/\*

u8g\_dev\_t6963\_240x128.c

Tested with Varitronix MGLS240128TZ

Universal 8bit Graphics Library

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Application Notes for the MGLS 240x128

www.baso.no/content/pdf/T6963C\_Application.pdf

Hitachi App Notes:

https://www.sparkfun.com/datasheets/LCD/Monochrome/AN-029-Toshiba\_T6963C.pdf

Notes:

The font selection pins should generate the 8x8 font.

For the MGLS240128TZ only FS1 is available on pin 18.

FS1 must be low to generate the 8x8 font.

\*/

#include "u8g.h"

#define WIDTH 240

#define HEIGHT 128

#define PAGE\_HEIGHT 16

/\*

http://www.mark-products.com/graphics.htm#240x64%20Pixel%20Format

\*/

/\* text is not used, so settings are not relevant \*/

static const uint8\_t u8g\_dev\_t6963\_240x128\_init\_seq[] PROGMEM = {

U8G\_ESC\_CS(0), /\* disable chip \*/

U8G\_ESC\_ADR(0), /\* data mode \*/

U8G\_ESC\_RST(15), /\* do reset low pulse with (15\*16)+2 milliseconds (=maximum delay)\*/

U8G\_ESC\_CS(1), /\* enable chip \*/

U8G\_ESC\_DLY(50), /\* delay 50 ms \*/

U8G\_ESC\_ADR(0), /\* data mode \*/

0x000, /\* low byte \*/

0x000, /\* height byte \*/

U8G\_ESC\_ADR(1), /\* instruction mode \*/

0x021, /\* set cursor position \*/

U8G\_ESC\_ADR(0), /\* data mode \*/

0x000, /\* low byte \*/

0x000, /\* height byte \*/

U8G\_ESC\_ADR(1), /\* instruction mode \*/

0x022, /\* set offset \*/

U8G\_ESC\_ADR(0), /\* data mode \*/

0x000, /\* low byte \*/

0x000, /\* height byte \*/

U8G\_ESC\_ADR(1), /\* instruction mode \*/

0x040, /\* text home \*/

U8G\_ESC\_ADR(0), /\* data mode \*/

WIDTH/8, /\* low byte \*/

0x000, /\* height byte \*/

U8G\_ESC\_ADR(1), /\* instruction mode \*/

0x041, /\* text columns \*/

U8G\_ESC\_ADR(0), /\* data mode \*/

0x000, /\* low byte \*/

0x000, /\* height byte \*/

U8G\_ESC\_ADR(1), /\* instruction mode \*/

0x042, /\* graphics home \*/

U8G\_ESC\_ADR(0), /\* data mode \*/

WIDTH/8, /\* low byte \*/

0x000, /\* height byte \*/

U8G\_ESC\_ADR(1), /\* instruction mode \*/

0x043, /\* graphics columns \*/

// mode set

// 0x080: Internal CG, OR Mode

// 0x081: Internal CG, EXOR Mode

// 0x083: Internal CG, AND Mode

// 0x088: External CG, OR Mode

// 0x089: External CG, EXOR Mode

// 0x08B: External CG, AND Mode

U8G\_ESC\_ADR(1), /\* instruction mode \*/

0x080, /\* mode register: OR Mode, Internal Character Mode \*/

U8G\_ESC\_ADR(1), /\* instruction mode \*/

// display mode

// 0x090: Display off

// 0x094: Graphic off, text on, cursor off, blink off

// 0x096: Graphic off, text on, cursor on, blink off

// 0x097: Graphic off, text on, cursor on, blink on

// 0x098: Graphic on, text off, cursor off, blink off

// 0x09a: Graphic on, text off, cursor on, blink off

// ...

// 0x09c: Graphic on, text on, cursor off, blink off

// 0x09f: Graphic on, text on, cursor on, blink on

0x098, /\* mode register: Display Mode, Graphics on, Text off, Cursor off \*/

U8G\_ESC\_ADR(0), /\* data mode \*/

0x000, /\* low byte \*/

0x000, /\* height byte \*/

U8G\_ESC\_ADR(1), /\* instruction mode \*/

0x024, /\* set adr pointer \*/

U8G\_ESC\_DLY(100), /\* delay 100 ms \*/

U8G\_ESC\_ADR(0), /\* data mode \*/

U8G\_ESC\_CS(0), /\* disable chip \*/

U8G\_ESC\_END /\* end of sequence \*/

};

uint8\_t u8g\_dev\_t6963\_240x128\_fn(u8g\_t \*u8g, u8g\_dev\_t \*dev, uint8\_t msg, void \*arg)

{

switch(msg)

{

case U8G\_DEV\_MSG\_INIT:

u8g\_InitCom(u8g, dev, U8G\_SPI\_CLK\_CYCLE\_NONE);

u8g\_WriteEscSeqP(u8g, dev, u8g\_dev\_t6963\_240x128\_init\_seq);

break;

case U8G\_DEV\_MSG\_STOP:

break;

case U8G\_DEV\_MSG\_PAGE\_NEXT:

{

uint8\_t y, i;

uint16\_t disp\_ram\_adr;

uint8\_t \*ptr;

u8g\_pb\_t \*pb = (u8g\_pb\_t \*)(dev->dev\_mem);

u8g\_SetAddress(u8g, dev, 0); /\* data mode \*/

u8g\_SetChipSelect(u8g, dev, 1);

y = pb->p.page\_y0;

ptr = pb->buf;

disp\_ram\_adr = WIDTH/8;

disp\_ram\_adr \*= y;

for( i = 0; i < PAGE\_HEIGHT; i ++ )

{

u8g\_SetAddress(u8g, dev, 0); /\* data mode \*/

u8g\_WriteByte(u8g, dev, disp\_ram\_adr&255 ); /\* address low byte \*/

u8g\_WriteByte(u8g, dev, disp\_ram\_adr>>8 ); /\* address hight byte \*/

u8g\_SetAddress(u8g, dev, 1); /\* cmd mode \*/

u8g\_WriteByte(u8g, dev, 0x024 ); /\* set adr ptr \*/

u8g\_WriteSequence(u8g, dev, WIDTH/8, ptr);

ptr += WIDTH/8;

disp\_ram\_adr += WIDTH/8;

}

u8g\_SetAddress(u8g, dev, 0); /\* data mode \*/

u8g\_SetChipSelect(u8g, dev, 0);

}

break;

}

return u8g\_dev\_pb16h1\_base\_fn(u8g, dev, msg, arg);

}

// U8G\_PB\_DEV(u8g\_dev\_t6963\_240x128\_8bit, WIDTH, HEIGHT, PAGE\_HEIGHT, u8g\_dev\_t6963\_240x128\_fn, U8G\_COM\_T6963);

uint8\_t u8g\_dev\_t6963\_240x128\_2x\_bw\_buf[WIDTH/8\*PAGE\_HEIGHT] U8G\_NOCOMMON ;

u8g\_pb\_t u8g\_dev\_t6963\_240x128\_2x\_bw\_pb = { {PAGE\_HEIGHT, HEIGHT, 0, 0, 0}, WIDTH, u8g\_dev\_t6963\_240x128\_2x\_bw\_buf};

u8g\_dev\_t u8g\_dev\_t6963\_240x128\_8bit = { u8g\_dev\_t6963\_240x128\_fn, &u8g\_dev\_t6963\_240x128\_2x\_bw\_pb, U8G\_COM\_T6963 };