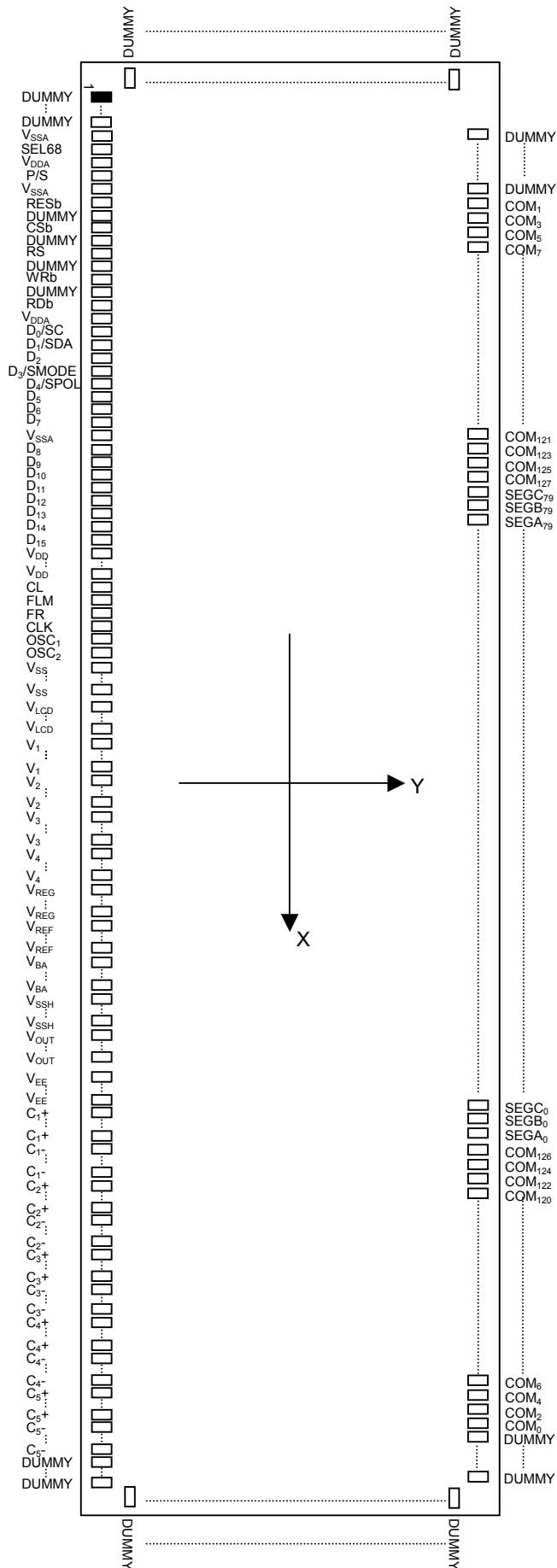




# NJU6815

## ■ PAD LOCATION

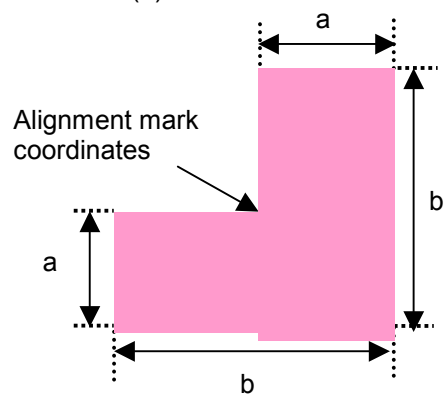


Chip Center	:X=0um, Y=0um
Chip Size	:X=16.70mm, Y= 2.64mm
Chip Thickness	:625um ± 25um
Bump Pitch	:42um(Min)
Bump Size	:24um x 140um
Bump hight	:17.5um(Typ)
Bump Material	:Au

Note1) The same name PADS are shorted mutually in the LSI.

Note2) The DMY PADS are electrically open.

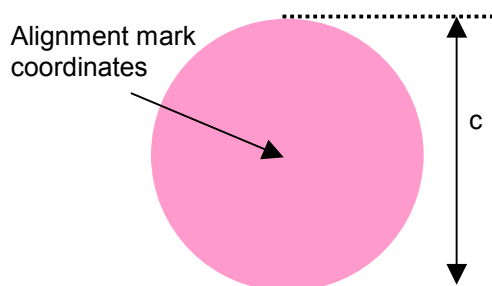
## Alignment mark (1)



a : 25um  
b : 50um

Alignment mark coordinates  
(-8168 , 1138)  
( 8168 , -1138)

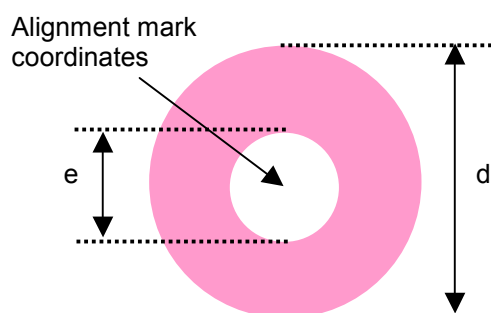
## Alignment mark (2)



c : 50um

Alignment mark coordinates  
( 7982 , -1115)

## Alignment mark (3)



d : 50um  
e : 20um

Alignment mark coordinates  
(-7982 , -1115)

## ■ PAD COORDINATES 1

Chip size 16.70mm x 2.64μm (Chip center 0μm x 0μm)

No.	PIN NAME	X (μm)	Y (μm)
1	DMY0	-7875.00	-1115.00
2	DMY1	-7833.00	-1115.00
3	DMY2	-7791.00	-1115.00
4	VSSA	-7749.00	-1115.00
5	VSSA	-7707.00	-1115.00
6	DMY3	-7665.00	-1115.00
7	SEL68	-7623.00	-1115.00
8	SEL68	-7581.00	-1115.00
9	DMY4	-7539.00	-1115.00
10	VDDA	-7497.00	-1115.00
11	VDDA	-7455.00	-1115.00
12	DMY5	-7413.00	-1115.00
13	P/S	-7371.00	-1115.00
14	P/S	-7329.00	-1115.00
15	DMY6	-7287.00	-1115.00
16	VSSA	-7245.00	-1115.00
17	VSSA	-7203.00	-1115.00
18	DMY7	-7161.00	-1115.00
19	RESB	-7119.00	-1115.00
20	RESB	-7077.00	-1115.00
21	DMY8	-7035.00	-1115.00
22	CSB	-6993.00	-1115.00
23	CSB	-6951.00	-1115.00
24	DMY9	-6909.00	-1115.00
25	RS	-6867.00	-1115.00
26	RS	-6825.00	-1115.00
27	DMY10	-6783.00	-1115.00
28	WRB	-6741.00	-1115.00
29	WRB	-6699.00	-1115.00
30	DMY11	-6657.00	-1115.00
31	RDB	-6615.00	-1115.00
32	RDB	-6573.00	-1115.00
33	DMY12	-6531.00	-1115.00
34	VDDA	-6489.00	-1115.00
35	VDDA	-6447.00	-1115.00
36	D0	-6321.00	-1115.00
37	D0	-6279.00	-1115.00
38	D1	-6153.00	-1115.00
39	D1	-6111.00	-1115.00
40	D2	-5985.00	-1115.00
41	D2	-5943.00	-1115.00
42	D3	-5817.00	-1115.00
43	D3	-5775.00	-1115.00
44	D4	-5649.00	-1115.00
45	D4	-5607.00	-1115.00
46	D5	-5481.00	-1115.00
47	D5	-5439.00	-1115.00
48	D6	-5313.00	-1115.00
49	D6	-5271.00	-1115.00
50	D7	-5145.00	-1115.00
51	D7	-5103.00	-1115.00
52	VSSA	-4977.00	-1115.00
53	VSSA	-4935.00	-1115.00
54	D8	-4809.00	-1115.00
55	D8	-4767.00	-1115.00
56	D9	-4641.00	-1115.00
57	D9	-4599.00	-1115.00
58	D10	-4473.00	-1115.00
59	D10	-4431.00	-1115.00
60	D11	-4305.00	-1115.00

No.	PIN NAME	X (μm)	Y (μm)
61	D11	-4263.00	-1115.00
62	D12	-4137.00	-1115.00
63	D12	-4095.00	-1115.00
64	D13	-3969.00	-1115.00
65	D13	-3927.00	-1115.00
66	D14	-3801.00	-1115.00
67	D14	-3759.00	-1115.00
68	D15	-3633.00	-1115.00
69	D15	-3591.00	-1115.00
70	VDD	-3465.00	-1115.00
71	VDD	-3423.00	-1115.00
72	VDD	-3381.00	-1115.00
73	VDD	-3339.00	-1115.00
74	VDD	-3297.00	-1115.00
75	VDD	-3255.00	-1115.00
76	VDD	-3213.00	-1115.00
77	VDD	-3171.00	-1115.00
78	VDD	-3129.00	-1115.00
79	CL	-2961.00	-1115.00
80	CL	-2919.00	-1115.00
81	FLM	-2793.00	-1115.00
82	FLM	-2751.00	-1115.00
83	FR	-2625.00	-1115.00
84	FR	-2583.00	-1115.00
85	CLK	-2457.00	-1115.00
86	CLK	-2415.00	-1115.00
87	DMY13	-2289.00	-1115.00
88	OSC1	-2247.00	-1115.00
89	OSC1	-2205.00	-1115.00
90	DMY14	-2163.00	-1115.00
91	OSC2	-2037.00	-1115.00
92	OSC2	-1995.00	-1115.00
93	VSS	-1869.00	-1115.00
94	VSS	-1827.00	-1115.00
95	VSS	-1785.00	-1115.00
96	VSS	-1743.00	-1115.00
97	VSS	-1701.00	-1115.00
98	VSS	-1659.00	-1115.00
99	VSS	-1617.00	-1115.00
100	VSS	-1575.00	-1115.00
101	VSS	-1533.00	-1115.00
102	DMY15	-1407.00	-1115.00
103	VLCD	-1281.00	-1115.00
104	VLCD	-1239.00	-1115.00
105	VLCD	-1197.00	-1115.00
106	VLCD	-1155.00	-1115.00
107	VLCD	-1113.00	-1115.00
108	VLCD	-1071.00	-1115.00
109	VLCD	-1029.00	-1115.00
110	VLCD	-987.00	-1115.00
111	VLCD	-945.00	-1115.00
112	DMY16	-903.00	-1115.00
113	V1	-861.00	-1115.00
114	V1	-819.00	-1115.00
115	V1	-777.00	-1115.00
116	V1	-735.00	-1115.00
117	V1	-693.00	-1115.00
118	V1	-651.00	-1115.00
119	V1	-609.00	-1115.00
120	V1	-567.00	-1115.00

No.	PIN NAME	X (μm)	Y (μm)
121	V1	-525.00	-1115.00
122	V2	-399.00	-1115.00
123	V2	-357.00	-1115.00
124	V2	-315.00	-1115.00
125	V2	-273.00	-1115.00
126	V2	-231.00	-1115.00
127	V2	-189.00	-1115.00
128	V2	-147.00	-1115.00
129	V2	-105.00	-1115.00
130	V2	-63.00	-1115.00
131	DMY17	-21.00	-1115.00
132	V3	21.00	-1115.00
133	V3	63.00	-1115.00
134	V3	105.00	-1115.00
135	V3	147.00	-1115.00
136	V3	189.00	-1115.00
137	V3	231.00	-1115.00
138	V3	273.00	-1115.00
139	V3	315.00	-1115.00
140	V3	357.00	-1115.00
141	V4	483.00	-1115.00
142	V4	525.00	-1115.00
143	V4	567.00	-1115.00
144	V4	609.00	-1115.00
145	V4	651.00	-1115.00
146	V4	693.00	-1115.00
147	V4	735.00	-1115.00
148	V4	777.00	-1115.00
149	V4	819.00	-1115.00
150	DMY18	861.00	-1115.00
151	VREG	903.00	-1115.00
152	VREG	945.00	-1115.00
153	VREG	987.00	-1115.00
154	VREG	1029.00	-1115.00
155	VREG	1071.00	-1115.00
156	VREG	1113.00	-1115.00
157	VREG	1155.00	-1115.00
158	VREG	1197.00	-1115.00
159	VREG	1239.00	-1115.00
160	DMY19	1281.00	-1115.00
161	VREF	1323.00	-1115.00
162	VREF	1365.00	-1115.00
163	VREF	1407.00	-1115.00
164	VREF	1449.00	-1115.00
165	VREF	1491.00	-1115.00
166	VREF	1533.00	-1115.00
167	VREF	1575.00	-1115.00
168	VREF	1617.00	-1115.00
169	VREF	1659.00	-1115.00
170	DMY20	1701.00	-1115.00
171	VBA	1743.00	-1115.00
172	VBA	1785.00	-1115.00
173	VBA	1827.00	-1115.00
174	VBA	1869.00	-1115.00
175	VBA	1911.00	-1115.00
176	VBA	1953.00	-1115.00
177	VBA	1995.00	-1115.00
178	VBA	2037.00	-1115.00
179	VBA	2079.00	-1115.00
180	DMY21	2121.00	-1115.00

## ■ PAD COORDINATES 2

No.	PIN NAME	X (um)	Y (um)
181	VSSH	2163.00	-1115.00
182	VSSH	2205.00	-1115.00
183	VSSH	2247.00	-1115.00
184	VSSH	2289.00	-1115.00
185	VSSH	2331.00	-1115.00
186	VSSH	2373.00	-1115.00
187	VSSH	2415.00	-1115.00
188	VSSH	2457.00	-1115.00
189	VSSH	2499.00	-1115.00
190	VOUT	2667.00	-1115.00
191	VOUT	2709.00	-1115.00
192	VOUT	2751.00	-1115.00
193	VOUT	2793.00	-1115.00
194	VOUT	2835.00	-1115.00
195	VOUT	2877.00	-1115.00
196	VOUT	2919.00	-1115.00
197	VOUT	2961.00	-1115.00
198	VOUT	3003.00	-1115.00
199	VEE	3171.00	-1115.00
200	VEE	3213.00	-1115.00
201	VEE	3255.00	-1115.00
202	VEE	3297.00	-1115.00
203	VEE	3339.00	-1115.00
204	VEE	3381.00	-1115.00
205	VEE	3423.00	-1115.00
206	VEE	3465.00	-1115.00
207	VEE	3507.00	-1115.00
208	C1+	3633.00	-1115.00
209	C1+	3675.00	-1115.00
210	C1+	3717.00	-1115.00
211	C1+	3759.00	-1115.00
212	C1+	3801.00	-1115.00
213	C1+	3843.00	-1115.00
214	C1+	3885.00	-1115.00
215	C1+	3927.00	-1115.00
216	C1+	3969.00	-1115.00
217	DMY22	4011.00	-1115.00
218	C1-	4053.00	-1115.00
219	C1-	4095.00	-1115.00
220	C1-	4137.00	-1115.00
221	C1-	4179.00	-1115.00
222	C1-	4221.00	-1115.00
223	C1-	4263.00	-1115.00
224	C1-	4305.00	-1115.00
225	C1-	4347.00	-1115.00
226	C1-	4389.00	-1115.00
227	DMY23	4431.00	-1115.00
228	C2+	4473.00	-1115.00
229	C2+	4515.00	-1115.00
230	C2+	4557.00	-1115.00
231	C2+	4599.00	-1115.00
232	C2+	4641.00	-1115.00
233	C2+	4683.00	-1115.00
234	C2+	4725.00	-1115.00
235	C2+	4767.00	-1115.00
236	C2+	4809.00	-1115.00
237	DMY24	4851.00	-1115.00
238	C2-	4893.00	-1115.00
239	C2-	4935.00	-1115.00
240	C2-	4977.00	-1115.00

No.	PIN NAME	X (um)	Y (um)
241	C2-	5019.00	-1115.00
242	C2-	5061.00	-1115.00
243	C2-	5103.00	-1115.00
244	C2-	5145.00	-1115.00
245	C2-	5187.00	-1115.00
246	C2-	5229.00	-1115.00
247	DMY25	5271.00	-1115.00
248	C3+	5313.00	-1115.00
249	C3+	5355.00	-1115.00
250	C3+	5397.00	-1115.00
251	C3+	5439.00	-1115.00
252	C3+	5481.00	-1115.00
253	C3+	5523.00	-1115.00
254	C3+	5565.00	-1115.00
255	C3+	5607.00	-1115.00
256	C3+	5649.00	-1115.00
257	DMY26	5691.00	-1115.00
258	C3-	5733.00	-1115.00
259	C3-	5775.00	-1115.00
260	C3-	5817.00	-1115.00
261	C3-	5859.00	-1115.00
262	C3-	5901.00	-1115.00
263	C3-	5943.00	-1115.00
264	C3-	5985.00	-1115.00
265	C3-	6027.00	-1115.00
266	C3-	6069.00	-1115.00
267	DMY27	6111.00	-1115.00
268	C4+	6153.00	-1115.00
269	C4+	6195.00	-1115.00
270	C4+	6237.00	-1115.00
271	C4+	6279.00	-1115.00
272	C4+	6321.00	-1115.00
273	C4+	6363.00	-1115.00
274	C4+	6405.00	-1115.00
275	C4+	6447.00	-1115.00
276	C4+	6489.00	-1115.00
277	DMY28	6531.00	-1115.00
278	C4-	6573.00	-1115.00
279	C4-	6615.00	-1115.00
280	C4-	6657.00	-1115.00
281	C4-	6699.00	-1115.00
282	C4-	6741.00	-1115.00
283	C4-	6783.00	-1115.00
284	C4-	6825.00	-1115.00
285	C4-	6867.00	-1115.00
286	C4-	6909.00	-1115.00
287	DMY29	6951.00	-1115.00
288	C5+	6993.00	-1115.00
289	C5+	7035.00	-1115.00
290	C5+	7077.00	-1115.00
291	C5+	7119.00	-1115.00
292	C5+	7161.00	-1115.00
293	C5+	7203.00	-1115.00
294	C5+	7245.00	-1115.00
295	C5+	7287.00	-1115.00
296	C5+	7329.00	-1115.00
297	DMY30	7371.00	-1115.00
298	C5-	7413.00	-1115.00
299	C5-	7455.00	-1115.00
300	C5-	7497.00	-1115.00

No.	PIN NAME	X (um)	Y (um)
301	C5-	7539.00	-1115.00
302	C5-	7581.00	-1115.00
303	C5-	7623.00	-1115.00
304	C5-	7665.00	-1115.00
305	C5-	7707.00	-1115.00
306	C5-	7749.00	-1115.00
307	DMY31	7791.00	-1115.00
308	DMY32	7833.00	-1115.00
309	DMY33	7875.00	-1115.00
310	DMY34	8145.00	-1035.00
311	DMY35	8145.00	-993.00
312	DMY35	8145.00	-951.00
313	DMY35	8145.00	-909.00
314	DMY36	8145.00	-867.00
315	DMY37	8001.00	1115.00
316	DMY38	7959.00	1115.00
317	DMY39	7917.00	1115.00
318	DMY40	7875.00	1115.00
319	COM0	7833.00	1115.00
320	COM2	7791.00	1115.00
321	COM4	7749.00	1115.00
322	COM6	7707.00	1115.00
323	COM8	7665.00	1115.00
324	COM10	7623.00	1115.00
325	COM12	7581.00	1115.00
326	COM14	7539.00	1115.00
327	COM16	7497.00	1115.00
328	COM18	7455.00	1115.00
329	COM20	7413.00	1115.00
330	COM22	7371.00	1115.00
331	COM24	7329.00	1115.00
332	COM26	7287.00	1115.00
333	COM28	7245.00	1115.00
334	COM30	7203.00	1115.00
335	COM32	7161.00	1115.00
336	COM34	7119.00	1115.00
337	COM36	7077.00	1115.00
338	COM38	7035.00	1115.00
339	COM40	6993.00	1115.00
340	COM42	6951.00	1115.00
341	COM44	6909.00	1115.00
342	COM46	6867.00	1115.00
343	COM48	6825.00	1115.00
344	COM50	6783.00	1115.00
345	COM52	6741.00	1115.00
346	COM54	6699.00	1115.00
347	COM56	6657.00	1115.00
348	COM58	6615.00	1115.00
349	COM60	6573.00	1115.00
350	COM62	6531.00	1115.00
351	COM64	6489.00	1115.00
352	COM66	6447.00	1115.00
353	COM68	6405.00	1115.00
354	COM70	6363.00	1115.00
355	COM72	6321.00	1115.00
356	COM74	6279.00	1115.00
357	COM76	6237.00	1115.00
358	COM78	6195.00	1115.00
359	COM80	6153.00	1115.00
360	COM82	6111.00	1115.00

## ■ PAD COORDINATES 3

No.	PIN NAME	X (um)	Y (um)
361	COM84	6069.00	1115.00
362	COM86	6027.00	1115.00
363	COM88	5985.00	1115.00
364	COM90	5943.00	1115.00
365	COM92	5901.00	1115.00
366	COM94	5859.00	1115.00
367	COM96	5817.00	1115.00
368	COM98	5775.00	1115.00
369	COM100	5733.00	1115.00
370	COM102	5691.00	1115.00
371	COM104	5649.00	1115.00
372	COM106	5607.00	1115.00
373	COM108	5565.00	1115.00
374	COM110	5523.00	1115.00
375	COM112	5481.00	1115.00
376	COM114	5439.00	1115.00
377	COM116	5397.00	1115.00
378	COM118	5355.00	1115.00
379	COM120	5313.00	1115.00
380	COM122	5271.00	1115.00
381	COM124	5229.00	1115.00
382	COM126	5187.00	1115.00
383	DMY41	5145.00	1115.00
384	DMY42	5103.00	1115.00
385	DMY43	5061.00	1115.00
386	SEGA0	5019.00	1115.00
387	SEGB0	4977.00	1115.00
388	SEGC0	4935.00	1115.00
389	SEGA1	4893.00	1115.00
390	SEGB1	4851.00	1115.00
391	SEGC1	4809.00	1115.00
392	SEGA2	4767.00	1115.00
393	SEGB2	4725.00	1115.00
394	SEGC2	4683.00	1115.00
395	SEGA3	4641.00	1115.00
396	SEGB3	4599.00	1115.00
397	SEGC3	4557.00	1115.00
398	SEGA4	4515.00	1115.00
399	SEGB4	4473.00	1115.00
400	SEGC4	4431.00	1115.00
401	SEGA5	4389.00	1115.00
402	SEGB5	4347.00	1115.00
403	SEGC5	4305.00	1115.00
404	SEGA6	4263.00	1115.00
405	SEGB6	4221.00	1115.00
406	SEGC6	4179.00	1115.00
407	SEGA7	4137.00	1115.00
408	SEGB7	4095.00	1115.00
409	SEGC7	4053.00	1115.00
410	SEGA8	4011.00	1115.00
411	SEGB8	3969.00	1115.00
412	SEGC8	3927.00	1115.00
413	SEGA9	3885.00	1115.00
414	SEGB9	3843.00	1115.00
415	SEGC9	3801.00	1115.00
416	SEGA10	3759.00	1115.00
417	SEGB10	3717.00	1115.00
418	SEGC10	3675.00	1115.00
419	SEGA11	3633.00	1115.00
420	SEGB11	3591.00	1115.00

No.	PIN NAME	X (um)	Y (um)
421	SEGC11	3549.00	1115.00
422	SEGA12	3507.00	1115.00
423	SEGB12	3465.00	1115.00
424	SEGC12	3423.00	1115.00
425	SEGA13	3381.00	1115.00
426	SEGB13	3339.00	1115.00
427	SEGC13	3297.00	1115.00
428	SEGA14	3255.00	1115.00
429	SEGB14	3213.00	1115.00
430	SEGC14	3171.00	1115.00
431	SEGA15	3129.00	1115.00
432	SEGB15	3087.00	1115.00
433	SEGC15	3045.00	1115.00
434	SEGA16	3003.00	1115.00
435	SEGB16	2961.00	1115.00
436	SEGC16	2919.00	1115.00
437	SEGA17	2877.00	1115.00
438	SEGB17	2835.00	1115.00
439	SEGC17	2793.00	1115.00
440	SEGA18	2751.00	1115.00
441	SEGB18	2709.00	1115.00
442	SEGC18	2667.00	1115.00
443	SEGA19	2625.00	1115.00
444	SEGB19	2583.00	1115.00
445	SEGC19	2541.00	1115.00
446	SEGA20	2499.00	1115.00
447	SEGB20	2457.00	1115.00
448	SEGC20	2415.00	1115.00
449	SEGA21	2373.00	1115.00
450	SEGB21	2331.00	1115.00
451	SEGC21	2289.00	1115.00
452	SEGA22	2247.00	1115.00
453	SEGB22	2205.00	1115.00
454	SEGC22	2163.00	1115.00
455	SEGA23	2121.00	1115.00
456	SEGB23	2079.00	1115.00
457	SEGC23	2037.00	1115.00
458	SEGA24	1995.00	1115.00
459	SEGB24	1953.00	1115.00
460	SEGC24	1911.00	1115.00
461	SEGA25	1869.00	1115.00
462	SEGB25	1827.00	1115.00
463	SEGC25	1785.00	1115.00
464	SEGA26	1743.00	1115.00
465	SEGB26	1701.00	1115.00
466	SEGC26	1659.00	1115.00
467	SEGA27	1617.00	1115.00
468	SEGB27	1575.00	1115.00
469	SEGC27	1533.00	1115.00
470	SEGA28	1491.00	1115.00
471	SEGB28	1449.00	1115.00
472	SEGC28	1407.00	1115.00
473	SEGA29	1365.00	1115.00
474	SEGB29	1323.00	1115.00
475	SEGC29	1281.00	1115.00
476	SEGA30	1239.00	1115.00
477	SEGB30	1197.00	1115.00
478	SEGC30	1155.00	1115.00
479	SEGA31	1113.00	1115.00
480	SEGB31	1071.00	1115.00

No.	PIN NAME	X (um)	Y (um)
481	SEGC31	1029.00	1115.00
482	SEGA32	987.00	1115.00
483	SEGB32	945.00	1115.00
484	SEGC32	903.00	1115.00
485	SEGA33	861.00	1115.00
486	SEGB33	819.00	1115.00
487	SEGC33	777.00	1115.00
488	SEGA34	735.00	1115.00
489	SEGB34	693.00	1115.00
490	SEGC34	651.00	1115.00
491	SEGA35	609.00	1115.00
492	SEGB35	567.00	1115.00
493	SEGC35	525.00	1115.00
494	SEGA36	483.00	1115.00
495	SEGB36	441.00	1115.00
496	SEGC36	399.00	1115.00
497	SEGA37	357.00	1115.00
498	SEGB37	315.00	1115.00
499	SEGC37	273.00	1115.00
500	SEGA38	231.00	1115.00
501	SEGB38	189.00	1115.00
502	SEGC38	147.00	1115.00
503	SEGA39	105.00	1115.00
504	SEGB39	63.00	1115.00
505	SEGC39	21.00	1115.00
506	SEGA40	-21.00	1115.00
507	SEGB40	-63.00	1115.00
508	SEGC40	-105.00	1115.00
509	SEGA41	-147.00	1115.00
510	SEGB41	-189.00	1115.00
511	SEGC41	-231.00	1115.00
512	SEGA42	-273.00	1115.00
513	SEGB42	-315.00	1115.00
514	SEGC42	-357.00	1115.00
515	SEGA43	-399.00	1115.00
516	SEGB43	-441.00	1115.00
517	SEGC43	-483.00	1115.00
518	SEGA44	-525.00	1115.00
519	SEGB44	-567.00	1115.00
520	SEGC44	-609.00	1115.00
521	SEGA45	-651.00	1115.00
522	SEGB45	-693.00	1115.00
523	SEGC45	-735.00	1115.00
524	SEGA46	-777.00	1115.00
525	SEGB46	-819.00	1115.00
526	SEGC46	-861.00	1115.00
527	SEGA47	-903.00	1115.00
528	SEGB47	-945.00	1115.00
529	SEGC47	-987.00	1115.00
530	SEGA48	-1029.00	1115.00
531	SEGB48	-1071.00	1115.00
532	SEGC48	-1113.00	1115.00
533	SEGA49	-1155.00	1115.00
534	SEGB49	-1197.00	1115.00
535	SEGC49	-1239.00	1115.00
536	SEGA50	-1281.00	1115.00
537	SEGB50	-1323.00	1115.00
538	SEGC50	-1365.00	1115.00
539	SEGA51	-1407.00	1115.00
540	SEGB51	-1449.00	1115.00

## ■ PAD COORDINATES 4

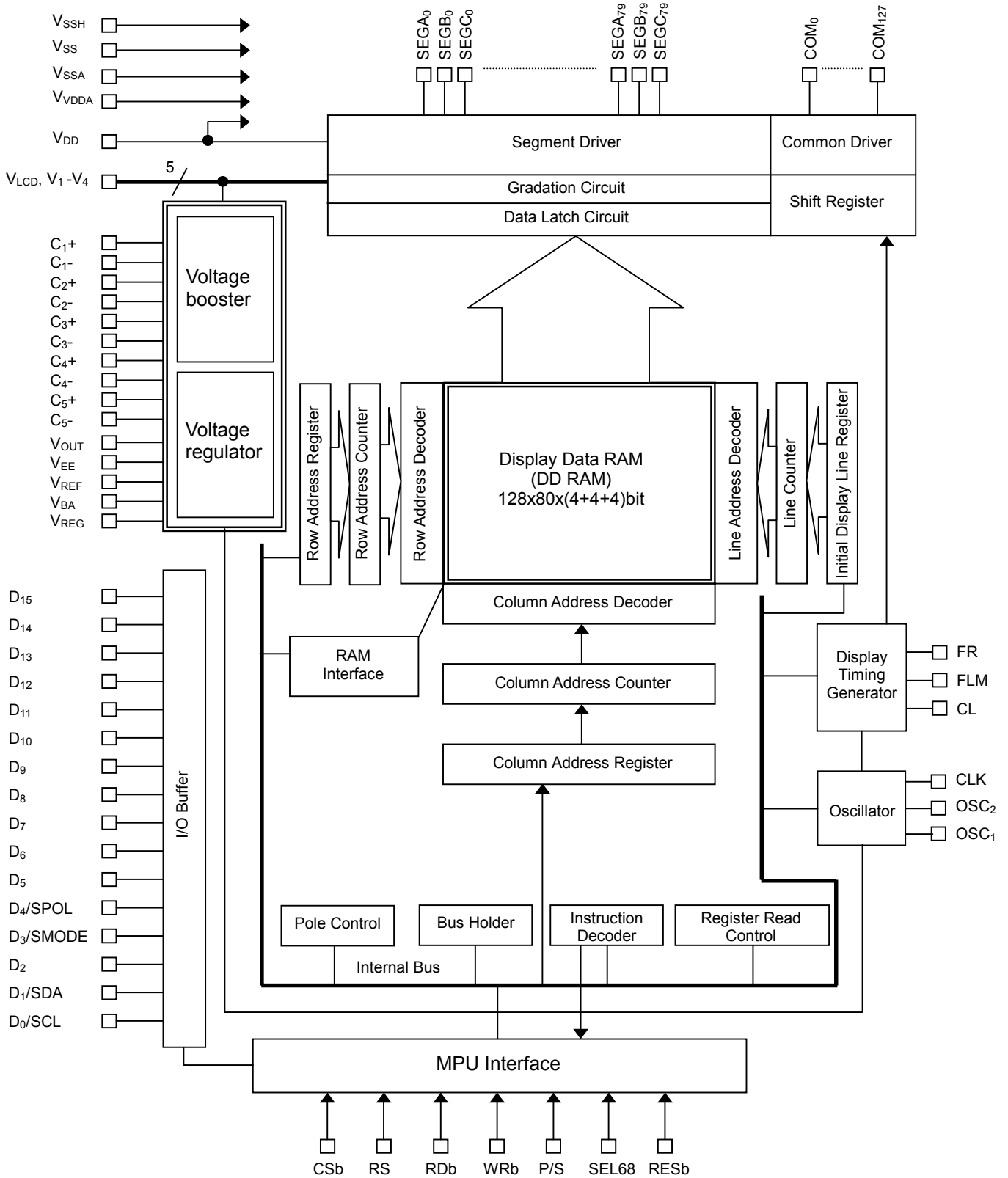
No.	PIN NAME	X (um)	Y (um)
541	SEGC51	-1491.00	1115.00
542	SEGA52	-1533.00	1115.00
543	SEGB52	-1575.00	1115.00
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545	SEGA53	-1659.00	1115.00
546	SEGB53	-1701.00	1115.00
547	SEGC53	-1743.00	1115.00
548	SEGA54	-1785.00	1115.00
549	SEGB54	-1827.00	1115.00
550	SEGC54	-1869.00	1115.00
551	SEGA55	-1911.00	1115.00
552	SEGB55	-1953.00	1115.00
553	SEGC55	-1995.00	1115.00
554	SEGA56	-2037.00	1115.00
555	SEGB56	-2079.00	1115.00
556	SEGC56	-2121.00	1115.00
557	SEGA57	-2163.00	1115.00
558	SEGB57	-2205.00	1115.00
559	SEGC57	-2247.00	1115.00
560	SEGA58	-2289.00	1115.00
561	SEGB58	-2331.00	1115.00
562	SEGC58	-2373.00	1115.00
563	SEGA59	-2415.00	1115.00
564	SEGB59	-2457.00	1115.00
565	SEGC59	-2499.00	1115.00
566	SEGA60	-2541.00	1115.00
567	SEGB60	-2583.00	1115.00
568	SEGC60	-2625.00	1115.00
569	SEGA61	-2667.00	1115.00
570	SEGB61	-2709.00	1115.00
571	SEGC61	-2751.00	1115.00
572	SEGA62	-2793.00	1115.00
573	SEGB62	-2835.00	1115.00
574	SEGC62	-2877.00	1115.00
575	SEGA63	-2919.00	1115.00
576	SEGB63	-2961.00	1115.00
577	SEGC63	-3003.00	1115.00
578	SEGA64	-3045.00	1115.00
579	SEGB64	-3087.00	1115.00
580	SEGC64	-3129.00	1115.00
581	SEGA65	-3171.00	1115.00
582	SEGB65	-3213.00	1115.00
583	SEGC65	-3255.00	1115.00
584	SEGA66	-3297.00	1115.00
585	SEGB66	-3339.00	1115.00
586	SEGC66	-3381.00	1115.00
587	SEGA67	-3423.00	1115.00
588	SEGB67	-3465.00	1115.00
589	SEGC67	-3507.00	1115.00
590	SEGA68	-3549.00	1115.00
591	SEGB68	-3591.00	1115.00
592	SEGC68	-3633.00	1115.00
593	SEGA69	-3675.00	1115.00
594	SEGB69	-3717.00	1115.00
595	SEGC69	-3759.00	1115.00
596	SEGA70	-3801.00	1115.00
597	SEGB70	-3843.00	1115.00
598	SEGC70	-3885.00	1115.00
599	SEGA71	-3927.00	1115.00
600	SEGB71	-3969.00	1115.00

No.	PIN NAME	X (um)	Y (um)
601	SEGC71	-4011.00	1115.00
602	SEGA72	-4053.00	1115.00
603	SEGB72	-4095.00	1115.00
604	SEGC72	-4137.00	1115.00
605	SEGA73	-4179.00	1115.00
606	SEGB73	-4221.00	1115.00
607	SEGC73	-4263.00	1115.00
608	SEGA74	-4305.00	1115.00
609	SEGB74	-4347.00	1115.00
610	SEGC74	-4389.00	1115.00
611	SEGA75	-4431.00	1115.00
612	SEGB75	-4473.00	1115.00
613	SEGC75	-4515.00	1115.00
614	SEGA76	-4557.00	1115.00
615	SEGB76	-4599.00	1115.00
616	SEGC76	-4641.00	1115.00
617	SEGA77	-4683.00	1115.00
618	SEGB77	-4725.00	1115.00
619	SEGC77	-4767.00	1115.00
620	SEGA78	-4809.00	1115.00
621	SEGB78	-4851.00	1115.00
622	SEGC78	-4893.00	1115.00
623	SEGA79	-4935.00	1115.00
624	SEGB79	-4977.00	1115.00
625	SEGC79	-5019.00	1115.00
626	DMY44	-5061.00	1115.00
627	DMY45	-5103.00	1115.00
628	DMY46	-5145.00	1115.00
629	COM127	-5187.00	1115.00
630	COM125	-5229.00	1115.00
631	COM123	-5271.00	1115.00
632	COM121	-5313.00	1115.00
633	COM119	-5355.00	1115.00
634	COM117	-5397.00	1115.00
635	COM115	-5439.00	1115.00
636	COM113	-5481.00	1115.00
637	COM111	-5523.00	1115.00
638	COM109	-5565.00	1115.00
639	COM107	-5607.00	1115.00
640	COM105	-5649.00	1115.00
641	COM103	-5691.00	1115.00
642	COM101	-5733.00	1115.00
643	COM99	-5775.00	1115.00
644	COM97	-5817.00	1115.00
645	COM95	-5859.00	1115.00
646	COM93	-5901.00	1115.00
647	COM91	-5943.00	1115.00
648	COM89	-5985.00	1115.00
649	COM87	-6027.00	1115.00
650	COM85	-6069.00	1115.00
651	COM83	-6111.00	1115.00
652	COM81	-6153.00	1115.00
653	COM79	-6195.00	1115.00
654	COM77	-6237.00	1115.00
655	COM75	-6279.00	1115.00
656	COM73	-6321.00	1115.00
657	COM71	-6363.00	1115.00
658	COM69	-6405.00	1115.00
659	COM67	-6447.00	1115.00
660	COM65	-6489.00	1115.00

No.	PIN NAME	X (um)	Y (um)
661	COM63	-6531.00	1115.00
662	COM61	-6573.00	1115.00
663	COM59	-6615.00	1115.00
664	COM57	-6657.00	1115.00
665	COM55	-6699.00	1115.00
666	COM53	-6741.00	1115.00
667	COM51	-6783.00	1115.00
668	COM49	-6825.00	1115.00
669	COM47	-6867.00	1115.00
670	COM45	-6909.00	1115.00
671	COM43	-6951.00	1115.00
672	COM41	-6993.00	1115.00
673	COM39	-7035.00	1115.00
674	COM37	-7077.00	1115.00
675	COM35	-7119.00	1115.00
676	COM33	-7161.00	1115.00
677	COM31	-7203.00	1115.00
678	COM29	-7245.00	1115.00
679	COM27	-7287.00	1115.00
680	COM25	-7329.00	1115.00
681	COM23	-7371.00	1115.00
682	COM21	-7413.00	1115.00
683	COM19	-7455.00	1115.00
684	COM17	-7497.00	1115.00
685	COM15	-7539.00	1115.00
686	COM13	-7581.00	1115.00
687	COM11	-7623.00	1115.00
688	COM9	-7665.00	1115.00
689	COM7	-7707.00	1115.00
690	COM5	-7749.00	1115.00
691	COM3	-7791.00	1115.00
692	COM1	-7833.00	1115.00
693	DMY47	-7875.00	1115.00
694	DMY48	-7917.00	1115.00
695	DMY49	-7959.00	1115.00
696	DMY50	-8001.00	1115.00
697	DMY51	-8145.00	-867.00
698	DMY52	-8145.00	-909.00
699	DMY52	-8145.00	-951.00
700	DMY52	-8145.00	-993.00
701	DMY53	-8145.00	-1035.00

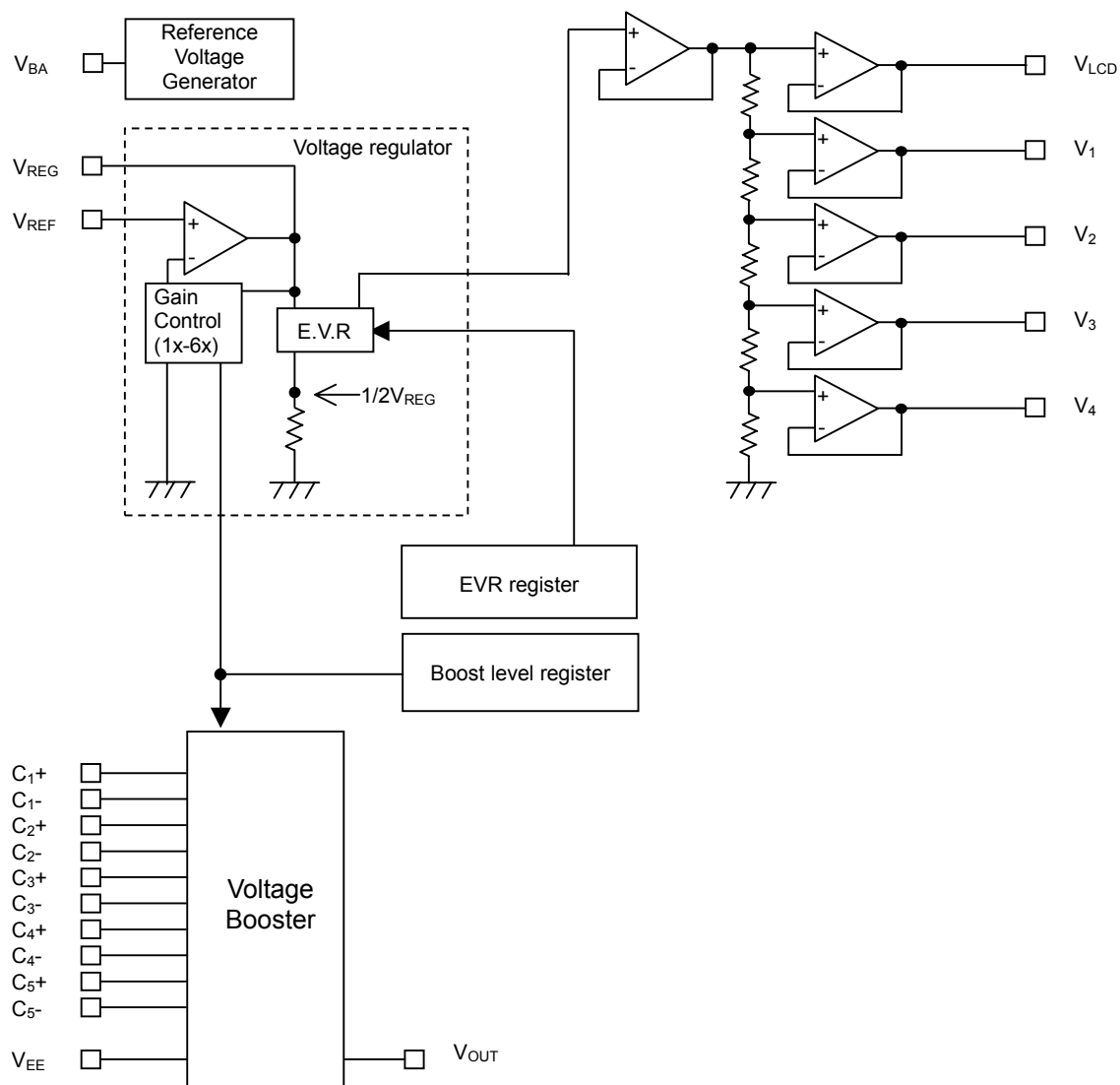
# NJU6815

## ■ BLOCK DIAGRAM





## POWER SUPPLY CIRCUITS BLOCK DIAGRAM



## ■ TERMINAL DESCRIPTION 1

No.	Symbol	I/O	Function						
70~78	V <sub>DD</sub>	Power	Power supply for logic circuits						
93~101	V <sub>SS</sub>	Power	GND for logic circuits						
181~189	V <sub>SSH</sub>	Power	GND for high voltage circuits						
10, 11, 34, 35, 52, 53	V <sub>DDA</sub>	Power	This terminal is internally connected to the V <sub>DD</sub> level. •This terminal is used to fix the selection terminals to the V <sub>DD</sub> level. Note) Do not use this terminal for a main power supply.						
4, 5, 16, 17	V <sub>SSA</sub>	Power	This terminal is internally connected to the V <sub>SS</sub> level. •This terminal is used to fix the selection terminals to the V <sub>SS</sub> level. Note) Do not use this terminal for a main GND.						
103~111 113~121 122~130 132~140 141~149	V <sub>LCD</sub> V <sub>1</sub> V <sub>2</sub> V <sub>3</sub> V <sub>4</sub>	Power/O	LCD driving voltages •When the internal voltage booster is not used, external LCD driving voltages (V <sub>1</sub> to V <sub>4</sub> and V <sub>LCD</sub> ) must be supplied on these terminals. The external voltages must be maintained with the following relation. $V_{SS} < V_4 < V_3 < V_2 < V_1 < V_{LCD}$ •When the internal voltage booster is used, the LCD driving voltages (V <sub>1</sub> to V <sub>4</sub> and V <sub>LCD</sub> ) are enabled by the "Power control" instruction. The capacitors between the V <sub>SS</sub> and these terminals are necessary.						
208~216 218~226	C <sub>1+</sub> C <sub>1-</sub>	O	Capacitor connection terminals for the voltage booster						
228~236 238~246	C <sub>2+</sub> C <sub>2-</sub>	O	Capacitor connection terminals for the voltage booster						
248~256 258~266	C <sub>3+</sub> C <sub>3-</sub>	O	Capacitor connection terminals for the voltage booster						
268~276 278~286	C <sub>4+</sub> C <sub>4-</sub>	O	Capacitor connection terminals for the voltage booster						
288~296 298~306	C <sub>5+</sub> C <sub>5-</sub>	O	Capacitor connection terminals for the voltage booster						
171~179	V <sub>BA</sub>	O	Output of the reference-voltage generator						
161~169	V <sub>REF</sub>	I	Input of the voltage regulator						
199~207	V <sub>EE</sub>	Power	Input of the voltage booster •This terminal is normally connected to the V <sub>DD</sub> level.						
190~198	V <sub>OUT</sub>	Power/O	Output of the voltage booster Input for high voltage circuits in using external power supply						
151~159	V <sub>REG</sub>	O	Output of the voltage regulator						
19, 20	RESb	I	Reset Active "0"						
7, 8	SEL68	I	MPU interface type select <table border="1" style="margin-left: 20px;"> <tr> <td>SEL86</td> <td>H</td> <td>L</td> </tr> <tr> <td>Status</td> <td>68 series</td> <td>80 series</td> </tr> </table>	SEL86	H	L	Status	68 series	80 series
SEL86	H	L							
Status	68 series	80 series							

## ■ TERMINAL DESCRIPTION 2

No.	Symbol	I/O	Function						
36,37	D <sub>0</sub> /SCL	I/O	<p><u>Parallel interface:</u> D<sub>7</sub> to D<sub>0</sub> : 8-bit bi-directional bus</p> <ul style="list-style-type: none"> <li>In the parallel interface mode (P/S="1"), these terminals connect to 8-bit bi-directional MPU bus.</li> </ul> <p><u>Serial interface:</u> SDA : serial data SCL : serial clock SMODE : 3-/4-line serial interface mode selection SPOL : RS polarity selection (in the 3-line serial interface mode)</p> <ul style="list-style-type: none"> <li>In the 3-/4-line serial interface mode (P/S="0"), the D<sub>0</sub> terminal is assigned to the SCL and the D<sub>1</sub> terminal to the SDA.</li> <li>In the 3-line serial interface mode, the D<sub>4</sub> terminal is assigned to the SPOL.</li> <li>Serial data on the SDA is fetched at the rising edge of the SCL signal in the order of the D<sub>7</sub>, D<sub>6</sub>...D<sub>0</sub>, and the fetched data is converted into 8-bit parallel data at the falling edge of the 8th SCL signal.</li> <li>The SCL signal must be set to "0" after data transmissions or during non-access.</li> </ul>						
38,39	D <sub>1</sub> /SDA	I/O							
42,43	D <sub>3</sub> /SMODE	I/O							
44,45	D <sub>4</sub> /SPOL	I/O							
40,41 46,47 48,49 50,51	D <sub>2</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub>	I/O							
54,55 56,57 58,59 60,61 62,63 64,65 66,67 68,69	D <sub>8</sub> D <sub>9</sub> D <sub>10</sub> D <sub>11</sub> D <sub>12</sub> D <sub>13</sub> D <sub>14</sub> D <sub>15</sub>	I/O	<p>8-bit bi-directional bus</p> <ul style="list-style-type: none"> <li>In the 16-bit data bus mode, these terminals are assigned to the upper 8-bit data bus.</li> <li>In the serial interface mode or 8-bit data bus mode of the parallel interface, these terminals must be fixed to "1" or "0".</li> </ul>						
22,23	CSb	I	Chip select Active "0"						
25,26	RS	I	<p>Resister select</p> <ul style="list-style-type: none"> <li>This signal distinguishes transferred data as an instruction or display data as follows.</li> </ul> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td>RS</td> <td>H</td> <td>L</td> </tr> <tr> <td>Distinct.</td> <td>Instruction</td> <td>Display data</td> </tr> </table>	RS	H	L	Distinct.	Instruction	Display data
RS	H	L							
Distinct.	Instruction	Display data							
31,32	RDb (E)	I	<p>80 series MPU interface (P/S="1", SEL68="0") RDb signal. Active "0".</p> <p>68 series MPU interface (P/S="1", SEL68="1") Enable signal. Active "1".</p>						
28,29	WRb (R/W)	I	<p>80 series MPU interface (P/S="1", SEL68="0") WRb signal. Active "0".</p> <p>68 series MPU interface (P/S="1", SEL68="1") R/W signal.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td>R/W</td> <td>H</td> <td>L</td> </tr> <tr> <td>Status</td> <td>Read</td> <td>Write</td> </tr> </table>	R/W	H	L	Status	Read	Write
R/W	H	L							
Status	Read	Write							

## ■ TERMINAL DESCRIPTION 3

No.	Symbol	I/O	Function																		
13,14	P/S	I	Parallel / serial interface mode selection <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>P/S</th> <th>Chip Select</th> <th>Data/ Instruction</th> <th>Data</th> <th>Read/Write</th> <th>Serial clock</th> </tr> </thead> <tbody> <tr> <td>H</td> <td>CSb</td> <td>RS</td> <td>D<sub>0</sub> ~ D<sub>7</sub></td> <td>RDb, WRb</td> <td>-</td> </tr> <tr> <td>L</td> <td>CSb</td> <td>RS</td> <td>SDA (D<sub>1</sub>)</td> <td>Write only</td> <td>SCL (D<sub>0</sub>)</td> </tr> </tbody> </table> <ul style="list-style-type: none"> <li>•Since the D<sub>15</sub> to D<sub>5</sub> and D<sub>2</sub> terminals are in the high impedance in the serial inter face mode (P/S="0"), they must be fixed to "1" or "0". The RDb and WRb terminals also must be "1" or "0".</li> </ul>	P/S	Chip Select	Data/ Instruction	Data	Read/Write	Serial clock	H	CSb	RS	D <sub>0</sub> ~ D <sub>7</sub>	RDb, WRb	-	L	CSb	RS	SDA (D <sub>1</sub> )	Write only	SCL (D <sub>0</sub> )
P/S	Chip Select	Data/ Instruction	Data	Read/Write	Serial clock																
H	CSb	RS	D <sub>0</sub> ~ D <sub>7</sub>	RDb, WRb	-																
L	CSb	RS	SDA (D <sub>1</sub> )	Write only	SCL (D <sub>0</sub> )																
79,80	CL	O	This terminal must be opened.																		
81,82	FLM	O	This terminal must be opened.																		
83,84	FR	O	This terminal must be opened.																		
85,86	CLK	O	This terminal must be opened.																		
88,89 91,92	OSC <sub>1</sub> OSC <sub>2</sub>	I O	OSC <ul style="list-style-type: none"> <li>•When the internal oscillator clock is used, OSC<sub>1</sub> terminal must be fixed to "1" or "0", and the OSC<sub>2</sub> terminal must be opened. When the oscillation frequency from the internal oscillator is adjusted by an external resistor between OSC<sub>1</sub> terminal and OSC<sub>2</sub>.</li> <li>•When an external oscillator is used, external clock is input to the OSC<sub>1</sub> terminal or an external resistor is connected between the OSC<sub>1</sub> and OSC<sub>2</sub> terminals.</li> </ul>																		

## ■ TERMINAL DESCRIPTION 4

No.	Symbol	I/O	Function															
386~625	SEGA <sub>0</sub> ~ SEGA <sub>79</sub> , SEGB <sub>0</sub> ~ SEGB <sub>79</sub> , SEGC <sub>0</sub> ~ SEGC <sub>79</sub>	O	<p>Segment output</p> <table border="1" style="margin-left: auto; margin-right: auto; border-collapse: collapse;"> <thead> <tr> <th style="width: 30%;">REV Mode</th> <th style="width: 30%;">Turn-off</th> <th style="width: 30%;">Turn-on</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">Normal</td> <td style="text-align: center;">0</td> <td style="text-align: center;">1</td> </tr> <tr> <td style="text-align: center;">Reverse</td> <td style="text-align: center;">1</td> <td style="text-align: center;">0</td> </tr> </tbody> </table> <p>•These terminals output LCD driving waveforms in accordance with the combination of the FR signal and display data.</p> <p><u>In the B/W mode</u></p> <div style="display: flex; align-items: flex-start;"> <div style="margin-right: 20px;"> <p>FR signal</p> <p>Display data</p> <p>Normal display mode</p> <p>Reverse display mode</p> </div> </div>	REV Mode	Turn-off	Turn-on	Normal	0	1	Reverse	1	0						
REV Mode	Turn-off	Turn-on																
Normal	0	1																
Reverse	1	0																
319~382, 629~692	COM <sub>0</sub> ~ COM <sub>127</sub>	O	<p>Common output</p> <p>•These terminals output LCD driving waveforms in accordance with the combination of the FR signal and scanning data.</p> <table border="1" style="margin-left: auto; margin-right: auto; border-collapse: collapse;"> <thead> <tr> <th style="width: 20%;">Data</th> <th style="width: 20%;">FR</th> <th style="width: 60%;">Output level</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">H</td> <td style="text-align: center;">H</td> <td style="text-align: center;"><math>V_{SS}</math></td> </tr> <tr> <td style="text-align: center;">L</td> <td style="text-align: center;">H</td> <td style="text-align: center;"><math>V_1</math></td> </tr> <tr> <td style="text-align: center;">H</td> <td style="text-align: center;">L</td> <td style="text-align: center;"><math>V_{LCD}</math></td> </tr> <tr> <td style="text-align: center;">L</td> <td style="text-align: center;">L</td> <td style="text-align: center;"><math>V_4</math></td> </tr> </tbody> </table>	Data	FR	Output level	H	H	$V_{SS}$	L	H	$V_1$	H	L	$V_{LCD}$	L	L	$V_4$
Data	FR	Output level																
H	H	$V_{SS}$																
L	H	$V_1$																
H	L	$V_{LCD}$																
L	L	$V_4$																

(Terminal No. 1-3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 87, 90, 102, 112, 131, 150, 160, 170, 180, 217, 227, 237, 247, 257, 267, 277, 287, 297, 307-318, 383-385, 626-628, 693-701 are dummy.)

## ■ Functional Description

### (1) MPU Interface

#### (1-1) Selection of parallel / serial interface mode

The P/S terminal is used to select parallel or serial interface mode as shown in the following table. In the serial interface mode, it is not possible to read out display data from the DDRAM and status from the internal registers.

**Table1**

P/S	P/S mode	CSb	RS	RDb	WRb	SEL68	SDA	SCL	Data
H	Parallel I/F	CSb	RS	RDb	WRb	SEL68	/	/	D <sub>7</sub> -D <sub>0</sub> (D <sub>15</sub> -D <sub>0</sub> )
L	Serial I/F	CSb	RS	-	-	-	SDA	SCL	-

Note 1) “-” : Fix to “1” or “0”.

#### (1-2) Selection of MPU interface type

In the parallel interface mode, the SEL68 terminal is used to select 68- or 80-series MPU interface type as shown in the following table.

**Table2**

SEL68	MPU type	CSb	RS	RDb	WRb	Data
H	68 series MPU	CSb	RS	E	R/W	D <sub>7</sub> -D <sub>0</sub> (D <sub>15</sub> -D <sub>0</sub> )
L	80 series MPU	CSb	RS	RDb	WRb	D <sub>7</sub> -D <sub>0</sub> (D <sub>15</sub> -D <sub>0</sub> )

#### (1-3) Data distinction

In the parallel interface mode, the combination of RS, RDb, and WRb (R/W) signals distinguishes transferred data between the LSI and MPU as instruction or display data, as shown in the following table.

**Table3**

RS	68 series	80 series		Function
	R/W	RDb	WRb	
H	H	L	H	Read out instruction data
H	L	H	L	Write instruction data
L	H	L	H	Read out display data
L	L	H	L	Write display data

#### (1-4) Selection of serial interface mode

In the serial interface mode, the SMODE terminal is used to select the 3- or 4-line serial interface mode as shown in the following table.

**Table4**

SMODE	Serial interface mode
H	3-line
L	4-line

## (1-5) 4-line serial interface mode

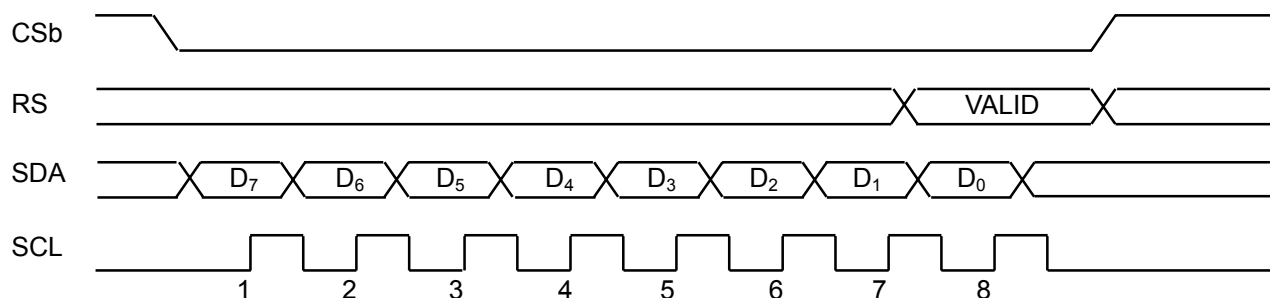
In the 4-line serial interface mode, when the chip select is active (CSb="0"), the SDA and the SCL are enabled. When the chip select is not active (CSb="1"), the SDA and the SCL are disabled and the internal shift register and the counter are being initialized. The 8-bit serial data on the SDA is fetched at the rising edge of the SCL signal (serial clock) in order of the D<sub>7</sub>, D<sub>6</sub>...D<sub>0</sub>, and the fetched data is converted into the 8-bit parallel data at the rising edge of the 8th SCL signal.

In the 4-line serial interface mode, the transferred data on the SDA is distinguished as display data or instruction data in accordance with the condition of the RS signal.

**Table5**

RS	Data distinction
H	Instruction data
L	Display data

Since the serial interface operation is sensitive to external noises, the SCL should be set to "0" after data transmissions or during non-access. To release a mal-function caused by the external noises, the chip-selected status should be released (CSb="1") after each of the 8-bit data transmissions. The following figure illustrates the interface timing for the 4-line serial interface operation.



**Fig1 4-line serial interface timing**

## (1-6) 3-line serial interface mode

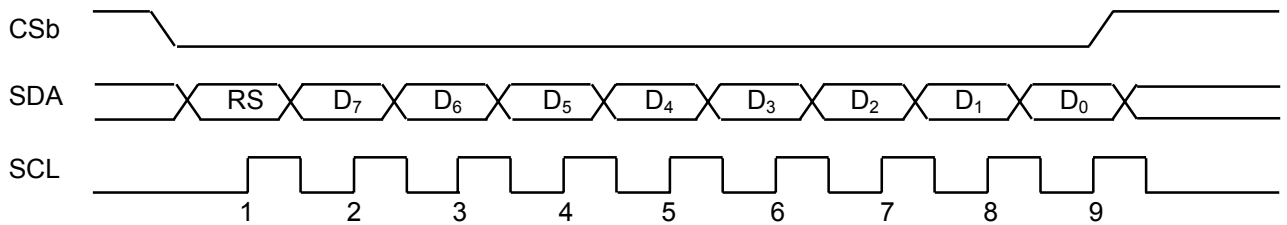
In the 3-line serial interface mode, when the chip select is active (CSb="0"), the SDA and SCL are enabled. When the chip select is not active (CSb="1"), the SDA and SCL are disabled and the internal shift register and counter are being initialized. 9-bit serial data on the SDA is fetched at the rising edge of the SCL signal in order of the RS, D<sub>7</sub>, D<sub>6</sub>...D<sub>0</sub>, and the fetched data is converted into the 9-bit parallel data at the rising edge of the 9th SCL signal.

In the 3-line serial interface mode, data on the SDA is distinguished as display data or instruction data in accordance with the condition of the RS bit of the SDA data and the status of the SPOL, as follows.

**Table6**

SPOL=L		SPOL=H	
RS	Data distinction	RS	Data distinction
L	Display data	L	Instruction data
H	Instruction data	H	Display data

Since the serial interface operation is sensitive to external noises, the SCL must be set to "0" after data transmissions or during non-access. To release a mal-function caused by the external noises, the chip-selected status should be released (CSb="1") after each of 9-bit data transmissions. The following figure illustrates the interface timing of the 3-line serial interface operation.



**Fig2 3-line serial interface timing**



## (2) Access to the DDRAM

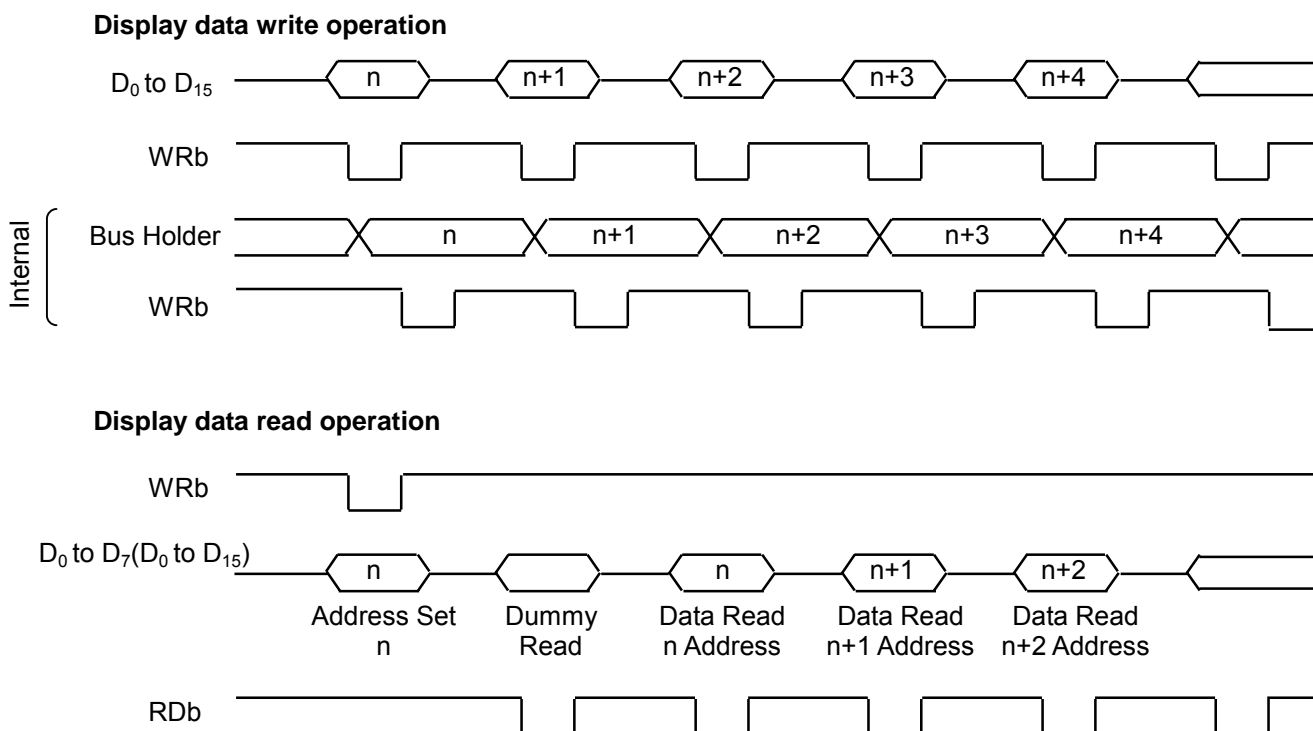
When the CSb signal is "0", the transferred data from MPU is written into the DDRAM or instruction register in accordance with the condition of the RS signal.

When the RS signal is "1", the transferred data is distinguished as display data. After the "column address" and "row address" instructions are executed, the display data can be written into the DDRAM by the "display data write" instruction. The display data is written at the rising edge of the WRb signal in the 80 series MPU mode, or at the falling edge of the E signal in the 68 series MPU mode.

**Table6**

RS	Data
L	Display RAM Data
H	Internal Command Register

In the sequence of the "display data read" operation, the transferred data from MPU is temporarily held in the internal bus-holder, then transferred to the internal data-bus. When the "display data read" operation is executed just after the "column address" and "row address" instructions or "display data write" instruction, unexpected data on the bus-holder is read out at the 1st execution, then the data of designated DDRAM address is read out from the 2nd execution. For this reason, a dummy read cycle must be executed to avoid the unexpected 1st data read.



**Fig3**

Note) In the 16-bit data bus mode, instruction data must be 16-bit as well as the display data.

(3) Access to the instruction register

Each instruction registers is assigned to each address between  $0_H$  and  $F_H$ , and the content of the instruction register can be read out by the combination of the "Instruction register address" and "Instruction register read".

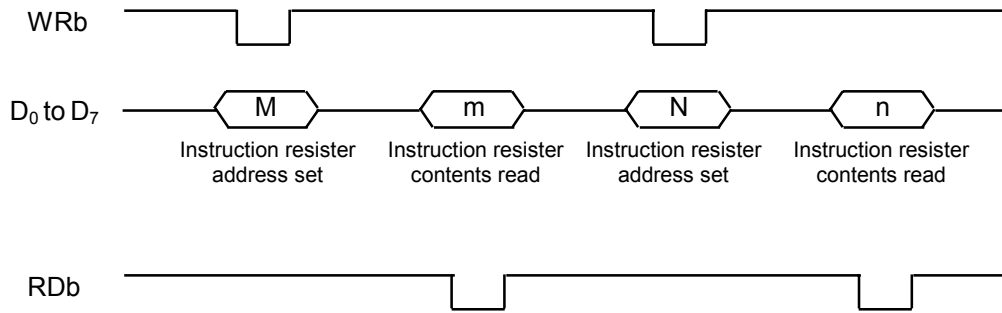


Fig4

(4) 8-/16-bit data bus length for display data (in the parallel interface mode)

The 8- or 16-bit data bus length for display data is determined by the "WLS" of the "Data bus length" instruction.

In the 16-bit data bus mode, not only the display data but also the instruction data is required to be transferred by 16-bit data ( $D_{15}$  to  $D_0$ ). However, for the access to the instruction register, the only lower 8-bit data ( $D_7$  to  $D_0$ ) of the 16-bit data is valid. For the access to the DDRAM, all of the 16-bit data ( $D_{15}$  to  $D_0$ ) is valid.

Table8

WLS	Data bus length mode
L	8-bit
H	16-bit

(5) Initial display line register

The initial display line resister specifies the line address, corresponding to the initial COM line, by the "Initial display line" instruction. The initial COM line signifies the common driver, starting scanning the display data in the DDRAM, and specified by the "Initial COM line" instruction.

The line address, established in the initial display line resister, is preset into the line counter whenever the FLM signal becomes "1". At the rising edge of the CL signal, the line counter is counted-up and addressed 240-bit display data corresponding to the counted-up line address, is latched into the data latch circuit. At the falling edge of the CL signal, the latched data outputs to the segment drivers.

(6) DDRAM mapping

The DDRAM is capable of 960-bit (12-bit x 80-segment) for the column address and 128-bit for the row address.

In the gradation mode, each pixel for RGB corresponds to successive 3-segment drivers, and each segment driver has 16-gradation. Therefore, the LSI can drive up to 128x80 pixels in 4096-color display (16-gradation x 16-gradation x 16-gradation).

In 8-bit access mode(C256 mode) for DDRAM, sequential twice accesses to DDRAM complete one pixel data access. Therefore, it must be accessed with a couple of operation.

- In the 8-bit data bus length mode

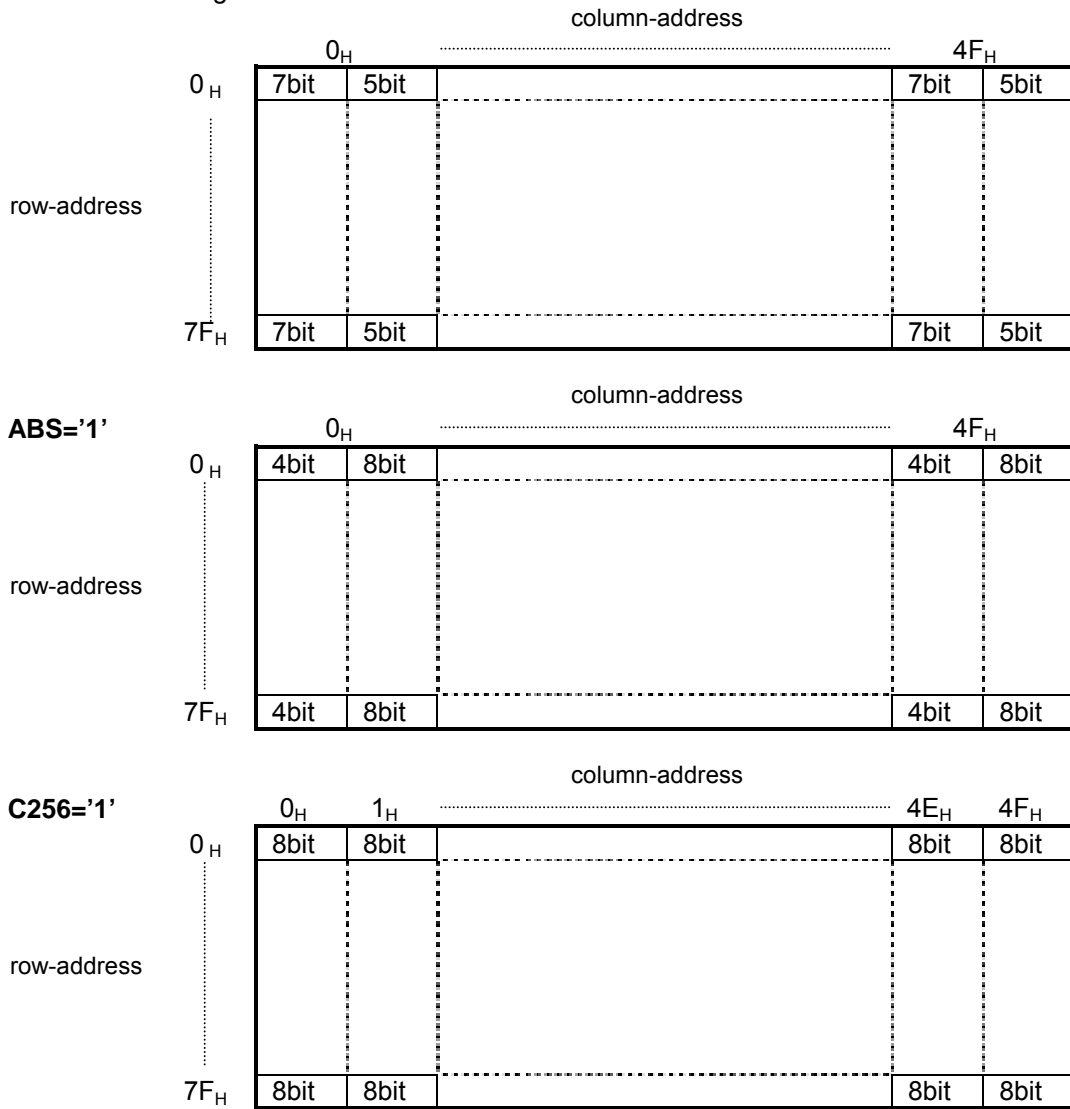
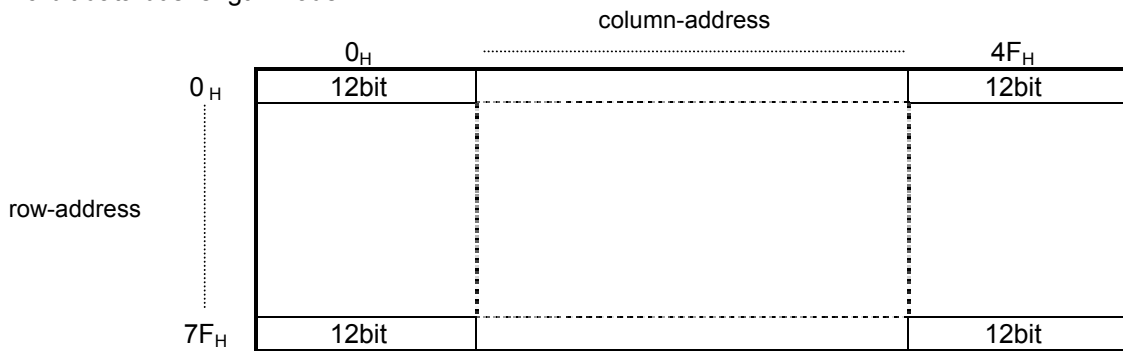


Fig5

- In the 16-bit data bus length mode



**Fig6**

In the B&W mode, only MSB data from each 4-bit display data group in the DDRAM is used. Therefore, 240 x 128 pixels in the B&W and 80 x 128 pixels in the 8-gradation are available.

The range of the column address varies depending on data bus length. The range between 00<sub>H</sub> and 4F<sub>H</sub> is used in the 8-bit or 16-bit data bus length.

The DDRAM is accessing 8-bit or 16-bit unit addressed by column and row address. In the 8-bit or 16-bit data bus length mode, over 80<sub>H</sub> address setting is prohibited.

The increments for the column address and row address are set to the auto-increment mode by programming the "HV", "XD" and "YD" registers of the "Increment control" instruction. In this mode, the contents of the column address and row address counters automatically increment whenever the DDRAM is accessed.

The column address and row address counters, independent of the line counter. They are used to designate the column and row addresses for the display data transferred from MPU. On the other hand, the line counter is used to generate the line address, and output display data to the segment drivers, being synchronized with the display control timing of the FLM and CL signals.

## (7) Window addressing mode

Window area must be designated before RAM access.

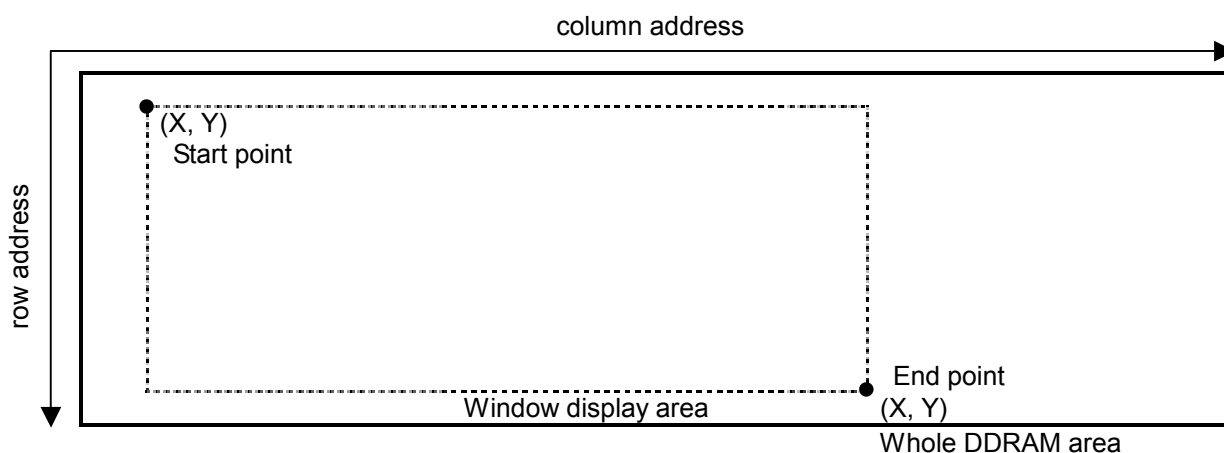
In the window addressing mode, the address space of the DDRAM designated by the start and end point is defined. The start point is determined by the "column address" and "row address" instructions, and the end point is determined by the "Window end column address" and "Window end row address" instructions. The setting for the window addressing is listed in the following.

1. "Increment control" instruction set (HV, XD, YD)
2. Set the start point by the "column address" and "row address" instructions
3. Set the end point by the "Window end column address" and "Window end row address" instructions
4. Enable to access to the DDRAM in the window addressing mode

In addition, the read-modify-write operation is available by setting "AIM" register to "L" in the "Increment control" instruction.

For the window area designation, the address directions of RAM (HV, XD, YD) must be set first, and Column address and Row of Start point must be set second, Column address and Row of Stop point must be set third, then RAM should be accessed. Low address must be set first and High address must be set second in all of addresses. The directions of HV, XD, YD should be check to keep the area in RAM.

And in the window addressing mode, the following start and end point must be maintained to abide a malfunction.



**Fig7**

## (8) Reverse display ON/OFF

The "Reverse display ON/OFF" function is used to reverse the display data without changing the contents of the DDRAM.

**Table9**

REV	Display	DDRAM data → Display data	
0	Normal	0	0
		1	1
1	Reverse	0	1
		1	0

## (9) Address directions of RAM access (Display rotation)

The bellow picture shows display image after set of HV, XD and YD for address directions. The display data from CPU can be written into RAM with rotation to 90 degrees or 180 degrees or 270 degrees, and also mirrored.

The address directions of RAM access is set by HV, XD and YD.

\* : The segments of Icon are not rotated.

No.	HV	XD	YD	Data writing direction	Display image	Valid address
1	0	0	0			$X_s < X_e$  $Y_s < Y_e$
2	0	0	1			$X_s < X_e$  $Y_s > Y_e$
3	0	1	0			$X_s > X_e$  $Y_s < Y_e$
4	0	1	1			$X_s > X_e$  $Y_s > Y_e$
5	1	0	0			$X_s < X_e$  $Y_s < Y_e$
6	1	0	1			$X_s < X_e$  $Y_s > Y_e$
7	1	1	0			$X_s > X_e$  $Y_s < Y_e$
8	1	1	1			$X_s > X_e$  $Y_s > Y_e$

\*:The display image shows the display direction when the same data as No.1 are written into RAM for condition change.

\*: The outside address of RAM must not be set for correct operation.

Xs : start address of X , Ys : Start address of Y, Xe : End address of X, Ye : End address of Y

(10) The relationship among the DDRAM column address

RAM Map 1

Mode	WLS	ABS	256	SEGC0									SEGC1									SEGC78									SEGC79								
				Palette A	Palette B	Palette C	Palette A	Palette B	Palette C	Palette A	Palette B	Palette C	Palette A	Palette B	Palette C	Palette A	Palette B	Palette C	Palette A	Palette B	Palette C	Palette A	Palette B	Palette C	Palette A	Palette B	Palette C												
16bit	1	0	0	X=00H			X=01H			X=01H			X=4EH			X=4EH			X=4FH			X=4FH			X=4FH														
				D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1	D15 D14 D13 D12 D10 D9 D8 D7 D4 D3 D2 D1										
				X=00H			X=01H			X=01H			X=4EH			X=4EH			X=4FH			X=4FH			X=4FH			X=4FH											
D11 D10 D9 D8 D7 D6 D5 D4 D3 D2 D1 D0			X=00H (Upper)			X=01H (Upper)			X=01H (Lower)			X=4EH (Upper)			X=4EH (Lower)			X=4FH (Upper)			X=4FH (Lower)			X=4FH (Lower)															
8bit	0	1	0	X=00H			X=01H			X=01H			X=4EH			X=4EH			X=4FH			X=4FH			X=4FH														
				D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0	D3 D2 D1 D0												
				X=00H (Upper)			X=01H (Upper)			X=01H (Lower)			X=4EH (Upper)			X=4EH (Lower)			X=4FH (Upper)			X=4FH (Lower)			X=4FH (Lower)														

RAM Map 2 (256 Color Mode)

Mode	WLS	ABS	256	SEGC0									SEGC1									SEGC78									SEGC79								
				Palette A	Palette B	Palette C	Palette A	Palette B	Palette C	Palette A	Palette B	Palette C	Palette A	Palette B	Palette C	Palette A	Palette B	Palette C	Palette A	Palette B	Palette C	Palette A	Palette B	Palette C	Palette A	Palette B	Palette C												
8bit	0	X	1	X=00H			X=01H			X=01H			X=4EH			X=4EH			X=4FH			X=4FH			X=4FH														
				A3 A2 A1 A0	B3 B2 B1 B0	C3 C2 C1 C0	A3 A2 A1 A0	B3 B2 B1 B0	C3 C2 C1 C0	A3 A2 A1 A0	B3 B2 B1 B0	C3 C2 C1 C0	A3 A2 A1 A0	B3 B2 B1 B0	C3 C2 C1 C0	A3 A2 A1 A0	B3 B2 B1 B0	C3 C2 C1 C0	A3 A2 A1 A0	B3 B2 B1 B0	C3 C2 C1 C0	A3 A2 A1 A0	B3 B2 B1 B0	C3 C2 C1 C0	A3 A2 A1 A0	B3 B2 B1 B0	C3 C2 C1 C0	A3 A2 A1 A0	B3 B2 B1 B0	C3 C2 C1 C0									
				X=00H			X=01H			X=01H			X=4EH			X=4EH			X=4FH			X=4FH			X=4FH			X=4FH											
D7 D6 D5 D4 D3 D2 D1 D0			D7 D6 D5 D4 D3 D2 D1 D0			D7 D6 D5 D4 D3 D2 D1 D0			D7 D6 D5 D4 D3 D2 D1 D0			D7 D6 D5 D4 D3 D2 D1 D0			D7 D6 D5 D4 D3 D2 D1 D0			D7 D6 D5 D4 D3 D2 D1 D0			D7 D6 D5 D4 D3 D2 D1 D0			D7 D6 D5 D4 D3 D2 D1 D0			D7 D6 D5 D4 D3 D2 D1 D0												
X=00H (Upper)			X=01H (Upper)			X=01H (Lower)			X=4EH (Upper)			X=4EH (Lower)			X=4FH (Upper)			X=4FH (Lower)			X=4FH (Lower)			X=4FH (Lower)															

SWAP

SWAP	Palette A			Palette B			Palette C		
	A3	A2	A1	B3	B2	B1	C3	C2	C1
0	SEGAX	SEGAX	SEGAX	SEGAX	SEGAX	SEGAX	SEGAX	SEGAX	SEGAX
1	SEGCx	SEGCx	SEGCx	SEGCx	SEGCx	SEGCx	SEGCx	SEGCx	SEGCx

- Note1) In the 256-color mode, the vacant LSB bit is filled with "1".
- Note2) The function of 256-color mode is different from that of fixed 8-gradation mode (fixed 256-color mode).
- Note3) The written data in the DD RAM in "C256"=0 is not compatible with the data in "C256"=1.
- Note4) In the 256-color mode, only 8-bit length mode is available, but 16-bit is not.
- Note5) In 8-bit access mode(C256 mode) for DDRAM, sequential twice accesses to DDRAM complete one pixel data access. Therefore, it must be accessed with a couple of operation.
- Note6) In 8-bit access model(non C256 mode) for DDRAM, After address set up display data will be written in an order from lower to higher.  
This order has no relation with address direction of RAM access (Display rotation)

(11) Display data and segment drivers  
**In the color mode, and 16-bit data bus mode**

ABS	SWAP	Column address / bit / segment assign																								
0	0	X=00 <sub>H</sub>												↔	X=4F <sub>H</sub>											
		D <sub>15</sub>	D <sub>14</sub>	D <sub>13</sub>	D <sub>12</sub>	D <sub>10</sub>	D <sub>9</sub>	D <sub>8</sub>	D <sub>7</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	↕	D <sub>15</sub>	D <sub>14</sub>	D <sub>13</sub>	D <sub>12</sub>	D <sub>10</sub>	D <sub>9</sub>	D <sub>8</sub>	D <sub>7</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>
		palette A				palette B				palette C				↕	palette A				palette B				palette C			
		SEGA <sub>0</sub>				SEGB <sub>0</sub>				SEGC <sub>0</sub>				↕	SEGA <sub>79</sub>				SEGB <sub>79</sub>				SEGC <sub>79</sub>			

ABS	SWAP	Column address / bit / segment assign																								
0	1	X=00 <sub>H</sub>												↔	X=4F <sub>H</sub>											
		D <sub>15</sub>	D <sub>14</sub>	D <sub>13</sub>	D <sub>12</sub>	D <sub>10</sub>	D <sub>9</sub>	D <sub>8</sub>	D <sub>7</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	↕	D <sub>15</sub>	D <sub>14</sub>	D <sub>13</sub>	D <sub>12</sub>	D <sub>10</sub>	D <sub>9</sub>	D <sub>8</sub>	D <sub>7</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>
		palette A				palette B				palette C				↕	palette A				palette B				palette C			
		SEGC <sub>0</sub>				SEGB <sub>0</sub>				SEGA <sub>0</sub>				↕	SEGC <sub>79</sub>				SEGB <sub>79</sub>				SEGA <sub>79</sub>			

ABS	SWAP	Column address / bit / segment assign																								
1	0	X=00 <sub>H</sub>												↔	X=4F <sub>H</sub>											
		D <sub>11</sub>	D <sub>10</sub>	D <sub>9</sub>	D <sub>8</sub>	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	↕	D <sub>11</sub>	D <sub>10</sub>	D <sub>9</sub>	D <sub>8</sub>	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
		palette A				palette B				palette C				↕	palette A				palette B				palette C			
		SEGA <sub>0</sub>				SEGB <sub>0</sub>				SEGC <sub>0</sub>				↕	SEGA <sub>79</sub>				SEGB <sub>79</sub>				SEGC <sub>79</sub>			

ABS	SWAP	Column address / bit / segment assign																								
1	1	X=00 <sub>H</sub>												↔	X=4F <sub>H</sub>											
		D <sub>11</sub>	D <sub>10</sub>	D <sub>9</sub>	D <sub>8</sub>	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	↕	D <sub>11</sub>	D <sub>10</sub>	D <sub>9</sub>	D <sub>8</sub>	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
		palette A				palette B				palette C				↕	palette A				palette B				palette C			
		SEGC <sub>0</sub>				SEGB <sub>0</sub>				SEGA <sub>0</sub>				↕	SEGC <sub>79</sub>				SEGB <sub>79</sub>				SEGA <sub>79</sub>			



**In the color mode, and 8-bit data bus mode**

ABS	SWAP	Column address / bit / segment assign																									
0	0	X=00 <sub>H</sub> (Upper)					X=00 <sub>H</sub> (Lower)					↔	X=4F <sub>H</sub> (Upper)					X=4F <sub>H</sub> (Lower)									
		D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	D <sub>7</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	↕	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	D <sub>7</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	
		palette A					palette B						palette A					palette B					palette C				
		SEGA <sub>0</sub>					SEGB <sub>0</sub>						SEGA <sub>79</sub>					SEGB <sub>79</sub>					SEGC <sub>79</sub>				

ABS	SWAP	Column address / bit / segment assign																									
0	1	X=00 <sub>H</sub> (Upper)					X=00 <sub>H</sub> (Lower)					↔	X=4F <sub>H</sub> (Upper)					X=4F <sub>H</sub> (Lower)									
		D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	D <sub>7</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	↕	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	D <sub>7</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	
		palette A					palette B						palette A					palette B					palette C				
		SEGC <sub>0</sub>					SEGB <sub>0</sub>						SEGC <sub>79</sub>					SEGB <sub>79</sub>					SEGA <sub>79</sub>				

ABS	SWAP	Column address / bit / segment assign																																
1	0	X=00 <sub>H</sub> (Upper)				X=00 <sub>H</sub> (Lower)								↔	X=4F <sub>H</sub> (Upper)				X=4F <sub>H</sub> (Lower)															
		D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	↕	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>								
		palette A				palette B									palette A				palette B								palette C							
		SEGA <sub>0</sub>				SEGB <sub>0</sub>									SEGA <sub>79</sub>				SEGB <sub>79</sub>								SEGC <sub>79</sub>							

ABS	SWAP	Column address / bit / segment assign																																
1	1	X=00 <sub>H</sub> (Upper)				X=00 <sub>H</sub> (Lower)								↔	X=4F <sub>H</sub> (Upper)				X=4F <sub>H</sub> (Lower)															
		D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	↕	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>								
		palette A				palette B									palette A				palette B								palette C							
		SEGC <sub>0</sub>				SEGB <sub>0</sub>									SEGC <sub>79</sub>				SEGB <sub>79</sub>								SEGA <sub>79</sub>							

In the color mode, 8-bit data bus mode, and C256 mode (C256=1)

ABS	SWAP	Column address / bit / segment assign																		
*	0	X=00 <sub>H</sub>							↔	X=4F <sub>H</sub>										
		D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	↔	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>		
		palette A			palette B			palette C			↔	palette A			palette B			palette C		
		SEGA <sub>0</sub>			SEGB <sub>0</sub>			SEGC <sub>0</sub>			↔	SEGA <sub>79</sub>			SEGB <sub>79</sub>			SEGC <sub>79</sub>		

ABS	SWAP	Column address / bit / segment assign																		
*	1	X=00 <sub>H</sub>							↔	X=4F <sub>H</sub>										
		D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	↔	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>		
		palette A			palette B			palette C			↔	palette A			palette B			palette C		
		SEGC <sub>0</sub>			SEGB <sub>0</sub>			SEGA <sub>0</sub>			↔	SEGC <sub>79</sub>			SEGB <sub>79</sub>			SEGA <sub>79</sub>		



## In the B&W mode, and 8-bit data bus mode

ABS	SWAP	Column address / bit / segment assign																								
0	0	X=00 <sub>H</sub> (Upper)						X=00 <sub>H</sub> (Lower)					↔	X=4F <sub>H</sub> (Upper)					X=4F <sub>H</sub> (Lower)							
		D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	D <sub>7</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	↕	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	D <sub>7</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>
		SEGA <sub>0</sub>						SEGB <sub>0</sub>					↕	SEGA <sub>79</sub>					SEGB <sub>79</sub>							

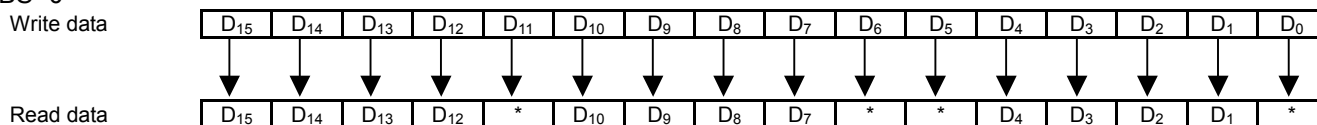
ABS	SWAP	Column address / bit / segment assign																								
0	1	X=00 <sub>H</sub> (Upper)						X=00 <sub>H</sub> (Lower)					↔	X=4F <sub>H</sub> (Upper)					X=4F <sub>H</sub> (Lower)							
		D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	D <sub>7</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	↕	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	D <sub>7</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>
		SEGA <sub>0</sub>						SEGB <sub>0</sub>					↕	SEGA <sub>79</sub>					SEGB <sub>79</sub>							

ABS	SWAP	Column address / bit / segment assign																								
1	0	X=00 <sub>H</sub> (Upper)				X=00 <sub>H</sub> (Lower)								↔	X=4F <sub>H</sub> (Upper)				X=4F <sub>H</sub> (Lower)							
		D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	↕	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
		SEGA <sub>0</sub>				SEGB <sub>0</sub>								↕	SEGA <sub>79</sub>				SEGB <sub>79</sub>							

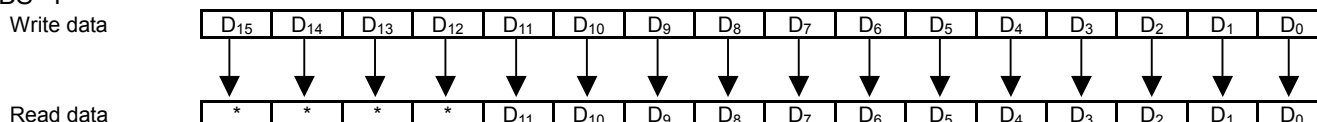
ABS	SWAP	Column address / bit / segment assign																								
1	1	X=00 <sub>H</sub> (Upper)				X=00 <sub>H</sub> (Lower)								↔	X=4F <sub>H</sub> (Upper)				X=4F <sub>H</sub> (Lower)							
		D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	↕	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
		SEGA <sub>0</sub>				SEGB <sub>0</sub>								↕	SEGA <sub>79</sub>				SEGB <sub>79</sub>							

## Bit assignments between write and read data (in the 16-bit data bus mode)

ABS=0

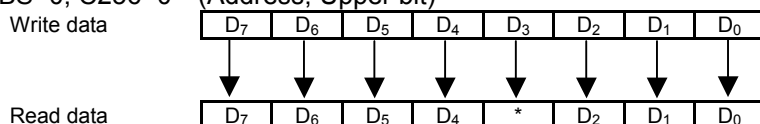


ABS=1

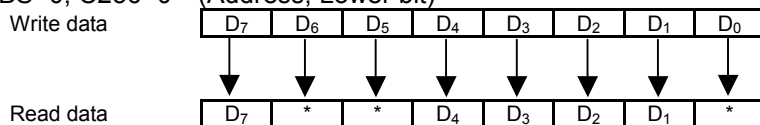


## Examples of write and read data (In the 8 bit bus mode)

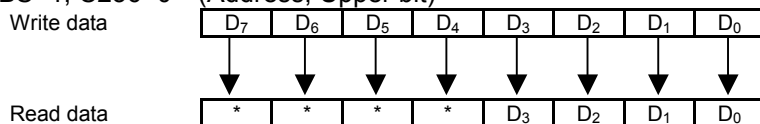
ABS=0, C256=0 (Address; Upper bit)



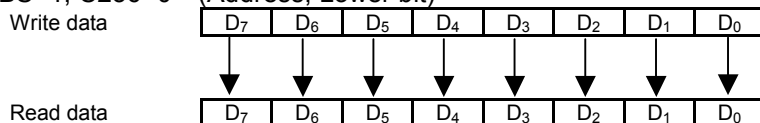
ABS=0, C256=0 (Address; Lower bit)



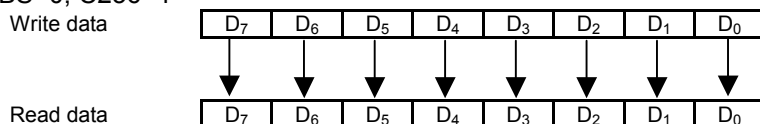
ABS=1, C256=0 (Address; Upper bit)



ABS=1, C256=0 (Address; Lower bit)



ABS=0, C256=1



\*: Invalid Data

## (12) Gradation palette

In the gradation mode, either variable or fixed gradation mode is selected by programming the “PWM” register of the “Gradation control” instruction.

PWM=0: Variable gradation mode  
(Select 16 gradation levels out of 32-gradation level of the gradation palette)

PWM=1: Fixed gradation mode  
(Fixed 8-gradation levels)

In these modes, each of the gradation palettes Aj, Bj and Cj can select 16-gradation level out of 32-gradation level by setting 5-bit data to the “PA” registers in the “Gradation palette j” instructions (j=0 to Fh).

For instance, the gradation palettes Aj correspond to the SEGAi, the Bj to SEGBi and the Cj to SEGCi (j=0 to 15, i=0 to 79)

Correspondence between display data and gradation palettes

**Table 10** (Palette Aj, Palette Bj, Palette Cj (j=0 to 15))

(MSB) Display data (LSB)				Gradation palette	Default palette value
0	0	0	0	Palette 0	0 0 0 0
0	0	0	1	Palette 1	0 0 0 1
0	0	1	0	Palette 2	0 0 1 0
0	0	1	1	Palette 3	0 0 1 1
0	1	0	0	Palette 4	0 1 0 0
0	1	0	1	Palette 5	0 1 0 1
0	1	1	0	Palette 6	0 1 1 0
0	1	1	1	Palette 7	0 1 1 1
1	0	0	0	Palette 8	1 0 0 0
1	0	0	1	Palette 9	1 0 0 1
1	0	1	0	Palette10	1 0 1 0
1	0	1	1	Palette11	1 0 1 1
1	1	0	0	Palette12	1 1 0 0
1	1	0	1	Palette13	1 1 0 1
1	1	1	0	Palette14	1 1 1 0
1	1	1	1	Palette15	1 1 1 1

Gradation palette table (Variable gradation mode, PWM=“0”, MON=“0”)

**Table 11** (Palette Aj, Palette Bj, Palette Cj (j=0 to 15))

Palette value	Gradation level	Gradation palette	Palette value	Gradation level	Gradation palette
0 0 0 0	0	Palette 0(default)	1 0 0 0	16/31	
0 0 0 1	1/31		1 0 0 1	17/31	Palette 0(default)8
0 0 1 0	2/31		1 0 1 0	18/31	
0 0 1 1	3/31	Palette 1(default)	1 0 1 1	19/31	Palette 9(default)
0 0 1 0 0	4/31		1 0 1 0 0	20/31	
0 0 1 0 1	5/31	Palette 2(default)	1 0 1 0 1	21/31	Palette 10(default)
0 0 1 1 0	6/31		1 0 1 1 0	22/31	
0 0 1 1 1	7/31	Palette 3(default)	1 0 1 1 1	23/31	Palette 11(default)
0 1 0 0 0	8/31		1 1 0 0 0	24/31	
0 1 0 0 1	9/31	Palette 4(default)	1 1 0 0 1	25/31	Palette 12(default)
0 1 0 1 0	10/31		1 1 0 1 0	26/31	
0 1 0 1 1	11/31	Palette 5(default)	1 1 0 1 1	27/31	Palette 13(default)
0 1 1 0 0	12/31		1 1 1 0 0	28/31	
0 1 1 0 1	13/31	Palette 6(default)	1 1 1 0 1	29/31	Palette 14(default)
0 1 1 1 0	14/31		1 1 1 1 0	30/31	
0 1 1 1 1	15/31	Palette 7(default)	1 1 1 1 1	31/31	Palette 15(default)

Gradation palette table (Fixed gradation mode, PWM="1", MON="0")

**Table 12** 8-gradation segment drivers

(MSB) Display data (LSB)				Gradation level
0	0	0	*	0/7
0	0	1	*	1/7
0	1	0	*	2/7
0	1	1	*	3/7
1	0	0	*	4/7
1	0	1	*	5/7
1	1	0	*	6/7
1	1	1	*	7/7

(MSB) Display data (LSB)				Gradation level
0	0	*	*	0/7
0	0	*	*	
0	1	*	*	3/7
0	1	*	*	
1	0	*	*	5/7
1	0	*	*	
1	1	*	*	7/7
1	1	*	*	

Correspondence between display data and gradation level (B&W mode, MON="1")

**Table 13**

(MSB) Display data (LSB)				Gradation level
0	*	*	*	0
1	*	*	*	1

\*:Don't care

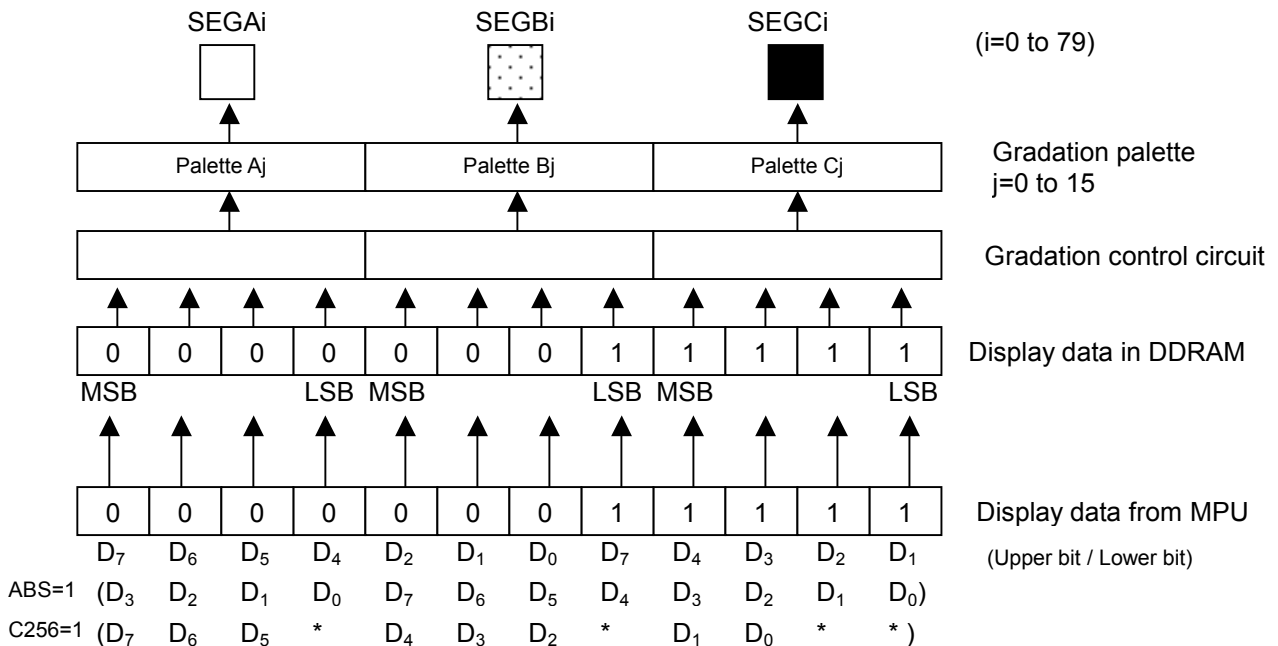
## (13) Gradation control and display data

### (13-1) Gradation mode

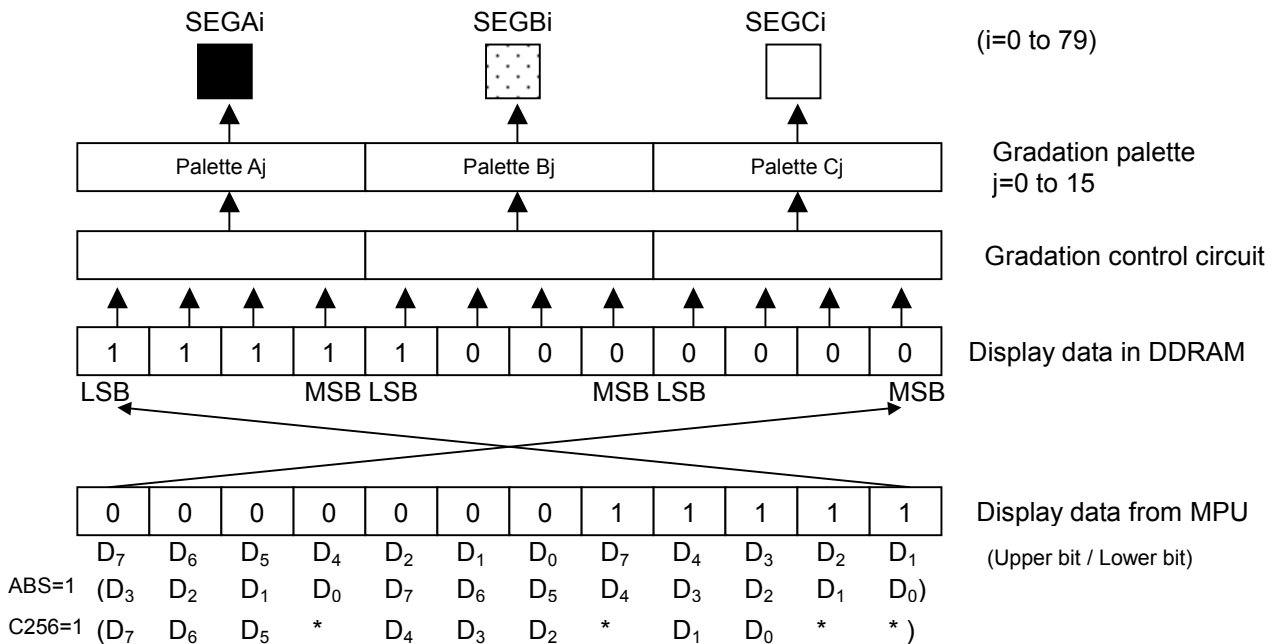
In the gradation mode, each pixel for RGB corresponds to successive 3 segment drivers, and each segment driver provides 16-gradation PWM output by controlling 4 bit display data of the DDRAM. Accordingly, the LSI can drive up to 128x80 pixels in 4096-color (16-gradation x 16-gradation x 16-gradation = 4-bit x 4-bit x 4-bit).

In addition, the LSI can transfer the display data for the RGB by 16-bit at once or 8-bit two-times. The data assignment between gradation palettes and segment drivers varies in accordance with setting for the "SWAP" registers of the "Display control (2)" instruction

- SWAP = 0



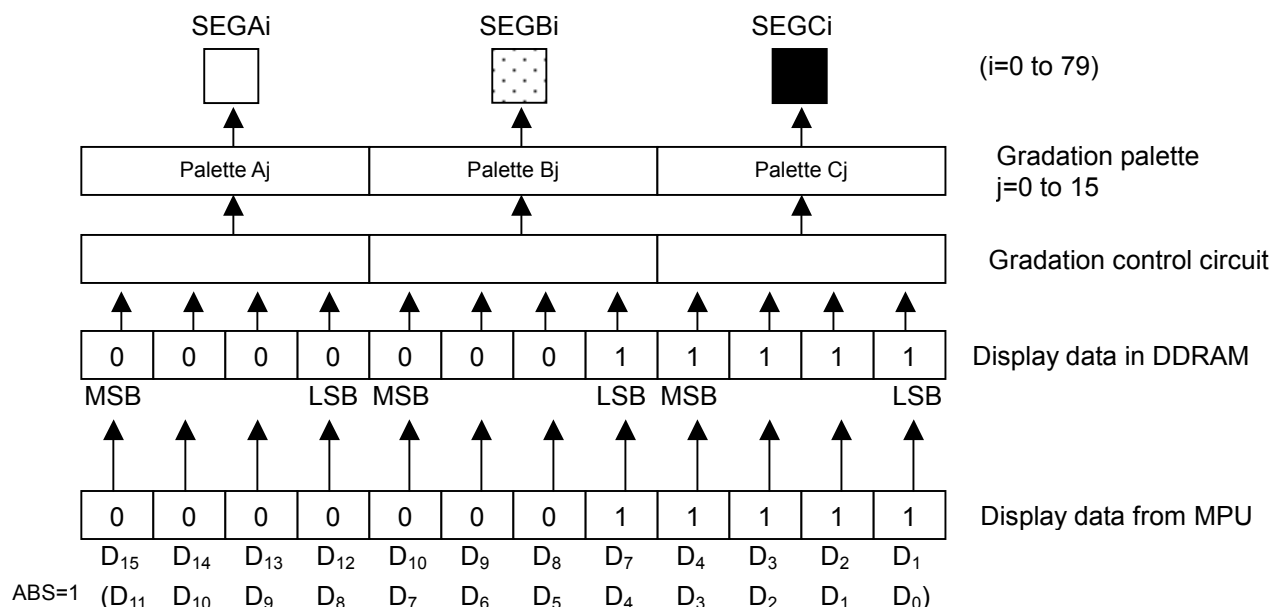
- SWAP = 1



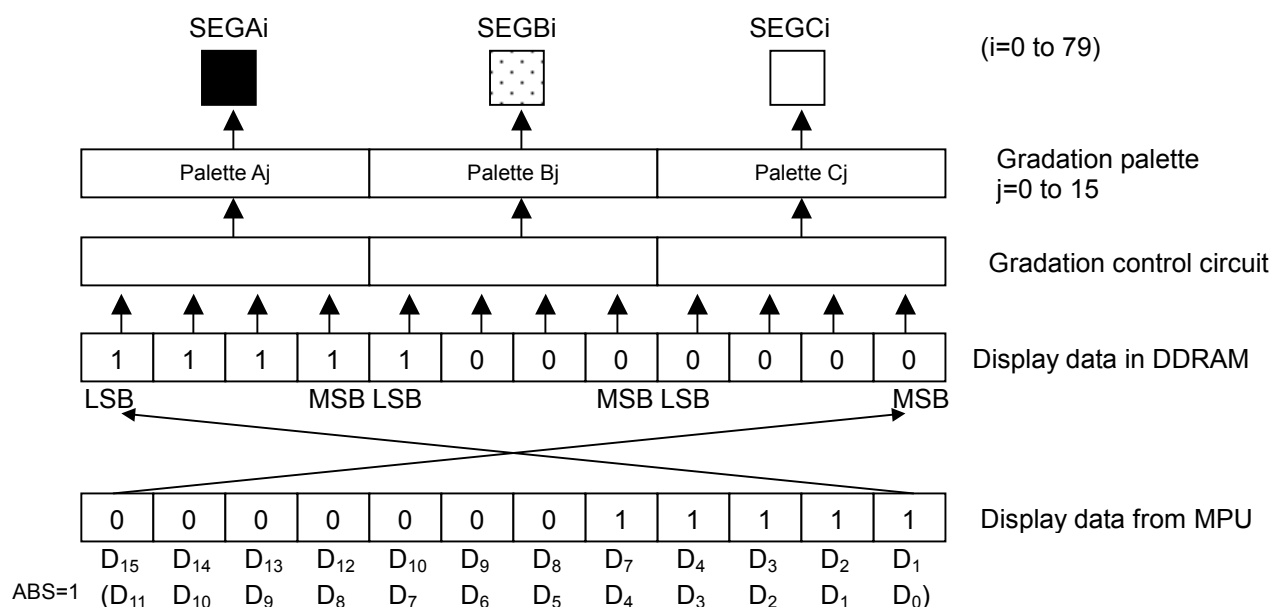


In the 16-bit data bus mode, the data assignments between the gradation palettes and the segment drivers vary in accordance with setting for the "SWAP" bit of the "Display control (2)" instruction as well as the assignment in the 8-bit data bus mode.

- SWAP = 0



- SWAP = 1



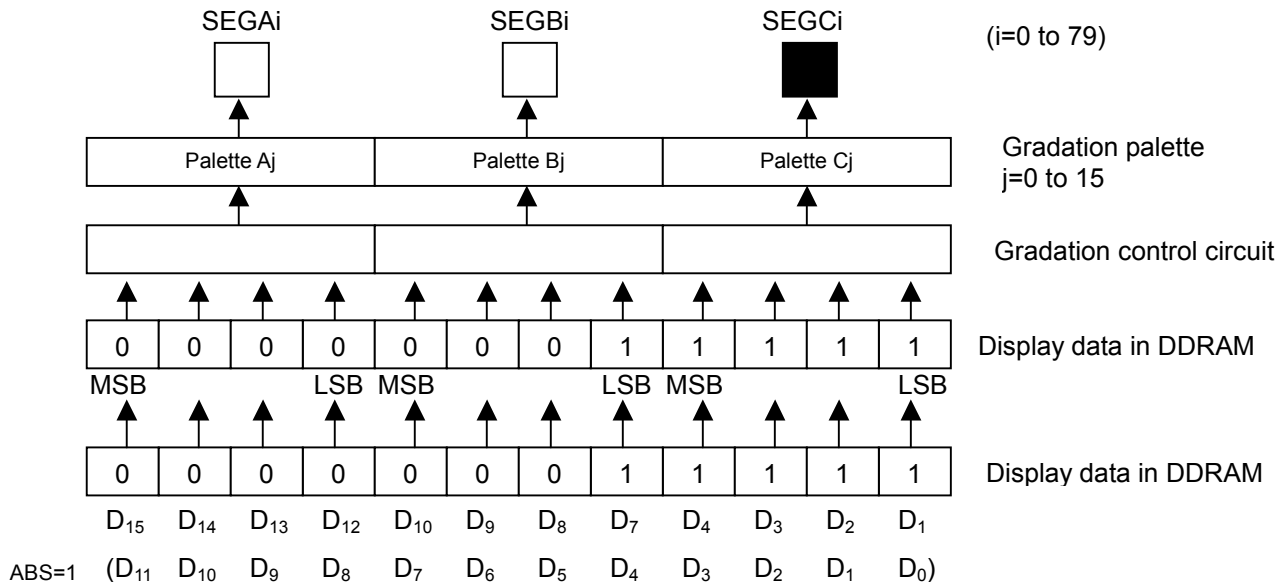
# NJU6815

## (13-2) B&W mode (MON="1")

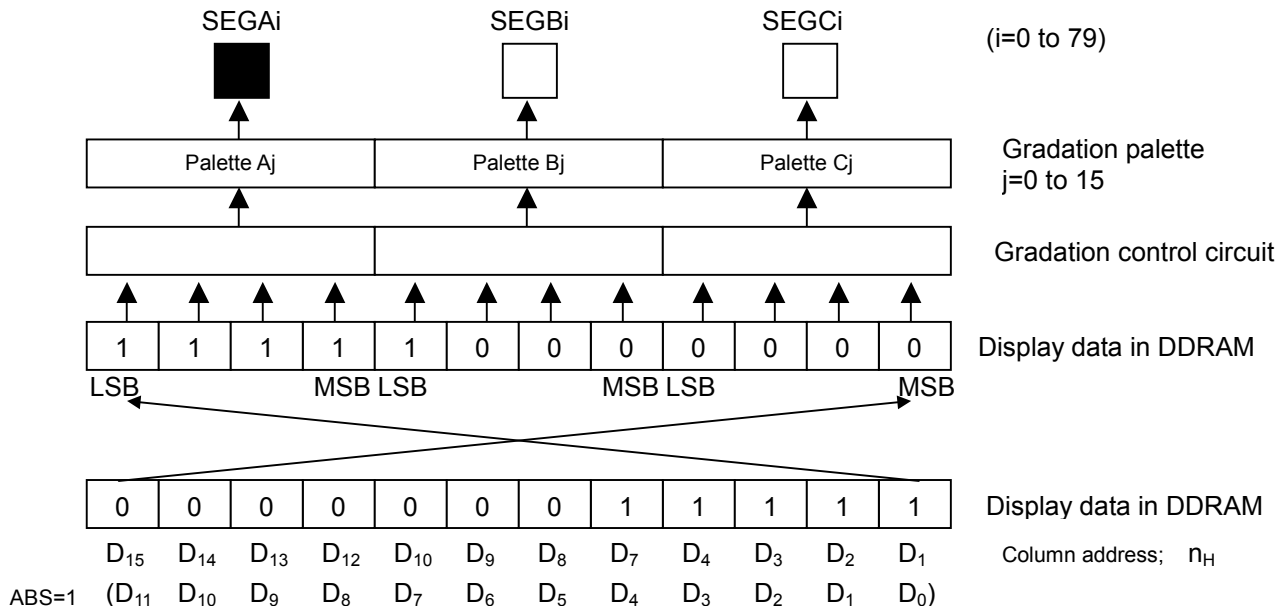
In the B&W mode, 3 bits of the MSB data are used in both of the 16-bit and 8-bit data bus modes.

In the 16-bit data bus mode (Similarly 8-bit data bus access)

- SWAP = 0



- SWAP = 1



## (14) Display timing generator

The display-timing generator creates the timing pulses such as the CL, the FLM, the FR and the CLK by dividing the oscillation frequency oscillate an external or internal resistor mode. The each of timing pulses is outputted through the each output terminals by "SON"=1.

## (15) LCD line clock (CL)

The LCD line clock (CL) is used as a count-up signal for the line counter and a latch signal for the data latch circuit. At the rising edge of the CL signal, the line counter is counted-up and the 240-bit display data, corresponding to this line address, is latched into the data latch circuit. And at the falling edge of the CL signal, this latched data output on the segment drivers. Read out timing of the display data, from DDRAM to the latch circuits is completely independent of the access timing to the MPU. For this reason, the MPU can access to the LSI regardless of an internal operation.

## (16) LCD alternate signal (FR) and LCD synchronous signal (FLM)

The FR and FLM signals are created from the CL signal. The FR signal is used to alternate the crystal polarization on a LCD panel. It is programmed that the FR signal is toggle on every frame in the default setting or once every N lines in the N-line inversion mode. The FLM signal is used to indicate a start line of a new display frame. It presets an initial display line address of the line counter when the FLM signal becomes "1".

## (17) Data latch circuit

The data latch circuit is used temporarily store the display data that will output to the segment drivers. The display data in this circuit is updated in synchronization of the CL signal.

The "All pixels ON/OFF", "Display ON/OFF" and "Reverse display ON/OFF" instructions change the display data in this circuit but do not change the display data of the DDRAM.

## (18) Common and segment drivers

The LSI includes 240-segment drivers and 128-common drivers. The common drivers generate the LCD driving waveforms composed of the  $V_{LCD}$ ,  $V_1$ ,  $V_4$  and  $V_{SS}$  in accordance with the FR signal and scanning data. The segment drivers generate waveforms composed of the  $V_{LCD}$ ,  $V_2$ ,  $V_3$  and  $V_{SS}$  in accordance with the FR signal and display data.

LCD Driving waveforms (In the B&W mode, Reverse display OFF, 1/129 duty)

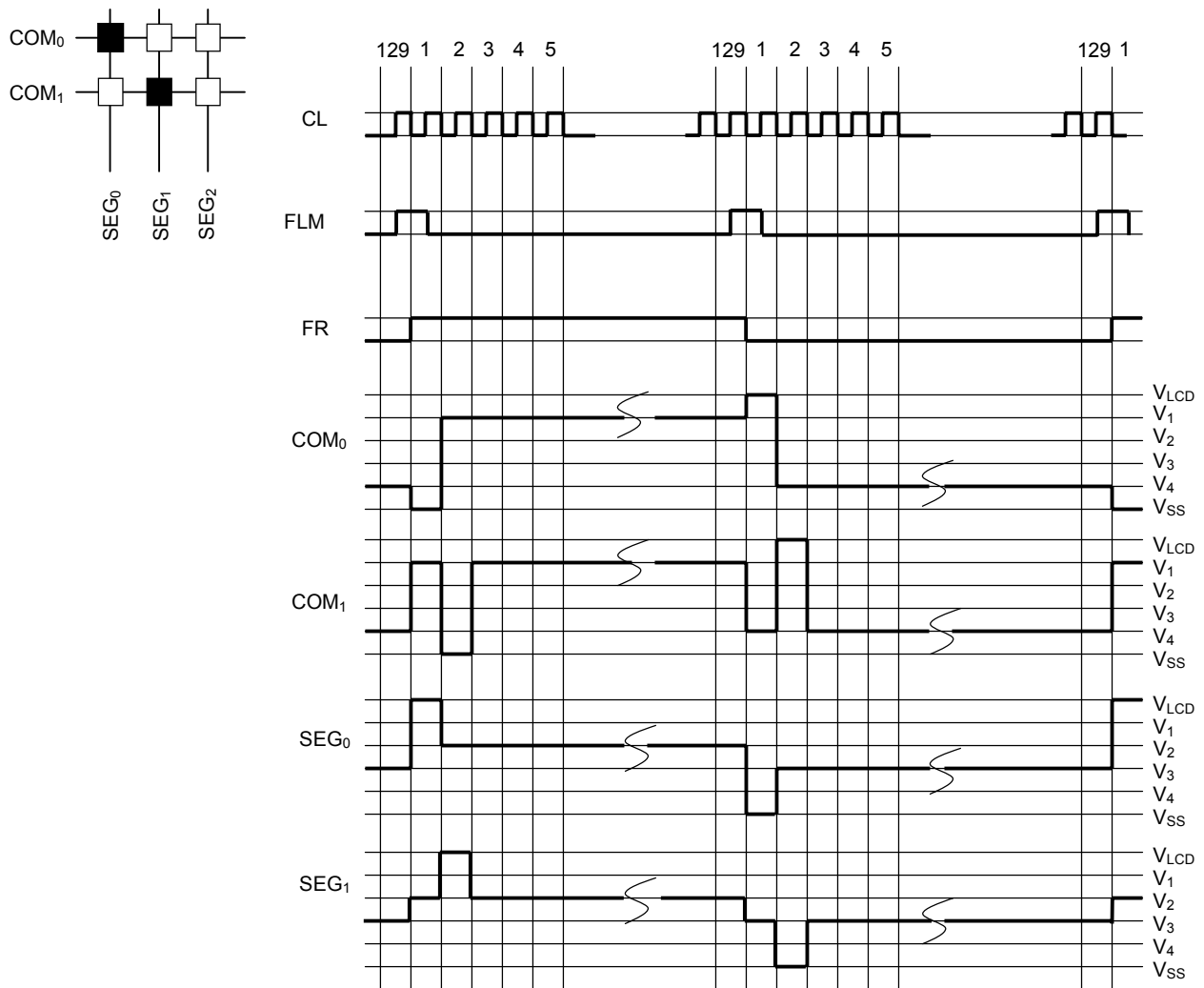


Fig 8

## (19) Oscillator

The oscillator generates internal clocks for the display timing and the voltage booster. Since the LSI has internal capacitor (C) and resistor (R) for the oscillation, external capacitor and resistor are not usually required. However, in case that an external resistor is used, the resistor is connected between the OSC<sub>1</sub> and OSC<sub>2</sub> terminals. The external resistor becomes enabled by setting "1" to the "CKS" register of "Data bus length" instruction. When the internal oscillator is not used, the external clocks with 50% duty cycle ratio must be input to the OSC<sub>1</sub> terminal.

In addition, the feed back resistor for the oscillation is varied by programming the "Rf" register of the "Frequency control" instruction, so that it is possible to optimize the frame frequency for a LCD panel. Setting examples of the MON (B&W /Gradation) and the PWM (Variable gradation /Fixed gradation) are described, as follows.

Internal oscillation mode (CKS=0)

Symbol	MON	PWM	Display mode
FR1	0	0	Variable gradation mode
FR2	0	1	Fixed gradation mode
FR3	1	*	B&W mode

\*: Don't care

External resistor oscillation mode(CKS=1)

The internal clocks must be adjusted to the same frequency as the one in using the internal oscillation mode, and the "MON" and "PWM" registers must be set as well.

External clock input mode(CKS=1)

The external clocks must be adjusted to the same frequency as the one in using the internal oscillation mode, and the "MON" and "PWM" registers must be set as well.

## (20) Power supply circuits

The internal power supply circuits are composed of the voltage booster, the electrical variable resistor (EVR), the voltage regulator, reference voltage generator and the voltage followers.

The condition of the power supply circuits is arranged by programming the "DCON" and "AMPON" registers on the "Power control" instruction. For this arrangement, some parts of the internal power supply circuits are activated in using an external power supply, as shown in the following table.

**Table 15**

DCON	AMPON	Voltage booster	Voltage followers Voltage regulator EVR	External voltage	Note
0	0	Disable	Disable	V <sub>OUT</sub> , V <sub>LCD</sub> , V <sub>1</sub> , V <sub>2</sub> , V <sub>3</sub> , V <sub>4</sub>	1, 3
0	1	Disable	Enable	V <sub>OUT</sub>	2, 3
1	1	Enable	Enable	-	-

Note1) The internal power circuits are not used. The external V<sub>OUT</sub> is required and the C<sub>1+</sub>, C<sub>1-</sub>, C<sub>2+</sub>, C<sub>2-</sub>, C<sub>3+</sub>, C<sub>3-</sub>, C<sub>4+</sub>, C<sub>4-</sub>, C<sub>5+</sub>, C<sub>5-</sub>, V<sub>REF</sub>, V<sub>REG</sub> and V<sub>EE</sub> terminals must be open.

Note2) The internal power circuits except the voltage booster are used. The external V<sub>OUT</sub> is required and the C<sub>1+</sub>, C<sub>1-</sub>, C<sub>2+</sub>, C<sub>2-</sub>, C<sub>3+</sub>, C<sub>3-</sub>, C<sub>4+</sub>, C<sub>4-</sub>, C<sub>5+</sub>, C<sub>5-</sub> and V<sub>EE</sub> terminals must be open. The reference voltage is required to V<sub>REF</sub> terminal.

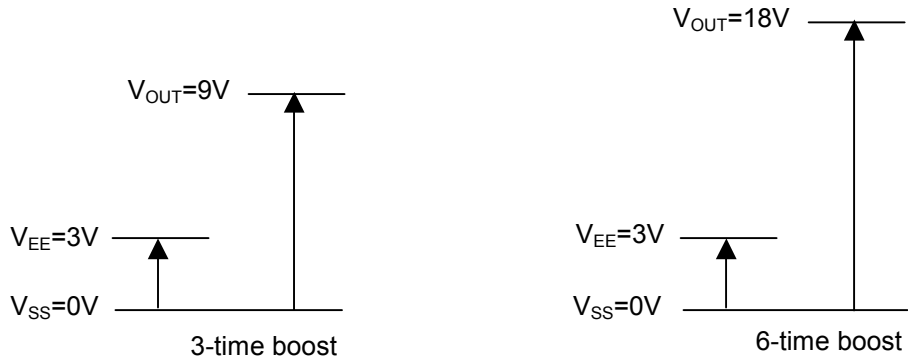
Note3) The relation among the voltages should be maintained as follows.

$$V_{OUT} \geq V_{LCD} \geq V_1 \geq V_2 \geq V_3 \geq V_4 \geq V_{SS}$$

## (21) Voltage booster

The voltage booster generates maximum 6x voltage of the  $V_{EE}$  level. It is programmed so that the boost level is selected out of 1x, 2x, 3x, 4x, 5x and 6x by the "Boost level select" instruction. The boosted voltage  $V_{OUT}$  must not exceed beyond the value of 18.0V, otherwise the voltage stress may cause a permanent damage to the LSI.

### Boosted voltages



### Capacitor connections for the voltage Booster

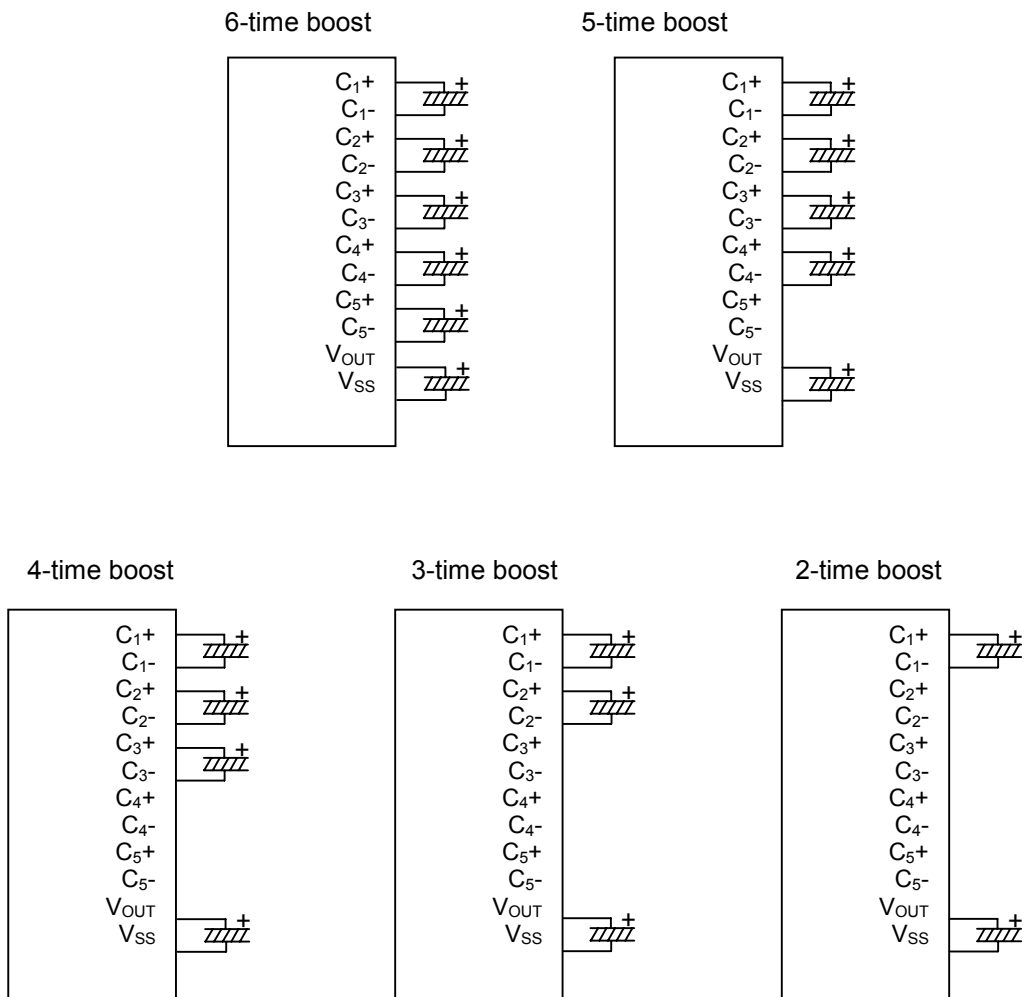


Fig 9

(22) Reference voltage generator

The reference voltage generator is used to produce the reference voltage ( $V_{BA}$ ), which is output from the  $V_{BA}$  terminal and should be input to the  $V_{REF}$  terminal.

$$V_{BA} = V_{EE} \times 0.9$$

(23) Voltage regulator

The voltage regulator, composed of the gain control circuit and an operational amplifier, and is used to gain the reference voltage ( $V_{REF}$ ) and to create the regulated voltage ( $V_{REG}$ ). The  $V_{REG}$  is used as an input voltage to the EVR circuits, which is programmed by the "VU" register of the "Boost level" instruction.

$$V_{REG} = V_{REF} \times N \quad (N: \text{register value for the boost level})$$

(24) Electrical variable resistor (EVR)

The EVR is variable within 128-step, and is used to fine-tune the LCD driving voltage ( $V_{LCD}$ ) by programming the "DV" register in the "EVR control" instruction, so that it is possible to optimize the contrast level for a LCD panels.

$$V_{LCD} = 0.5 \times V_{REG} + M (V_{REG} - 0.5 \times V_{REG}) / 127 \quad (M: \text{register value for the EVR})$$

(25) LCD driving voltage generation circuit

LCD driving voltage generation circuit generates the  $V_{LCD}$  voltage levels as  $V_{LCD}$ ,  $V_1$ ,  $V_2$ ,  $V_3$  and  $V_4$  with internal E.V.R and the Bleeder resistors. The bias ratio of the LCD driving voltage is selected out of 1/5, 1/6, 1/7, 1/8, 1/9, 1/10, 1/11 and 1/12.

In using the internal power supply, the capacitors  $CA_2$  must be connected to the  $V_{LCD}$ ,  $V_1$ ,  $V_2$ ,  $V_3$  and  $V_4$  terminals, and the  $CA_2$  value must be determined by the evaluation with actual LCD modules.

In using the external power supply, the external LCD driving voltages such as the  $V_{LCD}$ ,  $V_1$ ,  $V_2$ ,  $V_3$  and  $V_4$  are supplied and the internal power supply circuits must be set to "OFF" by  $DCON = AMPON = "0"$ . In this mode, voltage booster terminals such as  $C_{1+}$ ,  $C_{1-}$ ,  $C_{2+}$ ,  $C_{2-}$ ,  $C_{3+}$ ,  $C_{3-}$ ,  $C_{4+}$ ,  $C_{4-}$ ,  $C_{5+}$ ,  $C_{5-}$ ,  $V_{EE}$ ,  $V_{REF}$  and  $V_{REG}$  must be opened.

In case that the voltage booster is not used but only some parts of internal power supply circuits (Voltage followers, Voltage regulator and EVR) are used, the  $C_{1+}$ ,  $C_{1-}$ ,  $C_{2+}$ ,  $C_{2-}$ ,  $C_{3+}$ ,  $C_{3-}$ ,  $C_{4+}$ ,  $C_{4-}$ ,  $C_{5+}$  and  $C_{5-}$  terminals must be opened. And, the external power supply is input to the  $V_{OUT}$  terminal, and the reference voltage to the  $V_{REF}$  terminal. The capacitor  $CA_3$  must connect to the  $V_{REG}$  terminal for voltage stabilization.

## Connections of the capacitor for the voltage booster

Using all of the internal power supply circuits  
(6-time boost)

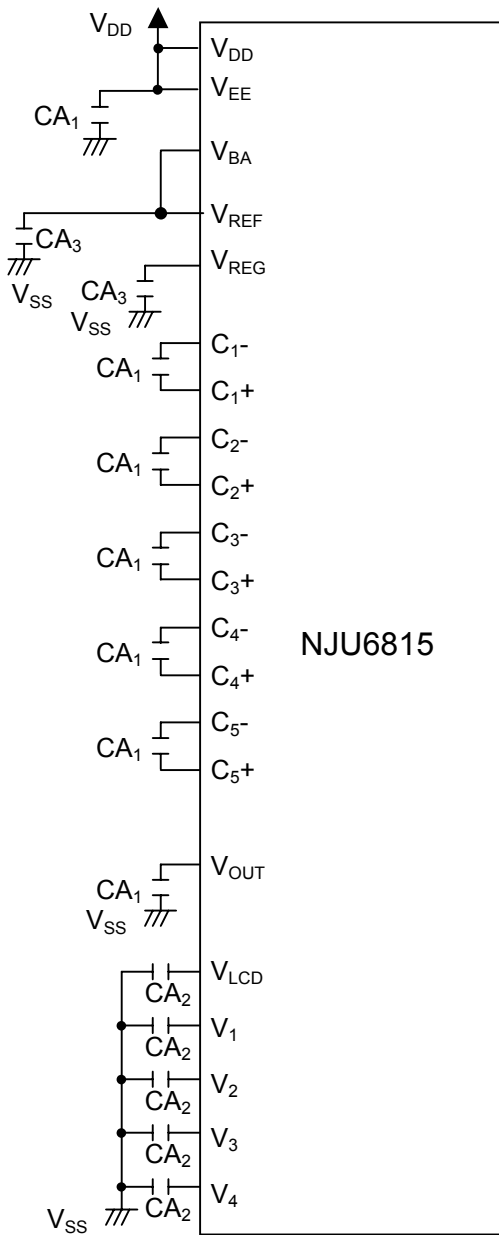


Fig 10

Using only external power supply circuits

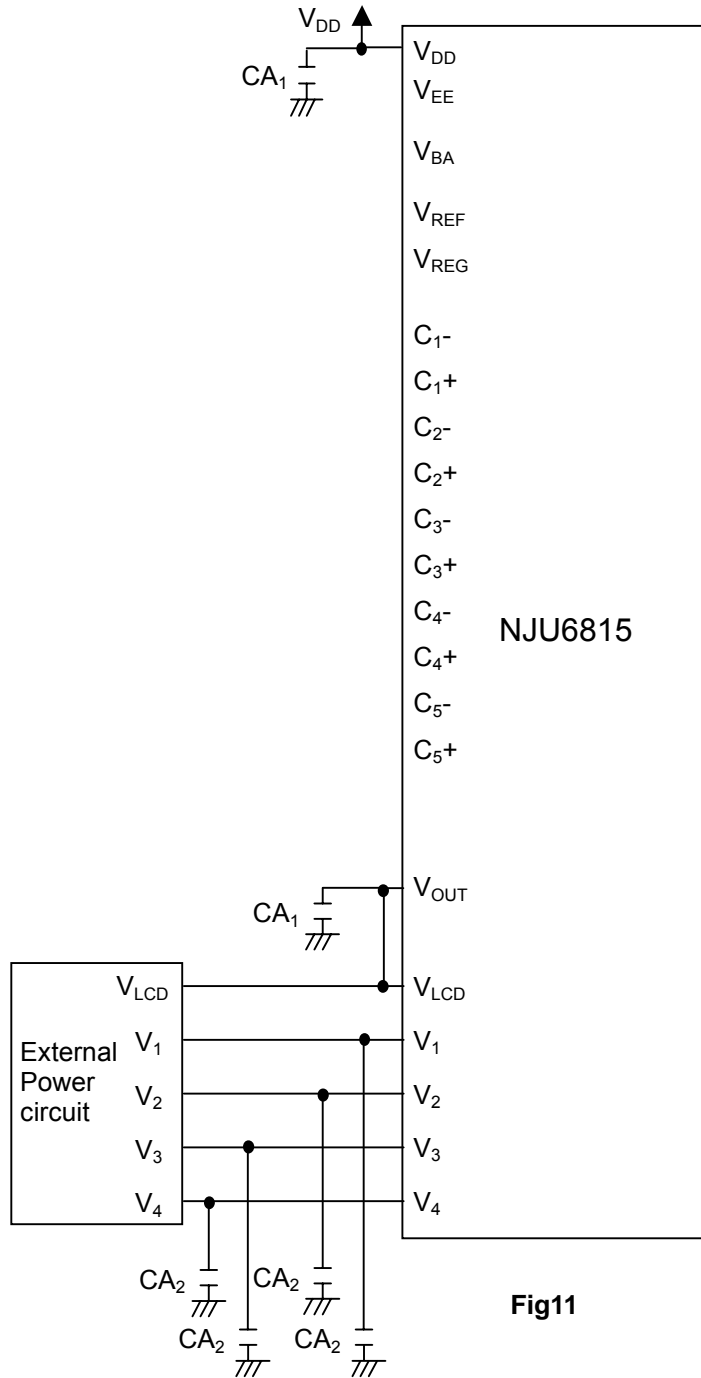


Fig11

Reference values

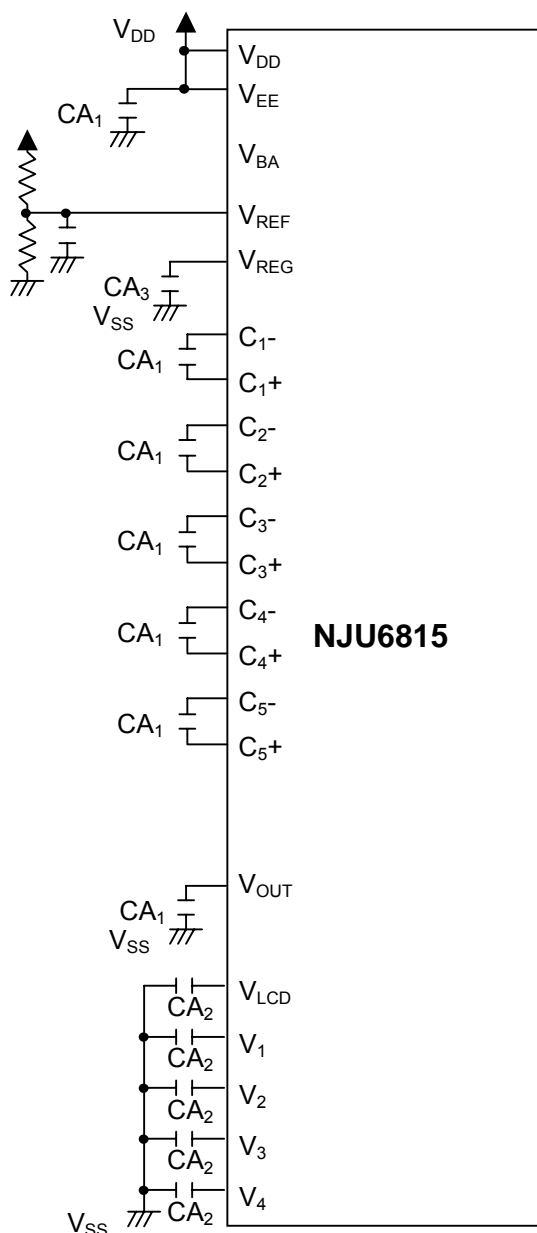
CA <sub>1</sub>	1.0 to 4.7uF
CA <sub>2</sub>	1.0 to 2.2uF
CA <sub>3</sub>	0.1uF

Note1) B grade capacitor is recommended for CA<sub>1</sub>-CA<sub>3</sub>. Testing actual samples with an LCD panel is recommended to decide an optimum value of these capacitors.

Note2) Parasitic resistance on the power supply lines (V<sub>DD</sub>, V<sub>SS</sub>, V<sub>EE</sub>, V<sub>SSH</sub>, V<sub>OUT</sub>, V<sub>LCD</sub>, V<sub>1</sub>, V<sub>2</sub>, V<sub>3</sub> and V<sub>4</sub>) reduces the step-up efficiency of the voltage booster, and may have an impact on the LSI's operation and display quality. To minimize this impact, use the shortest possible wires and place the capacitors to be as close as possible to the LSI.

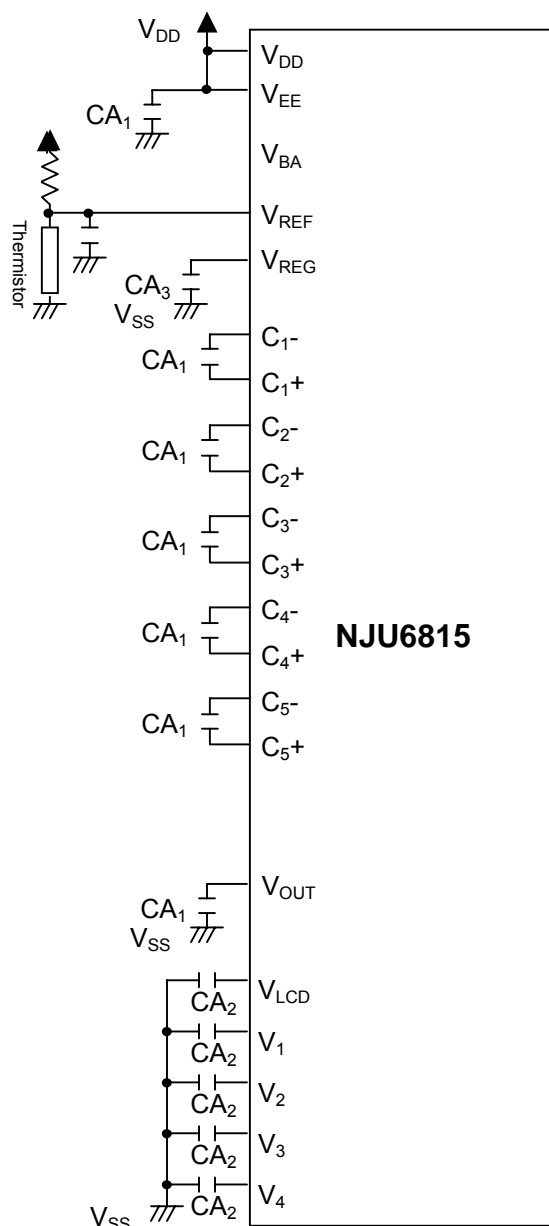


Using internal power supply circuits  
Without the reference voltage generator(1)  
(6-time boost)



**Fig 12**

Using internal power supply circuit  
Without the reference voltage generator(2)  
(6-time boost)



**Fig 13**

**Reference value**

CA <sub>1</sub>	1.0 to 4.7μF
CA <sub>2</sub>	1.0 to 2.2μF
CA <sub>3</sub>	0.1μF

Note1) B grade capacitor is recommended for CA<sub>1</sub>-CA<sub>3</sub>. Testing actual samples with an LCD panel is recommended to decide an optimum value of these capacitors.

Note2) Parasitic resistance on the power supply lines (V<sub>DD</sub>, V<sub>SS</sub>, V<sub>EE</sub>, V<sub>SSH</sub>, V<sub>OUT</sub>, V<sub>LCD</sub>, V<sub>1</sub>, V<sub>2</sub>, V<sub>3</sub> and V<sub>4</sub>) reduces the step-up efficiency of the voltage booster, and may have an impact on the LSI's operation and display quality. To minimize this impact, use the shortest possible wires and place the capacitors to be as close as possible to the LSI.

Using internal power supply circuits  
Without the voltage booster

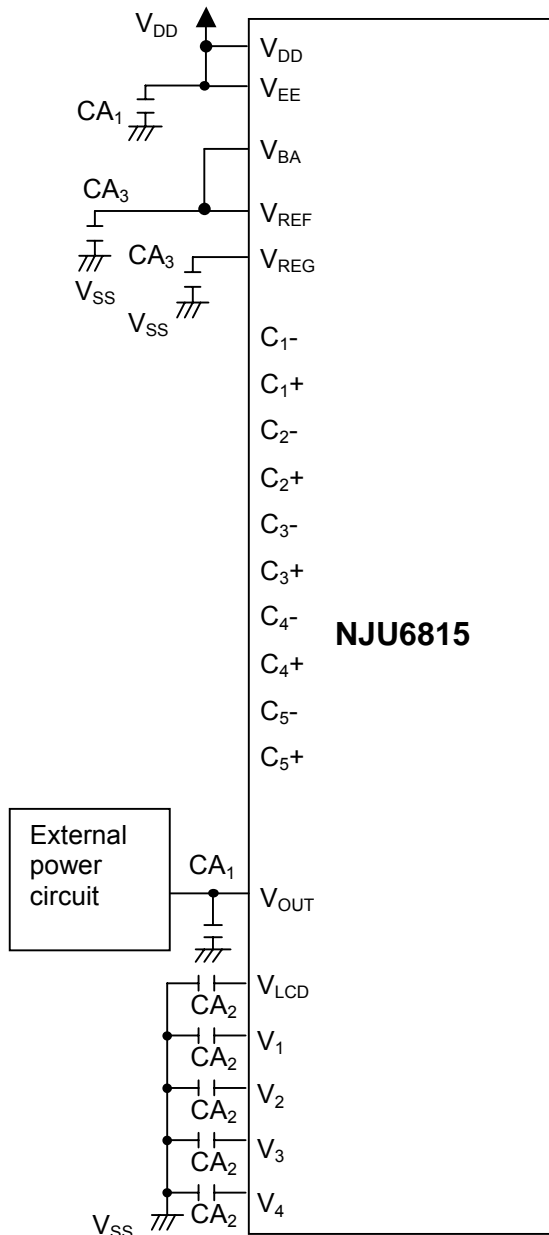


Fig 14

Reference value

CA <sub>1</sub>	1.0 to 4.7μF
CA <sub>2</sub>	1.0 to 2.2μF
CA <sub>3</sub>	0.1μF

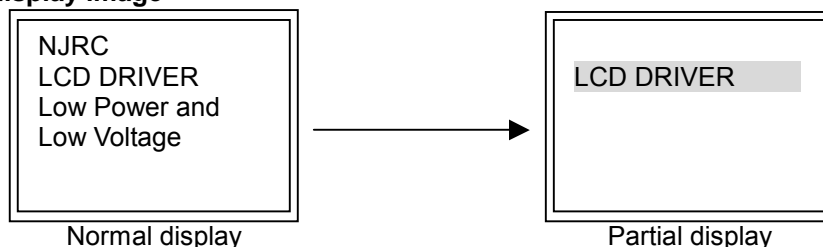
Note1) B grade capacitor is recommended for CA<sub>1</sub>-CA<sub>3</sub>. Testing actual samples with an LCD panel is recommended to decide an optimum value of these capacitors.

Note2) Parasitic resistance on the power supply lines (V<sub>DD</sub>, V<sub>SS</sub>, V<sub>EE</sub>, V<sub>SSH</sub>, V<sub>OUT</sub>, V<sub>LCD</sub>, V<sub>1</sub>, V<sub>2</sub>, V<sub>3</sub> and V<sub>4</sub>) reduces the step-up efficiency of the voltage booster, and may have an impact on the LSI's operation and display quality. To minimize this impact, use the shortest possible wires and place the capacitors to be as close as possible to the LSI.

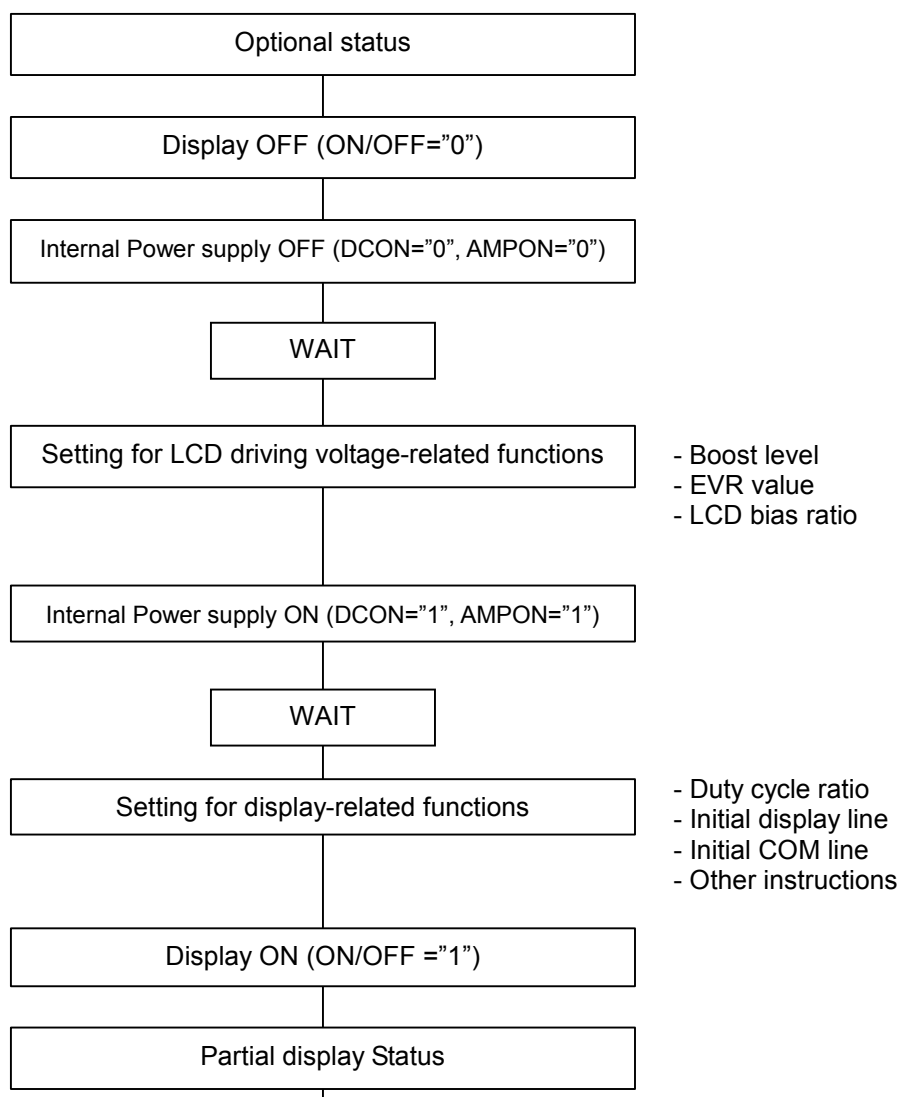
## (26) Partial display function

The partial display function is used to partially specify some parts of display area on LCD panels. By using this function, LCD modules can work in lower duty cycle ratio, lower LCD bias ratio, lower boost level and lower LCD driving voltage. It is usually used to display a time and calendar, and is also used to optimize the LSI condition in accordance with the display size. It can be programmed to select the duty cycle ratio (1/17, 1/25, 1/33, 1/41, 1/49, 1/57, 1/65, 1/73, 1/81, 1/89, 1/97, 1/105, 1/113, 1/121, 1/129, in DSE=0), the LCD bias ratio, the boost level and the EVR value by the instructions.

### Partial display image



### Partial display sequence



## (27) Discharge circuit

Discharge circuit is used to discharge the electric charge of the capacitors on the  $V_1$  to  $V_4$  and  $V_{LCD}$  terminals. This circuit is activated by setting "1" to the "DIS" register of the "Discharge" instruction or by setting "RESb" terminal to "0" level. The "Discharge ON/OFF" instruction is usually required just after the internal power supply is turned off by setting "0" into the "DCON" and "AMPON" registers, or just after the external power supply is turned off. During the discharge operation, the internal or external power supply must not be turned on.

## (28) Reset circuit

The reset circuit initializes the LSI into the following default status. It is activated by setting the RESb terminal to "0". The RESb terminal is usually required to connect to MPU reset terminal in order that the LSI can be initialized at the same timing of the MPU.

### ● Default status

1. DDRAM display data	:Undefined
2. column address	:(00) <sub>H</sub>
3. row address	:(00) <sub>H</sub>
4. Initial display line	:(0) <sub>H</sub> (1st line)
5. Display ON/OFF	:OFF
6. Reverse display ON/OFF	:OFF (normal)
7. Duty cycle ratio	:1/129 duty(DSE=0)
8. N-line Inversion ON/OFF	:OFF
9. COM scan direction	:COM <sub>0</sub> → COM <sub>127</sub>
10. Address direction of RAM	:(HV, XD, YD) = (0, 0, 0)
11. Read modify write	:OFF (AIM=0)
12. SWAP mode	:OFF (normal)
13. EVR value	:(0, 0, 0, 0, 0, 0, 0)
14. Internal power supply	:OFF
15. Display mode	:Gradation display mode
16. LCD bias ratio	:1/9 bias
17. Gradation Palette 0	:(0, 0, 0, 0, 0)
18. Gradation Palette 1	:(0, 0, 0, 1, 1)
19. Gradation Palette 2	:(0, 0, 1, 0, 1)
20. Gradation Palette 3	:(0, 0, 1, 1, 1)
21. Gradation Palette 4	:(0, 1, 0, 0, 1)
22. Gradation Palette 5	:(0, 1, 0, 1, 1)
23. Gradation Palette 6	:(0, 1, 1, 0, 1)
24. Gradation Palette 7	:(0, 1, 1, 1, 1)
25. Gradation Palette 8	:(1, 0, 0, 0, 1)
26. Gradation Palette 9	:(1, 0, 0, 1, 1)
27. Gradation Palette 10	:(1, 0, 1, 0, 1)
28. Gradation Palette 11	:(1, 0, 1, 1, 1)
29. Gradation Palette 12	:(1, 1, 0, 0, 1)
30. Gradation Palette 13	:(1, 1, 0, 1, 1)
31. Gradation Palette 14	:(1, 1, 1, 0, 1)
32. Gradation Palette 15	:(1, 1, 1, 1, 1)
33. Gradation mode control	:Variable gradation mode
34. Data bus length	:8-bit data bus length
35. Discharge circuit	:(DIS,DIS2)=(0,0)

## (29) Power supply ON/OFF sequences

The following paragraphs describe power supply ON/OFF sequences, which are to protect the LSI from over current.

### (29-1) Using an external power supply

- Power supply ON sequence

Logic voltage ( $V_{DD}$ ) must be always input first, and next the LCD driving voltages ( $V_1$  to  $V_4$  and  $V_{LCD}$ ) are turned on. In using the external  $V_{OUT}$ , the  $V_{DD}$  must be input first, next the reset operation must be performed, and finally the  $V_{OUT}$  can be input.

- Power supply OFF sequence

Either the reset operation, cutting off the  $V_1$  to  $V_4$  and  $V_{LCD}$  from the LSI by the RESb terminal or the "Power control" instruction must be performed first, and next the  $V_{DD}$  is turned off. It is recommended that a series-resistor between  $50\Omega$  and  $100\Omega$  is added on the  $V_{LCD}$  line (or  $V_{OUT}$  line in using only the external  $V_{OUT}$  voltage) in order to protect the LSI from the over current.

### (29-2) Using the internal power supply circuits

- Power supply ON sequence

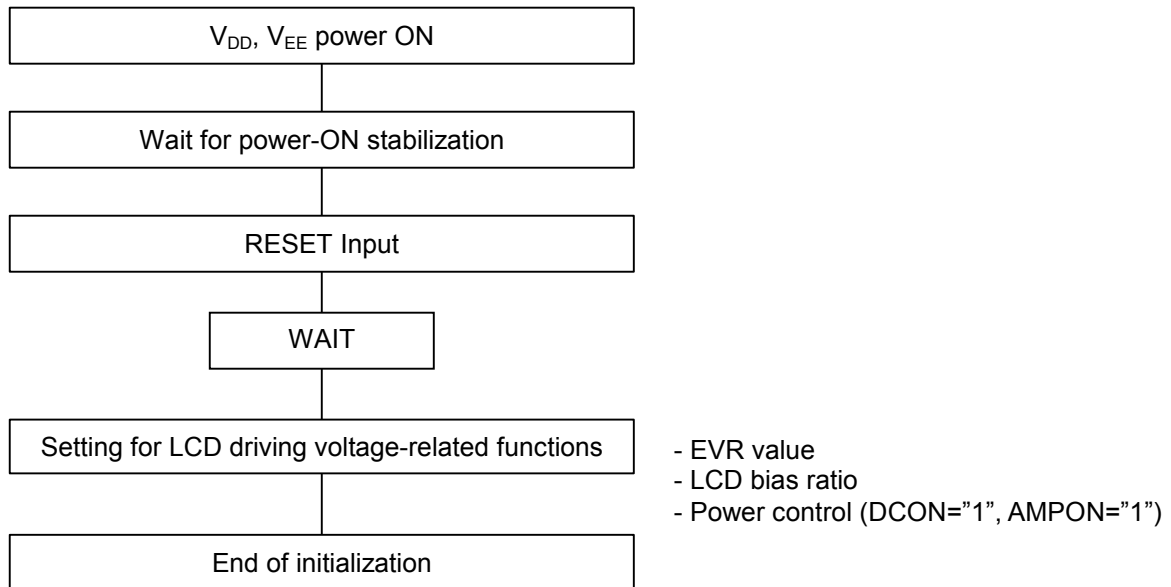
The  $V_{DD}$  must be input first, next the reset operation must be performed, and finally the  $V_1$  to  $V_4$  and  $V_{LCD}$  can be turned on by setting "1" to the "DCON" and "AMPON" registers of the "Power control" instruction.

- Power supply OFF sequence

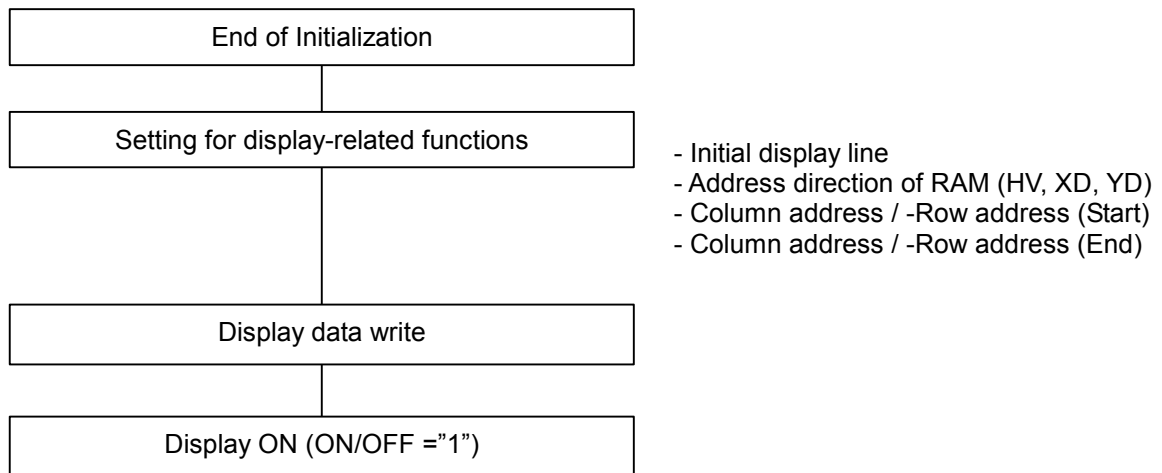
Either the reset operation by the RESb terminal or the "Power control" instruction must be performed first, and next the input voltage for the voltage booster ( $V_{EE}$ ) and the  $V_{DD}$  can be turned off. If the  $V_{EE}$  is supplied from different power sources for  $V_{DD}$ , the  $V_{EE}$  is turned off first, and next the  $V_{DD}$  is turned off.

## (30) Referential instruction sequences

### (30-1) Initialization in using the internal power supply circuits



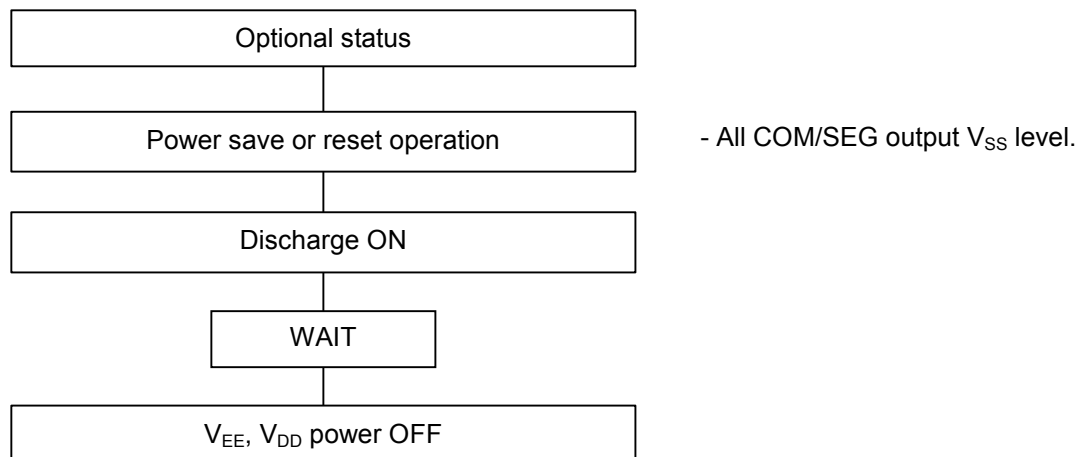
### (30-2) Display data writing



\*: Before display data write / read operation, the address directions should be set first , then Column address set / Row address set of start point and end are set in order. (Display data write / read for whole display area or a portion requires the same procedure as above.)

To avoid incorrect data writing into registers by noise and so forth, the written data from registers should be checked after write operation.

## (30-3) Power OFF



## (31) Instruction table

### Instruction Table (1)

Instructions	Code (80 series MPU I/F)							Code								Functions
	CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	
Display data write	0	0	1	0	0/1	0/1	0/1	Write Data								Write display data to DDRAM
Display data read	0	0	0	1	0/1	0/1	0/1	Read Data								Read display data from DDRAM
column address (Lower) [0 <sub>H</sub> ]	0	1	1	0	0	0	0	0	0	0	0	AX3	AX2	AX1	AX0	DDRAM column address
column address (Upper) [1 <sub>H</sub> ]	0	1	1	0	0	0	0	0	0	0	1	AX7	AX6	AX5	AX4	DDRAM column address
row address (Lower) [2 <sub>H</sub> ]	0	1	1	0	0	0	0	0	0	1	0	AY3	AY2	AY1	AY0	DDRAM row address
row address (Upper) [3 <sub>H</sub> ]	0	1	1	0	0	0	0	0	0	1	1	*	AY6	AY5	AY4	DDRAM row address
Initial display line (Lower) [4 <sub>H</sub> ]	0	1	1	0	0	0	0	0	1	0	0	LA3	LA2	LA1	LA0	Row address for an initial COM line (Scan start line)
Initial display line (Upper) [5 <sub>H</sub> ]	0	1	1	0	0	0	0	0	1	0	1	*	LA6	LA5	LA4	Row address for an initial COM line (Scan start line)
N-line inversion (Lower) [6 <sub>H</sub> ]	0	1	1	0	0	0	0	0	1	1	0	N3	N2	N1	N0	The number of N-line inversion
N-line inversion (Upper) [7 <sub>H</sub> ]	0	1	1	0	0	0	0	0	1	1	1	*	N6	N5	N4	The number of N-line inversion
Display control (1) [8 <sub>H</sub> ]	0	1	1	0	0	0	0	1	0	0	0	SHIFT	MON	ALL ON	ON/ OFF	SHIFT: Common direction MON: Gradation or B/W display mode ALLON: All pixels ON/OFF ON/OFF: Display ON/OFF
Display control (2) [9 <sub>H</sub> ]	0	1	1	0	0	0	0	1	0	0	1	REV	NLIN	SWAP	*	REV: Reverse display ON/OFF NLIN: N-line inversion ON/OFF, SWAP: SWAP mode ON/OFF
Increment control [A <sub>H</sub> ]	0	1	1	0	0	0	0	1	0	1	0	AIM	HV	XD	YD	AIM: Read-modify-write ON/OFF HV: Increment / Decrement direction XD: Column Increment / Decrement set YD: Row Increment / Decrement set
Power control [B <sub>H</sub> ]	0	1	1	0	0	0	0	1	0	1	1	AMP ON	HALT	DC ON	ACL	AMPON: Voltage followers ON/OFF HALT: Power save ON/OFF DCON: Voltage booster ON/OFF ACL: Reset
Duty cycle ratio [C <sub>H</sub> ]	0	1	1	0	0	0	0	1	1	0	0	DS3	DS2	DS1	DS0	Sets LCD duty cycle ratio
Boost level [D <sub>H</sub> ]	0	1	1	0	0	0	0	1	1	0	1	*	VU2	VU1	VU0	Sets boost level
LCD bias ratio [E <sub>H</sub> ]	0	1	1	0	0	0	0	1	1	1	0	*	B2	B1	B0	Sets LCD bias ratio
RE register [F <sub>H</sub> ]	0	1	1	0	0/1	0/1	0/1	1	1	1	1	TST <sub>0</sub>	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>	RE flag set

Note 1) \* : Don't care.

Note 2) [N<sub>H</sub>] : Address of instruction register

Note 3) The dual instructions including upper and lower bytes is enabled after either upper or lower bytes are set into the register. The only "EVR control" instruction is enabled after both of the upper and lower bytes are set.



## Instruction Table (2)

Instructions	Code (80 series MPU I/F)							Code								Functions
	CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	
Gradation palette A0/A8 (Lower) [0 <sub>H</sub> ]	0	1	1	0	0	0	1	0	0	0	0	PA03/ PA83	PA02/ PA82	PA01/ PA81	PA00/ PA80	Sets palette values to gradation palette A0(PS=0)/A8(PS=1)
Gradation palette A0/A8 (Upper) [1 <sub>H</sub> ]	0	1	1	0	0	0	1	0	0	0	1	*	*	*	PA04/ PA84	Sets palette values to gradation palette A0(PS=0)/A8(PS=1)
Gradation palette A1/A9 (Lower) [2 <sub>H</sub> ]	0	1	1	0	0	0	1	0	0	1	0	PA13/ PA93	PA12/ PA92	PA11/ PA91	PA10/ PA90	Sets palette values to gradation palette A1(PS=0)/A9(PS=1)
Gradation palette A1/A9 (Upper) [3 <sub>H</sub> ]	0	1	1	0	0	0	1	0	0	1	1	*	*	*	PA14/ PA94	Sets palette values to gradation palette A1(PS=0)/A9(PS=1)
Gradation palette A2/A10 (Lower) [4 <sub>H</sub> ]	0	1	1	0	0	0	1	0	1	0	0	PA23/ PA103	PA22/ PA102	PA21/ PA101	PA20/ PA100	Sets palette values to gradation palette A2(PS=0)/A10(PS=1)
Gradation palette A2/A10 (Upper) [5 <sub>H</sub> ]	0	1	1	0	0	0	1	0	1	0	1	*	*	*	PA24/ PA104	Sets palette values to gradation palette A2(PS=0)/A10(PS=1)
Gradation palette A3/A11 (Lower) [6 <sub>H</sub> ]	0	1	1	0	0	0	1	0	1	1	0	PA33/ PA113	PA32/ PA112	PA31/ PA111	PA30/ PA110	Sets palette values to gradation palette A3(PS=0)/A11(PS=1)
Gradation palette A3/A11 (Upper) [7 <sub>H</sub> ]	0	1	1	0	0	0	1	0	1	1	1	*	*	*	PA34/ PA114	Sets palette values to gradation palette A3(PS=0)/A11(PS=1)
Gradation palette A4/A12 (Lower) [8 <sub>H</sub> ]	0	1	1	0	0	0	1	1	0	0	0	PA43/ PA123	PA42/ PA122	PA41/ PA121	PA40/ PA120	Sets palette values to gradation palette A4(PS=0)/A12(PS=1)
Gradation palette A4/A12 (Upper) [9 <sub>H</sub> ]	0	1	1	0	0	0	1	1	0	0	1	*	*	*	PA44/ PA124	Sets palette values to gradation palette A4(PS=0)/A12(PS=1)
Gradation palette A5/A13 (Lower) [A <sub>H</sub> ]	0	1	1	0	0	0	1	1	0	1	0	PA53/ PA133	PA52/ PA132	PA51/ PA131	PA50/ PA130	Sets palette values to gradation palette A5(PS=0)/A13(PS=1)
Gradation palette A5/A13 (Upper) [B <sub>H</sub> ]	0	1	1	0	0	0	1	1	0	1	1	*	*	*	PA54/ PA134	Sets palette values to gradation palette A5(PS=0)/A13(PS=1)
Gradation palette A6/A14 (Lower) [C <sub>H</sub> ]	0	1	1	0	0	0	1	1	1	0	0	PA63/ PA143	PA62/ PA142	PA61/ PA141	PA60/ PA140	Sets palette values to gradation palette A6(PS=0)/A14(PS=1)
Gradation palette A6/A14 (Upper) [D <sub>H</sub> ]	0	1	1	0	0	0	1	1	1	0	1	*	*	*	PA64/ PA144	Sets palette values to gradation palette A6(PS=0)/A14(PS=1)
RE register [F <sub>H</sub> ]	0	1	1	0	0/1	0/1	0/1	1	1	1	1	TST <sub>0</sub>	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>	RE flag set

Note 1) \* : Don't care.

Note 2) [ N<sub>H</sub> ] : Address of Instruction register

Note 3) The dual instructions including upper and lower bytes is enabled after either upper or lower bytes are set into the register. The only "EVR control" instruction is enabled after both of the upper and lower bytes are set.

## Instruction Table (3)

Instructions	Code (80 series MPU I/F)							Code								Functions
	CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	
Gradation palette A7/A15 (Lower) [0 <sub>H</sub> ]	0	1	1	0	0	1	0	0	0	0	0	PA73/ PA153	PA72/ PA152	PA71/ PA151	PA70/ PA150	Sets palette values to gradation palette A7(PS=0)/A15(PS=1)
Gradation palette A7/A15 (Upper) [1 <sub>H</sub> ]	0	1	1	0	0	1	0	0	0	0	1	*	*	*	PA74/ PA154	Sets palette values to gradation palette A7(PS=0)/A15(PS=1)
Gradation palette B0/B8 (Lower) [2 <sub>H</sub> ]	0	1	1	0	0	1	0	0	0	1	0	PB03/ PB83	PB02/ PB82	PB01/ PB81	PB00/ PB80	Sets palette values to gradation palette B0(PS=0)/B8(PS=1)
Gradation palette B0/B8 (Upper) [3 <sub>H</sub> ]	0	1	1	0	0	1	0	0	0	1	1	*	*	*	PB04/ PB84	Sets palette values to gradation palette B0(PS=0)/B8(PS=1)
Gradation palette B1/B9 (Lower) [4 <sub>H</sub> ]	0	1	1	0	0	1	0	0	1	0	0	PB13/ PB93	PB12/ PB92	PB11/ PB91	PB10/ PB90	Sets palette values to gradation palette B1(PS=0)/B9(PS=1)
Gradation palette B1/B9 (Upper) [5 <sub>H</sub> ]	0	1	1	0	0	1	0	0	1	0	1	*	*	*	PB14/ PB94	Sets palette values to gradation palette B1(PS=0)/B9(PS=1)
Gradation palette B2/B10 (Lower) [6 <sub>H</sub> ]	0	1	1	0	0	1	0	0	1	1	0	PB23/ PB103	PB22/ PB102	PB21/ PB101	PB20/ PB100	Sets palette values to gradation palette B2(PS=0)/B10(PS=1)
Gradation palette B2/B10 (Upper) [7 <sub>H</sub> ]	0	1	1	0	0	1	0	0	1	1	1	*	*	*	PB24/ PB104	Sets palette values to gradation palette B2(PS=0)/B10(PS=1)
Gradation palette B3/B11 (Lower) [8 <sub>H</sub> ]	0	1	1	0	0	1	0	1	0	0	0	PB33/ PB113	PB32/ PB112	PB31/ PB111	PB30/ PB110	Sets palette values to gradation palette B3(PS=0)/B11(PS=1)
Gradation palette B3/B11 (Upper) [9 <sub>H</sub> ]	0	1	1	0	0	1	0	1	0	0	1	*	*	*	PB34/ PB114	Sets palette values to gradation palette B3(PS=0)/B11(PS=1)
Gradation palette B4/B12 (Lower) [A <sub>H</sub> ]	0	1	1	0	0	1	0	1	0	1	0	PB43/ PB123	PB42/ PB122	PB41/ PB121	PB40/ PB120	Sets palette values to gradation palette B4(PS=0)/B12(PS=1)
Gradation palette B4/B12 (Upper) [B <sub>H</sub> ]	0	1	1	0	0	1	0	1	0	1	1	*	*	*	PB44/ PB124	Sets palette values to gradation palette B4(PS=0)/B12(PS=1)
Gradation palette B5/B13 (Lower) [C <sub>H</sub> ]	0	1	1	0	0	1	0	1	1	0	0	PB53/ PB133	PB52/ PB132	PB51/ PB131	PB50/ PB130	Sets palette values to gradation palette B5(PS=0)/B13(PS=1)
Gradation palette B5/B13 (Upper) [D <sub>H</sub> ]	0	1	1	0	0	1	0	1	1	0	1	*	*	*	PB54/ PB134	Sets palette values to gradation palette B5(PS=0)/B13(PS=1)
RE register [F <sub>H</sub> ]	0	1	1	0	0/1	0/1	0/1	1	1	1	1	TST <sub>0</sub>	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>	RE flag set

Note 1) \* : Don't care.

Note 2) [ N<sub>H</sub> ] : Address of Instruction register

Note 3) The dual instructions including upper and lower bytes is enabled after either upper or lower bytes are set into the register. The only "EVR control" instruction is enabled after both of the upper and lower bytes are set.

## Instruction Table (4)

Instructions	Code (80 series MPU I/F)							Code								Functions
	CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	
Gradation palette B6/B14 (Lower) [0 <sub>H</sub> ]	0	1	1	0	0	1	1	0	0	0	0	PB63/ PB143	PB62/ PB142	PB61/ PB141	PB60/ PB140	Sets palette values to gradation palette B6(PS=0)/B14(PS=1)
Gradation palette B6/B14 (Upper) [1 <sub>H</sub> ]	0	1	1	0	0	1	1	0	0	0	1	*	*	*	PB64/ PB144	Sets palette values to gradation palette B6(PS=0)/B14(PS=1)
Gradation palette B7/B15 (Lower) [2 <sub>H</sub> ]	0	1	1	0	0	1	1	0	0	1	0	PB73/ PB153	PB72/ PB152	PB71/ PB151	PB70/ PB150	Sets palette values to gradation palette B7(PS=0)/B15(PS=1)
Gradation palette B7/B15 (Upper) [3 <sub>H</sub> ]	0	1	1	0	0	1	1	0	0	1	1	*	*	*	PB74/ PB154	Sets palette values to gradation palette B7(PS=0)/B15(PS=1)
Gradation palette C0/C8 (Lower) [4 <sub>H</sub> ]	0	1	1	0	0	1	1	0	1	0	0	PC03/ PC83	PC02/ PC82	PC01/ PC81	PC00/ PC80	Sets palette values to gradation palette C0(PS=0)/C8(PS=1)
Gradation palette C0/C8 (Upper) [5 <sub>H</sub> ]	0	1	1	0	0	1	1	0	1	0	1	*	*	*	PC04/ PC84	Sets palette values to gradation palette C0(PS=0)/C8(PS=1)
Gradation palette C1/C9 (Lower) [6 <sub>H</sub> ]	0	1	1	0	0	1	1	0	1	1	0	PC13/ PC93	PC12/ PC92	PC11/ PC91	PC10/ PC90	Sets palette values to gradation palette C1(PS=0)/C9(PS=1)
Gradation palette C1/C9 (Upper) [7 <sub>H</sub> ]	0	1	1	0	0	1	1	0	1	1	1	*	*	*	PC14/ PC94	Sets palette values to gradation palette C1(PS=0)/C9(PS=1)
Gradation palette C2/C10 (Lower) [8 <sub>H</sub> ]	0	1	1	0	0	1	1	1	0	0	0	PC23/ PC103	PC22/ PC102	PC21/ PC101	PC20/ PC100	Sets palette values to gradation palette C2(PS=0)/C10(PS=1)
Gradation palette C2/C10 (Upper) [9 <sub>H</sub> ]	0	1	1	0	0	1	1	1	0	0	1	*	*	*	PC24/ PC104	Sets palette values to gradation palette C2(PS=0)/C10(PS=1)
Gradation palette C3/C11 (Lower) [A <sub>H</sub> ]	0	1	1	0	0	1	1	1	0	1	0	PC33/ PC113	PC32/ PC112	PC31/ PC111	PC30/ PC110	Sets palette values to gradation palette C3(PS=0)/C11(PS=1)
Gradation palette C3/C11 (Upper) [B <sub>H</sub> ]	0	1	1	0	0	1	1	1	0	1	1	*	*	*	PC34/ PC114	Sets palette values to gradation palette C3(PS=0)/C11(PS=1)
Gradation palette C4/C12 (Lower) [C <sub>H</sub> ]	0	1	1	0	0	1	1	1	1	0	0	PC43/ PC123	PC42/ PC122	PC41/ PC121	PC40/ PC120	Sets palette values to gradation palette C4(PS=0)/C12(PS=1)
Gradation palette C4/C12 (Upper) [D <sub>H</sub> ]	0	1	1	0	0	1	1	1	1	0	1	*	*	*	PC44/ PC124	Sets palette values to gradation palette C4(PS=0)/C12(PS=1)
RE register [F <sub>H</sub> ]	0	1	1	0	0/1	0/1	0/1	1	1	1	1	TST <sub>0</sub>	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>	RE flag set

Note 1) \* : Don't care.

Note 2) [ N<sub>H</sub> ] : Address of Instruction register

Note 3) The dual instructions including upper and lower bytes is enabled after either upper or lower bytes are set into the register. The only "EVR control" instruction is enabled after both of the upper and lower bytes are set.

## Instruction Table (5)

Instructions	Code (80 series MPU I/F)							Code								Functions
	CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	
Gradation palette C5/C13 (Lower) [0 <sub>H</sub> ]	0	1	1	0	1	0	0	0	0	0	0	PC53/ PC133	PC52/ PC132	PC51/ PC131	PC50/ PC130	Sets palette values to gradation palette C5(PS=0)/C13(PS=1)
Gradation palette C5/C13 (Upper) [1 <sub>H</sub> ]	0	1	1	0	1	0	0	0	0	0	1	*	*	*	PC54/ PC134	Sets palette values to gradation palette C5(PS=0)/C13(PS=1)
Gradation palette C6/C14 (Lower) [2 <sub>H</sub> ]	0	1	1	0	1	0	0	0	0	1	0	PC63/P C143	PC62/ PC142	PC61/ PC141	PC60/ PC140	Sets palette values to gradation palette C6(PS=0)/C14(PS=1)
Gradation palette C6/C14 (Upper) [3 <sub>H</sub> ]	0	1	1	0	1	0	0	0	0	1	1	*	*	*	PC64/ PC154	Sets palette values to gradation palette C6(PS=0)/C14(PS=1)
Gradation palette C7/C15 (Lower) [4 <sub>H</sub> ]	0	1	1	0	1	0	0	0	1	0	0	PC73/ PC153	PC72/ PC152	PC71/ PC151	PC70/ PC150	Sets palette values to gradation palette C7(PS=0)/C15(PS=1)
Gradation palette C7/C15 (Upper) [5 <sub>H</sub> ]	0	1	1	0	1	0	0	0	1	0	1	*	*	*	PC74/ PC154	Sets palette values to gradation palette C7(PS=0)/C15(PS=1)
Initial COM line [6 <sub>H</sub> ]	0	1	1	0	1	0	0	0	1	1	0	SC3	SC2	SC1	SC0	Sets scan-starting common driver
Display control Signal/ Duty Select [7 <sub>H</sub> ]	0	1	1	0	1	0	0	0	1	1	1	*	*	DSE	SON	SON : Display clock ON/OFF DSE : Duty-1 ON/OFF
Gradation mode control [8 <sub>H</sub> ]	0	1	1	0	1	0	0	1	0	0	0	PWM	C256	*	*	PWM : Variable/Fixed gradation mode C256 : 256-Color Mode ON/OFF
Data bus length [9 <sub>H</sub> ]	0	1	1	0	1	0	0	1	0	0	1	*	ABS	CKS	WLS	ABS : ABS mode ON/OFF CKS : Internal/external oscillation WLS : Display data Length
EVR control (Lower) [A <sub>H</sub> ]	0	1	1	0	1	0	0	1	0	1	0	DV3	DV2	DV1	DV0	Sets EVR level (Lower bit)
EVR control (Upper) [B <sub>H</sub> ]	0	1	1	0	1	0	0	1	0	1	1	*	DV6	DV5	DV4	Sets EVR level (Upper bit)
Frequency control [D <sub>H</sub> ]	0	1	1	0	1	0	0	1	1	0	1	*	RF2	RF1	RF0	Oscillation frequency
Discharge ON/OFF [E <sub>H</sub> ]	0	1	1	0	1	0	0	1	1	1	0	*	*	DIS2	DIS	Discharge the electric charge in capacitors on V <sub>1</sub> to V <sub>4</sub> and V <sub>LCD</sub>
RE register [F <sub>H</sub> ]	0	1	1	0	0/1	0/1	0/1	1	1	1	1	TST <sub>0</sub>	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>	RE flag
Instruction register address [C <sub>H</sub> ]	0	1	1	0	1	0	0	1	1	0	0	Reading address				Sets instruction register address
Instruction register read	0	1	0	1	0/1	0/1	0/1	*	*	*	*	Read Data				Read out instruction register data

Note 1) \* : Don't care.

Note 2) [N<sub>H</sub>] : Address of Instruction register

Note 3) The dual instructions including upper and lower bytes is enabled after either upper or lower bytes are set into the register. The only "EVR control" instruction is enabled after both of the upper and lower bytes are set.

Note 4) CKS=0: Internal oscillation mode (default)

CKS=1: External oscillation mode

## Instruction Table (6)

Instructions	Code (80 series MPU I/F)							Code								Functions
	CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	
Window end column address (Lower) [0 <sub>H</sub> ]	0	1	1	0	1	0	1	0	0	0	0	EX3	EX2	EX1	EX0	Sets column address for end point
Window end column address (Upper) [1 <sub>H</sub> ]	0	1	1	0	1	0	1	0	0	0	1	EX7	EX6	EX5	EX4	Sets column address for end point
Window end row address (Lower) [2 <sub>H</sub> ]	0	1	1	0	1	0	1	0	0	1	0	EY3	EY2	EY1	EY0	Sets row address for end point
Window end row address (Upper) [3 <sub>H</sub> ]	0	1	1	0	1	0	1	0	0	1	1	*	EY6	EY5	EY4	Sets row address for end point
Initial reverse line (Lower) [4 <sub>H</sub> ]	0	1	1	0	1	0	1	0	1	0	0	LS3	LS2	LS1	LS0	Sets address for reverse line
Initial reverse line (Upper) [5 <sub>H</sub> ]	0	1	1	0	1	0	1	0	1	0	1	*	LS6	LS5	LS4	Sets address for reverse line
Last reverse line (Lower) [6 <sub>H</sub> ]	0	1	1	0	1	0	1	0	1	1	0	LE3	LE2	LE1	LE0	Sets address for reverse line
Last reverse line (Upper) [7 <sub>H</sub> ]	0	1	1	0	1	0	1	0	1	1	1	*	LE6	LE5	LE4	Sets address for reverse line
Reverse line display ON/OFF [8 <sub>H</sub> ]	0	1	1	0	1	0	1	1	0	0	0	*	*	BT	LREV	BT : Blink type setting LREV : Reverse line display ON/OFF
Gradation palette setting control [9 <sub>H</sub> ]	0	1	1	0	1	0	1	1	0	0	1	*	*	*	PS	PS : gradation setting
PWM control [A <sub>H</sub> ]	0	1	1	0	1	0	1	1	0	1	0	PWMS	PWMA	PWMB	PWMC	Sets PWM mode
RE register [F <sub>H</sub> ]	0	1	1	0	0/1	0/1	0/1	1	1	1	1	TST <sub>0</sub>	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>	RE flag

Note 1) \* : Don't care.

Note 2) [N<sub>H</sub>] : Address of Instruction register

Note 3) The dual instructions including upper and lower bytes is enabled after either upper or lower bytes are set into the register. The only "EVR control" instruction is enabled after both of the upper and lower bytes are set.

## (32) Instruction descriptions

This chapter provides detail descriptions and instruction registers. Nonexistent instruction codes must not be set into the LSI.

### (32-1) Display data write

The "Display data write" instruction is used to write 8-bit display data into the DDRAM.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	0	1	0	0/1	0/1	0/1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
Display data							

### (32-2) Display data read

The "Display data read" instruction is used to read out 8-bit display data from the DDRAM, where the column address and row address must be specified beforehand by the "column address" and "row address" instructions. The dummy read is required just after the "column address" and "row address" instructions.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	0	0	1	0/1	0/1	0/1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
Display data							

### (32-3) Column address

The "column address" instruction is used to specify the column address for the display data's reading and writing operations. It requires dual bytes for lower 4-bit and upper 4-bit data. The instruction for the lower 4-bit data must be executed first, next the instruction for the upper 4-bit.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	0	0	AX <sub>3</sub>	AX <sub>2</sub>	AX <sub>1</sub>	AX <sub>0</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	0	1	AX <sub>7</sub>	AX <sub>6</sub>	AX <sub>5</sub>	AX <sub>4</sub>

### (32-4) Row address

The "row address" instruction is used to specify the row address for the display data read and write operations. It requires dual bytes for lower 4-bit and upper 3-bit data. The instruction for the lower 4-bit data must be executed first, next the instruction for upper 3-bit. The row address is specified in between 00<sub>H</sub> and 7F<sub>H</sub>. The setting for nonexistent row address between 80<sub>H</sub> and FF<sub>H</sub> is prohibited.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	1	0	AY <sub>3</sub>	AY <sub>2</sub>	AY <sub>1</sub>	AY <sub>0</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	1	1	*	AY <sub>6</sub>	AY <sub>5</sub>	AY <sub>4</sub>

### (32-5) Initial display line

The "Initial display line" instruction is used to specify the line address corresponding to the initial COM line. The initial COM line specified by the "Initial COM line" instruction and indicates the common driver that starts scanning data.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	0	0	LA <sub>3</sub>	LA <sub>2</sub>	LA <sub>1</sub>	LA <sub>0</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	0	1	*	LA <sub>6</sub>	LA <sub>5</sub>	LA <sub>4</sub>

LA <sub>6</sub>	LA <sub>5</sub>	LA <sub>4</sub>	LA <sub>3</sub>	LA <sub>2</sub>	LA <sub>1</sub>	LA <sub>0</sub>	Line address
0	0	0	0	0	0	0	0
0	0	0	0	0	0	1	1
⋮							⋮
1	1	1	1	1	1	1	127

### (32-6) N-line inversion

The "N-line inversion" instruction is used to control the alternate rates of the liquid crystal direction. It is programmed to select the N value between 2 and 128, and the FR signal toggles once every N lines by setting "1" into the "NLIN" register of the "Display control (2)" instruction. When the N-line inversion is disabled by setting "0" into the "NLIN" register, the FR signal toggles by the frame.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	1	0	N3	N2	N1	N0

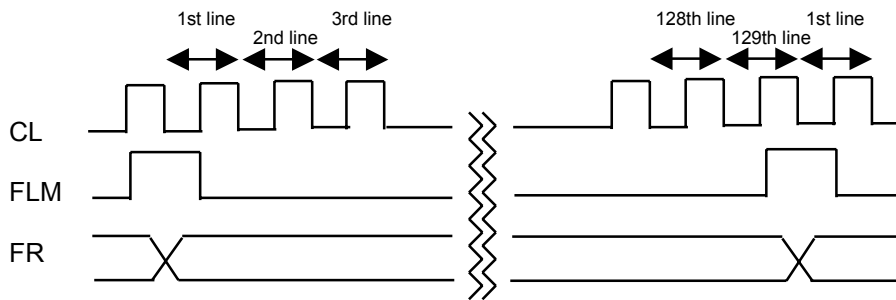
CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	1	1	*	N6	N5	N4

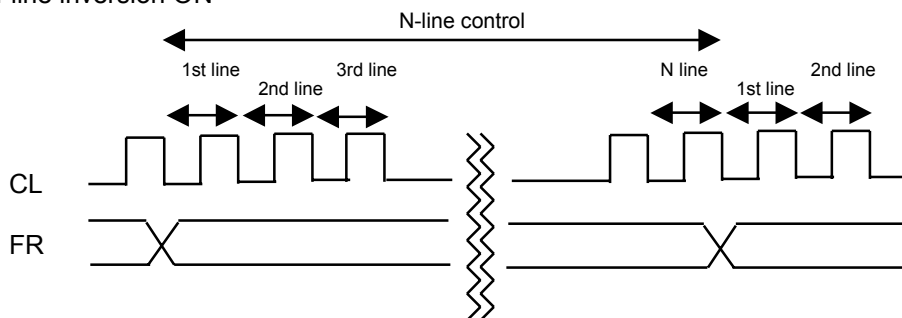
N6	N5	N4	N3	N2	N1	N0	N value
0	0	0	0	0	0	0	Inhibited
0	0	0	0	0	0	1	2
⋮							⋮
0	1	0	0	0	0	0	128

● N-line Inversion Timing (1/129 duty cycle ratio)

N-line inversion OFF



N-line inversion ON



(32-7) Display control (1)

The "Display control (1)" instruction is used to control display conditions by setting the "Display ON/OFF", "All pixels ON/OFF", Display mode" and "Common direction" registers.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	0	0	SHIFT	MON	ALLON	ON/OFF

● ON/OFF register

ON/OFF=0 : Display OFF (All COM/SEG output V<sub>ss</sub> level.)  
 ON/OFF=1 : Display ON

● All ON register

The "All pixels ON/OFF" register is used to turn on all pixels without changing display data of the DDRAM. The setting for the "All pixels ON/OFF" register has a priority over the "Reverse display ON/OFF" register.

ALLON=0 : Normal  
 ALLON=1 : All pixels turn on.

● MON register

MON=0 : Gradation mode  
 MON=1 : B&W mode

● SHIFT register

SHIFT=0 : COM<sub>0</sub> → COM<sub>127</sub>  
 SHIFT=1 : COM<sub>127</sub> → COM<sub>0</sub>



## (32-8) Display control (2)

The "Display control (2)" instruction is used to control display conditions by setting the "SWAP mode ON/OFF", "N-line inversion ON/OFF" and "Reverse display ON/OFF" registers.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	0	1	REV	NLIN	SWAP	*

- SWAP register

The "SWAP" register is used to reverse the arrangement of the display data in the DDRAM.

SWAP=0 : SWAP mode OFF (Normal)  
 SWAP=1 : SWAP mode ON

	SWAP="0"	SWAP="1"
Write data	D <sub>7</sub> D <sub>6</sub> D <sub>5</sub> D <sub>4</sub> D <sub>3</sub> D <sub>2</sub> D <sub>1</sub> D <sub>0</sub>	D <sub>7</sub> D <sub>6</sub> D <sub>5</sub> D <sub>4</sub> D <sub>3</sub> D <sub>2</sub> D <sub>1</sub> D <sub>0</sub>
	↓ ..... ↓	↙ ..... ↘
RAM data	D <sub>7</sub> d <sub>6</sub> d <sub>5</sub> d <sub>4</sub> d <sub>3</sub> d <sub>2</sub> d <sub>1</sub> d <sub>0</sub>	d <sub>0</sub> d <sub>1</sub> d <sub>2</sub> d <sub>3</sub> d <sub>4</sub> d <sub>5</sub> d <sub>6</sub> d <sub>7</sub>
	↓ ..... ↓	↓ ..... ↓
Read data	D <sub>7</sub> D <sub>6</sub> D <sub>5</sub> D <sub>4</sub> D <sub>3</sub> D <sub>2</sub> D <sub>1</sub> D <sub>0</sub>	D <sub>7</sub> D <sub>6</sub> D <sub>5</sub> D <sub>4</sub> D <sub>3</sub> D <sub>2</sub> D <sub>1</sub> D <sub>0</sub>

- NLIN register

The "NLIN" is used to enable or disable the N-line inversion.

NLIN=0 : N-line inversion OFF (The FR signal toggles by the frame.)  
 NLIN=1 : N-line inversion ON (The FR signal toggles once every N frames.)

- REV register

The "REV" register is used to enable or disable the reverse display mode that reverses the polarity of display data without changing display data of the DDRAM.

REV=0 : Reverse display mode OFF  
 REV=1 : Reverse display mode ON

REV	Display	DDRAM data → Display data	
0	Normal	0	0
		1	1
1	Reverse	0	1
		1	0

## (32-9) Increment control

The "Increment control" instruction is used for the increment mode. In using the auto-increment mode, DDRAM address automatically increments (+1) whenever the DDRAM is accessed by the "Display data write" or "Display data read" instruction. Therefore, once "Display data write" or "Display data read" instruction is established, it is possible to continuously access to the DDRAM without the "column address" and "row address" instructions. The settings for the "AIM", "HV", "XD" and "YD" registers are listed in the following tables.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	1	0	AIM	HV	XD	YD

- AIM, HV, XD and YD registers

AIM	Increment mode	Note
0	Auto-increment for both of the display data read and write operations	1
1	Auto-increment for the display write operation (Read modify write)	2

Note 1) It is effective for usual operations accessing successive addresses.

Note 2) It is effective for the read-modify-write operation.

HV	XD	YD	Increment / Decrement mode / Scanning Direction
0	0	0	Column increment / Row increment / Horizontal direction
0	0	1	Column increment / Row decrement / Horizontal direction
0	1	0	Column decrement / Row increment / Horizontal direction
0	1	1	Column decrement / Row decrement / Horizontal direction
1	0	0	Column increment / Row increment / Vertical direction
1	0	1	Column increment / Row decrement / Vertical direction
1	1	0	Column decrement / Row increment / Vertical direction
1	1	1	Column decrement / Row decrement / Vertical direction

For the window area designation, the address directions of RAM (HV, XD, YD) must be set first, and Column address and Row of Start point must be set second, Column address and Row of Stop point must be set third, then RAM should be accessed. Low address must be set first and High address must be set second in all of addresses. The directions of HV, XD, YD should be check to keep the area in RAM.

## (32-10) Power control

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	1	1	AMPON	HALT	DCON	ACL

- ACL register

The "ACL" register is used to initialize the internal power supply circuits.

ACL=0 : Initialization OFF (Normal)

ACL=1 : Initialization ON

When the data of the "ACL register" is read out by the "Instruction register read" instruction, the read-out data is "1" during the initialization and "0" after the initialization. This initialization is performed by using the signal produced by 2 clocks on the OSC<sub>1</sub>. For this reason, the wait time for 2 clocks of the OSC<sub>1</sub> is necessary until next instruction.

- DCON register

The "DCON" register is used to enable or disable the voltage booster.

DCON=0 : Voltage booster OFF

DCON=1 : Voltage booster ON

- HALT register

The "HALT" register is used to enable or disable the power save mode. It is possible to reduce operating current down to stand-by level. The internal status in the power save mode is listed below.

HALT=0 : Power save OFF (Normal)

HALT=1 : Power save ON

Internal status in the power save mode

- The oscillation circuits and internal power supply circuits are halted.
- All segment and common drivers output V<sub>SS</sub> level.
- The clock input into the OSC<sub>1</sub> is inhibited.
- The display data in the DDRAM is maintained.
- The operational modes before the power save mode are maintained.
- The V<sub>1</sub> to V<sub>4</sub> and V<sub>LCD</sub> are in the high impedance.

As a power save ON sequence, the "Display OFF" must be executed first, next the "Power save ON" instruction, and then all common and segment drivers output the V<sub>SS</sub> level. And as power save OFF sequence, the "Power save OFF" instruction is executed first, next the "Display ON" instruction. If the "Power save OFF" instruction is executed in the display ON status, unexpected pixels may instantly turn on.

- AMPON register

The "AMPON" register is used to enable or disable the voltage followers, voltage regulator and EVR.

AMPON=0 : The voltage followers, voltage regulator and the EVR OFF

AMPON=1 : The voltage followers, voltage regulator and the EVR ON

## (32-11)Duty cycle ratio

The "Duty cycle ratio" instruction is used to select LCD duty cycle ratio for the partial display function. The partial display function specifies some parts of display area on a LCD panel in the condition of lower duty cycle ratio, lower LCD bias ratio, lower boost level and lower LCD driving voltage. Therefore, it is possible to optimize the LSI's conditions with extremely low power consumption.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	1	0	0	DS <sub>3</sub>	DS <sub>2</sub>	DS <sub>1</sub>	DS <sub>0</sub>

DS <sub>3</sub>	DS <sub>2</sub>	DS <sub>1</sub>	DS <sub>0</sub>	Duty cycle ratio		Row way displays
				DSE=0	DSE=1	
0	0	0	0	1/129	1/128	128 commons
0	0	0	1	1/121	1/120	120 commons
0	0	1	0	1/113	1/112	112 commons
0	0	1	1	1/105	1/104	104 commons
0	1	0	0	1/97	1/96	96 commons
0	1	0	1	1/89	1/88	88 commons
0	1	1	0	1/81	1/80	80 commons
0	1	1	1	1/73	1/72	72 commons
1	0	0	0	1/65	1/64	64 commons
1	0	0	1	1/57	1/56	56 commons
1	0	1	0	1/49	1/48	48 commons
1	0	1	1	1/41	1/40	40 commons
1	1	0	0	1/33	1/32	32 commons
1	1	0	1	1/25	1/24	24 commons
1	1	1	0	1/17	1/16	16 commons
1	1	1	1	Inhibited		

The duty cycle ratio is controlled by the "DS<sub>3</sub> to DS<sub>0</sub>" registers of the "Duty cycle ratio" instruction and the "DSE" register of the "Display Clock / Duty-1" instruction.

- DSE="0" : The number of commons + 1 (Duty cycle ratio in the default setting)
- DSE="1" : The number of commons (Duty-1)

When the "DSE" is "0", all common drivers output non-selective levels in period of last common. And the segment drivers output the same data for the last line as the data for previous line: For instance they output the same data for the 128<sup>th</sup> and 129<sup>th</sup> lines when the duty cycle ratio is set to 1/129. For the setting of the "DSE" register, see (32-17) "Display clock / Duty-1".

## (32-12)Boost level

The "Boost level" is used to select the multiple of the voltage booster for the partial display function.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	1	0	1	*	VU <sub>2</sub>	VU <sub>1</sub>	VU <sub>0</sub>

VU <sub>2</sub>	VU <sub>1</sub>	VU <sub>0</sub>	Boost level
0	0	0	1-time (No boost)
0	0	1	2-time
0	1	0	3-time
0	1	1	4-time
1	0	0	5-time
1	0	1	6-time
1	1	0	Inhibited
1	1	1	Inhibited

(32-13) LCD bias ratio

The "LCD bias ratio" is used to select the LCD bias ratio for the partial display function.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	1	1	0	*	B <sub>2</sub>	B <sub>1</sub>	B <sub>0</sub>

B <sub>2</sub>	B <sub>1</sub>	B <sub>0</sub>	LCD bias ratio
0	0	0	1/9
0	0	1	1/8
0	1	0	1/7
0	1	1	1/6
1	0	0	1/5
1	0	1	1/10
1	1	0	1/11
1	1	1	1/12

(32-14) RE flag

The "RE flag" registers are used to determine the contents for the RE registers (RE<sub>2</sub>, RE<sub>1</sub> and RE<sub>0</sub>) and it is possible to access to the instruction registers.

The data in the "TST<sub>0</sub>" register must be "0", and it is used maker tests only.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0/1	0/1	0/1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	1	1	1	TST <sub>0</sub>	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>

(32-15) Gradation palette A, B and C

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	0	0	PA <sub>03</sub> / PA <sub>83</sub>	PA <sub>02</sub> / PA <sub>82</sub>	PA <sub>01</sub> / PA <sub>81</sub>	PA <sub>00</sub> / PA <sub>80</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	0	1	*	*	*	PA <sub>04</sub> / PA <sub>84</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	1	0	PA <sub>13</sub> / PA <sub>93</sub>	PA <sub>12</sub> / PA <sub>92</sub>	PA <sub>11</sub> / PA <sub>91</sub>	PA <sub>10</sub> / PA <sub>90</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	1	1	*	*	*	PA <sub>14</sub> / PA <sub>94</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	0	0	PA <sub>23</sub> / PA <sub>103</sub>	PA <sub>22</sub> / PA <sub>102</sub>	PA <sub>21</sub> / PA <sub>101</sub>	PA <sub>20</sub> / PA <sub>100</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	0	1	*	*	*	PA <sub>24</sub> / PA <sub>104</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	1	0	PA <sub>33</sub> / PA <sub>113</sub>	PA <sub>32</sub> / PA <sub>112</sub>	PA <sub>31</sub> / PA <sub>111</sub>	PA <sub>30</sub> / PA <sub>110</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	1	1	*	*	*	PA <sub>34</sub> / PA <sub>114</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	0	0	PA <sub>43</sub> / PA <sub>123</sub>	PA <sub>42</sub> / PA <sub>122</sub>	PA <sub>41</sub> / PA <sub>121</sub>	PA <sub>40</sub> / PA <sub>120</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	0	1	*	*	*	PA <sub>44</sub> / PA <sub>124</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	1	0	PA <sub>53</sub> / PA <sub>133</sub>	PA <sub>52</sub> / PA <sub>132</sub>	PA <sub>51</sub> / PA <sub>131</sub>	PA <sub>50</sub> / PA <sub>130</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	1	1	*	*	*	PA <sub>54</sub> / PA <sub>134</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	1	0	0	PA <sub>63</sub> / PA <sub>143</sub>	PA <sub>62</sub> / PA <sub>142</sub>	PA <sub>61</sub> / PA <sub>141</sub>	PA <sub>60</sub> / PA <sub>140</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	1	0	1	*	*	*	PA <sub>64</sub> / PA <sub>144</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	0	0	PA <sub>73</sub> / PA <sub>153</sub>	PA <sub>72</sub> / PA <sub>152</sub>	PA <sub>71</sub> / PA <sub>151</sub>	PA <sub>70</sub> / PA <sub>150</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	0	1	*	*	*	PA <sub>74</sub> / PA <sub>154</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	1	0	PB <sub>03</sub> / PB <sub>83</sub>	PB <sub>02</sub> / PB <sub>82</sub>	PB <sub>01</sub> / PB <sub>81</sub>	PB <sub>00</sub> / PB <sub>80</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	1	1	*	*	*	PB <sub>04</sub> / PB <sub>84</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	0	0	PB <sub>13</sub> / PB <sub>93</sub>	PB <sub>12</sub> / PB <sub>92</sub>	PB <sub>11</sub> / PB <sub>91</sub>	PB <sub>10</sub> / PB <sub>90</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	0	1	*	*	*	PB <sub>14</sub> / PB <sub>94</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	1	0	PB <sub>23</sub> / PB <sub>103</sub>	PB <sub>22</sub> / PB <sub>102</sub>	PB <sub>21</sub> / PB <sub>101</sub>	PB <sub>20</sub> / PB <sub>100</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	1	1	*	*	*	PB <sub>24</sub> / PB <sub>104</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	0	0	PB <sub>33</sub> / PB <sub>113</sub>	PB <sub>32</sub> / PB <sub>112</sub>	PB <sub>31</sub> / PB <sub>111</sub>	PB <sub>30</sub> / PB <sub>110</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	0	1	*	*	*	PB <sub>34</sub> / PB <sub>114</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	1	0	PB <sub>43</sub> / PB <sub>123</sub>	PB <sub>42</sub> / PB <sub>122</sub>	PB <sub>41</sub> / PB <sub>121</sub>	PB <sub>40</sub> / PB <sub>120</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	1	1	*	*	*	PB <sub>44</sub> / PB <sub>124</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	1	0	0	PB <sub>53</sub> / PB <sub>133</sub>	PB <sub>52</sub> / PB <sub>132</sub>	PB <sub>51</sub> / PB <sub>131</sub>	PB <sub>50</sub> / PB <sub>130</sub>



CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	1	0	1	*	*	*	PB <sub>54</sub> / PB <sub>134</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	0	0	PB <sub>63</sub> / PB <sub>143</sub>	PB <sub>62</sub> / PB <sub>142</sub>	PB <sub>61</sub> / PB <sub>141</sub>	PB <sub>60</sub> / PB <sub>140</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	0	1	*	*	*	PB <sub>64</sub> / PB <sub>144</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	1	0	PB <sub>73</sub> / PB <sub>153</sub>	PB <sub>72</sub> / PB <sub>152</sub>	PB <sub>71</sub> / PB <sub>151</sub>	PB <sub>70</sub> / PB <sub>150</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	1	1	*	*	*	PB <sub>74</sub> / PB <sub>154</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	0	0	PC <sub>03</sub> / PC <sub>83</sub>	PC <sub>02</sub> / PC <sub>82</sub>	PC <sub>01</sub> / PC <sub>81</sub>	PC <sub>00</sub> / PC <sub>80</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	0	1	*	*	*	PC <sub>04</sub> / PC <sub>84</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	1	0	PC <sub>13</sub> / PC <sub>93</sub>	PC <sub>12</sub> / PC <sub>92</sub>	PC <sub>11</sub> / PC <sub>91</sub>	PC <sub>10</sub> / PC <sub>90</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	1	1	*	*	*	PC <sub>14</sub> / PC <sub>94</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	0	0	PC <sub>23</sub> / PC <sub>103</sub>	PC <sub>22</sub> / PC <sub>102</sub>	PC <sub>21</sub> / PC <sub>101</sub>	PC <sub>20</sub> / PC <sub>100</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	0	1	*	*	*	PC <sub>24</sub> / PC <sub>104</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	1	0	PC <sub>33</sub> / PC <sub>113</sub>	PC <sub>32</sub> / PC <sub>112</sub>	PC <sub>31</sub> / PC <sub>111</sub>	PC <sub>30</sub> / PC <sub>110</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	1	1	*	*	*	PC <sub>34</sub> / PC <sub>114</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	1	0	0	PC <sub>43</sub> / PC <sub>123</sub>	PC <sub>42</sub> / PC <sub>122</sub>	PC <sub>41</sub> / PC <sub>121</sub>	PC <sub>40</sub> / PC <sub>120</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	0	1	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	1	0	1	*	*	*	PC <sub>44</sub> / PC <sub>124</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	0	0	PC <sub>53</sub> / PC <sub>133</sub>	PC <sub>52</sub> / PC <sub>132</sub>	PC <sub>51</sub> / PC <sub>131</sub>	PC <sub>50</sub> / PC <sub>130</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	0	1	*	*	*	PC <sub>54</sub> / PC <sub>134</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	1	0	PC <sub>63</sub> / PC <sub>143</sub>	PC <sub>62</sub> / PC <sub>142</sub>	PC <sub>61</sub> / PC <sub>141</sub>	PC <sub>60</sub> / PC <sub>140</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	1	1	*	*	*	PC <sub>64</sub> / PC <sub>144</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	0	0	PC <sub>73</sub> / PC <sub>153</sub>	PC <sub>72</sub> / PC <sub>152</sub>	PC <sub>71</sub> / PC <sub>151</sub>	PC <sub>70</sub> / PC <sub>150</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	0	1	*	*	*	PC <sub>74</sub> / PC <sub>154</sub>

Gradation palette Table (Variable gradation mode, PWM="0" and MON="0")

(Palette Aj, Palette Bj, Palette Cj, (j=0 to15))

Palette Value	Gradation Level	Note	Palette Value	Gradation Level	Note
0 0 0 0 0	0/31	Gradation Palette 0 Initial Value	1 0 0 0 0	16/31	
0 0 0 0 1	1/31		1 0 0 0 1	17/31	Gradation Palette 8 Initial Value
0 0 0 1 0	2/31		1 0 0 1 0	18/31	
0 0 0 1 1	3/31	Gradation Palette 1 Initial Value	1 0 0 1 1	19/31	Gradation Palette 9 Initial Value
0 0 1 0 0	4/31		1 0 1 0 0	20/31	
0 0 1 0 1	5/31	Gradation Palette2 Initial Value	1 0 1 0 1	21/31	Gradation Palette 10 Initial Value
0 0 1 1 0	6/31		1 0 1 1 0	22/31	
0 0 1 1 1	7/31	Gradation Palette 3 Initial Value	1 0 1 1 1	23/31	Gradation Palette 11 Initial Value
0 1 0 0 0	8/31		1 1 0 0 0	24/31	
0 1 0 0 1	9/31	Gradation Palette 4 Initial Value	1 1 0 0 1	25/31	Gradation Palette 12 Initial Value
0 1 0 1 0	10/31		1 1 0 1 0	26/31	
0 1 0 1 1	11/31	Gradation Palette 5 Initial Value	1 1 0 1 1	27/31	Gradation Palette 13 Initial Value
0 1 1 0 0	12/31		1 1 1 0 0	28/31	
0 1 1 0 1	13/31	Gradation Palette 6 Initial Value	1 1 1 0 1	29/31	Gradation Palette 14 Initial Value
0 1 1 1 0	14/31		1 1 1 1 0	30/31	
0 1 1 1 1	15/31	Gradation Palette 7 Initial Value	1 1 1 1 1	31/31	Gradation Palette 15 Initial Value

## (32-16) Initial COM line

The "Initial COM line" instruction is used to specify the common driver that starts scanning the display data. The line address, corresponding to the initial COM line, is specified by the "Initial display line" instruction.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	1	0	SC <sub>3</sub>	SC <sub>2</sub>	SC <sub>1</sub>	SC <sub>0</sub>

SC3	SC2	SC1	SC0	Initial COM line (SHIFT=0)	Initial COM line (SHIFT=1)
0	0	0	0	COM <sub>0</sub>	COM <sub>127</sub>
0	0	0	1	COM <sub>4</sub>	COM <sub>123</sub>
0	0	1	0	COM <sub>8</sub>	COM <sub>119</sub>
0	0	1	1	COM <sub>16</sub>	COM <sub>111</sub>
0	1	0	0	COM <sub>24</sub>	COM <sub>103</sub>
0	1	0	1	COM <sub>32</sub>	COM <sub>95</sub>
0	1	1	0	COM <sub>40</sub>	COM <sub>87</sub>
0	1	1	1	COM <sub>48</sub>	COM <sub>79</sub>
1	0	0	0	COM <sub>56</sub>	COM <sub>71</sub>
1	0	0	1	COM <sub>64</sub>	COM <sub>63</sub>
1	0	1	0	COM <sub>72</sub>	COM <sub>55</sub>
1	0	1	1	COM <sub>80</sub>	COM <sub>47</sub>
1	1	0	0	COM <sub>88</sub>	COM <sub>39</sub>
1	1	0	1	COM <sub>96</sub>	COM <sub>31</sub>
1	1	1	0	COM <sub>104</sub>	COM <sub>23</sub>
1	1	1	1	COM <sub>112</sub>	COM <sub>15</sub>

SHIFT=0: Positive scan direction  
 SHIFT=1: Negative scan direction

(for instance, COM<sub>0</sub> → COM<sub>127</sub>)  
 (for instance, COM<sub>127</sub> → COM<sub>0</sub>)

## (32-17) Display clock / Duty-1

The "Display clock / Duty-1" instruction is used to enable or disable the display clocks (CL, FLM, FR, and CLK), and to control ON/OFF of the "Duty-1". For more detail about the "Duty-1", see (32-11) "Duty cycle ratio".

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	1	1	*	*	DSE	SON

SON=0: CL, FLM, FR, and CLK outputs level "0".  
 SON=1: CL, FLM, FR, and CLK outputs are active.

DSE=0: Duty -1 OFF  
 DSE=1: Duty -1 ON

(32-18) Gradation mode control

The "Gradation mode control" is used to select display mode as follows.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	0	0	PWM	C256	*	*

- PWM register

- PWM=0: Variable gradation mode  
(Variable 16-gradation levels out of 32-gradation level of the gradation palette)
- PWM=1: Fixed gradation mode  
(Fixed 8-gradation levels)

- C256 register

- C256=0 256-color mode OFF (4,096-color in the default setting)
- C256=1 256-color mode ON

(32-19)Data bus length

The "Data bus length" instruction is used to select the 8- or 16- bit data bus length and determine the internal or external oscillation. In the 16-bit data bus mode, instruction data must be 16-bit (D<sub>15</sub> to D<sub>0</sub>) as well as display data. However, for the access to the instruction registers, the lower 8-bit data (D<sub>7</sub> to D<sub>0</sub>) of the 16-bit data is valid. For the access to the DDRAM, all of the 16-bit data (D<sub>15</sub> to D<sub>0</sub>) is valid.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	0	1	*	ABS	CKS	WLS

- ABS register

ABS=0: ABS mode OFF (normal)  
 ABS=1: ABS mode ON

- WLS register

WLS=0: 8-bit data bus length  
 WLS =1: 16-bit data bus length

- CKS register

CKS =0: Internal oscillation  
 (The OSC<sub>1</sub> terminal must be fixed "1" or "0".)  
 CKS =1: External oscillation  
 (By the external clock into the OSC<sub>1</sub> or external resistor between the OSC<sub>1</sub> and OSC<sub>2</sub>. OSC<sub>2</sub> should be open when clock is inputted from OSC<sub>1</sub>.)

(32-20)EVR control

The "EVR control" instruction is used to fine-tune the LCD driving voltage ( $V_{LCD}$ ) so that it is possible to optimize the contrast level for a LCD panel.

This instruction must be programmed by upper 3-bit data first, next lower 4-bit data. And it becomes enabled when the lower 4-bit data is programmed, so that it can prevent unexpected high voltage for the VLCD from being generated.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	1	0	DV <sub>3</sub>	DV <sub>2</sub>	DV <sub>1</sub>	DV <sub>0</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	1	1	*	DV <sub>6</sub>	DV <sub>5</sub>	DV <sub>4</sub>

DV <sub>6</sub>	DV <sub>5</sub>	DV <sub>4</sub>	DV <sub>3</sub>	DV <sub>2</sub>	DV <sub>1</sub>	DV <sub>0</sub>	$V_{LCD}$
0	0	0	0	0	0	0	Low
0	0	0	0	0	0	1	:
			:				:
			:				:
1	1	1	1	1	1	1	High

The formula of the  $V_{LCD}$  is shown below.

$$V_{LCD} [V] = 0.5 \times V_{REG} + M (V_{REG} - 0.5 \times V_{REG}) / 127$$

$$V_{BA} = V_{EE} \times 0.9$$

$$V_{REG} = V_{REF} \times N$$

- $V_{BA}$  : Output voltage of the reference voltage generator
- $V_{REF}$  : Input voltage of the voltage regulator
- $V_{REG}$  : Output voltage of the voltage regulator
- N : Register value for the voltage booster
- M : Register value for the EVR

## (32-21) Frequency control

The "Frequency control" instruction is used to control the frame frequency for a LCD panel.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	1	0	1	*	Rf <sub>2</sub>	Rf <sub>1</sub>	Rf <sub>0</sub>

- Rfx register (x=0, 1, 2)

The "Rfx" register is used to determine the feed back resistor value for the internal oscillator and it is possible to adjust the frame frequency for the LCD modules.

Rf 2	Rf 1	Rf 0	Feedback resistor value
0	0	0	Reference value
0	0	1	0.8 x reference value
0	1	0	0.9 x reference value
0	1	1	1.1 x reference value
1	0	0	1.2 x reference value
1	0	1	0.7 x reference value
1	1	0	1.3 x reference value
1	1	1	Inhibited

## (32-22) Discharge ON/OFF

Discharge circuit is used to discharge the electric charge of the capacitors on the V<sub>1</sub> to V<sub>4</sub> and the V<sub>LCD</sub> terminals. The "Discharge ON/OFF" instruction is usually required just after the internal power supply is turned off by setting "0" into the "DCON" and "AMPON" registers, or just after the external power supply is turned off. During the discharge operation, the internal or external power supply must not be turned on.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	1	1	0	*	*	DIS2	DIS

DIS=0: Discharge OFF (Capacitors on the V<sub>LCD</sub>, V<sub>1</sub>, V<sub>2</sub>, V<sub>3</sub> and V<sub>4</sub>)

DIS=1: Discharge ON (Capacitors on the V<sub>LCD</sub>, V<sub>1</sub>, V<sub>2</sub>, V<sub>3</sub> and V<sub>4</sub>)

DIS2=0: Discharge OFF (Resistance between V<sub>OUT</sub> and V<sub>EE</sub>)

DIS2=1: Discharge ON (Resistance between V<sub>OUT</sub> and V<sub>EE</sub>)

Note ) V<sub>OUT</sub> and V<sub>EE</sub> are internally connected with the resistor (100kΩ typical) in the power-ON.



(32-23) Instruction register address

The "Instruction register address" is used to specify the instruction register address, so that it is possible to read out the contents of the instruction registers in combination with the "Instruction register read" instruction.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	0

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	1	0	0	RA <sub>3</sub>	RA <sub>2</sub>	RA <sub>1</sub>	RA <sub>0</sub>

(32-24) Instruction register read

The "Instruction register read" instruction is used to read out the contents of the instruction register in combination with the "Instruction register address" instruction.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	0	1	0/1	0/1	0/1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
*	*	*	*	Internal register data read			

(32-25) Window end column address

The "Window end column address" is used to specify the column address for the window end point. The lower 4-bit data is required to be programmed first and then the upper 4-bit data can be programmed.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	0	0	EX <sub>3</sub>	EX <sub>2</sub>	EX <sub>1</sub>	EX <sub>0</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	0	1	EX <sub>7</sub>	EX <sub>6</sub>	EX <sub>5</sub>	EX <sub>4</sub>

(32-26) Window end row address set

The "Window end row address" is used to specify the row address for the window end point. The lower 4-bit data is required to be programmed first and then the upper 4-bit data can be programmed.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	1	0	EY <sub>3</sub>	EY <sub>2</sub>	EY <sub>1</sub>	EY <sub>0</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	1	1	*	EY <sub>6</sub>	EY <sub>5</sub>	EY <sub>4</sub>

## (32-27) Initial reverse line

The "Initial reverse line" instruction is used to specify the initial reverse line address for the reverse line display. Lower 4-bit data must be programmed first, next upper 3-bit data. It is programmed in between 00<sub>H</sub> and 7F<sub>H</sub> and the line address beyond 7F<sub>H</sub> is inhibited. The address relation: LSi < LEi (i=7 to 0) must be maintained in the reverse line display.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	0	0	LS <sub>3</sub>	LS <sub>2</sub>	LS <sub>1</sub>	LS <sub>0</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	0	1	*	LS <sub>6</sub>	LS <sub>5</sub>	LS <sub>4</sub>

## (32-28) Last reverse line

The "Last reverse line" instruction is used to specify the last reverse line address for the reverse line display. Lower 4-bit must be programmed first, next upper 3-bit data. It is programmed in between 00<sub>H</sub> and 7F<sub>H</sub> and the line address beyond 7F<sub>H</sub> is inhibited. The address relation: LSi < LEi (i=7 to 0) must be maintained in the reverse line display.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	1	0	LE <sub>3</sub>	LE <sub>2</sub>	LE <sub>1</sub>	LE <sub>0</sub>

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	1	1	1	*	LE <sub>6</sub>	LE <sub>5</sub>	LE <sub>4</sub>

## (32-29) Reverse line display ON/OFF

The "Reverse line display ON/OFF" is used to enable or disable the reverse line display for the blink operation and determine the reverse line display mode.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	0	0	*	*	BT	LREV

- LREV register

The "LREV" register is used to enable or disable the reverse line display.

LREV =0: Reverse line display OFF (Normal)

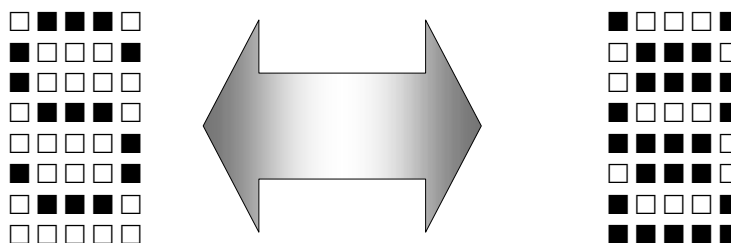
LREV =1: Reverse line display ON

- BT register

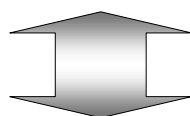
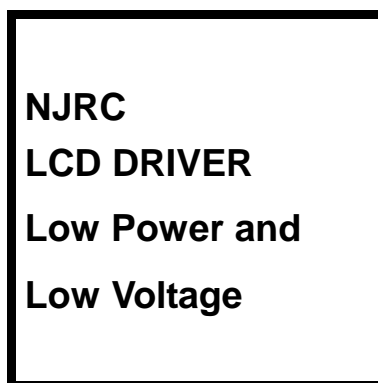
The "BT" register is used to determine the reverse line display mode in the reverse line display ON (LREV=1) status.

- BT =0: Normal reverse line display
- BT =1: Blink once every 32 frames

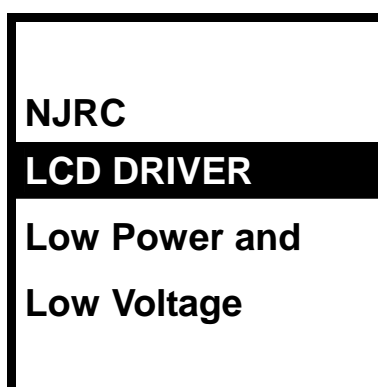
Display examples in the LREV="1" and BT="1"



Blink once every 32 frames



Blink once every 32 frames



←Initial reverse line address

←Last reverse line address

## (32-30) Gradation Palette setting control

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	1

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	0	1	*	*	*	PS

- PS register  
 PS=0: Lower 8 Gradation setting  
 PS=1: Upper 8 Gradation setting

## (32-31) PWM control

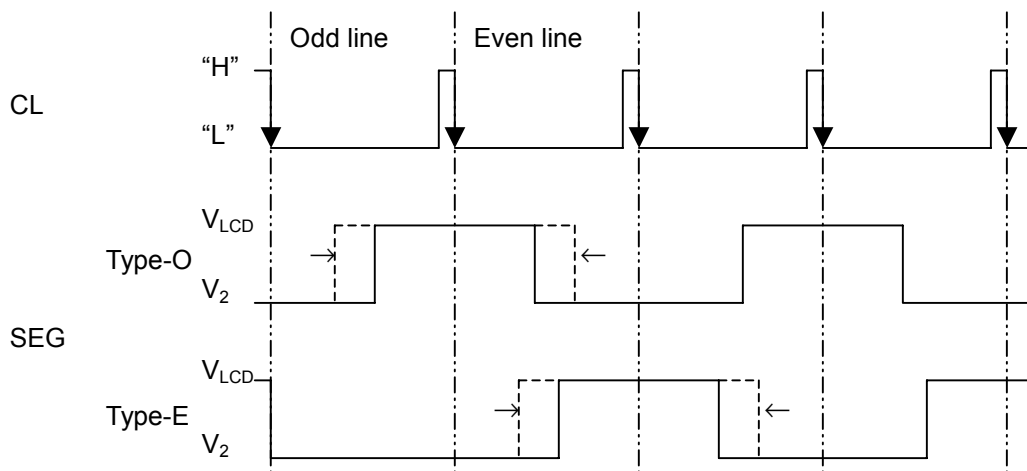
The "PWM control" is used to determine the PWM type for the segment waveforms, where the type can be specified for each of the SEG<sub>Ai</sub>, SEG<sub>Bi</sub> and SEG<sub>Ci</sub> (i=0-127) drivers.

CSb	RS	RDb	WRb	RE <sub>2</sub>	RE <sub>1</sub>	RE <sub>0</sub>
0	1	1	0	1	0	1

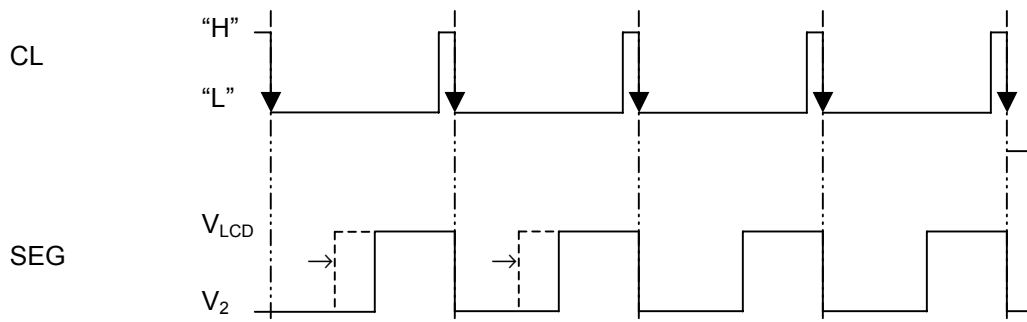
D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
1	0	1	0	PWMS	PWMA	PWMB	PWMC

- PWMS register  
 PWMS=0: Type 1  
 PWMS=1: Type 2
- PWMA, B and C registers  
 The "PWMA, PWMB and PWMC" registers are used to select the type 1-O or type 1-E.  
 PWMZ=0 (Z=A, B and C): Type 1-O  
 PWMZ=1 (Z=A, B and C): Type 1-E

### PWM type1 (PWMS="0")



### PWM type2 (PWMS="1")



## (33) The relationship between Common drivers and row addresses

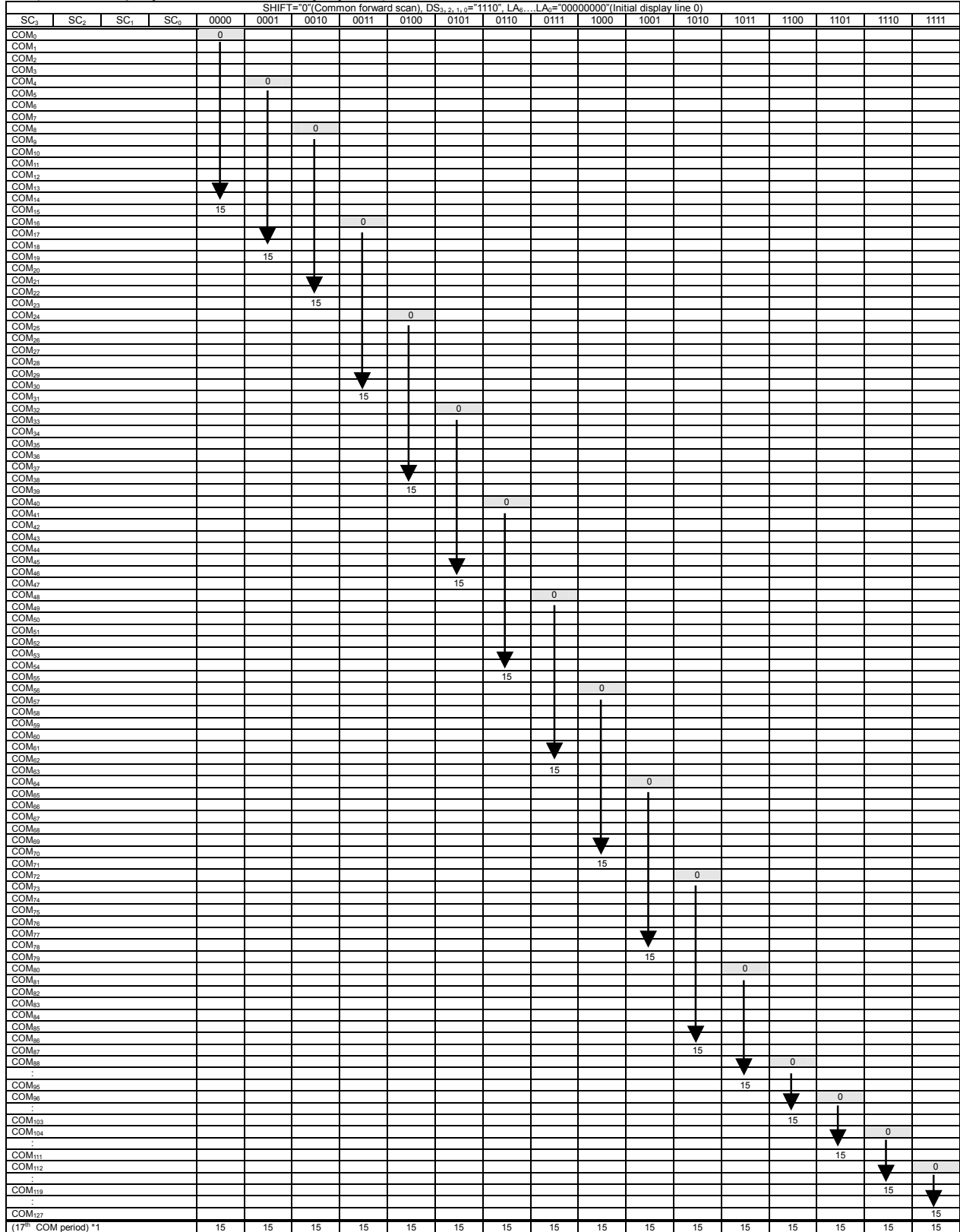
Row address assignment of common drivers is programmed by the "SHIFT" register of the "Display control (1)", "Duty cycle ratio", "Internal display line" and "Initial COM line" instructions.

- When initial display line is "0"  
If the "SHIFT" is "0", the scan direction is normal. When the "LA<sub>0</sub> to LA<sub>6</sub>" registers of the "Initial display line" instruction is "0", the "MY" corresponding to the initial COM line is "0" and is increasing during display.
- When initial display line is not "0"  
If the "SHIFT" is "1", the scan direction is inversed. When the "LA<sub>0</sub> to LA<sub>6</sub>" registers of the "Initial display line" instruction is not "0", the "MY" corresponding to the initial COM line is this setting value and is increasing during display.

The following are examples of setting the start-line 0 or 5 at 1/129, 1/128, or 1/17 duty.



(33-2) Initial display line "0", 1/17 duty cycle (Common forward scan, DSE="0")



DS: Duty cycle ratio, SC: Initial COM line, LA: Initial display line  
 \*1 : 17<sup>th</sup> COM period is not selected.







## (33-5) Initial display line "0", 1/128 duty cycle (Common forward scan, DSE="1")

		SHIFT="0" (Common forward scan), DS <sub>2-1,0</sub> ="0000", LA <sub>6-1,0</sub> ="00000000" (Initial display line 0) DSE="1"																	
SC <sub>3</sub>	SC <sub>2</sub>	SC <sub>1</sub>	SC <sub>0</sub>	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111
COM <sub>0</sub>				0	124	120	112	104	96	88	80	72	64	56	48	40	32	24	16
COM <sub>1</sub>					127														
COM <sub>2</sub>																			
COM <sub>3</sub>					0														
COM <sub>4</sub>																			
COM <sub>5</sub>																			
COM <sub>6</sub>																			
COM <sub>7</sub>						127													
COM <sub>8</sub>						0													
COM <sub>9</sub>																			
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COM <sub>119</sub>																			
COM <sub>120</sub>																			
COM <sub>121</sub>																			
COM <sub>122</sub>																			

DS: Duty cycle ratio, SC: Initial COM line, LA: Initial display line

## ■ ABSOLUTE MAXIMUM RATINGS

PARAMETER	SYMBOL	CONDITION	TERMINAL	RATING	UNIT
Supply Voltage (1)	$V_{DD}$	$V_{SS}=0V$ $T_a = +25^{\circ}C$	$V_{DD}$	-0.3 to +4.0	V
Supply Voltage (2)	$V_{EE}$		$V_{EE}$	-0.3 to +4.0	V
Supply Voltage (3)	$V_{OUT}$		$V_{OUT}$	-0.3 to +20.0	V
Supply Voltage (4)	$V_{REG}$		$V_{REG}$	-0.3 to +20.0	V
Supply Voltage (5)	$V_{LCD}$		$V_{LCD}$	-0.3 to +20.0	V
Supply Voltage (6)	$V_1, V_2, V_3, V_4$		$V_1, V_2, V_3, V_4$	-0.3 to $V_{LCD} + 0.3$	V
Input Voltage	$V_I$		*1	-0.3 to $V_{DD} + 0.3$	V
Storage Temperature	$T_{stg}$			-45 to +125	$^{\circ}C$

Note 1)  $D_0$  to  $D_{15}$ , CSb, RS, RDb, WRb, OSC<sub>1</sub>, RESb terminals.

Note 2) To stabilize the voltage booster operation, decoupling capacitors must be connected between the  $V_{DD}$  and  $V_{SS}$  pins and between the  $V_{EE}$  and  $V_{SSH}$  pins.

## ■ RECOMMENDED OPERATING CONDITIONS

PARAMETER	SYMBOL	TERMINAL	MIN	TYP	MAX	UNIT	NOTE
Supply Voltage	$V_{DD1}$	$V_{DD}$	1.7		3.3	V	*1
	$V_{DD2}$		2.4		3.3	V	*2
		$V_{EE}$	$V_{EE}$	2.4		3.3	V
Operating Voltage	$V_{LCD}$	$V_{LCD}$	5		18.0	V	*4
	$V_{OUT}$	$V_{OUT}$			18.0	V	
	$V_{REG}$	$V_{REG}$			$V_{OUT} \times 0.9$	V	
	$V_{REF}$	$V_{REF}$	2.1		3.3	V	*5
Operating Temperature	$T_{opr}$		-30		85	$^{\circ}C$	

Note1) Applies to the condition when the reference voltage generator is not used.

Note2) Applies to the condition when the reference voltage generator is used.

Note3) Applies to the condition when the voltage booster is used.

Note4) The following relationship among the supply voltages must be maintained.

$$V_{SS} < V_4 < V_3 < V_2 < V_1 < V_{LCD} \leq V_{OUT}$$

Note5) The relationship:  $V_{REF} < V_{EE}$  must be maintained.

## DC CHARACTERISTICS 1

$V_{SS} = 0V, V_{DD} = +1.7 \text{ to } +3.3V, T_a = -30 \text{ to } +85^\circ C$

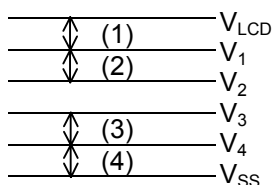
PARAMETER	SYM BOL	CONDITION	MIN	TYP	MAX	UNIT	NOTE
High level input voltage	$V_{IH}$		$0.8 V_{DD}$		$V_{DD}$	V	*1
Low level input voltage	$V_{IL}$		0		$0.2V_{DD}$	V	*1
High level output voltage	$V_{OH1}$	$I_{OH} = -0.4mA$	$V_{DD} - 0.4$			V	*2
Low level output voltage	$V_{OL1}$	$I_{OL} = 0.4mA$			0.4	V	*2
High level output voltage	$V_{OH2}$	$I_{OH} = -0.1mA$	$V_{DD} - 0.4$			V	*3
Low level output voltage	$V_{OL2}$	$I_{OL} = 0.1mA$			0.4	V	*3
Input leakage current	$I_{LI}$	$V_i = V_{SS} \text{ or } V_{DD}$	-10		10	$\mu A$	*4
Output leakage current	$I_{LO}$	$V_i = V_{SS} \text{ or } V_{DD}$	-10		10	$\mu A$	*5
Driver ON-resistance	$R_{ON1}$	$ \Delta V_{ON}  = 0.5V$	$V_{LCD} = 10V$	1	2	$k\Omega$	*6
			$V_{LCD} = 6V$	2	4		
Stand-by current	$I_{STB}$	$CSb = V_{DD}, T_a = 25^\circ C$			15	$\mu A$	*7
Internal oscillation Frequency	$f_{OSC1}$	$V_{DD} = 3V$ $T_a = 25^\circ C$	490	600	710	kHz	*8
	$f_{OSC2}$		110	135.5	160		*9
	$f_{OSC3}$		15.9	19.4	22.9		*10
External oscillation Frequency	$f_{r1}$	$R_f = 15k\Omega$		575		kHz	*11
	$f_{r2}$	$R_f = 68k\Omega$		135			
	$f_{r3}$	$R_f = 510k\Omega$		19.6			
Voltage converter output voltage	$V_{OUT}$	N-time booster (N=2 to 6) $R_L = 500k\Omega (V_{OUT} - V_{SS})$	$(N \times V_{EE}) \times 0.95$			V	*12
Supply current (1)	$I_{DD1}$	$V_{DD} = 3V$ , 6-time booster Whole ON pattern		760	1140	$\mu A$	*13
Supply current (2)	$I_{DD2}$	$V_{DD} = 3V$ , 6-time booster Checker pattern		930	1400		
Supply current (3)	$I_{DD3}$	$V_{DD} = 3V$ , 5-time booster Whole ON pattern		520	780		
Supply current (4)	$I_{DD4}$	$V_{DD} = 3V$ , 5-time booster Checker pattern		650	980		
Supply current (5)	$I_{DD5}$	$V_{DD} = 3V$ , 4-time booster Whole ON pattern		360	540		
Supply current (6)	$I_{DD6}$	$V_{DD} = 3V$ , 4-time booster Checker pattern		450	680		
$V_{BA}$ Operating voltage	$V_{BA}$	$V_{EE} = 2.4 \text{ to } 3.3V$	$(0.9 V_{EE}) \times 0.98$	$0.9 V_{EE}$	$(0.9 V_{EE}) \times 1.02$	V	*14
$V_{REG}$ Operating voltage	$V_{REG}$	$V_{EE} = 2.4 \text{ to } 3.3V$ $V_{REF} = 0.9 \times V_{EE}$ N-time booster (N=2 to 6)	$(V_{REF} \times N) \times 0.97$	$(V_{REF} \times N)$	$(V_{REF} \times N) \times 1.03$	V	*15
Output Voltage	$V_2$		-100	0	+100	mV	*16
	$V_3$		-100	0	+100		
	$V_{D12}$		-30	0	+30		
	$V_{D34}$		-30	0	+30		
	$V_{D24}$		-30	0	+30		

## ■ CLOCK and FRAME FREQUENCY

PARAMETER	SYMBOL	Display mode	Display duty cycle ratio (1/D)<DSE=0>				NOTE
			1/128 to 1/81	1/73 to 1/41	1/33 to 1/25	1/17	
Internal clock	$f_{osc}$	16 Gradation mode	$f_{osc} / (62xD)$	$f_{osc} / (62xDx2)$	$f_{osc} / (62xDx4)$	$f_{osc} / (62xDx8)$	FLM
		Simplified 8 gradation mode	$f_{osc} / (14xD)$	$f_{osc} / (14xDx2)$	$f_{osc} / (14xDx4)$	$f_{osc} / (14xDx8)$	
		B&W mode	$f_{osc} / (2xD)$	$f_{osc} / (2xDx2)$	$f_{osc} / (2xDx4)$	$f_{osc} / (2xDx8)$	
External clock	$f_{ck}$	16 Gradation mode	$f_{ck} / (62xD)$	$f_{ck} / (62xDx2)$	$f_{ck} / (62xDx4)$	$f_{ck} / (62xDx8)$	
		Simplified 8 gradation mode	$f_{ck} / (14xD)$	$f_{ck} / (14xDx2)$	$f_{ck} / (14xDx4)$	$f_{ck} / (14xDx8)$	
		B&W mode	$f_{ck} / (2xD)$	$f_{ck} / (2xDx2)$	$f_{ck} / (2xDx4)$	$f_{ck} / (2xDx8)$	

## APPLIED TERMINALS and CONDITIONS

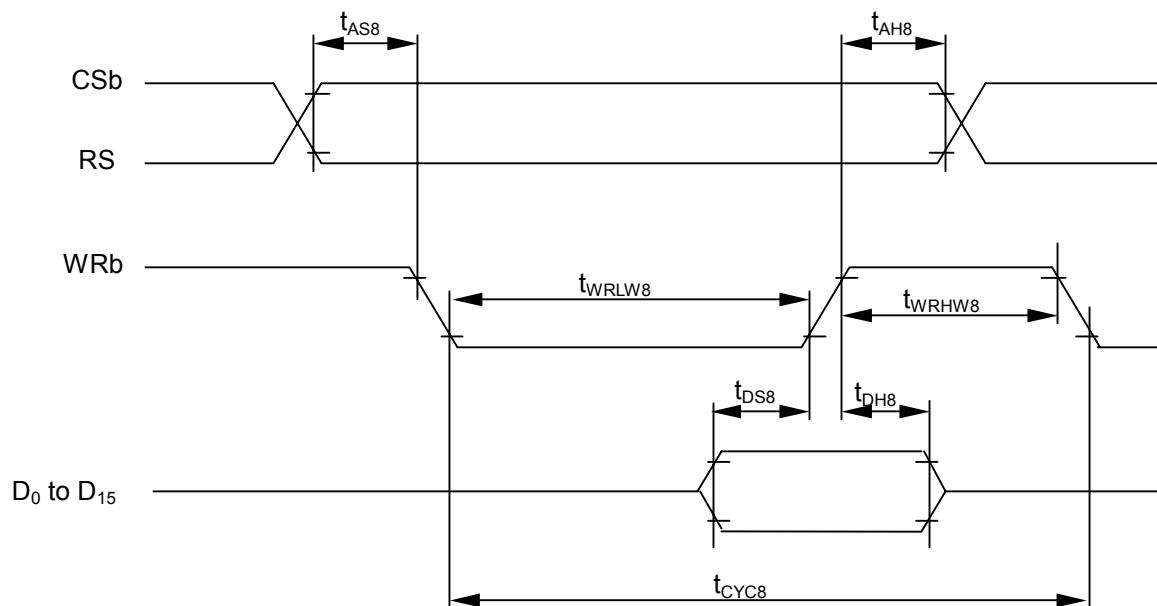
- Note 1) D<sub>0</sub>-D<sub>15</sub>, CSb, RS, RDb, WRb, P/S, SEL68, RESb  
 Note 2) D<sub>0</sub>-D<sub>15</sub>  
 Note 3) CL, FLM, FR, CLK  
 Note 4) CSb, RS, SEL68, RDb, WRb, P/S, RESb, OSC<sub>1</sub>  
 Note 5) D<sub>0</sub>-D<sub>15</sub> in the high impedance
- Note 6) - SEGA<sub>0</sub>-SEGA<sub>79</sub>, SEGB<sub>0</sub>-SEGB<sub>79</sub>, SEGC<sub>0</sub>-SEGC<sub>79</sub> and COM<sub>0</sub>-COM<sub>127</sub>  
 - Defines the resistance between the COM/SEG terminals and the power supply terminals (V<sub>LCD</sub>, V<sub>1</sub>, V<sub>2</sub>, V<sub>3</sub> and V<sub>4</sub>) at the condition of 0.5V deference and 1/9 LCD bias ratio.
- Note 7) V<sub>DD</sub>  
 - The oscillator is halted, CSb="1" (disabled), No-load on the COM/SEG drivers
- Note 8) OSC  
 - Defines the internal oscillation frequency at (Rf<sub>2</sub>, Rf<sub>1</sub>, Rf<sub>0</sub>)=(0,0,0) in the variable gradation mode.
- Note 9) OSC  
 - Defines the internal oscillation frequency at (Rf<sub>2</sub>, Rf<sub>1</sub>, Rf<sub>0</sub>)=(0,0,0) in the fixed gradation mode.
- Note 10) OSC  
 - Defines the internal oscillation frequency at (Rf<sub>2</sub>, Rf<sub>1</sub>, Rf<sub>0</sub>)=(0,0,0) in the Black & White mode.
- Note 11) V<sub>DD</sub>=3V, Ta=25°C
- Note 12) V<sub>OUT</sub>  
 - Applies to the condition when the internal voltage booster, the internal oscillator and the internal power circuits are used.  
 - V<sub>EE</sub>=2.4V to 3.3V, EVR= (1,1,1,1,1,1,1), 1/5 to 1/12 LCD bias, 1/129 duty cycle, No-load on COM/SEG drivers.  
 - RL=500KΩ between the V<sub>OUT</sub> and the V<sub>SS</sub>, CA<sub>1</sub>=CA<sub>2</sub>=1.0uF, CA<sub>3</sub>=0.1uF, DCON="1", AMPON="1"
- Note 13) V<sub>DD</sub>  
 - Applies to the condition using the internal oscillator and internal power circuits, no access between the LSI and MPU.  
 - EVR= (1,1,1,1,1,1,1), All pixels turned-on or checkerboard display in gradation mode. No-load on the COM/SEG drivers.  
 - V<sub>DD</sub>=V<sub>EE</sub>, V<sub>REF</sub>=0.9V<sub>EE</sub>, CA<sub>1</sub>=CA<sub>2</sub>=1.0uF, CA<sub>3</sub>=0.1uF, DCON="1", AMPON="1", NLIN="0", 1/129 Duty cycle, Ta=25°C
- Note 14) V<sub>BA</sub>  
 - Applies to the condition that V<sub>BA</sub>=V<sub>REF</sub> and voltage booster N= 1. DCON="0", V<sub>OUT</sub>=13.5V input.
- Note 15) V<sub>REG</sub>  
 - V<sub>EE</sub>=2.4V to 3.3V, V<sub>REF</sub>=0.9V<sub>EE</sub>, V<sub>OUT</sub>=18V, 1/5 to 1/12 LCD bias ratio, 1/129 duty cycle, EVR=(1,1,1,1,1,1,1)  
 - Checkerboard display, No-load on the COM/SEG drivers, the voltage booster N=2 to 6, CA<sub>1</sub>=CA<sub>2</sub>=1.0uF, CA<sub>3</sub>=0.1uF, DCON="0", AMPON="1", NLIN="0"
- Note 16) V<sub>LCD</sub>, V<sub>1</sub>, V<sub>2</sub>, V<sub>3</sub>, V<sub>4</sub>  
 - V<sub>EE</sub>=3.0V, V<sub>REF</sub>=0.9V<sub>EE</sub>, V<sub>OUT</sub>=15V, 1/5 to 1/12 LCD Bias, EVR= (1,1,1,1,1,1,1), Display OFF, No-load on the COM/SEG drivers, voltage booster N=5, CA<sub>1</sub>=CA<sub>2</sub>=1.0uF, CA<sub>3</sub>=0.1uF, DCON="0", AMPON="1"



V<sub>D12</sub>: (1)-(2)  
 V<sub>D34</sub>: (3)-(4)  
 V<sub>D24</sub>: (2)-(4)

## AC CHARACTERISTICS

- Write operation (80-type MPU)



( $V_{DD}=2.5$  to  $3.3V$ ,  $T_a=-30$  to  $+85^{\circ}C$ )

PARAMETER	SYMBOL	CONDITION	MIN.	MAX.	UNIT	TERMINAL
Address hold time	$t_{AH8}$		0		ns	CSb
Address setup time	$t_{AS8}$		0		ns	RS
System cycle time	$t_{CYC8}$		90		ns	WRb
Enable "L" level pulse width	$t_{WRLW8}$		35		ns	
Enable "H" level pulse width	$t_{WRHW8}$		35		ns	
Data setup time	$t_{DS8}$		30		ns	D <sub>0</sub> to D <sub>15</sub>
Data hold time	$t_{DH8}$		5		ns	

( $V_{DD}=2.2$  to  $2.5V$ ,  $T_a=-30$  to  $+85^{\circ}C$ )

PARAMETER	SYMBOL	CONDITION	MIN.	MAX.	UNIT	TERMINAL
Address hold time	$t_{AH8}$		0		ns	CSb
Address setup time	$t_{AS8}$		0		ns	RS
System cycle time	$t_{CYC8}$		160		ns	WRb
Enable "L" level pulse width	$t_{WRLW8}$		70		ns	
Enable "H" level pulse width	$t_{WRHW8}$		70		ns	
Data setup time	$t_{DS8}$		40		ns	D <sub>0</sub> to D <sub>15</sub>
Data hold time	$t_{DH8}$		5		ns	

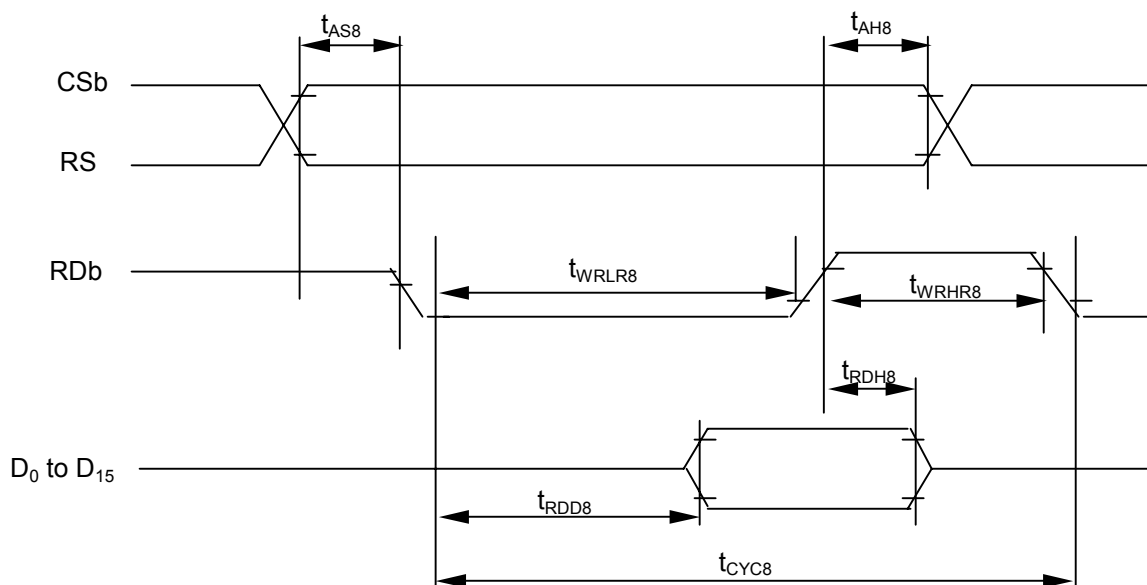
( $V_{DD}=1.7$  to  $2.2V$ ,  $T_a=-30$  to  $+85^{\circ}C$ )

PARAMETER	SYMBOL	CONDITION	MIN.	MAX.	UNIT	TERMINAL
Address hold time	$t_{AH8}$		0		ns	CSb
Address setup time	$t_{AS8}$		0		ns	RS
System cycle time	$t_{CYC8}$		180		ns	WRb
Enable "L" level pulse width	$t_{WRLW8}$		80		ns	
Enable "H" level pulse width	$t_{WRHW8}$		80		ns	
Data setup time	$t_{DS8}$		70		ns	D <sub>0</sub> to D <sub>15</sub>
Data hold time	$t_{DH8}$		10		ns	

Note) Each timing is specified based on 20% and 80% of  $V_{DD}$ .

# NJU6815

## ● Read operation (80-type MPU)



( $V_{DD}=2.5$  to  $3.3V$ ,  $T_a=-30$  to  $+85^{\circ}C$ )

PARAMETER	SYMBOL	CONDITION	MIN.	MAX.	UNIT	TERMINAL
Address hold time	$t_{AH8}$		0		ns	CSb
Address setup time	$t_{AS8}$		0		ns	RS
System cycle time	$t_{CYC8}$		180		ns	
Enable "L" level pulse width	$t_{WRLR8}$		80		ns	RDb
Enable "H" level pulse width	$t_{WRHR8}$		80		ns	
Read Data delay time	$T_{RDD8}$	CL=15pF	0	60	ns	D <sub>0</sub> to D <sub>15</sub>
Read Data hold time	$T_{RDH8}$		0		ns	

( $V_{DD}=2.2$  to  $2.5V$ ,  $T_a=-30$  to  $+85^{\circ}C$ )

PARAMETER	SYMBOL	CONDITION	MIN.	MAX.	UNIT	TERMINAL
Address hold time	$t_{AH8}$		0		ns	CSb
Address setup time	$t_{AS8}$		0		ns	RS
System cycle time	$t_{CYC8}$		180		ns	
Enable "L" level pulse width	$t_{WRLR8}$		80		ns	RDb
Enable "H" level pulse width	$t_{WRHR8}$		80		ns	
Read Data delay time	$T_{RDD8}$	CL=15pF	0	60	ns	D <sub>0</sub> to D <sub>15</sub>
Read Data hold time	$T_{RDH8}$		0		ns	

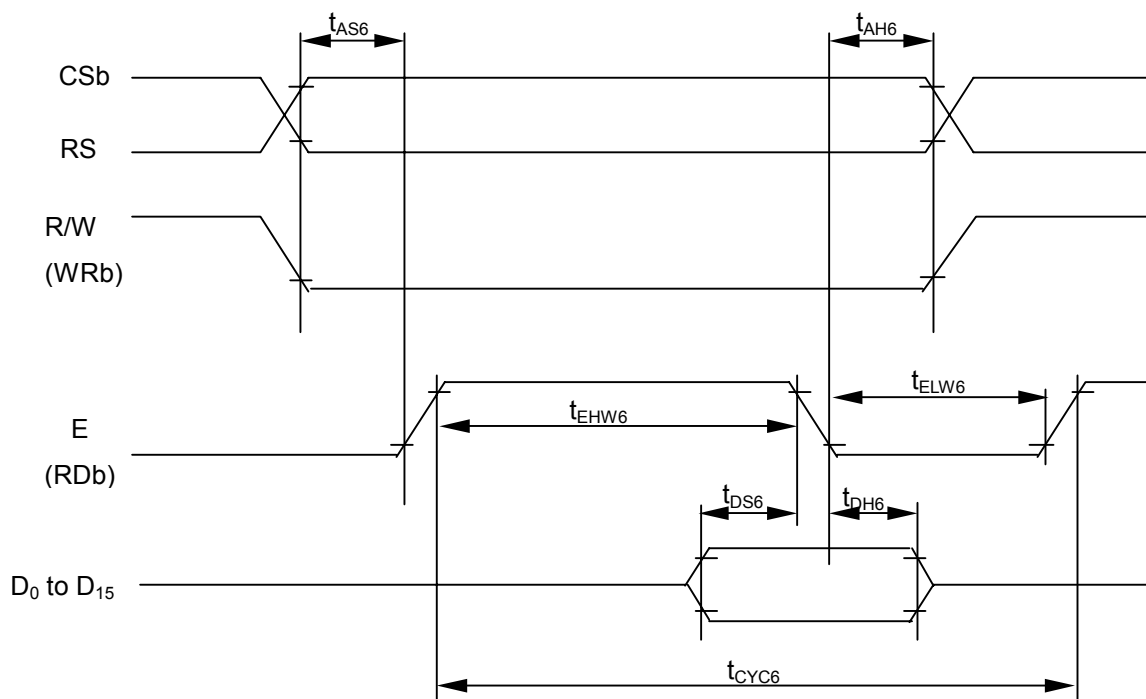
( $V_{DD}=1.7$  to  $2.2V$ ,  $T_a=-30$  to  $+85^{\circ}C$ )

PARAMETER	SYMBOL	CONDITION	MIN.	MAX.	UNIT	TERMINAL
Address hold time	$t_{AH8}$		0		ns	CSb
Address setup time	$t_{AS8}$		0		ns	RS
System cycle time	$t_{CYC8}$		300		ns	
Enable "L" level pulse width	$t_{WRLR8}$		140		ns	RDb
Enable "H" level pulse width	$t_{WRHR8}$		140		ns	
Read Data delay time	$t_{RDD8}$	CL=15pF	0	130	ns	D <sub>0</sub> to D <sub>15</sub>
Read Data hold time	$t_{RDH8}$		0		ns	

Note) Each timing is specified based on 20% and 80% of  $V_{DD}$ .



● Write operation (68-type MPU)



( $V_{DD}=2.5$  to  $3.3V$ ,  $T_a=-30$  to  $+85^{\circ}C$ )

PARAMETER	SYMBOL	CONDITION	MIN.	MAX.	UNIT	TERMINAL
Address hold time	$t_{AH6}$		0		ns	CSb
Address setup time	$t_{AS6}$		0		ns	RS
System cycle time	$t_{CYC6}$		90		ns	
Enable "L" level pulse width	$t_{ELW6}$		35		ns	E
Enable "H" level pulse width	$t_{EHW6}$		35		ns	
Data setup time	$t_{DS6}$		40		ns	D <sub>0</sub> to D <sub>15</sub>
Data hold time	$t_{DH6}$		5		ns	

( $V_{DD}=2.2$  to  $2.5V$ ,  $T_a=-30$  to  $+85^{\circ}C$ )

PARAMETER	SYMBOL	CONDITION	MIN.	MAX.	UNIT	TERMINAL
Address hold time	$t_{AH6}$		0		ns	CSb
Address setup time	$t_{AS6}$		0		ns	RS
System cycle time	$t_{CYC6}$		160		ns	
Enable "L" level pulse width	$t_{ELW6}$		70		ns	E
Enable "H" level pulse width	$t_{EHW6}$		70		ns	
Data setup time	$t_{DS6}$		50		ns	D <sub>0</sub> to D <sub>15</sub>
Data hold time	$t_{DH6}$		5		ns	

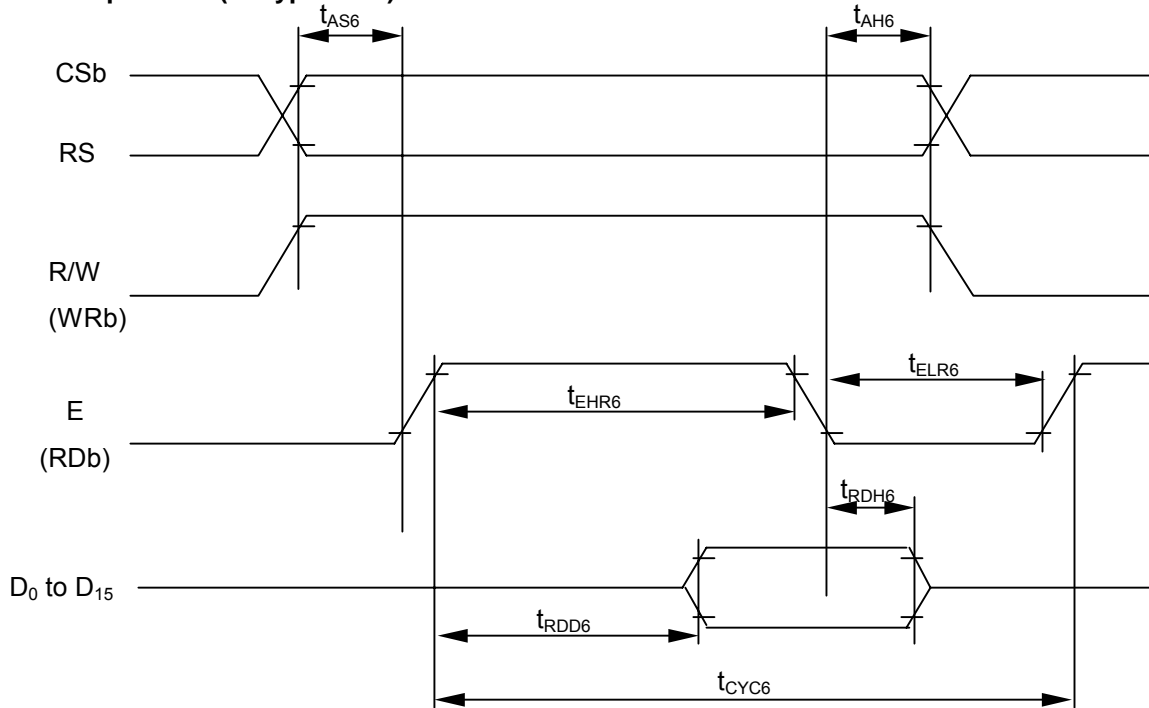
( $V_{DD}=1.7$  to  $2.2V$ ,  $T_a=-30$  to  $+85^{\circ}C$ )

PARAMETER	SYMBOL	CONDITION	MIN.	MAX.	UNIT	TERMINAL
Address hold time	$t_{AH6}$		0		ns	CSb
Address setup time	$t_{AS6}$		0		ns	RS
System cycle time	$t_{CYC6}$		180		ns	
Enable "L" level pulse width	$t_{ELW6}$		80		ns	E
Enable "H" level pulse width	$t_{EHW6}$		80		ns	
Data setup time	$t_{DS6}$		70		ns	D <sub>0</sub> to D <sub>15</sub>
Data hold time	$t_{DH6}$		10		ns	

Note) Each timing is specified based on 20% and 80% of  $V_{DD}$ .

# NJU6815

## ● Read operation (68-type MPU)



( $V_{DD}=2.5$  to  $3.3V$ ,  $T_a=-30$  to  $+85^{\circ}C$ )

PARAMETER	SYMBOL	CONDITION	MIN.	MAX.	UNIT	TERMINAL
Address hold time	$t_{AH6}$		0		ns	CSb
Address setup time	$t_{AS6}$		0		ns	RS
System cycle time	$t_{CYC6}$		180		ns	E
Enable "L" level pulse width	$t_{ELR6}$		80		ns	
Enable "H" level pulse width	$t_{EHR6}$		80		ns	
Read Data delay time	$t_{RDD6}$	CL=15pF	0	70	ns	D <sub>0</sub> to D <sub>15</sub>
Read Data hold time	$t_{RDH6}$				ns	

( $V_{DD}=2.2$  to  $2.5V$ ,  $T_a=-30$  to  $+85^{\circ}C$ )

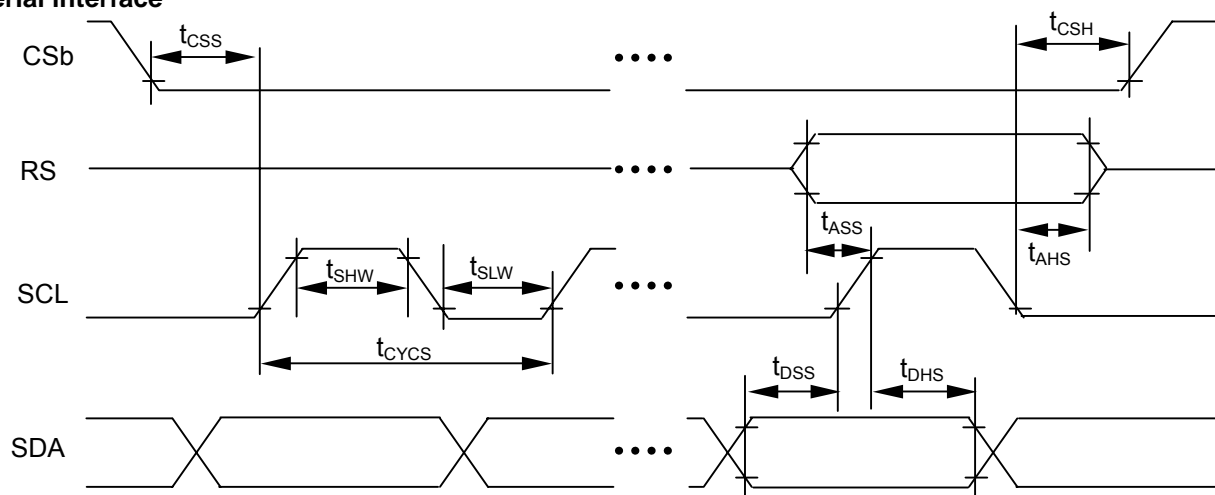
PARAMETER	SYMBOL	CONDITION	MIN.	MAX.	UNIT	TERMINAL
Address hold time	$t_{AH6}$		0		ns	CSb
Address setup time	$t_{AS6}$		0		ns	RS
System cycle time	$t_{CYC6}$		180		ns	E
Enable "L" level pulse width	$t_{ELR6}$		80		ns	
Enable "H" level pulse width	$t_{EHR6}$		80		ns	
Read Data delay time	$t_{RDD6}$	CL=15pF	0	70	ns	D <sub>0</sub> to D <sub>15</sub>
Read Data hold time	$t_{RDH6}$				ns	

( $V_{DD}=1.7$  to  $2.2V$ ,  $T_a=-30$  to  $+85^{\circ}C$ )

PARAMETER	SYMBOL	CONDITION	MIN.	MAX.	UNIT	TERMINAL
Address hold time	$t_{AH6}$		0		ns	CSb
Address setup time	$t_{AS6}$		0		ns	RS
System cycle time	$t_{CYC6}$		300		ns	E
Enable "L" level pulse width	$t_{ELR6}$		140		ns	
Enable "H" level pulse width	$t_{EHR6}$		140		ns	
Read Data delay time	$t_{RDD6}$	CL=15pF	0	130	ns	D <sub>0</sub> to D <sub>15</sub>
Read Data hold time	$t_{RDH6}$				ns	

Note) Each timing is specified based on 20% and 80% of  $V_{DD}$ .

● Serial interface



( $V_{DD}=2.5$  to  $3.3V$ ,  $T_a=-30$  to  $+85^{\circ}C$ )

PARAMETER	SYMBOL	CONDITION	MIN.	MAX.	UNIT	TERMINAL
Serial clock cycle	$t_{CYCS}$		50		ns	SCL
SCL "H" level pulse width	$t_{SHW}$		20		ns	SCL
SCL "L" level pulse width	$t_{SLW}$		20		ns	SCL
Address setup time	$t_{ASS}$		20		ns	RS
Address hold time	$t_{AHS}$		20		ns	RS
Data setup time	$t_{DSS}$		20		ns	SDA
Data hold time	$t_{DHS}$		20		ns	SDA
CSb – SCL time	$t_{CSS}$		20		ns	CSb
CSb hold time	$t_{CSH}$		20		ns	CSb

( $V_{DD}=2.2$  to  $2.5V$ ,  $T_a=-30$  to  $+85^{\circ}C$ )

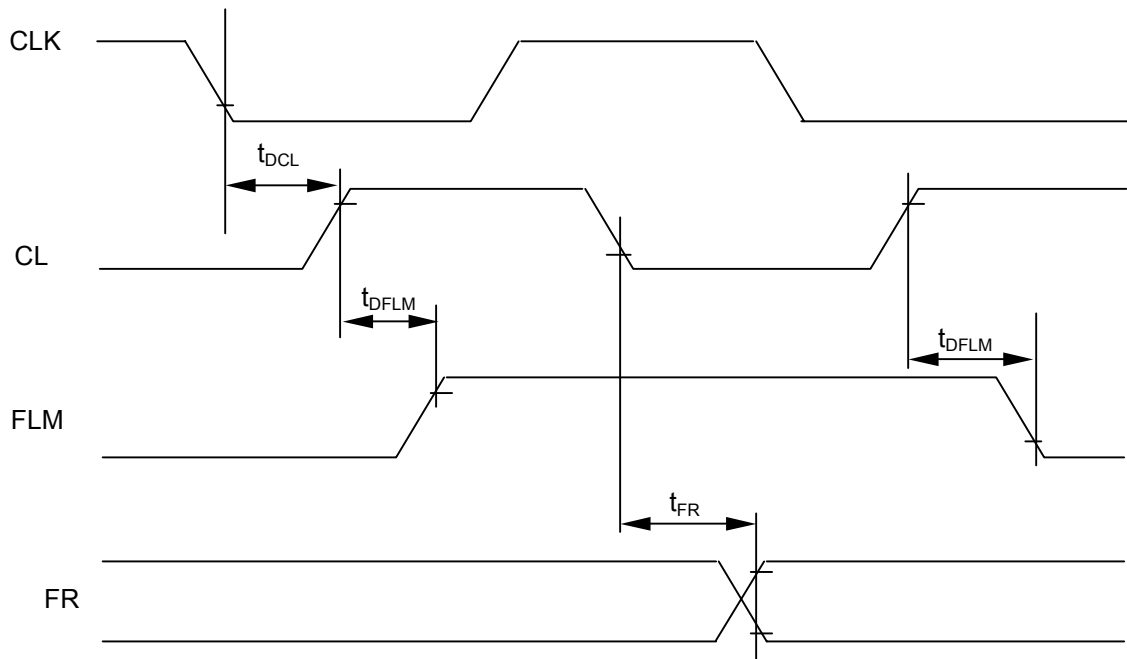
PARAMETER	SYMBOL	CONDITION	MIN.	MAX.	UNIT	TERMINAL
Serial clock cycle	$t_{CYCS}$		50		ns	SCL
SCL "H" level pulse width	$t_{SHW}$		20		ns	SCL
SCL "L" level pulse width	$t_{SLW}$		20		ns	SCL
Address setup time	$t_{ASS}$		20		ns	RS
Address hold time	$t_{AHS}$		20		ns	RS
Data setup time	$t_{DSS}$		20		ns	SDA
Data hold time	$t_{DHS}$		20		ns	SDA
CSb – SCL time	$t_{CSS}$		20		ns	CSb
CSb hold time	$t_{CSH}$		20		ns	CSb

( $V_{DD}=1.7$  to  $2.2V$ ,  $T_a=-30$  to  $+85^{\circ}C$ )

PARAMETER	SYMBOL	CONDITION	MIN.	MAX.	UNIT	TERMINAL
Serial clock cycle	$t_{CYCS}$		80		ns	SCL
SCL "H" level pulse width	$t_{SHW}$		35		ns	SCL
SCL "L" level pulse width	$t_{SLW}$		35		ns	SCL
Address setup time	$t_{ASS}$		35		ns	RS
Address hold time	$t_{AHS}$		35		ns	RS
Data setup time	$t_{DSS}$		35		ns	SDA
Data hold time	$t_{DHS}$		35		ns	SDA
CSb – SCL time	$t_{CSS}$		35		ns	CSb
CSb hold time	$t_{CSH}$		35		ns	CSb

Note) Each timing is specified based on 20% and 80% of  $V_{DD}$ .

- Display control timing



Output timing

( $V_{DD}=2.4$  to  $3.3V$ ,  $T_a=-30$  to  $+85^{\circ}C$ )

PARAMETER	SYMBOL	CONDITION	MIN.	MAX.	UNIT	TERMINAL
FLM delay time	$t_{DFLM}$	CL=15pF	0	500	ns	FLM
FR delay time	$t_{FR}$		0	500	ns	FR
CL delay time	$t_{DCL}$		0	200	ns	CL

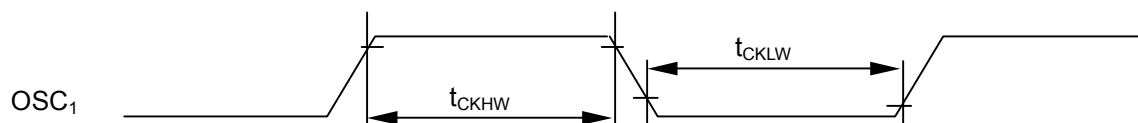
Output timing

( $V_{DD}=1.7$  to  $2.4V$ ,  $T_a=-30$  to  $+85^{\circ}C$ )

PARAMETER	SYMBOL	CONDITION	MIN.	MAX.	UNIT	TERMINAL
FLM delay time	$t_{DFLM}$	CL=15pF	0	1000	ns	FLM
FR delay time	$t_{FR}$		0	1000	ns	FR
CL delay time	$t_{DCL}$		0	200	ns	CL

Note) Each timing is specified based on 20% and 80% of  $V_{DD}$ .

● Input clock timing



(V<sub>DD</sub>=1.7 to 3.3V, Ta=-30 to +85°C)

PARAMETER	SYMBOL	CONDITION	MIN.	MAX.	UNIT	TERMINAL
OSC <sub>1</sub> "H" level pulse width (1)	t <sub>CKHW1</sub>		0.70	1.02	μs	OSC <sub>1</sub>
OSC <sub>1</sub> "L" level pulse width (1)	t <sub>CKLW1</sub>		0.70	1.02	μs	*1
OSC <sub>1</sub> "H" level pulse width (2)	t <sub>CKHW2</sub>		3.13	4.55	μs	OSC <sub>1</sub>
OSC <sub>1</sub> "L" level pulse width (2)	t <sub>CKLW2</sub>		3.13	4.55	μs	*2
OSC <sub>1</sub> "H" level pulse width (3)	t <sub>CKHW3</sub>		21.8	31.4	μs	OSC <sub>1</sub>
OSC <sub>1</sub> "L" level pulse width (3)	t <sub>CKLW3</sub>		21.8	31.4	μs	*3

Note) Each timing is specified based on 20% and 80% of V<sub>DD</sub>.

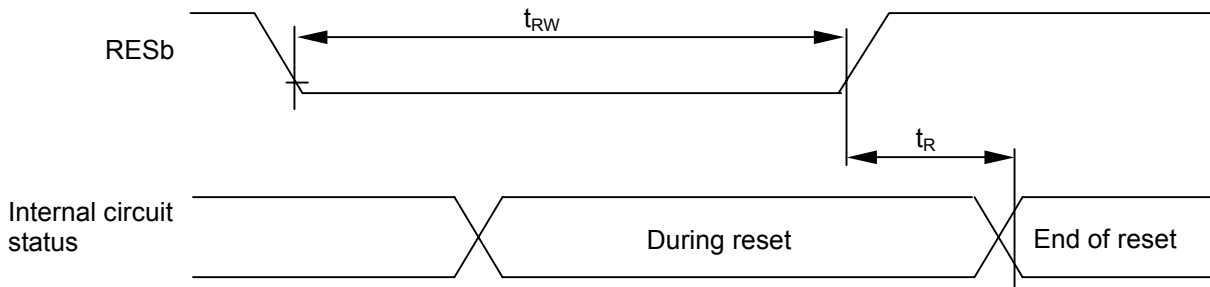
Note 1) Applied to the variable gradation mode / MON="0",PWM="0"

Note 2) Applied to the fixed gradation mode / MON="0",PWM="1"

Note 3) Applied to the B&W mode / MON="1"

# NJU6815

- Reset input timing



( $V_{DD}=2.4$  to  $3.3V$ ,  $T_a=-30$  to  $+85^{\circ}C$ )

PARAMETER	SYMBOL	CONDITION	MIN.	MAX.	UNIT	Terminal
Reset time	$t_R$			1.0	$\mu s$	
RESb "L" level pulse width	$t_{RW}$		10.0		$\mu s$	RESb

( $V_{DD}=1.7$  to  $2.4V$ ,  $T_a=-30$  to  $+85^{\circ}C$ )

PARAMETER	SYMBOL	CONDITION	MIN.	MAX.	UNIT	Terminal
Reset time	$t_R$			1.5	$\mu s$	
RESb "L" level pulse width	$t_{RW}$		10.0		$\mu s$	RESb

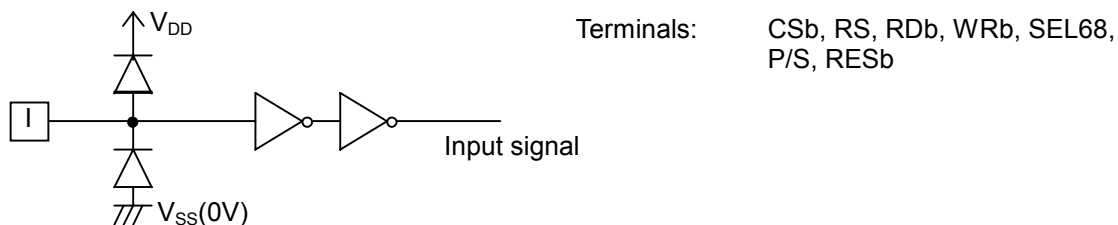
Note) Each timing is specified based on 20% and 80% of  $V_{DD}$ .

● Typical characteristic

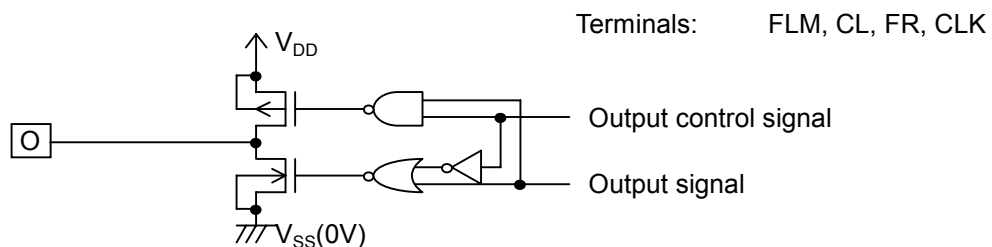
PARAMETER	SYMBOL	MIN	TYP	MAX	UNIT
Basic delay time of gate	$T_a=+25^{\circ}\text{C}$ , $V_{SS}=0\text{V}$ , $V_{DD}=3.0\text{V}$		10		ns

● Input output terminal type

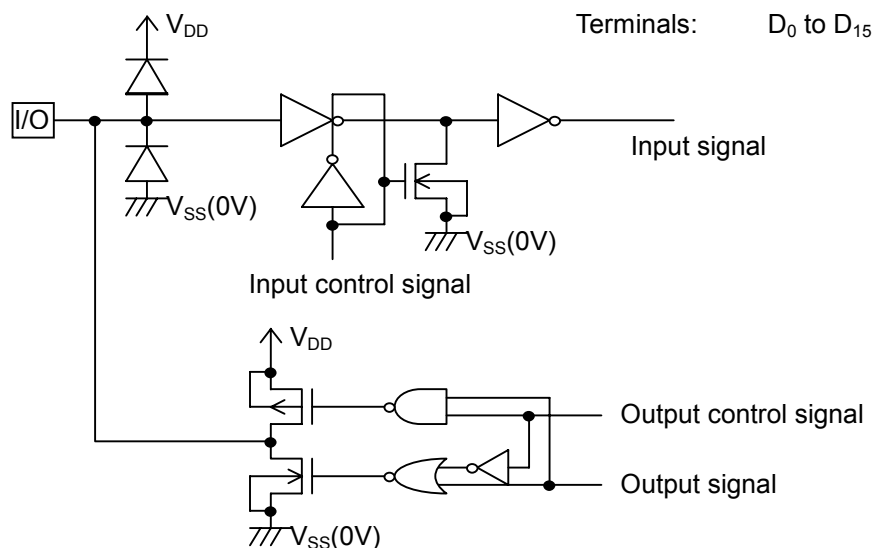
(a) Input circuit



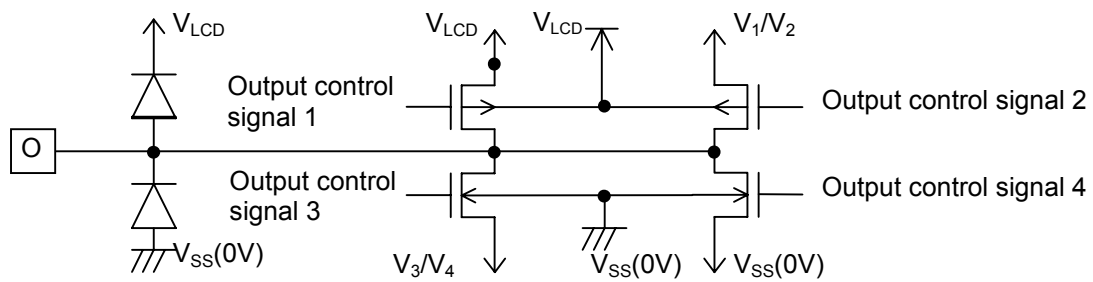
(b) Output circuit



(c) Input/Output circuit



(d) Display output circuit



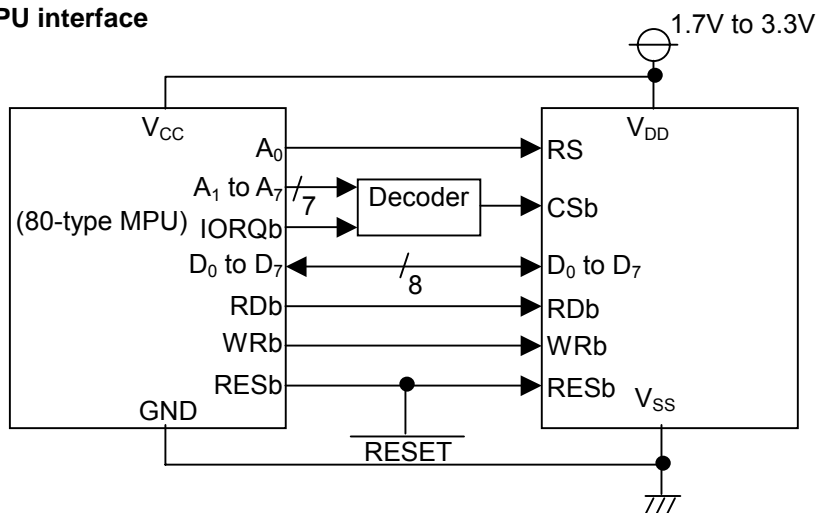
Terminals: SEGA<sub>0</sub> to SEGA<sub>79</sub>  
 SEGB<sub>0</sub> to SEGB<sub>79</sub>  
 SEGC<sub>0</sub> to SEGC<sub>79</sub>  
 COM<sub>0</sub> to COM<sub>127</sub>



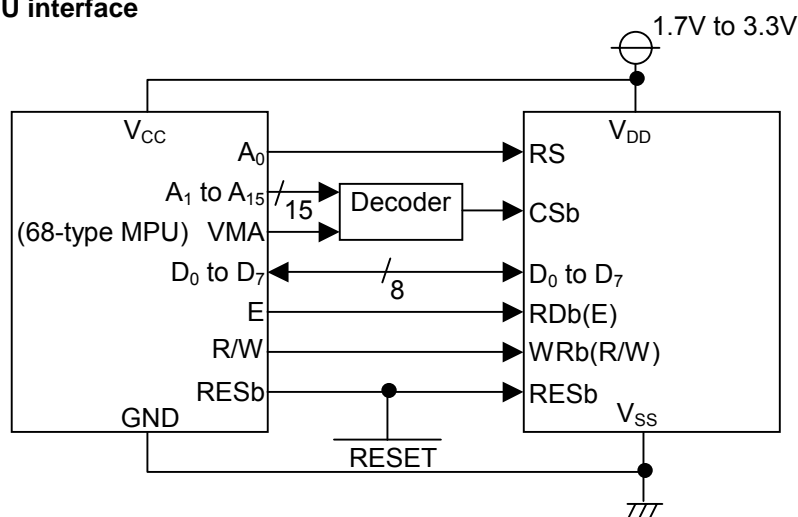
## APPLICATION CIRCUIT EXAMPLES

### (1) MPU Connections

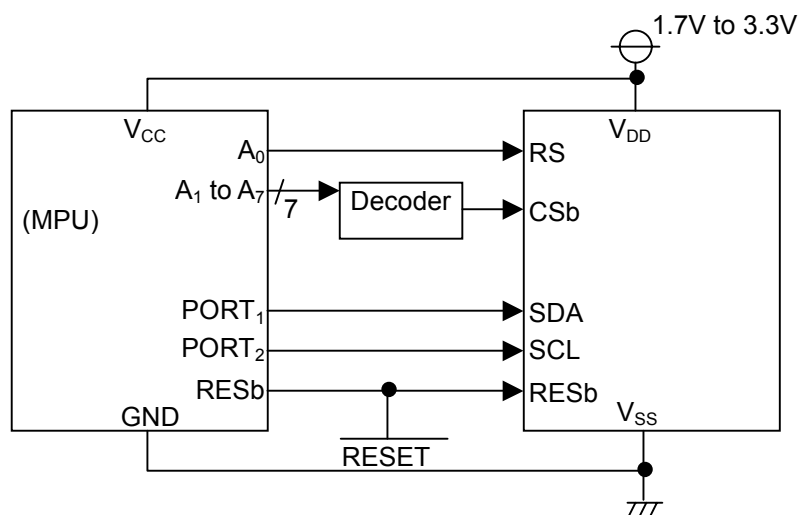
#### 80-type MPU interface



#### 68-type MPU interface



#### Serial interface



[CAUTION]

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