

# POWERTIP TECH. CORP.

DISPLAY DEVICES FOR BETTER ELECTRONIC DESIGN

## Specification For Approval

Customer : \_\_\_\_\_

Model Type : LCD Module

Sample Code : PC1601LRS-HSO-B-S0

Mass Production Code : \_\_\_\_\_

Edit : 0

| Customer Sign | Sales Sign | Approved By | Prepared By |
|---------------|------------|-------------|-------------|
|               |            |             |             |

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# 1. SPECIFICATIONS

## 1.1 Features

- 16-characters, one-lines liquid crystal display of 5\*8 dot matrix + cursor
- 1/16 Duty, 1/4 bias
- STN LCD, positive, gray display
- Transflective LCD
- 6 o'clock viewing angle
- 8 bits parallel data input
- Built-in negative voltage generator circuit and LED backlight

## 1.2 Mechanical Specifications

- Outline dimension : 85.0mm(L)\* 28.0mm(W)\*9.9mm max.(H)
- Viewing area : 65.0mm \*16.0mm
- Active area : 59.62mm \*6.56mm
- Dot size : 0.55mm \*0.75mm
- Dot pitch : 0.63mm \*0.83mm
- Character Size : 3.07mm \*6.56mm

## 1.3 Absolute Maximum Ratings

| Item                     | Symbol | Conditions | Min. | Max.    | Unit |
|--------------------------|--------|------------|------|---------|------|
| Power supply Voltage     | VDD    | -          | 0    | 6.5     | V    |
| LCD drive Supply voltage | VDD-VO | -          | -    | 13      | V    |
| Input voltage            | VIN    | -          | -0.3 | VDD+0.3 | V    |
| Operating temperature    | TOPR   | -          | 0    | 50      | °C   |
| Storage temperature      | TSTG   | -          | -20  | 70      | °C   |
| Humidity*1               | HD     | -          | -    | 90      | %RH  |

## 1.4 DC Electrical Characteristics

VDD=+5V±10%, VSS=0V, TA=25°C

| Item                 | Symbol | Condition | Min.    | Typ. | Max.   | Unit |
|----------------------|--------|-----------|---------|------|--------|------|
| Logic Supply voltage | VDD    | -         | 4.5     | 5    | 5.5    | V    |
| “H” input voltage    | VIH    | -         | 0.8VDD  | -    | VDD    | V    |
| “L” input voltage    | VIL    | -         | 0       | -    | 0.2VDD | V    |
| “H” output voltage   | VOH    | -         | VDD-0.3 | -    | -      | V    |
| “L” output voltage   | VOL    | -         | -       | -    | 0.3    | V    |
| Supply current       | IDD    | VDD=5V    | -       | 2.3  | -      | mA   |
| LCD driving voltage  | VOP    | VDD-VO    | -       | 4.5  | -      | V    |



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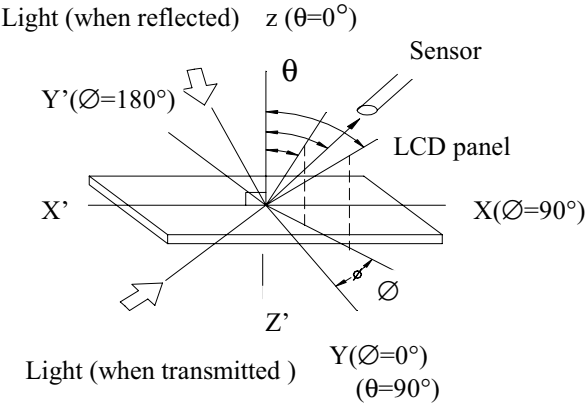
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**1.5 Optical Characteristics**

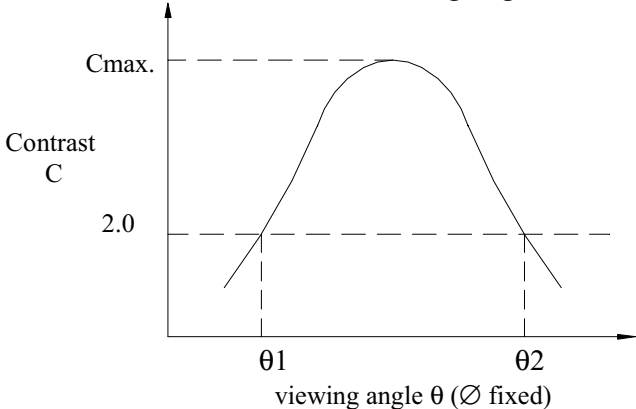
1/16 duty, 1/4 bias,  $V_{opr}=4.5V$ ,  $T_a=25^\circ C$

| Item                | Symbol   | Conditions                                | Min.       | Typ.  | Max   | Reference   |
|---------------------|----------|---|------------|-------|-------|-------------|
| Viewing angle       | $\theta$ | $C \geq 2.0, \varnothing = 0^\circ C$     | $30^\circ$ | -     | -     | Notes 1 & 2 |
| Contrast            | C        | $\theta = 5^\circ, \varnothing = 0^\circ$ | -          | 3     | -     | Note 3      |
| Response time(rise) | $t_r$    | $\theta = 5^\circ, \varnothing = 0^\circ$ | -          | 100ms | 150ms | Note 4      |
| Response time(fall) | $t_f$    | $\theta = 5^\circ, \varnothing = 0^\circ$ | -          | 300ms | 500ms | Note 4      |

Note 1: Definition of angles  $\theta$  and  $\varnothing$



Note 2: Definition of viewing angles  $\theta_1$  and  $\theta_2$

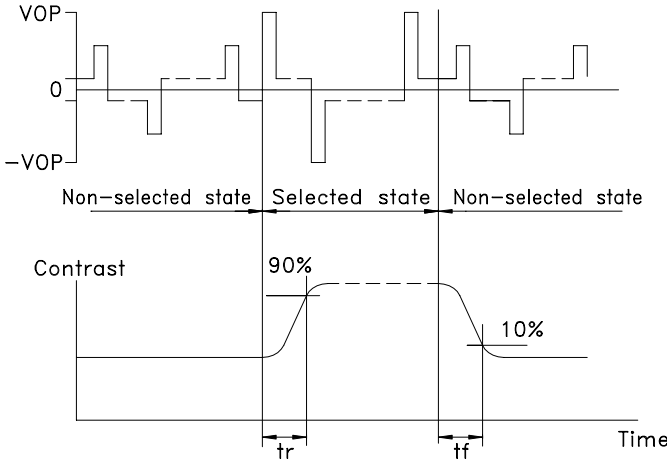
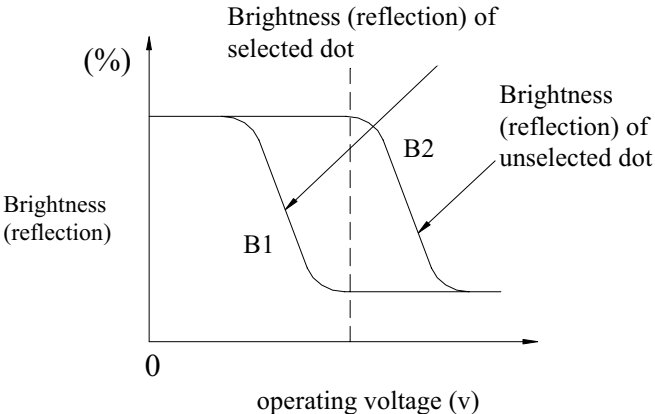


Note : Optimum viewing angle with the naked eye and viewing angle  $\theta$  at  $C_{max}$ . Above are not always the same

Note 3: Definition of contrast C

$$C = \frac{\text{Brightness (reflection) of unselected dot (B2)}}{\text{Brightness (reflection) of selected dot (B1)}}$$

Note 4: Definition of response time



Note: Measured with a transmissive LCD panel which is displayed  $1 \text{ cm}^2$

$V_{opr}$  : Operating voltage       $f_{FRM}$  : Frame frequency  
 $T_r$  : Response time (rise)       $t_f$  : Response time (fall)

## 1.6 Backlight Characteristic

The LCD Module is backlight using a LED panel

- .Maximum Ratings

| Item                  | Symbol | Conditions | Min. | Max. | Unit |
|-----------------------|--------|------------|------|------|------|
| Forward current       | IF     | TA=25°C    | -    | 240  | mA   |
| Reverse voltage       | VR     | TA=25°C    | -    | 8    | V    |
| Power dissipation     | PO     | TA=25°C    | -    | 1.2  | W    |
| Operating Temperature | TOPR   | -          | -20  | 70   | °C   |
| Storage temperature   | TSTG   | -          | -40  | 80   | °C   |

- .Electrical Ratings

Ta=25°C

| Item               | Symbol       | Condition | Min. | Typ. | Max. | Unit              |
|--------------------|--------------|-----------|------|------|------|-------------------|
| Forward voltage    | VF           | IF=120mA  | -    | 4.2  | 4.8  | V                 |
| Reverse current    | IR           | VR=8V     | -    | -    | 0.3  | mA                |
| Luminous intensity | IV           | IF=120mA  | -    | 150  | -    | cd/m <sup>2</sup> |
| Wavelength         | λp           | IF=120mA  | 569  | -    | 575  | nm                |
| Color              | Yellow Green |           |      |      |      |                   |



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## 2. MODULE STRUCTURE

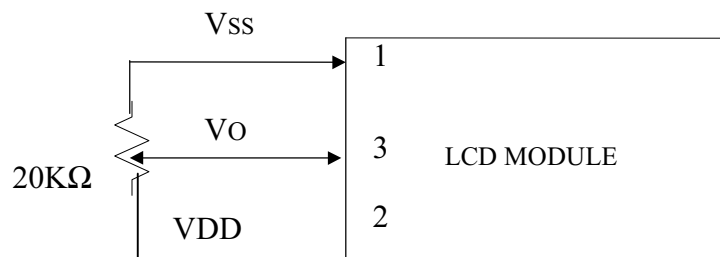
### 2.1 Counter Drawing

\*See Appendix

### 2.2 Interface Pin Description

| Pin No. | Symbol    | Signal Description  |
|---------|-----------|---|
| 1       | VSS       | Signal ground (GND)   |
| 2       | VDD       | Power Supply (5 V)  |
| 3       | VO        | Operating voltage (LCD Driver)  |
| 4       | RS        | Register Selection input<br>High = Data register<br>Low = Instruction register (for write)<br>Busy flag address counter (for read)                                  |
| 5       | R/W       | Read/Write signal input is used to select the read/write mode<br>High = Read mode, Low = Write mode   |
| 6       | E         | Start enable signal to read or write the data   |
| 7~10    | DB0 ~ DB3 | Four low order bi-directional three-state data bus lines. Use for data transfer between the MPU and the LCD module. These four are not used during 4-bit operation. |
| 11~14   | DB4 ~ DB7 | Four high order bi-directional three-state data bus lines. Used for data transfer between the MPU and the LCD module. DB7 can be used as a busy flag.               |

Contrast Adjust

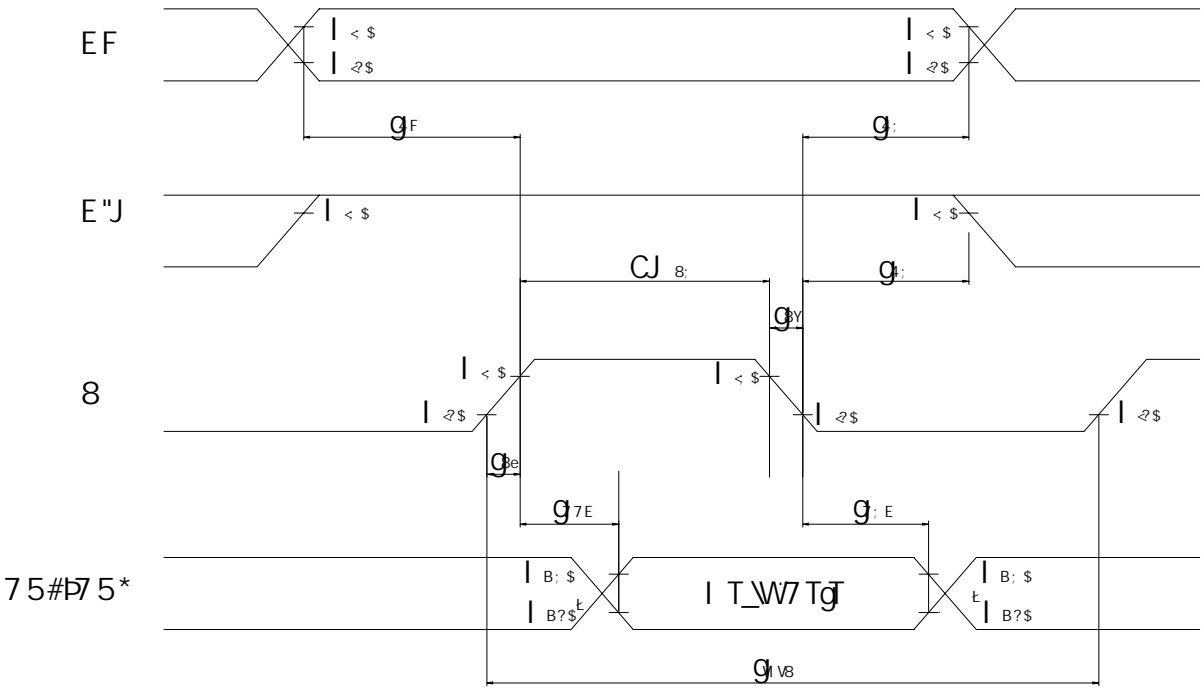


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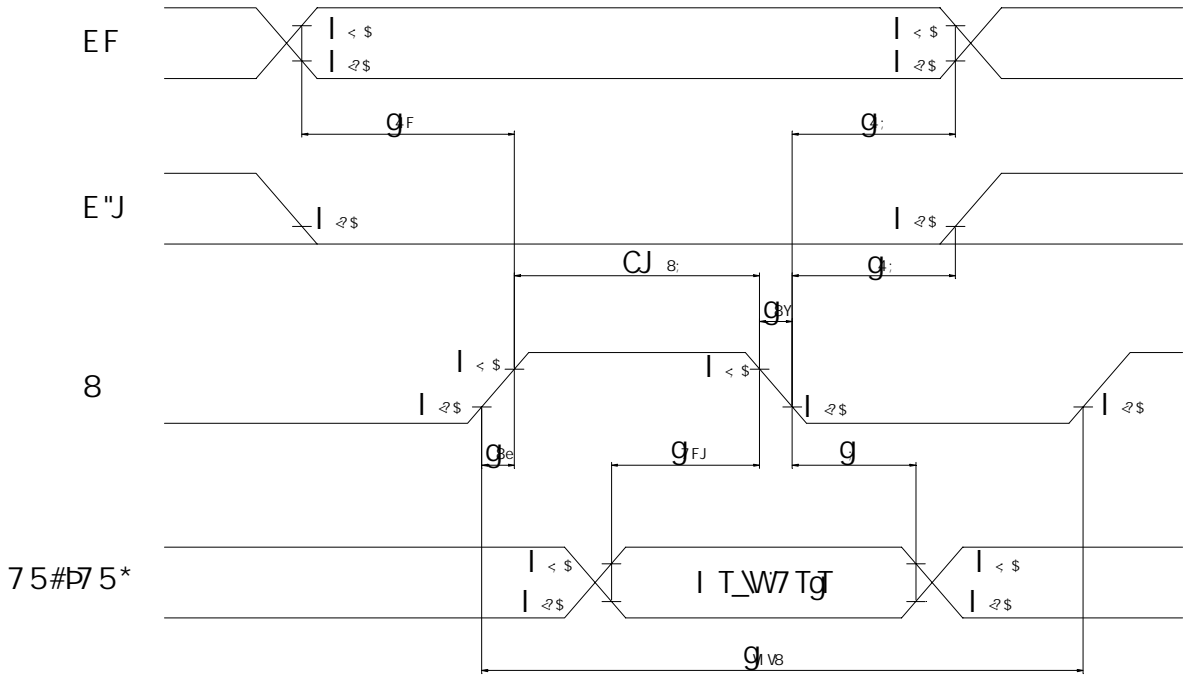
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### 2.3 Timing Characteristics

• Read cycle



• Write cycle



- Read cycle

 $V_{DD}=+5V\pm 10\%$ ,  $V_{SS}=0V$ ,  $T_a=25^\circ C$ 

| Parameter                    | Symbol | Min. | Typ. | Max. | Unit |
|------------------------------|--------|------|------|------|------|
| Enable cycle time            | tc     | 500  | -    | -    | ns   |
| Enable “H” level pulse width | tw     | 230  | -    | -    | ns   |
| Enable rise /fall time       | tr,tf  | -    | -    | 20   | ns   |
| RS,R/W setup time            | tsu    | 40   | -    | -    | ns   |
| RS,R/W address hold time     | th     | 10   | -    | -    | ns   |
| Read data output delay time  | tD     | -    | -    | 160  | ns   |
| Read data hold time          | tDH    | 5    | -    | -    | ns   |

- Write cycle

| Parameter                    | Symbol | Min. | Typ. | Max. | Unit |
|------------------------------|--------|------|------|------|------|
| Enable cycle time            | tc     | 500  | -    | -    | ns   |
| Enable “H” level pulse width | tw     | 230  | -    | -    | ns   |
| Enable rise /fall time       | tr,tf  | -    | -    | 20   | ns   |
| RS,R/W setup time            | tsu    | 40   | -    | -    | ns   |
| RS,R/W address hold time     | th     | 10   | -    | -    | ns   |
| Read data output delay time  | tD     | 80   | -    | -    | ns   |
| Read data hold time          | tDH    | 10   | -    | -    | ns   |



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## 2.4 Display Command

| Instructions               | Instruction Code |     |     |     |     |     |     |     |     |     | Description   | Execution Time<br>(fosc = 270KHZ) |
|----------------------------|------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|-----------------------------------|
|                            | RS               | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |   |                                   |
| Clear Display              | 0                | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 1   | Write "20H" to DDRAM. and set DDRAM address to "00H" from AC.   | 1.52ms                            |
| Return Home                | 0                | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 1   | ×   | Set DDRAM address to "00H" from AC and return cursor to it's original position if shifted. The contents of DDRAM are not changed. | 1.52ms                            |
| Entry Mode Set             | 0                | 0   | 0   | 0   | 0   | 0   | 0   | 1   | I/D | SH  | Assign cursor moving direction and make shift of entire display enable.   | 37μs                              |
| Display ON/OFF Control     | 0                | 0   | 0   | 0   | 0   | 0   | 1   | D   | C   | B   | Sets display (D), cursor(C), and blinking of cursor(B) on/off control bit.  | 37μs                              |
| Cursor or Display Shift    | 0                | 0   | 0   | 0   | 0   | 1   | S/C | R/L | ×   | ×   | Set cursor moving and display shift control bit, and the direction, without changing of DDRAM data.                               | 37μs                              |
| Function Set               | 0                | 0   | 0   | 0   | 1   | DL  | N   | F   | ×   | ×   | Set interface data length (DL:4 - bit/8-bit), numbers of display line (N: 1-line/2-line), display font type(F:5*8 dots/5*11 dots) | 37μs                              |
| Set CGRAM Address          | 0                | 0   | 0   | 1   | AC5 | AC4 | AC3 | AC2 | AC1 | AC0 | Set CGRAM address in address counter.   | 37μs                              |
| Set DDRAM Address          | 0                | 0   | 1   | AC6 | AC5 | AC4 | AC3 | AC2 | AC1 | AC0 | Set DDRAM address in address counter.   | 37μs                              |
| Read Busy Flag and Address | 0                | 1   | BF  | AC6 | AC5 | AC4 | AC3 | AC2 | AC1 | AC0 | Whether during internal operation or not can be known by reading BF. The contents of address counter can also be read.            | 0μs                               |
| Write Data to RAM          | 1                | 0   | D7  | D6  | D5  | D4  | D3  | D2  | D1  | D0  | Write data into internal RAM (DDRAM/CGRAM).   | 43μs                              |
| Read Data from RAM         | 1                | 1   | D7  | D6  | D5  | D4  | D3  | D2  | D1  | D0  | Read data from internal RAM (DDRAM/CGRAM).  | 43μs                              |

※ "× ":don't care



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## 2.5 Character Pattern