# SPECIFICATION FOR APPROVAL

Product Type: <u>Graphic Type STN Dot Matrix</u> <u>LCD Module</u>

Part No.: G12864A-1

Customer: \_\_\_\_\_ Customer Part No.:\_\_\_\_ Date:

# **APPOVED SIGNATURES**

| KFY    | Customer |
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# **KE FEI YAN DISPLAY CO.,LTD**

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# **1. REVISION RECORD**

| REV  | DATA | PAGES          | DESCRIPTION |
|------|------|----------------|-------------|
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### **2. GENERAL SPECIFICATION**

 $128 \times 64$  dots display

SAM SUNG LCD driver:KS0107B and KS0108B

Interface with 8-bit MPU (directly connected to M6800serial MPU)

Display specification

Display dot:  $128 \times 64$ 

Display type: STN

Display color-Display background color: Blue -white

Polarizer mode: Negative ; transmissive

Viewing angle:6:00

Display RAM:8192 bits

Mechanical characteristics (Unit: mm)

External dimension:  $93.0 \times 70 \times 8.8[13.5 \text{ for LED backlight}]$ 

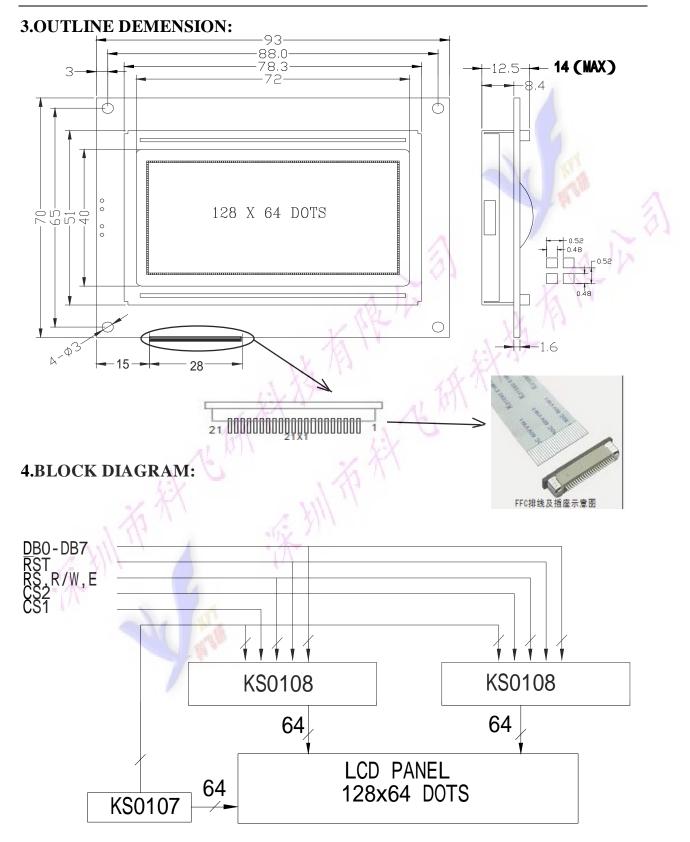
View area: 72.0X40.0

Dot size: 0.48X0.48

Dot pitch: 0.52X0.52

Weight:

POWER: +5V



### 5. Absolute Maximum Ratings

| Itom                     | Symbol | Condition    | Standar  | d Value | Unit           |
|--------------------------|--------|--------------|----------|---------|----------------|
| Item                     | Symbol | Condition    | Min      | Max     | Unit           |
| Supply voltage for logic | Vdd    |              | -0.3     | 7.0     | V              |
| Supply voltage for LCD   | Vo     | $Ta=25^{0}C$ | Vdd-10.0 | Vdd+0.3 | V              |
| Input Voltage            | Vi     |              | -0.3     | Vdd+0.3 | V              |
| Operating Temp(T)        | Тор    | _            | -20      | 70      | <sup>0</sup> C |
| Storage Temp(T)          | Tstg   | _            | -30      | 80      | <sup>0</sup> C |

# 6. ELECTRICAL SPECIFICATIONS(Ta=25°C,Vdd=5.0V)

|                          |         |                     | Stan   | dard Val | ue    | A    |
|--------------------------|---------|---------------------|--------|----------|-------|------|
| ltem                     | Symbol  | Condition           | Min    | Туре     | Max   | Unit |
| Supply voltage for logic | Vdd-Vss | - 2                 | 4.5    | 5.0      | 5.5   | V    |
| Supply Current for logic | ldd     | Vdd=5.0             | -      | 5.0      | ( REI | mA   |
| Driving Current for LCD  | lee     | Vee=-7.8            | -      | 4.0      | 17    | mA   |
| Driving Voltage for LCD  | Тор     | 25 <sup>°</sup> C - | -      | 9.2      | _     | V    |
| Input Voltage "H" level  | Tstg    | Н                   | 0.7Vdd | 1-1      | Vdd   | V    |
| Input Voltage "L" level  | НТор    | L                   | 0      | 17       | 0.8   | V    |

# 7. Absolute Maximum Ratings For Bottom LED Backlight

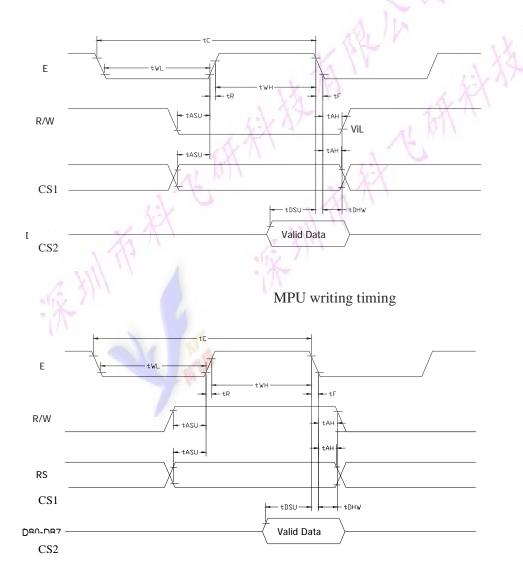
| Parameter                          | Symbol  | Test condition | Min | Туре | Max  | Unit |
|------------------------------------|---------|----------------|-----|------|------|------|
| LED Forward<br>Consumption Current | If      | Ta=25°C        | -   | 200  | 300  | mA   |
| LED Allowable Dissipation          | Pd      | Vf=4.2V        | -   | 840  | 1260 | mW   |
| . Pin assignment                   | A 311 " |                |     |      |      |      |

# 8. Pin assignment

| Pin NO. | Symbol   | Func                       | etion          | Remark   |
|---------|----------|----------------------------|----------------|----------|
| (4 Ĭ)   | Vss      | 1/1                        | 0V             |          |
| 2       | Vdd      | Power Supply               | +5V            |          |
| 3       | Vo       |                            | For LCD        | Variable |
| 4       | RS       | Register Select (H: Data I |                |          |
| 5       | R/W      | L:MPU to LCM               |                |          |
| 6       | E        | Ena                        | ible           |          |
| 7-14    | DB0-DB7  | Data E                     |                |          |
| 15      | CS1      | Chip S                     | elect 1        |          |
| 16      | CS2      | Chip S                     | elect 2        |          |
| 17      | /RST     | RES                        | SET            |          |
| 18      | Vee      | Negative Po                | ower Supply    |          |
| 19      | NC       |                            |                |          |
| 20      | A / ELEN | Anode of LED Un            | it(5V or H,L)  |          |
| 21      | K / AC   | Cathode of LED Un          | it (0V or ~70) |          |

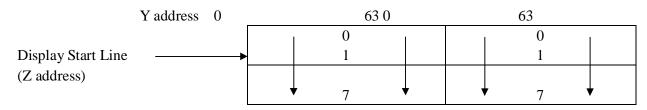
# 9. MPU Interface

| Characteristic        | Symbol | Min  | Туре | Max | Unit |
|-----------------------|--------|------|------|-----|------|
| E Cyele               | Tc     | 1000 | -    | -   | ns   |
| E High Level Width    | Twh    | 450  | -    |     | ns   |
| E Low Level Width     | Twl    | 450  | -    | -   | ns   |
| E Rise Time           | Tr     | -    | -    | 25  | ns   |
| E Fall Time           | Tf     | -    | -    | 25  | ns   |
| Address Ste-Up Time   | Tasu   | 140  | -    | - 4 | ns   |
| Address Hold Time     | Tah    | 10   | -    |     | ns   |
| Data Set-Up Time      | Tdsu   | 200  | -    | -14 | ns 🔨 |
| Data Delay Time       | Td     | -    | -    | 320 | ns 💋 |
| Data Hold Time(Write) | Tdhw   | 10   | 1    |     | ns   |
| Data Hold Time(Read)  | tdhr   | 20   | 21   | -   | ns   |



MPU read timing

### 10. Reflector of Screen and Display RAM



### Correspondence with data bits and arrow direction

### DB0 DB1 DB2 DB3 DB4 DB5 DB6 DB7

#### **11. DISPLAY CONTROL INSTRUCTION**

| Instruction                          | RS | R/W | DB7              | DB6 | DB5                        | DB4                   | DB3 | DB2            | DB1 | DB0   | Function  |  |  |
|--------------------------------------|----|-----|------------------|-----|----------------------------|-----------------------|-----|----------------|-----|---|---|--|--|
| Display<br>ON/OFF                    | L  | L   | L                | L   | н                          | н                     | н   | V <sub>H</sub> | н   | L/H   | Controls the display on<br>or off. Internal status and<br>display RAM data is not<br>affected.<br>L:OFF, H:ON               |  |  |
| Set address<br>(Y address)           | L  | L   | L                | н.) | Y address(0~63)            |                       |     |                |     | X1  | Sets the Y address in the Y address counter   |  |  |
| Set page<br>(X address)              | L  | L   | H                | L   | H H H Page(0~7)            |                       |     |                |     | Sets the Y address at the X address register. |   |  |  |
| Display<br>Start Line<br>(Z address) | Ľ  | Ŕ   | н                | н   | Display start line(0~63)   |                       |     |                |     |   | Indicates the display data<br>RAM displayed at the top<br>of the screen.  |  |  |
| Status Read                          | L  | н   | B<br>U<br>S<br>Y | L   | O<br>N<br>/<br>O<br>F<br>F | R<br>E<br>S<br>E<br>T | L   | L              | L   | L   | BUSY L: Ready<br>H: In operation<br>ON/OFF L: Display OFF<br>RESET L: Normal<br>H: Reset                                    |  |  |
| Write Display<br>Data                | н  | L   | 1 TH             |     | Write Data                 |                       |     |                |     |   | Writes data (DB0:7)into<br>Display data RAM, After<br>writing instruction, Y<br>address is increased by 1<br>automatically. |  |  |
| Read Display<br>Data                 | Н  | Н   |                  |     | Read Data                  |                       |     |                |     |   | Reads data (DB0:7)from<br>display data RAM to the<br>data bus.  |  |  |

#### 1. Display On/Off

| RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 0  | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0   |

The display data appears when D is 1 and disappears when D is 0.

Though the data is not in the screen with D=0, it remains in the display data RAM.

Therefore, you can make it appear by changing D=0 into D=1.

#### 2 .Set Address(Y Address)

| _ | RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|---|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
|   | 0  | 0   | 0   | 1   | AC5 | AC4 | AC3 | AC2 | AC1 | AC0 |

Y address (AC0-AC5) of the display data RAM is set in the Y address counter.

An address is set by instruction and increased by 1 automatically by read or write operations of display data.

#### 3.Set Page(X Address)

| 0 ( | R/W | · | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|-----|-----|---|-----|-----|-----|-----|-----|-----|-----|
| 0   | 0   | 1 | 0   | 1   | 1   | 1   | AC2 | AC1 | AC0 |

X address (AC0-AC2) of the display data RAM is set in the X address register, Writing or reading to or from MPU is executed in this specified page until next page is set.

#### 4.Display Start Line (Z Address)

| RS R/W DB7 DB6 DB5 DB4 DB3 DB2 DB1 | RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2  | DB1 | DB0 |
|------------------------------------|----|-----|-----|-----|-----|-----|-----|--|-----|-----|
| 0 0 1 1 AC5 AC4 AC3 AC2 AC1        |    |     | 1   | 1   |     |     | 1   | Contract of the second se |     |     |

Z address(AC0-AC5) of the display data RAM is set in the display start line register and displayed at the top of the screen.

When the display duty cycle is 1/64 or others (1/32-1/64), the data of total line number of LCD screen, from the line specified by display start line instruction, is displayed.

#### 5.Status Read

| • | tutus ite | uu  |      |     |        |       |     |     |     |     |
|---|-----------|-----|------|-----|--------|-------|-----|-----|-----|-----|
| _ | RS        | R/W | DB7  | DB6 | DB5    | DB4   | DB3 | DB2 | DB1 | DB0 |
|   | 1         | 0   | BUSY | 0   | ON/OFF | RESET | 0   | 0   | 0   | 0   |
|   | DITOTI    |     |      |     |        |       |     |     |     |     |

BUSY

When BUSY is 1, the Chip is executing internal operation and no instructions are accepted.

When BUSY is 0, the Chip is ready to accept any instructions.

ON/OFF

When ON/OFF is 1, the display is on.

When ON/OFF is 0, the display is off.

RESET

When RESET is 1, the system is being initialized.

In this condition, no instructions except status can be accepted.

When RESET is 0, initializing has finished and the system is in the usual operation condition.

#### 6.Write Display Data

| _ | RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|---|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
|   | 0  | 1   | D7  | D6  | D5  | D4  | D3  | D2  | D1  | D0  |
|   |    |     |     |     |     |     |     |     |     |     |

Writes data (D0-D7)into the display data RAM.

After writing instruction, Y address is increased by 1 automatically.

#### 7.Read Display Data

| - | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|---|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | 1   | D7  | D6  | D5  | D4  | D3  | D2  | D1  | D0  |

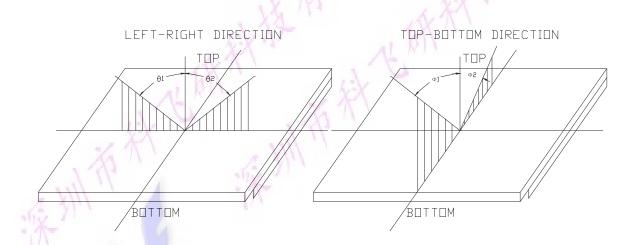
Reads data(D0-D7) from the display data RAM.

After reading instruction, Y address is increased by 1 automatically.

# **12.OPTICAL CHARACTERISTICS:**

| ITEM          | SYMBOL   | CONDITION                                  | MIN. | TYP. | MAX. | UNIT | REF. |    |
|---------------|----------|--|------|------|------|------|------|----|
| Contrast      | CR       | 25 °C, Vdd=5V, $\theta = 0, \emptyset = 0$ |      | 12   | M    | No.  | (2)  |    |
| Rise Time     | Tr       | 25 °C, Vdd=5V, $\theta = 0, \emptyset = 0$ |      | 160  | 240  | ms   | (3)  | 2  |
| Fall Time     | Tf       | 25°C, Vdd=5V, $\theta = 0, \emptyset = 0$  |      | 100  | 150  | ms   | (3)  | 0) |
| Viewing Angle | θ 1- θ 2 | 25℃  | /    | 2    | 60   | DEG  | (1)  |    |
| Viewing Angle | Ø1, Ø2   | 25 C                                       | -40  | 27-  | 40   |      |      |    |

(1)Definition of viewing Angle:



(2)Definition of Contrast Ratio:

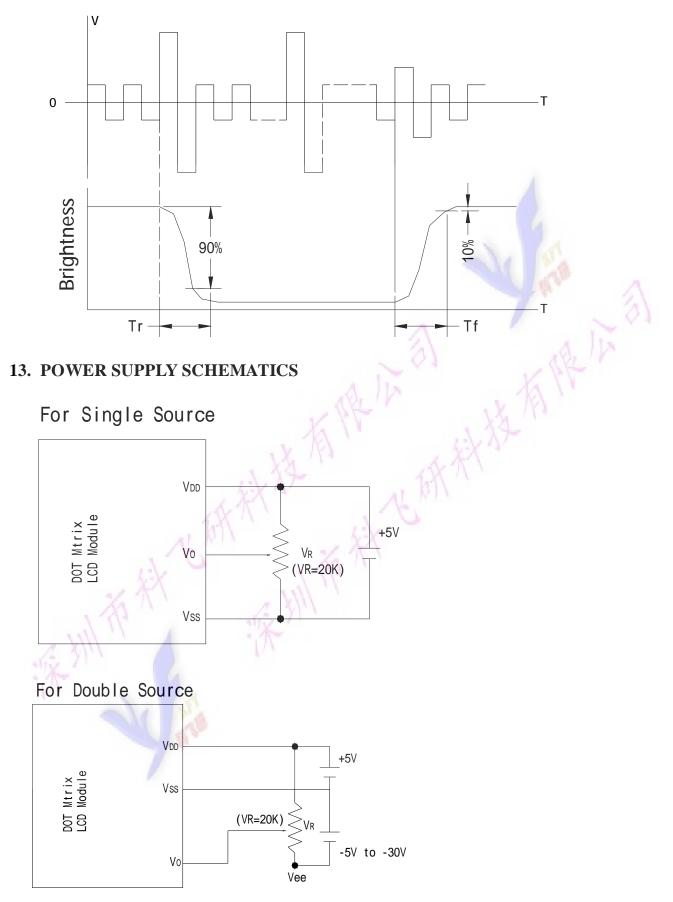
Contrast Ratio= Brightness of non-selected condition Brightness of selected condition

Test condition: standard A light source

# (3)Response Time:

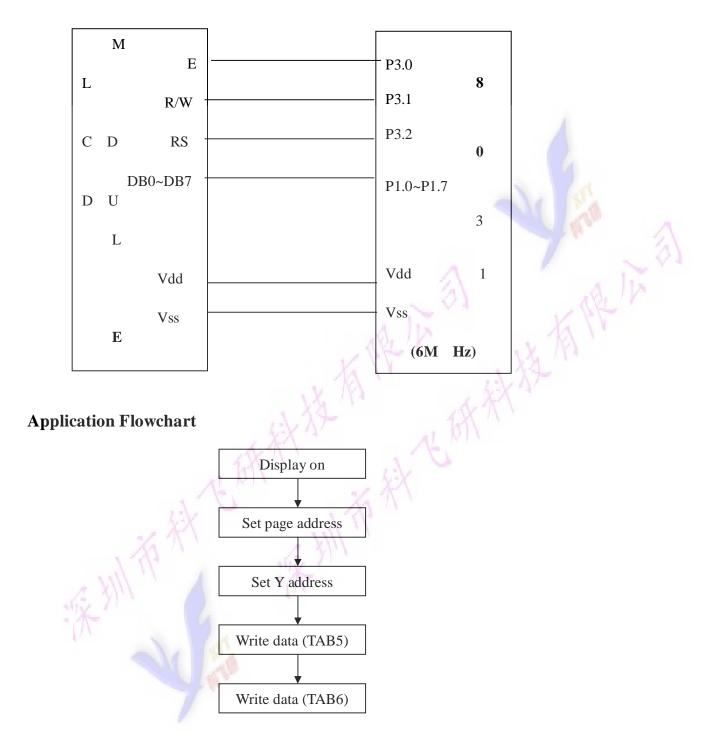
Response time is measured as the shortest period of possible between the change in

state of an LCD segments as demonstrated below:



# **14. APPLICATION EXAMPLE**

# **Application Circuit**



# 15. PRECAUTION FOR USING LCM

#### 1. LIQUID CRYSTAL DISPLAY (LCD)

LCD is made up of glass, organic sealant, organic fluid, and polymer based polarizers. The following precautions should be taken when handing,

(1). Keep the temperature within range of use and storage. Excessive temperature and humidity could cause polarization degradation, polarizer peel off or bubble.

(2). Do not contact the exposed polarizers with anything harder than an HB pencil lead. To clean dust off the display surface. Wipe gently with cotton. Chamois or other soft material soaked in petroleum benzine.

(3). Wipe off saliva or water drops immediately. Contact with water over a long period of time may cause polarizer deformation or color fading, while an active LCD with water condensation on its surface will cause corrosion of ITO electrodes.

(4). Glass can be easily chipped or cracked from rough handing. especially at corners and edges.

(5). Do not drive LCD with DC voltage.

#### 2. Liquid Crystal Display Modules

#### 2.1 Mechanical Considerations

LCM are assembled and adjusted with a high degree of precision. Avoid excessive shocks and do not make any alterations or modifications. The following should be noted.

(1). Do not tamper in any way with the tabs on the tabs on the metal frame.

(2). Do not modify the PCB by drilling extra holes, changing its outline, moving its components or modifying its pattern.

(3). Do not touch the elastomer connector, especially insert an backlight panel (for example, EL).

(4). When mounting a LCM make sure that the PCB is not under any tress such as bending or twisting. Elastomer contacts are very delicate and missing pixels could result from slight dislocation of any of the elements.

(5). Avoid pressing on the metal bezel, otherwise the elastomer connector could be deformed and lose contact, resulting in missing pie ls.

#### 2.2. Static Electricity

LCM contains CMOS LSI's and the same precaution for such devices should apply, namely

(1). The operator should be grounded whenever he/she comes into contact with the module. Never touch any of the conductive parts such as the LSI pads, the copper leads on the PCB and the interface terminals with any parts of the human body.

(2). The modules should be kept in antistatic bags or other containers resistant to static for storage.

(3). Only properly grounded soldering irons should be used.

(4). If an electric screwdriver is used, it should be well grounded and shielded from commutator sparks.

(5). The normal static prevention measures should be observed for work clothes and working benches; for the latter conductive (rubber) mat is recommended.

(6). Since dry air is inductive to static, a relative humidity of 50-60% is recommended.

#### 2.3. Soldering

- (1). Solder only to the I/O terminals.
- (2). Use only soldering irons with proper grounding and no leakage.
- (3). Soldering temperature: 280  $^{\circ}C \pm 10^{\circ}C$
- (4). Soldering time: 3 to 4 sec.
- (5). Use eutectic solder with resin flux fill.

(6). If flux is used, the LCD surface should be covered to avoid flux spatters. Flux residue should be removed after wards.

#### 2.4. Operation

- (1). The viewing angle can be adjusted by varying the LCD driving voltage V0.
- (2). Driving voltage should be kept within specified range; excess voltage shortens display life.

(3). Response time increases with decrease in temperature.

(4). Display may turn black or dark blue at temperatures above its operational range; this is (however not pressing on the viewing area) may cause the segments to appear "fractured".

(5). Mechanical disturbance during operation (such as pressing on the viewing area) nay cause the segments to appear "fractured".

#### 2.5. Storage

If any fluid leaks out of a damaged glass cell, wash off any human part that comes into contact with soap and water. Never swallow the fluid. The toxicity is extremely low but caution should be exercised at all the time.