

CHARACTER MODULE COMMANDS

COMMANDS/CODES/DESCRIPTION

COMMAND	CODE										DESCRIPTION	EXECUTING TIME (FOSC = 270KHZ)
	RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0		
CLEAR DISPLAY	0	0	0	0	0	0	0	0	0	1	CLEAR THE DISPLAY AND RETURN THE CURSOR TO THE HOME POSITION (ADDRESS 0)	82µS - 1.64MS
RETURN HOME	0	0	0	0	0	0	0	0	1	*	RETURN THE CURSOR TO THE HOME POSITION (ADDRESS 0); ALSO RETURN A SHIFTED DISPLAY TO THE HOME POSITION. DDRAM CONTENTS REMAIN UNCHANGED.	40µS - 1.64MS
ENTRY MODE SET	0	0	0	0	0	0	0	1	I/D	S	SET THE CURSOR'S MOVE DIRECTION AND ENABLE/DISABLE THE DISPLAY	40µS
DISPLAY ON/OFF CONTROL	0	0	0	0	0	0	1	D	C	B	TURN THE DISPLAY ON/OFF(D), OR THE CURSOR ON/OFF(C), AND BLINK OF THE CHARACTER AT THE CURSOR POSITION(B).	40µS
CURSOR & DISPLAY SHIFT	0	0	0	0	0	1	S/C	R/L	*	*	MOVE THE CURSOR AND SHIFT THE DISPLAY WITHOUT CHANGING DD RAM CONTENTS.	40µS
FUNCTION SET	0	0	0	0	1	DL	N	F	*	*	SET THE DATA WIDTH(DL), THE NUMBER OF LINES IN DISPLAY(L), AND THE CHARACTER FONT(F).	40µS
SET CG RAM ADDRESS	0	0	0	1	ACG						SET THE CG RAM ADDRESS. CG RAM DATA CAN BE READ OR ALTERED AFTER MAKING THIS SETTING.	40µS
SET DD RAM ADDRESS	0	0	1	ADD						SET DD RAM ADDRESS. DATA MAY BE WRITTEN OR READ AFTER MAKING THIS SETTING	40µS	
READ BUSY FLAG & ADDRESS	0	1	BF	AC						READ THE BUSY FLAG(BF) INDICATING THAT AN INTERNAL OPERATION IS BEING PERFORMED AND READ THE ADDRESS COUNTER CONTENTS.	1µS	
WRITE DATA TO CG RAM OR DD RAM	1	0	WRITE DATA						WRITE DATA INTO DD RAM OR CG RAM.	43µS		
READ DATA FROM CG OR DD RAM	1	1	READ DATA						READ DATA FROM DD RAM OR CG RAM.	43µS		
	I/D=1: INCREMENT I/D=0 DECREMENT S=1: ACCOMPANIES DISPLAY SHIFT S/C=1: DISPLAY SHIFT S/C=0 CURSOR MOVE R/L=1 SHIFT TO THE RIGHT R/L=0: SHIFT TO THE LEFT DL=1: 8 BITS DL=0: 4 BITS N=1: 5X10 DOTS N=0: 5X7 DOTS BF=1: BUSY BF=0: CAN ACCEPT DATA " * ": DON'T CARE Fosc: 27KHZ										DD RAM: DISPLAY DATA RAM CG RAM: CHARACTER GENERATOR RAM ACG: CG RAM ADDRESS ADD: DD RAM ADDRESS CORRESPONDS TO CURSOR ADDRESS AC: ADDRESS COUNTER USED FOR BOTH DD AND CG RAM ADDRESS.	EXECUTION TIME CHANGES WITH CHANGE IN INTERNAL OSCILLATION FREQUENCY (FOSC). EXAMPLE: WHEN FOSC = 270KHZ $40\mu S \times \frac{250}{270} = 37\mu S$

FONT TABLE CHARACTER TYPES (STD. ENGL./JAP.)

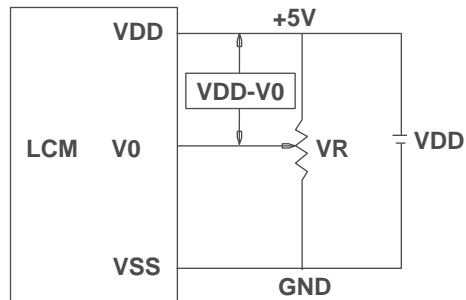
		UPPER 4BIT															
		LLLL	LLLH	LLHL	LLHH	LHLH	LHLH	LHHL	LHHH	HLLL	HLLH	HLHL	HLHH	HHLH	HHHL	HHHH	
LOWER 4 BIT	LLLL (1)	CG RAM (1)															
	LLLH (2)																
	LLHL (3)																
	LLHH (4)																
	LHLL (5)																
	LHLH (6)																
	LHHL (7)																
	LHHH (8)																
	HLLL (1)																
	HLLH (2)																
	HLHL (3)																
	HLHH (4)																
	HHLL (5)																
	HHLH (6)																
	HHHL (7)																
	HHHH (8)																

THIS DATA SHEET IS FOR REFERENCE ONLY. WE RESERVE THE RIGHT TO CHANGES AND IMPROVMENTS WITHOUT PRIOR NOTICE.

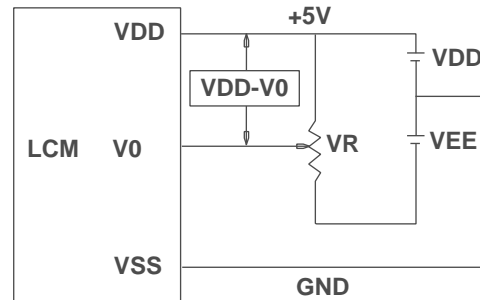
POWER SUPPLY / INTERFACE TO MCU / INFORMATION ON CHARACTER IC AND LED BACKLIGHT

POWER SUPPLY FOR LCD MODULE

1. SINGLE SUPPLY VOLTAGE TYPES (INTERNAL N.V.) 2. DUAL SUPPLY VOLTAGE TYPES



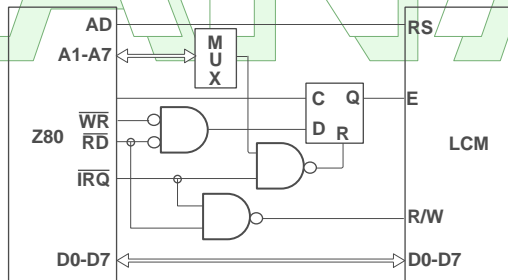
VDD-V0: LCD DRIVING VOLTAGE
R: 10K - 20K



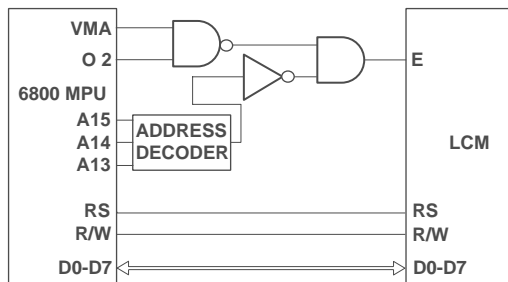
VDD-V0: LCD DRIVING VOLTAGE
R: 10K - 20K

INTERFACE TO MCU

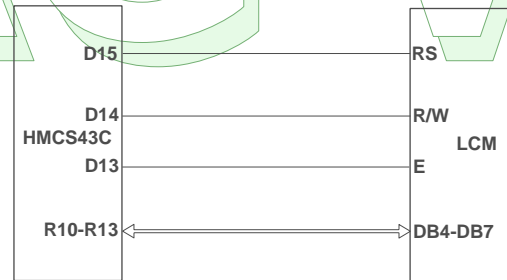
1. INTERFACE TO Z-80 MPU



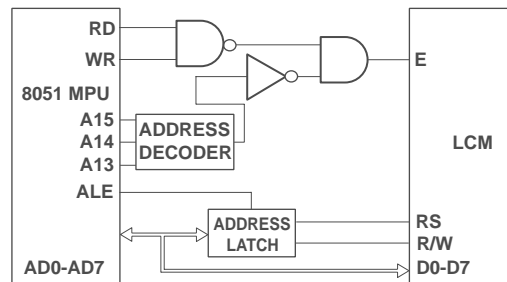
2. INTERFACE TO 6800 MCU



3. INTERFACE TO 4-BIT MPU (HMCS43C)

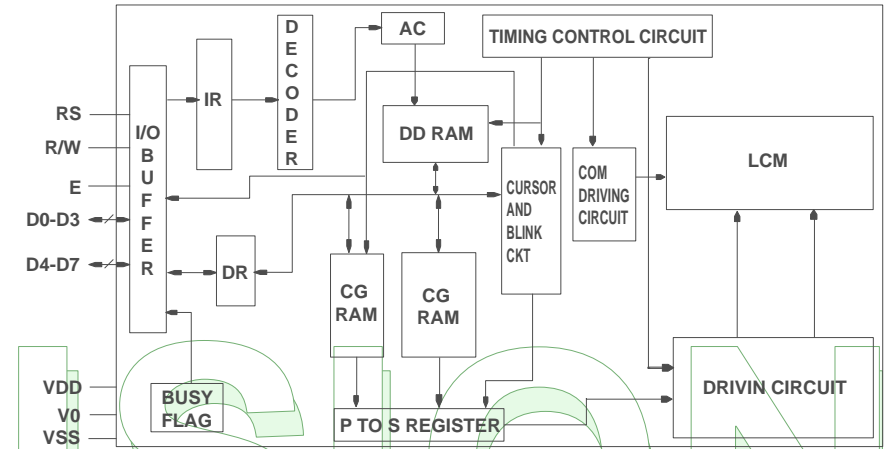


4. INTERFACE TO 8051 MCU



CHARACTER BLOCK DIAGRAM AND LED BACKLIGHT

CHARACTER BLOCK IC DIAGRAM



- DATA REGISTER (DR) IS REGULARLY USED FOR TEMPORARY STORAGE OF DATA READ/WRITE FROM/INTO DD RAM AND CG RAM.
- INSTRUCTION REGISTER (IR) IS USED FOR STORING INSTRUCTION CODES AND ADDRESS INFORMATION OF THE DISPLAY DATA (DD) RAM AND CHARACTER GENERATOR (CG) RAM.
- BUSY FLAG (BF) IS "1" WHEN THE LCM IS IN INTERNAL OPERATION AND CANNOT ACCEPT THE NEXT INSTRUCTION OR DATA.
- CHARACTER GENERATOR (CG) ROM GENERATES CHARACTER PATTERNS FROM 8-BIT CODE. THE CG ROM PROVIDES 192 CHARACTER PATTERNS.
- CHARACTER GENERATOR (CG) RAM ALLOWS THE USER TO DESIGN AND REWRITE CHARACTER PATTERNS ACCORDING TO THE PROGRAM.
- ADDRESS COUNTER (AC) IS USED TO GIVE THE ADDRESS INFORMATION OF THE DD RAM AND CG RAM.
- DISPLAY DATA (DD) RAM IS USED TO STORE THE DISPLAY DATA EXPRESSED BY 8-BIT CHARACTER CODE. THE CAPACITY IS 80 X 8 BITS AND 80 CHARACTERS CAN BE STORED.
- CURSOR AND BLINK CONTROL GENERATES THE CURSOR AND BLINK.

USAGE OF LED BACKLIGHT

THERE ARE THREE POSSIBILITIES TO USE LED BACKLIGHT IN ANAG VISION CHARACTER MODULES.

- DRIVING THE LED THROUGH A CURRENT LIMITING RESISTANCE (RA) WHICH IS ALREADY INCLUDED IN THE LCM, BY EXTERNAL 5V TO J1 AND J2 BETWEEN PIN 1 AND PIN 2.
- PROVIDING 5V BY PIN 15 AND 16 OF THE INTERFACE TO DRIVE THE LED, J15 AND J16 MUST BE SHORTENED AND RA = 3-7 OHMS IN THIS CASE.
- PROVIDING 4.2V BY DIRECT CONNECTION TO THE LED THROUGH A CURRENT LIMITING RESISTANCE.

THIS DATA SHEET IS FOR REFERENCE ONLY.
THE COLOR OF THE DISPLAY MAY VARY SLIGHTLY DEPENDING ON DIFFERENT PRODUCTION LOTS AND AMBIENT LIGHT. WE RESERVE THE RIGHT TO CHANGES AND IMPROVEMENTS WITHOUT PRIOR NOTICE.

INITIALIZATION PROCEDURE

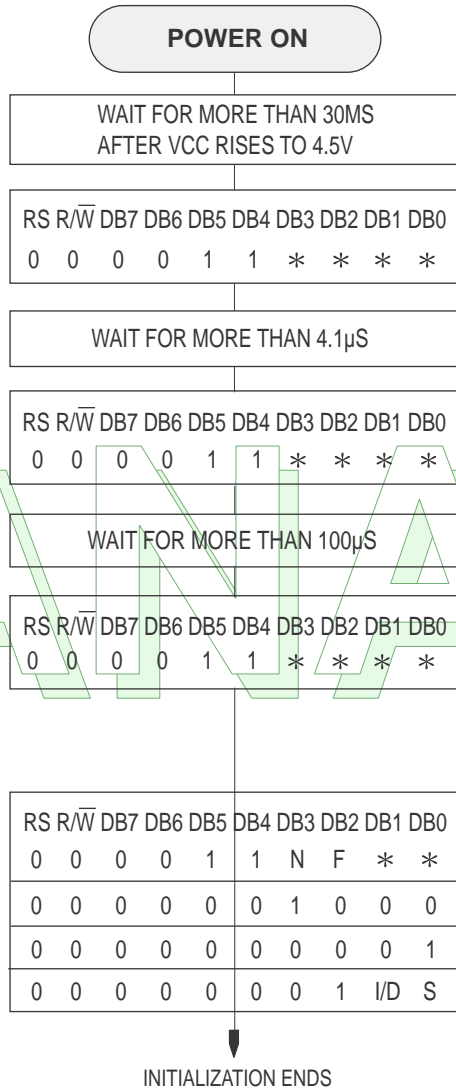


FIGURE1: 8-BIT INTERFACE

INITIALIZATION BY SETTING THE SOFTWARE [CHARACTER TYPE LCM]. REFERE TO FIGURES 1 AND 2 FOR PROCEDURES ON 8-BIT AND 4-BIT INITIALIZATION ACCORDINGLY.

BF CANNOT BE CHECKED BEFORE THIS INSTRUCTION. FUNCTION SET INTERFACE IS 8 BITS LONG.

BF CANNOT BE CHECKED BEFORE THIS INSTRUCTION. FUNCTION SET INTERFACE IS 8 BITS LONG.

BF CANNOT BE CHECKED BEFORE THIS INSTRUCTION. FUNCTION SET INTERFACE IS 8 BITS LONG.

BF CAN BE CHECKED AFTER THE FOLLOWING INSTRUCTIONS. IF THE BF IS NOT CHECKED, THE WAITING TIME BETWEEN INSTRUCTIONS IS LONGER THAN THE INSTRUCTION EXECUTION TIME.

FUNCTION SET [INTERFACE IS 8 BITS LONG. THE NUMBER OF DISPLAY LINES AND CHARACTERS IS SPECIFIED. NEITHER CANNOT BE CHANGED AFTERWARDS].

DISPLAY OFF

DISPLAY CLEAR

ENTRY MODE SET
[COND.: FOSC=270KHZ]

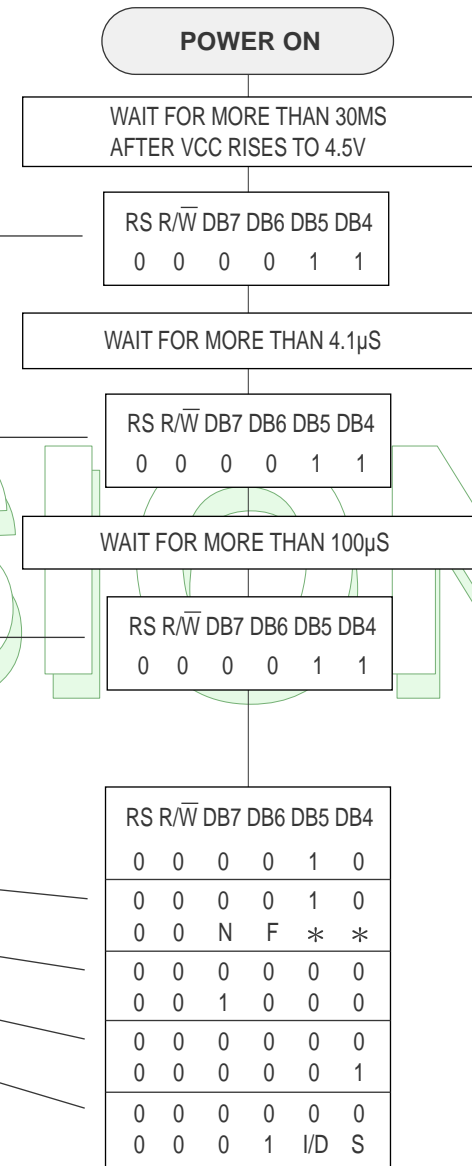


FIGURE2: 4-BIT INTERFACE

THIS DATA SHEET IS FOR REFERENCE ONLY. WE RESERVE THE RIGHT TO CHANGES AND IMPROVMENTS WITHOUT PRIOR NOTICE.