cfag12864b LCD Driver Documentation

ctag12864b LCD Driver Documentation

License: GPLv2

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1. DRIVER INFORMATION

This driver supports a cfag12864b LCD.

2. DEVICE INFORMATION

Manufacturer: Crystalfontz

Device Name: Crystalfontz 12864b LCD Series

Device Code: cfag12864b

Webpage: http://www.crystalfontz.com

Device Webpage: http://www.crystalfontz.com/products/12864b/

Type: LCD (Liquid Crystal Display)

Width: 128
Height: 64
Colors: 2 (B/N)
Controller: ks0108

Controllers: 2

Pages: 8 each controller

Addresses: 64 each page

Data size: 1 byte each address

Memory size: 2 * 8 * 64 * 1 = 1024 bytes = 1 Kbyte

3. WIRING

The cfag12864b LCD Series don't have official wiring.

The common wiring is done to the parallel port as shown:

Name	Pin#		Pin# N	lame	
Strobe Data 0 Data 1 Data 2 Data 3 Data 4 Data 5 Data 6 Data 7	(2) (3) (4) (5) (6) (7) (8)		(5) (6) (7) (8)	Data 0 Data 1 Data 2 Data 3 Data 4 Data 5 Data 6 Data 7 Vdd Ground	
Line	(13) (14)		[GND](15) (13)		
Init Select Ground Ground	(17) (18) [GND]		(12) (16) [+5v](19)	Data /	
Ground Ground Ground Ground Ground	(20) [GND] (21) [GND] (22) [GND] (23) [GND]			Vee	Values: - R = Resistor = 22 ohm - P1 = Preset = 10 Kohm - P2 = Preset = 1 Kohm
		[GND][P2]][R](20)	LED -	

4. USERSPACE PROGRAMMING

The cfag12864bfb describes a framebuffer device (/dev/fbX).

It has a size of 1024 bytes = 1 Kbyte. Each bit represents one pixel. If the bit is high, the pixel will turn on. If the pixel is low, the pixel will turn off.

You can use the framebuffer as a file: fopen, fwrite, fclose... Although the LCD won't get updated until the next refresh time arrives.

Also, you can mmap the framebuffer: open & mmap, munmap & close... which is the best option for most uses.

Check Documentation/auxdisplay/cfag12864b-example.c for a real working userspace complete program with usage examples.