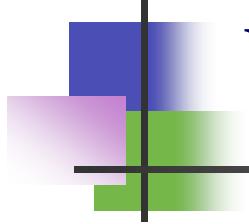


Lab 05

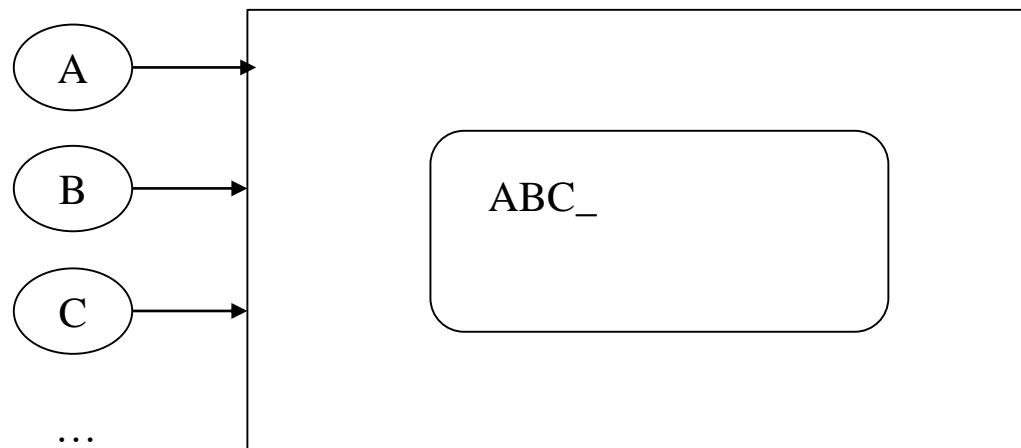


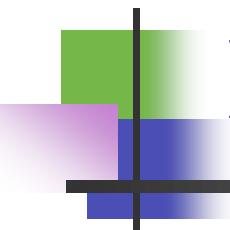
LCD Display



Your Task

- Display characters according to the button pressed



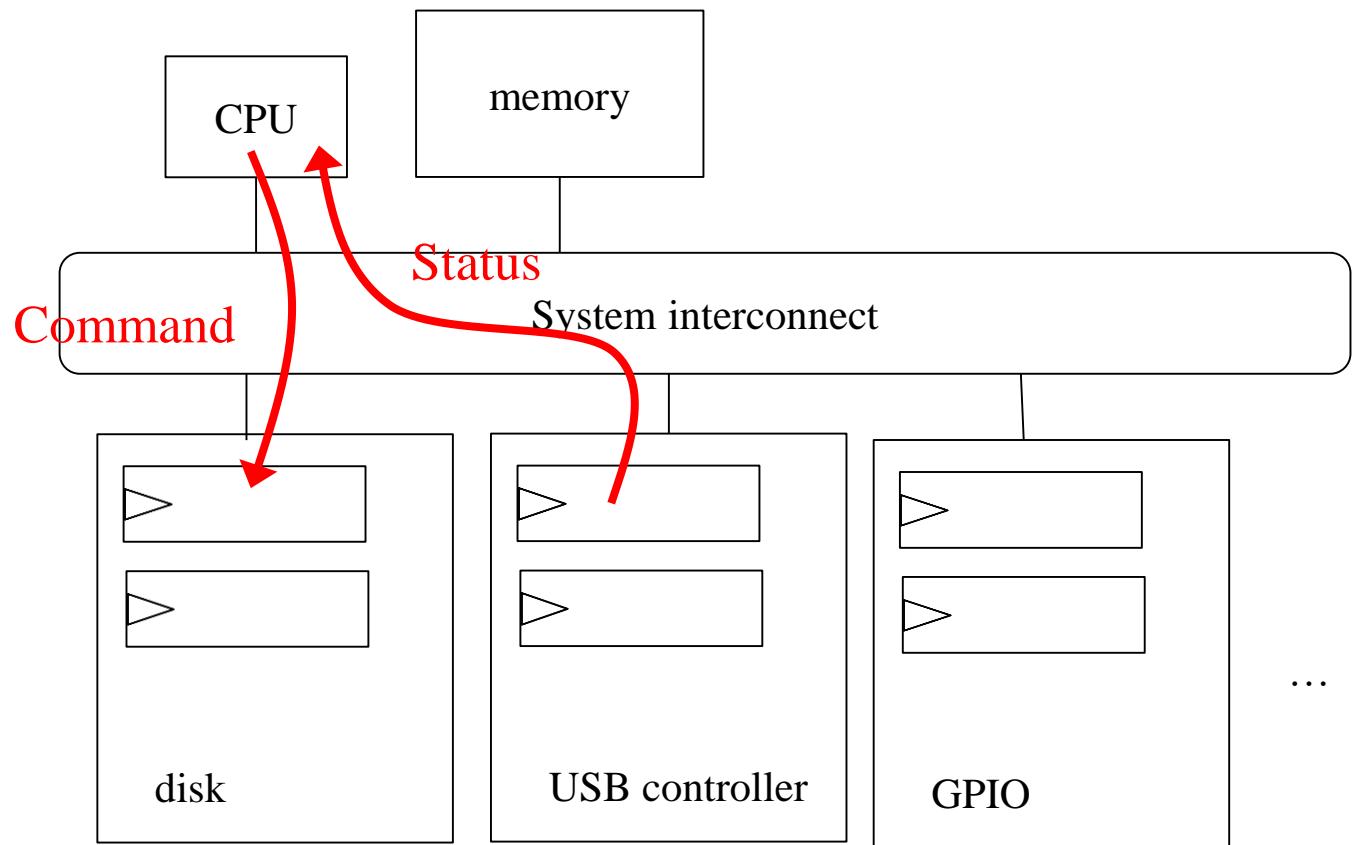


General Concepts: Controlling I/O Devices

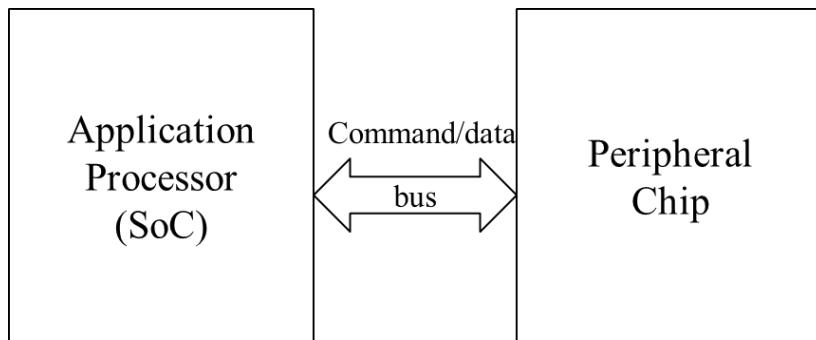
On-chip vs. off-chip

Control On-Chip Peripherals

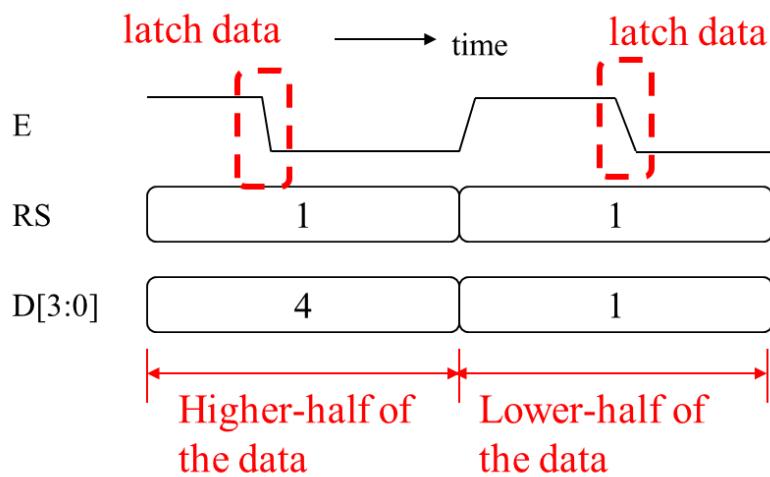
- access control registers with memory-mapped I/O

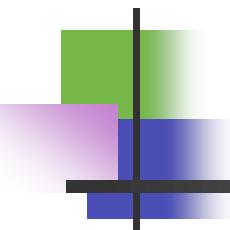


Control Off-Chip Peripherals



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



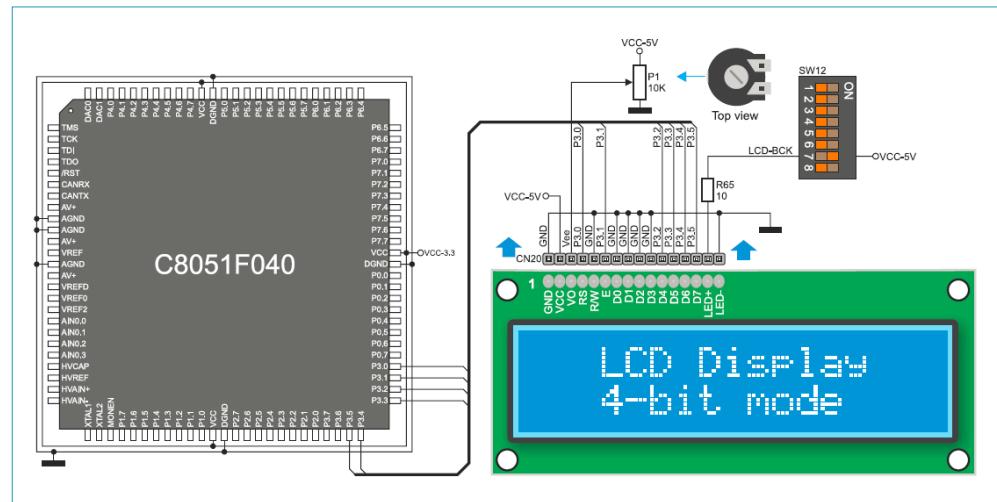


Control the LCD Display

From the hardware perspective

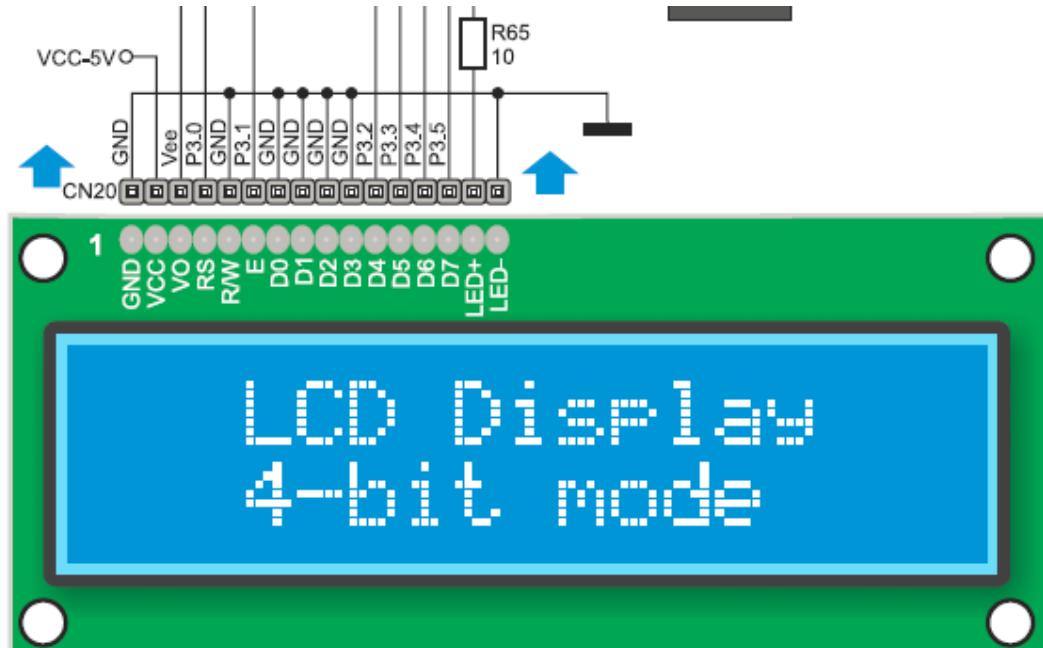
Signal Interface to the LCD

- The application processor sends commands and data through I/O port
- 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



Two Common LCD Devices

- LCD1602



- LCD2002

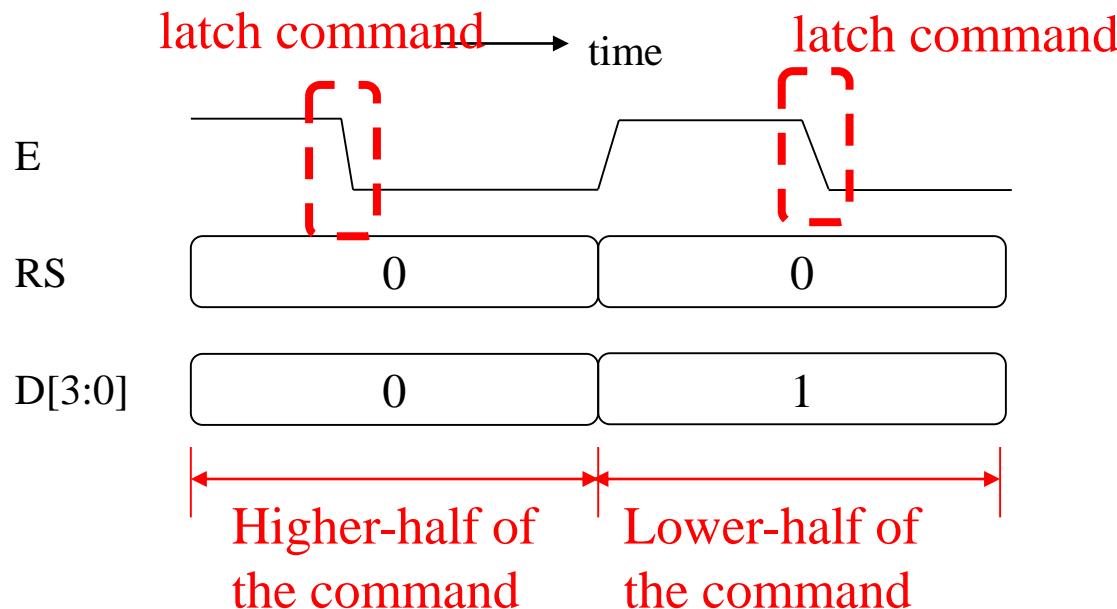


List of commands

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

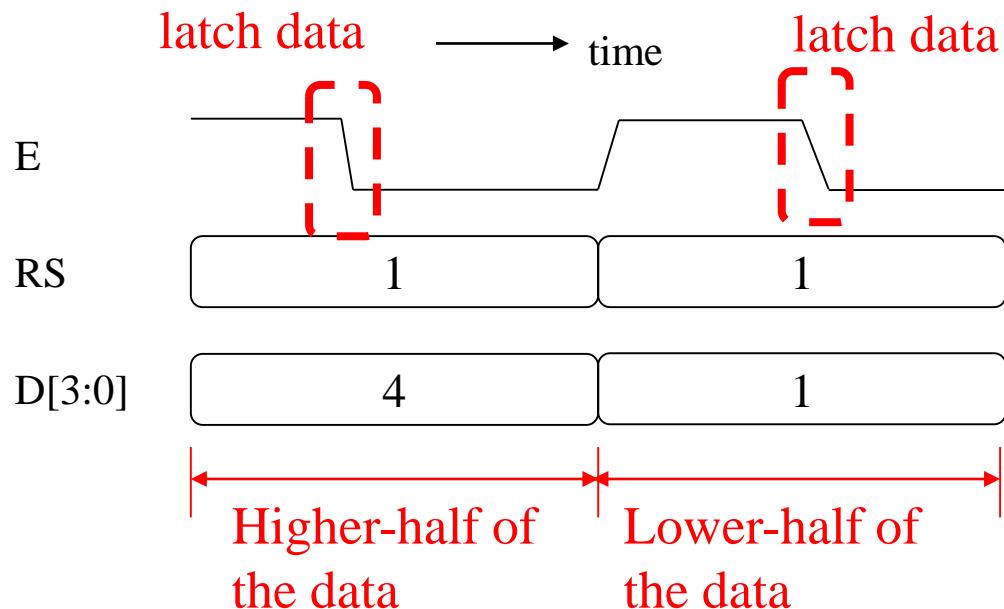
Timing diagram to send command/data

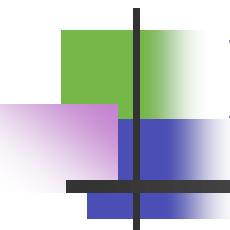
- Example: to send command 0x01
- clear screen, cursor home



Timing diagram to send command/data

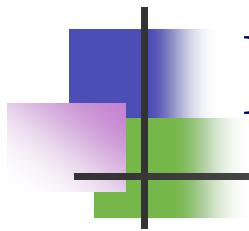
- Example: to send data ‘A’=0x41
- The LCD prints ‘A’ at the cursor position





How to program the LCD

Demo: LCD_Hello



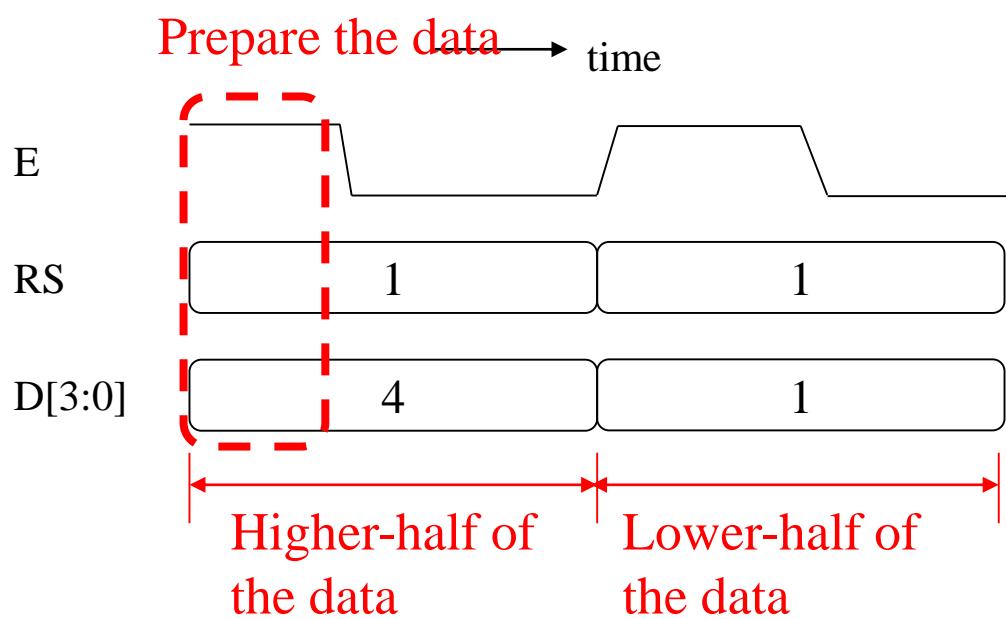
Initialize the LCD

```
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

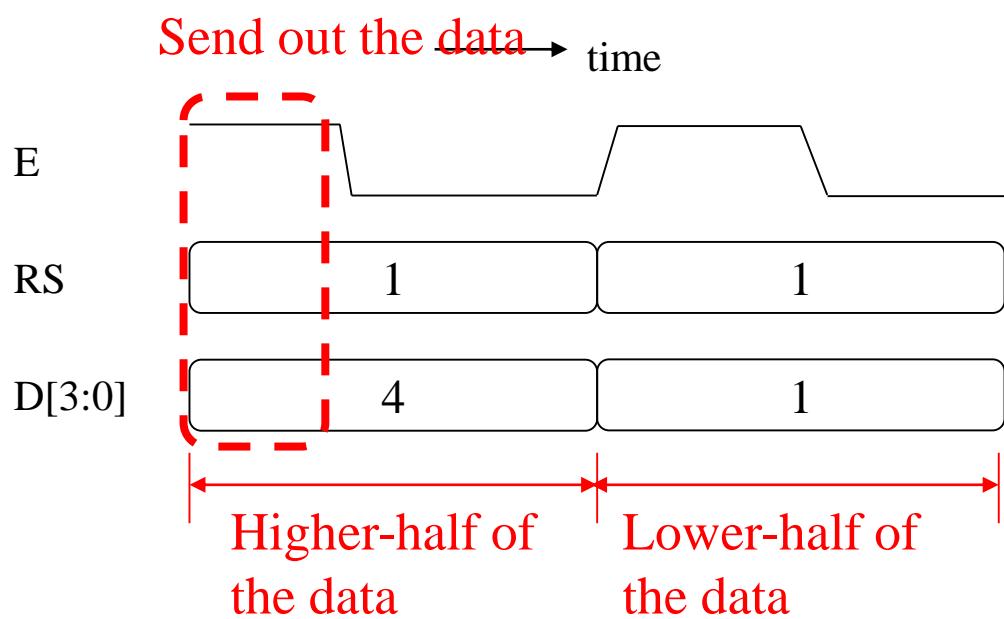
```
void  
LCD_SendData (char dat)  
{  
    LCD_Status_SetRS ();  
  
    //send the higher half  
    LCD_Status_SetWord ((dat>>4) & 0x0f);  
    LCD_Status_SetEnable ();  
    P3 = LCD_status;  
    LCD_Delay ();  
    LCD_Status_ClearEnable ();  
    P3 = LCD_status;  
    LCD_Delay ();  
  
   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



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 out the status word  
  
    //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 ();  
}
```

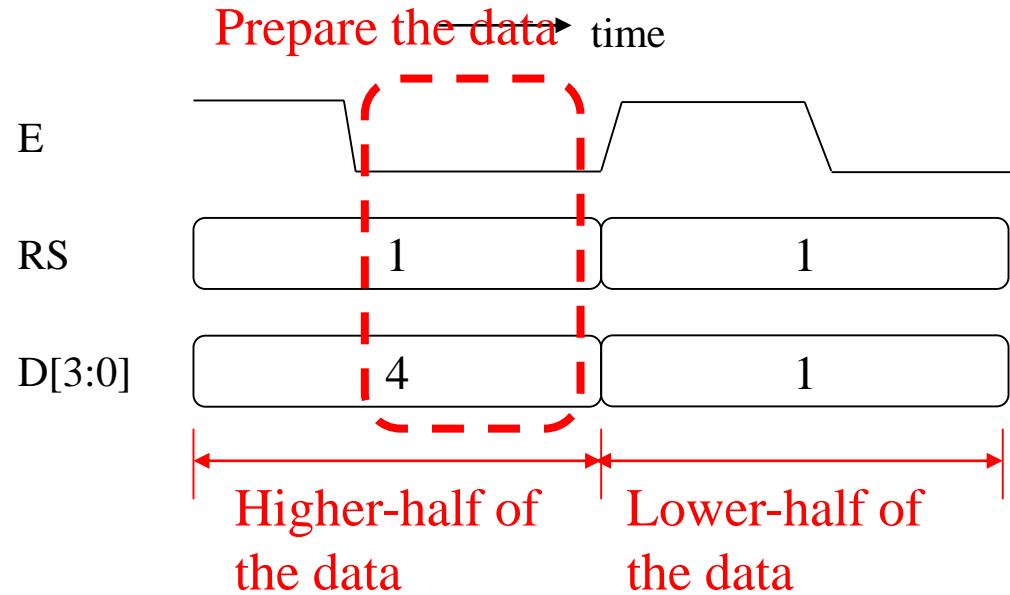


Program to send command/data

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

```
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 ();

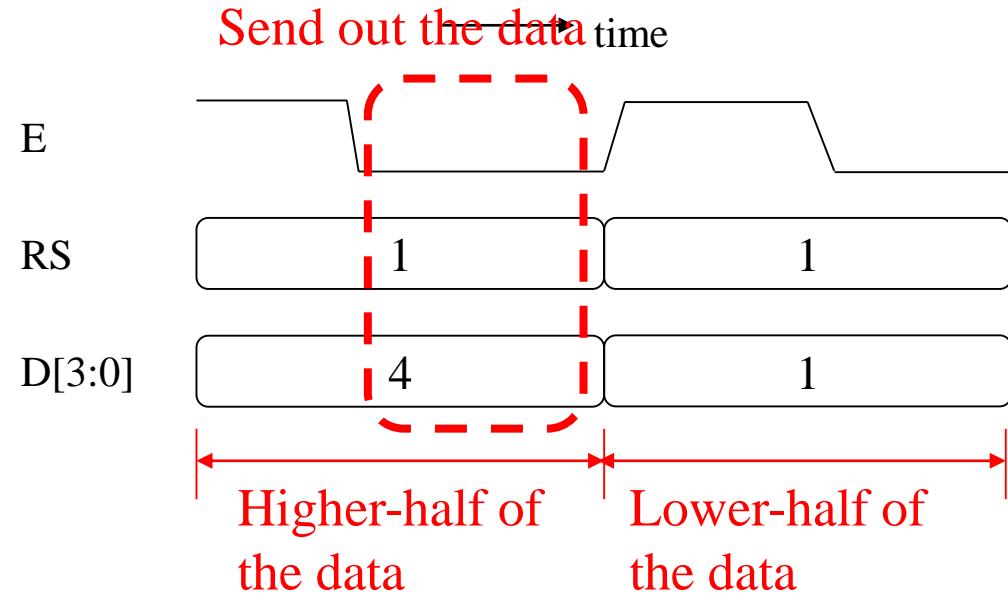
    //send the lower half
    LCD_Status_SetWord (dat&0x0f);
    LCD_Status_SetEnable ();
    P3 = LCD_status;
    LCD_Delay ();
    LCD_Status_ClearEnable ();
    P3 = LCD_status;
    LCD_Delay ();
}
```



Program to send command/data

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

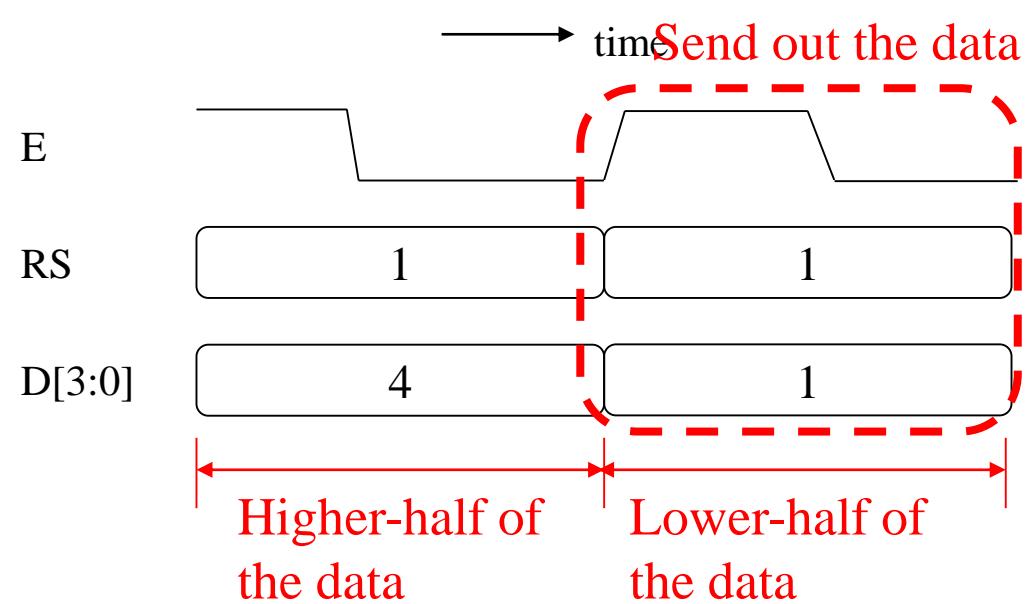
```
void  
LCD_SendData (char dat)  
{  
    LCD_Status_SetRS ();  
  
    //send the higher half  
    LCD_Status_SetWord ((dat>>4) & 0x0f);  
    LCD_Status_SetEnable ();  
    P3 = LCD_Status; Send out the status word  
    LCD_Delay ();  
    LCD_Status_ClearEnable ();  
    P3 = LCD_Status;  
    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

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

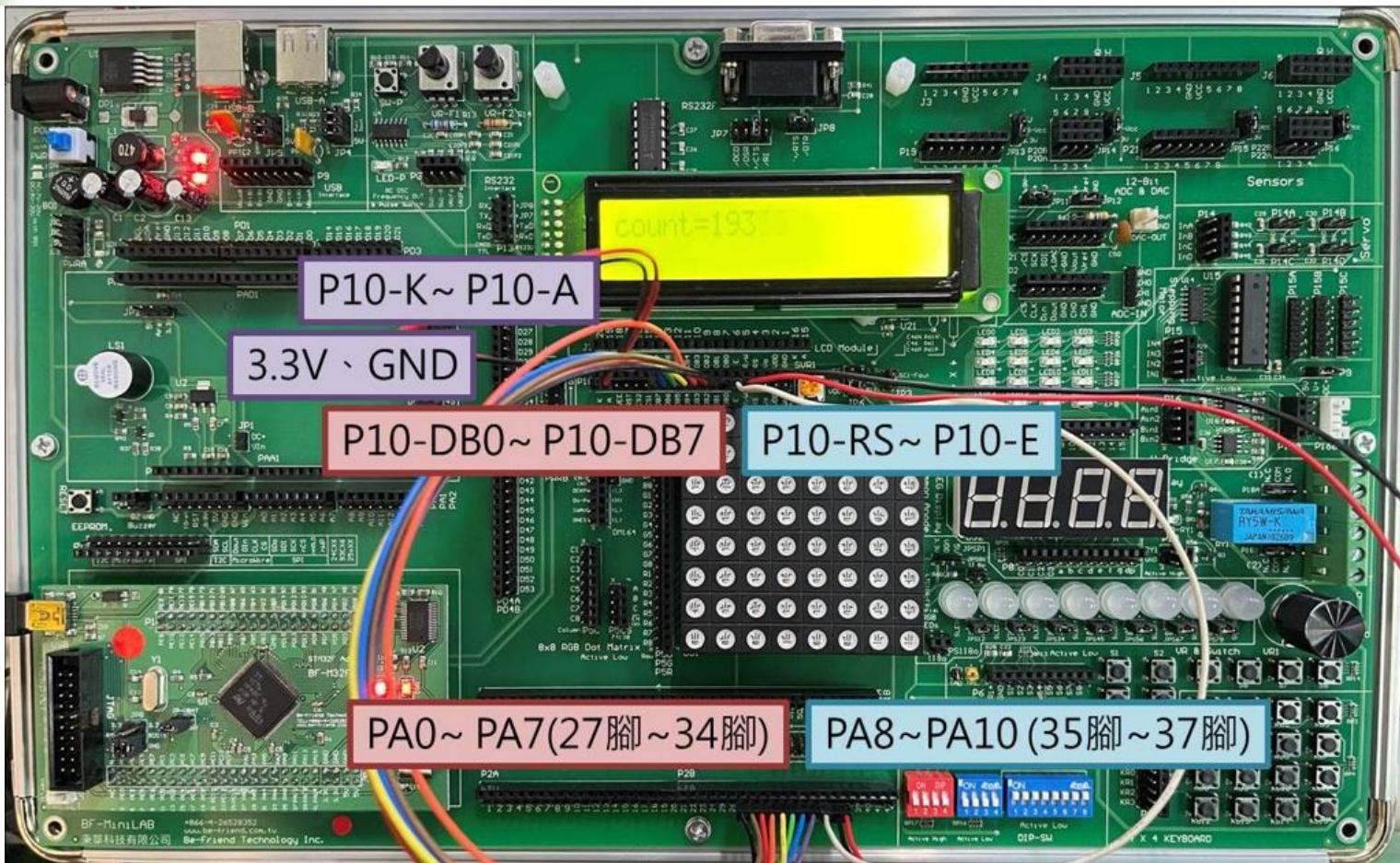
```
void  
LCD_SendData (char dat)  
{  
    LCD_Status_SetRS ();  
  
    //send the higher half  
    LCD_Status_SetWord ((dat>>4) & 0x0f);  
    LCD_Status_SetEnable ();  
    P3 = LCD_status;  
    LCD_Delay ();  
    LCD_Status_ClearEnable ();  
    P3 = LCD_status; Send signal for lower-half  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

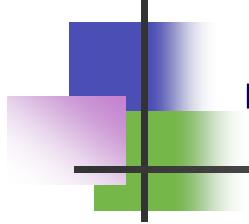


Mapping Table

	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111
0000	CD RAM1								00P^P				→タヨウP			
0001	CD RAM2								!1AQa9				アチ4äöq			
0010	CD RAM3								"2BRbr				「イツメセ			
0011	CD RAM4								#3CScs				」ウテモ			
0100	CD RAM5								\$4DTdt				、エトトム			
0101	CD RAM6								%5EUeu				・オナコスU			
0110	CD RAM7								&6FUVv				ラカニヨエΣ			
0111	CD RAM8								?7GW9w				アキヌラg川			
1000	CD RAM1								(8HXhx				イクネリgX			
1001	CD RAM2)9IVi9				タケノル"Y			
1010	CD RAM3								*;JZjz				エコハレjギ			
1011	CD RAM4								+;KCK{				オサヒロk元			
1100	CD RAM5								, <l#11< td=""><td></td><td></td><td></td><td>セヨウワウd門</td><td></td><td></td><td></td></l#11<>				セヨウワウd門			
1101	CD RAM6								-=M]m}				ユスヘンモ+			
1110	CD RAM7								.>N^n?				エセホ^n			
1111	CD RAM8								/?Q_o{				セヨウマ"6			

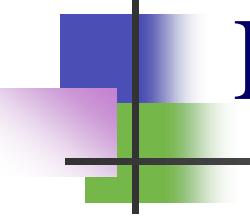
Hardware Setting





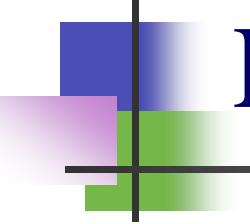
Software Samples

- Please refer to the sample programs provided by the IDE tools



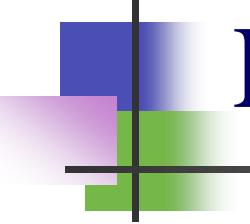
Demo Requirements

- Basic:
 - Display the character pressed at the cursor position
- Bonus 1: (5%)
 - 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: (5%)
 - 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: 2025/11/19 23:00 (不收遲交)
- Upload to e-learning system



Lab05 Lab Exercise Report

- File name: Bxxxxxx-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: 2025/11/26 23:00 (不收遲交)
- Upload to e-learning system