

Lab 05



# LCD Display

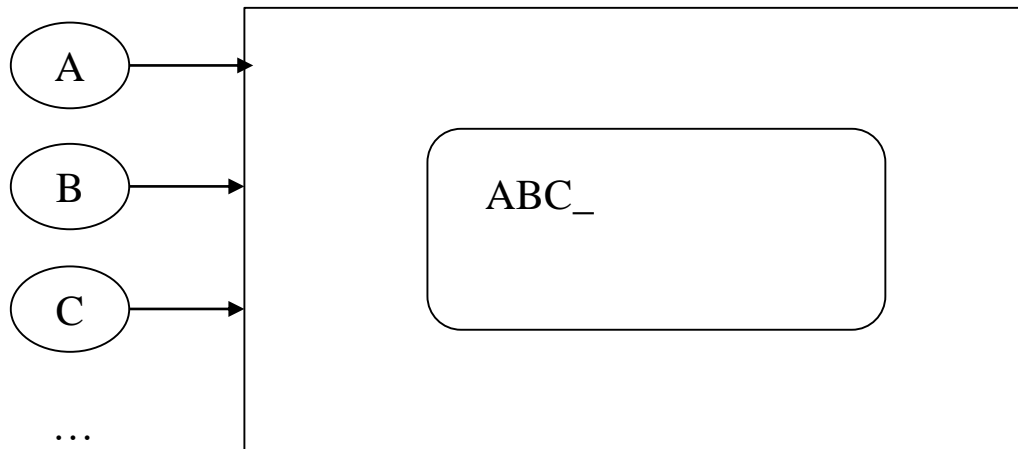
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# Your Task

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- Display characters according to the button pressed





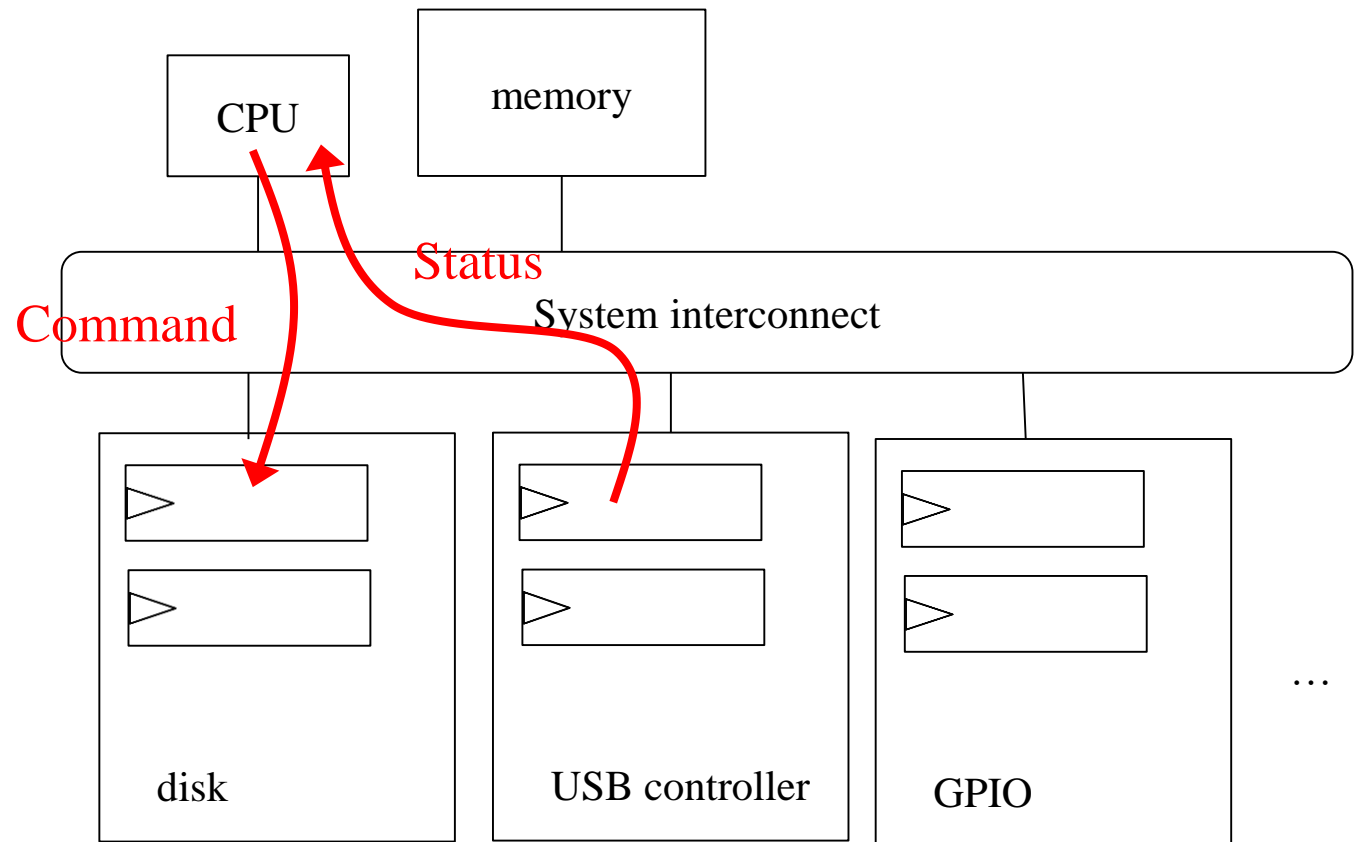
# General Concepts: Controlling I/O Devices

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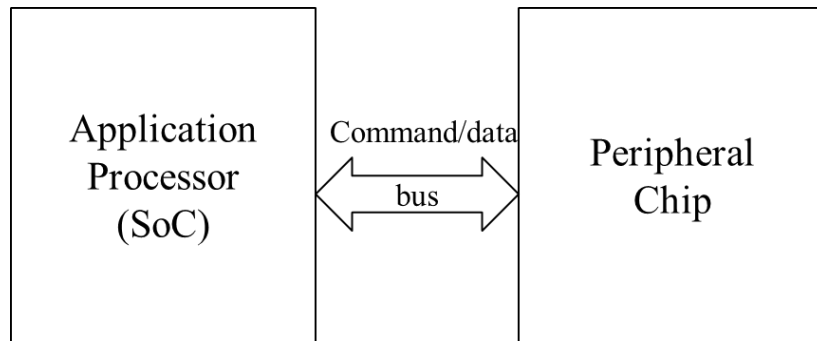
On-chip vs. off-chip

# Control On-Chip Peripherals

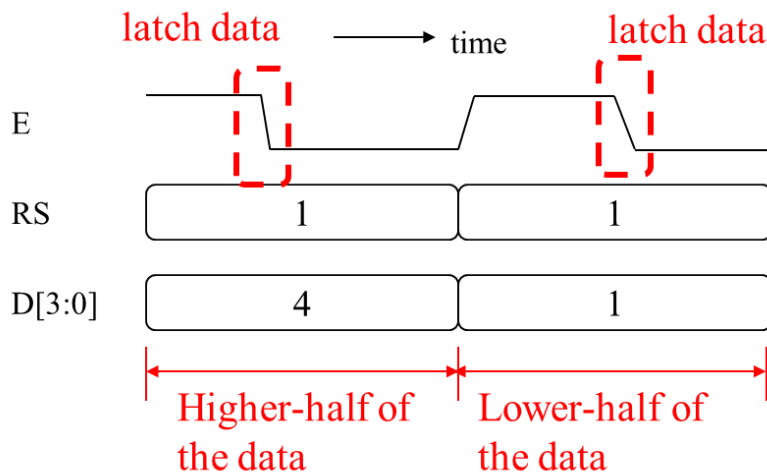
- access control registers with memory-mapped I/O



# Control Off-Chip Peripherals



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





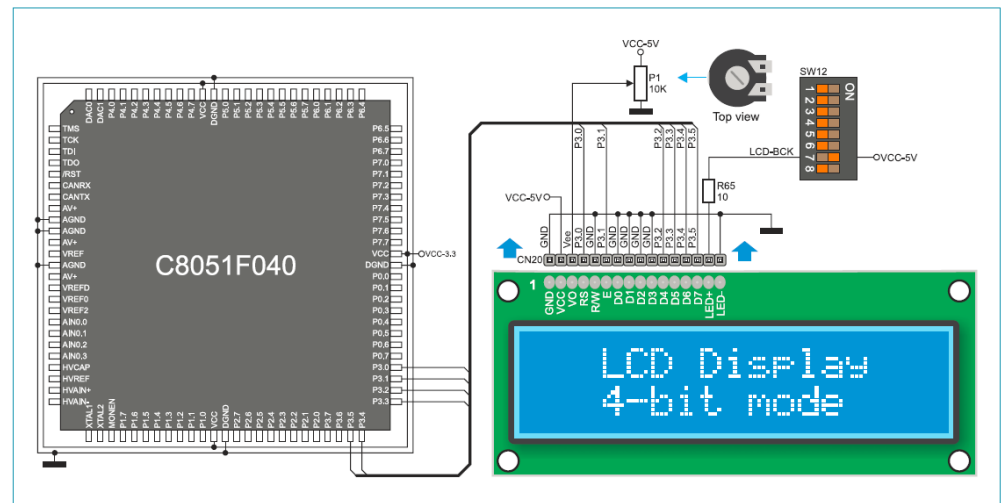
# Control the LCD Display

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From the hardware perspective

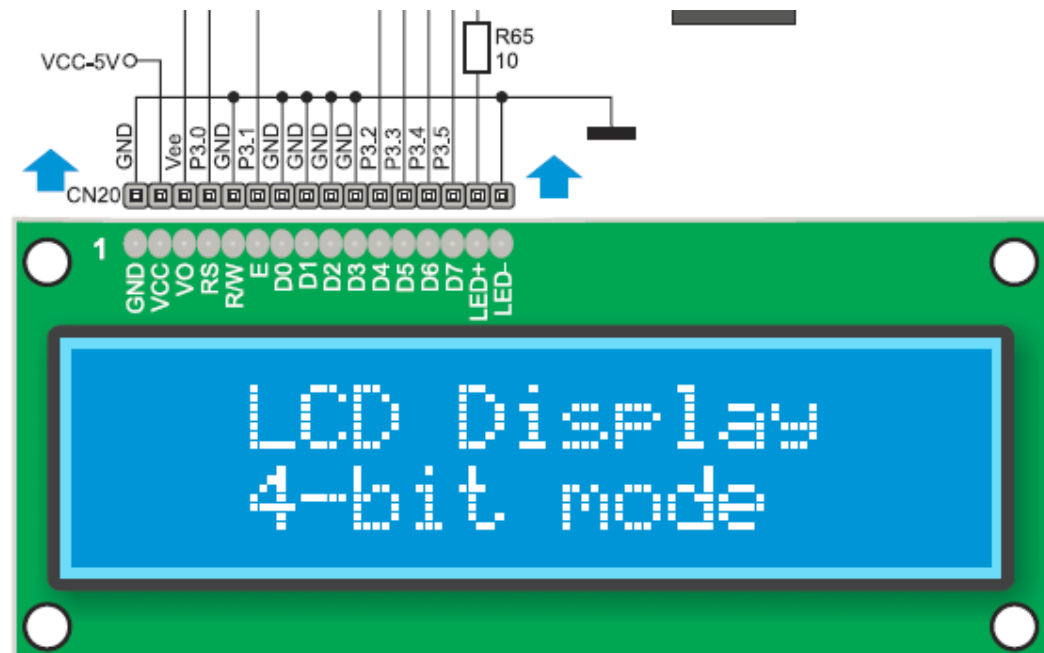
# Signal Interface to the LCD

- 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

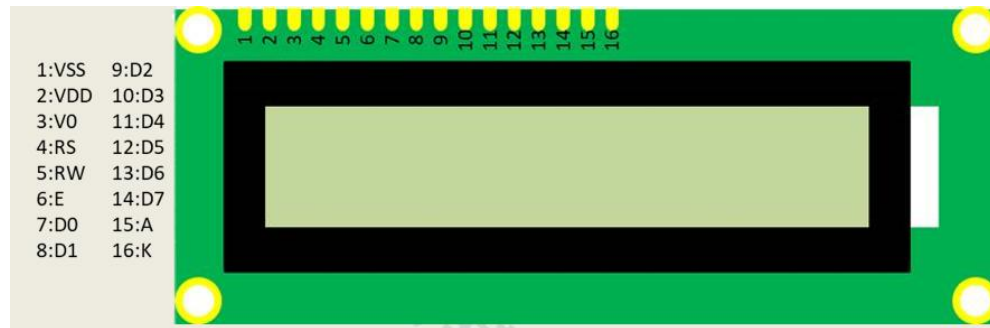
- RS: register select
  - 0: command
  - 1: data
- E: latch enable
  - the LCD latches the command/data at negative edge ( $1 \rightarrow 0$ )
- D [7:0]
  - the 8-bit data/command
  - configured 4-bit mode
  - send higher portion first





# Two Common LCD Devices

## ■ LCD1602



## ■ LCD2002





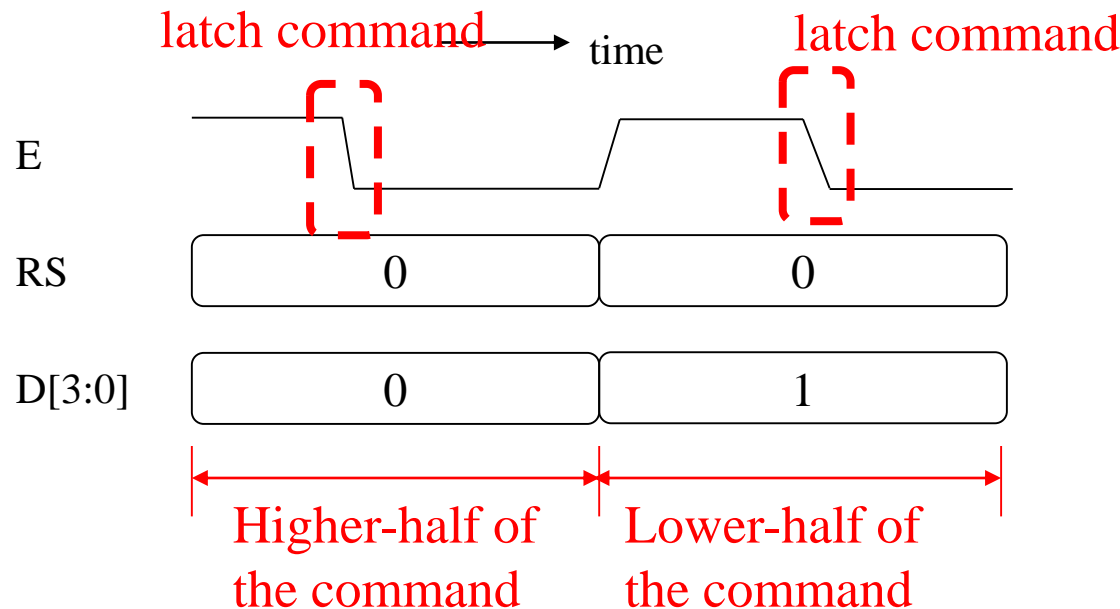
# List of commands

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Command	Code
Clear Display, Cursor to Home	0x0001
Cursor to Home	0x0002
<b>Entry Mode:</b>	
Cursor Decrement, Shift off	0x0004
Cursor Decrement, Shift on	0x0005
Cursor Increment, Shift off	0x0006
Cursor Increment, Shift on	0x0007
<b>Display Control:</b>	
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
<b>Cursor / Display Shift: (nondestructive move)</b>	
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

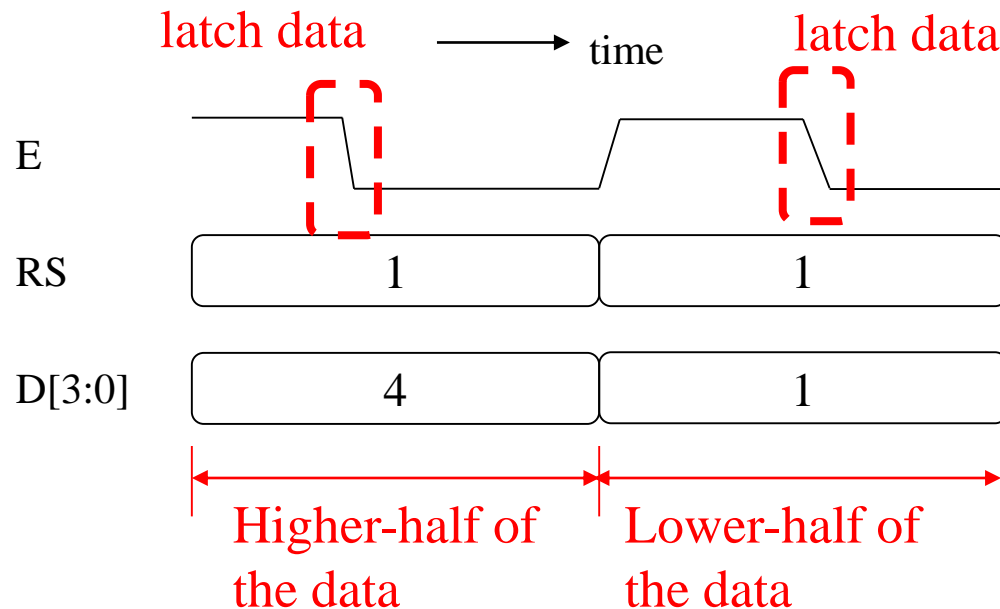
# Timing diagram to send command/data

- 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

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Demo: LCD\_Hello



# Initialize the LCD

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```
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
}
```

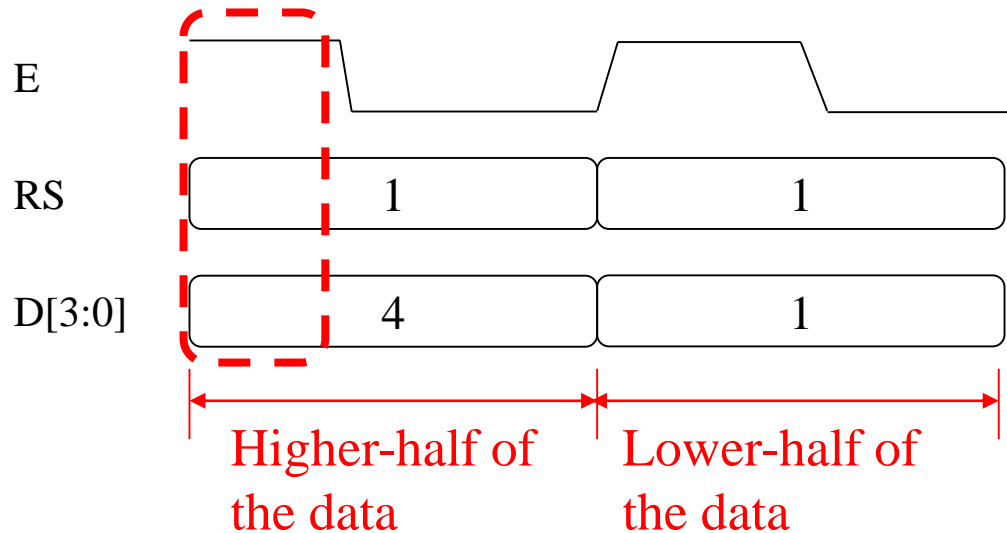
# Program to send command/data

- 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

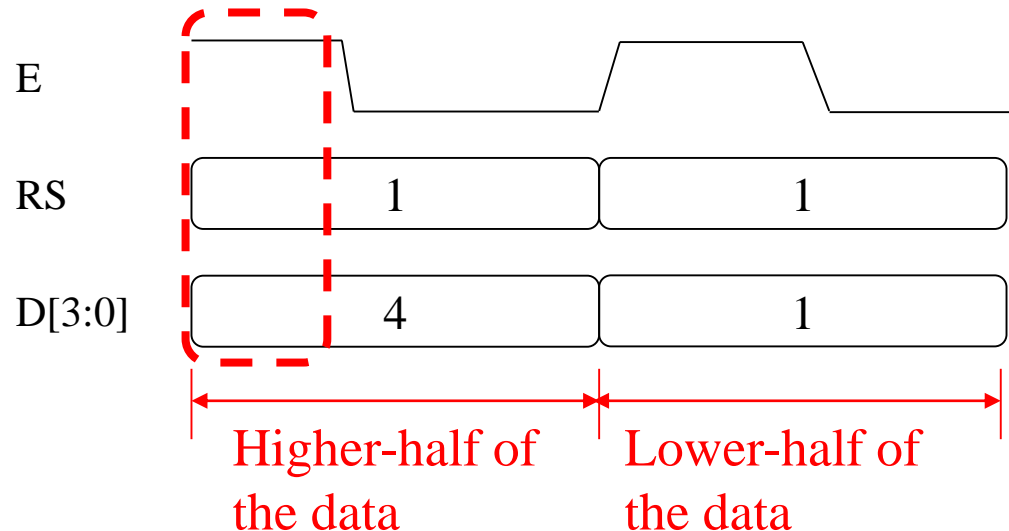
```
void
LCD_SendData (char dat)
{
    LCD_Status_SetRS ();

    ///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 ();
}
```

Send out the status word

Send out the data → time





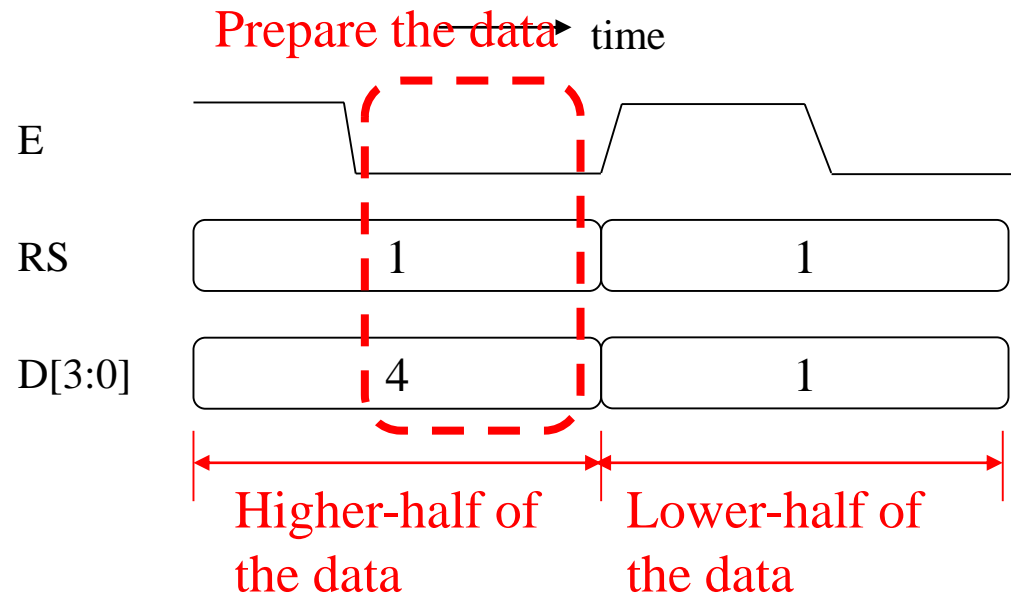
# Program to send command/data

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

```
void
LCD_SendData (char dat)
{
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    ///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 ();
}
```



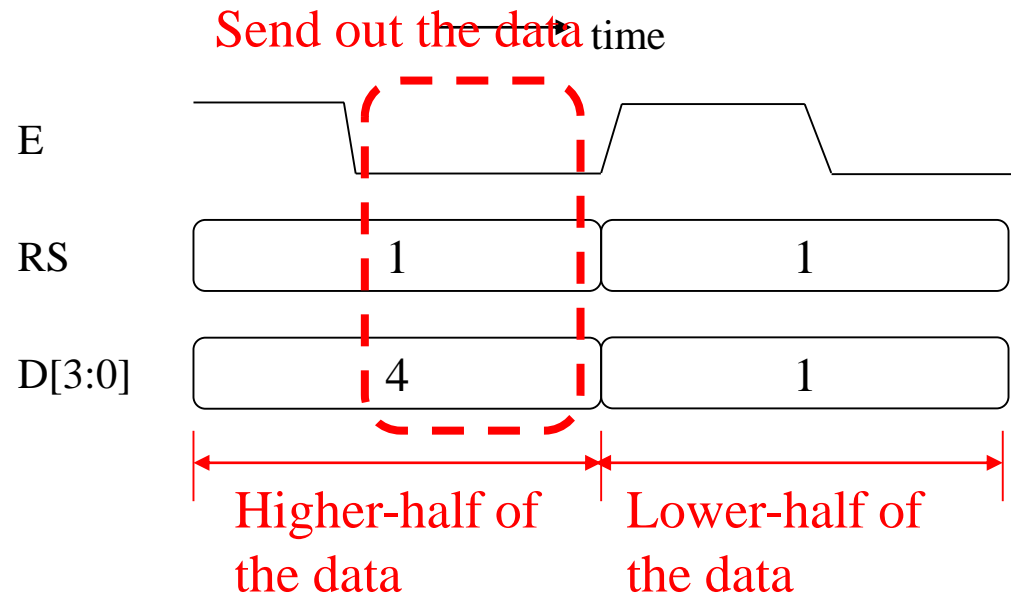
# Program to send command/data

- 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 ();
}
```



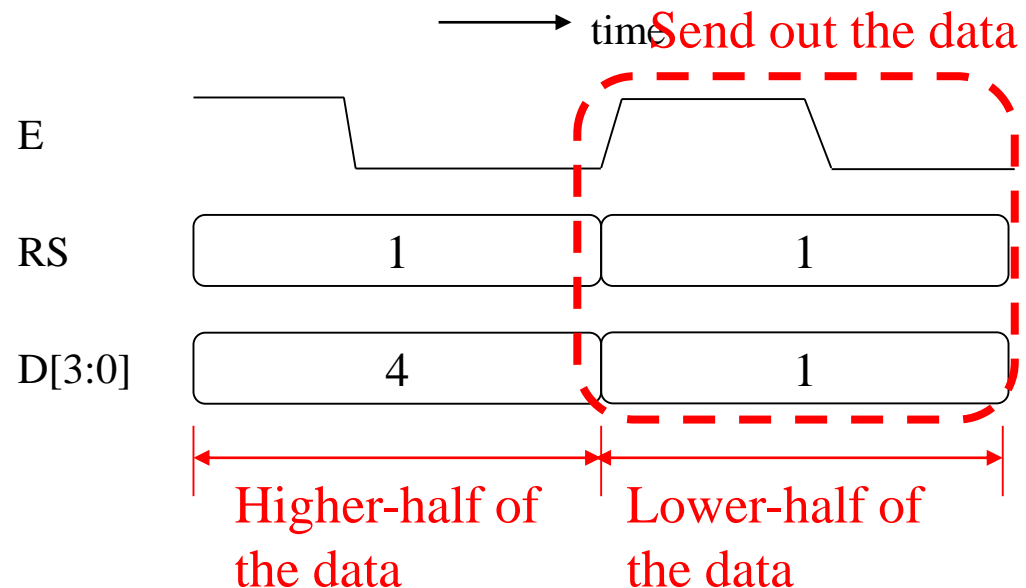
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    ///send the higher half
    LCD_Status_SetWord ((dat>>4) & 0x0f);
    LCD_Status_SetEnable ();
    P3 = LCD_status;
    LCD_Delay ();
    LCD_Status_ClearEnable ();
    P3 = LCD_status;
    LCD_Delay ();

    ///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 ();
}
```

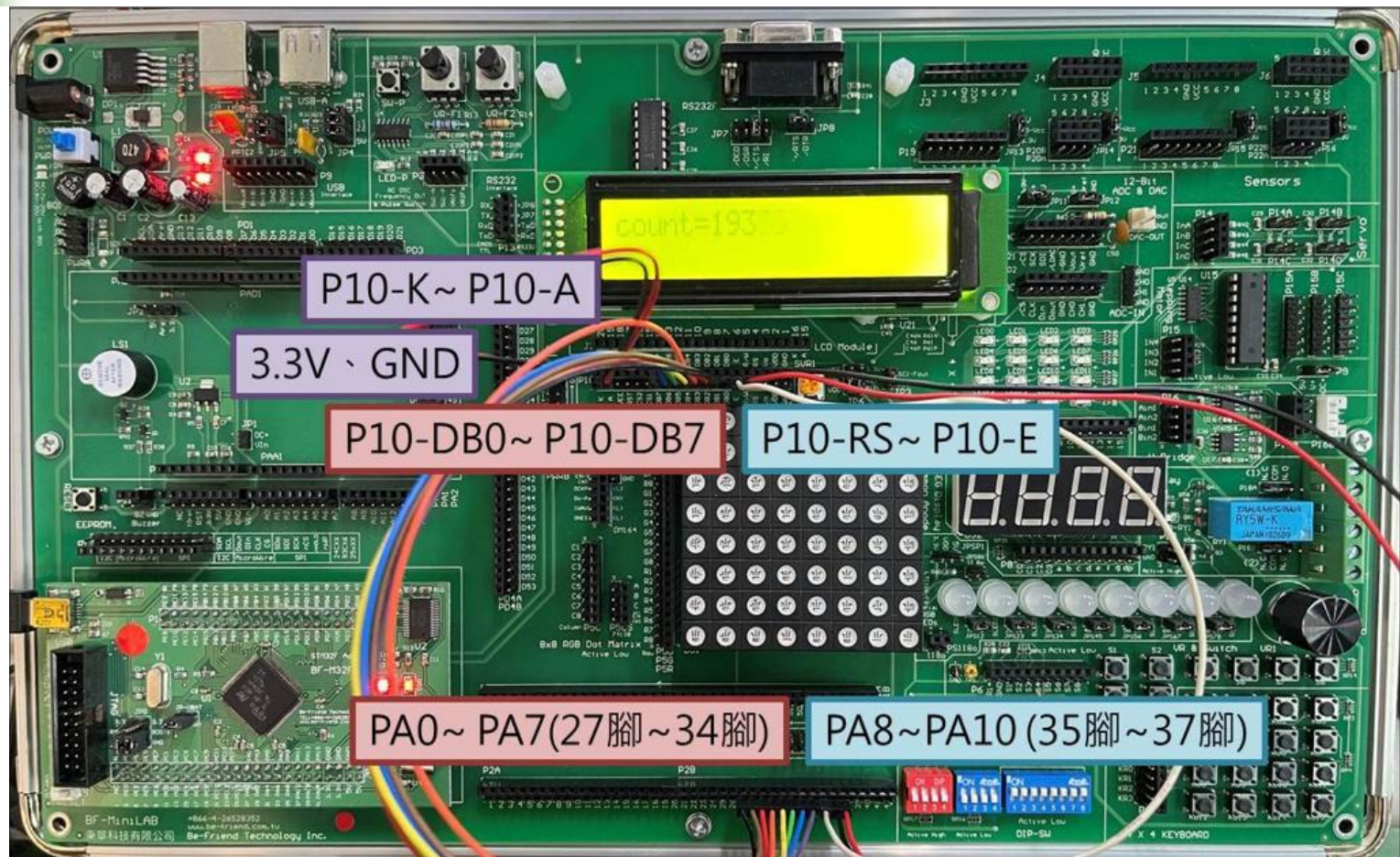


# Mapping Table

	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111
0000 CD RAM1				00P`P									-9=0P			
0001 CD RAM2				!1AQa9									74ä9			
0010 CD RAM3				"2BRbr									「イ」×pθ			
0011 CD RAM4				#3CScs									」ウてEs×			
0100 CD RAM5				\$4DTdt									、エトtμo			
0101 CD RAM6				%5EUeu									・オナ1c0			
0110 CD RAM7				&6FUfu									ヲカニヨpΣ			
0111 CD RAM8				'7GWgw									ヲ†ヲヲgπ			
1000 CD RAM1				(8HXhx									イウ*リj又			
1001 CD RAM2				)9IYiy									o7)u'4			
1010 CD RAM3				*:JZjz									エコnレj†			
1011 CD RAM4				+;K[k<									オヲヒロ×s			
1100 CD RAM5				,<L#1l									o5フワφm			
1101 CD RAM6				-=Mjn}									ユズ^ンt÷			
1110 CD RAM7				.>N^n†									ヨセホ^ñ			
1111 CD RAM8				/?O_ o†									ウリワ" ö■			



# Hardware Setting





# Software Samples

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



# Demo Requirements

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- 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

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- 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:  $80 \pm 15$
- Deadline: 2025/11/19 23:00 (不收遲交)
- Upload to e-learning system





# Lab05 Lab Exercise Report

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- 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:  $80 \pm 15$
- Deadline: 2025/11/26 23:00 (不收遲交)
- Upload to e-learning system