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# SPECIFICATION



(ISO9001:2008)

PRODUCT : LCM  
MODEL NO. : HC4021-SYH  
SUPPLIER : TSINGTEK DISPLAY CO.,LTD  
REVISION : A

<http://www.tsingtek.com>  
<http://www.china-lcdmodule.com>  
E-mail:sales@tsingtek.com

[illegible]

## PRODUCT CODING SYSTEM

HG 320240 C – B - LW H- NV- L4- TPSD- U- T

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11)

(1): Brand and Display Type

HC→Tsingtek Character Type

HG→Tsingtek SMT/COB Graphic Type

HGT→Tsingtek TAB Type

HGO→Tsingtek COG Type

HGR→Tsingtek CSTN

(2): Character→Words per lines×lines

Graphic→row dots×column dots

(3): Series No.

(4): LCD module:

Nil→STN Yellow-Green Mode

G→STN Gray Mode

B→STN Blue Mode

F→FSTN Transflective

T→FSTN Transmission

(5): Backlight Type

Nil→Without Backlight

LY→LED Yellow-Green Array

SY→LED Yellow-Green Edge

LW→LED White

LB→LED Blue

LR→LED Red

LA→LED Amber

LG→LED Green

EB→EL Blue

EG→EL Green

EW→EL White

CW→CCFL White

(6): Temperature

Nil→Normal Temperature

H→Wide Temperature

EH→Super Wide Temperature

(7): Power Supply

Nil→5V

NV→5V Without Booster for LCM Driving Supply

SV→5V With Temperature Compensation

LV→3.3V

LNV→3.3V Without Booster for LCM Driving Supply

LSV→3.3V With Temperature Compensation

OV→Please refer to the spec. of LCM

(8): Power supply for Backlight

Please refer to the spec. of LCM

(9): Special Coding

TP→With Touch Panel

S→Serial Interface

(10): Viewing Direction

Nil→6:00

U→12:00

L→9:00

R→3:00

(11): Interior Coding

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TSINGTEK DISPLAY

# 1. BASIC SPECIFICATIONS

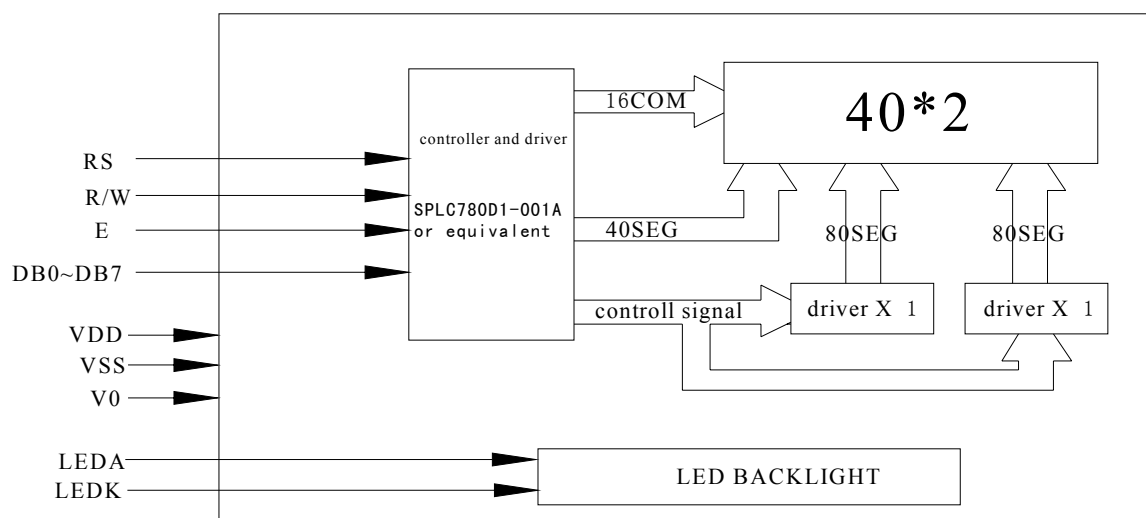
## 1.1 DISPLAY SPECIFICATION

| ITEM                  | SPECIFICATION                           |
|-----------------------|---|
| DISPLAY TYPE          | STN/YELLOW-GREEN/POSITIVE/TRANSFLECTIVE |
| COLOR                 | DISPLAY DOT: BLUE-BLACK                 |
|                       | DISPLAY BACKGROUNDND: YELLOW-GREEN      |
| INPUT DATA            | 68 SERIES                               |
| DUTY                  | 1/16DUTY                                |
| VIEW ANGLE            | 6 O'CLOCK                               |
| CONTROLLER            | SPLC780D1 OR EQUIVALENT                 |
| BEZEL                 | 0.6T                                    |
| BACKLIGHT             | LED (YELLOW-GREEN)                      |
| OPERATING TEMPERATURE | -20 °C ~70 °C                           |
| STORAGE TEMPERATURE   | -30 °C ~ 80 °C                          |
| OTHERS                |   |

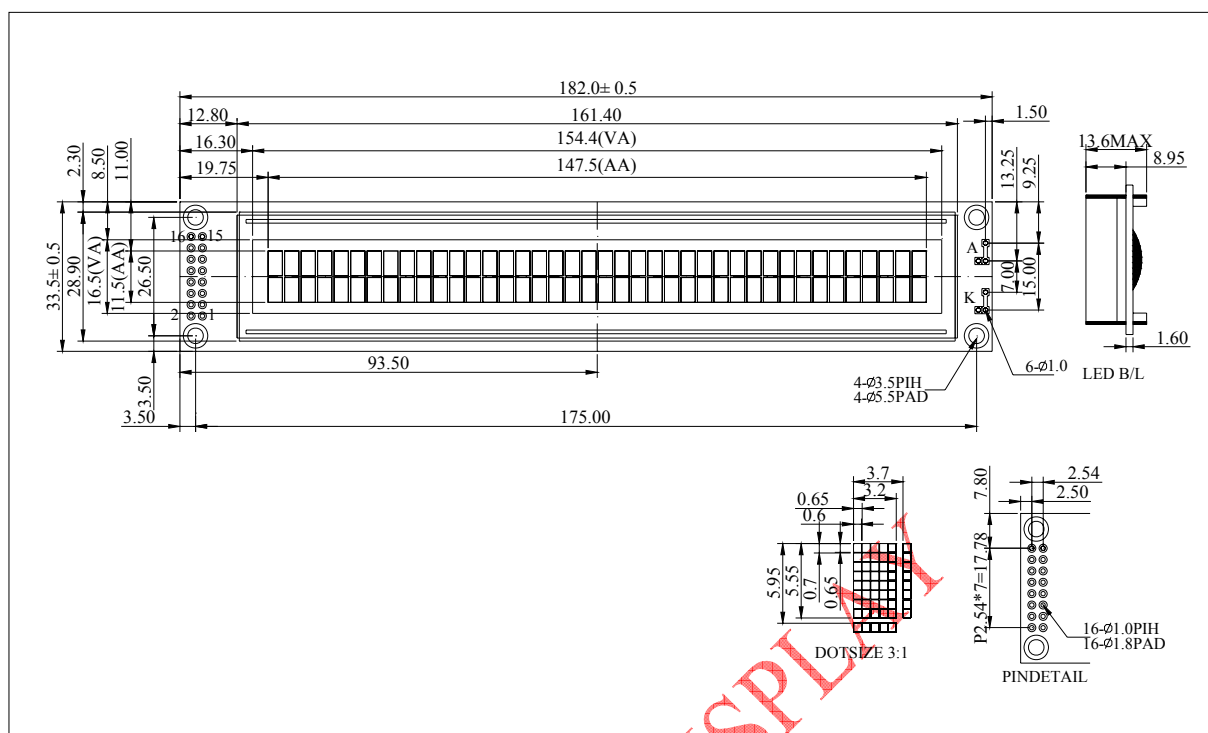
## 1.2 MECHANICAL SPECIFICATION

| ITEM                 | SPECIFICATION                | UNIT | NOTE |
|----------------------|------------------------------|------|------|
| DIMENSIONAL OUTLINE  | 182.0(W)×33.5(H)×13.6MAX.(T) | mm   |      |
| VIEW AREA            | 154.4(W)×16.5(H)             | mm   |      |
| EFFECTIVE V/AREA     | 147.5(W)×11.5(H)             | mm   |      |
| NUMBER OF CHARACTERS | 40Characters×2Lines          | ---  |      |
| CHARACTER SIZE       | 3.20(W)×5.55(H)              | mm   |      |
| DOT SIZE             | 0.60(W)×0.65(H)              | mm   |      |

## 1.3 BLOCK DIAGRAM



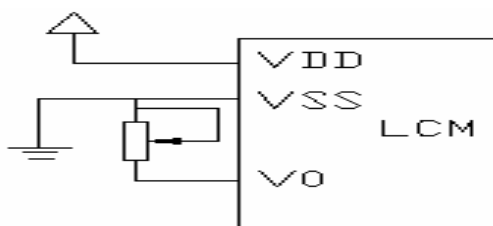
## 1.4 DIMENSIONAL OUTLINE



## 1.5 TERMINAL FUNCTIONS

| PIN NO. | SYMBOL  | LEVEL | FUNCTION                        |
|---------|---------|-------|---------------------------------|
| 1       | VSS     | 0V    | GND                             |
| 2       | VDD     | +5.0V | Power Supply for logic          |
| 3       | V0      | --    | Operating voltage for LCD       |
| 4       | RS      | H/L   | H: Data L: Instruction code     |
| 5       | R/W     | H/L   | H: Read L: Write                |
| 6       | E       | H-L   | Chip Enable signal              |
| 7~14    | DB0~DB7 | H/L   | Data bus line                   |
| 15      | LEDA    | +5.0V | Power Supply for LED Back Light |
| 16      | LEDK    | 0V    |                                 |

## 1.6 POWER SUPPLY AND CONTRAST ADJUST CIRCUIT



## 2. ABSOLUTE MAXIMUM RATINGS

(Ta=25 °C, Vss=0V)

| PARAMETER                   | SYMBOL                           | RATINGS                           | UNITS |
|-----------------------------|----------------------------------|-----------------------------------|-------|
| POWER SUPPLY FOR LOGIC      | V <sub>DD</sub> -V <sub>SS</sub> | -0.3~7.0                          | V     |
| POWER SUPPLY FOR LCD DRIVER | V <sub>DD</sub> ~V <sub>S</sub>  | 0 ~ 10.0                          | V     |
| INPUT VOLTAGE               | V <sub>IN</sub>                  | V <sub>SS</sub> ~ V <sub>DD</sub> | V     |
| OPERATING TEMPERATURE       | T <sub>opr</sub>                 | -20 ~70                           | °C    |
| STORAGE TEMPERATURE         | T <sub>stg</sub>                 | -30 ~ 80                          | °C    |

## 3. ELECTRICAL CHARACTERISTICS

## 3.1 ELECTRICAL CHARACTERISTICS

(Ta=25 °C ,Vss=0V)

| ITEM                                     | SYMBOL                           | CONDITION                                 | MIN  | TYPE | MAX.            | UNIT | NOTE |
|--|----------------------------------|---|------|------|-----------------|------|------|
| LOGIC CIRCUIT<br>POWER SUPPLY<br>VOLTAGE | V <sub>DD</sub> -V <sub>SS</sub> | --  | 4.5  | 5.0  | 5.3             | V    |      |
| INPUT VOLTAGE                            | V <sub>IL</sub>                  | --  | -0.3 | --   | 0.6             | V    |      |
| INPUT VOLTAGE                            | V <sub>IH</sub>                  | --  | 2.2  | --   | V <sub>DD</sub> | V    |      |
| OUTPUT VOLTAGE                           | V <sub>OL</sub>                  | --  | 0    | --   | 0.4             | V    |      |
| OUTPUT VOLTAGE                           | V <sub>OH</sub>                  | --  | 2.4  | --   | V <sub>DD</sub> | V    |      |
| LOGIC CIRCUIT<br>POWER SUPPLY<br>CURRENT | I <sub>DD</sub>                  | V <sub>DD</sub> -V <sub>SS</sub><br>=5.0V | --   | 6.0  | --              | mA   |      |
| RECOMMENDED<br>LCD DRIVING<br>VOLTAGE    | *V <sub>LCD</sub><br>Φ=0<br>θ=0  | Ta=25 °C                                  | --   | 4.6  | --              | V    |      |

\*Note: VLCD is produced by module's inside circuit, do not need the external input. The customer only need to offer +5.0V voltage which is stated in the interface definition.

## 3.2 LED BACKLIGHT SPECIFICATION

| ITEM            | SYMBOL       | MIN. | TYP. | MAX. | UNIT | CONDITIONS |
|-----------------|--------------|------|------|------|------|------------|
| FORWARD VOLTAGE | Vf           | 3.4  | 3.5  | 3.6  | V    | If= 32mA   |
| COLOR           | YELLOW-GREEN |      |      |      |      |            |

## 4. TIMING CHARACTERISTICS

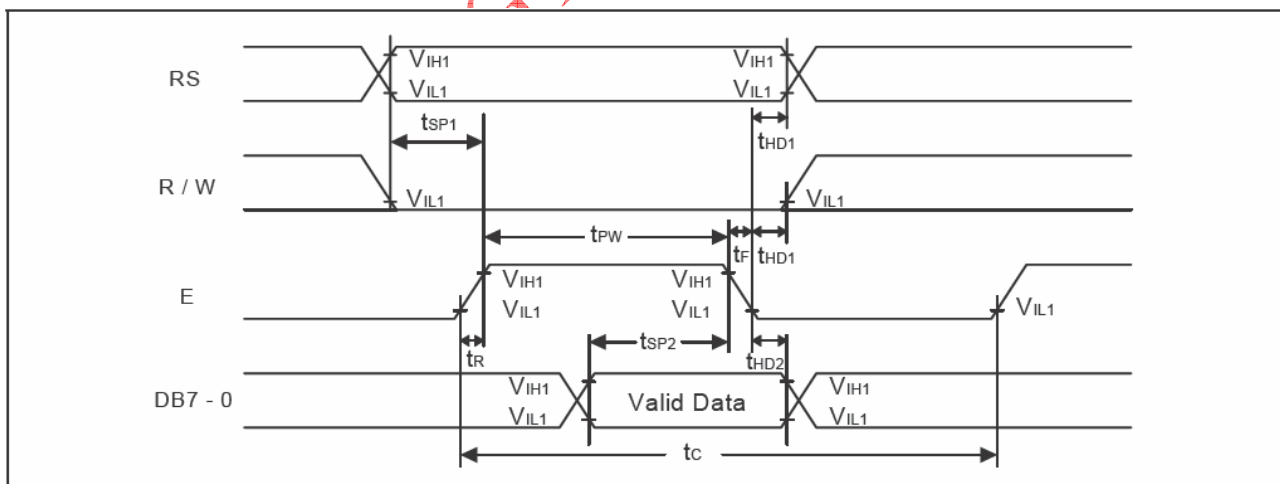
### 4.1 Write mode (Writing Data from MPU to SPLC780D1)

| Characteristics    | Symbol     | Limit |      |      | Unit | Test Condition   |
|--------------------|------------|-------|------|------|------|------------------|
|                    |            | Min.  | Typ. | Max. |      |                  |
| E Cycle Time       | $t_C$      | 400   | -    | -    | ns   | Pin E            |
| E Pulse Width      | $t_{PW}$   | 150   | -    | -    | ns   | Pin E            |
| E Rise/Fall Time   | $t_R, t_F$ | -     | -    | 25   | ns   | Pin E            |
| Address Setup Time | $t_{SP1}$  | 30    | -    | -    | ns   | Pins: RS, R/W, E |
| Address Hold Time  | $t_{HD1}$  | 10    | -    | -    | ns   | Pins: RS, R/W, E |
| Data Setup Time    | $t_{SP2}$  | 40    | -    | -    | ns   | Pins: DB0 - DB7  |
| Data Hold Time     | $t_{HD2}$  | 10    | -    | -    | ns   | Pins: DB0 - DB7  |

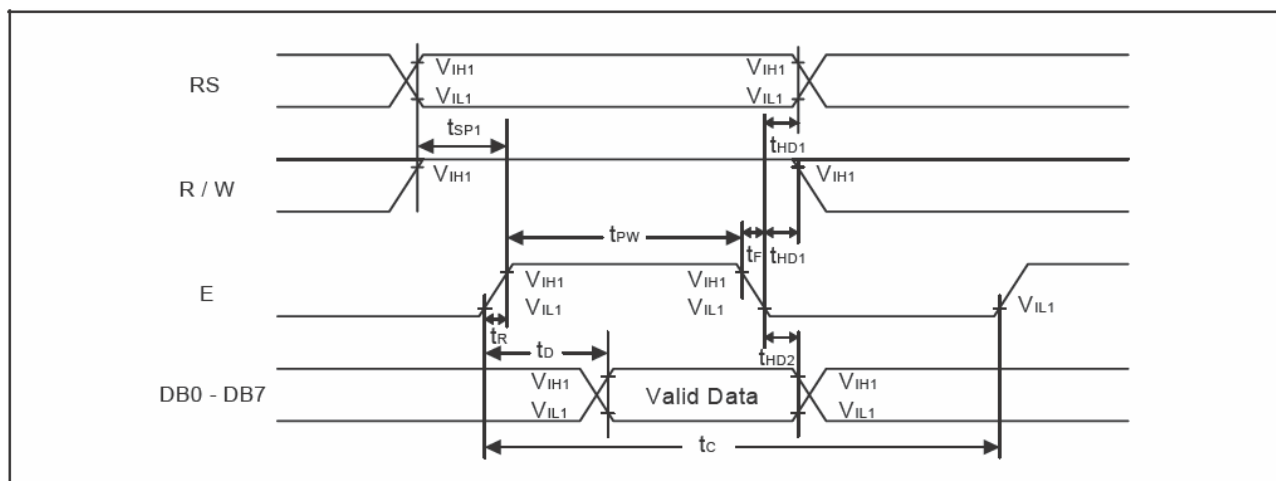
### 4.2 Read mode (Reading Data from SPLC780D1 to MPU)

| Characteristics        | Symbol     | Limit |      |      | Unit | Test Condition   |
|------------------------|------------|-------|------|------|------|------------------|
|                        |            | Min.  | Typ. | Max. |      |                  |
| E Cycle Time           | $t_C$      | 400   | -    | -    | ns   | Pin E            |
| E Pulse Width          | $t_W$      | 150   | -    | -    | ns   | Pin E            |
| E Rise/Fall Time       | $t_R, t_F$ | -     | -    | 25   | ns   | Pin E            |
| Address Setup Time     | $t_{SP1}$  | 30    | -    | -    | ns   | Pins: RS, R/W, E |
| Address Hold Time      | $t_{HD1}$  | 10    | -    | -    | ns   | Pins: RS, R/W, E |
| Data Output Delay Time | $t_D$      | -     | -    | 100  | ns   | Pins: DB0 - DB7  |
| Data hold time         | $t_{HD2}$  | 5.0   | -    | -    | ns   | Pin DB0 - DB7    |

### 4.3 Write mode timing diagram (Writing Data from MPU to SPLC780D1)



## 4.4 Read mode timing diagram (Reading Data from SPLC780D1 to MPU)



## 5. COMMANDS AND FUNCTION DESCRIPTIONS

### 5.1 Control and Display Instructions

Control and display instructions are described in details as follows:

#### 5.1.1 Clear display

|      | RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|------|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Code | 0  | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 1   |

It clears the entire display and sets Display Data RAM Address 0 in Address Counter.

#### 5.1.2 Return home

|      | RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|------|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Code | 0  | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 1   | X   |

X: Do not care (0 or 1)

It sets Display Data RAM Address 0 in Address Counter and the display returns to its original position. The cursor or blink goes to the most-left side of the display (to the 1st line if 2 lines are displayed). The contents of the Display Data RAM do not change.

#### 5.1.3 Entry mode set

During writing and reading data, it defines cursor moving direction and shifts the display.

|      | RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1   | DB0 |
|------|----|-----|-----|-----|-----|-----|-----|-----|-------|-----|
| Code | 0  | 0   | 0   | 0   | 0   | 0   | 0   | 1   | I / D | S   |

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

S = 1: The display shift, S = 0: The display does not shift.

|       |           |                                    |
|-------|-----------|------------------------------------|
| S = 1 | I / D = 1 | It shifts the display to the left  |
| S = 1 | I / D = 0 | It shifts the display to the right |

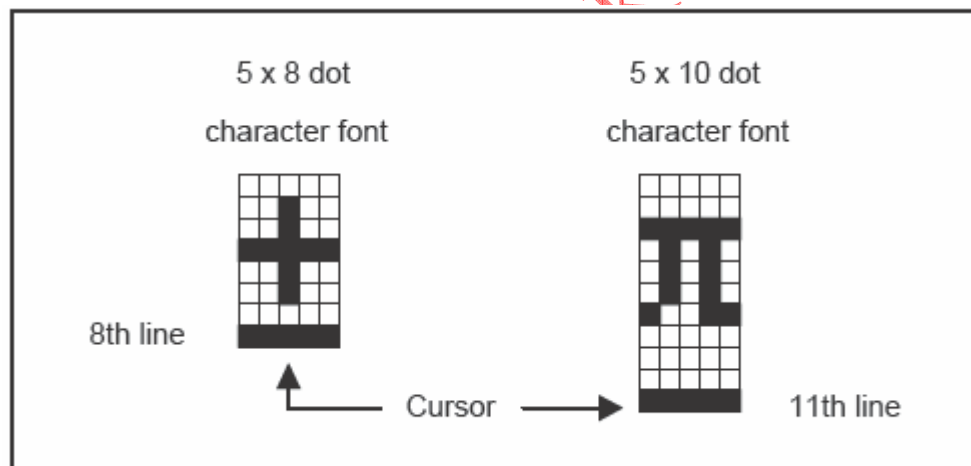
#### 5.1.4 Display ON/OFF control

|      | RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|------|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Code | 0  | 0   | 0   | 0   | 0   | 0   | 1   | D   | C   | B   |

D = 1: Display on, D = 0: Display off

C = 1: Cursor on, C = 0: Cursor off

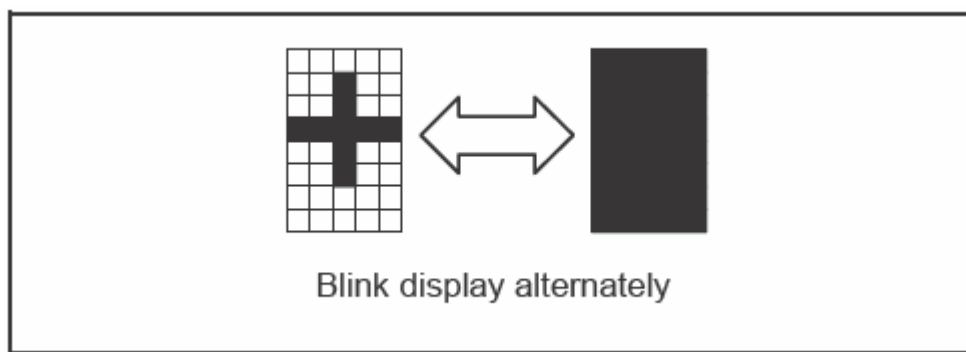
B = 1: Blinks on, B = 0: Blinks off



#### 5.1.5 Cursor or display shift

Without changing DD RAM data, it moves cursor and shifts display.

|      | RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|------|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Code | 0  | 0   | 0   | 0   | 0   | 1   | S/C | R/L | X   | X   |



| S/C | R/L | Description  | Address Counter |
|-----|-----|--|-----------------|
| 0   | 0   | Shift cursor to the left                                     | AC = AC - 1     |
| 0   | 1   | Shift cursor to the right                                    | AC = AC + 1     |
| 1   | 0   | Shift display to the left. Cursor follows the display shift  | AC = AC         |
| 1   | 1   | Shift display to the right. Cursor follows the display shift | AC = AC         |

### 5.1.6 Function set

|      | RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|------|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Code | 0  | 0   | 0   | 0   | 1   | DL  | N   | F   | X   | X   |

X: Do not care (0 or 1)

DL: It sets interface data length.

DL = 1: Data transferred with 8-bit length (DB7 - 0).

DL = 0: Data transferred with 4-bit length (DB7 - 4).

It requires two times to accomplish data transferring.

N: It sets the number of the display line.

N = 0: One-line display.

N = 1: Two-line display.

F: It sets the character font.

F = 0: 5 x 8 dots character font.

F = 1: 5 x 10 dots character font.

| N | F | No. of Display Lines | Character Font | Duty Factor |
|---|---|----------------------|----------------|-------------|
| 0 | 0 | 1                    | 5 x 8 dots     | 1 / 8       |
| 0 | 1 | 1                    | 5 x 10 dots    | 1 / 11      |
| 1 | X | 2                    | 5 x 8 dots     | 1 / 16      |

It cannot display two lines with 5 x 10 dots character font.

## 5.1.7 Set character generator RAM address

|      | RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|------|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Code | 0  | 0   | 0   | 1   | a   | a   | a   | a   | a   | a   |

It sets Character Generator RAM Address (aaaaaa)2 to the Address Counter.

Character Generator RAM data can be read or written after this setting.

## 5.1.8 Set display data RAM address

|      | RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|------|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Code | 0  | 0   | 1   | a   | a   | a   | a   | a   | a   | a   |

It sets Display Data RAM Address (aaaaaaa)2 to the Address Counter.

Display data RAM can be read or written after this setting.

In one-line display (N = 0),

(aaaaaaa)2: (00)16 - (4F)16.

In two-line display (N = 1),

(aaaaaaa)2: (00)16 - (27)16 for the first line,

(aaaaaaa)2: (40)16 - (67)16 for the second line.

## 5.1.9 Read busy flag and address

|      | RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|------|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Code | 0  | 1   | BF  | a   | a   | a   | a   | a   | a   | a   |

When BF = 1, it indicates the system is busy now and it will not accept any instruction until not busy (BF = 0). At the same time, the content of Address Counter (aaaaaaa)2 is read.

## 5.1.10 Write data to character generator RAM or display data RAM

|      | RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|------|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Code | 1  | 0   | d   | d   | d   | d   | d   | d   | d   | d   |

It writes data (dddddddd)2 to character generator RAM or display data RAM.

## 5.1.11 Read data from character generator RAM or display data RAM

|      | RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|------|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Code | 1  | 1   | d   | d   | d   | d   | d   | d   | d   | d   |

It reads data (ddddddd)2 from character generator RAM or display data RAM.

To read data correctly, do the following:

- 1). The address of the Character Generator RAM or Display Data RAM or shift the cursor instruction.
- 2). The “ Read ” instruction.

TSINGTEK DISPLAY

## 5.2 Instruction Table

| Instruction                        | Instruction Code |    |     |     |     |     |     |     |     |     | Description   | Execution time<br>(Temp = 25°C) |                 |                 |
|------------------------------------|------------------|----|-----|-----|-----|-----|-----|-----|-----|-----|---|---------------------------------|-----------------|-----------------|
|                                    | RS               | RW | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |   | Fosc=<br>190KHz                 | Fosc=<br>270KHz | Fosc=<br>350KHz |
| Clear Display                      | 0                | 0  | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 1   | Write "20H" to DDRAM and set DDRAM address to "00H" from AC   | 2.16ms                          | 1.52ms          | 1.18ms          |
| Return Home                        | 0                | 0  | 0   | 0   | 0   | 0   | 0   | 0   | 1   | -   | Set DDRAM address to "00H" from AC and return cursor to its original position if shifted. The contents of DDRAM are not changed.      | 2.16ms                          | 1.52ms          | 1.18ms          |
| Entry Mode Set                     | 0                | 0  | 0   | 0   | 0   | 0   | 0   | 1   | I/D | S   | Assign cursor moving direction and enable the shift of entire display   | 53μs                            | 38μs            | 29μs            |
| Display ON/<br>OFF Control         | 0                | 0  | 0   | 0   | 0   | 0   | 1   | D   | C   | B   | Set display (D), cursor(C), and blinking of cursor(B) on/off control bit.   | 53μs                            | 38μs            | 29μs            |
| Cursor or<br>Display Shift         | 0                | 0  | 0   | 0   | 0   | 1   | S/C | R/L | -   | -   | Set cursor moving and display shift control bit, and the direction, without changing of DDRAM data.                                   | 53μs                            | 38μs            | 29μs            |
| Function Set                       | 0                | 0  | 0   | 0   | 1   | DL  | N   | F   | -   | -   | Set interface data length (DL: 8-bit/4-bit), numbers of display line (N: 2-line/1-line) and, display font type (F:5x10 dots/5x8 dots) | 53μs                            | 38μs            | 29μs            |
| Set CGRAM Address                  | 0                | 0  | 0   | 1   | AC5 | AC4 | AC3 | AC2 | AC1 | AC0 | Set CGRAM address in address counter.   | 53μs                            | 38μs            | 29μs            |
| Set DDRAM Address                  | 0                | 0  | 1   | AC6 | AC5 | AC4 | AC3 | AC2 | AC1 | AC0 | Set DDRAM address in address counter  | 53μs                            | 38μs            | 29μs            |
| Read Busy Flag and Address Counter | 0                | 1  | BF  | AC6 | AC5 | AC4 | AC3 | AC2 | AC1 | AC0 | Whether during internal operation or not can be known by reading BF. The contents of address counter can also be read.                |                                 |                 |                 |
| Write Data to RAM                  | 1                | 0  | D7  | D6  | D5  | D4  | D3  | D2  | D1  | D0  | Write data into internal RAM (DDRAM/CGRAM).   | 53μs                            | 38μs            | 29μs            |
| Read Data from RAM                 | 1                | 1  | D7  | D6  | D5  | D4  | D3  | D2  | D1  | D0  | Read data from internal RAM (DDRAM/CGRAM).  | 53μs                            | 38μs            | 29μs            |

Note1: "-": don't care

Note2: In the operation condition under -20°C ~ 75°C, the maximum execution time for majority of instruction sets is 100μs, except two instructions, "Clear Display" and "Return Home", in which maximum execution time can take up to 4.1ms.

### 5.3 8-Bit Operation and 8-Digit 1-Line Display (Using Internal Reset)

| No. | Instruction  | Display | Operation   |
|-----|--|---------|---|
| 1   | Power on. (SPLC780D1 starts initializing)                  |         | Power on reset. No display.   |
| 2   | Function set<br>RS R/W DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0<br> |         | Set to 8-bit operation and select 1-line display line and character font.   |
| 3   | Display on / off control<br>                               |         | Display on.<br>Cursor appear.   |
| 4   | Entry mode set<br>   |         | Increase address by one.<br>It will shift the cursor to the right when writing to the DD RAM/CG RAM.<br>Now the display has no shift. |
| 5   | Write data to CG RAM / DD RAM<br>                          |         | Write " W ".<br>The cursor is incremented by one and shifted to the right.  |
| 6   | Write data to CG RAM / DD RAM<br>                          |         | Write " E ".<br>The cursor is incremented by one and shifted to the right.  |
| 7   | :  | :       | :   |
| 8   | Write data to CG RAM / DD RAM<br>                          |         | Write " E ".<br>The cursor is incremented by one and shifted to the right.  |
| 9   | Entry mode set<br>   |         | Set mode for display shift when writing   |
| 10  | Write data to CG RAM / DD RAM<br>                          |         | Write " "(space).<br>The cursor is incremented by one and shifted to the right.   |
| 11  | Write data to CG RAM / DD RAM<br>                          |         | Write " C ".<br>The cursor is incremented by one and shifted to the right.  |
| 12  | :  | :       | :   |
| 13  | Write data to CG RAM / DD RAM<br>                          |         | Write " Y ".<br>The cursor is incremented by one and shifted to the right.  |
| 14  | Cursor or display shift<br>                                |         | Only shift the cursor's position to the left (Y).   |
| 15  | Cursor or display shift<br>                                |         | Only shift the cursor's position to the left (M).   |
| 16  | Write data to CG RAM / DD RAM<br>                          |         | Write " N ".<br>The display moves to the left.  |
| 17  | Cursor or display shift<br>                                |         | Shift the display and the cursor's position to the right.   |
| 18  | Cursor or display shift<br>                                |         | Shift the display and the cursor's position to the right.   |
| 19  | Write data to CG RAM / DD RAM<br>                          |         | Write " "(space).<br>The cursor is incremented by one and shifted to the right.   |
| 20  | :  | :       | :   |
| 21  | Return home<br>  |         | Both the display and the cursor return to the original position (address 0).  |

## 5.4 4-Bit Operation and 8-Digit 1-Line Display (Using Internal Reset)

| No. | Instruction  | Display       | Operation   |
|-----|--|---------------|---|
| 1   | Power on.<br>(SPLC780D1 starts initializing)                           | <div></div>   | Power on reset. No display.   |
| 2   | Function set<br>RS R/W DB7 DB6 DB5 DB4<br><div><div>000010</div></div> | <div></div>   | Set to 4-bit operation.   |
| 3   | <div><div>000010</div><div>0000XX</div></div>                          | <div></div>   | Set to 4-bit operation and select 1-line display line and character font.   |
| 4   | <div><div>000000</div><div>001110</div></div>                          | <div>-</div>  | Display on.<br>Cursor appears.  |
| 5   | <div><div>000000</div><div>000110</div></div>                          | <div>-</div>  | Increase address by one.<br>It will shift the cursor to the right when writing to the DD RAM / CG RAM.<br>Now the display has no shift. |
| 6   | <div><div>100101</div><div>100111</div></div>                          | <div>W-</div> | Write " W ".<br>The cursor is incremented by one and shifted to the right.  |

## 5.5 8-Bit Operation and 8-Digit 2-Line Display (Using Internal Reset)

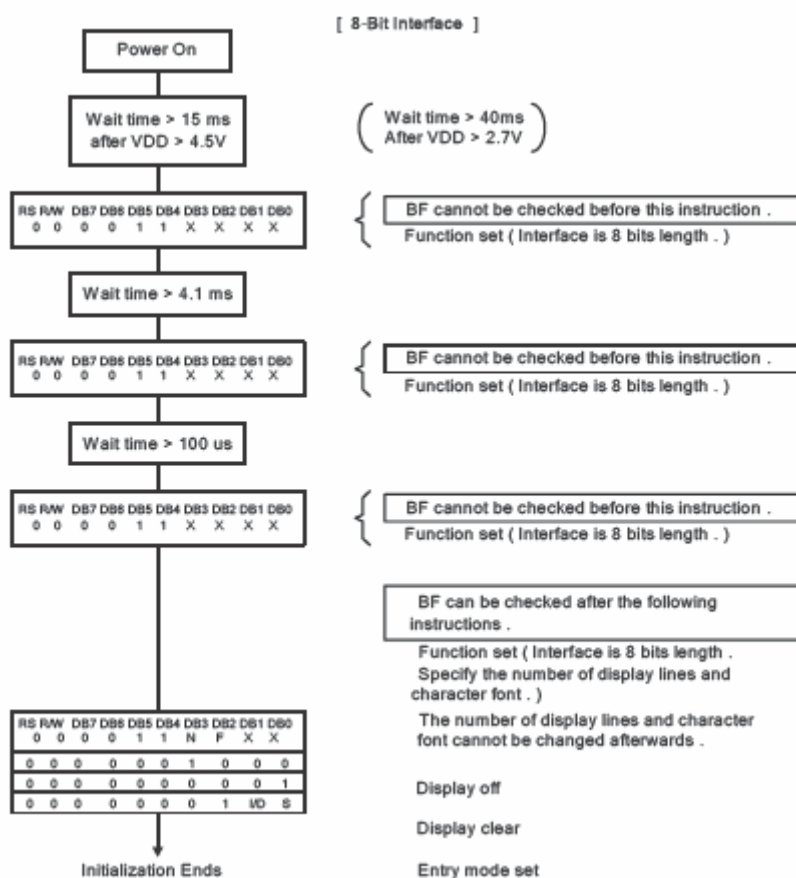
| No. | Instruction  | Display                               | Operation   |
|-----|--|---------------------------------------|---|
| 1   | Power on.<br>(SPLC780D1 starts initializing)   | <div></div> <div></div>               | Power on reset. No display.   |
| 2   | Function set<br>RS R/W DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0<br><div><div>00001110XX</div></div> | <div></div> <div></div>               | Set to 8-bit operation and select 2-line display line and 5 x 8 dot character font.   |
| 3   | Display on / off control<br><div><div>0000001110</div></div>                               | <div></div> <div></div>               | Display on.<br>Cursor appear.   |
| 4   | Entry mode set<br><div><div>0000000110</div></div>   | <div></div> <div></div>               | Increase address by one.<br>It will shift the cursor to the right when writing to the DD RAM / CG RAM.<br>Now the display has no shift. |
| 5   | Write data to CG RAM / DD RAM<br><div><div>1001010111</div></div>                          | <div>W</div> <div></div>              | Write " W ".<br>The cursor is incremented by one and shifted to the right.  |
| 6   | :  | :                                     | :   |
| 7   | Write data to CG RAM / DD RAM<br><div><div>1001000101</div></div>                          | <div>WELCOME</div> <div></div>        | Write " E ".<br>The cursor is incremented by one and shifted to the right.  |
| 8   | Set DD RAM address<br><div><div>0011000000</div></div>                                     | <div>WELCOME</div> <div></div>        | It sets DD RAM's address.<br>The cursor is moved to the beginning position of the 2nd line.   |
| 9   | Write data to CG RAM / DD RAM<br><div><div>1001010100</div></div>                          | <div>WELCOME</div> <div>T</div>       | Write " T ".<br>The cursor is incremented by one and shifted to the right.  |
| 10  | :  | :                                     | :   |
| 11  | Write data to CG RAM / DD RAM<br><div><div>1001010100</div></div>                          | <div>WELCOME</div> <div>TO PART</div> | Write " T ".<br>The cursor is incremented by one and shifted to the right.  |

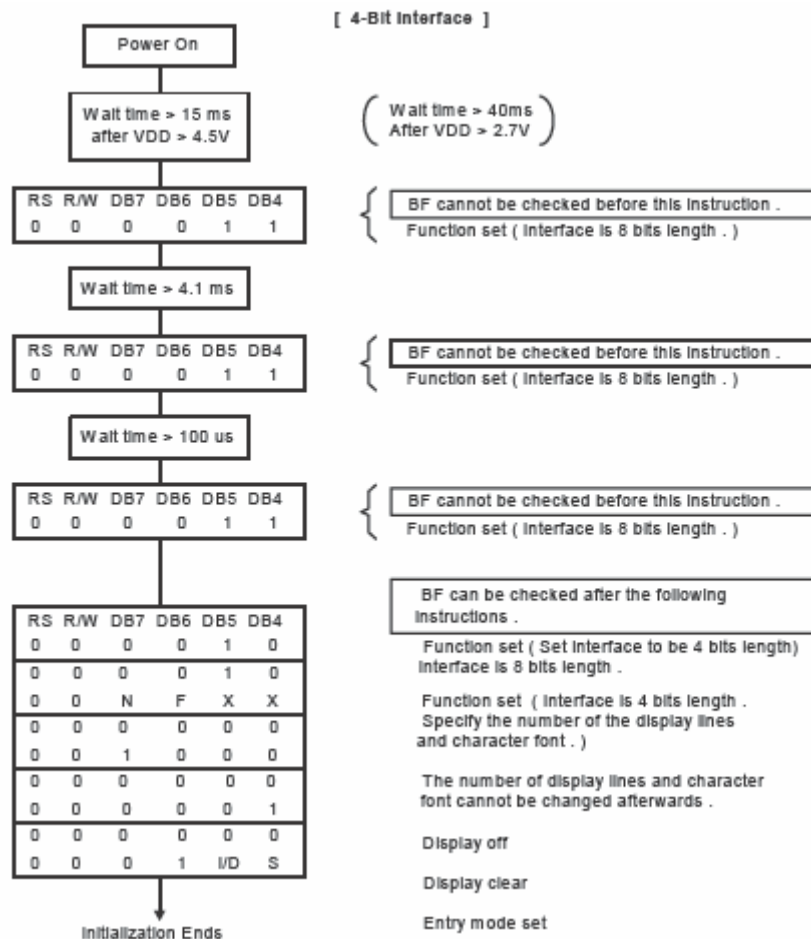
| No. | Instruction  | Display              | Operation  |
|-----|--|----------------------|--|
| 12  | Entry mode set<br>0 0 0 0 0 0 0 1 1 1                  | WELCOME<br>TO PARTY_ | When writing, it sets mode for the display shift.                            |
| 13  | Write data to CG RAM / DD RAM<br>1 0 0 0 1 0 1 1 0 0 1 | ELCOME<br>O PARTY_   | Write " Y ".<br>The cursor is incremented by one and shifted to the right.   |
| 14  | :  | :                    | :  |
| 15  | Return home<br>0 0 0 0 0 0 0 0 0 1 0                   | WELCOME<br>TO PARTY  | Both the display and the cursor return to the original position (address 0). |

## 5.6 Reset Function

At power on, SPLC780D1 starts the internal auto-reset circuit and executes the initial instructions.

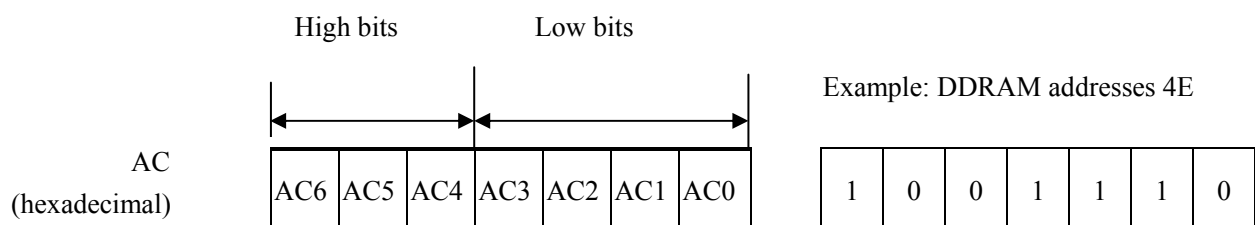
The initial procedures are shown as follows:





## 5.7 Display Data RAM (DD RAM)

The 80-bit DD RAM is normally used for storing display data. Those DD RAM not used for display data can be used as general data RAM. Its address is configured in the Address Counter. The relationships between Display Data RAM Address and LCD' s position are depicted as follows.



### Display position DDRAM address

|                  |    |    |    |    |    |    |    |    |    |    |    |    |     |     |    |    |
|------------------|----|----|----|----|----|----|----|----|----|----|----|----|-----|-----|----|----|
| Display position | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | ... | ... | 39 | 40 |
| DD RAM Address   | 00 | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 0A | 0B |     |     | 26 | 27 |
| DD RAM Address   | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 4A | 4B |     |     | 66 | 67 |

2-Line by 40-Character Display

## 5.8 Character Generator ROM (CG ROM)

Using 8-bit character code, the character generator ROM generates 5 x 8 dots or 5 x 10 dots character patterns. It also can generate 192's 5 x 8 dots character patterns and 64's 5 x 10 dots character patterns.

## 5.9 Character Generator RAM (CG RAM)

Users can easily change the character patterns in the character generator RAM through program.

It can be written to 5 x 8 dots, 8-character patterns or 5 x 10 dots for 4-character patterns.

The following diagram shows the SPLC780D1 character patterns:

Correspondence between Character Codes and Character Patterns.

|  |   | Higher 4-bit (D4 to D7) of Character Code (Hexadecimal) |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|--|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
|  |   | 0   | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | A | B | C | D | E | F |
| Lower 4-bit (D0 to D3) of Character Code (Hexadecimal) | 0 | CG RAM (1)  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|  | 1 | CG RAM (2)  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|  | 2 | CG RAM (3)  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|  | 3 | CG RAM (4)  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|  | 4 | CG RAM (5)  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|  | 5 | CG RAM (6)  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|  | 6 | CG RAM (7)  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|  | 7 | CG RAM (8)  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|  | 8 | CG RAM (1)  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|  | 9 | CG RAM (2)  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|  | A | CG RAM (3)  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|  | B | CG RAM (4)  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|  | C | CG RAM (5)  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|  | D | CG RAM (6)  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|  | E | CG RAM (7)  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|  | F | CG RAM (8)  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |

The relationships between Character Generator RAM Addresses, Character Generator RAM Data (character patterns), and Character Codes are depicted as follows:

### 5.9.1 5 x 8 dot character patterns

| Character Code<br>( DD RAM Data ) |    |    |    |    |    |    |    | CG RAM<br>Address |    |    |    |    |    | Character Patterns<br>( CG RAM Data ) |    |    |    |    |    |    |    |
|-----------------------------------|----|----|----|----|----|----|----|-------------------|----|----|----|----|----|---------------------------------------|----|----|----|----|----|----|----|
| b7                                | b6 | b5 | b4 | b3 | b2 | b1 | b0 | b5                | b4 | b3 | b2 | b1 | b0 | b7                                    | b6 | b5 | b4 | b3 | b2 | b1 | b0 |
| 0                                 | 0  | 0  | 0  | X  | 0  | 0  | 0  | 0                 | 0  | 0  | 0  | 0  | 0  | X                                     | X  | X  | 1  | 1  | 1  | 1  | 1  |
|                                   |    |    |    |    |    |    |    |                   |    |    |    |    |    |                                       |    |    | 0  | 0  | 1  | 0  | 0  |
|                                   |    |    |    |    |    |    |    |                   |    |    |    |    |    |                                       |    |    | 0  | 0  | 1  | 0  | 0  |
|                                   |    |    |    |    |    |    |    |                   |    |    |    |    |    |                                       |    |    | 0  | 0  | 1  | 0  | 0  |
|                                   |    |    |    |    |    |    |    |                   |    |    |    |    |    |                                       |    |    | 0  | 0  | 1  | 0  | 0  |
|                                   |    |    |    |    |    |    |    |                   |    |    |    |    |    |                                       |    |    | 0  | 0  | 1  | 0  | 0  |
|                                   |    |    |    |    |    |    |    |                   |    |    |    |    |    |                                       |    |    | 0  | 0  | 1  | 0  | 0  |
|                                   |    |    |    |    |    |    |    |                   |    |    |    |    |    |                                       |    |    | 0  | 0  | 1  | 0  | 0  |
| 0                                 | 0  | 0  | 0  | X  | 0  | 0  | 1  | 0                 | 0  | 0  | 1  | 0  | 0  | X                                     | X  | X  | 0  | 1  | 1  | 1  | 0  |
|                                   |    |    |    |    |    |    |    |                   |    |    |    |    |    |                                       |    |    | 0  | 0  | 1  | 0  | 0  |
|                                   |    |    |    |    |    |    |    |                   |    |    |    |    |    |                                       |    |    | 0  | 0  | 1  | 0  | 0  |
|                                   |    |    |    |    |    |    |    |                   |    |    |    |    |    |                                       |    |    | 0  | 0  | 1  | 0  | 0  |
|                                   |    |    |    |    |    |    |    |                   |    |    |    |    |    |                                       |    |    | 0  | 0  | 1  | 0  | 0  |
|                                   |    |    |    |    |    |    |    |                   |    |    |    |    |    |                                       |    |    | 0  | 0  | 1  | 0  | 0  |
|                                   |    |    |    |    |    |    |    |                   |    |    |    |    |    |                                       |    |    | 0  | 0  | 1  | 0  | 0  |
|                                   |    |    |    |    |    |    |    |                   |    |    |    |    |    |                                       |    |    | 0  | 1  | 1  | 1  | 0  |

Character  
Pattern  
Example (1)

Cursor  
Position

Character  
Pattern  
Example (2)

**Note1:**  It means that the bit0~2 of the character code correspond to the bit3~5 of the CG RAM address.

**Note2:**  These areas are not used for display, but can be used for the general data RAM.

**Note3:** When all of the bit4~7 of the character code are 0, CG RAM character patterns are selected.

**Note4:** "1": Selected, "0": No selected, "X": Do not care (0 or 1).

**Note5:** For example (1), set character code (b2 = b1 = b0 = 0, b3 = 0 or 1, b7-b4 = 0) to display "T". That means character code (00) 16, and (08) 16 can display "T" character.

**Note6:** The bits 0~2 of the character code RAM is the character pattern line position. The 8th line is the cursor position and display is formed by logical OR with the cursor.

## 5.9.2 5 X 10 dot character patterns

| Character Code<br>( DD RAM Data ) |    |    |    |    |    |    |    | CG RAM<br>Address |    |    |    |    |    | Character Patterns<br>( CG RAM Data ) |    |    |    |    |    |    |    |
|-----------------------------------|----|----|----|----|----|----|----|-------------------|----|----|----|----|----|---------------------------------------|----|----|----|----|----|----|----|
| b7                                | b6 | b5 | b4 | b3 | b2 | b1 | b0 | b5                | b4 | b3 | b2 | b1 | b0 | b7                                    | b6 | b5 | b4 | b3 | b2 | b1 | b0 |
| 0                                 | 0  | 0  | 0  | X  | 0  | 0  | X  | 0                 | 0  | 0  | 0  | 0  | 0  |                                       |    |    | 1  | 0  | 0  | 0  | 1  |
|                                   |    |    |    |    |    |    |    |                   |    | 0  | 0  | 0  | 1  |                                       |    |    | 1  | 0  | 0  | 0  | 1  |
|                                   |    |    |    |    |    |    |    |                   |    | 0  | 0  | 1  | 0  |                                       |    |    | 1  | 0  | 0  | 0  | 1  |
|                                   |    |    |    |    |    |    |    |                   |    | 0  | 0  | 1  | 1  |                                       |    |    | 1  | 0  | 0  | 0  | 1  |
|                                   |    |    |    |    |    |    |    |                   |    | 0  | 1  | 0  | 0  |                                       |    |    | 1  | 0  | 0  | 0  | 1  |
|                                   |    |    |    |    |    |    |    |                   |    | 0  | 1  | 0  | 1  |                                       |    |    | 1  | 0  | 0  | 0  | 1  |
|                                   |    |    |    |    |    |    |    |                   |    | 0  | 1  | 1  | 0  |                                       |    |    | 1  | 0  | 0  | 0  | 1  |
|                                   |    |    |    |    |    |    |    |                   |    | 0  | 1  | 1  | 1  |                                       |    |    | 1  | 0  | 0  | 0  | 1  |
|                                   |    |    |    |    |    |    |    |                   |    | 1  | 0  | 0  | 0  |                                       |    |    | 1  | 0  | 0  | 0  | 1  |
|                                   |    |    |    |    |    |    |    |                   |    | 1  | 0  | 0  | 1  |                                       |    |    | 1  | 1  | 1  | 1  | 1  |
|                                   |    |    |    |    |    |    |    |                   |    | 1  | 0  | 1  | 0  |                                       |    |    | 0  | 0  | 0  | 0  | 0  |
|                                   |    |    |    |    |    |    |    |                   |    | 1  | 0  | 1  | 1  |                                       |    |    |    |    |    |    |    |
|                                   |    |    |    |    |    |    |    |                   |    | 1  | 1  | 0  | 0  |                                       |    |    |    |    |    |    |    |
|                                   |    |    |    |    |    |    |    |                   |    | 1  | 1  | 0  | 1  |                                       |    |    | X  | X  | X  | X  | X  |
|                                   |    |    |    |    |    |    |    |                   |    | 1  | 1  | 1  | 0  |                                       |    |    | X  | X  | X  | X  | X  |
|                                   |    |    |    |    |    |    |    |                   |    | 1  | 1  | 1  | 1  |                                       |    |    |    |    |    |    |    |

Character  
Pattern  
Example (1)Cursor  
Position  
←

**Note1:**  It means that the bit1~2 of the character code correspond to the bit4~5 of the CG RAM address.

**Note2:**  These areas are not used for display, but can be used for the general data RAM.

**Note3:** When all of the bit4-7 of the character code are 0, CG RAM character patterns are selected.

**Note4:** " 1 ": Selected, " 0 ": No selected, " X ": Do not care (0 or 1).

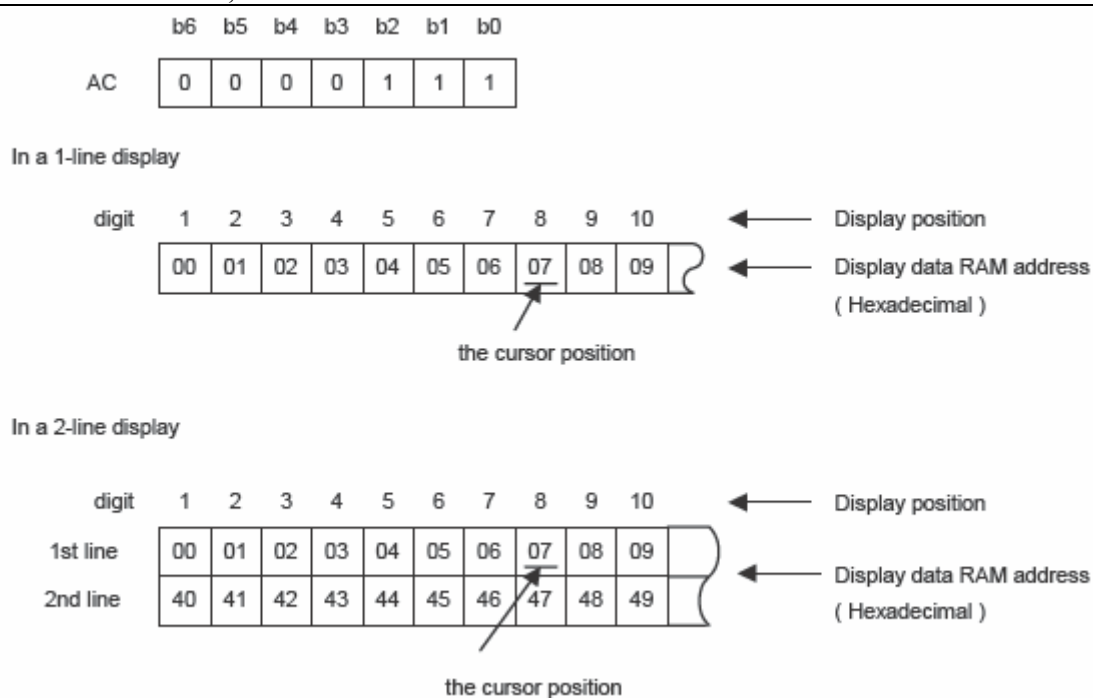
**Note5:** For example (1), set character code (b2 = b1 = 0, b3 = b0 = 0 or 1, b7-b4 = 0) to display " U ". That means all of the character codes (00) 16, (01) 16, (08) 16, and (09) 16 can display " U " character.

**Note6:** The bits 0-3 of the character code RAM is the character pattern line position. The 11th line is the cursor position and display is formed by logical OR with the cursor.

## 5.10 Cursor/Blink Control Circuit

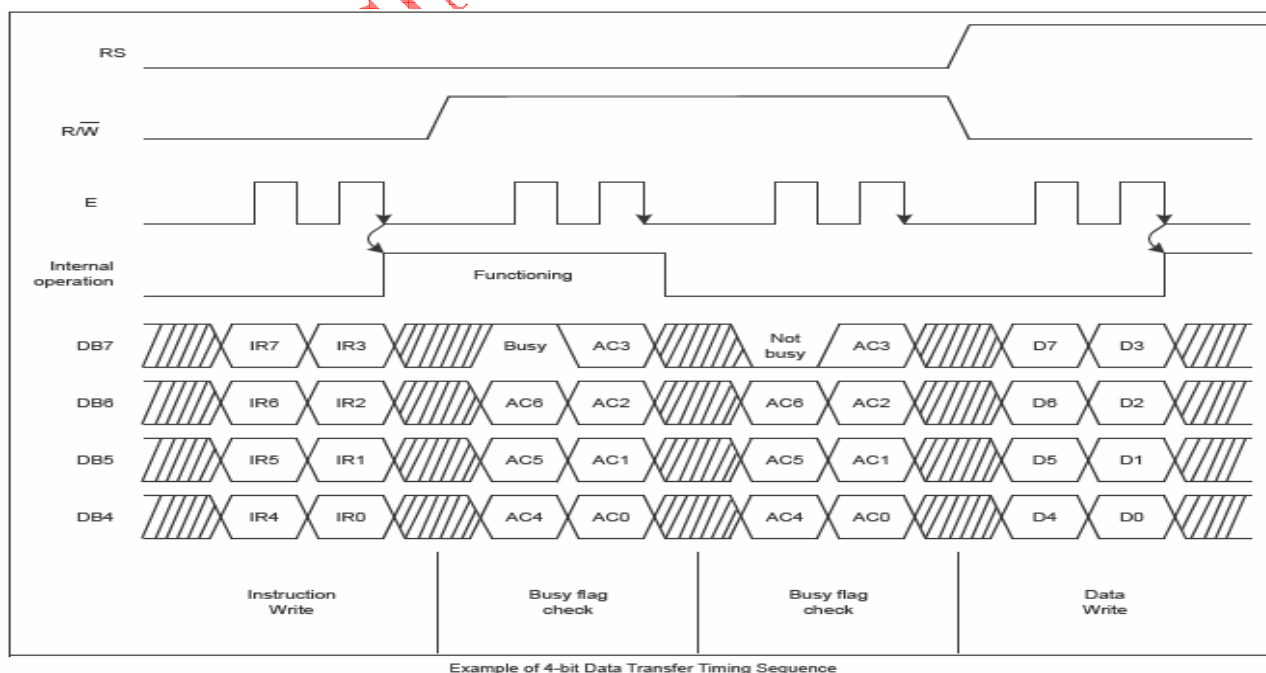
This circuit generates the cursor or blink in the cursor / blink control circuit. The cursor or the blink appears in the digit at the Display Data RAM Address defined in the Address Counter.

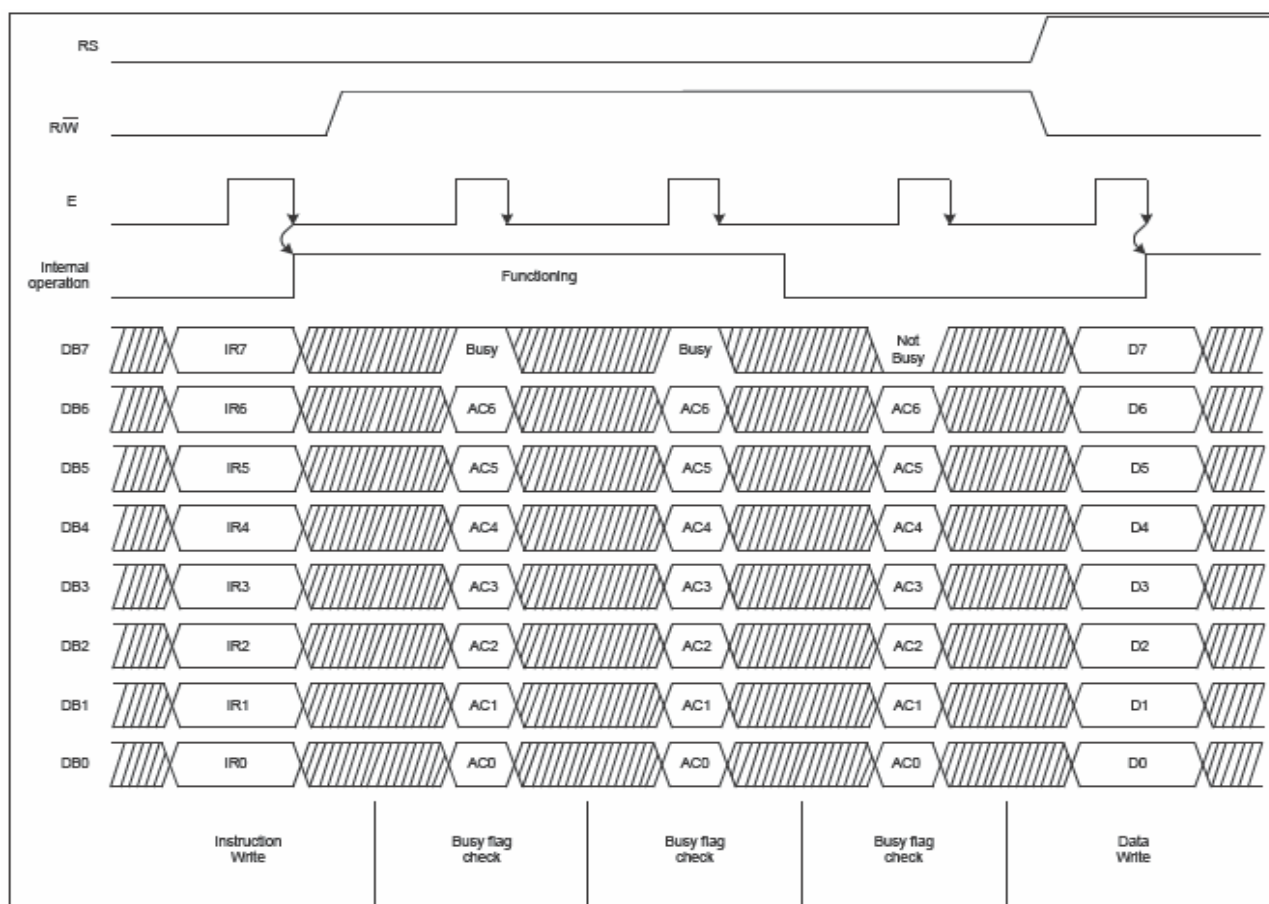
When the Address Counter is (07) 16, the cursor position is shown as belows:



## 5.11 Interfacing to MPU

There are two types of data operations: 4-bit and 8-bit operations. Using 4-bit MPU, the interfacing 4-bit data is transferred by 4-busline (DB4 to DB7). Thus, DB0 to DB3 bus lines are not used. Using 4-bit MPU to interface 8-bit data requires two times transferring. First, the higher 4-bit data is transferred by 4-busline (for 8-bit operation, DB7 to DB4). Secondly, the lower 4-bit data is transferred by 4-busline (for 8-bit operation, DB3 to DB0). For 8-bit MPU, the 8-bit data is transferred by 8-buslines (DB0 to DB7).





Example of 8-bit Data Transfer Timing Sequence

## 5.12 REGISTER --- IR (Instruction Register) and DR (Data Register)

SPLC780D1 contains two 8-bit registers: Instruction Register (IR) and Data Register (DR). Using combinations of the RS pin and the R/W pin selects the IR and DR, see below:

| RS | R/W | Operation  |
|----|-----|--|
| 0  | 0   | IR write (Display clear, etc.)                               |
| 0  | 1   | Read busy flag (DB7) and Address Counter (DB0 - DB6)         |
| 1  | 0   | DR write (DR to Display data RAM or Character generator RAM) |
| 1  | 1   | DR read (Display data RAM or Character generator RAM to DR)  |

The IR can be written by MPU, but it cannot be read by MPU.

## 5.13 Busy Flag (BF)

When RS = 0 and R/W = 1, the busy flag is output to DB7. As the busy flag = 1, SPLC780D1 is in busy state and does not accept any instruction until the busy flag = 0.

## 5.14 Address Counter (AC)

The Address Counter assigns addresses to Display Data RAM and Character Generator RAM. When an instruction for address is written in IR, the address information is sent from IR to AC. After writing to/reading from Display Data RAM or Character Generator RAM, AC is automatically incremented by one (or decremented by one). The contents of AC are output to DB0 - DB6 when RS = 0 and R/W = 1.

## 5.15 CHARACTER GENERATOR ROM

TSINGTEK DISPLAY

## SPLC780D1 – 001A:

| Upper<br>4 bit<br>Lower<br>4 bit | LLLL | LLLH | LLHL | LLHH  | LHLL | LHLH | LHHL | LHHH | HLLL | HLLH | HLHL | HLHH | HHLL | HHLH | HHHL | HHHH |
|----------------------------------|------|------|------|-------|------|------|------|------|------|------|------|------|------|------|------|------|
| 1111                             |      |      |      | 00P^P |      |      |      |      |      |      |      |      | 一    | タ    | 三    | ×p   |
| 111H                             |      |      | !    | 1A0a4 |      |      |      |      |      |      |      |      | 。    | ア    | チ    | △    |
| 11HL                             |      |      | "    | 2BRbr |      |      |      |      |      |      |      |      | 「    | イ    | ウ    | ×p   |
| 11HH                             |      |      | #    | 3CScs |      |      |      |      |      |      |      |      | 」    | ウ    | テ    | エ    |
| 1HLL                             |      |      | \$   | 4DTdt |      |      |      |      |      |      |      |      | 、    | エ    | ト    | カ    |
| 1H LH                            |      |      | %    | 5EUeu |      |      |      |      |      |      |      |      | ・    | オ    | ナ    | エ    |
| 1HHL                             |      |      | &    | 6FUFv |      |      |      |      |      |      |      |      | ラ    | カ    | ニ    | ヨ    |
| 1HHH                             |      |      | '    | 7GWgw |      |      |      |      |      |      |      |      | ア    | キ    | ヌ    | ラ    |
| HLLL                             |      |      | (    | 8HXhx |      |      |      |      |      |      |      |      | イ    | ウ    | キ    | リ    |
| HLLH                             |      |      | )    | 9IYiy |      |      |      |      |      |      |      |      | ラ    | ウ    | リ    | ル    |

|       |  |  |   |       |  |  |  |  |  |  |  |  |   |   |   |   |
|-------|--|--|---|-------|--|--|--|--|--|--|--|--|---|---|---|---|
| HLHL  |  |  | * | JZjz  |  |  |  |  |  |  |  |  | エ | コ | ン | レ |
| HLHH  |  |  | + | Kk<   |  |  |  |  |  |  |  |  | オ | サ | ヒ | ロ |
| HHLL  |  |  | 。 | <L¥ll |  |  |  |  |  |  |  |  | ホ | シ | フ | ワ |
| HH LH |  |  | — | =Mm}  |  |  |  |  |  |  |  |  | ユ | ヌ | ハ | フ |
| HHHL  |  |  | 。 | >N^n* |  |  |  |  |  |  |  |  | ヨ | セ | ホ | ン |
| HHHH  |  |  | / | ?0_0* |  |  |  |  |  |  |  |  | ウ | ソ | ヌ | ン |

## 6. QUALITY SPECIFICATIONS

### 6.1 ACCEPTABLE QUALITY LEVEL

| Inspection items                      | Sampling procedures   | AQL  |
|---------------------------------------|---|------|
| Visual-operating<br>(Electro-optical) | GB2828-81<br>Inspection level II<br>Normal inspection<br>Single sample inspection | 0.65 |
| Visual-not operating                  | GB2828-81<br>Inspection level II<br>Normal inspection<br>Single sample inspection | 1.5  |
| Dimension measurement                 | GB2828-81<br>Inspection level II<br>Normal inspection<br>Single sample inspection | 1.5  |

### 6.2 INSPECTION CONDITIONS (THE ENVIRONMENTAL)

-Room temperature:  $25 \pm 3$  °C

-Humidity:  $65 \pm 20\%$ RH

### 6.3 INSPECTION STANDARDS

#### 6.3.1 VISUAL WHILE OPERATING

| Items to be inspected | Inspection standard  |
|-----------------------|--|
| . No display          | . If any pattern is not active at all, they can be rejected.   |
| . Irregular operating | . No irregular operating are allowed<br>. Appeared different display, which they should be chosen in the pattern, or appeared in different position where they should be chosen. |
| . Irregular display   | . Any segment doesn't active, they can be rejected.  |
| . Over current        | . The total current required to activate the module should not be exceed the MAX current in specification.   |
| . View angles         | . Values that don't meet the minimum value noted in the specification. they can be rejected.   |
| . Contrast            | . Values that don't meet the minimum value noted in the specification, they can be reject.   |
| . LCD operate voltage | . Meet the specification.  |

### 6.3.2 Visual while not operating

|                   |   |
|-------------------|---|
| Module dimension  | . Meet the module outline drawing, not exceed the tolerance.  |
| LCD panel scratch | <p>.Following scratches inside the effective viewing area considered as the defects when their width &amp; length are larger than the following combinations.</p> <p>Number:   one or more Width: 0.15 length: 5.0<br/>                     two or more Width: 0.10 length: 3.0<br/>                     three or more Width: 0.05 length: 2.0</p> <p>When the defects exceed this, it can be rejected.</p> |

## 7.RELIABILITY

| Test Item                            | Content of Test   | Test Condition                                    |
|--------------------------------------|---|---|
| High temperature storage             | Endurance test applying the high storage temperature for a long time  | 60℃<br>200hrs                                     |
| Low temperature storage              | Endurance test applying the low storage temperature for a long time   | -10℃<br>200hrs                                    |
| High temperature operation           | Endurance test applying the electric stress (Voltage and Current) and the thermal stress to the element for a long time                               | 50℃<br>200hrs                                     |
| Low temperature operation            | Endurance test applying the electric stress under low temperature for a long time   | 0℃<br>200hrs                                      |
| High temperature /Humidity storage   | Endurance test applying the high temperature and high humidity storage for a long time  | 60℃,90%RH<br>96hrs                                |
| High temperature /Humidity operation | Endurance test applying the electric stress (Voltage and Current) and temperature /Humidity stress to the element for a long time                     | 40℃,90%RH<br>96hrs                                |
| Temperature cycle                    | <p>Endurance test applying the low and high Temperature cycle</p> <p>-10℃→25℃→60℃<br/>         30min←5min←30min</p> <p>—————<br/>         1 cycle</p> | -10℃/60℃<br>10 cycle                              |
| Vibration test                       | Endurance test applying the vibration during transportation and using   | 10~22Hz→1.5mmp-p<br>22~500Hz→1.5G<br>Total 0.5hrs |

Note 1: Condensation of water is not permitted on the module.

Note 2: The module should be inspected after 4 hour storage in normal

## 8.TEST REPORT

(VDD=5V ,Ta=25℃)

| Item                        | Condition                           | Standard                  | Note      |
|-----------------------------|-------------------------------------|---------------------------|-----------|
| High temp. storage          | 80℃,120 hrs                         | Appearance without defect | ---       |
| Low temp. storage           | -30℃,120 hrs                        | Appearance without defect | ---       |
| High temp. operation        | 70℃,240 hrs                         | Appearance without defect | ---       |
| Low temp. operation         | -20℃,240 hrs                        | Appearance without defect | ---       |
| High temp. & humi. Storage  | 50℃,90% RH,120 hrs                  | Appearance without defect | ---       |
| High temp .& humi.Operation | 40℃,90% RH,120 hrs                  | Appearance without defect | ---       |
| Thermal shock               | -10℃,30min→+25℃,<br>5min→+60℃,30min | Appearance without defect | 10 cycles |

## 9. PRECAUTIONS FOR USING LCD MODULES

### 9.1 Precaution

To our module ,we have made accurately assembly and debugging .So customer should do as follows:

- (1) Modules use LCD elements, so we must be treated as such avoid intense shock 、 impact 、 extrusion and falls from a height.
- (2) Avoid to twist and disassemble module's buckle legs.
- (3) Avoid to operate modules on the table if it's surface have printed circuit
- (4) Avoid to touch 、 adjust and modify the rubber that connects LCD and PCB.
- (5) Avoid to add DC(direct current) in module.
- (6) Liquid crystal is harmful Substances .When liquid crystal leaked out and contacted to your hand、 body or clothes ,you must wash it immediately with soap.

### 9.2 Caution Of Mounting

The panel of the LCD module consists of two thin glass plates with polarizes which easily get damaged since the module is fixed by utilizing fitting holes in the printed circuit board. Extreme care should be taken when handling the LCD modules.

### 9.3 Caution Of LCD Handling & Cleaning

When cleaning the display surface. Use soft cloth with solvent (recommended below) and wipe lightly.

- Isopropyl alcohol
- Ethyl alcohol

Do not wipe the display surface with dry or hard materials that will damage the polarizes surface.

Do not use the following solvent:

- Water
- Ketone
- Aromatics

## 9.4 Caution Against Static Charge

The LCD modules use COMS LSI drivers. So we recommend that you connect any unused input terminal to Vdd or Vss, do not input any signals before power is turned on and ground your body. work/assembly table. And assembly equipment to protect against static electricity. the following ways are recommended.

- (1) If you doesn't intend to mount, please don't take module from bag. The module's packaging bag is handled by antistatic technology.
- (2) If you intend to operate module that you must make sure your body is good grounding , keeping your body and module at the same level.
- (3) The operating equipment requires to good grounding , especially the driver .In order to avoid interference we must make sure good grounding and no leakage.
- (4) Each module have a protective film .It is used to avoid the polaroid LCD is scratched or polluted .Please peel off the Protective Film slowly ,or else will produce static .
- (5) The humidity range at workshop: 50 ~ 60% RH

## 9.5 Current Protection Devices

Module was not equipped with current protection devices, so we must prepared the current protection devices for using. The proportion of DC voltage is as small as possible ,preferably no more than 50mV. Or else it will cause electrochemical reaction after a time .

## 9.6 Caution For Operation

-It is indispensable to drive LCM within the specified voltage limit since the higher voltage than the limit shortens LCM life.

-Response time will be extremely delayed at lower temperature than the operating temperature range and on the other hand at higher temperature LCD show dark color in them.

However those phenomena do not mean malfunction or out of order with LCD, which will come back in the specified operating temperature range.

-If the display area is pushed hard during operation. Some font will be abnormally displayed but it resumes normal condition after turning off once.

-A slight dew depositing on terminals is a cause for Electro-chemical reaction resulting in terminal open circuit.

Under the maximum operating temperature, 50%RH or less is required

## 9.7 Caution For Soldering

If need soldering, we must notice as follows:

※ Except the connect position of INPUT and OUTPUT doesn't allow to soldering.

※ Soldering iron required to be insulated.

### (1) Soldering Conditions:

Iron Temperature :  $280^{\circ}\text{C} \pm 10^{\circ}\text{C}$

Soldering Time: < 3-4S

Soldering Materials: Low melting point, can be fully molten solder

### (2) Caution for repeat soldering:

Because connect line is through module's pad connected to module. Removing the line we must wait until the solder is completely melted . If solder doesn't completely melted , it is easily lead to the pad damage or loss.Using “ XI QIANG” is the best way to remove the connect line .Besides, we must notice that repeat soldering doesn't allow more than three time.

## 9.8 Packaging And Storage

When module needs to store a long time ,we should do as follows.If storage method is improper,it will have an effect on the Polaroid ,causing display not good.Meanwhile pads are easily oxidized lead to soldering didn't easily .

- (1) As far as possible to use the original packaging bag.
- (2) If we intend to store bulk modules ,we should put them in anti-static bag and sealing .
- (3) To prevent modules from degradation, do not operate or store them exposed directly to sunshine or high temperature/humidity.
- (4) The reasonable storage method is low humidity, temperature in 0°C to 35°C
- (5) Storing with no touch on polarizes surface by the anythingelse.

## 10.PRECAUTIONS FOR CUSTOMER

- (1) A limit sample should be provided by the both parties on an occasion when the both parties agree its necessity.Judgement by a limit sample shall take effect after the limit sample has been established and confirmed by the both parties.
- (2) On the following occasions, the handling of problem should be decided through discussion and agreement between representative of the both parties.
  - When a question is arisen in this specification.
  - When a new problem is arisen which is not specified in this specifications.
  - When an inspection specification change or operating condition change in customer is reported to TSINGTEK, and some problem is arisen in this specification due to the change.
  - When a new problem is arisen at the customer's operating set for sample evaluation in the customer size.