Command		Hex								
Command	D7	D6	D5	D4	D3	D2	D 1	D0	пех	
Clear Display	0	0	0	0	0	0	0	1	01	
Display & Cursor Home	0	0	0	0	0	0	1	х	02 or 03	
Character Entry Mode	0	0	0	0	0	1	I/D	S	04 to 07	
Display On/Off & Cursor	0	0	0	0	1	D	U	В	08 to 0F	
Display/Cursor Shift	0	0	0	1	D/C	R/L	х	х	10 to 1F	
Function Set	0	0	1	8/4	2/1	10/7	х	х	20 to 3F	
Set CGRAM Address	0	1	А	А	А	А	Α	А	40 to 7F	
Set Display Address	1	Α	А	А	Α	А	Α	Α	80 to FF	

I/D: 1=Increment*, 0=Decrement

S: 1=Display shift on, 0=Display shift off*

D: 1=Display On, 0=Display Off*

U: 1=Cursor underline on, 0=Underline off*

B: 1=Cursor blink on, 0=Cursor blink off*

D/C: 1=Display shift, 0=Cursor move

R/L: 1=Right shift, O=Left shift

8/4: 1=8 bit interface*, 0=4 bit interface

2/1: 1=2 line mode, 0=1 line mode*

10/7: 1=5x10 dot format, 0=5x7 dot format*

x = Don't care * = Initialisation settings

Upper 4 bits Lower	0000	1	2	3	4	5 0101	6	7	8	9	A	B	C 1100	D 1101	E 1110	F
0 0 0000	CG RAM (1)	0001	0010			P	••	 	1000	1001	1010	••••		=.		p
1	CG RAM (2)		I	1	A	Q	.=	4				Ţ	Ŧ	Ĺ	ä	9
2	CG RAM (3)		11	2	В	R	b	ŀ"			Г	4	ij	×	ø	8
3	CG RAM (4)		#	3		5	<u>.</u>	=				ņ	Ŧ	E	8	2.7
4	CG RAM (5)		\$	4	D	T	d	t.			ν.	I	ŀ	†	H	Ω
5 0101	CG RAM (6)		7,	5	E	U	₽	IJ			=	7	;	1	S	ü
6	CG RAM (7)		8.	6	F	Ų	f	Ų			Ţ	Ħ			ρ	Ξ
7	CG RAM (8)			7	G	W	9	W			7	#	X	Ŧ	q	Л
8	CG RAM (1)		(8	Н	X	h	X			4	ņ	#	IJ.	Ţ	X
9	CG RAM (2))	9	1	Y	i	' !			÷	7	ļ	ıl.	-:	Ц
A	CG RAM (3)		*	::	J	Z	j	Ξ			I		ıΊ	<u>.</u> /	j	#
B 1011	CG RAM (4)		+	:	K	I	k	{			#	#			X	沔
C 1100	CG RAM (5)		;	<	<u></u>	¥	1				†:	<u>:</u> ;	7	ņ	‡ .	m
D 1101	CG RAM (6)			===	M	1	m	}				Z	ኅ		Ł	÷
E 1110	CG RAM (7)			>	M	^	'n	÷			≣	Ė	#	··	ñ	
F 1111	CG RAM (8)		/	~				÷				y	7	II	Ö	