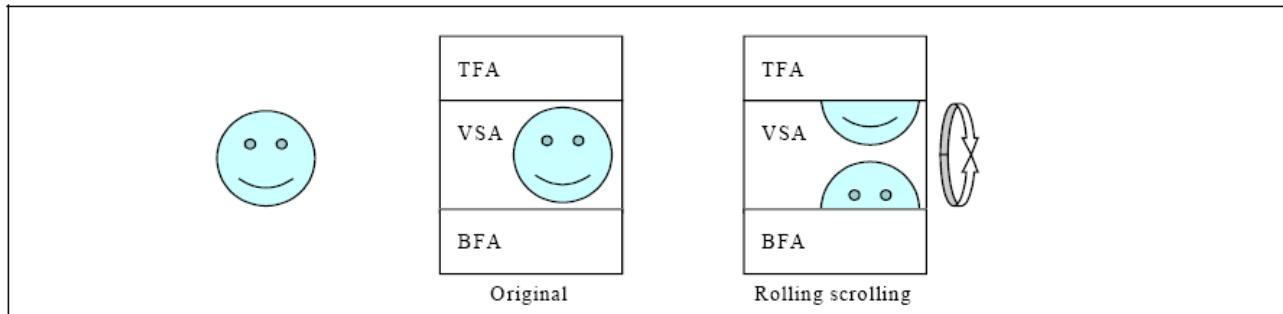
Example2) Partial Display On: PSL[15:0] = 0004h, PEL[15:0] = 013Ch, MADCTR (ML)=0



## 9.4 Vertical Scroll Mode

### 9.4.1 Rolling scroll

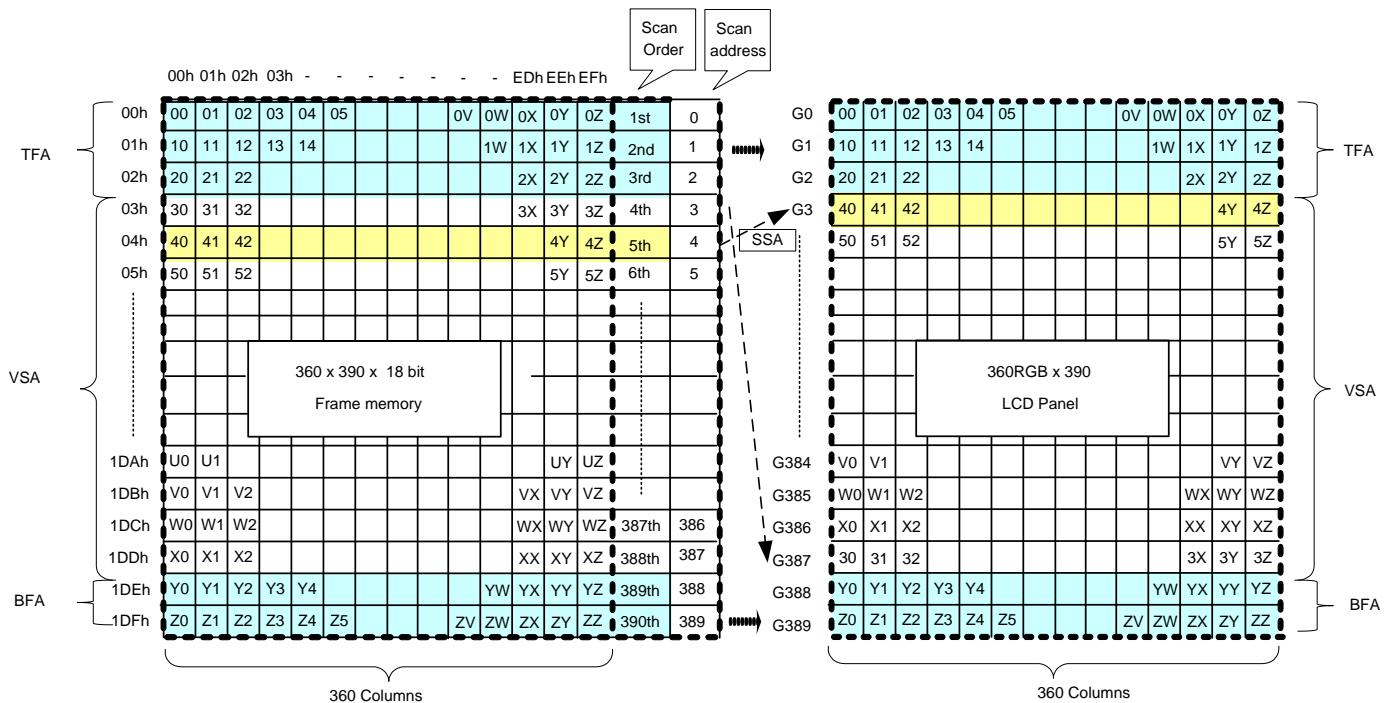
There is just one types of vertical scrolling, which are determined by the commands "Vertical Scrolling Definition" (33h) and "Vertical Scrolling Start Address" (37h).



### Rolling Scroll Definition

When Vertical Scrolling Definition Parameters (TFA+VSA+BFA) =390. In this case, 'rolling' scrolling is applied as shown below. All the memory contents will be used.

Example: Panel size=360 x 390, TFA =3, VSA=385, BFA=2, SSA=4, MADCTR ML=0: Rolling Scroll



#### 9.4.2 Vertical Scroll Example

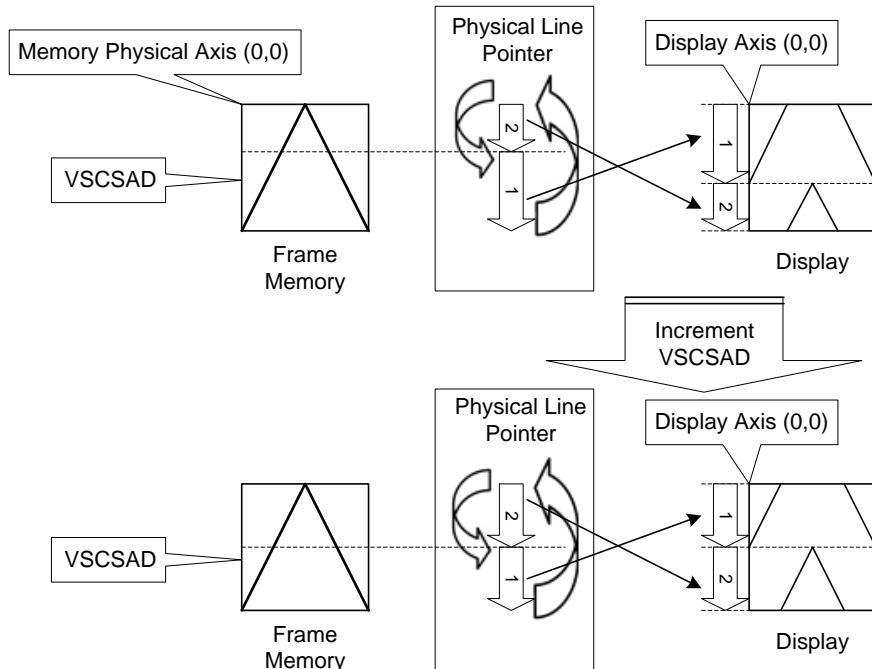
There are 2 types of vertical scrolling, which are determined by the commands “Vertical Scrolling Definition” (33h) and “Vertical Scrolling Start Address” (37h).

Case 1: TFA + VSA + BFA ≠ Panel total scan lines. In this case, scrolling is applied as shown below.

N/A. Do not set TFA + VSA + BFA ≠ Panel total scan lines. In that case, unexpected picture will be shown.

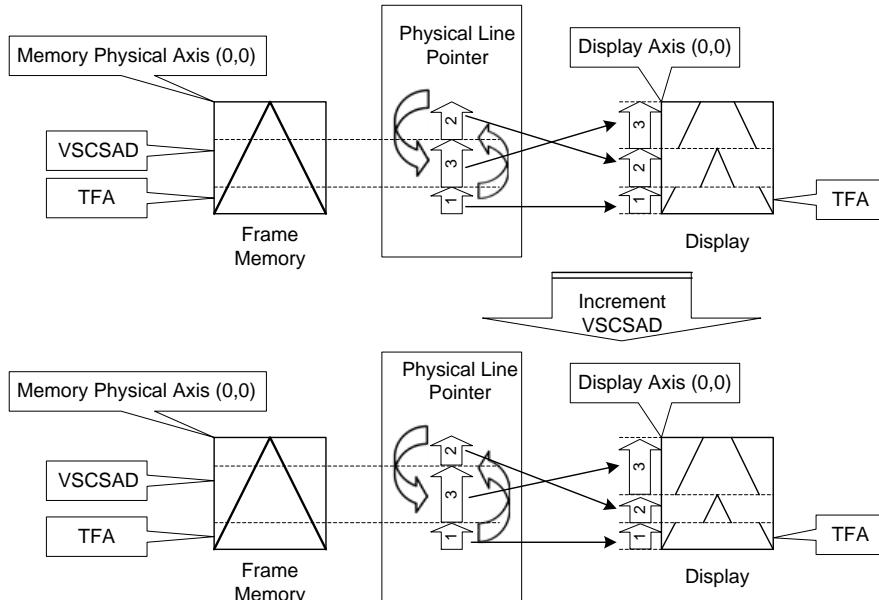
Case 2: TFA + VSA + BFA = Panel total scan lines

Example1) When MADCTR parameter ML="0", TFA=0, VSA=390, BFA=0 and VSCSAD=40.



Display of Vertical Scroll Example 1

Example2) When MADCTR parameter ML="1", TFA=60, VSA=330, BFA=0 and VSCSAD=160.



Display of Vertical Scroll Example 2

## 9.5 Tearing Effect

The Tearing Effect output line supplies to the MPU a Panel synchronization signal. This signal can be enabled or disabled by the Tearing Effect Line Off & On commands. The mode of the Tearing Effect signal is defined by the parameter of the Tearing Effect Line On command. The signal can be used by the MPU to synchronize Frame Memory Writing when displaying video images.

### 9.5.1 Tearing effect line modes

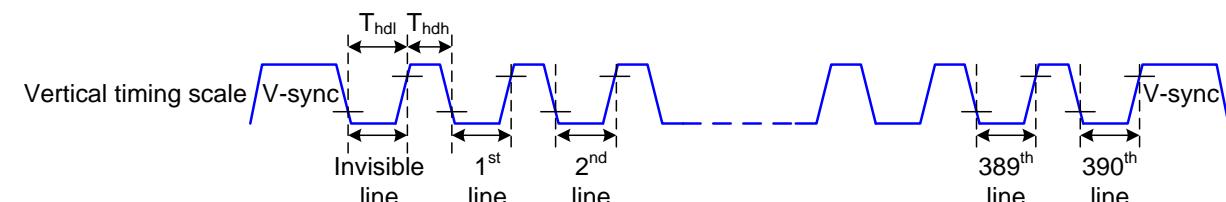
Mode 1, the Tearing Effect Output signal consists of V-Blanking Information only:



$tvdh$ = The LCD display is not updated from the Frame Memory

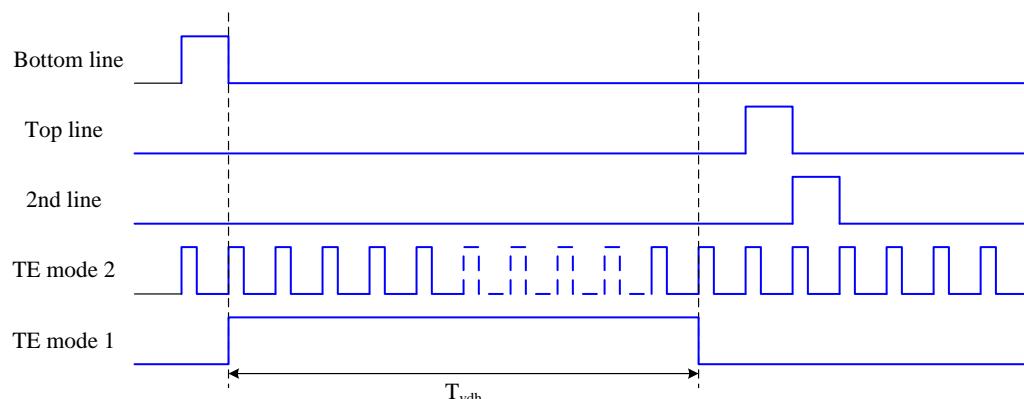
$tvdl$ = The LCD display is updated from the Frame Memory (except Invisible Line – see above)

Mode 2, the Tearing Effect Output signal consists of V-Blanking and H-Blanking Information, there is one V-sync and 390 H-sync pulses per field.



$thdh$ = The LCD display is not updated from the Frame Memory

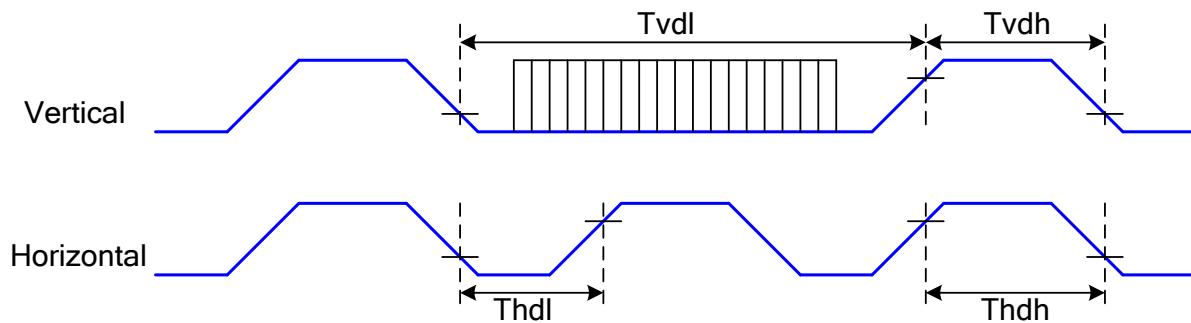
$thdl$ = The LCD display is updated from the Frame Memory (except Invisible Line – see above)



*Note: During Sleep In Mode, the Tearing Output Pin is active Low.*

### 9.5.2 Tearing effect line timings

The Tearing Effect signal is described below:

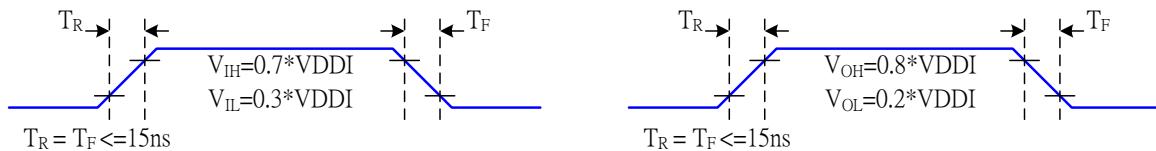


Symbol	Parameter	min	max	unit	description
tvdl	Vertical Timing Low Duration	13	-	ms	
tvdh	Vertical Timing High Duration	1000	-	μs	
thdl	Horizontal Timing Low Duration	16	-	μs	
thdh	Horizontal Timing Low Duration	-	500	μs	

**Table AC characteristics of Tearing Effect Signal Idle Mode Off (Frame Rate = 60 Hz, Ta=25°C)**

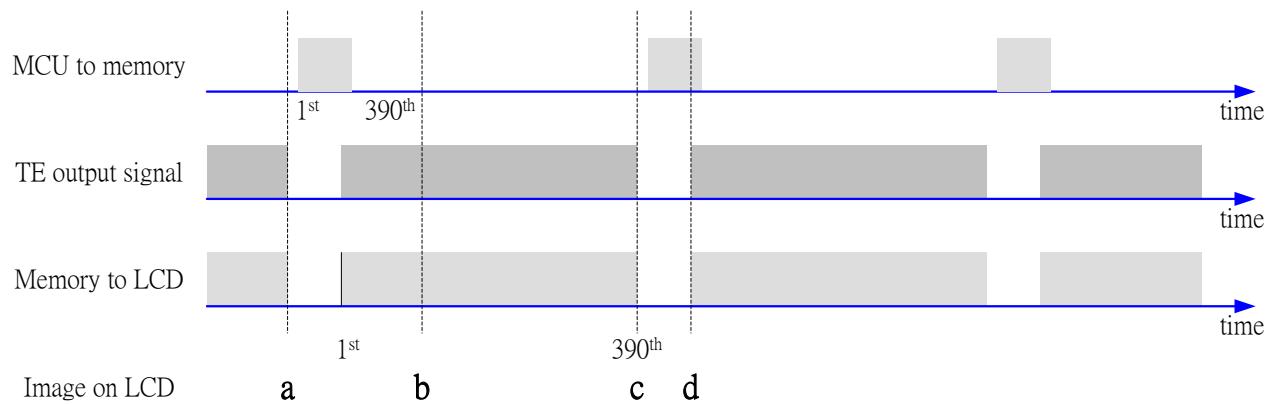
Note: The timings in Table 15 apply when MADCTL ML=0 and ML=1

The signal's rise and fall times ( $t_f$ ,  $t_r$ ) are stipulated to be equal to or less than 15ns.

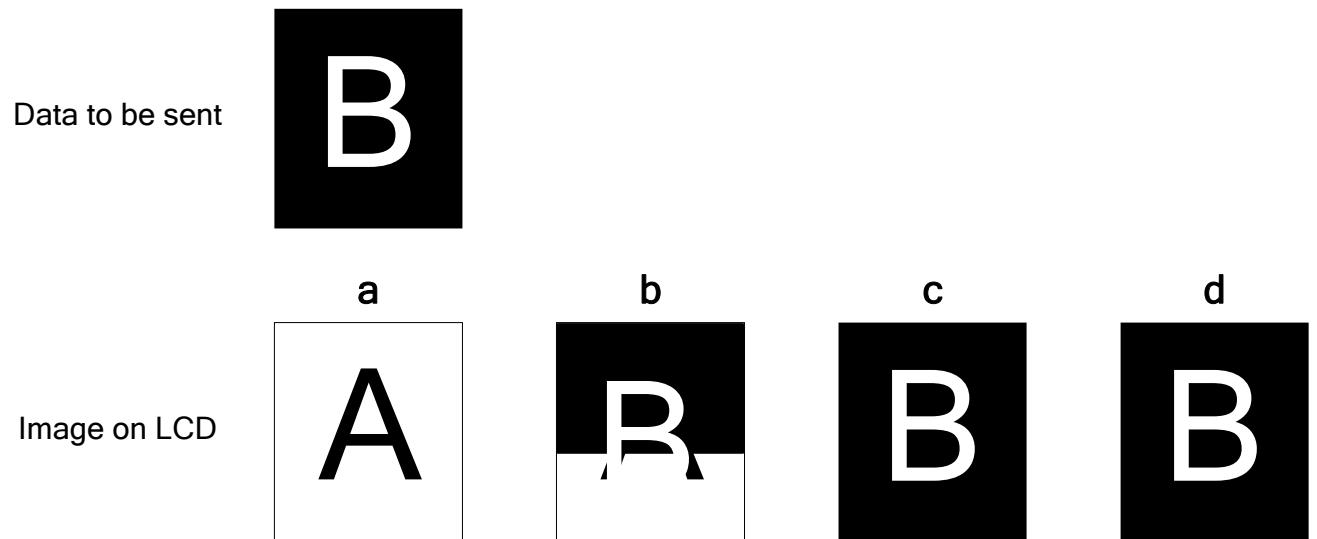


The Tearing Effect Output Line is fed back to the MPU and should be used as shown below to avoid Tearing Effect:

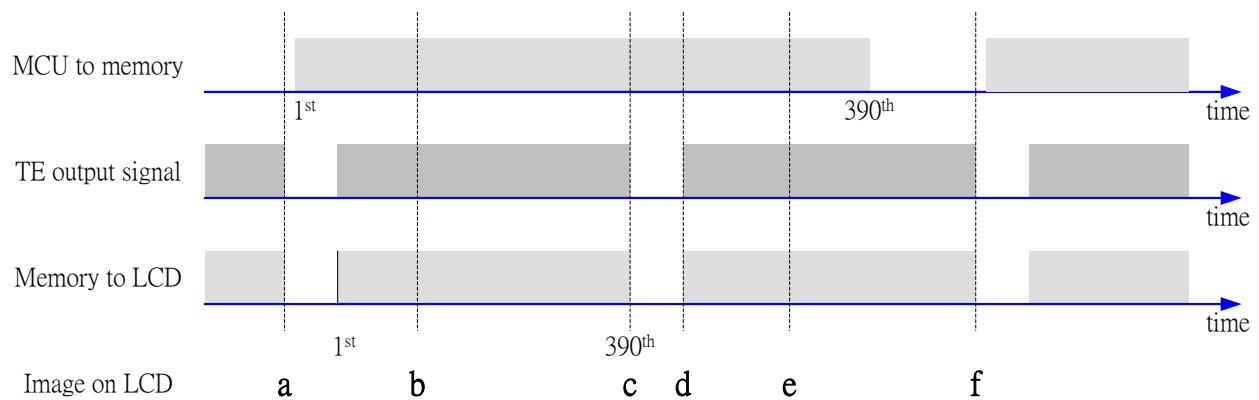
### 9.5.3 Example 1: MPU Write is faster than panel read



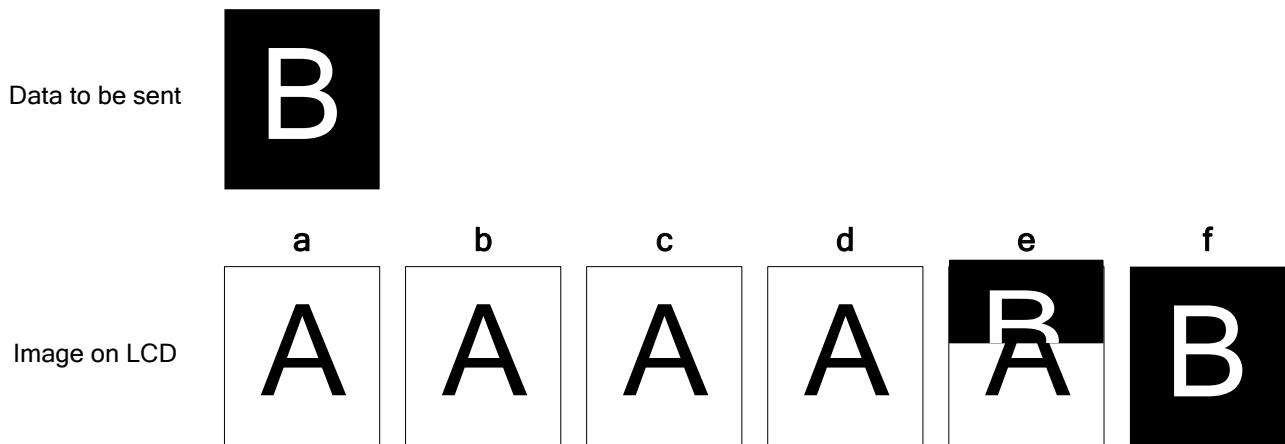
Data write to Frame Memory is now synchronized to the Panel Scan. It should be written during the vertical sync pulse of the Tearing Effect Output Line. This ensures that data is always written ahead of the panel scan and each Panel Frame refresh has a complete new image:



#### 9.5.4 Example 2: MPU write is slower than panel read

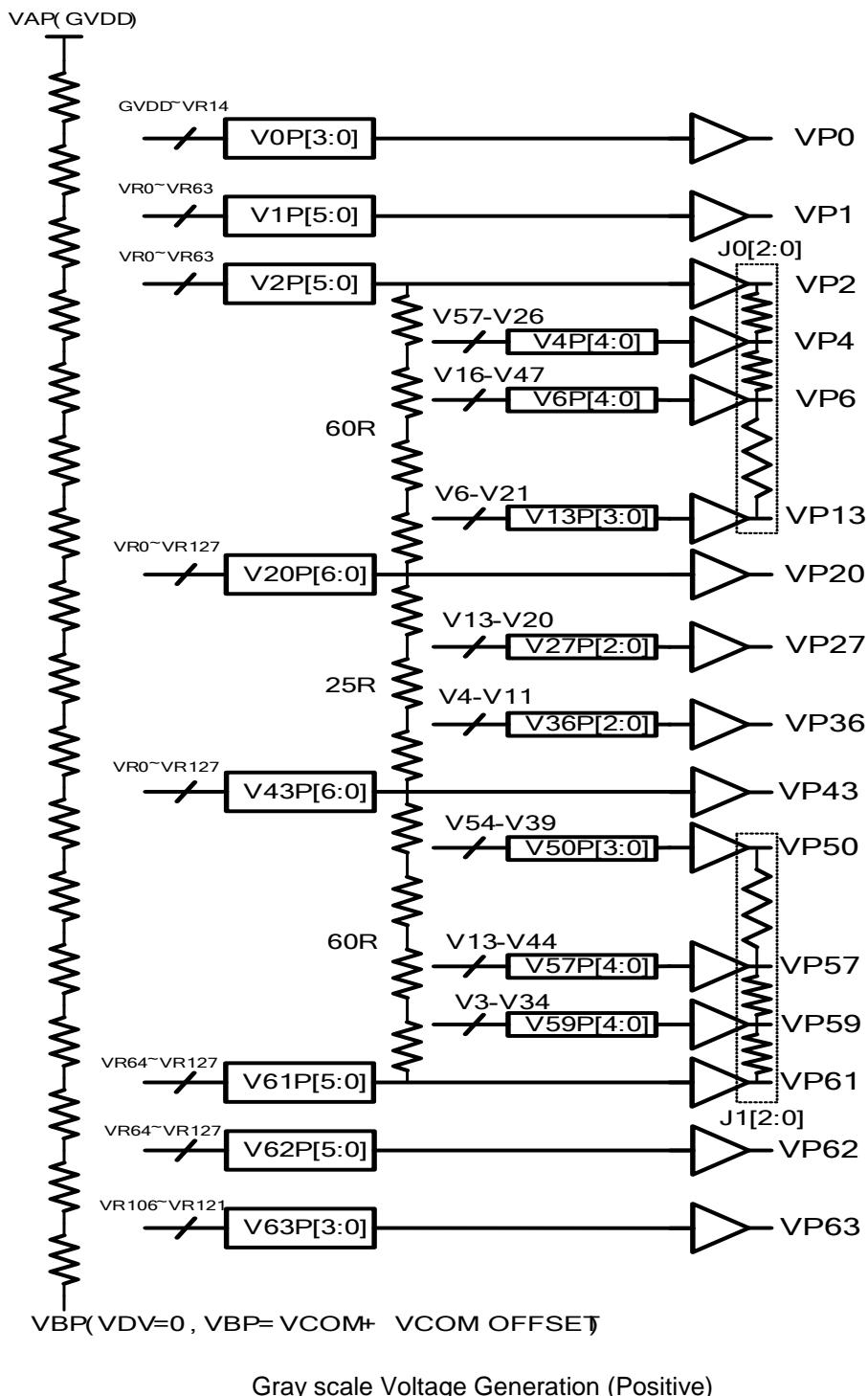


The MPU to Frame Memory write begins just after Panel Read has commenced i.e. after one horizontal sync pulse of the Tearing Effect Output Line. This allows time for the image to download behind the Panel Read pointer and finishing download during the subsequent Frame before the Read Pointer “catches” the MPU to Frame memory write position.

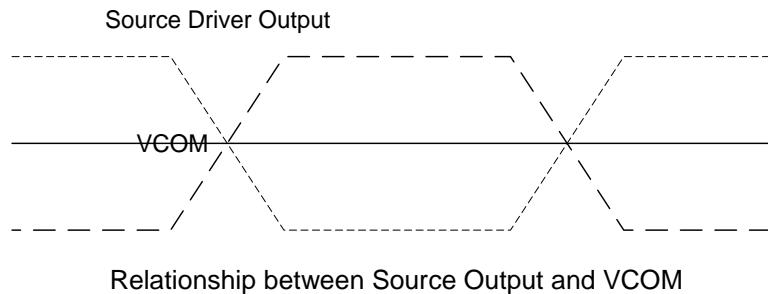


## 9.6 Gamma Correction

ST77916 incorporate the gamma correction function to display 262K colors for the LCD panel. The gamma correction is performed with 3 groups of registers, which are gradient adjustment, contrast adjustment and fine- adjustment registers for positive and negative polarities.



Gray scale Voltage Generation (Positive)



Percentage adjustment:

VJ0P[2:0], VJ1P[2:0], VJ0N[2:0], VJ1N[2:0] these register are used to adjust the voltage level of interpolation point. The following table is the detail description.

#### **VJ0P[2:0]/VJ0N[2:0]:**

	00h	01h	02h	03h	04h	05h	06h	07h
VP3/VN3	50%,18	56%,20	50%,18	60%,22	42%,15	65%,23	45%,16	70%,25
VP5/VN5	50%,18	44%,16	50%,18	42%,15	65%,23	52%,19	40%,14	33%,12
VP7/VN7	86%,30	71%,25	80%,28	66%,23	88%,31	70%,25	76%,27	60%,21
VP8/VN8	71%,25	57%,20	63%,22	49%,17	61%,21	52%,18	58%,20	46%,16
VP9/VN9	57%,20	40%,14	49%,17	34%,12	60%,21	41%,15	47%,16	30%,11
VP10/VN10	43%,15	29%,10	34%,12	23%,8	46%,16	25%,9	36%,13	20%,7
VP11/VN11	29%,10	17%,6	20%,7	14%,5	32%,11	26%,9	23%,8	12%,4
VP12/VN12	14%,5	6%,2	9%,3	6%,2	20%,7	11%,4	17%,6	3%,1

#### **VJ1P[2:0]/VJ1N[2:0]:**

	00h	01h	02h	03h	04h	05h	06h	07h
VP51/VN51	86%,30	86%,30	86%,30	89%,31	77%,27	92%,32	83%,29	95%,33
VP52/VN52	71%,25	71%,25	77%,27	80%,28	63%,22	69%,24	75%,26	83%,29
VP53/VN53	57%,20	60%,21	63%,22	69%,24	48%,17	54%,19	66%,23	72%,25
VP54/VN54	43%,15	46%,16	46%,16	51%,18	35%,12	41%,14	55%,19	60%,21
VP55/VN55	29%,10	34%,12	31%,11	37%,13	23%,8	40%,14	26%,9	43%,15
VP56/VN56	14%,5	17%,6	14%,5	20%,7	9%,3	23%,8	11%,4	26%,9
VP58/VN58	50%,18	56%,20	47%,17	47%,17	53%,19	59%,21	45%,16	42%,15
VP60/VN60	50%,18	50%,18	50%,18	53%,19	42%,15	45%,16	55%,20	60%,21

voltage level percentage adjustment description

Source voltage of positive gamma level

Gamma level	Related Register	Formula
VP0	V0P[3:0]	(VAP-VBP)*(129R-V0P[3:0]R)/129R+VBP
VP1	V1P[5:0]	(VAP-VBP)*(128R-V1P[5:0]R)/129R+VBP
VP2	V2P[5:0]	(VAP-VBP)*(128R-V2P[5:0]R)/129R+VBP
VP3	VJ0P[2:0]	(VP2-VP4)* VJ0P[2:0]+VP4
VP4	V4P[4:0]	(VP2-VP20)*(57R-V4P[4:0])/60R+VP20
VP5	VJ0P[2:0]	(VP4-VP6)* VJ0P[2:0]+VP6
VP6	V6P[4:0]	(VP2-VP20)*(47R-V6P[4:0])/60R+VP20
VP7	VJ0P[2:0]	(VP6-VP13)* VJ0P[2:0]+VP13
VP8	VJ0P[2:0]	(VP6-VP13)* VJ0P[2:0]+VP13
VP9	VJ0P[2:0]	(VP6-VP13)* VJ0P[2:0]+VP13
VP10	VJ0P[2:0]	(VP6-VP13)* VJ0P[2:0]+VP13
VP11	VJ0P[2:0]	(VP6-VP13)* VJ0P[2:0]+VP13
VP12	VJ0P[2:0]	(VP6-VP13)* VJ0P[2:0]+VP13
VP13	V13P[3:0]	(VP2-VP20)*(21R-V13P[3:0])/60R+VP20
VP14	--	(VP13-VP20)/(20-13)*(20-14)+VP20
VP15	--	(VP13-VP20)/(20-13)*(20-15)+VP20
VP16	--	(VP13-VP20)/(20-13)*(20-16)+VP20
VP17	--	(VP13-VP20)/(20-13)*(20-17)+VP20
VP18	--	(VP13-VP20)/(20-13)*(20-18)+VP20
VP19	--	(VP13-VP20)/(20-13)*(20-19)+VP20
VP20	V20P[6:0]	(VAP-VBP)*(128R-V20P[6:0]R)/129R+VBP
VP21	--	(VP20-VP27)/(27-20)*(27-21)+VP27
VP22	--	(VP20-VP27)/(27-20)*(27-22)+VP27
VP23	--	(VP20-VP27)/(27-20)*(27-23)+VP27
VP24	--	(VP20-VP27)/(27-20)*(27-24)+VP27
VP25	--	(VP20-VP27)/(27-20)*(27-25)+VP27
VP26	--	(VP20-VP27)/(27-20)*(27-26)+VP27
VP27	V27P[2:0]	(VP20-VP43)*(20R-V27P[2:0])/25R+VP43
VP28	--	(VP27-VP36)/(36-27)*(36-28)+VP36
VP29	--	(VP27-VP36)/(36-27)*(36-29)+VP36
VP30	--	(VP27-VP36)/(36-27)*(36-30)+VP36
VP31	--	(VP27-VP36)/(36-27)*(36-31)+VP36
VP32	--	(VP27-VP36)/(36-27)*(36-32)+VP36
VP33	--	(VP27-VP36)/(36-27)*(36-33)+VP36
VP34	--	(VP27-VP36)/(36-27)*(36-34)+VP36
VP35	--	(VP27-VP36)/(36-27)*(36-35)+VP36
VP36	V36P[2:0]	(VP20-VP43)*(11R-V36P[2:0])/25R+VP43
VP37	--	(VP36-VP43)/(43-36)*(43-37)+VP43
VP38	--	(VP36-VP43)/(43-36)*(43-38)+VP43
VP39	--	(VP36-VP43)/(43-36)*(43-39)+VP43
VP40	--	(VP36-VP43)/(43-36)*(43-40)+VP43
VP41	--	(VP36-VP43)/(43-36)*(43-41)+VP43
VP42	--	(VP36-VP43)/(43-36)*(43-42)+VP43
VP43	V43P[6:0]	(VAP-VBP)*(128R-V43P[6:0]R)/129R+VBP
VP44	--	(VP43-VP50)/(50-43)*(50-44)+VP50
VP45	--	(VP43-VP50)/(50-43)*(50-45)+VP50
VP46	--	(VP43-VP50)/(50-43)*(50-46)+VP50
VP47	--	(VP43-VP50)/(50-43)*(50-47)+VP50
VP48	--	(VP43-VP50)/(50-43)*(50-48)+VP50
VP49	--	(VP43-VP50)/(50-43)*(50-49)+VP50
VP50	V50P[3:0]	(VP43-VP61)*(54R-V50P[3:0])/60R+VP61
VP51	VJ1P[2:0]	(V5P0-VP57)*VJ1P[2:0]+VP57
VP52	VJ1P[2:0]	(VP50-VP57)*VJ1P[2:0]+VP57

VP53	VJ1P[2:0]	(VP50-VP57)* VJ1P[2:0]+VP57
VP54	VJ1P[2:0]	(VP50-VP57)* VJ1P[2:0]+VP57
VP55	VJ1P[2:0]	(VP50-VP57)* VJ1P[2:0]+VP57
VP56	VJ1P[2:0]	(VP50-VP57)* VJ1P[2:0]+VP57
VP57	V57P[4:0]	(VP43-VP61)*(44R-V57P[4:0])/60R+VP61
VP58	VJ1P[2:0]	(VP57-VP59)* VJ1P[2:0]+VP59
VP59	V59P[4:0]	(VP43-VP61)*(34R-V59P[4:0])/60R+VP61
VP60	VJ1P[2:0]	(VP59-VP61)* VJ1P[2:0]+VP61
VP61	V61P[5:0]	(VAP-VBP)*(64R-V61P[5:0]R)/129R+VBP
VP62	V62P[5:0]	(VAP-VBP)*(64R-V62P[5:0]R)/129R+VBP
VP63	V63P[3:0]	(VAP-VBP)*(23R-V63P[3:0]R)/129R+VBP

Source voltage of negative gamma level

Gamma level	Related Register	Formula
VN0	V0N[3:0]	VBN-(VBN-VAN)*(129R-V0N[3:0]R)/129R
VN1	V1N[5:0]	VBN-(VBN-VAN)*(128R-V1N[5:0]R)/129R
VN2	V2N[5:0]	VBN-(VBN-VAN)*(128R-V2N[5:0]R)/129R
VN3	VJ0N[2:0]	(VN2-VN4)*VJ0N[2:0]+VN4
VN4	V4N[4:0]	(VN2-VN20)*(57R-V4N[4:0])/60R+VN20
VN5	VJ0N[2:0]	(VN4-VN6)* VJ0N[2:0]+VN6
VN6	V6N[4:0]	(VN2-VN20)*(47R-V6N[4:0])/60R+VN20
VN7	VJ0N[2:0]	(VN6-VN13)* VJ0N[2:0]+VN13
VN8	VJ0N[2:0]	(VN6-VN13)* VJ0N[2:0]+VN13
VN9	VJ0N[2:0]	(VN6-VN13)* VJ0N[2:0]+VN13
VN10	VJ0N[2:0]	(VN6-VN13)* VJ0N[2:0]+VN13
VN11	VJ0N[2:0]	(VN6-VN13)* VJ0N[2:0]+VN13
VN12	VJ0N[2:0]	(VN6-VN13)* VJ0N[2:0]+VN13
VN13	V13N[3:0]	(VN2-VN20)*(21R-V13N[3:0])/60R+VN20
VN14	--	(VN13-VN20)/(20-13)*(20-14)+VN20
VN15	--	(VN13-VN20)/(20-13)*(20-15)+VN20
VN16	--	(VN13-VN20)/(20-13)*(20-16)+VN20
VN17	--	(VN13-VN20)/(20-13)*(20-17)+VN20
VN18	--	(VN13-VN20)/(20-13)*(20-18)+VN20
VN19	--	(VN13-VN20)/(20-13)*(20-19)+VN20
VN20	V20N[6:0]	VBN-(VBN-VAN)*(128R-V20N[6:0]R)/129R
VN21	--	(VN20-VN27)/(27-20)*(27-21)+VN27
VN22	--	(VN20-VN27)/(27-20)*(27-22)+VN27
VN23	--	(VN20-VN27)/(27-20)*(27-23)+VN27
VN24	--	(VN20-VN27)/(27-20)*(27-24)+VN27
VN25	--	(VN20-VN27)/(27-20)*(27-25)+VN27
VN26	--	(VN20-VN27)/(27-20)*(27-26)+VN27
VN27	V27N[2:0]	(VN20-VN43)*(20R-V27N[2:0])/25R+VN43
VN28	--	(VN27-VN36)/(36-27)*(36-28)+VN36
VN29	--	(VN27-VN36)/(36-27)*(36-29)+VN36
VN30	--	(VN27-VN36)/(36-27)*(36-30)+VN36
VN31	--	(VN27-VN36)/(36-27)*(36-31)+VN36
VN32	--	(VN27-VN36)/(36-27)*(36-32)+VN36
VN33	--	(VN27-VN36)/(36-27)*(36-33)+VN36
VN34	--	(VN27-VN36)/(36-27)*(36-34)+VN36
VN35	--	(VN27-VN36)/(36-27)*(36-35)+VN36
VN36	V36N[2:0]	(VN20-VN43)*(11R-V36N[2:0])/25R+VN43
VN37	--	(VN36-VN43)/(43-36)*(43-37)+VN43
VN38	--	(VN36-VN43)/(43-36)*(43-38)+VN43
VN39	--	(VN36-VN43)/(43-36)*(43-39)+VN43

VN40	--	$(VN36-VN43)/(43-36)*(43-40)+VN43$
VN41	--	$(VN36-VN43)/(43-36)*(43-41)+VN43$
VN42	--	$(VN36-VN43)/(43-36)*(43-42)+VN43$
VN43	V43N[6:0]	$VBN-(VBN-VAN)*(128R-V43N[6:0]R)/129R$
VN44	--	$(VN43-VN50)/(50-43)*(50-44)+VN50$
VN45	--	$(VN43-VN50)/(50-43)*(50-45)+VN50$
VN46	--	$(VN43-VN50)/(50-43)*(50-46)+VN50$
VN47	--	$(VN43-VN50)/(50-43)*(50-47)+VN50$
VN48	--	$(VN43-VN50)/(50-43)*(50-48)+VN50$
VN49	--	$(VN43-VN50)/(50-43)*(50-49)+VN50$
VN50	V50N[3:0]	$(VN43-VN61)*(54R-V50N[3:0])/60R+VN61$
VN51	VJ1N[2:0]	$(V5N0-VN57)*VJ1N[2:0]+VN57$
VN52	VJ1N[2:0]	$(VN50-VN57)* VJ1N[2:0]+VN57$
VN53	VJ1N[2:0]	$(VN50-VN57)* VJ1N[2:0]+VN57$
VN54	VJ1N[2:0]	$(VN50-VN57)* VJ1N[2:0]+VN57$
VN55	VJ1N[2:0]	$(VN50-VN57)* VJ1N[2:0]+VN57$
VN56	VJ1N[2:0]	$(VN50-VN57)* VJ1N[2:0]+VN57$
VN57	V57N[4:0]	$(VN43-VN61)*(44R-V57N[4:0])/60R+VN61$
VN58	VJ1N[2:0]	$(VN57-VN59)* VJ1N[2:0]+VN59$
VN59	V59N[4:0]	$(VN43-VN61)*(34R-V59N[4:0])/60R+VN61$
VN60	VJ1N[2:0]	$(VN59-VN61)* VJ1N[2:0]+VN61$
VN61	V61N[5:0]	$VBN-(VBN-VAN)*(64R-V61N[5:0]R)/129R$
VN62	V62N[5:0]	$VBN-(VBN-VAN)*(64R-V62N[5:0]R)/129R$
VN63	V63N[3:0]	$VBN-(VBN-VAN)*(23R-V63N[3:0]R)/129R$

## 9.7 Brightness Control Block

There is an external output signal from brightness block, LEDPWM to control the LED driver IC in order to control display brightness.

There are register bits, R51h, DBV[7:0] for display brightness of manual brightness setting. The LEDPWM duty is calculated as  $DBV[7:0] / 255 \times \text{Period}$  (affected by OSC frequency).

For example: LEDPWM period = 3 ms, and DBV[7:0] = '200'. Then LEDPWM duty =  $200 / 255 = 78.1\%$ .

Correspond to the LEDPWM period = 3 ms, the high-level of LEDPWM (high effective) = 2.344 ms, and the low-level of LEDPWM = 0.656 ms

