

a-Si TFT LCD Single Chip Driver 240RGBx432 Resolution and 262K color

Preliminary Datasheet

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ILI TECHNOLOGY CORP.

8F, No. 38, Taiyuan St., Jhubei City,
Hsinchu County 302, Taiwan, R.O.C.
Tel.886-3-5600099; Fax.886-3-5600585
<http://www.ilitek.com>

Content

| | |
|----------------------------------------------------|----|
| 1. Introduction | 5 |
| 2. Features | 5 |
| 3. Block Diagram | 7 |
| 4. Pin Descriptions | 8 |
| 5. Pad Arrangement and Coordination | 12 |
| 6. Block Function Description | 20 |
| 7. Interface Description | 22 |
| 7.1. Display Bus Interface (DBI) | 22 |
| 7.1.1. Write Cycle | 25 |
| 7.1.2. Read Cycle | 26 |
| 7.2. Serial Interface (Type C) | 27 |
| 7.2.1. Write Cycle and Sequence | 27 |
| 7.2.2. Read Cycle and Sequence | 29 |
| 7.2.3. Break and Pause Sequences | 30 |
| 7.3. Display Pixel Interface (DPI) | 32 |
| 7.4. Mobile Display Digital Interface (MDDI) | 35 |
| 8. Command | 45 |
| 8.1. Command List | 45 |
| 8.2. Command Description | 48 |
| 8.2.1. NOP (00h) | 48 |
| 8.2.2. Soft_reset (01h) | 49 |
| 8.2.3. Get_power_mode (0Ah) | 50 |
| 8.2.4. Get_address_mode (0Bh) | 52 |
| 8.2.5. Get_pixel_format (0Ch) | 54 |
| 8.2.6. Get_display_mode (0Dh) | 56 |
| 8.2.7. Get_signal_mode (0Eh) | 58 |
| 8.2.8. Get_diagnostic_result (0Fh) | 59 |
| 8.2.9. Enter_sleep_mode (10h) | 60 |
| 8.2.10. Exit_sleep_mode (11h) | 62 |
| 8.2.11. Enter_Partial_mode (12h) | 64 |
| 8.2.12. Enter_normal_mode (13h) | 65 |
| 8.2.13. Exit_invert_mode (20h) | 66 |
| 8.2.14. Enter_invert_mode (21h) | 67 |
| 8.2.15. Set_display_off (28h) | 68 |
| 8.2.16. Set_display_on (29h) | 69 |
| 8.2.17. Set_column_address (2Ah) | 70 |
| 8.2.18. Set_page_address (2Bh) | 72 |

| | |
|---------------------------------------------------------------------|-----|
| 8.2.19. Write_memory_start (2Ch)..... | 74 |
| 8.2.20. Read_memory_start (2Eh)..... | 76 |
| 8.2.21. Set_partial_area (30h)..... | 78 |
| 8.2.22. Set_scroll_area (33h)..... | 81 |
| 8.2.23. Set_tear_off (34h)..... | 84 |
| 8.2.24. Set_tear_on (35h)..... | 84 |
| 8.2.25. Set_address_mode (36h)..... | 86 |
| 8.2.26. Set_scroll_start (37h)..... | 89 |
| 8.2.27. Exit_idle_mode (38h)..... | 91 |
| 8.2.28. Enter_idle_mode (39h)..... | 92 |
| 8.2.29. Set_pixel_format (3Ah)..... | 94 |
| 8.2.30. Write_Memory_Continue (3Ch)..... | 96 |
| 8.2.31. Read_Memory_Continue (3Eh)..... | 98 |
| 8.2.32. Set_Tear_Scanline (44h)..... | 99 |
| 8.2.33. Get_Scanline (45h)..... | 101 |
| 8.2.34. Write Display Brightness (51h)..... | 102 |
| 8.2.35. Read Display Brightness (52h)..... | 103 |
| 8.2.36. Write CTRL Display (53h)..... | 105 |
| 8.2.37. Read CTRL Display (54h)..... | 107 |
| 8.2.38. Write Content Adaptive Brightness Control (55h)..... | 109 |
| 8.2.39. Read Content Adaptive Brightness Control (56h)..... | 110 |
| 8.2.40. Write CABC Minimum Brightness (5Eh)..... | 111 |
| 8.2.41. Read CABC Minimum Brightness (5Fh)..... | 112 |
| 8.2.42. Read_DDB_Start (A1h)..... | 113 |
| 8.2.43. Command Access Protect (B0h)..... | 114 |
| 8.2.44. Low Power Mode Control (B1h)..... | 115 |
| 8.2.45. Frame Memory Access and Interface Setting (B3h)..... | 119 |
| 8.2.46. Display Mode and Frame Memory Write Mode Setting (B4h)..... | 121 |
| 8.2.47. Sub-Panel Control Register (B5h)..... | 122 |
| 8.2.48. Backlight Control 1 (B8h)..... | 123 |
| 8.2.49. Backlight Control 2 (B9h)..... | 124 |
| 8.2.50. Backlight Control 3 (BAh)..... | 126 |
| 8.2.51. Backlight Control 4 (BBh)..... | 127 |
| 8.2.52. Backlight Control 5 (BCh)..... | 129 |
| 8.2.53. Backlight Control 7 (BEh)..... | 131 |
| 8.2.54. Backlight Control 8 (BFh)..... | 132 |
| 8.2.55. Panel Driving Setting (C0h)..... | 133 |
| 8.2.56. Display_Timing_Setting for Normal/Partial Mode (C1h)..... | 137 |
| 8.2.57. Display_Timing_Setting for Idle Mode (C3h)..... | 139 |
| 8.2.58. Source/VCOM/Gate Timing Setting (C4h)..... | 141 |

| | | |
|---------|-------------------------------------------------------------------|-----|
| 8.2.59. | Frame Rate Control (C5h)..... | 142 |
| 8.2.60. | Interface Control (C6h)..... | 143 |
| 8.2.61. | Gamma Setting (C8h) | 144 |
| 8.2.62. | Gamma Setting for Red/Blue Color (C9h)..... | 146 |
| 8.2.63. | Power_Setting (D0h) | 148 |
| 8.2.64. | VCOM Control (D1h) | 150 |
| 8.2.65. | Power_Setting for Normal Mode (D2h) | 153 |
| 8.2.66. | Power_Setting for Partial Mode (D3h)..... | 155 |
| 8.2.67. | Power_Setting for Idle Mode (D4h)..... | 157 |
| 8.2.68. | NV Memory Write (E0h) | 159 |
| 8.2.69. | NV Memory Control (E1h) | 160 |
| 8.2.70. | NV Memory Status Read (E2h)..... | 161 |
| 8.2.71. | NV Memory Protection (E3h) | 162 |
| 8.2.72. | 3-Gamma Function Control (EAh)..... | 163 |
| 8.2.73. | Device Code Read (EFh) | 164 |
| 9. | Display Data RAM..... | 165 |
| 9.1. | Configuration | 165 |
| 9.2. | Memory to Display Address Mapping | 166 |
| 9.3. | Vertical Scroll Mode | 167 |
| 10. | Tearing Effect Output | 169 |
| 10.1. | Tearing Effect Line Modes | 169 |
| 10.2. | Tearing Effect Line Timings..... | 170 |
| 11. | Sub-panel Control | 171 |
| 12. | NV Memory Programming Flow..... | 175 |
| 13. | Gamma Correction..... | 176 |
| 14. | Application..... | 183 |
| 14.1. | Application Circuit..... | 183 |
| 14.2. | Power Supply Configuration | 184 |
| 15. | Electrical Characteristics..... | 185 |
| 15.1. | Absolute Maximum Ratings..... | 185 |
| 15.2. | DC Characteristics..... | 186 |
| 15.3. | AC Characteristics | 187 |
| 15.3.1. | DBI Type B (18/16/9/8 bit) Interface Timing Characteristics | 187 |
| 15.3.2. | DBI Type C (SPI) Interface Timing Characteristics | 189 |
| 15.3.3. | DPI Interface Timing Characteristics..... | 190 |
| 16. | Revision History | 191 |

1. Introduction

ILI9327 is a 262,144-color single-chip SoC driver for a-TFT liquid crystal display with resolution of 240RGBx432 dots, comprising a 720-channel source driver, a 432-channel gate driver, 233,280 bytes GRAM for graphic data of 240RGBx432 dots, and power supply circuit.

The ILI9327 supports 18-/16-/9-/8-bit data bus interface (DBI) and serial peripheral interfaces (SPI). It also supplies 18-bit, 16-bit or 6-bit RGB interface (DPI) for driving video signal directly from application controller. The moving picture area can be specified in internal GRAM by window address function. The specified window area can be updated selectively, so that moving picture can be displayed simultaneously independent of still picture area.

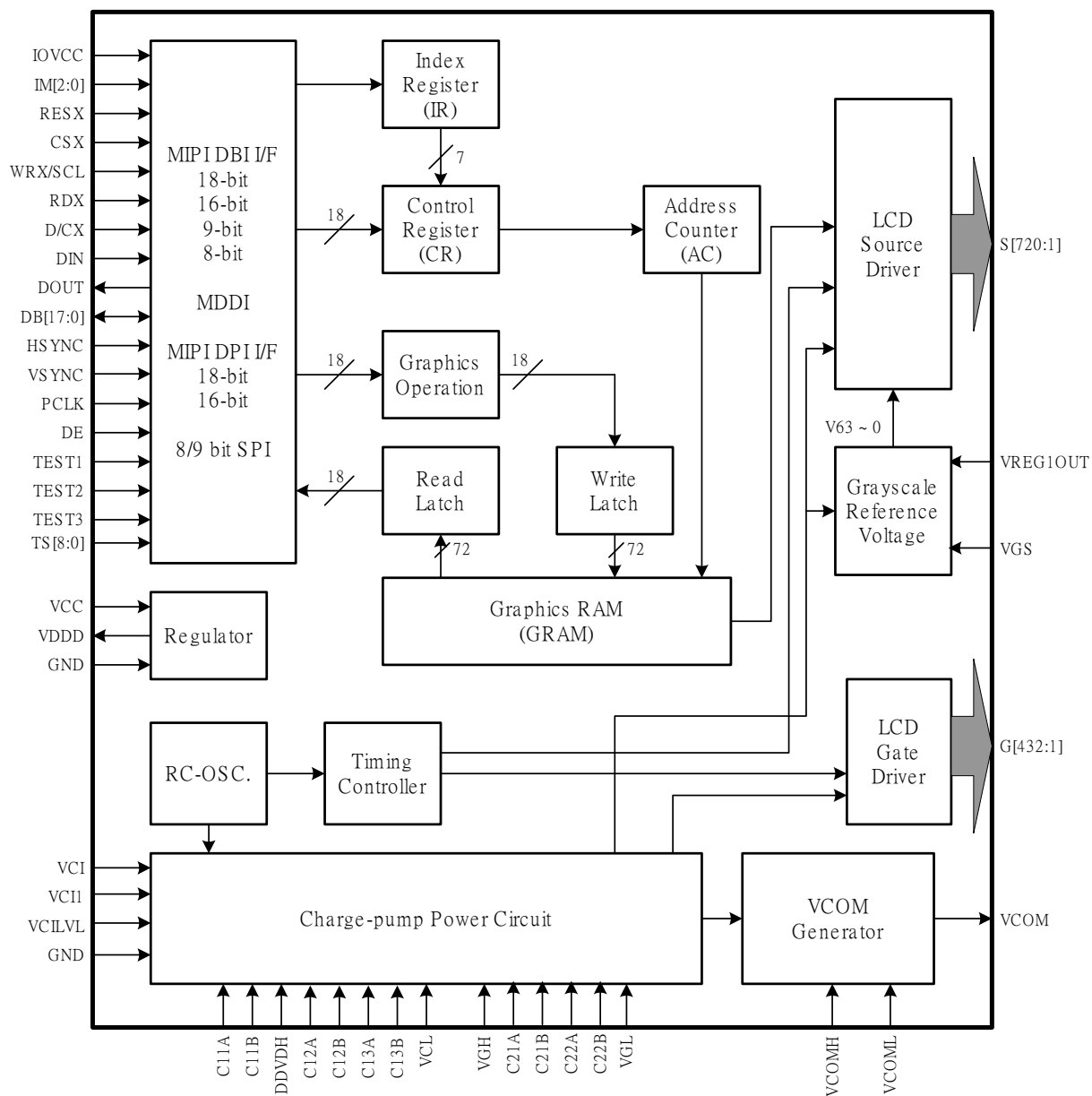
ILI9327 can operate with 1.65V I/O interface voltage, and an incorporated voltage follower circuit to generate voltage levels for driving an LCD. The ILI9327 also supports a function to display in 8 colors and a sleep mode, allowing for precise power control by software and these features make the ILI9327 an ideal LCD driver for medium or small size portable products such as digital cellular phones, smart phone, MP3 and PMP where long battery life is a major concern.

2. Features

- ◆ Display resolution: [240xRGB](H) x 432(V)
- ◆ Output:
 - 720 source outputs
 - 432 gate outputs
 - Common electrode output
- ◆ a-TFT LCD driver with on-chip full display RAM: 233,280 bytes
- ◆ MCU Interface
 - MIPI DBI
 - Type B 16-/18- bit, 8-/9- bit
 - Type C 4-line 9bit (Option 1), 8bit (Option 3)
 - MIPI DPI
 - Type B 16-/18- bit
 - MIPI DCS command sets
 - MDDI high speed serial interface
- ◆ Display mode:
 - Full color mode: 262K-color
 - Separate RGB gamma
 - Reduced color mode: 8-colors (3-bits MSB bits mode)
- ◆ On chip functions:
 - VCOM generator and adjustment
 - Timing generator
 - Oscillator
 - DC/DC converter
 - Line/frame inversion
- ◆ MTP:
 - 7-bits for VCOM adjustment

- ◆ Low -power consumption architecture
 - Low operating power supplies:
 - IOVcc = 1.65V ~ 3.6V (interface I/O)
 - Vci = 2.5V ~ 3.6V (analog)
- ◆ LCD Voltage drive:
 - Source/VCOM power supply voltage
 - DDVDH - GND = 4.5V ~ 6.0V
 - VCL – GND = -2.0V ~ -3.0V
 - VCI – VCL \leq 6.0V
 - Gate driver output voltage
 - VGH - GND = 10V ~ 20V
 - VGL – GND = -5V ~ -15V
 - VGH – VGL \leq 30V
 - VCOM driver output voltage
 - VCOMH = 3.0V ~ (DDVDH-0.5)V
 - VCOML = (VCL+0.5)V ~ 0V
 - VCOMH - VCOML \leq 6.0V
- ◆ Operate temperature range: -40°C to 85°C

3. Block Diagram



4. Pin Descriptions

| Pin Name | I/O | Descriptions | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--------------------|----------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------|-----------------|--------------------|--------------------|---------------|--------|---|---|---|-------------------|----------|------|---|---|---|------------------|---------|------|---|---|---|-------------------|----------|----------|---|---|---|------------------|---------|----------|---|---|---|------|---|----------|---|---|---|------------------|-----------|--------|---|---|---|-----------|-----------------|------|---|---|---|------------------|-----------|--------|
| IM[2:0] | I (IOVCC) | Select the MPU system interface mode | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | <table><tr><th>IM2</th><th>IM1</th><th>IM0</th><th>MPU-Interface Mode</th><th>DB Pin in use</th><th>Colors</th></tr><tr><td>0</td><td>0</td><td>0</td><td>DBI Type B 18-bit</td><td>DB[17:0]</td><td>262K</td></tr><tr><td>0</td><td>0</td><td>1</td><td>DBI Type B 9-bit</td><td>DB[8:0]</td><td>262K</td></tr><tr><td>0</td><td>1</td><td>0</td><td>DBI Type B 16-bit</td><td>DB[15:0]</td><td>65K/262K</td></tr><tr><td>0</td><td>1</td><td>1</td><td>DBI Type B 8-bit</td><td>DB[7:0]</td><td>65K/262K</td></tr><tr><td>1</td><td>0</td><td>0</td><td>MDDI</td><td>-</td><td>65K/262K</td></tr><tr><td>1</td><td>0</td><td>1</td><td>DBI Type C 9-bit</td><td>DIN, DOUT</td><td>8/262K</td></tr><tr><td>1</td><td>1</td><td>0</td><td>CPU 9-bit</td><td>DB[8:0]/DB[8:1]</td><td>262K</td></tr><tr><td>1</td><td>1</td><td>1</td><td>DBI Type C 8-bit</td><td>DIN, DOUT</td><td>8/262K</td></tr></table> | IM2 | IM1 | IM0 | MPU-Interface Mode | DB Pin in use | Colors | 0 | 0 | 0 | DBI Type B 18-bit | DB[17:0] | 262K | 0 | 0 | 1 | DBI Type B 9-bit | DB[8:0] | 262K | 0 | 1 | 0 | DBI Type B 16-bit | DB[15:0] | 65K/262K | 0 | 1 | 1 | DBI Type B 8-bit | DB[7:0] | 65K/262K | 1 | 0 | 0 | MDDI | - | 65K/262K | 1 | 0 | 1 | DBI Type C 9-bit | DIN, DOUT | 8/262K | 1 | 1 | 0 | CPU 9-bit | DB[8:0]/DB[8:1] | 262K | 1 | 1 | 1 | DBI Type C 8-bit | DIN, DOUT | 8/262K |
| | | IM2 | IM1 | IM0 | MPU-Interface Mode | DB Pin in use | Colors | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 0 | 0 | 0 | DBI Type B 18-bit | DB[17:0] | 262K | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 0 | 0 | 1 | DBI Type B 9-bit | DB[8:0] | 262K | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 0 | 1 | 0 | DBI Type B 16-bit | DB[15:0] | 65K/262K | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 0 | 1 | 1 | DBI Type B 8-bit | DB[7:0] | 65K/262K | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | 0 | 0 | MDDI | - | 65K/262K | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | 0 | 1 | DBI Type C 9-bit | DIN, DOUT | 8/262K | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 0 | CPU 9-bit | DB[8:0]/DB[8:1] | 262K | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 1 | DBI Type C 8-bit | DIN, DOUT | 8/262K | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| RESX | I (IOVCC) | This signal low will reset the device and must be applied to properly initialize the chip. Signal is low active | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| CSX | I (IOVCC) | Chip select input pin ("Low" enable). When it is not used, please fix this pin at IOVCC. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D/CX | I (IOVCC) | Display data / Command selection pin D/CX='1': Display data. D/CX='0': Command data. If not used, please fix this pin at GND level. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| RDX | I (IOVCC) | Read control pin for the DBI interface. If not used, please connect this pin to IOVCC. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| WRX/SCL | I (IOVCC) | Write control pin for the DBI interface. When the DBI type C is selected, this pin is used as serial clock pin. If not used, please connect this pin to IOVCC. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DB[17:9]/S_DB[8:0] | I/O (IOVCC) | These pins are data bus. In MDDI operation, DB[17:9]/S_DB[8:0] can be assigned for the sub-display interface output. <i>In MDDI mode, these pins are output, If they are not used; please let these pins as open.</i> <i>In other mode, these pins are input, If they are not used; please fix these pins as GND.</i> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DB[8:0] | I/O (IOVCC) | These pins are data bus. If not used, please connect these pins to GND. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DIN/SDA | I/O (IOVCC) | Serial data input pin and used for the DBI type C mode. If not used, please connect this pin to ground. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DOUT | O (IOVCC) | Serial data output pin and used for the DBI type C mode. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| TE | O (IOVCC) | Tearing effect output pin to synchronies MCU to frame writing, activated by S/W command. When this pin is not activated, this pin is low. If not used, please open this pin. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| PCLK | I (IOVCC) | Pixel clock signal in DPI interface mode. If not used, please fix this pin at GND level. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| VSYNC (S_CS) | I (IOVCC) | Vertical sync. signal in DPI interface mode. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| Pin Name | I/O | Descriptions |
|-------------------------------------------|--------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| | | In MDDI operation, VSYNC is assigned for the sub-display interface output (S_CS) <i>In MDDI mode, this is an output pin, If it's not used; please let this pin as open.</i> <i>In other mode, this is an input pin, If it's not used; please fix this pin as GND.</i> |
| HSYNC (S_RS) | I (IOVCC) | Horizontal sync. signal in DPI interface mode. In MDDI operation, VSYNC is assigned for the sub-display interface output (S_RS) <i>In MDDI mode, this is an output pin, If it's not used; please let this pin as open.</i> <i>In other mode, this is an input pin, If it's not used; please fix this pin as GND.</i> |
| DE (S_WR) | I (IOVCC) | Data enable signal in DPI interface mode. In MDDI operation, VSYNC is assigned for the sub-display interface output (S_WR) <i>In MDDI mode, this is an output pin, If it's not used; please let this pin as open.</i> <i>In other mode, this is an input pin, If it's not used; please fix this pin as GND.</i> |
| Power Input Pins | | |
| IOVCC | P | Power supply to interface pins Connect to external power supply (IOVCC= 1.65~3.6V). |
| Vci | P | Power supply to liquid crystal power supply analog circuit. Connect to external power supply (Vci=2.5~3.6V). |
| VciLVL | P | VREG1OUT reference voltage. Please connect this pin to a stable voltage. |
| VCC | P | Power supply Connect to external power supply (VCC=2.5~3.6V). |
| DGND AGND | P | Power ground pin. Make sure AGND=DGND=0V. |
| LCD signals Pins | | |
| S1 ~ S720 | O | Source driver output pins. |
| G1 ~ G432 | O | Gate driver output pins. |
| VDD | O | Internal logic regulator output. Used as internal logic power supply. Connect to stabilizing capacitor. |
| VC11 | P | Reference voltage for the step-up circuit 1. Set VC11 level so that DDVDH, VGH and VGL are within the ratings. |
| DDVDH | P | Power supply for the source driver and VCOM. |
| VGH | P | Power supply to drive liquid crystal. |
| VGL | P | Power supply for LCD drive. |
| VCL | P | Power supply to drive VCOML. |
| C11A, C11B, C12A, C12B | P | Make sure to connect to capacitor that is used in internal step-up circuit 1. |
| C13A, C13B, C21A, C21B, C22A, C22B, | P | Make sure to connect to capacitor that is used in internal step-up circuit 2. Connect to capacitors according to the step-up factors in use. |

| Pin Name | I/O | Descriptions |
|------------------------|------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| VREG1OUT | P | Outputs voltage level generated from VRH VCILVL. The step-up factor applied to VRH VCILVL is set by VRH bits. Used as source driver grayscale reference voltage VREG1OUT, reference voltage to VCOMH, and Vcom amplitude reference voltage. Connect to stabilizing capacitor when in use. $VREG1OUT = 4.0 \sim (DDVDH - 0.2)[V]$ |
| VCOM | P | TFT display common electrode power supply. Alternates between voltage levels between VCOMH-VCOML. Registers set the alternating cycle. Registers set the alternating cycle and operate or halt VCOM. |
| VCOMH | P | VCOM high level. Adjust the voltage by internal electronic volume (VCM) |
| VCOML | P | VCOM low level. Adjust the voltage by VDV bits. $VCOML = (VCL + 0.5) \sim 0[V]$ |
| VGS | I | Reference level for grayscale generating circuit. |
| LED Driver pins | | |
| LEDPWM | O (VCC) | Control signal for brightness of LED backlight. PWM signal's width is selected from 256 values between 0% (Low) and 100% (High). The amplitude of LEDPWM signal is VCC-DGND. If this pin is not used, please open this pin. |
| LEDON | O (VCC) | This pin is connected to external LED driver. It's a LED driver control pin which is used for turning ON/OFF of LED backlight. The amplitude of LEDPWM signal is VCC-DGND. If this pin is not used, please open this pin. |
| TEST pins | | |
| TS[8:0] | - | Test pins These pins are internal pulled low. Please leave these pins as open. |
| TESTO[16:1] | O | Test pins These pins are internal pulled low. Please leave these pins as open. |
| TEST1-5 | I/O | Test pins These pins are internal pulled low. Please leave these pins as open. |
| TEST_EN | I | Test pins (Internal pull low) Please leave these pins as open. |
| GNDDUM IOVCCDUM | - | The ground voltage level output. Pins to fix the electrical potentials of unused interface and test pins. |
| DUMMYR1~2 | - | DUMMYR1 and DUMMYR4, DUMMYR2 and DUMMYR3 are short together within the chip |
| DUMMY | - | Dummy Pins These pins are floating. |
| VGLDMY1~4 | O | VGL dummy pin These pins are VGL output pin. Please leave these pins as open. |

Liquid crystal power supply specifications Table

| No. | Item | | Description |
|-----|-----------------------------------|-----------|-----------------------------------------------|
| 1 | TFT Source Driver | | 720 pins (240x RGB) |
| 2 | TFT Gate Driver | | 432 pins |
| 3 | TFT Display's Capacitor Structure | | Cst structure only (Common VCOM) |
| 4 | Liquid Crystal Drive Output | S1 ~ S720 | V0 ~ V63 grayscales |
| | | G1 ~ G432 | VGH - VGL |
| | | VCOM | VCOMH - VCOML: Amplitude = electronic volumes |
| 5 | Input Voltage | IOVcc | 1.65 ~ 3.6V |
| | | Vci | 2.50 ~ 3.6V |
| 6 | Liquid Crystal Drive Voltages | DDVDH | 4.5V ~ 6.0V |
| | | VGH | 10V ~ 18V |
| | | VGL | -5V ~ -15V |
| | | VCL | -1.0V ~ -3.0V |
| | | VGH - VGL | Max. 30V |
| | | Vci - VCL | Max. 6.0V |
| 7 | Internal Step-up Circuits | DDVDH | Vci1 x2 |
| | | VGH | Vci1 x4, x5, x6 |
| | | VGL | Vci1 x-3, x-4, x-5 |
| | | VCL | Vci1 x-1 |

5. Pad Arrangement and Coordination

Chip Size: 19030um x 840 um

Chip thickness : 280um (typ.)

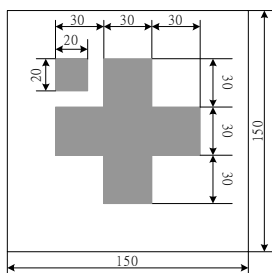
Pad Location: Pad Center.

Au bump height: 12um (typ.)

Au Bump Size:

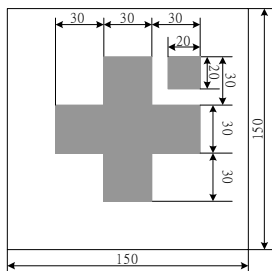
1. 15um x 100um
Gate: G1 ~ G432
Source: S1 ~ S720
2. 50um x 90um
Input Pads
Pad 1 to 262.

Alignment Marks



Alignment Mark: A1

Coordination (-9381.0, -217)

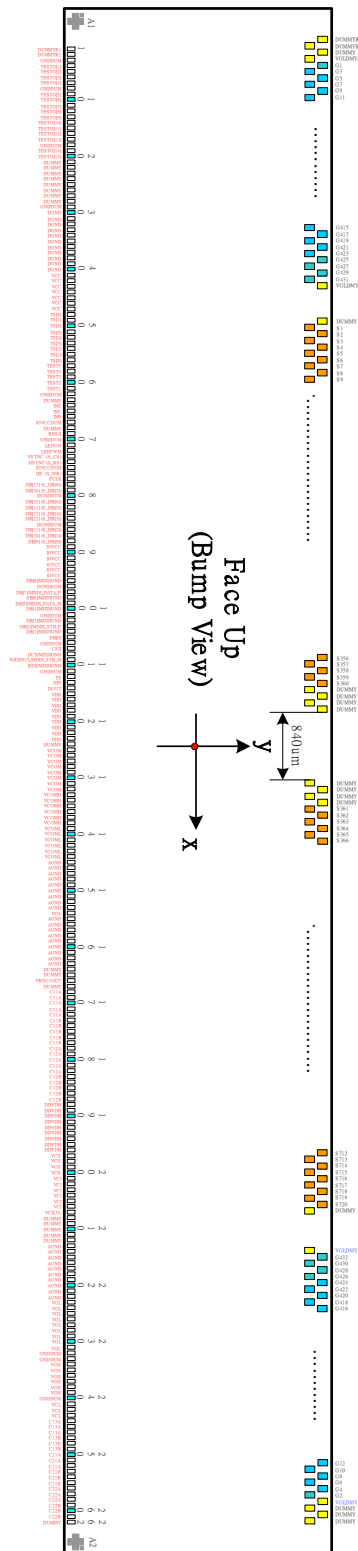
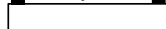


Alignment Mark: A2

Coordination (9381.0, -217)



Bump View



| Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y |
|---------|----------|-------|------|---------|-----------------|-------|------|---------|--------------------|-------|------|---------|----------|------|------|---------|----------|------|------|
| 1 | DUMMYR1 | -9135 | -315 | 51 | TS5 | -5635 | -315 | 101 | GNDDUM | -2135 | -315 | 151 | GND | 1365 | -315 | 201 | VCI | 4865 | -315 |
| 2 | DUMMYR2 | -9065 | -315 | 52 | TS4 | -5565 | -315 | 102 | DB3/MDDIGND | -2065 | -315 | 152 | GND | 1435 | -315 | 202 | VCI | 4935 | -315 |
| 3 | GNDDUM | -8995 | -315 | 53 | TS3 | -5495 | -315 | 103 | DB2/ MDDI_STB_P | -1995 | -315 | 153 | GND | 1505 | -315 | 203 | VCI | 5005 | -315 |
| 4 | TESTO1 | -8925 | -315 | 54 | TS2 | -5425 | -315 | 104 | DB1/ MDDIGND | -1925 | -315 | 154 | VGS | 1575 | -315 | 204 | VCI | 5075 | -315 |
| 5 | TESTO2 | -8855 | -315 | 55 | TS1 | -5355 | -315 | 105 | DB0 | -1855 | -315 | 155 | AGND | 1645 | -315 | 205 | VCI | 5145 | -315 |
| 6 | TESTO3 | -8785 | -315 | 56 | TS0 | -5285 | -315 | 106 | GNDDUM | -1785 | -315 | 156 | AGND | 1715 | -315 | 206 | VCI | 5215 | -315 |
| 7 | TESTO4 | -8715 | -315 | 57 | TEST5 | -5215 | -315 | 107 | CSX | -1715 | -315 | 157 | AGND | 1785 | -315 | 207 | VCILVL | 5285 | -315 |
| 8 | GNDDUM | -8645 | -315 | 58 | TEST4 | -5145 | -315 | 108 | DCX/MDDIGND | -1645 | -315 | 158 | AGND | 1855 | -315 | 208 | DUMMY | 5355 | -315 |
| 9 | TESTO5 | -8575 | -315 | 59 | TEST3 | -5075 | -315 | 109 | WRX/SCL/MDDI_STB_M | -1575 | -315 | 159 | AGND | 1925 | -315 | 209 | DUMMY | 5425 | -315 |
| 10 | TESTO6 | -8505 | -315 | 60 | TEST2 | -5005 | -315 | 110 | RDX/MDDIGND | -1505 | -315 | 160 | AGND | 1995 | -315 | 210 | DUMMY | 5495 | -315 |
| 11 | TESTO7 | -8435 | -315 | 61 | TEST1 | -4935 | -315 | 111 | GNDDUM | -1435 | -315 | 161 | AGND | 2065 | -315 | 211 | DUMMY | 5565 | -315 |
| 12 | TESTO8 | -8365 | -315 | 62 | GNDDUM | -4865 | -315 | 112 | TE | -1365 | -315 | 162 | AGND | 2135 | -315 | 212 | DUMMY | 5635 | -315 |
| 13 | TESTO9 | -8295 | -315 | 63 | DUMMY | -4795 | -315 | 113 | DIN | -1295 | -315 | 163 | AGND | 2205 | -315 | 213 | GND | 5705 | -315 |
| 14 | TESTO10 | -8225 | -315 | 64 | IM2 | -4725 | -315 | 114 | DOUT | -1225 | -315 | 164 | DUMMY | 2275 | -315 | 214 | GND | 5775 | -315 |
| 15 | TESTO11 | -8155 | -315 | 65 | IM1 | -4655 | -315 | 115 | VDD | -1155 | -315 | 165 | DUMMY | 2345 | -315 | 215 | GND | 5845 | -315 |
| 16 | TESTO12 | -8085 | -315 | 66 | IM0 | -4585 | -315 | 116 | VDD | -1085 | -315 | 166 | VREG1OUT | 2415 | -315 | 216 | GND | 5915 | -315 |
| 17 | TESTO13 | -8015 | -315 | 67 | IOVCCDUM | -4515 | -315 | 117 | VDD | -1015 | -315 | 167 | DUMMY | 2485 | -315 | 217 | GND | 5985 | -315 |
| 18 | GNDDUM | -7945 | -315 | 68 | DUMMY | -4445 | -315 | 118 | VDD | -945 | -315 | 168 | C11A | 2555 | -315 | 218 | AGND | 6055 | -315 |
| 19 | TESTO14 | -7875 | -315 | 69 | RESX | -4375 | -315 | 119 | VDD | -875 | -315 | 169 | C11A | 2625 | -315 | 219 | AGND | 6125 | -315 |
| 20 | TESTO15 | -7805 | -315 | 70 | GNDDUM | -4305 | -315 | 120 | VDD | -805 | -315 | 170 | C11A | 2695 | -315 | 220 | AGND | 6195 | -315 |
| 21 | TESTO16 | -7735 | -315 | 71 | LEDON | -4235 | -315 | 121 | VDD | -735 | -315 | 171 | C11A | 2765 | -315 | 221 | AGND | 6265 | -315 |
| 22 | DUMMY | -7665 | -315 | 72 | LEDPWM | -4165 | -315 | 122 | VDD | -665 | -315 | 172 | C11A | 2835 | -315 | 222 | AGND | 6335 | -315 |
| 23 | DUMMY | -7595 | -315 | 73 | VSXNC (S_CS) | -4095 | -315 | 123 | VDD | -595 | -315 | 173 | C11B | 2905 | -315 | 223 | VGL | 6405 | -315 |
| 24 | DUMMY | -7525 | -315 | 74 | HSXNC (S_RS) | -4025 | -315 | 124 | DUMMY | -525 | -315 | 174 | C11B | 2975 | -315 | 224 | VGL | 6475 | -315 |
| 25 | DUMMY | -7455 | -315 | 75 | IOVCCDUM | -3955 | -315 | 125 | VCOM | -455 | -315 | 175 | C11B | 3045 | -315 | 225 | VGL | 6545 | -315 |
| 26 | DUMMY | -7385 | -315 | 76 | DE (S_WR) | -3885 | -315 | 126 | VCOM | -385 | -315 | 176 | C11B | 3115 | -315 | 226 | VGL | 6615 | -315 |
| 27 | DUMMY | -7315 | -315 | 77 | PCLK | -3815 | -315 | 127 | VCOM | -315 | -315 | 177 | C11B | 3185 | -315 | 227 | VGL | 6685 | -315 |
| 28 | TEST_EN | -7245 | -315 | 78 | DB17 (S_DB[8]) | -3745 | -315 | 128 | VCOM | -245 | -315 | 178 | C12A | 3255 | -315 | 228 | VGL | 6755 | -315 |
| 29 | GNDDUM | -7175 | -315 | 79 | DB16 (S_DB[7]) | -3675 | -315 | 129 | VCOM | -175 | -315 | 179 | C12A | 3325 | -315 | 229 | VGL | 6825 | -315 |
| 30 | GND | -7105 | -315 | 80 | GNDDUM | -3605 | -315 | 130 | VCOM | -105 | -315 | 180 | C12A | 3395 | -315 | 230 | VGL | 6895 | -315 |
| 31 | GND | -7035 | -315 | 81 | DB15 (S_DB[6]) | -3535 | -315 | 131 | VCOM | -35 | -315 | 181 | C12A | 3465 | -315 | 231 | VGL | 6965 | -315 |
| 32 | GND | -6965 | -315 | 82 | DB14 (S_DB[5]) | -3465 | -315 | 132 | VCOM | 35 | -315 | 182 | C12A | 3535 | -315 | 232 | GNDDUM | 7035 | -315 |
| 33 | GND | -6895 | -315 | 83 | DB13 (S_DB[4]) | -3395 | -315 | 133 | VCOMH | 105 | -315 | 183 | C12B | 3605 | -315 | 233 | GNDDUM | 7105 | -315 |
| 34 | GND | -6825 | -315 | 84 | DB12 (S_DB[3]) | -3325 | -315 | 134 | VCOMH | 175 | -315 | 184 | C12B | 3675 | -315 | 234 | VGH | 7175 | -315 |
| 35 | GND | -6755 | -315 | 85 | GNDDUM | -3255 | -315 | 135 | VCOMH | 245 | -315 | 185 | C12B | 3745 | -315 | 235 | VGH | 7245 | -315 |
| 36 | GND | -6685 | -315 | 86 | DB11 (S_DB[2]) | -3185 | -315 | 136 | VCOMH | 315 | -315 | 186 | C12B | 3815 | -315 | 236 | VGH | 7315 | -315 |
| 37 | GND | -6615 | -315 | 87 | DB10 (S_DB[1]) | -3115 | -315 | 137 | VCOMH | 385 | -315 | 187 | C12B | 3885 | -315 | 237 | VGH | 7385 | -315 |
| 38 | GND | -6545 | -315 | 88 | DB9 (S_DB[0]) | -3045 | -315 | 138 | VCOMH | 455 | -315 | 188 | DDVDH | 3955 | -315 | 238 | VGH | 7455 | -315 |
| 39 | GND | -6475 | -315 | 89 | IOVCC | -2975 | -315 | 139 | VCOML | 525 | -315 | 189 | DDVDH | 4025 | -315 | 239 | VGH | 7525 | -315 |
| 40 | GND | -6405 | -315 | 90 | IOVCC | -2905 | -315 | 140 | VCOML | 595 | -315 | 190 | DDVDH | 4095 | -315 | 240 | GNDDUM | 7595 | -315 |
| 41 | VCC | -6335 | -315 | 91 | IOVCC | -2835 | -315 | 141 | VCOML | 665 | -315 | 191 | DDVDH | 4165 | -315 | 241 | VCL | 7665 | -315 |
| 42 | VCC | -6265 | -315 | 92 | IOVCC | -2765 | -315 | 142 | VCOML | 735 | -315 | 192 | DDVDH | 4235 | -315 | 242 | VCL | 7735 | -315 |
| 43 | VCC | -6195 | -315 | 93 | IOVCC | -2695 | -315 | 143 | VCOML | 805 | -315 | 193 | DDVDH | 4305 | -315 | 243 | VCL | 7805 | -315 |
| 44 | VCC | -6125 | -315 | 94 | IOVCC | -2625 | -315 | 144 | VCOML | 875 | -315 | 194 | DDVDH | 4375 | -315 | 244 | C13A | 7875 | -315 |
| 45 | VCC | -6055 | -315 | 95 | DB8/MDDIGND | -2555 | -315 | 145 | GND | 945 | -315 | 195 | DDVDH | 4445 | -315 | 245 | C13A | 7945 | -315 |
| 46 | VCC | -5985 | -315 | 96 | GNDDUM | -2485 | -315 | 146 | GND | 1015 | -315 | 196 | DDVDH | 4515 | -315 | 246 | C13A | 8015 | -315 |
| 47 | VCC | -5915 | -315 | 97 | DB7/MDDI_DATA_P | -2415 | -315 | 147 | GND | 1085 | -315 | 197 | VCI1 | 4585 | -315 | 247 | C13B | 8085 | -315 |
| 48 | TS8 | -5845 | -315 | 98 | DB6/MDDIGND | -2345 | -315 | 148 | GND | 1155 | -315 | 198 | VCI1 | 4655 | -315 | 248 | C13B | 8155 | -315 |
| 49 | TS7 | -5775 | -315 | 99 | DB5/MDDI_DATA_M | -2275 | -315 | 149 | GND | 1225 | -315 | 199 | VCI1 | 4725 | -315 | 249 | C13B | 8225 | -315 |
| 50 | TS6 | -5705 | -315 | 100 | DB4/MDDIGND | -2205 | -315 | 150 | GND | 1295 | -315 | 200 | VCI1 | 4795 | -315 | 250 | C21A | 8295 | -315 |

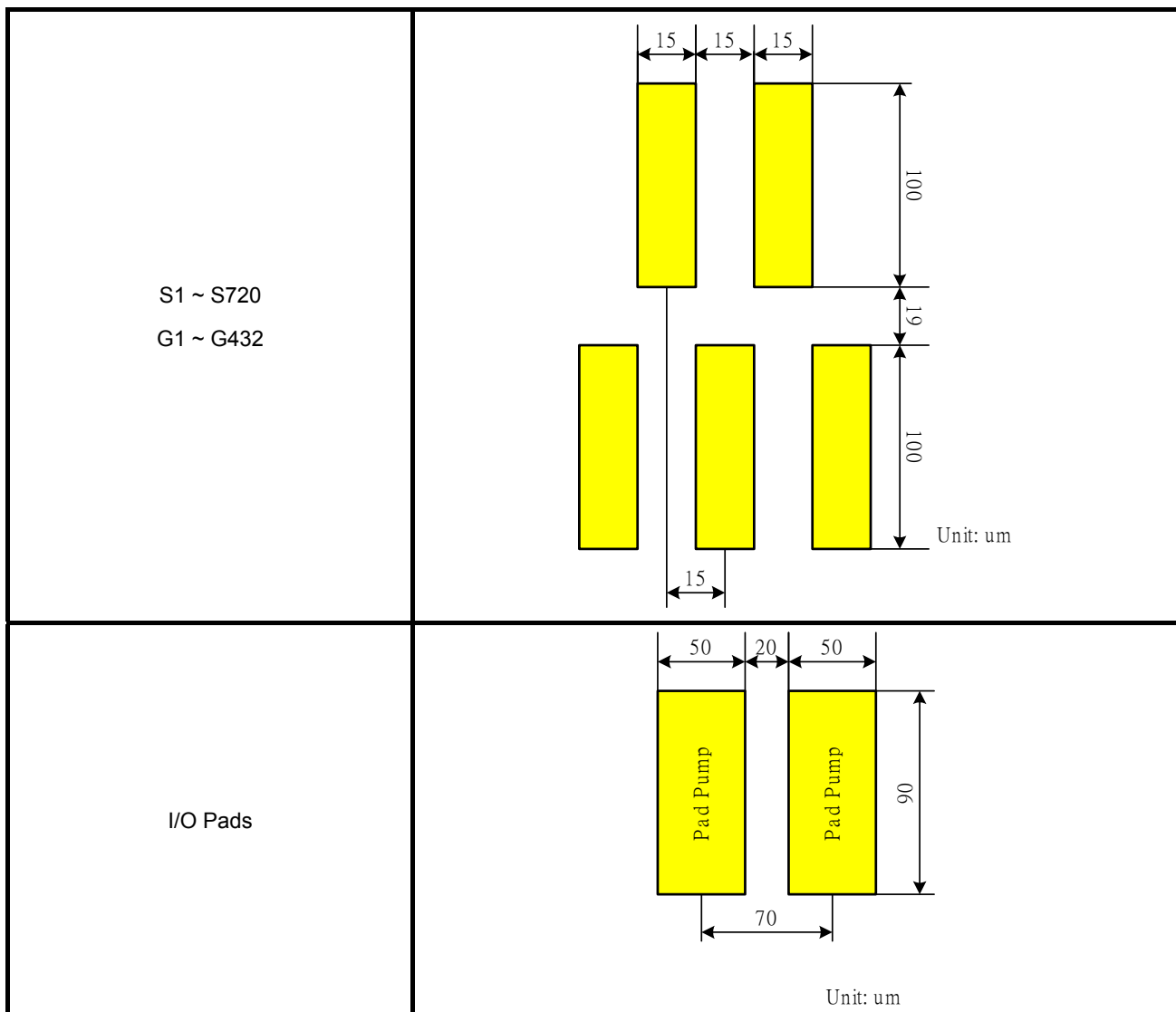
| Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y |
|---------|----------|--------|------|---------|----------|--------|-----|---------|----------|--------|-----|---------|----------|--------|-----|---------|----------|--------|-----|
| 251 | C21A | 8365 | -315 | 301 | G70 | 8827.5 | 191 | 351 | G170 | 8077.5 | 191 | 401 | G270 | 7327.5 | 191 | 451 | G370 | 6577.5 | 191 |
| 252 | C21A | 8435 | -315 | 302 | G72 | 8812.5 | 310 | 352 | G172 | 8062.5 | 310 | 402 | G272 | 7312.5 | 310 | 452 | G372 | 6562.5 | 310 |
| 253 | C21B | 8505 | -315 | 303 | G74 | 8797.5 | 191 | 353 | G174 | 8047.5 | 191 | 403 | G274 | 7297.5 | 191 | 453 | G374 | 6547.5 | 191 |
| 254 | C21B | 8575 | -315 | 304 | G76 | 8782.5 | 310 | 354 | G176 | 8032.5 | 310 | 404 | G276 | 7282.5 | 310 | 454 | G376 | 6532.5 | 310 |
| 255 | C21B | 8645 | -315 | 305 | G78 | 8767.5 | 191 | 355 | G178 | 8017.5 | 191 | 405 | G278 | 7267.5 | 191 | 455 | G378 | 6517.5 | 191 |
| 256 | C22A | 8715 | -315 | 306 | G80 | 8752.5 | 310 | 356 | G180 | 8002.5 | 310 | 406 | G280 | 7252.5 | 310 | 456 | G380 | 6502.5 | 310 |
| 257 | C22A | 8785 | -315 | 307 | G82 | 8737.5 | 191 | 357 | G182 | 7987.5 | 191 | 407 | G282 | 7237.5 | 191 | 457 | G382 | 6487.5 | 191 |
| 258 | C22A | 8855 | -315 | 308 | G84 | 8722.5 | 310 | 358 | G184 | 7972.5 | 310 | 408 | G284 | 7222.5 | 310 | 458 | G384 | 6472.5 | 310 |
| 259 | C22B | 8925 | -315 | 309 | G86 | 8707.5 | 191 | 359 | G186 | 7957.5 | 191 | 409 | G286 | 7207.5 | 191 | 459 | G386 | 6457.5 | 191 |
| 260 | C22B | 8995 | -315 | 310 | G88 | 8692.5 | 310 | 360 | G188 | 7942.5 | 310 | 410 | G288 | 7192.5 | 310 | 460 | G388 | 6442.5 | 310 |
| 261 | C22B | 9065 | -315 | 311 | G90 | 8677.5 | 191 | 361 | G190 | 7927.5 | 191 | 411 | G290 | 7177.5 | 191 | 461 | G390 | 6427.5 | 191 |
| 262 | DUMMY | 9135 | -315 | 312 | G92 | 8662.5 | 310 | 362 | G192 | 7912.5 | 310 | 412 | G292 | 7162.5 | 310 | 462 | G392 | 6412.5 | 310 |
| 263 | DUMMY | 9397.5 | 191 | 313 | G94 | 8647.5 | 191 | 363 | G194 | 7897.5 | 191 | 413 | G294 | 7147.5 | 191 | 463 | G394 | 6397.5 | 191 |
| 264 | DUMMY | 9382.5 | 310 | 314 | G96 | 8632.5 | 310 | 364 | G196 | 7882.5 | 310 | 414 | G296 | 7132.5 | 310 | 464 | G396 | 6382.5 | 310 |
| 265 | DUMMY | 9367.5 | 191 | 315 | G98 | 8617.5 | 191 | 365 | G198 | 7867.5 | 191 | 415 | G298 | 7117.5 | 191 | 465 | G398 | 6367.5 | 191 |
| 266 | VGLDMY1 | 9352.5 | 310 | 316 | G100 | 8602.5 | 310 | 366 | G200 | 7852.5 | 310 | 416 | G300 | 7102.5 | 310 | 466 | G400 | 6352.5 | 310 |
| 267 | G2 | 9337.5 | 191 | 317 | G102 | 8587.5 | 191 | 367 | G202 | 7837.5 | 191 | 417 | G302 | 7087.5 | 191 | 467 | G402 | 6337.5 | 191 |
| 268 | G4 | 9322.5 | 310 | 318 | G104 | 8572.5 | 310 | 368 | G204 | 7822.5 | 310 | 418 | G304 | 7072.5 | 310 | 468 | G404 | 6322.5 | 310 |
| 269 | G6 | 9307.5 | 191 | 319 | G106 | 8557.5 | 191 | 369 | G206 | 7807.5 | 191 | 419 | G306 | 7057.5 | 191 | 469 | G406 | 6307.5 | 191 |
| 270 | G8 | 9292.5 | 310 | 320 | G108 | 8542.5 | 310 | 370 | G208 | 7792.5 | 310 | 420 | G308 | 7042.5 | 310 | 470 | G408 | 6292.5 | 310 |
| 271 | G10 | 9277.5 | 191 | 321 | G110 | 8527.5 | 191 | 371 | G210 | 7777.5 | 191 | 421 | G310 | 7027.5 | 191 | 471 | G410 | 6277.5 | 191 |
| 272 | G12 | 9262.5 | 310 | 322 | G112 | 8512.5 | 310 | 372 | G212 | 7762.5 | 310 | 422 | G312 | 7012.5 | 310 | 472 | G412 | 6262.5 | 310 |
| 273 | G14 | 9247.5 | 191 | 323 | G114 | 8497.5 | 191 | 373 | G214 | 7747.5 | 191 | 423 | G314 | 6997.5 | 191 | 473 | G414 | 6247.5 | 191 |
| 274 | G16 | 9232.5 | 310 | 324 | G116 | 8482.5 | 310 | 374 | G216 | 7732.5 | 310 | 424 | G316 | 6982.5 | 310 | 474 | G416 | 6232.5 | 310 |
| 275 | G18 | 9217.5 | 191 | 325 | G118 | 8467.5 | 191 | 375 | G218 | 7717.5 | 191 | 425 | G318 | 6967.5 | 191 | 475 | G418 | 6217.5 | 191 |
| 276 | G20 | 9202.5 | 310 | 326 | G120 | 8452.5 | 310 | 376 | G220 | 7702.5 | 310 | 426 | G320 | 6952.5 | 310 | 476 | G420 | 6202.5 | 310 |
| 277 | G22 | 9187.5 | 191 | 327 | G122 | 8437.5 | 191 | 377 | G222 | 7687.5 | 191 | 427 | G322 | 6937.5 | 191 | 477 | G422 | 6187.5 | 191 |
| 278 | G24 | 9172.5 | 310 | 328 | G124 | 8422.5 | 310 | 378 | G224 | 7672.5 | 310 | 428 | G324 | 6922.5 | 310 | 478 | G424 | 6172.5 | 310 |
| 279 | G26 | 9157.5 | 191 | 329 | G126 | 8407.5 | 191 | 379 | G226 | 7657.5 | 191 | 429 | G326 | 6907.5 | 191 | 479 | G426 | 6157.5 | 191 |
| 280 | G28 | 9142.5 | 310 | 330 | G128 | 8392.5 | 310 | 380 | G228 | 7642.5 | 310 | 430 | G328 | 6892.5 | 310 | 480 | G428 | 6142.5 | 310 |
| 281 | G30 | 9127.5 | 191 | 331 | G130 | 8377.5 | 191 | 381 | G230 | 7627.5 | 191 | 431 | G330 | 6877.5 | 191 | 481 | G430 | 6127.5 | 191 |
| 282 | G32 | 9112.5 | 310 | 332 | G132 | 8362.5 | 310 | 382 | G232 | 7612.5 | 310 | 432 | G332 | 6862.5 | 310 | 482 | G432 | 6112.5 | 310 |
| 283 | G34 | 9097.5 | 191 | 333 | G134 | 8347.5 | 191 | 383 | G234 | 7597.5 | 191 | 433 | G334 | 6847.5 | 191 | 483 | VGLDMY2 | 6097.5 | 191 |
| 284 | G36 | 9082.5 | 310 | 334 | G136 | 8332.5 | 310 | 384 | G236 | 7582.5 | 310 | 434 | G336 | 6832.5 | 310 | 484 | TESTO5 | 5887.5 | 191 |
| 285 | G38 | 9067.5 | 191 | 335 | G138 | 8317.5 | 191 | 385 | G238 | 7567.5 | 191 | 435 | G338 | 6817.5 | 191 | 485 | S720 | 5872.5 | 310 |
| 286 | G40 | 9052.5 | 310 | 336 | G140 | 8302.5 | 310 | 386 | G240 | 7552.5 | 310 | 436 | G340 | 6802.5 | 310 | 486 | S719 | 5857.5 | 191 |
| 287 | G42 | 9037.5 | 191 | 337 | G142 | 8287.5 | 191 | 387 | G242 | 7537.5 | 191 | 437 | G342 | 6787.5 | 191 | 487 | S718 | 5842.5 | 310 |
| 288 | G44 | 9022.5 | 310 | 338 | G144 | 8272.5 | 310 | 388 | G244 | 7522.5 | 310 | 438 | G344 | 6772.5 | 310 | 488 | S717 | 5827.5 | 191 |
| 289 | G46 | 9007.5 | 191 | 339 | G146 | 8257.5 | 191 | 389 | G246 | 7507.5 | 191 | 439 | G346 | 6757.5 | 191 | 489 | S716 | 5812.5 | 310 |
| 290 | G48 | 8992.5 | 310 | 340 | G148 | 8242.5 | 310 | 390 | G248 | 7492.5 | 310 | 440 | G348 | 6742.5 | 310 | 490 | S715 | 5797.5 | 191 |
| 291 | G50 | 8977.5 | 191 | 341 | G150 | 8227.5 | 191 | 391 | G250 | 7477.5 | 191 | 441 | G350 | 6727.5 | 191 | 491 | S714 | 5782.5 | 310 |
| 292 | G52 | 8962.5 | 310 | 342 | G152 | 8212.5 | 310 | 392 | G252 | 7462.5 | 310 | 442 | G352 | 6712.5 | 310 | 492 | S713 | 5767.5 | 191 |
| 293 | G54 | 8947.5 | 191 | 343 | G154 | 8197.5 | 191 | 393 | G254 | 7447.5 | 191 | 443 | G354 | 6697.5 | 191 | 493 | S712 | 5752.5 | 310 |
| 294 | G56 | 8932.5 | 310 | 344 | G156 | 8182.5 | 310 | 394 | G256 | 7432.5 | 310 | 444 | G356 | 6682.5 | 310 | 494 | S711 | 5737.5 | 191 |
| 295 | G58 | 8917.5 | 191 | 345 | G158 | 8167.5 | 191 | 395 | G258 | 7417.5 | 191 | 445 | G358 | 6667.5 | 191 | 495 | S710 | 5722.5 | 310 |
| 296 | G60 | 8902.5 | 310 | 346 | G160 | 8152.5 | 310 | 396 | G260 | 7402.5 | 310 | 446 | G360 | 6652.5 | 310 | 496 | S709 | 5707.5 | 191 |
| 297 | G62 | 8887.5 | 191 | 347 | G162 | 8137.5 | 191 | 397 | G262 | 7387.5 | 191 | 447 | G362 | 6637.5 | 191 | 497 | S708 | 5692.5 | 310 |
| 298 | G64 | 8872.5 | 310 | 348 | G164 | 8122.5 | 310 | 398 | G264 | 7372.5 | 310 | 448 | G364 | 6622.5 | 310 | 498 | S707 | 5677.5 | 191 |
| 299 | G66 | 8857.5 | 191 | 349 | G166 | 8107.5 | 191 | 399 | G266 | 7357.5 | 191 | 449 | G366 | 6607.5 | 191 | 499 | S706 | 5662.5 | 310 |
| 300 | G68 | 8842.5 | 310 | 350 | G168 | 8092.5 | 310 | 400 | G268 | 7342.5 | 310 | 450 | G368 | 6592.5 | 310 | 500 | S705 | 5647.5 | 191 |

| Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y |
|---------|----------|--------|-----|---------|----------|--------|-----|---------|----------|--------|-----|---------|----------|--------|-----|---------|----------|--------|-----|
| 501 | S704 | 5632.5 | 310 | 551 | S654 | 4882.5 | 310 | 601 | S604 | 4132.5 | 310 | 651 | S554 | 3382.5 | 310 | 701 | S504 | 2632.5 | 310 |
| 502 | S703 | 5617.5 | 191 | 552 | S653 | 4867.5 | 191 | 602 | S603 | 4117.5 | 191 | 652 | S553 | 3367.5 | 191 | 702 | S503 | 2617.5 | 191 |
| 503 | S702 | 5602.5 | 310 | 553 | S652 | 4852.5 | 310 | 603 | S602 | 4102.5 | 310 | 653 | S552 | 3352.5 | 310 | 703 | S502 | 2602.5 | 310 |
| 504 | S701 | 5587.5 | 191 | 554 | S651 | 4837.5 | 191 | 604 | S601 | 4087.5 | 191 | 654 | S551 | 3337.5 | 191 | 704 | S501 | 2587.5 | 191 |
| 505 | S700 | 5572.5 | 310 | 555 | S650 | 4822.5 | 310 | 605 | S600 | 4072.5 | 310 | 655 | S550 | 3322.5 | 310 | 705 | S500 | 2572.5 | 310 |
| 506 | S699 | 5557.5 | 191 | 556 | S649 | 4807.5 | 191 | 606 | S599 | 4057.5 | 191 | 656 | S549 | 3307.5 | 191 | 706 | S499 | 2557.5 | 191 |
| 507 | S698 | 5542.5 | 310 | 557 | S648 | 4792.5 | 310 | 607 | S598 | 4042.5 | 310 | 657 | S548 | 3292.5 | 310 | 707 | S498 | 2542.5 | 310 |
| 508 | S697 | 5527.5 | 191 | 558 | S647 | 4777.5 | 191 | 608 | S597 | 4027.5 | 191 | 658 | S547 | 3277.5 | 191 | 708 | S497 | 2527.5 | 191 |
| 509 | S696 | 5512.5 | 310 | 559 | S646 | 4762.5 | 310 | 609 | S596 | 4012.5 | 310 | 659 | S546 | 3262.5 | 310 | 709 | S496 | 2512.5 | 310 |
| 510 | S695 | 5497.5 | 191 | 560 | S645 | 4747.5 | 191 | 610 | S595 | 3997.5 | 191 | 660 | S545 | 3247.5 | 191 | 710 | S495 | 2497.5 | 191 |
| 511 | S694 | 5482.5 | 310 | 561 | S644 | 4732.5 | 310 | 611 | S594 | 3982.5 | 310 | 661 | S544 | 3232.5 | 310 | 711 | S494 | 2482.5 | 310 |
| 512 | S693 | 5467.5 | 191 | 562 | S643 | 4717.5 | 191 | 612 | S593 | 3967.5 | 191 | 662 | S543 | 3217.5 | 191 | 712 | S493 | 2467.5 | 191 |
| 513 | S692 | 5452.5 | 310 | 563 | S642 | 4702.5 | 310 | 613 | S592 | 3952.5 | 310 | 663 | S542 | 3202.5 | 310 | 713 | S492 | 2452.5 | 310 |
| 514 | S691 | 5437.5 | 191 | 564 | S641 | 4687.5 | 191 | 614 | S591 | 3937.5 | 191 | 664 | S541 | 3187.5 | 191 | 714 | S491 | 2437.5 | 191 |
| 515 | S690 | 5422.5 | 310 | 565 | S640 | 4672.5 | 310 | 615 | S590 | 3922.5 | 310 | 665 | S540 | 3172.5 | 310 | 715 | S490 | 2422.5 | 310 |
| 516 | S689 | 5407.5 | 191 | 566 | S639 | 4657.5 | 191 | 616 | S589 | 3907.5 | 191 | 666 | S539 | 3157.5 | 191 | 716 | S489 | 2407.5 | 191 |
| 517 | S688 | 5392.5 | 310 | 567 | S638 | 4642.5 | 310 | 617 | S588 | 3892.5 | 310 | 667 | S538 | 3142.5 | 310 | 717 | S488 | 2392.5 | 310 |
| 518 | S687 | 5377.5 | 191 | 568 | S637 | 4627.5 | 191 | 618 | S587 | 3877.5 | 191 | 668 | S537 | 3127.5 | 191 | 718 | S487 | 2377.5 | 191 |
| 519 | S686 | 5362.5 | 310 | 569 | S636 | 4612.5 | 310 | 619 | S586 | 3862.5 | 310 | 669 | S536 | 3112.5 | 310 | 719 | S486 | 2362.5 | 310 |
| 520 | S685 | 5347.5 | 191 | 570 | S635 | 4597.5 | 191 | 620 | S585 | 3847.5 | 191 | 670 | S535 | 3097.5 | 191 | 720 | S485 | 2347.5 | 191 |
| 521 | S684 | 5332.5 | 310 | 571 | S634 | 4582.5 | 310 | 621 | S584 | 3832.5 | 310 | 671 | S534 | 3082.5 | 310 | 721 | S484 | 2332.5 | 310 |
| 522 | S683 | 5317.5 | 191 | 572 | S633 | 4567.5 | 191 | 622 | S583 | 3817.5 | 191 | 672 | S533 | 3067.5 | 191 | 722 | S483 | 2317.5 | 191 |
| 523 | S682 | 5302.5 | 310 | 573 | S632 | 4552.5 | 310 | 623 | S582 | 3802.5 | 310 | 673 | S532 | 3052.5 | 310 | 723 | S482 | 2302.5 | 310 |
| 524 | S681 | 5287.5 | 191 | 574 | S631 | 4537.5 | 191 | 624 | S581 | 3787.5 | 191 | 674 | S531 | 3037.5 | 191 | 724 | S481 | 2287.5 | 191 |
| 525 | S680 | 5272.5 | 310 | 575 | S630 | 4522.5 | 310 | 625 | S580 | 3772.5 | 310 | 675 | S530 | 3022.5 | 310 | 725 | S480 | 2272.5 | 310 |
| 526 | S679 | 5257.5 | 191 | 576 | S629 | 4507.5 | 191 | 626 | S579 | 3757.5 | 191 | 676 | S529 | 3007.5 | 191 | 726 | S479 | 2257.5 | 191 |
| 527 | S678 | 5242.5 | 310 | 577 | S628 | 4492.5 | 310 | 627 | S578 | 3742.5 | 310 | 677 | S528 | 2992.5 | 310 | 727 | S478 | 2242.5 | 310 |
| 528 | S677 | 5227.5 | 191 | 578 | S627 | 4477.5 | 191 | 628 | S577 | 3727.5 | 191 | 678 | S527 | 2977.5 | 191 | 728 | S477 | 2227.5 | 191 |
| 529 | S676 | 5212.5 | 310 | 579 | S626 | 4462.5 | 310 | 629 | S576 | 3712.5 | 310 | 679 | S526 | 2962.5 | 310 | 729 | S476 | 2212.5 | 310 |
| 530 | S675 | 5197.5 | 191 | 580 | S625 | 4447.5 | 191 | 630 | S575 | 3697.5 | 191 | 680 | S525 | 2947.5 | 191 | 730 | S475 | 2197.5 | 191 |
| 531 | S674 | 5182.5 | 310 | 581 | S624 | 4432.5 | 310 | 631 | S574 | 3682.5 | 310 | 681 | S524 | 2932.5 | 310 | 731 | S474 | 2182.5 | 310 |
| 532 | S673 | 5167.5 | 191 | 582 | S623 | 4417.5 | 191 | 632 | S573 | 3667.5 | 191 | 682 | S523 | 2917.5 | 191 | 732 | S473 | 2167.5 | 191 |
| 533 | S672 | 5152.5 | 310 | 583 | S622 | 4402.5 | 310 | 633 | S572 | 3652.5 | 310 | 683 | S522 | 2902.5 | 310 | 733 | S472 | 2152.5 | 310 |
| 534 | S671 | 5137.5 | 191 | 584 | S621 | 4387.5 | 191 | 634 | S571 | 3637.5 | 191 | 684 | S521 | 2887.5 | 191 | 734 | S471 | 2137.5 | 191 |
| 535 | S670 | 5122.5 | 310 | 585 | S620 | 4372.5 | 310 | 635 | S570 | 3622.5 | 310 | 685 | S520 | 2872.5 | 310 | 735 | S470 | 2122.5 | 310 |
| 536 | S669 | 5107.5 | 191 | 586 | S619 | 4357.5 | 191 | 636 | S569 | 3607.5 | 191 | 686 | S519 | 2857.5 | 191 | 736 | S469 | 2107.5 | 191 |
| 537 | S668 | 5092.5 | 310 | 587 | S618 | 4342.5 | 310 | 637 | S568 | 3592.5 | 310 | 687 | S518 | 2842.5 | 310 | 737 | S468 | 2092.5 | 310 |
| 538 | S667 | 5077.5 | 191 | 588 | S617 | 4327.5 | 191 | 638 | S567 | 3577.5 | 191 | 688 | S517 | 2827.5 | 191 | 738 | S467 | 2077.5 | 191 |
| 539 | S666 | 5062.5 | 310 | 589 | S616 | 4312.5 | 310 | 639 | S566 | 3562.5 | 310 | 689 | S516 | 2812.5 | 310 | 739 | S466 | 2062.5 | 310 |
| 540 | S665 | 5047.5 | 191 | 590 | S615 | 4297.5 | 191 | 640 | S565 | 3547.5 | 191 | 690 | S515 | 2797.5 | 191 | 740 | S465 | 2047.5 | 191 |
| 541 | S664 | 5032.5 | 310 | 591 | S614 | 4282.5 | 310 | 641 | S564 | 3532.5 | 310 | 691 | S514 | 2782.5 | 310 | 741 | S464 | 2032.5 | 310 |
| 542 | S663 | 5017.5 | 191 | 592 | S613 | 4267.5 | 191 | 642 | S563 | 3517.5 | 191 | 692 | S513 | 2767.5 | 191 | 742 | S463 | 2017.5 | 191 |
| 543 | S662 | 5002.5 | 310 | 593 | S612 | 4252.5 | 310 | 643 | S562 | 3502.5 | 310 | 693 | S512 | 2752.5 | 310 | 743 | S462 | 2002.5 | 310 |
| 544 | S661 | 4987.5 | 191 | 594 | S611 | 4237.5 | 191 | 644 | S561 | 3487.5 | 191 | 694 | S511 | 2737.5 | 191 | 744 | S461 | 1987.5 | 191 |
| 545 | S660 | 4972.5 | 310 | 595 | S610 | 4222.5 | 310 | 645 | S560 | 3472.5 | 310 | 695 | S510 | 2722.5 | 310 | 745 | S460 | 1972.5 | 310 |
| 546 | S659 | 4957.5 | 191 | 596 | S609 | 4207.5 | 191 | 646 | S559 | 3457.5 | 191 | 696 | S509 | 2707.5 | 191 | 746 | S459 | 1957.5 | 191 |
| 547 | S658 | 4942.5 | 310 | 597 | S608 | 4192.5 | 310 | 647 | S558 | 3442.5 | 310 | 697 | S508 | 2692.5 | 310 | 747 | S458 | 1942.5 | 310 |
| 548 | S657 | 4927.5 | 191 | 598 | S607 | 4177.5 | 191 | 648 | S557 | 3427.5 | 191 | 698 | S507 | 2677.5 | 191 | 748 | S457 | 1927.5 | 191 |
| 549 | S656 | 4912.5 | 310 | 599 | S606 | 4162.5 | 310 | 649 | S556 | 3412.5 | 310 | 699 | S506 | 2662.5 | 310 | 749 | S456 | 1912.5 | 310 |
| 550 | S655 | 4897.5 | 191 | 600 | S605 | 4147.5 | 191 | 650 | S555 | 3397.5 | 191 | 700 | S505 | 2647.5 | 191 | 750 | S455 | 1897.5 | 191 |

| Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y |
|---------|----------|--------|-----|---------|----------|--------|-----|---------|----------|---------|-----|---------|----------|---------|-----|---------|----------|---------|-----|
| 751 | S454 | 1882.5 | 310 | 801 | S404 | 1132.5 | 310 | 851 | TESTO12 | -457.5 | 310 | 901 | S312 | -1207.5 | 310 | 951 | S262 | -1957.5 | 310 |
| 752 | S453 | 1867.5 | 191 | 802 | S403 | 1117.5 | 191 | 852 | TESTO13 | -472.5 | 191 | 902 | S311 | -1222.5 | 191 | 952 | S261 | -1972.5 | 191 |
| 753 | S452 | 1852.5 | 310 | 803 | S402 | 1102.5 | 310 | 853 | S360 | -487.5 | 310 | 903 | S310 | -1237.5 | 310 | 953 | S260 | -1987.5 | 310 |
| 754 | S451 | 1837.5 | 191 | 804 | S401 | 1087.5 | 191 | 854 | S359 | -502.5 | 191 | 904 | S309 | -1252.5 | 191 | 954 | S259 | -2002.5 | 191 |
| 755 | S450 | 1822.5 | 310 | 805 | S400 | 1072.5 | 310 | 855 | S358 | -517.5 | 310 | 905 | S308 | -1267.5 | 310 | 955 | S258 | -2017.5 | 310 |
| 756 | S449 | 1807.5 | 191 | 806 | S399 | 1057.5 | 191 | 856 | S357 | -532.5 | 191 | 906 | S307 | -1282.5 | 191 | 956 | S257 | -2032.5 | 191 |
| 757 | S448 | 1792.5 | 310 | 807 | S398 | 1042.5 | 310 | 857 | S356 | -547.5 | 310 | 907 | S306 | -1297.5 | 310 | 957 | S256 | -2047.5 | 310 |
| 758 | S447 | 1777.5 | 191 | 808 | S397 | 1027.5 | 191 | 858 | S355 | -562.5 | 191 | 908 | S305 | -1312.5 | 191 | 958 | S255 | -2062.5 | 191 |
| 759 | S446 | 1762.5 | 310 | 809 | S396 | 1012.5 | 310 | 859 | S354 | -577.5 | 310 | 909 | S304 | -1327.5 | 310 | 959 | S254 | -2077.5 | 310 |
| 760 | S445 | 1747.5 | 191 | 810 | S395 | 997.5 | 191 | 860 | S353 | -592.5 | 191 | 910 | S303 | -1342.5 | 191 | 960 | S253 | -2092.5 | 191 |
| 761 | S444 | 1732.5 | 310 | 811 | S394 | 982.5 | 310 | 861 | S352 | -607.5 | 310 | 911 | S302 | -1357.5 | 310 | 961 | S252 | -2107.5 | 310 |
| 762 | S443 | 1717.5 | 191 | 812 | S393 | 967.5 | 191 | 862 | S351 | -622.5 | 191 | 912 | S301 | -1372.5 | 191 | 962 | S251 | -2122.5 | 191 |
| 763 | S442 | 1702.5 | 310 | 813 | S392 | 952.5 | 310 | 863 | S350 | -637.5 | 310 | 913 | S300 | -1387.5 | 310 | 963 | S250 | -2137.5 | 310 |
| 764 | S441 | 1687.5 | 191 | 814 | S391 | 937.5 | 191 | 864 | S349 | -652.5 | 191 | 914 | S299 | -1402.5 | 191 | 964 | S249 | -2152.5 | 191 |
| 765 | S440 | 1672.5 | 310 | 815 | S390 | 922.5 | 310 | 865 | S348 | -667.5 | 310 | 915 | S298 | -1417.5 | 310 | 965 | S248 | -2167.5 | 310 |
| 766 | S439 | 1657.5 | 191 | 816 | S389 | 907.5 | 191 | 866 | S347 | -682.5 | 191 | 916 | S297 | -1432.5 | 191 | 966 | S247 | -2182.5 | 191 |
| 767 | S438 | 1642.5 | 310 | 817 | S388 | 892.5 | 310 | 867 | S346 | -697.5 | 310 | 917 | S296 | -1447.5 | 310 | 967 | S246 | -2197.5 | 310 |
| 768 | S437 | 1627.5 | 191 | 818 | S387 | 877.5 | 191 | 868 | S345 | -712.5 | 191 | 918 | S295 | -1462.5 | 191 | 968 | S245 | -2212.5 | 191 |
| 769 | S436 | 1612.5 | 310 | 819 | S386 | 862.5 | 310 | 869 | S344 | -727.5 | 310 | 919 | S294 | -1477.5 | 310 | 969 | S244 | -2227.5 | 310 |
| 770 | S435 | 1597.5 | 191 | 820 | S385 | 847.5 | 191 | 870 | S343 | -742.5 | 191 | 920 | S293 | -1492.5 | 191 | 970 | S243 | -2242.5 | 191 |
| 771 | S434 | 1582.5 | 310 | 821 | S384 | 832.5 | 310 | 871 | S342 | -757.5 | 310 | 921 | S292 | -1507.5 | 310 | 971 | S242 | -2257.5 | 310 |
| 772 | S433 | 1567.5 | 191 | 822 | S383 | 817.5 | 191 | 872 | S341 | -772.5 | 191 | 922 | S291 | -1522.5 | 191 | 972 | S241 | -2272.5 | 191 |
| 773 | S432 | 1552.5 | 310 | 823 | S382 | 802.5 | 310 | 873 | S340 | -787.5 | 310 | 923 | S290 | -1537.5 | 310 | 973 | S240 | -2287.5 | 310 |
| 774 | S431 | 1537.5 | 191 | 824 | S381 | 787.5 | 191 | 874 | S339 | -802.5 | 191 | 924 | S289 | -1552.5 | 191 | 974 | S239 | -2302.5 | 191 |
| 775 | S430 | 1522.5 | 310 | 825 | S380 | 772.5 | 310 | 875 | S338 | -817.5 | 310 | 925 | S288 | -1567.5 | 310 | 975 | S238 | -2317.5 | 310 |
| 776 | S429 | 1507.5 | 191 | 826 | S379 | 757.5 | 191 | 876 | S337 | -832.5 | 191 | 926 | S287 | -1582.5 | 191 | 976 | S237 | -2332.5 | 191 |
| 777 | S428 | 1492.5 | 310 | 827 | S378 | 742.5 | 310 | 877 | S336 | -847.5 | 310 | 927 | S286 | -1597.5 | 310 | 977 | S236 | -2347.5 | 310 |
| 778 | S427 | 1477.5 | 191 | 828 | S377 | 727.5 | 191 | 878 | S335 | -862.5 | 191 | 928 | S285 | -1612.5 | 191 | 978 | S235 | -2362.5 | 191 |
| 779 | S426 | 1462.5 | 310 | 829 | S376 | 712.5 | 310 | 879 | S334 | -877.5 | 310 | 929 | S284 | -1627.5 | 310 | 979 | S234 | -2377.5 | 310 |
| 780 | S425 | 1447.5 | 191 | 830 | S375 | 697.5 | 191 | 880 | S333 | -892.5 | 191 | 930 | S283 | -1642.5 | 191 | 980 | S233 | -2392.5 | 191 |
| 781 | S424 | 1432.5 | 310 | 831 | S374 | 682.5 | 310 | 881 | S332 | -907.5 | 310 | 931 | S282 | -1657.5 | 310 | 981 | S232 | -2407.5 | 310 |
| 782 | S423 | 1417.5 | 191 | 832 | S373 | 667.5 | 191 | 882 | S331 | -922.5 | 191 | 932 | S281 | -1672.5 | 191 | 982 | S231 | -2422.5 | 191 |
| 783 | S422 | 1402.5 | 310 | 833 | S372 | 652.5 | 310 | 883 | S330 | -937.5 | 310 | 933 | S280 | -1687.5 | 310 | 983 | S230 | -2437.5 | 310 |
| 784 | S421 | 1387.5 | 191 | 834 | S371 | 637.5 | 191 | 884 | S329 | -952.5 | 191 | 934 | S279 | -1702.5 | 191 | 984 | S229 | -2452.5 | 191 |
| 785 | S420 | 1372.5 | 310 | 835 | S370 | 622.5 | 310 | 885 | S328 | -967.5 | 310 | 935 | S278 | -1717.5 | 310 | 985 | S228 | -2467.5 | 310 |
| 786 | S419 | 1357.5 | 191 | 836 | S369 | 607.5 | 191 | 886 | S327 | -982.5 | 191 | 936 | S277 | -1732.5 | 191 | 986 | S227 | -2482.5 | 191 |
| 787 | S418 | 1342.5 | 310 | 837 | S368 | 592.5 | 310 | 887 | S326 | -997.5 | 310 | 937 | S276 | -1747.5 | 310 | 987 | S226 | -2497.5 | 310 |
| 788 | S417 | 1327.5 | 191 | 838 | S367 | 577.5 | 191 | 888 | S325 | -1012.5 | 191 | 938 | S275 | -1762.5 | 191 | 988 | S225 | -2512.5 | 191 |
| 789 | S416 | 1312.5 | 310 | 839 | S366 | 562.5 | 310 | 889 | S324 | -1027.5 | 310 | 939 | S274 | -1777.5 | 310 | 989 | S224 | -2527.5 | 310 |
| 790 | S415 | 1297.5 | 191 | 840 | S365 | 547.5 | 191 | 890 | S323 | -1042.5 | 191 | 940 | S273 | -1792.5 | 191 | 990 | S223 | -2542.5 | 191 |
| 791 | S414 | 1282.5 | 310 | 841 | S364 | 532.5 | 310 | 891 | S322 | -1057.5 | 310 | 941 | S272 | -1807.5 | 310 | 991 | S222 | -2557.5 | 310 |
| 792 | S413 | 1267.5 | 191 | 842 | S363 | 517.5 | 191 | 892 | S321 | -1072.5 | 191 | 942 | S271 | -1822.5 | 191 | 992 | S221 | -2572.5 | 191 |
| 793 | S412 | 1252.5 | 310 | 843 | S362 | 502.5 | 310 | 893 | S320 | -1087.5 | 310 | 943 | S270 | -1837.5 | 310 | 993 | S220 | -2587.5 | 310 |
| 794 | S411 | 1237.5 | 191 | 844 | S361 | 487.5 | 191 | 894 | S319 | -1102.5 | 191 | 944 | S269 | -1852.5 | 191 | 994 | S219 | -2602.5 | 191 |
| 795 | S410 | 1222.5 | 310 | 845 | TESTO6 | 472.5 | 310 | 895 | S318 | -1117.5 | 310 | 945 | S268 | -1867.5 | 310 | 995 | S218 | -2617.5 | 310 |
| 796 | S409 | 1207.5 | 191 | 846 | TESTO7 | 457.5 | 191 | 896 | S317 | -1132.5 | 191 | 946 | S267 | -1882.5 | 191 | 996 | S217 | -2632.5 | 191 |
| 797 | S408 | 1192.5 | 310 | 847 | TESTO8 | 442.5 | 310 | 897 | S316 | -1147.5 | 310 | 947 | S266 | -1897.5 | 310 | 997 | S216 | -2647.5 | 310 |
| 798 | S407 | 1177.5 | 191 | 848 | TESTO9 | 427.5 | 191 | 898 | S315 | -1162.5 | 191 | 948 | S265 | -1912.5 | 191 | 998 | S215 | -2662.5 | 191 |
| 799 | S406 | 1162.5 | 310 | 849 | TESTO10 | 427.5 | 310 | 899 | S314 | -1177.5 | 310 | 949 | S264 | -1927.5 | 310 | 999 | S214 | -2677.5 | 310 |
| 800 | S405 | 1147.5 | 191 | 850 | TESTO11 | 442.5 | 191 | 900 | S313 | -1192.5 | 191 | 950 | S263 | -1942.5 | 191 | 1000 | S213 | -2692.5 | 191 |

| Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y |
|---------|----------|---------|-----|---------|----------|---------|-----|---------|----------|---------|-----|---------|----------|---------|-----|---------|----------|---------|-----|
| 1001 | S212 | -2707.5 | 310 | 1051 | S162 | -3457.5 | 310 | 1101 | S112 | -4207.5 | 310 | 1151 | S62 | -4957.5 | 310 | 1201 | S12 | -5707.5 | 310 |
| 1002 | S211 | -2722.5 | 191 | 1052 | S161 | -3472.5 | 191 | 1102 | S111 | -4222.5 | 191 | 1152 | S61 | -4972.5 | 191 | 1202 | S11 | -5722.5 | 191 |
| 1003 | S210 | -2737.5 | 310 | 1053 | S160 | -3487.5 | 310 | 1103 | S110 | -4237.5 | 310 | 1153 | S60 | -4987.5 | 310 | 1203 | S10 | -5737.5 | 310 |
| 1004 | S209 | -2752.5 | 191 | 1054 | S159 | -3502.5 | 191 | 1104 | S109 | -4252.5 | 191 | 1154 | S59 | -5002.5 | 191 | 1204 | S9 | -5752.5 | 191 |
| 1005 | S208 | -2767.5 | 310 | 1055 | S158 | -3517.5 | 310 | 1105 | S108 | -4267.5 | 310 | 1155 | S58 | -5017.5 | 310 | 1205 | S8 | -5767.5 | 310 |
| 1006 | S207 | -2782.5 | 191 | 1056 | S157 | -3532.5 | 191 | 1106 | S107 | -4282.5 | 191 | 1156 | S57 | -5032.5 | 191 | 1206 | S7 | -5782.5 | 191 |
| 1007 | S206 | -2797.5 | 310 | 1057 | S156 | -3547.5 | 310 | 1107 | S106 | -4297.5 | 310 | 1157 | S56 | -5047.5 | 310 | 1207 | S6 | -5797.5 | 310 |
| 1008 | S205 | -2812.5 | 191 | 1058 | S155 | -3562.5 | 191 | 1108 | S105 | -4312.5 | 191 | 1158 | S55 | -5062.5 | 191 | 1208 | S5 | -5812.5 | 191 |
| 1009 | S204 | -2827.5 | 310 | 1059 | S154 | -3577.5 | 310 | 1109 | S104 | -4327.5 | 310 | 1159 | S54 | -5077.5 | 310 | 1209 | S4 | -5827.5 | 310 |
| 1010 | S203 | -2842.5 | 191 | 1060 | S153 | -3592.5 | 191 | 1110 | S103 | -4342.5 | 191 | 1160 | S53 | -5092.5 | 191 | 1210 | S3 | -5842.5 | 191 |
| 1011 | S202 | -2857.5 | 310 | 1061 | S152 | -3607.5 | 310 | 1111 | S102 | -4357.5 | 310 | 1161 | S52 | -5107.5 | 310 | 1211 | S2 | -5857.5 | 310 |
| 1012 | S201 | -2872.5 | 191 | 1062 | S151 | -3622.5 | 191 | 1112 | S101 | -4372.5 | 191 | 1162 | S51 | -5122.5 | 191 | 1212 | S1 | -5872.5 | 191 |
| 1013 | S200 | -2887.5 | 310 | 1063 | S150 | -3637.5 | 310 | 1113 | S100 | -4387.5 | 310 | 1163 | S50 | -5137.5 | 310 | 1213 | DUMMY | -5887.5 | 310 |
| 1014 | S199 | -2902.5 | 191 | 1064 | S149 | -3652.5 | 191 | 1114 | S99 | -4402.5 | 191 | 1164 | S49 | -5152.5 | 191 | 1214 | VGLDMY3 | -6097.5 | 310 |
| 1015 | S198 | -2917.5 | 310 | 1065 | S148 | -3667.5 | 310 | 1115 | S98 | -4417.5 | 310 | 1165 | S48 | -5167.5 | 310 | 1215 | G431 | -6112.5 | 191 |
| 1016 | S197 | -2932.5 | 191 | 1066 | S147 | -3682.5 | 191 | 1116 | S97 | -4432.5 | 191 | 1166 | S47 | -5182.5 | 191 | 1216 | G429 | -6127.5 | 310 |
| 1017 | S196 | -2947.5 | 310 | 1067 | S146 | -3697.5 | 310 | 1117 | S96 | -4447.5 | 310 | 1167 | S46 | -5197.5 | 310 | 1217 | G427 | -6142.5 | 191 |
| 1018 | S195 | -2962.5 | 191 | 1068 | S145 | -3712.5 | 191 | 1118 | S95 | -4462.5 | 191 | 1168 | S45 | -5212.5 | 191 | 1218 | G425 | -6157.5 | 310 |
| 1019 | S194 | -2977.5 | 310 | 1069 | S144 | -3727.5 | 310 | 1119 | S94 | -4477.5 | 310 | 1169 | S44 | -5227.5 | 310 | 1219 | G423 | -6172.5 | 191 |
| 1020 | S193 | -2992.5 | 191 | 1070 | S143 | -3742.5 | 191 | 1120 | S93 | -4492.5 | 191 | 1170 | S43 | -5242.5 | 191 | 1220 | G421 | -6187.5 | 310 |
| 1021 | S192 | -3007.5 | 310 | 1071 | S142 | -3757.5 | 310 | 1121 | S92 | -4507.5 | 310 | 1171 | S42 | -5257.5 | 310 | 1221 | G419 | -6202.5 | 191 |
| 1022 | S191 | -3022.5 | 191 | 1072 | S141 | -3772.5 | 191 | 1122 | S91 | -4522.5 | 191 | 1172 | S41 | -5272.5 | 191 | 1222 | G417 | -6217.5 | 310 |
| 1023 | S190 | -3037.5 | 310 | 1073 | S140 | -3787.5 | 310 | 1123 | S90 | -4537.5 | 310 | 1173 | S40 | -5287.5 | 191 | 1223 | G415 | -6232.5 | 191 |
| 1024 | S189 | -3052.5 | 191 | 1074 | S139 | -3802.5 | 191 | 1124 | S89 | -4552.5 | 191 | 1174 | S39 | -5302.5 | 310 | 1224 | G413 | -6247.5 | 310 |
| 1025 | S188 | -3067.5 | 310 | 1075 | S138 | -3817.5 | 310 | 1125 | S88 | -4567.5 | 310 | 1175 | S38 | -5317.5 | 310 | 1225 | G411 | -6262.5 | 191 |
| 1026 | S187 | -3082.5 | 191 | 1076 | S137 | -3832.5 | 191 | 1126 | S87 | -4582.5 | 191 | 1176 | S37 | -5332.5 | 191 | 1226 | G409 | -6277.5 | 310 |
| 1027 | S186 | -3097.5 | 310 | 1077 | S136 | -3847.5 | 310 | 1127 | S86 | -4597.5 | 310 | 1177 | S36 | -5347.5 | 310 | 1227 | G407 | -6292.5 | 191 |
| 1028 | S185 | -3112.5 | 191 | 1078 | S135 | -3862.5 | 191 | 1128 | S85 | -4612.5 | 191 | 1178 | S35 | -5362.5 | 191 | 1228 | G405 | -6307.5 | 310 |
| 1029 | S184 | -3127.5 | 310 | 1079 | S134 | -3877.5 | 310 | 1129 | S84 | -4627.5 | 310 | 1179 | S34 | -5377.5 | 310 | 1229 | G403 | -6322.5 | 191 |
| 1030 | S183 | -3142.5 | 191 | 1080 | S133 | -3892.5 | 191 | 1130 | S83 | -4642.5 | 191 | 1180 | S33 | -5392.5 | 191 | 1230 | G401 | -6337.5 | 310 |
| 1031 | S182 | -3157.5 | 310 | 1081 | S132 | -3907.5 | 310 | 1131 | S82 | -4657.5 | 310 | 1181 | S32 | -5407.5 | 310 | 1231 | G399 | -6352.5 | 191 |
| 1032 | S181 | -3172.5 | 191 | 1082 | S131 | -3922.5 | 191 | 1132 | S81 | -4672.5 | 191 | 1182 | S31 | -5422.5 | 191 | 1232 | G397 | -6367.5 | 310 |
| 1033 | S180 | -3187.5 | 310 | 1083 | S130 | -3937.5 | 310 | 1133 | S80 | -4687.5 | 310 | 1183 | S30 | -5437.5 | 310 | 1233 | G395 | -6382.5 | 191 |
| 1034 | S179 | -3202.5 | 191 | 1084 | S129 | -3952.5 | 191 | 1134 | S79 | -4702.5 | 191 | 1184 | S29 | -5452.5 | 191 | 1234 | G393 | -6397.5 | 310 |
| 1035 | S178 | -3217.5 | 310 | 1085 | S128 | -3967.5 | 310 | 1135 | S78 | -4717.5 | 310 | 1185 | S28 | -5467.5 | 310 | 1235 | G391 | -6412.5 | 191 |
| 1036 | S177 | -3232.5 | 191 | 1086 | S127 | -3982.5 | 191 | 1136 | S77 | -4732.5 | 191 | 1186 | S27 | -5482.5 | 191 | 1236 | G389 | -6427.5 | 310 |
| 1037 | S176 | -3247.5 | 310 | 1087 | S126 | -3997.5 | 310 | 1137 | S76 | -4747.5 | 310 | 1187 | S26 | -5497.5 | 310 | 1237 | G387 | -6442.5 | 191 |
| 1038 | S175 | -3262.5 | 191 | 1088 | S125 | -4012.5 | 191 | 1138 | S75 | -4762.5 | 191 | 1188 | S25 | -5512.5 | 191 | 1238 | G385 | -6457.5 | 310 |
| 1039 | S174 | -3277.5 | 310 | 1089 | S124 | -4027.5 | 310 | 1139 | S74 | -4777.5 | 310 | 1189 | S24 | -5527.5 | 310 | 1239 | G383 | -6472.5 | 191 |
| 1040 | S173 | -3292.5 | 191 | 1090 | S123 | -4042.5 | 191 | 1140 | S73 | -4792.5 | 191 | 1190 | S23 | -5542.5 | 191 | 1240 | G381 | -6487.5 | 310 |
| 1041 | S172 | -3307.5 | 310 | 1091 | S122 | -4057.5 | 310 | 1141 | S72 | -4807.5 | 310 | 1191 | S22 | -5557.5 | 310 | 1241 | G379 | -6502.5 | 191 |
| 1042 | S171 | -3322.5 | 191 | 1092 | S121 | -4072.5 | 191 | 1142 | S71 | -4822.5 | 191 | 1192 | S21 | -5572.5 | 191 | 1242 | G377 | -6517.5 | 310 |
| 1043 | S170 | -3337.5 | 310 | 1093 | S120 | -4087.5 | 310 | 1143 | S70 | -4837.5 | 310 | 1193 | S20 | -5587.5 | 310 | 1243 | G375 | -6532.5 | 191 |
| 1044 | S169 | -3352.5 | 191 | 1094 | S119 | -4102.5 | 191 | 1144 | S69 | -4852.5 | 191 | 1194 | S19 | -5602.5 | 191 | 1244 | G373 | -6547.5 | 310 |
| 1045 | S168 | -3367.5 | 310 | 1095 | S118 | -4117.5 | 310 | 1145 | S68 | -4867.5 | 310 | 1195 | S18 | -5617.5 | 310 | 1245 | G371 | -6562.5 | 191 |
| 1046 | S167 | -3382.5 | 191 | 1096 | S117 | -4132.5 | 191 | 1146 | S67 | -4882.5 | 191 | 1196 | S17 | -5632.5 | 191 | 1246 | G369 | -6577.5 | 310 |
| 1047 | S166 | -3397.5 | 310 | 1097 | S116 | -4147.5 | 310 | 1147 | S66 | -4897.5 | 310 | 1197 | S16 | -5647.5 | 310 | 1247 | G367 | -6592.5 | 191 |
| 1048 | S165 | -3412.5 | 191 | 1098 | S115 | -4162.5 | 191 | 1148 | S65 | -4912.5 | 191 | 1198 | S15 | -5662.5 | 191 | 1248 | G365 | -6607.5 | 310 |
| 1049 | S164 | -3427.5 | 310 | 1099 | S114 | -4177.5 | 310 | 1149 | S64 | -4927.5 | 310 | 1199 | S14 | -5677.5 | 310 | 1249 | G363 | -6622.5 | 191 |
| 1050 | S163 | -3442.5 | 191 | 1100 | S113 | -4192.5 | 191 | 1150 | S63 | -4942.5 | 191 | 1200 | S13 | -5692.5 | 191 | 1250 | G361 | -6637.5 | 310 |

| Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y | Pad No. | Pad Name | X | Y |
|---------|----------|---------|-----|---------|----------|---------|-----|---------|----------|---------|-----|----------------|----------|---------|------|
| 1251 | G359 | -6652.5 | 191 | 1301 | G259 | -7402.5 | 191 | 1351 | G159 | -8152.5 | 191 | 1401 | G59 | -8902.5 | 191 |
| 1252 | G357 | -6667.5 | 310 | 1302 | G257 | -7417.5 | 310 | 1352 | G157 | -8167.5 | 310 | 1402 | G57 | -8917.5 | 310 |
| 1253 | G355 | -6682.5 | 191 | 1303 | G255 | -7432.5 | 191 | 1353 | G155 | -8182.5 | 191 | 1403 | G55 | -8932.5 | 191 |
| 1254 | G353 | -6697.5 | 310 | 1304 | G253 | -7447.5 | 310 | 1354 | G153 | -8197.5 | 310 | 1404 | G53 | -8947.5 | 310 |
| 1255 | G351 | -6712.5 | 191 | 1305 | G251 | -7462.5 | 191 | 1355 | G151 | -8212.5 | 191 | 1405 | G51 | -8962.5 | 191 |
| 1256 | G349 | -6727.5 | 310 | 1306 | G249 | -7477.5 | 310 | 1356 | G149 | -8227.5 | 310 | 1406 | G49 | -8977.5 | 310 |
| 1257 | G347 | -6742.5 | 191 | 1307 | G247 | -7492.5 | 191 | 1357 | G147 | -8242.5 | 191 | 1407 | G47 | -8992.5 | 191 |
| 1258 | G345 | -6757.5 | 310 | 1308 | G245 | -7507.5 | 310 | 1358 | G145 | -8257.5 | 310 | 1408 | G45 | -9007.5 | 310 |
| 1259 | G343 | -6772.5 | 191 | 1309 | G243 | -7522.5 | 191 | 1359 | G143 | -8272.5 | 191 | 1409 | G43 | -9022.5 | 191 |
| 1260 | G341 | -6787.5 | 310 | 1310 | G241 | -7537.5 | 310 | 1360 | G141 | -8287.5 | 310 | 1410 | G41 | -9037.5 | 310 |
| 1261 | G339 | -6802.5 | 191 | 1311 | G239 | -7552.5 | 191 | 1361 | G139 | -8302.5 | 191 | 1411 | G39 | -9052.5 | 191 |
| 1262 | G337 | -6817.5 | 310 | 1312 | G237 | -7567.5 | 310 | 1362 | G137 | -8317.5 | 310 | 1412 | G37 | -9067.5 | 310 |
| 1263 | G335 | -6832.5 | 191 | 1313 | G235 | -7582.5 | 191 | 1363 | G135 | -8332.5 | 191 | 1413 | G35 | -9082.5 | 191 |
| 1264 | G333 | -6847.5 | 310 | 1314 | G233 | -7597.5 | 310 | 1364 | G133 | -8347.5 | 310 | 1414 | G33 | -9097.5 | 310 |
| 1265 | G331 | -6862.5 | 191 | 1315 | G231 | -7612.5 | 191 | 1365 | G131 | -8362.5 | 191 | 1415 | G31 | -9112.5 | 191 |
| 1266 | G329 | -6877.5 | 310 | 1316 | G229 | -7627.5 | 310 | 1366 | G129 | -8377.5 | 310 | 1416 | G29 | -9127.5 | 310 |
| 1267 | G327 | -6892.5 | 191 | 1317 | G227 | -7642.5 | 191 | 1367 | G127 | -8392.5 | 191 | 1417 | G27 | -9142.5 | 191 |
| 1268 | G325 | -6907.5 | 310 | 1318 | G225 | -7657.5 | 310 | 1368 | G125 | -8407.5 | 310 | 1418 | G25 | -9157.5 | 310 |
| 1269 | G323 | -6922.5 | 191 | 1319 | G223 | -7672.5 | 191 | 1369 | G123 | -8422.5 | 191 | 1419 | G23 | -9172.5 | 191 |
| 1270 | G321 | -6937.5 | 310 | 1320 | G221 | -7687.5 | 310 | 1370 | G121 | -8437.5 | 310 | 1420 | G21 | -9187.5 | 310 |
| 1271 | G319 | -6952.5 | 191 | 1321 | G219 | -7702.5 | 191 | 1371 | G119 | -8452.5 | 191 | 1421 | G19 | -9202.5 | 191 |
| 1272 | G317 | -6967.5 | 310 | 1322 | G217 | -7717.5 | 310 | 1372 | G117 | -8467.5 | 310 | 1422 | G17 | -9217.5 | 310 |
| 1273 | G315 | -6982.5 | 191 | 1323 | G215 | -7732.5 | 191 | 1373 | G115 | -8482.5 | 191 | 1423 | G15 | -9232.5 | 191 |
| 1274 | G313 | -6997.5 | 310 | 1324 | G213 | -7747.5 | 310 | 1374 | G113 | -8497.5 | 310 | 1424 | G13 | -9247.5 | 310 |
| 1275 | G311 | -7012.5 | 191 | 1325 | G211 | -7762.5 | 191 | 1375 | G111 | -8512.5 | 191 | 1425 | G11 | -9262.5 | 191 |
| 1276 | G309 | -7027.5 | 310 | 1326 | G209 | -7777.5 | 310 | 1376 | G109 | -8527.5 | 310 | 1426 | G9 | -9277.5 | 310 |
| 1277 | G307 | -7042.5 | 191 | 1327 | G207 | -7792.5 | 191 | 1377 | G107 | -8542.5 | 191 | 1427 | G7 | -9292.5 | 191 |
| 1278 | G305 | -7057.5 | 310 | 1328 | G205 | -7807.5 | 310 | 1378 | G105 | -8557.5 | 310 | 1428 | G5 | -9307.5 | 310 |
| 1279 | G303 | -7072.5 | 191 | 1329 | G203 | -7822.5 | 191 | 1379 | G103 | -8572.5 | 191 | 1429 | G3 | -9322.5 | 191 |
| 1280 | G301 | -7087.5 | 310 | 1330 | G201 | -7837.5 | 310 | 1380 | G101 | -8587.5 | 310 | 1430 | G1 | -9337.5 | 310 |
| 1281 | G299 | -7102.5 | 191 | 1331 | G199 | -7852.5 | 191 | 1381 | G99 | -8602.5 | 191 | 1431 | VGLDMY4 | -9352.5 | 191 |
| 1282 | G297 | -7117.5 | 310 | 1332 | G197 | -7867.5 | 310 | 1382 | G97 | -8617.5 | 310 | 1432 | DUMMY | -9367.5 | 310 |
| 1283 | G295 | -7132.5 | 191 | 1333 | G195 | -7882.5 | 191 | 1383 | G95 | -8632.5 | 191 | 1433 | DUMMYR3 | -9382.5 | 191 |
| 1284 | G293 | -7147.5 | 310 | 1334 | G193 | -7897.5 | 310 | 1384 | G93 | -8647.5 | 310 | 1434 | DUMMYR4 | -9397.5 | 310 |
| 1285 | G291 | -7162.5 | 191 | 1335 | G191 | -7912.5 | 191 | 1385 | G91 | -8662.5 | 191 | | | | |
| 1286 | G289 | -7177.5 | 310 | 1336 | G189 | -7927.5 | 310 | 1386 | G89 | -8677.5 | 310 | | | | |
| 1287 | G287 | -7192.5 | 191 | 1337 | G187 | -7942.5 | 191 | 1387 | G87 | -8692.5 | 191 | Alignment mark | | X | Y |
| 1288 | G285 | -7207.5 | 310 | 1338 | G185 | -7957.5 | 310 | 1388 | G85 | -8707.5 | 310 | A1 | | -9381.0 | -217 |
| 1289 | G283 | -7222.5 | 191 | 1339 | G183 | -7972.5 | 191 | 1389 | G83 | -8722.5 | 191 | A2 | | 9381.0 | -217 |
| 1290 | G281 | -7237.5 | 310 | 1340 | G181 | -7987.5 | 310 | 1390 | G81 | -8737.5 | 310 | | | | |
| 1291 | G279 | -7252.5 | 191 | 1341 | G179 | -8002.5 | 191 | 1391 | G79 | -8752.5 | 191 | | | | |
| 1292 | G277 | -7267.5 | 310 | 1342 | G177 | -8017.5 | 310 | 1392 | G77 | -8767.5 | 310 | | | | |
| 1293 | G275 | -7282.5 | 191 | 1343 | G175 | -8032.5 | 191 | 1393 | G75 | -8782.5 | 191 | | | | |
| 1294 | G273 | -7297.5 | 310 | 1344 | G173 | -8047.5 | 310 | 1394 | G73 | -8797.5 | 310 | | | | |
| 1295 | G271 | -7312.5 | 191 | 1345 | G171 | -8062.5 | 191 | 1395 | G71 | -8812.5 | 191 | | | | |
| 1296 | G269 | -7327.5 | 310 | 1346 | G169 | -8077.5 | 310 | 1396 | G69 | -8827.5 | 310 | | | | |
| 1297 | G267 | -7342.5 | 191 | 1347 | G167 | -8092.5 | 191 | 1397 | G67 | -8842.5 | 191 | | | | |
| 1298 | G265 | -7357.5 | 310 | 1348 | G165 | -8107.5 | 310 | 1398 | G65 | -8857.5 | 310 | | | | |
| 1299 | G263 | -7372.5 | 191 | 1349 | G163 | -8122.5 | 191 | 1399 | G63 | -8872.5 | 191 | | | | |
| 1300 | G261 | -7387.5 | 310 | 1350 | G161 | -8137.5 | 310 | 1400 | G61 | -8887.5 | 310 | | | | |



6. Block Function Description

Interface

ILI9327 supports MIPI DBI Type B (18/16/9/8bit) and MIPI DBI Type C (Option 1, 3). The interface is selected by setting IM[2:0] pin.

| IM2 | IM1 | IM0 | MPU-Interface Mode | DB Pin in use | Colors |
|-----|-----|-----|--------------------|-----------------|----------|
| 0 | 0 | 0 | DBI Type B 18-bit | DB[17:0] | 262K |
| 0 | 0 | 1 | DBI Type B 9-bit | DB[8:0] | 262K |
| 0 | 1 | 0 | DBI Type B 16-bit | DB[15:0] | 65K/262K |
| 0 | 1 | 1 | DBI Type B 8-bit | DB[7:0] | 65K/262K |
| 1 | 0 | 0 | MDDI | | 65K/262K |
| 1 | 0 | 1 | DBI Type C 9-bit | DIN, DOUT | 8/262K |
| 1 | 1 | 0 | CPU 9-bit | DB[8:0]/DB[8:1] | 262K |
| 1 | 1 | 1 | DBI Type C 8-bit | DIN, DOUT | 8/262K |

Note: Set number of colors using set_pixel_format: 3Ah.

(a) MIPI DBI Type B (18-/ 16-/ 9-/ 8- bit)

ILI9327 supports MIPI DBI Type B (18/16/9/8bit) that uses command method which has 8-bit command register and 8-bit parameter registers. The ILI9327 also has the 18-bit write register (WDR) and read register (RDR). The WDR register is used to store data temporarily that is automatically written to the internal frame memory through internal operation of the chip.

The RDR is used to temporarily store the data read out from the frame memory. When reading data from the frame memory, the ILI9327 first stores the data in the RDR. For this reason, invalid data is sent to the data bus at first time read and valid data is sent as the ILI9327 reads second and subsequent data from the frame memory.

| Register selection | | | Operation |
|--------------------|-----|-----|-----------------|
| DCX | RDX | WRX | |
| 0 | 1 | ↑ | Command |
| 1 | ↑ | 1 | Read parameter |
| 1 | 1 | ↑ | Write parameter |

(b) MIPI DBI Type C (Option 1, 3)

The ILI9327 also supports MIPI DBI type C 9bit (Option 1) and 8bit (Option 3) serial interface that uses signals CSX, DCX, SCL, DIN and DOUT.

(c) Video Image Interface (TE-signal, DPI, VSYNC-I/F)

ILI9327 supports TE, DPI and VSYNC interfaces as external display interface for video image. When DBI is

selected, display data is written in synchronization with TE signal which is generated from internal clock to prevent tearing effect on the panel.

When DPI is selected, externally supplied VSYNC, HSYNC and PCLK signals drive the chip. Display data (DB[17:0]) is written in synchronization with those synchronous signals following data enable signal (DE). This enables updating image data without tearing effect on the panel.

Address Counter (AC)

Address counter (AC) gives address to GRAM. When command setting address is written to CDR, the data is transferred from CDR to AC.

When data is written/read to/from GRAM, address counter (AC) will increment by +1 or –1 automatically. ILI9327 writes data to only rectangular area that was specified by GRAM.

Graphic RAM (GRAM)

The graphic RAM (GRAM) stores 233,280 bytes pattern data using 18 bits for one pixel, enabling a maximum 240RGB x 432 dot graphic display at the maximum.

Grayscale Voltage Generating Circuit

Grayscale voltage generating circuit generates a liquid crystal drive voltage, which corresponds to grayscale level set in the gamma correction register. The ILI9327 displays 262,144 colors at the maximum.

Power Supply Circuit

The power supply circuit generates supply voltages to a-TFT panel, VREG1OUT, VGH, VGL, VCOMH and VCOML.

Timing Generating

Timing generator is used to generate the timing signals for internal circuits such as the internal GRAM read/write, display control signals. The timing for display operation such as RAM read operation and the timing for internal operation such as RAM access by MPU is output separately so that they do not interfere with each other.

Oscillator

ILI9327 incorporates RC oscillator circuit. The frame frequency is changeable by command settings.

Panel Driver Circuit

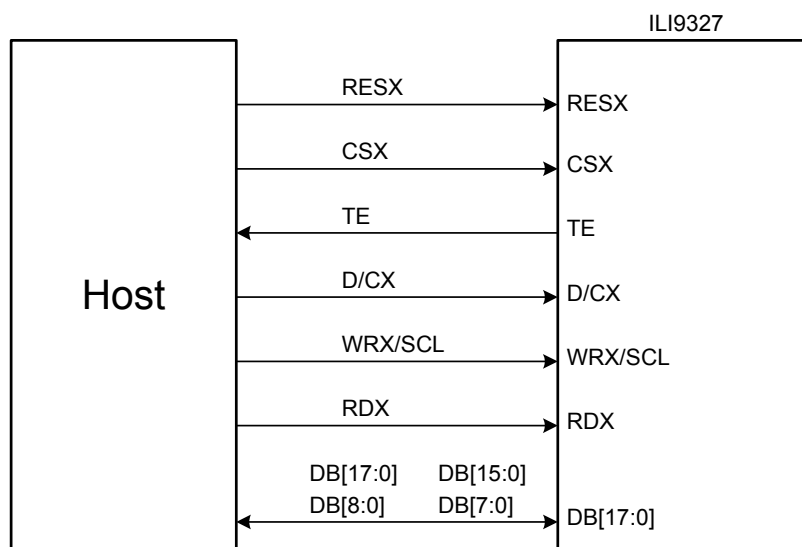
The liquid crystal display driver circuit consists of 720 source drivers (S1~S720). Display pattern data is latched when 720 pixels data is input. This latched data controls source drivers and outputs drive waveform. The gate driver consists of 432 gate drivers (G1~G432) and outputs either VGH or VGL level. The shift direction of gate driver is set by GS bit. Scan direction of gate driver can also be set by the SM bit to fit the panel gate line layout.

7. Interface Description

7.1. Display Bus Interface (DBI)

ILI9327 uses a 22-wires 18-bit parallel interface. The chip-select CSX (active low) enables and disables the DBI interface. RESX (active low) is an external reset signal. WRX is the data write, RDX is the data read and D[17:0] is parallel DBI data. The four 18/16/9/8-bit types interface is supported for the display data transfer.

The graphics controller chip reads the data at the rising edge of RDX signal. The D/CX is data/command flag. When D/CX = "1", D17 to D0 bits are display RAM data or command parameters. When D/CX = "0" D7 to D0 bits are commands.



DBI Type B Interface

18-bit data bus DB[17:0] interface, IM[2:0] = 000

| | Set_pixel_format | DFM | DB17 | DB16 | DB15 | DB14 | DB13 | DB12 | DB11 | DB10 | DB9 | DB8 | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|-------------------------|------------------|-----|------|------|------|------|------|------|------|------|-----|-----|------|------|------|------|------|------|------|------|
| Command/Parameter Write | * | * | | | | | | | | | | | D[7] | D[6] | D[5] | D[4] | D[3] | D[2] | D[1] | D[0] |
| Command/Parameter Read | * | * | | | | | | | | | | | D[7] | D[6] | D[5] | D[4] | D[3] | D[2] | D[1] | D[0] |

| | Set_pixel_format | DFM | DB17 | DB16 | DB15 | DB14 | DB13 | DB12 | DB11 | DB10 | DB9 | DB8 | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|--------------------------|------------------|-----|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| 18bpp Frame Memory Write | * | * | R[5] | R[4] | R[3] | R[2] | R[1] | R[0] | G[5] | G[4] | G[3] | G[2] | G[1] | G[0] | B[5] | B[4] | B[3] | B[2] | B[1] | B[0] |
| Frame Memory Read | 3'h6 | * | r[5] | r[4] | r[3] | r[2] | r[1] | r[0] | g[5] | g[4] | g[3] | g[2] | g[1] | g[0] | b[5] | b[4] | b[3] | b[2] | b[1] | b[0] |

16-bit data bus DB[15:0] interface, IM[2:0] = 010

| | Set_pixel_format | DFM | DB15 | DB14 | DB13 | DB12 | DB11 | DB10 | DB9 | DB8 | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|-------------------------|------------------|-----|------|------|------|------|------|------|-----|-----|------|------|------|------|------|------|------|------|
| Command/Parameter Write | * | * | | | | | | | | | | | | | | | | |
| Command/Parameter Read | * | * | | | | | | | | | D[7] | D[6] | D[5] | D[4] | D[3] | D[2] | D[1] | D[0] |

| | Set_pixel_format | DFM | DB15 | DB14 | DB13 | DB12 | DB11 | DB10 | DB9 | DB8 | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|--------------------------|------------------|-----|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| 16bpp Frame Memory Write | * | * | R[4] | R[3] | R[2] | R[1] | R[0] | G[5] | G[4] | G[3] | G[2] | G[1] | G[0] | B[4] | B[3] | B[2] | B[1] | B[0] |
| 16bpp Frame Memory Read | 3'h5 | * | r[4] | r[3] | r[2] | r[1] | r[0] | g[5] | g[4] | g[3] | g[2] | g[1] | g[0] | b[4] | b[3] | b[2] | b[1] | b[0] |

| | Set_pixel_format | DFM | First Transfer | | | | Second Transfer | | | | Third Transfer | | | |
|--------------------------|------------------|-----|----------------|---------|---------|---------|-----------------|---------|---------|---------|----------------|---------|---------|---------|
| | | | DB[15:10] | DB[9:8] | DB[7:2] | DB[1:0] | DB[15:10] | DB[9:8] | DB[7:2] | DB[1:0] | DB[15:10] | DB[9:8] | DB[7:2] | DB[1:0] |
| 18bpp Frame Memory Write | 3'h6 | 0 | R1[5:0] | | G1[5:0] | | B1[5:0] | | R2[5:0] | | G2[5:0] | | B2[5:0] | |
| | | 1 | R1[5:0] | | G1[5:0] | | B1[5:0] | | R2[5:0] | | G2[5:0] | | B2[5:0] | |

| | Set_pixel_format | DFM | First Transfer | | | | Second Transfer | | | | Third Transfer | | | |
|-------------------------|------------------|-----|----------------|---------|---------|---------|-----------------|---------|---------|---------|----------------|---------|---------|---------|
| | | | DB[15:10] | DB[9:8] | DB[7:2] | DB[1:0] | DB[15:10] | DB[9:8] | DB[7:2] | DB[1:0] | DB[15:10] | DB[9:8] | DB[7:2] | DB[1:0] |
| 18bpp Frame Memory Read | 3'h6 | 0 | r1[5:0] | | g1[5:0] | | b1[5:0] | | r2[5:0] | | g2[5:0] | | b2[5:0] | |
| | | 1 | r1[5:0] | | g1[5:0] | | b1[5:0] | | r2[5:0] | | g2[5:0] | | b2[5:0] | |

9-bit data bus DB[8:0] interface, IM[2:0] = 001

| | Set_pixel_format | DFM | DB8 | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|-------------------------|------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Command/Parameter Write | * | * | | | | | | | | | |
| Command/Parameter Read | * | * | | | | | | | | | |

| | | First Transfer | | | | | | | | | | Second Transfer | | | | | | | | |
|--------------------------|------------------|----------------|------|------|------|------|------|------|------|------|------|-----------------|------|------|------|------|------|------|------|------|
| | Set_pixel_format | DFM | DB8 | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | DB8 | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
| 18bpp Frame Memory Write | * | * | R[5] | R[4] | R[3] | R[2] | R[1] | R[0] | G[5] | G[4] | G[3] | G[2] | G[1] | G[0] | B[5] | B[4] | B[3] | B[2] | B[1] | B[0] |
| 18 bpp Frame Memory Read | 3'h6 | * | r[5] | r[4] | r[3] | r[2] | r[1] | r[0] | g[5] | g[4] | g[3] | g[2] | g[1] | g[0] | b[5] | b[4] | b[3] | b[2] | b[1] | b[0] |

9-bit data bus DB[8:0] interface, IM[2:0] = 110

| | Set_pixel_format | DFM | DB8 | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|-------------------------|------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Command/Parameter Write | * | * | | | | | | | | | |
| Command/Parameter Read | * | * | | | | | | | | | |

| | | First Transfer | | | | | | | | | | Second Transfer | | | | | | | | | |
|--------------------------|------|----------------|------|------|------|------|------|------|------|------|------|-----------------|------|------|------|------|------|------|------|------|--|
| Set_pixel_format | | DFM | DB8 | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | DB8 | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | |
| 18bpp Frame Memory Write | 3'h6 | * | R[5] | R[4] | R[3] | R[2] | R[1] | R[0] | G[5] | G[4] | G[3] | G[2] | G[1] | G[0] | B[5] | B[4] | B[3] | B[2] | B[1] | B[0] | |
| Frame Memory Read | | * | r[5] | r[4] | r[3] | r[2] | r[1] | r[0] | g[5] | g[4] | g[3] | g[2] | g[1] | g[0] | b[5] | b[4] | b[3] | b[2] | b[1] | b[0] | |

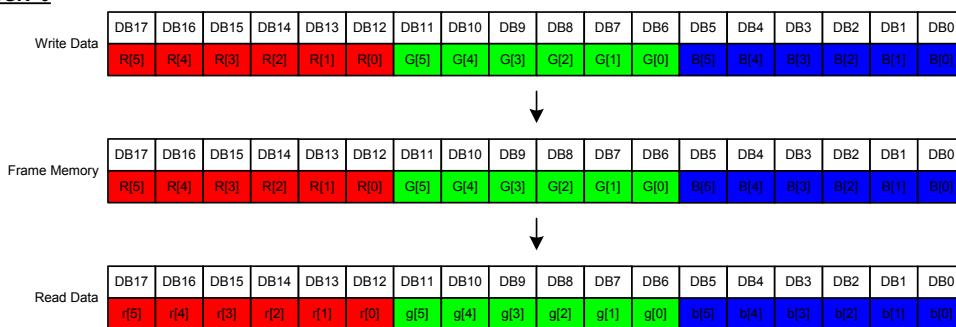
8-bit data bus DB[7:0] interface, IM[2:0] = 011

| | Set_pixel_format | DFM | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|-------------------------|------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Command/Parameter Write | * | * | | | | | | | | |
| Command/Parameter Read | * | * | | | | | | | | |

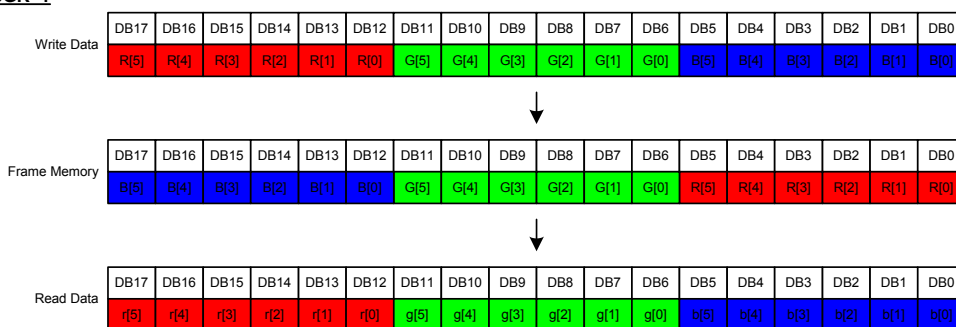
| | Set_pixel_format | DFM | First Transfer | | | | Second Transfer | | | |
|--------------------------|------------------|-----|----------------|------|------|------|-----------------|------|------|------|
| | | | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
| 16bpp Frame Memory Write | * | * | R[4] | R[3] | R[2] | R[1] | R[0] | G[5] | G[4] | G[3] |
| 16bpp Frame Memory Read | 3'h5 | * | r[4] | r[3] | r[2] | r[1] | r[0] | g[5] | g[4] | g[3] |

| | Set_pixel_format | DFM | First Transfer | | | | Second Transfer | | | | Third Transfer | | | |
|--------------------------|------------------|-----|----------------|------|------|------|-----------------|------|------|------|----------------|------|------|------|
| | | | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | DB7 | DB6 | DB5 | DB4 |
| 18bpp Frame Memory Write | * | * | R[4] | R[3] | R[2] | R[1] | R[0] | G[5] | G[4] | G[3] | B[5] | B[4] | B[3] | B[2] |
| 18bpp Frame Memory Read | 3'h6 | * | r[4] | r[3] | r[2] | r[1] | r[0] | g[5] | g[4] | g[3] | b[5] | b[4] | b[3] | b[2] |

BGR=0



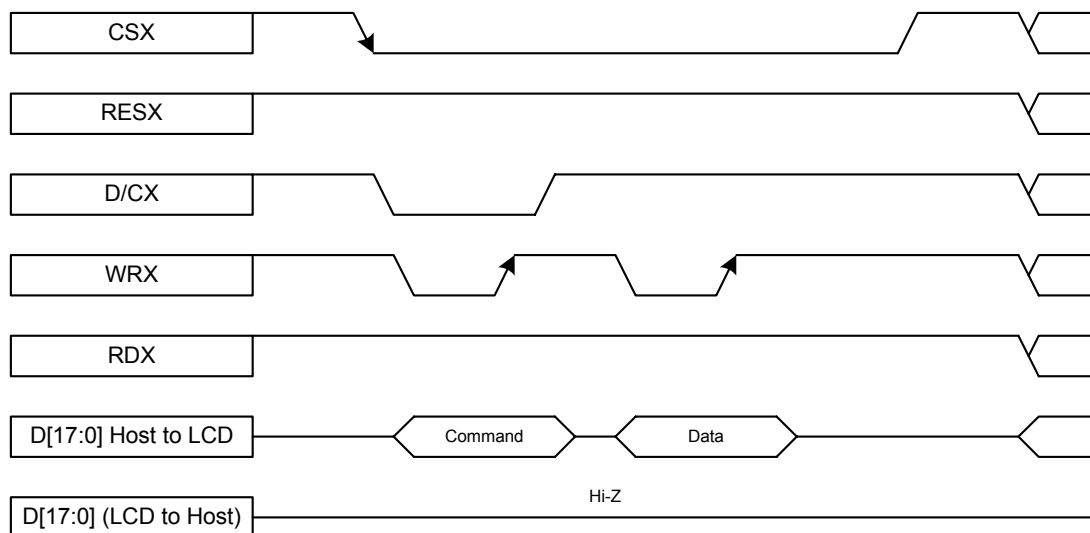
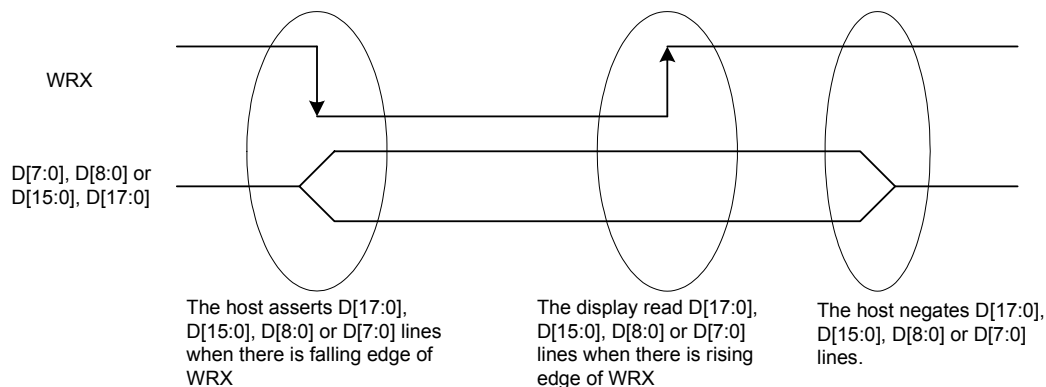
BGR=1



7.1.1. Write Cycle

During a write cycle the host processor sends data to the display module via the interface. The Type B interface utilizes D/CX, RDX and WRX signals as well as all eight (D[7:0]), nine (D[8:0]), sixteen (D[15:0]) or eighteen (D[17:0]) information signals. WRX is driven from high to low then pulled back to high during the write cycle. The host processor provides information during the write cycle while the display module reads the host processor information on the rising edge of WRX. D/CX is driven low while command information is on the interface and is pulled high when data is present.

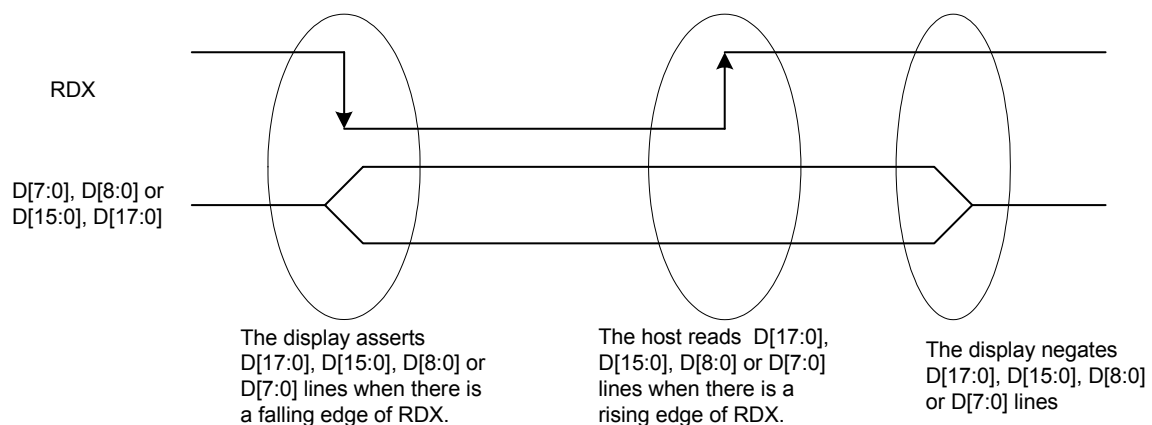
The following figure shows a write cycle for the type B interface.



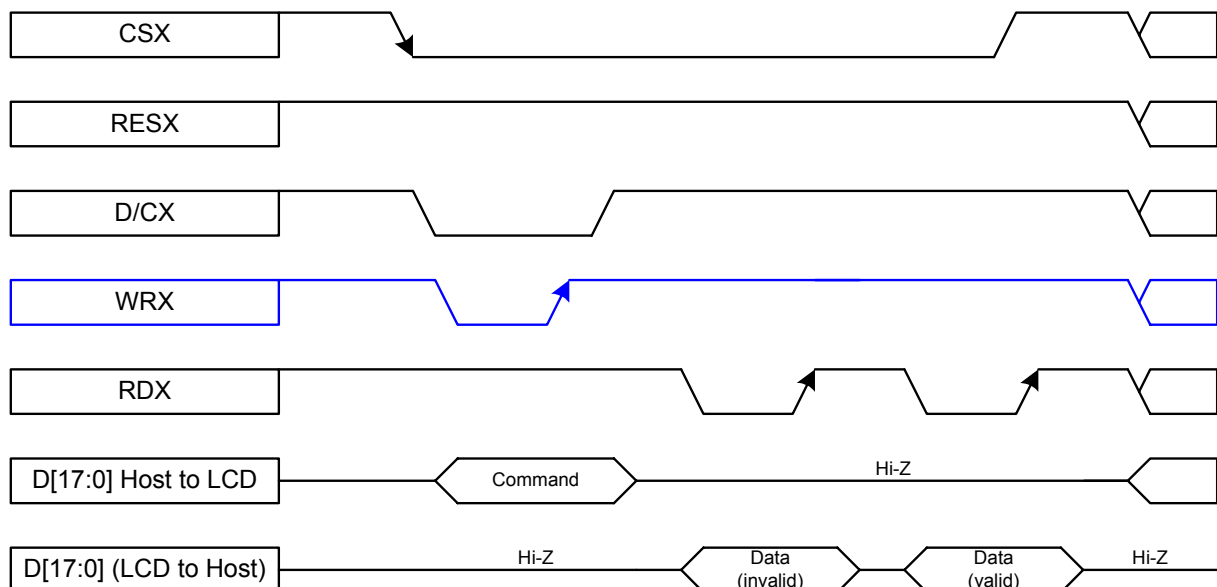
7.1.2. Read Cycle

During a read cycle the host processor reads data from the display module via the interface. The Type B interface utilizes D/CX, RDX and WRX signals as well as all eight (D[7:0]), nine (D[8:0]), sixteen (D[15:0]) or eighteen (D[17:0]) information signals. RDX is driven from high to low then allowed to be pulled back to high during the read cycle. The display module provides information to the host processor during the read cycle while the host processor reads the display module information on the rising edge of RDX. D/CX is driven high during the read cycle. The display module provides information to the host processor during the read cycle while the host processor reads the display module information on the rising edge of RDX. D/CX is driven high during the read cycle.

The following figure shows the read cycle for the type B interface.



Note: RDX is an unsynchronized signal (It can be stopped).



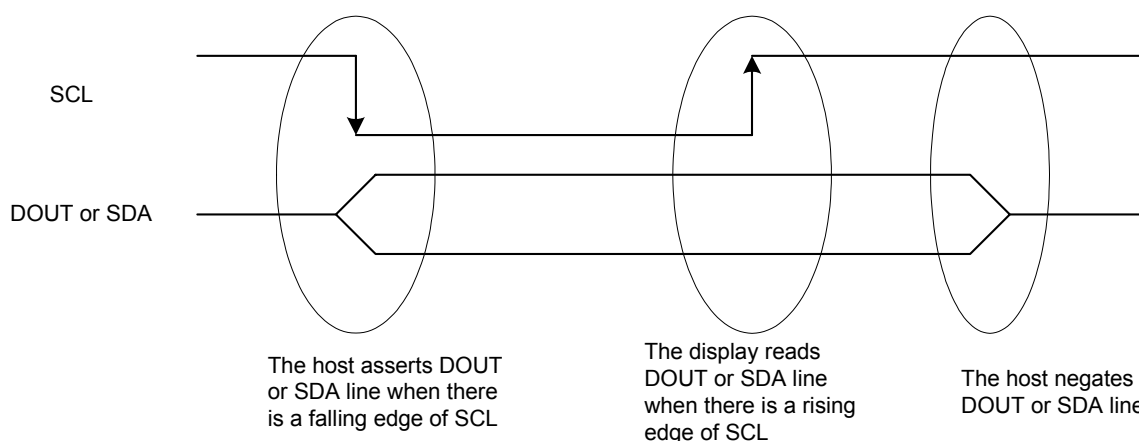
Note: Read Data is only valid when the D/CX input is pulled high. If D/CX is driven low during read then the display information outputs will be High-Z.

7.2. Serial Interface (Type C)

7.2.1. Write Cycle and Sequence

During a write cycle the host processor sends a single bit of data to the display module via the interface. The Type C interface utilizes CSX, SCL and SDA or DOUT signals. SCL is driven from high to low then pulled back to high during the write cycle. The host processor provides information during the write cycle while the display module reads the host processor information on the rising edge of SCL.

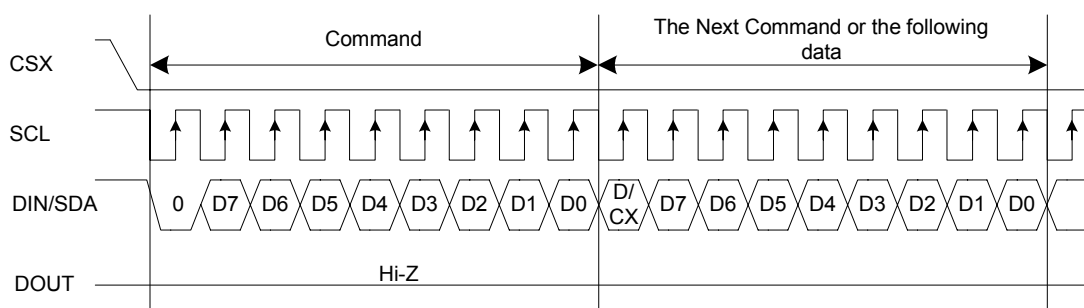
The following figure shows the write cycle for the type C interface.



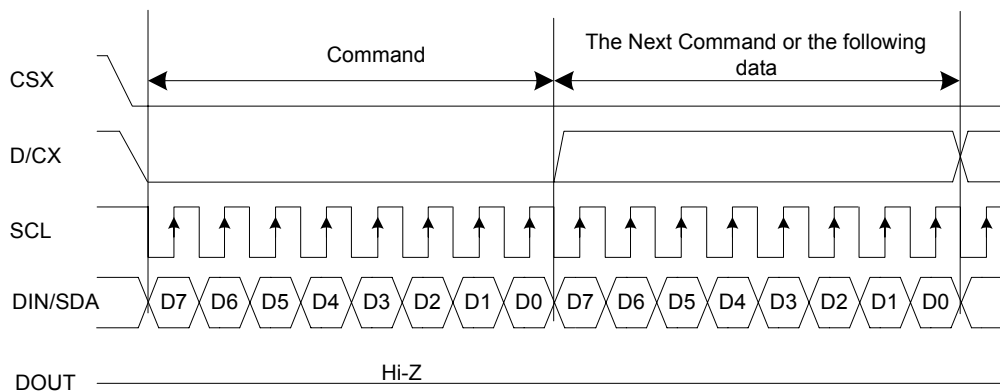
Note: SCL is an unsynchronized signal; it can be stopped.

During the write sequence the host processor writes one or more bytes of information to the display module via the interface. The write sequence is initiated when CSX is driven from high to low and ends when CSX is pulled high. Each byte is either nine or sixteen write cycles in length. If the optional D/CX signal is used a byte is eight write cycles long. D/CX is driven low while command information is on the interface and is pulled high when data is present.

The type C interface write sequences are described in the following Figure



DBI Type C Interface Write Sequence – Option 1



DBI Type C Interface Write Sequence – Option 3

Note:

1. D7 is MSB and D0 is LSB of byte.
2. When the Interface control register (C6h) SDA_EN is set as '1', the DIN/SDA pin is bi-direction and DOUT pin is not used.
3. When the Interface control register (C6h) SDA_EN is set as '0', the DIN/SDA pin is uni-direction and DIN and DOUT pins are used for data write and read.

DBI Type C Interface IM[2:0]=101/111

| | Set_pixel_format | DFM | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|--------------------------|------------------|-----|------|------|-------|-------|-------|-------|-------|-------|------|------|-------|-------|-------|-------|-------|-------|------|------|-------|-------|-------|-------|-------|-------|
| 3bpp Frame Memory Write | 3'h1 | 0 | | | R1[0] | G1[0] | B1[0] | R2[0] | G2[0] | B2[0] | | | R3[0] | G3[0] | B3[0] | R4[0] | G4[0] | B4[0] | | | R5[0] | G5[0] | B5[0] | R6[0] | G6[0] | B6[0] |
| 18bpp Frame Memory Write | 3'h6 | * | R[5] | R[4] | R[3] | R[2] | R[1] | R[0] | | | G[5] | G[4] | G[3] | G[2] | G[1] | G[0] | | | B[5] | B[4] | B[3] | B[2] | B[1] | B[0] | | |
| 18bpp Frame Memory Read | | * | r[5] | r[4] | r[3] | r[2] | r[1] | r[0] | | | g[5] | g[4] | g[3] | g[2] | g[1] | g[0] | | | b[5] | b[4] | b[3] | b[2] | b[1] | b[0] | | |

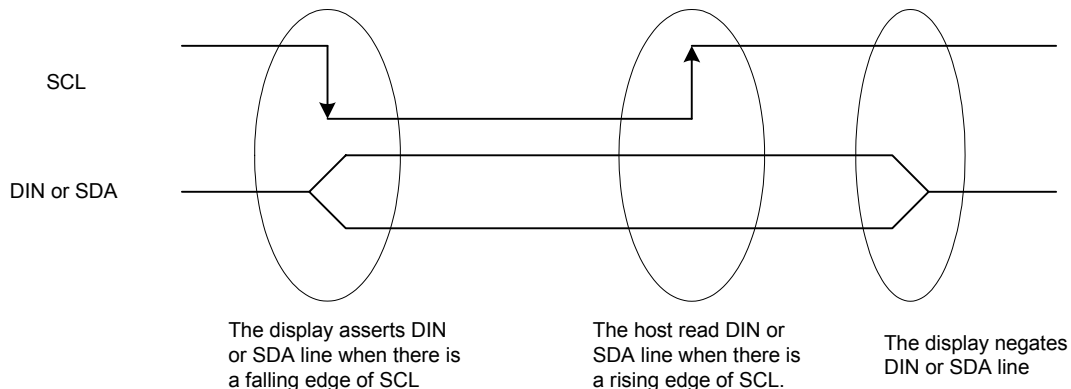
3/16-bit data extend to 18-bit

| Set_pixel_format | EPF[1:0] | DB17 | DB16 | DB15 | DB14 | DB13 | DB12 | DB11 | DB10 | DB9 | DB8 | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|------------------|----------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| 18bpp | * | R[5] | R[4] | R[3] | R[2] | R[1] | R[0] | G[5] | G[4] | G[3] | G[2] | G[1] | G[0] | B[5] | B[4] | B[3] | B[2] | B[1] | B[0] |
| 3bpp | * | R[0] | R[0] | R[0] | R[0] | R[0] | R[0] | G[0] | G[0] | G[0] | G[0] | G[0] | G[0] | B[0] | B[0] | B[0] | B[0] | B[0] | B[0] |

7.2.2. Read Cycle and Sequence

During a read cycle the host processor reads a single bit of data from the display module via the interface. The Type C interface utilizes CSX, SCL and DIN signals. SCL is driven from high to low then pulled back to high during the read cycle. The display module provides information during the read cycle while the host processor reads the display module information on the rising edge of SCL. D/CX is driven during the read cycle if it is used in option 3.

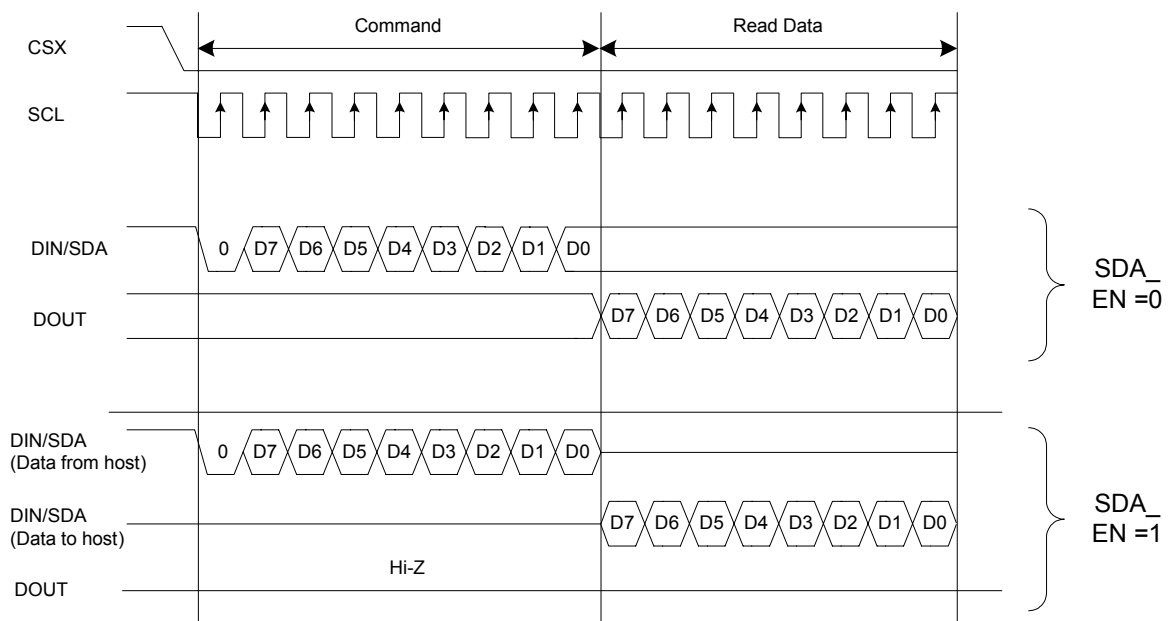
The following figure shows the read cycle for the type C interface.



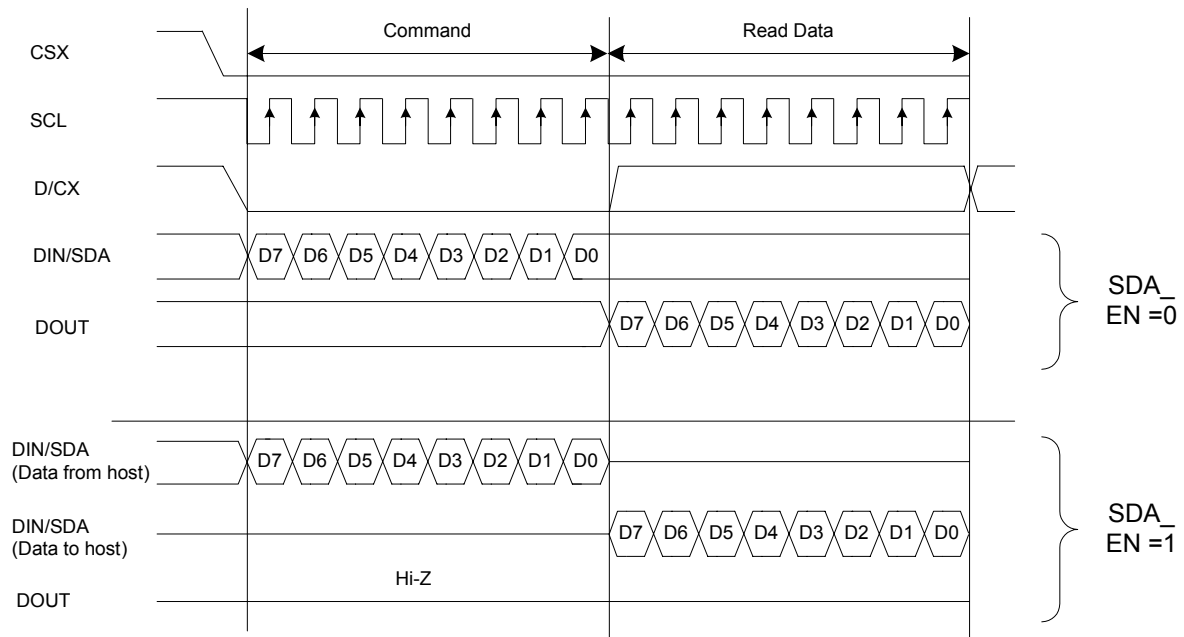
Note: SCL is an unsynchronized signal; it can be stopped.

During the read sequence the host processor reads one or more bytes of information from the display module via the interface. The read sequence is initiated when CSX is driven from high to low and ends when CSX is pulled high. Each byte is either nine or sixteen write cycles in length. If the optional D/CX signal is used a byte is eight read cycles long. D/CX is driven low while command information is on the interface and is pulled high when data is present.

The type C interface read sequences are shown in the following figures



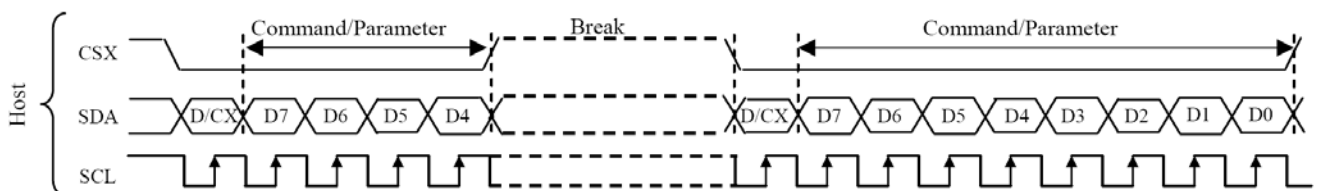
Note: D7 is MSB and D0 is LSB of byte.



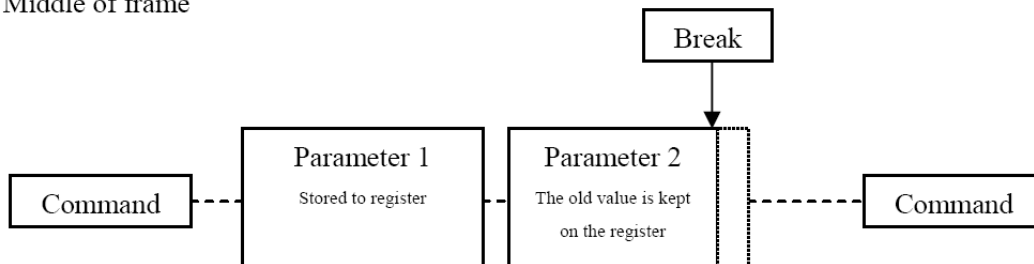
7.2.3. Break and Pause Sequences

The host processor can break a read or write sequence by pulling the CSX signal high during a command or data byte. The display module shall reset its interface so it will be ready to receive the same byte when CSX is again driven low.

The host processor can pause a read or write sequence by pulling the CSX signal high between command or data bytes. The display module shall wait for the host processor to drive CSX low before continuing the read or write sequence at the point where the sequence was paused.



1. Middle of frame

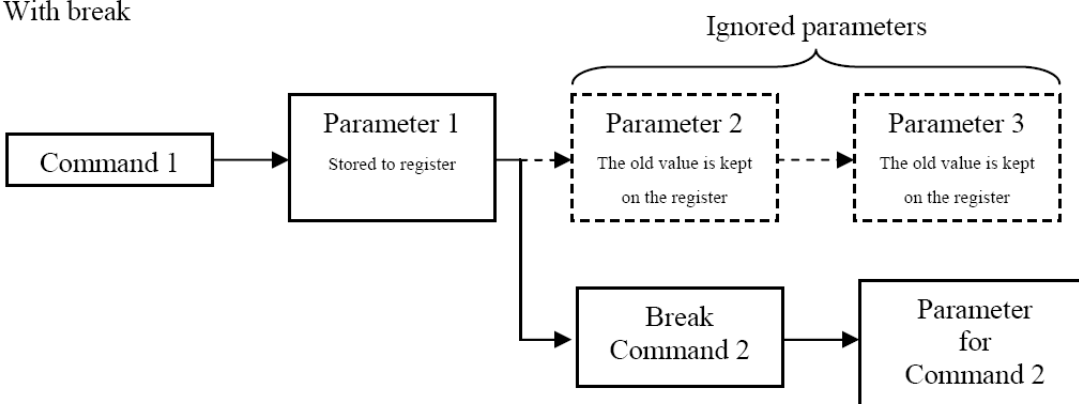


2. Between frames

Without break



With break



Break can be e.g. another command or noise pulse.

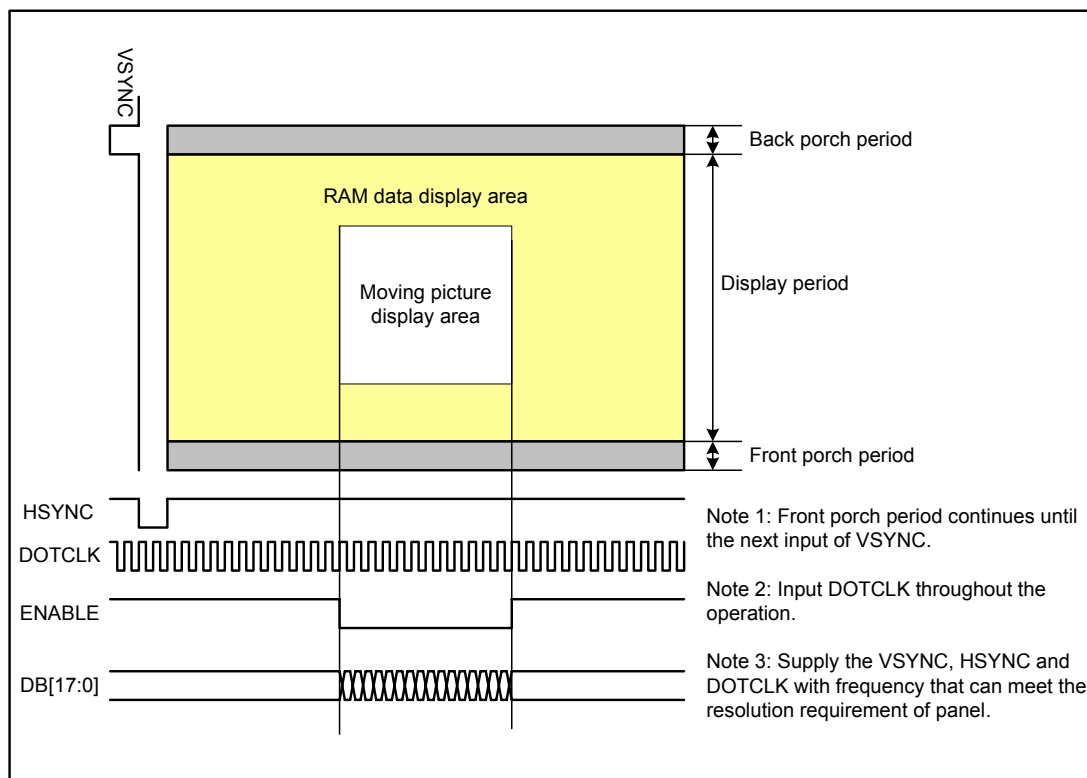
7.3. Display Pixel Interface (DPI)

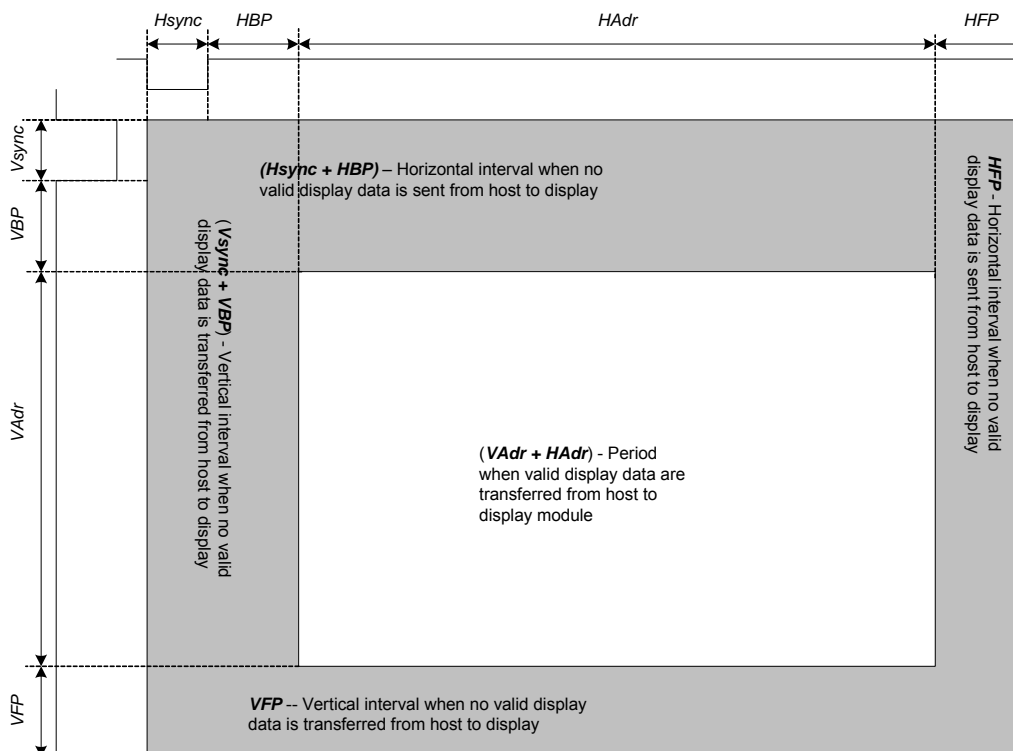
In normal operation, systems based on DPI architecture rely on the host processor to continuously provide complete frames of image data at a sufficient frame rate to avoid flicker or other visible artifacts. The displayed image, or frame, is comprised of a rectangular array of pixels. The frame is transmitted from the host processor to a display module as a sequence of pixels, with each horizontal line of the image data sent as a group of consecutive pixels.

Vsync indicates the beginning of each frame of the displayed image.

Hsync signals the beginning of each horizontal line of pixels.

Each pixel value (16 or 18-bit data) is transferred from the host processor to the display module during one pixel period. The rising edge of PCLK is used by the display module to capture pixel data. Since PCLK runs continuously, control signal DE is required to indicate when valid pixel data is being transmitted on the pixel data signals.



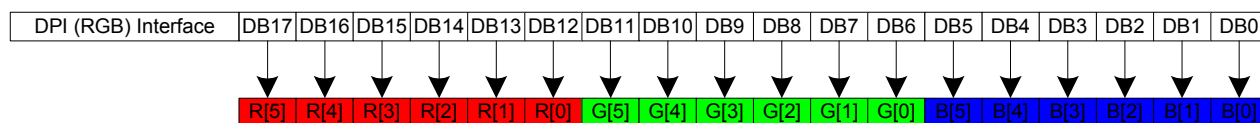


| Parameters | Symbols | Condition | Min. | Typ. | Max. | Units |
|----------------------------|---------------------|-----------|------|----------|------|-------|
| PCLK Cycle | PCLK _{CYC} | | - | 88 | - | ns |
| Horizontal Synchronization | Hsync | | - | 10 | - | PCLK |
| Horizontal Back Porch | HBP | | - | 20 | - | PCLK |
| Horizontal Address | HAdr | | - | 320 | - | PCLK |
| Horizontal Front Porch | HFP | | - | 10 | - | PCLK |
| Vertical Synchronization | Vsync | | - | 2 | - | Line |
| Vertical Back Porch | VBP | | - | 2 | - | Line |
| Vertical Address | VAdr | | - | 432 | - | Line |
| Vertical Front Porch | VFP | | - | 4 | - | Line |
| Vsync setup time | VSST | | | | - | Hz |
| Vsync hold time | VSHT | | | | - | Hz |
| Hsync setup time | HSST | | | | - | Hz |
| Hsync hold time | HSHT | | | | - | Hz |
| Data setup time | DST | | | | - | Hz |
| Data hold time | DHT | | | | - | Hz |
| Vertical Frequency(*) | | | | 60 | - | Hz |
| Horizontal Frequency(*) | | | - | 29.282 | - | KHz |
| PCLK Frequency(*) | | | - | 11.42Mhz | TBD | MHz |

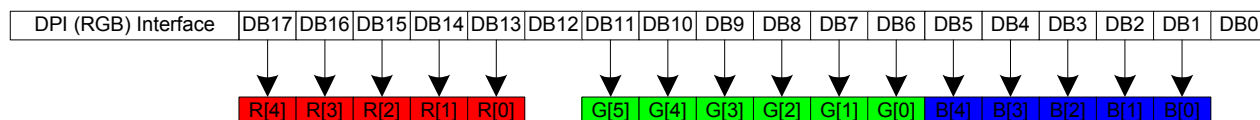
Notes:

1. Vertical period (one frame) shall be equal to the sum of $V_{sync} + VBP + VAdr + VFP$.
2. Horizontal period (one line) shall be equal to the sum of $H_{sync} + HBP + HAdr + HFP$.
3. Control signals PCLK and Hsync shall be transmitted as specified at all times while valid pixels are transferred between the host processor and the display module.

18bit DPI Interface Connection: set_pixel_format D[6:4]=3'h6 : 18bpp



16bit DPI Interface Connection: set_pixel_format D[6:4]=3'h5 : 16bpp



7.4. Mobile Display Digital Interface (MDDI)

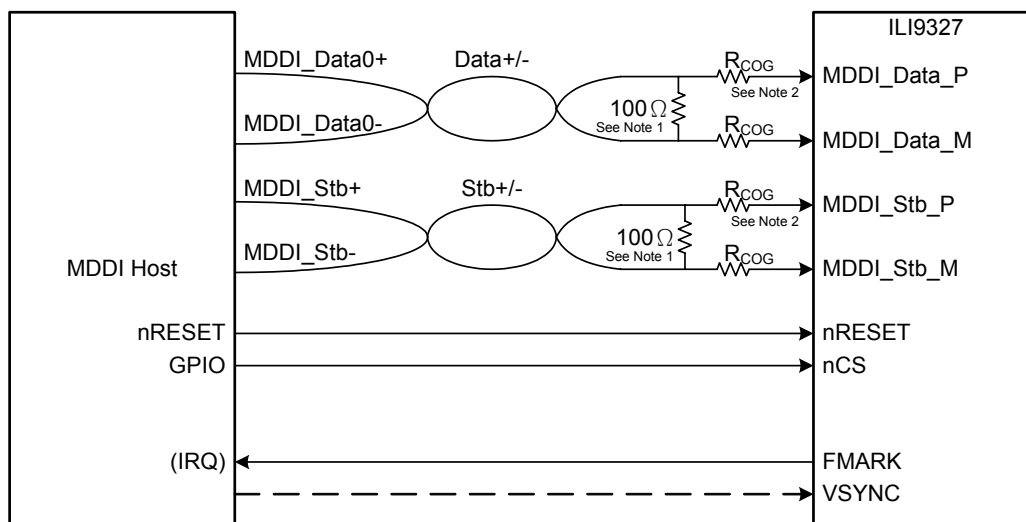
MDDI (Mobile display digital interface) is a differential small amplitude serial interface for high-speed data transfer via following 4 lines: Stb+/- (MDDI_STBP_B, MDDI_STB_M_B), Data+/- (MDDI_DATA_P_B, MDDI_DATA_M_B).

The specifications of MDDI supported by the ILI9327 are compatible to the MDDI specifications disclosed by VESA, Video Electronics Standards Association. The following are the specifications particular to the ILI9327's MDDI.

ILI9327 MDDI Specifications

- MDDI Type-I
- High-speed, differential, small-amplitude data transfer via Stb+/-, Data+/- lines
- MDDI client: the ILI9327 enables direct connection to the base band (BB) chip without bridge chip
- Cost-performance optimized interface for mobile display systems
 1. Only internal mode (one client) and Forward Link are supported
 2. Hibernation mode to save power consumption
 3. Tearing-free moving picture display via FMARK/VSYNCR interface
 4. Moving picture display with low power consumption, realized by the features 2 ~ 3
 5. Shutdown mode for saving power consumption in the standby state

Incorporates an output port for sub-display interface or peripheral control providing single-chip solution for MDDI mobile display systems



Notes:

1. An external end resistor of 100 ohm is necessary between Data+ and Data- lines
2. Make the COG wiring resistances of Data+/-, Stb+/- lines as small as possible ($R_{COG} < 10 \text{ ohm}$).
3. The max transmission rate is 130 Mbps!

MDDI Link Protocol (Packets Supported by the ILI9327)

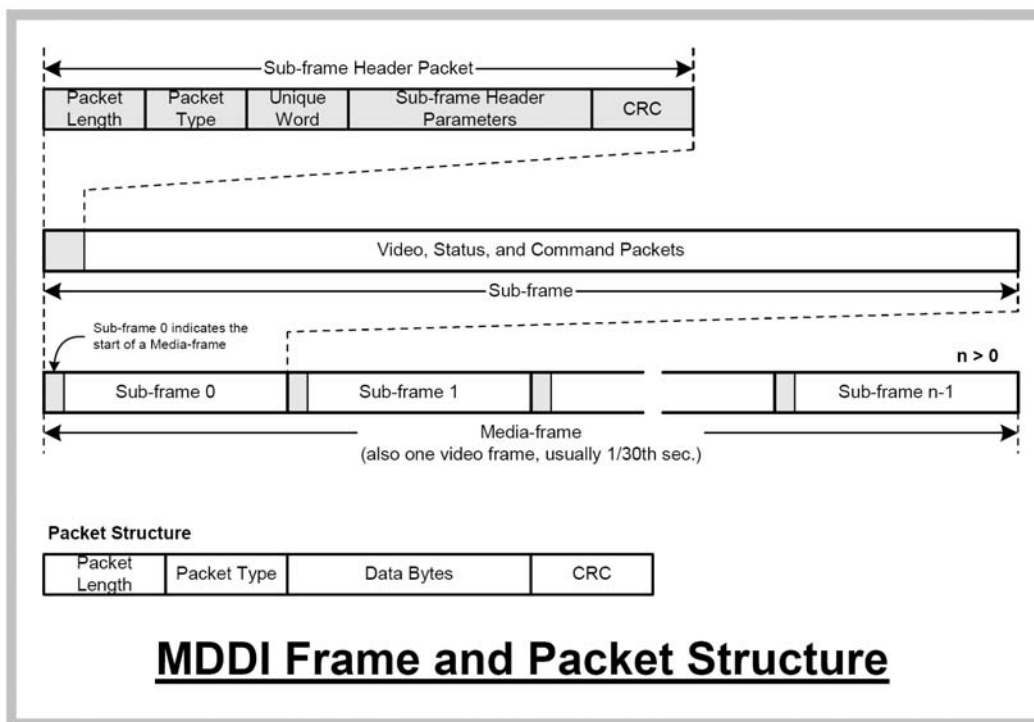
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The MDDI Link Protocol of the ILI9327 is in line with the MDDI specifications disclosed by VESA. See the MDDI specifications by VESA for details on the MDDI Link Protocol.

The MDDI packets supported by the ILI9327 are as follows. Do not send packets not supported by the ILI9327 in the system incorporating the ILI9327.

Refer to MDDI packet structure, sub-frame header packet is placed in front of a sub-frame and some sub-frame construct media-frame together. The following table describes 9 types of packet which is supported in ILI9327.

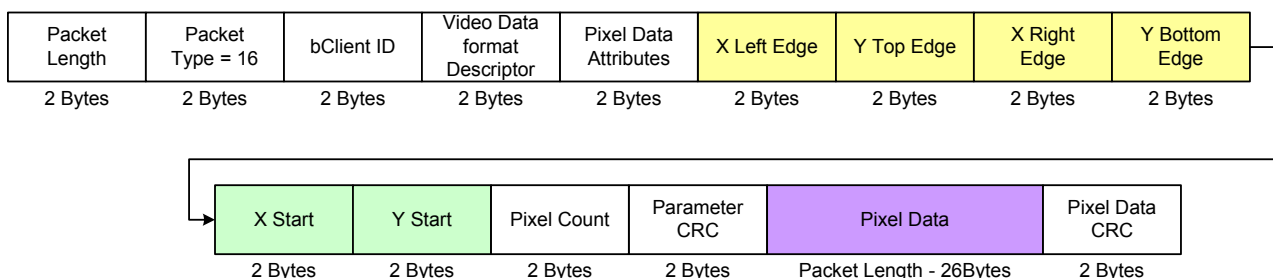
| Packet | Function | Direction |
|-------------------------------------|---------------------------------|-----------------|
| Sub-frame header packet | Header of each sub frame | Forward |
| Register access packet | Register setting | Forward |
| Video stream packet | Video data transfer | Forward |
| Filler packet | Fill empty packet space | Forward |
| Reverse link encapsulation packet | Reverse data packet | Reverse |
| Round-trip delay measurement packet | Host->client->host delay check | Forward/Reverse |
| Client capability packet | Capability of client check | Reverse |
| Client request and status packet | Information about client status | Reverse |
| Link shutdown packet | End of frame | Forward |



| | | Sub-Frame Header Packet | | | | | | | |
|------------|----|-------------------------|---|---|---|---|---|---|---|
| | | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Bytes ↓ | 1 | Packet Length | | | | | | | |
| | 2 | (0x0014) | | | | | | | |
| | 3 | Packet Type | | | | | | | |
| | 4 | (0x3bFF) | | | | | | | |
| | 5 | Unique Word | | | | | | | |
| | 6 | (0x005A) | | | | | | | |
| | 7 | Reserved 1 | | | | | | | |
| | 8 | (0x0000) | | | | | | | |
| | 9 | Sub-Frame Length | | | | | | | |
| | 10 | | | | | | | | |
| | 11 | | | | | | | | |
| | 12 | | | | | | | | |
| | 13 | Protocol Version | | | | | | | |
| | 14 | (0x0000) | | | | | | | |
| | 15 | Sub-frame Count | | | | | | | |
| | 16 | | | | | | | | |
| | 17 | Media-frame Count | | | | | | | |
| | 18 | | | | | | | | |
| | 19 | | | | | | | | |
| | 20 | | | | | | | | |
| | 21 | CRC | | | | | | | |
| | 22 | (0x0000) | | | | | | | |

Video Stream Packet

The ILI9327 writes image data to RAM via Video Stream Packet. The window and RAM addresses are set via Register Access Packet.



| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|----|------------------------------------------|------|-----------------------|---|---|---|---|---|
| 1 | Packet Length | | | | | | | |
| 2 | | | | | | | | |
| 3 | Packet Type | | | | | | | |
| 4 | (0x0010) | | | | | | | |
| 5 | bClient ID | | | | | | | |
| 6 | (0x0000) | | | | | | | |
| 7 | Video Data Format Descriptor | | | | | | | |
| 8 | | | | | | | | |
| 9 | Bit0 | Bit1 | Pixel Data Attributes | | | | | |
| 10 | | | | | | | | |
| 11 | X Left Edge | | | | | | | |
| 12 | | | | | | | | |
| 13 | Y Top Edge | | | | | | | |
| 14 | | | | | | | | |
| 15 | X Right Edge | | | | | | | |
| 16 | | | | | | | | |
| 17 | Y Bottom Edge | | | | | | | |
| 18 | | | | | | | | |
| 19 | X Start | | | | | | | |
| 20 | | | | | | | | |
| 21 | Y Start | | | | | | | |
| 22 | | | | | | | | |
| 23 | Pixel Count | | | | | | | |
| 24 | | | | | | | | |
| 25 | Parameter CRC | | | | | | | |
| 26 | | | | | | | | |
| | Pixel Data (Packet Length - 26 bytes) | | | | | | | |
| | CRC | | | | | | | |
| | | | | | | | | |

Note: The parameters colored in gray are not supported by the ILI9327.

Video Data Format Descriptor: sets the pixel data format. The ILI9327 supports only the following format. Set the same pixel format (bpp) as selected by DSS[1:0] in Video Data Format Descriptor.

| [15:13] | [12] | [11:8] | [7:4] | [3:0] | |
|---------|------|--------|-------|-------|---------------------------------------|
| 010 | 1 | 0x5 | 0x6 | 0x5 | Packed 16bpp RGB format (R:G:B=5:6:5) |
| 010 | 1 | 0x6 | 0x6 | 0x6 | Packed 18bpp RGB format (R:G:B=6:6:6) |
| Others | | | | | Setting disabled |

| | | MDDI Bytes n | | | | | | | | MDDI Bytes (n+1) | | | | | | | | MDDI Bytes (n+2) | | | | | | | |
|-----------------|--|--------------|---|---|---|---|---------------|---|---|------------------|---|-------------|---|---|---|---|--------------|------------------|---|---|---|---------|---|---|---|
| | | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Packet 16bpp | | 0 | 1 | 2 | 3 | 4 | 0 | 1 | 2 | 3 | 4 | 5 | 0 | 1 | 2 | 3 | 4 | 0 | 1 | 2 | 3 | 4 | 0 | 1 | 2 |
| | | Pixel 1 Blue | | | | | Pixel 1 Green | | | | | Pixel 1 Red | | | | | Pixel 2 Blue | | | | | Pixel 2 | | | |
| Packet 18bpp | | 0 | 1 | 2 | 3 | 4 | 5 | 0 | 1 | 2 | 3 | 4 | 5 | 0 | 1 | 2 | 3 | 4 | 5 | 0 | 1 | 2 | 3 | 4 | 5 |
| | | Pixel 2 Blue | | | | | Pixel 2 Green | | | | | Pixel 2 Red | | | | | Pixel 2 Blue | | | | | | | | |

Pixel Data Attributes: the image data sent via Video Stream Packet is recognized as either the data for the main-panel or for the sub-panel according to the setting in [1:0] bits in this field.

| Pixel Data Attributes | Bits[1:0] | Description |
|-----------------------|-----------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0x0000 | 00 | The Video Stream Packet data is recognized as the sub-panel data. The Video Stream Packet data is outputted via sub-display interface and not written in the ILI9327. |
| 0x0001 | 01 | Setting disabled |
| 0x0002 | 10 | Setting disabled |
| 0x0003 | 11 | The Video Stream Packet data is recognized as the data written in the ILI9327. The Video Stream Packet data is written in the ILI9327 and not outputted via sub-display interface. |
| Others | | |

Register Access Packet

Register Access Packet is used when setting instruction to the ILI9327.

| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|----|---------------------------------------------|---|---|---|---|---|---|---|
| 1 | Packet Length | | | | | | | |
| 2 | | | | | | | | |
| 3 | Packet Type | | | | | | | |
| 4 | (0x0092) | | | | | | | |
| 5 | bClient ID | | | | | | | |
| 6 | (0x0000) | | | | | | | |
| 7 | Read/Write Info. | | | | | | | |
| 8 | | | | | | | | |
| 9 | Register Address | | | | | | | |
| 10 | | | | | | | | |
| 11 | | | | | | | | |
| 12 | | | | | | | | |
| 13 | Parameter CRC | | | | | | | |
| 14 | | | | | | | | |
| | Register Data (Packet Length - 14 bytes) | | | | | | | |
| | Register Data CRC | | | | | | | |

Note: The parameters colored in gray are not supported by the ILI9327.

Read/Write Info: Read or Write information in register access. The ILI9327 supports the following access setting.

| Bits[15:14] | Bits[13:00] | Description |
|-------------|-------------|----------------------------------------------|
| 2'b00 | 0xn | Write one register by register access packet |
| 2'b10 | 0xn | Read one register by register access packet |
| others | | Setting disabled |

Register Address: The index of the register to be accessed is set in Register Address area and the Register Address Packet is directed to the ILI9327 or the sub display is determined by the setting in Register Address area.

| Bits[31:16] | Description |
|---------------------|--------------------------------------------------------------------------------------|
| 16'h0000 | The Register Access Packet is directed to the ILI9327 via main-display interface. |
| 16'h0001 | The Register Access Packet is directed to the sub display via sub-display interface. |
| 16'h0002 ~ 16'h7FFF | Setting disabled |

| Bits[15:0] | Description |
|---------------|---------------------------------------|
| 16'h0000~FFFF | Bits [15:0] are used as index [15:0]. |

Register Data: The data for register access is written in Register Data. The length of Register Data will depends on the parameter length of command.

Example of Register Access Packet (e.g. write to the ILI9327)

| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | |
|----|-------------------------------------|---|---|---|---|---------------------------|---|---|--|
| 1 | Packet Length | | | | | (0x12) | | | |
| 2 | (0x00) | | | | | | | | |
| 3 | Packet Type | | | | | (0x92) | | | |
| 4 | (0x00) | | | | | | | | |
| 5 | bClient ID | | | | | (0x00) | | | |
| 6 | (0x00) | | | | | | | | |
| 7 | Read/Write Info. | | | | | (0x01) | | | |
| 8 | (0x00) | | | | | | | | |
| 9 | Register Address | | | | | (index ID[7:0]) | | | |
| 10 | (index ID[15:8]) | | | | | | | | |
| 11 | (0x00) → Main Panel (ILI9327) | | | | | | | | |
| | (0x01) → Sub panel | | | | | | | | |
| 12 | (0x00) | | | | | | | | |
| 13 | Parameter CRC | | | | | | | | |
| 14 | | | | | | | | | |
| 15 | Register Data List (Various Length) | | | | | 1 st Parameter | | | |
| 16 | 2 nd Parameter | | | | | | | | |
| 17 | 3 rd Parameter | | | | | | | | |
| 18 | 0x00 | | | | | | | | |
| 19 | Parameter CRC | | | | | | | | |
| 20 | | | | | | | | | |

Note: The parameters colored in gray are not supported by the ILI9327.

Register Access Packet Restrictions

The ILI9327's internal RAM is accessible via Video Stream Packet. RAM access data is not included in Register Access Packet.

Link Shutdown Packet

This packet is used to bring Link to the Hibernation state.

| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|----|---------------------------------|---|---|---|---|---|---|---|
| 1 | Packet Length | | | | | | | |
| 2 | (0X0014) | | | | | | | |
| 3 | Packet Type | | | | | | | |
| 4 | (0x0045) | | | | | | | |
| 5 | Parameter CRC | | | | | | | |
| 6 | | | | | | | | |
| 7 | | | | | | | | |
| 22 | All Zeros (Type-I: 16 bytes) | | | | | | | |

Note: The parameters colored in gray are not supported by the ILI9327.

Filler Packet

| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|------------------------------------------------------|---|---|---|---|---|---|---|
| 1 | Packet Length | | | | | | | |
| 2 | | | | | | | | |
| 3 | Packet Type | | | | | | | |
| 4 | (0x0000) | | | | | | | |
| | Filler bytes (all zeros) (Packet Length: 4 bytes) | | | | | | | |
| | CRC | | | | | | | |
| | | | | | | | | |

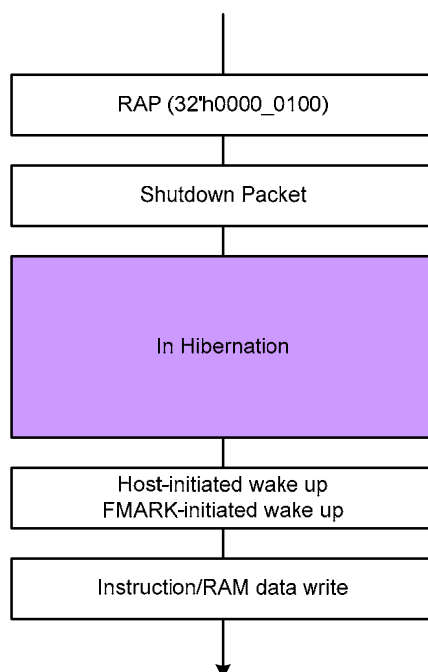
Hibernation Setting

The ILI9327's Client MDDI supports Hibernation setting. There are two ways to cancel the Hibernation setting, which can be selected according to the condition of use.

Hibernation Cancellation

| | |
|------------------------|-----------------------------------------------------------------------------------------------------------------------|
| Host-initiated wake up | In power-saving mode such as standby |
| TE-initiated wake up | Save power consumption in transferring moving picture data Host-initiated wake up triggered by the output from TE. |

The Hibernation setting and cancellation sequence must be compatible with the VESA-MDDI specifications.



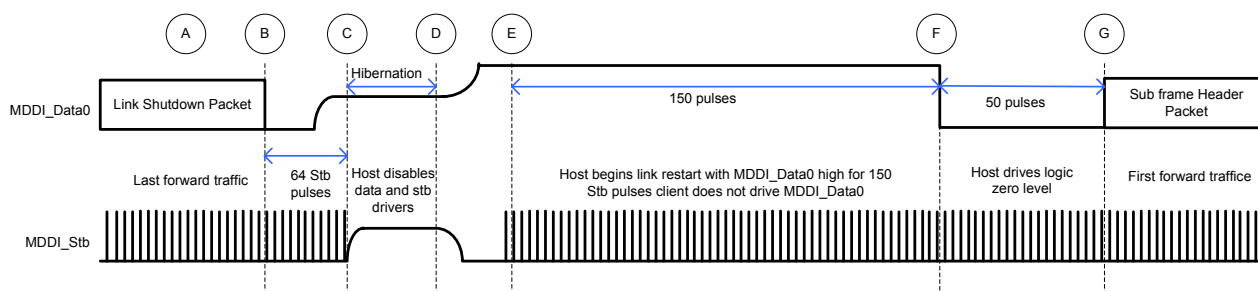
Host-Initiated Wake up from Hibernation

The host initiated wake up is described below without contention from the client trying to wake up at the same time. The following sequence of events is illustrated in the figures below!

- The host sends a Link Shutdown Packet to inform the client that the link will transition to the low power hibernation state.
- Following the CRC of the Link Shutdown Packet the host toggles MDDI_Stb for 64 cycles to allow processing in the client to finish before it stops MDDI_Stb from toggling which stops the recovered clock in the client device. During the interval the host initially sets MDDI_Data0 to a logic zero level, and then disables the MDDI_Data0 output in the range of 16 to 48 MDDI_Stb cycles (including output disable propagation delays) after the CRC. It may be desirable for the client to place its high-speed receivers for MDDI_Data0 and MDDI_Stb into a low power state any time after 48 MDDI_Stb cycles after the CRC and before point C.
- The host enters the low power hibernation state by disabling the MDDI_Data0 and MDDI_Stb drivers and by placing the host controller into a low power hibernation state. It is also allowable for MDDI_Stb to be driven to a logic zero level or to continue toggling during hibernation. The client is also in the low power hibernation

state.

- D. After a while, the host begins the line restart sequence by enabling the MDDI_Data0 and MDDI_Stb driver outputs. The host drives MDDI_Data0 to a logic one level and MDDI_Stb to a logic zero level for at least 200nsec after MDDI_Data0 reaches a valid logic one level and MDDI_Stb reaches a valid logic zero level before driving pulses on MDDI_Stb. This gives the client sufficient time to prepare to receive high speed pulses on MDDI_Stb. The client first detects the wake up pulse using a low power differential receiver having a +125mV input offset voltage.
- E. The host drivers are fully enabled and MDDI_Data0 is being driven to a logic one level. The host begins to toggle MDDI_Stb in a manner consistent with having a logic zero level on MDDI_Data0 for a duration of 150 MDDI_Stb cycles.
- F. The host drives MDDI_Data0 to a logic zero level for 50 MDDI_Stb cycles. The client begins to look for the Sub frame Header Packet after MDDI_Data0 is at a logic zero level for 40 MDDI_Stb cycles.
- G. The host begins to transmit data on the forward link by sending a Sub-frame Header packet. Beginning at point G the MDDI host generates MDDI_Stb based on the logic level on MDDI_Data0 so that proper data-strobe encoding commences from point G.



8. Command

8.1. Command List

| Operational Code (Hex) | Command | Command(C) /Read(R) /Write(W) | Number Of Parameter | MIPI DCS Type1 Requirement | ILI9327 Implementation |
|------------------------|-------------------------------------------|-------------------------------|---------------------|-----------------------------------|-------------------------------|
| 00h | nop | C | 0 | Yes | Yes |
| 01h | soft_reset | C | 0 | Yes | Yes |
| 06h | get_red_channel | R | 1 | No | No |
| 07h | get_green_channel | R | 1 | No | No |
| 08h | get_blue_channel | R | 1 | No | No |
| 0Ah | get_power_mode | R | 1 | Yes | Yes |
| 0Bh | get_address_mode | R | 1 | Yes (Bit[7:0]) | Yes (Bit[7:3]) , Only |
| 0Ch | get_pixel_format | R | 1 | Yes | Yes |
| 0Dh | get_display_mode | R | 1 | Yes | Yes |
| 0Eh | get_signal_mode | R | 1 | Yes | Yes |
| 0Fh | get_diagnostic_result | R | 1 | Bit7/6 : Yes Bit5/4 : Optional | Yes (Bit7/6 Only) |
| 10h | enter_sleep_mode | C | 0 | Yes | Yes |
| 11h | exit_sleep_mode | C | 0 | Yes | Yes |
| 12h | enter_partial_mode | C | 0 | Yes | Yes |
| 13h | enter_normal_mode | C | 0 | Yes | Yes |
| 20h | exit_invert_mode | C | 0 | Yes | Yes |
| 21h | enter_invert_mode | C | 0 | Yes | Yes |
| 28h | set_display_off | C | 0 | Yes | Yes |
| 29h | set_display_on | C | 0 | Yes | Yes |
| 2Ah | set_column_address | W | 4 | Yes | Yes |
| 2Bh | set_page_address | W | 4 | Yes | Yes |
| 2Ch | write_memory_start | W | Variable | Yes | Yes |
| 2Eh | read_memory_start | R | Variable | Yes | Yes |
| 30h | set_partial_area | W | 4 | Yes | Yes |
| 33h | set_scroll_area | W | 6 | Yes | Yes |
| 34h | set_tear_off | C | 0 | Yes | Yes |
| 35h | set_tear_on | W | 1 | Yes | Yes |
| 36h | set_address_mode | W | 1 | Yes (Bit7-0) | Yes (Bit[7:3], Bit[1:0] Only) |
| 37h | set_scroll_start | W | 2 | Yes | Yes |
| 38h | exit_idle_mode | C | 0 | Yes | Yes |
| 39h | enter_idle_mode | C | 0 | Yes | Yes |
| 3Ah | set_pixel format | W | 1 | Yes | Yes |
| 3Ch | write_memory_continue | W | Variable | Yes | Yes |
| 3Eh | read_memory_continue | R | Variable | Yes | Yes |
| 44h | set_tear_scanline | W | 2 | Yes | Yes |
| 45h | get_scanline | R | 2 | Yes | Yes |
| 51h | Write Display Brightness | W | 1 | - | Yes |
| 52h | Read Display Brightness | R | 1 | - | Yes |
| 53h | Write CTRL Display | W | 1 | - | Yes |
| 54h | Read CTRL Display | R | 1 | - | Yes |
| 55h | Write Content Adaptive Brightness Control | W | 1 | - | Yes |
| 56h | Read Content Adaptive Brightness Control | R | 1 | - | Yes |
| 5Eh | Write CABC Minimum Brightness | W | 1 | - | Yes |
| 5Fh | Read CABC Minimum Brightness | R | 1 | - | Yes |

| | | | | | |
|-----|--------------------------------------------------|-----|---|-----|-----|
| A1h | read_DDB_start | R | 1 | Yes | Yes |
| B0h | Command Access Protect | R/W | 1 | - | Yes |
| B1h | Low Power Mode Control | R/W | 1 | - | Yes |
| B3h | Frame Memory Access and Interface Setting | R/W | 4 | - | Yes |
| B4h | Display Mode and Frame Memory Write Mode Setting | R/W | 1 | - | Yes |
| B5h | Sub-Panel Control Register | R/W | 1 | - | Yes |
| B8h | Backlight Control 1 | R/W | 1 | - | Yes |
| B9h | Backlight Control 2 | R/W | 1 | - | Yes |
| BAh | Backlight Control 3 | R/W | 1 | - | Yes |
| BBh | Backlight Control 4 | R/W | 1 | - | Yes |
| BCh | Backlight Control 5 | R/W | 1 | - | Yes |
| BEh | Backlight Control 7 | R/W | 1 | - | Yes |
| BFh | Backlight Control 8 | R/W | 1 | - | Yes |
| C0h | Panel Driving Setting | R/W | 6 | | Yes |
| C1h | Display_Timing_Setting for Normal/Partial Mode | R/W | | | Yes |
| C3h | Display_Timing_Setting for Idle Mode | R/W | | | Yes |
| C4h | Source/VCOM/Gate Timing Setting | R/W | | | Yes |
| C5h | Frame Rate Control | R/W | | | Yes |
| C6h | Interface Control | R/W | | | Yes |
| C8h | Gamma Setting | R/W | | | Yes |
| C9h | Gamma Setting for Red/Blue Color | R/W | | | Yes |
| D0h | Power_Setting | R/W | | | Yes |
| D1h | VCOM Control | R/W | | | Yes |
| D2h | Power_Setting for Normal Mode | R/W | | | Yes |
| D3h | Power_Setting for Partial Mode | R/W | | | Yes |
| D4h | Power_Setting for Idle Mode | R/W | | | Yes |
| E0h | NV Memory Write | R/W | | | Yes |
| E1h | NV Memory Control | R/W | | | Yes |
| E2h | NV Memory Status Read | R/W | | | Yes |
| E3h | NV Memory Protection | R/W | | | Yes |
| EAh | 3-Gamma Function Control | R/W | | | Yes |
| EFh | Device Code Read | R/W | | | Yes |
| | | | | | |

| Operational Code (Hex) | Function | Command(C) Read(R)/Write(W) | Number Of Parameter |
|-------------------------------|--------------------------------------------------|--------------------------------|------------------------|
| B0h | Command Access Protect | W/R | 1 |
| B1h | Low Power Mode Control | W/R | 1 |
| B3h | Frame Memory Access and Interface setting | W/R | 5 |
| B4h | Display Mode and Frame Memory Write Mode setting | W/R | 1 |
| BFh | Device code Read | R | 4 |
| C0h | Panel Driving Setting | W/R | 7 |
| C1h | Display Timing Setting for Normal Mode | W/R | 3 |
| C2h | Display Timing Setting for Partial Mode | W/R | 3 |
| C3h | Display Timing Setting for Idle Mode | W/R | 3 |
| C5h | Frame rate and Inversion Control | W/R | 1 |
| C6h | Interface Control | W/R | 1 |
| C8h | Gamma Setting | W/R | 12 |
| D0h | Power Setting | W/R | 3 |
| D1h | VCOM Control | W/R | 3 |
| D2h | Power Setting for Normal Mode | W/R | 2 |
| D3h | Power Setting for Partial Mode | W/R | 2 |
| D4h | Power Setting for Idle Mode | W/R | 2 |
| E0h | NV Memory Write | W/R | 1 |
| E1h | NV Memory Control | W/R | 1 |
| E2h | NV Memory Status | W/R | 3 |
| E3h | NV Memory Protection | W/R | 2 |
| B0~FF Except above command | LSI TEST Registers | W/R | Variable |

8.2. Command Description

8.2.1. NOP (00h)

| 00H | NOP (No Operation) | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|--------|----|----|----|----|----|----|----|----|-----|--------|---------------|------------------------------------------|-----|-----------------------------------------|-----|-------------------------------------------|-----|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-D8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | X | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 00 | | | | | | | | | | | | |
| Parameter | NO PARAMETER | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | This command is an empty command; it does not have any effect on the display module. However it can be used to terminate Frame Memory Write or Read as described in RAMWR (Memory Write) and RAMRD (Memory Read) Commands. X = Don't care. | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | None | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>N/A</td></tr><tr><td>SW Reset</td><td>N/A</td></tr><tr><td>HW Reset</td><td>N/A</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | N/A | SW Reset | N/A | HW Reset | N/A | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | N/A | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | N/A | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | N/A | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | None | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.2. Soft_reset (01h)

| 01H | Soft_reset | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|--------|----|----|----|----|----|----|----|----|-----|--------|---------------|------------------------------------------|-----|-----------------------------------------|-----|-------------------------------------------|-----|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-D8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | X | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 01 | | | | | | | | | | | | |
| Parameter | NO PARAMETER | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>When the Software Reset command is written, it causes software reset. It resets the commands and parameters to their S/W Reset default values. (See default tables in each command description.)</p> <p>Note: The Frame Memory contents are affected by this command.</p> <p>X = Don't care</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | <p>Software Reset Command cannot be sent during Sleep Out sequence.</p> <p>Any new command is cannot be sent for 10-frame period until the ILI9327 enters Sleep-In mode. Do not send any command.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><thead><tr><th>Status</th><th>Availability</th></tr></thead><tbody><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></tbody></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><thead><tr><th>Status</th><th>Default Value</th></tr></thead><tbody><tr><td>Power On Sequence</td><td>N/A</td></tr><tr><td>SW Reset</td><td>N/A</td></tr><tr><td>HW Reset</td><td>N/A</td></tr></tbody></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | N/A | SW Reset | N/A | HW Reset | N/A | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | N/A | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | N/A | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | N/A | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <div><div><div>SWRESET</div><div>↓</div><div>Display whole blank screen</div><div>↓</div><div>Set Commands to S/W Default Value</div><div>↓</div><div>Sleep In Mode</div></div><div><div>Legend</div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div> | | | | | | | | | | | | | | | | | | | | | | | | |

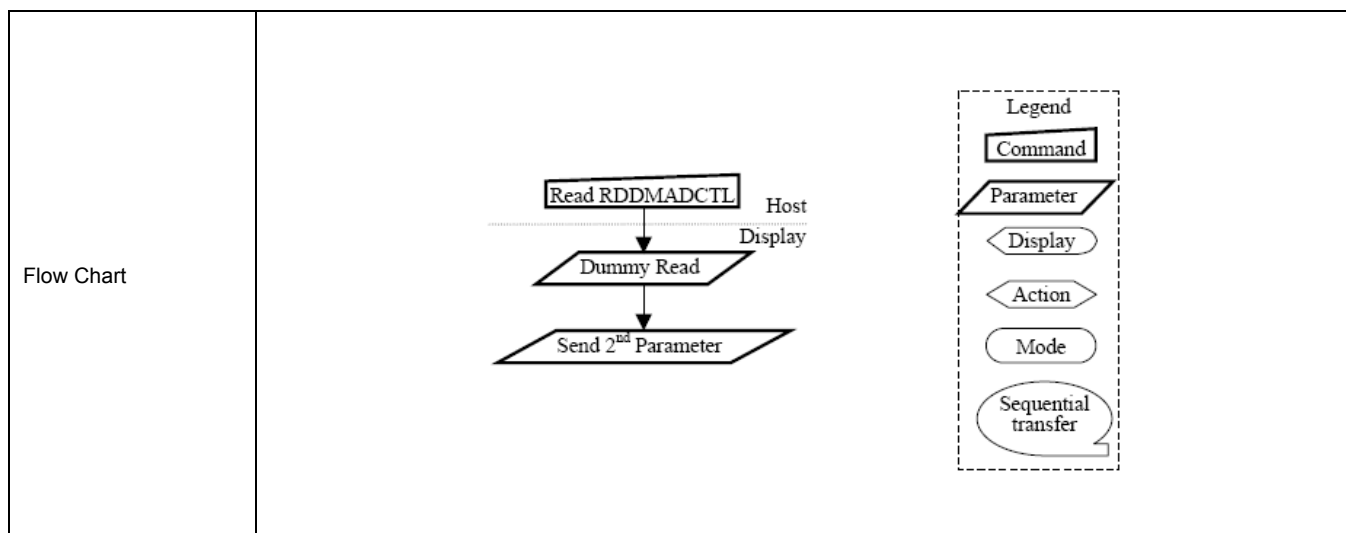
8.2.3. Get_power_mode (0Ah)

| 0AH | Get_power_mode | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------|------------|-------|----|----|----|----|----|----|----|----|-----|-----|-------------|---------|----|-------------|------------|----|------------------|--|----|---------------------|--|----|--------------|--|----|----------------------------|--|----|----------------|--|----|-------------|------------|----|-------------|------------|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0A | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | x | x | x | x | x | x | x | x | x | xx | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | x | D7 | D6 | D5 | D4 | D3 | D2 | 0 | 0 | 08 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | This command indicates the current status of the display as described in the table below: | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>Bit</th><th>Description</th><th>Comment</th></tr><tr><td>D7</td><td>Not Defined</td><td>Set to '0'</td></tr><tr><td>D6</td><td>Idle Mode On/Off</td><td></td></tr><tr><td>D5</td><td>Partial Mode On/Off</td><td></td></tr><tr><td>D4</td><td>Sleep In/Out</td><td></td></tr><tr><td>D3</td><td>Display Normal Mode On/Off</td><td></td></tr><tr><td>D2</td><td>Display On/Off</td><td></td></tr><tr><td>D1</td><td>Not Defined</td><td>Set to '0'</td></tr><tr><td>D0</td><td>Not Defined</td><td>Set to '0'</td></tr></table> | | | | | | | | | | | | | Bit | Description | Comment | D7 | Not Defined | Set to '0' | D6 | Idle Mode On/Off | | D5 | Partial Mode On/Off | | D4 | Sleep In/Out | | D3 | Display Normal Mode On/Off | | D2 | Display On/Off | | D1 | Not Defined | Set to '0' | D0 | Not Defined | Set to '0' |
| | Bit | Description | Comment | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D7 | Not Defined | Set to '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D6 | Idle Mode On/Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D5 | Partial Mode On/Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D4 | Sleep In/Out | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D3 | Display Normal Mode On/Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D2 | Display On/Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D1 | Not Defined | Set to '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D0 | Not Defined | Set to '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | ◆ Bit D7 – Booster Voltage Status | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | ‘0’ = Booster Off or has a fault. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | ‘1’ = Booster On and working OK (Meets Nokia’s optical requirements). | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | ◆ Bit D6 - Idle Mode On/Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | ‘0’ = Idle Mode Off. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | ‘1’ = Idle Mode On. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | ◆ Bit D5 – Partial Mode On/Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ‘0’ = Partial Mode Off. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ‘1’ = Partial Mode On. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ◆ Bit D4 – Sleep In/Out | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ‘0’ = Sleep In Mode. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ‘1’ = Sleep Out Mode. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ◆ Bit D3 – Display Normal Mode On/Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ‘0’ = Display Normal Mode Off. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ‘1’ = Display Normal Mode On. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ◆ Bit D2 – Display On/Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ‘0’ = Display is Off. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ‘1’ = Display is On. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ◆ Bit D1 – Not Defined | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ‘This bit is not applicable for this project, so it is set to ‘0’ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ◆ Bit D0 – Not Defined | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ‘This bit is not applicable for this project, so it is set to ‘0’ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| X = Don’t care | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| Register Availability | <table> <tr> <th>Status</th><th>Availability</th></tr> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr> <td>Sleep In</td><td>Yes</td></tr> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
|-------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|---------------|------------------------------------------|-------------------|-----------------------------------------|-------------------|-------------------------------------------|-------------------|------------------------------------------|-----|----------|-----|
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table> <tr> <th>Status</th><th>Default Value</th></tr> <tr> <td>Power On Sequence</td><td>08_{HEX}</td></tr> <tr> <td>SW Reset</td><td>08_{HEX}</td></tr> <tr> <td>HW Reset</td><td>08_{HEX}</td></tr> </table> | Status | Default Value | Power On Sequence | 08 _{HEX} | SW Reset | 08 _{HEX} | HW Reset | 08 _{HEX} | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | 08 _{HEX} | | | | | | | | | | | | |
| SW Reset | 08 _{HEX} | | | | | | | | | | | | |
| HW Reset | 08 _{HEX} | | | | | | | | | | | | |
| Flow Chart | <div> <div> <p>Read RDDPM</p> <p>Dummy Read</p> <p>Send 2nd Parameter</p> </div> <div> <p>Host</p> <p>Display</p> </div> </div> <div> <p>Legend</p> <p>Command</p> <p>Parameter</p> <p>Display</p> <p>Action</p> <p>Mode</p> <p>Sequential transfer</p> </div> | | | | | | | | | | | | |

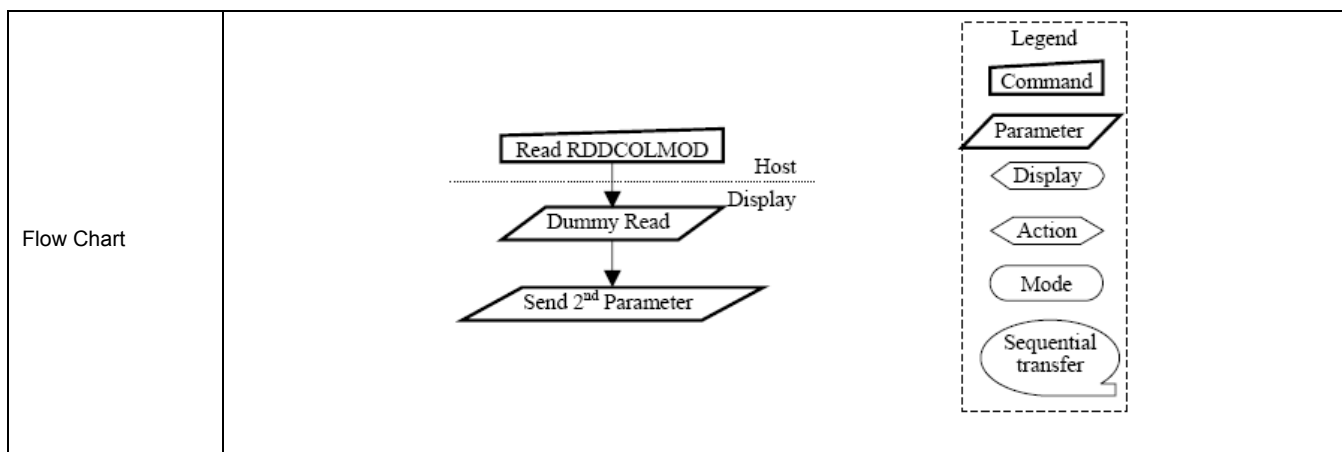
8.2.4. Get_address_mode (0Bh)

| 0BH | Get_address_mode | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------|------------|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|------------------------------------------|-------------------|-----------------------------------------|-----------|-------------------------------------------|----------------------|------------------------------------------|-----|-------------------|-----|----|--------------------|--|----|---------------|--|----|----------|------------|----|----------|------------|----|----------|------------|
| | D/CX | RDX | WRX | D17-0 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 0B | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | x | x | x | x | x | x | x | x | x | x | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | x | D7 | D6 | D5 | D4 | D3 | 0 | 0 | 0 | xx | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | This command indicates the current status of the display as described in the table below: | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>Bit</th><th>Description</th><th>Comment</th></tr><tr><td>D7</td><td>Page Address Order</td><td></td></tr><tr><td>D6</td><td>Column Address Order</td><td></td></tr><tr><td>D5</td><td>Page/Column Order</td><td></td></tr><tr><td>D4</td><td>Line Address Order</td><td></td></tr><tr><td>D3</td><td>RGB/BGR Order</td><td></td></tr><tr><td>D2</td><td>Reserved</td><td>Set to '0'</td></tr><tr><td>D1</td><td>Reserved</td><td>Set to '0'</td></tr><tr><td>D0</td><td>Reserved</td><td>Set to '0'</td></tr></table> | | | | | | | | | | | | | Bit | Description | Comment | D7 | Page Address Order | | D6 | Column Address Order | | D5 | Page/Column Order | | D4 | Line Address Order | | D3 | RGB/BGR Order | | D2 | Reserved | Set to '0' | D1 | Reserved | Set to '0' | D0 | Reserved | Set to '0' |
| | Bit | Description | Comment | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D7 | Page Address Order | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D6 | Column Address Order | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D5 | Page/Column Order | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D4 | Line Address Order | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D3 | RGB/BGR Order | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D2 | Reserved | Set to '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D1 | Reserved | Set to '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D0 | Reserved | Set to '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ◆ Bit D7 – Page Address Order ‘0’ = Top to Bottom ‘1’ = Bottom to Top | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ◆ Bit D6 – Column Address Order ‘0’ = Left to Right ‘1’ = Right to Left | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ◆ Bit D5 - Page/Column Order ‘0’ = Normal Mode ‘1’ = Reverse Mode Note: For Bits D7 to D5, also refer to Section 8.2.3 MCU to memory write/read direction. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ◆ Bit D4 – Line Address Order ‘0’ = LCD Refresh Top to Bottom ‘1’ = LCD Refresh Bottom to Top | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ◆ Bit D3 – RGB/BGR Order ‘0’ = RGB ‘1’ = BGR | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>00_{HEX}</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>00_{HEX}</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | 00 _{HEX} | SW Reset | No change | HW Reset | 00 _{HEX} | | | | | | | | | | | | | | | | | | | |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | 00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | SW Reset | No change | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |



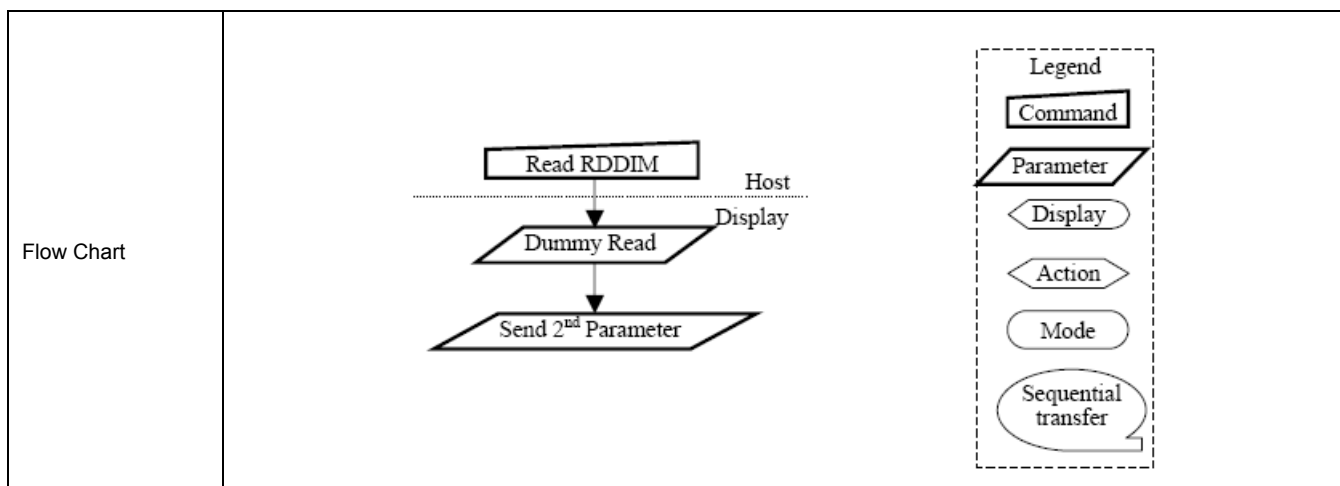
8.2.5. Get_pixel_format (0Ch)

| 0CH | Get_pixel_format | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------|-------|-------|----|----|----|----|----|----|----|----|--------------|--------|---------------|------------------------------------------|--------------------------------------------------|-----------------------------------------|-------------------|-------------------------------------------|-------------------|------------------------------------------------------|-----|----------|----------|---|---|---|----------|---|---|---|----------|---|---|---|-----------------|---|---|---|-----------------|---|---|---|----------|---|---|---|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0C | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | x | x | x | x | x | x | x | x | x | x | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | x | 0 | D6 | D5 | D4 | 0 | D2 | D1 | D0 | 66 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | This command indicates the current status of the display as described in the table below: | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>Bit</th><th>Description</th></tr><tr><td>D7</td><td rowspan="4">DPI Pixel Format (RGB Interface Color Format)</td></tr><tr><td>D6</td></tr><tr><td>D5</td></tr><tr><td>D4</td></tr><tr><td>D3</td><td rowspan="4">DBI Pixel Format (Control Interface Color Format)</td></tr><tr><td>D2</td></tr><tr><td>D1</td></tr><tr><td>D0</td></tr></table> | | | | | | | | | | | | | Bit | Description | D7 | DPI Pixel Format (RGB Interface Color Format) | D6 | D5 | D4 | D3 | DBI Pixel Format (Control Interface Color Format) | D2 | D1 | D0 | | | | | | | | | | | | | | | | | | | | | | | |
| | Bit | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D7 | DPI Pixel Format (RGB Interface Color Format) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D3 | DBI Pixel Format (Control Interface Color Format) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><tr><th>Pixel Format</th><th>D6/D2</th><th>D5/D1</th><th>D4/D0</th></tr><tr><td>Reserved</td><td>0</td><td>0</td><td>0</td></tr><tr><td>3 bits / pixel</td><td>0</td><td>0</td><td>1</td></tr><tr><td>Reserved</td><td>0</td><td>1</td><td>0</td></tr><tr><td>Reserved</td><td>0</td><td>1</td><td>1</td></tr><tr><td>Reserved</td><td>1</td><td>0</td><td>0</td></tr><tr><td>16 bits / pixel</td><td>1</td><td>0</td><td>1</td></tr><tr><td>18 bits / pixel</td><td>1</td><td>1</td><td>0</td></tr><tr><td>Reserved</td><td>1</td><td>1</td><td>1</td></tr></table> | | | | | | | | | | | | | Pixel Format | D6/D2 | D5/D1 | D4/D0 | Reserved | 0 | 0 | 0 | 3 bits / pixel | 0 | 0 | 1 | Reserved | 0 | 1 | 0 | Reserved | 0 | 1 | 1 | Reserved | 1 | 0 | 0 | 16 bits / pixel | 1 | 0 | 1 | 18 bits / pixel | 1 | 1 | 0 | Reserved | 1 | 1 | 1 |
| Pixel Format | D6/D2 | D5/D1 | D4/D0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Reserved | 0 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 bits / pixel | 0 | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Reserved | 0 | 1 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Reserved | 0 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Reserved | 1 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 16 bits / pixel | 1 | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 18 bits / pixel | 1 | 1 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Reserved | 1 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>66_{HEX}</td></tr><tr><td>SW Reset</td><td>66_{HEX}</td></tr><tr><td>HW Reset</td><td>66_{HEX}</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | 66 _{HEX} | SW Reset | 66 _{HEX} | HW Reset | 66 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | 66 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 66 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 66 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |



8.2.6. Get_display_mode (0Dh)

| 0DH | Get_display_mode | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------|----------|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|------------------------------------------|-------------------|-----------------------------------------|-------------------|-------------------------------------------|-------------------|------------------------------------------|-----|------------------|----------|----|----------|--|----|----------|--|----|-----------------------|--|----|-----------------------|--|----|-----------------------|--|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 0D | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | x | x | x | x | x | x | x | x | x | x | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | x | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 00 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | The display module returns the Display Image Mode status. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>Bit</th><th>Description</th><th>Symbol</th></tr><tr><td>D7</td><td>Vertical Scrolling Status</td><td>VSSON</td></tr><tr><td>D6</td><td>Reserved</td><td></td></tr><tr><td>D5</td><td>Inversion On/Off</td><td>DSPINVON</td></tr><tr><td>D4</td><td>Reserved</td><td></td></tr><tr><td>D3</td><td>Reserved</td><td></td></tr><tr><td>D2</td><td>Gamma Curve Selection</td><td></td></tr><tr><td>D1</td><td>Gamma Curve Selection</td><td></td></tr><tr><td>D0</td><td>Gamma Curve Selection</td><td></td></tr></table> | | | | | | | | | | | | | Bit | Description | Symbol | D7 | Vertical Scrolling Status | VSSON | D6 | Reserved | | D5 | Inversion On/Off | DSPINVON | D4 | Reserved | | D3 | Reserved | | D2 | Gamma Curve Selection | | D1 | Gamma Curve Selection | | D0 | Gamma Curve Selection | |
| | Bit | Description | Symbol | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D7 | Vertical Scrolling Status | VSSON | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D6 | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D5 | Inversion On/Off | DSPINVON | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D4 | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D3 | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D2 | Gamma Curve Selection | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D1 | Gamma Curve Selection | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D0 | Gamma Curve Selection | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| This command indicates the current status of the display as described in the table below: | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <ul style="list-style-type: none">◆ Bit D7 – Vertical Scrolling On/Off<ul style="list-style-type: none">'0' = Vertical Scrolling is Off.'1' = Vertical Scrolling is On.◆ Bit D6 – Reserved◆ Bit D5 – Inversion On/Off<ul style="list-style-type: none">'0' = Inversion is Off.'1' = Inversion is On.◆ Bit D4 – Reserved◆ Bit D3 – Reserved◆ Bits D2, D1, D0 – Gamma Curve Selection<ul style="list-style-type: none">These bits are not applicable for this project, so they are set to '000' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default Value | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>00_{HEX}</td></tr><tr><td>SW Reset</td><td>00_{HEX}</td></tr><tr><td>HW Reset</td><td>00_{HEX}</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | 00 _{HEX} | SW Reset | 00 _{HEX} | HW Reset | 00 _{HEX} | | | | | | | | | | | | | | | | | | | |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | 00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | SW Reset | 00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |



8.2.7. Get_signal_mode (0EH)

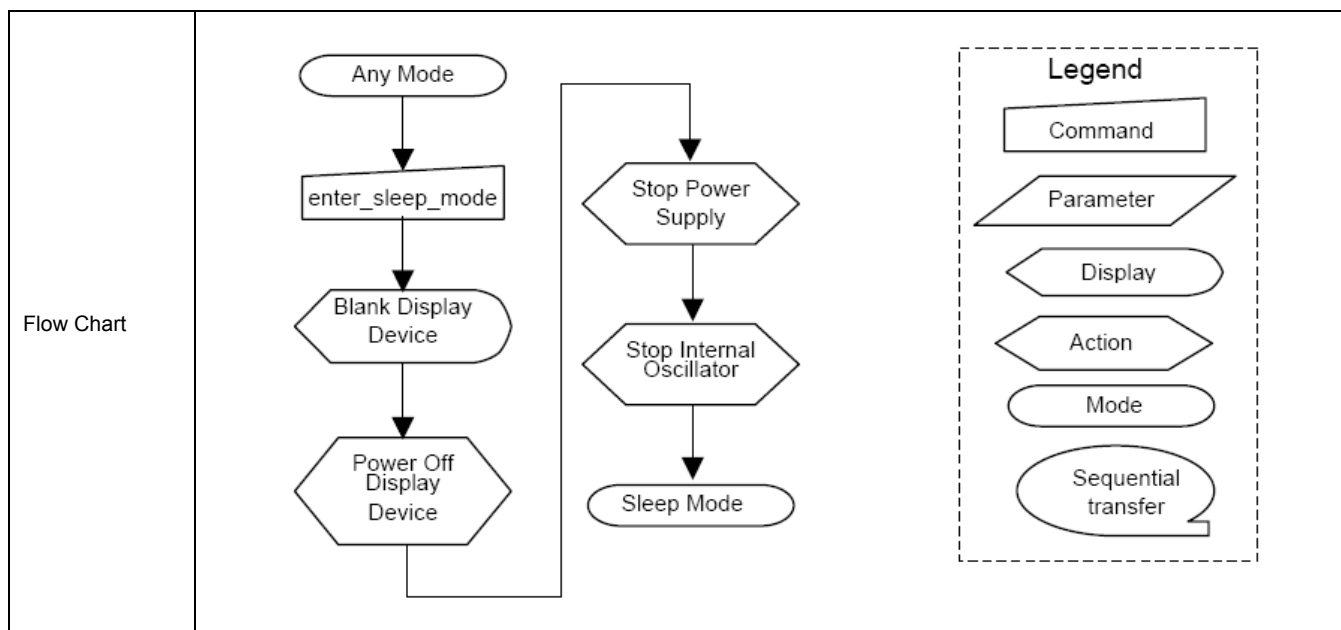
| 0EH | Get_signal_mode | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------|--------|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|------------------------------------------|-------------------|-----------------------------------------|-------------------|-------------------------------------------|---------------------------------|------------------------------------------|-----|----------|-----|----|----------|--|----|----------|--|----|----------|--|----|----------|--|----|----------|--|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 0E | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | x | x | x | x | x | x | x | x | x | x | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | x | D7 | D6 | 0 | 0 | 0 | 0 | 0 | 0 | 00 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | The display module returns the Display Signal Mode. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>Bit</th><th>Description</th><th>Symbol</th></tr><tr><td>D7</td><td>Tearing Effect Line On/Off</td><td>TEON</td></tr><tr><td>D6</td><td>Tearing Effect Line Output Mode</td><td>TELOM</td></tr><tr><td>D5</td><td>Reserved</td><td></td></tr><tr><td>D4</td><td>Reserved</td><td></td></tr><tr><td>D3</td><td>Reserved</td><td></td></tr><tr><td>D2</td><td>Reserved</td><td></td></tr><tr><td>D1</td><td>Reserved</td><td></td></tr><tr><td>D0</td><td>Reserved</td><td></td></tr></table> | | | | | | | | | | | | | Bit | Description | Symbol | D7 | Tearing Effect Line On/Off | TEON | D6 | Tearing Effect Line Output Mode | TELOM | D5 | Reserved | | D4 | Reserved | | D3 | Reserved | | D2 | Reserved | | D1 | Reserved | | D0 | Reserved | |
| | Bit | Description | Symbol | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D7 | Tearing Effect Line On/Off | TEON | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D6 | Tearing Effect Line Output Mode | TELOM | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D5 | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D4 | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D3 | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D2 | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D1 | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D0 | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| This command indicates the current status of the display as described in the table below: | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ♦ Bit D7 – Tearing Effect Line On/Off '0' = Tearing Effect Line Off. '1' = Tearing Effect On. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ♦ Bit D6 – Tearing Effect Line Output Mode, see section 8.3 for mode definitions. '0' = Mode 1. '1' = Mode 2. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ♦ Bit D[5:0] – Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>00_{HEX}</td></tr><tr><td>SW Reset</td><td>00_{HEX}</td></tr><tr><td>HW Reset</td><td>00_{HEX}</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | 00 _{HEX} | SW Reset | 00 _{HEX} | HW Reset | 00 _{HEX} | | | | | | | | | | | | | | | | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <div><div><div>Read RDDIM</div><div>Dummy Read</div><div>Send 2nd Parameter</div></div><div>Host</div><div>Display</div></div> <div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.8. Get_diagnostic_result (0Fh)

| 0FH | Get_diagnostic_result | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------|---------|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|------------------------------------------|-------------------|-----------------------------------------|-------------------|-------------------------------------------|-------------------------|------------------------------------------|-----|---------------------------|---------|----|-------------------------------|---------|----|----------|---------|----|----------|---------|----|----------|---------|----|----------|---------|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0F | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | x | x | x | x | x | x | x | x | x | x | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | x | D7 | D6 | 0 | 0 | 0 | 0 | 0 | 0 | 00 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | The display module returns the self-diagnostic results following a Sleep Out command. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><thead><tr><th>Bit</th><th>Description</th><th>Symbol</th></tr></thead><tbody><tr><td>D7</td><td>Register Loading Detection</td><td>SDR</td></tr><tr><td>D6</td><td>Functionality Detection</td><td>FUNCD</td></tr><tr><td>D5</td><td>Chip attachment Detection</td><td>Set '0'</td></tr><tr><td>D4</td><td>Display Glass Break Detection</td><td>Set '0'</td></tr><tr><td>D3</td><td>Reserved</td><td>Set '0'</td></tr><tr><td>D2</td><td>Reserved</td><td>Set '0'</td></tr><tr><td>D1</td><td>Reserved</td><td>Set '0'</td></tr><tr><td>D0</td><td>Reserved</td><td>Set '0'</td></tr></tbody></table> | | | | | | | | | | | | | Bit | Description | Symbol | D7 | Register Loading Detection | SDR | D6 | Functionality Detection | FUNCD | D5 | Chip attachment Detection | Set '0' | D4 | Display Glass Break Detection | Set '0' | D3 | Reserved | Set '0' | D2 | Reserved | Set '0' | D1 | Reserved | Set '0' | D0 | Reserved | Set '0' |
| | Bit | Description | Symbol | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D7 | Register Loading Detection | SDR | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D6 | Functionality Detection | FUNCD | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D5 | Chip attachment Detection | Set '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D4 | Display Glass Break Detection | Set '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D3 | Reserved | Set '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D2 | Reserved | Set '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D1 | Reserved | Set '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D0 | Reserved | Set '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Bit D7 – Register Loading Detection | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Bit D6 – Functionality Detection | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Bit D5 – Chip Attachment Detection | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Set to '0' if feature unimplemented. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Bit D4 – Display Glass Break Detection | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Set to '0' if feature unimplemented. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Bits D[3:0] – Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Set to '0'. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><thead><tr><th>Status</th><th>Availability</th></tr></thead><tbody><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></tbody></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><thead><tr><th>Status</th><th>Default Value</th></tr></thead><tbody><tr><td>Power On Sequence</td><td>00_{HEX}</td></tr><tr><td>SW Reset</td><td>00_{HEX}</td></tr><tr><td>HW Reset</td><td>00_{HEX}</td></tr></tbody></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | 00 _{HEX} | SW Reset | 00 _{HEX} | HW Reset | 00 _{HEX} | | | | | | | | | | | | | | | | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <div><div><div>Read RDDIM</div><div>Dummy Read</div><div>Send 2nd Parameter</div></div><div>Host</div><div>Display</div></div> <div><div>Legend</div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

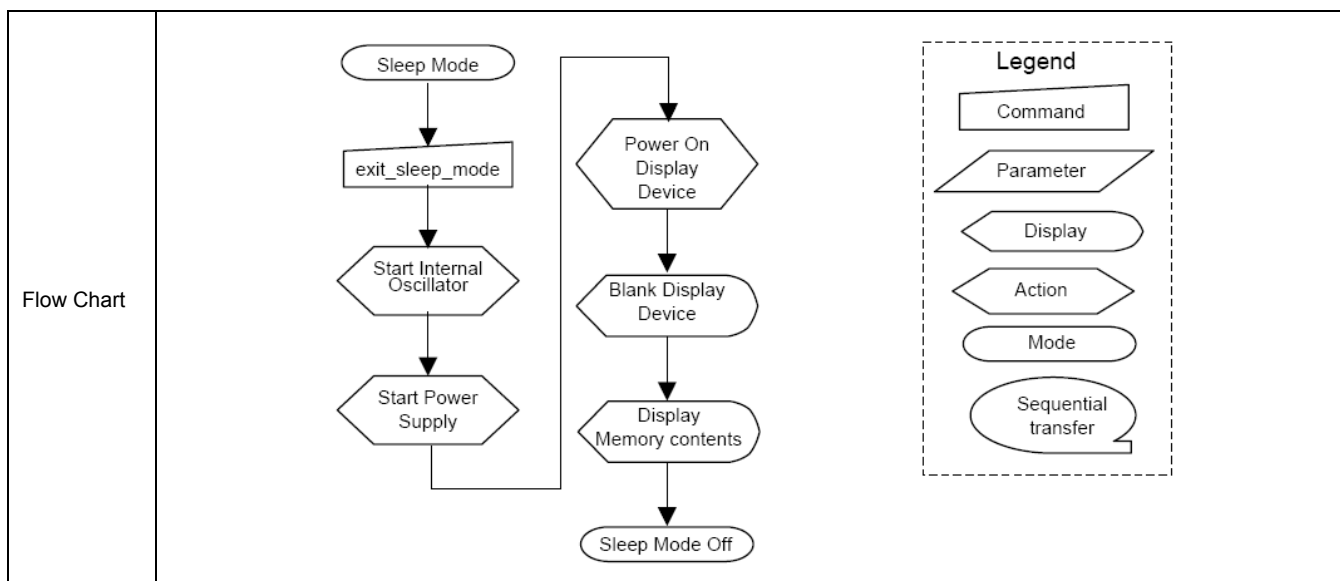
8.2.9. Enter_sleep_mode (10h)

| 10H | Enter_sleep_mode | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|------------------------------------------|---------------|-----------------------------------------|---------------|-------------------------------------------|---------------|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 10 | | | | | | | | | | | | |
| Parameter | No Parameter | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command causes the display module to enter the Sleep mode.</p> <p>This command causes the LCD module to enter the Sleep mode. In this mode, the DC/DC converter, internal oscillator and panel scanning stop.</p> <p>DBI or DSI Command Mode remains operational and the frame memory maintains its contents. The host processor continues to send PCLK, HS and VS information to Type 2 and Type 3 display modules for two frames after this command is sent when the display module is in Normal mode.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | <p>This command has no effect when the display module is already in Sleep mode.</p> <p>The host processor must wait five milliseconds before sending any new commands to a display module following this command to allow time for the supply voltages and clock circuits to stabilize.</p> <p>The host processor must wait 120 milliseconds after sending an exit_sleep_mode command before sending an enter_sleep_mode command.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Sleep In Mode</td></tr><tr><td>SW Reset</td><td>Sleep In Mode</td></tr><tr><td>HW Reset</td><td>Sleep In Mode</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Sleep In Mode | SW Reset | Sleep In Mode | HW Reset | Sleep In Mode | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Sleep In Mode | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Sleep In Mode | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Sleep In Mode | | | | | | | | | | | | | | | | | | | | | | | | |



8.2.10. Exit_sleep_mode (11h)

| 11H | Exit_sleep_mode | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|------------------------------------------|---------------|-----------------------------------------|---------------|-------------------------------------------|---------------|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 11 | | | | | | | | | | | | |
| Parameter | No Parameter | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | This command causes the display module to exit Sleep mode. All blocks inside the display module are enabled. The host processor sends PCLK, HS and VS information to Type 2 and Type 3 display modules two frames before this command is sent when the display module is in Normal Mode. | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | <p>This command shall not cause any visible effect on the display device when the display module is not in Sleep mode.</p> <p>The host processor must wait five milliseconds after sending this command before sending another command. This delay allows the supply voltages and clock circuits to stabilize.</p> <p>The host processor must wait 120 milliseconds after sending an exit_sleep_mode command before sending an enter_sleep_mode command.</p> <p>The display module loads the display module's default values to the registers when exiting the Sleep mode.</p> <p>There shall not be any abnormal visual effect on the display device when loading the registers if the factory default and register values are the same or when the display module is not in Sleep mode.</p> <p>The display module runs the self-diagnostic functions after this command is received. See section 5.3 for a description of the self-diagnostic functions.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Sleep In Mode</td></tr><tr><td>SW Reset</td><td>Sleep In Mode</td></tr><tr><td>HW Reset</td><td>Sleep In Mode</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Sleep In Mode | SW Reset | Sleep In Mode | HW Reset | Sleep In Mode | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Sleep In Mode | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Sleep In Mode | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Sleep In Mode | | | | | | | | | | | | | | | | | | | | | | | | |



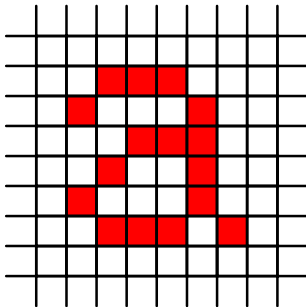
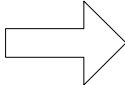
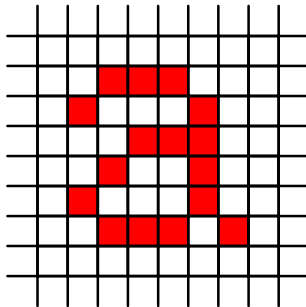
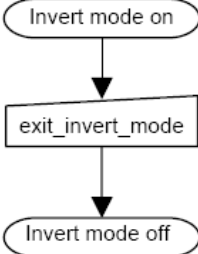
8.2.11. Enter_Partial_mode (12h)

| 12H | Enter_Partial_mode | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|------------------------------------------|------------------------|-----------------------------------------|------------------------|-------------------------------------------|------------------------|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 12 | | | | | | | | | | | | |
| Parameter | No Parameter | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command causes the display module to enter the Partial Display Mode. The Partial Display Mode window is described by the set_partial_area (30h) command.</p> <p>To leave Partial Display Mode, the enter_normal_mode (13h) command should be written.</p> <p>The host processor continues to send PCLK, HS and VS information to Type 2 display modules for two frames after this command is sent when the display module is in Normal Display Mode.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | This command has no effect when Partial Display Mode is already active. | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Normal Display Mode On</td></tr><tr><td>SW Reset</td><td>Normal Display Mode On</td></tr><tr><td>HW Reset</td><td>Normal Display Mode On</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Normal Display Mode On | SW Reset | Normal Display Mode On | HW Reset | Normal Display Mode On | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Normal Display Mode On | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Normal Display Mode On | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Normal Display Mode On | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | Refer to Partial Area (30h) | | | | | | | | | | | | | | | | | | | | | | | | |

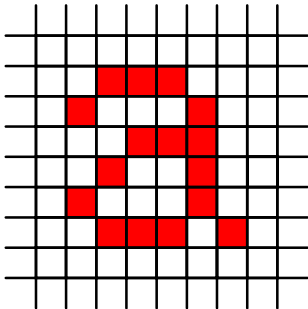
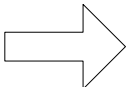
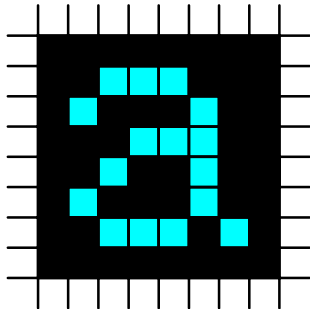
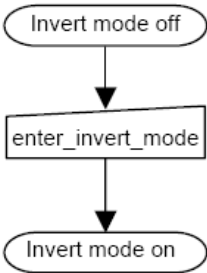
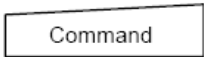
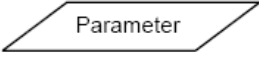

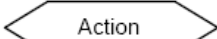
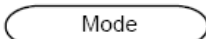
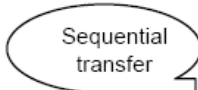
8.2.12. Enter_normal_mode (13h)

| 13H | Enter_normal_mode | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|------------------------------------------|------------------------|-----------------------------------------|------------------------|-------------------------------------------|------------------------|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 1 | 13 | | | | | | | | | | | | |
| Parameter | No Parameter | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command causes the display module to enter the Normal mode.</p> <p>Normal Mode is defined as Partial Display mode and Scroll mode are off.</p> <p>The host processor sends PCLK, HS and VS information to Type 2 display modules two frames before this command is sent when the display module is in Partial Display Mode.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | This command has no effect when Normal Display mode is already active. | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Normal Display Mode On</td></tr><tr><td>SW Reset</td><td>Normal Display Mode On</td></tr><tr><td>HW Reset</td><td>Normal Display Mode On</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Normal Display Mode On | SW Reset | Normal Display Mode On | HW Reset | Normal Display Mode On | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Normal Display Mode On | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Normal Display Mode On | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Normal Display Mode On | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | Refer to the description of set_partial_area(30h) and set_scroll_area(33h) | | | | | | | | | | | | | | | | | | | | | | | | |

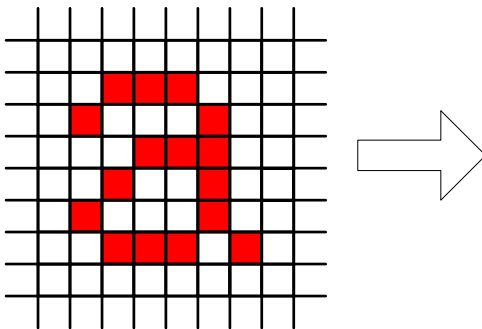
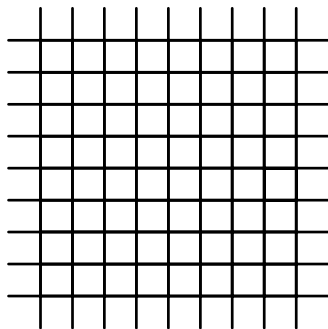
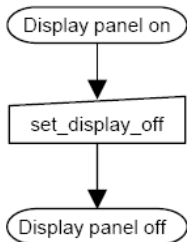
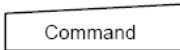
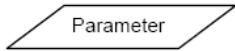

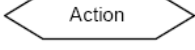
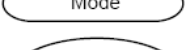
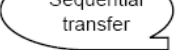
8.2.13. Exit_invert_mode (20h)

| 20H | Exit_invert_mode | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|------------------------------------------|-----------------------|-----------------------------------------|-----------------------|-------------------------------------------|-----------------------|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 20 | | | | | | | | | | | | |
| Parameter | No Parameter | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command causes the display module to stop inverting the image data on the display device. The frame memory contents remain unchanged. No status bits are changed.</p> <div><div><p>Memory</p></div><div></div><div><p>Display Panel</p></div></div> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | This command has no effect when the display module is not inverting the display image. | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><thead><tr><th>Status</th><th>Availability</th></tr></thead><tbody><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></tbody></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><thead><tr><th>Status</th><th>Default Value</th></tr></thead><tbody><tr><td>Power On Sequence</td><td>Display Inversion Off</td></tr><tr><td>SW Reset</td><td>Display Inversion Off</td></tr><tr><td>HW Reset</td><td>Display Inversion Off</td></tr></tbody></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Display Inversion Off | SW Reset | Display Inversion Off | HW Reset | Display Inversion Off | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Display Inversion Off | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Display Inversion Off | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Display Inversion Off | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <div><div></div><div><p>Legend</p><ul style="list-style-type: none">Command: [Rectangle]Parameter: [Parallelogram]Display: [Rounded Rectangle]Action: [Hexagon]Mode: [Oval]Sequential transfer: [Loop]</div></div> | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.14. Enter_invert_mode (21h)

| 21H | Enter_invert_mode | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|------------------------------------------|-----------------------|-----------------------------------------|-----------------------|-------------------------------------------|-----------------------|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 21 | | | | | | | | | | | | |
| Parameter | No Parameter | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command causes the display module to invert the image data only on the display device. The frame memory contents remain unchanged. No status bits are changed.</p> <div><div><p>Memory</p></div><div></div><div><p>Display Panel</p></div></div> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | This command has no effect when module is already in inversion on mode. | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Display Inversion Off</td></tr><tr><td>SW Reset</td><td>Display Inversion Off</td></tr><tr><td>HW Reset</td><td>Display Inversion Off</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Display Inversion Off | SW Reset | Display Inversion Off | HW Reset | Display Inversion Off | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Display Inversion Off | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Display Inversion Off | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Display Inversion Off | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <div><div></div><div><p>Legend</p><div> Command</div><div> Parameter</div><div> Display</div><div> Action</div><div> Mode</div><div> Sequential transfer</div></div></div> | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.15. Set_display_off (28h)

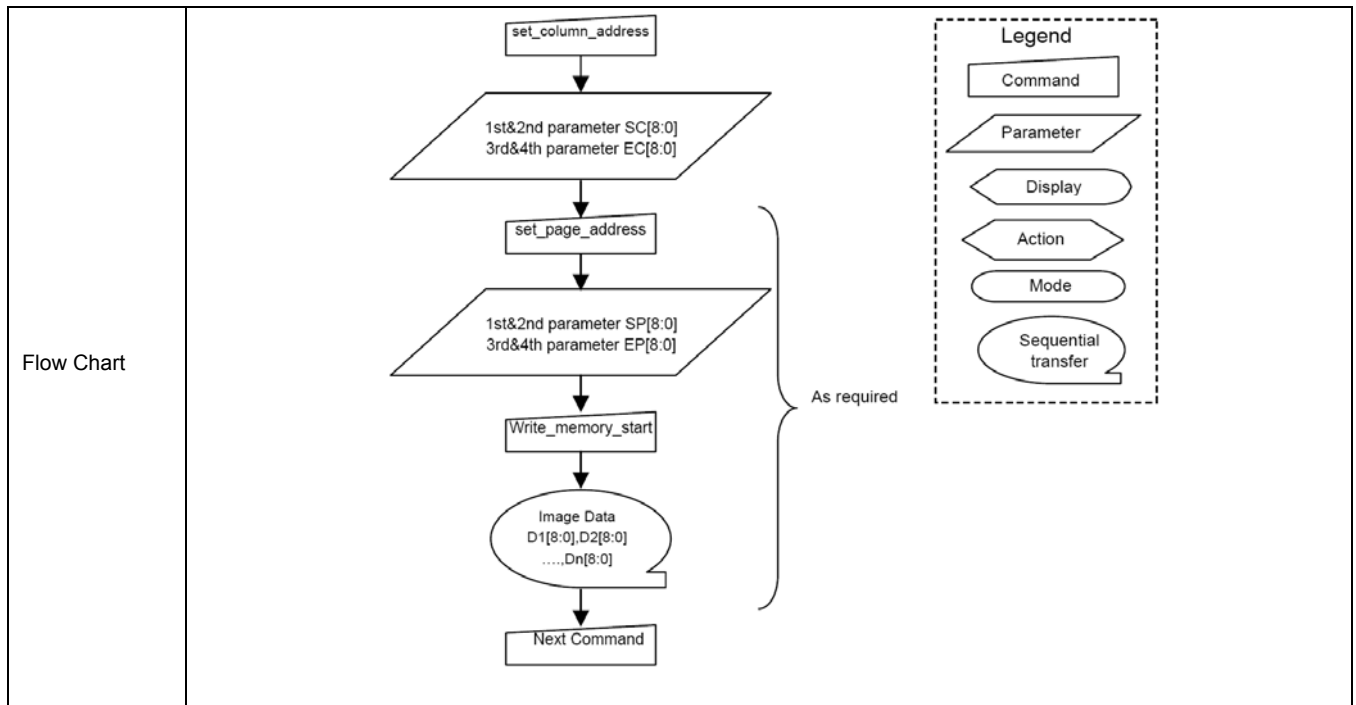
| 28H | Set_display_off | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|------------------------------------------|-------------|-----------------------------------------|-------------|-------------------------------------------|-------------|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 28 | | | | | | | | | | | | |
| Parameter | No Parameter | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command causes the display module to stop displaying the image data on the display device. The frame memory contents remain unchanged. No status bits are changed.</p> <div><div><p>Memory</p></div><div><p>Display Panel</p></div></div> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | This command has no effect when module is already in display off mode. | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Display Off</td></tr><tr><td>SW Reset</td><td>Display Off</td></tr><tr><td>HW Reset</td><td>Display Off</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Display Off | SW Reset | Display Off | HW Reset | Display Off | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Display Off | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Display Off | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Display Off | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <div><div></div><div><p>Legend</p><div> Command</div><div> Parameter</div><div> Display</div><div> Action</div><div> Mode</div><div> Sequential transfer</div></div></div> | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.16. Set_display_on (29h)

| 29H | Set_display_on | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|------------------------------------------|-------------|-----------------------------------------|-------------|-------------------------------------------|-------------|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 29 | | | | | | | | | | | | |
| Parameter | No Parameter | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command causes the display module to start displaying the image data on the display device. The frame memory contents remain unchanged. No status bits are changed.</p> <div><div><p>Memory</p></div><div>→</div><div><p>Display Panel</p></div></div> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | This command has no effect when module is already in display on mode. | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Display Off</td></tr><tr><td>SW Reset</td><td>Display Off</td></tr><tr><td>HW Reset</td><td>Display Off</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Display Off | SW Reset | Display Off | HW Reset | Display Off | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Display Off | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Display Off | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Display Off | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <div><div><p>Display panel off</p><p>↓</p><p>set_display_on</p><p>↓</p><p>Display panel on</p></div><div><p>Legend</p><ul style="list-style-type: none">CommandParameterDisplayActionModeSequential transfer</div></div> | | | | | | | | | | | | | | | | | | | | | | | | |

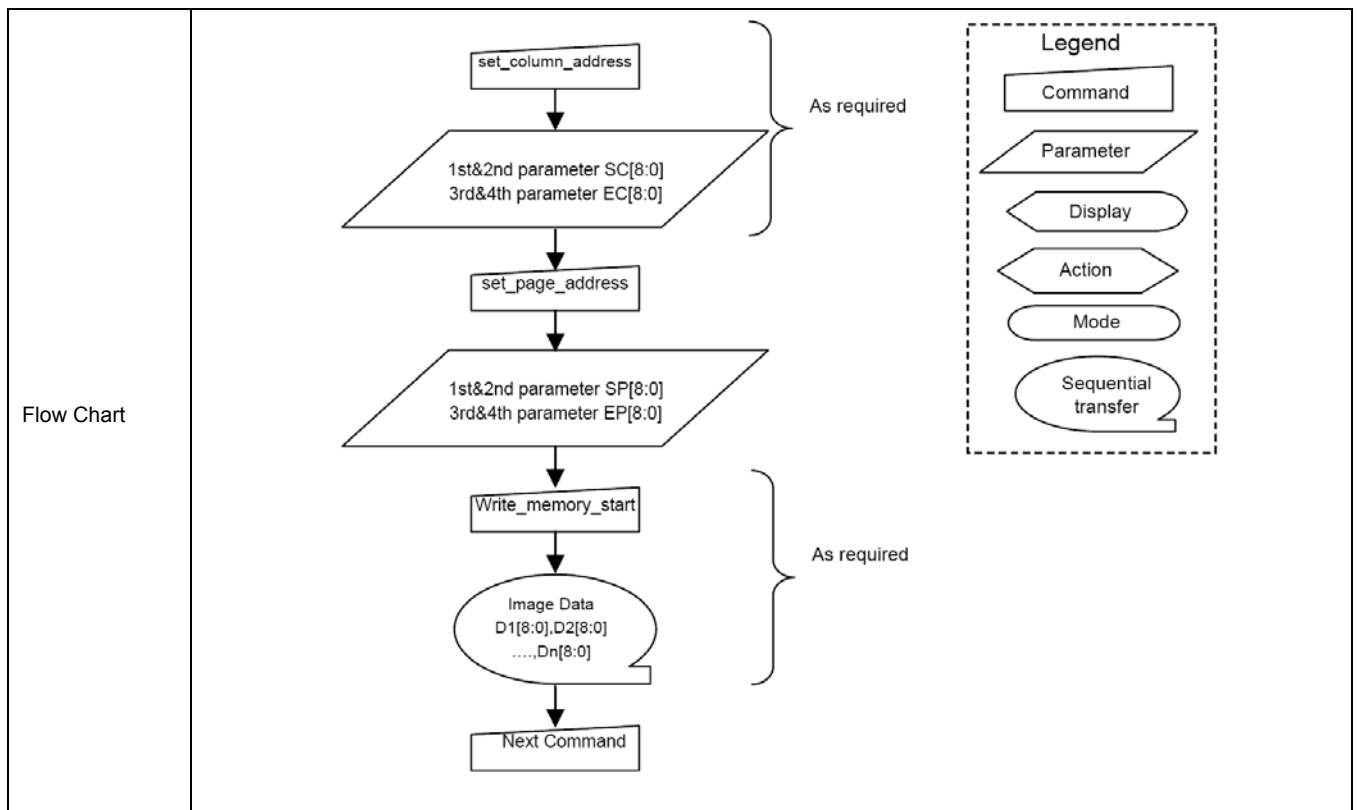
8.2.17. Set_column_address (2Ah)

| 2AH | Set_column_address | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------|-----|-------|-----|-----|-----|-----|-----|-----|-----|-----|------|--------|---------------|------------------------------------------|-------------------|-----------------------------------------|----------------------------|-------------------------------------------|-----------------------------|--------------------------------------------------------------------------------------------------------------------------|----------|-----------------------------|----------------------------|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 2A | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 0 | 0 | 0 | SC8 | Note | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | x | SC7 | SC6 | SC5 | SC4 | SC3 | SC2 | SC1 | SC0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 rd Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 0 | 0 | 0 | EC8 | Note | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 th Parameter | 1 | 1 | ↑ | x | EC7 | EC6 | EC5 | EC4 | EC3 | EC2 | EC1 | EC0 | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | This command is used to define area of frame memory where MCU can access. This command makes no change on the other driver status. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Each value represents one column line in the Frame | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <div><div>SC[8:0]</div><div>EC[8:0]</div><div>SP[8:0] →</div><div>EP[8:0] →</div><div>Memory.</div><div><table><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table></div></div> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| Restriction | SC [8:0] always must be equal to or less than EC[8:0]. If SC[8:0] or EC[8:0] is greater than the available frame memory then the parameter is not updated. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th colspan="2">Default Value</th></tr><tr><td>Power On Sequence</td><td>SC[8:0]=0000_{HEX}</td><td>SE[8:0]=0EF_{HEX}</td></tr><tr><td>SW Reset</td><td>SC[8:0]=0000_{HEX}</td><td>If Set_address_mode(36h) B5=0 : EC[8:0]=0EF_{HEX} If Set_address_mode(36h) B5=1 : EC[8:0]=1AF_{HEX}</td></tr><tr><td>HW Reset</td><td>SC[8:0]=0000_{HEX}</td><td>SE[8:0]=0EF_{HEX}</td></tr></table> | | | | | | | | | | | | | Status | Default Value | | Power On Sequence | SC[8:0]=0000 _{HEX} | SE[8:0]=0EF _{HEX} | SW Reset | SC[8:0]=0000 _{HEX} | If Set_address_mode(36h) B5=0 : EC[8:0]=0EF _{HEX} If Set_address_mode(36h) B5=1 : EC[8:0]=1AF _{HEX} | HW Reset | SC[8:0]=0000 _{HEX} | SE[8:0]=0EF _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | SC[8:0]=0000 _{HEX} | SE[8:0]=0EF _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | SC[8:0]=0000 _{HEX} | If Set_address_mode(36h) B5=0 : EC[8:0]=0EF _{HEX} If Set_address_mode(36h) B5=1 : EC[8:0]=1AF _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | SC[8:0]=0000 _{HEX} | SE[8:0]=0EF _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |



8.2.18. Set_page_address (2Bh)

| 2BH | | | | Set_page_address | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------|-----|------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|--------|---------------|------------------------------------------|-------------------|-----------------------------------------|----------------------------|-------------------------------------------|-----------------------------|--------------------------------------------------------------------------------------------------------------------------|----------|----------------------------|----------------------------|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 2B | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 0 | 0 | 0 | SP8 | xxx | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | x | SP7 | SP6 | SP5 | SP4 | SP3 | SP2 | SP1 | SP0 | | | | | | | | | | | | | |
| 3 rd Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 0 | 0 | 0 | EP8 | xxx | | | | | | | | | | | | |
| 4 th Parameter | 1 | 1 | ↑ | x | EP7 | EP6 | EP5 | EP4 | EP3 | EP2 | EP1 | EP0 | | | | | | | | | | | | | |
| Description | <p>This command defines the page extent of the frame memory accessed by the host processor with the write_memory_continue and read_memory_continue command. No status bits are changed.</p> <div><div>SC[8:0]</div><div>EC[8:0]</div><div>SP[8:0]</div><div>EP[8:0]</div></div> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | <p>SP [8:0] always must be equal to or less than EP [8:0].</p> <p>If SP[8:0] or EP[8:0] is greater than the available frame memory then the parameter is not updated.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th colspan="2">Default Value</th></tr><tr><td>Power On Sequence</td><td>SP[8:0]=0000_{HEX}</td><td>EP[8:0]=1AF_{HEX}</td></tr><tr><td>SW Reset</td><td>SP[8:0]=0000_{HEX}</td><td>If Set_address_mode(36h) B5=0 : EP[8:0]=1AF_{HEX} If Set_address_mode(36h) B5=1 : EP[8:0]=0EF_{HEX}</td></tr><tr><td>HW Reset</td><td>SP8:0]=0000_{HEX}</td><td>EP[8:0]=1AF_{HEX}</td></tr></table> | | | | | | | | | | | | | Status | Default Value | | Power On Sequence | SP[8:0]=0000 _{HEX} | EP[8:0]=1AF _{HEX} | SW Reset | SP[8:0]=0000 _{HEX} | If Set_address_mode(36h) B5=0 : EP[8:0]=1AF _{HEX} If Set_address_mode(36h) B5=1 : EP[8:0]=0EF _{HEX} | HW Reset | SP8:0]=0000 _{HEX} | EP[8:0]=1AF _{HEX} |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | SP[8:0]=0000 _{HEX} | EP[8:0]=1AF _{HEX} | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | SP[8:0]=0000 _{HEX} | If Set_address_mode(36h) B5=0 : EP[8:0]=1AF _{HEX} If Set_address_mode(36h) B5=1 : EP[8:0]=0EF _{HEX} | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | SP8:0]=0000 _{HEX} | EP[8:0]=1AF _{HEX} | | | | | | | | | | | | | | | | | | | | | | | |



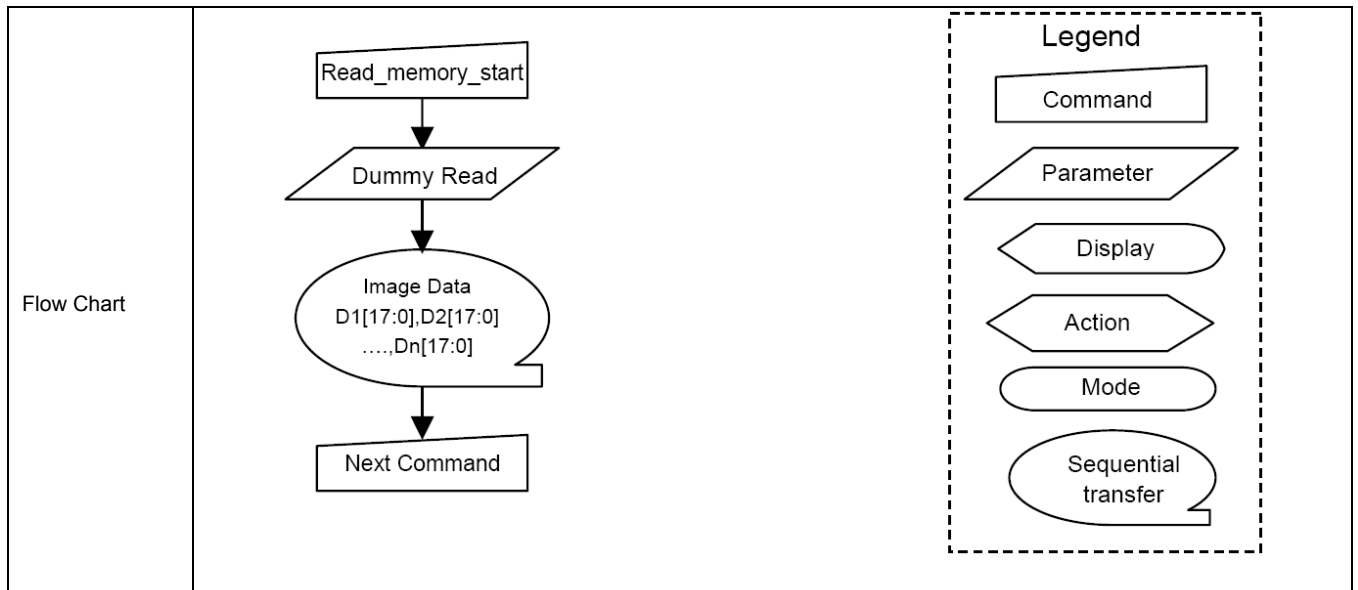
8.2.19. Write_memory_start (2Ch)

| 2CH | Write_memory_start | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|---------------|---------|---------|---------|---------|---------|---------|---------|---------|-------------|--------|--------------|------------------------------------------|-----|-----------------------------------------|-----|-------------------------------------------|-----|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | xx | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 2C | | | | | | | | | | | | |
| 1 st pixel data | 1 | 1 | ↑ | D1 [17..8] | D1 7 | D1 6 | D1 5 | D1 4 | D1 3 | D1 2 | D1 1 | D1 0 | 00000..3FFF | | | | | | | | | | | | |
| : | 1 | 1 | ↑ | Dx [17..8] | Dx 7 | Dx 6 | Dx 5 | Dx 4 | Dx 3 | Dx 2 | Dx 1 | Dx 0 | 00000..3FFF | | | | | | | | | | | | |
| N TH pixel data | 1 | 1 | ↑ | Dn [17..8] | Dn 7 | Dn 6 | Dn 5 | Dn 4 | Dn 3 | Dn 2 | Dn 1 | Dn 0 | 00000..3FFF | | | | | | | | | | | | |
| Description | <p>This command transfers image data from the host processor to the display module's frame memory starting at the pixel location specified by preceding set_column_address (2Ah) and set_page_address (2Bh) commands.</p> <p>When this command is accepted, the column register and the page register are reset to the Start Column/Start Page positions.</p> <p>If set_address_mode (36h) B5 = 0:</p> <p>The column and page registers are reset to the Start Column (SC) and Start Page (SP), respectively. Pixel Data 1 is stored in frame memory at (SC, SP). The column register is then incremented and pixels are written to the frame memory until the column register equals the End Column (EC) value. The column register is then reset to SC and the page register is incremented. Pixels are written to the frame memory until the page register equals the End Page (EP) value or the host processor sends another command. If the number of pixels exceeds (EC – SC + 1) * (EP – SP + 1) the extra pixels are ignored.</p> <p>If set_address_mode (36h) B5 = 1:</p> <p>The column and page registers are reset to the Start Column (SC) and Start Page (SP), respectively. Pixel Data 1 is stored in frame memory at (SC, SP). The page register is then incremented and pixels are written to the frame memory until the page register equals the End Page (EP) value. The page register is then reset to SP and the column register is incremented. Pixels are written to the frame memory until the column register equals the End column (EC) value or the host processor sends another command. If the number of pixels exceeds (EC – SC + 1) * (EP – SP + 1) the extra pixels are ignored.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | A write_memory_start should follow a set_column_address, set_page_address or set_address_mode to define the write location. Otherwise, data written with write_memory_start and any following write_memory_continue commands is written to undefined locations.. | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |

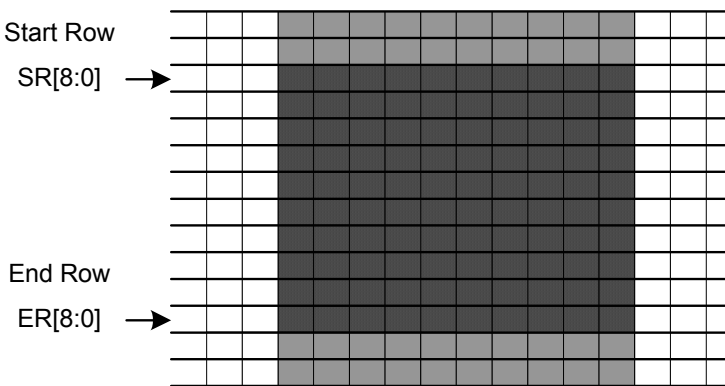
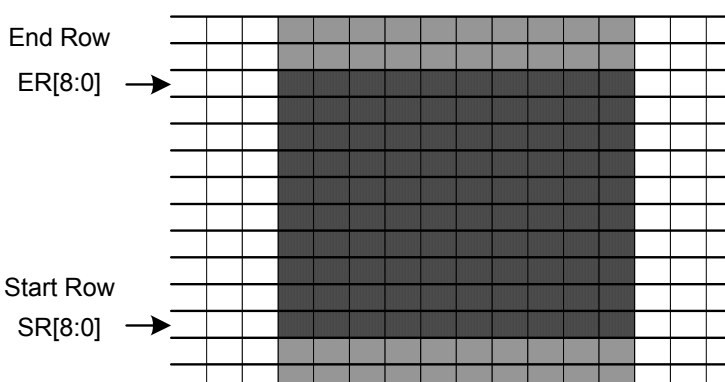
| Default | <table border="1"> <thead> <tr> <th>Status</th><th>Default Value</th></tr> </thead> <tbody> <tr> <td>Power On Sequence</td><td>Contents of memory is set randomly</td></tr> <tr> <td>SW Reset</td><td>Contents of memory is not cleared</td></tr> <tr> <td>HW Reset</td><td>Contents of memory is not cleared</td></tr> </tbody> </table> | Status | Default Value | Power On Sequence | Contents of memory is set randomly | SW Reset | Contents of memory is not cleared | HW Reset | Contents of memory is not cleared |
|-------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|---------------|-------------------|------------------------------------|----------|-----------------------------------|----------|-----------------------------------|
| Status | Default Value | | | | | | | | |
| Power On Sequence | Contents of memory is set randomly | | | | | | | | |
| SW Reset | Contents of memory is not cleared | | | | | | | | |
| HW Reset | Contents of memory is not cleared | | | | | | | | |
| Flow Chart | <pre> graph TD A[Write_memory_start] --> B([Image Data D1[17:0], D2[17:0] ..., Dn[17:0]]) B --> C[Next Command] </pre> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer | | | | | | | | |

8.2.20. Read_memory_start (2Eh)

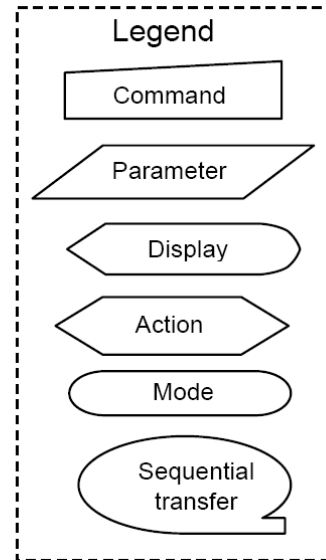
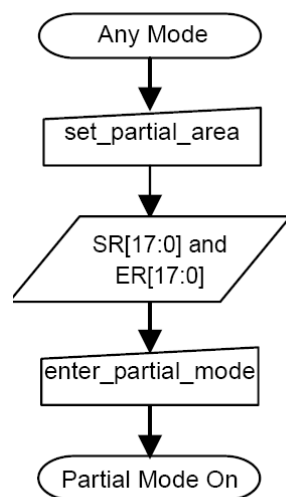
| 2EH | RAMRD (Memory Read) | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|---------------|---------|---------|---------|---------|---------|---------|---------|---------|------------|--------|---------------|------------------------------------------|------------------------------------|-----------------------------------------|-----------------------------------|-------------------------------------------|-----------------------------------|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 2E | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | x | x | x | x | x | x | x | x | x | x | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | D1 [17..8] | D1 7 | D1 6 | D1 5 | D1 4 | D1 3 | D1 2 | D1 1 | D1 0 | 00000..3FF | | | | | | | | | | | | |
| : | 1 | ↑ | 1 | Dx [17..8] | Dx 7 | Dx 6 | Dx 5 | Dx 4 | Dx 3 | Dx 2 | Dx 1 | Dx 0 | 00000..3FF | | | | | | | | | | | | |
| (N+1) TH Parameter | 1 | ↑ | 1 | Dn [17..8] | Dn 7 | Dn 6 | Dn 5 | Dn 4 | Dn 3 | Dn 2 | Dn 1 | Dn 0 | 00000..3FF | | | | | | | | | | | | |
| Description | <p>This command transfers image data from the display module's frame memory to the host processor starting at the pixel location specified by preceding set_column_address and set_page_address commands.</p> <p>If set_address_mode B5 = 0:</p> <p>The column and page registers are reset to the Start Column (SC) and Start Page (SP), respectively. Pixels are read from frame memory at (SC, SP). The column register is then incremented and pixels read from the frame memory until the column register equals the End Column (EC) value. The column register is then reset to SC and the page register is incremented. Pixels are read from the frame memory until the page register equals the End Page (EP) value or the host processor sends another command.</p> <p>If set_address_mode B5 = 1:</p> <p>The column and page registers are reset to the Start Column (SC) and Start Page (SP), respectively. Pixels are read from frame memory at (SC, SP). The page register is then incremented and pixels read from the frame memory until the page register equals the End Page (EP) value. The page register is then reset to SP and the column register is incremented. Pixels are read from the frame memory until the column register equals the End Column (EC) value or the host processor sends another command.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | Regardless of the color mode set in set_pixel_format, the pixel format returned by read_memory_continue is always 24-bit so there is no restriction on the length of data. | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Contents of memory is set randomly</td></tr><tr><td>SW Reset</td><td>Contents of memory is not cleared</td></tr><tr><td>HW Reset</td><td>Contents of memory is not cleared</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Contents of memory is set randomly | SW Reset | Contents of memory is not cleared | HW Reset | Contents of memory is not cleared | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Contents of memory is set randomly | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Contents of memory is not cleared | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Contents of memory is not cleared | | | | | | | | | | | | | | | | | | | | | | | | |



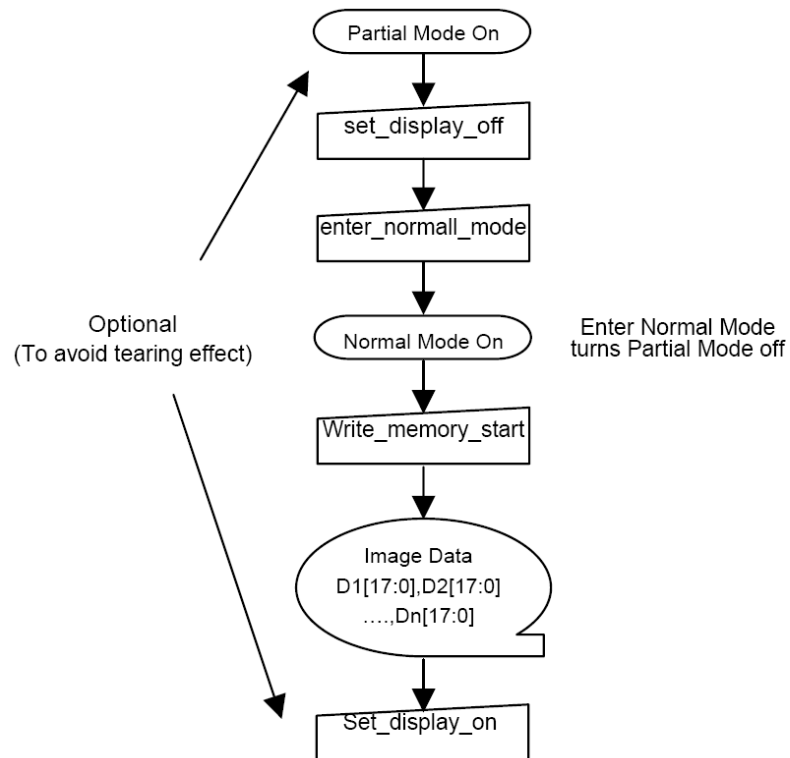
8.2.21. Set_partial_area (30h)

| 30H | Set_partial_area | | | | | | | | | | | | |
|---------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|-----|-----|-----|-----|-----|-----|-----|-----|-----------|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 30 |
| 1 st Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 0 | 0 | 0 | SR8 | 000..1DFh |
| 2 nd Parameter | 1 | 1 | ↑ | x | SR7 | SR6 | SR5 | SR4 | SR3 | SR2 | SR1 | SR0 | |
| 3 rd Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 0 | 0 | 0 | ER8 | 000..1DFh |
| 4 th Parameter | 1 | 1 | ↑ | x | ER7 | ER6 | ER5 | ER4 | ER3 | ER2 | ER1 | ER0 | |
| Description | <p>This command defines the Partial Display mode's display area. There are two parameters associated with this command, the first defines the Start Row (SR) and the second the End Row (ER), as illustrated in the following figure.</p> <p>SR and ER refer to the Frame Memory</p> <p>If End Row > Start Row and set_address_mode B4 = 0:</p> <div><div><div>Start Row</div><div>SR[8:0] →</div><div></div><div>Partial Area</div></div><p>If End Row > Start Row and set_address_mode B4 = 1:</p><div><div><div>End Row</div><div>ER[8:0] →</div><div></div><div>Partial Area</div></div></div></div> | | | | | | | | | | | | |

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------------------------------------------------------------|
| | <div>End Row < Start Row (set_address_mode(36h) B4=0)</div> <div><div><div>ER[8:0] →</div><div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div>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2. To Leave Partial Mode



8.2.22. Set_scroll_area (33h)

| 33H | Set_scroll_area | | | | | | | | | | | | |
|---------------------------|-----------------|-----|-----|-------|---------|---------|---------|---------|---------|---------|---------|---------|----------|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 33 |
| 1 st Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 0 | 0 | 0 | TFA [8] | 0000 |
| 2 nd Parameter | 1 | 1 | ↑ | x | TFA [7] | TFA [6] | TFA [5] | TFA [4] | TFA [3] | TFA [2] | TFA [1] | TFA [0] | ... 01E0 |
| 3 rd Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 0 | 0 | 0 | VSA [8] | 0000 |
| 4 th Parameter | 1 | 1 | ↑ | x | VSA [7] | VSA [6] | VSA [5] | VSA [4] | VSA [3] | VSA [2] | VSA [1] | VSA [0] | ... 01E0 |
| 5 th Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 0 | 0 | 0 | BFA [8] | 0000 |
| 6 th Parameter | 1 | 1 | ↑ | x | BFA [7] | BFA [6] | BFA [5] | BFA [4] | BFA [3] | BFA [2] | BFA [1] | BFA [0] | ... 01E0 |

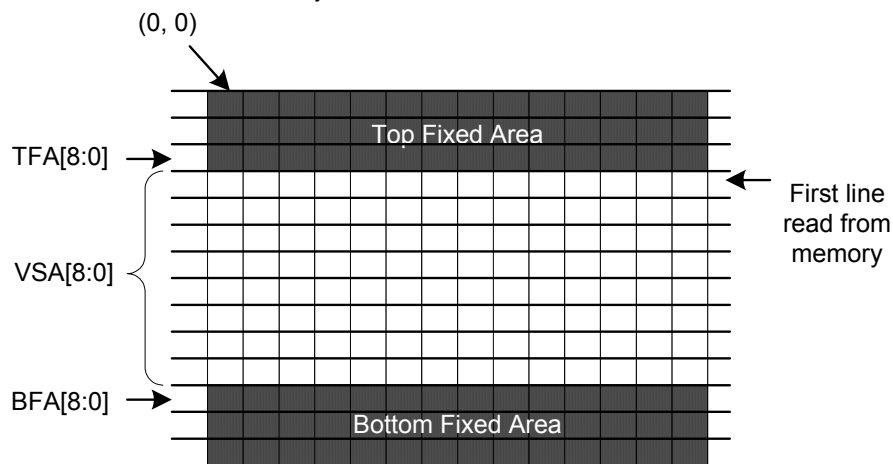
This command defines the display vertical scrolling area.

set_address_mode (36h) B4 = 0:

The 1st & 2nd parameter, TFA[8:0], describes the Top Fixed Area in number of lines from the top of the frame memory. The top of the frame memory and top of the display device are aligned. The 3rd & 4th parameter, VSA[8:0], describes the height of the Vertical Scrolling Area in number of lines of frame memory from the Vertical Scrolling Start Address. The first line of the Vertical Scrolling Area starts immediately after the bottom most line of the Top Fixed Area. The last line of the Vertical Scrolling Area ends immediately before the top most line of the Bottom Fixed Area.

The 5th & 6th parameter, BFA[8:0], describes the Bottom Fixed Area in number of lines from the bottom of the frame memory. The bottom of the frame memory and bottom of the display device are aligned.

TFA, VSA and BFA refer to the Frame Memory Line Pointer.



set_scroll_area set_address_mode B4 = 0 Example

set_address_mode (36h) B4 = 1:

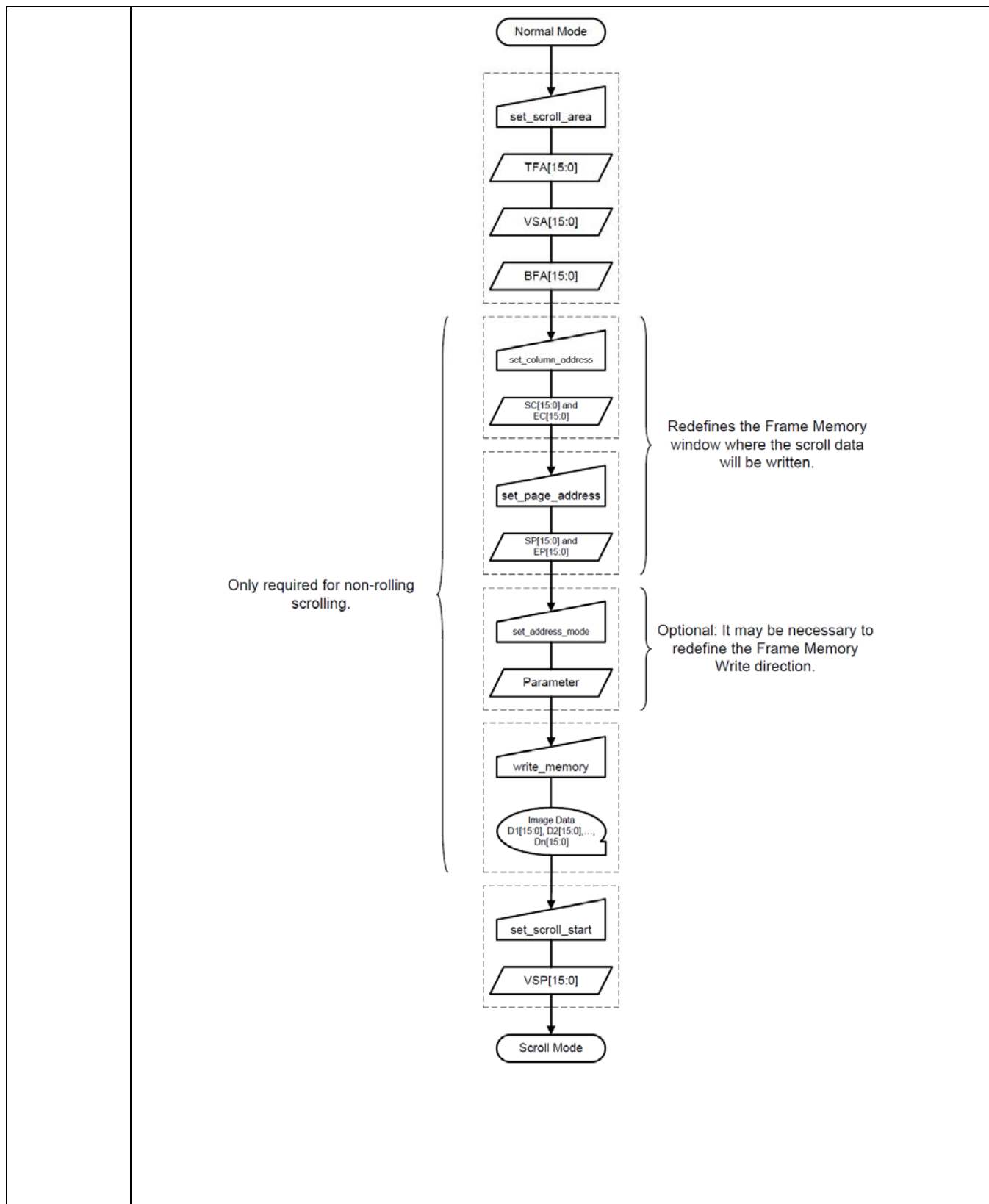
The 1st & 2nd parameter, TFA[8:0], describes the Top Fixed Area in number of lines from the bottom of the frame memory. The bottom of the frame memory and bottom of the display device are aligned.

The 3rd & 4th parameter, VSA[8:0], describes the height of the Vertical Scrolling Area in number of lines of frame memory from the Vertical Scrolling Start Address. The first line of the Vertical Scrolling Area starts immediately after the top most line of the Top Fixed Area. The last line of the Vertical Scrolling Area ends immediately before the bottom most line of the Bottom Fixed Area.

The 5th & 6th parameter, BFA[8:0], describes the Bottom Fixed Area in number of lines from the top of the frame memory. The top of the frame memory and top of the display device are aligned.

TFA, VSA and BFA refer to the Frame Memory Line Pointer.

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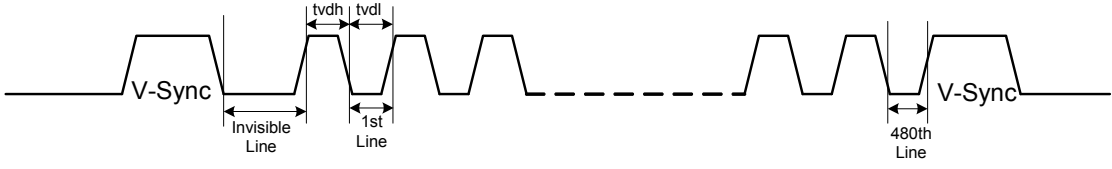
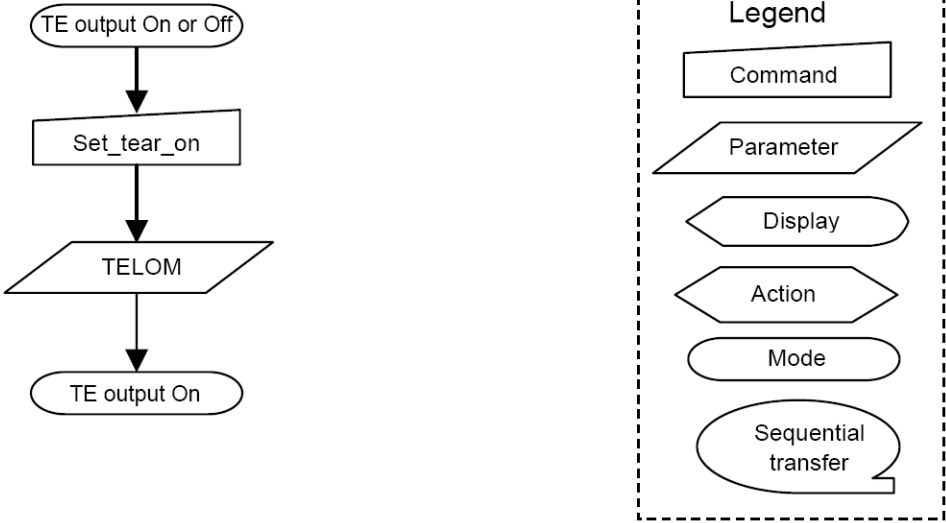


8.2.23. Set_tear_off (34h)

| 34H | Set_tear_off | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|------------------------------------------|-----|-----------------------------------------|-----|-------------------------------------------|-----|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 1 | 1 | 0 | 1 | 0 | 0 | 34 | | | | | | | | | | | | |
| Parameter | NO PARAMETER | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | This command turns off the display module's Tearing Effect output signal on the TE signal line. | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | This command has no effect when the Tearing Effect output is already off. | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>OFF</td></tr><tr><td>SW Reset</td><td>OFF</td></tr><tr><td>HW Reset</td><td>OFF</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | OFF | SW Reset | OFF | HW Reset | OFF | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | OFF | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | OFF | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | OFF | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <div><div><div>TE output On or Off</div><div>↓</div><div>Set_tear_off</div><div>↓</div><div>TE output off</div></div><div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div></div> | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.24. Set_tear_on (35h)

| 35H | Set_tear_on | | | | | | | | | | | | |
|---------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|----|----|----|----|----|----|----|-------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 1 | 1 | 0 | 1 | 0 | 1 | 35 |
| 1 st Parameter | 1 | 1 | ↑ | x | x | x | x | x | x | x | x | TELOM | xx |
| Description | <p>This command turns on the tearing Effect output signal on the TE signal line. The TE signal is not affected by changing set_address_mode (36h) bit B4 (Line Address Order).</p> <p>The Tearing Effect Line On has one parameter that describes the Tearing Effect Output Line mode.</p> <p>If TELOM = 0:</p> <p>The Tearing Effect Output line consists of V-Blanking information only.</p> | | | | | | | | | | | | |

| | <p>Vertical Time Scale</p>  <p>If TELOM = 1: The Tearing Effect Output Line consists of both V-Blanking and H-Blanking information.</p>  <p>The Tearing Effect Output line shall be active low when the display module is in Sleep mode.</p> | | | | | | | | | | | | |
|-------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|---------------|------------------------------------------|-----|-----------------------------------------|-----|-------------------------------------------|-----|------------------------------------------|-----|----------|-----|
| Restriction | This command has no effect when Tearing Effect output is already ON. | | | | | | | | | | | | |
| Register Availability | <table border="1" data-bbox="609 891 1193 1093"> <thead> <tr> <th>Status</th><th>Availability</th></tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr> <td>Sleep In</td><td>Yes</td></tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table border="1" data-bbox="705 1146 1098 1281"> <thead> <tr> <th>Status</th><th>Default Value</th></tr> </thead> <tbody> <tr> <td>Power On Sequence</td><td>OFF</td></tr> <tr> <td>SW Reset</td><td>OFF</td></tr> <tr> <td>HW Reset</td><td>OFF</td></tr> </tbody> </table> | Status | Default Value | Power On Sequence | OFF | SW Reset | OFF | HW Reset | OFF | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | OFF | | | | | | | | | | | | |
| SW Reset | OFF | | | | | | | | | | | | |
| HW Reset | OFF | | | | | | | | | | | | |
| Flow Chart |  <pre> graph TD Start([TE output On or Off]) --> Set_tear_on[Set_tear_on] Set_tear_on --> TELOM[/TELOM/] TELOM --> End([TE output On]) </pre> <div data-bbox="1072 1326 1385 1859"> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer </div> | | | | | | | | | | | | |

8.2.25. Set_address_mode (36h)

| 36H | | | | Set_address_mode | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-----------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------|------------|------------------|-------|----|----|----|----|----|----|----|----|-----|-----|-------------|---------|----|--------------------|--|----|----------------------|--|----|-----------------------|--|----|----------------|--|----|---------------|--|----|-------------------------------|------------|----|-----------------|--|----|---------------|--|
| | | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | | 0 | 1 | ↑ | x | 0 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | 36 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | | 1 | 1 | ↑ | x | B7 | B6 | B5 | B4 | B3 | 0 | B1 | B0 | xx | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | This command defines read/write scanning direction of frame memory. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | This command makes no change on the other driver status. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>Bit</th><th>Description</th><th>Comment</th></tr><tr><td>B7</td><td>Page Address Order</td><td></td></tr><tr><td>B6</td><td>Column Address Order</td><td></td></tr><tr><td>B5</td><td>Page/Column Selection</td><td></td></tr><tr><td>B4</td><td>Vertical Order</td><td></td></tr><tr><td>B3</td><td>RGB/BGR Order</td><td></td></tr><tr><td>B2</td><td>Display data latch data order</td><td>Set to '0'</td></tr><tr><td>B1</td><td>Horizontal Flip</td><td></td></tr><tr><td>B0</td><td>Vertical Flip</td><td></td></tr></table> | | | | | | | | | | | | | | Bit | Description | Comment | B7 | Page Address Order | | B6 | Column Address Order | | B5 | Page/Column Selection | | B4 | Vertical Order | | B3 | RGB/BGR Order | | B2 | Display data latch data order | Set to '0' | B1 | Horizontal Flip | | B0 | Vertical Flip | |
| | Bit | Description | Comment | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | B7 | Page Address Order | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | B6 | Column Address Order | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | B5 | Page/Column Selection | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | B4 | Vertical Order | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | B3 | RGB/BGR Order | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | B2 | Display data latch data order | Set to '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | B1 | Horizontal Flip | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | B0 | Vertical Flip | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | • Bit B7 – Page Address Order | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | '0' = Top to Bottom | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | '1' = Bottom to Top | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | • Bit B6 – Column Address Order | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | '0' = Left to Right | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | '1' = Right to Left | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | • Bit B5 – Page/Column Order | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | '0' = Normal Mode | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | '1' = Reverse Mode | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | • Bit B4 –Line Address Order | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | '0' = LCD Refresh Top to Bottom | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | '1' = LCD Refresh Bottom to Top | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | • Bit B3 – RGB/BGR Order | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| '0' = Pixels sent in RGB order | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| '1' = Pixels sent in BGR order | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| • Bit B2 –Display Data Latch Data Order | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| This bit is not applicable for this project, so it is set to '0'. (Not supported) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| • Bit B1 – Horizontal Flip | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| '0' = Normal display | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| '1' = Flipped display | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| • Bit B0 – Vertical Flip | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| '0' = Normal display | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| '1' = Flipped display | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| X = Don't care | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| | <table><tr><td>B5</td><td>B6</td><td>B7</td><td>Image in Frame Memory</td></tr><tr><td>0</td><td>0</td><td>0</td><td></td></tr><tr><td>0</td><td>0</td><td>1</td><td></td></tr><tr><td>0</td><td>1</td><td>0</td><td></td></tr><tr><td>0</td><td>1</td><td>1</td><td></td></tr></table> | B5 | B6 | B7 | Image in Frame Memory | 0 | 0 | 0 | | 0 | 0 | 1 | | 0 | 1 | 0 | | 0 | 1 | 1 | | <table><tr><td>B5</td><td>B6</td><td>B7</td><td>Image in Frame Memory</td></tr><tr><td>1</td><td>0</td><td>0</td><td></td></tr><tr><td>1</td><td>0</td><td>1</td><td></td></tr><tr><td>1</td><td>1</td><td>0</td><td></td></tr><tr><td>1</td><td>1</td><td>1</td><td></td></tr></table> | B5 | B6 | B7 | Image in Frame Memory | 1 | 0 | 0 | | 1 | 0 | 1 | | 1 | 1 | 0 | | 1 | 1 | 1 | |
|----------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|-----------------------|--------------|------------------------------------------|-----|-----------------------------------------|-----|-------------------------------------------|-----|------------------------------------------|-----|----------|-----|---|---|--|---|---|---|--|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|----|----|-----------------------|---|---|---|--|---|---|---|--|---|---|---|--|---|---|---|--|
| B5 | B6 | B7 | Image in Frame Memory | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| B5 | B6 | B7 | Image in Frame Memory | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p>B3 = 0</p> <div><div>Memory</div><div></div></div> <div>Sent RGB →</div> <div><div>Display Panel</div><div></div></div> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p>B3 = 1</p> <div><div>Memory</div><div></div></div> <div>Sent BGR →</div> <div><div>Display Panel</div><div></div></div> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| Default | <table border="1"> <thead> <tr> <th>Status</th><th>Default Value</th></tr> </thead> <tbody> <tr> <td>Power On Sequence</td><td>00_{HEX}</td></tr> <tr> <td>SW Reset</td><td>No Change</td></tr> <tr> <td>HW Reset</td><td>00_{HEX}</td></tr> </tbody> </table> | Status | Default Value | Power On Sequence | 00 _{HEX} | SW Reset | No Change | HW Reset | 00 _{HEX} |
|-------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|---------------|-------------------|-------------------|----------|-----------|----------|-------------------|
| Status | Default Value | | | | | | | | |
| Power On Sequence | 00 _{HEX} | | | | | | | | |
| SW Reset | No Change | | | | | | | | |
| HW Reset | 00 _{HEX} | | | | | | | | |
| Flow Chart | <pre> graph TD A([Address mode]) --> B[/Set_address_mode/] B --> C[/B7,B6,B5,B4,B0/] C --> D([New Address mode]) </pre> <p>Legend</p> <ul style="list-style-type: none"> Command: Rectangle Parameter: Parallelogram Display: Oval Action: Hexagon Mode: Capsule Sequential transfer: Oval with tail | | | | | | | | |

8.2.26. Set_scroll_start (37h)

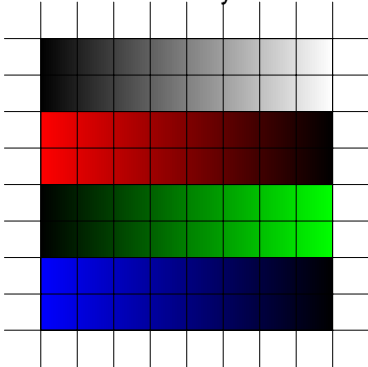
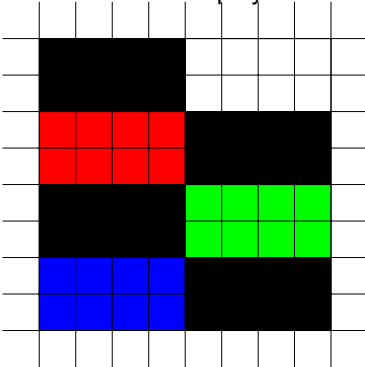
| 37H | Set_scroll_start | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|---------|---------|---------|---------|---------|---------|---------|---------|-----|---|---|---|---|---|----|----|-----|-----|-----|-----|-----|-----|----|----|---|---|---|---|---|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 1 | 1 | 0 | 1 | 1 | 1 | 37 | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 0 | 0 | 0 | VSP [8] | xx | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | x | VSP [7] | VSP [6] | VSP [5] | VSP [4] | VSP [3] | VSP [2] | VSP [1] | VSP [0] | xx | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command sets the start of the vertical scrolling area in the frame memory. The vertical scrolling area is fully defined when this command is used with the set_scroll_area command</p> <p>The set_scroll_start command has one parameter, the Vertical Scroll Pointer. The VSP defines the line in the frame memory that is written to the display device as the first line of the vertical scroll area.</p> <p>The displayed image also depends on the setting of the Line Address Order bit, B4, in the set_address_mode register. See the examples below.</p> <p>If set_address_mode (R36h) B4 = 0:</p> <p>Example:</p> <p>When Top Fixed Area = Bottom Fixed Area = 0, Vertical Scrolling Area = 432 and VSP = 3.</p> <div><div><p>Frame Memory</p><p>(0, 0) →</p><p>VSP[8:0] →</p><p>(0, 431) →</p></div><div><p>Pointer B4=0</p><table><tr><td>0</td></tr><tr><td>1</td></tr><tr><td>2</td></tr><tr><td>3</td></tr><tr><td>4</td></tr><tr><td>..</td></tr><tr><td>..</td></tr><tr><td>429</td></tr><tr><td>430</td></tr><tr><td>431</td></tr></table></div><div><p>Display</p></div></div> <p>If set_address_mode (R36h) B4 = 1:</p> <p>Example:</p> <p>When Top Fixed Area = Bottom Fixed Area = 00, Vertical Scrolling Area = 432 and VSP='3'.</p> <div><div><p>Frame Memory</p><p>(0, 431) →</p><p>VSP[8:0] →</p><p>(0, 0) →</p></div><div><p>Pointer B4=1</p><table><tr><td>431</td></tr><tr><td>430</td></tr><tr><td>429</td></tr><tr><td>..</td></tr><tr><td>..</td></tr><tr><td>4</td></tr><tr><td>3</td></tr><tr><td>2</td></tr><tr><td>1</td></tr><tr><td>0</td></tr></table></div><div><p>Display</p></div></div> <p>Note: When new Pointer position and Picture Data are sent, the result on the display will happen at the next Panel Scan to avoid tearing effect. VSP refers to the Frame Memory line Pointer.</p> | | | | | | | | | | | | | 0 | 1 | 2 | 3 | 4 | .. | .. | 429 | 430 | 431 | 431 | 430 | 429 | .. | .. | 4 | 3 | 2 | 1 | 0 |
| | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| 429 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 430 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 431 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 431 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 430 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 429 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| .. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| .. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | <p>Since the value of the Vertical Scrolling Start Address is absolute (with reference to the Frame Memory), it must not enter the fixed area (defined by Vertical Scrolling Definition (33h) – otherwise undesirable image will be displayed on the Panel.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

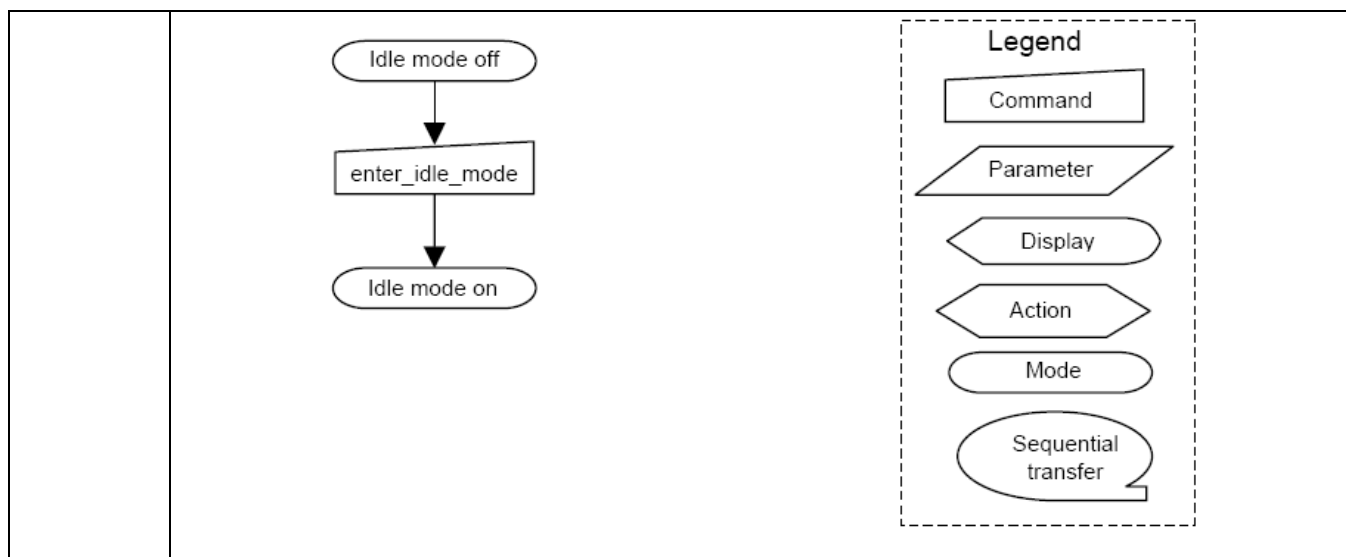
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>No</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>No</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | No | Partial Mode On, Idle Mode On, Sleep Out | No | Sleep In | Yes |
|-----------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------|--------|---------------|------------------------------------------|---------------------|-----------------------------------------|---------------------|-------------------------------------------|---------------------|------------------------------------------|----|----------|-----|
| | Status | Availability | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | No | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | No | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>0000_{HEX}</td></tr><tr><td>SW Reset</td><td>0000_{HEX}</td></tr><tr><td>HW Reset</td><td>0000_{HEX}</td></tr></table> | | Status | Default Value | Power On Sequence | 0000 _{HEX} | SW Reset | 0000 _{HEX} | HW Reset | 0000 _{HEX} | | | | |
| | Status | Default Value | | | | | | | | | | | | |
| | Power On Sequence | 0000 _{HEX} | | | | | | | | | | | | |
| | SW Reset | 0000 _{HEX} | | | | | | | | | | | | |
| HW Reset | 0000 _{HEX} | | | | | | | | | | | | | |
| Flow Chart | Refer to the description set_scroll_area (33h) | | | | | | | | | | | | | |

8.2.27. Exit_idle_mode (38h)

| 38H | Exit_idle_mode | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|------------------------------------------|---------------|-----------------------------------------|---------------|-------------------------------------------|---------------|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 38 | | | | | | | | | | | | |
| Parameter | NO PARAMETER | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | This command causes the display module to exit Idle mode. | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | This command has no effect when the display module is not in Idle mode. | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Idle Mode Off</td></tr><tr><td>SW Reset</td><td>Idle Mode Off</td></tr><tr><td>HW Reset</td><td>Idle Mode Off</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Idle Mode Off | SW Reset | Idle Mode Off | HW Reset | Idle Mode Off | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Idle Mode Off | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Idle Mode Off | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Idle Mode Off | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <div><div><div>Idle mode on</div><div>↓</div><div>Exit_idle_mode</div><div>↓</div><div>Idle mode off</div></div><div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div></div> | | | | | | | | | | | | | | | | | | | | | | | | |

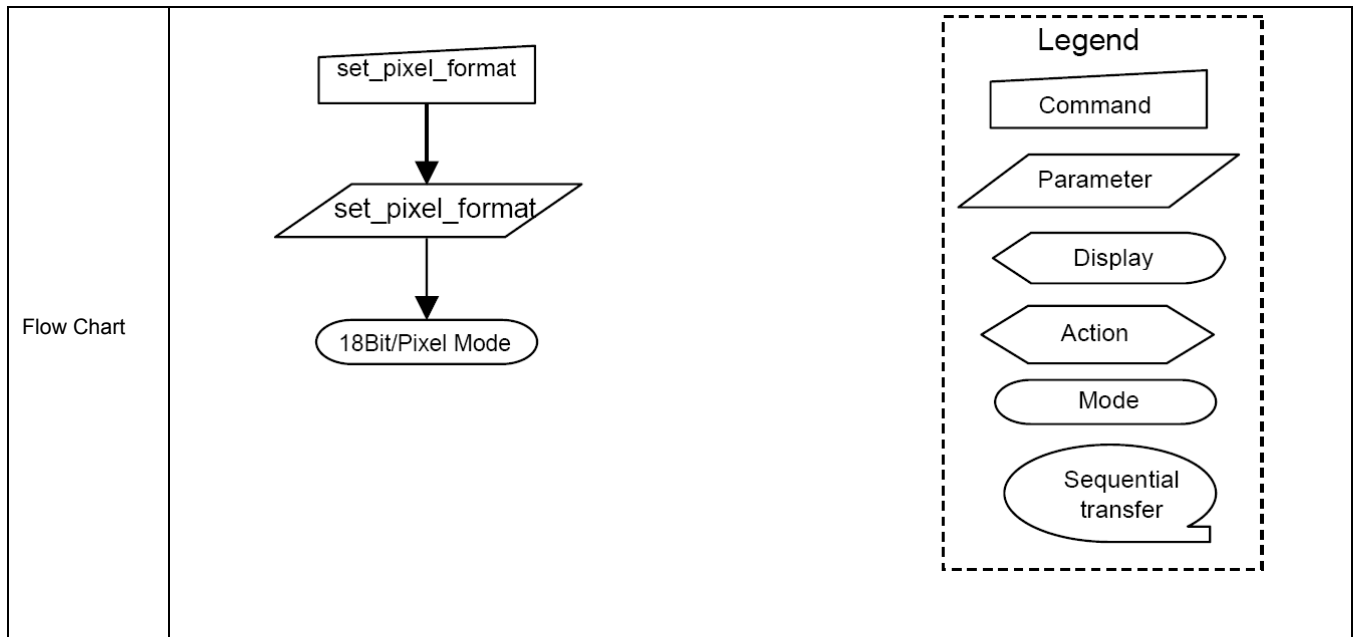
8.2.28. Enter_idle_mode (39h)

| 39H | | Enter_idle_mode | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------|-------------------|-------------------|----|----|----|----|----|----|----|----|-----|--------|-------------------|------------------------------------------|-------------------|-----------------------------------------|---------------|-------------------------------------------|---------------|------------------------------------------|--------|----------|--------|-----|--------|--------|--------|---------|--------|--------|--------|-------|--------|--------|--------|------|--------|--------|--------|--------|--------|--------|--------|-------|--------|--------|--------|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 1 | 1 | 1 | 0 | 0 | 1 | 39 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Parameter | NO PARAMETER | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command causes the display module to enter Idle Mode.</p> <p>In Idle Mode, color expression is reduced. Colors are shown on the display device using the MSB of each of the R, G and B color components in the frame memory.</p> <div><div><p>Memory</p></div><div>→</div><div><p>Panel Display</p></div></div> <table><thead><tr><th></th><th>R5 R4 R3 R2 R1 R0</th><th>G5 G4 G3 G2 G1 G0</th><th>B5 B4 B3 B2 B1 B0</th></tr></thead><tbody><tr><td>Black</td><td>0XXXXX</td><td>0XXXXX</td><td>0XXXXX</td></tr><tr><td>Blue</td><td>0XXXXX</td><td>0XXXXX</td><td>1XXXXX</td></tr><tr><td>Red</td><td>1XXXXX</td><td>0XXXXX</td><td>0XXXXX</td></tr><tr><td>Magenta</td><td>1XXXXX</td><td>0XXXXX</td><td>1XXXXX</td></tr><tr><td>Green</td><td>0XXXXX</td><td>1XXXXX</td><td>0XXXXX</td></tr><tr><td>Cyan</td><td>0XXXXX</td><td>1XXXXX</td><td>1XXXXX</td></tr><tr><td>Yellow</td><td>1XXXXX</td><td>1XXXXX</td><td>0XXXXX</td></tr><tr><td>White</td><td>1XXXXX</td><td>1XXXXX</td><td>1XXXXX</td></tr></tbody></table> | | | | | | | | | | | | | | R5 R4 R3 R2 R1 R0 | G5 G4 G3 G2 G1 G0 | B5 B4 B3 B2 B1 B0 | Black | 0XXXXX | 0XXXXX | 0XXXXX | Blue | 0XXXXX | 0XXXXX | 1XXXXX | Red | 1XXXXX | 0XXXXX | 0XXXXX | Magenta | 1XXXXX | 0XXXXX | 1XXXXX | Green | 0XXXXX | 1XXXXX | 0XXXXX | Cyan | 0XXXXX | 1XXXXX | 1XXXXX | Yellow | 1XXXXX | 1XXXXX | 0XXXXX | White | 1XXXXX | 1XXXXX | 1XXXXX |
| | | R5 R4 R3 R2 R1 R0 | G5 G4 G3 G2 G1 G0 | B5 B4 B3 B2 B1 B0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Black | 0XXXXX | 0XXXXX | 0XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Blue | 0XXXXX | 0XXXXX | 1XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Red | 1XXXXX | 0XXXXX | 0XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Magenta | 1XXXXX | 0XXXXX | 1XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Green | 0XXXXX | 1XXXXX | 0XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cyan | 0XXXXX | 1XXXXX | 1XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Yellow | 1XXXXX | 1XXXXX | 0XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| White | 1XXXXX | 1XXXXX | 1XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | This command has no effect when module is already in idle on mode. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><thead><tr><th>Status</th><th>Availability</th></tr></thead><tbody><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></tbody></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><thead><tr><th>Status</th><th>Default Value</th></tr></thead><tbody><tr><td>Power On Sequence</td><td>Idle Mode Off</td></tr><tr><td>SW Reset</td><td>Idle Mode Off</td></tr><tr><td>HW Reset</td><td>Idle Mode Off</td></tr></tbody></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Idle Mode Off | SW Reset | Idle Mode Off | HW Reset | Idle Mode Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Idle Mode Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Idle Mode Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Idle Mode Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |



8.2.29. Set_pixel_format (3Ah)

| 3AH | Set_pixel_format | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|-------|-------|----|----|----|----|----|----|----|----|-----|--------------------------------|---------------|------------------------------------------|-------------------|-----------------------------------------|-------------------|-------------------------------------------|-------------------|------------------------------------------|-----|----------|-----|-------------|---|---|---|-------------|---|---|---|-------------|---|---|---|-----------------------------|---|---|---|------------------------------|---|---|---|-------------|---|---|---|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 1 | 1 | 1 | 0 | 1 | 0 | 3A | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | x | x | D6 | D5 | D4 | x | D2 | D1 | D0 | 66 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command sets the pixel format for the RGB image data used by the interface.</p> <p>Bits D[6:4] – DPI Pixel Format Definition</p> <p>Bits D[2:0] – DBI Pixel Format Definition</p> <p>Bits D7 and D3 are not used.</p> <p>If a particular interface, either DBI or DPI, is not used then the corresponding bits in the parameter are ignored.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>Control Interface Color Format</th><th>D6/D2</th><th>D5/D1</th><th>D4/D0</th></tr><tr><td>Not defined</td><td>0</td><td>0</td><td>0</td></tr><tr><td>3bit/pixel (8 color)</td><td>0</td><td>0</td><td>1</td></tr><tr><td>Not defined</td><td>0</td><td>1</td><td>0</td></tr><tr><td>Not defined</td><td>0</td><td>1</td><td>1</td></tr><tr><td>Not defined</td><td>1</td><td>0</td><td>0</td></tr><tr><td>16bit/pixel (65,536 colors)</td><td>1</td><td>0</td><td>1</td></tr><tr><td>18bit/pixel (262,144 colors)</td><td>1</td><td>1</td><td>0</td></tr><tr><td>Not defined</td><td>1</td><td>1</td><td>1</td></tr></table> | | | | | | | | | | | | | Control Interface Color Format | D6/D2 | D5/D1 | D4/D0 | Not defined | 0 | 0 | 0 | 3bit/pixel (8 color) | 0 | 0 | 1 | Not defined | 0 | 1 | 0 | Not defined | 0 | 1 | 1 | Not defined | 1 | 0 | 0 | 16bit/pixel (65,536 colors) | 1 | 0 | 1 | 18bit/pixel (262,144 colors) | 1 | 1 | 0 | Not defined | 1 | 1 | 1 |
| | Control Interface Color Format | D6/D2 | D5/D1 | D4/D0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Not defined | 0 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3bit/pixel (8 color) | 0 | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Not defined | 0 | 1 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Not defined | 0 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Not defined | 1 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 16bit/pixel (65,536 colors) | 1 | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 18bit/pixel (262,144 colors) | 1 | 1 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Not defined | 1 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | There is no visible effect until the Frame Memory is written to. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>66_{HEX}</td></tr><tr><td>SW Reset</td><td>66_{HEX}</td></tr><tr><td>HW Reset</td><td>66_{HEX}</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | 66 _{HEX} | SW Reset | 66 _{HEX} | HW Reset | 66 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 66 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 66 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 66 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |



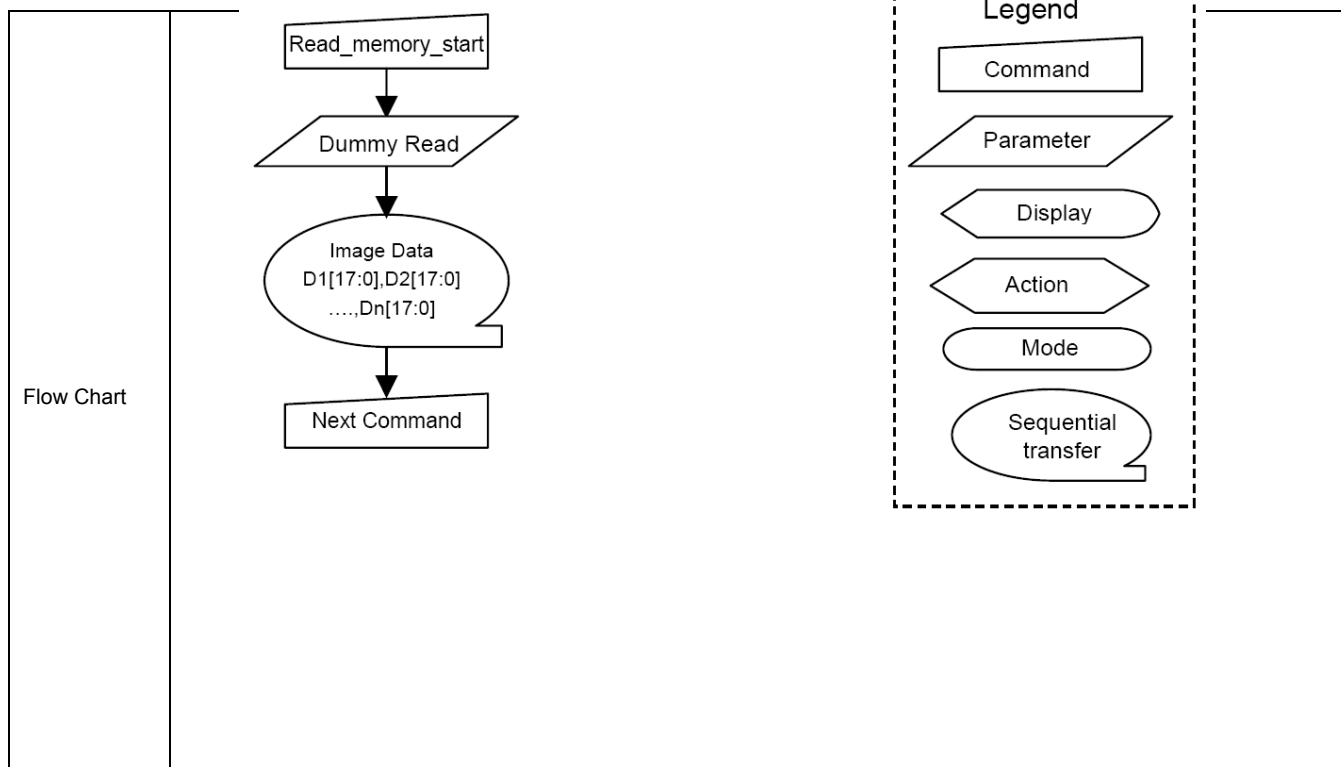
8.2.30. Write_Memory_Continue (3Ch)

| 3CH | Write_Memory_Continue | | | | | | | | | | | | |
|---------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|---------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 3C |
| 1 st Parameter | 1 | 1 | ↑ | D1 [17..8] | D1 [7] | D1 [6] | D1 [5] | D1 [4] | D1 [3] | D1 [2] | D1 [1] | D1 [0] | 000 3FF |
| x st Parameter | 1 | 1 | ↑ | Dx [17..8] | Dx [7] | Dx [6] | Dx [5] | Dx [4] | Dx [3] | Dx [2] | Dx [1] | Dx [0] | 000 3FF |
| N st Parameter | 1 | 1 | ↑ | Dn [17..8] | Dn [7] | Dn [6] | Dn [5] | Dn [4] | Dn [3] | Dn [2] | Dn [1] | Dn [0] | 000 3FF |
| Description | <p>This command transfers image data from the host processor to the display module's frame memory continuing from the pixel location following the previous write_memory_continue or write_memory_start command.</p> <p>If set_address_mode B5 = 0:</p> <p>Data is written continuing from the pixel location after the write range of the previous write_memory_start or write_memory_continue. The column register is then incremented and pixels are written to the frame memory until the column register equals the End Column (EC) value. The column register is then reset to SC and the page register is incremented. Pixels are written to the frame memory until the page register equals the End Page (EP) value and the column register equals the EC value, or the host processor sends another command. If the number of pixels exceeds (EC – SC + 1) * (EP – SP + 1) the extra pixels are ignored.</p> <p>If set_address_mode B5 = 1:</p> <p>Data is written continuing from the pixel location after the write range of the previous write_memory_start or write_memory_continue. The page register is then incremented and pixels are written to the frame memory until the page register equals the End Page (EP) value. The page register is then reset to SP and the column register is incremented. Pixels are written to the frame memory until the column register equals the End column (EC) value and the page register equals the EP value, or the host processor sends another command. If the number of pixels exceeds (EC – SC + 1) * (EP – SP + 1) the extra pixels are ignored.</p> <p>Sending any other command can stop frame Write.</p> <p>Frame Memory Access and Interface setting (B3h), WEMODE=0</p> <p>When the transfer number of data exceeds (EC-SC+1)*(EP-SP+1), the exceeding data will be ignored.</p> <p>Frame Memory Access and Interface setting (B3h), WEMODE=1</p> <p>When the transfer number of data exceeds (EC-SC+1)*(EP-SP+1), the column and page number will be reset, and the exceeding data will be written into the following column and page.</p> | | | | | | | | | | | | |
| Restriction | <p>A write_memory_start should follow a set_column_address, set_page_address or set_address_mode to define the write address. Otherwise, data written with write_memory_continue is written to undefined addresses.</p> | | | | | | | | | | | | |


| Register Availability | <table border="1"> <thead> <tr> <th>Status</th><th>Availability</th></tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr> <td>Sleep In</td><td>No</td></tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | No |
|-------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|---------------|------------------------------------------|--------------|-----------------------------------------|-----------|-------------------------------------------|-----------|------------------------------------------|-----|----------|----|
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | No | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th><th>Default Value</th></tr> </thead> <tbody> <tr> <td>Power On Sequence</td><td>Random value</td></tr> <tr> <td>SW Reset</td><td>No change</td></tr> <tr> <td>HW Reset</td><td>No change</td></tr> </tbody> </table> | Status | Default Value | Power On Sequence | Random value | SW Reset | No change | HW Reset | No change | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | Random value | | | | | | | | | | | | |
| SW Reset | No change | | | | | | | | | | | | |
| HW Reset | No change | | | | | | | | | | | | |
| Flow Chart | <pre> graph TD A[Write_memory_continue] --> B([Image Data D1[17:0],D2[17:0],Dn[17:0]]) B --> C[Next Command] </pre> <p>Legend</p> <ul style="list-style-type: none"> Command: Rectangle Parameter: Parallelogram Display: Rounded rectangle Action: Arrow Mode: Oval Sequential transfer: Oval with tail | | | | | | | | | | | | |

8.2.31. Read_Memory_Continue (3Eh)

| 3EH | Read_Memory_Continue | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|---------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|--------|---------------|------------------------------------------|-------------|-----------------------------------------|-----------|-------------------------------------------|-----------|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 0 | 3E | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | x | x | x | x | x | x | x | x | x | x | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | D1 [17..8] | D1 [7] | D1 [6] | D1 [5] | D1 [4] | D1 [3] | D1 [2] | D1 [1] | D1 [0] | 000 3FF | | | | | | | | | | | | |
| x st Parameter | 1 | ↑ | 1 | Dx [17..8] | Dx [7] | Dx [6] | Dx [5] | Dx [4] | Dx [3] | Dx [2] | Dx [1] | Dx [0] | 000 3FF | | | | | | | | | | | | |
| N st Parameter | 1 | ↑ | 1 | Dn [17..8] | Dn [7] | Dn [6] | Dn [5] | Dn [4] | Dn [3] | Dn [2] | Dn [1] | Dn [0] | 000 3FF | | | | | | | | | | | | |
| Description | <p>This command transfers image data from the display module's frame memory to the host processor continuing from the location following the previous read_memory_continue (3Eh) or read_memory_start (2Eh) command.</p> <p>If set_address_mode B5 = 0:</p> <p>Pixels are read continuing from the pixel location after the read range of the previous read_memory_start or read_memory_continue. The column register is then incremented and pixels are read from the frame memory until the column register equals the End Column (EC) value. The column register is then reset to SC and the page register is incremented. Pixels are read from the frame memory until the page register equals the End Page (EP) value and the column register equals the EC value, or the host processor sends another command.</p> <p>If set_address_mode B5 = 1:</p> <p>Pixels are read continuing from the pixel location after the read range of the previous read_memory_start or read_memory_continue. The page register is then incremented and pixels are read from the frame memory until the page register equals the End Page (EP) value. The page register is then reset to SP and the column register is incremented. Pixels are read from the frame memory until the column register equals the End Column (EC) value and the page register equals the EP value, or the host processor sends another command.</p> <p>This command makes no change to the other driver status.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | A read_memory_start should follow a set_column_address, set_page_address or set_address_mode to define the read location. Otherwise, data read with read_memory_continue is undefined. | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Random data</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>No change</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Random data | SW Reset | No change | HW Reset | No change | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Random data | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | No change | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | No change | | | | | | | | | | | | | | | | | | | | | | | | |



8.2.32. Set_Tear_Scanline (44h)

| 44H | Set_Tear_Scanline | | | | | | | | | | | | | | | | | | | | | | | | |
|---------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|-----|-------|---------|---------|---------|---------|---------|---------|---------|---------|-----|--------|--------------|------------------------------------------|-----|-----------------------------------------|-----|-------------------------------------------|-----|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 44 | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | xx | 0 | 0 | 0 | 0 | 0 | 0 | 0 | STS [8] | 0x | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | xx | STS [7] | STS [6] | STS [5] | STS [4] | STS [3] | STS [2] | STS [1] | STS [0] | xx | | | | | | | | | | | | |
| Description | <p>This command turns on the display Tearing Effect output signal on the TE signal line when the display reaches line N. The TE signal is not affected by changing set_address_mode bit B4. The Tearing Effect Line On has one parameter that describes the Tearing Effect Output Line mode.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| | <p>Vertical Time Scale</p>  | | | | | | | | | | | | | | | | | | | | | | | | |
| | <p>The Tearing Effect Output line shall be active low when the display module is in Sleep mode.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | - | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |

| Default | <table border="1"> <thead> <tr> <th>Status</th><th>Default Value</th></tr> </thead> <tbody> <tr> <td>Power On Sequence</td><td>00_{HEX}</td></tr> <tr> <td>SW Reset</td><td>00_{HEX}</td></tr> <tr> <td>HW Reset</td><td>00_{HEX}</td></tr> </tbody> </table> | Status | Default Value | Power On Sequence | 00 _{HEX} | SW Reset | 00 _{HEX} | HW Reset | 00 _{HEX} |
|-------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|---------------|-------------------|-------------------|----------|-------------------|----------|-------------------|
| Status | Default Value | | | | | | | | |
| Power On Sequence | 00 _{HEX} | | | | | | | | |
| SW Reset | 00 _{HEX} | | | | | | | | |
| HW Reset | 00 _{HEX} | | | | | | | | |
| Flow Chart | <pre> graph TD A([TE Output On or Off]) --> B[set_tear_scanline] B --> C[/Send 1st parameter STS[8]/] C --> D[/Send 2nd parameter STS[7:0]/] D --> E([TE Output On the Nth line]) </pre> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer | | | | | | | | |

8.2.33. Get_Scanline (45h)

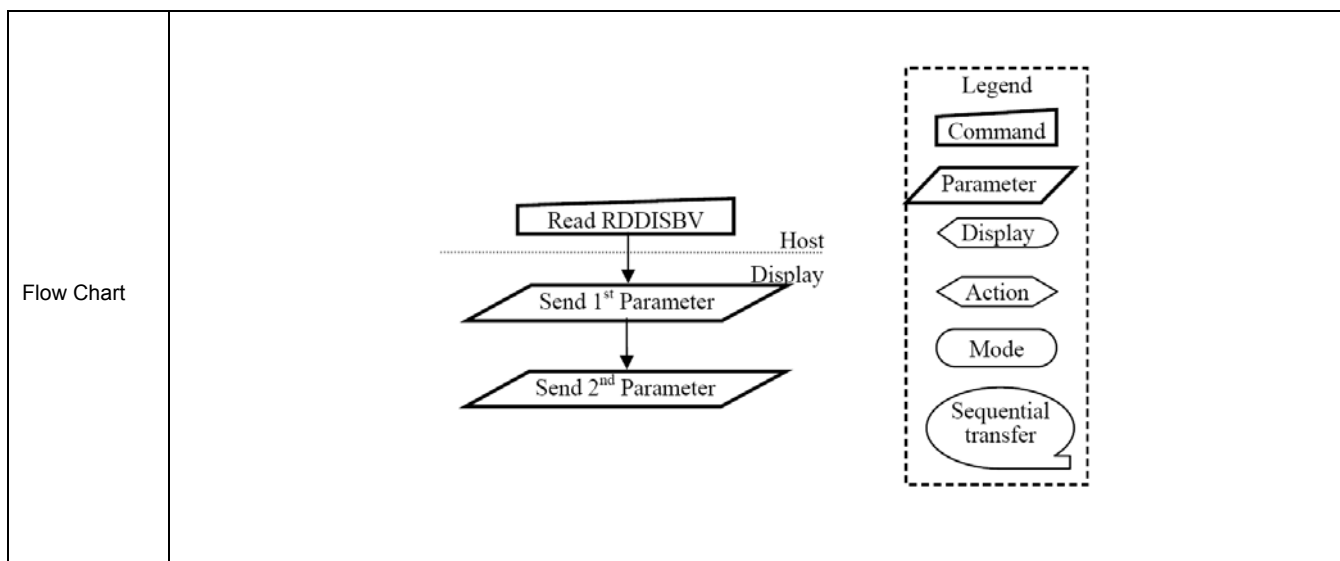
| 45H | Get_Scanline | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|---------|---------|---------|---------|---------|---------|---------|---------|-----|--------|---------------|------------------------------------------|-------------------|-----------------------------------------|-------------------|-------------------------------------------|-------------------|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 45 | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | x | x | x | x | x | x | x | x | x | x | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | xx | 0 | 0 | 0 | 0 | 0 | 0 | 0 | GTS [8] | 0x | | | | | | | | | | | | |
| 3 rd Parameter | 1 | ↑ | 1 | xx | GTS [7] | GTS [6] | GTS [5] | GTS [4] | GTS [3] | GTS [2] | GTS [1] | GTS [0] | xx | | | | | | | | | | | | |
| Description | <p>The display returns the current scan line, N, used to update the display device. The total number of scan lines on a display device is defined as VSYNC + VBP + VACT + VFP. The first scan line is defined as the first line of V-Sync and is denoted as Line 0.</p> <p>When in Sleep Mode, the value returned by get_scanline is undefined.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | None | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><thead><tr><th>Status</th><th>Availability</th></tr></thead><tbody><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></tbody></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><thead><tr><th>Status</th><th>Default Value</th></tr></thead><tbody><tr><td>Power On Sequence</td><td>00_{HEX}</td></tr><tr><td>SW Reset</td><td>00_{HEX}</td></tr><tr><td>HW Reset</td><td>00_{HEX}</td></tr></tbody></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | 00 _{HEX} | SW Reset | 00 _{HEX} | HW Reset | 00 _{HEX} | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <div><div><div>get_scanline</div><div>Wait 3us</div><div>Dummy Read</div><div>Send 1st parameter GTS[9:8]</div><div>Send 2nd parameter GTS[7:0]</div></div><div><div>Legend</div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div> | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.34. Write Display Brightness (51h)

| 51H | WRDISBV (Write Display Brightness) | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|---------|---------|---------|---------|---------|---------|---------|---------|----------------|--------|---------------|------------------------------------------|-------------------|-----------------------------------------|-------------------|-------------------------------------------|-------------------|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 1 | 51 | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | xx | DBV [7] | DBV [6] | DBV [5] | DBV [4] | DBV [3] | DBV [2] | DBV [1] | DBV [0] | 00 .. FF | | | | | | | | | | | | |
| Description | <p>This command is used to adjust the brightness value of the display.</p> <p>It should be checked what is the relationship between this written value and output brightness of the display. This relationship is defined on the display module specification.</p> <p>In principle relationship is that 00h value means the lowest brightness and FFh value means the highest brightness.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | None | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><thead><tr><th>Status</th><th>Availability</th></tr></thead><tbody><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></tbody></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><thead><tr><th>Status</th><th>Default Value</th></tr></thead><tbody><tr><td>Power On Sequence</td><td>00_{HEX}</td></tr><tr><td>SW Reset</td><td>00_{HEX}</td></tr><tr><td>HW Reset</td><td>00_{HEX}</td></tr></tbody></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | 00 _{HEX} | SW Reset | 00 _{HEX} | HW Reset | 00 _{HEX} | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <div><div><div>WRDISBV</div><div>↓</div><div>DBV[7..0]</div><div>↓</div><div>New Display Brightness Value Loaded</div></div><div><div>Legend</div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div> | | | | | | | | | | | | | | | | | | | | | | | | |

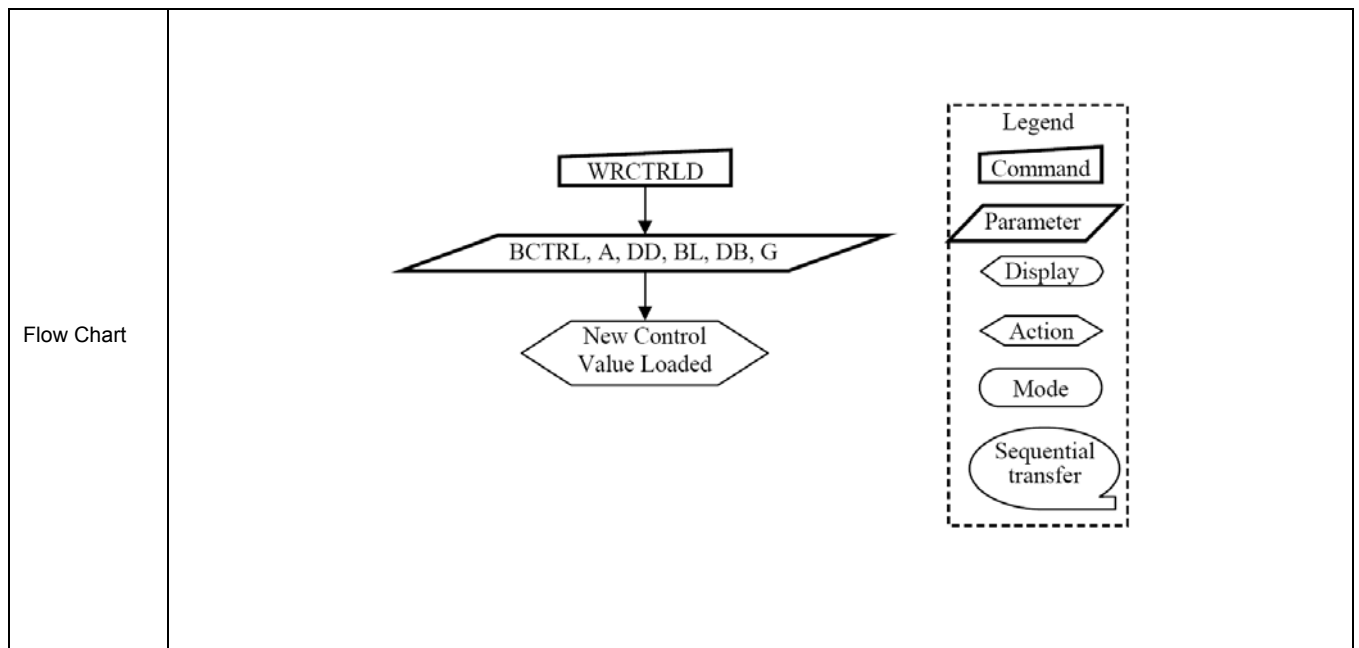
8.2.35. Read Display Brightness (52h)

| 52H | RDISBV (Read Display Brightness Value) | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|------------|------------|------------|------------|------------|------------|------------|------------|-----|--------|---------------|------------------------------------------|-------------------|-----------------------------------------|-------------------|-------------------------------------------|-------------------|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 0 | 52 | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | xx | x | x | x | x | x | x | x | x | x | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | xx | DBV [7] | DBV [6] | DBV [5] | DBV [4] | DBV [3] | DBV [2] | DBV [1] | DBV [0] | xx | | | | | | | | | | | | |
| Description | <p>This command returns the brightness value of the display.</p> <p>It should be checked what the relationship between this returned value and output brightness of the display. This relationship is defined on the display module specification.</p> <p>In principle the relationship is that 00h value means the lowest brightness and FFh value means the highest brightness.</p> <p>This command can be used to read the brightness value of the display also when Display brightness control is in automatic mode.</p> <p>Write CTRL Display (53h)" bit DB = '1'.</p> <p>DBV[7:0] is reset when display is in sleep-in mode.</p> <p>DBV[7:0] is '0' when bit BCTRL of "Write CTRL Display (53h)" command is '0'.</p> <p>DBV[7:0] is manual set brightness specified with "Write CTRL Display (53h)" command when bit BCTRL is '1' and bit A of "Write CTRL Display (53h)" command is '0'.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | <p>The display module is sending 2nd parameter value on the data lines if the MCU wants to read more than one parameter (= more than 2 RDX cycle) on DBI Mode.</p> <p>Only 2nd parameter is sent on DSI (The 1st parameter is not sent).</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>00_{HEX}</td></tr><tr><td>SW Reset</td><td>00_{HEX}</td></tr><tr><td>HW Reset</td><td>00_{HEX}</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | 00 _{HEX} | SW Reset | 00 _{HEX} | HW Reset | 00 _{HEX} | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | |



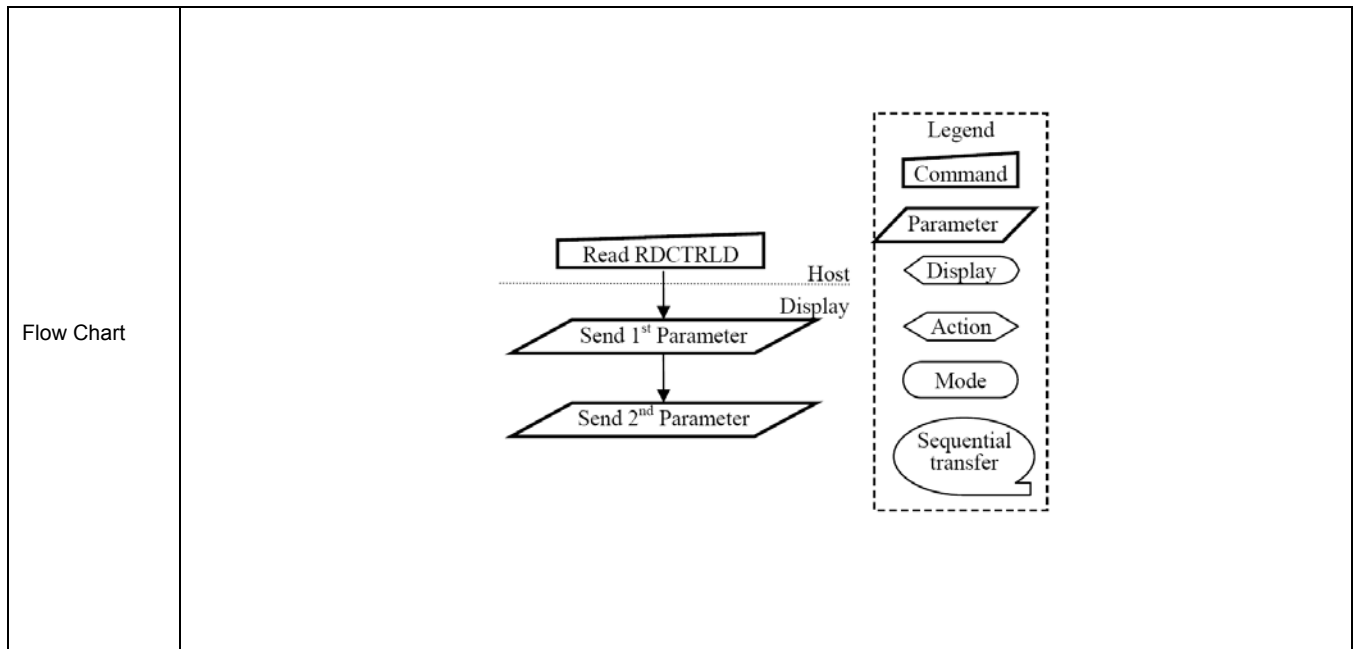
8.2.36. Write CTRL Display (53h)

| 53H | WRCTRLD (Write Control Display) | | | | | | | | | | | | |
|---------------------------|-----------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|----|----|-------|----|----|----|----|----|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | ↑ | x | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 1 | 53 |
| 1 st Parameter | 1 | ↑ | 1 | xx | 0 | 0 | BCTRL | 0 | DD | BL | 0 | 0 | xx |
| Description | This command is used to control display brightness. | | | | | | | | | | | | |
| | BCTRL: Brightness Control Block On/Off, This bit is always used to switch brightness for display. | | | | | | | | | | | | |
| | 0 = Off (Brightness registers are 00h, DBV[7..0]) | | | | | | | | | | | | |
| | 1 = On (Brightness registers are active, according to the other parameters.) | | | | | | | | | | | | |
| | Display Dimming (DD): (Only for manual brightness setting) | | | | | | | | | | | | |
| | DD = 0: Display Dimming is off | | | | | | | | | | | | |
| | DD = 1: Display Dimming is on | | | | | | | | | | | | |
| | BL: Backlight Control On/Off | | | | | | | | | | | | |
| | 0 = Off (Completely turn off backlight circuit. Control lines must be low.) | | | | | | | | | | | | |
| | 1 = On | | | | | | | | | | | | |
| | Dimming function is adapted to the brightness registers for display when bit BCTRL is changed at DD=1, e.g. BCTRL: 0 → 1 or 1→ 0. | | | | | | | | | | | | |
| | When BL bit change from “On” to “Off”, backlight is turned off without gradual dimming, even if dimming-on (DD=1) are selected. | | | | | | | | | | | | |
| Restriction | None | | | | | | | | | | | | |
| Register Availability | | | | | | | | | | | | | |
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| | | | | | | | | | | | | | |
| Default | | | | | | | | | | | | | |
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8.2.37. Read CTRL Display (54h)

| 54H | RDCTRLD (Read Control Display) | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|----|----|-------|----|----|----|----|----|-----|--------|---------------|------------------------------------------|---------------------------|-----------------------------------------|---------------------------|-------------------------------------------|---------------------------|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 0 | 54 | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | xx | x | x | x | x | x | x | x | x | xx | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | xx | 0 | 0 | BCTRL | 0 | DD | BL | 0 | 0 | xx | | | | | | | | | | | | |
| Description | This command is used to return brightness setting. | | | | | | | | | | | | | | | | | | | | | | | | |
| | BCTRL: Brightness Control Block On/Off, '0' = Off (Brightness registers are 00h) '1' = On (Brightness registers are active, according to the DBV[7..0] parameters.) | | | | | | | | | | | | | | | | | | | | | | | | |
| | DD: Display Dimming '0' = Display Dimming is off '1' = Display Dimming is on | | | | | | | | | | | | | | | | | | | | | | | | |
| | BL: Backlight On/Off '0' = Off (Completely turn off backlight circuit. Control lines must be low.) '1' = On | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | The display module is sending 2nd parameter value on the data lines if the MCU wants to read more than one parameter (= more than 2 RDX cycle) on DBI. Only 2nd parameter is sent on DSI (The 1st parameter is not sent). | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>BCTRL=0, DD=0, BL=0, DB=0</td></tr><tr><td>SW Reset</td><td>BCTRL=0, DD=0, BL=0, DB=0</td></tr><tr><td>HW Reset</td><td>BCTRL=0, DD=0, BL=0, DB=0</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | BCTRL=0, DD=0, BL=0, DB=0 | SW Reset | BCTRL=0, DD=0, BL=0, DB=0 | HW Reset | BCTRL=0, DD=0, BL=0, DB=0 | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | BCTRL=0, DD=0, BL=0, DB=0 | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | BCTRL=0, DD=0, BL=0, DB=0 | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | BCTRL=0, DD=0, BL=0, DB=0 | | | | | | | | | | | | | | | | | | | | | | | | |



8.2.38. Write Content Adaptive Brightness Control (55h)

| 55H | WRCABC (Write Content Adaptive Brightness Control) | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|----|----|----|----|----|----|------|------|-----|--------|---------------|------------------------------------------|--------------------------|-----------------------------------------|--------------------------|-------------------------------------------|--------------------------|------------------------------------------|--------------|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 55 | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | xx | 0 | 0 | 0 | 0 | 0 | 0 | C[1] | C[0] | xx | | | | | | | | | | | | |
| Description | <p>This command is used to set parameters for image content based adaptive brightness control functionality.</p> <p>There is possible to use 4 different modes for content adaptive image functionality, which are defined on a table below.</p> <table><tr><th>C[1:0]</th><th>Default Value</th></tr><tr><td>2'b00</td><td>Off</td></tr><tr><td>2'b01</td><td>User Interface Image</td></tr><tr><td>2'b10</td><td>Still Picture</td></tr><tr><td>2'b11</td><td>Moving Image</td></tr></table> | | | | | | | | | | | | | C[1:0] | Default Value | 2'b00 | Off | 2'b01 | User Interface Image | 2'b10 | Still Picture | 2'b11 | Moving Image | | |
| C[1:0] | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'b00 | Off | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'b01 | User Interface Image | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'b10 | Still Picture | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'b11 | Moving Image | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | None | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>C[1:0]=00_{HEX}</td></tr><tr><td>SW Reset</td><td>C[1:0]=00_{HEX}</td></tr><tr><td>HW Reset</td><td>C[1:0]=00_{HEX}</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | C[1:0]=00 _{HEX} | SW Reset | C[1:0]=00 _{HEX} | HW Reset | C[1:0]=00 _{HEX} | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | C[1:0]=00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | C[1:0]=00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | C[1:0]=00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <div><div><div>WRCABC</div><div>↓</div><div>1st parameter: C[1:0]</div><div>↓</div><div>New Adaptive Image Mode</div></div><div><div>Legend</div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div> | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.39. Read Content Adaptive Brightness Control (56h)

| 56H | RDCABC (Read Content Adaptive Brightness Control) | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|----|----|----|----|----|----|------|------|-----|--------|---------------|------------------------------------------|--------------------------|-----------------------------------------|--------------------------|-------------------------------------------|--------------------------|------------------------------------------|--------------|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | 56 | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | xx | x | x | x | x | x | x | x | x | xx | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | xx | 0 | 0 | 0 | 0 | 0 | 0 | C[1] | C[0] | xx | | | | | | | | | | | | |
| Description | <p>This command is used to read the settings for image content based adaptive brightness control functionality.</p> <p>It is possible to use 4 different modes for content adaptive image functionality, which are defined on a table below.</p> <table><tr><th>C[1:0]</th><th>Default Value</th></tr><tr><td>2'b00</td><td>Off</td></tr><tr><td>2'b01</td><td>User Interface Image</td></tr><tr><td>2'b10</td><td>Still Picture</td></tr><tr><td>2'b11</td><td>Moving Image</td></tr></table> | | | | | | | | | | | | | C[1:0] | Default Value | 2'b00 | Off | 2'b01 | User Interface Image | 2'b10 | Still Picture | 2'b11 | Moving Image | | |
| C[1:0] | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'b00 | Off | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'b01 | User Interface Image | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'b10 | Still Picture | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'b11 | Moving Image | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | <p>The display module is sending 2nd parameter value on the data lines if the MCU wants to read more than one parameter (= more than 2 RDX cycle) on DBI.</p> <p>Only 2nd parameter is sent on DSI (The 1st parameter is not sent).</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>C[1:0]=00_{HEX}</td></tr><tr><td>SW Reset</td><td>C[1:0]=00_{HEX}</td></tr><tr><td>HW Reset</td><td>C[1:0]=00_{HEX}</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | C[1:0]=00 _{HEX} | SW Reset | C[1:0]=00 _{HEX} | HW Reset | C[1:0]=00 _{HEX} | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | C[1:0]=00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | C[1:0]=00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | C[1:0]=00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <div><div><div>Read RDCABC</div><div>Send 1st Parameter</div><div>Send 2nd Parameter</div></div><div>Host Display</div><div><div>Legend</div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div> | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.40. Write CABC Minimum Brightness (5Eh)

| B8H | Backlight Control 1 | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|--------|--------|--------|--------|--------|--------|--------|--------|-----|--------|---------------|------------------------------------------|-----|-----------------------------------------|-----------|-------------------------------------------|-----|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | xx | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | B8 | | | | | | | | | | | | |
| 1 st parameter | 0 | ↑ | 1 | xx | CMB[7] | CMB[6] | CMB[5] | CMB[4] | CMB[3] | CMB[2] | CMB[1] | CMB[7] | FF | | | | | | | | | | | | |
| Description | <p>This command is used to set the minimum brightness value of the display for CABC function.</p> <p>CMB[7:0]: CABC minimum brightness control, this parameter is used to avoid too much brightness reduction.</p> <p>When CABC is active, CABC cannot reduce the display brightness to less than CABC minimum brightness setting. Image processing function is worked as normal, even if the brightness cannot be changed.</p> <p>This function does not affect to the other function, manual brightness setting. Manual brightness can be set the display brightness to less than CABC minimum brightness. Smooth transition and dimming function can be worked as normal.</p> <p>When display brightness is turned off (BCTRL=0 of “Write CTRL Display (53h)”), CABC minimum brightness setting is ignored.</p> <p>In principle relationship is that 00h value means the lowest brightness for CABC and FFh value means the highest brightness for CABC.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>00h</td></tr><tr><td>SW Reset</td><td>No Change</td></tr><tr><td>HW Reset</td><td>00h</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | 00h | SW Reset | No Change | HW Reset | 00h | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 00h | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | No Change | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 00h | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.41. Read CABC Minimum Brightness (5Fh)

| B8H | Backlight Control 1 | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|--------|--------|--------|--------|--------|--------|--------|--------|-----|--------|---------------|------------------------------------------|-----|-----------------------------------------|-----------|-------------------------------------------|-----|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | xx | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | B8 | | | | | | | | | | | | |
| 1 st parameter | 0 | ↑ | 1 | xx | CMB[7] | CMB[6] | CMB[5] | CMB[4] | CMB[3] | CMB[2] | CMB[1] | CMB[0] | FF | | | | | | | | | | | | |
| Description | <p>This command returns the minimum brightness value of CABC function.</p> <p>In principle the relationship is that 00h value means the lowest brightness and FFh value means the highest brightness.</p> <p>CMB[7:0] is CABC minimum brightness specified with “Write CABC minimum brightness (5Eh)” command. In principle relationship is that 00h value means the lowest brightness for CABC and FFh value means the highest brightness for CABC.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>00h</td></tr><tr><td>SW Reset</td><td>No Change</td></tr><tr><td>HW Reset</td><td>00h</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | 00h | SW Reset | No Change | HW Reset | 00h | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 00h | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | No Change | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 00h | | | | | | | | | | | | | | | | | | | | | | | | |

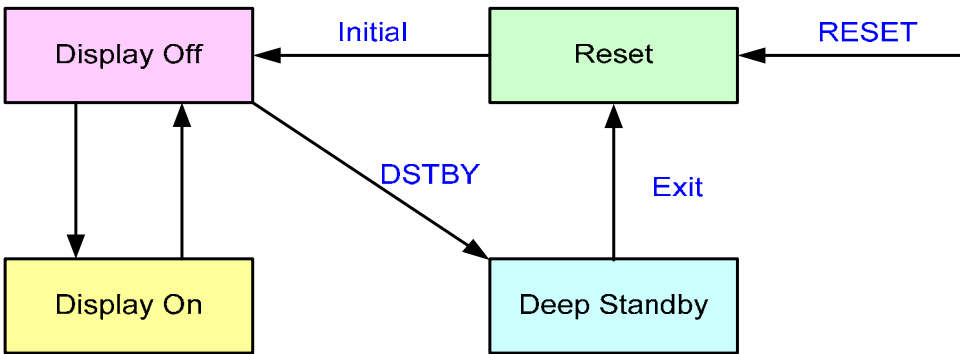
8.2.42. Read_DDB_Start (A1h)

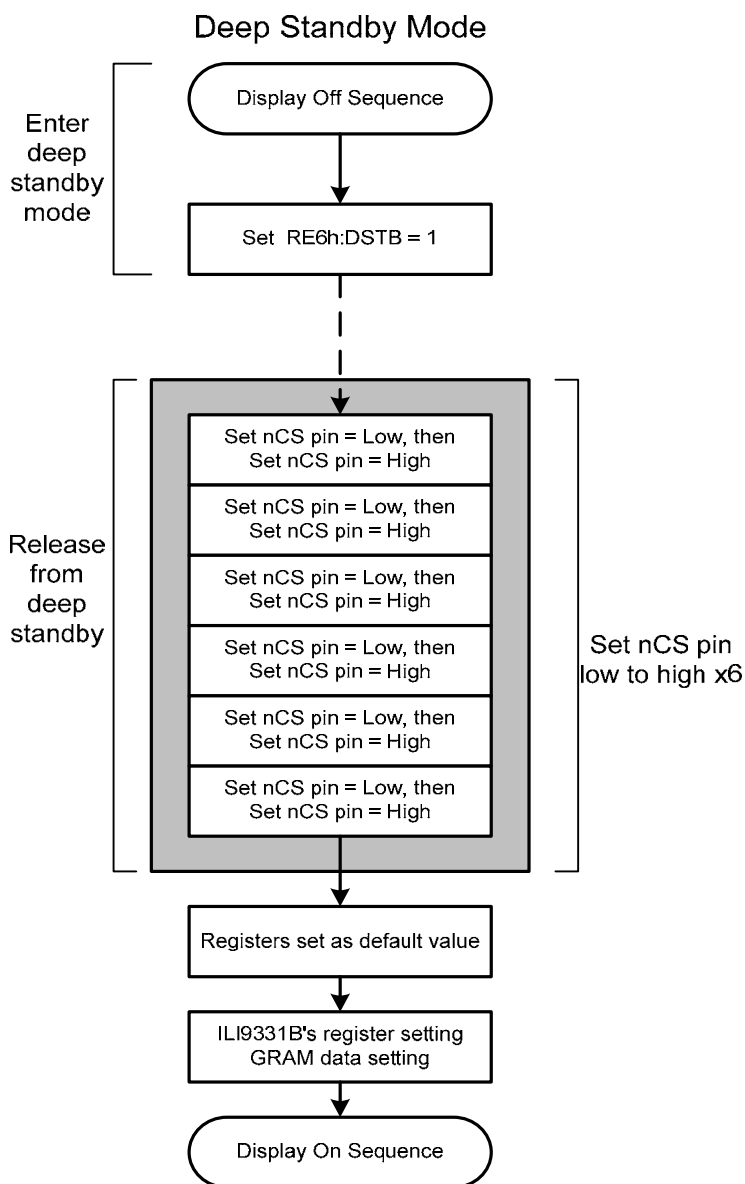
| A1H | Read_DDB_Start | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|-------|-------|-------|-------|-------|-------|-------|-------|-----|--------|---------------|------------------------------------------|---------------------------|-----------------------------------------|---------------------------|-------------------------------------------|---------------------------|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | A1 | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | x | x | x | x | x | x | x | x | x | x | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | xx | ID[7] | ID[6] | ID[5] | ID[4] | ID[3] | ID[2] | ID[1] | ID[0] | xx | | | | | | | | | | | | |
| 3 rd Parameter | 1 | ↑ | 1 | xx | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | FF | | | | | | | | | | | | |
| Description | This 1 st parameter: Dummy read 2 nd parameter: ID code[7:0] 3 th parameter: Exit code (FFh). | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>ID[7:0]=00_{HEX}</td></tr><tr><td>SW Reset</td><td>ID[7:0]=00_{HEX}</td></tr><tr><td>HW Reset</td><td>ID[7:0]=00_{HEX}</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | ID[7:0]=00 _{HEX} | SW Reset | ID[7:0]=00 _{HEX} | HW Reset | ID[7:0]=00 _{HEX} | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | ID[7:0]=00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | ID[7:0]=00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | ID[7:0]=00 _{HEX} | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div> | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.43. Command Access Protect (B0h)

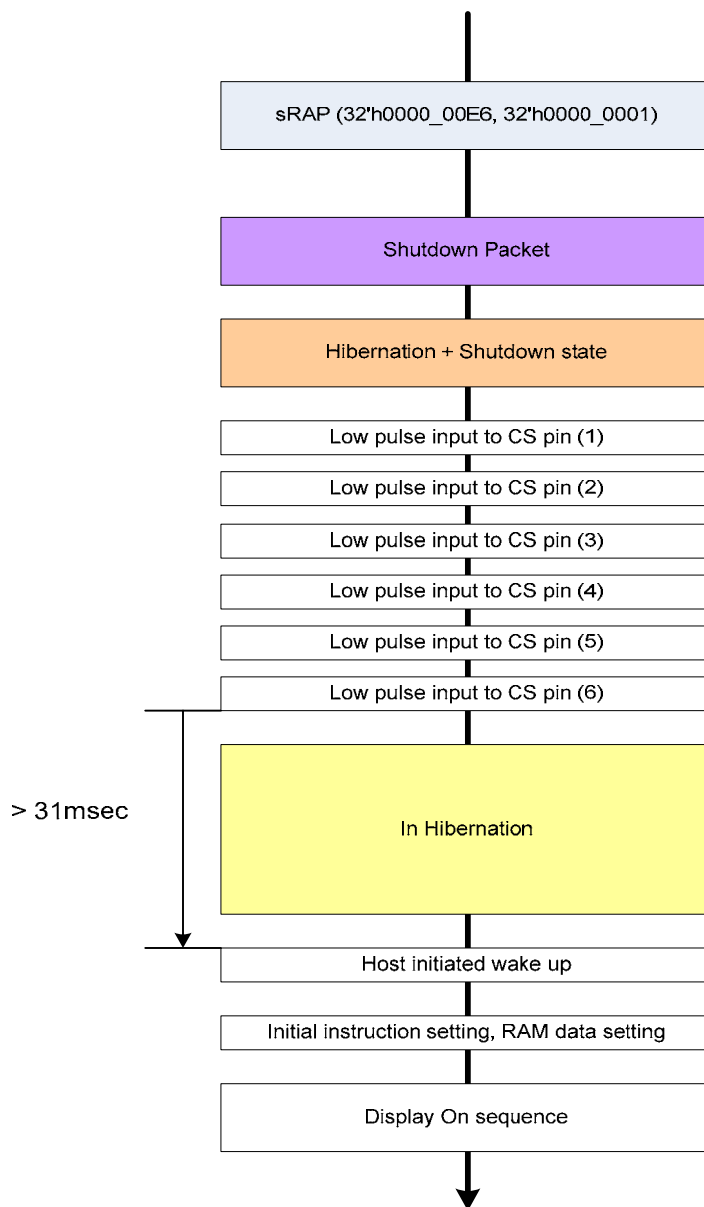
| B0H | Command Access Protect | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|-----------------|----------------------|---------|---------|----|----|----|----|---------|---------|-----|-----------|---------------|------------------------------------------|----------------------|-----------------------------------------|-----------|-------------------------------------------|----------------|------------------------------------------|-----------|----------|---------|-------|-----|-----|-----|-----|-----|-------|-----|-----|-----|-----|----|-------|-----|-----|-----|----|----|-------|-----|-----|----|----|----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | xx | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | B0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st parameter | 0 | 1 | ↑ | xx | 0 | 0 | 0 | 0 | 0 | 0 | MCAP[1] | MCAP[0] | 00 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <table><tr><th>MCAP[1:0]</th><th>User Command</th><th>Protect command</th><th colspan="3">Manufacturer Command</th></tr><tr><th></th><th>00h ~ AFh</th><th>B0h</th><th>B1h ~ DFh</th><th>E0h~EFh</th><th>F0h~FFh</th></tr><tr><td>2'b00</td><td>Yes</td><td>Yes</td><td>Yes</td><td>Yes</td><td>Yes</td></tr><tr><td>2'b01</td><td>Yes</td><td>Yes</td><td>Yes</td><td>Yes</td><td>No</td></tr><tr><td>2'b10</td><td>Yes</td><td>Yes</td><td>Yes</td><td>No</td><td>No</td></tr><tr><td>2'b11</td><td>Yes</td><td>Yes</td><td>No</td><td>No</td><td>No</td></tr></table> | | | | | | | | | | | | | MCAP[1:0] | User Command | Protect command | Manufacturer Command | | | | 00h ~ AFh | B0h | B1h ~ DFh | E0h~EFh | F0h~FFh | 2'b00 | Yes | Yes | Yes | Yes | Yes | 2'b01 | Yes | Yes | Yes | Yes | No | 2'b10 | Yes | Yes | Yes | No | No | 2'b11 | Yes | Yes | No | No | No |
| | MCAP[1:0] | User Command | Protect command | Manufacturer Command | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 00h ~ AFh | B0h | B1h ~ DFh | E0h~EFh | F0h~FFh | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 2'b00 | Yes | Yes | Yes | Yes | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 2'b01 | Yes | Yes | Yes | Yes | No | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 2'b10 | Yes | Yes | Yes | No | No | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 2'b11 | Yes | Yes | No | No | No | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>MCAP[1:0]=2'h0</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>MCAP[1:0]=2'h0</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | MCAP[1:0]=2'h0 | SW Reset | No change | HW Reset | MCAP[1:0]=2'h0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | MCAP[1:0]=2'h0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | SW Reset | No change | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | MCAP[1:0]=2'h0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <div><div><div>Sleep Mode</div><div>↓</div><div>Low Power Mode Control</div><div>↓</div><div>DSTB=1</div><div>↓</div><div>Deepstandby Mode</div></div><div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div></div> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.44. Low Power Mode Control (B1h)

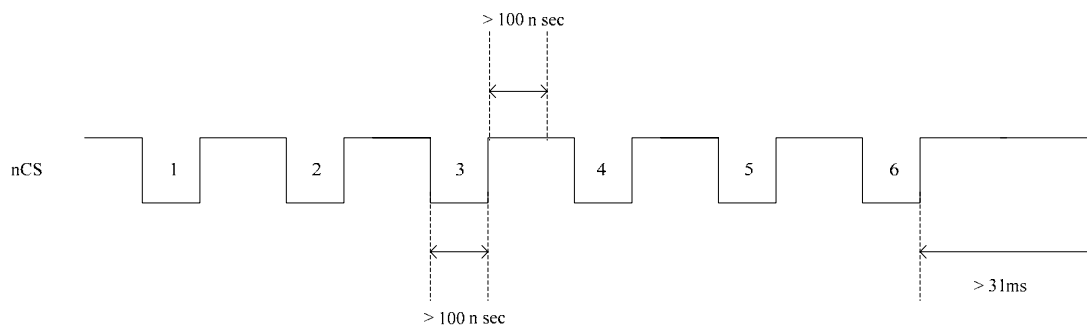
| B1H | Low Power Mode Control | | | | | | | | | | | | |
|---------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|----|----|----|----|----|----|----|------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | ↑ | xx | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 1 | B1 |
| 1 st parameter | 0 | 1 | ↑ | xx | 0 | 0 | 0 | 0 | 0 | 0 | 0 | DSTB | 0 |
| Description | <p>DSTB</p> <p>The driver enters the deep standby mode when DSTB=1. Internal logic power supply circuit is turned down enabling low power consumption. In the deep standby mode, data stored in the Frame Memory and the Instructions are not retained. Re-write them after the deep standby mode is necessary.</p> <p>There are two ways to wake up deep standby mode,</p> <ol style="list-style-type: none"> 1. Reset the ILI9327 and re-write the initial code 2. Toggle CSX pin High → Low → High 6 times to quit the deep standby mode. | | | | | | | | | | | | |
| | <p>Basic operation</p> <p>The basic operation modes of 9327 are as shown in the following diagram.</p>  <pre> graph TD DisplayOff[Display Off] -- Initial --> Reset[Reset] Reset -- RESET --> Reset DisplayOff -- DSTBY --> DeepStandby[Deep Standby] DeepStandby -- Exit --> Reset DisplayOff <--> DisplayOn[Display On] </pre> <p>CPU interface transition setting sequences</p> | | | | | | | | | | | | |



MDDI interface transition setting sequences



The timing requirement of the pulse is shown as below.



| Register Availability | <table> <tr> <th>Status</th><th>Availability</th></tr> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr> <td>Sleep In</td><td>Yes</td></tr> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
|-------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|---------------|------------------------------------------|-----------|-----------------------------------------|-----------|-------------------------------------------|-----------|------------------------------------------|-----|----------|-----|
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table> <tr> <th>Status</th><th>Default Value</th></tr> <tr> <td>Power On Sequence</td><td>DSTB=1'b0</td></tr> <tr> <td>SW Reset</td><td>No change</td></tr> <tr> <td>HW Reset</td><td>DSTB=1'b0</td></tr> </table> | Status | Default Value | Power On Sequence | DSTB=1'b0 | SW Reset | No change | HW Reset | DSTB=1'b0 | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | DSTB=1'b0 | | | | | | | | | | | | |
| SW Reset | No change | | | | | | | | | | | | |
| HW Reset | DSTB=1'b0 | | | | | | | | | | | | |
| Flow Chart | <pre> graph TD A([Sleep Mode]) --> B[Low Power Mode Control] B --> C[/DSTB=1/] C --> D([Deepstandby Mode]) </pre> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer | | | | | | | | | | | | |

8.2.45. Frame Memory Access and Interface Setting (B3h)

| B3H | Frame Memory Access and Interface Setting | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------|-----|-------|----|----|--------|--------|----|---------|---------|---------|-----------|------------------------------------------|-----------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|---------------------------------------------------------------------------------------------|---------|----------|---------|----------|---------|----------|--------------------|----------|-----|----------|-----|----------|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | xx | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | B3 | | | | | | | | | | | | | | | | | |
| 1 st parameter | 0 | 1 | ↑ | xx | 0 | 0 | 0 | 0 | 0 | 0 | WEMODE | 0 | 02 | | | | | | | | | | | | | | | | | |
| 1 st parameter | 0 | 1 | ↑ | xx | 0 | 0 | 0 | 0 | 0 | TEI[2] | TEI[10] | TEI[0] | 00 | | | | | | | | | | | | | | | | | |
| 2 nd parameter | 0 | 1 | ↑ | xx | 0 | 0 | 0 | 0 | 0 | DENC[2] | DENC[1] | DENC[0] | 00 | | | | | | | | | | | | | | | | | |
| 4 th parameter | 0 | 1 | ↑ | xx | 0 | 0 | EPF[1] | EPF[0] | 0 | 0 | 0 | DFM | 20 | | | | | | | | | | | | | | | | | |
| Description | WEMODE: Memory write control WEMODE=0: When the transfer number of data exceeds (EC-SC+1)*(EP-SP+1), the exceeding data will be ignored. WEMODE=1: When the transfer number of data exceeds (EC-SC+1)*(EP-SP+1), the column and page number will be reset, and the exceeding data will be written into the following column and page. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | TEI[2:0]: ILI9327 starts to output TE signal in the output interval set by TEI[2:0] bits. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>TEI[2:0]</th><th>Output Interval</th></tr><tr><td>3'b000</td><td>1 frame</td></tr><tr><td>3'b001</td><td>2 frame</td></tr><tr><td>3'b011</td><td>4 frame</td></tr><tr><td>3'b101</td><td>6 frame</td></tr><tr><td>Others</td><td>Setting Prohibited</td></tr></table> | | | | | | | | | | | | | TEI[2:0] | Output Interval | 3'b000 | 1 frame | 3'b001 | 2 frame | 3'b011 | 4 frame | 3'b101 | 6 frame | Others | Setting Prohibited | | | | | |
| | TEI[2:0] | Output Interval | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'b000 | 1 frame | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'b001 | 2 frame | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'b011 | 4 frame | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'b101 | 6 frame | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Others | Setting Prohibited | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | DENC[2:0]: Set the GRAM write cycle through the RGB interface | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><tr><th>DENC[2:0]</th><th>GRAM Write Cycle (Frame periods)</th></tr><tr><td>000</td><td>1 Frame</td></tr><tr><td>001</td><td>2 Frames</td></tr><tr><td>010</td><td>3 Frames</td></tr><tr><td>011</td><td>4 Frames</td></tr><tr><td>100</td><td>5 Frames</td></tr><tr><td>101</td><td>6 Frames</td></tr><tr><td>110</td><td>7 Frames</td></tr><tr><td>111</td><td>8 Frames</td></tr></table> | | | | | | | | | | | | | DENC[2:0] | GRAM Write Cycle (Frame periods) | 000 | 1 Frame | 001 | 2 Frames | 010 | 3 Frames | 011 | 4 Frames | 100 | 5 Frames | 101 | 6 Frames | 110 | 7 Frames | 111 | 8 Frames |
| DENC[2:0] | GRAM Write Cycle (Frame periods) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 000 | 1 Frame | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 001 | 2 Frames | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 010 | 3 Frames | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 011 | 4 Frames | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 100 | 5 Frames | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 101 | 6 Frames | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 110 | 7 Frames | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 111 | 8 Frames | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DFM: The bit is used to define image data write/read format to the Frame Memory in DBI Type B (16bit bus interface) and DBI Type C serial interface operation. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| EPF[1:0] Set the data format when 16bbp (R,G,B) to 18 bbp (r, g, b) is stored in the internal GRAM. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><tr><th>EPF[1:0]</th><th>Expand 16bbp (R,G,B) to 18 bbp (R, G, B)</th></tr><tr><td>00</td><td>“0” is inputted to LSB r[5:0] = {R[4:0], 0} g[5:0] = {G[5:0]} b[5:0] = {B[4:0], 0} Exception: R[4:0], B[4:0]=5'h1F → r[5:0], b[5:0] = 6'h3F</td></tr><tr><td>01</td><td>“1” is inputted to LSB r[5:0] = {R[4:0], 1} g[5:0] = {G[5:0]} b[5:0] = {B[4:0], 1}</td></tr></table> | | | | | | | | | | | | | EPF[1:0] | Expand 16bbp (R,G,B) to 18 bbp (R, G, B) | 00 | “0” is inputted to LSB r[5:0] = {R[4:0], 0} g[5:0] = {G[5:0]} b[5:0] = {B[4:0], 0} Exception: R[4:0], B[4:0]=5'h1F → r[5:0], b[5:0] = 6'h3F | 01 | “1” is inputted to LSB r[5:0] = {R[4:0], 1} g[5:0] = {G[5:0]} b[5:0] = {B[4:0], 1} | | | | | | | | | | | | |
| EPF[1:0] | Expand 16bbp (R,G,B) to 18 bbp (R, G, B) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 00 | “0” is inputted to LSB r[5:0] = {R[4:0], 0} g[5:0] = {G[5:0]} b[5:0] = {B[4:0], 0} Exception: R[4:0], B[4:0]=5'h1F → r[5:0], b[5:0] = 6'h3F | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 01 | “1” is inputted to LSB r[5:0] = {R[4:0], 1} g[5:0] = {G[5:0]} b[5:0] = {B[4:0], 1} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| | | <div>Exception: R[4:0], B[4:0]=5'h00 → r[5:0], b[5:0] = 6'h00</div> <div>10 MSB is inputted to LSB r[5:0] = {R[4:0], R[4]} g[5:0] = {G[5:0]} b[5:0] = {B[4:0], B[4]}</div> <div>11 Compare R[4:0], G[5:1], B[4:0] case: Case 1: R=G=B → r[5:0] = {R[4:0], G[0]}, g[5:0] = {G[5:0]}, b[5:0] = {B[4:0], G[0]} Case 2: R=B≠G → r[5:0] = {R[4:0], R[4]}, g[5:0] = {G[5:0]}, b[5:0] = {B[4:0], B[4]} Case 3: R=G≠B → r[5:0] = {R[4:0], G[0]}, g[5:0] = {G[5:0]}, b[5:0] = {B[4:0], B[4]} Case 4: B=G≠R → r[5:0] = {R[4:0], R[4]}, g[5:0] = {G[5:0]}, b[5:0] = {B[4:0], G[0]}</div> | | | | | | | | | | | | |
|-------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|---------------|------------------------------------------|------------------------------------------------------------------|-----------------------------------------|-----------|-------------------------------------------|------------------------------------------------------------------|------------------------------------------|-----|----------|-----|
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>WEMODE=1, TEI[2:0]=3'h0, DENC[2:0]=3'h0, DFM=1'h0, EPF[1:0]=2'h2</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>WEMODE=1, TEI[2:0]=3'h0, DENC[2:0]=3'h0, DFM=1'h0, EPF[1:0]=2'h2</td></tr></table> | | Status | Default Value | Power On Sequence | WEMODE=1, TEI[2:0]=3'h0, DENC[2:0]=3'h0, DFM=1'h0, EPF[1:0]=2'h2 | SW Reset | No change | HW Reset | WEMODE=1, TEI[2:0]=3'h0, DENC[2:0]=3'h0, DFM=1'h0, EPF[1:0]=2'h2 | | | | |
| Status | Default Value | | | | | | | | | | | | | |
| Power On Sequence | WEMODE=1, TEI[2:0]=3'h0, DENC[2:0]=3'h0, DFM=1'h0, EPF[1:0]=2'h2 | | | | | | | | | | | | | |
| SW Reset | No change | | | | | | | | | | | | | |
| HW Reset | WEMODE=1, TEI[2:0]=3'h0, DENC[2:0]=3'h0, DFM=1'h0, EPF[1:0]=2'h2 | | | | | | | | | | | | | |

8.2.46. Display Mode and Frame Memory Write Mode Setting (B4h)

| B4H | Display Mode and Frame Memory Write Mode Setting | | | | | | | | | | | | | | | | | | | | |
|---------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|-----|-------|----|----|----|----|----|----|----|----|-----|--------|--------------------------|-------------------|-----------------------|----------|---------------------|----------|------------|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | |
| Command | 0 | 1 | ↑ | xx | 1 | 0 | 1 | 1 | 0 | 1 | 0 | 0 | B4 | | | | | | | | |
| 1 st parameter | 0 | 1 | ↑ | xx | 0 | 0 | 0 | RM | 0 | 0 | 0 | DM | 00 | | | | | | | | |
| Description | DM Select the display operation mode. | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>DM0</th><th>Display Interface</th></tr><tr><td>0</td><td>Internal system clock</td></tr><tr><td>1</td><td>DPI (RGB) interface</td></tr></table> | | | | | | | | | | | | | DM0 | Display Interface | 0 | Internal system clock | 1 | DPI (RGB) interface | | |
| | DM0 | Display Interface | | | | | | | | | | | | | | | | | | | |
| | 0 | Internal system clock | | | | | | | | | | | | | | | | | | | |
| | 1 | DPI (RGB) interface | | | | | | | | | | | | | | | | | | | |
| The DM[1:0] setting allows switching between internal clock operation mode and external display interface operation mode. | | | | | | | | | | | | | | | | | | | | | |
| RM Select the interface to access the GRAM. | | | | | | | | | | | | | | | | | | | | | |
| Set RM to “1” when writing display data by the RGB interface. | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>RM</th><th>Interface for RAM Access</th></tr><tr><td>0</td><td>DBI Interface (CPU)</td></tr><tr><td>1</td><td>DPI Interface (RGB)</td></tr></table> | | | | | | | | | | | | | RM | Interface for RAM Access | 0 | DBI Interface (CPU) | 1 | DPI Interface (RGB) | | |
| | RM | Interface for RAM Access | | | | | | | | | | | | | | | | | | | |
| | 0 | DBI Interface (CPU) | | | | | | | | | | | | | | | | | | | |
| | 1 | DPI Interface (RGB) | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | |
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| | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>DM=0, RM=0</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>DM=0, RM=0</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | DM=0, RM=0 | SW Reset | No change | HW Reset | DM=0, RM=0 |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | DM=0, RM=0 | | | | | | | | | | | | | | | | | | | |
| | SW Reset | No change | | | | | | | | | | | | | | | | | | | |
| | HW Reset | DM=0, RM=0 | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | |

8.2.47. Sub-Panel Control Register (B5h)

| B5H | | | Sub-Panel Control Register | | | | | | | | | | | | | | | | | | | | | | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------|----------------------------|-------|----|----|----|--------|----|----|----|-----------|--------|-------------------|-------------------|------------------------------------------|---------------------------|-----------------------------------------|-----------------|-------------------------------------------|--------------------|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | xx | 1 | 0 | 1 | 1 | 0 | 1 | 0 | 1 | B5 | | | | | | | | | | | | |
| 1 st parameter | 0 | 1 | ↑ | xx | 0 | 0 | 0 | STN_EN | 0 | 0 | 0 | Sub_IM[0] | 00 | | | | | | | | | | | | |
| Description | Sub_IM[1:0]: Sub-panel interface selection. | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>Sub_IM</th><th>Display Interface</th></tr><tr><td>0</td><td>8-bit interface (default)</td></tr><tr><td>1</td><td>9-bit interface</td></tr></table> | | | | | | | | | | | | | Sub_IM | Display Interface | 0 | 8-bit interface (default) | 1 | 9-bit interface | | | | | | |
| | Sub_IM | Display Interface | | | | | | | | | | | | | | | | | | | | | | | |
| | 0 | 8-bit interface (default) | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 9-bit interface | | | | | | | | | | | | | | | | | | | | | | | |
| | STN_EN[1:0]: panel type selection. | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><tr><th>STN_EN</th><th>Display Interface</th></tr><tr><td>0</td><td>TFT Type sub-panel</td></tr><tr><td>1</td><td>STN Type sub-panel</td></tr></table> | | | | | | | | | | | | | STN_EN | Display Interface | 0 | TFT Type sub-panel | 1 | STN Type sub-panel | | | | | | | |
| STN_EN | Display Interface | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | TFT Type sub-panel | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | STN Type sub-panel | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Sub_IM=0, STN_EN=0</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>Sub_IM=0, STN_EN=0</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Sub_IM=0, STN_EN=0 | SW Reset | No change | HW Reset | Sub_IM=0, STN_EN=0 | | | | |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | Sub_IM=0, STN_EN=0 | | | | | | | | | | | | | | | | | | | | | | | |
| | SW Reset | No change | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Sub_IM=0, STN_EN=0 | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.48. Backlight Control 1 (B8h)

| B8H | Backlight Control 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------|-----|-------|----|----|------------|-------------|----------|----------|----------|----------|------|--------|---------------|------------------------------------------|------------------|-----------------------------------------|-----------|-------------------------------------------|------------------|------------------------------------------|------|----------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|--|--|--|--|--|------------|-------------|------|-----|------|-----|------|-----|------|-----|------|-----|------|-----|------|-----|------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | xx | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | B8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd parameter | 0 | ↑ | 1 | xx | 0 | 0 | 0 | 0 | TH_UI[3] | TH_UI[2] | TH_UI[1] | TH_UI[0] | 04 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | TH_UI[3:0]: These bits are used to set the percentage of grayscale data accumulate histogram value in the user interface (UI) mode. This ratio of maximum number of pixels that makes display image white (=data “255”) to the total of pixels by image processing. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>TH_UI[3:0]</th><th>Description</th></tr><tr><td>4’0h</td><td>99%</td></tr><tr><td>4’1h</td><td>98%</td></tr><tr><td>4’2h</td><td>96%</td></tr><tr><td>4’3h</td><td>94%</td></tr><tr><td>4’4h</td><td>92%</td></tr><tr><td>4’5h</td><td>90%</td></tr><tr><td>4’6h</td><td>88%</td></tr><tr><td>4’7h</td><td>86%</td></tr></table> | | | | | | TH_UI[3:0] | Description | 4’0h | 99% | 4’1h | 98% | 4’2h | 96% | 4’3h | 94% | 4’4h | 92% | 4’5h | 90% | 4’6h | 88% | 4’7h | 86% | <table><tr><th>TH_UI[3:0]</th><th>Description</th></tr><tr><td>4’8h</td><td>84%</td></tr><tr><td>4’9h</td><td>82%</td></tr><tr><td>4’Ah</td><td>80%</td></tr><tr><td>4’Bh</td><td>78%</td></tr><tr><td>4’Ch</td><td>76%</td></tr><tr><td>4’Dh</td><td>74%</td></tr><tr><td>4’Eh</td><td>72%</td></tr><tr><td>4’Fh</td><td>70%</td></tr></table> | | | | | | | TH_UI[3:0] | Description | 4’8h | 84% | 4’9h | 82% | 4’Ah | 80% | 4’Bh | 78% | 4’Ch | 76% | 4’Dh | 74% | 4’Eh | 72% | 4’Fh | 70% |
| | TH_UI[3:0] | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4’0h | 99% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4’1h | 98% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4’2h | 96% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4’3h | 94% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4’4h | 92% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4’5h | 90% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4’6h | 88% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4’7h | 86% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| TH_UI[3:0] | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4’8h | 84% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4’9h | 82% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4’Ah | 80% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4’Bh | 78% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4’Ch | 76% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4’Dh | 74% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4’Eh | 72% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4’Fh | 70% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>TH_UI[3:0]=4’h04</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>TH_UI[3:0]=4’h04</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | TH_UI[3:0]=4’h04 | SW Reset | No change | HW Reset | TH_UI[3:0]=4’h04 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | TH_UI[3:0]=4’h04 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | SW Reset | No change | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | TH_UI[3:0]=4’h04 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.49. Backlight Control 2 (B9h)

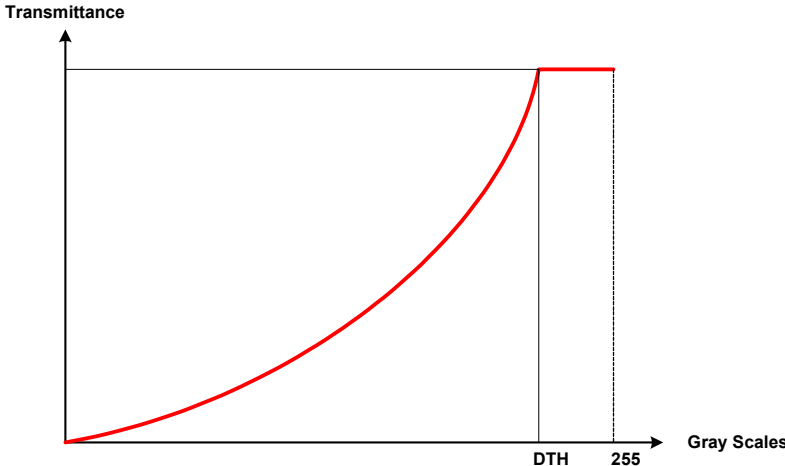
| B8H | Backlight Control 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|-----|-------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|------|------|------|------|------|------|------|------|------|------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|--|--|--|--|--|------------|-------------|-------------|-------------|------------|------|------|------|-------------|------------|------|------|------|------|------|------|------|------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | xx | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 1 | B9 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd parameter | 0 | ↑ | 1 | xx | TH_MV [3] | TH_MV [2] | TH_MV [1] | TH_MV [0] | TH_ST [3] | TH_ST [2] | TH_ST [1] | TH_ST [0] | B8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | TH_ST[3:0]: These bits are used to set the percentage of grayscale data accumulate histogram value in the still picture mode. This ratio of maximum number of pixels that makes display image white (=data “255”) to the total of pixels by image processing. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><thead><tr><th>TH_ST[3:0]</th><th>Description</th></tr></thead><tbody><tr><td>4'0h</td><td>99%</td></tr><tr><td>4'1h</td><td>98%</td></tr><tr><td>4'2h</td><td>96%</td></tr><tr><td>4'3h</td><td>94%</td></tr><tr><td>4'4h</td><td>92%</td></tr><tr><td>4'5h</td><td>90%</td></tr><tr><td>4'6h</td><td>88%</td></tr><tr><td>4'7h</td><td>86%</td></tr></tbody></table> | | | | | TH_ST[3:0] | Description | 4'0h | 99% | 4'1h | 98% | 4'2h | 96% | 4'3h | 94% | 4'4h | 92% | 4'5h | 90% | 4'6h | 88% | 4'7h | 86% | <table><thead><tr><th>TH_ST[3:0]</th><th>Description</th></tr></thead><tbody><tr><td>4'8h</td><td>84%</td></tr><tr><td>4'9h</td><td>82%</td></tr><tr><td>4'Ah</td><td>80%</td></tr><tr><td>4'Bh</td><td>78%</td></tr><tr><td>4'Ch</td><td>76%</td></tr><tr><td>4'Dh</td><td>74%</td></tr><tr><td>4'Eh</td><td>72%</td></tr><tr><td>4'Fh</td><td>70%</td></tr></tbody></table> | | | | | | | | TH_ST[3:0] | Description | 4'8h | 84% | 4'9h | 82% | 4'Ah | 80% | 4'Bh | 78% | 4'Ch | 76% | 4'Dh | 74% | 4'Eh | 72% | 4'Fh | 70% |
| | TH_ST[3:0] | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4'0h | 99% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4'1h | 98% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4'2h | 96% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4'3h | 94% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4'4h | 92% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4'5h | 90% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4'6h | 88% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'7h | 86% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| TH_ST[3:0] | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'8h | 84% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'9h | 82% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Ah | 80% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Bh | 78% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Ch | 76% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Dh | 74% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Eh | 72% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Fh | 70% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| TH_MV[3:0]: These bits are used to set the percentage of grayscale data accumulate histogram value in the moving image mode. This ratio of maximum number of pixels that makes display image white (=data “255”) to the total of pixels by image processing. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><thead><tr><th>TH_MV[3:0]</th><th>Description</th></tr></thead><tbody><tr><td>4'0h</td><td>99%</td></tr><tr><td>4'1h</td><td>98%</td></tr><tr><td>4'2h</td><td>96%</td></tr><tr><td>4'3h</td><td>94%</td></tr><tr><td>4'4h</td><td>92%</td></tr><tr><td>4'5h</td><td>90%</td></tr><tr><td>4'6h</td><td>88%</td></tr><tr><td>4'7h</td><td>86%</td></tr></tbody></table> | | | | | TH_MV[3:0] | Description | 4'0h | 99% | 4'1h | 98% | 4'2h | 96% | 4'3h | 94% | 4'4h | 92% | 4'5h | 90% | 4'6h | 88% | 4'7h | 86% | <table><thead><tr><th>TH_MV[3:0]</th><th>Description</th></tr></thead><tbody><tr><td>4'8h</td><td>84%</td></tr><tr><td>4'9h</td><td>82%</td></tr><tr><td>4'Ah</td><td>80%</td></tr><tr><td>4'Bh</td><td>78%</td></tr><tr><td>4'Ch</td><td>76%</td></tr><tr><td>4'Dh</td><td>74%</td></tr><tr><td>4'Eh</td><td>72%</td></tr><tr><td>4'Fh</td><td>70%</td></tr></tbody></table> | | | | | | | | TH_MV[3:0] | Description | 4'8h | 84% | 4'9h | 82% | 4'Ah | 80% | 4'Bh | 78% | 4'Ch | 76% | 4'Dh | 74% | 4'Eh | 72% | 4'Fh | 70% | |
| TH_MV[3:0] | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'0h | 99% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'1h | 98% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'2h | 96% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'3h | 94% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'4h | 92% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'5h | 90% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'6h | 88% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'7h | 86% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| TH_MV[3:0] | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'8h | 84% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'9h | 82% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Ah | 80% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Bh | 78% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Ch | 76% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Dh | 74% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Eh | 72% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Fh | 70% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| | <p>Histogram</p> <p>100%</p> <p>TH_MV[3:0] TH_ST[3:0] TH_UI[3:0]</p> <p>Dth</p> <p>255</p> <p>Gray Scales</p> | | | | | | | | | | | | |
|-------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|---------------|------------------------------------------|------------------------------------|-----------------------------------------|-----------|-------------------------------------------|------------------------------------|------------------------------------------|-----|----------|-----|
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th><th>Availability</th></tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr> <td>Sleep In</td><td>Yes</td></tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th><th>Default Value</th></tr> </thead> <tbody> <tr> <td>Power On Sequence</td><td>TH_MV[3:0]=4'h0B, TH_ST[3:0]=4'h08</td></tr> <tr> <td>SW Reset</td><td>No change</td></tr> <tr> <td>HW Reset</td><td>TH_MV[3:0]=4'h0B, TH_ST[3:0]=4'h08</td></tr> </tbody> </table> | Status | Default Value | Power On Sequence | TH_MV[3:0]=4'h0B, TH_ST[3:0]=4'h08 | SW Reset | No change | HW Reset | TH_MV[3:0]=4'h0B, TH_ST[3:0]=4'h08 | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | TH_MV[3:0]=4'h0B, TH_ST[3:0]=4'h08 | | | | | | | | | | | | |
| SW Reset | No change | | | | | | | | | | | | |
| HW Reset | TH_MV[3:0]=4'h0B, TH_ST[3:0]=4'h08 | | | | | | | | | | | | |

8.2.50. Backlight Control 3 (BAh)

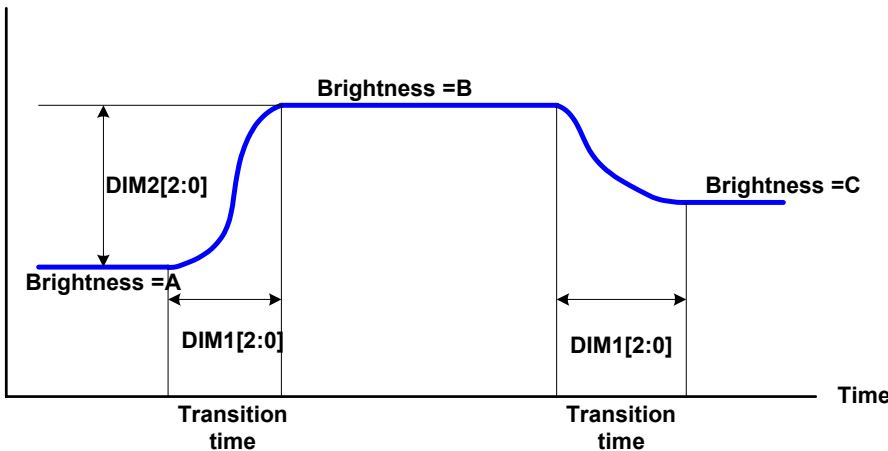
| B8H | Backlight Control 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------|-------------|-------------|----|----|----|----|-----------|-----------|-----------|-----------|-----|-------------|---------------|------------------------------------------|-------------------|-----------------------------------------|-----------|-------------------------------------------|-------------------|------------------------------------------|-----|----------|-----|------|-----|------|-----|------|-----|------|-----|-------------|------------|------|-----|------|-----|------|-----|------|-----|------|-----|------|-----|------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | xx | 1 | 0 | 1 | 1 | 1 | 0 | 1 | 0 | BA | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd parameter | 0 | ↑ | 1 | xx | 0 | 0 | 0 | 0 | DTH_UI[3] | DTH_UI[2] | DTH_UI[1] | DTH_UI[0] | 04 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | DTH_UI[3:0]: This parameter is used set the minimum limitation of grayscale threshold value in User Icon (UI) image mode. This register setting will limit the minimum Dth value to prevent the display image from being too white and the display quality is not acceptable. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>DTH_UI[3:0]</th><th>Description</th><th>DTH_UI[3:0]</th><th>Description</th></tr><tr><td>4'0h</td><td>252</td><td>4'8h</td><td>220</td></tr><tr><td>4'1h</td><td>248</td><td>4'9h</td><td>216</td></tr><tr><td>4'2h</td><td>244</td><td>4'Ah</td><td>212</td></tr><tr><td>4'3h</td><td>240</td><td>4'Bh</td><td>208</td></tr><tr><td>4'4h</td><td>236</td><td>4'Ch</td><td>204</td></tr><tr><td>4'5h</td><td>232</td><td>4'Dh</td><td>200</td></tr><tr><td>4'6h</td><td>228</td><td>4'Eh</td><td>196</td></tr><tr><td>4'7h</td><td>224</td><td>4'Fh</td><td>192</td></tr></table> | | | | | | | | | | | | | DTH_UI[3:0] | Description | DTH_UI[3:0] | Description | 4'0h | 252 | 4'8h | 220 | 4'1h | 248 | 4'9h | 216 | 4'2h | 244 | 4'Ah | 212 | 4'3h | 240 | 4'Bh | 208 | 4'4h | 236 | 4'Ch | 204 | 4'5h | 232 | 4'Dh | 200 | 4'6h | 228 | 4'Eh | 196 | 4'7h | 224 | 4'Fh | 192 |
| | DTH_UI[3:0] | Description | DTH_UI[3:0] | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4'0h | 252 | 4'8h | 220 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4'1h | 248 | 4'9h | 216 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4'2h | 244 | 4'Ah | 212 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4'3h | 240 | 4'Bh | 208 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4'4h | 236 | 4'Ch | 204 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4'5h | 232 | 4'Dh | 200 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4'6h | 228 | 4'Eh | 196 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'7h | 224 | 4'Fh | 192 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>DTH_UI[3:0]=4'h04</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>DTH_UI[3:0]=4'h04</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | DTH_UI[3:0]=4'h04 | SW Reset | No change | HW Reset | DTH_UI[3:0]=4'h04 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | DTH_UI[3:0]=4'h04 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | SW Reset | No change | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | DTH_UI[3:0]=4'h04 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.51. Backlight Control 4 (BBh)

| B8H | Backlight Control 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|-----|-------------|-------------|-------------|-----------|-----------|-----------|-----------|-----------|-----------|------|------|------|------|------|------|------|------|------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|--|-------------|-------------|-------------|------|------|-------------|------------|------|------|------|-------------|------------|------|------|------|------|------|------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | xx | 1 | 0 | 1 | 1 | 1 | 0 | 1 | 1 | BB | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd parameter | 0 | ↑ | 1 | xx | DTH_MV[3] | DTH_MV[2] | DTH_MV[1] | DTH_MV[0] | DTH_ST[3] | DTH_ST[2] | DTH_ST[1] | DTH_ST[0] | C9 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>DTH_ST[3:0]/DTH_MV[3:0]: This parameter is used set the minimum limitation of grayscale threshold value. This register setting will limit the minimum Dth value to prevent the display image from being too white and the display quality is not acceptable.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>DTH_ST[3:0]</th><th>Description</th></tr><tr><td>4'0h</td><td>224</td></tr><tr><td>4'1h</td><td>220</td></tr><tr><td>4'2h</td><td>216</td></tr><tr><td>4'3h</td><td>212</td></tr><tr><td>4'4h</td><td>208</td></tr><tr><td>4'5h</td><td>204</td></tr><tr><td>4'6h</td><td>200</td></tr><tr><td>4'7h</td><td>196</td></tr></table> | | | | DTH_ST[3:0] | Description | 4'0h | 224 | 4'1h | 220 | 4'2h | 216 | 4'3h | 212 | 4'4h | 208 | 4'5h | 204 | 4'6h | 200 | 4'7h | 196 | <table><tr><th>DTH_ST[3:0]</th><th>Description</th></tr><tr><td>4'8h</td><td>192</td></tr><tr><td>4'9h</td><td>188</td></tr><tr><td>4'Ah</td><td>184</td></tr><tr><td>4'Bh</td><td>180</td></tr><tr><td>4'Ch</td><td>176</td></tr><tr><td>4'Dh</td><td>172</td></tr><tr><td>4'Eh</td><td>168</td></tr><tr><td>4'Fh</td><td>164</td></tr></table> | | | | DTH_ST[3:0] | Description | 4'8h | 192 | 4'9h | 188 | 4'Ah | 184 | 4'Bh | 180 | 4'Ch | 176 | 4'Dh | 172 | 4'Eh | 168 | 4'Fh | 164 |
| | DTH_ST[3:0] | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4'0h | 224 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4'1h | 220 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4'2h | 216 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4'3h | 212 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4'4h | 208 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4'5h | 204 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4'6h | 200 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'7h | 196 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DTH_ST[3:0] | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'8h | 192 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'9h | 188 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Ah | 184 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Bh | 180 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Ch | 176 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Dh | 172 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Eh | 168 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Fh | 164 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><tr><th>DTH_MV[3:0]</th><th>Description</th></tr><tr><td>4'0h</td><td>224</td></tr><tr><td>4'1h</td><td>220</td></tr><tr><td>4'2h</td><td>216</td></tr><tr><td>4'3h</td><td>212</td></tr><tr><td>4'4h</td><td>208</td></tr><tr><td>4'5h</td><td>204</td></tr><tr><td>4'6h</td><td>200</td></tr><tr><td>4'7h</td><td>196</td></tr></table> | | | | DTH_MV[3:0] | Description | 4'0h | 224 | 4'1h | 220 | 4'2h | 216 | 4'3h | 212 | 4'4h | 208 | 4'5h | 204 | 4'6h | 200 | 4'7h | 196 | <table><tr><th>DTH_MV[3:0]</th><th>Description</th></tr><tr><td>4'8h</td><td>192</td></tr><tr><td>4'9h</td><td>188</td></tr><tr><td>4'Ah</td><td>184</td></tr><tr><td>4'Bh</td><td>180</td></tr><tr><td>4'Ch</td><td>176</td></tr><tr><td>4'Dh</td><td>172</td></tr><tr><td>4'Eh</td><td>168</td></tr><tr><td>4'Fh</td><td>164</td></tr></table> | | | | DTH_MV[3:0] | Description | 4'8h | 192 | 4'9h | 188 | 4'Ah | 184 | 4'Bh | 180 | 4'Ch | 176 | 4'Dh | 172 | 4'Eh | 168 | 4'Fh | 164 | |
| DTH_MV[3:0] | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'0h | 224 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'1h | 220 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'2h | 216 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'3h | 212 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'4h | 208 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'5h | 204 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'6h | 200 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'7h | 196 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DTH_MV[3:0] | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'8h | 192 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'9h | 188 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Ah | 184 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Bh | 180 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Ch | 176 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Dh | 172 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Eh | 168 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4'Fh | 164 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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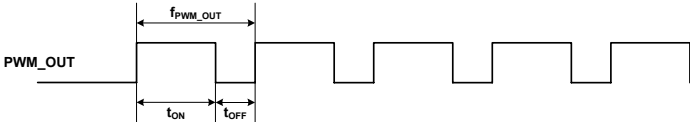
| Register Availability | | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
|-----------------------|-------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|---------------|------------------------------------------|--------------------------------------|-----------------------------------------|-----------|-------------------------------------------|--------------------------------------|------------------------------------------|-----|----------|-----|
| | Status | Availability | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | |
| Default | | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>DTH_MV[3:0]=4'h0C, DTH_ST[3:0]=4'h09</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>DTH_MV[3:0]=4'h0C, DTH_ST[3:0]=4'h09</td></tr></table> | Status | Default Value | Power On Sequence | DTH_MV[3:0]=4'h0C, DTH_ST[3:0]=4'h09 | SW Reset | No change | HW Reset | DTH_MV[3:0]=4'h0C, DTH_ST[3:0]=4'h09 | | | | |
| | Status | Default Value | | | | | | | | | | | | |
| | Power On Sequence | DTH_MV[3:0]=4'h0C, DTH_ST[3:0]=4'h09 | | | | | | | | | | | | |
| | SW Reset | No change | | | | | | | | | | | | |
| HW Reset | DTH_MV[3:0]=4'h0C, DTH_ST[3:0]=4'h09 | | | | | | | | | | | | | |

8.2.52. Backlight Control 5 (BCh)

| B8H | | Backlight Control 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | xx | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | BC | | | | | | | | | | | | | | | | | | |
| 2 nd parameter | 0 | ↑ | 1 | xx | DIM2[3] | DIM2[2] | DIM2[1] | DIM2[0] | 0 | DIM1[2] | DIM1[1] | DIM1[0] | 44 | | | | | | | | | | | | | | | | | | |
| Description | DIM1[2:0] : This parameter is used to set the transition time of brightness level to avoid the sharp brightness transition on vision. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>DIM1[2:0]</th><th>Description</th></tr><tr><td>3'0h</td><td>1 frame</td></tr><tr><td>3'1h</td><td>1 frame</td></tr><tr><td>3'2h</td><td>2 frames</td></tr><tr><td>3'3h</td><td>4 frames</td></tr><tr><td>3'4h</td><td>8 frames</td></tr><tr><td>3'5h</td><td>16 frames</td></tr><tr><td>3'6h</td><td>32 frames</td></tr><tr><td>3'7h</td><td>64 frames</td></tr></table> | | | | | | | | | | | | | DIM1[2:0] | Description | 3'0h | 1 frame | 3'1h | 1 frame | 3'2h | 2 frames | 3'3h | 4 frames | 3'4h | 8 frames | 3'5h | 16 frames | 3'6h | 32 frames | 3'7h | 64 frames |
| | DIM1[2:0] | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3'0h | 1 frame | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3'1h | 1 frame | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3'2h | 2 frames | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3'3h | 4 frames | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3'4h | 8 frames | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3'5h | 16 frames | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3'6h | 32 frames | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3'7h | 64 frames | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|  | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | DIM2[3:0] : This parameter is used to set the threshold of brightness change. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | When the brightness transition difference is smaller than DIM2[3:0] , the brightness transition will be ignored. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | For example: If brightness B – brightness A < DIM2[2:0], the brightness transition will be ignored and keep the brightness A. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| Default | | | | | | | | |
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| | | | | | | | | |
| | | | | | | | | |
| | <table> <tr> <th>Status</th><th>Default Value</th></tr> <tr> <td>Power On Sequence</td><td>DIM2[3:0]=4'h04, DIM1[2:0]=4'h04</td></tr> <tr> <td>SW Reset</td><td>No change</td></tr> <tr> <td>HW Reset</td><td>DIM2[3:0]=4'h04, DIM1[2:0]=4'h04</td></tr> </table> | Status | Default Value | Power On Sequence | DIM2[3:0]=4'h04, DIM1[2:0]=4'h04 | SW Reset | No change | HW Reset |
| Status | Default Value | | | | | | | |
| Power On Sequence | DIM2[3:0]=4'h04, DIM1[2:0]=4'h04 | | | | | | | |
| SW Reset | No change | | | | | | | |
| HW Reset | DIM2[3:0]=4'h04, DIM1[2:0]=4'h04 | | | | | | | |

8.2.53. Backlight Control 7 (BEh)

| B9H | | | | Backlight Control 7 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | xx | 1 | 0 | 1 | 1 | 1 | 1 | 1 | 0 | BE | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st parameter | 0 | ↑ | 1 | xx | PWM_DIV[7] | PWM_DIV[6] | PWM_DIV[5] | PWM_DIV[4] | PWM_DIV[3] | PWM_DIV[2] | PWM_DIV[1] | PWM_DIV[0] | 0F | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>PWM_DIV[7:0]: PWM_OUT output frequency control. This command is used to adjust the PWM waveform frequency of PWM_OUT. The PWM frequency can be calculated by using the following equation.</p> $f_{\text{pwm_out}} = \frac{8\text{MHz}}{(PWM_DIV[7:0] + 1) \times 255}$ <table><thead><tr><th>PWM_DIV[7:0]</th><th>f_{PWM_OUT}</th></tr></thead><tbody><tr><td>8'h0</td><td>31.37 KHz</td></tr><tr><td>8'h1</td><td>15.69 KHz</td></tr><tr><td>8'h2</td><td>10.46KHz</td></tr><tr><td>8'h3</td><td>7.843 KHz</td></tr><tr><td>8'h4</td><td>6.27 KHz</td></tr><tr><td>...</td><td>...</td></tr><tr><td>8'hFB</td><td>124.49Hz</td></tr><tr><td>8'hFC</td><td>124Hz</td></tr><tr><td>8'hFD</td><td>123.51Hz</td></tr><tr><td>8'hFE</td><td>123.03Hz</td></tr><tr><td>8'hFF</td><td>122.55Hz</td></tr></tbody></table>  <p>Note: The output frequency tolerance of internal frequency divider in CABC is ±10%</p> | | | | | | | | | | | | | PWM_DIV[7:0] | f _{PWM_OUT} | 8'h0 | 31.37 KHz | 8'h1 | 15.69 KHz | 8'h2 | 10.46KHz | 8'h3 | 7.843 KHz | 8'h4 | 6.27 KHz | ... | ... | 8'hFB | 124.49Hz | 8'hFC | 124Hz | 8'hFD | 123.51Hz | 8'hFE | 123.03Hz | 8'hFF | 122.55Hz |
| | PWM_DIV[7:0] | f _{PWM_OUT} | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 8'h0 | 31.37 KHz | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 8'h1 | 15.69 KHz | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 8'h2 | 10.46KHz | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h3 | 7.843 KHz | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h4 | 6.27 KHz | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ... | ... | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'hFB | 124.49Hz | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'hFC | 124Hz | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'hFD | 123.51Hz | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'hFE | 123.03Hz | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'hFF | 122.55Hz | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><thead><tr><th>Status</th><th>Availability</th></tr></thead><tbody><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></tbody></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><thead><tr><th>Status</th><th>Default Value</th></tr></thead><tbody><tr><td>Power On Sequence</td><td>PWM_DIV[7:0]=8'h0F</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>PWM_DIV[7:0]=8'h0F</td></tr></tbody></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | PWM_DIV[7:0]=8'h0F | SW Reset | No change | HW Reset | PWM_DIV[7:0]=8'h0F | | | | | | | | | | | | | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | PWM_DIV[7:0]=8'h0F | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | No change | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | PWM_DIV[7:0]=8'h0F | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.54. Backlight Control 8 (BFh)

| B9H | | | | Backlight Control 2 | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------|------------|---------------------|----|----|----|----|----|--------|----------|-----------|--------|-------------|---------------|------------------------------------------|-----------------------------------|-----------------------------------------|-----------|-------------------------------------------|-----------------------------------|------------------------------------------|-----|----------|---------------------------------|---|-----------------|---------------------------------|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | xx | 1 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | BF | | | | | | | | | | | | | | | |
| 1 st parameter | 0 | ↑ | 1 | xx | 0 | 0 | 0 | 0 | 0 | LEDONR | LEDONPOL | LEDPWMPOL | 00 | | | | | | | | | | | | | | | |
| Description | LEDPWMPOL: The bit is used to define polarity of LEDPWM signal. | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>BL</th><th>LEDPWMPOL</th><th>LEDPWM pin</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>Original polarity of PWM signal</td></tr><tr><td>1</td><td>1</td><td>Inversed polarity of PWM signal</td></tr></table> | | | | | | | | | | | | | BL | LEDPWMPOL | LEDPWM pin | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | Original polarity of PWM signal | 1 | 1 | Inversed polarity of PWM signal |
| | BL | LEDPWMPOL | LEDPWM pin | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | Original polarity of PWM signal | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | Inversed polarity of PWM signal | | | | | | | | | | | | | | | | | | | | | | | | | | |
| LEDONPOL: This bit is used to control LEDON pin. | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><tr><th>BL</th><th>LEDONPOL</th><th>LEDON pin</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>LEDONR</td></tr><tr><td>1</td><td>1</td><td>Inversed LEDONR</td></tr></table> | | | | | | | | | | | | | BL | LEDONPOL | LEDON pin | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | LEDONR | 1 | 1 | Inversed LEDONR | |
| BL | LEDONPOL | LEDON pin | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | LEDONR | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | Inversed LEDONR | | | | | | | | | | | | | | | | | | | | | | | | | | |
| LEDONR: This bit is used to control LEDON pin. | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><tr><th>LEDONR</th><th>Description</th></tr><tr><td>0</td><td>Low</td></tr><tr><td>1</td><td>High</td></tr></table> | | | | | | | | | | | | | LEDONR | Description | 0 | Low | 1 | High | | | | | | | | | | |
| LEDONR | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | Low | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | High | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>LEDPWMPOL=0, LEDONPOL=0, LEDONR=0</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>LEDPWMPOL=0, LEDONPOL=0, LEDONR=0</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | LEDPWMPOL=0, LEDONPOL=0, LEDONR=0 | SW Reset | No change | HW Reset | LEDPWMPOL=0, LEDONPOL=0, LEDONR=0 | | | | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | LEDPWMPOL=0, LEDONPOL=0, LEDONR=0 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | No change | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | LEDPWMPOL=0, LEDONPOL=0, LEDONR=0 | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.55. Panel Driving Setting (C0h)

| C0H | Panel Driving Setting | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|-------------------------------|-------------------|----|------------|------------|------------|------------|------------|-------------|-------------|-----|-----|-----------|-------------------------------|--|-------------------|-------------------|---|-----------|-----|----|---|---|---|-----------|----|-----|---|-----------|----|-----|---|---|---|-----------|-----|----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | C0 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | 0 | 0 | 0 | 0 | REV | SM | GS | BGR | SS | 00 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | 0 | 0 | 0 | NL [5] | NL [4] | NL [3] | NL [2] | NL [1] | NL [0] | 35 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 rd Parameter | 1 | 1 | ↑ | 0 | 0 | SCN [6] | SCN [5] | SCN [4] | SCN [3] | SCN [2] | SCN [1] | SCN [0] | 00 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 th Parameter | 1 | 1 | ↑ | 0 | 0 | 0 | 0 | 0 | 0 | 0 | PTS [1] | PTS [0] | 00 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5 th Parameter | 1 | 1 | ↑ | 0 | 0 | 0 | 0 | PTG | ISC [3] | ISC [2] | ISC [1] | ISC [0] | 01 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 6 th Parameter | 1 | 1 | ↑ | 0 | 0 | 0 | 0 | 0 | 0 | 0 | DIVE [1] | DIVE [0] | 02 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | SS The bit is used to select the shifting direction of the source driver output. SS=0: S1 to S720 (Default) SS=1: S720 to S1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | BGR The bit is used to reverse 18-bit write data in the Frame Memory from RGB to BGR. Set in accordance with arrangement of color filters. BGR=0: Display data is in RGB sequence. (Default) BGR=1: Display data is in BGR sequence. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | REV: Enables the grayscale inversion of the image by setting REV=1. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th rowspan="2">REV</th><th rowspan="2">GRAM Data</th><th colspan="2">Source Output in Display Area</th></tr><tr><th>Positive polarity</th><th>negative polarity</th></tr><tr><td rowspan="3">0</td><td>18'h00000</td><td>V63</td><td>V0</td></tr><tr><td>:</td><td>:</td><td>:</td></tr><tr><td>18'h3FFFF</td><td>V0</td><td>V63</td></tr><tr><td rowspan="3">1</td><td>18'h00000</td><td>V0</td><td>V63</td></tr><tr><td>:</td><td>:</td><td>:</td></tr><tr><td>18'h3FFFF</td><td>V63</td><td>V0</td></tr></table> | | | | | | | | | | | | | REV | GRAM Data | Source Output in Display Area | | Positive polarity | negative polarity | 0 | 18'h00000 | V63 | V0 | : | : | : | 18'h3FFFF | V0 | V63 | 1 | 18'h00000 | V0 | V63 | : | : | : | 18'h3FFFF | V63 | V0 |
| | REV | GRAM Data | Source Output in Display Area | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | Positive polarity | negative polarity | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0 | 18'h00000 | V63 | V0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | : | : | : | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 18'h3FFFF | V0 | V63 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 18'h00000 | V0 | V63 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| : | | : | : | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 18'h3FFFF | | V63 | V0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SM: Sets the gate driver pin arrangement in combination with the GS bit to select the optimal scan mode for the module. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| SM | GS | Scan Direction | Gate Output Sequence |
|----|----|----------------|------------------------------------------------------------------------------------------------------------------------------------|
| 0 | 0 | | <p>G1, G2, G3, G4, ..., G428</p> <p>G429, G430, G431, G432</p> |
| 0 | 1 | | <p>G432, G431, G430, ..., G9</p> <p>G7, G5, G4, G3, G2, G1</p> |
| 1 | 0 | | <p>G1, G3, G5, G7, ..., G423</p> <p>G425, G427, G429, G431</p> <p>G2, G4, G6, G8, ..., G424</p> <p>G426, G428, G430, G432</p> |
| 1 | 1 | | <p>G432, G430, G428, ..., G14</p> <p>G12, G10, G8, G6, G4, G2</p> <p>G431, G429, G427, ..., G13</p> <p>G11, G9, G7, G5, G3, G1</p> |

NL[5:0]: Sets the number of lines to drive the LCD at an interval of 8 lines. The GRAM address mapping is not affected by the number of lines set by NL[5:0]. The number of lines must be the same or more than the number of lines necessary for the size of the liquid crystal panel.

| NL[5:0] | LCD Drive Line |
|---------------|----------------------|
| 6'h00 ~ 6'h35 | 8 * (NL5:0)+1) lines |
| Others | Setting inhibited |

SCN[6:0]: Specifies the gate line where the gate driver starts scan

| SCN[6:0] | Scanning Start Position | | | |
|-----------|-------------------------|-----------------------|-------------------------|-----------------------------|
| | SM=0 | | SM=1 | |
| | GS=0 | GS=1 | GS=0 | GS=1 |
| 00h ~ 35h | $G[1+SCN[6:0]*4]$ | $G[432 - SCN[6:0]*4]$ | $G[1+SCN[6:0]*8]$ | $G[432 - SCN[6:0]*8]$ |
| 36h ~ 6Bh | $G[1+SCN[6:0]*4]$ | $G[432 - SCN[6:0]*4]$ | $G[2+(SCN[6:0]-36h)*8]$ | $G[431 - (SCN[6:0]-36h)*8]$ |
| Others | Setting disabled | Setting disabled | Setting disabled | Setting disabled |

PTG: Sets the scan mode in non-display area. Select frame-inversion when interval-scan is selected.

| PTG | Scan Mode in non-display area |
|-----|-------------------------------|
| 0 | Normal Scan |
| 1 | Interval Scan |

ISC[3:0]: Set the scan cycle when PTG selects interval scan in non-display area drive period. The scan cycle is defined by n frame periods, where n is an odd number from 3 to 31. The polarity of liquid crystal drive voltage from the gate driver is inverted in the same timing as the interval scan cycle.

| ISC[3:0] | Scan cycle | (f _{FRAME})=60Hz |
|----------|-------------------|----------------------------|
| 4'h0 | Setting inhibited | — |
| 4'h1 | 3 frames | 50ms |
| 4'h2 | 5 frames | 84ms |
| 4'h3 | 7 frames | 117ms |
| 4'h4 | 9 frames | 150ms |
| 4'h5 | 11 frames | 184ms |
| 4'h6 | 13 frames | 217ms |
| 4'h7 | 15 frames | 251ms |
| 4'h8 | 17 frames | 284ms |
| 4'h9 | 19 frames | 317ms |
| 4'hA | 21 frames | 351ms |
| 4'hB | 23 frames | 384ms |
| 4'hC | 25 frames | 418ms |
| 4'hD | 27 frames | 451ms |
| 4'hE | 29 frames | 484ms |
| 4'hF | 31 frames | 518ms |

PTS[2:0]:

Set the source output level in non-display area drive period (front/back porch period and blank area between partial displays).

When PTS[2] = 1, the operation of amplifiers which generates the grayscales other than V0 and V63 are halted and the step-up clock frequency becomes half the normal frequency in non-display drive period in order to reduce power consumption.

| PTS[1:0] | Source output level | | Grayscale amplifier in operation | Step-up clock frequency |
|----------|---------------------|-------------------|----------------------------------|----------------------------|
| | Positive polarity | Negative polarity | | |
| 00 | V63 | V0 | V63 and V0 | Register Setting(DC1, DC0) |
| 01 | V0 | V63 | - | - |
| 10 | GND | GND | V63 and V0 | Register Setting(DC1, DC0) |
| 11 | Hi-Z | Hi-Z | V63 and V0 | Register Setting(DC1, DC0) |

DIVE[1:0]: DIVE[1:0] is used to set division ratio of PCLK clock frequency when the DPI interface is selected.

The divided PCLK will be used as internal clock for the source driver pre-charge, VCOM equalizing, etc.

| | | <table><tr><th>DIVE[1:0]</th><th>Division Ratio</th></tr><tr><td>2'h0</td><td>1/1</td></tr><tr><td>2'h1</td><td>1/2</td></tr><tr><td>2'h2</td><td>1/4</td></tr><tr><td>2'h3</td><td>1/8</td></tr></table> | DIVE[1:0] | Division Ratio | 2'h0 | 1/1 | 2'h1 | 1/2 | 2'h2 | 1/4 | 2'h3 | 1/8 | | | |
|-------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|----------------|---------------|------------------------------------------|-------------------------------------------------------------------------------------------------------------------|-----------------------------------------|-----------|-------------------------------------------|-------------------------------------------------------------------------------------------------------------------|------------------------------------------|-----|----------|-----|
| DIVE[1:0] | Division Ratio | | | | | | | | | | | | | | |
| 2'h0 | 1/1 | | | | | | | | | | | | | | |
| 2'h1 | 1/2 | | | | | | | | | | | | | | |
| 2'h2 | 1/4 | | | | | | | | | | | | | | |
| 2'h3 | 1/8 | | | | | | | | | | | | | | |
| Restriction | - | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>SS=0, BGR=0, GS=0, SM=0, REV=0, NL[5:0]=6'h35, SCN[6:0]=7'h0, PTS[2:0]=3'h0, ISC[3:0]=4'h1, PTG=0, DIVE[1:0]=2'h2</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>SS=0, BGR=0, GS=0, SM=0, REV=0, NL[5:0]=6'h35, SCN[6:0]=7'h0, PTS[2:0]=3'h0, ISC[3:0]=4'h1, PTG=0, DIVE[1:0]=2'h2</td></tr></table> | | | Status | Default Value | Power On Sequence | SS=0, BGR=0, GS=0, SM=0, REV=0, NL[5:0]=6'h35, SCN[6:0]=7'h0, PTS[2:0]=3'h0, ISC[3:0]=4'h1, PTG=0, DIVE[1:0]=2'h2 | SW Reset | No change | HW Reset | SS=0, BGR=0, GS=0, SM=0, REV=0, NL[5:0]=6'h35, SCN[6:0]=7'h0, PTS[2:0]=3'h0, ISC[3:0]=4'h1, PTG=0, DIVE[1:0]=2'h2 | | | | |
| Status | Default Value | | | | | | | | | | | | | | |
| Power On Sequence | SS=0, BGR=0, GS=0, SM=0, REV=0, NL[5:0]=6'h35, SCN[6:0]=7'h0, PTS[2:0]=3'h0, ISC[3:0]=4'h1, PTG=0, DIVE[1:0]=2'h2 | | | | | | | | | | | | | | |
| SW Reset | No change | | | | | | | | | | | | | | |
| HW Reset | SS=0, BGR=0, GS=0, SM=0, REV=0, NL[5:0]=6'h35, SCN[6:0]=7'h0, PTS[2:0]=3'h0, ISC[3:0]=4'h1, PTG=0, DIVE[1:0]=2'h2 | | | | | | | | | | | | | | |

8.2.56. Display_Timing_Setting for Normal/Partial Mode (C1h)

| C1H | Display_Timing_Setting for Normal/Partial Mode | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|-----------------|----------|-----------------|--------|--------|---------|---------|---------|---------|---------|----------|-----------------|----------------|-----------------|----------|-----------------|----------|--------------------|-------|-----------|-------|-----------|-------|-----------|-------|-----------|-------|-----------|-------|-----------|-------|-----------|-------|-----------|-------|-----------|-------|-----------|-------|-----------|-------|-----------|-------|-----------|-------|-----------|-------|-----------|-------|-----------|--|--|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | C1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | 0 | 0 | 0 | 0 | BC0 | 0 | 0 | DIV0[1] | DIV0[0] | 10 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | 0 | 0 | 0 | 0 | RTN0[4] | RTN0[3] | RTN0[2] | RTN0[1] | RTN0[0] | 10 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 rd Parameter | 1 | 1 | ↑ | 0 | BP0[7] | BP0[6] | BP0[5] | BP0[4] | BP0[3] | BP0[2] | BP0[1] | BP0[0] | 02 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 th Parameter | 1 | 1 | ↑ | 0 | FP0[7] | FP0[6] | FP0[5] | FP0[4] | FP0[3] | FP0[2] | FP0[1] | FP0[0] | 02 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | BC0: BC0 is used to select VCOM liquid crystal drive waveform. BC0 = 0: Frame inversion waveform is selected. BC0 = 1: Line inversion waveform is selected. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | DIV0[1:0]: DIV0[1:0] is used to set division ratio of internal clock frequency. The internal operation is synchronized with the frequency divided internal clock. When DIV0 setting is changed, the width of the reference clock for liquid crystal control signals is changed. The frame frequency can be adjusted by register setting (RTN and DIV bits). When number of lines to drive is changed, adjust the frame frequency too. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>DIV0[1:0]</th><th>Division Ratio</th></tr><tr><td>2'h0</td><td>1/1</td></tr><tr><td>2'h1</td><td>1/2</td></tr><tr><td>2'h2</td><td>1/4</td></tr><tr><td>2'h3</td><td>1/8</td></tr></table> | | | | | | | | | | | | | DIV0[1:0] | Division Ratio | 2'h0 | 1/1 | 2'h1 | 1/2 | 2'h2 | 1/4 | 2'h3 | 1/8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | DIV0[1:0] | Division Ratio | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 2'h0 | 1/1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 2'h1 | 1/2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 2'h2 | 1/4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 2'h3 | 1/8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Frame Frequency = fosc. / [Clocks per line x division ratio x (Line +BP+FP)] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | fosc. : internal oscillator frequency | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| clocks per line : RTNn setting | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| division ratio: DIVn setting | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Line: total driving line number | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BP: back porch line number | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| FP: front porch line number | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| RTN0[4:0]: RTN0[4:0] is used to set 1H (line) period. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><tr><th>RTN[4:0]</th><th>Clocks per line</th><th>RTN[4:0]</th><th>Clocks per line</th><th>RTN[4:0]</th><th>Clocks per line</th></tr><tr><td>5'h00~0F</td><td>Setting prohibited</td><td>5'h15</td><td>21 clocks</td><td>5'h1B</td><td>27 clocks</td></tr><tr><td>5'h10</td><td>16 clocks</td><td>5'h16</td><td>22 clocks</td><td>5'h1C</td><td>28 clocks</td></tr><tr><td>5'h11</td><td>17 clocks</td><td>5'h17</td><td>23 clocks</td><td>5'h1D</td><td>29 clocks</td></tr><tr><td>5'h12</td><td>18 clocks</td><td>5'h18</td><td>24 clocks</td><td>5'h1E</td><td>30 clocks</td></tr><tr><td>5'h13</td><td>19 clocks</td><td>5'h19</td><td>25 clocks</td><td>5'h1F</td><td>31 clocks</td></tr><tr><td>5'h14</td><td>20 clocks</td><td>5'h1A</td><td>26 clocks</td><td></td><td></td></tr></table> | | | | | | | | | | | | | RTN[4:0] | Clocks per line | RTN[4:0] | Clocks per line | RTN[4:0] | Clocks per line | 5'h00~0F | Setting prohibited | 5'h15 | 21 clocks | 5'h1B | 27 clocks | 5'h10 | 16 clocks | 5'h16 | 22 clocks | 5'h1C | 28 clocks | 5'h11 | 17 clocks | 5'h17 | 23 clocks | 5'h1D | 29 clocks | 5'h12 | 18 clocks | 5'h18 | 24 clocks | 5'h1E | 30 clocks | 5'h13 | 19 clocks | 5'h19 | 25 clocks | 5'h1F | 31 clocks | 5'h14 | 20 clocks | 5'h1A | 26 clocks | | |
| RTN[4:0] | Clocks per line | RTN[4:0] | Clocks per line | RTN[4:0] | Clocks per line | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h00~0F | Setting prohibited | 5'h15 | 21 clocks | 5'h1B | 27 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h10 | 16 clocks | 5'h16 | 22 clocks | 5'h1C | 28 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h11 | 17 clocks | 5'h17 | 23 clocks | 5'h1D | 29 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h12 | 18 clocks | 5'h18 | 24 clocks | 5'h1E | 30 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h13 | 19 clocks | 5'h19 | 25 clocks | 5'h1F | 31 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h14 | 20 clocks | 5'h1A | 26 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| | <p>FP0[7:0], BP0[7:0]</p> <p>FP0[7:0] is used to set the number of lines for a front porch period (a blank period following the end of display).</p> <p>BP0[7:0] is used to set the number of lines for a back porch period (a blank period made before the beginning of display).</p> <table border="1"> <thead> <tr> <th>FP0[7:0] BP0[7:0]</th><th>Front and back porch period (line period)</th></tr> </thead> <tbody> <tr><td>8'h0</td><td>Setting prohibited</td></tr> <tr><td>8'h1</td><td>Setting prohibited</td></tr> <tr><td>8'h2</td><td>2 lines</td></tr> <tr><td>8'h3</td><td>3 lines</td></tr> <tr><td>8'h4</td><td>4 lines</td></tr> <tr><td>8'h5</td><td>5 lines</td></tr> <tr><td>8'h6</td><td>6 lines</td></tr> <tr><td>...</td><td>...</td></tr> <tr><td>8'h7E</td><td>126 lines</td></tr> <tr><td>8'h7F</td><td>127 lines</td></tr> <tr><td>8'h80</td><td>128 lines</td></tr> <tr><td>Others</td><td>Setting Prohibited</td></tr> </tbody> </table> <p>Note to Setting BP0 and FP0</p> <p>The condition in setting BP0 and FP0 bits are: $BP0 \geq 2$ lines and $FP0 \geq 2$ lines, $FP0+BP0 \leq 256$ lines</p> | FP0[7:0] BP0[7:0] | Front and back porch period (line period) | 8'h0 | Setting prohibited | 8'h1 | Setting prohibited | 8'h2 | 2 lines | 8'h3 | 3 lines | 8'h4 | 4 lines | 8'h5 | 5 lines | 8'h6 | 6 lines | ... | ... | 8'h7E | 126 lines | 8'h7F | 127 lines | 8'h80 | 128 lines | Others | Setting Prohibited |
|-------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------|----------------------------------------------|------------------------------------------|----------------------------------------------------|-----------------------------------------|--------------------|-------------------------------------------|-----------------------------------------------------|------------------------------------------|---------|----------|---------|------|---------|------|---------|-----|-----|-------|-----------|-------|-----------|-------|-----------|--------|--------------------|
| FP0[7:0] BP0[7:0] | Front and back porch period (line period) | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h0 | Setting prohibited | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h1 | Setting prohibited | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h2 | 2 lines | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h3 | 3 lines | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h4 | 4 lines | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h5 | 5 lines | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h6 | 6 lines | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ... | ... | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h7E | 126 lines | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h7F | 127 lines | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h80 | 128 lines | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Others | Setting Prohibited | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th><th>Availability</th></tr> </thead> <tbody> <tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr><td>Sleep In</td><td>Yes</td></tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th><th>Default Value</th></tr> </thead> <tbody> <tr><td>Power On Sequence</td><td>BC0=1'h1, DIV0=2'h0, RTN0=5'h10, FP0=8'h2, BP=8'h2</td></tr> <tr><td>SW Reset</td><td>No change</td></tr> <tr><td>HW Reset</td><td>BC0=1'h1, DIV0=2'h0, RTN0=5'h10, FP0=8'h2, BP0=8'h2</td></tr> </tbody> </table> | Status | Default Value | Power On Sequence | BC0=1'h1, DIV0=2'h0, RTN0=5'h10, FP0=8'h2, BP=8'h2 | SW Reset | No change | HW Reset | BC0=1'h1, DIV0=2'h0, RTN0=5'h10, FP0=8'h2, BP0=8'h2 | | | | | | | | | | | | | | | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | BC0=1'h1, DIV0=2'h0, RTN0=5'h10, FP0=8'h2, BP=8'h2 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | No change | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | BC0=1'h1, DIV0=2'h0, RTN0=5'h10, FP0=8'h2, BP0=8'h2 | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.57. Display_Timing_Setting for Idle Mode (C3h)

| C3H | Display_Timing_Setting for Idle Mode | | | | | | | | | | | | |
|---------------------------|--------------------------------------|-----|-----|-------|------------|------------|------------|-------------|-------------|-------------|-------------|-------------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | ↑ | x | 1 | 1 | 0 | 0 | 0 | 0 | 1 | 1 | C3 |
| 1 st Parameter | 1 | 1 | ↑ | 0 | 0 | 0 | 0 | BC2 | 0 | 0 | DIV2[1] | DIV2[0] | 00 |
| 2 nd Parameter | 1 | 1 | ↑ | 0 | 0 | 0 | 0 | RTN2 [4] | RTN2 [3] | RTN2 [2] | RTN2 [1] | RTN2 [0] | 10 |
| 3 rd Parameter | 1 | 1 | ↑ | 0 | BP2 [7] | BP2 [6] | BP2 [5] | BP2 [4] | BP2 [3] | BP2 [2] | BP2 [1] | BP2 [0] | 02 |
| 4 th Parameter | 1 | 1 | ↑ | 0 | FP2 [7] | FP2 [6] | FP2 [5] | FP2 [4] | FP2 [3] | FP2 [2] | FP0 [1] | FP2 [0] | 02 |

BC2: BC2 is used to select VCOM liquid crystal drive waveform.

BC2 = 0: Frame inversion waveform is selected.

BC2 = 1: Line inversion waveform is selected.

DIV2[1:0]: DIV2[1:0] is used to set division ratio of internal clock frequency.

The internal operation is synchronized with the frequency divided internal clock. When DIV2 setting is changed, the width of the reference clock for liquid crystal control signals is changed.

The frame frequency can be adjusted by register setting (RTN and DIV bits). When number of lines to drive is changed, adjust the frame frequency too.

| DIV2[1:0] | Division Ratio |
|-----------|----------------|
| 2'h0 | 1/1 |
| 2'h1 | 1/2 |
| 2'h2 | 1/4 |
| 2'h3 | 1/8 |

Frame Frequency = fosc. / [Clocks per line x division ratio x (Line +BP+FP)]

fosc. : internal oscillator frequency

clocks per line : RTNn setting

division ratio: DIVn setting

Line: total driving line number

BP: back porch line number

FP: front porch line number

RTN2[4:0]: RTN2[4:0] is used to set 1H (line) period.

| RTN2[4:0] | Clocks per line | RTN2[4:0] | Clocks per line | RTN2[4:0] | Clocks per line |
|-----------|--------------------|-----------|-----------------|-----------|-----------------|
| 5'h00~0F | Setting prohibited | 5'h15 | 21 clocks | 5'h1B | 27 clocks |
| 5'h10 | 16 clocks | 5'h16 | 22 clocks | 5'h1C | 28 clocks |
| 5'h11 | 17 clocks | 5'h17 | 23 clocks | 5'h1D | 29 clocks |
| 5'h12 | 18 clocks | 5'h18 | 24 clocks | 5'h1E | 30 clocks |
| 5'h13 | 19 clocks | 5'h19 | 25 clocks | 5'h1F | 31 clocks |
| 5'h14 | 20 clocks | 5'h1A | 26 clocks | | |

Description

| | <p>FP2[7:0], BP2[7:0]</p> <p>FP2[7:0] is used to set the number of lines for a front porch period (a blank period following the end of display).</p> <p>BP2[7:0] is used to set the number of lines for a back porch period (a blank period made before the beginning of display).</p> <table border="1"> <thead> <tr> <th>FP2[7:0] BP2[7:0]</th><th>Front and back porch period (line period)</th></tr> </thead> <tbody> <tr><td>8'h0</td><td>Setting prohibited</td></tr> <tr><td>8'h1</td><td>Setting prohibited</td></tr> <tr><td>8'h2</td><td>2 lines</td></tr> <tr><td>8'h3</td><td>3 lines</td></tr> <tr><td>8'h4</td><td>4 lines</td></tr> <tr><td>8'h5</td><td>5 lines</td></tr> <tr><td>8'h6</td><td>6 lines</td></tr> <tr><td>...</td><td>...</td></tr> <tr><td>8'h7E</td><td>126 lines</td></tr> <tr><td>8'h7F</td><td>127 lines</td></tr> <tr><td>8'h80</td><td>128 lines</td></tr> <tr><td>Others</td><td>Setting Prohibited</td></tr> </tbody> </table> <p>Note to Setting BP2 and FP2</p> <p>The condition in setting BP2 and FP2 bits are: $BP2 \geq 2$ lines and $FP2 \geq 2$ lines, $FP2+BP2 \leq 256$ lines</p> | FP2[7:0] BP2[7:0] | Front and back porch period (line period) | 8'h0 | Setting prohibited | 8'h1 | Setting prohibited | 8'h2 | 2 lines | 8'h3 | 3 lines | 8'h4 | 4 lines | 8'h5 | 5 lines | 8'h6 | 6 lines | ... | ... | 8'h7E | 126 lines | 8'h7F | 127 lines | 8'h80 | 128 lines | Others | Setting Prohibited |
|-------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------|-------------------------------------------|------------------------------------------|-----------------------------------------------------|-----------------------------------------|--------------------|-------------------------------------------|-----------------------------------------------------|------------------------------------------|---------|----------|---------|------|---------|------|---------|-----|-----|-------|-----------|-------|-----------|-------|-----------|--------|--------------------|
| FP2[7:0] BP2[7:0] | Front and back porch period (line period) | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h0 | Setting prohibited | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h1 | Setting prohibited | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h2 | 2 lines | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h3 | 3 lines | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h4 | 4 lines | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h5 | 5 lines | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h6 | 6 lines | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ... | ... | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h7E | 126 lines | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h7F | 127 lines | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8'h80 | 128 lines | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Others | Setting Prohibited | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th><th>Availability</th></tr> </thead> <tbody> <tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr><td>Sleep In</td><td>Yes</td></tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th><th>Default Value</th></tr> </thead> <tbody> <tr><td>Power On Sequence</td><td>BC2=1'h1, DIV2=2'h0, RTN2=5'h10, FP2=4'h2, BP2=4'h2</td></tr> <tr><td>SW Reset</td><td>No change</td></tr> <tr><td>HW Reset</td><td>BC2=1'h1, DIV2=2'h0, RTN2=5'h10, FP2=4'h2, BP2=4'h2</td></tr> </tbody> </table> | Status | Default Value | Power On Sequence | BC2=1'h1, DIV2=2'h0, RTN2=5'h10, FP2=4'h2, BP2=4'h2 | SW Reset | No change | HW Reset | BC2=1'h1, DIV2=2'h0, RTN2=5'h10, FP2=4'h2, BP2=4'h2 | | | | | | | | | | | | | | | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | BC2=1'h1, DIV2=2'h0, RTN2=5'h10, FP2=4'h2, BP2=4'h2 | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | No change | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | BC2=1'h1, DIV2=2'h0, RTN2=5'h10, FP2=4'h2, BP2=4'h2 | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.58. Source/VCOM/Gate Timing Setting (C4h)

| C4H | Frame Rate Control | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------|-----|-------|----|--------|--------|--------|----|--------|--------|--------|----------|----------------------------|------------------------|------------------------------------------|------------------------------|-----------------------------------------|-----------|-------------------------------------------|------------------------------|------------------------------------------|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | 1 | 1 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | C4 | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | 0 | 0 | SDT[2] | SDT[1] | SDT[0] | 0 | NOW[2] | NOW[1] | NOW[0] | 06 | | | | | | | | | | | | | | | | | | |
| Description | SDT[2:0] The bit is used to set the source output alternating position in 1H period. <table><tr><th>SDT[2:0]</th><th>Source Output Position</th></tr><tr><td>000</td><td>1 clock</td></tr><tr><td>001</td><td>2 clocks</td></tr><tr><td>010</td><td>3 clocks</td></tr><tr><td>011</td><td>4 clocks</td></tr><tr><td>100</td><td>5 clocks</td></tr><tr><td>101</td><td>6 clocks</td></tr><tr><td>110</td><td>7 clocks</td></tr><tr><td>111</td><td>8 clocks</td></tr></table> Note: The unit clock here is the frequency divided clock, which is set according to the division ratio set by DIVn (C1h, and C3h). | | | | | | | | | | | | | SDT[2:0] | Source Output Position | 000 | 1 clock | 001 | 2 clocks | 010 | 3 clocks | 011 | 4 clocks | 100 | 5 clocks | 101 | 6 clocks | 110 | 7 clocks | 111 | 8 clocks |
| | SDT[2:0] | Source Output Position | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 000 | 1 clock | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 001 | 2 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 010 | 3 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 011 | 4 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 100 | 5 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 101 | 6 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 110 | 7 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 111 | 8 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| NOW[2:0] These bits set the gate output start position (non-overlap period). <table><tr><th>NOW[2:0]</th><th>Gate Output Start Position</th></tr><tr><td>000</td><td>Setting prohibited</td></tr><tr><td>001</td><td>1 clock</td></tr><tr><td>010</td><td>2 clocks</td></tr><tr><td>011</td><td>3 clocks</td></tr><tr><td>100</td><td>4 clocks</td></tr><tr><td>101</td><td>5 clocks</td></tr><tr><td>110</td><td>6 clocks</td></tr><tr><td>111</td><td>7 clocks</td></tr></table> Note: The unit clock here is the frequency divided clock, which is set according to the division ratio set by DIVn (C1h, and C3h). | | | | | | | | | | | | | NOW[2:0] | Gate Output Start Position | 000 | Setting prohibited | 001 | 1 clock | 010 | 2 clocks | 011 | 3 clocks | 100 | 4 clocks | 101 | 5 clocks | 110 | 6 clocks | 111 | 7 clocks | |
| NOW[2:0] | Gate Output Start Position | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 000 | Setting prohibited | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 001 | 1 clock | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 010 | 2 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 011 | 3 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 100 | 4 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 101 | 5 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 110 | 6 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 111 | 7 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>NOW[2:0]=3'h6, SDT[2:0]=3'h0</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>NOW[2:0]=3'h6, SDT[2:0]=3'h0</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | NOW[2:0]=3'h6, SDT[2:0]=3'h0 | SW Reset | No change | HW Reset | NOW[2:0]=3'h6, SDT[2:0]=3'h0 | | | | | | | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | NOW[2:0]=3'h6, SDT[2:0]=3'h0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | No change | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | NOW[2:0]=3'h6, SDT[2:0]=3'h0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.59. Frame Rate Control (C5h)

| C5H | Frame Rate Control | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------|-----|-------|----|----|----|----|----|--------|--------|--------|-----|----------|-----------------|------------------------------------------|----------|-----------------------------------------|-----------|-------------------------------------------|----------|------------------------------------------|-----|----------|--------------|------|----|------|----|------|----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | 1 | 1 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | C5 | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | 0 | 0 | 0 | 0 | 0 | 0 | FRA[2] | FRA[1] | FRA[0] | 04 | | | | | | | | | | | | | | | | | | |
| Description | Set the frame frequency of display. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Frame Rate= $\frac{16\text{MHz}}{\text{RTN}[4:0] \times (\text{Display Line}+\text{Back porch}+\text{Front Porch}) \times (\text{FRA}[2:0]+12) \times 2}$ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>FRA[2:0]</th><th>Frame Rate (Hz)</th></tr><tr><td>3'h0</td><td>96</td></tr><tr><td>3'h1</td><td>88</td></tr><tr><td>3'h2</td><td>82</td></tr><tr><td>3'h3</td><td>76</td></tr><tr><td>3'h4</td><td>72 (default)</td></tr><tr><td>3'h5</td><td>67</td></tr><tr><td>3'h6</td><td>64</td></tr><tr><td>3'h7</td><td>60</td></tr></table> | | | | | | | | | | | | | FRA[2:0] | Frame Rate (Hz) | 3'h0 | 96 | 3'h1 | 88 | 3'h2 | 82 | 3'h3 | 76 | 3'h4 | 72 (default) | 3'h5 | 67 | 3'h6 | 64 | 3'h7 | 60 |
| | FRA[2:0] | Frame Rate (Hz) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h0 | 96 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3'h1 | 88 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3'h2 | 82 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3'h3 | 76 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3'h4 | 72 (default) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3'h5 | 67 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3'h6 | 64 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3'h7 | 60 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| The above table is based on back/front porch equal to 2 lines and 16 clocks per display line and the total display lines are 432. When any parameter is changed, the frame rate will also be changed. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>FRA=3'h4</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>FRA=3'h4</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | FRA=3'h4 | SW Reset | No change | HW Reset | FRA=3'h4 | | | | | | | | | | |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | FRA=3'h4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | SW Reset | No change | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | FRA=3'h4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.60. Interface Control (C6h)

| C6H | | | Interface Control | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-------------------|-------|--------|----|----|------|------|----|-----|-----|-----|--------|---------------|------------------------------------------|-------------------------------------------------------|-----------------------------------------|-----------|-------------------------------------------|-------------------------------------------------------|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 1 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | C6 | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | x | SDA_EN | 0 | 0 | VSPL | HSPL | 0 | EPL | DPL | 02 | | | | | | | | | | | | |
| Description | <p>DPL: Sets the signal polarity of the PCLK pin.</p> <p>DPL = “0” The data is input on the rising edge of PCLK.</p> <p>DPL = “1” The data is input on the falling edge of PCLK.</p> <p>EPL: Sets the signal polarity of the ENABLE pin.</p> <p>EPL = “0” The data DB[17:0] is written when ENABLE = “0”.</p> <p>EPL = “1” The data DB[17:0] is written when ENABLE = “1”.</p> <p>HSPL: Sets the signal polarity of the HSYNC pin.</p> <p>HSPL = “0” Low active</p> <p>HSPL = “1” High active</p> <p>VSPL: Sets the signal polarity of the VSYNC pin.</p> <p>VSPL = “0” Low active</p> <p>VSPL = “1” High active</p> <p>SDA_EN: DBI type C interface selection</p> <p>SDA_EN = “0”, DIN and DOUT pins are used for DBI type C interface mode.</p> <p>SDA_EN = “1”, DIN/SDA pin is used for DBI type C interface mode and DOUT pin is not used.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><thead><tr><th>Status</th><th>Availability</th></tr></thead><tbody><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></tbody></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><thead><tr><th>Status</th><th>Default Value</th></tr></thead><tbody><tr><td>Power On Sequence</td><td>DPL=1’h0, EPL=1’h1, VSPL=1’h0, HSPL=:1’h0,SDA_EN=1’h0</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>DPL=1’h0, EPL=1’h1, VSPL=1’h0, HSPL=:1’h0,SDA_EN=1’h0</td></tr></tbody></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | DPL=1’h0, EPL=1’h1, VSPL=1’h0, HSPL=:1’h0,SDA_EN=1’h0 | SW Reset | No change | HW Reset | DPL=1’h0, EPL=1’h1, VSPL=1’h0, HSPL=:1’h0,SDA_EN=1’h0 | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | DPL=1’h0, EPL=1’h1, VSPL=1’h0, HSPL=:1’h0,SDA_EN=1’h0 | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | No change | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | DPL=1’h0, EPL=1’h1, VSPL=1’h0, HSPL=:1’h0,SDA_EN=1’h0 | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.61. Gamma Setting (C8h)

| C8H | Gamma Setting | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|-----|--------|--------------|------------------------------------------|-----|-----------------------------------------|-----|-------------------------------------------|-----|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 1 | 1 | 0 | 0 | 1 | 0 | 0 | 0 | C8 | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | x | 0 | KP1 [2] | KP1 [1] | KP1 [0] | 0 | KP0 [2] | KP0 [1] | KP0 [0] | 44 | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | x | 0 | KP3 [2] | KP3 [1] | KP3 [0] | 0 | KP2 [2] | KP2 [1] | KP2 [0] | 44 | | | | | | | | | | | | |
| 3 rd Parameter | 1 | 1 | ↑ | x | 0 | KP5 [2] | KP5 [1] | KP5 [0] | 0 | KP4 [2] | KP4 [1] | KP4 [0] | 44 | | | | | | | | | | | | |
| 4 th Parameter | 1 | 1 | ↑ | x | 0 | RP1 [2] | RP1 [1] | RP1 [0] | 0 | RP0 [2] | RP0 [1] | RP0 [0] | 44 | | | | | | | | | | | | |
| 5 th Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | VRP0 [3] | VRP0 [2] | VRP0 [1] | VRP0 [0] | 08 | | | | | | | | | | | | |
| 6th Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | VRP1 [4] | VRP1 [3] | VRP1 [2] | VRP1 [1] | VRP1 [0] | 10 | | | | | | | | | | | | |
| 7 th Parameter | 1 | 1 | ↑ | x | 0 | KN1 [2] | KN1 [1] | KN1 [0] | 0 | KN0 [2] | KN0 [1] | KN0 [0] | 44 | | | | | | | | | | | | |
| 8 th Parameter | 1 | 1 | ↑ | x | 0 | KN3 [2] | KN3 [1] | KN3 [0] | 0 | KN2 [2] | KN2 [1] | KN2 [0] | 44 | | | | | | | | | | | | |
| 9 th Parameter | 1 | 1 | ↑ | x | 0 | KN5 [2] | KN5 [1] | KN5 [0] | 0 | KN4 [2] | KN4 [1] | KN4 [0] | 44 | | | | | | | | | | | | |
| 10 th Parameter | 1 | 1 | ↑ | x | 0 | RN1 [2] | RN1 [1] | RN1 [0] | 0 | RN0 [2] | RN0 [1] | RN0 [0] | 44 | | | | | | | | | | | | |
| 11 th Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | VRN0 [3] | VRN0 [2] | VRN0 [1] | VRN0 [0] | 08 | | | | | | | | | | | | |
| 12 th Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | VRN1 [4] | VRN1 [3] | VRN1 [2] | VRN1 [1] | VRN1 [0] | 10 | | | | | | | | | | | | |
| 13 th Parameter | 1 | 1 | ↑ | x | VREP1 [3] | VREP1 [2] | VREP1 [1] | VREP1 [0] | VREP0 [3] | VREP0 [2] | VREP0 [1] | VREP0 [0] | 88 | | | | | | | | | | | | |
| 14 th Parameter | 1 | 1 | ↑ | x | VREN0 [3] | VREN0 [2] | VREN0 [1] | VREN0 [0] | VREP2 [3] | VREP2 [2] | VREP2 [1] | VREP2 [0] | 88 | | | | | | | | | | | | |
| 15 th Parameter | 1 | 1 | ↑ | x | VREN2 [3] | VREN2 [2] | VREN2 [1] | VREN2 [0] | VREN1 [3] | VREN1 [2] | VREN1 [1] | VREN1 [0] | 88 | | | | | | | | | | | | |
| Description | KP5-0[2:0] : γ fine adjustment register for positive polarity RP1-0[2:0] : γ gradient adjustment register for positive polarity VRP1-0[4:0] : γ amplitude adjustment register for positive polarity KN5-0[2:0] : γ fine adjustment register for negative polarity RN1-0[2:0] : γ gradient adjustment register for negative polarity VRN1-0[4:0] : γ amplitude adjustment register for negative polarity | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |

Default Value

8.2.62. Gamma Setting for Red/Blue Color (C9h)

| C9h | Gamma Setting for Red/Blue Color | | | | | | | | | | | | | |
|-----------------------------|-------------------------------------------------------------------------------------------|-------------------------------------------|-----------------------------------------------------|-------|-----|-----|--------------------|--------------|-----------------------------------------------------|---------|---------|---------|-----|--|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | |
| Command | 0 | 1 | ↑ | x | 1 | 1 | 0 | 0 | 1 | 0 | 0 | 1 | C9 | |
| 1 st Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | RV0[3] | RV0[2] | RV0[1] | RV0[0] | 00 | |
| 2 nd Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | RV1[3] | RV1[2] | RV1[1] | RV1[0] | 00 | |
| 3 rd Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | RV2[3] | RV2[2] | RV2[1] | RV2[0] | 00 | |
| 4 th Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | RV3[3] | RV3[2] | RV3[1] | RV3[0] | 00 | |
| ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | |
| 61 th Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | RV60[3] | RV60[2] | RV60[1] | RV60[0] | 00 | |
| 62 th Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | RV61[3] | RV61[2] | RV61[1] | RV61[0] | 00 | |
| 63 th Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | RV62[3] | RV62[2] | RV62[1] | RV62[0] | 00 | |
| 64 th Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | RV63[3] | RV63[2] | RV63[1] | RV63[0] | 00 | |
| 65 th Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | BV0[3] | BV0[2] | BV0[1] | BV0[0] | 00 | |
| 66 th Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | BV1[3] | BV1[2] | BV1[1] | BV1[0] | 00 | |
| 67 th Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | BV2[3] | BV2[2] | BV2[1] | BV2[0] | 00 | |
| 68 th Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | BV3[3] | BV3[2] | BV3[1] | BV3[0] | 00 | |
| ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | |
| 125 th Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | BV60[3] | BV60[2] | BV60[1] | BV60[0] | 00 | |
| 126 th Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | BV61[3] | BV61[2] | BV61[1] | BV61[0] | 00 | |
| 127 th Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | BV62[3] | BV62[2] | BV62[1] | BV62[0] | 00 | |
| 128 th Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | BV63[3] | BV63[2] | BV63[1] | BV63[0] | 00 | |
| Description | This register is used to fine tune the red/blue color gamma mapping. | | | | | | | | | | | | | |
| | Note: Please disable the 3-gamma function (EAh register) before setting this gamma table. | | | | | | | | | | | | | |
| | RVn[3:0] n=0~63 | | Red color gamma level (relative to green color) | | | | BVn[3:0] n=0~63 | | Blue color gamma level (relative to green color) | | | | | |
| | 4'h0 | | +0 | | | | 4'h0 | | +0 | | | | | |
| | 4'h1 | | +1 | | | | 4'h1 | | +1 | | | | | |
| | 4'h2 | | +2 | | | | 4'h2 | | +2 | | | | | |
| | 4'h3 | | +3 | | | | 4'h3 | | +3 | | | | | |
| | 4'h4 | | +4 | | | | 4'h4 | | +4 | | | | | |
| | 4'h5 | | +5 | | | | 4'h5 | | +5 | | | | | |
| | 4'h6 | | +6 | | | | 4'h6 | | +6 | | | | | |
| | 4'h7 | | +7 | | | | 4'h7 | | +7 | | | | | |
| | 4'h8 | | -8 | | | | 4'h8 | | -8 | | | | | |
| | 4'h9 | | -7 | | | | 4'h9 | | -7 | | | | | |
| | 4'hA | | -6 | | | | 4'hA | | -6 | | | | | |
| | 4'hB | | -5 | | | | 4'hB | | -5 | | | | | |
| | 4'hC | | -4 | | | | 4'hC | | -4 | | | | | |
| | 4'hD | | -3 | | | | 4'hD | | -3 | | | | | |
| | 4'hE | | -2 | | | | 4'hE | | -2 | | | | | |
| | 4'hF | | -1 | | | | 4'hF | | -1 | | | | | |
| | Register Availability | Status | | | | | | Availability | | | | | | |
| | | Normal Mode On, Idle Mode Off, Sleep Out | | | | | | Yes | | | | | | |
| | | Normal Mode On, Idle Mode On, Sleep Out | | | | | | Yes | | | | | | |
| | | Partial Mode On, Idle Mode Off, Sleep Out | | | | | | Yes | | | | | | |
| | | Partial Mode On, Idle Mode On, Sleep Out | | | | | | Yes | | | | | | |
| | | Sleep In | | | | | | Yes | | | | | | |

| Default | <table border="1"> <thead> <tr> <th>Status</th><th>Default Value</th></tr> </thead> <tbody> <tr> <td>Power On Sequence</td><td>All the parameters are 00h</td></tr> <tr> <td>SW Reset</td><td>No change</td></tr> <tr> <td>HW Reset</td><td>All the parameters are 00h</td></tr> </tbody> </table> | Status | Default Value | Power On Sequence | All the parameters are 00h | SW Reset | No change | HW Reset | All the parameters are 00h |
|-------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|---------------|-------------------|----------------------------|----------|-----------|----------|----------------------------|
| Status | Default Value | | | | | | | | |
| Power On Sequence | All the parameters are 00h | | | | | | | | |
| SW Reset | No change | | | | | | | | |
| HW Reset | All the parameters are 00h | | | | | | | | |

8.2.63. Power_Setting (D0h)

| D0H | Power_Setting | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------|----------------------|----------|------------|----|----|--------|--------|--------|--------|--------|----------|-----------------------------------|--------------|-------------------------------------------|------------|----------------|------------|----------------------|------------|----------------|------------|----------------------|------------|----------------|------------|----------------------|--------------------|----------------|-----------|----------------------|----------|----------------|------|----------------------|------|----------------|------|----------------------|--------|----------------|-----------|----------------------|-----------|----------------|------|----------------------|------|----------------|------|----------------------|------|----------------|------|----------------------|------|----------------|------|----------------------|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 1 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | D0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 0 | VC[2] | VC[1] | VC[0] | 07 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 0 | BT[2] | BT[1] | BT[0] | 04 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 rd Parameter | 1 | 1 | ↑ | x | VCIRE | 0 | 0 | VRH[4] | VRH[3] | VRH[2] | VRH[1] | VRH[0] | 8C | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | VC[2:0] Sets the ratio factor of Vci to generate the reference voltages Vci1. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>VC[2:0]</th><th>Vci1 voltage</th></tr><tr><td>3'h0</td><td>0.95 x Vci</td></tr><tr><td>3'h1</td><td>0.90 x Vci</td></tr><tr><td>3'h2</td><td>0.85 x Vci</td></tr><tr><td>3'h3</td><td>0.80 x Vci</td></tr><tr><td>3'h4</td><td>0.75 x Vci</td></tr><tr><td>3'h5</td><td>0.70 x Vci</td></tr><tr><td>3'h6</td><td>Setting Prohibited</td></tr><tr><td>3'h7</td><td>1.0 x Vci</td></tr></table> | | | | | | | | | | | | | VC[2:0] | Vci1 voltage | 3'h0 | 0.95 x Vci | 3'h1 | 0.90 x Vci | 3'h2 | 0.85 x Vci | 3'h3 | 0.80 x Vci | 3'h4 | 0.75 x Vci | 3'h5 | 0.70 x Vci | 3'h6 | Setting Prohibited | 3'h7 | 1.0 x Vci | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | VC[2:0] | Vci1 voltage | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h0 | 0.95 x Vci | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h1 | 0.90 x Vci | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h2 | 0.85 x Vci | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h3 | 0.80 x Vci | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h4 | 0.75 x Vci | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h5 | 0.70 x Vci | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h6 | Setting Prohibited | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h7 | 1.0 x Vci | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | BT[2:0] Sets the Step up factor and output voltage level from the reference voltages Vci1. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>BT[2:0]</th><th>DDVDH</th><th>VCL</th><th>VGH</th><th>VGL</th></tr><tr><td>3'h0</td><td>Vci1 x 2</td><td>- Vci1</td><td rowspan="3">Vci1 x 6</td><td>- Vci1 x 5</td></tr><tr><td>3'h1</td><td rowspan="2">Vci1 x 2</td><td rowspan="2">- Vci1</td><td>- Vci1 x 4</td></tr><tr><td>3'h2</td><td>- Vci1 x 3</td></tr><tr><td>3'h3</td><td rowspan="3">Vci1 x 2</td><td rowspan="3">- Vci1</td><td rowspan="3">Vci1 x 5</td><td>- Vci1 x 5</td></tr><tr><td>3'h4</td><td>- Vci1 x 4</td></tr><tr><td>3'h5</td><td>- Vci1 x 3</td></tr><tr><td>3'h6</td><td rowspan="2">Vci1 x 2</td><td rowspan="2">- Vci1</td><td rowspan="2">Vci1 x 4</td><td>- Vci1 x4</td></tr><tr><td>3'h7</td><td>- Vci1 x3</td></tr></table> | | | | | | | | | | | | | BT[2:0] | DDVDH | VCL | VGH | VGL | 3'h0 | Vci1 x 2 | - Vci1 | Vci1 x 6 | - Vci1 x 5 | 3'h1 | Vci1 x 2 | - Vci1 | - Vci1 x 4 | 3'h2 | - Vci1 x 3 | 3'h3 | Vci1 x 2 | - Vci1 | Vci1 x 5 | - Vci1 x 5 | 3'h4 | - Vci1 x 4 | 3'h5 | - Vci1 x 3 | 3'h6 | Vci1 x 2 | - Vci1 | Vci1 x 4 | - Vci1 x4 | 3'h7 | - Vci1 x3 | | | | | | | | | | | | | | | |
| | BT[2:0] | DDVDH | VCL | VGH | VGL | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h0 | Vci1 x 2 | - Vci1 | Vci1 x 6 | - Vci1 x 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h1 | Vci1 x 2 | - Vci1 | | - Vci1 x 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h2 | | | | - Vci1 x 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h3 | Vci1 x 2 | - Vci1 | Vci1 x 5 | - Vci1 x 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h4 | | | | - Vci1 x 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h5 | | | | - Vci1 x 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h6 | Vci1 x 2 | - Vci1 | Vci1 x 4 | - Vci1 x4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h7 | | | | - Vci1 x3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Note 1: Connect capacitors where required when using DDVDH, VGH, VGL and VCL voltages. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Note 2: Set following voltages within the respective ranges: DDVDH = 6.0V (max) VGH = 18.0V (max) VGL= -15.0V (max) VCL= -3.0V (max). | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | VCIRE: Select the external reference voltage VciLVL or internal reference voltage VCIR. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><tr><td>VCIRE=0</td><td>External reference voltage VciLVL</td></tr><tr><td>VCIRE =1</td><td>Internal reference voltage 2.5V (default)</td></tr></table> | | | | | | | | | | | | | VCIRE=0 | External reference voltage VciLVL | VCIRE =1 | Internal reference voltage 2.5V (default) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| VCIRE=0 | External reference voltage VciLVL | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| VCIRE =1 | Internal reference voltage 2.5V (default) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| VRH[4:0]: Sets the factor to generate VREG1OUT from VCI | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><tr><th>VRH[4:0]</th><th>VREG1OUT</th><th>VRH[4:0]</th><th>VREG1OUT</th></tr><tr><td>5'h0</td><td>VciLVL x 1.600</td><td>5'h0</td><td>2.5 x 1.600 = 4.0000</td></tr><tr><td>5'h1</td><td>VciLVL x 1.625</td><td>5'h1</td><td>2.5 x 1.625 = 4.0625</td></tr><tr><td>5'h2</td><td>VciLVL x 1.650</td><td>5'h2</td><td>2.5 x 1.650 = 4.1250</td></tr><tr><td>5'h3</td><td>VciLVL x 1.675</td><td>5'h3</td><td>2.5 x 1.675 = 4.1875</td></tr><tr><td>5'h4</td><td>VciLVL x 1.700</td><td>5'h4</td><td>2.5 x 1.700 = 4.2500</td></tr><tr><td>5'h5</td><td>VciLVL x 1.725</td><td>5'h5</td><td>2.5 x 1.725 = 4.3125</td></tr><tr><td>5'h6</td><td>VciLVL x 1.750</td><td>5'h6</td><td>2.5 x 1.750 = 4.3750</td></tr><tr><td>5'h7</td><td>VciLVL x 1.775</td><td>5'h7</td><td>2.5 x 1.775 = 4.4375</td></tr><tr><td>5'h8</td><td>VciLVL x 1.800</td><td>5'h8</td><td>2.5 x 1.800 = 4.5000</td></tr><tr><td>5'h9</td><td>VciLVL x 1.825</td><td>5'h9</td><td>2.5 x 1.825 = 4.5625</td></tr><tr><td>5'hA</td><td>VciLVL x 1.850</td><td>5'hA</td><td>2.5 x 1.850 = 4.6250</td></tr></table> | | | | | | | | | | | | | VRH[4:0] | VREG1OUT | VRH[4:0] | VREG1OUT | 5'h0 | VciLVL x 1.600 | 5'h0 | 2.5 x 1.600 = 4.0000 | 5'h1 | VciLVL x 1.625 | 5'h1 | 2.5 x 1.625 = 4.0625 | 5'h2 | VciLVL x 1.650 | 5'h2 | 2.5 x 1.650 = 4.1250 | 5'h3 | VciLVL x 1.675 | 5'h3 | 2.5 x 1.675 = 4.1875 | 5'h4 | VciLVL x 1.700 | 5'h4 | 2.5 x 1.700 = 4.2500 | 5'h5 | VciLVL x 1.725 | 5'h5 | 2.5 x 1.725 = 4.3125 | 5'h6 | VciLVL x 1.750 | 5'h6 | 2.5 x 1.750 = 4.3750 | 5'h7 | VciLVL x 1.775 | 5'h7 | 2.5 x 1.775 = 4.4375 | 5'h8 | VciLVL x 1.800 | 5'h8 | 2.5 x 1.800 = 4.5000 | 5'h9 | VciLVL x 1.825 | 5'h9 | 2.5 x 1.825 = 4.5625 | 5'hA | VciLVL x 1.850 | 5'hA | 2.5 x 1.850 = 4.6250 |
| VRH[4:0] | VREG1OUT | VRH[4:0] | VREG1OUT | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h0 | VciLVL x 1.600 | 5'h0 | 2.5 x 1.600 = 4.0000 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h1 | VciLVL x 1.625 | 5'h1 | 2.5 x 1.625 = 4.0625 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h2 | VciLVL x 1.650 | 5'h2 | 2.5 x 1.650 = 4.1250 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h3 | VciLVL x 1.675 | 5'h3 | 2.5 x 1.675 = 4.1875 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h4 | VciLVL x 1.700 | 5'h4 | 2.5 x 1.700 = 4.2500 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h5 | VciLVL x 1.725 | 5'h5 | 2.5 x 1.725 = 4.3125 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h6 | VciLVL x 1.750 | 5'h6 | 2.5 x 1.750 = 4.3750 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h7 | VciLVL x 1.775 | 5'h7 | 2.5 x 1.775 = 4.4375 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h8 | VciLVL x 1.800 | 5'h8 | 2.5 x 1.800 = 4.5000 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h9 | VciLVL x 1.825 | 5'h9 | 2.5 x 1.825 = 4.5625 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'hA | VciLVL x 1.850 | 5'hA | 2.5 x 1.850 = 4.6250 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| | <table><tr><td>5'hB</td><td>VciLVL x 1.875</td><td></td><td>5'hB</td><td>2.5 x 1.875 = 4.6875</td></tr><tr><td>5'hC</td><td>VciLVL x 1.900</td><td></td><td>5'hC</td><td>2.5 x 1.900 = 4.7500</td></tr><tr><td>5'hD</td><td>VciLVL x 1.925</td><td></td><td>5'hD</td><td>2.5 x 1.925 = 4.8125</td></tr><tr><td>5'hE</td><td>VciLVL x 1.950</td><td></td><td>5'hE</td><td>2.5 x 1.950 = 4.8750</td></tr><tr><td>5'hF</td><td>VciLVL x 1.975</td><td></td><td>5'hF</td><td>2.5 x 1.975 = 4.9375</td></tr><tr><td>5'h10</td><td>Setting prohibited</td><td></td><td>5'h10</td><td>2.5 x 2.000 = 5.0000</td></tr><tr><td>5'h11</td><td>Setting prohibited</td><td></td><td>5'h11</td><td>2.5 x 2.025 = 5.0625</td></tr><tr><td>5'h12</td><td>Setting prohibited</td><td></td><td>5'h12</td><td>2.5 x 2.050 = 5.1250</td></tr><tr><td>5'h13</td><td>Setting prohibited</td><td></td><td>5'h13</td><td>2.5 x 2.075 = 5.1875</td></tr><tr><td>5'h14</td><td>Setting prohibited</td><td></td><td>5'h14</td><td>2.5 x 2.100 = 5.2500</td></tr><tr><td>5'h15</td><td>Setting prohibited</td><td></td><td>5'h15</td><td>2.5 x 2.125 = 5.3125</td></tr><tr><td>5'h16</td><td>Setting prohibited</td><td></td><td>5'h16</td><td>2.5 x 2.150 = 5.3750</td></tr><tr><td>5'h17</td><td>Setting prohibited</td><td></td><td>5'h17</td><td>2.5 x 2.175 = 5.4375</td></tr><tr><td>5'h18</td><td>Setting prohibited</td><td></td><td>5'h18</td><td>2.5 x 2.200 = 5.5000</td></tr><tr><td>Others</td><td>Setting prohibited</td><td></td><td>Others</td><td>Setting prohibited</td></tr></table> <p>When VCI<2.5V, Internal reference voltage will be same as VCI.</p> <p>Make sure that VC[2:0] and VRH[3:0] setting restriction: $VREG1OUT \leq (DDVDH - 0.2)V$.</p> | 5'hB | VciLVL x 1.875 | | 5'hB | 2.5 x 1.875 = 4.6875 | 5'hC | VciLVL x 1.900 | | 5'hC | 2.5 x 1.900 = 4.7500 | 5'hD | VciLVL x 1.925 | | 5'hD | 2.5 x 1.925 = 4.8125 | 5'hE | VciLVL x 1.950 | | 5'hE | 2.5 x 1.950 = 4.8750 | 5'hF | VciLVL x 1.975 | | 5'hF | 2.5 x 1.975 = 4.9375 | 5'h10 | Setting prohibited | | 5'h10 | 2.5 x 2.000 = 5.0000 | 5'h11 | Setting prohibited | | 5'h11 | 2.5 x 2.025 = 5.0625 | 5'h12 | Setting prohibited | | 5'h12 | 2.5 x 2.050 = 5.1250 | 5'h13 | Setting prohibited | | 5'h13 | 2.5 x 2.075 = 5.1875 | 5'h14 | Setting prohibited | | 5'h14 | 2.5 x 2.100 = 5.2500 | 5'h15 | Setting prohibited | | 5'h15 | 2.5 x 2.125 = 5.3125 | 5'h16 | Setting prohibited | | 5'h16 | 2.5 x 2.150 = 5.3750 | 5'h17 | Setting prohibited | | 5'h17 | 2.5 x 2.175 = 5.4375 | 5'h18 | Setting prohibited | | 5'h18 | 2.5 x 2.200 = 5.5000 | Others | Setting prohibited | | Others | Setting prohibited |
|-------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|----------------|------------------------------------------|-------------------------------------------------------|-----------------------------------------|-----------|-------------------------------------------|-------------------------------------------------------|------------------------------------------|----------------------|----------|----------------|--|------|----------------------|------|----------------|--|------|----------------------|------|----------------|--|------|----------------------|-------|--------------------|--|-------|----------------------|-------|--------------------|--|-------|----------------------|-------|--------------------|--|-------|----------------------|-------|--------------------|--|-------|----------------------|-------|--------------------|--|-------|----------------------|-------|--------------------|--|-------|----------------------|-------|--------------------|--|-------|----------------------|-------|--------------------|--|-------|----------------------|-------|--------------------|--|-------|----------------------|--------|--------------------|--|--------|--------------------|
| 5'hB | VciLVL x 1.875 | | 5'hB | 2.5 x 1.875 = 4.6875 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'hC | VciLVL x 1.900 | | 5'hC | 2.5 x 1.900 = 4.7500 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'hD | VciLVL x 1.925 | | 5'hD | 2.5 x 1.925 = 4.8125 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'hE | VciLVL x 1.950 | | 5'hE | 2.5 x 1.950 = 4.8750 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'hF | VciLVL x 1.975 | | 5'hF | 2.5 x 1.975 = 4.9375 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h10 | Setting prohibited | | 5'h10 | 2.5 x 2.000 = 5.0000 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h11 | Setting prohibited | | 5'h11 | 2.5 x 2.025 = 5.0625 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h12 | Setting prohibited | | 5'h12 | 2.5 x 2.050 = 5.1250 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h13 | Setting prohibited | | 5'h13 | 2.5 x 2.075 = 5.1875 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h14 | Setting prohibited | | 5'h14 | 2.5 x 2.100 = 5.2500 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h15 | Setting prohibited | | 5'h15 | 2.5 x 2.125 = 5.3125 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h16 | Setting prohibited | | 5'h16 | 2.5 x 2.150 = 5.3750 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h17 | Setting prohibited | | 5'h17 | 2.5 x 2.175 = 5.4375 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5'h18 | Setting prohibited | | 5'h18 | 2.5 x 2.200 = 5.5000 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Others | Setting prohibited | | Others | Setting prohibited | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>VC[2:0]=3'h7, BT[2:0]=3'h4, VRH[3:0]=4'hC, VCIRE=1'h1</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>VC[2:0]=3'h7, BT[2:0]=3'h4, VRH[3:0]=4'hC, VCIRE=1'h1</td></tr></table> | Status | Default Value | Power On Sequence | VC[2:0]=3'h7, BT[2:0]=3'h4, VRH[3:0]=4'hC, VCIRE=1'h1 | SW Reset | No change | HW Reset | VC[2:0]=3'h7, BT[2:0]=3'h4, VRH[3:0]=4'hC, VCIRE=1'h1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | VC[2:0]=3'h7, BT[2:0]=3'h4, VRH[3:0]=4'hC, VCIRE=1'h1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | No change | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | VC[2:0]=3'h7, BT[2:0]=3'h4, VRH[3:0]=4'hC, VCIRE=1'h1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.64. VCOM Control (D1h)

| D1H | VCOM Control | | | | | | | | | | | | | | | | |
|---------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------|------------------|-------|----------|------------------|------------------|--------|--------|--------|--------|----------------|-----|-----------|------------------------------|-----------|------------------------------------|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | |
| Command | 0 | 1 | ↑ | x | 1 | 1 | 0 | 1 | 0 | 0 | 0 | 1 | D1 | | | | |
| 1 st Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 0 | 0 | 0 | SEL VCM | 00 | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | x | 0 | VCM[6] | VCM[5] | VCM[4] | VCM[3] | VCM[2] | VCM[1] | VCM[0] | 40 | | | | |
| 3 rd Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | VDV[4] | VDV[3] | VDV[2] | VDV[1] | VDV[0] | 0F | | | | |
| Description | SELVCM: Selection the VCM setting. When the NV memory is programmed, the SELVCM will be set as '1' automatically. | | | | | | | | | | | | | | | | |
| | <table><tr><td>SELVCM =0</td><td>Register D1h for VCM setting</td></tr><tr><td>SELVCM =1</td><td>NV Memory selected for VCM setting</td></tr></table> | | | | | | | | | | | | | SELVCM =0 | Register D1h for VCM setting | SELVCM =1 | NV Memory selected for VCM setting |
| | SELVCM =0 | Register D1h for VCM setting | | | | | | | | | | | | | | | |
| | SELVCM =1 | NV Memory selected for VCM setting | | | | | | | | | | | | | | | |
| | VCM [6:0] is used to set factor to generate VCOMH voltage from the reference voltage VREG1OUT. | | | | | | | | | | | | | | | | |
| | Note: VCOMH must be set as higher than Vci. | | | | | | | | | | | | | | | | |
| | VCM[6:0] | | VCOMH | | VCM[6:0] | | VCOMH | | | | | | | | | | |
| | 7'h00 | | VREG1OUT x 0.492 | | 7'h40 | | VREG1OUT x 0.748 | | | | | | | | | | |
| | 7'h01 | | VREG1OUT x 0.496 | | 7'h41 | | VREG1OUT x 0.752 | | | | | | | | | | |
| | 7'h02 | | VREG1OUT x 0.500 | | 7'h42 | | VREG1OUT x 0.756 | | | | | | | | | | |
| | 7'h03 | | VREG1OUT x 0.504 | | 7'h43 | | VREG1OUT x 0.760 | | | | | | | | | | |
| | 7'h04 | | VREG1OUT x 0.508 | | 7'h44 | | VREG1OUT x 0.764 | | | | | | | | | | |
| | 7'h05 | | VREG1OUT x 0.512 | | 7'h45 | | VREG1OUT x 0.768 | | | | | | | | | | |
| | 7'h06 | | VREG1OUT x 0.516 | | 7'h46 | | VREG1OUT x 0.772 | | | | | | | | | | |
| | 7'h07 | | VREG1OUT x 0.520 | | 7'h47 | | VREG1OUT x 0.776 | | | | | | | | | | |
| | 7'h08 | | VREG1OUT x 0.524 | | 7'h48 | | VREG1OUT x 0.780 | | | | | | | | | | |
| | 7'h09 | | VREG1OUT x 0.528 | | 7'h49 | | VREG1OUT x 0.784 | | | | | | | | | | |
| | 7'h0A | | VREG1OUT x 0.532 | | 7'h4A | | VREG1OUT x 0.788 | | | | | | | | | | |
| | 7'h0B | | VREG1OUT x 0.536 | | 7'h4B | | VREG1OUT x 0.792 | | | | | | | | | | |
| | 7'h0C | | VREG1OUT x 0.540 | | 7'h4C | | VREG1OUT x 0.796 | | | | | | | | | | |
| | 7'h0D | | VREG1OUT x 0.544 | | 7'h4D | | VREG1OUT x 0.800 | | | | | | | | | | |
| | 7'h0E | | VREG1OUT x 0.548 | | 7'h4E | | VREG1OUT x 0.804 | | | | | | | | | | |
| | 7'h0F | | VREG1OUT x 0.552 | | 7'h4F | | VREG1OUT x 0.808 | | | | | | | | | | |
| | 7'h10 | | VREG1OUT x 0.556 | | 7'h50 | | VREG1OUT x 0.812 | | | | | | | | | | |
| | 7'h11 | | VREG1OUT x 0.560 | | 7'h51 | | VREG1OUT x 0.816 | | | | | | | | | | |
| | 7'h12 | | VREG1OUT x 0.564 | | 7'h52 | | VREG1OUT x 0.820 | | | | | | | | | | |
| | 7'h13 | | VREG1OUT x 0.568 | | 7'h53 | | VREG1OUT x 0.824 | | | | | | | | | | |
| | 7'h14 | | VREG1OUT x 0.572 | | 7'h54 | | VREG1OUT x 0.828 | | | | | | | | | | |
| | 7'h15 | | VREG1OUT x 0.576 | | 7'h55 | | VREG1OUT x 0.832 | | | | | | | | | | |
| | 7'h16 | | VREG1OUT x 0.580 | | 7'h56 | | VREG1OUT x 0.836 | | | | | | | | | | |
| | 7'h17 | | VREG1OUT x 0.584 | | 7'h57 | | VREG1OUT x 0.840 | | | | | | | | | | |
| | 7'h18 | | VREG1OUT x 0.588 | | 7'h58 | | VREG1OUT x 0.844 | | | | | | | | | | |
| | 7'h19 | | VREG1OUT x 0.592 | | 7'h59 | | VREG1OUT x 0.848 | | | | | | | | | | |
| | 7'h1A | | VREG1OUT x 0.596 | | 7'h5A | | VREG1OUT x 0.852 | | | | | | | | | | |
| | 7'h1B | | VREG1OUT x 0.600 | | 7'h5B | | VREG1OUT x 0.856 | | | | | | | | | | |
| 7'h1C | | VREG1OUT x 0.604 | | 7'h5C | | VREG1OUT x 0.860 | | | | | | | | | | | |
| 7'h1D | | VREG1OUT x 0.608 | | 7'h5D | | VREG1OUT x 0.864 | | | | | | | | | | | |
| 7'h1E | | VREG1OUT x 0.612 | | 7'h5E | | VREG1OUT x 0.868 | | | | | | | | | | | |
| 7'h1F | | VREG1OUT x 0.616 | | 7'h5F | | VREG1OUT x 0.872 | | | | | | | | | | | |
| 7'h20 | | VREG1OUT x 0.620 | | 7'h60 | | VREG1OUT x 0.876 | | | | | | | | | | | |
| 7'h21 | | VREG1OUT x 0.624 | | 7'h61 | | VREG1OUT x 0.880 | | | | | | | | | | | |
| 7'h22 | | VREG1OUT x 0.628 | | 7'h62 | | VREG1OUT x 0.884 | | | | | | | | | | | |
| 7'h23 | | VREG1OUT x 0.632 | | 7'h63 | | VREG1OUT x 0.888 | | | | | | | | | | | |
| 7'h24 | | VREG1OUT x 0.636 | | 7'h64 | | VREG1OUT x 0.892 | | | | | | | | | | | |
| 7'h25 | | VREG1OUT x 0.640 | | 7'h65 | | VREG1OUT x 0.896 | | | | | | | | | | | |

| | | | |
|-------|------------------|-------|------------------|
| 7'h26 | VREG1OUT x 0.644 | 7'h66 | VREG1OUT x 0.900 |
| 7'h27 | VREG1OUT x 0.648 | 7'h67 | VREG1OUT x 0.904 |
| 7'h28 | VREG1OUT x 0.652 | 7'h68 | VREG1OUT x 0.908 |
| 7'h29 | VREG1OUT x 0.656 | 7'h69 | VREG1OUT x 0.912 |
| 7'h2A | VREG1OUT x 0.660 | 7'h6A | VREG1OUT x 0.916 |
| 7'h2B | VREG1OUT x 0.664 | 7'h6B | VREG1OUT x 0.920 |
| 7'h2C | VREG1OUT x 0.668 | 7'h6C | VREG1OUT x 0.924 |
| 7'h2D | VREG1OUT x 0.672 | 7'h6D | VREG1OUT x 0.928 |
| 7'h2E | VREG1OUT x 0.676 | 7'h6E | VREG1OUT x 0.932 |
| 7'h2F | VREG1OUT x 0.680 | 7'h6F | VREG1OUT x 0.936 |
| 7'h30 | VREG1OUT x 0.684 | 7'h70 | VREG1OUT x 0.940 |
| 7'h31 | VREG1OUT x 0.688 | 7'h71 | VREG1OUT x 0.944 |
| 7'h32 | VREG1OUT x 0.692 | 7'h72 | VREG1OUT x 0.948 |
| 7'h33 | VREG1OUT x 0.696 | 7'h73 | VREG1OUT x 0.952 |
| 7'h34 | VREG1OUT x 0.700 | 7'h74 | VREG1OUT x 0.956 |
| 7'h35 | VREG1OUT x 0.704 | 7'h75 | VREG1OUT x 0.960 |
| 7'h36 | VREG1OUT x 0.708 | 7'h76 | VREG1OUT x 0.964 |
| 7'h37 | VREG1OUT x 0.712 | 7'h77 | VREG1OUT x 0.968 |
| 7'h38 | VREG1OUT x 0.716 | 7'h78 | VREG1OUT x 0.972 |
| 7'h39 | VREG1OUT x 0.720 | 7'h79 | VREG1OUT x 0.976 |
| 7'h3A | VREG1OUT x 0.724 | 7'h7A | VREG1OUT x 0.980 |
| 7'h3B | VREG1OUT x 0.728 | 7'h7B | VREG1OUT x 0.984 |
| 7'h3C | VREG1OUT x 0.732 | 7'h7C | VREG1OUT x 0.988 |
| 7'h3D | VREG1OUT x 0.736 | 7'h7D | VREG1OUT x 0.992 |
| 7'h3E | VREG1OUT x 0.740 | 7'h7E | VREG1OUT x 0.996 |
| 7'h3F | VREG1OUT x 0.744 | 7'h7F | VREG1OUT x 1.000 |

VDV[4:0] is used to set the VCOM alternating amplitude in the range of VREG1OUT x 0.70 to VREG1OUT x 1.32.

| VDV[4:0] | VCOM amplitude | VDV[4:0] | VCOM amplitude |
|-----------------|-----------------------|-----------------|-----------------------|
| 5'h00 | VREG1OUT x 0.70 | 5'h10 | VREG1OUT x 1.02 |
| 5'h01 | VREG1OUT x 0.72 | 5'h11 | VREG1OUT x 1.04 |
| 5'h02 | VREG1OUT x 0.74 | 5'h12 | VREG1OUT x 1.06 |
| 5'h03 | VREG1OUT x 0.76 | 5'h13 | VREG1OUT x 1.08 |
| 5'h04 | VREG1OUT x 0.78 | 5'h14 | VREG1OUT x 1.10 |
| 5'h05 | VREG1OUT x 0.80 | 5'h15 | VREG1OUT x 1.12 |
| 5'h06 | VREG1OUT x 0.82 | 5'h16 | VREG1OUT x 1.14 |
| 5'h07 | VREG1OUT x 0.84 | 5'h17 | VREG1OUT x 1.16 |
| 5'h08 | VREG1OUT x 0.86 | 5'h18 | VREG1OUT x 1.18 |
| 5'h09 | VREG1OUT x 0.88 | 5'h19 | VREG1OUT x 1.20 |
| 5'h0A | VREG1OUT x 0.90 | 5'h1A | VREG1OUT x 1.22 |
| 5'h0B | VREG1OUT x 0.92 | 5'h1B | VREG1OUT x 1.24 |
| 5'h0C | VREG1OUT x 0.94 | 5'h1C | VREG1OUT x 1.26 |
| 5'h0D | VREG1OUT x 0.96 | 5'h1D | VREG1OUT x 1.28 |
| 5'h0E | VREG1OUT x 0.98 | 5'h1E | VREG1OUT x 1.30 |
| 5'h0F | VREG1OUT x 1.00 | 5'h1F | VREG1OUT x 1.32 |

Set VDV[4:0] to let VCOM amplitude less than 6V.

| Register Availability | <table border="1"> <thead> <tr> <th>Status</th><th>Availability</th></tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr> <td>Sleep In</td><td>Yes</td></tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
|-------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|---------------|------------------------------------------|---------------------------------------------|-----------------------------------------|-----------|-------------------------------------------|---------------------------------------------|------------------------------------------|-----|----------|-----|
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th><th>Default Value</th></tr> </thead> <tbody> <tr> <td>Power On Sequence</td><td>VCM[5:0]=6'h40, VDV[4:0]=5'h0F, SELVCM=1'h0</td></tr> <tr> <td>SW Reset</td><td>No change</td></tr> <tr> <td>HW Reset</td><td>VCM[5:0]=6'h40, VDV[4:0]=5'h0F, SELVCM=1'h0</td></tr> </tbody> </table> | Status | Default Value | Power On Sequence | VCM[5:0]=6'h40, VDV[4:0]=5'h0F, SELVCM=1'h0 | SW Reset | No change | HW Reset | VCM[5:0]=6'h40, VDV[4:0]=5'h0F, SELVCM=1'h0 | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | VCM[5:0]=6'h40, VDV[4:0]=5'h0F, SELVCM=1'h0 | | | | | | | | | | | | |
| SW Reset | No change | | | | | | | | | | | | |
| HW Reset | VCM[5:0]=6'h40, VDV[4:0]=5'h0F, SELVCM=1'h0 | | | | | | | | | | | | |

8.2.65. Power_Setting for Normal Mode (D2h)

| D2H | Power_Setting for Normal Mode | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------|-------------------------|-------|----|---------|---------|---------|----|---------|---------|---------|-----------|--------------------------------------------|------------------------|------------------------------------------|------|-----------------------------------------|----------------|-------------------------------------------|------|------------------------------------------|------|------------|------|------------|------|-------------------|------|-------------------|------|------|------|------|------|------|------|------|------|------|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 1 | 1 | 0 | 1 | 0 | 0 | 1 | 0 | D2 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 0 | AP0[2] | AP0[1] | AP0[0] | 01 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | x | 0 | DC10[2] | DC10[1] | DC10[0] | 0 | DC00[2] | DC00[1] | DC00[0] | 44 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | AP0[2:0] AP0 bit is used to adjust the constant current in the operational amplifier circuit in the LCD power supply circuit. Larger constant current enhances the drivability of the LCD, but it also increases the current consumption. Adjust the constant current taking the trade-off between the display quality and the current consumption into account. In no-display period, set AP=3'h0 to halt the operational amplifier circuit and the step-up circuits to reduce current consumption. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>AP0[2:0]</th><th>Gamma Driver Amplifier</th><th>Source Driver Amplifier</th></tr><tr><td>3'h0</td><td>Halt operation</td><td>Halt operation</td></tr><tr><td>3'h1</td><td>1.00</td><td>1.00</td></tr><tr><td>3'h2</td><td>1.00</td><td>0.75</td></tr><tr><td>3'h3</td><td>1.00</td><td>0.50</td></tr><tr><td>3'h4</td><td>0.75</td><td>1.00</td></tr><tr><td>3'h5</td><td>0.75</td><td>0.75</td></tr><tr><td>3'h6</td><td>0.75</td><td>0.50</td></tr><tr><td>3'h7</td><td>0.50</td><td>0.50</td></tr></table> | | | | | | | | | | | | | AP0[2:0] | Gamma Driver Amplifier | Source Driver Amplifier | 3'h0 | Halt operation | Halt operation | 3'h1 | 1.00 | 1.00 | 3'h2 | 1.00 | 0.75 | 3'h3 | 1.00 | 0.50 | 3'h4 | 0.75 | 1.00 | 3'h5 | 0.75 | 0.75 | 3'h6 | 0.75 | 0.50 | 3'h7 | 0.50 | 0.50 |
| | AP0[2:0] | Gamma Driver Amplifier | Source Driver Amplifier | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h0 | Halt operation | Halt operation | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h1 | 1.00 | 1.00 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h2 | 1.00 | 0.75 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h3 | 1.00 | 0.50 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h4 | 0.75 | 1.00 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h5 | 0.75 | 0.75 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h6 | 0.75 | 0.50 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3'h7 | 0.50 | 0.50 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DC00[2:0], DC10[2:0] DC00/DC10 are used to select the charge-pump frequency of circuit and circuit2. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><tr><th>DC00[1:0]</th><th>Step-up circuit 1 clock frequency (fDCDC1)</th></tr><tr><td>2'h0</td><td>Fosc</td></tr><tr><td>2'h1</td><td>Fosc / 2</td></tr><tr><td>2'h2</td><td>Fosc / 4</td></tr><tr><td>2'h3</td><td>Fosc / 8</td></tr><tr><td>2'h4</td><td>Fosc / 16</td></tr><tr><td>2'h5</td><td>Fosc / 32</td></tr><tr><td>2'h6</td><td>Fosc / 64</td></tr><tr><td>2'h7</td><td>Setting inhibited</td></tr></table> | | | | | | | | | | | | | DC00[1:0] | Step-up circuit 1 clock frequency (fDCDC1) | 2'h0 | Fosc | 2'h1 | Fosc / 2 | 2'h2 | Fosc / 4 | 2'h3 | Fosc / 8 | 2'h4 | Fosc / 16 | 2'h5 | Fosc / 32 | 2'h6 | Fosc / 64 | 2'h7 | Setting inhibited | | | | | | | | | | |
| DC00[1:0] | Step-up circuit 1 clock frequency (fDCDC1) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h0 | Fosc | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h1 | Fosc / 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h2 | Fosc / 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h3 | Fosc / 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h4 | Fosc / 16 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h5 | Fosc / 32 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h6 | Fosc / 64 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h7 | Setting inhibited | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><tr><th>DC10[1:0]</th><th>Step-up circuit 2 clock frequency (fDCDC2)</th></tr><tr><td>2'h0</td><td>Fosc / 16</td></tr><tr><td>2'h1</td><td>Fosc / 32</td></tr><tr><td>2'h2</td><td>Fosc / 64</td></tr><tr><td>2'h3</td><td>Fosc / 128</td></tr><tr><td>2'h4</td><td>Fosc / 256</td></tr><tr><td>2'h5</td><td>Fosc / 512</td></tr><tr><td>2'h6</td><td>Setting inhibited</td></tr><tr><td>2'h7</td><td>Setting inhibited</td></tr></table> | | | | | | | | | | | | | DC10[1:0] | Step-up circuit 2 clock frequency (fDCDC2) | 2'h0 | Fosc / 16 | 2'h1 | Fosc / 32 | 2'h2 | Fosc / 64 | 2'h3 | Fosc / 128 | 2'h4 | Fosc / 256 | 2'h5 | Fosc / 512 | 2'h6 | Setting inhibited | 2'h7 | Setting inhibited | | | | | | | | | | |
| DC10[1:0] | Step-up circuit 2 clock frequency (fDCDC2) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h0 | Fosc / 16 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h1 | Fosc / 32 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h2 | Fosc / 64 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h3 | Fosc / 128 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h4 | Fosc / 256 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h5 | Fosc / 512 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h6 | Setting inhibited | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h7 | Setting inhibited | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Default

8.2.66. Power_Setting for Partial Mode (D3h)

| D3H | Power Setting for Partial Mode | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 1 | 1 | 0 | 1 | 0 | 0 | 1 | 1 | D3 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 0 | AP1[2] | AP1[1] | AP1[0] | 01 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | x | 0 | DC11[2] | DC11[1] | DC11[0] | 0 | DC01[2] | DC01[1] | DC01[0] | 44 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | AP1[2:0] AP1 bit is used to adjust the constant current in the operational amplifier circuit in the LCD power supply circuit. Larger constant current enhances the drivability of the LCD, but it also increases the current consumption. Adjust the constant current taking the trade-off between the display quality and the current consumption into account. In no-display period, set AP1=3'h0 to halt the operational amplifier circuit and the step-up circuits to reduce current consumption. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>AP1[2:0]</th><th>Gamma Driver Amplifier</th><th>Source Driver Amplifier</th></tr><tr><td>3'h0</td><td>Halt operation</td><td>Halt operation</td></tr><tr><td>3'h1</td><td>1.00</td><td>1.00</td></tr><tr><td>3'h2</td><td>1.00</td><td>0.75</td></tr><tr><td>3'h3</td><td>1.00</td><td>0.50</td></tr><tr><td>3'h4</td><td>0.75</td><td>1.00</td></tr><tr><td>3'h5</td><td>0.75</td><td>0.75</td></tr><tr><td>3'h6</td><td>0.75</td><td>0.50</td></tr><tr><td>3'h7</td><td>0.50</td><td>0.50</td></tr></table> | | | | | | | | | | | | | AP1[2:0] | Gamma Driver Amplifier | Source Driver Amplifier | 3'h0 | Halt operation | Halt operation | 3'h1 | 1.00 | 1.00 | 3'h2 | 1.00 | 0.75 | 3'h3 | 1.00 | 0.50 | 3'h4 | 0.75 | 1.00 | 3'h5 | 0.75 | 0.75 | 3'h6 | 0.75 | 0.50 | 3'h7 | 0.50 | 0.50 |
| | AP1[2:0] | Gamma Driver Amplifier | Source Driver Amplifier | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h0 | Halt operation | Halt operation | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h1 | 1.00 | 1.00 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h2 | 1.00 | 0.75 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h3 | 1.00 | 0.50 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h4 | 0.75 | 1.00 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h5 | 0.75 | 0.75 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h6 | 0.75 | 0.50 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3'h7 | 0.50 | 0.50 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DC01[2:0], DC11[2:0] DC01/DC11 are used to select the charge-pump frequency of circuit and circuit2. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><tr><th>DC01[1:0]</th><th>Step-up circuit 1 clock frequency (fDCDC1)</th></tr><tr><td>2'h0</td><td>Fosc</td></tr><tr><td>2'h1</td><td>Fosc / 2</td></tr><tr><td>2'h2</td><td>Fosc / 4</td></tr><tr><td>2'h3</td><td>Fosc / 8</td></tr><tr><td>2'h4</td><td>Fosc / 16</td></tr><tr><td>2'h5</td><td>Fosc / 32</td></tr><tr><td>2'h6</td><td>Fosc / 64</td></tr><tr><td>2'h7</td><td>Setting inhibited</td></tr></table> | | | | | | | | | | | | | DC01[1:0] | Step-up circuit 1 clock frequency (fDCDC1) | 2'h0 | Fosc | 2'h1 | Fosc / 2 | 2'h2 | Fosc / 4 | 2'h3 | Fosc / 8 | 2'h4 | Fosc / 16 | 2'h5 | Fosc / 32 | 2'h6 | Fosc / 64 | 2'h7 | Setting inhibited | | | | | | | | | | |
| DC01[1:0] | Step-up circuit 1 clock frequency (fDCDC1) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h0 | Fosc | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h1 | Fosc / 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h2 | Fosc / 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h3 | Fosc / 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h4 | Fosc / 16 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h5 | Fosc / 32 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h6 | Fosc / 64 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h7 | Setting inhibited | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><tr><th>DC11[1:0]</th><th>Step-up circuit 2 clock frequency (fDCDC2)</th></tr><tr><td>2'h0</td><td>Fosc / 16</td></tr><tr><td>2'h1</td><td>Fosc / 32</td></tr><tr><td>2'h2</td><td>Fosc / 64</td></tr><tr><td>2'h3</td><td>Fosc / 128</td></tr><tr><td>2'h4</td><td>Fosc / 256</td></tr><tr><td>2'h5</td><td>Fosc / 512</td></tr><tr><td>2'h6</td><td>Setting inhibited</td></tr><tr><td>2'h7</td><td>Setting inhibited</td></tr></table> | | | | | | | | | | | | | DC11[1:0] | Step-up circuit 2 clock frequency (fDCDC2) | 2'h0 | Fosc / 16 | 2'h1 | Fosc / 32 | 2'h2 | Fosc / 64 | 2'h3 | Fosc / 128 | 2'h4 | Fosc / 256 | 2'h5 | Fosc / 512 | 2'h6 | Setting inhibited | 2'h7 | Setting inhibited | | | | | | | | | | |
| DC11[1:0] | Step-up circuit 2 clock frequency (fDCDC2) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h0 | Fosc / 16 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h1 | Fosc / 32 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h2 | Fosc / 64 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h3 | Fosc / 128 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h4 | Fosc / 256 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h5 | Fosc / 512 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h6 | Setting inhibited | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h7 | Setting inhibited | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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Default

8.2.67. Power_Setting for Idle Mode (D4h)

| D4H | Power_Setting for Idle Mode | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 1 | 1 | 0 | 1 | 0 | 1 | 0 | 0 | D4 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | x | 0 | 0 | 0 | 0 | 0 | AP2[2] | AP2[1] | AP2[0] | 01 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | x | 0 | DC12[2] | DC12[1] | DC12[0] | 0 | DC02[2] | DC02[1] | DC02[0] | 44 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | AP2[2:0] AP2 bit is used to adjust the constant current in the operational amplifier circuit in the LCD power supply circuit. Larger constant current enhances the drivability of the LCD, but it also increases the current consumption. Adjust the constant current taking the trade-off between the display quality and the current consumption into account. In no-display period, set AP2=3'h0 to halt the operational amplifier circuit and the step-up circuits to reduce current consumption. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>AP2[2:0]</th><th>Gamma Driver Amplifier</th><th>Source Driver Amplifier</th></tr><tr><td>3'h0</td><td>Halt operation</td><td>Halt operation</td></tr><tr><td>3'h1</td><td>1.00</td><td>1.00</td></tr><tr><td>3'h2</td><td>1.00</td><td>0.75</td></tr><tr><td>3'h3</td><td>1.00</td><td>0.50</td></tr><tr><td>3'h4</td><td>0.75</td><td>1.00</td></tr><tr><td>3'h5</td><td>0.75</td><td>0.75</td></tr><tr><td>3'h6</td><td>0.75</td><td>0.50</td></tr><tr><td>3'h7</td><td>0.50</td><td>0.50</td></tr></table> | | | | | | | | | | | | | AP2[2:0] | Gamma Driver Amplifier | Source Driver Amplifier | 3'h0 | Halt operation | Halt operation | 3'h1 | 1.00 | 1.00 | 3'h2 | 1.00 | 0.75 | 3'h3 | 1.00 | 0.50 | 3'h4 | 0.75 | 1.00 | 3'h5 | 0.75 | 0.75 | 3'h6 | 0.75 | 0.50 | 3'h7 | 0.50 | 0.50 |
| | AP2[2:0] | Gamma Driver Amplifier | Source Driver Amplifier | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h0 | Halt operation | Halt operation | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h1 | 1.00 | 1.00 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h2 | 1.00 | 0.75 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h3 | 1.00 | 0.50 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h4 | 0.75 | 1.00 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h5 | 0.75 | 0.75 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3'h6 | 0.75 | 0.50 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3'h7 | 0.50 | 0.50 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DC02[2:0], DC12[2:0] DC01/DC11 are used to select the charge-pump frequency of circuit and circuit2. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><tr><th>DC02[1:0]</th><th>Step-up circuit 1 clock frequency (fDCDC1)</th></tr><tr><td>2'h0</td><td>Fosc</td></tr><tr><td>2'h1</td><td>Fosc / 2</td></tr><tr><td>2'h2</td><td>Fosc / 4</td></tr><tr><td>2'h3</td><td>Fosc / 8</td></tr><tr><td>2'h4</td><td>Fosc / 16</td></tr><tr><td>2'h5</td><td>Fosc / 32</td></tr><tr><td>2'h6</td><td>Fosc / 64</td></tr><tr><td>2'h7</td><td>Setting inhibited</td></tr></table> | | | | | | | | | | | | | DC02[1:0] | Step-up circuit 1 clock frequency (fDCDC1) | 2'h0 | Fosc | 2'h1 | Fosc / 2 | 2'h2 | Fosc / 4 | 2'h3 | Fosc / 8 | 2'h4 | Fosc / 16 | 2'h5 | Fosc / 32 | 2'h6 | Fosc / 64 | 2'h7 | Setting inhibited | | | | | | | | | | |
| DC02[1:0] | Step-up circuit 1 clock frequency (fDCDC1) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h0 | Fosc | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h1 | Fosc / 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h2 | Fosc / 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h3 | Fosc / 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h4 | Fosc / 16 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h5 | Fosc / 32 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h6 | Fosc / 64 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h7 | Setting inhibited | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><tr><th>DC12[1:0]</th><th>Step-up circuit 2 clock frequency (fDCDC2)</th></tr><tr><td>2'h0</td><td>Fosc / 16</td></tr><tr><td>2'h1</td><td>Fosc / 32</td></tr><tr><td>2'h2</td><td>Fosc / 64</td></tr><tr><td>2'h3</td><td>Fosc / 128</td></tr><tr><td>2'h4</td><td>Fosc / 256</td></tr><tr><td>2'h5</td><td>Fosc / 512</td></tr><tr><td>2'h6</td><td>Setting inhibited</td></tr><tr><td>2'h7</td><td>Setting inhibited</td></tr></table> | | | | | | | | | | | | | DC12[1:0] | Step-up circuit 2 clock frequency (fDCDC2) | 2'h0 | Fosc / 16 | 2'h1 | Fosc / 32 | 2'h2 | Fosc / 64 | 2'h3 | Fosc / 128 | 2'h4 | Fosc / 256 | 2'h5 | Fosc / 512 | 2'h6 | Setting inhibited | 2'h7 | Setting inhibited | | | | | | | | | | |
| DC12[1:0] | Step-up circuit 2 clock frequency (fDCDC2) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h0 | Fosc / 16 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h1 | Fosc / 32 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h2 | Fosc / 64 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h3 | Fosc / 128 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h4 | Fosc / 256 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h5 | Fosc / 512 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h6 | Setting inhibited | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2'h7 | Setting inhibited | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| Default | <table border="1"> <thead> <tr> <th>Status</th><th>Default Value</th></tr> </thead> <tbody> <tr> <td>Power On Sequence</td><td>AP2[2:0]=3'h1, DC12[2:0]=3'h4, DC02[2:0]=3'h4</td></tr> <tr> <td>SW Reset</td><td>No change</td></tr> <tr> <td>HW Reset</td><td>AP2[2:0]=3'h1, DC11[2:0]=3'h4, DC02[2:0]=3'h4</td></tr> </tbody> </table> | Status | Default Value | Power On Sequence | AP2[2:0]=3'h1, DC12[2:0]=3'h4, DC02[2:0]=3'h4 | SW Reset | No change | HW Reset | AP2[2:0]=3'h1, DC11[2:0]=3'h4, DC02[2:0]=3'h4 |
|-------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|---------------|-------------------|-----------------------------------------------|----------|-----------|----------|-----------------------------------------------|
| Status | Default Value | | | | | | | | |
| Power On Sequence | AP2[2:0]=3'h1, DC12[2:0]=3'h4, DC02[2:0]=3'h4 | | | | | | | | |
| SW Reset | No change | | | | | | | | |
| HW Reset | AP2[2:0]=3'h1, DC11[2:0]=3'h4, DC02[2:0]=3'h4 | | | | | | | | |

8.2.68. NV Memory Write (E0h)

| E0H | NV Memory Write | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-----|--------|---------------|------------------------------------------|-----------------|-----------------------------------------|-----------|-------------------------------------------|-----------------|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | E0 | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | x | VM_D [7] | VM_D [6] | VM_D [5] | VM_D [4] | VM_D [3] | VM_D [2] | VM_D [1] | VM_D [0] | 00 | | | | | | | | | | | | |
| Description | <p>This command is used to program the NV memory data.</p> <p>VM_D[7:0]: Use to write the data (including VCM and ID code) into the NV memory data.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>VM_D[7:0]=8'h00</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>VM_D[7:0]=8'h00</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | VM_D[7:0]=8'h00 | SW Reset | No change | HW Reset | VM_D[7:0]=8'h00 | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | VM_D[7:0]=8'h00 | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | No change | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | VM_D[7:0]=8'h00 | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.69. NV Memory Control (E1h)

| E1H | NV Memory Control | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------|-----|-------|----|----|-----------|------------|----|----|----|----|-----|-----------|---------------|------------------------------------------|---------------------------------|-----------------------------------------|--------------------------------|-------------------------------------------|---------------------------------|------------------------------------------|-----|----------|--------------------------------------|---|---|--------------------|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 1 | E1 | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | x | 0 | 0 | ID_PGM_EN | VCM_PGM_EN | 0 | 0 | 0 | 0 | 00 | | | | | | | | | | | | | | | |
| Description | This command is used to control the NV memory programming. | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | VCM_PGM_EN: VCM OTP programming enable. When writing the VCOMH NV memory, the bit must be set as '1'. | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | When the VCOMH NV memory is programmed, the SELVCM bit of RD1h register will be set as '1' automatically. | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Note that: VCM OTP can be written 3 times. | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | ID_PGM_EN: ID OTP programming enable. When writing the ID code NV memory, the bit must be set as '1'. | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Note that: ID OTP can be only written 1 time. | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>ID_PGM_EN</th><th>VCM_PGM_EN</th><th>OTP Programming Selection</th></tr><tr><td>0</td><td>0</td><td>NV Memory programming disabled</td></tr><tr><td>0</td><td>1</td><td>VCM (VCOMH) NV Memory programming enable</td></tr><tr><td>1</td><td>0</td><td>ID code NV Memory programming enable</td></tr><tr><td>1</td><td>1</td><td>Setting Prohibited</td></tr></table> | | | | | | | | | | | | | ID_PGM_EN | VCM_PGM_EN | OTP Programming Selection | 0 | 0 | NV Memory programming disabled | 0 | 1 | VCM (VCOMH) NV Memory programming enable | 1 | 0 | ID code NV Memory programming enable | 1 | 1 | Setting Prohibited |
| ID_PGM_EN | VCM_PGM_EN | OTP Programming Selection | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | NV Memory programming disabled | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | VCM (VCOMH) NV Memory programming enable | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | ID code NV Memory programming enable | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | Setting Prohibited | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>ID_PGM_EN=1'h0; VCM_PGM_EN=1'h0</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>ID_PGM_EN=1'h0; VCM_PGM_EN=1'h0</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | ID_PGM_EN=1'h0; VCM_PGM_EN=1'h0 | SW Reset | No change | HW Reset | ID_PGM_EN=1'h0; VCM_PGM_EN=1'h0 | | | | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | ID_PGM_EN=1'h0; VCM_PGM_EN=1'h0 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | No change | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | ID_PGM_EN=1'h0; VCM_PGM_EN=1'h0 | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.70. NV Memory Status Read (E2h)

| E2H | NV Memory Status Read | | | | | | | | | | | | | | | | | | | | | | | | |
|------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------|-----|-------|----|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----|--------------|---------------|------------------------------------------|-------------------------------------|-----------------------------------------|-----------------------------|-------------------------------------------|-------------------------------------|------------------------------------------|------------------------------|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | x | 1 | 1 | 1 | 0 | 0 | 0 | 1 | 0 | E2 | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | x | x | x | x | x | x | x | x | x | x | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | x | 0 | 0 | 0 | 0 | 0 | 0 | PGM_CNT1 | PGM_CNT0 | 00 | | | | | | | | | | | | |
| 3 rd Parameter | 1 | ↑ | 1 | x | 0 | NV_VCM[6] | NV_VCM[5] | NV_VCM[4] | NV_VCM[3] | NV_VCM[2] | NV_VCM[1] | NV_VCM[0] | 00 | | | | | | | | | | | | |
| Description | PGM_CNT[1:0]: NV memory programmed record. The bit will increase “+1” automatically when writing the NV_VCM [5:0]. | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>PGM_CNT[1:0]</th><th>Description</th></tr><tr><td>00</td><td>NV Memory clean</td></tr><tr><td>01</td><td>NV Memory programmed 1 time</td></tr><tr><td>10</td><td>NV Memory programmed 2 times</td></tr><tr><td>11</td><td>NV Memory programmed 3 times</td></tr></table> | | | | | | | | | | | | | PGM_CNT[1:0] | Description | 00 | NV Memory clean | 01 | NV Memory programmed 1 time | 10 | NV Memory programmed 2 times | 11 | NV Memory programmed 3 times | | |
| | PGM_CNT[1:0] | Description | | | | | | | | | | | | | | | | | | | | | | | |
| | 00 | NV Memory clean | | | | | | | | | | | | | | | | | | | | | | | |
| | 01 | NV Memory programmed 1 time | | | | | | | | | | | | | | | | | | | | | | | |
| 10 | NV Memory programmed 2 times | | | | | | | | | | | | | | | | | | | | | | | | |
| 11 | NV Memory programmed 3 times | | | | | | | | | | | | | | | | | | | | | | | | |
| These bits are read only. | | | | | | | | | | | | | | | | | | | | | | | | | |
| NV_VCM [6:0]: NV memory VCM data read value. These bits are read only. | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>PGM_CNT[1:0]=2'h0, NV_VCM[6:0]=7'h0</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>PGM_CNT[1:0]=2'h0, NV_VCM[6:0]=7'h0</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | PGM_CNT[1:0]=2'h0, NV_VCM[6:0]=7'h0 | SW Reset | No change | HW Reset | PGM_CNT[1:0]=2'h0, NV_VCM[6:0]=7'h0 | | | | |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | PGM_CNT[1:0]=2'h0, NV_VCM[6:0]=7'h0 | | | | | | | | | | | | | | | | | | | | | | | |
| | SW Reset | No change | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | PGM_CNT[1:0]=2'h0, NV_VCM[6:0]=7'h0 | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.71. NV Memory Protection (E3h)

| E3H | NV Memory Protection | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-------|----------|----------|----------|----------|----------|----------|---------|---------|-----|--------|---------------|------------------------------------------|--------------------|-----------------------------------------|-----------|-------------------------------------------|--------------------|------------------------------------------|-----|----------|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | -- | 1 | 1 | 1 | 0 | 0 | 0 | 1 | 1 | E3 | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | -- | KEY [15] | KEY [14] | KEY [13] | KEY [12] | KEY [11] | KEY [10] | KEY [9] | KEY [8] | 00 | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | -- | KEY [7] | KEY [6] | KEY [5] | KEY [4] | KEY [3] | KEY [2] | KEY [1] | KEY [0] | 00 | | | | | | | | | | | | |
| Description | KEY[15:0]: NV memory programming protection key. When writing OTP data C8h, this register must be set as 0xAA55 to enable OTP programming. If C8h register is not written with 0xAA55, NV Memory programming will fail. | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>KEY[15:0]=16'h0000</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>KEY[15:0]=16'h0000</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | KEY[15:0]=16'h0000 | SW Reset | No change | HW Reset | KEY[15:0]=16'h0000 | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | KEY[15:0]=16'h0000 | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | No change | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | KEY[15:0]=16'h0000 | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.72. 3-Gamma Function Control (EAh)

| EAH | | | | 3-gamma function control | | | | | | | | | | | | | | | | | | | | | | | |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------|-----|--------------------------|----------|----------|---------|----|----|----|----|----|-----|----------|-------------------|------------------------------------------|-----------------------------------|-----------------------------------------|-----------------------------|-------------------------------------------|-----------------------------------|------------------------------------------|-----|----------|-----|---|---------|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | -- | 1 | 1 | 1 | 0 | 1 | 0 | 1 | 0 | EA | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | -- | 3_GAM_EN | reserved | | | | | | | 00 | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | -- | GON | DTE | NW[5:0] | | | | | C0 | | | | | | | | | | | | | | | |
| Description | 3_GAM_EN: This bit is used to control the digital 3-gamma function. | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table><tr><th>3_GAM_EN</th><th>Description</th></tr><tr><td>0</td><td>3 gamma function is disabled</td></tr><tr><td>1</td><td>3 gamma function is enabled</td></tr></table> | | | | | | | | | | | | | 3_GAM_EN | Description | 0 | 3 gamma function is disabled | 1 | 3 gamma function is enabled | | | | | | | | |
| | 3_GAM_EN | Description | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0 | 3 gamma function is disabled | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 3 gamma function is enabled | | | | | | | | | | | | | | | | | | | | | | | | | |
| NW[5:0]: Set “n” for the number of lines for the VCOM inverting. n=(NW[5:0]+1); | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DTE, GON: control the gate output level from G1 to G432 as follows. | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><tr><th>GON</th><th>DTE</th><th>Gate Output Level</th></tr><tr><td>0</td><td>0</td><td>VGH</td></tr><tr><td>0</td><td>1</td><td>VGH</td></tr><tr><td>1</td><td>0</td><td>VGL</td></tr><tr><td>1</td><td>1</td><td>VGH/VGL</td></tr></table> | | | | | | | | | | | | | GON | DTE | Gate Output Level | 0 | 0 | VGH | 0 | 1 | VGH | 1 | 0 | VGL | 1 | 1 | VGH/VGL |
| GON | DTE | Gate Output Level | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | VGH | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | VGH | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | VGL | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | VGH/VGL | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>3_GAM_EN=1'b0, DTE=1'b1, GON=1'b1</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>3_GAM_EN=1'b0, DTE=1'b1, GON=1'b1</td></tr></table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | 3_GAM_EN=1'b0, DTE=1'b1, GON=1'b1 | SW Reset | No change | HW Reset | 3_GAM_EN=1'b0, DTE=1'b1, GON=1'b1 | | | | | | |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | 3_GAM_EN=1'b0, DTE=1'b1, GON=1'b1 | | | | | | | | | | | | | | | | | | | | | | | | | |
| | SW Reset | No change | | | | | | | | | | | | | | | | | | | | | | | | | |
| | HW Reset | 3_GAM_EN=1'b0, DTE=1'b1, GON=1'b1 | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.73. Device Code Read (EFh)

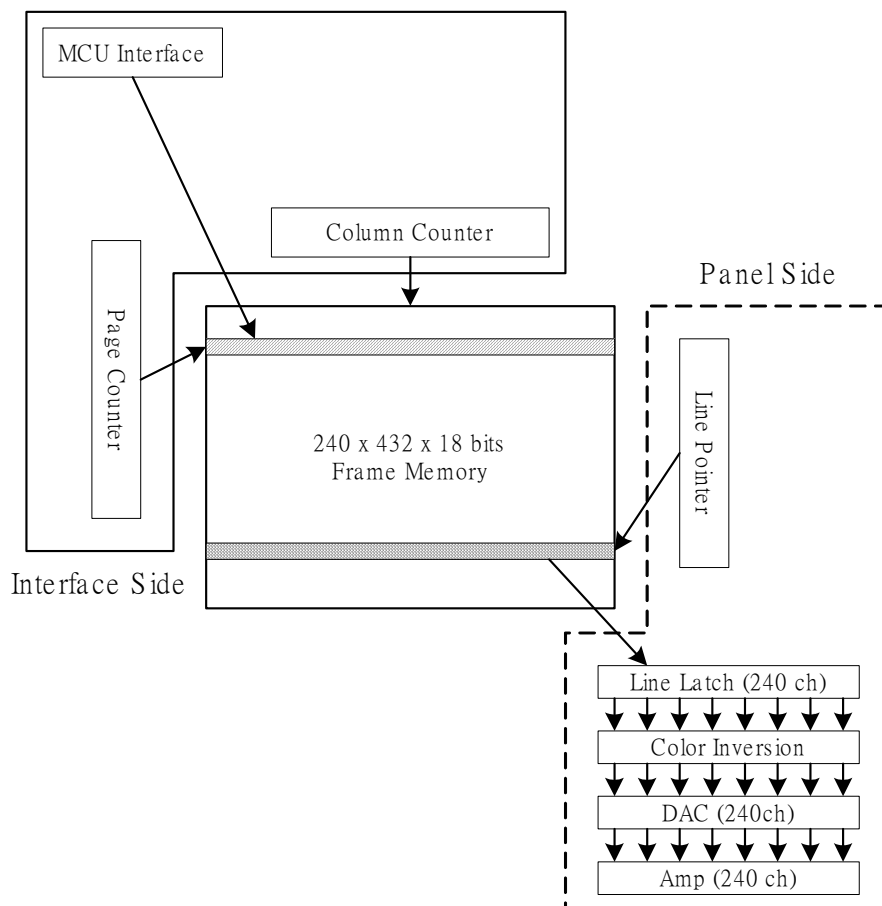
| BFH | Device Code Read | | | | | | | | | | | | |
|---------------------------|-------------------------------------------------------|-----|-----|-------|----|----|----|----|----|----|----|----|-----|
| | D/CX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | ↑ | xx | 1 | 1 | 1 | 0 | 1 | 1 | 1 | 1 | EF |
| 1 st parameter | 1 | ↑ | 1 | x | x | x | x | x | x | x | x | x | x |
| 2 nd parameter | 1 | ↑ | 1 | xx | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 02 |
| 3 rd parameter | 1 | ↑ | 1 | xx | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 04 |
| 4 th parameter | 1 | ↑ | 1 | xx | 1 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 93 |
| 5 th parameter | 1 | ↑ | 1 | xx | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 27 |
| 6 th parameter | 1 | ↑ | 1 | xx | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | FF |
| Description | 1 st parameter : dummy read | | | | | | | | | | | | |
| | 2 nd parameter : MIPI Alliance code | | | | | | | | | | | | |
| | 3 rd parameter : MIPI Alliance code | | | | | | | | | | | | |
| | 4 th parameter : Device ID code of ILI9327 | | | | | | | | | | | | |
| | 5 th parameter : Device ID code of ILI9327 | | | | | | | | | | | | |
| | 6 th parameter : Exit code (FFh) | | | | | | | | | | | | |
| Register Availability | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |

9. Display Data RAM

9.1. Configuration

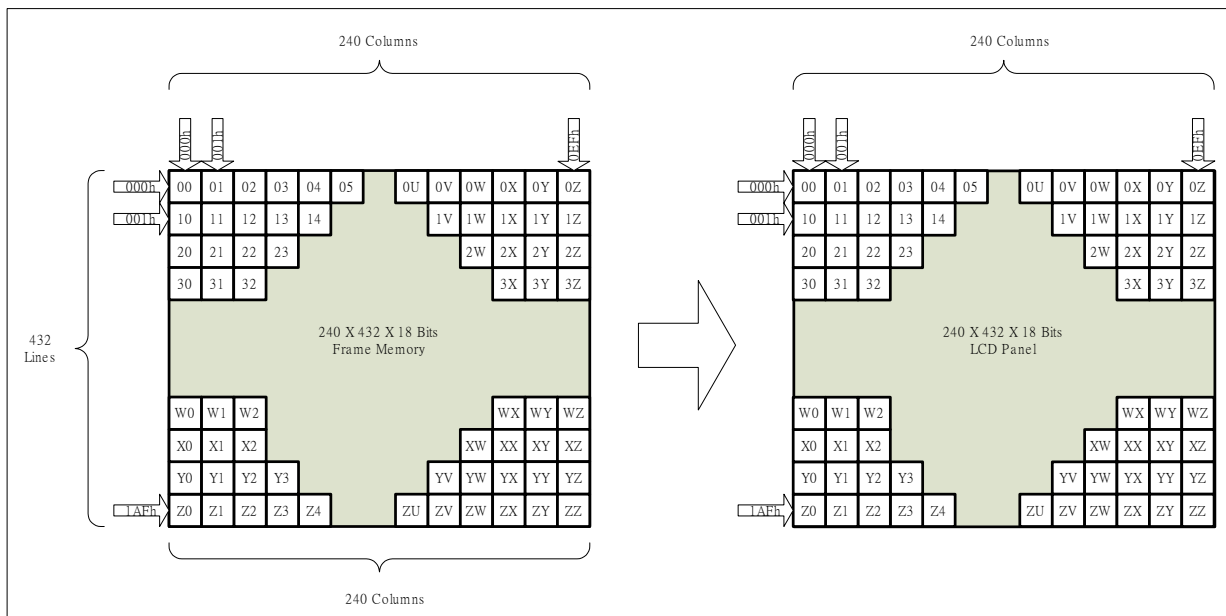
The display data RAM stores display dots and consists of 1,866,240bits (240 x 18 x 432 bits). There is no restriction on access to the RAM even when the display data on the same address is loaded to DAC.

There will be no abnormal visible effect on the display when there is a simultaneous Panel Read and Interface Read or Write to the same location of the frame memory.



9.2. Memory to Display Address Mapping

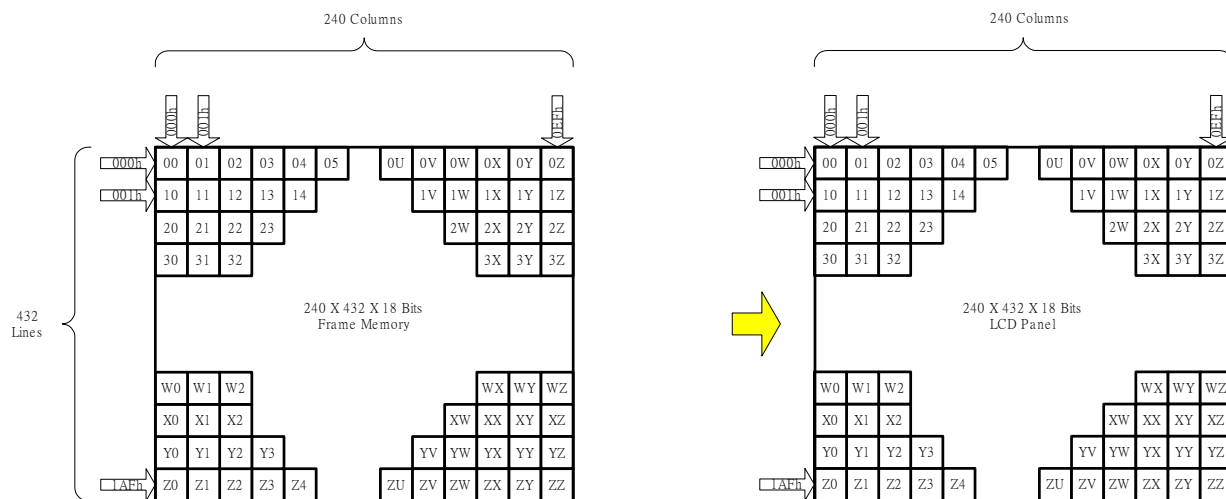
In this mode, content of the frame memory within an area where column pointer is 0000h to 013Fh and page pointer 0000h to 01DFh is displayed. To display a dot on leftmost top corner, store the dot data at (column pointer, page pointer) = (0, 0).



9.3. Vertical Scroll Mode

There is a vertical scrolling mode, which is described by the commands “set_scroll_area”(33h) and “set_scroll_start”(37h).

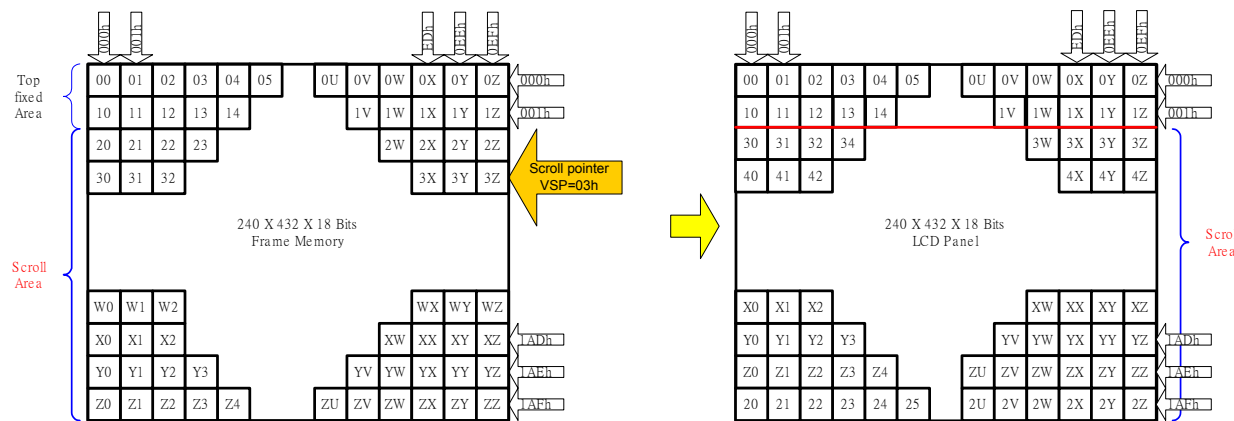
(1) Normal Display On or Partial Mode On, Vertical Scroll Off



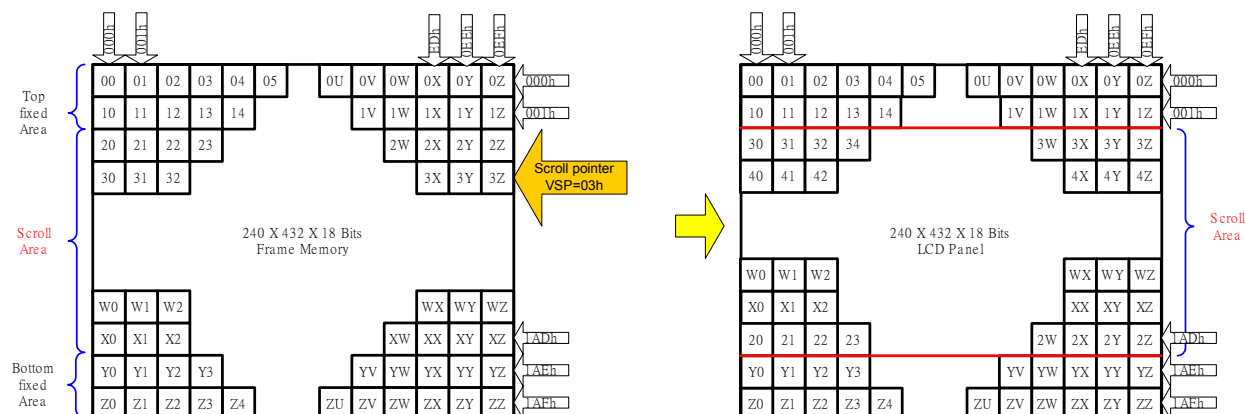
(2) Vertical Scroll Mode

“set_scroll_area(33h)” and “set_scroll_start(37h)” setting define the scroll area.

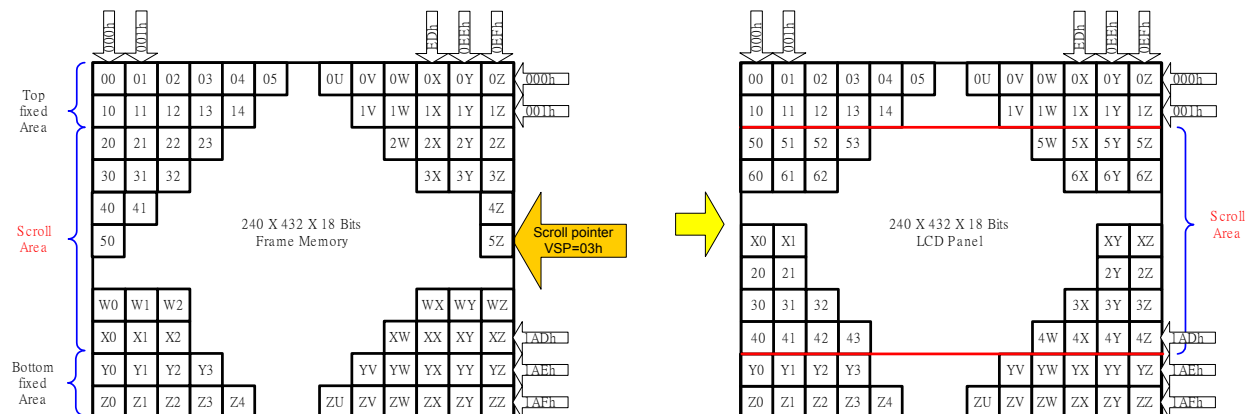
Example1: TFA=2, VSA=430, BFA=0 (set_address_mode(36h) B4=0), VSP=3



Example2: TFA=2,VSA=428,BFA=2 (set_address_mode(36h) B4=0), VSP=3



Example3: TFA=2,VSA=428,BFA=2 (set_address_mode(36h) B4=0), VSP=5



10. Tearing Effect Output

The tearing effect output line supplies to the MCU a Panel synchronization signal. This signal can be enabled or disabled by the `set_tear_off` (34h) and `set_tear_on` (35h) commands. The mode of the tearing effect signal is defined by the parameter of the `set_tear_on` (35h) and `set_tear_scanline` (44h) commands.

The signal can be used by the MCU to synchronize Frame Memory Writing when displaying video images.

10.1. Tearing Effect Line Modes

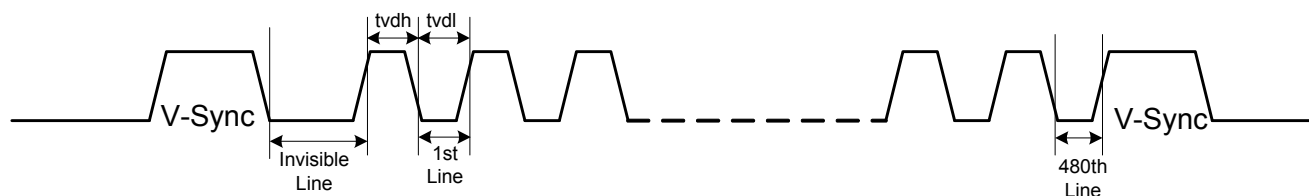
Mode 1 (`set_tear_on`, `TELOM=0`), the Tearing Effect Output signal consists of V-Sync information only:



tvdh = The LCD display is not updated from the Frame Memory.

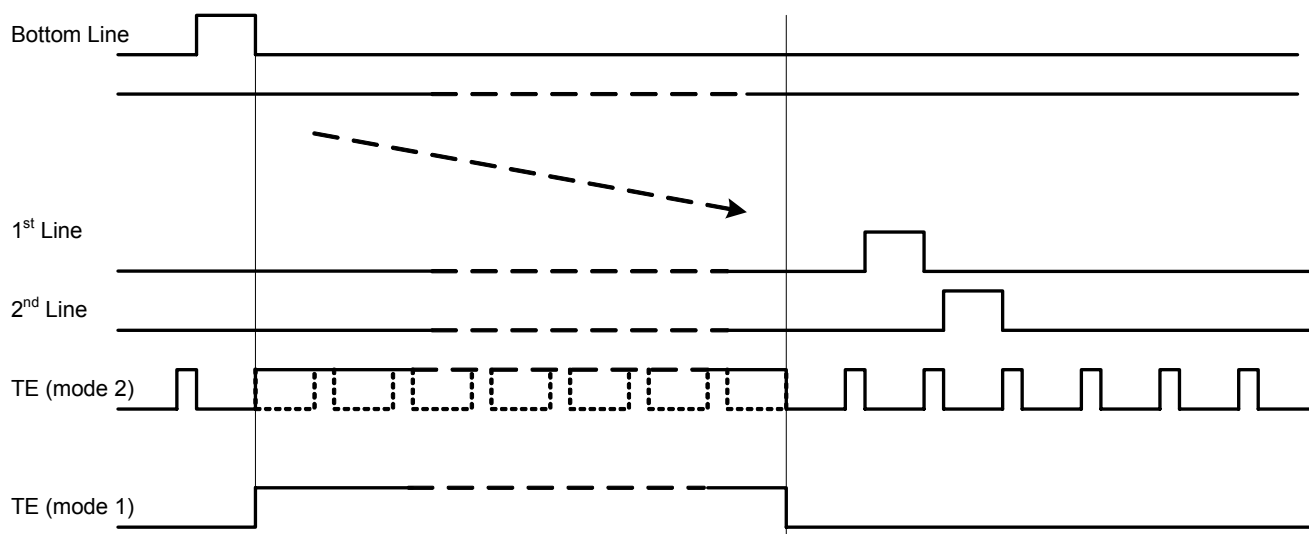
tvdl = The LCD display is updated from the Frame Memory (except Invisible Line – see below).

Mode 2 (`set_tear_on`, `TELOM=1`), the tearing effect output signal consists of V-Sync and H-Sync information; there is one V-sync and 432 H-sync pulses per field:



thdh = The LCD display is not updated from the Frame Memory.

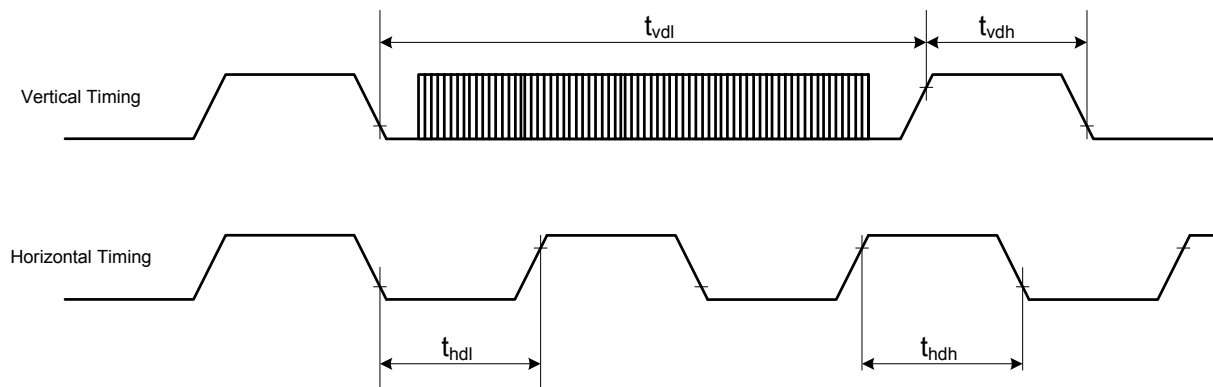
thdl = The LCD display is updated from the Frame Memory (except Invisible Line – see above).



Note: During Sleep In Mode, the Tearing Effect Output Pin is active Low.

10.2. Tearing Effect Line Timings

The tearing effect signal is described below:

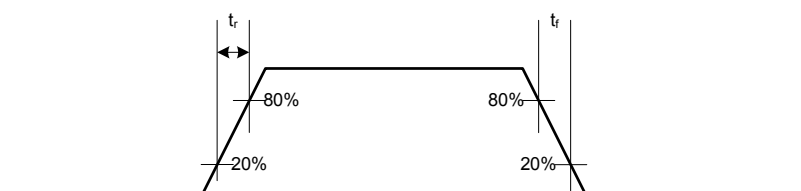


AC characteristics of Tearing Effect Signal (Frame Rate = 60.5Hz)

| Symbol | Parameter | Min. | Max. | Unit | Description |
|-----------|---------------------------------|------|------|------|-------------|
| t_{vdl} | Vertical timing low duration | TBD | | ms | |
| t_{vdh} | Vertical timing high duration | TBD | | us | |
| t_{hdl} | Horizontal timing low duration | TBD | | us | |
| t_{hdh} | Horizontal timing high duration | TBD | | us | |

Notes:

1. The timings in Table 8.3.1 apply when MADCTL B4=0 and B4=1
2. The signal's rise and fall times (t_f , t_r) are stipulated to be equal to or less than 15ns.



The Tearing Effect Output Line is fed back to the MCU and should be used as shown below to avoid Tearing Effect:

The Tearing Effect output line supplies to the MCU a Panel synchronization signal. This signal can be enabled or disabled by the `set_tear_off(34h)`, `set_tear_on(35h)` commands. The mode of the Tearing Effect Signal is defined by the Parameter of the Tearing Effect Line On command. The signal can be used by the MCU to synchronize Frame Memory Writing when displaying video images.

| TEON (35h) | TELOM (35h, 1 st bit) | TE signal Output |
|------------|----------------------------------|------------------|
| 0 | * | GND |
| 1 | 0 | TE (Mode 1) |
| 1 | 1 | TE (Mode 2) |

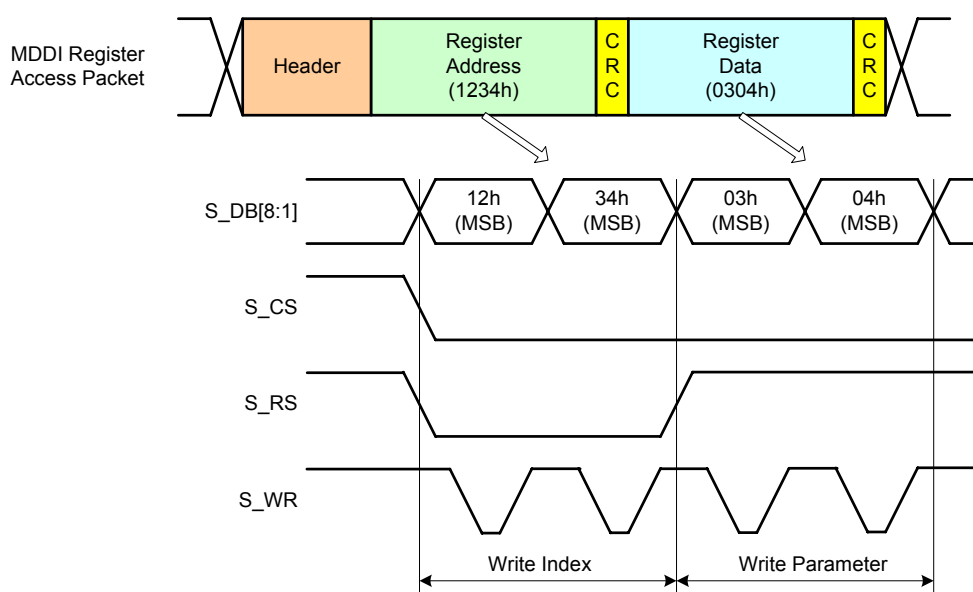
11. Sub-panel Control

TFT type sub panel timing

A. Register data transfer timing

If TFT type sub panel is selected (STN_EN=0), register setting is executed like below figure. Register data is transferred through S_DB[8:0] in 9/8 bit type. Please refer to the MDDI section for the register address direction to sub panel.

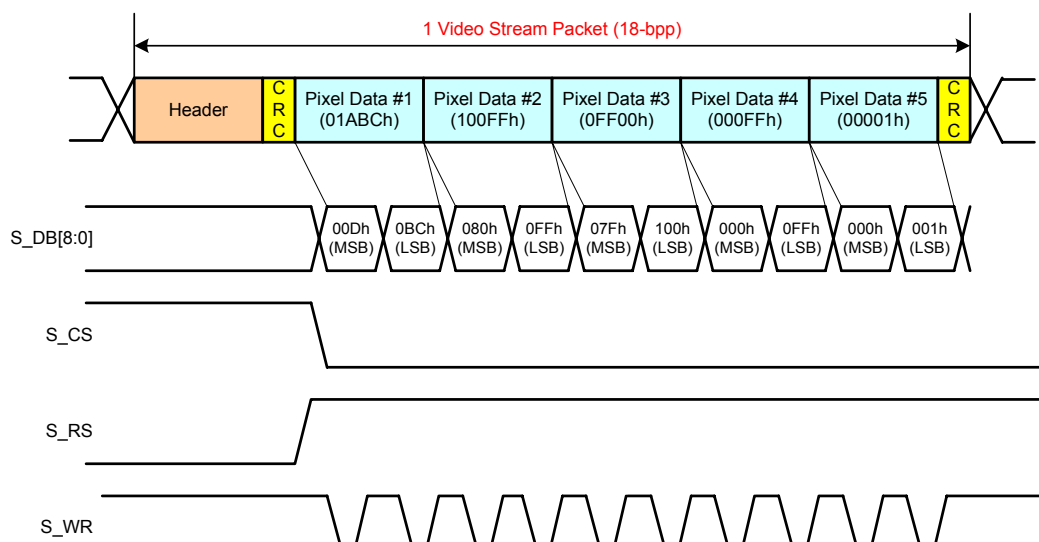
In this mode, data is transferred at two times. First transfer is MSB 8bit and second transfer is LSB 8bit.



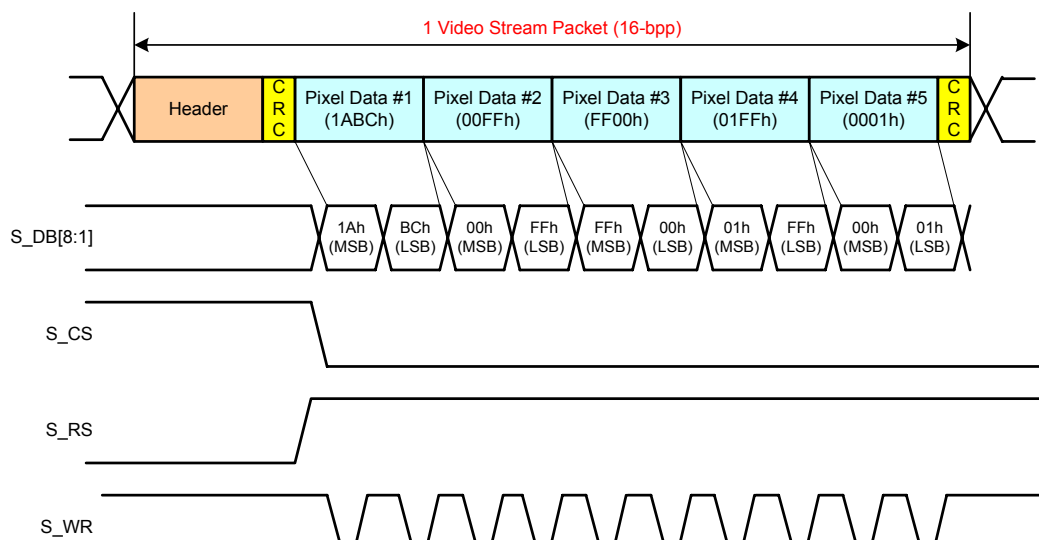
B. Video data transfer timing

In TFT type sub panel, the 9/8-bit mode is selected as setting SUB_IM register.

This figure shows 9-bit sub-panel data bus with 18-bpp video data transfer.



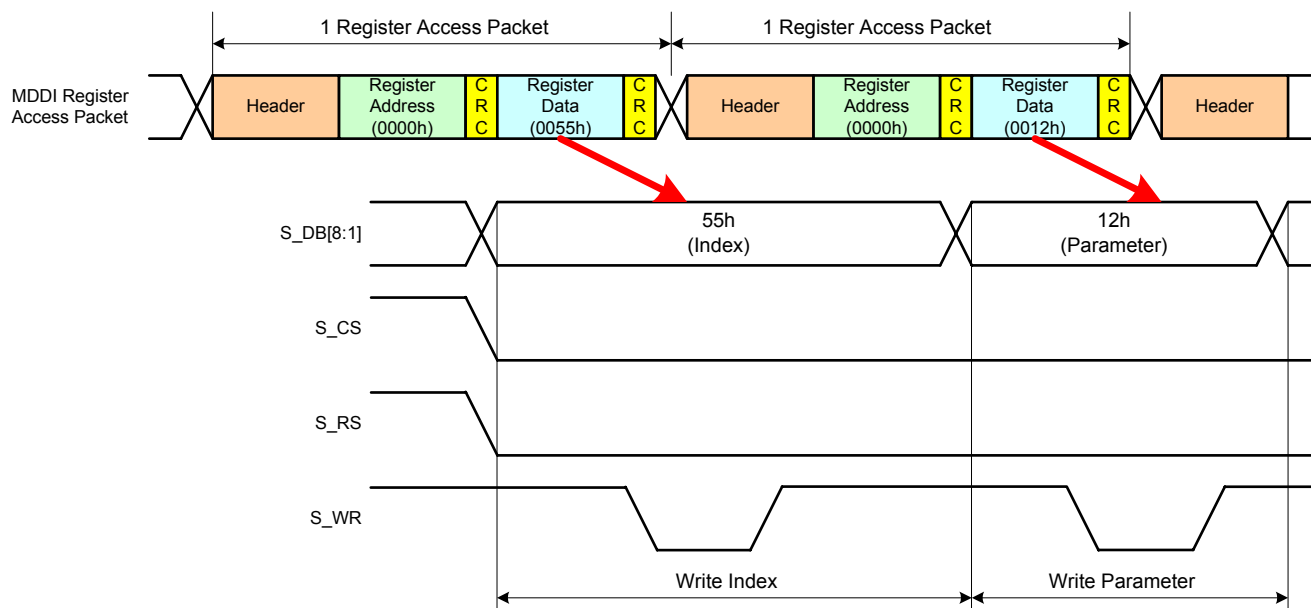
This figure shows 8-bit sub-panel data bus with 16-bpp video data transfer.



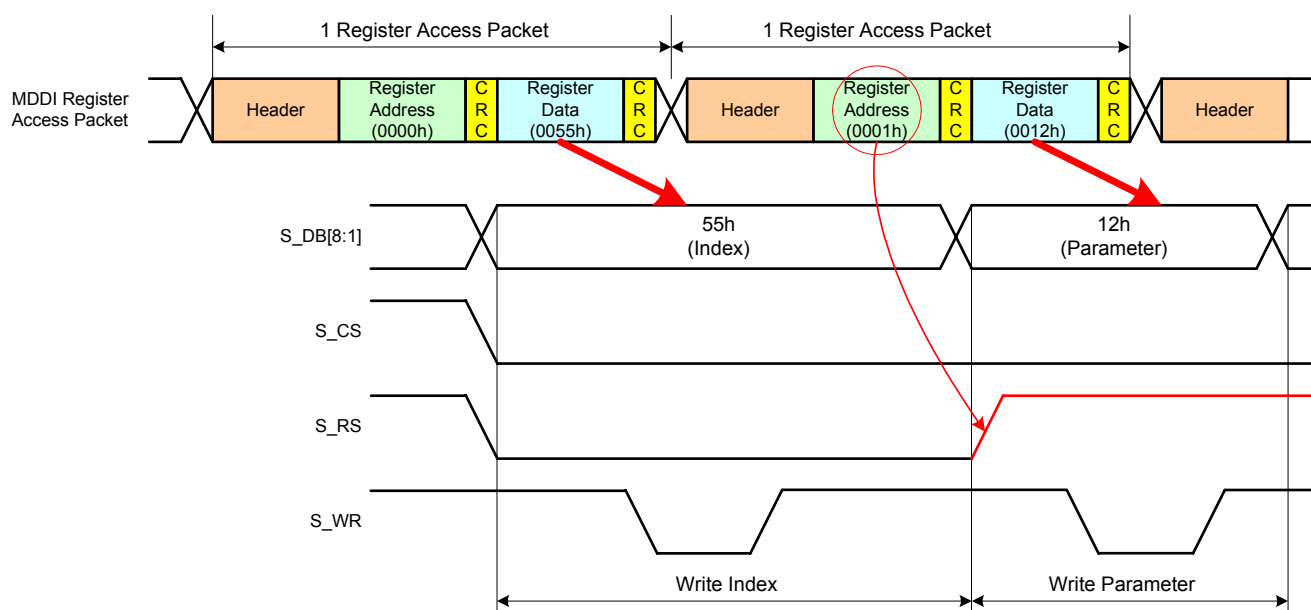
STN type sub panel timing

A. Register data transfer timing

This figure shows conventional type STN mode register data setting. Conventional type does not include parameter. Instruction type is only 8bit. To use STN type, STN_EN is set to "1". In STN type, ILI9327 controls S_RS pin using register address[0] in register access packet. Register address[0] is "0", then S_RS is set to "0", and register address[0] is "1", S_RS is set to "1".



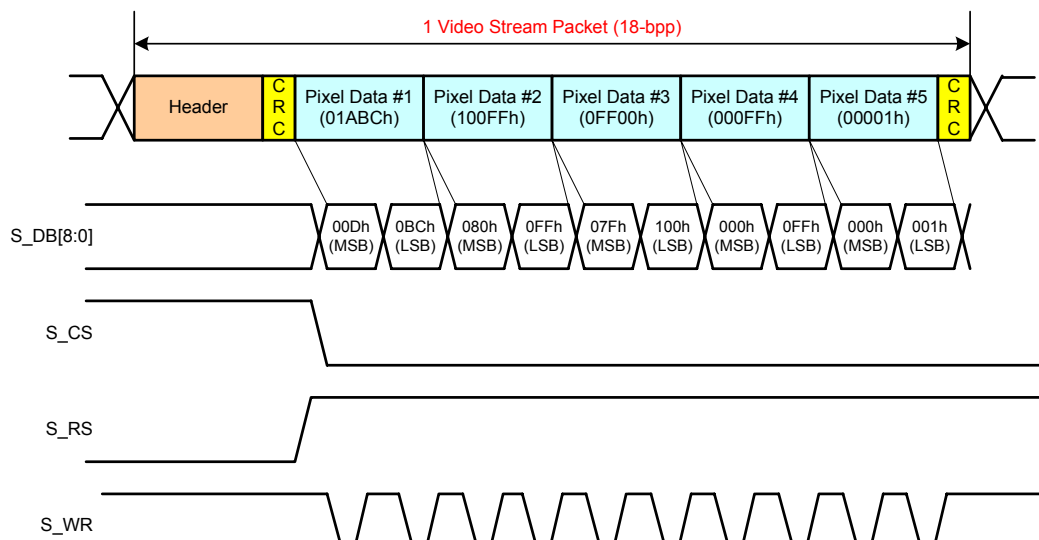
This type is used to include parameter. When instruction is transferred, S_RS is zero, and when parameter is transferred, S_RS is "1". S_RS is controlled using register address[0] of register access packet.



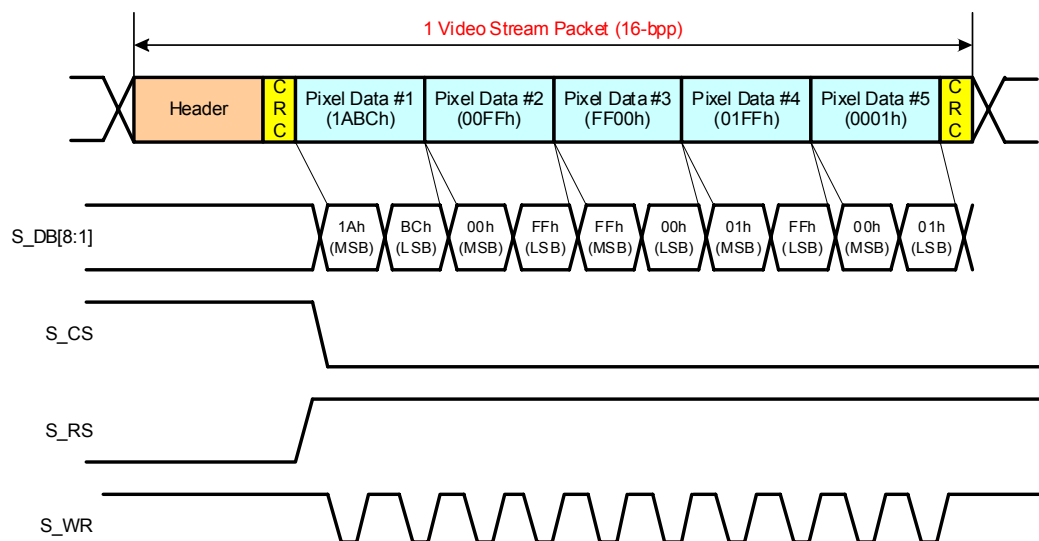
B. Video data transfer timing

In STN mode, video data start register (like 22H in TFT mode) generally is not necessary. But some STN type needs video data start register. If that type STN DDI is used, user has to set the register index.

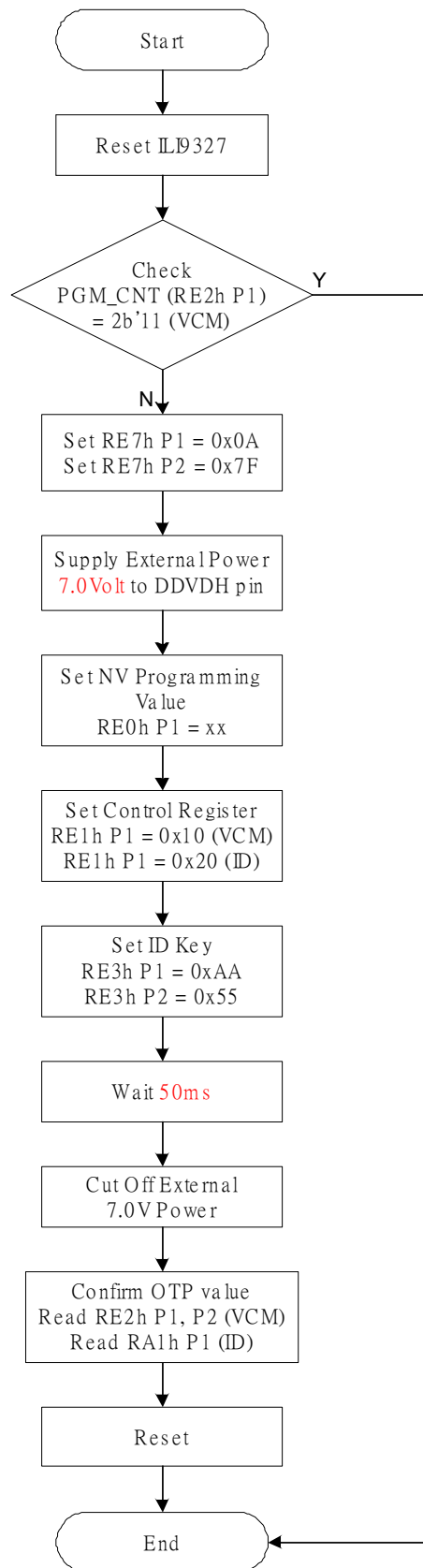
This figure shows STN 9 bit mode video data transfer.



This figure shows STN 8bit mode video data transfer. If STN video data is 16bit mode, data transfer is executed during 2 times. First transfer is MSB 8bits, and second is LSB 8bits.



12. NV Memory Programming Flow



13. Gamma Correction

ILI9327 incorporates the γ -correction function to display 262,144 colors for the LCD panel. The γ -correction is performed with 3 groups of registers determining eight reference grayscale levels, which are gradient adjustment, amplitude adjustment and fine-adjustment registers for positive and negative polarities, to make ILI9327 available with liquid crystal panels of various characteristics.

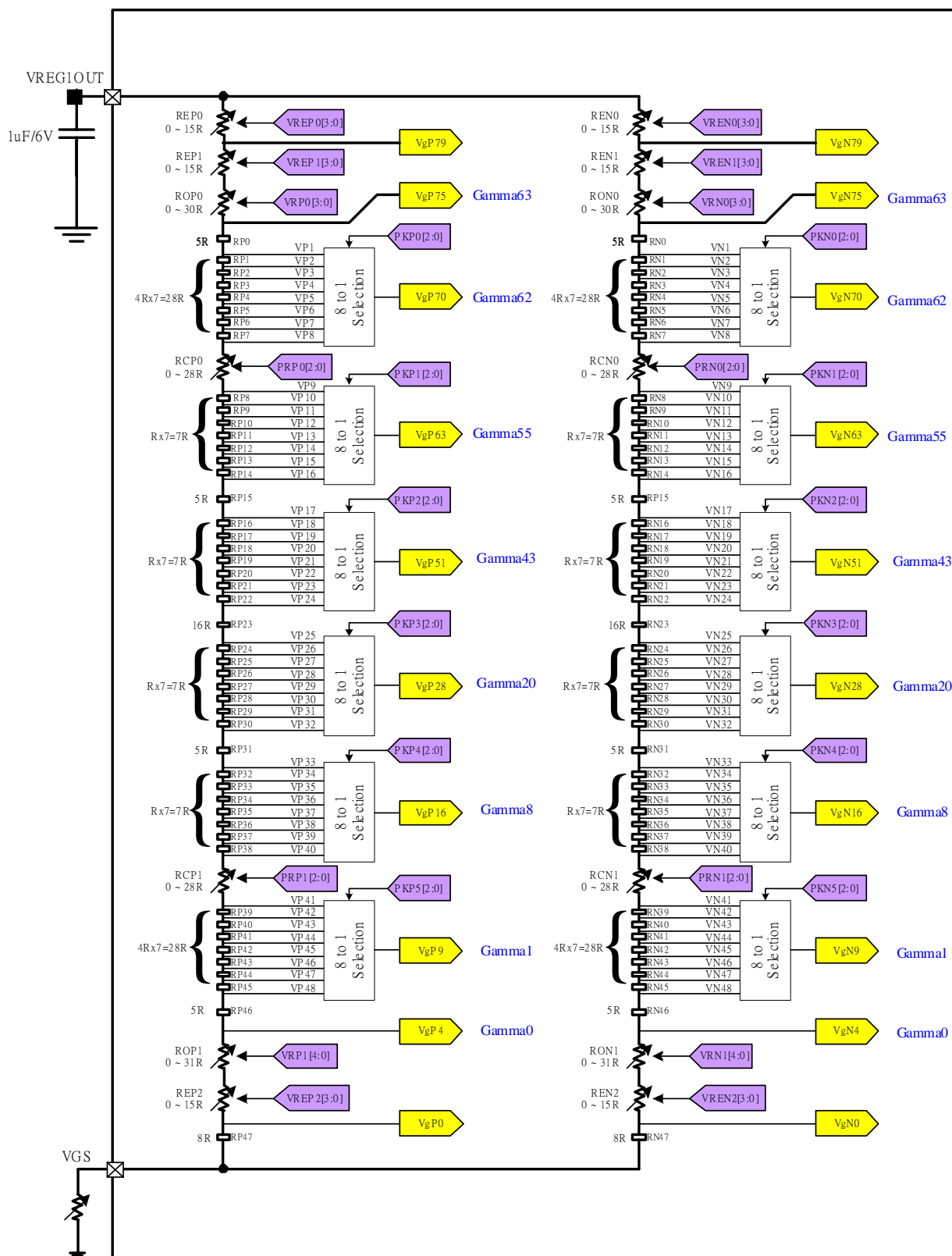
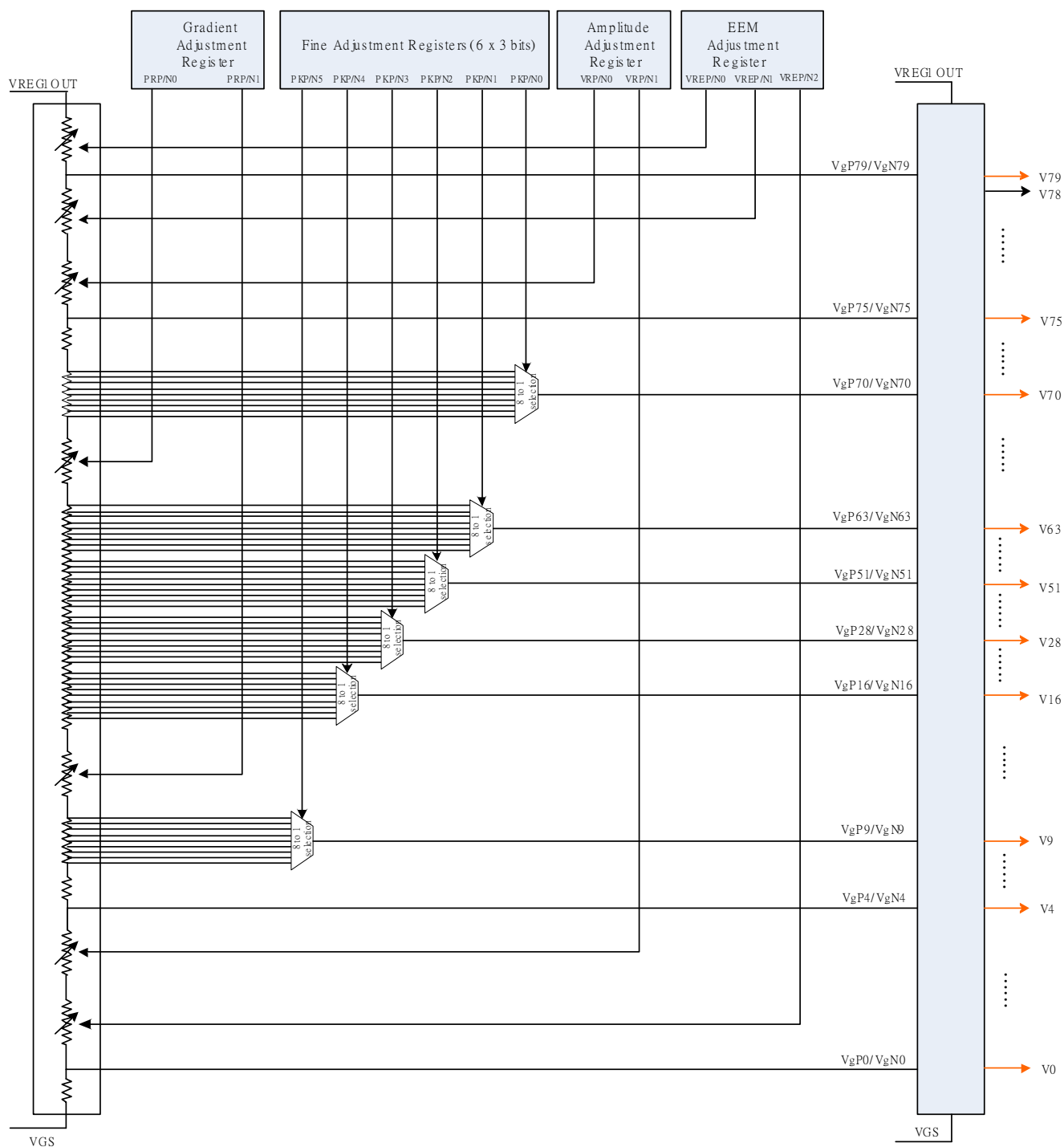


Figure 1 Grayscale Voltage Adjustment



1. Gradient adjustment registers

The gradient adjustment registers are used to adjust the gradient of the curve representing the relationship between the grayscale and the grayscale reference voltage level. To adjust the gradient, the resistance values of variable resistors in the middle of the ladder resistor are adjusted by registers PRP0[2:0]/PRN0[2:0], PRP1[2:0]/PRN1[2:0]. The registers consist of positive and negative polarity registers, allowing asymmetric drive.

2. Amplitude adjustment registers

The amplitude adjustment registers, VRP0[3:0]/VRN0[3:0], VRP1[4:0]/VRN1[4:0], are used to adjust the

amplitude of grayscale voltages. To adjust the amplitude, the resistance values of variable resistors at the top and bottom of the ladder resistor are adjusted. Same as the gradient registers, the amplitude adjustment registers consist of positive and negative polarity registers.

3. Fine adjustment registers

The fine adjustment registers are used to fine-adjust grayscale voltage levels. To fine-adjust grayscale voltage levels, fine adjustment registers adjust the reference voltage levels, 8 levels for each register generated from the ladder resistor, in respective 8-to-1 selectors. Same with other registers, the fine adjustment registers consist of positive and negative polarity registers.

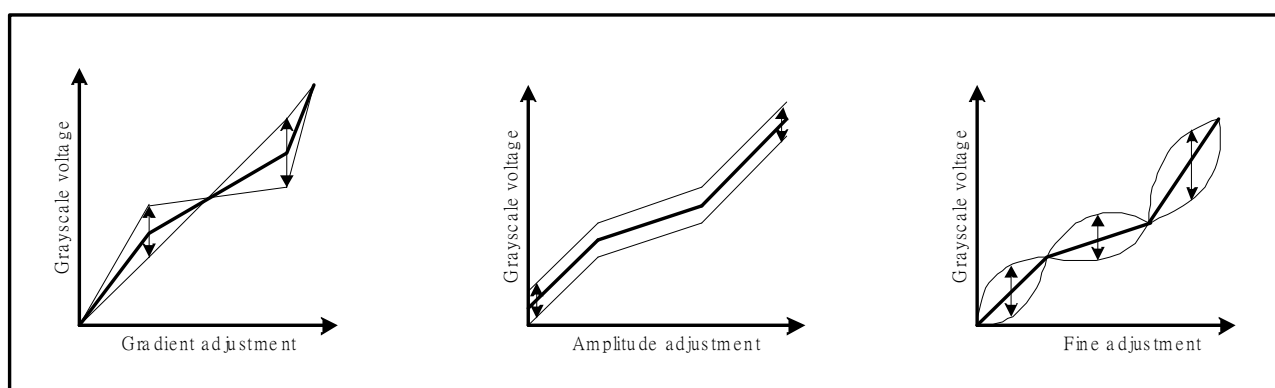


Figure 2 Gamma Curve Adjustment

| Register Groups | Positive Polarity | Negative Polarity | Description |
|----------------------|-------------------|-------------------|-------------------------------------------------|
| Gradient adjustment | PRP0 [2:0] | PRN0 [2:0] | Variable resistor VRCP0, VRCN0 |
| | PRP1 [2:0] | PRN1 [2:0] | Variable resistor VRCP1, VRCN1 |
| Amplitude adjustment | VRP0 [3:0] | VRN0 [3:0] | Variable resistor VROP0, VRON0 |
| | VRP1 [4:0] | VRN1 [4:0] | Variable resistor VROP1, VRON1 |
| Fine adjustment | KP0 [2:0] | KN0 [2:0] | 8-to-1 selector (voltage level of grayscale 1) |
| | KP1 [2:0] | KN1 [2:0] | 8-to-1 selector (voltage level of grayscale 8) |
| | KP2 [2:0] | KN2 [2:0] | 8-to-1 selector (voltage level of grayscale 20) |
| | KP3 [2:0] | KN3 [2:0] | 8-to-1 selector (voltage level of grayscale 43) |
| | KP4 [2:0] | KN4 [2:0] | 8-to-1 selector (voltage level of grayscale 55) |
| | KP5 [2:0] | KN5 [2:0] | 8-to-1 selector (voltage level of grayscale 62) |

Ladder resistors and 8-to-1 selector Block configuration

The reference voltage generating block consists of two ladder resistor units including variable resistors and 8-to-1 selectors. Each 8-to-1 selector selects one of the 8 voltage levels generated from the ladder resistor unit to output as a grayscale reference voltage. Both variable resistors and 8-to-1 selectors are controlled according to the γ -correction registers. This unit has pins to connect a volume resistor externally to compensate differences in various characteristics of panels.

Variable resistors

ILI9327 uses variable resistors of the following three purposes: gradient adjustment (VRCP(N)0/VRCP(N)1); amplitude adjustment (1) (VROP(N)0); and the amplitude adjustment (2) (VROP(N)1). The resistance values of

these variable resistors are set by gradient adjustment registers and amplitude adjustment registers as follows.

| Gradient adjustment | |
|----------------------------|--------------------------|
| PRP(N)0/1[2:0] Register | VRCP(N)0/1 Resistance |
| 000 | 0R |
| 001 | 4R |
| 010 | 8R |
| 011 | 12R |
| 100 | 16R |
| 101 | 20R |
| 110 | 24R |
| 111 | 28R |

| Amplitude adjustment (1) | |
|--------------------------|------------------------|
| VRP(N)0[3:0] Register | VROP(N)0 Resistance |
| 0000 | 0R |
| 0001 | 2R |
| 0010 | 4R |
| : | : |
| : | : |
| 1101 | 26R |
| 1111 | 28R |
| 1111 | 30R |

| Amplitude adjustment (2) | |
|--------------------------|------------------------|
| VRP(N)1[4:0] Register | VROP(N)1 Resistance |
| 00000 | 0R |
| 00001 | 1R |
| 00010 | 2R |
| : | : |
| : | : |
| 11101 | 29R |
| 11110 | 30R |
| 11111 | 31R |

8-to-1 selectors

The 8-to-1 selector selects one of eight voltage levels generated from the ladder resistor unit according to the fine adjustment register and output the selected voltage level as a reference grayscale voltage (VgP(N)1~6).

The table below shows the setting in the fine adjustment register and the selected voltage levels for respective reference grayscale voltages.

| Fine adjustment registers and selected voltage | | | | | | |
|------------------------------------------------|------------------|---------|----------|----------|----------|----------|
| Register | Selected Voltage | | | | | |
| KP(N)[2:0] | VgP(N)1 | VgP(N)8 | VgP(N)20 | VgP(N)43 | VgP(N)55 | VgP(N)62 |
| 000 | VP(N)1 | VP(N)9 | VP(N)17 | VP(N)25 | VP(N)33 | VP(N)41 |
| 001 | VP(N)2 | VP(N)10 | VP(N)18 | VP(N)26 | VP(N)34 | VP(N)42 |
| 010 | VP(N)3 | VP(N)11 | VP(N)19 | VP(N)27 | VP(N)35 | VP(N)43 |
| 011 | VP(N)4 | VP(N)12 | VP(N)20 | VP(N)28 | VP(N)36 | VP(N)44 |
| 100 | VP(N)5 | VP(N)13 | VP(N)21 | VP(N)29 | VP(N)37 | VP(N)45 |
| 101 | VP(N)6 | VP(N)14 | VP(N)22 | VP(N)30 | VP(N)38 | VP(N)46 |
| 110 | VP(N)7 | VP(N)15 | VP(N)23 | VP(N)31 | VP(N)39 | VP(N)47 |
| 111 | VP(N)8 | VP(N)16 | VP(N)24 | VP(N)32 | VP(N)40 | VP(N)48 |

| Fine adjustment registers and selected resistor | | | | | | |
|-------------------------------------------------|-------------------|---------|---------|---------|---------|---------|
| Register | Selected Resistor | | | | | |
| KP(N)[2:0] | RMP(N)0 | RMP(N)1 | RMP(N)2 | RMP(N)3 | RMP(N)4 | RMP(N)5 |
| 000 | 0R | 0R | 0R | 0R | 0R | 0R |
| 001 | 4R | 1R | 1R | 1R | 1R | 4R |
| 010 | 8R | 2R | 2R | 2R | 2R | 8R |
| 011 | 12R | 3R | 3R | 3R | 3R | 12R |
| 100 | 16R | 4R | 4R | 4R | 4R | 16R |
| 101 | 20R | 5R | 5R | 5R | 5R | 20R |
| 110 | 24R | 6R | 6R | 6R | 6R | 24R |
| 111 | 28R | 7R | 7R | 7R | 7R | 28R |

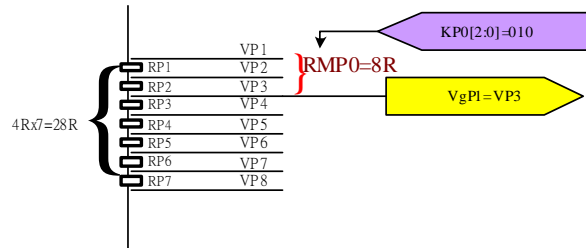


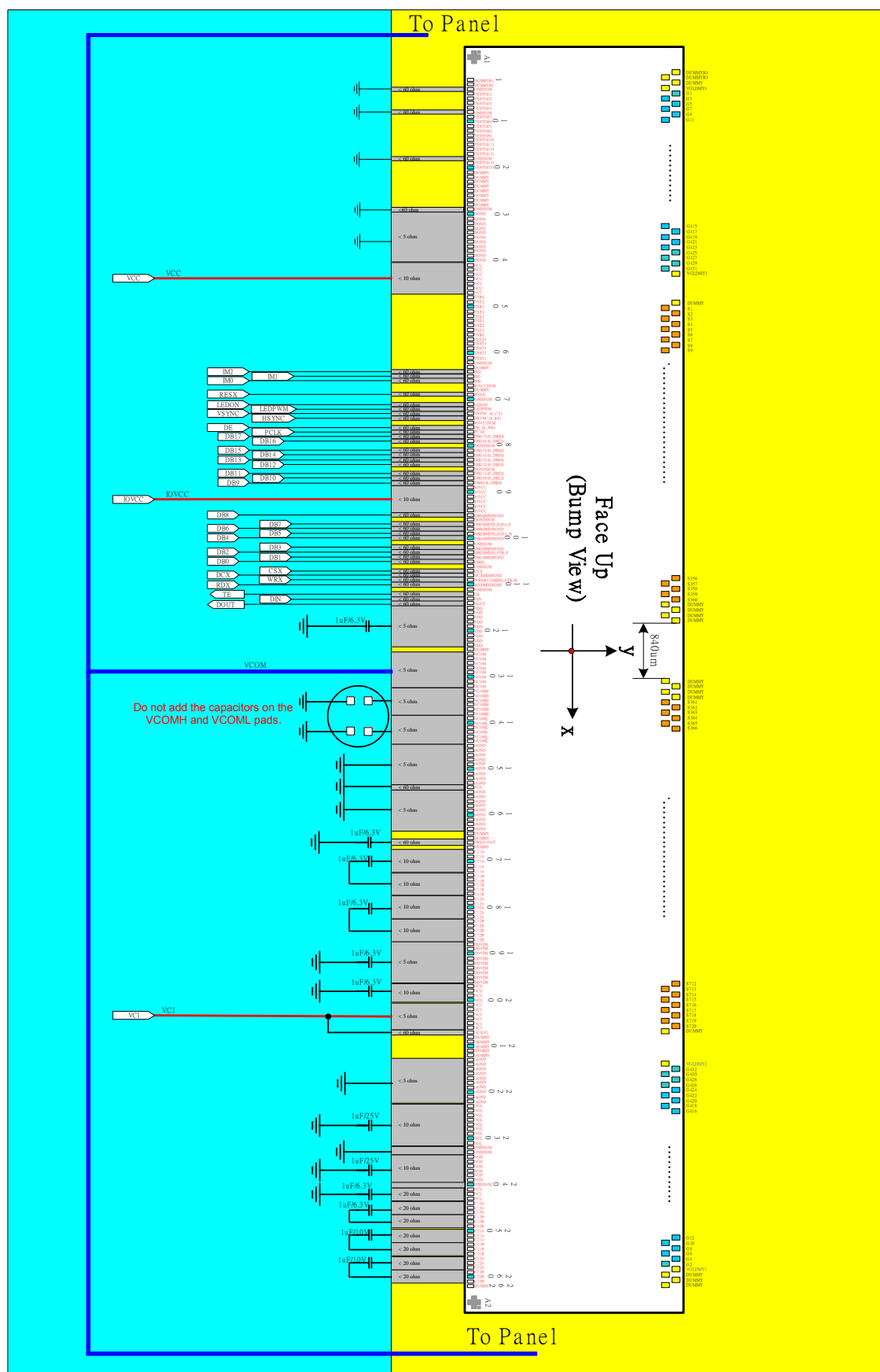
Figure 3 Example of RMP(N)0~5 definition

| Code | Positive polarity output voltage | | Negative polarity output voltage | |
|------|----------------------------------|----------------------------|----------------------------------|----------------------------|
| 4Fh | VP79 | (VgP79) | VN79 | (VgN79) |
| 4Eh | VP78 | (VP75+(VP79-VP75)*(48/64)) | VN78 | (VN75+(VN79-VN75)*(48/64)) |
| 4Dh | VP77 | (VP75+(VP79-VP75)*(32/64)) | VN77 | (VN75+(VN79-VN75)*(32/64)) |
| 4Ch | VP76 | (VP75+(VP79-VP75)*(16/64)) | VN76 | (VN75+(VN79-VN75)*(16/64)) |
| 4Bh | VP75 | (VgP75) | VN75 | (VgN75) |
| 4Ah | VP74 | (VP70+(VP75-VP70)*(36/45)) | VN74 | (VN70+(VN75-VN70)*(36/45)) |
| 49h | VP73 | (VP70+(VP75-VP70)*(27/45)) | VN73 | (VN70+(VN75-VN70)*(27/45)) |
| 48h | VP72 | (VP70+(VP75-VP70)*(18/45)) | VN72 | (VN70+(VN75-VN70)*(18/45)) |
| 47h | VP71 | (VP70+(VP75-VP70)*(9/45)) | VN71 | (VN70+(VN75-VN70)*(9/45)) |
| 46h | VP70 | (VgP70) | VN70 | (VgN70) |
| 45h | VP69 | (VP63+(VP70-VP63)*(30/48)) | VN69 | (VN63+(VN70-VN63)*(30/48)) |
| 44h | VP68 | (VP63+(VP70-VP63)*(23/48)) | VN68 | (VN63+(VN70-VN63)*(23/48)) |
| 43h | VP67 | (VP63+(VP70-VP63)*(16/48)) | VN67 | (VN63+(VN70-VN63)*(16/48)) |
| 42h | VP66 | (VP63+(VP70-VP63)*(12/48)) | VN66 | (VN63+(VN70-VN63)*(12/48)) |
| 41h | VP65 | (VP63+(VP70-VP63)*(8/48)) | VN65 | (VN63+(VN70-VN63)*(8/48)) |
| 40h | VP64 | (VP63+(VP70-VP63)*(4/48)) | VN64 | (VN63+(VN70-VN63)*(4/48)) |
| 3Fh | VP63 | (VgP63) | VN63 | (VgN63) |
| 3Eh | VP62 | (VP51+(VP63-VP51)*(22/24)) | VN62 | (VN51+(VN63-VN51)*(22/24)) |
| 3Dh | VP61 | (VP51+(VP63-VP51)*(20/24)) | VN61 | (VN51+(VN63-VN51)*(20/24)) |
| 3Ch | VP60 | (VP51+(VP63-VP51)*(18/24)) | VN60 | (VN51+(VN63-VN51)*(18/24)) |
| 3Bh | VP59 | (VP51+(VP63-VP51)*(16/24)) | VN59 | (VN51+(VN63-VN51)*(16/24)) |
| 3Ah | VP58 | (VP51+(VP63-VP51)*(14/24)) | VN58 | (VN51+(VN63-VN51)*(14/24)) |
| 39h | VP57 | (VP51+(VP63-VP51)*(12/24)) | VN57 | (VN51+(VN63-VN51)*(12/24)) |
| 38h | VP56 | (VP51+(VP63-VP51)*(10/24)) | VN56 | (VN51+(VN63-VN51)*(10/24)) |
| 37h | VP55 | (VP51+(VP63-VP51)*(8/24)) | VN55 | (VN51+(VN63-VN51)*(8/24)) |
| 36h | VP54 | (VP51+(VP63-VP51)*(6/24)) | VN54 | (VN51+(VN63-VN51)*(6/24)) |
| 35h | VP53 | (VP51+(VP63-VP51)*(4/24)) | VN53 | (VN51+(VN63-VN51)*(4/24)) |
| 34h | VP52 | (VP51+(VP63-VP51)*(2/24)) | VN52 | (VN51+(VN63-VN51)*(2/24)) |
| 33h | VP51 | (VgP51) | VN51 | (VgN51) |
| 32h | VP50 | (VP28+(VP51-VP28)*(22/23)) | VN50 | (VN28+(VN51-VN28)*(22/23)) |
| 31h | VP49 | (VP28+(VP51-VP28)*(21/23)) | VN49 | (VN28+(VN51-VN28)*(21/23)) |
| 30h | VP48 | (VP28+(VP51-VP28)*(20/23)) | VN48 | (VN28+(VN51-VN28)*(20/23)) |
| 2Fh | VP47 | (VP28+(VP51-VP28)*(19/23)) | VN47 | (VN28+(VN51-VN28)*(19/23)) |
| 2Eh | VP46 | (VP28+(VP51-VP28)*(18/23)) | VN46 | (VN28+(VN51-VN28)*(18/23)) |
| 2Dh | VP45 | (VP28+(VP51-VP28)*(17/23)) | VN45 | (VN28+(VN51-VN28)*(17/23)) |
| 2Ch | VP44 | (VP28+(VP51-VP28)*(16/23)) | VN44 | (VN28+(VN51-VN28)*(16/23)) |
| 2Bh | VP43 | (VP28+(VP51-VP28)*(15/23)) | VN43 | (VN28+(VN51-VN28)*(15/23)) |
| 2Ah | VP42 | (VP28+(VP51-VP28)*(14/23)) | VN42 | (VN28+(VN51-VN28)*(14/23)) |
| 29h | VP41 | (VP28+(VP51-VP28)*(13/23)) | VN41 | (VN28+(VN51-VN28)*(13/23)) |
| 28h | VP40 | (VP28+(VP51-VP28)*(12/23)) | VN40 | (VN28+(VN51-VN28)*(12/23)) |
| 27h | VP39 | (VP28+(VP51-VP28)*(11/23)) | VN39 | (VN28+(VN51-VN28)*(11/23)) |
| 26h | VP38 | (VP28+(VP51-VP28)*(10/23)) | VN38 | (VN28+(VN51-VN28)*(10/23)) |
| 25h | VP37 | (VP28+(VP51-VP28)*(9/23)) | VN37 | (VN28+(VN51-VN28)*(9/23)) |

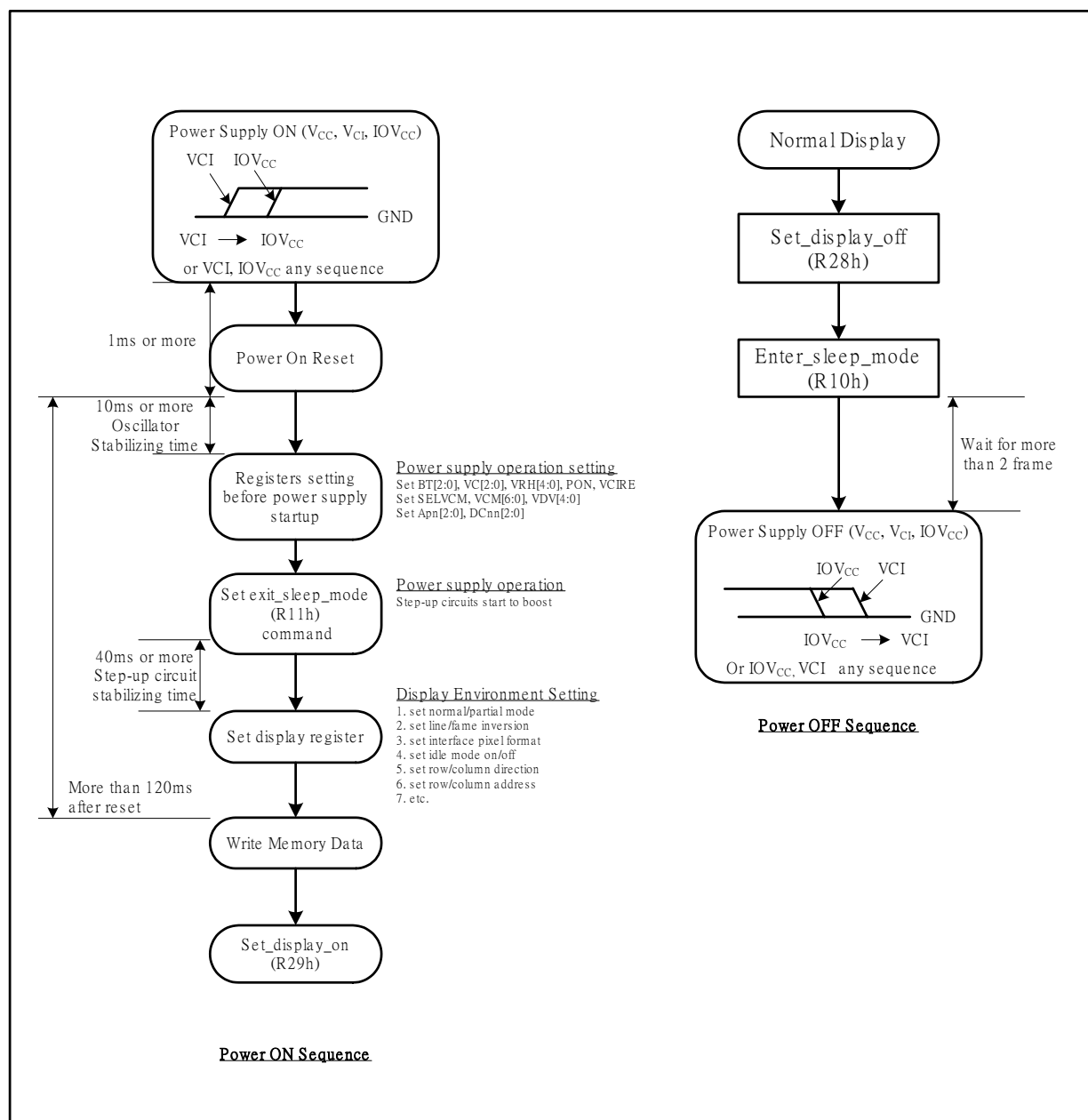
| | | | | |
|-----|------|------------------------------|------|------------------------------|
| 24h | VP36 | $(VP28+(VP51-VP28)*(8/23))$ | VN36 | $(VN28+(VN51-VN28)*(8/23))$ |
| 23h | VP35 | $(VP28+(VP51-VP28)*(7/23))$ | VN35 | $(VN28+(VN51-VN28)*(7/23))$ |
| 22h | VP34 | $(VP28+(VP51-VP28)*(6/23))$ | VN34 | $(VN28+(VN51-VN28)*(6/23))$ |
| 21h | VP33 | $(VP28+(VP51-VP28)*(5/23))$ | VN33 | $(VN28+(VN51-VN28)*(5/23))$ |
| 20h | VP32 | $(VP28+(VP51-VP28)*(4/23))$ | VN32 | $(VN28+(VN51-VN28)*(4/23))$ |
| 1Fh | VP31 | $(VP28+(VP51-VP28)*(3/23))$ | VN31 | $(VN28+(VN51-VN28)*(3/23))$ |
| 1Eh | VP30 | $(VP28+(VP51-VP28)*(2/23))$ | VN30 | $(VN28+(VN51-VN28)*(2/23))$ |
| 1Dh | VP29 | $(VP28+(VP51-VP28)*(1/23))$ | VN29 | $(VN28+(VN51-VN28)*(1/23))$ |
| 1Ch | VP28 | (VgP28) | VN28 | (VgN28) |
| 1Bh | VP27 | $(VP16+(VP28-VP16)*(22/24))$ | VN27 | $(VN16+(VN28-VN16)*(22/24))$ |
| 1Ah | VP26 | $(VP16+(VP28-VP16)*(20/24))$ | VN26 | $(VN16+(VN28-VN16)*(20/24))$ |
| 19h | VP25 | $(VP16+(VP28-VP16)*(18/24))$ | VN25 | $(VN16+(VN28-VN16)*(18/24))$ |
| 18h | VP24 | $(VP16+(VP28-VP16)*(16/24))$ | VN24 | $(VN16+(VN28-VN16)*(16/24))$ |
| 17h | VP23 | $(VP16+(VP28-VP16)*(14/24))$ | VN23 | $(VN16+(VN28-VN16)*(14/24))$ |
| 16h | VP22 | $(VP16+(VP28-VP16)*(12/24))$ | VN22 | $(VN16+(VN28-VN16)*(12/24))$ |
| 15h | VP21 | $(VP16+(VP28-VP16)*(10/24))$ | VN21 | $(VN16+(VN28-VN16)*(10/24))$ |
| 14h | VP20 | $(VP16+(VP28-VP16)*(8/24))$ | VN20 | $(VN16+(VN28-VN16)*(8/24))$ |
| 13h | VP19 | $(VP16+(VP28-VP16)*(6/24))$ | VN19 | $(VN16+(VN28-VN16)*(6/24))$ |
| 12h | VP18 | $(VP16+(VP28-VP16)*(4/24))$ | VN18 | $(VN16+(VN28-VN16)*(4/24))$ |
| 11h | VP17 | $(VP16+(VP28-VP16)*(2/24))$ | VN17 | $(VN16+(VN28-VN16)*(2/24))$ |
| 10h | VP16 | (VgP16) | VN16 | (VgN16) |
| 0Fh | VP15 | $(VP9+(VP16-VP9)*(44/48))$ | VN15 | $(VN9+(VN16-VN9)*(44/48))$ |
| 0Eh | VP14 | $(VP9+(VP16-VP9)*(40/48))$ | VN14 | $(VN9+(VN16-VN9)*(40/48))$ |
| 0Dh | VP13 | $(VP9+(VP16-VP9)*(36/48))$ | VN13 | $(VN9+(VN16-VN9)*(36/48))$ |
| 0Ch | VP12 | $(VP9+(VP16-VP9)*(32/48))$ | VN12 | $(VN9+(VN16-VN9)*(32/48))$ |
| 0Bh | VP11 | $(VP9+(VP16-VP9)*(25/48))$ | VN11 | $(VN9+(VN16-VN9)*(25/48))$ |
| 0Ah | VP10 | $(VP9+(VP16-VP9)*(18/48))$ | VN10 | $(VN9+(VN16-VN9)*(18/48))$ |
| 09h | VP9 | (VgP9) | VN9 | (VgN9) |
| 08h | VP8 | $(VP4+(VP9-VP4)*(36/45))$ | VN8 | $(VN4+(VN9-VN4)*(36/45))$ |
| 07h | VP7 | $(VP4+(VP9-VP4)*(27/45))$ | VN7 | $(VN4+(VN9-VN4)*(27/45))$ |
| 06h | VP6 | $(VP4+(VP9-VP4)*(18/45))$ | VN6 | $(VN4+(VN9-VN4)*(18/45))$ |
| 05h | VP5 | $(VP4+(VP9-VP4)*(9/45))$ | VN5 | $(VN4+(VN9-VN4)*(9/45))$ |
| 04h | VP4 | (VgP4) | VN4 | (VgN4) |
| 03h | VP3 | $(VP0+(VP4-VP0)*(48/64))$ | VN3 | $(VN0+(VN4-VN0)*(48/64))$ |
| 02h | VP2 | $(VP0+(VP4-VP0)*(32/64))$ | VN2 | $(VN0+(VN4-VN0)*(32/64))$ |
| 01h | VP1 | $(VP0+(VP4-VP0)*(16/64))$ | VN1 | $(VN0+(VN4-VN0)*(16/64))$ |
| 00h | VP0 | (VgP0) | VN0 | (VgN0) |

14. Application

14.1. Application Circuit



14.2. Power Supply Configuration



15. Electrical Characteristics

15.1. Absolute Maximum Ratings

The absolute maximum rating is listed on following table. When ILI9327 is used out of the absolute maximum ratings, ILI9327 may be permanently damaged. To use the ILI9327 within the following electrical characteristics limit is strongly recommended for normal operation. If these electrical characteristic conditions are exceeded during normal operation, the ILI9327 will malfunction and cause poor reliability.

| Item | Symbol | Unit | Value | Note |
|-----------------------|-------------|------|-------------------|------|
| Power supply voltage | IOVCC | V | -0.3 ~ + 4.6 | 1,2 |
| Power supply voltage | VCI - GND | V | -0.3 ~ + 4.6 | 1,3 |
| Power supply voltage | DDVDH - GND | V | -0.3 ~ + 6.0 | 1,4 |
| Power supply voltage | GND -VCL | V | -0.3 ~ + 4.6 | 1 |
| Power supply voltage | DDVDH - VCL | V | -0.3 ~ + 9.0 | 1,5 |
| Power supply voltage | VGH - GND | V | -0.3 ~ + 18 | 1,6 |
| Power supply voltage | GND - VGL | V | -0.3 ~ + 18 | 1,7 |
| Power supply voltage | VGH - VGL | V | 0.3 ~ + 30 | |
| Input voltage | Vt | V | -0.3 ~ IOVCC+ 0.3 | 1 |
| Operating temperature | Topr | °C | -40 ~ + 85 | 8, 9 |
| Storage temperature | Tstg | °C | -55 ~ + 110 | 8, 9 |

Notes:

1. GND must be maintained
2. (High) (VCC = VCC) ≥ GND (Low), (High) IOVCC ≥ GND (Low).
3. Make sure (High) VCI ≥ GND (Low).
4. Make sure (High) DDVDH ≥ GND (Low).
5. Make sure (High) DDVDH ≥ VCL (Low).
6. Make sure (High) VGH ≥ GND (Low).
7. Make sure (High) GND ≥ VGL (Low).
8. For die and wafer products, specified up to 85°C.
9. This temperature specifications apply to the TCP package

15.2. DC Characteristics

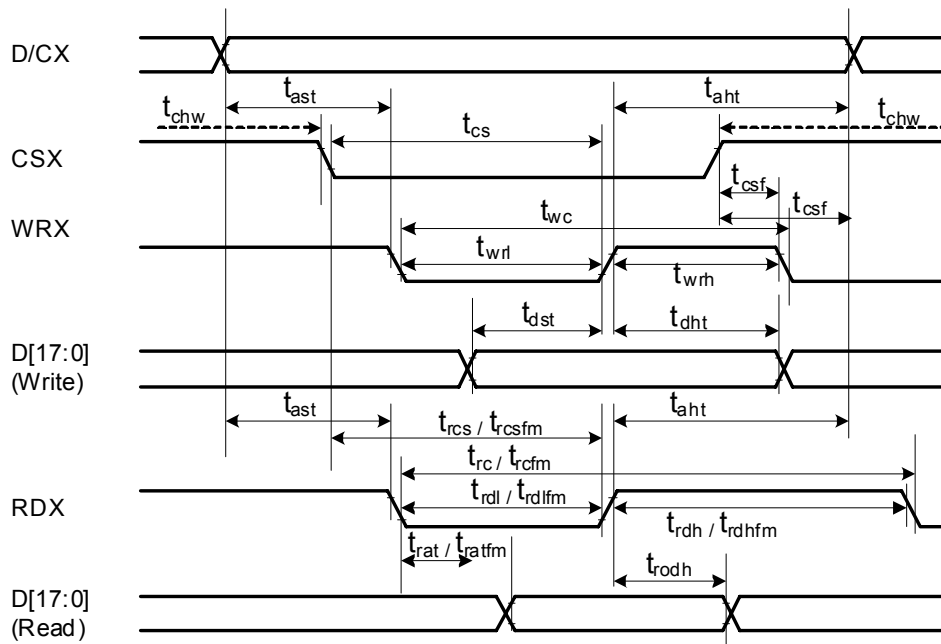
(VCC=VCI=2.50 ~ 3.3V, IOVCC = 1.65 ~ 3.3V, Ta= -40 ~ 85 °C)

| Parameter | Symbol | Condition | Min. | Typ. | Max. | Unit |
|----------------------------------------------------------------|---------------------|-------------------------------------------------------------------------------|-----------|------|-----------|------|
| Analog Power Supply Voltage | VCI | Analog Operation Voltage | 2.5 | 2.8 | 3.6 | V |
| I/O pin Power Supply Voltage | IOVCC | I/O pin Operation Voltage | 1.65 | 2.8 | 3.6 | V |
| Input high voltage | V _{IH} | IOVCC = 1.65V ~ 3.3V | 0.7*IOVCC | - | IOVCC | V |
| Input low voltage | V _{IL} | IOVCC = 1.65V ~ 3.3V | 0.0 | - | 0.3*IOVCC | V |
| Output high voltage | V _{OH} | I _{out} = -0.1 mA | 0.8*IOVCC | - | IOVCC | V |
| Output low voltage | V _{OL} | I _{out} = +0.1 mA | 0.0 | - | 0.2*IOVCC | V |
| I/O leakage current | I _{LI} | V _{in} =0 ~ IOVCC | -0.1 | | 0.1 | uA |
| Current consumption during normal operation (VCC, VCI, IOVCC) | I _{OP} | VCC=VCI=IOVCC=2.8V, Ta=25°C, GRAM data=0000h, Frame rate=60Hz, line inversion | - | TBD | - | mA |
| Current consumption during standby operation (VCC, VCI, IOVCC) | I _{ST} | VCC=VCI=IOVCC=2.8V, Ta=25°C, CPU interface | - | 50 | TBD | uA |
| LCD Drive Power Supply Current (DDVDH-GND) | I _{LCD} | VCC=VCI=IOVCC=2.8V, Ta=25°C, GRAM data=0000h, Frame rate=60Hz, line inversion | | 7.0 | - | mA |
| LCD Drive voltage | DDVDH | | 4.5 | | 6 | Volt |
| Output deviation voltage | I _{DEV} | | | | 20 | mV |
| Output offset voltage | I _{OFFSET} | Note1 | | | 35 | mV |

Note 1: The Max. value is between with measure point and gamma setting value.

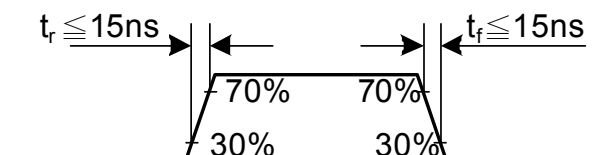
15.3. AC Characteristics

15.3.1. DBI Type B (18/16/9/8 bit) Interface Timing Characteristics

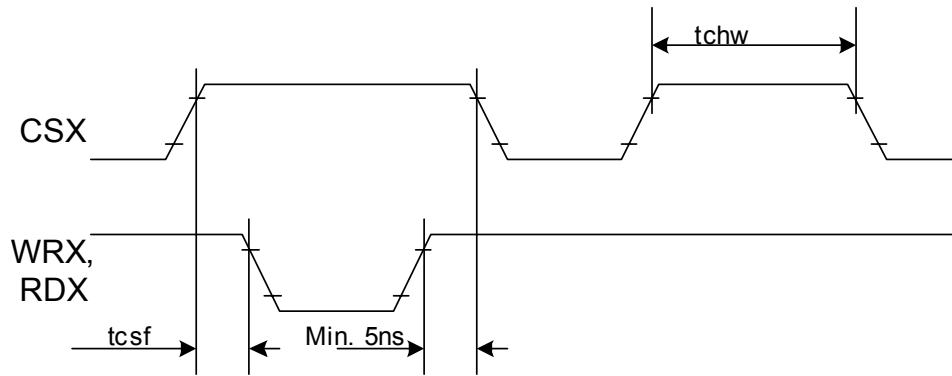


| Signal | Symbol | Parameter | min | max | Unit | Description |
|-----------------------------------------------|--------------|------------------------------------|-----|-----|------|-------------------------------------------|
| D/CX | t_{ast} | Address setup time | 0 | - | ns | |
| | t_{aht} | Address hold time (Write/Read) | 10 | - | ns | |
| CSX | t_{chw} | CSX "H" Pulse Width | 0 | - | ns | |
| | t_{cs} | Chip Select setup time (Write) | 20 | - | ns | |
| | t_{trcs} | Chip Select setup time (Read ID) | 45 | - | ns | |
| | t_{trcsfm} | Chip Select setup time (Read FM) | 355 | - | ns | |
| | t_{tcsf} | Chip Select Wait time (Write/Read) | 10 | - | ns | |
| WRX | t_{wc} | Write cycle | 80 | - | ns | |
| | t_{wrh} | Write Control pulse H duration | 25 | - | ns | |
| | t_{wrl} | Write Control pulse L duration | 25 | - | ns | |
| RDX (ID) | t_{trc} | Read cycle (ID) | 160 | - | ns | |
| | t_{trdh} | Read Control pulse H duration (ID) | 90 | - | ns | |
| | t_{trdl} | Read Control pulse L duration (ID) | 45 | - | ns | |
| RDX (FM) | t_{trcfm} | Read cycle (FM) | 450 | - | ns | |
| | t_{trdhfm} | Read Control pulse H duration (FM) | 90 | - | ns | |
| | t_{trdlfm} | Read Control pulse L duration (FM) | 355 | - | ns | |
| DB[17:0], DB[15:0], DB[8:0], DB[7:0] | t_{dst} | Data setup time | 10 | - | ns | For maximum CL=30pF For minimum CL=8pF |
| | t_{dht} | Data hold time | 10 | - | ns | |
| | t_{rat} | Read access time (ID) | - | 40 | ns | |
| | t_{ratfm} | Read access time (FM) | - | 340 | ns | |
| | t_{rodh} | Output disable time | 20 | - | ns | |

Note: $T_a = -30$ to 70 °C, $V_{DDI}=1.65V$ to $3.3V$, $V_{DD}=2.5V$ to $3.0V$, $DGND=0V$

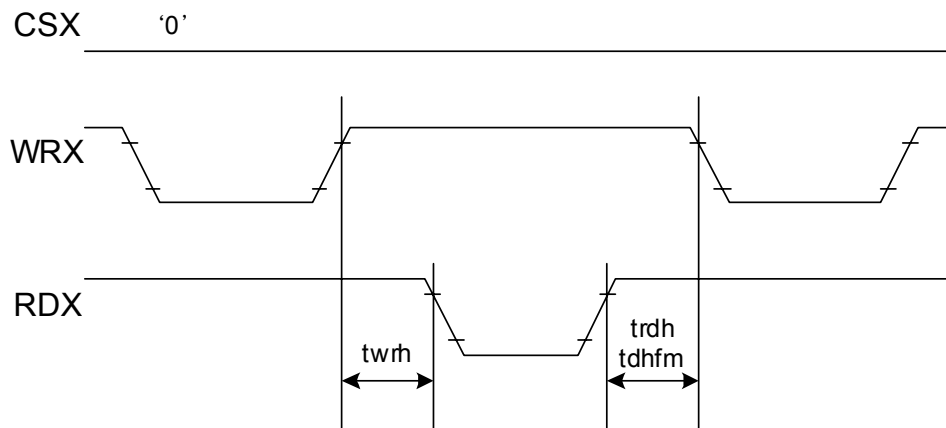


CSX timings:



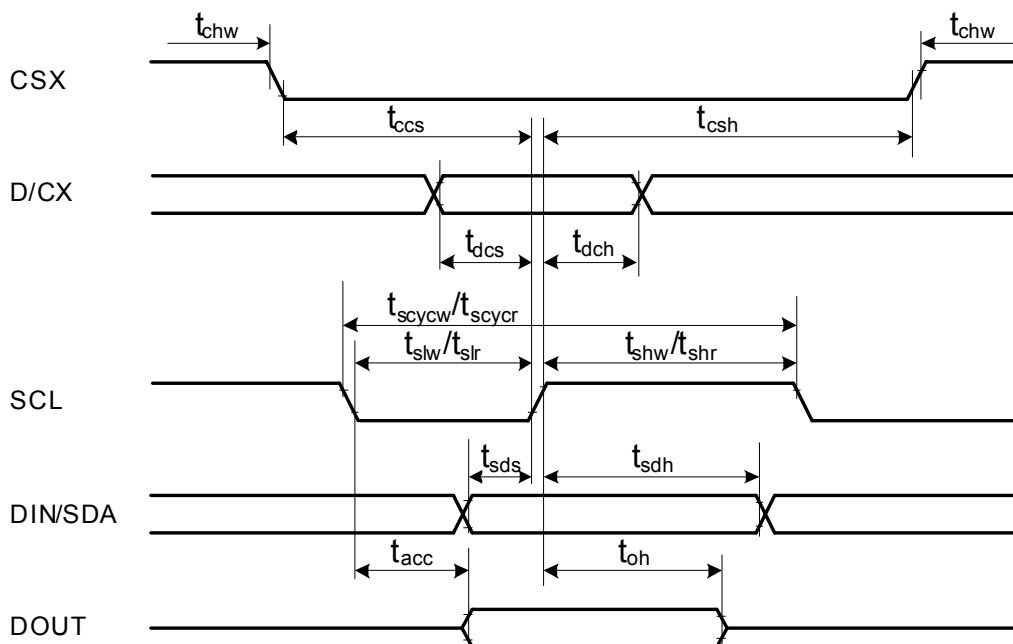
Note: Logic high and low levels are specified as 30% and 70% of VDDI for Input signals.

Write to read or read to write timings:



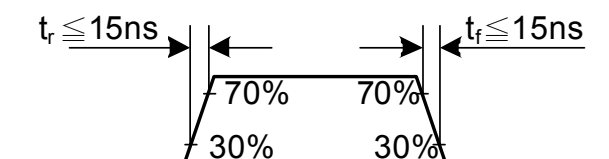
Note: Logic high and low levels are specified as 30% and 70% of VDDI for Input signals.

15.3.2. DBI Type C (SPI) Interface Timing Characteristics

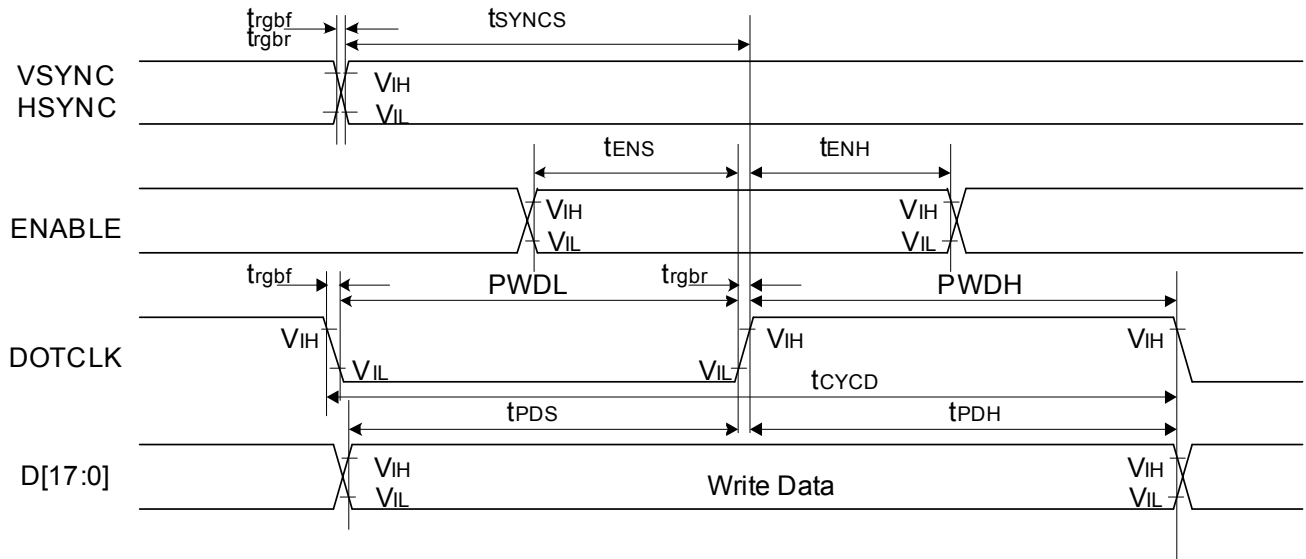


| Signal | Symbol | Parameter | min | max | Unit | Description |
|----------------------------|--------|---------------------------------|-----|-----|------|---------------------|
| CSX | tcss | CSX-SCL time (Write) | 15 | - | ns | |
| | tcsh | CSX-SCL time (Write) | 15 | - | ns | |
| | tcss | CSX-SCL time (Read) | 60 | - | ns | |
| | tcsh | CSX-SCL time (Read) | 60 | - | ns | |
| | tchw | CSX "H" pulse time | 40 | - | ns | |
| SCL | tscycw | Serial clock cycle (Write) | 60 | - | ns | |
| | tshw | SCL "H" pulse width (Write) | 15 | - | ns | |
| | tslw | SCL "L" pulse width (Write) | 15 | - | ns | |
| | tscycr | Serial clock cycle (Read GRAM) | 300 | - | ns | |
| | tshr | SCL "H" pulse width (Read GRAM) | 110 | - | ns | |
| | tslr | SCL "L" pulse width (Read GRAM) | 110 | - | ns | |
| | tscycr | Serial clock cycle (Read ID) | 150 | - | ns | |
| | tshr | SCL "H" pulse width (Read GRAM) | 54 | - | ns | |
| | tslr | SCL "L" pulse width (Read GRAM) | 54 | - | ns | |
| D/CX | tdcs | D/CX setup time | 7 | - | ns | |
| | tdch | D/CX hold time | 7 | - | ns | |
| SDA (Input) (Output) | tacc | Access time | 10 | 50 | ns | For maximum CL=30pF |
| | toh | Output disable time | 15 | 50 | ns | For minimum CL=8pF |
| | tsds | Data setup time | 7 | - | | |
| | tsdh | Data hold time | 7 | - | | |

Note: $T_a = -30$ to 70 °C, $V_{DDI}=1.65V$ to $3.3V$, $V_{DD}=2.5V$ to $3.0V$, $AGND=DGND=0V$

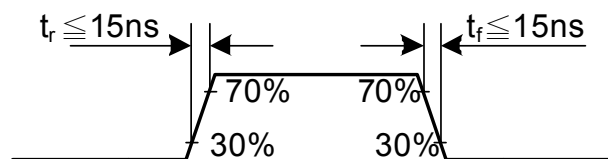


15.3.3. DPI Interface Timing Characteristics



| Signal | Symbol | Parameter | min | max | Unit | Description |
|---------------|------------|-----------------------------------|-----|-----|------|----------------------------------|
| VSYNC / HSYNC | tSYNCS | VSYNC/HSYNC setup time | 15 | - | ns | 18/16-bit bus RGB interface mode |
| | tSYNCH | VSYNC/HSYNC hold time | 15 | - | ns | |
| ENABLE | tENS | ENABLE setup time | 15 | - | ns | |
| | tENH | ENABLE hold time | 15 | - | ns | |
| D[17:0] | tPOS | Data setup time | 15 | - | ns | |
| | tPDH | Data hold time | 15 | - | ns | |
| DOTCLK | PWH | DOTCLK high-level period | 15 | - | ns | |
| | PWL | DOTCLK low-level period | 15 | - | ns | |
| | tCYCD | DOTCLK cycle time | 100 | - | ns | |
| | trgb, trgb | DOTCLK,HSYNC,VSYNC rise/fall time | - | 15 | ns | |
| VSYNC / HSYNC | tSYNCS | VSYNC/HSYNC setup time | 15 | - | ns | 6-bit bus RGB interface mode |
| | tSYNCH | VSYNC/HSYNC hold time | 15 | - | ns | |
| ENABLE | tENS | ENABLE setup time | 15 | - | ns | |
| | tENH | ENABLE hold time | 15 | - | ns | |
| D[17:0] | tPOS | Data setup time | 15 | - | ns | |
| | tPDH | Data hold time | 15 | - | ns | |
| DOTCLK | PWH | DOTCLK high-level pulse period | 15 | - | ns | |
| | PWL | DOTCLK low-level pulse period | 15 | - | ns | |
| | tCYCD | DOTCLK cycle time | 100 | - | ns | |
| | trgb, trgb | DOTCLK,HSYNC,VSYNC rise/fall time | - | 15 | ns | |

Note: Ta = -30 to 70 °C, VDDI=1.65V to 3.3V, VDD=2.5V to 3.0V, AGND=DGND=0V



16. Revision History

| Version No. | Date | Page | Description |
|-------------|------------|----------|----------------------------------------------------------------------|
| 0.00 | 2008/11/24 | | New Create |
| 0.01 | 2009/03/03 | 13~18 | Modify pad coordinates |
| | 2009/03/09 | 12, 18 | Modify alignment mark coordinate y=-251→-217 |
| | | 13 | Pad 166 modification: VREG→VREG1OUT |
| | 2009/03/09 | 120~122 | Add DSTB description |
| | | 44~45 | Add MDDI description and move DSTB description to page 120~122 |
| 0.02 | 2009/03/13 | 36 | Add MDDI max transmit rate 130Mbps |
| 0.03 | 2009/03/23 | 149, 181 | Modify the gamma register RC8h and gamma adjustment. |
| | | 7~9 | Modify the pin description for the shared pins for sub-panel control |
| | | 186, 187 | Add the application circuit and power on/off sequence. |
| | | 120 | Modify the EPF definition. |
| 0.04 | 2009/05/06 | 183 | Remove the capacitors of VCOMH and VCOML. |
| 0.05 | 2009/06/12 | 34 | Modify the DPI (RGB) interface data bus arrangement. |
| | | 141 | Modify the calculation formula of frame rate. |
| | | 163 | Add GON/DTE/NW[5:0] description in register EAh. |
| | | 131 | Update PWM output frequency |
| | | | |
| | | | |
| | | | |