

# **Vacuum Fluorescent Display Module Specification**

Model: CU24043-Y100

|                   |                        |
|-------------------|------------------------|
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**This product complies with RoHS Directive 2002/95/EC**

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# 1 General Description

## 1.1 Scope

This specification covers the operation and operating requirements of the Vacuum Fluorescent Display (VFD) module CU24043-Y100.

**This specification is applicable for firmware version F095 or later.**

## 1.2 Features

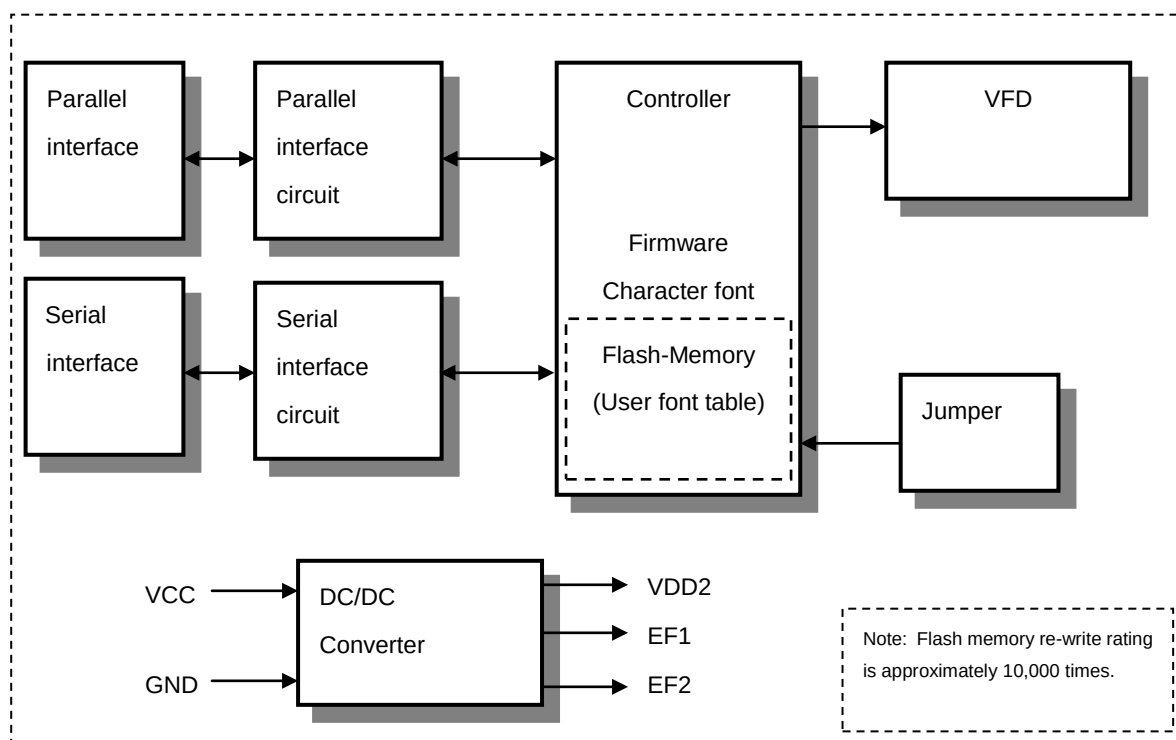
- Functions
  - Character highlight
  - Easy-to-use ASCII commands and fonts
  - Character magnification
  - Screen saver
  - Blink display (character or screen)
- Display
  - Vivid green indication
  - Wide viewing angle
  - High brightness (Typ. 2000 cd/m<sup>2</sup> – up to 2 times higher than previous displays)
  - Brightness levels: 8 levels of overall display brightness with 8 relative levels for each individual 5×8 matrix
- Font
  - New 5×8 matrix character font
  - Many international font sets
  - RAM user-definable characters (16 characters)
  - FROM user-definable characters (224 characters)
  - 96 (24×4) characters on the compact display area
- Interface
  - Parallel Interface: i80 type 8-bit bus (CMOS signal level)
  - Serial interface: Asynchronous (RS232 level)
- Operation
  - DC 5V input
  - Wide operating temperature range (-40 to +85 °C)

### 1.3 Hardware Configuration

The module consists of:

- 24×4 character display (VFD)
- Refresh RAM
- Character generator
- DC/DC converter (supplies all necessary power for VFD)
- Display controller
- All necessary control logic circuits

#### 1.3.1 Block Diagram



## 2 Electrical Specifications

### 2.1 Absolute Maximum Ratings

| Parameter                                 | Symbol   | Min.  | Typ. | Max.         | Unit     |
|-------------------------------------------|----------|-------|------|--------------|----------|
| Power Supply Voltage                      | $V_{CC}$ | -0.3  | -    | +6.0         | $V_{DC}$ |
| Logic Input Voltage<br>D0-D7, /WR, /RESET | $V_{IN}$ | -0.3  | -    | $V_{CC}+0.3$ | $V_{DC}$ |
| Logic Input Voltage<br>SIN                | $V_{IN}$ | -20.0 | -    | +20.0        | $V_{DC}$ |

### 2.2 Electrical Ratings

| Parameter            | Symbol   | Min. | Typ. | Max. | Unit     |
|----------------------|----------|------|------|------|----------|
| Power Supply Voltage | $V_{CC}$ | 4.75 | 5.0  | 5.25 | $V_{DC}$ |

## 2.3 Electrical Characteristics

Measuring Conditions: Ambient temperature = 25 °C,  $V_{CC} = 5.0 V_{DC}$

| Parameter                      |                    | Symbol      | Min.                | Typ. | Max.                | Unit       | Condition           | Note |
|--------------------------------|--------------------|-------------|---------------------|------|---------------------|------------|---------------------|------|
| 'L' Level Logic Input Current  | D0-D7, /WR, /RESET | $I_{IL1}$   | -                   | -    | -0.15               | mA         | $V_{IN} = 0V$       | -    |
|                                | D0-D7              | $I_{IH1}$   | -                   | -    | 5.0                 | $\mu A$    | $V_{IN} = 5V$       | -    |
| 'H' Level Logic Input Current  | /WR, /RESET        | $I_{IH2}$   | -                   | -    | 0.25                | $\mu A$    | $V_{IN} = 5V$       | -    |
| Logic Input Resistance         | SIN                | $R_{IN}$    | 3                   | -    | -                   | k $\Omega$ | -                   | -    |
| 'L' Level Logic Input Voltage  | D0-D7, /WR         | $V_{IL1}$   | 0                   | -    | $0.2 \times V_{CC}$ | $V_{DC}$   | -                   | -    |
|                                | /RESET             | $V_{IL2}$   | 0                   | -    | 0.8                 | $V_{DC}$   | -                   | -    |
|                                | SIN                | $V_{IL3}$   | -15                 | -    | 0.5                 | $V_{DC}$   | -                   | -    |
| 'H' Level Logic Input Voltage  | D0-D7, /WR, /RESET | $V_{IH1}$   | $0.8 \times V_{CC}$ | -    | $V_{CC}$            | $V_{DC}$   | -                   | -    |
|                                | SIN                | $V_{IH2}$   | 3.0                 | -    | +15                 | $V_{DC}$   | -                   | -    |
| 'L' Level Logic Output Voltage | PBUSY              | $V_{OL1}$   | -                   | -    | 0.1                 | $V_{DC}$   | $I_{OL} = 50\mu A$  | -    |
|                                | SBUSY              | $V_{OL2}$   | 0                   | -    | 0.5                 | $V_{DC}$   | $R_L = 3k\Omega$    | -    |
| 'H' Level Logic Output Voltage | PBUSY              | $V_{OH1}$   | $V_{CC}-0.1$        | -    | -                   | $V_{DC}$   | $I_{OH} = -50\mu A$ | -    |
|                                | SBUSY              | $V_{OH2}$   | 4.0                 | -    | $V_{CC}$            | $V_{DC}$   | $R_L = 3k\Omega$    | -    |
| Power Supply Current           |                    | $I_{CC1-1}$ | -                   | 220  | 280                 | $mA_{DC}$  | Brightness 100%     | (1)  |
|                                |                    | $I_{CC2-1}$ | -                   | 190  | 240                 | $mA_{DC}$  | Brightness 100%     | (2)  |
|                                |                    | $I_{CC1-2}$ | -                   | 280  | 350                 | $mA_{DC}$  | Brightness 200%     | (1)  |
|                                |                    | $I_{CC2-2}$ | -                   | 220  | 280                 | $mA_{DC}$  | Brightness 200%     | (2)  |
|                                |                    | $I_{CC3}$   | -                   | 25   | 35                  | $mA_{DC}$  | Power Save Mode     | (3)  |
| Power Consumption              |                    |             | -                   | 1.1  | 1.4                 | W          | Brightness 100%     | (1)  |
|                                |                    |             | -                   | 1.4  | 1.75                | W          | Brightness 200%     | (1)  |

(1)  $I_{CC1}$  is the current when all dots in the display are on.

(2)  $I_{CC2}$  is the current when all dots in the display are off.

(3)  $I_{CC3}$  is the current in Power Save Mode (refer to 14.3.7.5 Screen saver command, page 35).

**Note: A slow start power supply may cause erroneous operation.  $I_{CC}$  can be approximately twice the specified supply current at power on.**

## 3 Environmental Specifications

Operating temperature: -40 to +85 °C

Storage temperature: -40 to +85 °C

Operating humidity: 20 to 80 % R.H (non-condensing)

Storage humidity: 20 to 80 % R.H (non-condensing)

Vibration: 10-55-10Hz, all amplitude 1mm, 30 minutes, X-Y-Z (non-operating)

Shock: 392m/s<sup>2</sup> (40G) 9ms X-Y-Z, 3 times each direction (non-operating)

## 4 Optical Specifications

|            |            |                                          |
|------------|------------|------------------------------------------|
| Luminance: | Minimum:   | 350 cd/m <sup>2</sup>                    |
|            | Typically: | 1000 cd/m <sup>2</sup> (100% brightness) |
|            |            | 2000 cd/m <sup>2</sup> (200% brightness) |

Color of illumination: Green (Blue Green)

## 5 Physical Specifications

|                       |                            |
|-----------------------|----------------------------|
| Number of characters: | 96 (24 characters×4 lines) |
| Matrix format:        | 5×8 dots                   |
| Display area:         | 73.4×14.95 mm (X×Y)        |
| Character size:       | 2.1×3.34 mm (X×Y)          |
| Character pitch:      | 3.1 mm                     |
| Line pitch:           | 3.87 mm                    |
| Dot size:             | 0.34×0.33 mm (X×Y)         |
| Dot pitch:            | 0.44×0.43 mm (X×Y)         |
| Weight:               | Approximately 48g          |

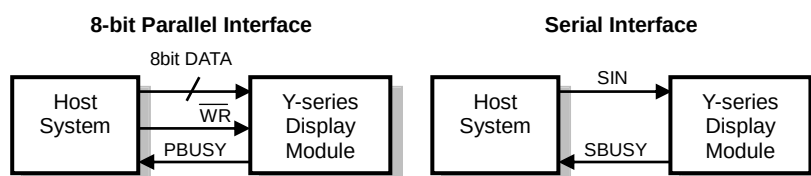
## 6 Applicable Specifications

|                               |            |
|-------------------------------|------------|
| Applicable reliability spec.: | TT-99-3102 |
| Applicable production spec.:  | TT-98-3413 |

## 7 Interface

Parallel Interface: i80 type 8-bit bus (CMOS signal level)  
Serial Interface: Asynchronous (RS232 level)

**The module cannot receive both serial and parallel data at the same time.**



**Monitoring the busy line is recommended, to prevent data loss, and to minimize the delay time for processing subsequent commands / data.**



## 7.1 Parallel Interface

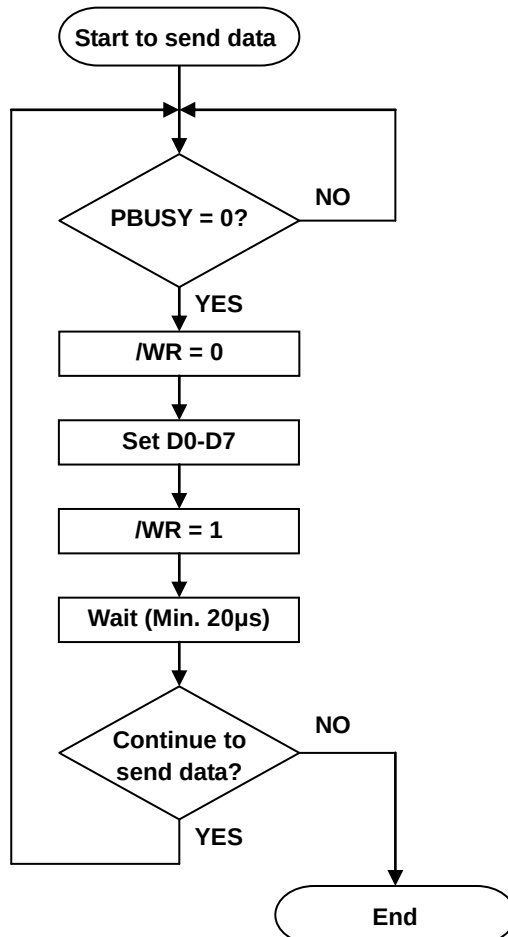
### 7.1.1 Basic Operation

Data (D0-D7) has to be set prior to a rising edge of  $\overline{WR}$  line, and the data is clocked in on the rising edge of  $\overline{WR}$  line.

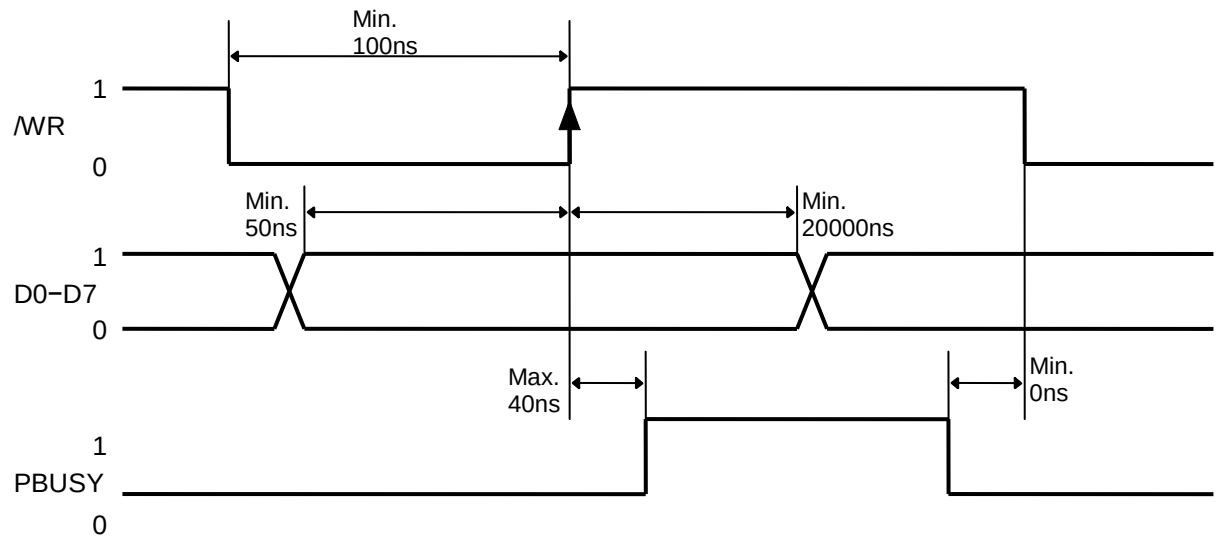
During data execution, the parallel busy line is high (PBUSY=1).

Writing data when PBUSY=1 causes data loss, so data must be written when PBUSY=0.

### 7.1.2 Flowchart



### 7.1.3 Interface Timing



**Note:** Data must be written when **PBUSY=0** to prevent data loss.

## 7.2 Serial Interface

### 7.2.1 Basic Operation

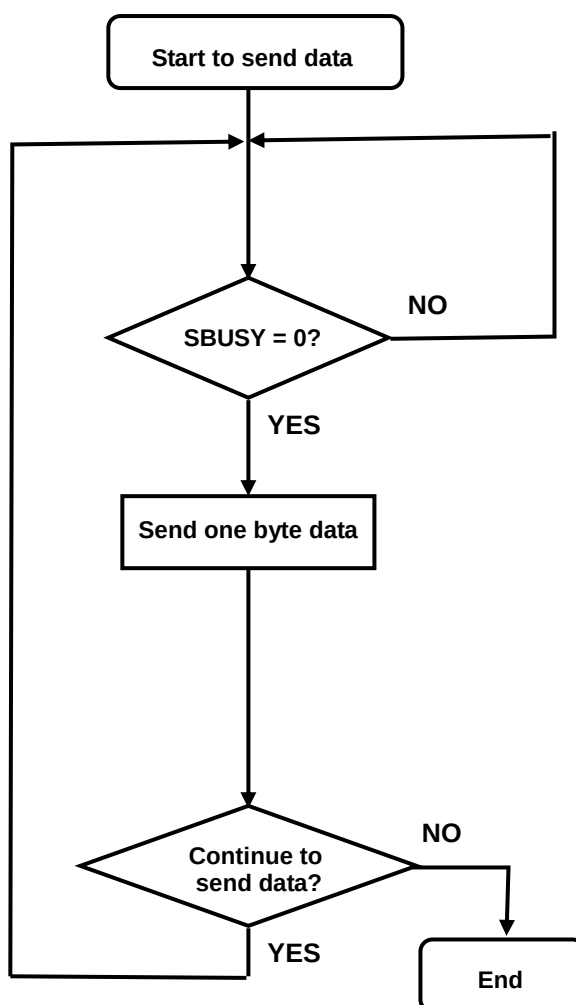
**Default setting: Baud rate = 38,400bps**

The capacity of the receive buffer is 64 bytes. The relationship between SBUSY and the state of the receive buffer is as follows:

|           | Remaining space in receive buffer |
|-----------|-----------------------------------|
| SBUSY 0→1 | 24 bytes or less                  |
| SBUSY 1→0 | 32 bytes or more                  |

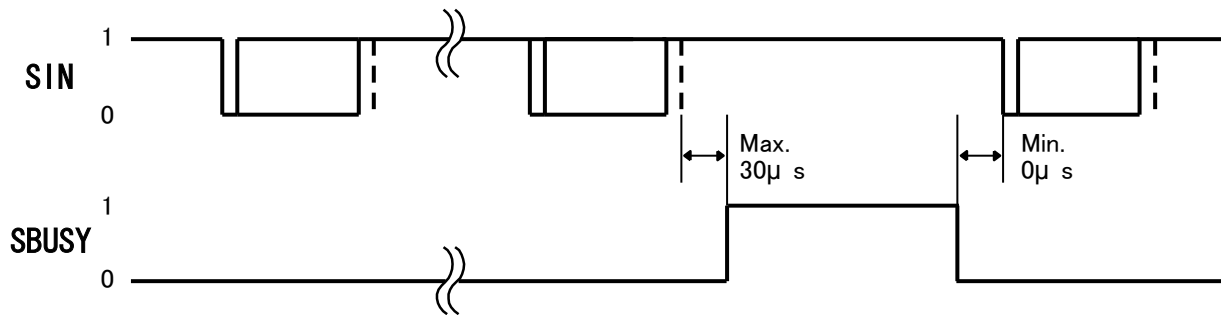
Writing data when SBUSY=1 may cause data loss, so data should be written when SBUSY=0.

### 7.2.2 Flowchart



## 7.2.3 Serial Interface Timing

### 7.2.3.1 Data write



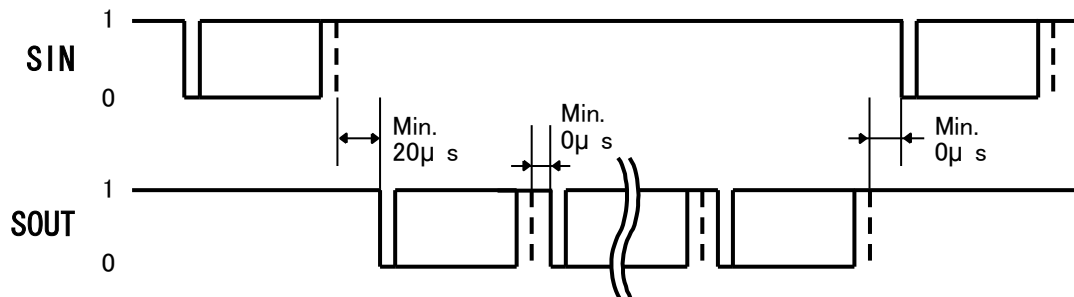
Protocol:

|           |                                                                  |
|-----------|------------------------------------------------------------------|
| Baud rate | 9,600 – 115,200bps<br>(Selected by jumper)<br>Default: 38,400bps |
| Parity    | None                                                             |
| Format    | Start(1bit) + Data(8bit) + Stop(1bit)                            |
| Handshake | SBUSY                                                            |

**Note:** Monitoring the serial busy line (SBUSY) is recommended, to prevent data loss, and to minimize the delay time for processing subsequent commands / data. Data should be written when SBUSY=0.

### 7.2.3.2 Data read

This is used for “Diagnostic Status information Read” command only.



Protocol:

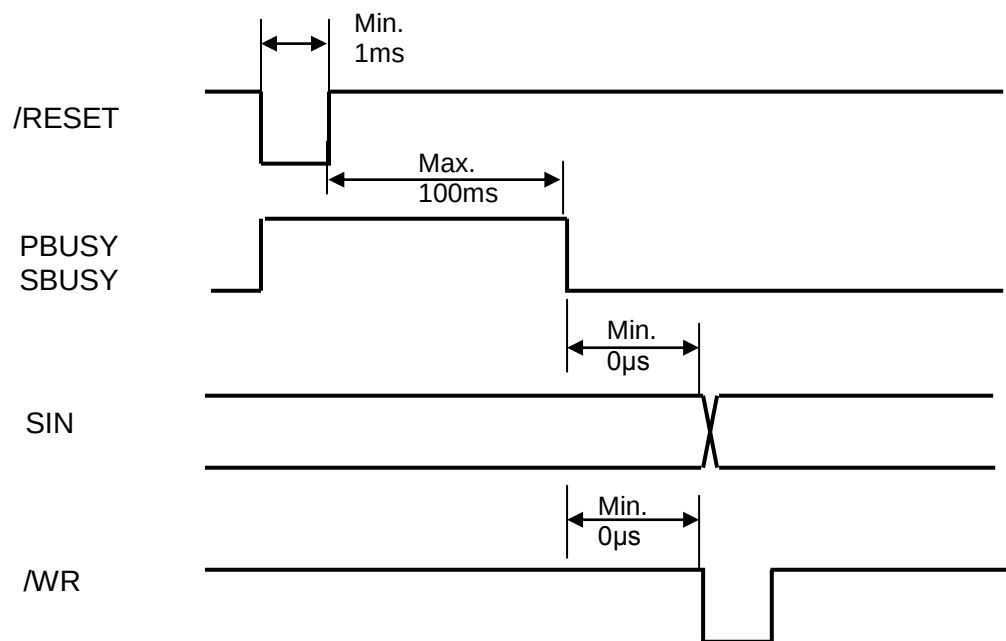
|           |                                                                  |
|-----------|------------------------------------------------------------------|
| Baud rate | 9,600 – 115,200bps<br>(Selected by jumper)<br>Default: 38,400bps |
| Parity    | None                                                             |
| Format    | Start(1bit) + Data(8bit) + Stop(1bit)                            |
| Handshake | None                                                             |

**Note:** Output data is transferred immediately from the VFD module, so a receive buffer may be required on the host system to prevent data loss.

### 7.3 Reset Timing

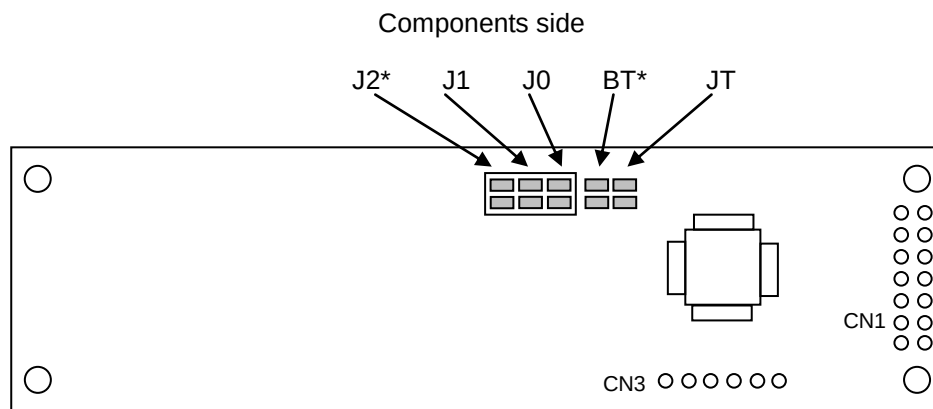
Reset pulse (active low) should be at least 1ms.

The module sets the SBUSY/PBUSY line upon receipt of Reset signal and clears the line when ready to receive data.



## 8 Jumper Setting

### 8.1 Jumper location



Note: Jumpers “J2” and “BT” are for factory use only. **Do not use.**

#### 8.1.1 Baud Rate Setting (for Serial Interface)

| Baud Rate           | J0    | J1    |
|---------------------|-------|-------|
| 38,400bps (default) | OPEN  | OPEN  |
| 19,200bps           | SHORT | OPEN  |
| 9,600bps            | OPEN  | SHORT |
| 115,200bps          | SHORT | SHORT |

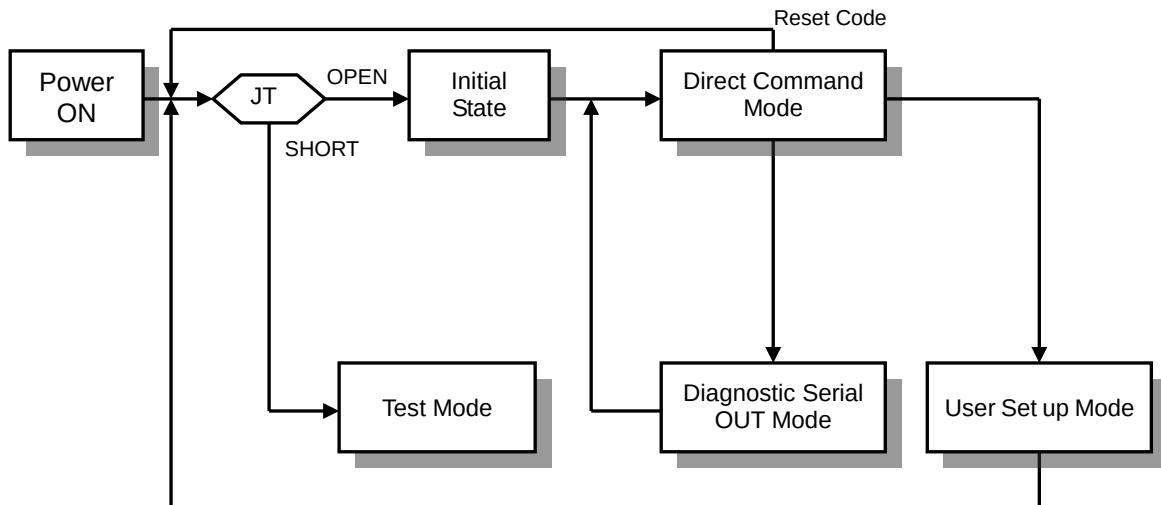
#### 8.1.2 Test Mode

Refer to 9.4 Test mode.

| Mode                          | JT    |
|-------------------------------|-------|
| Direct Command Mode (default) | OPEN  |
| Test Mode                     | SHORT |

## 9 Operating Mode

This module has the following operating modes, selected by commands or jumper settings.



### 9.1 Direct Command Mode

The module accepts data and all commands except 14.3.9.2 FROM user font Define, 14.3.9.3 Status information Display, 14.3.9.4 User set up mode end, 14.3.10.2 Diagnostic Status information Read, and 14.3.10.3 Diagnostic Serial OUT mode end.

### 9.2 User Set up Mode

In this mode, the on-board flash memory can be written to.

The module accepts only three commands: 14.3.9.2 FROM user font Define, 14.3.9.3 Status information Display, and 14.3.9.4 User set up mode end.

### 9.3 Diagnostic Serial OUT Mode

In this mode, status information can be read via the Serial Interface.

The module accepts only two commands: 14.3.10.2 Diagnostic Status information Read and 14.3.10.3 Diagnostic Serial OUT mode end.

### 9.4 Test mode

The module does not accept any commands but displays test patterns. For test purpose only.

## 10 Font Table Configuration

This display's Font Table (20h–FFh) is configured as follows. The configuration can be changed by command.

The Font Table used in the default state is as follows.

|     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|-----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|     | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | A  | B  | C  | D  | E  | F  |    |
|     | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  | x  |    |
|     | H  | H  | H  | H  | H  | H  | H  | H  | H  | H  | H  | H  | H  | H  |    |
| x0H |    | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | A  | B  | C  | D  |
| x1H | !  | !  | !  | !  | !  | !  | !  | !  | !  | !  | !  | !  | !  | !  | !  |
| x2H | "  | "  | "  | "  | "  | "  | "  | "  | "  | "  | "  | "  | "  | "  | "  |
| x3H | #  | #  | #  | #  | #  | #  | #  | #  | #  | #  | #  | #  | #  | #  | #  |
| x4H | \$ | \$ | \$ | \$ | \$ | \$ | \$ | \$ | \$ | \$ | \$ | \$ | \$ | \$ | \$ |
| x5H | %  | %  | %  | %  | %  | %  | %  | %  | %  | %  | %  | %  | %  | %  | %  |
| x6H | &  | &  | &  | &  | &  | &  | &  | &  | &  | &  | &  | &  | &  | &  | &  |
| x7H | '  | '  | '  | '  | '  | '  | '  | '  | '  | '  | '  | '  | '  | '  | '  |
| x8H | (  | (  | (  | (  | (  | (  | (  | (  | (  | (  | (  | (  | (  | (  | (  |
| x9H | )  | )  | )  | )  | )  | )  | )  | )  | )  | )  | )  | )  | )  | )  | )  |
| xAH | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  | *  |
| xBH | +  | +  | +  | +  | +  | +  | +  | +  | +  | +  | +  | +  | +  | +  | +  |
| xCH | ,  | ,  | ,  | ,  | ,  | ,  | ,  | ,  | ,  | ,  | ,  | ,  | ,  | ,  | ,  |
| xDH | -  | -  | -  | -  | -  | -  | -  | -  | -  | -  | -  | -  | -  | -  | -  |
| xEH | .  | .  | .  | .  | .  | .  | .  | .  | .  | .  | .  | .  | .  | .  | .  |
| xFH | /  | /  | /  | /  | /  | /  | /  | /  | /  | /  | /  | /  | /  | /  | /  |

|                                               |                                            |
|-----------------------------------------------|--------------------------------------------|
| 14.3.5.6 International Font set.<br>1Bh 52h n | 14.3.5.7 Character Table type<br>1Bh 74h n |
|-----------------------------------------------|--------------------------------------------|

For font pattern details, refer to 11 Character Fonts specification, page 16.



## 11 Character Fonts specification

### 11.1 Common Font Set (20h – 7Fh)

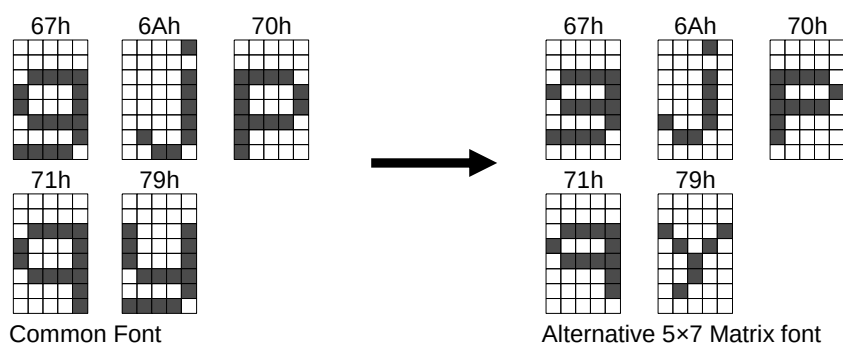
This font set is selected after initial turn on, and its character codes are based on ASCII codes. Most characters are displayed in a 5×7 Matrix font, but the five characters 'g', 'j', 'p', 'q' and 'y' are displayed in a 5×8 Matrix font which gives a more natural appearance, similar to printed text. Refer to 14.3.5.8 5×8 Matrix font, page 32.

|     | 2      | 3      | 4      | 5      | 6      | 7      |
|-----|--------|--------|--------|--------|--------|--------|
|     | x<br>H | x<br>H | x<br>H | x<br>H | x<br>H | x<br>H |
| x0H |        | 0      | @      | P      | `      | p      |
| x1H | !      | 1      | A      | Q      | a      | q      |
| x2H | "      | 2      | B      | R      | E      | r      |
| x3H | #      | 3      | C      | S      | c      | s      |
| x4H | \$     | 4      | D      | T      | d      | t      |
| x5H | %      | 5      | E      | U      | e      | u      |
| x6H | &      | 6      | F      | V      | f      | v      |
| x7H | '      | 7      | G      | W      | g      | w      |
| x8H | (      | 8      | H      | X      | h      | x      |
| x9H | )      | 9      | I      | Y      | i      | y      |
| xAH | *      | :      | J      | Z      | j      | z      |
| xBH | +      | :      | K      | L      | k      | l      |
| xCH | ,      | <      | L      | \      | !      | !      |
| xDH | -      | =      | M      | I      | m      | >      |
| xEH | .      | >      | N      | ^      | n      | ~      |
| xFH | /      | ?      | O      | _      | o      |        |

### 11.2 Alternative 5×7 Matrix font

The five characters 'g', 'j', 'p', 'q' and 'y' can also be displayed in Alternative 5×7 Matrix font instead of Common font.

Refer to 14.3.5.8 5×8 Matrix font, page 32.



### 11.3 Alternative Magnified font (20h – 7Fh)

In 2×2 Font Magnification mode, the following 28 characters, such as '!', '1', '(', etc. can optionally be displayed in an Alternative Magnified font instead of the Common font.

Refer to 14.3.5.10 Alternative Magnified Font, page 32.

**Details of Alternative Magnified font pattern**

| Character code                     | 21h | 27h | 28h | 29h | 2Ch | 2Dh |
|------------------------------------|-----|-----|-----|-----|-----|-----|
| Alternative Magnified font Pattern |     |     |     |     |     |     |
| Common font Pattern                |     |     |     |     |     |     |

| Character code                     | 2Eh | 31h | 33h | 34h | 39h | 3Ah |
|------------------------------------|-----|-----|-----|-----|-----|-----|
| Alternative Magnified font Pattern |     |     |     |     |     |     |
| Common font Pattern                |     |     |     |     |     |     |

| Character code                     | 3Bh | 3Dh | 3Fh | 47h | 49h | 4Ah |
|------------------------------------|-----|-----|-----|-----|-----|-----|
| Alternative Magnified font Pattern |     |     |     |     |     |     |
| Common font Pattern                |     |     |     |     |     |     |

| Character code                     | 51h | 52h | 53h | 59h | 66h | 69h |
|------------------------------------|-----|-----|-----|-----|-----|-----|
| Alternative Magnified font Pattern |     |     |     |     |     |     |
| Common font Pattern                |     |     |     |     |     |     |

| Character code                     | 6Ch | 74h | 79h* | 7Ch |  |  |
|------------------------------------|-----|-----|------|-----|--|--|
| Alternative Magnified font Pattern |     |     |      |     |  |  |
| Common font pattern                |     |     |      |     |  |  |

\* Alternative 5×7 Matrix font selected

## 11.4 International Font Set

One of the following international font sets is selected using the “International Font set” command (1Bh 52h n), and its characters replace the corresponding code characters in Common font set. Refer to 10 Font Table Configuration, page 15.

| n   | 00H | 01H | 02H | 03H | 04H | 05H | 06H | 07H | 08H | 09H | 0AH | 0BH | 0CH | 0DH |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 23H | #   | #   | #   | E   | #   | #   | #   | R   | #   | #   | #   | #   | #   | #   |
| 24H | \$  | \$  | \$  | \$  | \$  | \$  | \$  | \$  | \$  | \$  | \$  | \$  | \$  | \$  |
| 40H | a   | a   | S   | a   | a   | E   | a   | a   | a   | E   | E   | a   | a   | a   |
| 5BH | [   | °   | À   | À   | À   | °   | i   | [   | À   | À   | i   | i   | [   | [   |
| 5CH | \   | S   | ö   | \   | ö   | \   | R   | ¶   | ¶   | ¶   | R   | R   | ¶   | ¶   |
| 5DH | I   | S   | U   | I   | A   | A   | e   | ¿   | I   | A   | A   | ¿   | ¿   | I   |
| 5EH | ^   | ^   | ^   | ^   | ^   | Ü   | ^   | ^   | Ü   | Ü   | e   | e   | e   | ^   |
| 60H | `   | `   | `   | `   | `   | e   | ü   | `   | `   | e   | e   | `   | ü   | `   |
| 7BH | ç   | e   | ä   | ç   | æ   | ä   | ä   | ç   | æ   | æ   | i   | i   | ç   | ç   |
| 7CH | ı   | ü   | ö   | ı   | ø   | ö   | ö   | ı   | ø   | ø   | ı   | ı   | ı   | ı   |
| 7DH | ó   | e   | ü   | ó   | ä   | ä   | e   | ó   | ó   | ä   | ä   | ó   | ó   | ó   |
| 7EH | ı   | ı   | ß   | ı   | ı   | ı   | ı   | ı   | ı   | ı   | ı   | ı   | ı   | ı   |

### 11.5 Character Table Type (80h – FFh)

One of the following character table types is selected using the “Character Table type” command (1Bh 74h n), and the characters are added to Common Font set.

Refer to 14.3.5.7 Character Table type, page 31.

n = 00h

|     | 8<br>x<br>H | 9<br>x<br>H | A<br>x<br>H | B<br>x<br>H | C<br>x<br>H | D<br>x<br>H | E<br>x<br>H | F<br>x<br>H |
|-----|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| x0H | 0           | 1           | 2           | 3           | 4           | 5           | 6           | 7           |
| x1H | 8           | 9           | A           | B           | C           | D           | E           | F           |
| x2H | G           | H           | I           | J           | K           | L           | M           | N           |
| x3H | O           | P           | Q           | R           | S           | T           | U           | V           |
| x4H | W           | X           | Y           | Z           | [           | \           | ]           | ^           |
| x5H | _           | `           | a           | b           | c           | d           | e           | f           |
| x6H | g           | h           | i           | j           | k           | l           | m           | n           |
| x7H | o           | p           | q           | r           | s           | t           | u           | v           |
| x8H | w           | x           | y           | z           | {           |             | }           | ~           |
| x9H |             |             |             |             |             |             |             |             |
| xAH |             |             |             |             |             |             |             |             |
| xBH |             |             |             |             |             |             |             |             |
| xCH |             |             |             |             |             |             |             |             |
| xDH |             |             |             |             |             |             |             |             |
| xEH |             |             |             |             |             |             |             |             |
| xFH |             |             |             |             |             |             |             |             |

n = 01h

|     | 8<br>x<br>H | 9<br>x<br>H | A<br>x<br>H | B<br>x<br>H | C<br>x<br>H | D<br>x<br>H | E<br>x<br>H | F<br>x<br>H |
|-----|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| x0H | 0           | 1           | 2           | 3           | 4           | 5           | 6           | 7           |
| x1H | 8           | 9           | A           | B           | C           | D           | E           | F           |
| x2H | G           | H           | I           | J           | K           | L           | M           | N           |
| x3H | O           | P           | Q           | R           | S           | T           | U           | V           |
| x4H | W           | X           | Y           | Z           | [           | \           | ]           | ^           |
| x5H | _           | `           | a           | b           | c           | d           | e           | f           |
| x6H | g           | h           | i           | j           | k           | l           | m           | n           |
| x7H | o           | p           | q           | r           | s           | t           | u           | v           |
| x8H | w           | x           | y           | z           | {           |             | }           | ~           |
| x9H |             |             |             |             |             |             |             |             |
| xAH |             |             |             |             |             |             |             |             |
| xBH |             |             |             |             |             |             |             |             |
| xCH |             |             |             |             |             |             |             |             |
| xDH |             |             |             |             |             |             |             |             |
| xEH |             |             |             |             |             |             |             |             |
| xFH |             |             |             |             |             |             |             |             |

n = 02h

|     | 8<br>x<br>H | 9<br>x<br>H | A<br>x<br>H | B<br>x<br>H | C<br>x<br>H | D<br>x<br>H | E<br>x<br>H | F<br>x<br>H |
|-----|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| x0H | 0           | 1           | 2           | 3           | 4           | 5           | 6           | 7           |
| x1H | 8           | 9           | A           | B           | C           | D           | E           | F           |
| x2H | G           | H           | I           | J           | K           | L           | M           | N           |
| x3H | O           | P           | Q           | R           | S           | T           | U           | V           |
| x4H | W           | X           | Y           | Z           | [           | \           | ]           | ^           |
| x5H | _           | `           | a           | b           | c           | d           | e           | f           |
| x6H | g           | h           | i           | j           | k           | l           | m           | n           |
| x7H | o           | p           | q           | r           | s           | t           | u           | v           |
| x8H | w           | x           | y           | z           | {           |             | }           | ~           |
| x9H |             |             |             |             |             |             |             |             |
| xAH |             |             |             |             |             |             |             |             |
| xBH |             |             |             |             |             |             |             |             |
| xCH |             |             |             |             |             |             |             |             |
| xDH |             |             |             |             |             |             |             |             |
| xEH |             |             |             |             |             |             |             |             |
| xFH |             |             |             |             |             |             |             |             |

n = 03h

|     | 8<br>x<br>H | 9<br>x<br>H | A<br>x<br>H | B<br>x<br>H | C<br>x<br>H | D<br>x<br>H | E<br>x<br>H | F<br>x<br>H |
|-----|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| x0H | 0           | 1           | 2           | 3           | 4           | 5           | 6           | 7           |
| x1H | 8           | 9           | A           | B           | C           | D           | E           | F           |
| x2H | G           | H           | I           | J           | K           | L           | M           | N           |
| x3H | O           | P           | Q           | R           | S           | T           | U           | V           |
| x4H | W           | X           | Y           | Z           | [           | \           | ]           | ^           |
| x5H | _           | `           | a           | b           | c           | d           | e           | f           |
| x6H | g           | h           | i           | j           | k           | l           | m           | n           |
| x7H | o           | p           | q           | r           | s           | t           | u           | v           |
| x8H | w           | x           | y           | z           | {           |             | }           | ~           |
| x9H |             |             |             |             |             |             |             |             |
| xAH |             |             |             |             |             |             |             |             |
| xBH |             |             |             |             |             |             |             |             |
| xCH |             |             |             |             |             |             |             |             |
| xDH |             |             |             |             |             |             |             |             |
| xEH |             |             |             |             |             |             |             |             |
| xFH |             |             |             |             |             |             |             |             |

n = 04h

|     | 8  | 9  | A  | B  | C  | D  | E  | F  |
|-----|----|----|----|----|----|----|----|----|
| xH  | xH | xH | xH | xH | xH | xH | xH | xH |
| x0H | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| x1H | 8  | 9  | A  | B  | C  | D  | E  | F  |
| x2H | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| x3H | 8  | 9  | A  | B  | C  | D  | E  | F  |
| x4H | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| x5H | 8  | 9  | A  | B  | C  | D  | E  | F  |
| x6H | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| x7H | 8  | 9  | A  | B  | C  | D  | E  | F  |
| x8H | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| x9H | 8  | 9  | A  | B  | C  | D  | E  | F  |
| xAH | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| xBH | 8  | 9  | A  | B  | C  | D  | E  | F  |
| xCH | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| xDH | 8  | 9  | A  | B  | C  | D  | E  | F  |
| xEH | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| xFH | 8  | 9  | A  | B  | C  | D  | E  | F  |

n = 05h

|     | 8  | 9  | A  | B  | C  | D  | E  | F  |
|-----|----|----|----|----|----|----|----|----|
| xH  | xH | xH | xH | xH | xH | xH | xH | xH |
| x0H | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| x1H | 8  | 9  | A  | B  | C  | D  | E  | F  |
| x2H | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| x3H | 8  | 9  | A  | B  | C  | D  | E  | F  |
| x4H | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| x5H | 8  | 9  | A  | B  | C  | D  | E  | F  |
| x6H | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| x7H | 8  | 9  | A  | B  | C  | D  | E  | F  |
| x8H | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| x9H | 8  | 9  | A  | B  | C  | D  | E  | F  |
| xAH | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| xBH | 8  | 9  | A  | B  | C  | D  | E  | F  |
| xCH | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| xDH | 8  | 9  | A  | B  | C  | D  | E  | F  |
| xEH | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| xFH | 8  | 9  | A  | B  | C  | D  | E  | F  |

n = 10h

|     | 8  | 9  | A  | B  | C  | D  | E  | F  |
|-----|----|----|----|----|----|----|----|----|
| xH  | xH | xH | xH | xH | xH | xH | xH | xH |
| x0H | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| x1H | 8  | 9  | A  | B  | C  | D  | E  | F  |
| x2H | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| x3H | 8  | 9  | A  | B  | C  | D  | E  | F  |
| x4H | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| x5H | 8  | 9  | A  | B  | C  | D  | E  | F  |
| x6H | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| x7H | 8  | 9  | A  | B  | C  | D  | E  | F  |
| x8H | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| x9H | 8  | 9  | A  | B  | C  | D  | E  | F  |
| xAH | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| xBH | 8  | 9  | A  | B  | C  | D  | E  | F  |
| xCH | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| xDH | 8  | 9  | A  | B  | C  | D  | E  | F  |
| xEH | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| xFH | 8  | 9  | A  | B  | C  | D  | E  | F  |

n = 11h

|     | 8  | 9  | A  | B  | C  | D  | E  | F  |
|-----|----|----|----|----|----|----|----|----|
| xH  | xH | xH | xH | xH | xH | xH | xH | xH |
| x0H | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| x1H | 8  | 9  | A  | B  | C  | D  | E  | F  |
| x2H | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| x3H | 8  | 9  | A  | B  | C  | D  | E  | F  |
| x4H | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| x5H | 8  | 9  | A  | B  | C  | D  | E  | F  |
| x6H | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| x7H | 8  | 9  | A  | B  | C  | D  | E  | F  |
| x8H | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| x9H | 8  | 9  | A  | B  | C  | D  | E  | F  |
| xAH | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| xBH | 8  | 9  | A  | B  | C  | D  | E  | F  |
| xCH | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| xDH | 8  | 9  | A  | B  | C  | D  | E  | F  |
| xEH | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
| xFH | 8  | 9  | A  | B  | C  | D  | E  | F  |

n = 12h

|     | 8<br>x<br>H | 9<br>x<br>H | A<br>x<br>H | B<br>x<br>H | C<br>x<br>H | D<br>x<br>H | E<br>x<br>H | F<br>x<br>H |
|-----|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| x0H | 9           | E           | A           | 8           | 4           | d           | 6           | -           |
| x1H | 0           | L           | i           | 8           | +           | D           | B           | ~           |
| x2H | e           | I           | 6           | 8           | 7           | D           | 0           | z           |
| x3H | A           | 6           | 0           | I           | +           | E           | N           | ~           |
| x4H | A           | 6           | A           | +           | -           | d           | A           | ~           |
| x5H | 0           | L           | 9           | A           | +           | N           | N           | S           |
| x6H | e           | i           | 2           | A           | A           | i           | S           | +           |
| x7H | S           | A           | i           | E           | S           | i           | S           | z           |
| x8H | i           | E           | E           | S           | +           | E           | R           | °           |
| x9H | e           | 6           | 9           | +           | +           | 0           | ~           |             |
| xAH | 6           | 0           |             | I           | +           | r           | r           | ~           |
| xBH | 6           | i           | z           | +           | +           | 0           | 0           |             |
| xCH | i           | E           | 6           | +           | +           | 9           | A           |             |
| xDH | z           | i           | S           | z           | -           | I           | Y           | +           |
| xEH | A           | x           | x           | z           | +           | 0           | +           | +           |
| xFH | 6           | E           | 8           | +           | +           | ~           | ~           |             |

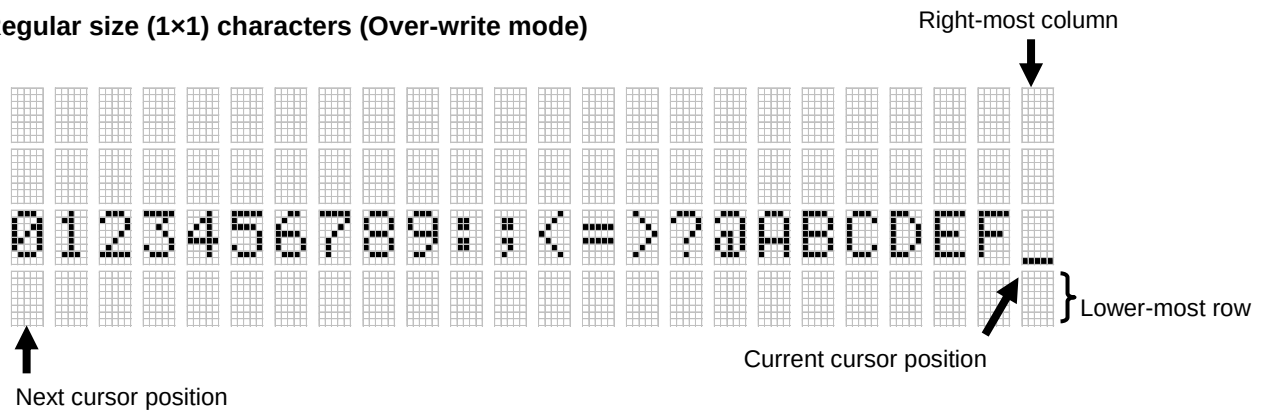
n = 13h

|     | 8<br>x<br>H | 9<br>x<br>H | A<br>x<br>H | B<br>x<br>H | C<br>x<br>H | D<br>x<br>H | E<br>x<br>H | F<br>x<br>H |
|-----|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| x0H | 9           | E           | A           | 8           | 4           | d           | 6           | -           |
| x1H | 0           | L           | i           | 8           | +           | D           | B           | ±           |
| x2H | e           | I           | 6           | 8           | 7           | E           | 0           | =           |
| x3H | A           | 6           | 0           | I           | +           | E           | 0           | 3           |
| x4H | A           | 6           | A           | +           | -           | E           | 8           | 7           |
| x5H | A           | 6           | N           | A           | +           | E           | 0           | S           |
| x6H | A           | 0           | A           | A           | +           | i           | μ           | +           |
| x7H | S           | 0           | 9           | A           | A           | i           | r           | z           |
| x8H | e           | 9           | 0           | 0           | +           | i           | P           | °           |
| x9H | e           | 6           | D           | +           | +           | 0           | ~           |             |
| xAH | e           | 0           | ~           | I           | +           | r           | 0           | -           |
| xBH | i           | 8           | S           | +           | +           | 0           | 1           |             |
| xCH | i           | E           | 9           | +           | +           | 9           | 3           |             |
| xDH | i           | 0           | i           | 0           | -           | i           | Y           | z           |
| xEH | A           | x           | x           | +           | +           | i           | ~           | +           |
| xFH | A           | +           | 8           | +           | +           | ~           | ~           |             |

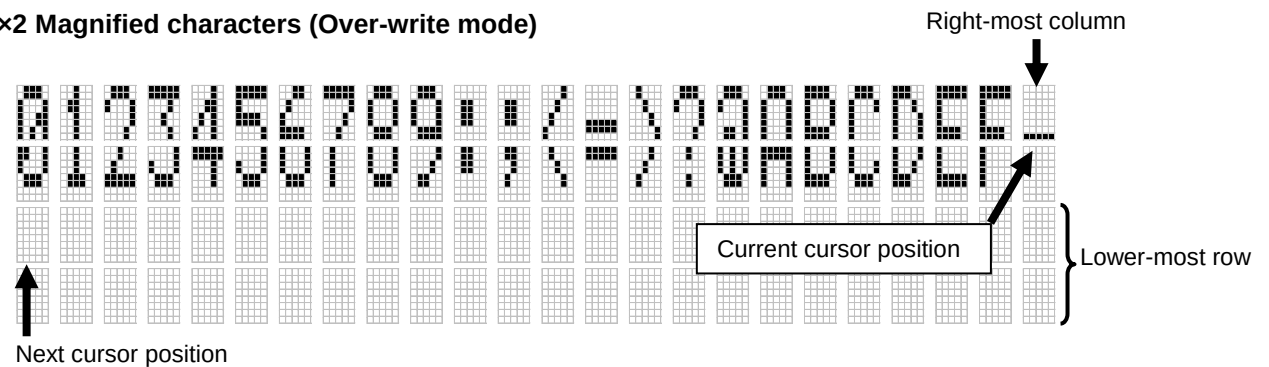
## 12 Display Area End-of-Line Behavior

In most cases, the cursor moves to the right by one character after a character is displayed at the current cursor position. However, at end of line, the behavior depends on the current cursor position, the currently-selected character size, and the display mode. Some examples follow:

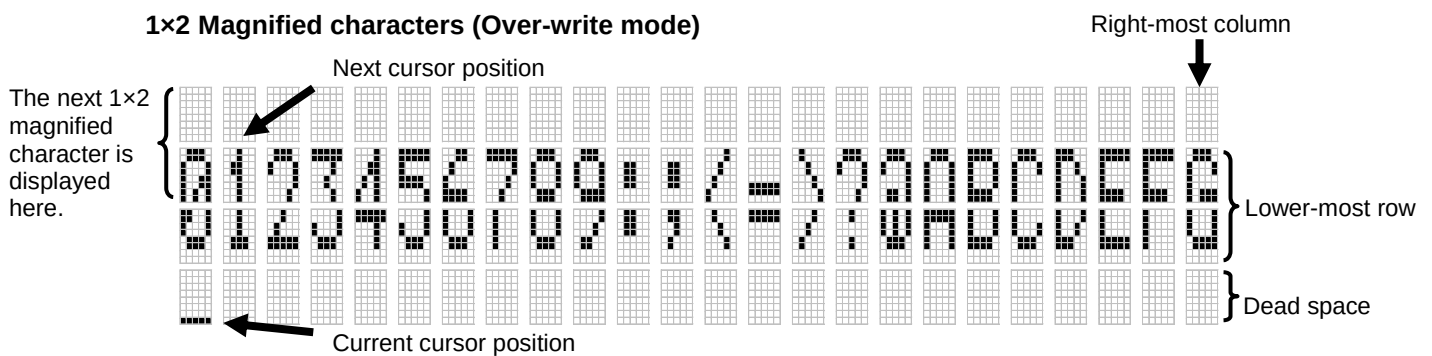
### Regular size (1×1) characters (Over-write mode)



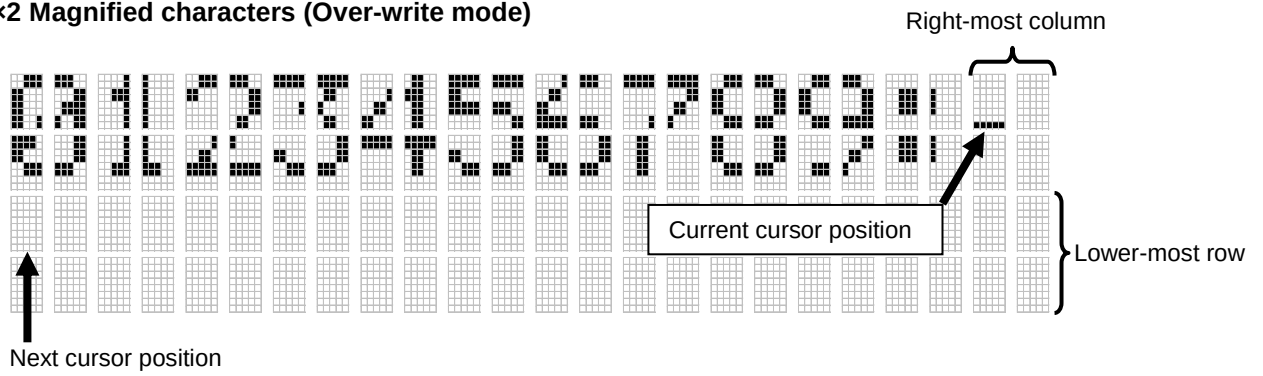
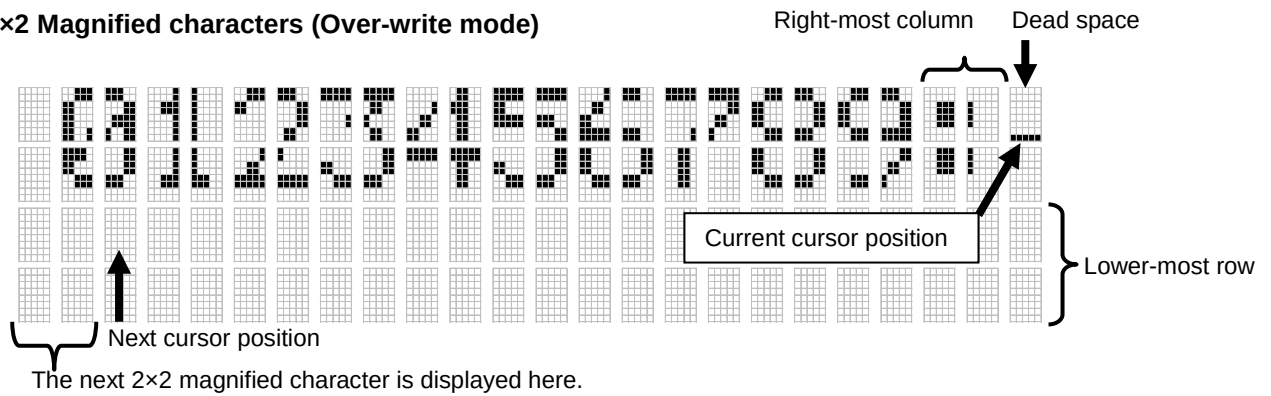
### 1×2 Magnified characters (Over-write mode)



### 1×2 Magnified characters (Over-write mode)



Note: It is possible to display regular-size (1×1) characters in the dead space.

**2×2 Magnified characters (Over-write mode)****2×2 Magnified characters (Over-write mode)**

Note: Dead space in the above situation is cleared. It is possible to display a regular-width character (1×1 or 1×2) in the dead space.



## 13 Initial settings

Initial states are set as follows.

|                                    | Power on              | “Initialize display”<br>command | External reset or<br>“Reset”<br>command | “User set up<br>mode end”<br>command |
|------------------------------------|-----------------------|---------------------------------|-----------------------------------------|--------------------------------------|
| Cursor position                    | Home position         |                                 |                                         |                                      |
| RAM user font                      | Disabled              |                                 |                                         |                                      |
| Cursor display                     | Underline cursor      |                                 |                                         |                                      |
| Display mode                       | Over-write mode       |                                 |                                         |                                      |
| Write mode                         | Quick write mode      |                                 |                                         |                                      |
| International font set             | America               |                                 |                                         |                                      |
| Character Table type               | PC437(USA – Euro std) |                                 |                                         |                                      |
| Blink                              | OFF                   |                                 |                                         |                                      |
| Underline                          | OFF                   |                                 |                                         |                                      |
| Brightness (character)             | Level 8 (100%)        |                                 |                                         |                                      |
| Brightness (screen)                | 100%                  |                                 |                                         |                                      |
| Blink speed                        | 40h                   |                                 |                                         |                                      |
| Horizontal scroll speed            | Instantaneous (n=00h) |                                 |                                         |                                      |
| RAM User font data                 | Cleared               |                                 |                                         |                                      |
| Blink display action<br>(at c=00h) | –                     | Stopped                         |                                         |                                      |
| 5×8 Matrix font                    | ON (5×8 Matrix font)  |                                 |                                         |                                      |
| Alternative Magnified Font         | OFF (Normal font)     |                                 |                                         |                                      |
| Font Magnification                 | x=1, y=1              |                                 |                                         |                                      |
| Baud rate (J0, J1)                 | Re-loaded             | Not re-loaded                   | Re-loaded                               | Re-loaded                            |
| Test mode (JT)                     | Re-loaded             | Not re-loaded                   | Re-loaded                               | Re-loaded                            |

## 14 Commands

This display's commands are arranged as follows.

### 14.1 Command Configuration

|                   |                                  |
|-------------------|----------------------------------|
| 08h–16h           | Control command                  |
| 1Bh ...           | ESC command                      |
| 1Fh ...           | User Setup command               |
| – 1Fh 28h 61h ... | – Action command                 |
| – 1Fh 28h 65h ... | – Operation mode-related command |
| – 1Fh 28h 67h ... | – Character-related command      |
| 20h–FFh           | Character code                   |

## 14.2 Command Set

| Command Name                       | Hex Code |       |       |                              |                                                        |
|------------------------------------|----------|-------|-------|------------------------------|--------------------------------------------------------|
|                                    | BYTE1    | BYTE2 | BYTE3 | BYTE4                        | Parameter                                              |
| Back Space                         | 08h      | –     | –     | –                            | –                                                      |
| Horizontal Tab                     | 09h      | –     | –     | –                            | –                                                      |
| Line Feed                          | 0Ah      | –     | –     | –                            | –                                                      |
| Home Position                      | 0Bh      | –     | –     | –                            | –                                                      |
| Display Clear                      | 0Ch      | –     | –     | –                            | –                                                      |
| Carriage Return                    | 0Dh      | –     | –     | –                            | –                                                      |
| Cursor Underline                   | 13h      | –     | –     | –                            | –                                                      |
| Cursor Off                         | 14h      | –     | –     | –                            | –                                                      |
| Cursor Block                       | 15h      | –     | –     | –                            | –                                                      |
| Cursor Underline Blink             | 16h      | –     | –     | –                            | –                                                      |
| RAM user font                      | 1Bh      | 25h   | –     | –                            | n                                                      |
| RAM user font Define               |          | 26h   | 01h   | –                            | c1 c2<br>[x1 d1...d(a × x1)]...<br>[xk d1...d(a × xk)] |
| RAM user font Delete               |          | 3Fh   | 01h   | –                            | c                                                      |
| Initialize display                 |          | 40h   | –     | –                            | –                                                      |
| Blink OFF                          |          | 41h   | –     | –                            | –                                                      |
| Blink ON                           |          | 42h   | –     | –                            | –                                                      |
| Write Mode – Quick                 |          | 45h   | –     | –                            | –                                                      |
| International font set             |          | 52h   | –     | –                            | n                                                      |
| Write Mode – Flickerless           |          | 53h   | –     | –                            | –                                                      |
| Blink speed                        |          | 54h   | –     | –                            | s                                                      |
| Underline ON                       |          | 55h   | –     | –                            | –                                                      |
| Underline OFF                      |          | 57h   | –     | –                            | –                                                      |
| Character Insert                   |          | 58h   | F3h   | –                            | –                                                      |
| Character Delete                   |          |       | F4h   | –                            | –                                                      |
| Line Insert                        |          |       | F5h   | –                            | –                                                      |
| Line Delete                        |          |       | F6h   | –                            | –                                                      |
| Reset                              |          |       | FFh   | –                            | –                                                      |
| Character Table type               |          | 74h   | –     | –                            | n                                                      |
| Over-write mode                    | 1Fh      | 01h   | –     | –                            | –                                                      |
| Vertical scroll mode               |          | 02h   | –     | –                            | –                                                      |
| Horizontal scroll mode             |          | 03h   | –     | –                            | –                                                      |
| Cursor set                         |          | 24h   | –     | –                            | xL 00h yL 00h                                          |
| Wait                               |          | 61h   | 01h   | t                            |                                                        |
| Blink (screen)                     |          |       | 11h   | p t1 t2 c                    |                                                        |
| Screen saver                       |          |       | 40h   | p                            |                                                        |
| User set up mode start             |          | 28h   | 01h   | d1 d2                        |                                                        |
| User set up mode end               |          |       | 02h   | d1 d2 d3                     |                                                        |
| FROM user font Define              |          |       | 14h   | P(20h-1) P(20h-2)...P(FFh-5) |                                                        |
| Diagnostic Status information Read |          |       | 40h   | a [b c d e]                  |                                                        |
| Status information Display         |          |       | 41h   | a                            |                                                        |
| Diagnostic Serial OUT mode start   |          |       | 83h   | d1 d2                        |                                                        |
| Diagnostic Serial OUT mode end     |          |       | 84h   | d1 d2 d3                     |                                                        |
| 5×8 Matrix font                    |          | 67h   | 04h   | d                            |                                                        |
| Alternative Magnified Font         |          |       | 06h   | s                            |                                                        |
| Font Magnification                 |          |       | 40h   | x y                          |                                                        |
| Brightness (character)             |          |       | 50h   | d1 d2 d3                     |                                                        |
| Brightness (screen)                |          | 58h   | –     | –                            | n                                                      |
| Horizontal scroll speed            |          | 73h   | –     | –                            | n                                                      |
| Character display                  | 20–FFh   | –     | –     | –                            | –                                                      |

### 14.3 Detail of Command Set

#### 14.3.1 Character display

Code: 20h – FFh

**Note:** Refer also to “12 Display Area End-of-Line Behavior”, page 22.

Function: Display a character on the current cursor position. The details of operation are as follows:

Over-write mode

| Cursor position       |                    | Operation                                                                                      |
|-----------------------|--------------------|------------------------------------------------------------------------------------------------|
| X(column)             | Y(row)             |                                                                                                |
| Not right-most column | –                  | Display character at cursor position.<br>Cursor moves to the right by one character.           |
| Right-most column     | Not lower-most row | Display character at cursor position.<br>Cursor moves to left end of next lower row.           |
|                       | Lower-most row     | Display character at cursor position.<br>Cursor moves to the home position (left end, top row) |

Vertical scroll mode

| Cursor position       |                    | Operation                                                                                                                                                 |
|-----------------------|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------|
| X(column)             | Y(row)             |                                                                                                                                                           |
| Not right-most column | –                  | Display character at cursor position.<br>Cursor moves to the right by one character.                                                                      |
| Right-most column     | Not lower-most row | Display character at cursor position.<br>Cursor moves to left-most column, next lower row.                                                                |
|                       | Lower-most row     | Display character at cursor position.<br>Display contents shift up by one line, lower-most row is cleared.<br>Cursor moves to left end of lower-most row. |

Horizontal scroll mode

| Cursor position       |        | Operation                                                                                             |
|-----------------------|--------|-------------------------------------------------------------------------------------------------------|
| X(column)             | Y(row) |                                                                                                       |
| Not right-most column | –      | Display character at cursor position.<br>Cursor moves to the right by one character.                  |
| Right-most column     | –      | Display character at cursor position.<br>Transition to Scroll ON mode.<br>Note: Cursor does not move. |

|                |  | Operation                                                                                                                       |
|----------------|--|---------------------------------------------------------------------------------------------------------------------------------|
| Scroll ON mode |  | Current line display contents shift left by one column.<br>Display character at cursor position.<br>Note: Cursor does not move. |

**Note:** Scroll ON mode is cancelled if any of the following commands are executed: “Back Space”, “Line Feed”, “Home Position”, “Display Clear”, “Carriage Return”, “Cursor Set”, “Over-write mode”, “Vertical scroll mode”, “Horizontal scroll mode”, “Insert character”, “Delete character”, “Insert line” and “Delete line”.

## 14.3.2 Standard Ascii control codes

### 14.3.2.1 Back Space

**Code:** 08h

**Note:** Refer also to “12 Display Area End-of-Line Behavior”, page 22.

Function: The cursor moves to the left by one character. The details of operation are as follows:

Over-write mode or Vertical scroll mode

| Cursor position      |                    | Operation                                            |
|----------------------|--------------------|------------------------------------------------------|
| X(column)            | Y(row)             |                                                      |
| Not left-most column | -                  | Cursor moves to the left by one character.           |
| Left-most column     | Not upper-most row | Cursor moves to right-most column of next upper row. |
|                      | Upper-most row     | No operation                                         |

Horizontal scroll mode

| Cursor position      |        | Operation                                  |
|----------------------|--------|--------------------------------------------|
| X(column)            | Y(row) |                                            |
| Not left-most column | -      | Cursor moves to the left by one character. |
| Left-most column     | -      | No operation                               |

### 14.3.2.2 Horizontal Tab

**Code:** 09h

**Note:** Refer also to “12 Display Area End-of-Line Behavior”, page 22.

Function: The cursor moves to the right by one character. The details of operation are as follows:

Over-write mode

| Cursor position       |                    | Operation                                              |
|-----------------------|--------------------|--------------------------------------------------------|
| X(column)             | Y(row)             |                                                        |
| Not right-most column | -                  | Cursor moves to the right by one character.            |
| Right-most column     | Not lower-most row | Cursor moves to left end of next lower row.            |
|                       | Lower-most row     | Cursor moves to the home position (left end, top row). |

Vertical scroll mode

| Cursor position       |                    | Operation                                                                                                        |
|-----------------------|--------------------|------------------------------------------------------------------------------------------------------------------|
| X(column)             | Y(row)             |                                                                                                                  |
| Not right-most column | -                  | Cursor moves to the right by one character.                                                                      |
| Right-most column     | Not lower-most row | Cursor moves to left end of next lower row.                                                                      |
|                       | Lower-most row     | Display contents shift up by one line, lower-most row is cleared.<br>Cursor moves to left end of lower-most row. |

Horizontal scroll mode

| Cursor position       |        | Operation                                                                                                                                                                           |
|-----------------------|--------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| X(column)             | Y(row) |                                                                                                                                                                                     |
| Not right-most column | -      | Cursor moves to the right by one character.                                                                                                                                         |
| Right-most column     | -      | Current line display contents shift left by one character and display is cleared at cursor position.<br>Transition to (or remain in) Scroll ON mode.<br>Note: Cursor does not move. |

**Note:** Scroll ON mode is cancelled if any of the following commands are executed: “Back Space”, “Line Feed”, “Home Position”, “Display Clear”, “Carriage Return”, “Cursor Set”, “Over-write mode”, “Vertical scroll mode”, “Horizontal scroll mode”, “Insert character”, “Delete character”, “Insert line” and “Delete line”.

### 14.3.2.3 Line Feed

**Code:** 0Ah

**Note:** Refer also to “12 Display Area End-of-Line Behavior”, page 22.

Function: The cursor moves to next lower line. The details of operation are as follows:

Over-write mode

| Cursor position |                    | Operation                                              |
|-----------------|--------------------|--------------------------------------------------------|
| X(column)       | Y(row)             |                                                        |
| -               | Not lower-most row | Cursor moves to next lower row (same column).          |
|                 | Lower-most row     | Cursor moves to the home position (left end, top row). |

Vertical scroll mode

| Cursor position |                    | Operation                                                                                        |
|-----------------|--------------------|--------------------------------------------------------------------------------------------------|
| X(column)       | Y(row)             |                                                                                                  |
| -               | Not lower-most row | Cursor moves to next lower row (same column).                                                    |
|                 | Lower-most row     | Display contents shift up by one line, lower-most row is cleared.<br>Note: Cursor does not move. |

Horizontal scroll mode

| Cursor position |        | Operation    |
|-----------------|--------|--------------|
| X(column)       | Y(row) |              |
| -               | -      | No operation |

### 14.3.2.4 Home Position

**Code:** 0Bh

Function: Cursor moves to the home position (left end of top line).

### 14.3.2.5 Display Clear

**Code:** 0Ch

Function: Display is cleared and cursor moves to home position.

### 14.3.2.6 Carriage Return

**Code:** 0Dh

Function: Cursor moves to left end of same line.

## 14.3.3 Insert/Delete commands

### 14.3.3.1 Character Insert

**Code:** 1Bh 58h F3h

Function: Characters from cursor position to right end of same line move to the right by one character. The right-most character is discarded. One-character blank (space) is set at cursor position. Cursor does not move.  
Command is ignored if there is insufficient space in the x and/or y direction for one character at the current cursor position.

### 14.3.3.2 Character Delete

**Code:** 1Bh 58h F4h

Function: Character at cursor position is deleted, and display from there to right end of same line moves to the left by one character. One-character blank (space) is set at right end of same line. Cursor does not move.  
Command is ignored if there is insufficient space in the x and/or y direction for one character at the current cursor position.

### 14.3.3.3 Line Insert

**Code: 1Bh 58h F5h**

Function: Display contents for the line of the current cursor position, and all lower lines, are shifted down by one line. The line of the current cursor position is blanked (space), and cursor position is set to left end of same line. Display contents in the bottom line are discarded. Command is ignored if there is insufficient space in the x and/or y direction for one character at the current cursor position.

### 14.3.3.4 Line Delete

**Code: 1Bh 58h F6h**

Function: The line of the current cursor position is deleted, and the below display is moved up by one line. Cursor position does not change. Bottom line is blanked (space). Command is ignored if there is insufficient space in the x and/or y direction for one character at the current cursor position.

## 14.3.4 Cursor commands

### 14.3.4.1 Cursor set

**Code: 1Fh 24h xL 00h yL 00h**

xL: Cursor position x Lower byte (1 char / unit)

yL: Cursor position y Lower byte (1 line / unit)

Definable area:  $0 (00h) \leq xL \leq 23 (17h)$

$0 (00h) \leq yL \leq 3 (03h)$

Function: The cursor moves to the specified X, Y position. If the specified X, Y position (X, Y, either or both) is outside the definable area, the command is ignored, and the cursor remains in the same position.

|     |     |     |     |     |     |
|-----|-----|-----|-----|-----|-----|
|     | x:  |     |     |     |     |
| y:  | 00h | 01h | --- | 16h | 17h |
| 00h |     |     |     |     |     |
|     |     |     | --- |     |     |
|     |     |     |     |     |     |
|     |     |     | --- |     |     |
| 01h |     |     |     |     |     |
|     |     |     | --- |     |     |
|     |     |     |     |     |     |
|     |     |     | --- |     |     |
| 02h |     |     |     |     |     |
|     |     |     | --- |     |     |
|     |     |     |     |     |     |
|     |     |     | --- |     |     |
| 03h |     |     |     |     |     |
|     |     |     | --- |     |     |
|     |     |     |     |     |     |
|     |     |     | --- |     |     |

### 14.3.4.2 Cursor Underline

**Code: 13h**

Function: Cursor is displayed as underline.

### 14.3.4.3 Cursor Underline Blink

**Code: 16h**

Function: Cursor is displayed as underline, blinking.  
Blinking speed can be varied by 14.3.7.3 Blink speed.

#### 14.3.4.4 Cursor Block

**Code:** 15h

Function: Cursor is displayed as a block, blinking.  
Blinking speed can be varied by 14.3.7.3 Blink speed.

#### 14.3.4.5 Cursor Off

**Code:** 14h

Function: Cursor display is OFF.

### 14.3.5 Character format commands

#### 14.3.5.1 Underline ON

**Code:** 1Bh 55h

Function: Specifies underline display mode.  
Characters written after this command are displayed with underline. Characters already displayed are not affected.

Note: The underline changes the appearance of characters. Refer to the following examples.

5×8 font without underline

This is very important.

5×8 font with underline

This is very important.

5×7 font with underline

This is very important.

#### 14.3.5.2 Underline OFF

**Code:** 1Bh 57h

Function: Cancel underline display mode.  
Characters written after this command are displayed with no underline.  
Characters already displayed are not affected.

#### 14.3.5.3 Blink ON

**Code:** 1Bh 42h

Function: Specifies character blink mode.  
Blinking starts for characters written after this command is executed.  
Characters already displayed are not affected.  
Blinking speed can be varied by 14.3.7.3 Blink speed.

#### 14.3.5.4 Blink OFF

**Code:** 1Bh 41h

Function: Cancel character blink mode.  
Blinking stops for characters written after this command is executed.  
Characters already displayed are not affected.

#### 14.3.5.5 Brightness (character)

**Code:** 1Fh 28h 67h 50h d1 d2 d3

d1: Gray-shade level  
d2: Reserved  
d3: Reserved

Definable area: 1 (01h) ≤ d1 ≤ 8 (08h), 49 (31h) ≤ d1 ≤ 54 (38h)

| d1         | Level          |
|------------|----------------|
| 01h or 31h | Level 1 (0%)   |
| 02h or 32h | Level 2 (14%)  |
| 03h or 33h | Level 3 (29%)  |
| 04h or 34h | Level 4 (43%)  |
| 05h or 35h | Level 5 (57%)  |
| 06h or 36h | Level 6 (71%)  |
| 07h or 37h | Level 7 (86%)  |
| 08h or 38h | Level 8 (100%) |

0 (00h) ≤ d2 ≤ 255 (FFh)

0 (00h) ≤ d3 ≤ 255 (FFh)

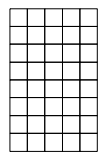
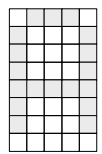
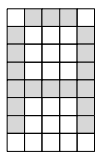
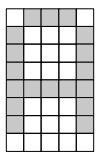
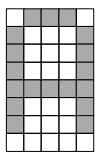
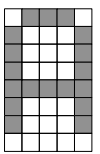
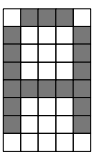
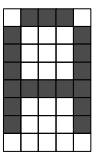
Default: d1 = 8 (08h)

Function: Specify gray-shade level of characters.

This setting is effective for characters written after this command is executed.

Characters already displayed are not affected.

Note: The character brightness is relative to the screen brightness. If the screen brightness level and the character brightness level are 200% and Level 5 (57%) respectively, the actual brightness of the character is  $200\% \times 57\% = 114\%$ . To set the screen brightness, refer to 14.3.7.1 Brightness (screen), page 34.

| Level 1<br>(0%)                                                                    | Level 2<br>(14%)                                                                   | Level 3<br>(29%)                                                                   | Level 4<br>(43%)                                                                   | Level 5<br>(57%)                                                                   | Level 6<br>(71%)                                                                    | Level 7<br>(86%)                                                                     | Level 8<br>(100%)                                                                    |
|------------------------------------------------------------------------------------|------------------------------------------------------------------------------------|------------------------------------------------------------------------------------|------------------------------------------------------------------------------------|------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|
|  |  |  |  |  |  |  |  |

#### 14.3.5.6 International Font set

Code: 1Bh 52h n

Definable area: 0 (00h) ≤ n ≤ 13 (0Dh)

Default: n = 0 (00h)

Function: Select international font set.

Characters already displayed are not affected.

Note: Refer to 10 Font Table Configuration, page 15.

| n   | Font set      |
|-----|---------------|
| 00h | America       |
| 01h | France        |
| 02h | Germany       |
| 03h | England       |
| 04h | Denmark 1     |
| 05h | Sweden        |
| 06h | Italy         |
| 07h | Spain1        |
| 08h | Japan         |
| 09h | Norway        |
| 0Ah | Denmark2      |
| 0Bh | Spain2        |
| 0Ch | Latin America |
| 0Dh | Korea         |

#### 14.3.5.7 Character Table type

Code: 1Bh 74h n

Definable area: n = 0 (00h), 1 (01h), 2 (02h), 3 (03h), 4 (04h),  
5 (05h), 16 (10h), 17 (11h), 18 (12h),  
19 (13h), 255 (FFh)

Default: n = 0 (00h)

Function: Selects font code

Characters already displayed are not affected.

Note: Refer to 10 Font Table Configuration, page 15.

| n   | Font code type          |
|-----|-------------------------|
| 00h | PC437(USA – Euro std)   |
| 01h | Katakana – Japanese     |
| 02h | PC850 (Multilingual)    |
| 03h | PC860 (Portuguese)      |
| 04h | PC863 (Canadian-French) |
| 05h | PC865 (Nordic)          |
| 10h | WPC1252                 |
| 11h | PC866 (Cyrillic #2)     |
| 12h | PC852 (Latin 2)         |
| 13h | PC858                   |
| FFh | FROM User font table    |



### 14.3.5.8 5×8 Matrix font

**Code:** 1Fh 28h 67h 04h d

d: Select / Deselect 5×8 Matrix font

Definable area: 128 (80h) ≤ d ≤ 129 (81h)

d = 80h: Deselect 5×8 Matrix font

d = 81h: Select 5×8 Matrix font

Default: d = 81h (Select 5×8 Matrix font)

Function: Select / Deselect 5×8 Matrix font

**Selecting 5×8 Matrix font gives descender to only these five characters: 'g' (67h), 'j' (6Ah), 'p' (70h), 'q' (71h) and 'y' (79h).**

**Both 5×8 font and 5×7 font give the same style fonts to the other characters.**

d=81h: The five characters are displayed in 5×8 font after this command.

Characters already displayed are not affected.

For details of each pattern, refer to 11 Character Fonts specification, page 16.

|          | 5 Char                   | 10 Char | 15 Char | 20 Char | 24 Char |
|----------|--------------------------|---------|---------|---------|---------|
| 5×8 Font | enjoy playing @ T.square |         |         |         |         |
| 5×7 Font | enjoy playine @ T.square |         |         |         |         |
| 5×8 Font | jump & go there quickly  |         |         |         |         |
| 5×7 Font | jump & go there quickly  |         |         |         |         |

### 14.3.5.9 Font Magnification

**Code:** 1Fh 28h 67h 40h x y

x: Specify the size of magnification X

y: Specify the size of magnification Y

Definable area: 1 (01h) ≤ x ≤ 2 (02h)

1 (01h) ≤ y ≤ 2 (02h)

Default: x = 01h

y = 01h

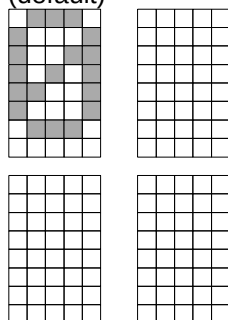
Function: Magnify the character by x times on the right, y times downward.

This setting is effective for characters written after this command is executed.

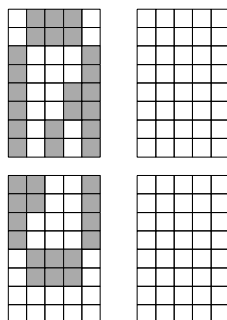
Characters already displayed are not affected.

x=2, y=1 is not supported (command will be ignored).

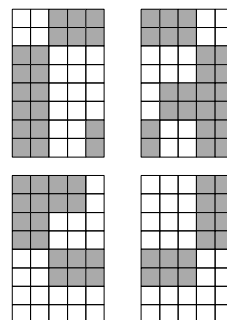
1×1 magnification  
(default)



1×2 magnification



2×2 magnification



### 14.3.5.10 Alternative Magnified Font

**Code:** 1Fh 28h 67h 06h s

s: Select/Deselect Alternative Magnified Font

Definable area: 0 (00h) ≤ s ≤ 1 (01h)

s = 00h: Normal font

s = 01h: Alternative Magnified font

Default: s = 0 (00h)

Function: Select Alternative Magnified font to improve legibility for Font magnified display.

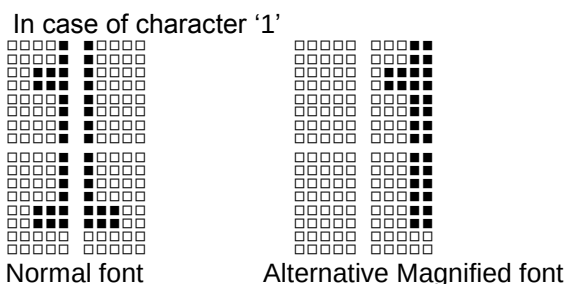
This setting is effective for characters written after this command is executed. Characters already displayed are not affected.

Alternative Magnified font is only used when magnification is  $x=2\times$ ,  $y=2\times$ . At all other times, normal font is used regardless of this setting.

Applicable characters are only for International font set "America" ( $n=00h$ ). For all other fonts, normal font is used regardless of this setting.

When FROM user font table ("Character Table type" command) is selected, user font characters have priority, regardless of this setting.

Note: For details of each pattern, refer to 11 Character Fonts specification, page 16.



### 14.3.6 Custom font commands

This section describes the RAM user font. For FROM user font, refer to 14.3.9.2 FROM user font Define, page 37.

#### 14.3.6.1 RAM user font

**Code:** 1Bh 25h n

Function: Enable or disable for RAM user font.

n = 01h, 31h: Enable (If RAM user font is not defined for a character code, built-in character is displayed)

n = 00h, 30h: Disable (RAM user font already defined are not affected)

Initial value: n = 00h

Characters already displayed are not affected.

When RAM user font is enabled ( $n=01h$ ,  $31h$ ), RAM user font is used for character codes defined using "RAM user font Define" command, regardless of the state of various other settings.

#### 14.3.6.2 RAM user font Define

**Code:** 1Bh 26h a c1 c2 [x1 d1...d(a×x1)]...[xk d1...d(a×xk)]

a: Select character type

c1: Start character code

c2: End character code

x: Number of dot for X direction

d: Defined data

Definable area: a = 1 (01h)  
 $32 (20h) \leq c1 \leq c2 \leq 255 (FFh)$   
 $x = 5 (05h)$   
 $0 (00h) \leq d \leq 255 (FFh)$   
 $k = c2 - c1 + 1$

Function: Define user font into RAM.

A maximum of 16 characters may be defined.

After the first 16 are defined, any additional user font characters required must replace one already defined.

To display RAM user font characters, execution of "RAM user font Define" and "RAM user font" (enable) command is required. If a RAM user font character that is currently being displayed is re-defined, the currently-displayed character also changes to the new RAM user font character.

**RAM User font data format** 5×8 dot assignment

|     |     |     |     |     |
|-----|-----|-----|-----|-----|
| P1  | P2  | P3  | P4  | P5  |
| P6  | P7  | P8  | P9  | P10 |
| P11 | P12 | P13 | P14 | P15 |
| P16 | P17 | P18 | P19 | P20 |
| P21 | P22 | P23 | P24 | P25 |
| P26 | P27 | P28 | P29 | P30 |
| P31 | P32 | P33 | P34 | P35 |
| P36 | P37 | P38 | P39 | P40 |

|          | B7(MSB) | B6  | B5  | B4  | B3  | B2  | B1  | B0(LSB) |
|----------|---------|-----|-----|-----|-----|-----|-----|---------|
| 1st byte | P8      | P7  | P6  | P5  | P4  | P3  | P2  | P1      |
| 2nd byte | P16     | P15 | P14 | P13 | P12 | P11 | P10 | P9      |
| 3rd byte | P24     | P23 | P22 | P21 | P20 | P19 | P18 | P17     |
| 4th byte | P32     | P31 | P30 | P29 | P28 | P27 | P26 | P25     |
| 5th byte | P40     | P39 | P38 | P37 | P36 | P35 | P34 | P33     |

**14.3.6.3 RAM user font Delete****Code: 1Bh 3Fh a c**

a: Select character

c: Character code to delete

Definable area: a = 1 (01h)

32 (20h) ≤ c ≤ 255 (FFh)

Function: Delete defined RAM user font character.

The built-in character is displayed after this command is executed.

If the RAM user font character is currently being displayed, the display changes to built-in character (according to the current settings for “International Font set” and “Character Table type” commands).

This command is ignored if RAM user font is not defined for the character code.

**14.3.7 Screen Action Commands****14.3.7.1 Brightness (screen)****Code: 1Fh 58h n**

n: Brightness level setting

Definable area: 1 (01h) ≤ n ≤ 8 (08h), 49 (31h) ≤ n ≤ 56 (38h)

Default: n = 4 (04h)

Function: Specify display brightness level.

| n          | Brightness level |
|------------|------------------|
| 01h or 31h | 25 %             |
| 02h or 32h | 50 %             |
| 03h or 33h | 75 %             |
| 04h or 34h | 100 %            |
| 05h or 35h | 125 %            |
| 06h or 36h | 150 %            |
| 07h or 37h | 175 %            |
| 08h or 38h | 200 %            |

**14.3.7.2 Blink (screen)****Code: 1Fh 28h 61h 11h p t1 t2 c**

p: Blink pattern

t1: Normal display time

t2: Blank display time

c: Number of cycles

Definable area: 0 ≤ p ≤ 1

p=0: Display is not affected

p=1: Alternating normal and blank display

1 (01h)  $\leq t1 \leq 255$  (FFh)

1 (01h)  $\leq t2 \leq 255$  (FFh)

0 (00h)  $\leq c \leq 255$  (FFh)

Function: Blink display action

Blink pattern specified by p.

Time specified by t1, t2, and repeat count by c.

A: t1×13.5 ms (Typ.) Normal display time

B: t2×13.5 ms (Typ.) Blank display time

This command does not affect the display memory.

If c=0 is specified, blinking continues during subsequent command/data processing, until c=1 – 255 or Initialize command is specified.

If c=1 – 255 is specified, blink display is repeated 1 – 255 times while command/data execution is stopped. After display blinking is completed, normal display and command/data execution is resumed.

During display blinking, Block cursor, Underline blink cursor, and Character blink stops. After blink action, blinking speed for Block cursor, Underline blink cursor, and Character blink change to t1 and t2 as set in this command.

#### 14.3.7.3 Blink speed

**Code: 1Bh 54h s**

s: Blinking speed

Definable area: 0 (00h)  $\leq s \leq 255$  (FFh)  
 00h, FFh: 128×13.5ms (Typ.)  
 FEh, FDh: 127×13.5ms (Typ.)  
 :  
 :  
 02h, 01h: 1×13.5ms (Typ.)

Default: s = 64 (40h) (32×13.5ms)

Function: Specifies blinking speed for Block cursor, Underline blink cursor, and character blink.

#### 14.3.7.4 Wait

**Code: 1Fh 28h 61h 01h t**

t: Wait time

Definable area: 0 (00h)  $\leq t \leq 255$  (FFh)

Function: Wait for the specified period of time. Command and data processing is suspended.  
 Wait time = t×0.5s approx.

#### 14.3.7.5 Screen saver

**Code: 1Fh 28h 61h 40h p**

p: Screen saver mode

Definable area: 0 (00h)  $\leq p \leq 3$  (03h), 48 (30h)  $\leq p \leq 51$  (33h)  
 p=00h or 30h: Power OFF (display OFF, Power save mode)  
 p=01h or 31h: Power ON (display ON)  
 p=02h or 32h: All dots OFF  
 p=03h or 33h: All dots ON

Function: Control power ON or OFF, and start screen saver mode.

p=00h, 01h, 30h, 31h: Control power ON or OFF. Setting is effective until this command is re-specified, external reset, "Reset" command, or "User set up mode end" command.

p=02h, 03h, 32h, 33h: Start screen saver mode. When next command or data is received, screen saver is cancelled, and previous display condition is resumed.

All dots ON is at gray-shade level 8 (100%), regardless of the setting before Screen saver action.

### 14.3.8 Display Mode Commands

#### 14.3.8.1 Over-write mode

**Code:** 1Fh 01h

Function: Display mode set to Over-write mode.

#### 14.3.8.2 Vertical scroll mode

**Code:** 1Fh 02h

Function: Display mode set to Vertical scroll mode.

#### 14.3.8.3 Horizontal scroll mode

**Code:** 1Fh 03h

Function: Display mode set to Horizontal scroll mode.

#### 14.3.8.4 Horizontal scroll speed

**Code:** 1Fh 73h n

Definable area: 0 (00h) ≤ n ≤ 31 (1Fh)

Default: n = 0 (00h)

| n         | Scroll speed (time per character) |
|-----------|-----------------------------------|
| 00h       | Instantaneous                     |
| 01h – 1Fh | n×13.5ms (Typ.)                   |

Note: Next command is not executed until scrolling action is finished.

#### 14.3.8.5 Write Mode - Quick

**Code:** 1Bh 45h

Function: Specifies quick write mode.

Quick data write with minimum BUSY time will be provided by this mode because data acceptance is given priority over refreshing of the screen.

Note: Within this mode, continuous high speed data write may cause display to flicker. Blinking speed may deviate from set speed.

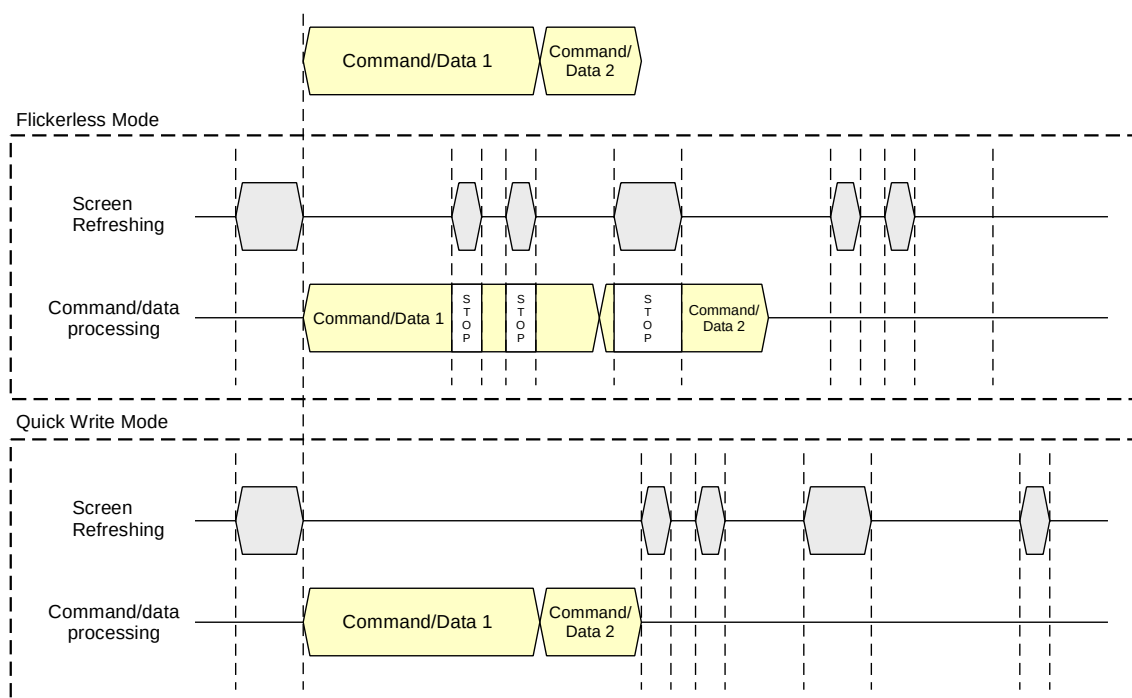
**The figure in 14.3.8.6 Write Mode - Flickerless shows the difference between Flickerless Mode and Quick Write Mode.**

#### 14.3.8.6 Write Mode - Flickerless

**Code:** 1Bh 53h

Function: Specifies flickerless write mode.

Within flickerless mode, although BUSY might become longer, flicker-less high-speed continuous data write can be achieved since refreshing of screen is given priority over data acceptance.



#### 14.3.8.7 Initialize Display

**Code:** 1Bh 40h

**Function:** Clear display and return settings to initial state.  
Software settings return to power-on state.  
Jumper settings are not re-loaded.

#### 14.3.8.8 Reset

**Code:** 1Bh 58h FFh

**Function:** Transition to state immediately after power-on.  
Jumper settings are re-loaded – baud rate (for serial interface), and test mode settings.  
Receive buffer is also cleared.

### 14.3.9 User setup mode Commands

#### 14.3.9.1 User set up mode start

**Code:** 1Fh 28h 65h 01h 49h 4Eh

**Definable area:** d1 = 49h (Character 'I')  
d2 = 4Eh (Character 'N')

**Function:** Start user set up mode.

**This command is only valid in Direct Command mode.**

Display screen is cleared and normal commands stop being accepted.

#### 14.3.9.2 FROM user font Define

**Code:** 1Fh 28h 65h 14h P(20h-1) P(20h-2)...P(FFh-5)

**P:** Definition data

**Definable area:** 0 (00h) ≤ P ≤ 255 (FFh)

(20h-1)...P(20h-5).....P(FFh-5) 5 Bytes / font × 224 characters (1120 bytes)

**Function:** Define the 1 byte user font to the user font table in FROM.

All 224 characters must be defined at once; it is not possible to only define some part of the FROM user font address space. Contents of FROM user font table are not defined when shipped.

**This command is only valid in user setup mode.**

Data defined by this command is retained even if power is turned off.

Display power is switched OFF during processing of this command.

The display screen is cleared and display power is turned on again after this command is executed.

To display FROM user font characters, "Character Table type" command (n=FFh) must be executed.

#### To define and display FROM user font characters:

- |                                      |                                                    |
|--------------------------------------|----------------------------------------------------|
| (1) "User set up mode start" command | Code: 1Fh 28h 65h 01h 49h 4Eh                      |
| (2) "FROM user font Define" command  | Code: 1Fh 28h 65h 14h P(20h-1) P(20h-2)...P(FFh-5) |
| (3) "User set up mode end" command   | Code: 1Fh 28h 65h 02h 4Fh 55h 54h                  |
| (4) "Character Table type" command   | Code: 1Bh 74h FFh                                  |

#### FROM User font data format 5×8 dot assignment

|     |     |     |     |     |
|-----|-----|-----|-----|-----|
| P1  | P2  | P3  | P4  | P5  |
| P6  | P7  | P8  | P9  | P10 |
| P11 | P12 | P13 | P14 | P15 |
| P16 | P17 | P18 | P19 | P20 |
| P21 | P22 | P23 | P24 | P25 |
| P26 | P27 | P28 | P29 | P30 |
| P31 | P32 | P33 | P34 | P35 |
| P36 | P37 | P38 | P39 | P40 |

|          | B7(MSB) | B6  | B5  | B4  | B3  | B2  | B1  | B0(LSB) |
|----------|---------|-----|-----|-----|-----|-----|-----|---------|
| P(XXh-1) | P8      | P7  | P6  | P5  | P4  | P3  | P2  | P1      |
| P(XXh-2) | P16     | P15 | P14 | P13 | P12 | P11 | P10 | P9      |
| P(XXh-3) | P24     | P23 | P22 | P21 | P20 | P19 | P18 | P17     |
| P(XXh-4) | P32     | P31 | P30 | P29 | P28 | P27 | P26 | P25     |
| P(XXh-5) | P40     | P39 | P38 | P37 | P36 | P35 | P34 | P33     |

#### 14.3.9.3 Status information Display

**Code: 1Fh 28h 65h 41h a**

Definable area: a = 2 (02h), 32 (20h), 33 (21h)

a = 02h: Firmware version

a = 20h: Firmware checksum

a = 30h: User font table checksum

[P(20h-1)...P(FFh-5)]

Function: Display on home position the requested status information.

**This command is only valid in user setup mode.**

#### 14.3.9.4 User set up mode end

**Code: 1Fh 28h 65h 02h 4Fh 55h 54h**

Definable area: d1 = 4Fh (Character 'O')

d2 = 55h (Character 'U')

d3 = 54h (Character 'T')

Function: End user set up mode, and software reset of display is executed.

**This command is only valid in user setup mode.**

After this command is executed, software reset is executed, the receiving buffer is cleared, and all settings and display are reset to a power-on condition.

Jumper settings are re-loaded – baud rate (for serial interface), and test mode settings.

### 14.3.10 Diagnostic Serial OUT mode commands

Diagnostic Serial OUT mode can be used, if necessary, to read internal status information via the serial interface. In this mode, the SBUSY pin functions as SOUT (transmission of response data). There is no flow control (handshaking) in this mode.

In order to avoid complications due to SBUSY changing function during operation, this mode is best used, if necessary, immediately after power-on.

#### 14.3.10.1 Diagnostic Serial OUT mode start

**Code:** 1Fh 28h 65h 83h d1 d2

Definable area: d1 = 49h (Character 'I')  
d2 = 4Eh (Character 'N')

Function: Switch SBUSY to Serial OUT and start "Diagnostic Serial OUT mode".

**This command is only valid when mode is Direct Command mode.**

Display screen is not changed and normal commands stop being accepted.

During Diagnostic Serial OUT mode, do not use SBUSY for communication flow control (SBUSY functions as SOUT in this mode).

#### 14.3.10.2 Diagnostic Status information Read

**Code:** 1Fh 28h 65h 40h a [ b c d e ]

Definable area: a = 2 (02h), 32 (20h), 48 (30h), 128 (80h)

a = 02h: Firmware version information (b, c, d, e are not used)

a = 20h: Memory checksum information

0000h ≤ ( b + c×100h ) ≤ FFFFh: Start address

0000h ≤ ( d + e×100h ) ≤ FFFFh: Data length

a = 30h: Product type information (b, c, d, e are not used)

a = 80h: User font information (c, d, e are not used)

20h ≤ b ≤ FFh: Character code

Function: Respond with the requested display status information.

The following data are sent from the serial interface

**This command is only valid in Diagnostic Serial OUT mode.**

| Response data   | Hex       | Data length                                                                   |
|-----------------|-----------|-------------------------------------------------------------------------------|
| 1: Header       | 28h       | 1 byte                                                                        |
| 2: Identifier 1 | 65h       | 1 byte                                                                        |
| 3: Identifier 2 | 40h       | 1 byte                                                                        |
| 4: Data         | 00h - FFh | a = 02h: 4 bytes<br>a = 20h: 4 bytes<br>a = 30h: 11 bytes<br>a = 80h: 5 bytes |

#### 14.3.10.3 Diagnostic Serial OUT mode end

**Code:** 1Fh 28h 65h 84h d1 d2 d3

Definable area: d1 = 4Fh (Character 'O')

d2 = 55h (Character 'U')

d3 = 54h (Character 'T')

Function: Switch Serial OUT to SBUSY and start "Direct Command mode".

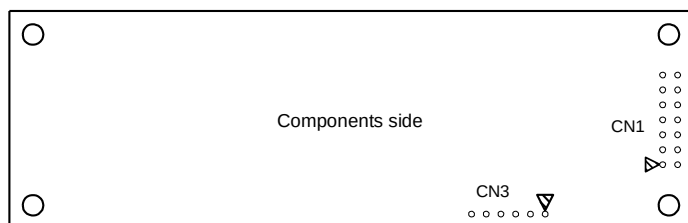
**This command is only valid in Diagnostic Serial OUT mode.**

After "Diagnostic Serial OUT mode end" command is executed, SBUSY=0 (READY) until receipt of next data.



## 15 Connectors

CN1 and CN3 are positioned as follows:



### 15.1 Parallel interface connector (Fourteen through-holes / CN1)

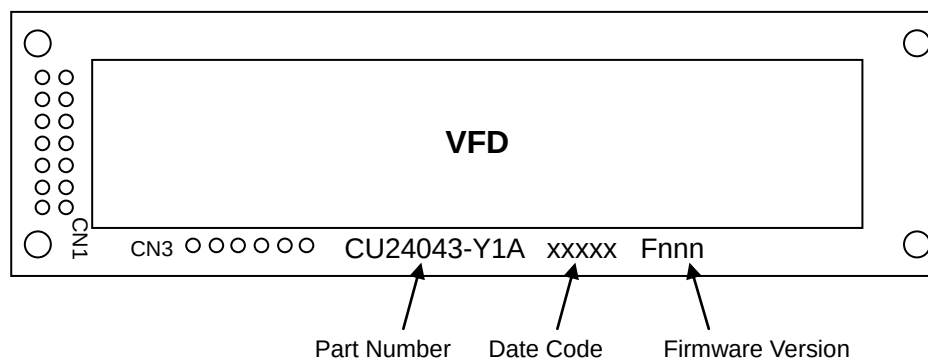
| Pin No. | Signal name | Function         | Direction | Pin No. | Signal name | Function         | Direction |
|---------|-------------|------------------|-----------|---------|-------------|------------------|-----------|
| 1       | GND         | Ground           | -         | 8       | D1          | Data input       | Input     |
| 2       | VCC         | Power supply     | -         | 9       | D2          | Data input       | Input     |
| 3       | PBUSY       | Display busy     | Output    | 10      | D3          | Data input       | Input     |
| 4       | /RESET      | Reset            | Input     | 11      | D4          | Data input       | Input     |
| 5       | /WR         | Data write       | Input     | 12      | D5          | Data input       | Input     |
| 6       | NC          | Not connected    | -         | 13      | D6          | Data input       | Input     |
| 7       | D0          | Data input (LSB) | Input     | 14      | D7          | Data input (MSB) | Input     |

### 15.2 Serial interface connector (Six through-holes / CN3)

| Pin No. | Signal name | Function      | Direction |
|---------|-------------|---------------|-----------|
| 1       | VCC         | Power supply  | -         |
| 2       | SIN         | Data receive  | Input     |
| 3       | GND         | Ground        | -         |
| 4       | SBUSY       | Display busy  | Output    |
| 5       | NC          | No connection | -         |
| 6       | /RESET      | Reset         | Input     |

## 16 Firmware Version Notation

The firmware version is shown in the following position.





## Notice for the Cautious Handling of VFD Modules

### Handling and Usage Precautions:

Please carefully follow the appropriate product application notes and operation standards for proper usage, safe handling, and maximum performance.

#### [VFD tubes are made of glass]

- The edges of the VFD glass envelope are not smooth, so it is necessary to handle carefully to avoid injuries to hands.
- Use caution to avoid breaking the VFD glass envelope, to prevent injury from sharp glass particles.
- The tip of the exhaust pipe is fragile so avoid shock from impact.
- It is recommended to allow sufficient open space surrounding the exhaust pipe to avoid possible damage.
- Please design the PCB for the VFD module within 0.3 mm warping tolerance to avoid any forces that may damage the display due to PCB distortion causing a breakdown of the electrical circuit leading to VFD failure.

#### [High voltage]

- Avoid touching conductive electrical parts, because the VFD module uses high voltage exceeding 30 – 100 volts.
- Even when electric power is turned off, it may take more than one minute for the electrical current to discharge.

#### [Cable connection]

- Do not unplug the power and/or data cables of VFD modules during operation, because unrecoverable damage may result.
- Sending input signals to the VFD module when not powered can cause I/O port damage.
- It is recommended to use a 30cm or shorter signal cable to prevent functional failures.

#### [Electrostatic charge]

- VFD modules need electrostatic-free packaging and protection from electrostatic charges during handling and usage.

#### [Structure]

- During operation, VFD and VFD modules generate heat. Please consider sufficient heat radiation dissipation using heat sink solutions.
- Preferably, use UL-grade materials or components in conjunction with VFD modules.
- Warp and twist movement causes stress and may break VFDs and VFD modules. Please adhere to allowances within 0.3mm at the point of attachment.

#### [Power]

- Apply regulated power to the VFD module within specified voltages to protect from failures.
- VFD modules may draw in-rush current exceeding twice the typical current at power-on, so a power supply with sufficient capacity and quick starting of the power regulator is recommended.
- VFD module needs a specified voltage at the point of connection. Please use an adequate power cable to avoid a decrease in voltage. As a safety measure, a fuse or other over-current protection is recommended.

#### [Operating consideration]

- Illuminating phosphor will decrease in brightness during extended operation. If a fixed pattern illuminates for an extended period (several hours), the phosphor efficiency will decrease compared to the non-operating phosphor, causing non-uniform brightness. Please consider programming the display patterns to use all phosphor segments evenly. Scrolling may be a consideration for a period of time to refresh the phosphor condition and improve even illumination of the pixels.
- A signal cable 30cm or less is recommended to avoid possible disturbances to the signal.

#### [Storage and operating environment]

- Please use VFD modules under the recommended specified environmental conditions. Salty, sulfuric and dusty environments may damage the VFD module even during storage.

#### [Disposal]

- VFD uses lead-containing materials (RoHS directive exempts these lead compounds in the glass for electronic devices). When discarding VFDs or VFD modules, please adhere to applicable laws and regulations.

#### [Other cautions]

- Although the VFD module is designed to be protected from electrical noise, please plan your circuitry to exclude as much noise as possible.
- Do not reconstruct or repair the VFD module without our authorization. We cannot assure the quality or reliability of unauthorized reconstructed VFD modules.

#### Notice:

- We do not authorize the use of any patents that may be inherent in these specifications.
- Neither whole nor partial copying of these specifications is permitted without our approval. If necessary, please ask for assistance from our sales consultant.
- This product is not designed for military, aerospace, medical or other life-critical applications. If you choose to use this product for these applications, please ask us for prior consultation or we cannot accept responsibility for problems that may occur.

**Revision history**

| Spec. number    | Date          | Revision                                                                                                                                                                                                                                                                                                                                                                      |
|-----------------|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| DS-1570-0001-00 | Jan. 29, 2009 | Initial Issue                                                                                                                                                                                                                                                                                                                                                                 |
| DS-1570-0001-01 | Feb. 19, 2010 | <p>Font specification included<br/> Command names simplified<br/> Order of command details re-arranged by function</p> <p>14.3.10.1 Diagnostic Serial OUT mode start<br/> Correction:<br/> “Display screen is cleared”→“Display screen is not changed”</p> <p>15 Connectors<br/> CN1 and CN3 position added.</p> <p>Minor spelling, grammar, and typographic corrections.</p> |
|                 |               |                                                                                                                                                                                                                                                                                                                                                                               |