# LCD Module Specification

Model: LG3202405-LMDWH6V-CN1 LG3202405-LMDWH6V-CN2

## **Table of Contents**

• COVER & CONTENTS · · · · · · · · · · · · · · · · · · ·	1
BASIC SPECIFICATIONS	2
ABSOLUTE MAXIMUM RATINGS	5
• ELECTRICAL CHARACTERISTICS · · · · · · · · · · · · · · · · · · ·	5
• CONNECTION WITH 8051 FAMILY MPU · · · · · · · · · · · · · · · · · · ·	9
• INSTRUCTION SET · · · · · · · · · · · · · · · · · · ·	10
• INITIALIZATION · · · · · · · · · · · · · · · · · · ·	11
• INTERNAL CHARACTER GENERATOR FONT · · · · · · · · ·	13
• ELECTRO—OPTICAL CHARACTERISTICS · · · · · · · · · · ·	14
DIMENSIONAL OUTLINE	16
● LCD MODULE NUMBERING SYSTEM · · · · · · · · · · · · · · · · · · ·	17
PRECAUTIONS FOR USE OF LCD MODULE	18

#### RECORD OF REVISION

Rev.	Date	Page	Item	Description
0.1	2007/01/25	1		New release
1.0	2007/04/16	8	3.5~3.6	Modify LED Backlight Characteristics

#### 1. BASIC SPECIFICATIONS

#### 1.1 Features

Display Format : 320 X 240 Dots

LCD Mode : FSTN-Blue-Negative-Transmissive

Driving Method : 1/240 Duty, 1/15 Bias

Viewing Direction: 6:00

Backlight : LED, white color

 Outline Dimension :
 160.0(W) X 109.0(H) X 13.0(T) mm

 Viewing Area :
 122.0(W) X 92.0(H) mm

 Dot Size :
 0.33 X 0.33 mm

 Dot Pitch :
 0.36 X 0.36 mm

 Weight :
 220 g

Controller : RA8835A (Compatible with S1D13305)

Display RAM : 32K Bytes

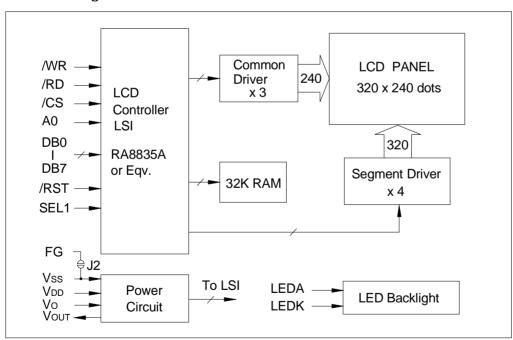
Internal CGROM : 160 words 5x7 pixel character generator ROM

Display Mode : Text, graphics and combination of text/graphics display

Power supply : 3.3 to 5.0V for logic, 5.0V for LED backlight

Built-in DC-DC converter for LCD driving

#### 1.2 Block Diagram



#### 1.3 Ordering Information

Part No.	Description
LG3202405-LMDWH6V-CN1	CN1 terminal: with FFC connector, CN2 terminal: without connector
LG3202405-LMDWH6V-CN2	CN2 terminal: with FFC connector, CN1 terminal: without connector

1.4 Terminal Functions (CN1: FFC Terminal)

Pin No.	Symbol	Level	Function
1	/RST	L	Reset signal, active "L"
2	/RD (E)		/RD (Read) signal for 8080 series MPU: Read bus data when /RD is "L". E (Enable) signal for 6800 series MPU: Read bus data when E is "H", write bus data at falling edge of E.
3	/WR (R/W)		/WR (Write) signal for 8080 series MPU: Bus data is latched at the rising edge of /WR. R/W (Read/Write control) signal for 6800 series MPU: R/W="H": Read operation; R/W="L": Write operation.
4	/CS	L	Chip selection signal, active "L"
5	A0	H/L	Write mode: H: Command write L: Display data or parameter write Read mode: H: Display data or cursor address read L: Status read
6	DB0	H/L	Data bit0
7	DB1	H/L	Data bit1
8	DB2	H/L	Data bit2
9	DB3	H/L	Data bit3
10	DB4	H/L	Data bit4
11	DB5	H/L	Data bit5
12	DB6	H/L	Data bit6
13	DB7	H/L	Data bit7
14	VDD	+3.3~5V	Power supply for logic
15	Vss	0V	Ground
16	Vout	-21.5V	Output voltage for LCD driving
17	Vo		Operating voltage for LCD (contrast adjusting)
18	SEL1	H/L	MPU interface selection H: 6800 series MPU L: 8080 series MPU Ref. to Section 1.6
19	LEDA	+5V	Power supply for LED backlight
20	LEDK	0V	Power supply for LED backlight

# 1.5 Terminal Functions (CN2: FFC Terminal, CN3: Thru Hole Terminal)

Pin No.	Symbol	Level	Function
1	Vss	0V	Ground
2	VDD	+3.3~5V	Power supply for logic
3	Vo		Operating voltage for LCD (contrast adjusting)
4	A0	H/L	Write mode: H: Command write L: Display data or parameter write Read mode: H: Display data or cursor address read L: Status read
5	/WR (R/W)	1	/WR (Write) signal for 8080 series MPU: Bus data is latched at the rising edge of /WR. R/W (Read/Write control) signal for 6800 series MPU: R/W="H": Read operation; R/W="L": Write operation.
6	/RD (E)		/RD (Read) signal for 8080 series MPU: Read bus data when /RD is "L". E (Enable) signal for 6800 series MPU: Read bus data when E is "H", write bus data at falling edge of E.
7	DB0	H/L	Data bit0
8	DB1	H/L	Data bit1
9	DB2	H/L	Data bit2
10	DB3	H/L	Data bit3
11	DB4	H/L	Data bit4
12	DB5	H/L	Data bit5
13	DB6	H/L	Data bit6
14	DB7	H/L	Data bit7
15	/CS	L	Chip selection signal, active "L"
16	/RST	L	Reset signal, active "L"
17	VOUT	-21.5V	Output voltage for LCD driving
18	SEL1	H/L	MPU interface selection H: 6800 series MPU L: 8080 series MPU Ref. to Section 1.6
19	LEDA	+5V	Power supply for LED backlight
20	LEDK	0V	Power supply for LED backlight

1.6 Set SEL1 Level by Jumpers

J3	J4	SEL1 Level	Function
Close	Open	L	8080 series MPU selected <b><default></default></b>
Open	Close	Н	6800 series MPU selected
Open	Open	Float	Select 8080 or 6800 series MPU by external connection
Close	Close		Not allowed

## 2. ABSOLUTE MAXIMUM RATINGS

Item	Symbol	Min.	Max.	Unit
Supply Voltage(Logic)	VDD-VSS	-0.3	7.0	V
Supply Voltage(LCD)	VDD-VO	-0.3	30.0	V
Input Voltage	VI	-0.3	VDD+0.3	V
Operating Temp.	Topr	-20	70	$^{\circ}$
Storage Temp.	Tstg	-30	80	$^{\circ}$

## 3. ELECTRICAL CHARACTERISTICS

## 3.1 DC Characteristics (Ta=25°C)

o. i Do onaraoteriotios	(: 5: =5 5)					
Item	Symbol	Condition	Min.	Тур.	Max.	Unit
Supply Voltage (Logic)	VDD		3.3	1	5.5	V
Supply Voltage (LCD Drive)	VDD-VO			22.6		V
Input High Voltage	VIH		0.5VDD	1	VDD	V
Input Low Voltage	VIL		0		0.2VDD	V
Supply Current (Logic)	IDD	VDD=5.0V		35.0	60.0	mA
Supply Current (Logic)	IDD	VDD=3.3V		45.0	80.0	mA

3.2 Interface Timing Chart (80 Series MPU, Ta=25℃)

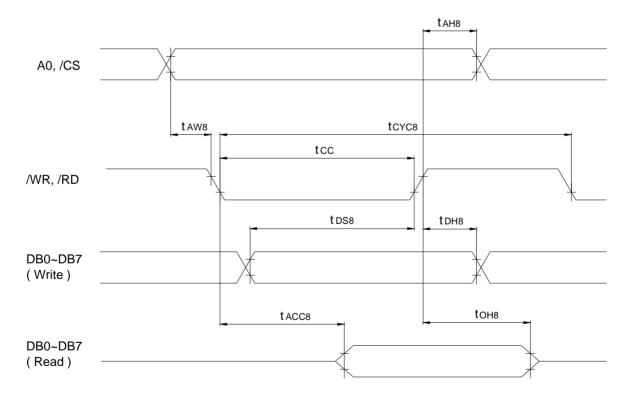
						3 to 4.5V		
Parameters	Signal	Symbol	Min.	Max.	Min.	Max.	Condition	Unit
Address Hold Time	A0,	tah8	10		10			
Address Set-up Time	/CS	taw8	0		0			
System Cycle Time	/RD,	tcyc8	See note	I	See note	ŀ		
Control Pulse Width	/WR	tcc	120		150		0 =	
Data Set-up Time		tDS8	120	-	120	-	CL=100pF	ns
Data Hold time		tDH8	5		5			
/RD Access Time	D0~D7	tACC8		50		80		
Output Disable Time		tOH8	10	50	10	55		

Note: For memory control and system control commands:

tcyc8 = 2tc + tcc + tceA + 75 > tACV + 245 (tc is clock period, tc=100ns)

For all other commands:

 $t_{CYC8} = 4t_{C} + t_{CC} + 30$ 



Bus Read/Write Timing(80 Series MPU)

3.3 Interface Timing Chart (68 Series MPU, Ta=25℃)

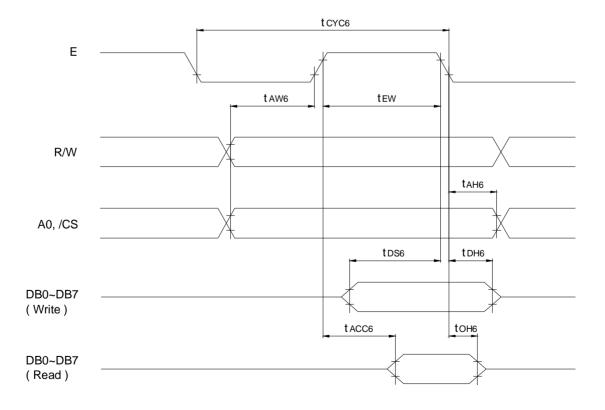
_			VDD=4.5	5 to 5.5V	VDD=3.3	3 to 4.5V		
Parameters	Signal	Symbol	Min.	Max.	Min.	Max.	Condition	Unit
System Cycle Time	A0,	tCYC6	See note	1	See note	1		
Address Set-up Time	/CS,	tAW6	0		0			
Address Hold Time	R/W	tAH6	0		0			
Data Set-up Time		tDS6	100		120		0. 400 5	
Data Hold Time	D. D.	tDH6	0		0		CL=100pF	ns
Output Disable Time	D0~D7	tOH6	10	50	10	75		
Access Time		tACC6		85		130		
Enable Pulse Width	Е	tew	120		150			

Note: For memory control and system control commands:

 $t_{CYC6} = 2t_{C} + t_{EW} + t_{CEA} + 75 > t_{ACV} + 245$  (tc is clock period, tc=100ns)

For all other commands:

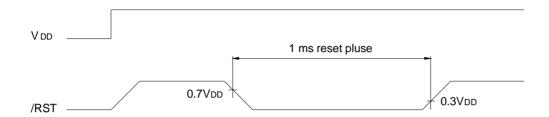
 $t_{CYC6} = 4t_{C} + t_{EW} + 30$ 



Bus Read/Write Timing(68 Series MPU)

#### 3.4 Reset

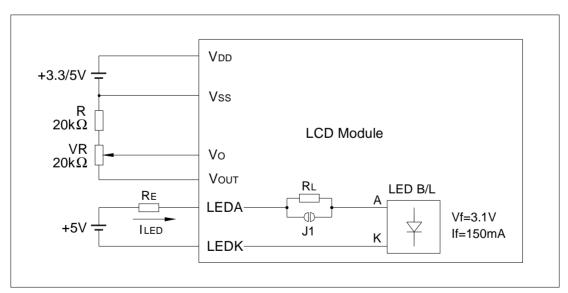
RA8835A requires a reset pulse at least 1ms long after power-on in order to re-initialize its internal state. RA8835A can not receive commands while it is reset. Commands to initialize the internal registers should be issued soon after the reset. A delay of 3 ms (maximum) is required following the rising edges of both /RST and VDD to allow for system stabilization.



3.5 LED Backlight Characteristics (Ta=25°C)

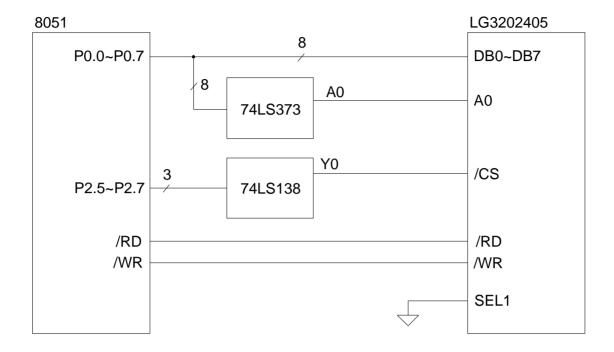
Item	Symbol	Condition	Min.	Тур.	Max.	Unit				
Forward Voltage	Vf		2.9	3.1	3.3	V				
Forward Current	If	Vf=3.1V		150		mA				
Color	White									

## 3.6 Power Supply

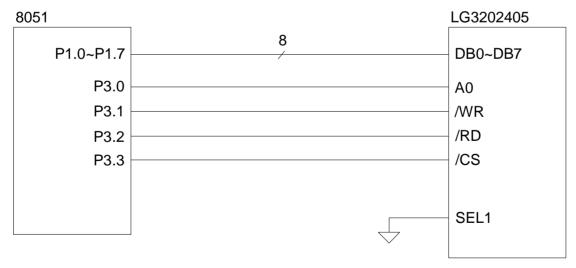


- \* VR is for LCD contrast adjusting, VDD-VO is around 22.6V
- \* RL (internal) and RE (external) are the current limiting resistors for LED backlight
- J1 Open: RE=0Ω, supply 5.0V to LEDA (Pin 19) and LEDK (Pin 20) **<Default>**
- J1 Close: RE= $(5.0V-3.1V)/150mA=13\Omega$ , supply 3.1V to LEDA (Pin 19) and LEDK (Pin 20)

## 4. CONNECTION WITH 8051 FAMILY MPU



a. Application Circuit 1



b. Application Circuit 2

#### 5. INSTRUCTION SET

Class	Command						Code	!					Command description	Command
Ciass	Command	/RD	/WR	A0	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0	·	parameters
System	SYSTEM SET	1	0	1	0	1	0	0	0	0	0	0	Initialize device and display	8
control	SLEEP IN	1	0	1	0	1	0	1	0	0	1	1	Enter standby mode	0
	DISP ON/OFF	1	0	1	0	1	0	1	1	0	0	D	Enable and disable display and display flashing	
	SCROLL	1	0	1	0	1	0	0	0	1	0	0	Set display start address and display regions	10
	CSRFORM	1	0	1	0	1	0	1	1	1	0	1	Set cursor type	2
Display control	CGRAM ADR	1	0	1	0	1	0	1	1	1	0	0	Set start address of character generator RAM	2
	CSRDIR	1	0	1	0	1	0	0	1	1	CD1	CD0	Set direction of cursor movement	0
	HDOT SCR	1	0	1	0	1	0	1	1	0	1	0	Set horizontal scroll position	1
	OVLAY	1	0	1	0	1	0	1	1	0	1	1	Set display overlay format	1
Drawing	CSRW	1	0	1	0	1	0	0	0	1	1	0	Set cursor address	2
control	CSRR	1	0	1	0	1	0	0	0	1	1	1	Read cursor address	2
Memory	MWRITE	1	0	1	0	1	0	0	0	0	1	0	Write to display memory	-
control	MREAD	1	0	1	0	1	0	0	0	0	1	1	Read from display memory	-

#### Notes:

- 1. In general, the internal registers of e RA8835A are modified as each command parameter is input. However, the microprocessor does not have to set all the parameters of a command and may send a new command before all parameters have been input. The internal registers for the parameters that have been input will have been changed but the remaining parameter registers are unchanged.
  2-byte parameters (where two bytes are treated as one data item) are handled as follows:
  - a. CSRW, CSRR: Each byte is processed individually. The microprocessor may read or write just the low byte of the cursor address.
  - b. SYSTEM SET, SCROLL, CGRAM ADR: Both parameter bytes are processed together. If the command is changed after half of the parameter has been input, the single byte is ignored.
- 2. APL and APH are 2-byte parameters, but are treated as two 1-byte parameters.
- 3. Please refer to RA8835A datasheet for details.

#### 6. INITIALIZATION

The initialization example is based on the following conditions:

- 320 x 240 pixels, single panel drive, combining text and graphic, no partitioned screen
- First layer: Text display. 320/8 = 40 characters per line, 240/8 = 30 lines.

Required memory size =  $40 \times 30 = 1,200 (04B0H)$  bytes

- Second layer: Graphic display. 320/8 = 40 bytes per line, 240/1 = 240 lines Required memory size = 40 x 240 = 9,600 (2580H) bytes
- 8 x 8 pixels character font
- CGRAM not required

## Initialization procedure

	on procedure							
No.	Command	Operation						
1	Power on							
2	Reset	/RST = "L" 1 ms minimum after VDD > 4.75V.						
		Initialization commands should be issued after a delay of						
		3 ms (maximum) following the rising edges of /RST						
3	SYSTEM SET							
	C = 40H							
	P1 = 30H	M0 = 0: Internal ROM						
		M1 = 0: CGRAM is 32 characters maximum						
		M2 = 0: 8 pixels character height						
		W/S = 0: Single panel drive						
		IV = 1: No top-line compensation						
	P2 = 87H	FX = 7: Horizontal character size = 8 pixels						
		WF = 1: Two-frame AC drive						
	P3 = 07H	FY = 7: Vertical character size = 8 pixels						
	P4 = 27H	C/R = 39: 40 display addresses per line						
	P5 = 41H	TC/R = 65: Total address range per line = 65						
		fosc=10 MHz, fFR = 70 Hz						
	P6 = EFH	L/F = 239: 240 display lines						
	P7 = 28H	AP = 40: Virtual screen horizontal address range is 40						
	P8 = 00H							
4	SCROLL							
	C = 44H							
	P1 = 00H	First screen block start address: 0000H						
	P2 = 00H							
	P3 = EFH	SL1 = 239: Display lines in 1st screen block = 240 lines						
	P4 = 00H	Second screen block start address: 1000H						
	P5 = 10H							
	P6 = EFH	SL2 = 239: Display lines in 2nd screen block = 240 lines						
	P7 ~ P10 is not required							
5	HDOT SCR							
	C = 5AH							
	P1 = 00H	Horizontal pixel shift is 0						

Initialization procedure (continued)

No.	Command	Operation
6	OVLAY	·
	C = 5BH	
	P1 = 00H	MX1, MX0 = 00: OR composition
		DM2, DM1 = 00: Screen block 1 and 3 text mode
		OV = 0: Two-layer composition
7	DISP ON/OFF	
	C = 58H	D = 0: Display off
	P1= 16H	FC1, FC0 = 10: Cursor on, flashing at 2 Hz
		FP1, FP0 = 01: First screen block on, no flashing
		FP3, FP2 = 01: Second screen block on, no flashing
		FP5, FP4 = 00: Third screen block off
8	CSR FORM	
	C = 5DH	
	P1 = 04H	CRX = 4: Horizontal cursor size = 5 pixels
	P2 = 86H	CRY = 6: Vertical cursor size = 7 pixels
		CM = 1: Block cursor
9	Clear data in first layer	Fill first screen layer memory (0000H ~ 04AFH) with 20H
		(space character)
10	Clear data in second layer	Fill second screen layer memory (1000H ~ 357FH) with
		00H (blank data)
11	CSRW	
	C = 46H	
	P1 = 00H	Set cursor to start of first screen block
	P2 = 00H	
12	DISP ON/OFF	
	C = 59H	D = 1: Display on
13	CSR DIR	
	C = 4CH	CD1, CD2 = 00: Set cursor shift direction to right
14	MWRITE	
	C = 42H	
	P1 = 33H	·3'
	P2 = 32H	'2'
	P1 = 30H	'0
	P2 = 78H	'x'
	P1 = 32H	'2'
	P2 = 34H	<b>'4'</b>
	P1 = 30H	<b>'0'</b>
	P2 = 20H	
	P1 = 4CH	'L'
	P2 = 43H	'С'
	P1 = 44H	'D'

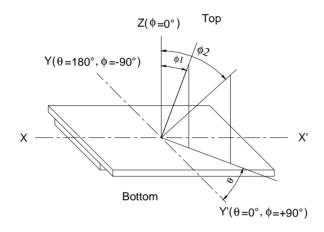
# 7. INTERNAL CHARACTER GENERATOR FONT

		Character code bits 0 to 3															
		0	1	2	3	4	5	6	7	8	9	Α	В	С	D	Е	F
	2			##		:::::	::- <u>:</u> ::		:			:4::		<b>:</b>		::	
	3		•••••••••••••••••••••••••••••••••••••••									## ##	::	•		÷	•
	4																
2.7	5							!		×						••••	
Character code bits 4 to 7	6	==	<b></b>		<b>:</b>			-#-	-:::	<b>!</b> :			K			!·-	<u>:::</u> :
code	7	<b>::::-</b>	-:::	<b>!-"</b>	<u>::::</u>	•••••	11	i.,:	<u>i</u> i	<b>;</b> ::	•	:::	€	•	<u>:</u>		<b></b>
haracte	Α		<b>:::</b>	=		•.	::	::::		.:i`	=====		<b>:</b>	<b>†</b> ::	_::		::::
S	В		<b></b>	•	ij				#	•::	·		<b>#</b>	<b>∷</b> .ŧ	<u></u>		٠ <u>.</u> .:
	С	-:::	<b>:</b>			<b>.</b>	<b>.</b>		:	-	<u>.</u> i	`		<u>.</u> .	٠.		-:
	D		: <b>:</b>	::: <b>:</b>	===	#::				ij		<u>.</u>		::: :::		-:-	<b></b>
	1																

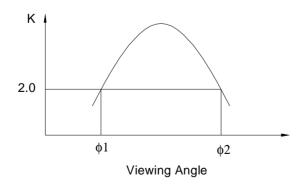
# 8. ELECTRO—OPTICAL CHARACTERISTICS (Ta=25 $^{\circ}$ C)

Item	Symbol	Condition	Min.	Тур.	Max.	Unit	Note
View Angle	Ф <b>2-</b> Ф1	K≥2 , θ=0°		60		Deg	Note1, Note2
Contrast	К	$\Phi$ =0°, $\theta$ =0°	3				Note3
_	tr (rise)	Φ=0°,θ=0°		250		ms	
Response Time	tf (fall)	$\Phi = 0^{\circ}, \theta = 0^{\circ}$	1	250	1	ms	Note3

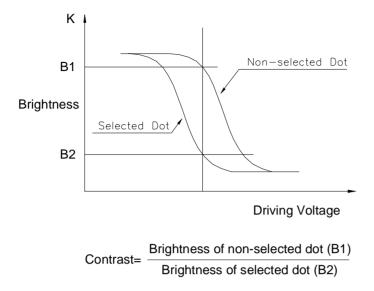
Note1: Definition of Viewing Angle  $\theta$ ,  $\Phi$ 



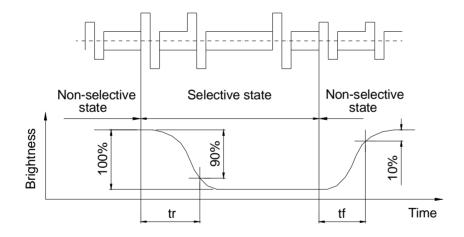
Note2: Definition of viewing Angle Range:  $\Phi 1, \Phi 2$ 



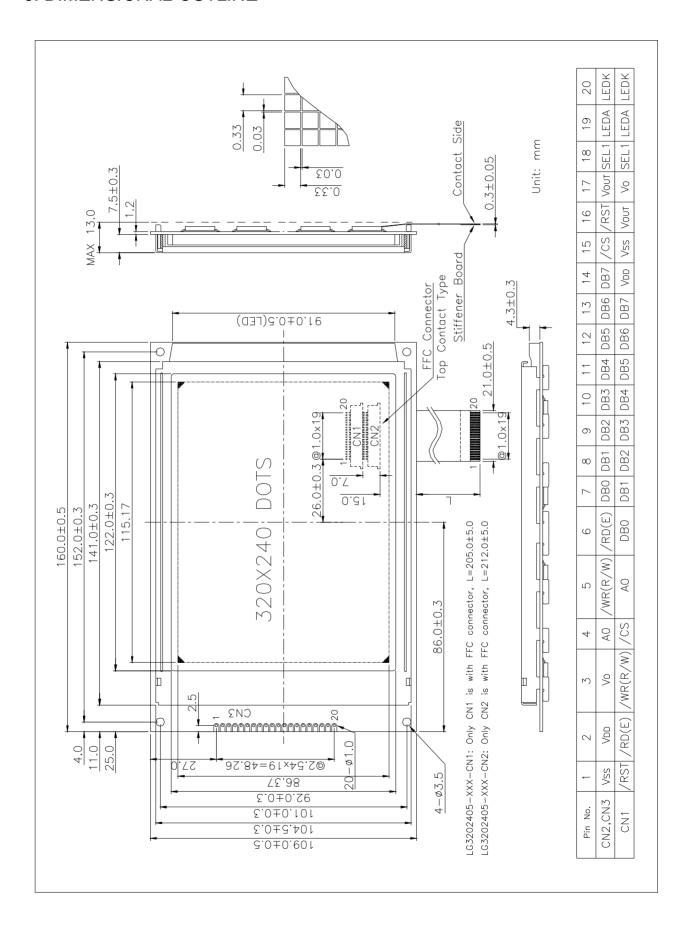
## Note3: Definition of Contrast



Note4: Definition of Response Time



## 9. DIMENSIONAL OUTLINE



## 10. LCD MODULE NUMBERING SYSTEM

L G 320 240 5 — L M D W H 6 V — XXXX (1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13)

- (1) Brand
- (2) Module type
  - C Character module
  - G Graphic module
- (3) Display format

Character module: Number of characters per line, two digits XX

Graphic module : Number of columns, tow or three digits XX or XXX

(4) Display format

Character module: Number of lines, one digit X

Graphic module : Number of rows, two or three digits XX or XXX

- (5) Development number: One or two digits X or HX
- (6) LCD mode

**T** - TN Positive, Gray **N** - TN Negative, Blue

**S** - STN Positive, Yellow-green **G** - STN Positive, Gray

**B** - STN Negative, Blue **F** - FSTN Positive, White

K - FSTN Negative, Black L - FSTN Negative, Blue

(7) Polarizer mode

**R** - Reflective **F** - Transflective **M** - Transmissive

(8) Backlight type

N - Without backlight L - Array LED D - Edge light LED E - EL C - CCFL

(9) Backlight color

Y - Yellow-green B - Blue W - White G - Green

A - Amber R - Red M - Multi color Nil –Without backlight

(10) Operating temperature range

**S** - Standard temperature ( $0 \sim +50 \,^{\circ}\text{C}$ ) **H** - Extended Temperature ( $-20 \sim +70 \,^{\circ}\text{C}$ )

(11) Viewing direction

**3** - 3:00 **6** - 6:00 **9** - 9:00 **U** - 12:00

(12) DC-DC Converter

N or Nil – Without DC-DC converter V – Built in DC-DC converter

(13) Version code

Nil or 0~ZZZZ - Version code

#### 11. PRECAUTIONS FOR USE OF LCD MODULE

## 11.1 Handing Precautions

- 1) The display panel is made of glass. Do not subject it to a mechanical shock by dropping it from a high place, etc.
- 2) If the display panel is damaged and the liquid crystal substance inside it leaks out, be sure not to get any in your mouth. If the substance comes into contact with your skin or clothes, promptly wash it off using soap and water.
- 3) Do not apply excessive force on the surface of display or the adjoining areas of LCD module since this may cause the color tone to vary.
- 4) The polarizer covering the display surface of the LCD module is soft and easily scratched. Handle this polarizer carefully.
- 5) If the display surface of LCD module becomes contaminated, blow on the surface and gently wipe it with a soft dry cloth. If it is heavily contaminated, moisten cloth with one of the following solvents.
  - Isopropyl alcohol
  - Ethyl alcohol

Solvents other than those mentioned above may damage the polarizer.

Especially, do not use the following:

- Water
- · Ketone
- · Aromatic Solvents
- 6) When mounting the LCD module make sure that it is free of twisting, warping, and distortion. Distortion has great influence upon display quality. Also keep the stiffness enough regarding the outer case.
- 7) Be sure to avoid any solvent such as flux for soldering never stick to Heat-Seal. Such solvent on Heat-Seal may cause connection problem of heat-Seal and TAB.
- 8) Do not forcibly pull or bend the TAB I/O terminals.
- 9) Do not attempt to disassemble or process the LCD module.
- 10) NC terminal should be open. Do not connect anything.
- 11) If the logic circuit power is off, do not apply the input signals.
- 12) To prevent destruction of the elements by static electricity, be careful to maintain an optimum work environment.
  - · Be sure to ground the body when handling the LCD module.
  - · Tools required for assembly, such as soldering irons, must be properly grounded.
  - To reduce the amount of static electricity generated, do not conduct assembly and other work under dry conditions.
  - The LCD module is coated with a film to protect the display surface. Exercise care when peeling off this protective film since static electricity may be generated.

#### 11.2 Storage Precautions

1) When storing the LCD module, avoid exposure to direct sunlight or to the light of fluorescent lamps and high temperature/high humidity. Whenever possible, the

- LCD module should be stored in the same conditions in which they were shipped from our company.
- 2) Exercise care to minimize corrosion of the electrodes. Corrosion of the electrodes is accelerated by water droplets or a current flow in a high humidity environment.

#### 11.3 Design Precautions

- 1) The absolute maximum ratings represent the rated value beyond which LCD module can not exceed. When the LCD modules are used in excess of this rated value, their operating characteristics may be adversely affected.
- 2) To prevent the occurrence of erroneous operation caused by noise, attention must be paid to satisfy VIL, VIH specification values, including taking the precaution of using signal cables that are short.
- 3) The liquid crystal display exhibits temperature dependency characteristics. Since recognition of the display becomes difficult when the LCD is used outside its designated operating temperature range, be sure to use the LCD within this range. Also, keep in mind that the LCD driving voltage levels necessary for clear displays will vary according to temperature.
- 4) Sufficiently notice the mutual noise interference occurred by peripheral devices.
- 5) To cope with EMI, take measures basically on outputting side.
- 6) If DC is impressed on the liquid crystal display panel, display definition is rapidly deteriorated by the electrochemical reaction that occurs inside the liquid crystal display panel. To eliminate the opportunity of DC impressing, be sure to maintain the AC characteristics of the input signals sent to the LCD Module.

#### 11.4 Others

- Liquid crystals solidify under low temperatures (below the storage temperature range) leading to defective orientation or the generation of air bubbles (black or white).
  - Air bubbles may also be generated if the LCD module is subjected to a strong shock at a low temperature.
- 2) If the LCD modules have been operating for a long time showing the same display patterns, the display patterns may remain on the screen as ghost images and a slight contrast irregularity may also appear. A normal operating status can be regained by suspending use for some time. It should be noted that this phenomenon does not adversely affect performance reliability.
- 3) To minimize the performance degradation of the LCD modules resulting from destruction caused by static electricity, etc., exercise care to avoid touching the following sections when handling the module:
  - Terminal electrode sections.
  - · Part of pattern wiring on TAB, etc.