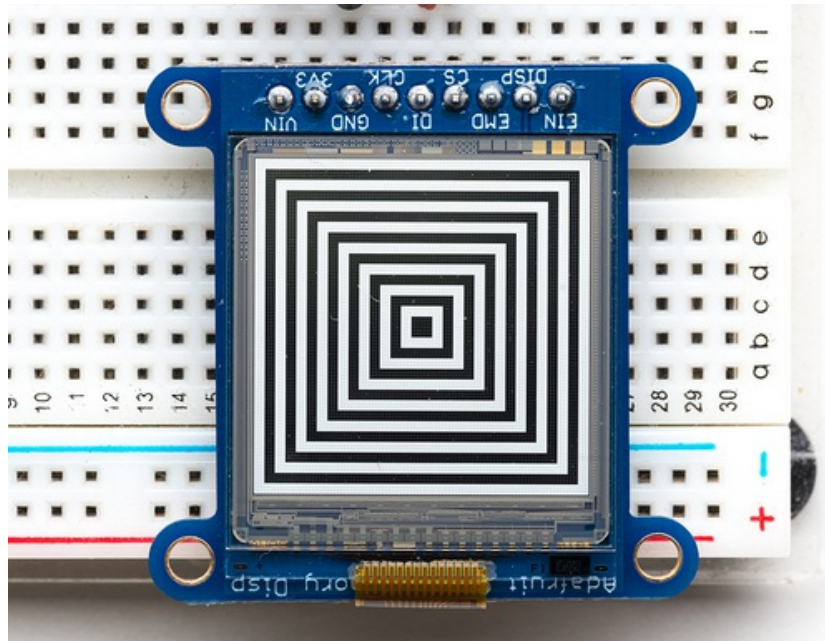


## Adafruit Sharp Memory Display Breakout

Created by Bill Earl

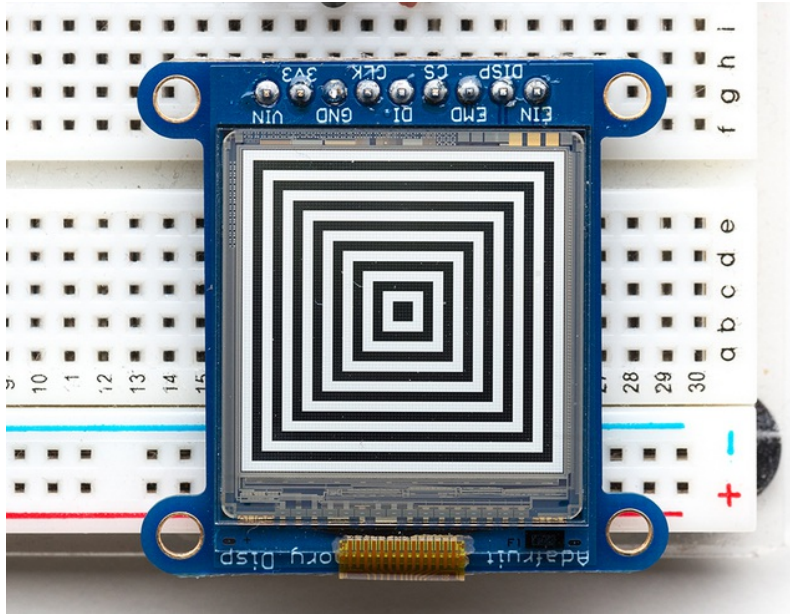


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## Overview

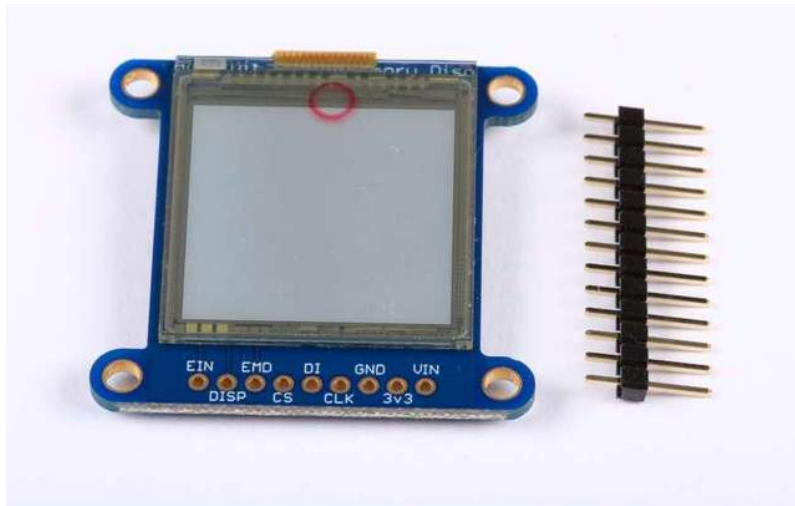


The 1.3" SHARP Memory LCD display is a cross between an elnk (e-paper) display and an LCD. It has the ultra-low power usage of elnk and the fast-refresh rates of an LCD. This model has a matt silver background, and pixels show up as little mirrors for a silver-reflective display, a really beautiful and unique look. It does not have a backlight, but it is daylight readable. For dark/night reading you may need to illuminate the LCD area with external LEDs.

The display is 3V powered and 3V logic, so we placed it on a fully assembled & tested breakout board with a 3V regulator and level shifting circuitry. The display slots into a ZIF socket on board and we use a piece of double-sided tape to adhere it onto one side. There are four mounting holes so you can easily attach it to a box.

The display is 'write only' which means that it only needs 3 pins to send data. The downside of a write-only display is that the entire 96x96 bits (1,152 bytes) must be buffered by the microcontroller driver. On an Arduino Uno/Leonardo that's half the RAM available and so it might not be possible to run this display with other RAM-heavy libraries like SD interfacing.

The Sharp Memory Display breakout board ships with optional headers for use in a breadboard.



## Assembly and Wiring

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The display and support circuitry come pre-assembled and fully tested on a handy breakout board. For use in a breadboard, you will want to install the included 0.1" header strip:

### Installing the Header:

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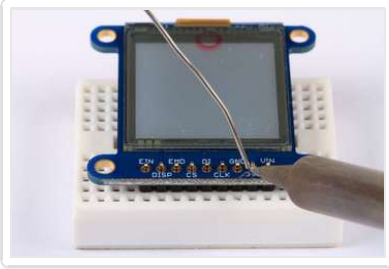
#### Position the header

Trim the header to length if necessary and place it long pins down in your breadboard.



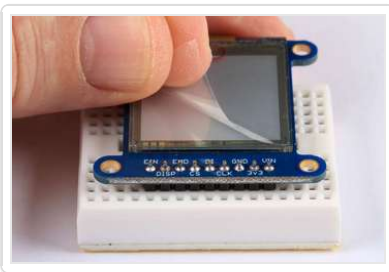
#### Position the display

Place the Sharp Memory Display over the pins on the breadboard.



## Solder!

Solder each pin to assure good electrical conductivity.



## Remove the Protective Film

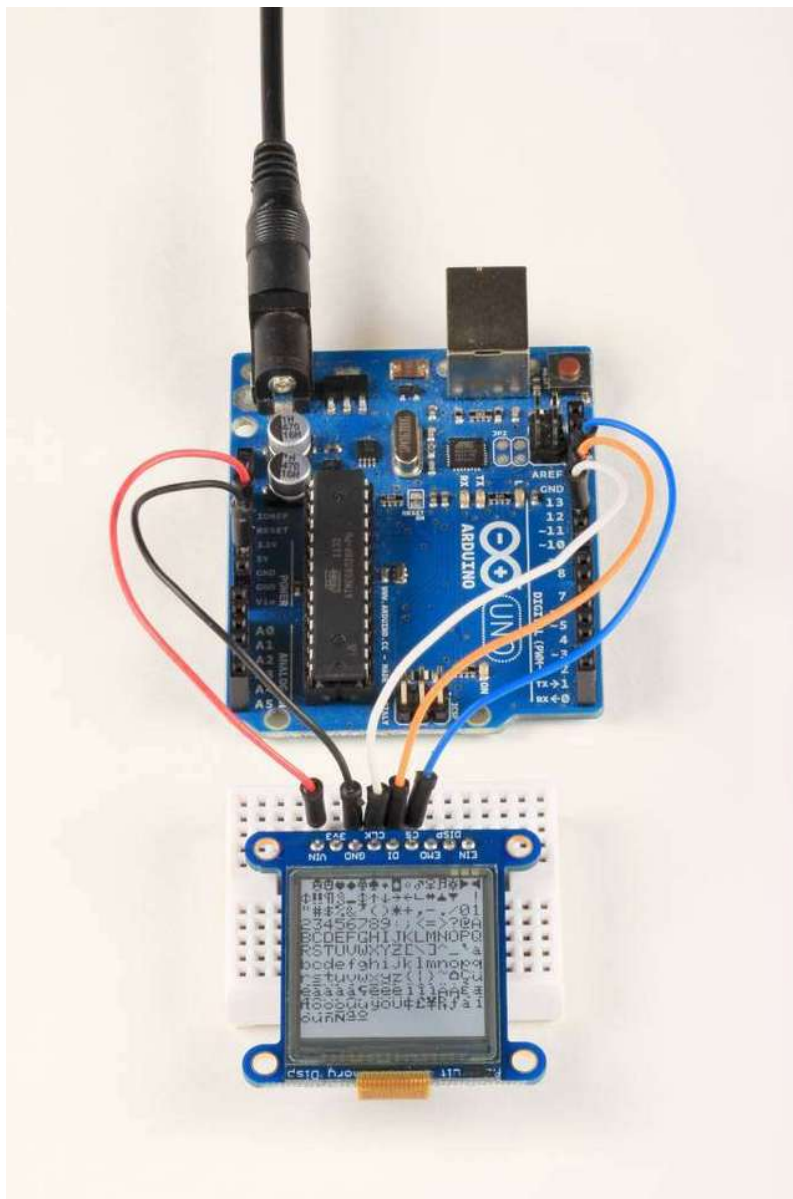
After soldering is complete. Gently peel the film from the display.

## Wiring to the Arduino:

This display can be driven with only 3 pins. Any pins can be used. The wiring we show here uses pins 10, 11 and 13 for compatibility with the library example code. (Wire colors are as shown in the photo)

- **VIN** -> **+5v** - (Red Wire)
- **GND** -> **GND** - (Black Wire)
- **CLK** -> **Pin 10** - (White Wire)
- **DI** -> **Pin 11** - (Orange Wire)
- **CS** -> **Pin 13** - (Blue Wire)

The other wires are optional, and connect directly to the Memory Display for more advanced uses. Check the raw display datasheet (in the downloads area) for details



## Programming

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### Download the Libraries

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To use the Sharp Memory Display with your Arduino, you will need to download and install 2 libraries:

- [Sharp Memory Display Library \(http://adafru.it/cgj\)](http://adafru.it/cgj)
- [Adafruit GFX Library \(http://adafru.it/aja\)](http://adafru.it/aja)

For details on how to install libraries, see this guide: [All About Arduino Libraries \(http://adafru.it/aYM\)](http://adafru.it/aYM).

### Run the Example Code

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Once your libraries are installed, open the Arduino IDE and select:

**File->Examples->Adafruit\_SHARP\_Memory\_Display->sharpmemtest**

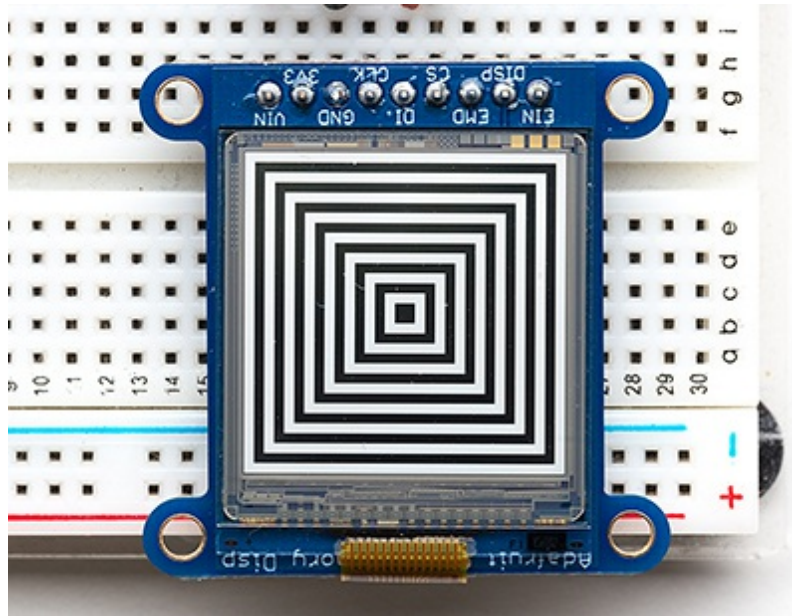
Upload the example code to your Arduino and you should see the test graphics drawn on the screen.

### Programming GFX Graphics

The Sharp Memory Display is part of the growing family of Adafruit graphical displays that use the Adafruit GFX Library. This library lets you use a common set of graphical drawing functions on a whole variety of displays including LED matrices, OLEDs, TFT LCDs, eInk and the Sharp Memory Display!

For more details about programming with GFX, see our [Adafruit GFX Graphics Library Guide \(http://adafru.it/aPx\)](http://adafru.it/aPx).





## Downloads and Links

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### Libraries:

- [Sharp Memory Display Library \(http://adafru.it/cgJ\)](http://adafru.it/cgJ)
- [Adafruit GFX Library \(http://adafru.it/aJa\)](http://adafru.it/aJa)

### Data Sheet

- [Datasheet for the LS013B4DN04 LCD Module \(http://adafru.it/cgK\)](http://adafru.it/cgK)

### Library Reference

- [Adafruit GFX Library \(http://adafru.it/aPe\)](http://adafru.it/aPe)

