

Lab 05

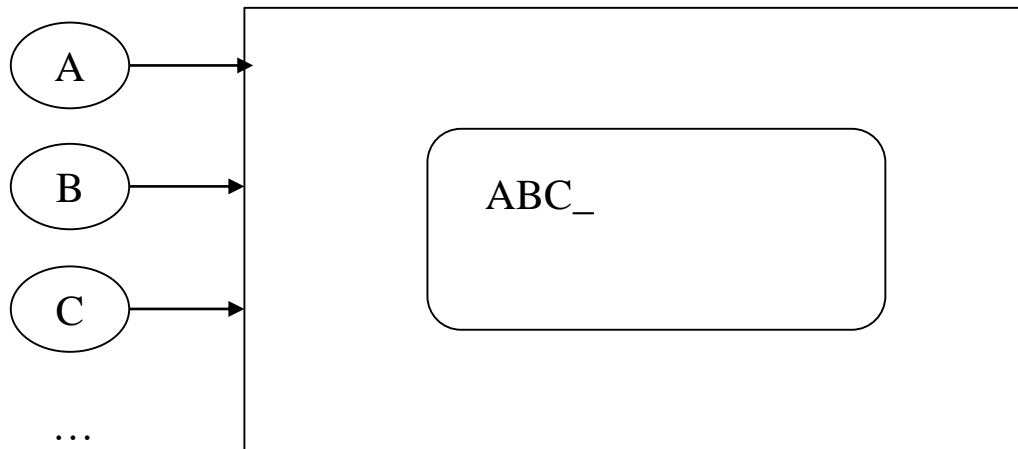


LCD Display



Your Task

- Display characters according to the button pressed



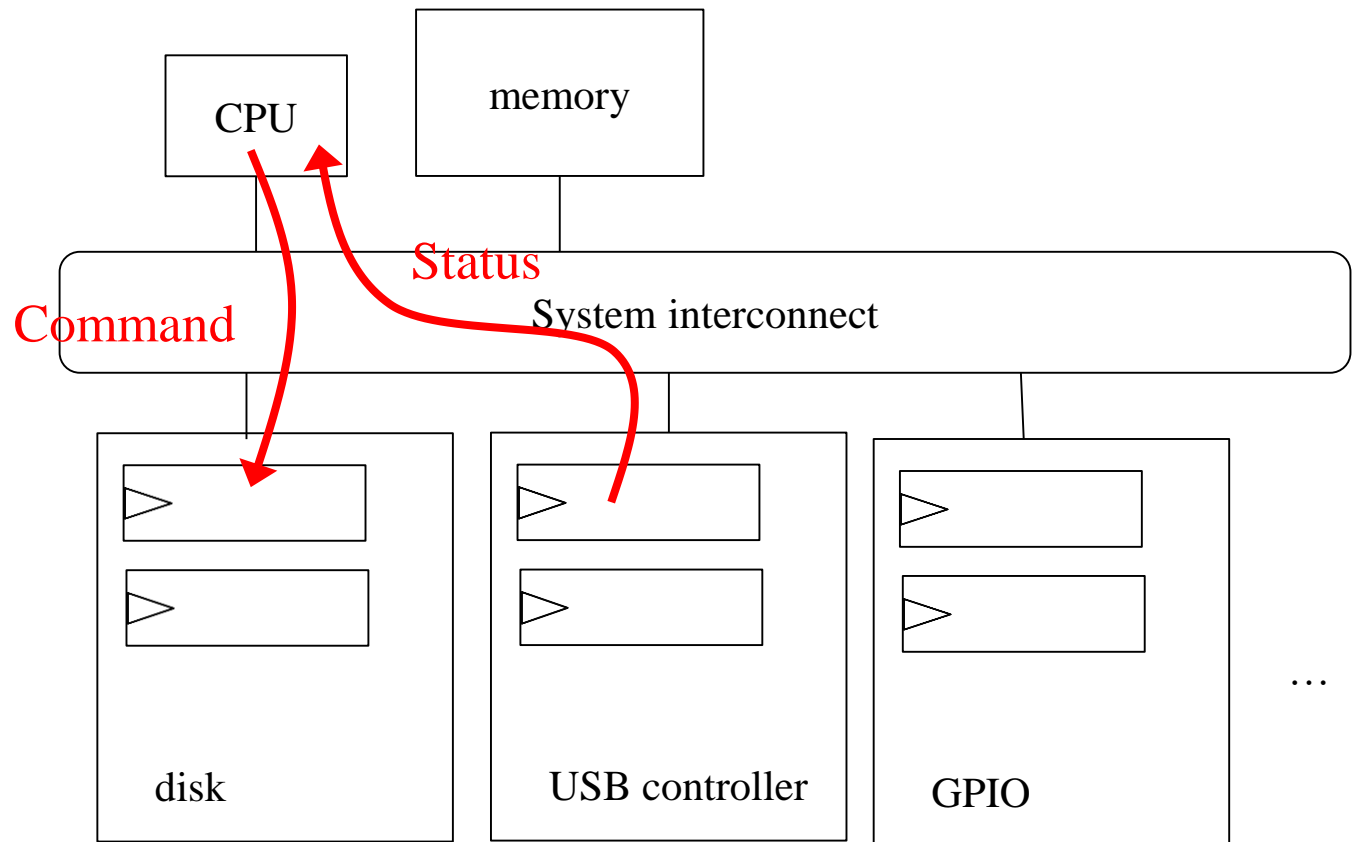


General Concepts: Controlling I/O Devices

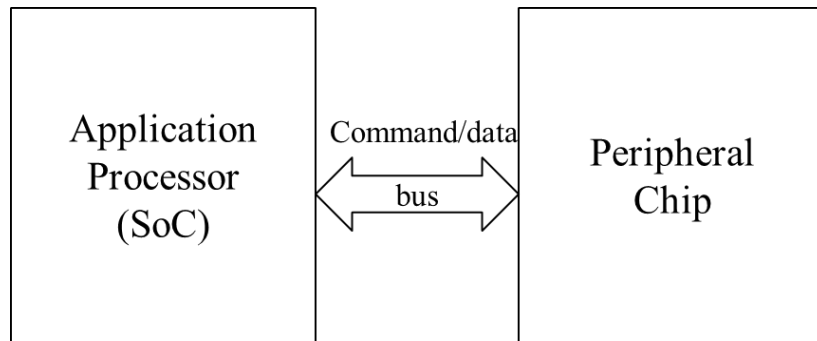
On-chip vs. off-chip

Control on-chip peripherals

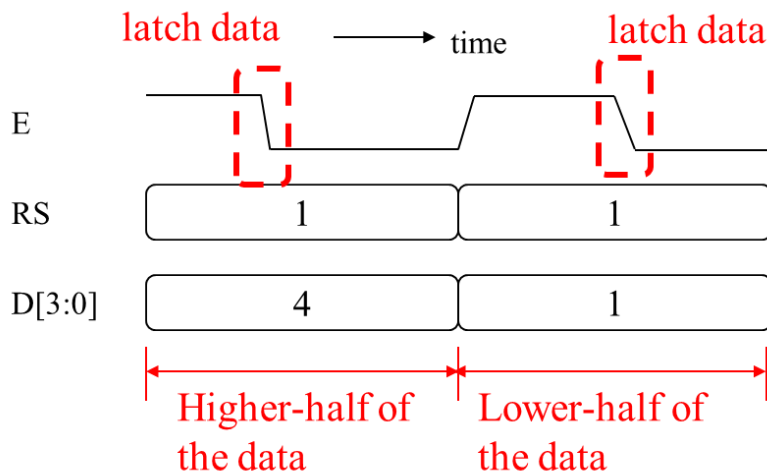
- access control registers with memory-mapped I/O



Control off-chip peripherals



- Transfer command/data through off-chip buses
- Following some protocol (waveform)



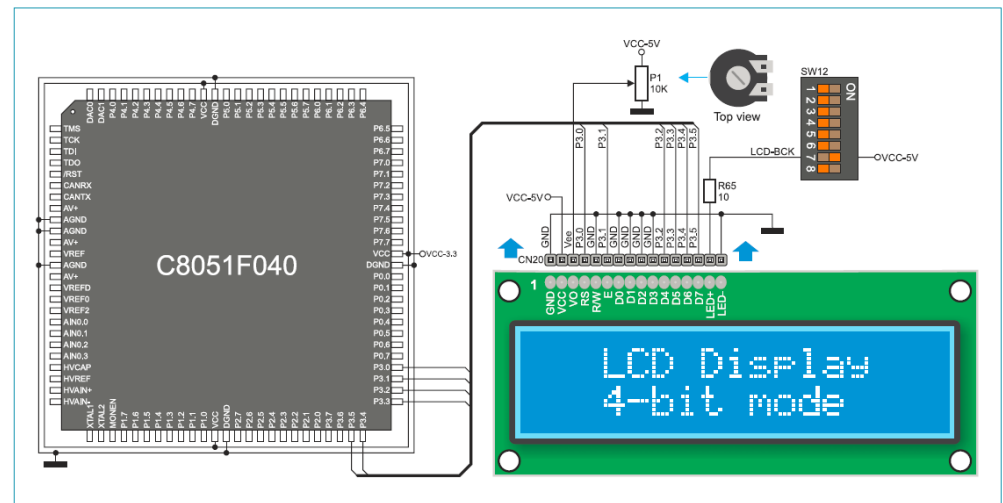


Control the LCD Display

From the hardware perspective

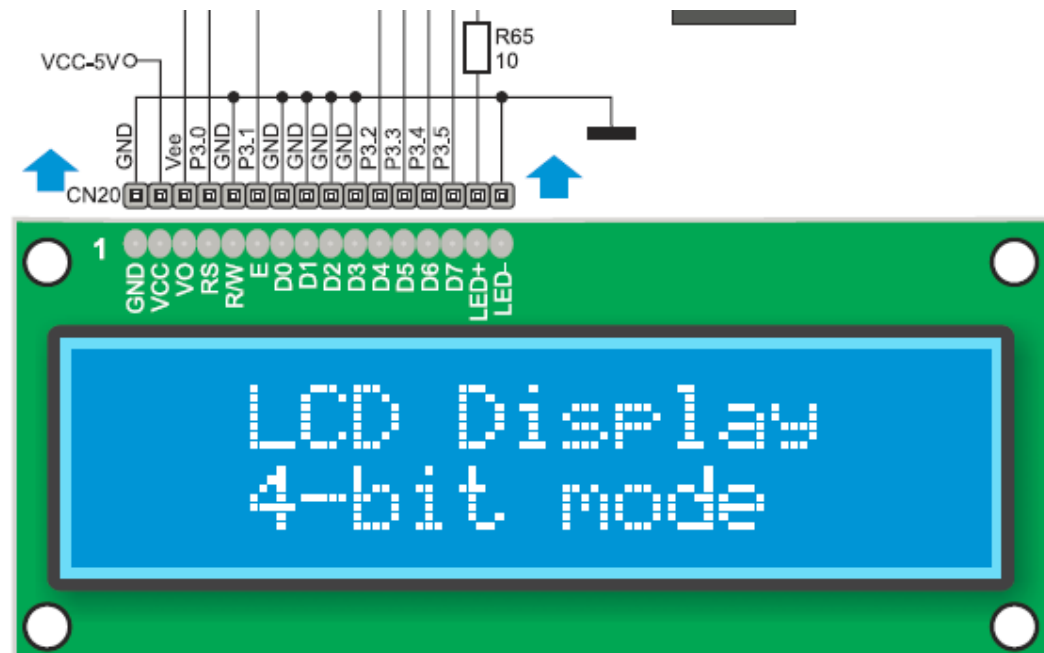
Signal Interface to the LCD

- The application processor sends commands and data through port P3
- A command:
 - Moving cursor
 - Clear screen
 - ...etc
- Data: the ASCII code of the character to display



Signal interface to the LCD

- RS: register select
 - 0: command
 - 1: data
- E: latch enable
 - the LCD latches the command/data at negative edge ($1 \rightarrow 0$)
- D [7:0]
 - the 8-bit data/command
 - configured 4-bit mode
 - send higher portion first



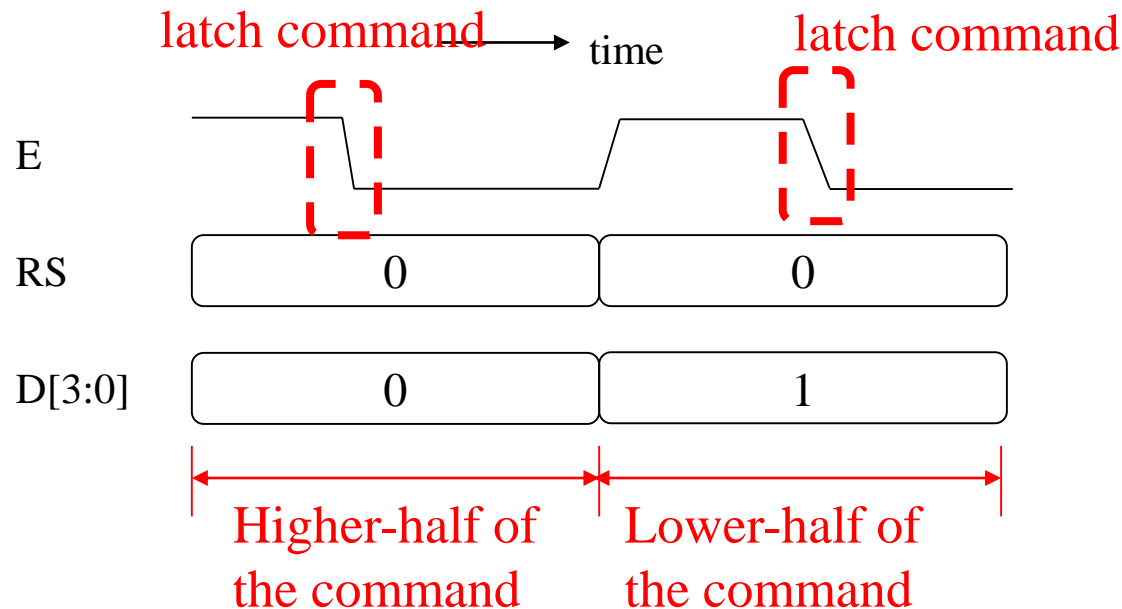


List of commands

Command	Code
Clear Display, Cursor to Home	0x0001
Cursor to Home	0x0002
Entry Mode:	
Cursor Decrement, Shift off	0x0004
Cursor Decrement, Shift on	0x0005
Cursor Increment, Shift off	0x0006
Cursor Increment, Shift on	0x0007
Display Control:	
Display, Cursor, and Cursor Blink off	0x0008
Display on, Cursor and Cursor Blink off	0x000C
Display and Cursor on, Cursor Blink off	0x000E
Display, Cursor, and Cursor Blink on	0x000F
Cursor / Display Shift: (nondestructive move)	
Cursor shift left	0x0010
Cursor shift right	0x0014
Display shift left	0x0018
Display shift right	0x001C
Display Function (2 rows for 4-bit data; big)	0x002C
Display Function (2 rows for 4-bit data; small)	0x0028
Display Function (1 row for 4-bit data; big)	0x0024
Display Function (1 row for 4-bit data; small)	0x0020
Display Function (2 rows for 8-bit data; big)	0x003C
Display Function (2 rows for 8-bit data; small)	0x0038
Display Function (1 row for 8-bit data; big)	0x0034
Display Function (1 row for 8-bit data; small)	0x0030
Move cursor to beginning of second row	0x00C0

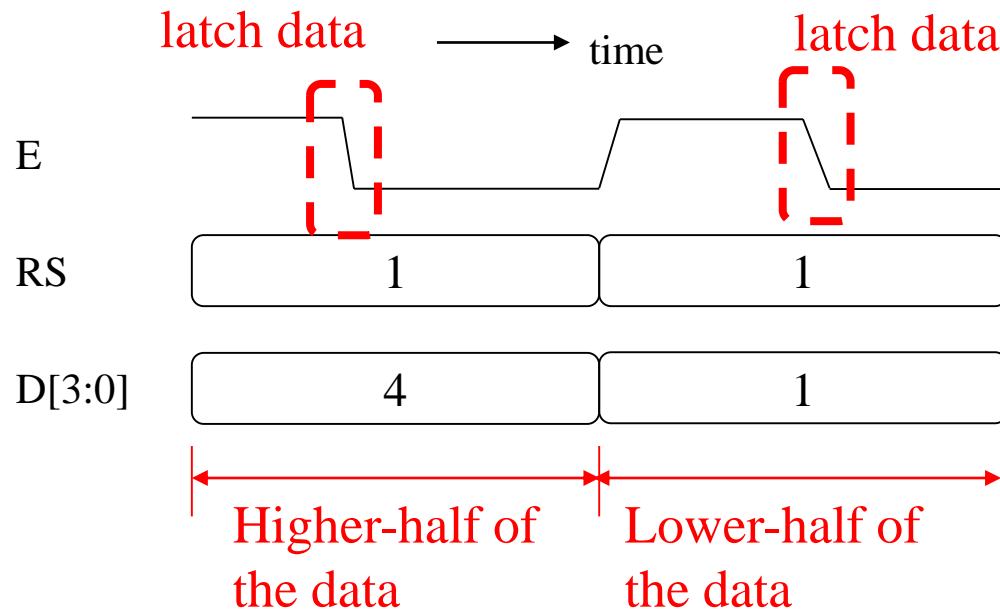
Timing diagram to send command/data

- Example: to send command 0x01
- clear screen, cursor home



Timing diagram to send command/data

- Example: to send data 'A'=0x41
- The LCD prints 'A' at the cursor position





How to program the LCD

Demo: LCD_Hello



Initialize the LCD

```
void
LCD_Init ()
{
    LCD_SendCommand (0x01);    //clear display, cursor to home
    LCD_SendCommand (0x28);    //Display function: 2 rows for 4-bit data, small
    LCD_SendCommand (0x0e);    //display and cursor ON, cursor blink off
    //LCD_SendCommand (0x10);    //cursor shift left
    //LCD_SendCommand (0x06);    //cursor increment, shift off
}
```

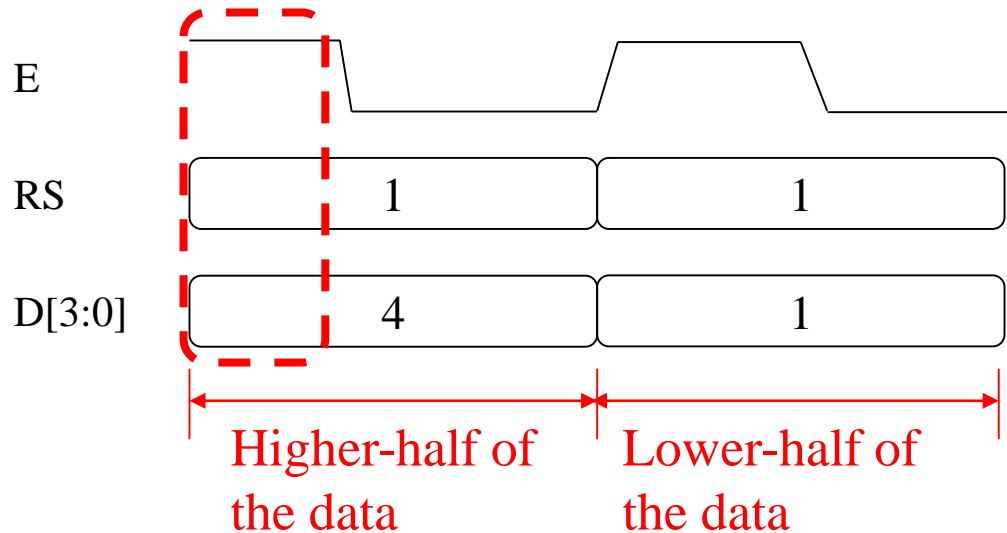
Program to send command/data

- Example: to send data 'A'=0x41
- The LCD prints 'A' at the cursor position

```
void  
LCD_SendData (char dat)  
{  
    LCD_Status_SetRS ();  
  
    ///send the higher half  
    LCD_Status_SetWord ((dat>>4) & 0x0f);  
    LCD_Status_SetEnable ();  
    P3 = LCD_status;  
    LCD_Delay ();  
    LCD_Status_ClearEnable ();  
    P3 = LCD_status;  
    LCD_Delay ();  
  
    ///send the lower half  
    LCD_Status_SetWord (dat&0x0f);  
    LCD_Status_SetEnable ();  
    P3 = LCD_status;  
    LCD_Delay ();  
    LCD_Status_ClearEnable ();  
    P3 = LCD_status;  
    LCD_Delay ();  
}
```

Prepare the status word

Prepare the data → time



Program to send command/data

- Example: to send data 'A'=0x41
- The LCD prints 'A' at the cursor position

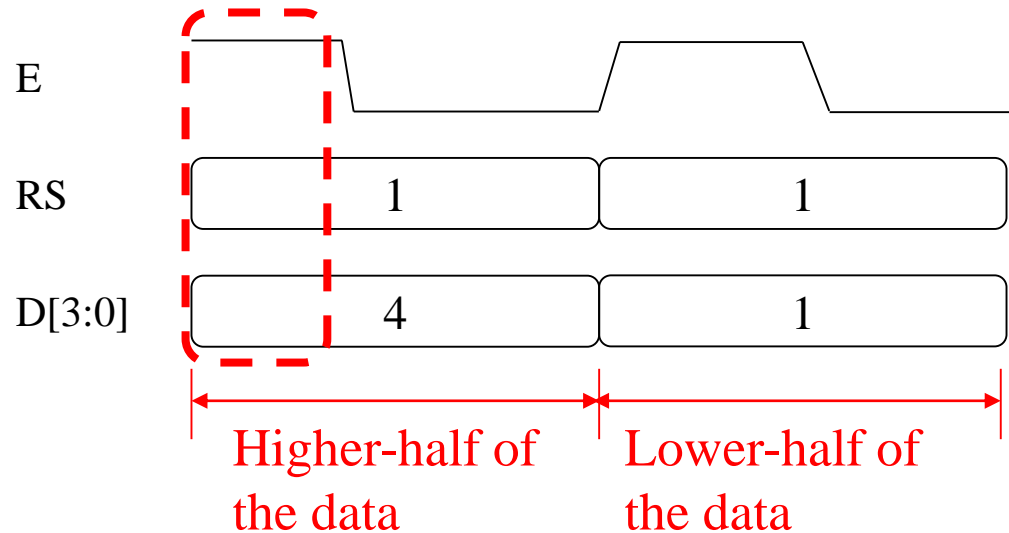
```
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LCD_SendData (char dat)
{
    LCD_Status_SetRS ();

    ///send the higher half
    LCD_Status_SetWord ((dat>>4) & 0x0f);
    LCD_Status_SetEnable ();
    P3 = LCD_status;
    LCD_Delay ();
    LCD_Status_ClearEnable ();
    P3 = LCD_status;
    LCD_Delay ();

    ///send the lower half
    LCD_Status_SetWord (dat&0x0f);
    LCD_Status_SetEnable ();
    P3 = LCD_status;
    LCD_Delay ();
    LCD_Status_ClearEnable ();
    P3 = LCD_status;
    LCD_Delay ();
}
```

Send out the status word

Send out the data → time



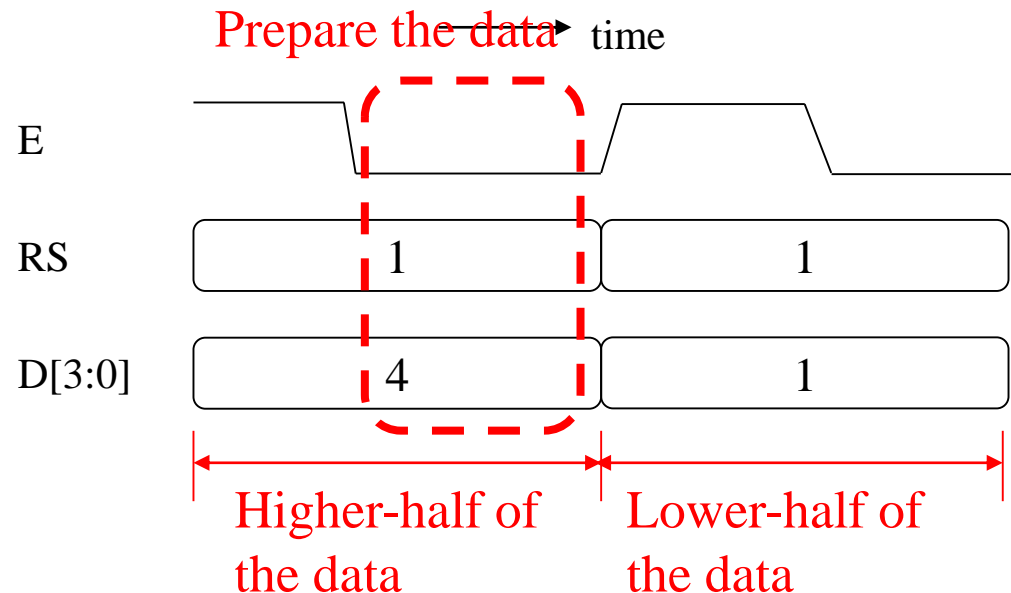
Program to send command/data

- Example: to send data 'A'=0x41
- The LCD prints 'A' at the cursor position

```
void
LCD_SendData (char dat)
{
    LCD_Status_SetRS ();

    ///send the higher half
    LCD_Status_SetWord ((dat>>4) & 0x0f);
    LCD_Status_SetEnable ();
    P3 = LCD_status; Prepare the status word
    LCD_Delay ();
    LCD_Status_ClearEnable ();
    P3 = LCD_status;
    LCD_Delay ();

    ///send the lower half
    LCD_Status_SetWord (dat&0x0f);
    LCD_Status_SetEnable ();
    P3 = LCD_status;
    LCD_Delay ();
    LCD_Status_ClearEnable ();
    P3 = LCD_status;
    LCD_Delay ();
}
```



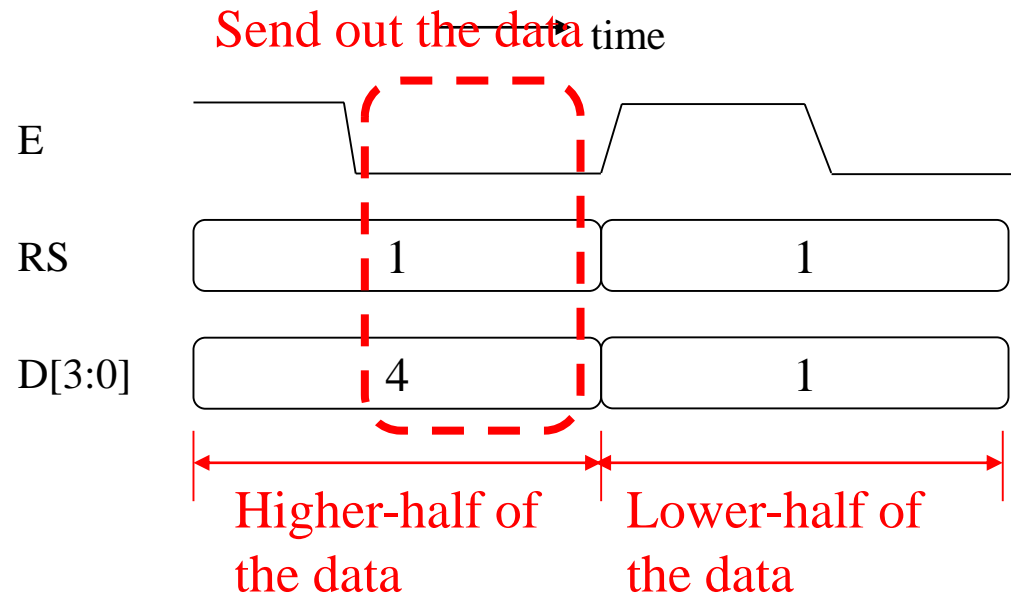
Program to send command/data

- Example: to send data 'A'=0x41
- The LCD prints 'A' at the cursor position

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LCD_SendData (char dat)
{
    LCD_Status_SetRS ();

    ///send the higher half
    LCD_Status_SetWord ((dat>>4) & 0x0f);
    LCD_Status_SetEnable ();
    P3 = LCD_status; Send out the status word
    LCD_Delay ();
LCD_Status_ClearEnable ();
P3 = LCD_status;
    LCD_Delay ();

    ///send the lower half
    LCD_Status_SetWord (dat&0x0f);
    LCD_Status_SetEnable ();
    P3 = LCD_status;
    LCD_Delay ();
    LCD_Status_ClearEnable ();
    P3 = LCD_status;
    LCD_Delay ();
}
```



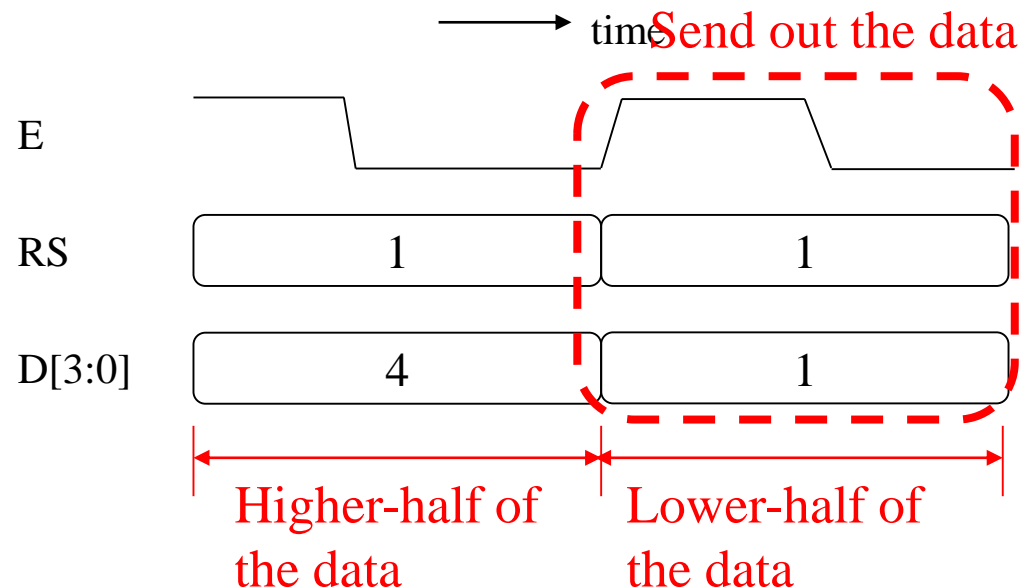
Program to send command/data

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    LCD_Status_SetEnable ();
    P3 = LCD_status;
    LCD_Delay ();
    LCD_Status_ClearEnable ();
    P3 = LCD_status;
    LCD_Delay ();

    ///send the lower half
    LCD_Status_SetWord (dat&0x0f);
    LCD_Status_SetEnable ();
    P3 = LCD_status;
    LCD_Delay ();
    LCD_Status_ClearEnable ();
    P3 = LCD_status;
    LCD_Delay ();
}
```





Grading

- Basic: (80%)
 - Display the character pressed at the cursor position
- Bonus 1: (+20%)
 - Implement the `new-line` key
 - Change to the next line if new-line pressed at Line 1
 - **Scroll** the screen if new-line pressed at Line 2
- Bonus 2: (+20%)
 - Implement the arrow keys (up, down, left, right)
 - Move the cursor by the arrow key
 - **Insert** character at the cursor position



Lab05 Study Report

- File name: Bxxxxxxx-MCE-Lab5-Study
- File type: PDF only
- The requirements of report
 - Summarize the content of this slide set
 - Provide your plan for this lab exercise
 - No more than one A4 page
 - Grading: 80 ± 15
- Deadline: 2021/12/22 23:00 (不收遲交)
- Upload to e-learning system



Lab05 Lab Exercise Report

- File name: Bxxxxxxx-MCE-Lab5-Result
- File type: PDF only
- The requirements of report
 - Summarize the problems and results you have in this exercise
 - Some screen shots or some code explanation can be provided
 - No more than two A4 pages
 - Grading: 80 ± 15
- Deadline: 2021/12/29 23:00 (不收遲交)
- Upload to e-learning system



Following Schedule

- 12/23:
 - Exercise for Lab 5
 - Announcement of Lab 6
- 12/30
 - 畢業專題展
- 1/6
 - Exercise for Lab 6
 - Announcement of Lab 7
 - Announcement of Final Project
- 1/13
 - Exercise for Lab 7
- 1/20
 - Demo of Final Project