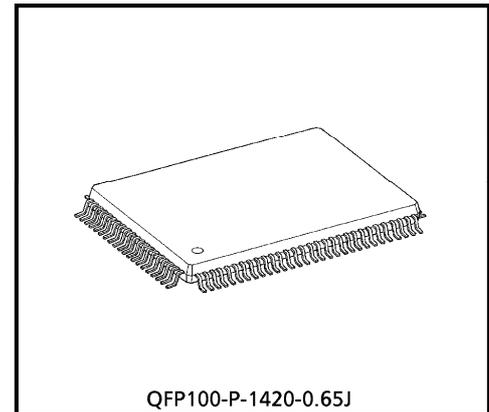


**T7779****CRT / LCD CONTROLLER LSI**

The T7779 is a controller LSI for a raster-scan-type CRT display and large-scale dot matrix LCD. It can be used in applications ranging from small-scale character display systems to large-scale graphic display systems.

**FEATURES**

- Refresh memory address : MA0 to MA15 (2<sup>16</sup>)
- Line scanning address : LA0 to LA4 (2<sup>5</sup>)
- Frame buffer capacity : Max 64 KBytes (character)  
Max 2 MBytes (graphic)
- Number of characters per line : 1 to 255
- Number of character rows : 1 to 255
- Scrolling, Paging
- Light pen
- Horizontal dots per character according to font : 5, 6, 7, 8
- Vertical dots per character according to font : 1 to 32
- Data output : 1-bit output, 2-bit (odd / even) output, 4-bit output
- Various attribute functions : Underline Cursor ON/OFF  
Underline Cursor Blink  
Character ON/OFF  
Character Normal/Inverse  
Character Blink  
Blink Frequency Change
- External synchronization (Non-Interlace mode only)
- HMCS6800-family-compatible bus interface
- Single 5V power supply
- High speed operation : 18 MHz
- Low power consumption
- CMOS, Si-Gate structure
- 100-pin flat plastic package

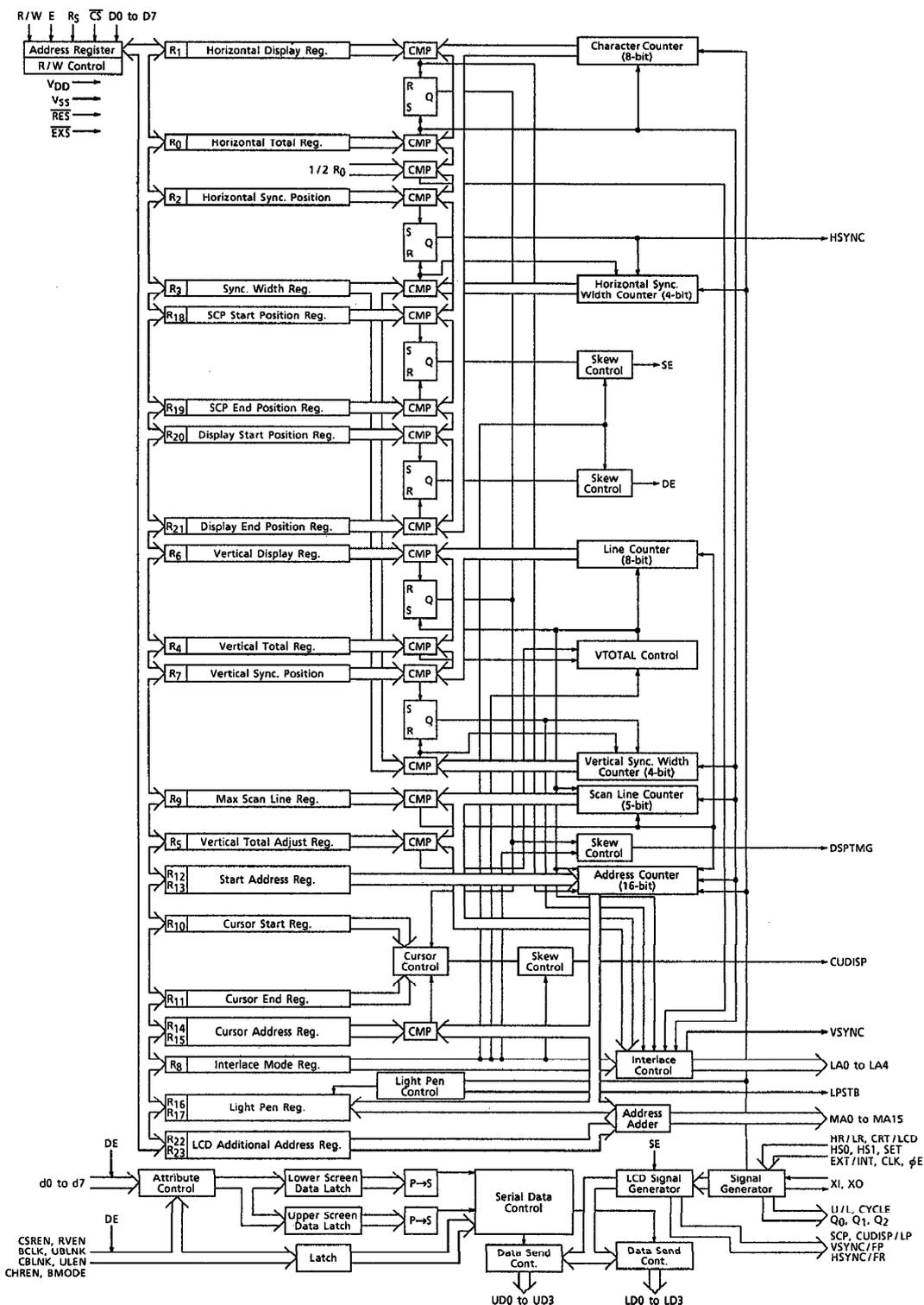


Weight: 1.6g (typ.)

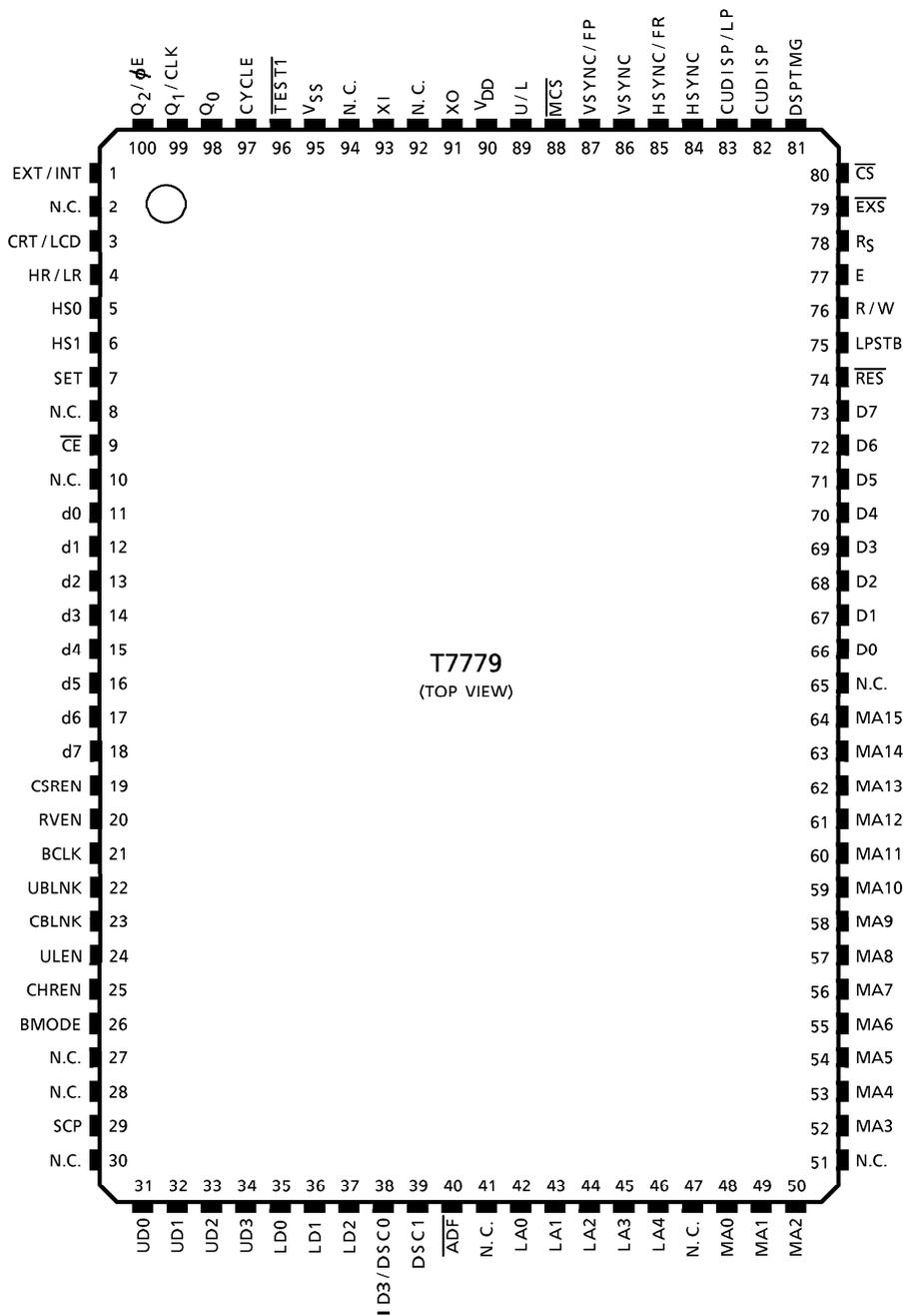
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BLOCK DIAGRAM



PIN ASSIGNMENT



**PIN FUNCTIONS**

PIN NAME	I/O	FUNCTIONS				
MA0 to MA15	Output	(Memory Address) Memory refresh address				
LA0 to LA4	Output	(Line Address) Line scanning address for character generator				
D0 to D7	I/O	(Data) Data I/O terminal for built-in registers				
d0 to d7	Input	(Data) Parallel data input for LCD				
$\overline{\text{ADF}}$	Input	(Address Float) For LA / MA outputs in High Impedance mode. High impedance when set to 0				
CSREN	Input	(Cursor Enable) Underline cursor enabling signal Display of cursor is enabled when set to 1 (d0 to d7 are inhibited)				
RVEN	Input	(Reverse Enable) Reverse attribute signal. Display of d0 to d7 is inverted when set to 1 (except for the cursor)				
BCLK	Input	(Blink Clock) Clock input for blink. 0 = ON, 1 = OFF				
UBLNK	Input	(Underline Blink) Underline blink attribute signal. Blink is enabled when set to 1				
CBLNK	Input	(Character Blink) Character blink attribute signal. Blink is enabled when set to 1				
ULEN	Input	(Underline Enable) Underline attribute signal. Underline is displayed when set to 1				
CHREN	Input	(Character Enable) Data input enabling signal. Display is enabled when set to 1				
BMODE	Input	(Blink Mode) To change an external / internal blink clock	BMODE	0	1	1
		$f_{\text{BCLK}}$ : Clock frequency supplied to the BCLK	BCLK	—	0	1
		$f_{\text{FR}}$ : Frame frequency	Blink Freq.	$f_{\text{BCLK}}$	$f_{\text{FR}} / 8$	$f_{\text{FR}} / 16$
SET	Input	(Set) To set built-in registers. Set when SET = 1 and CRT / LCD = 1				
HR / LR	Input	(High Resolution / Low Resolution) High Resolution / Low Resolution mode select. High Resolution mode is selected when set to 1				
CRT / LCD	Input	(Cathode Ray Tube / Liquid Crystal Display) CRT / LCD mode select. LCD mode is selected when set to 1				

PIN NAME	I/O	FUNCTIONS			
$\overline{CS}$	Input	(Chip Select) Chip select signal input	$\overline{CS}$	$R_S$	Register name
			1	—	Invalid
$R_S$	Input	(Register Select) Register select signal input	0	0	Address register
			0	1	Control register
E	Input	(Enable) Enable signal input. Usually connected to system $\phi 2$ clock.			
R/W	Input	(Read / Write) R / W signal input. Read when set to 1			
$\overline{RES}$	Input	(Reset) Reset signal input. Reset when set to 0			
LPSTB	Input	(Light Pen Strobe) Light pen strobe signal input			
DSPTMG	Output	(Display Timing) Display timing signal			
CUDISP	Output	(Cursor Display) Cursor display signal			
CUDISP / LP	Output	(Cursor Display / Latch Pulse) Cursor display / latch pulse			
HSYNC	Output	(Horizontal SYNC) Horizontal synchronization			
HSYNC / FR	Output	(Horizontal SYNC / Frame) Horizontal sync / frame			
VSYNC	Output	(Vertical SYNC) Vertical synchronization			
VSYNC / FP	Output	(Vertical SYNC / Frame Pulse) Vertical sync / frame pulse			
SCP	Output	(Shift Clock Pulse) Shift clock pulse for column driver			
$\overline{MCS}$	Output	(Multi Controller Sync) Multi controller synchronization			
U / L	Output	(Upper / Lower) Upper / lower screen signal. Upper screen when set to 0			
CYCLE	Output	(Cycle Steal) Cycle steal signal			
$\overline{CE}$	Output	(Chip Enable) Chip enable signal			
DSC1	Input	(Data Sending Control 1) Serial data format select			
LD3 / DSC0	O / I	(Lower Data 3 / Data Sending Control 0) Serial data for column driver / serial data format select			

PIN NAME	I/O	FUNCTIONS					
LD0 to LD2	Output	(Lower Data 0 to 2) Serial data for column driver					
UD0 to UD3	Output	(Upper Data 0 to 3) Serial data for column driver					
$\overline{\text{EXS}}$	Input	(External Sync) External synchronization					
HS0, HS1	Input	(Horizontal Select)	HS0	0	1	0	1
		To determine the number of horizontal dots per font	HS1	0	0	1	1
			Horizontal dot	5	6	7	8
Q <sub>0</sub>	Output	Built-in dot counter output					
Q <sub>1</sub> /CLK	O/I	Built-in dot counter output/word clock input					
Q <sub>2</sub> /φE	O/I	Built-in dot counter output/dot clock input					
EXT/INT	Input	(External/Internal) External/internal clock select. Internal clock when set to 1					
XI, XO	—	Connect to crystal oscillator					
$\overline{\text{TEST1}}$	Input	(Test) Usually connected to V <sub>DD</sub>					
V <sub>DD</sub>	—	Power supply (5V)					
V <sub>SS</sub>	—	Power supply (0V)					

(Note 1) DSC1 = 0 : LD3 / DSC0 = DSC0 (input)

(a) DSC0 = 0 (1-bit mode)

UD0 : for dots in the upper area

LD0 : for dots in the lower area

(b) DSC0 = 1 (2-bit mode)

UD0 : for even dots in the upper area

UD1 : for odd dots in the upper area

LD0 : for even dots in the lower area

LD1 : for odd dots in the lower area

(Note 2) DSC1 = 1 (4-bit mode) : LD3 / DSC0 = LD3 (output)

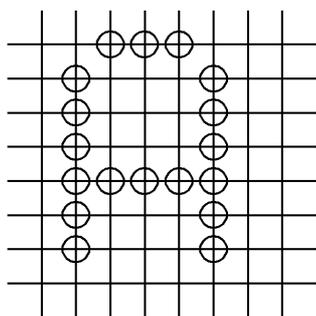
UD0 to UD3 : for dots in the upper area

LD0 to LD3 : for dots in the lower area

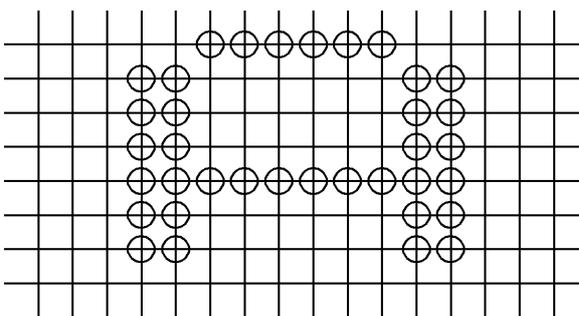
**DESCRIPTION OF PINS**

- **HR / LR**

The HR / LR input is used to select either High Resolution mode or Low Resolution mode, in the LCD mode. The difference between the High Resolution mode and the Low Resolution mode is shown in the following diagram.



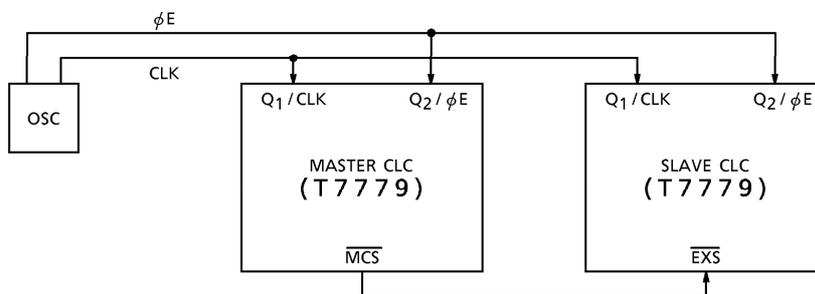
"A" displayed in High Resolution mode



"A" displayed in Low Resolution mode

- **$\overline{\text{EXS}}$**

In Non-Interlace mode only, the  $\overline{\text{EXS}}$  input is used to synchronize the slave-CLC to the master-CLC.



- SET

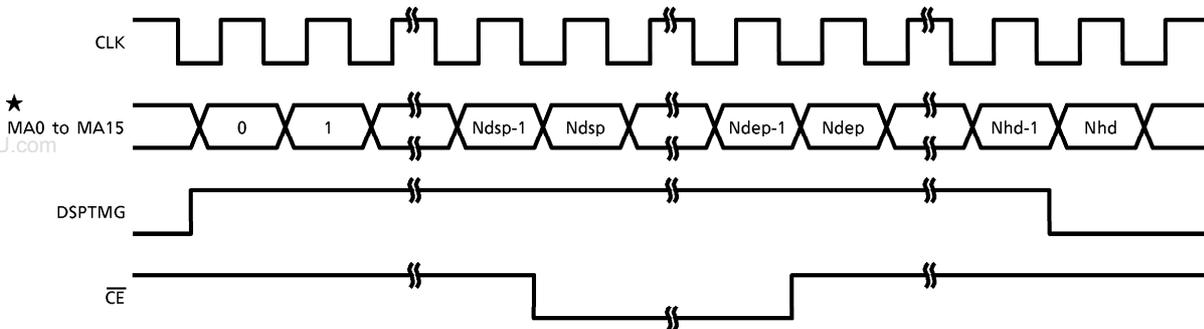
The SET input is used to set the internal registers. In LCD mode, a high level on the SET input forces the internal registers into the following state:

REGISTER No.	REGISTER NAME	$2 \leq Nr \leq 31$		Nr = 0 or 1	
		LR	HR	LR	HR
R <sub>0</sub>	Horizontal Total	47	87	47	87
R <sub>1</sub>	Horizontal Displayed	*	*	*	*
R <sub>2</sub>	H.Sync Position	*	*	*	*
R <sub>3</sub>	Sync Width	*	*	*	*
R <sub>4</sub>	Vertical Total	12	12	51	51
R <sub>5</sub>	V.Total Adjust	0	0	0	0
R <sub>6</sub>	Vertical Displayed	255	255	255	255
R <sub>7</sub>	V.Sync Position	255	255	255	255
R <sub>8</sub>	Interlace Mode and Skew	0	0	0	0
R <sub>9</sub>	Max. Scan Line Address	*	*	*	*
R <sub>10</sub>	Cursor Start	*	*	*	*
R <sub>11</sub>	Cursor End	*	*	*	*
R <sub>12</sub>	Start Address (H)	*	*	*	*
R <sub>13</sub>	Start Address (L)	*	*	*	*
R <sub>14</sub>	Cursor Address (H)	*	*	*	*
R <sub>15</sub>	Cursor Address (L)	*	*	*	*
R <sub>16</sub>	Light Pen (H)	*	*	*	*
R <sub>17</sub>	Light Pen (L)	*	*	*	*
R <sub>18</sub>	SCP Start Position	128	128	128	128
R <sub>19</sub>	SCP End Position	Nhd	Nhd	Nhd	Nhd
R <sub>20</sub>	Display Start Position	0	0	0	0
R <sub>21</sub>	Display End Position	Nhd	Nhd	Nhd	Nhd
R <sub>22</sub>	Additional Address (H)	2	4	8	8
R <sub>23</sub>	Additional Address (L)	8	16	32	32

LR : Low Resolution mode  
 HR : High Resolution mode  
 \* : Does not change

•  $\overline{CE}$

The  $\overline{CE}$  output is a low-active signal which indicates the presence of a valid data address (d0 to d7, attribute) to the external logic



★ The initial MA is determined by  $R_{12}/R_{13}$  (Start Address Register), which is zero in this timing example.

**BUILT-IN REGISTERS**

Internal operation of the T7779 is determined by the value of the built-in registers. When you want to write to these registers, first you must write the control register address into the address register ( $R_5 = 0$ ). Then you can write (or read) the value into (or from) the control register ( $R_5 = 1$ ).

$\overline{CS}$	$R_5$	REGISTER	READ	WRITE
1	—	Invalid	—	—
0	0	Address Register	x	○
0	1	Control Register	—	—

REGISTER No.	REGISTER NAME	SYM.	DATA BIT							
			7	6	5	4	3	2	1	0
R0	Horizontal Total*	Nht								
R1	Horizontal Displayed	Nhd								
R2	Horizontal Sync Position*	Nhsp								
R3	Sync Width	Nvsw Nhsw	VW3 to VW0				HW3 to HW0			
R4	Vertical Total*	Nvt								
R5	Vertical Total Adjust	Nadj	—							
R6	Vertical Displayed	Nvd								
R7	Vertical Sync Position*	Nvsp								
R8	Interlace Mode and Skew		C1	C0	D1	D0	—		V	S
R9	Max Scan Line Address	Nr	—							
R10	Cursor Start	Ncsr	CUL	B	P					
R11	Cursor End	Ncer	—							

REGISTER No.	REGISTER NAME	SYM.	DATA BIT							
			7	6	5	4	3	2	1	0
R12	Start Address (H)									
R13	Start Address (L)									
R14	Cursor Address (H)									
R15	Cursor Address (L)									
R16	Light Pen (H)									
R17	Light Pen (L)									
R18	SCP Start Position	Nssp	SC							
R19	SCP End Position	Nsep								
R20	Display Start Position	Ndsp								
R21	Display End Position	Ndep								
R22	Additional Address (H)									
R23	Additional Address (L)									

(Note 1) Write Value of register marked by "\*" (Write value) = (fixed value) - 1

(Note 2) Write Value of Rg

- Non-Interlace mode ..... (Write Value Nr) = (Appointing value) - 1  
Interlace Sync mode
- Interlace Sync and Video mode (Write Value Nr) = (Appointing value) - 2

(Note 3) For Interlace mode, the horizontal total register (R0) must be odd.

(Note 4) Bits 0 to 3 of R3 determine the width of the horizontal sync. pulse.  
Bits 4 to 7 of R3 determine the width of the vertical sync. pulse.

Vw3	Vw2	Vw1	Vw0	PULSE WIDTH
0	0	0	0	16H
0	0	0	1	1
0	0	1	0	2
0	0	1	1	3
0	1	0	0	4
0	1	0	1	5
0	1	1	0	6
0	1	1	1	7
1	0	0	0	8
1	0	0	1	9
1	0	1	0	10
1	0	1	1	11
1	1	0	0	12
1	1	0	1	13
1	1	1	0	14
1	1	1	1	15

H : Scan-line time

Hw3	Hw2	Hw1	Hw0	PULSE WIDTH
0	0	0	0	Don't care
0	0	0	1	1HC
0	0	1	0	2
0	0	1	1	3
0	1	0	0	4
0	1	0	1	5
0	1	1	0	6
0	1	1	1	7
1	0	0	0	8
1	0	0	1	9
1	0	1	0	10
1	0	1	1	11
1	1	0	0	12
1	1	0	1	13
1	1	1	0	14
1	1	1	1	15

HC : Character time

(Note 5) Bits 0 and 1 of R<sub>g</sub> control the Interlace mode. Bits 4 and 5 of R<sub>g</sub> control the DSPTMG skew. Bits 6 and 7 of R<sub>g</sub> control the CUDISP skew.

V	S	RASTER-SCAN MODE	D <sub>1</sub>	D <sub>0</sub>	DSPTMG SKEW	C <sub>1</sub>	C <sub>0</sub>	CUDISP SKEW
0	0	Non-Interlace Mode	0	0	No Character Skew	0	0	No Character Skew
0	1		0	1	One Character Skew	0	1	One Character Skew
1	0	Interlace Sync Mode	1	0	Two Character Skew	1	0	Two Character Skew
1	1	Interlace Sync and Video Mode	1	1	Not Available	1	1	Not Available

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(Note 6) Bit 5 of R<sub>10</sub> is used for blink period control, bit 6 is used to select blink or non-blink, and Bit 7 is used to select the cursor display screen for the LCD.

B	P	CURSOR DISPLAY MODE	CUL	CURSOR DISPLAY SCREEN
0	0	Non-Blink	0	Upper Screen
0	1	Cursor Non-Display	1	Lower Screen
1	0	Blink 1/16 Field Rate		
1	1	Blink 1/32 Field Rate		

(Note 7) Bit 7 of R<sub>18</sub> determines the number of the LCD screen.

S <sub>C</sub>	NUMBER OF LCD SCREEN
0	1
1	2

● Address register

R <sub>S</sub>	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	Write				REGISTER ADDRESS				

This 5-bit write-only register contains the address of one of the other 24 registers. When you want to write or read one of the registers (R<sub>0</sub> to R<sub>23</sub>), first you must write the address of the register in this register.

● Control register

(Note) ▽ = CRT mode, ▼ = LCD mode

(1) Horizontal total register (R<sub>0</sub>)

R <sub>S</sub>	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	Write	Nht-1							

- ▽ This 8-bit write-only register determines the horizontal sync. frequency. The value entered in this register should be one less than the total number of characters on one line.
- ▼ This 8-bit write-only register determines the non-displayed character times (retrace). If there is no retrace period, this LSI does not operate correctly. The retrace period is the difference between Nht + 1 and Nhd (= Nht + 1 – Nhd). Usually this value should be set to Nhd + 1. In 1 Character Skew mode, set the value to Nhd + 2. In 2 Character Skew mode, set the value to Nhd + 3.

(2) Horizontal displayed register (R<sub>1</sub>)

R <sub>S</sub>	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	Write	Nhd							

- ▽▼ This 8-bit write-only register determines the number of characters displayed per line. The contents of R<sub>1</sub> must be less than the contents of R<sub>0</sub> (Nhd < Nht).

(3) Horizontal sync. position register (R<sub>2</sub>)

R <sub>S</sub>	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	Write	Nhsp-1							

- ▽ This 8-bit write-only register determines the horizontal sync. position. The value held in this register is one less than the computed number of characters.
- ▼ The horizontal sync. pulse is not necessary. However, you can use it if you wish.

(4) Sync width register (R<sub>3</sub>)

R <sub>S</sub>	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	Write	Nvsw				Nhsw			

▽▼ This 8-bit write-only register determines the width of the vertical and horizontal sync pulses.

When Nvsw = 1 to 15, pulse width = 1 to 15H (H : time to scan 1 line)

When Nvsw = 0, pulse width = 16H

When Nhsw = 1 to 15, pulse width = 1 to 15HC (HC : time to scan 1 character)

When Nhsw = 0, don't care.

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(5) Vertical total register (R<sub>4</sub>)

R <sub>S</sub>	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	Write	Nvt-1							

▽ This 8-bit write-only register determines the vertical sync. frequency. The value entered in this register is one less than the number of lines of characters.

▼ This 8-bit write-only register determines the number of rows displayed on the screen. The value held in the register is one less than the number of lines of characters.

(6) Vertical total adjust register (R<sub>5</sub>)

R <sub>S</sub>	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	Write				Nadj				

▽ This 5-bit write-only register adjusts the total number of scan lines per frame.

▼ Usually set to 0.

(7) Vertical displayed register (R<sub>6</sub>)

R <sub>S</sub>	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	Write	Nvd							

▽ This 8-bit write-only register determines the number of character rows displayed on the screen. The contents of R<sub>6</sub> is less than the contents of R<sub>4</sub> (Nvd < Nvt).

▼ The contents of R<sub>6</sub> must be more than the contents of R<sub>4</sub> (Nvd > Nvt). Usually set to FF (Hex).

(8) Vertical sync. position register (R7)

R <sub>S</sub>	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	Write	Nvsp-1							

▽ This 8-bit write-only register determines the vertical sync. position. The value entered in this register is one less than the computed number of character lines.

▼ The vertical sync. pulse is not necessary. However, you can use it if you wish.

(9) Interlace mode and skew register (Rg)

R <sub>S</sub>	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	Write	C <sub>1</sub>	C <sub>0</sub>	D <sub>1</sub>	D <sub>0</sub>			V	S

V	S	INTERLACE MODE	D <sub>1</sub>	D <sub>0</sub>	DSPTMG	C <sub>1</sub>	C <sub>0</sub>	CUDISP
0	0	Non-Interlace Mode	0	0	No Character Skew	0	0	No Character Skew
0	1		0	1	1-Character Skew	0	1	1-Character Skew
1	0	Interlace Sync Mode	1	0	2-Character Skew	1	0	2-Character Skew
1	1	Interlace Sync and Video Mode	1	1	Not Available	1	1	Not Available

▽ Interlace modes are selected using the two low order bits of this 6-bit write-only register. DSPTMG skew is controlled by bits 4 and 5 of Rg. CUDISP skew is controlled by bits 6 and 7 of Rg.

▼ Non-Interlace mode only is available. The skew function is the same as for CRT mode.

(10) Max scan line address register (Rg)

R <sub>S</sub>	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	Write				Nr-1				

▽ This 5-bit write-only register determines the number of scan lines per character row. In Non-Interlace or Interlace Sync mode, the value programmed in the register is one less than the number of scan lines. In Interlace Sync and Video mode, the value is two less than the number of scan lines.

▼ This 5-bit write-only register determines the number of horizontal dots per character row. The value is one less than the number of horizontal dots.

(11) Cursor start register (R<sub>10</sub>)

R <sub>S</sub>	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	Write	CUL	B	P	Ncsr				

▽ This register determines the start scan line of the cursor and the cursor display mode. Bits 0 to 4 of R<sub>10</sub> determine the start scan line of the cursor. Bits 5 and 6 (P, B) of R<sub>10</sub> determine the cursor display mode.

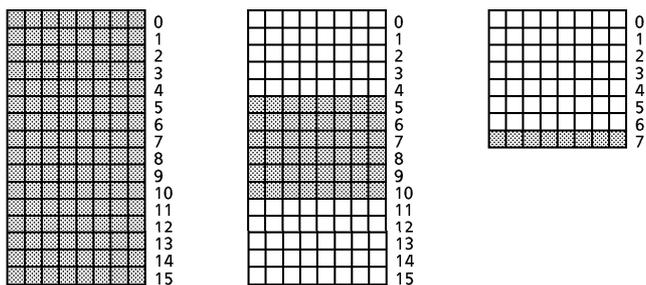
▼ In LCD 2-screen mode, bit 7 of R<sub>10</sub> determines the cursor display screen. If you want to program the cursor position anywhere in the lower screen, bit 7 of R<sub>10</sub> must be set to 1.

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(12) Cursor end register (R<sub>11</sub>)

R <sub>S</sub>	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	Write				Ncer				

▽▼ This 5-bit write-only register determines the last scan line of cursor.



Max Scan Line Address = 15  
Cursor Start = 0  
Cursor End = 15

Max Scan Line Address = 15  
Cursor Start = 5  
Cursor End = 10

Max Scan Line Address = 7  
Cursor Start = 7  
Cursor End = 7

B	P	CURSOR DISPLAY MODE
0	0	Non-Blink
0	1	Non-Display
1	0	Blink 1 / 16 Field Rate
1	1	Blink 1 / 32 Field Rate

(13) Start address register (R<sub>12</sub>, R<sub>13</sub>)

R <sub>S</sub>	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	R/W	START ADDRESS (H)-R <sub>12</sub>							
1	R/W	START ADDRESS (L)-R <sub>13</sub>							

▽▼ This 16-bit read/write register pair determines the memory address corresponding to the first line on the screen. Hardware scrolling by line or page may be accomplished by modifying the contents of this register.

(14) Cursor address register (R<sub>14</sub>, R<sub>15</sub>)

R <sub>S</sub>	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	R/W	CURSOR ADDRESS (H)-R <sub>14</sub>							
1	R/W	CURSOR ADDRESS (L)-R <sub>15</sub>							

▽ This 16-bit read/write register pair determines the cursor display address.

▼ The built-in address counter generates only upper screen addresses. If you want to program the cursor position anywhere in the lower screen, this register pair must be programmed with the upper screen address corresponding to the lower screen address.

(15) Light pen register (R<sub>16</sub>, R<sub>17</sub>)

R <sub>S</sub>	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	Read	LIGHT PEN ADDRESS (H)-R <sub>16</sub>							
1	Read	LIGHT PEN ADDRESS (L)-R <sub>17</sub>							

▽ This 16-bit read-only register pair captures the refresh address on the positive edge of LPSTB.

(16) SCP start position register (R<sub>18</sub>)

R <sub>S</sub>	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0	
1	R/W	S <sub>C</sub>	Nssp							S <sub>C</sub> = 0 : 1 screen, S <sub>C</sub> = 1 : 2 screens

▼ This 8-bit read/write register determines the SCP (Shift Clock Pulse) start position. The value held in bits 0 to 6 of this register is one less than the computed number of characters. This value is set to 0. Bit 7 of R<sub>18</sub> determines the number of LCD screens.

(17) SCP end position register (R<sub>19</sub>)

R <sub>S</sub>	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	R/W	Nsep							

▼ This 8-bit read/write register determines the SCP end position. The value held in the register is one less than the computed number of characters. This register is usually set to the same value as R<sub>1</sub>.

(18) Display start position register (R<sub>20</sub>)

R <sub>S</sub>	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	R/W	Ndsp							

▽▼ This 8-bit read/write register determines the display start position. The value held in the register is one less than the computed number of characters. The register is usually set to 0.

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(19) Display end position register (R<sub>21</sub>)

R <sub>S</sub>	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	R/W	Ndep							

▽▼ This 8-bit read/write register determines the display end position. The value held in the register is one less than the computed number of characters. This register is usually set to the same value as R<sub>1</sub>.

(20) Additional address register (R<sub>22</sub>, R<sub>23</sub>)

R <sub>S</sub>	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	R/W	ADDITIONAL ADDRESS (H)-R <sub>22</sub>							
1	R/W	ADDITIONAL ADDRESS (L)-R <sub>23</sub>							

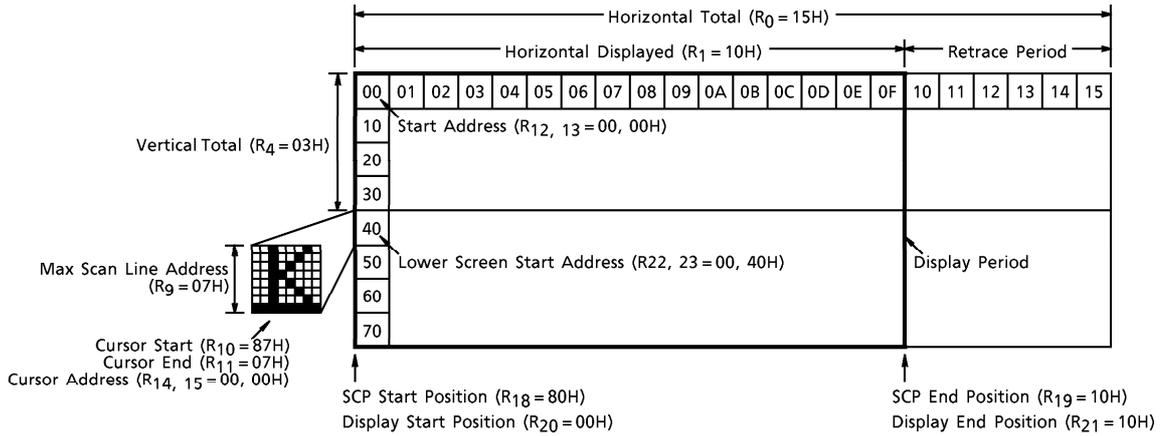
▼ The built-in address counter generates only upper screen addresses. The T7779 adds the contents of this 16-bit register pair to the address counter value to form the lower screen address.

**FUNCTION DESCRIPTION**

• Register functions

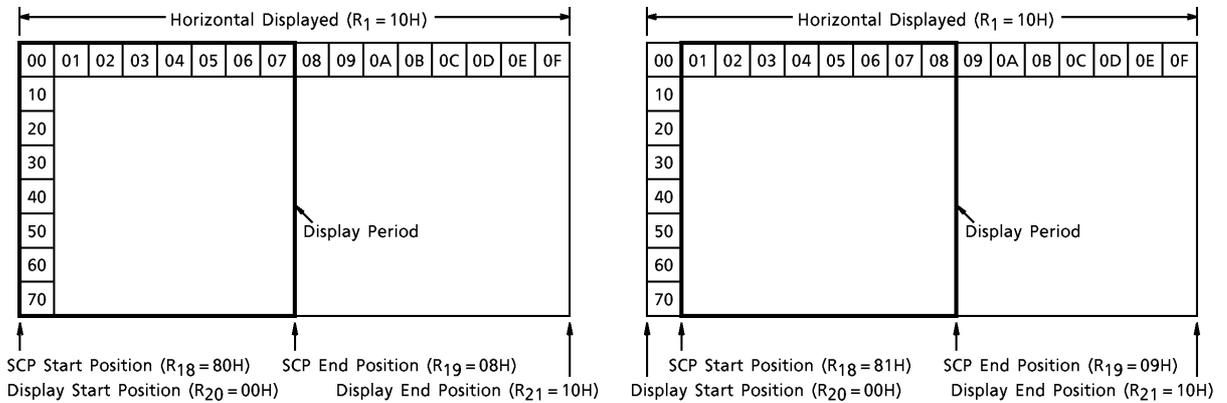
(1) An example of register values

An example of register values in LCD 2-Screen mode is shown below



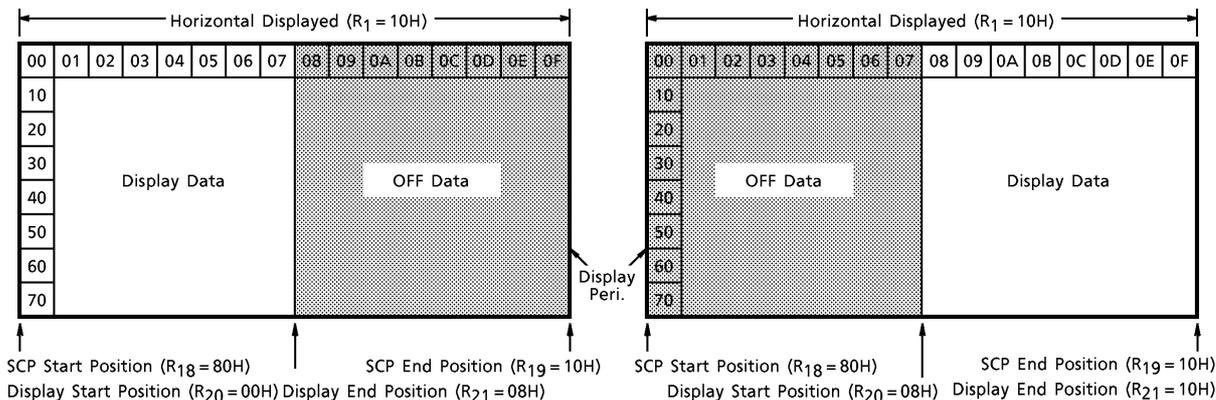
(2) Horizontal scroll function (LCD mode)

Hardware horizontal character scrolling may be accomplished by modifying the contents of the SCP start position register (R18) and SCP end position register (R19).



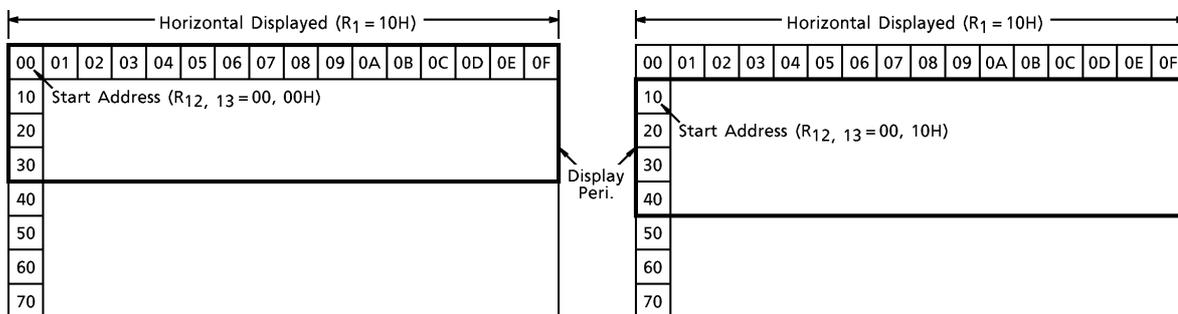
(3) Mask function

Hardware character masking may be accomplished by modifying the contents of the display start position register (R<sub>20</sub>) and display end position register (R<sub>21</sub>). This function is useful for the multicontroller system.



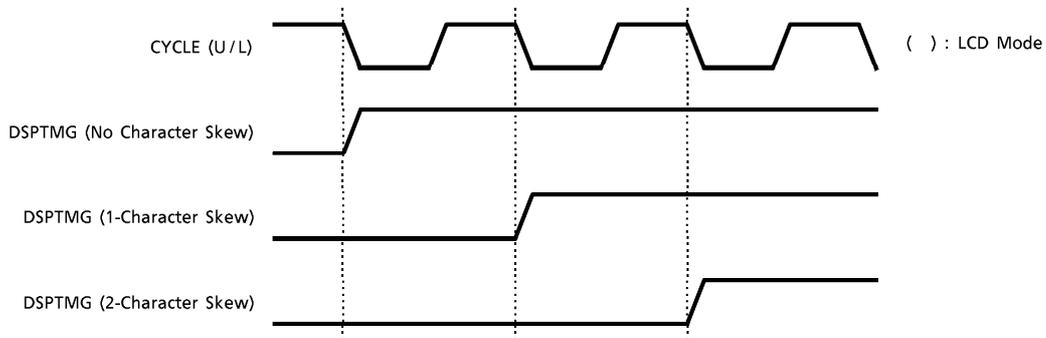
(4) Vertical scroll function

Hardware vertical scrolling by line or by page may be accomplished by modifying the contents of the start address register (R<sub>12</sub>, R<sub>13</sub>) without modifying the contents of refresh memory.

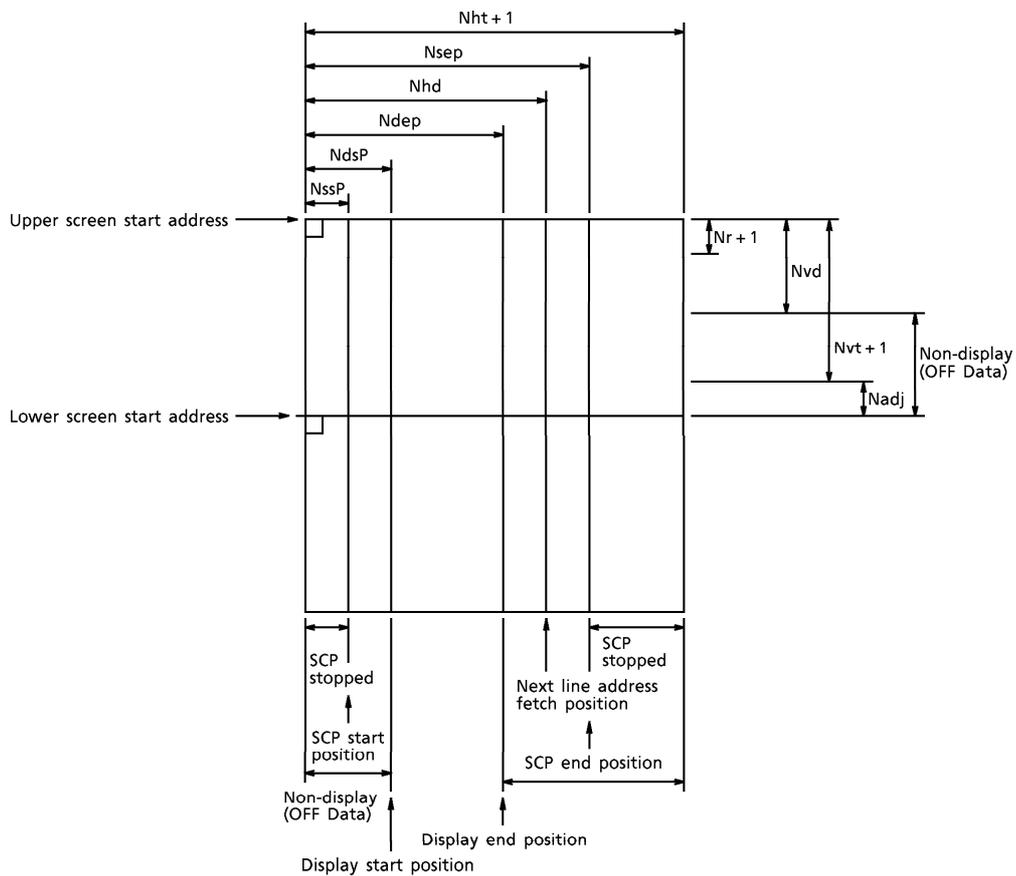


(5) Skew function

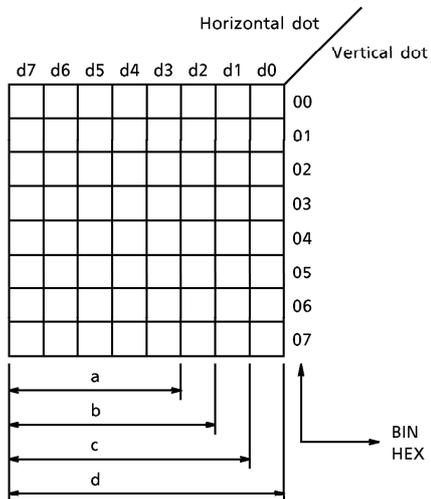
If the memory access cycle and the data latch are not synchronized to each other, this function must be used.



● SCREEN FORMAT



- Relationship between memory address (LA0 to LA4) and memory data (d0 to d7)  
The addresses of vertical dots are in hex. format.



- a : Valid data when these are 5 horizontal dots (HS0=0, HS1=0)
- b : Valid data when these are 6 horizontal dots (HS0=1, HS1=0)
- c : Valid data when these are 7 horizontal dots (HS0=0, HS1=1)
- d : Valid data when these are 8 horizontal dots (HS0=1, HS1=1)

EX.) When address is 07H

LA4	LA3	LA2	LA1	LA0
0	0	1	1	1
0	7			

- Relationship between the display screen and memory addresses (MA0 to MA15, LA0 to LA4)

LINE	CHAR- ACTER LA	Display period			Retrace period		
		1	2	80	81		
1	000	0000	0001	→	004F	0050	
	001	0000	0001	→	004F	0050	
	010						
	011						
	100						
	101						
	110						
	111	0000	0001	→	004F	0050	
	2	000	0050	0051	→	009F	00A0
111		0050	0051	→	009F	00A0	
↓		↓	↓				
	13	000	03C0	03C1	→	040F	0410
111		03C0	03C1	→	040F	0410	
14	000	0410	0411	→	045F	0460	
	111	0410	0411	→	045F	0460	
↓		↓	↓				
	25	000	0780	0781	→	07CF	07D0
111		0780	0781	→	07CF	07D0	

(Note) State address : 0000H  
 LCD lower screen additional address : 0410H  
 Nr (maximum raster address) : 07H  
 80 characters x 13 lines x 2 screens

- OPERATING MODES

The T7779 has two operating modes; CRT mode and LCD mode. LCD mode is further subdivided into 1-Screen mode, 2-Screen mode, High Resolution mode and Low Resolution mode.

- (1) CRT mode

When CRT/LCD=0, the T7779 operates in CRT mode. The T7779 consists of a CRT controller and LCD interface circuit. In CRT mode, the T7779 uses the CRT controller circuit only. When the T7779 is operating in CRT mode, you can use the parallel-to-serial circuit that is included in the LCD interface circuit. However, when you have to operate the P/S circuit at more than 18 MHz, you cannot use the built-in P/S circuit.

- (2) LCD mode

When CRT/LCD=1, the T7779 operates in LCD mode. When the T7779 is operating in LCD mode, the CRT controller circuit generates only upper screen addresses.

- a) 2-Screen mode

When the T7779 is operating in LCD mode, the cycle time of the built-in address counter is twice that when the T7779 is operating in CRT mode. In 2-Screen mode (R<sub>18</sub>-bit 7=1), the T7779 generates the lower screen address by adding the built-in address counter value and the contents of R<sub>22</sub>, R<sub>23</sub>. When U/L=L, the upper screen address is sent out from the MA0 to MA15 pins. When U/L=H, the lower screen address is sent out from the MA0 to MA15 pins. In this case, however, the LA0 to LA4 outputs do not change. So it is impossible to set a row that extends from the upper screen to the lower screen.

The cycle time of the U/L-signal is twice as long as that of the CYCLE-signal. The CYCLE-signal is L in the first half of the U/L-signal, and H in the second half of the U/L-signal. If the CPU accesses the display memory when CYCLE=L, you can rewrite the display memory without disturbing the display.

- b) 1-Screen mode

When the T7779 is operating in LCD mode, the cycle time of the built-in address counter is twice that when the T7779 is operating in CRT mode. In 1-Screen mode (R<sub>18</sub>-bit 7=0), the upper screen address is sent out from MA0 to MA15 pins during the cycle time of the U/L-signal. The CYCLE-signal is sent out using the same timing as in 2-Screen mode.

- c) High Resolution mode

High Resolution mode is usually set (HR/LR=1).

- d) Low Resolution mode

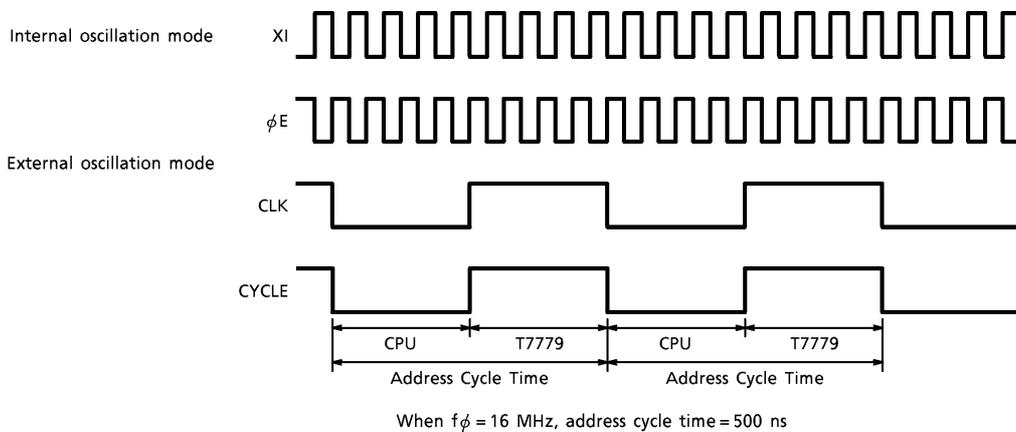
In Low Resolution mode (HR/LR=0), each horizontal dot is displayed twice. When the total of horizontal dots=640 and the number of horizontal dots per character=8, 80-characters are displayed in High Resolution mode and 40-characters are displayed in Low Resolution mode. When you change the High Resolution/Low Resolution mode setting, you must change not only the HR/LR pin but also the contents of the built-in registers to match 40-character display.

● MEMORY INTERFACE

If the CPU accesses the memory while the T7779 is accessing the memory, the display will be disturbed. There are two methods for rewriting the display memory without disturbing the display. One is to rewrite the display memory during the retrace period (DSPTMG=L). The other is to rewrite the display memory while CYCLE=L. A detailed explanation of the second case is shown below.

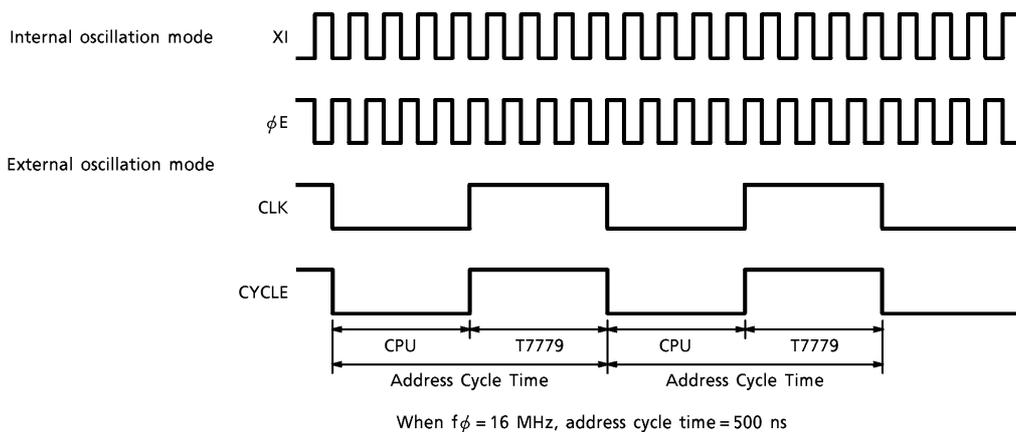
(1) Interface for CRT mode

The interface circuit must be constructed so that the CPU can access the memory when CYCLE=L.



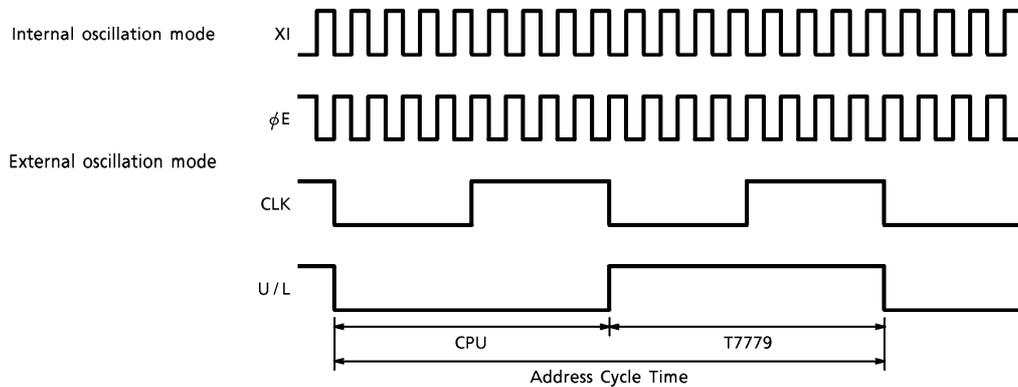
(2) Interface for LCD 2-Screen mode

The interface circuit must be constructed so that the CPU can access the memory when CYCLE=L.



(3) Interface for LCD 1-Screen mode

The interface circuit must be constructed so that the CPU can access the memory when U/L=L.

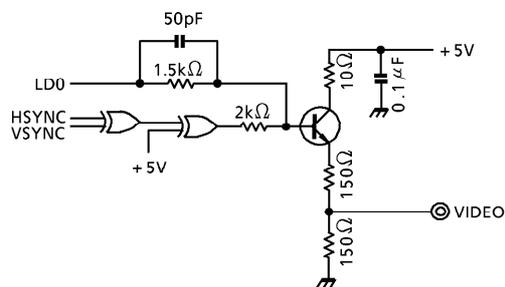


When  $f\phi = 16$  MHz, address cycle time = 1000 ns

● MONITOR INTERFACE

(1) CRT (NTSC)

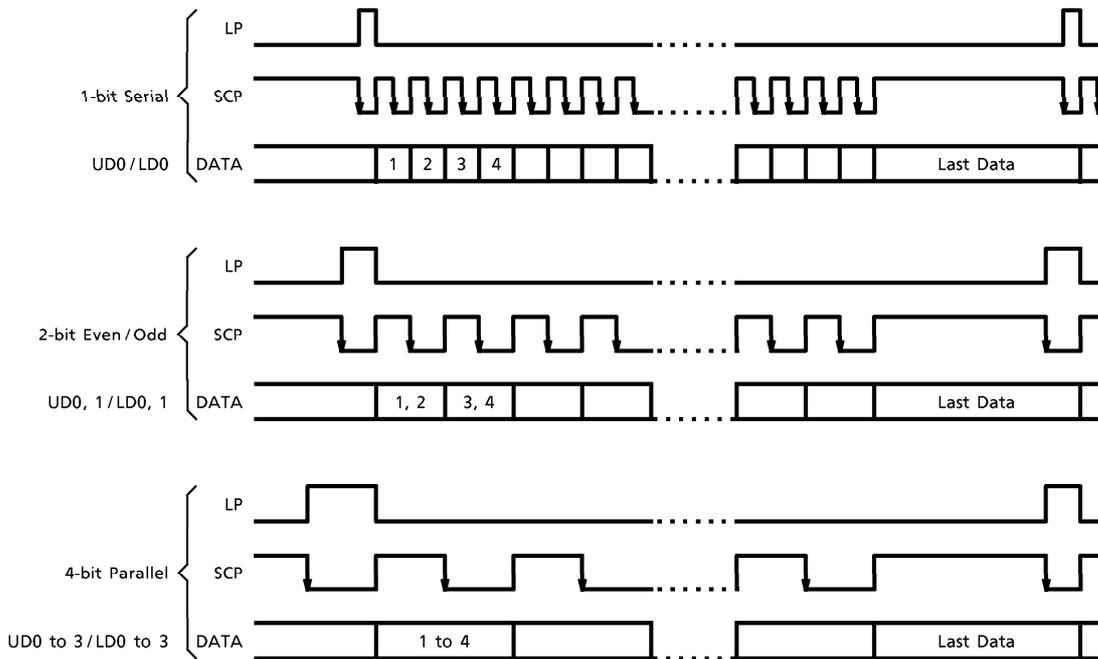
The resistance-mixing circuit generates a monochrome composite signal.



(2) LCD

You can connect the T7779 (directly or through a CMOS buffer) to various types of LCD module that are on the market, and make various settings, such as 1 or 2 screens, the number of data bus lines, the number of horizontal dots and the duty. The relation between data transmission, the shift clock and latch pulse is as shown below. The shift clock frequency becomes low as the number of data lines increases. Hence it is useful for the low power system.

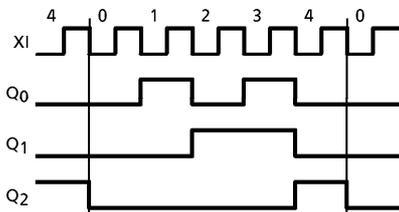
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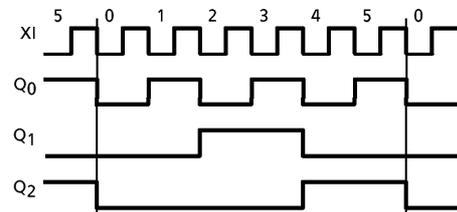
● Timing Chart ( I ) (HR / LR = 1 : High Resolution mode)

(1) Internal clock ( $Q_1 / CLK = Q_1, Q_2 / \phi E = Q_2$ )

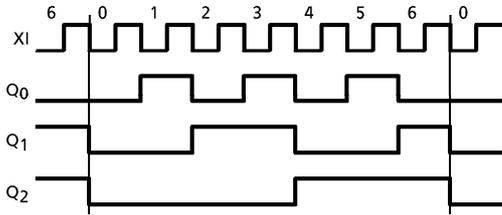
a) Hor. dots per font = 5  
(HS0 = 0, HS1 = 0)



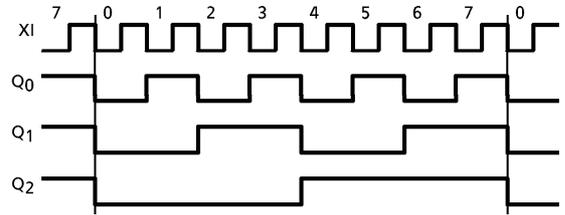
b) Hor. dots per font = 6  
(HS0 = 1, HS1 = 0)



c) Hor. dots per font = 7  
(HS0 = 0, HS1 = 1)

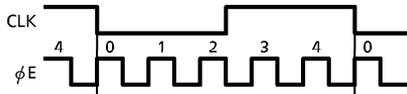


d) Hor. dots per font = 8  
(HS0 = 1, HS1 = 1)

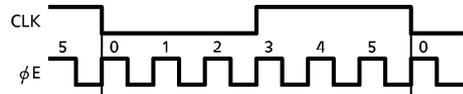


(2) External clock ( $Q_1 / CLK = CLK$ ,  $Q_2 / \phi E = \phi E$ )

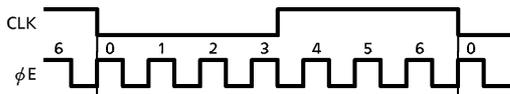
a) Hor. dots per font = 5  
(HS0 = 0, HS1 = 0)



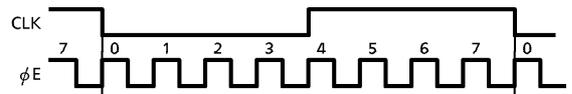
b) Hor. dots per font = 6  
(HS0 = 1, HS1 = 0)



c) Hor. dots per font = 7  
(HS0 = 0, HS1 = 1)



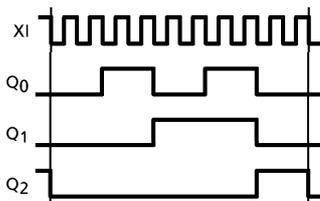
d) Hor. dots per font = 8  
(HS0 = 1, HS1 = 1)



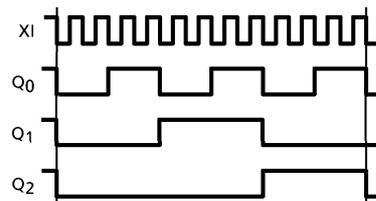
• Timing Chart (II) (HR / LR = 0 : Low Resolution mode)

(1) Internal clock ( $Q_1 / CLK = Q_1$ ,  $Q_2 / \phi E = Q_2$ )

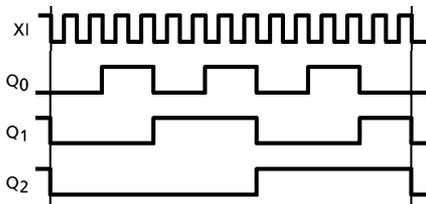
a) Hor. dots per font = 5  
(HS0 = 0, HS1 = 0)



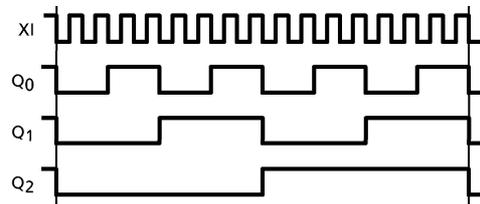
b) Hor. dots per font = 6  
(HS0 = 1, HS1 = 0)



c) Hor. dots per font = 7  
(HS0 = 0, HS1 = 1)



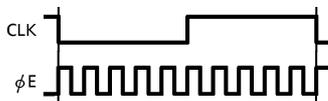
d) Hor. dots per font = 8  
(HS0 = 1, HS1 = 1)



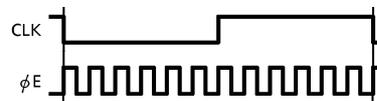
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(2) External clock ( $Q_1 / CLK = CLK$ ,  $Q_2 / \phi E = \phi E$ )

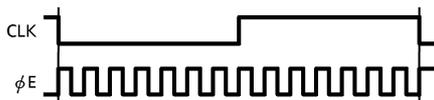
a) Hor. dots per font = 5  
(HS0 = 0, HS1 = 0)



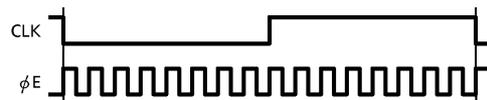
b) Hor. dots per font = 6  
(HS0 = 1, HS1 = 0)



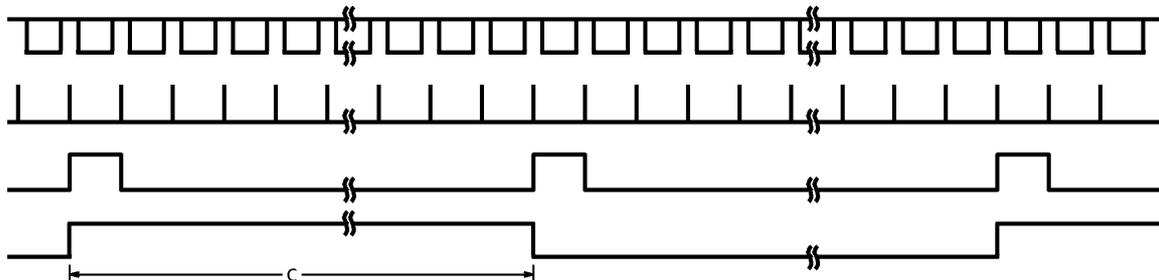
c) Hor. dots per font = 7  
(HS0 = 0, HS1 = 1)



d) Hor. dots per font = 8  
(HS0 = 1, HS1 = 1)



● Timing chart (III)



- C :  $1 / (2 \cdot f_{FR}) = \text{Hor. dots per font} \times \text{Columns} \times \text{Ver. dots per font} \times \text{Rows} \times 2 / f_{OSC}$
- $f_{FR}$  : Frame frequency
- Columns : Total number of horizontal characters
- Rows : Total number of vertical characters
- $f_{OSC}$  : Oscillator frequency
- $f_{OSC} = f_{\phi} = 2 \cdot \text{SCP}$  (1-bit mode)
- $= 4 \cdot \text{SCP}$  (2-bit mode)
- $= 8 \cdot \text{SCP}$  (4-bit mode)

## ABSOLUTE MAXIMUM RATINGS (Ta = 25°C)

ITEM	SYMBOL	RATING	UNIT
Supply Voltage	V <sub>DD</sub> (Note)	- 0.3 to 7.0	V
Input Voltage	V <sub>IN</sub> (Note)	- 0.3 to V <sub>DD</sub> + 0.3	V
Operating Temperature	T <sub>opr</sub>	- 20 to 75	°C
Storage Temperature	T <sub>stg</sub>	- 55 to 125	°C

www.DataSheet4U.com (Note) Referenced to V<sub>SS</sub> = 0V

## ELECTRICAL CHARACTERISTICS

## DC CHARACTERISTICS

TEST CONDITIONS (Unless otherwise noted, V<sub>SS</sub> = 0V, V<sub>DD</sub> = 5.0V ± 10%, Ta = - 20 to 75°C)

ITEM	SYMBOL	TEST CIR-CUIT	TEST CONDITIONS	MIN	TYP.	MAX	UNIT	
Operating Voltage	V <sub>DD</sub>	—	—	4.5	5.0	5.5	V	—
Input Voltage	H Level	V <sub>IH</sub>	—	V <sub>DD</sub> - 0.8	—	V <sub>DD</sub>	V	(Note 1)
	L Level	V <sub>IL</sub>	—	0	—	0.8	V	(Note 1)
Input Voltage	H Level	V <sub>IH</sub>	—	2.2	—	V <sub>DD</sub>	V	(Note 2)
	L Level	V <sub>IL</sub>	—	0	—	0.8	V	(Note 2)
Output Voltage	H Level	V <sub>OH</sub>	—	V <sub>DD</sub> - 0.3	—	V <sub>DD</sub>	V	—
	L Level	V <sub>OL</sub>	—	0	—	0.3	V	—
Output Resistance	H Level	R <sub>OH</sub>	V <sub>OUT</sub> = V <sub>DD</sub> - 0.5V	—	—	400	Ω	—
	L Level	R <sub>OL</sub>	V <sub>OUT</sub> = 0.5V	—	—	400	Ω	—
Operating Frequency	f <sub>φ</sub>	—	—	—	—	18	MHz	(Note 3)
	f <sub>CLK</sub>	—	—	—	—	4.0	MHz	(Note 4)
Current Consumption	I <sub>DD</sub>	—	V <sub>DD</sub> = 5.0V	—	4.0	6.0	mA	(Note 5)

(Note 1) Applied to EXT/INT, HS0, HS1, LD3/DSC0, DSC1,  $\overline{\text{TEST1}}$

(Note 2) Applied to inputs other than those marked (Note 1)

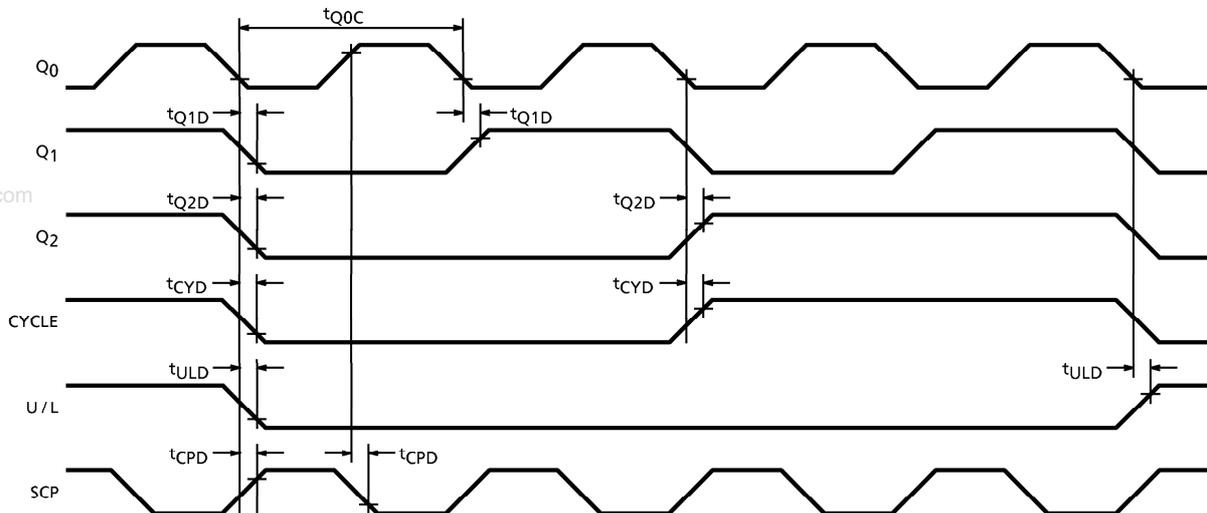
(Note 3) Applied to Q<sub>2</sub> / φE

(Note 4) Applied to Q<sub>1</sub> / CLK

(Note 5) LCD, High Resolution, 2-bit transfer, 8 dots / font  
640 × 104 × 2 screens, f<sub>φ</sub> = 9 MHz

AC CHARACTERISTICS

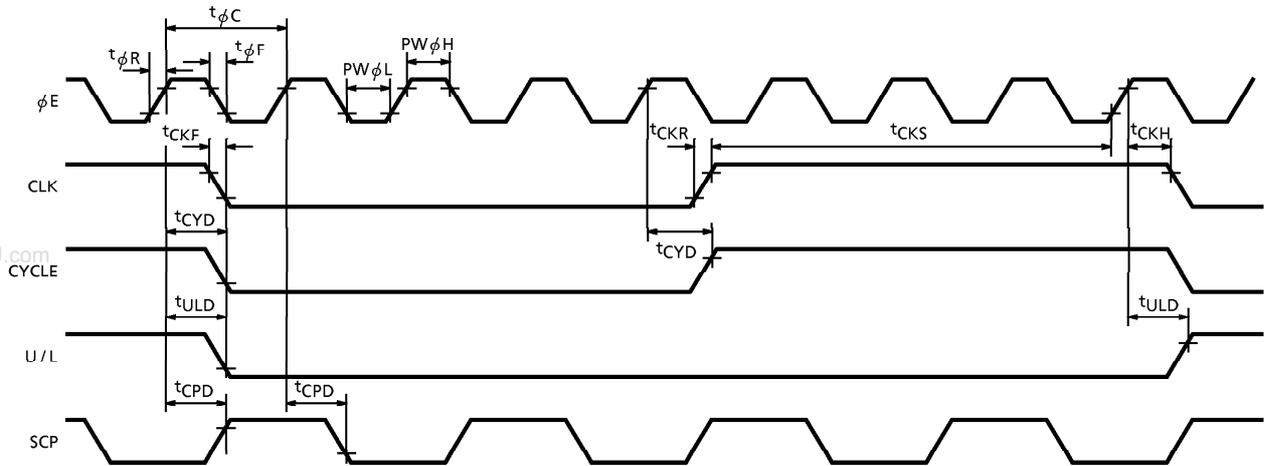
- CRT / LCD = 1 (LCD mode), EXT / INT = 1 (Internal clock)



TEST CONDITIONS ( $V_{SS} = 0V$ ,  $V_{DD} = 5.0V \pm 10\%$ ,  $T_a = -20$  to  $75^\circ C$ )

ITEM	SYMBOL	TEST CONDITIONS	MIN	MAX	UNIT
Q0 Cycle Time	$t_{Q0C}$	—	111	—	ns
Q1 Delay Time	$t_{Q1D}$	—	—	20	ns
Q2 Delay Time	$t_{Q2D}$	—	—	20	ns
CYCLE Delay Time	$t_{CYD}$	—	—	20	ns
U/L Delay Time	$t_{ULD}$	—	—	20	ns
SCP Delay Time	$t_{CPD}$	—	—	10	ns

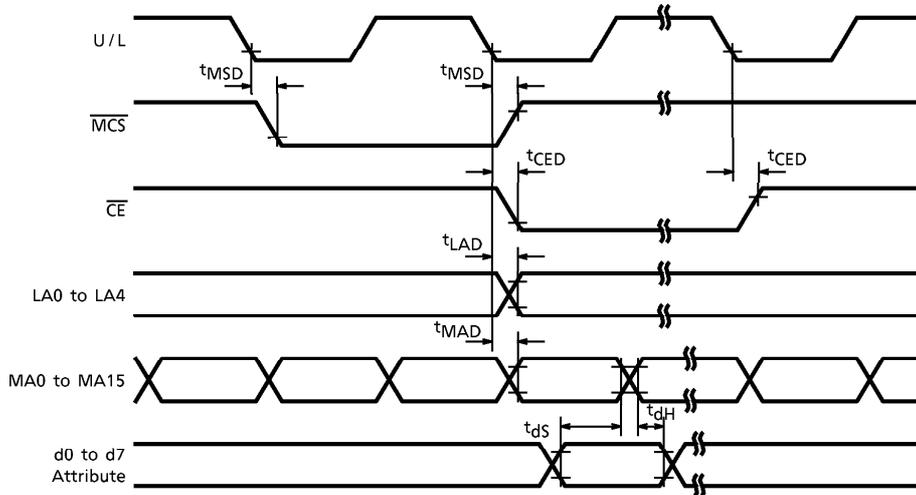
- CRT / LCD = 1 (LCD mode), EXT / INT = 0 (External clock)



TEST CONDITIONS ( $V_{SS} = 0V$ ,  $V_{DD} = 5.0V \pm 10\%$ ,  $T_a = -20$  to  $75^\circ C$ )

ITEM	SYMBOL	TEST CONDITIONS	MIN	MAX	UNIT
$\phi E$ Cycle Time	$t_{\phi C}$	—	55.5	—	ns
$\phi E$ 1 Pulse Width	$PW_{\phi H}$	—	7.75	—	ns
$\phi E$ 0 Pulse Width	$PW_{\phi L}$	—	7.75	—	ns
$\phi E$ Rise and Fall Time	$t_{\phi R}$ , $t_{\phi F}$	—	—	20	ns
CLK Rise and Fall Time	$t_{CKR}$ , $t_{CKF}$	—	—	20	ns
CLK Set-up Time	$t_{CKS}$	—	80	—	ns
CLK Hold Time	$t_{CKH}$	—	10	—	ns
CYCLE Delay Time	$t_{CYD}$	—	—	80	ns
U/L Delay Time	$t_{ULD}$	—	—	80	ns
SCP Delay Time	$t_{CPD}$	—	—	80	ns

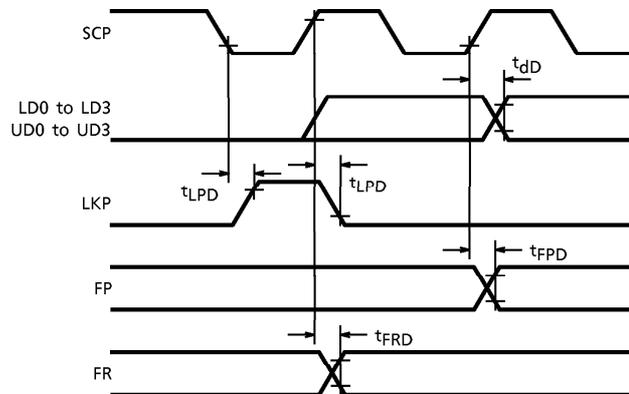
• CRT / LCD = 1 (LCD mode)



TEST CONDITIONS ( $V_{SS} = 0V$ ,  $V_{DD} = 5.0V \pm 10\%$ ,  $T_a = -20$  to  $75^\circ C$ )

ITEM	SYMBOL	TEST CONDITIONS	MIN	MAX	UNIT
MCS Delay Time	$t_{MSD}$	—	—	80	ns
$\overline{CE}$ Delay Time	$t_{CED}$	—	—	100	ns
LA Delay Time	$t_{LAD}$	—	—	70	ns
MA Delay Time	$t_{MAD}$	—	—	50	ns
Data Set-up Time	$t_{dS}$	$f_{OSC} = 10MHz$	200	—	ns
Data Hold Time	$t_{dH}$	$f_{OSC} = 10MHz$	0	—	ns

- CRT / LCD = 1 (LCD mode)

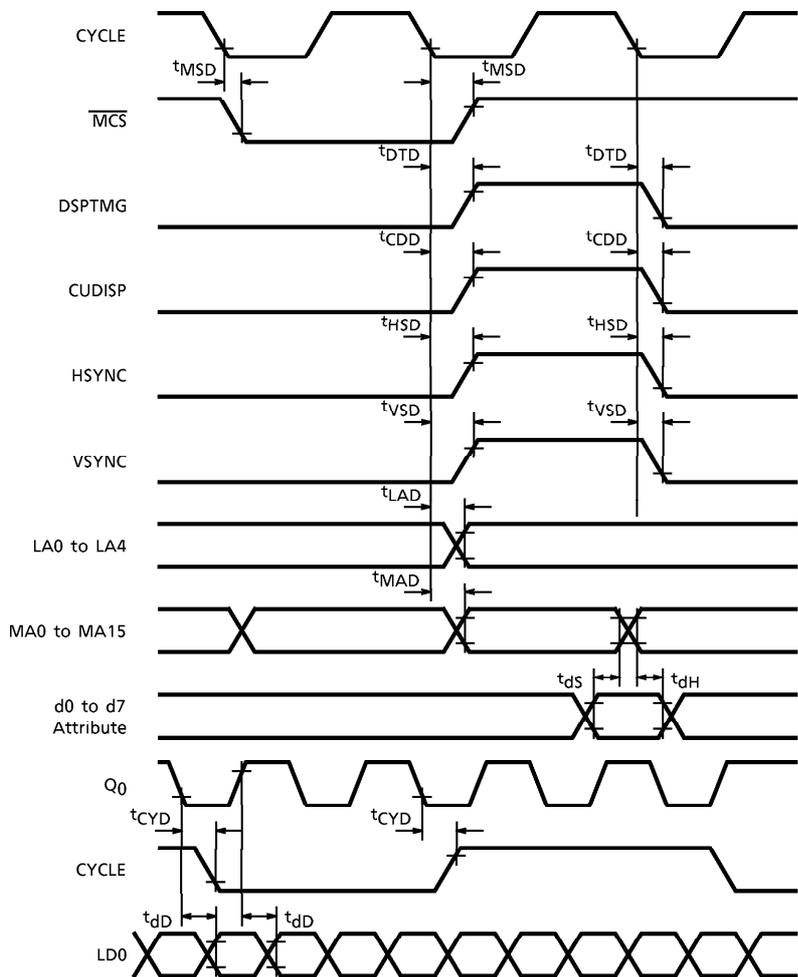


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TEST CONDITIONS ( $V_{SS} = 0V$ ,  $V_{DD} = 5.0V \pm 10\%$ ,  $T_a = -20$  to  $75^\circ C$ )

ITEM	SYMBOL	TEST CONDITIONS	MIN	MAX	UNIT
Data Delay Time	$t_{dD}$	—	—	20	ns
LP Delay Time	$t_{LPD}$	—	—	20	ns
FP Delay Time	$t_{FPD}$	—	—	20	ns
FR Delay Time	$t_{FRD}$	—	—	20	ns

- CRT / LCD = 0 (CRT mode), EXT / INT = 1 (Internal clock)



TEST CONDITIONS ( $V_{SS} = 0V$ ,  $V_{DD} = 5.0V \pm 10\%$ ,  $T_a = -20$  to  $75^\circ C$ )

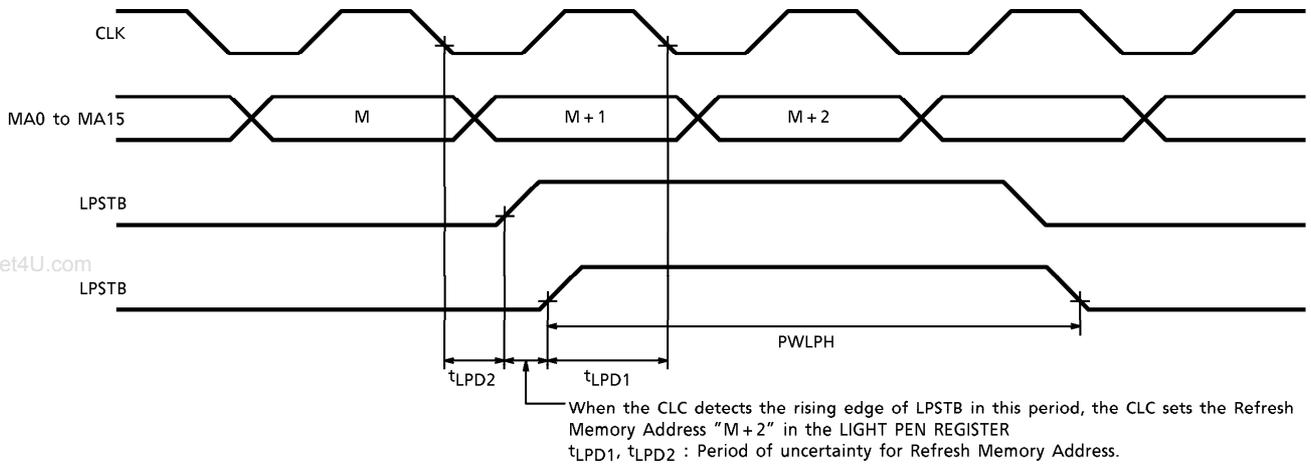
ITEM	SYMBOL	TEST CONDITIONS	MIN	MAX	UNIT
MCS Delay Time	$t_{MSD}$	—	—	80	ns
DSPTMG Delay Time	$t_{DTD}$	—	—	100	ns
CUDISP Delay Time	$t_{CDD}$	—	—	100	ns
HSYNC Delay Time	$t_{HSD}$	—	—	80	ns
VSYNC Delay Time	$t_{VSD}$	—	—	100	ns
LA Delay Time	$t_{LAD}$	—	—	80	ns
MA Delay Time	$t_{MAD}$	—	—	100	ns
Data Set-up Time	$t_{dS}$	$f_{OSC} = 10MHz$	200	—	ns
Data Hold Time	$t_{dH}$	$f_{OSC} = 10MHz$	0	—	ns
CYCLE Delay Time	$t_{CYD}$	—	—	20	ns
Data Delay Time	$t_{dD}$	—	—	110	ns



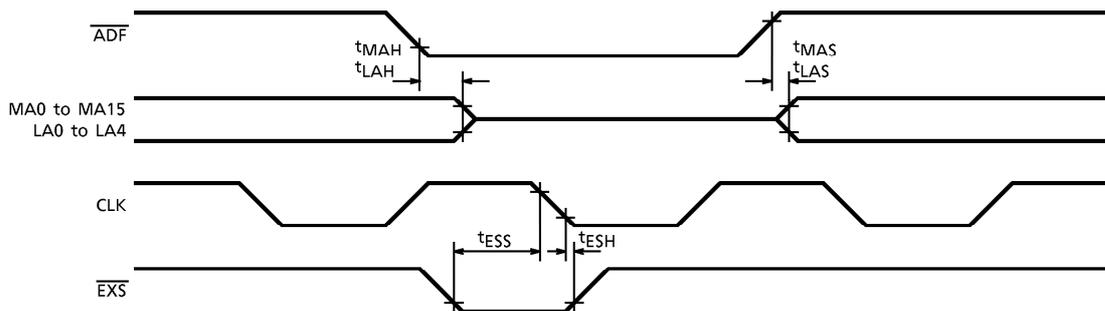
TEST CONDITIONS ( $V_{SS} = 0V$ ,  $V_{DD} = 5.0V \pm 10\%$ ,  $T_a = -20$  to  $75^\circ C$ )

ITEM	SYMBOL	TEST CONDITIONS	MIN	MAX	UNIT
CLK Cycle Time	$t_{CKC}$	—	222	—	ns
CLK 1 Pulse Width	PWCKH	—	91	—	ns
CLK 0 Pulse Width	PWCKL	—	91	—	ns
CLK Rise and Fall Time	$t_{CKR}$ , $t_{CKF}$	—	—	20	ns
MCS Delay Time	$t_{MSD}$	—	—	120	ns
DSPTMG Delay Time	$t_{DTD}$	—	—	140	ns
CUDISP Delay Time	$t_{CDD}$	—	—	140	ns
HSYNC Delay Time	$t_{HSD}$	—	—	120	ns
VSNC Delay Time	$t_{VSD}$	—	—	130	ns
LA Delay Time	$t_{LAD}$	—	—	110	ns
MA Delay Time	$t_{MAD}$	—	—	140	ns
Data Set-up Time	$t_{dS}$	$f_{OSC} = 10$ MHz	200	—	ns
Data Hold Time	$t_{dH}$	$f_{OSC} = 10$ MHz	0	—	ns
$\phi E$ Cycle Time	$t_{\phi C}$	—	55.5	—	ns
$\phi E$ 1 Pulse Width	PW $\phi H$	—	7.75	—	ns
$\phi E$ 0 Pulse Width	PW $\phi L$	—	7.75	—	ns
$\phi E$ Rise and Fall Time	$t_{\phi R}$ , $t_{\phi F}$	—	—	20	ns
CLK Delay Time	$t_{CKD}$	—	10	—	ns
Data Delay Time	$t_{dD}$	—	—	160	ns

● LPSTB timing



●  $\overline{ADF}$ ,  $\overline{EXS}$  timing

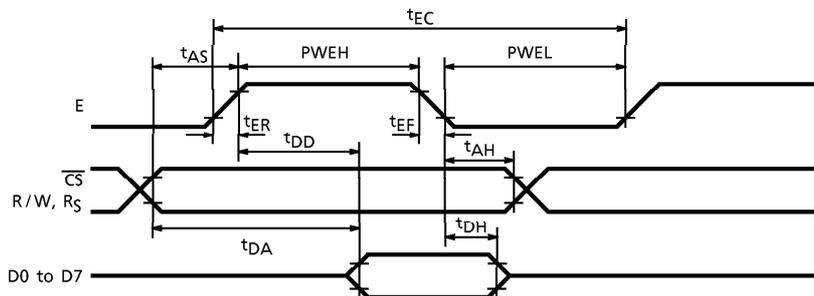


TEST CONDITIONS ( $V_{SS} = 0V$ ,  $V_{DD} = 5.0V \pm 10\%$ ,  $T_a = -20$  to  $75^\circ C$ )

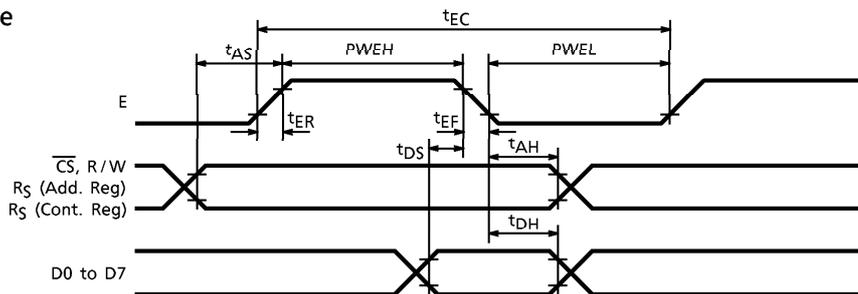
ITEM	SYMBOL	TEST CONDITIONS	MIN	MAX	UNIT
LPSTB Minimum Pulse Width	PWLPH	—	60	—	ns
LPSTB Disable Time	$t_{LPD1}$	—	—	20	ns
	$t_{LPD2}$	—	—	20	ns
MA Hold Time	$t_{MAH}$	—	—	50	ns
LA Hold Time	$t_{LAH}$	—	—	50	ns
MA Set-up Time	$t_{MAS}$	—	—	60	ns
LA Set-up Time	$t_{LAS}$	—	—	60	ns
$\overline{EXS}$ Set-up time	$t_{ESS}$	—	20	—	ns
$\overline{EXS}$ Hold Time	$t_{ESH}$	—	40	—	ns

• BUS timing

(1) Read sequence



(2) Write sequence



TEST CONDITIONS ( $V_{SS} = 0V$ ,  $V_{DD} = 5.0V \pm 10\%$ ,  $T_a = -20$  to  $75^\circ C$ )

CPU read timing

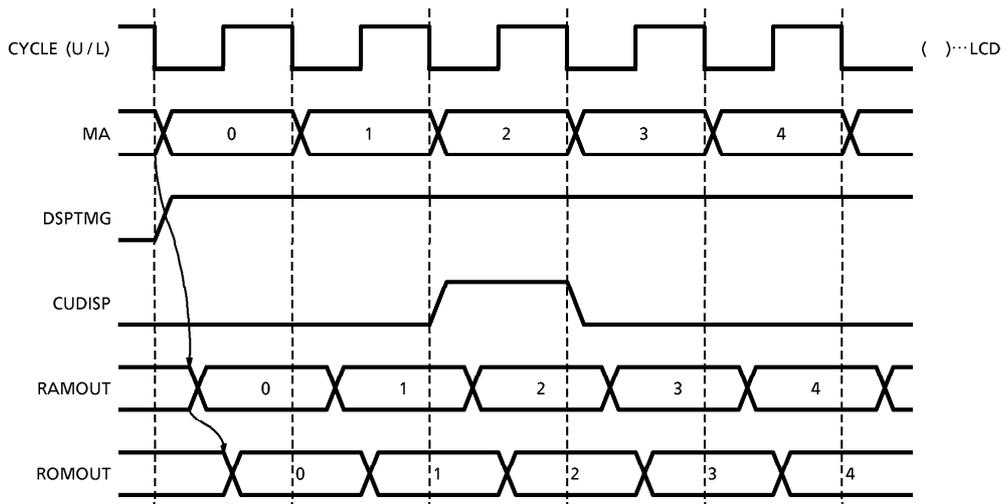
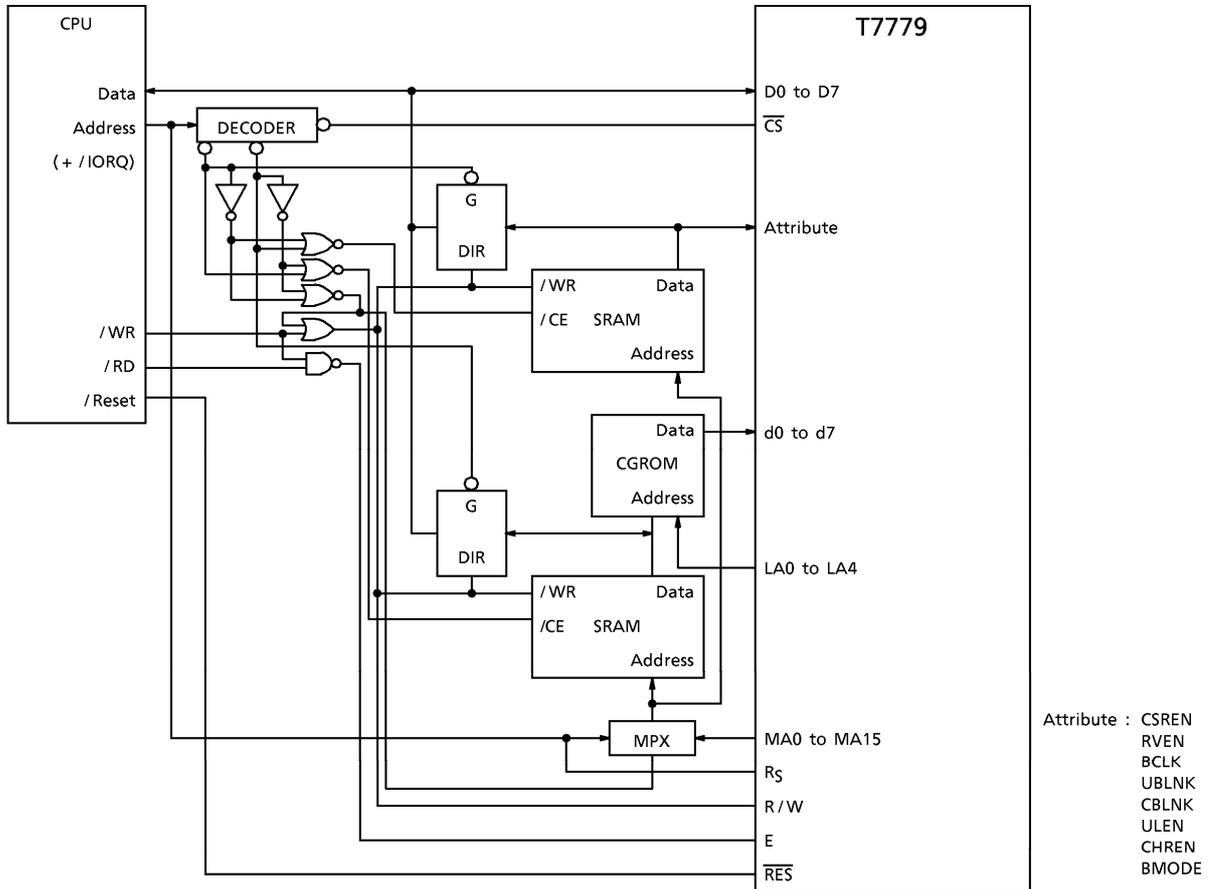
ITEM	SYMBOL	TEST CONDITIONS	MIN	MAX	UNIT
E Cycle Time	$t_{EC}$	—	500	—	ns
E 1 Pulse Width	PWEH	—	220	—	ns
E 0 Pulse Width	PWEL	—	210	—	ns
E Rise and Fall Time	$t_{ER}$ , $t_{EF}$	—	—	25	ns
Address Set-up Time	$t_{AS}$	—	70	—	ns
Data Delay Time	$t_{DD}$	—	—	180	ns
Data Hold Time	$t_{DH}$	—	10	—	ns
Address Hold Time	$t_{AH}$	—	10	—	ns
Data Access Time	$t_{DA}$	—	—	250	ns

CPU write timing

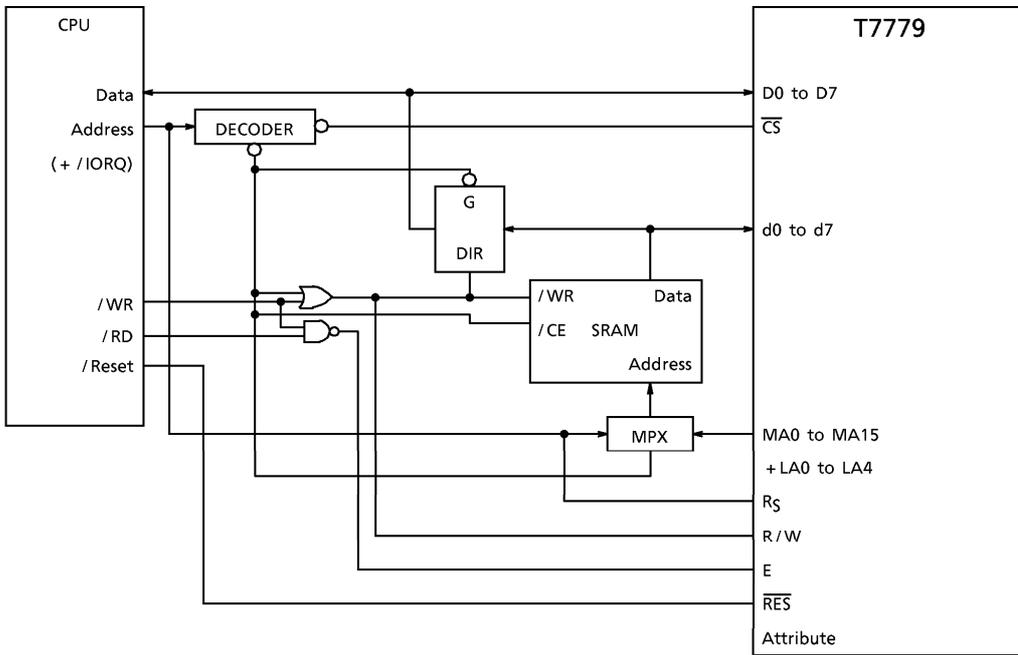
ITEM	SYMBOL	TEST CONDITIONS	MIN	MAX	UNIT
E Cycle Time	$t_{EC}$	—	500	—	ns
E 1 Pulse Width	PWEH	—	220	—	ns
E 0 Pulse Width	PWEL	—	210	—	ns
E Rise and Fall Time	$t_{ER}$ , $t_{EF}$	—	—	25	ns
Address Set-up Time	$t_{AS}$	—	70	—	ns
Data Set-up Time	$t_{DS}$	—	60	—	ns
Data Hold Time	$t_{DH}$	—	10	—	ns
Address Hold Time	$t_{AH}$	—	10	—	ns

SYSTEM CONSTRUCTION

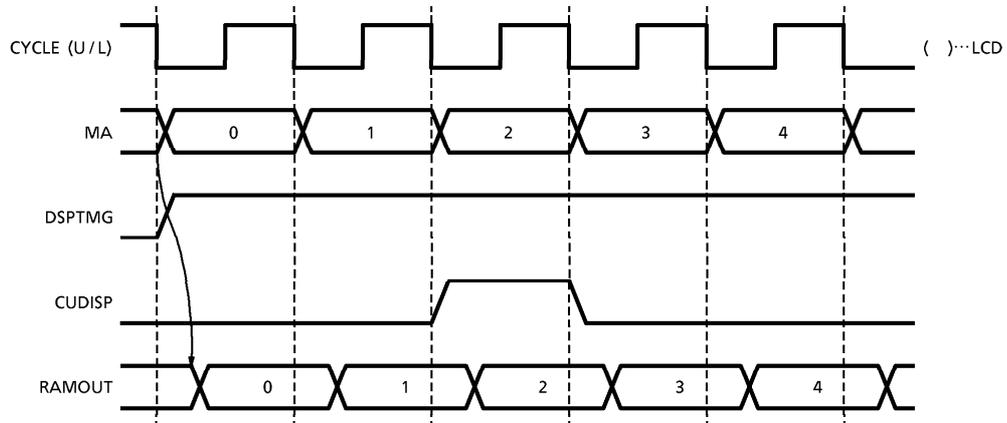
- CG ROM + attribute RAM



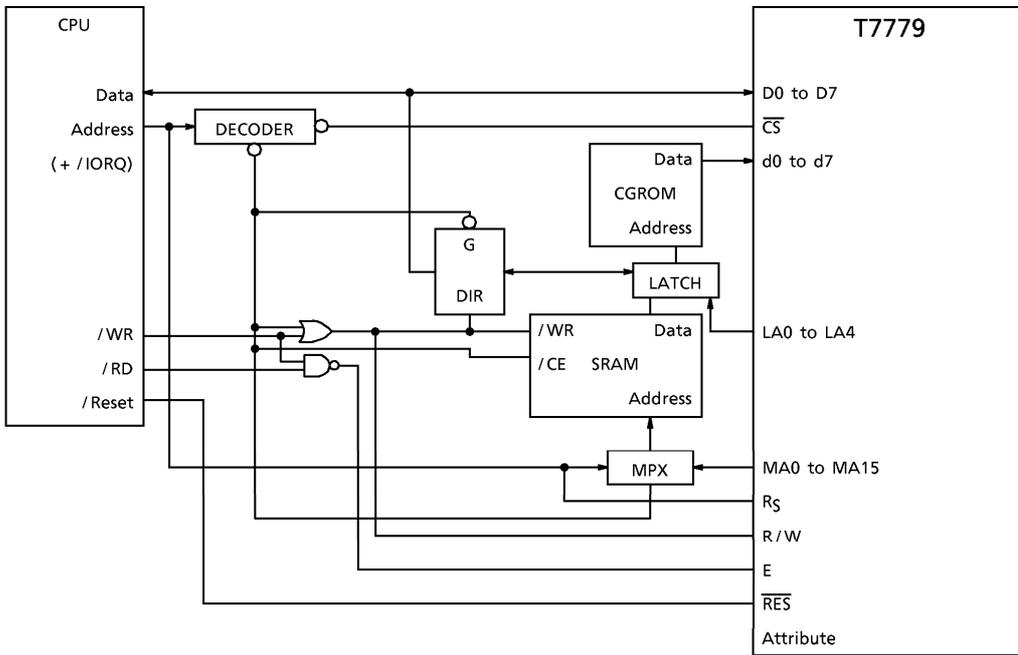
• Bit map RAM



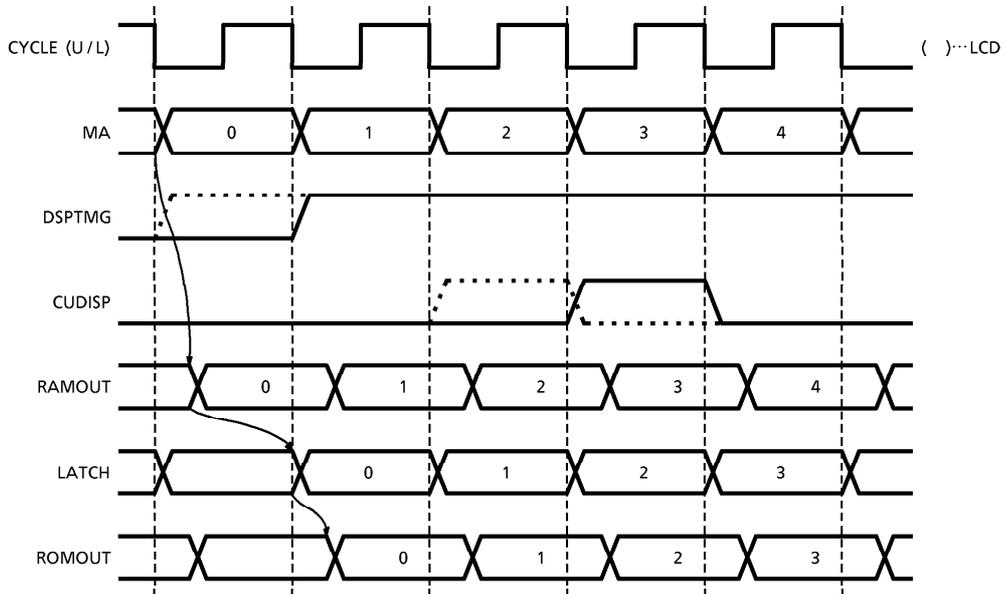
Attribute : CSREN = 0  
 RVEN = 0  
 BCLK = 0  
 UBLNK = 0  
 CBLNK = 0  
 ULEN = 0  
 CHREN = 1  
 BMODE = 1



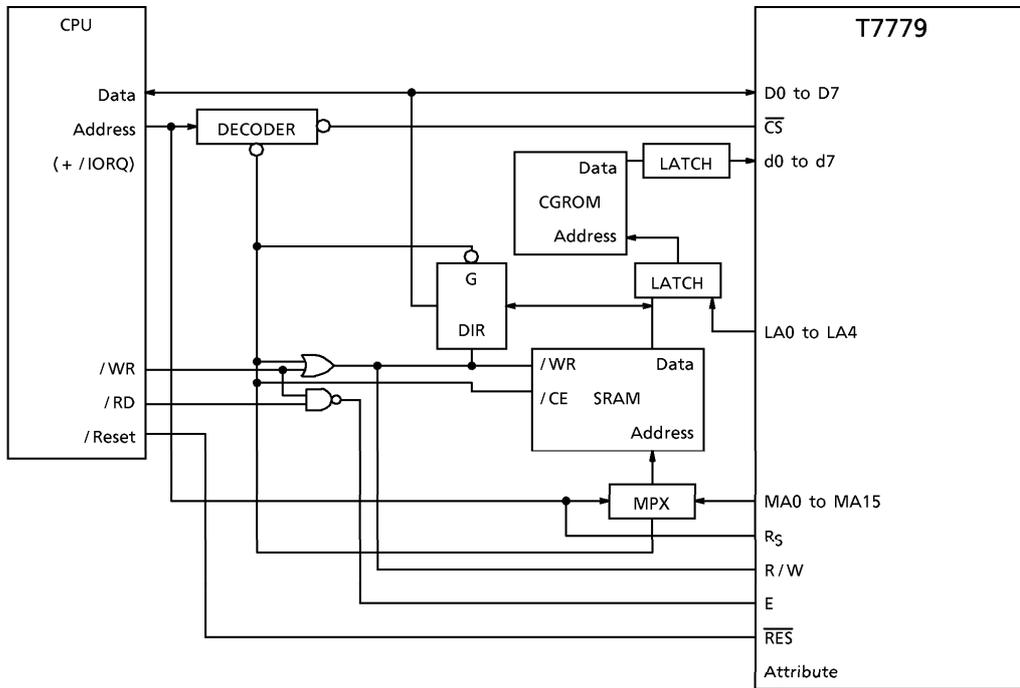
● CG ROM (1-character skew)



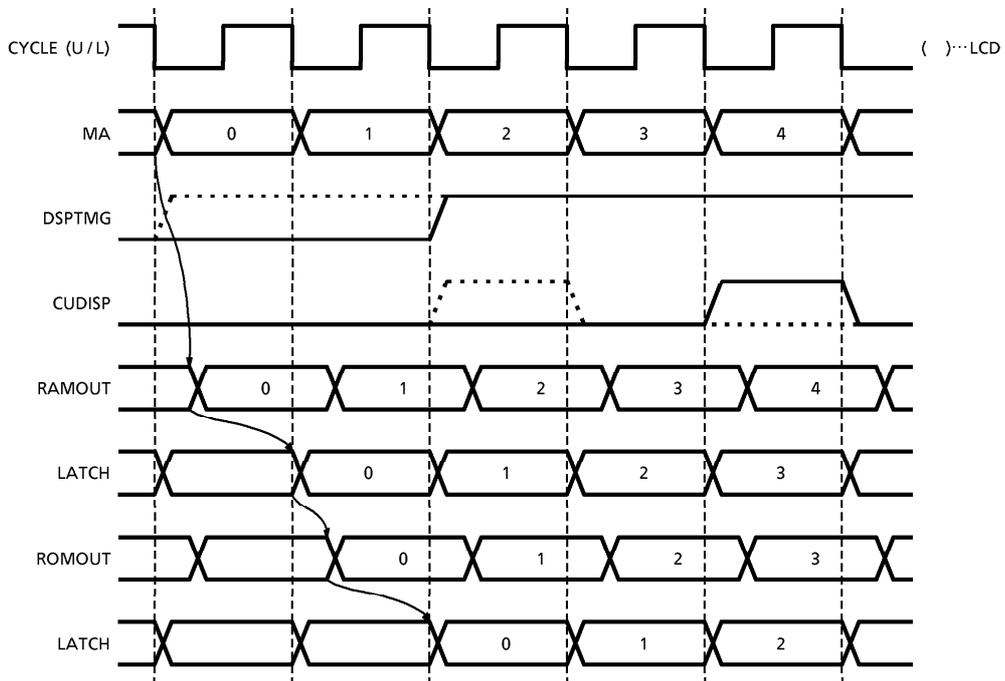
Attribute : CSREN = 0  
 RVEN = 0  
 BCLK = 0  
 UBLNK = 0  
 CBLNK = 0  
 ULEN = 0  
 CHREN = 1  
 BMODE = 1



● CG ROM (2-character skew)

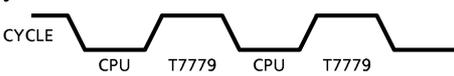
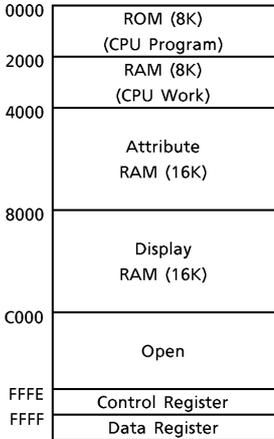


Attribute : CSREN = 0  
 RVEN = 0  
 BCLK = 0  
 UBLNK = 0  
 CBLNK = 0  
 ULEN = 0  
 CHREN = 1  
 BMODE = 1



**APPLICATION CIRCUIT...640×400 (1/200 duty) LCD**

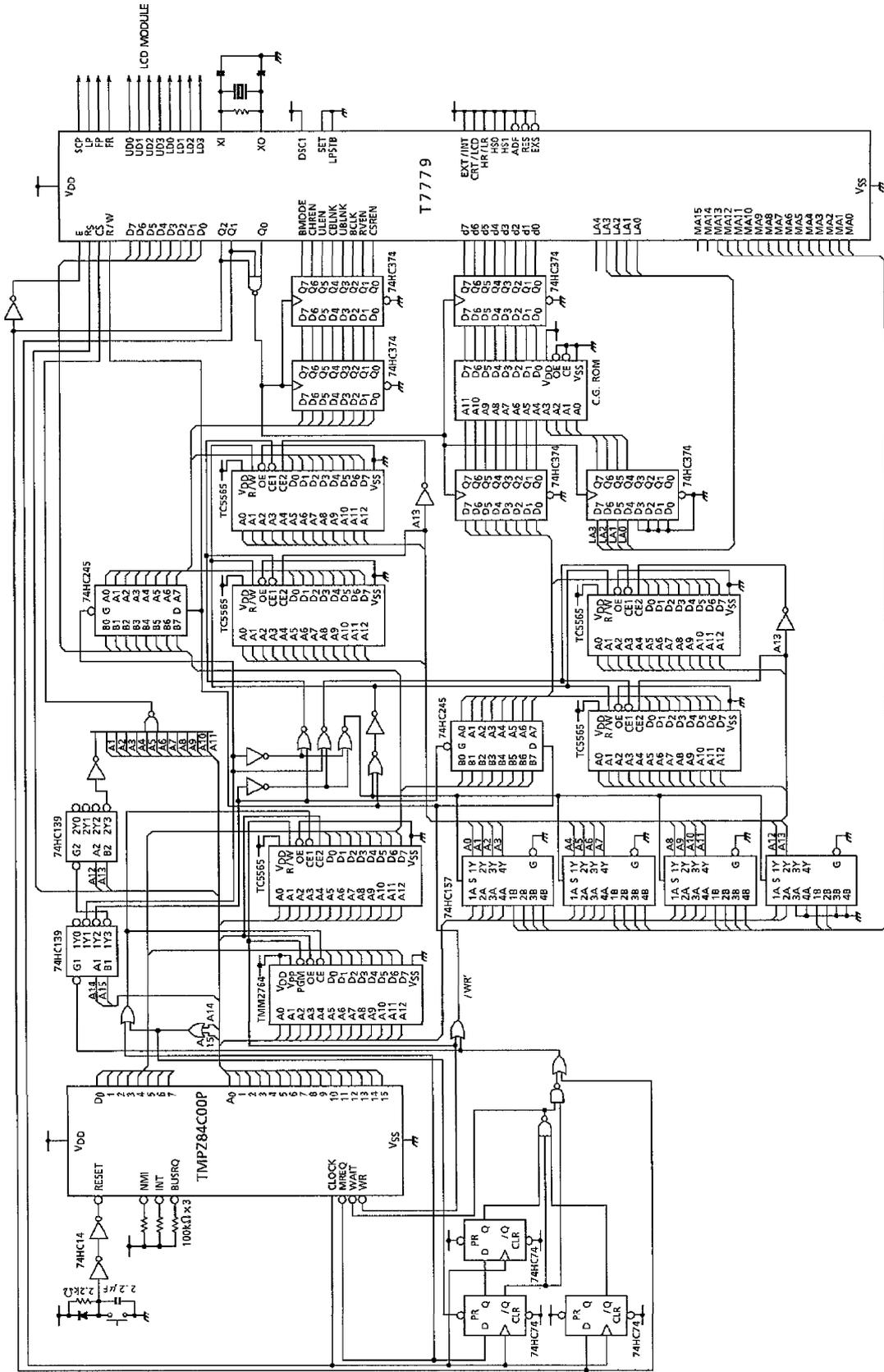
An application circuit for an LCD is shown overleaf.

ITEM	SPECIFICATION
Character Font	8×8 dots
Displayed Chars	80 columns×50 rows=4000 characters
Refresh Memory Access Method	Synchronous 
Address Map	
Skew	1 character

LCD SPECIFICATION	
Dot Size	640×400
Duty	1/200
Frame Frequency	60 Hz
Dot Frequency	16 MHz
Character Font	8×8
Displayed Chars	80×50
Cursor Mode	Scan Line 0 to 7, Non-Blink

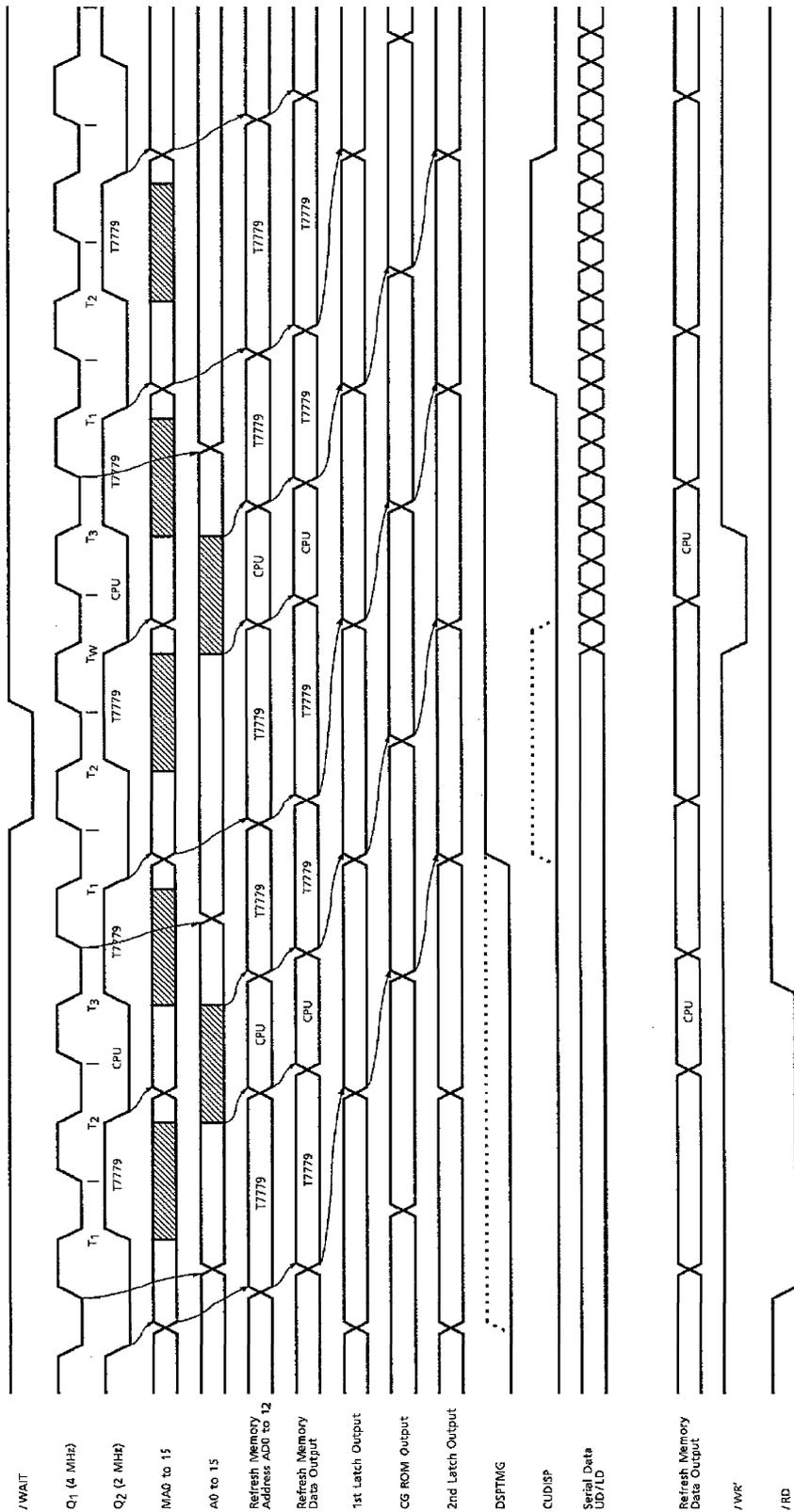
T7779 INITIAL DATA			
REG. No.	REGISTER NAME	SYM.	VALUE (HEX.)
R <sub>0</sub>	Horizontal Total	Nht	52H
R <sub>1</sub>	Horizontal Displayed	Nhd	50H
R <sub>2</sub>	Horizontal Sync. Position	Nhsp	50H
R <sub>3</sub>	Sync. Width	Nvsw Nhsw	11H
R <sub>4</sub>	Vertical Total	Nvt	18H
R <sub>5</sub>	Vertical Total Adjust	Nadj	00H
R <sub>6</sub>	Vertical Displayed	Nvd	FFH
R <sub>7</sub>	Vertical Sync. Position	Nvsp	FFH
R <sub>8</sub>	Interlace Mode and Skew	—	50H
R <sub>9</sub>	Max Scan Line Address	Nr	07H
R <sub>10</sub>	Cursor Start	Ncsr	00H
R <sub>11</sub>	Cursor End	Ncer	07H
R <sub>12</sub>	Start Address (H)	—	00H
R <sub>13</sub>	Start Address (L)	—	00H
R <sub>14</sub>	Cursor Address (H)	—	00H
R <sub>15</sub>	Cursor Address (L)	—	00H
R <sub>16</sub>	Light Pen (H)	—	—
R <sub>17</sub>	Light Pen (L)	—	—
R <sub>18</sub>	SCP Start Position	Nssp	80H
R <sub>19</sub>	SCP End Position	Nsep	50H
R <sub>20</sub>	Display Start Position	Ndsp	00H
R <sub>21</sub>	Display End Position	Ndep	50H
R <sub>22</sub>	Additional Address (H)	—	07H
R <sub>23</sub>	Additional Address (L)	—	D0H

LCD CONTROL LOGIC USING T7779



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TIMING CHART



```

;
;   T7779 DEMO SET PROGRAM VER1.00
;   SOURCE PROGRAM for TMPZ84C00P
;       15-FEB.-1991
;
;   REGISTER NUMBER DEFINITION
;
CMD EQU    OFFFEH    ;COMMAND REG.
DAT EQU    OFFFEH    ;DATA REG.
ATRAM EQU    4000H    ;ATTRIBUTE RAM ADDRESS
DPRAM EQU    8000H    ;DISPLAY RAM ADDRESS
;
;   MAIN PROGRAM
;
      ORG    0000H
START: LD    SP,3FFFH    ;INIT STACPOINT
      LD    HL,CMD      ;HL ← COMMAND REG. ADDRESS
      LD    D,00H
      LD    BC,TBL      ;BC ← REGISTER DATA ADDRESS
LOOP1: LD    (HL),D      ;SET REGISTER NO.
      LD    A,(BC)
      LD    (DAT),A     ;SET REGISTER DATA
      INC   BC          ;INC REGISTER DATA ADDRESS
      INC   D           ;INC REGISTER NO.
      LD    A,D
      CP    18H        ;LAST REGISTER ?
      JP    NZ,LOOP1
      LD    HL,ATRAM    ;HL ← ATTRIBUTE RAM ADDRESS
      LD    A,80H      ;ATTRIBUTE RAM END ADDRESS
      LD    B,40H      ;CHREN="H"
LOOP2: LD    (HL),B
      INC   HL
      CP    H          ;END ADDRESS ?
      JP    NZ,LOOP2
      LD    BC,4000    ;LOOP COUNT
      LD    DE,DPRAM   ;DE ← DISPLAY RAM ADDRESS
      LD    HL,DISP    ;HL ← DISPLAY DATA ADDRESS
      LDIR           ;BLOCK TRANS.
      HALT            ;END OF PROGRAM

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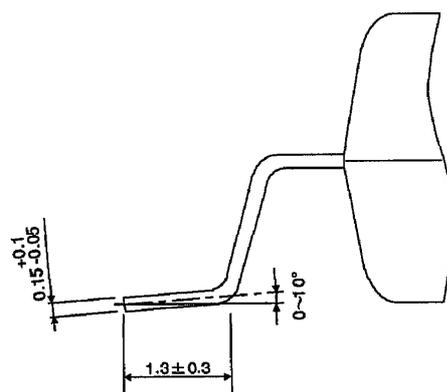
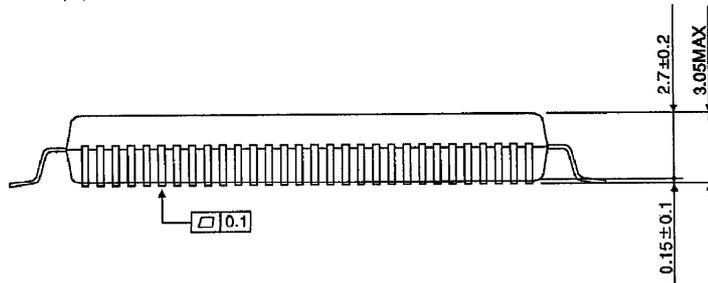
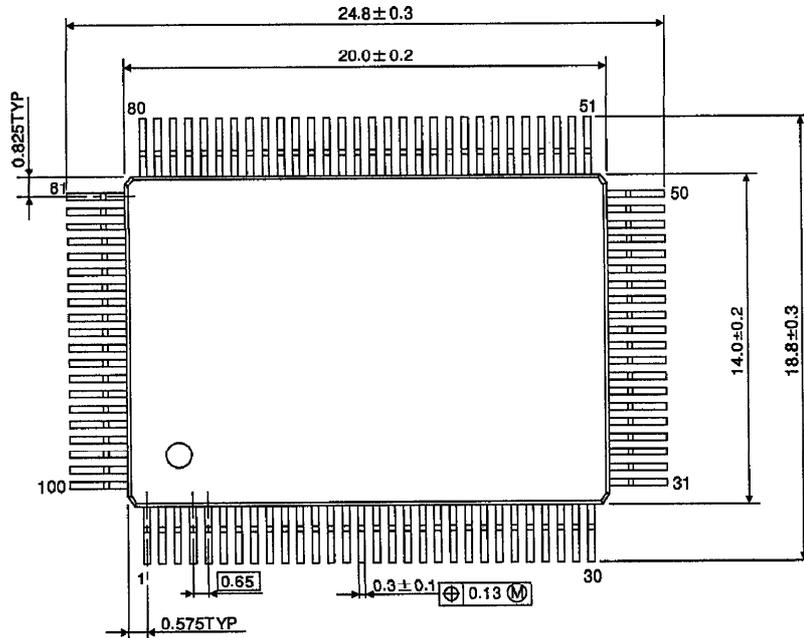
;
; REGISTER DATA
;
TBL:  DEFB    52H,50H,50H,11H,18H,00H,0FFH,0FFH,50H,07H,60H,07H
      DEFB    00H,00H,00H,00H,00H,00H,80H,50H,00H,50H,07H,0D0H
;
; DISPLAY DATA
;
www.DataSheet4U.com DISP:  DEFB    "                T7779 (CRT/LCD CONTROLLER)                "
      DEFB    "                "                "
      DEFB    "1.GENERAL DESCRIPTION                "
      DEFB    "                "                "
      DEFB    " The T7779 is a controller LSI for a raster-scan-type CRT display                "
      DEFB    "                "                "
      DEFB    " and large-scale dot matrix LCD. It can be used in applications                "
      DEFB    "                "                "
      DEFB    " ranging from small-scale character display systems to large-scale                "
      DEFB    "                "                "
      DEFB    " graphic display systems.                "
      DEFB    "                "                "
      DEFB    "2.FEATURES                "
      DEFB    "                "                "
      DEFB    " a)Refresh memory address : MA0-MA15                "
      DEFB    "                "                "
      DEFB    " b)Line scanning address : LA0-LA4                "
      DEFB    "                "                "
      DEFB    " c)Frame buffer capacity : Max 64 KBytes (character)                "
      DEFB    "                "                "
      DEFB    "                Max 2 MBytes (graphic)                "
      DEFB    "                "                "
      DEFB    " d)Number of characters per line : 1-255                "
      DEFB    "                "                "
      DEFB    " e)Number of character rows : 1-255                "
      DEFB    "                "                "
      DEFB    " f)Scrolling , Paging                "
      DEFB    "                "                "
      DEFB    " g)Light pen                "
      DEFB    "                "                "

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OUTLINE DRAWING  
QFP100-P-1420-0.65J

Unit : mm



Weight : 1.6g (Typ.)