INTRODUCTION

KS0078 is a dot matrix LCD driver & controller LSI which is fabricated by low power CMOS technology.
It can display 1, 2, or 4 lines with 5 × 8 or 6 × 8 dots format.

FUNCTIONS

- Character type dot matrix LCD driver & controller
- Internal driver : 34 common and 120 segment signal output
- Easy interface with 4-bit or 8-bit MPU
- Clock synchronized serial Interface
- 5 × 8 dot matrix possible
- 6 × 8 dot matrix possible
- Bi-directional shift function
- All character reverse display
- Display shift per line
- Voltage converter for LCD drive voltage : 13 V max (2 times / 3 times)
- Various instruction functions
- Automatic power on reset

FEATURES

- Internal Memory
  - Character Generator ROM (CGROM) : 9,600 bits (240 characters × 5 × 8 dot)
  - Character Generator RAM (CGRAM) : 64 x 8 bits (8 characters × 5 × 8 dot)
  - Segment Icon RAM (SEGRAM) : 16 × 8 bits (96 icons max.)
  - Display Data RAM (DDRAM) : 96 × 8 bits (96 characters max.)
- Low power operation
  - Power supply voltage range : 2.7 ~ 5.5 V (VDD)
  - LCD Drive voltage range : 3.0 ~ 13.0 V (VDD - V5)
- CMOS process
- Programmable duty cycle : 1/17, 1/33 (refer to Table 1.)
- Internal oscillator with an external resistor
- Bare chip available

Table 1. Programmable duty cycles

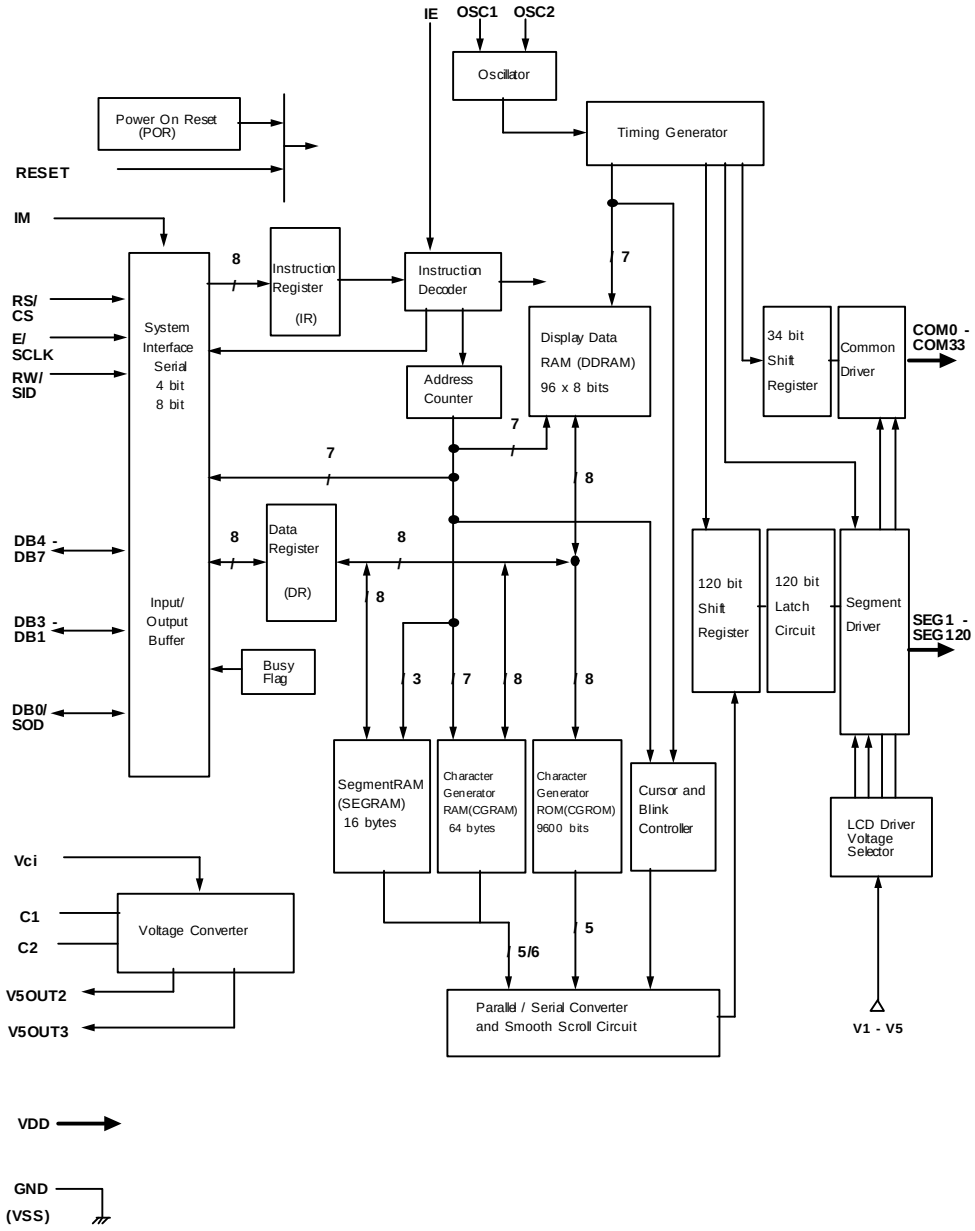
5-dot font width

Display Line Numbers	Duty Ratio	Single-chip Operation	
		Displayable characters	Possible icons
1	1/17	1 line of 48 characters	80
2	1/33	2 lines of 48 characters	80
4	1/33	4 lines of 24 characters	80

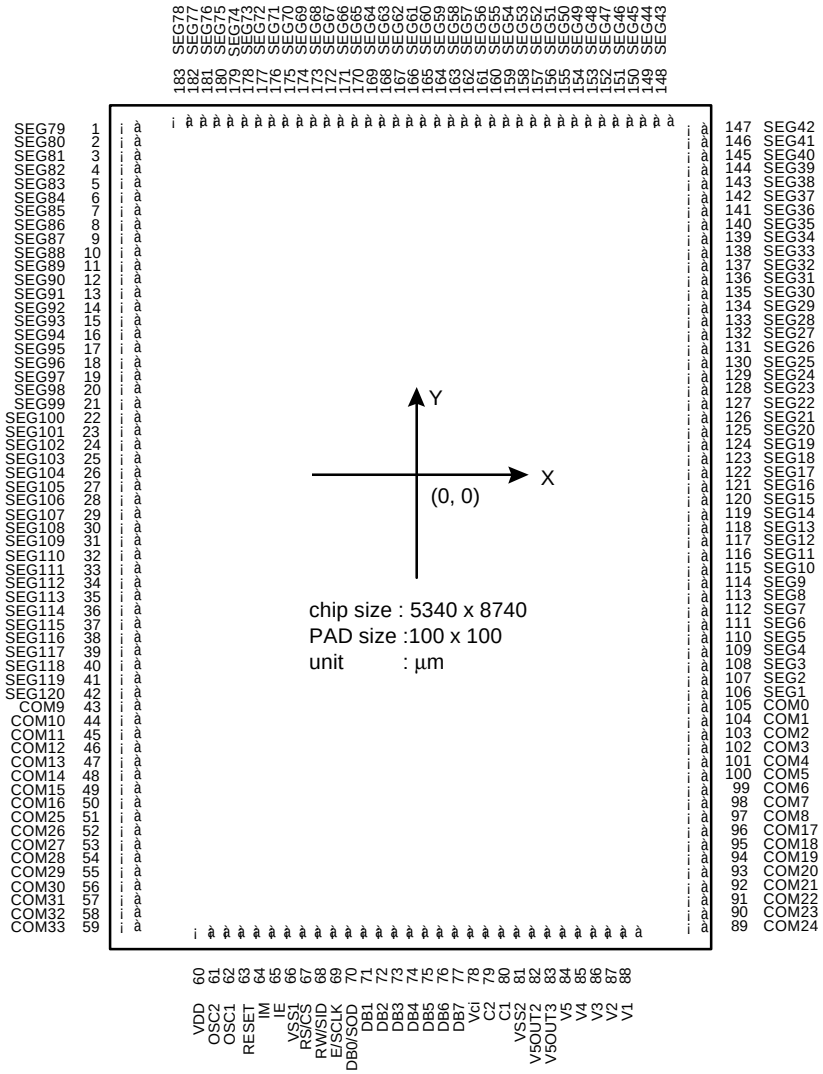
6-dot font width

Display Line Numbers	Duty Ratio	Single-chip Operation	
		Displayable characters	Possible icons
1	1/17	1 line of 40 characters	96
2	1/33	2 lines of 40 characters	96
4	1/33	4 lines of 20 characters	96

BLOCK DIAGRAM



PAD CONFIGURATION



SAMSUNG ELECTRONICS

PAD LOCATION

PAD NO.	PAD NAME	COORDINATE		PAD NO.	PAD NAME	COORDINATE		PAD NO.	PAD NAME	COORDINATE		PAD NO.	PAD NAME	COORDINATE	
		X-	Y-			X-	Y-			X-	Y-			X-	Y-
1	SEG79	-2504	3540	24	SEG102	-2504	665	47	COM13	-2504	-2322	70	DB0/ SOD	-500	-4119
2	SEG80	-2504	341	25	SEG103	-2504	540	48	COM14	-2504	-2447	71	DB1	-375	-4119
3	SEG81	-2504	329	26	SEG104	-2504	415	49	COM15	-2504	-2572	72	DB2	-250	-4119
4	SEG82	-2504	316	27	SEG105	-2504	290	50	COM16	-2504	-2697	73	DB3	-125	-4119
5	SEG83	-2504	304	28	SEG106	-2504	165	51	COM25	-2504	-2822	74	DB4	0	-4119
6	SEG84	-2504	291	29	SEG107	-2504	40	52	COM26	-2504	-2947	75	DB5	125	-4119
7	SEG85	-2504	279	30	SEG108	-2504	-84	53	COM27	-2504	-3072	76	DB6	250	-4119
8	SEG86	-2504	266	31	SEG109	-2504	-209	54	COM28	-2504	-3197	77	DB7	375	-4119
9	SEG87	-2504	254	32	SEG110	-2504	-334	55	COM29	-2504	-3322	78	Vci	500	-4119
10	SEG88	-2504	241	33	SEG111	-2504	-459	56	COM30	-2504	-3447	79	C2	625	-4119
11	SEG89	-2504	229	34	SEG112	-2504	-584	57	COM31	-2504	-3572	80	C1	750	-4119
12	SEG90	-2504	216	35	SEG113	-2504	-709	58	COM32	-2504	-3697	81	VSS2	875	-4119
13	SEG91	-2504	204	36	SEG114	-2504	-834	59	COM33	-2504	-3822	82	V5OUT2	1000	-4119
14	SEG92	-2504	191	37	SEG115	-2504	-959	60	VDD	-1750	-4119	83	V5OUT3	1125	-4119
15	SEG93	-2504	179	38	SEG116	-2504	-1084	61	OSC2	-1625	-4119	84	V5	1250	-4119
16	SEG94	-2504	166	39	SEG117	-2504	-1209	62	OSC1	-1500	-4119	85	V4	1375	-4119
17	SEG95	-2504	154	40	SEG118	-2504	-1334	63	RESET	-1375	-4119	86	V3	1500	-4119
18	SEG96	-2504	1415	41	SEG119	-2504	-1459	64	IM	-1250	-4119	87	V2	1625	-4119
19	SEG97	-2504	129	42	SEG120	-2504	-1584	65	IE	-1125	-4119	88	V1	1750	-4119
20	SEG98	-2504	116	43	COM9	-2504	-1822	66	VSS1	-1000	-4119	89	COM24	2504	-3822
21	SEG99	-2504	104	44	COM10	-2504	-1947	67	RS/CS	-875	-4119	90	COM23	2504	-3697
22	SEG10	-2504	915	45	COM11	-2504	-2072	68	RW/SID	-750	-4119	91	COM22	2504	-3572
23	SEG10	-2504	790	46	COM12	-2504	-2197	69	E/SCLK	-625	-4119	92	COM21	2504	-3447

PAD COORDINATE CONTINUED

PAD NO.	PAD NAME	COORDINATE		PAD NO.	PAD NAME	COORDINATE		PAD NO.	PAD NAME	COORDINATE		PAD NO.	PAD NAME	COORDINATE	
		X-	Y-			X-	Y-			X-	Y-			X-	Y-
93	COM20	2504	-3322	116	SEG11	2504	-334	139	SEG34	2504	2540	162	SEG57	437	4119
94	COM19	2504	-3197	117	SEG12	2504	-209	140	SEG35	2504	2665	163	SEG58	312	4119
95	COM18	2504	-3072	118	SEG13	2504	-84	141	SEG36	2504	2790	164	SEG59	187	4119
96	COM17	2504	-2947	119	SEG14	2504	40	142	SEG37	2504	2915	165	SEG60	62	4119
97	COM8	2504	-2822	120	SEG15	2504	165	143	SEG38	2504	3040	166	SEG61	-62	4119
98	COM7	2504	-2697	121	SEG16	2504	290	144	SEG39	2504	3165	167	SEG62	-187	4119
99	COM6	2504	-2572	122	SEG17	2504	415	145	SEG40	2504	3290	168	SEG63	-312	4119
100	COM5	2504	-2447	123	SEG18	2504	540	146	SEG41	2504	3415	169	SEG64	-437	4119
101	COM4	2504	-2322	124	SEG19	2504	665	147	SEG42	2504	3540	170	SEG65	-562	4119
102	COM3	2504	-2197	125	SEG20	2504	790	148	SEG43	2187	4119	171	SEG66	-687	4119
103	COM2	2504	-2072	126	SEG21	2504	915	149	SEG44	2062	4119	172	SEG67	-812	4119
104	COM1	2504	-1947	127	SEG22	2504	1040	150	SEG45	1937	4119	173	SEG68	-937	4119
105	COM0	2504	-1822	128	SEG23	2504	1165	151	SEG46	1812	4119	174	SEG69	-1062	4119
106	SEG91	2504	-1584	129	SEG24	2504	1290	152	SEG47	1687	4119	175	SEG70	-1187	4119
107	SEG2	2504	-1459	130	SEG25	2504	1415	153	SEG48	1562	4119	176	SEG71	-1312	4119
108	SEG3	2504	-1334	131	SEG26	2504	1540	154	SEG49	1437	4119	177	SEG72	-1437	4119
109	SEG4	2504	-1209	132	SEG27	2504	1665	155	SEG50	1312	4119	178	SEG73	-1562	4119
110	SEG5	2504	-1084	133	SEG28	2504	1790	156	SEG51	1187	4119	179	SEG74	-1687	4119
111	SEG6	2504	-959	134	SEG29	2504	1915	157	SEG52	1062	4119	180	SEG75	-1812	4119
112	SEG7	2504	-834	135	SEG30	2504	2040	158	SEG53	937	4119	181	SEG76	-1937	4119
113	SEG8	2504	-709	136	SEG31	2504	2165	159	SEG54	812	4119	182	SEG77	-2062	4119
114	SEG9	2504	-584	137	SEG32	2504	2290	160	SEG55	687	4119	183	SEG78	-2187	4119
115	SEG10	2504	-459	138	SEG33	2504	2415	161	SEG56	562	4119				

PAD DESCRIPTION

PAD (NO)	INPUT/ OUTPUT	NAME	DESCRIPTION	INTERFACE
VDD (60)	-	Power supply	for logical circuit(+3V,+5V)	Power supply
VSS1,VSS2 (66,81)			0V(GND)	
V1-V5 (88-84)			Bias voltage level for LCD driving.	
Vci (78)	Input		Input voltage to the voltage converter to generate LCD drive voltage(Vci = 1.0 -4.5V).	
SEG1-SEG120 (106-183, 1-42)	Output	Segment output	Segment signal output for LCD drive.	LCD
COM0-COM33 (105-89, 43-59)	Output	Common output	Common signal output for LCD drive.	LCD
OSC1,OSC2 (61,62)	Input (OSC1), Output (OSC2)	Oscillator	When use internal oscillator, connect external Rf resistor. If external clock is used, connect it to OSC1.	External resistor/oscillator (OSC1)
C1,C2 (80,79)	Input	External capacitance input	To use the voltage converter(2 times /3 times), these pins must be connected to the external capacitance.	External capacitance
RESET (63)	Input	Reset pin	Initialized to Low	-
IE (65)	Input	Select pin of instruction set	When IE = "High", Instruction set is selected as Table 6. When IE = "Low", Instruction set is selected as Table 10.	-
V5OUT2(82)	Output	Two times converter output	The value of Vci is converted two times. To use three times converter, the same capacitance as that of C1-C2 should be connected here.	V5 capacitance
V5OUT3(83)		Three times converter output	The value of Vci is converted three times.	V5

PAD DESCRIPTION (continued)

PAD (NO)	INPUT/ OUTPUT	NAME	DESCRIPTION	INTERFACE
IM (64)	Input	Interface mode selection	Select Interface mode with the MPU. In IM = "Low" : Serial mode, In IM = "High" : 4-bit/8-bit bus mode.	-
RS/CS (67)	Input	Register select/ Chip select	In bus mode, used as register selection input. In RS/CS = "High", Data register is selected. In RS/CS = "Low", Instruction register is selected. In serial mode, used as chip selection input. In RS/CS = "Low", selected. When RS/CS = "High", not selected.(Low access enable)	MPU
RW/SID (68)	Input	Read_write/ Serial input data	In bus mode, used as read/write selection input. In RW/SID = "High", read operation. When RW/SID = "Low", write operation. In serial mode, used for data input pin.	MPU
E/SCLK (69)	Input	Read_write enable/Serial clock	In bus mode, used as read_write enable signal. In serial mode, used as serial clock input pin.	MPU
DB0/SOD (70)	Input_Output/ Output	Data bus 0 bit/Serial output data	In 8-bit bus mode, used as lowest bi-directional data bit. During 4-bit bus mode, Open this pin. In serial mode, used as serial data output pin. If not in read operation, open this pin.	MPU
DB1-DB3 (71-73)	Input. Output	Data bus 1- 7	In 8-bit bus mode, used as low order bi-directional data bus. During 4-bit bus mode or serial mode, open these pins.	MPU
DB4-DB7 (74-77)			In 8-bit bus mode, used as high order bi-directional data bus. In case of 4-bit bus mode, used as both high and low order. DB7 used for Busy Flag output. During serial mode, open these pins.	MPU

FUNCTION DESCRIPTION

System Interface

This chip has all three kinds interface type with MPU : serial, 4-bit bus and 8-bit bus. Serial and bus(4-bit/8-bit) is selected by IM input, and 4-bit bus and 8-bit bus is selected by DL bit in the instruction register.

During read or write operation, two 8-bit registers are used. one is data register (DR), the other is instruction register(IR).

The data register(DR) is used as temporary data storage place for being written into or read from DDRAM/CGRAM/SEGRAM, target RAM is selected by RAM address setting instruction. Each internal operation, reading from or writing into RAM, is done automatically.
Hence, after MPU reads DR data, the data in the next DDRAM/CGRAM/SEGRAM address is transferred into DR automatically. Also after MPU writes data to DR, the data in DR is transferred into DDRAM/CGRAM/SEGRAM automatically.

The Instruction register(IR) is used only to store instruction code transferred from MPU. MPU cannot use it to read instruction data.

To select register, use RS/CS input pin in 4-bit/8-bit bus mode(IM = "High") or RS bit in serial mode(IM = "Low").

Table 2. Various kinds of operations according to RS and R/W bits.

RS	R/W	Operation
0	0	Instruction Write operation (MPU writes Instruction code into IR)
0	1	Read Busy flag(DB7) and address counter (DB0 ~ DB6)
1	0	Data Write operation (MPU writes data into DR)
1	1	Data Read operation (MPU reads data from DR)

Busy Flag (BF)

When BF = "High", it indicates that the internal operation is being processed. So during this time the next instruction cannot be accepted. BF can be read, when RS = Low and R/W = High(Read Instruction Operation), through DB7 port.
Before executing the next instruction, be sure that BF is not High.

Display Data RAM (DDRAM)

DDRAM stores display data of maximum 96 × 8 bits (96 characters).
DDRAM address is set in the address counter (AC) as a hexadecimal number. (refer to Fig-1.)

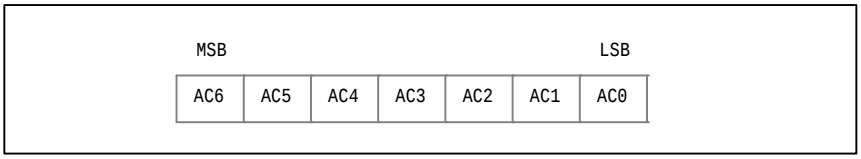


Fig-1. DDRAM Address

1) Display of 5-dot font width character

♦ 5-dot 1 line display

In the case of 1 line display with 5-dot font, the address range of DDRAM is 00H ~ 5FH. (Refer to Fig-2)

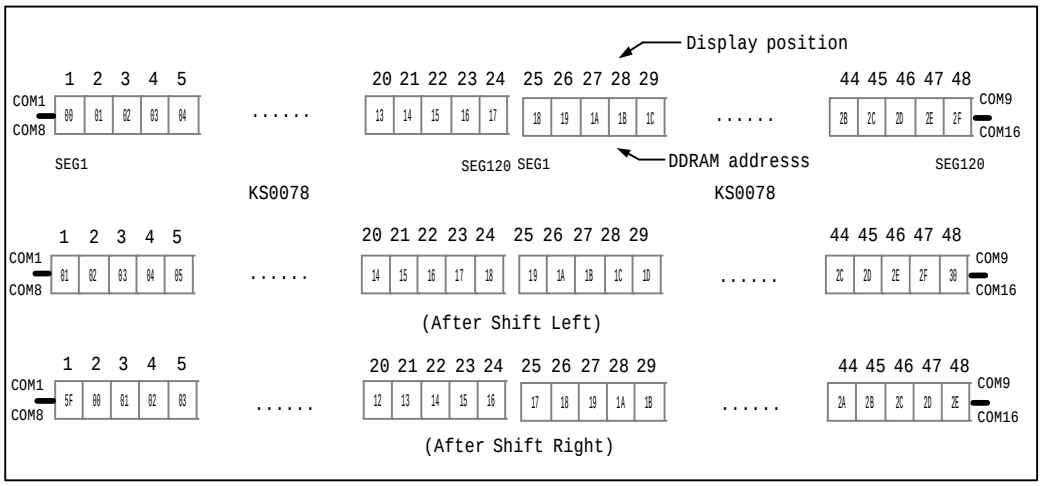


Fig-2. 1-line X 48ch. display

♦ 5-dot 2 line display

In the case of 2 line display with 5-dot font, the address range of DDRAM is 00H ~ 2FH, 40H ~ 6FH. (refer to Fig-3)

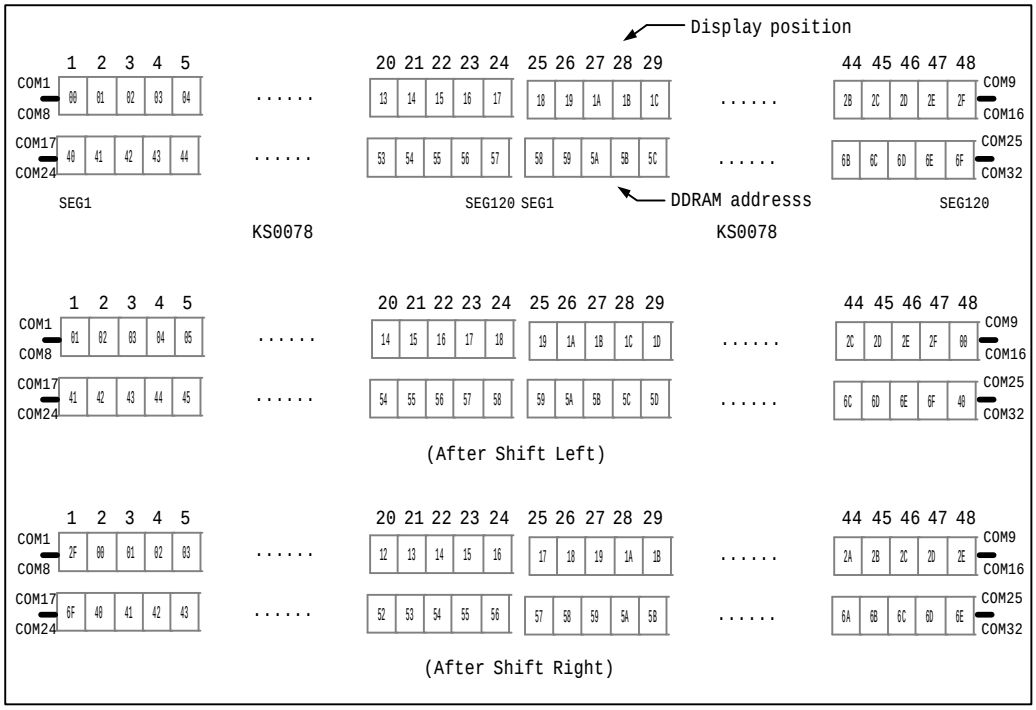


Fig-3. 2-line X 48ch. display (5-dot font width)

♦ 5-dot 4 line display

In the case of 4 line display with 5-dot font, the address range of DDRAM is 00H ~ 17H, 20H ~ 37H, 40H ~ 57H, 60H ~ 77H. (refer to Fig-4)

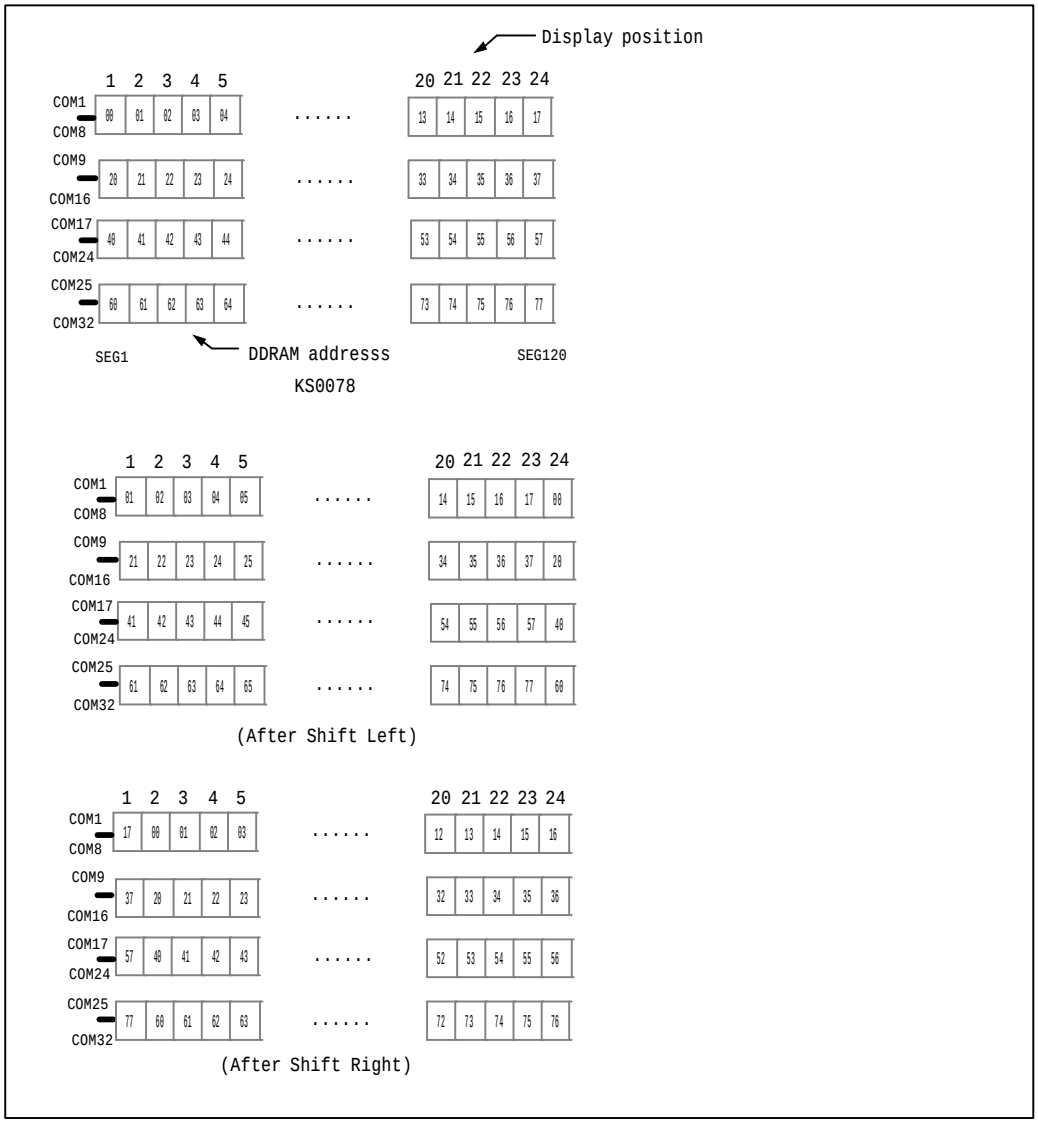


Fig-4. 4-line X 24ch. display (5-dot font width)

2) Display of 6-dot font width character

♦ 6-dot 1 line display

In the case of 1 line display with 6-dot font, the address range of DDRAM is 00H ~ 5FH. (refer to Fig-5)

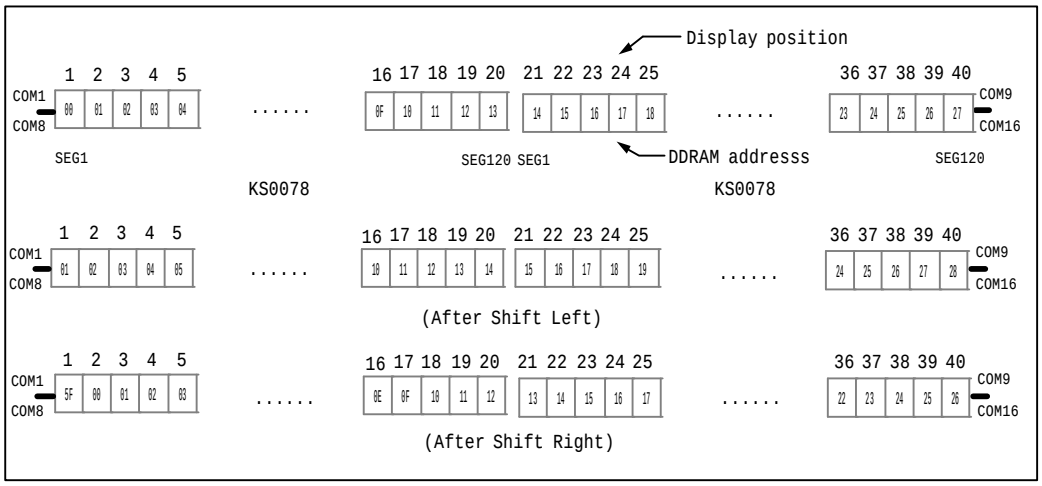


Fig-5. 1-line X 40ch. display

♦ 6-dot 2 line display

In the case of 2 line display with 6-dot font, the address range of DDRAM is 00H ~ 2FH, 40H ~ 6FH. (refer to Fig-6)

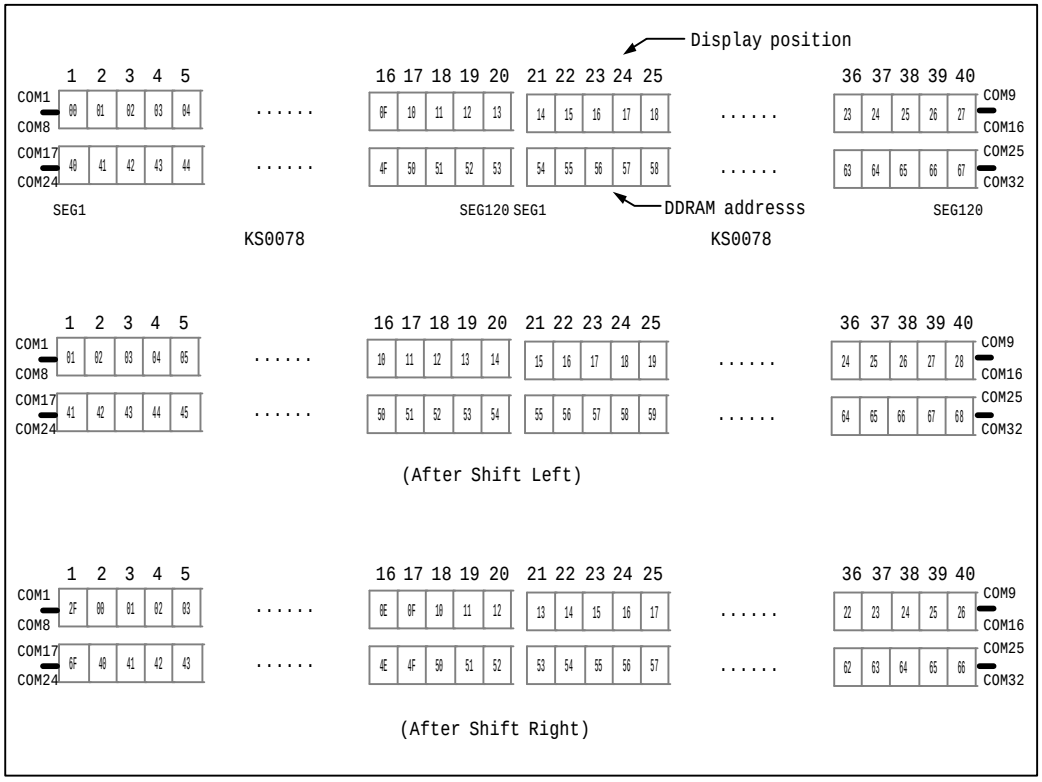


Fig-6. 2-line X 40ch. display (6-dot font width)

♦ 6-dot 4 line display

In the case of 4 line display with 6-dot font, the address range of DDARM is 00H ~ 17H, 20H ~ 37H, 40H ~ 57H, 60H ~ 77H. (refer to Fig-7)

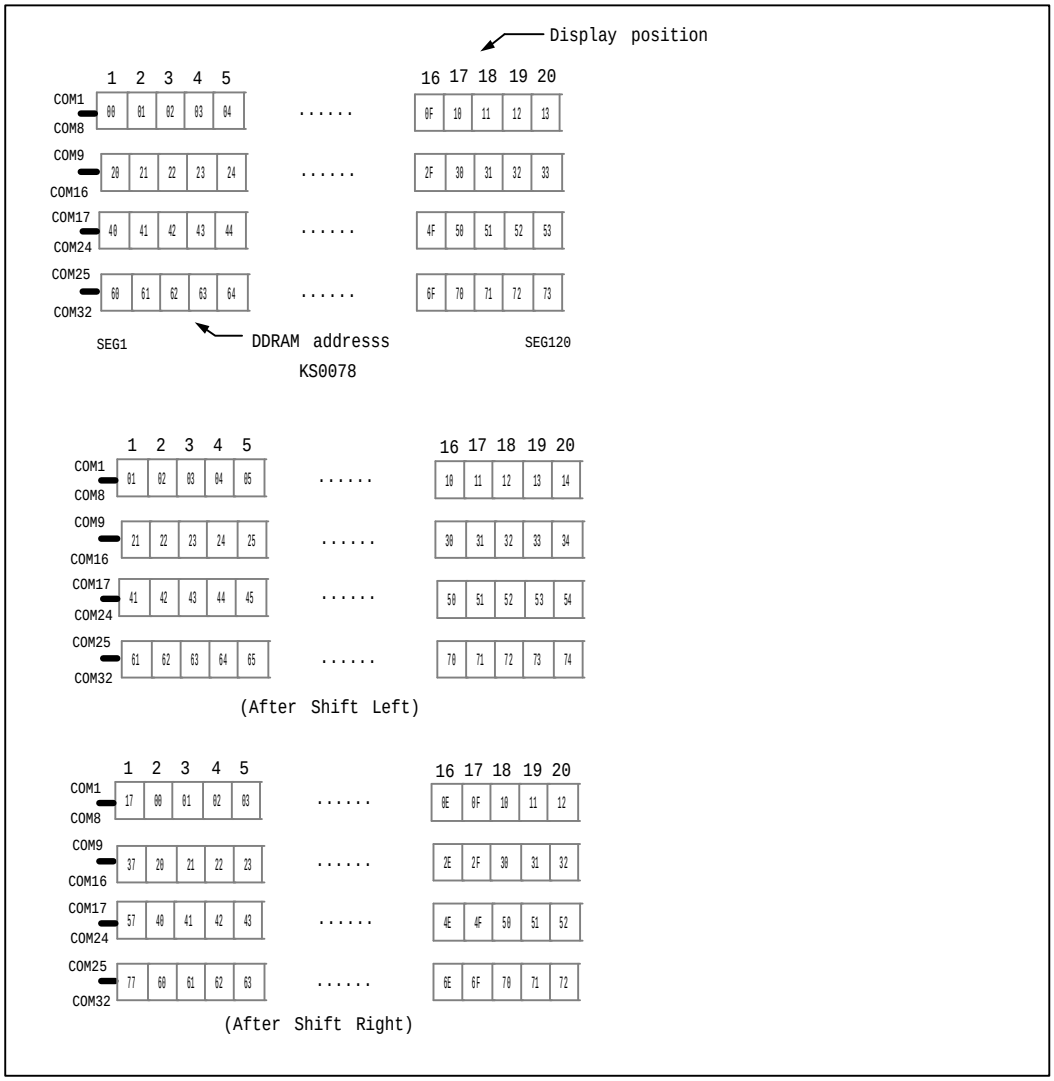


Fig-7. 4-line X 20ch. display (6-dot font width)

Timing Generation Circuit

Timing generation circuit generates clock signals for the internal operations.

Address Counter (AC)

Address Counter(AC) stores DDRAM/CGRAM/SEGRAM address, transferred from IR.
After writing into (reading from) DDRAM/CGRAM/SEGRAM, AC is automatically increased (decreased) by 1. When RS = "Low" and R/W = "High", AC can be read through DB0~DB6

Cursor/Blink Control Circuit

It controls cursor/blink ON/OFF and black/white inversion at cursor position.

LCD Driver Circuit

LCD Driver circuit has 34 common and 120 segment signals for LCD driving.
Data from SEGRAM/CGRAM/CGROM is transferred to 120-bit segment latch serially, which is stored to 120-bit shift latch.
When each common is selected by 34-bit common register, segment data also output through segment driver from 100-bit segment latch.
In 1-line display mode, COM0 ~ COM17 have 1/17 duty, and in 2-line or 4-line mode, COM0 ~ COM33 have 1/33 duty ratio.

CGROM (Character Generator ROM)

CGROM has 5 × 8-dot 240 character pattern. (refer to Table 3)
Table 3. CGROM Character Code Table

CGRAM (Character Generator RAM)

CGRAM has up to 5 × 8-dot 8 characters. By writing font data to CGRAM, user defined character can be used.
(Refer to Table 4)

Table 4. Relationship between Character Code(DDRAM) and Character Pattern(CGRAM)

1) 5 × 8 dot Character pattern

Character Code(DDRAM data)								CGRAM address						CGRAM data								Pattern number
D7	D6	D5	D4	D3	D2	D1	D0	A5	A4	A3	A2	A1	A0	P7	P6	P5	P4	P3	P2	P1	P0	
0	0	0	0	X	0	0	0	0	0	0	0	0	0	B1	B0	X	0	¨ç	¨ç	¨ç	0	pattern 1
											0	0	1				¨ç	0	0	0	¨ç	
											0	1	0				¨ç	0	0	0	¨ç	
											0	1	1				¨ç	¨ç	¨ç	¨ç	¨ç	
											1	0	0				¨ç	0	0	0	¨ç	
											1	0	1				¨ç	0	0	0	¨ç	
											1	1	0				¨ç	0	0	0	¨ç	
											1	1	1				0	0	0	0	0	
			:						:			:						:					:
0	0	0	0	X	1	1	1	1	1	1	0	0	0	B1	B0	X	¨ç	0	0	0	¨ç	pattern 8
											0	0	1				¨ç	0	0	0	¨ç	
											0	1	0				¨ç	0	0	0	¨ç	
											0	1	1				¨ç	¨ç	¨ç	¨ç	¨ç	
											1	0	0				¨ç	0	0	0	¨ç	
											1	0	1				¨ç	0	0	0	¨ç	
											1	1	0				¨ç	0	0	0	¨ç	
											1	1	1				0	0	0	0	0	

2) 6 × 8 dot Character pattern

Character Code(DDRAM data)								CGRAM address						CGRAM data								Pattern number
D7	D6	D5	D4	D3	D2	D1	D0	A5	A4	A3	A2	A1	A0	P7	P6	P5	P4	P3	P2	P1	P0	
0	0	0	0	X	0	0	0	0	0	0	0	0	0	B1	B0	0	0	¨ç	¨ç	¨ç	0	pattern 1
											0	0	1			0	¨ç	0	0	0	¨ç	
											0	1	0			0	¨ç	0	0	0	¨ç	
											0	1	1			0	¨ç	¨ç	¨ç	¨ç	¨ç	
											1	0	0			0	¨ç	0	0	0	¨ç	
											1	0	1			0	¨ç	0	0	0	¨ç	
											1	1	0			0	¨ç	0	0	0	¨ç	
											1	1	1			0	0	0	0	0	0	
				:					:			:					:					:
0	0	0	0	X	1	1	1	1	1	1	0	0	0	B1	B0	0	¨ç	0	0	0	¨ç	pattern 8
											0	0	1			0	¨ç	0	0	0	¨ç	
											0	1	0			0	¨ç	0	0	0	¨ç	
											0	1	1			0	¨ç	¨ç	¨ç	¨ç	¨ç	
											1	0	0			0	¨ç	0	0	0	¨ç	
											1	0	1			0	¨ç	0	0	0	¨ç	
											1	1	0			0	¨ç	0	0	0	¨ç	
											1	1	1			0	0	0	0	0	0	

* 1. When BE(Blink Enable bit) = "High", blink is controlled by B1 and B0 bit.
In displaying 5-dot font width, when B1 = "1", enabled dots of P0 ~ P4 will blink, and
When B1 = "0" and B0 = "1", enabled dots in P4 will blink, when B1 = "0" and
B0 = "0", blink will not happen.
In displaying 6-dot font width, when B1 = "1", enabled dots of P0 ~ P5 will blink, and
When B1 = "0" and B0 = "1", enabled dots of P5 will blink, when B1 = "0" and
B0 = "0", blink will not happen.
2. "X" : Don't care

SEGRAM (Segment Icon RAM)

SEGRAM has segment control data and segment pattern data. During 1-line display mode, COM0(COM17) makes the data of SEGRAM enable to display icons. When used in 2/4-line display mode COM0(COM33) does that. Its higher 2-bits are blinking control data, and lower 6-bits are pattern data. (refer to Table 5 and Fig-8)

Table 5. Relationship between SEGRAM address and display pattern

SEGRAM address				SEGRAM data display pattern															
				5-dot font width								6-dot font width							
A3	A2	A1	A0	D7	D6	D5	D4	D3	D2	D1	D0	D7	D6	D5	D4	D3	D2	D1	D0
0	0	0	0	B1	B0	X	S1	S2	S3	S4	S5	B1	B0	S1	S2	S3	S4	S5	S6
0	0	0	1	B1	B0	X	S6	S7	S8	S9	S10	B1	B0	S7	S8	S9	S10	S11	S12
0	0	1	0	B1	B0	X	S11	S12	S13	S14	S15	B1	B0	S13	S14	S15	S16	S17	S18
0	0	1	1	B1	B0	X	S16	S17	S18	S19	S20	B1	B0	S19	S20	S21	S22	S23	S24
0	1	0	0	B1	B0	X	S21	S22	S23	S24	S25	B1	B0	S25	S26	S27	S28	S29	S30
0	1	0	1	B1	B0	X	S26	S27	S28	S29	S30	B1	B0	S31	S32	S33	S34	S35	S36
0	1	1	0	B1	B0	X	S31	S32	S33	S34	S35	B1	B0	S37	S38	S39	S40	S41	S42
0	1	1	1	B1	B0	X	S36	S37	S38	S39	S40	B1	B0	S43	S44	S45	S46	S47	S48
1	0	0	0	B1	B0	X	S41	S42	S43	S44	S45	B1	B0	S49	S50	S51	S52	S53	S54
1	0	0	1	B1	B0	X	S46	S47	S48	S49	S50	B1	B0	S55	S56	S57	S58	S59	S60
1	0	1	0	B1	B0	X	S51	S52	S53	S54	S55	B1	B0	S61	S62	S63	S64	S65	S66
1	0	1	1	B1	B0	X	S56	S57	S58	S59	S60	B1	B0	S67	S68	S69	S70	S71	S72
1	1	0	0	B1	B0	X	S61	S62	S63	S64	S65	B1	B0	S73	S74	S75	S76	S77	S78
1	1	0	1	B1	B0	X	S66	S67	S68	S69	S70	B1	B0	S79	S80	S81	S82	S83	S84
1	1	1	0	B1	B0	X	S71	S72	S73	S74	S75	B1	B0	S85	S86	S87	S88	S89	S90
1	1	1	1	B1	B0	X	S76	S77	S78	S79	S80	B1	B0	S91	S92	S93	S94	S95	S96

* 1. B1, B0 : Blinking control bit

Control Bit			Blinking Port	
BE	B1	B0	5-dot font width	6-dot font width
0	X	X	No blink	No blink
1	0	0	No blink	No blink
1	0	1	D4	D5
1	1	X	D4 ~ D0	D5 ~ D0

2. S1~S80 : Icon pattern ON/OFF in 5-dot font width
   S1~S96 : Icon pattern ON/OFF in 6-dot font width
3. "X" : Don't care

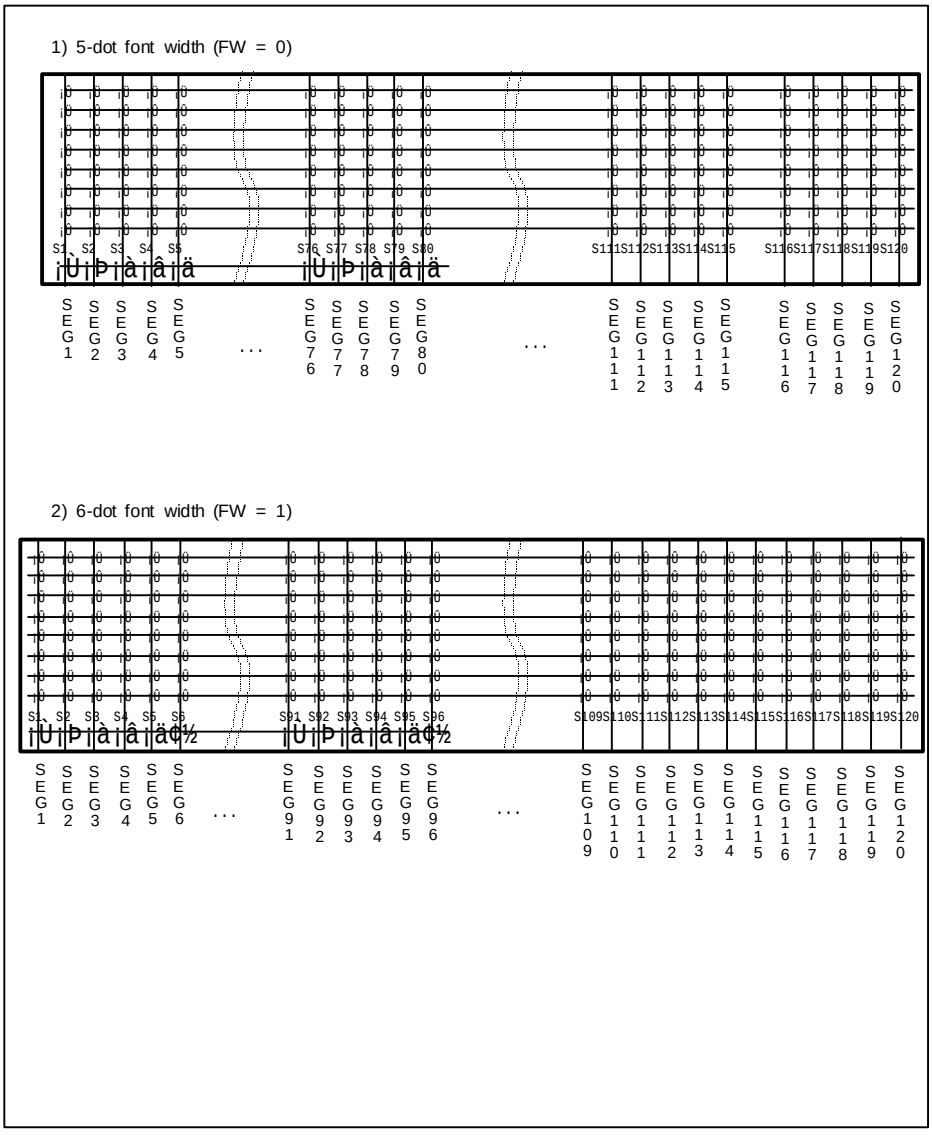


Fig-8. Relationship between SEGRAM and segment display

INSTRUCTION DESCRIPTION

OUTLINE

To overcome the speed difference between internal clock of KS0078 and MPU clock, KS0078 performs internal operation by storing control information to IR or DR. The internal operation is determined according to the signal from MPU, composed of read/write and data bus. (refer to Table 6/10) Instruction can be divided largely four kinds,

(1) KS0078 function set instructions (set display methods, set data length, etc.)
(2) address set instructions to internal RAM
(3) data transfer instructions with internal RAM
(4) others .

The address of internal RAM is automatically increased or decreased by 1.

When IE = "High", KS0078 is operated according to Instruction Set 1(Table 6) and
when IE = "Low", KS0078 is operated according to Instruction Set 2(Table 10).

* Note : During internal operation, Busy Flag (DB7) is read High. Busy Flag check must precede the next instruction. When you make a MPU program with checking the Busy Flag(DB7), it must be necessary 1/2Fosc for executing the next instruction by falling E signal after the Busy Flag(DB7) goes to “Low”.

(1) INSTRUCTION DESCRIPTION 1 (IE = "High")

Table 6. Instruction Set 1

Instruction	RE	Instruction Code										Description	Execution Time (fosc = 270 kHz)
		RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0		
Clear Display	X	0	0	0	0	0	0	0	0	0	1	Write "20H" to DDRAM. and set DDRAM address to "00H" from AC.	1.53ms
Return Home	0	0	0	0	0	0	0	0	0	1	X	Set DDRAM address to "00H" from AC and return cursor to its original position if shifted. The contents of DDRAM are not changed.	1.53ms
Power Down Mode	1	0	0	0	0	0	0	0	0	1	PD	Set power down mode bit. PD = "1" :power down mode set, PD = "0" :power down mode disable	39µs
Entry Mode Set	0	0	0	0	0	0	0	0	1	I/D	S	Assign cursor moving direction. I/D = "1" : increment, I/D = "0" : decrement and display shift enable bit. S = "1" : make display shift of the enabled lines by the DS4 -DS1 bits in the Shift Enable instruction. S = "0":display shift disable	39µs
	1	0	0	0	0	0	0	0	1	1	BID	Segment bi-direction function. BID = "1" : Seg120 → Seg1, BID = "0" : Seg1 → Seg120.	
Display ON/OFF Control	0	0	0	0	0	0	0	1	D	C	B	Set display/cursor/blink on/off D = "1" : display on, D = "0" : display off, C = "1" : cursor on, C = "0" : cursor off, B = "1" : blink on, B = "0" : blink off.	39µs
Extended function set	1	0	0	0	0	0	0	1	FW	B/W	NW	Assign font width, black/white inverting of cursor, and 4-line display mode control bit. FW = "1" : 6-dot font width, FW = "0" : 5-dot font width, B/W = "1" : black/white inverting of cursor enable, B/W = "0" : black/white inverting of cursor disable NW = "1" : 4-line display mode, NW = "0" : 1-line or 2-line display mode.	39µs

(Table 6. continued)

Instruction	RE	Instruction Code			Description	Execution Time (fosc = 270 kHz)
		RS	R/W	DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0		
Cursor or Display Shift	0	0	0	0 0 0 1 S/C R/L X X	Cursor or display shift. S/C = "1" : display shift, S/C = "0" : cursor shift, R/L = "1" : shift to right, R/L = "0" : shift to left.	39µs
Shift Enable	1	0	0	0 0 0 1 DS4 DS3 DS2 DS1	(when DH = "1") Determine the line for display shift . DS1 = "1/0": 1st line display shift enable/disable DS2 = "1/0": 2nd line display shift enable/disable DS3 = "1/0": 3rd line display shift enable/disable DS4 = "1/0": 4th line display shift enable/disable.	39µs
Scroll Enable	1	0	0	0 0 0 1 HS4 HS3 HS2 HS1	(when DH = "0") Determine the line for horizontal smooth scroll. HS1 = "1/0" : 1st line dot scroll enable/disable HS2 = "1/0" : 2nd line dot scroll enable/disable HS3 = "1/0" : 3rd line dot scroll enable/disable HS4 = "1/0" : 4th line dot scroll enable/disable.	39µs
Function Set	0	0	0	0 0 1 DL N RE(0) DH REV	Set interface data length (DL = "1" : 8-bit, DL = "0" : 4-bit), numbers of display line when NW = "0", (N = "1" : 2-line, N = "0" : 1-line), extension register, RE("0"), shift/scroll enable DH = "1" : display shift enable DH = "0" : dot scroll enable. reverse bit REV = "1" : reverse display, REV = "0" : normal display.	39µs
	1	0	0	0 0 1 DL N RE(1) BE 0	Set DL, N, RE("1") and CGRAM/SEGRAM blink enable (BE) BE = " 1/0" : CGRAM/SEGRAM blink enable/disable	39µs

(Table 6. continued)

Instruction	RE	Instruction Code			Description	Execution Time (fosc = 270 kHz)
		RS	R/W	DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0		
Set CGRAM Address	0	0	0	0 1 AC5 AC4 AC3 AC2 AC1 AC0	Set CGRAM address in address counter.	39μs
Set SEGRAM Address	1	0	0	0 1 X X AC3 AC2 AC1 AC0	Set SEGRAM address in address counter.	39μs
Set DDRAM Address	0	0	0	1 AC6 AC5 AC4 AC3 AC2 AC1 AC0	Set DDRAM address in address counter.	39μs
Set Scroll Quantity	1	0	0	1 X SQ5 SQ4 SQ3 SQ2 SQ1 SQ0	Set the quantity of horizontal dot scroll.	39μs
Read Busy flag and Address	X	0	1	BF AC6 AC5 AC4 AC3 AC2 AC1 AC0	Can be known whether during internal operation or not by reading BF. The contents of address counter can also be read. BF = "1" : busy state, BF = "0" : ready state.	0μs
Write Data	X	1	0	D7 D6 D5 D4 D3 D2 D1 D0	Write data into internal RAM (DDRAM / CGRAM / SEGRAM).	43μs
Read Data	X	1	1	D7 D6 D5 D4 D3 D2 D1 D0	Read data from internal RAM (DDRAM / CGRAM / SEGRAM).	43μs

* Note : 1. When an MPU program with Busy Flag(DB7) checking is made, 1/2 fosc (is necessary) for executing the next instruction by the "E" signal after the Busy Flag (DB7) goes to "Low".
2. "X" Don't care

1) Display Clear

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

Clear all the display data by writing "20H" (space code) to all DDRAM address, and set DDRAM address to "00H" into AC (address counter). Return cursor to the original status, hence, bring the cursor to the left edge on first line of the display. Make entry mode increment (I/D = "1").

2) Return Home : (RE = 0)

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

Return Home is cursor return home instruction.
Set DDRAM address to "00H" into the address counter. Return cursor to its original site and return display to its original status, if shifted.
Contents of DDRAM does not change.

3) Power Down Mode Set : (RE = 1)

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	0	0	0	0	0	1	PD

Power down mode enable bit set instruction.
When PD = "High", it makes KS0078 suppress current consumption except the current needed for data storage by executing next three functions.
1. make the output value of all the COM/SEG ports VDD
2. make the COM/SEG output value of extension driver VDD by setting D output to "High" and M output to "Low"
3. disable voltage converter to remove the current through the divide resistor of power supply.
This instruction can be used as power sleep mode.
When PD = "Low", power down mode becomes disabled.

4) Entry Mode Set

♦ (RE = 0)

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

Set the moving direction of cursor and display.
I/D : Increment / decrement of DDRAM address (cursor or blink)
When I/D = "High", cursor/blink moves to right and DDRAM address is increased by 1.
When I/D = "Low", cursor/blink moves to left and DDRAM address is decreased by 1.
* CGRAM/SEGRAM operates the same as DDRAM, when read from or write to CGRAM/SEGRAM.

When S = "High", after DDRAM write, the display of enabled line by DS1 - DS4 bits in the Shift Enable instruction is shifted to the right (I/D = "0") or to the left(I/D = "1"). But it will seem as if the cursor does not move.
When S = "Low", or DDRAM read, or CGRAM/SEGRAM read/write operation, shift of display like this function is not performed.

♦ (RE = 1)

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	0	0	1	1	BID

Set the data shift direction of segment in the application set.
BID : Data Shift Direction of Segment
When BID = "Low", segment data shift direction is set to normal order from SEG1 to SEG120.
When BID = "High", segment data shift direction is set to reverse from SEG120 to SEG1.
By using this instruction, the efficiency of application board area can be raised.
* The BID setting instruction is recommended to be set at the same time level of function set instruction.
* DB1 bit must be set to "1".

5) Display ON/OFF Control (RE = 0)

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

Control display/cursor/blink ON/OFF 1 bit register.
D : Display ON/OFF control bit
When D = "High", entire display is turned on.
When D = "Low", display is turned off, but display data is remained in DDRAM.

C : Cursor ON/OFF control bit
When C = "High", cursor is turned on.
When C = "Low", cursor is disappeared in current display, but I/D register remains its data.

B : Cursor Blink ON/OFF control bit
When B = "High", cursor blink is on, that performs alternate between all the high data and display character at the cursor position. If fosc has 270 kHz frequency, blinking has 370 ms interval.
When B = "Low", blink is off.

6) Extended Function Set (RE = 1)

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	0	1	FW	B/W	NW

FW : Font Width control
When FW = "High", display character font width is assigned to 6-dot and execution time becomes 6/5 times than that of 5-dot font width.
The user font, specified in CGRAM, is displayed into 6-dot font width, bit-5 to bit-0,including the leftmost space bit of CGRAM.(refer to Fig-9)
When FW = "Low", 5-dot font width is set.

B/W : Black/White Inversion enable bit
When B/W = "High", black/white inversion at the cursor position is set. In this case C/B bit of display ON/OFF control instruction becomes don't care condition. If fosc has frequency of 270 kHz, inversion has 370 ms intervals.

NW : 4 Line mode enable bit
When NW = "High", 4 line display mode is set. In this case N bit of function set instruction becomes don't care condition.

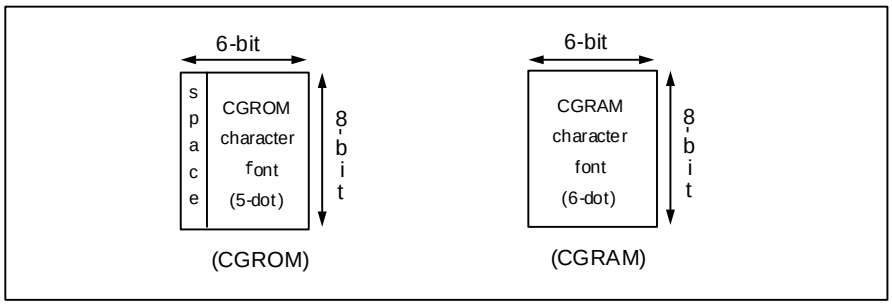


Fig-9. 6-dot font width CGROM/CGRAM

7) Cursor or Display Shift (RE = 0)

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

Without writing or reading of display data, shift right/left cursor position or display.
This instruction is used to correct or search display data.(Refer to Table 7)
During 2-line mode display, cursor moves to the 2nd line after 48th digit of 1st line.
In 4-line mode, cursor moves to the next line, only after every 24th digit of the current line.
Note that display shift is performed simultaneously in all the line enabled by DS1 - DS4 in the Shift Enable instruction.
When displayed data is shifted repeatedly, each line shifted individually.
When display shift is performed, the contents of address counter are not changed.
During low power consumption mode, display shift may not be performed normally.

Table 7. Shift patterns according to S/C and R/L bits

S/C	R/L	Operation
0	0	Shift cursor to the left, ADDRESS COUNTER is decreased by 1
0	1	Shift cursor to the right, ADDRESS COUNTER is increased by 1
1	0	Shift all the display to the left, cursor moves according to the display
1	1	Shift all the display to the right, cursor moves according to the display

8) Shift/Scroll Enable (RE = 1)

♦ (DH = 0)

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	1	HS4	HS3	HS2	HS1

HS : Horizontal Scroll per Line Enable
This instruction makes valid dot shift by a display line unit.
HS1, HS2, HS3 and HS4 indicate each line to be dot scrolled, and each scroll is performed individually in each line.
If the line in 1-line display mode or the 1st line in 2-line display mode is to be scrolled, set HS1 and HS2 to "High".
If the 2nd line scroll is needed in 2-line mode, set HS3 and HS4 to "High". (refer to Table 8)

♦ (DH = 1)

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	1	DS4	DS3	DS2	DS1

DS : Display Shift per Line Enable
This instruction selects shifting line to be shifted according to each line mode in display shift right/left instruction.
DS1, DS2, DS3 and DS4 indicate each line to be shifted, and each shift is performed individually in each line.
If DS1 and DS2 is set to "High" (enable) in 2 line mode, only the 1st line is shifted
and the 2nd line is not shifted. When only DS1 = "High", only the half of the 1st line is shifted. If all the DS bits
(DS1 to DS4) are set to "Low" (disable), no display is shifted.

Table 8. Relationship between DS and COM signal

Enable bit	Enabled common signals during shift	Description
HS1/DS1	COM1 ~ COM8	The part of display line that corresponds to enabled common signal can be shifted.
HS2/DS2	COM9 ~ COM16	
HS3/DS3	COM17 ~ COM24	
HS4/DS4	COM25 ~ COM32	

9) Function Set

♦ (RE = 0)

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	1	DL	N	RE (0)	DH	REV

DL : Interface data length control bit
When DL = "High", it means 8-bit bus mode with MPU.
When DL = "Low", it means 4-bit bus mode with MPU. Hence, DL is a signal to select 8-bit or 4-bit bus mode.
In 4-bit bus mode, it is required to transfer 4-bit data by two times.

N : Display line number control bit
It is variable only when NW bit of extended function set instruction is Low.
When N = "Low", it means 1-line display mode.
When N = "High", 2-line display mode is set.
When NW = "High", N bit is invalid, it means 4-line mode independent of N bit.

RE : Extended function registers enable bit
At this instruction, RE must be "Low".

DH : Display shift enable selection bit.
When DH = "High", enable display shift per line.
When DH = "Low", enable smooth dot scroll.
This bit can be accessed only when IE pin input is "High".

REV : Reverse enable bit
When REV = "High", all the display data are reversed. i.e. all the white dots become black and black dots become white.
When REV = "Low", the display mode set normal display.

♦ (RE = 1)

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	1	DL	N	RE (1)	BE	0

DL : Interface data length control bit
When DL = "High", it means 8-bit bus mode with MPU.
When DL = "Low", it means 4-bit bus mode with MPU. Hence, DL is a signal to select 8-bit or 4-bit bus mode.
When 4-bit bus mode, it is required to transfer 4-bit data twice.

N : Display line number control bit
It is variable only when NW bit of extended function set instruction is Low.
When N = "Low", 1-line display mode is set.
When N = "High", 2-line display mode is set.
When NW = "High", N bit is invalid, it means 4-line mode independent of N bit.

RE : Extended function registers enable bit
When RE = "High", extended function set registers, SEGRAM address set registers, BID bit, HS/DS bits of shift/scroll enable instruction and BE bits of function set register can be accessed.

BE : CGRAM/SEGRAM data blink enable bit
If BE is "High", It makes user font of CGRAM and segment of SEGRAM blinking. The quantity of blink is assigned the highest 2 bit of CGRAM/SEGRAM.

10) Set CGRAM Address (RE = 0)

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	1	AC5	AC4	AC3	AC2	AC1	AC0

Set CGRAM address to AC.
This instruction makes CGRAM data available from MPU.

11) Set SEGRAM Address (RE = 1)

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	1	-	-	AC3	AC2	AC1	AC0

Set CGRAM address to AC.
This instruction makes CGRAM data available from MPU.

12) Set DDRAM Address (RE = 0)

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	1	AC6	AC5	AC4	AC3	AC2	AC1	AC0

Set DDRAM address to AC.
This instruction makes DDRAM data available from MPU.
In 1-line display mode (N = 0, NW = 0), DDRAM address is from "00H" to "5FH".
In 2-line display mode (N = 1, NW = 0), DDRAM address in the 1st line is from "00H" to "2FH", and DDRAM address in the 2nd line is from "40H" to "6FH".
In 4-line display mode (NW = 1), DDRAM address is from "00H" to "13H" in the 1st line, from "20H" to "37H" in the 2nd line, from "40H" to "57H" in the 3rd line and from "60H" to "77H" in the 4th line.

13) Set Scroll Quantity (RE = 1)

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	1	X	SQ5	SQ4	SQ3	SQ2	SQ1	SQ0

Setting SQ5 to SQ0, horizontal scroll quantity can be controlled in dot units. (Refer to Table 9).
In this case of KS0078 can show hidden areas of DDRAM by executing smooth scroll from 1 to 48 dots.

Table 9. Scroll quantity according to HDS bits

SQ5	SQ4	SQ3	SQ2	SQ1	SQ0	Function
0	0	0	0	0	0	No shift
0	0	0	0	0	1	shift left by 1-dot
0	0	0	0	1	0	shift left by 2-dot
0	0	0	0	1	1	shift left by 3-dot
:	:	:	:	:	:	:
1	0	1	1	1	1	shift left by 47-dot
1	1	X	X	X	X	shift left by 48-dot

14) Read Busy Flag & Address

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	1	BF	AC6	AC5	AC4	AC3	AC2	AC1	AC0

This instruction shows whether KS0078 is in internal operation or not. If the resultant BF is High, the internal operation is in progress and you have to wait until BF to be Low, which by then the next instruction can be performed. In this instruction you can read the value of address counter.

15) Write data to RAM

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	D7	D6	D5	D4	D3	D2	D1	D0

Write binary 8-bit data to DDRAM/CGRAM/SEGRAM.
The selection of RAM from DDRAM, CGRAM, or SEGRAM, is set by the previous address set instruction : DDRAM address set, CGRAM address set, SEGRAM address set. RAM set instruction can also determines the AC direction to RAM. After write operation, the address is automatically increased/decreased by 1, according to the entry mode.

16) Read data from RAM

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	1	D7	D6	D5	D4	D3	D2	D1	D0

Read binary 8-bit data from DDRAM/CGRAM/SEGRAM.
The selection of RAM is set by the previous address set instruction. If address set instruction of RAM is not performed before this instruction, the data that read first is invalid, as the direction of AC is not determined. If you read RAM data several times without RAM address set instruction before read operation, the correct RAM data can be obtained from the second, but the first data would be incorrect, as there is no time margin to transfer RAM data. In DDRAM read operation, cursor shift instruction plays the same role as DDRAM address set instruction : it also transfer RAM data to output data register. After read operation address counter is automatically increased/decreased by 1 according to the entry mode. After CGRAM/SEGRAM read operation, display shift may not be executed correctly.

* In case of RAM write operation, AC is increased/decreased by 1 as in read operation after this. In this time, AC indicates the next address position, but the previous data can only be read by read instruction.

(2) INSTRUCTION DESCRIPTION 2 (IE = "LOW")

Table 10. Instruction Set 2

Instruction	RE	Instruction Code										Description	**Execution Time** (fosc = 270 kHz)
		RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0		
Clear Display	X	0	0	0	0	0	0	0	0	0	1	Write "20H" to DDRAM. and set DDRAM address to "00H" from AC.	1.53ms
Return Home	X	0	0	0	0	0	0	0	0	1	X	Set DDRAM address to "00H" from AC and return cursor to its original position if shifted. The contents of DDRAM are not changed.	1.53ms
Entry Mode Set	X	0	0	0	0	0	0	0	1	I/D	S	Assign cursor moving direction. I/D = "1" : increment, I/D = "0" : decrement. and display shift enable bit. S = "1" :make entire display shift of all lines during DDRAM write, S = "0":display shift disable	39µs
Display ON/OFF Control	0	0	0	0	0	0	0	1	D	C	B	Set display/cursor/blink on/off D = "1" : display on, D = "0" : display off, C = "1" : cursor on, C = "0" : cursor off, B = "1" : blink on, B = "0" : blink off.	39µs
Extended function set	1	0	0	0	0	0	0	1	FW	B/W	NW	Assign font width, black/white inverting of cursor, and 4-line display mode control bit. FW = "1" : 6-dot font width, FW = "0" : 5-dot font width, B/W = "1" : black/white inverting of cursor enable, B/W = "0" : black/white inverting of cursor disable NW = "1" : 4-line display mode, NW = "0" : 1-line or 2-line display mode	39µs
Cursor or Display Shift	0	0	0	0	0	0	1	S/C	R/L	X	X	Cursor or display shift. S/C = “1” : display shift, S/C = “0” : cursor shift, R/L = “1” : shift to right, R/L = “0” : shift to left	39µs

(Table 10. continued)

Instruction	RE	Instruction Code			Description	Execution Time (fosc = 270 kHz)
		RS	R/W	DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0		
Scroll Enable	1	0	0	0 0 0 1 HS4 HS3 HS2 HS1	Determine the line for horizontal smooth scroll. HS1 = "1/0" : 1st line dot scroll enable/disable HS2 = "1/0" : 2nd line dot scroll enable/disable HS3 = "1/0" : 3rd line dot scroll enable/disable HS4 = "1/0" : 4th line dot scroll enable/disable	39μs
Function Set	0	0	0	0 0 1 DL N RE(0) X X	Set interface data length DL = "1" : 8-bit, DL = "0" : 4-bit numbers of display line when NW = "0", N = "1" : 2-line, N = "0" : 1-line extension register, RE("0"),	39μs
	1	0	0	0 0 1 DL N RE(1) BE 0	Set DL, N, RE("1") and CGRAM/SEGRAM blink enable (BE) BE = " 1/0" : CGRAM/SEGRAM blink enable/disable	39μs
Set CGRAM Address	0	0	0	0 1 AC5 AC4 AC3 AC2 AC1 AC0	Set CGRAM address in address counter.	39μs
Set SEGRAM Address	1	0	0	0 1 X X AC3 AC2 AC1 AC0	Set SEGRAM address in address counter.	39μs
Set DDRAM Address	0	0	0	1 AC6 AC5 AC4 AC3 AC2 AC1 AC0	Set DDRAM address in address counter.	39μs
Set Scroll Quantity	1	0	0	1 X QC5 QC4 QC3 QC2 QC1 QC0	Set the quantity of horizontal dot scroll.	39μs
Read Busy flag and Address	X	0	1	BF AC6 AC5 AC4 AC3 AC2 AC1 AC0	Can be known whether during internal operation or not by reading BF. The contents of address counter can also be read. BF = “1” : busy state, BF = “0” : ready state.	0μs
Write Data	X	1	0	D7 D6 D5 D4 D3 D2 D1 D0	Write data into internal RAM (DDRAM / CGRAM / SEGRAM).	43μs
Read Data	X	1	1	D7 D6 D5 D4 D3 D2 D1 D0	Read data from internal RAM (DDRAM / CGRAM / SEGRAM).	43μs

* Note : 1. When an MPU program with Busy Flag(DB7) checking is made, 1/2 fosc (is necessary) for executing the next instruction by the “E” signal after the Busy Flag (DB7) goes to “Low”.
2. “X” Don’t care

1) Display Clear

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

Clear all the display data by writing "20H" (space code) to all DDRAM address, and set DDRAM address to "00H" into AC (address counter). Return cursor to the original status, hence, bring the cursor to the left edge on first line of the display.
And entry mode is set to increment mode (I/D = "1").

2) Return Home

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

Return Home is cursor return home instruction.
Set DDRAM address to "00H" into the address counter. Return cursor to its original site and return display to its original status, if shifted.
Contents of DDRAM does not change.

3) Entry Mode Set

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

Set the moving direction of cursor and display.
I/D : Increment / decrement of DDRAM address (cursor or blink)
When I/D = "High", cursor/blink moves to right and DDRAM address is increased by 1.
When I/D = "Low", cursor/blink moves to left and DDRAM address is decreased by 1.
* CGRAM/SEGRAM operates identically to the DDRAM, when reading from or writing to CGRAM/SEGRAM.

When S = "High", after DDRAM write, the entire display of all lines is shifted to the right (I/D = "0") or to the left(I/D = "1"). But it will seem as if the cursor does not moving.
When S = "Low", or DDRAM read, or CGRAM/SEGRAM read/write operation, shift of entire display is not performed.

4) Display ON/OFF Control (RE = 0)

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

Control display/cursor/blink ON/OFF 1 bit register.
D : Display ON/OFF control bit
When D = "High", entire display is turned on.
When D = "Low", display is turned off, but display data is remained in DDRAM.

C : Cursor ON/OFF control bit
When C = "High", cursor is turned on.
When C = "Low", cursor is disappeared in current display, but I/D register remains its data.

B : Cursor Blink ON/OFF control bit
When B = "High", cursor blink is on, that performs alternate between all the high data and display character at the cursor position. If fosc has 270 kHz frequency, blinking has 370 ms interval.
When B = "Low", blink is off.

5) Extended Function Set (RE = 1)

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	0	1	FW	B/W	NW

FW : Font Width control
When FW = "High", display character font width is assigned to 6-dot and execution time becomes 6/5 times than that of 5-dot font width.
The user font, specified in CGRAM, is displayed into 6-dot font width, bit-5 to bit-0,including the leftmost space bit of CGRAM.(Refer to Fig-10)
When FW = "Low", 5-dot font width is set.

B/W : Black/White Inversion enable bit
When B/W = "High", black/white inversion at the cursor position is set. In this case C/B bit of display ON/OFF control instruction becomes don't care condition. If fosc has frequency of 270 kHz, inversion has 370 ms intervals.

NW : 4 Line mode enable bit
When NW = "High", 4 line display mode is set. In this case N bit of function set instruction becomes don't care condition.

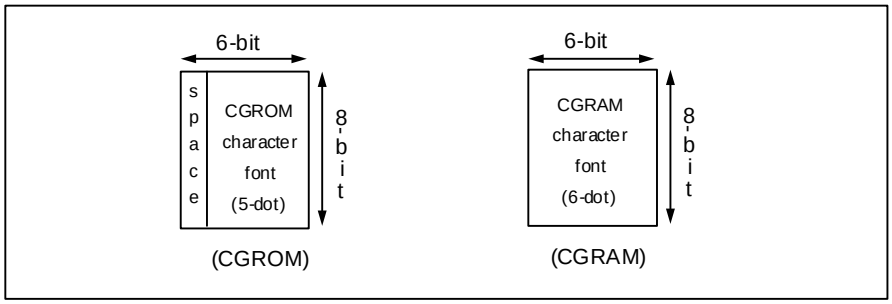


Fig-10. 6-dot font width CGROM/CGRAM

6) Cursor or Display Shift (RE = 0)

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

Shift right/left cursor position or display, without writing or reading of display data.
This instruction is used to correct or search display data.(Refer to Table 7)
During 2-line mode display, cursor moves to the 2nd line after 48th digit of 1st line.
In 4-line mode, cursor moves to the next line, only after every 24th digit of the current line.
Note that display shift is performed simultaneously in all the line.
When displayed data is shifted repeatedly, each line shifted individually.
When display shift is performed, the contents of address counter are not changed.

Table 11. Shift patterns according to S/C and R/L bits

S/C	R/L	Operation
0	0	Shift cursor to the left, ADDRESS COUNTER is decreased by 1
0	1	Shift cursor to the right, ADDRESS COUNTER is increased by 1
1	0	Shift all the display to the left, cursor moves according to the display
1	1	Shift all the display to the right, cursor moves according to the display

7) Scroll Enable (RE = 1)

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	1	HS4	HS3	HS2	HS1

HS : Horizontal Scroll per Line Enable
This instruction makes valid dot shift by a display line unit.
HS1, HS2, HS3 and HS4 indicate each line to be dot scrolled, and each scroll is performed individually in each line.
If the line in 1-line display mode or the 1st line in 2-line display mode is to be scrolled, set HS1 and HS2 to "High". If the 2nd line scroll is needed in 2-line mode, set HS3 and HS4 to "High". (refer to Table 8)

8) Function Set

① (RE = 0)

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	1	DL	N	RE (0)	-	-

DL : Interface data length control bit
When DL = "High", it means 8-bit bus mode with MPU.
When DL = "Low", it means 4-bit bus mode with MPU.
So to speak, DL is a signal to select 8-bit or 4-bit bus mode.
In 4-bit bus mode, it is required to transfer 4-bit data by two times.

N : Display line number control bit
It is variable only when NW bit of extended function set instruction is Low.
When N = "Low", 1-line display mode is set.
When N = "High", 2-line display mode is set.
When NW = "High", N bit is invalid, t means 4-line mode independent of N bit.

RE : Extended function registers enable bit
At this instruction, RE must be "Low".

② (RE = 1)

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	1	DL	N	RE (1)	BE	0

DL : Interface data length control bit
When DL = "High", it means 8-bit bus mode with MPU.
When DL = "Low", it means 4-bit bus mode with MPU.
Hence, DL is a signal to select 8-bit or 4-bit bus mode.
In 4-bit bus mode, it is required to transfer 4-bit data twice.

N : Display line number control bit
It is variable only when NW bit of extended function set instruction is Low.
When N = "Low", 1-line display mode is set.
When N = "High", 2-line display mode is set.
When NW = "High", N bit is invalid, 4-line mode independent of N bit.

RE : Extended function registers enable bit
When RE = "High", extended function set registers, SEGRAM address set registers, HS bits of scroll enable instruction and BE bits of function set register can be accessed.

BE : CGRAM/SEGRAM data blink enable bit
If BE is "High", It makes user font of CGRAM and segment of SEGRAM blinking. The quantity of blink is assigned the highest 2 bit of CGRAM/SEGRAM.

9) Set CGRAM Address (RE = 0)

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	1	AC5	AC4	AC3	AC2	AC1	AC0

Set CGRAM address to AC.
This instruction makes CGRAM data available from MPU.

10) Set SEGRAM Address (RE = 1)

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	1	-	-	AC3	AC2	AC1	AC0

Set SEGRAM address to AC.
This instruction makes SEGRAM data available from MPU.

11) Set DDRAM Address (RE = 0)

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	1	AC6	AC5	AC4	AC3	AC2	AC1	AC0

Set DDRAM address to AC.
This instruction makes DDRAM data available from MPU.
In 1-line display mode (N = 0, NW = 0), DDRAM address is from "00H" to "5FH".
In 2-line display mode (N = 1, NW = 0), DDRAM address in the 1st line is from "00H" to "2FH", and DDRAM address in the 2nd line is from "40H" to "6FH".
In 4-line display mode (NW = 1), DDRAM address is from "00H" to "17H" in the 1st line, from "20H" to "37H" in the 2nd line, from "40H" to "57H" in the 3rd line and from "60H" to "77H" in the 4th line.

12) Set Scroll Quantity (RE = 1)

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	1	X	SQ5	SQ4	SQ3	SQ2	SQ1	SQ0

Setting SQ5 to SQ0, horizontal scroll quantity can be controlled in dot units. (Refer to Table 12). In this case of KS0078 execute dot smooth scroll from 1 to 48 dots.

Table 12. Scroll quantity according to HDS bits

SQ5	SQ4	SQ3	SQ2	SQ1	SQ0	Function
0	0	0	0	0	0	No shift
0	0	0	0	0	1	shift left by 1-dot
0	0	0	0	1	0	shift left by 2-dot
0	0	0	0	1	1	shift left by 3-dot
:	:	:	:	:	:	:
1	0	1	1	1	1	shift left by 47-dot
1	1	X	X	X	X	shift left by 48-dot

13) Read Busy Flag & Address

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	1	BF	AC6	AC5	AC4	AC3	AC2	AC1	AC0

This instruction shows whether KS0078 is in internal operation or not. If the resultant BF is High, it means the internal operation is in progress and should wait until BF to become “Low”.
which by then the next instruction can be performed. In this instruction value of address counter can also be read.

14) Write data to RAM

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	D7	D6	D5	D4	D3	D2	D1	D0

Write binary 8-bit data to DDRAM/CGRAM/SEGRAM.
The selection of RAM from DDRAM, CGRAM, or SEGRAM, is set by the previous address set instruction : DDRAM address set, CGRAM address set, SEGRAM address set. RAM set instruction can also determines the AC direction to RAM.
After write operation, the address is automatically increased/decreased by 1, according to the entry mode.

15) Read data from RAM

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	1	D7	D6	D5	D4	D3	D2	D1	D0

Read binary 8-bit data from DDRAM/CGRAM/SEGRAM.
The selection of RAM is set by the previous address set instruction. If address set instruction of RAM is not performed before this instruction, the data that read first is invalid, as the direction of AC is not determined. If the RAM data is read several times without RAM address set instruction before read operation, the correct RAM data from the second, but the first data would be incorrect, as there is no time margin to transfer RAM data. In case of DDRAM read operation, cursor shift instruction plays the same role as DDRAM address set instruction : it also transfer RAM data to output data register. After read operation address counter is automatically increased/decreased by 1 according to the entry mode. After CGRAM/SEGRAM read operation, display shift may not be executed correctly.

* In case of RAM write operation, AC is increased/decreased by 1 like read operation after this. In this time, AC indicates the next address position, but the previous data can only be read by read instruction.

INTERFACE WITH MPU

KS0078 can transfer data in bus mode (4-bit or 8-bit) or serial mode with MPU. Hence, both types of 4 or 8-bit MPU can be used. In case of 4-bit bus mode, data transfer is performed by twice to transfer 1 byte data.

(1) When interfacing data length are 4-bit, only 4 ports, from DB4 to DB7, are used as data bus.
At first higher 4-bit (in case of 8-bit bus mode, the contents of DB4 - DB7) are transferred, and then lower 4-bit (in case of 8-bit bus mode, the contents of DB0 - DB3) are transferred. So transfer is performed by twice. Busy Flag outputs "High" after the second transfer is ended.

(2) When interfacing data length are 8-bit, transfer is performed at a time through 8 ports, from DB0 to DB7.

(3) If IM is set to "Low", serial transfer mode is set.

Interface with MPU in Bus Mode

1) Interface with 8-bits MPU

If 8-bits MPU is used, KS0078 can connect directly with that.
In this case, port E, RS, R/W and DB0 to DB7 need to interface each other.
Example of timing sequence is shown below.

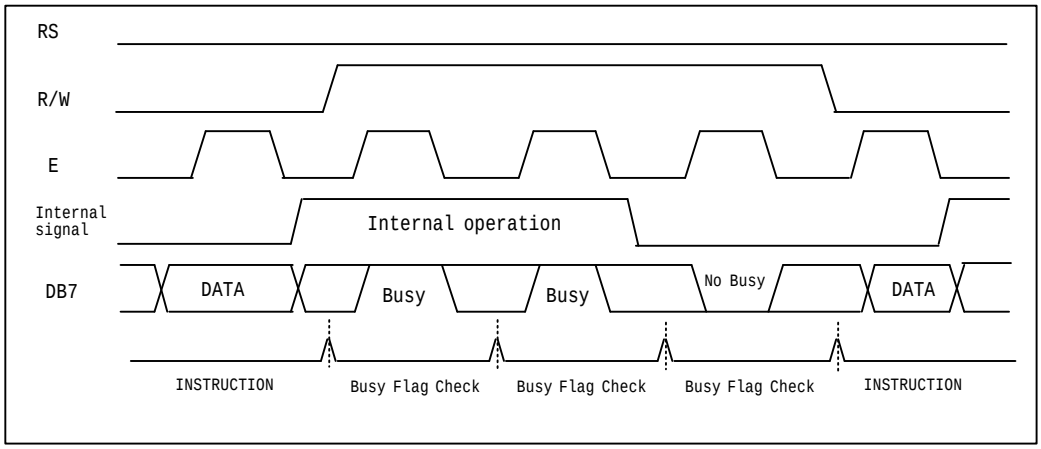


Fig 11. Example of 8-bit Bus Mode Timing Sequence

2) Interface with 4-bits MPU

If 4-bits MPU is used, KS0078 can connect directly with this.
In this case, port E, RS, R/W and DB4 to DB7 need to interface each other. The transfer is performed by twice.
Example of timing sequence is shown below.

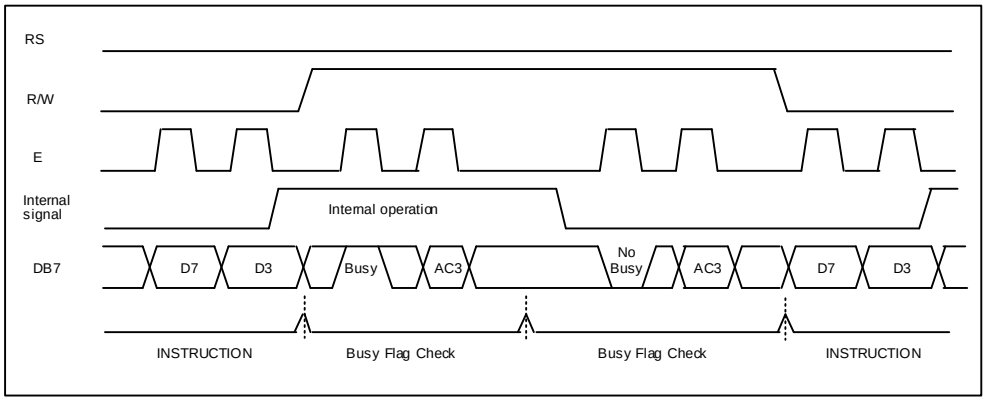


Fig 12. Example of 4-bit Bus Mode Timing Sequence

Interface with MPU in Serial Mode

When IM port input is "Low", serial interface mode is started. At this time, all three ports, SCLK (synchronizing transfer clock), SID (serial input data), and SOD (serial output data), are used. If KS0078 is to be used with other chips, chip select port (CS) can be used.
By setting CS to "Low", KS0078 can receive SCLK input. If CS is set to "High", KS0078 reset the internal transfer counter.

Before transfer real data, start byte has to be transferred. It is composed of succeeding 5 "High" bits, read write control bit (R/W), register selection bit (RS), and end bit that indicates the end of start byte. Whenever succeeding 5 "High" bits are detected by KS0078, it makes serial transfer counter reset and ready to receive next information.
The next input data are register selection bit that determine which register will be used, and read write control bit that determine the direction of data. Then end bit is transferred, which must have "Low" value to show the end of start byte.
(Refer to Fig 13. Fig 14)

(1) Write Operation (R/W = 0)
After start byte is transferred from MPU to KS0078, 8-bit data is transferred which is divided into 2 bytes, each byte has 4 bit's real data and 4 bit's partition token data. For example, if real data is "10110001" (D0 - D7), then serially transferred data becomes "1011 0000 0001 0000" where 2nd and 4th 4 bits must be "0000" for safe transfer.
To transfer several bytes continuously without changing RS bit and R/W bit, start byte transfer is needed only at first starting time. i.e., after first start byte is transferred, real data succeeding can be transferred.

(2) Read Operation (R/W = 1)
After start byte is transferred to KS0078, MPU can receive 8-bit data through the SOD port at a time from the LSB. Wait time is needed to insert between start byte and data reading, as internal reading from RAM requires some delay.
Continuous data reading is possible such as serial write operation. It also needs only one start bytes, only if you insert some delay between reading operations of each byte. During the reading operation, KS0078 observes succeeding 5 "High" from MPU. If it is detected, KS0078 restarts serial operation at once and ready to receive RS bit. So in continuous reading operation, SID port must be "Low".

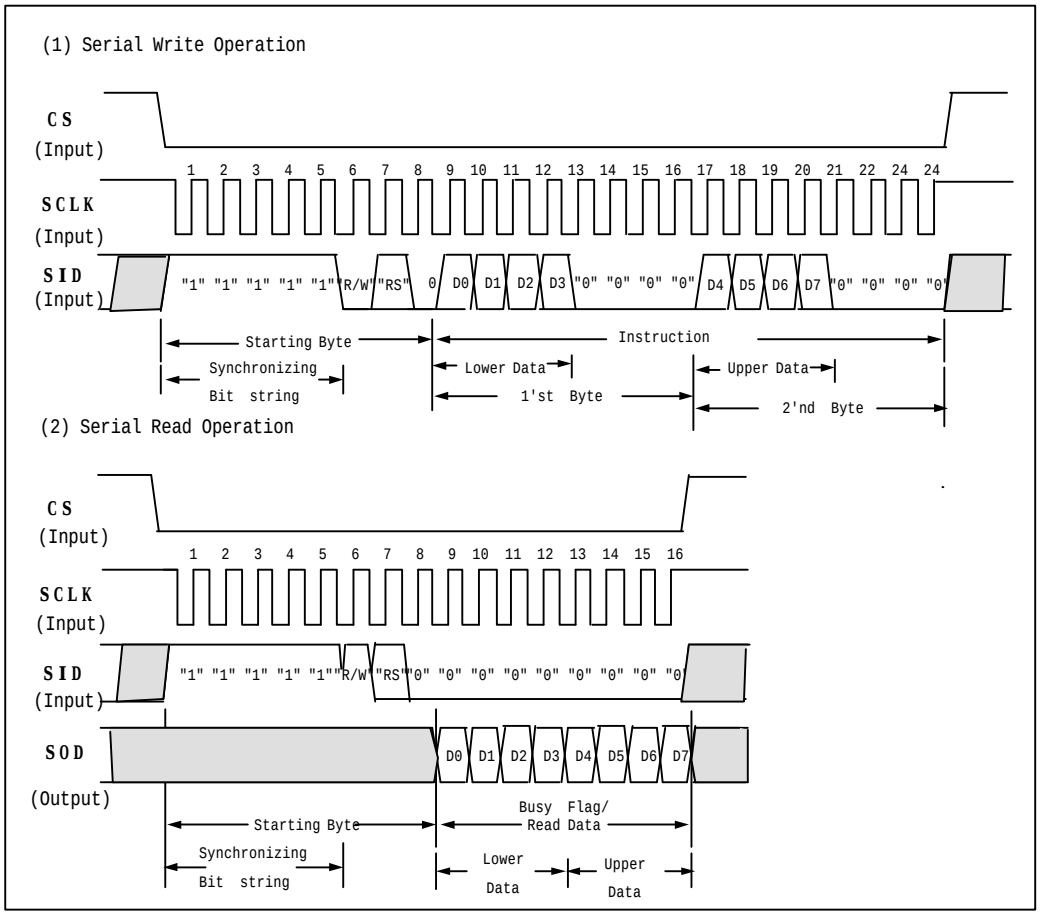


Fig 13. Timing Diagram of Serial Data Transfer

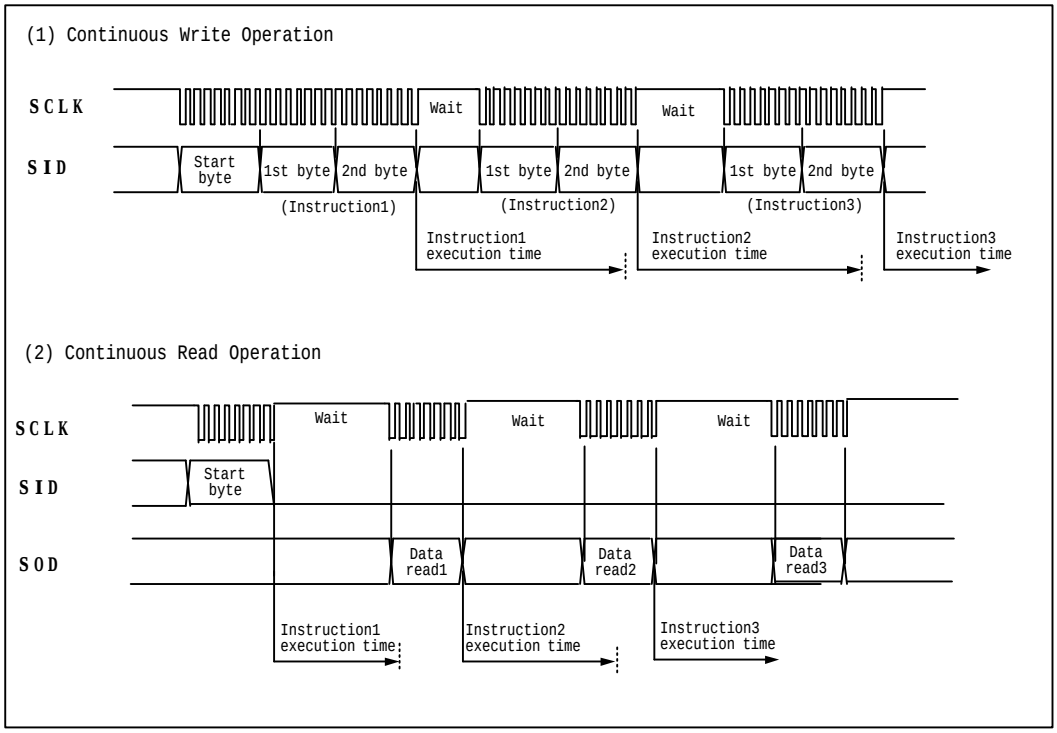
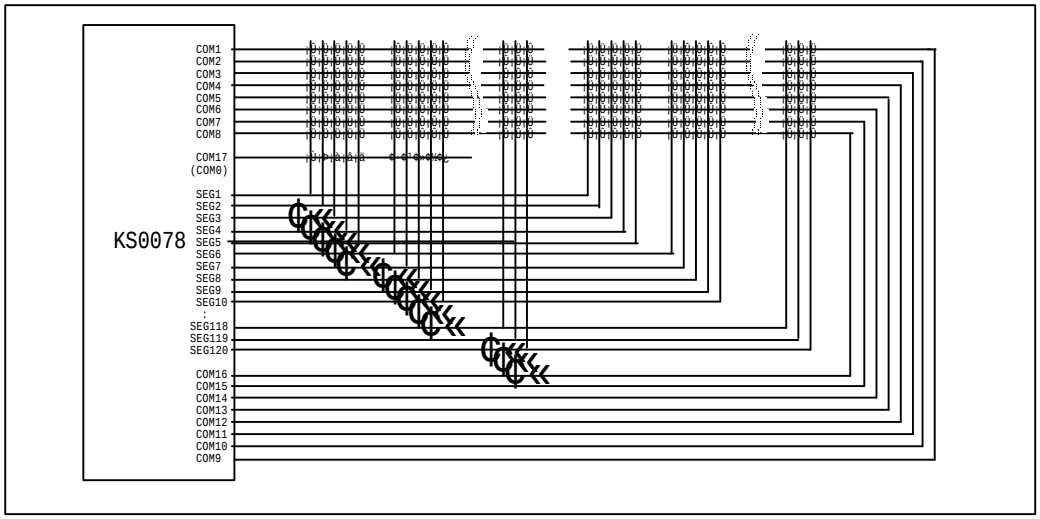


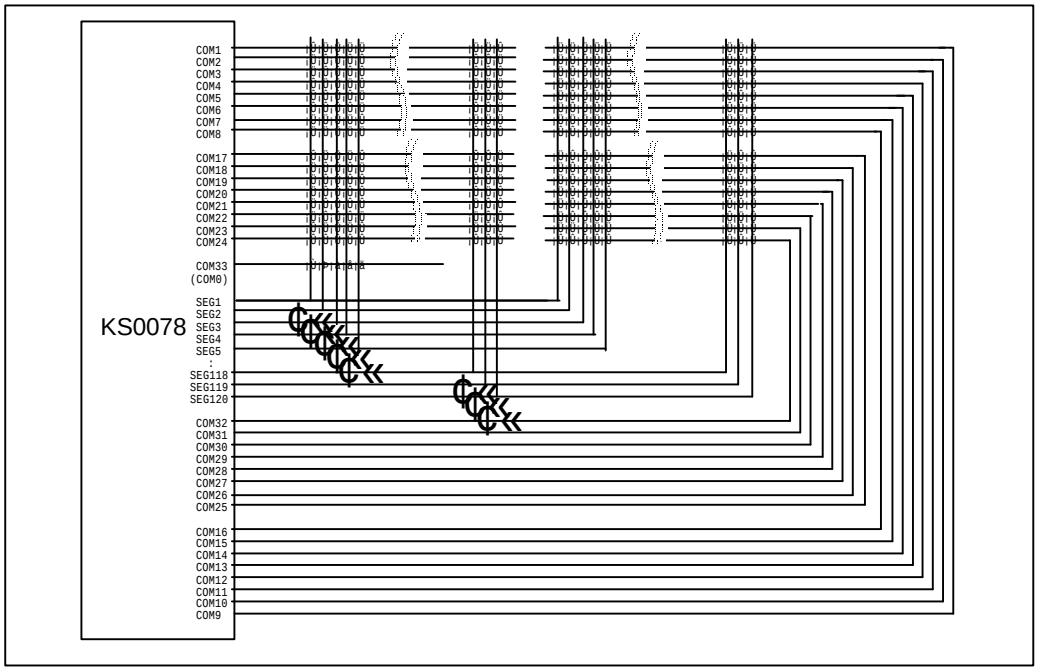
Fig 14. Timing Diagram of Continuous Data Transfer

APPLICATION INFORMATION ACCORDING TO LCD PANEL

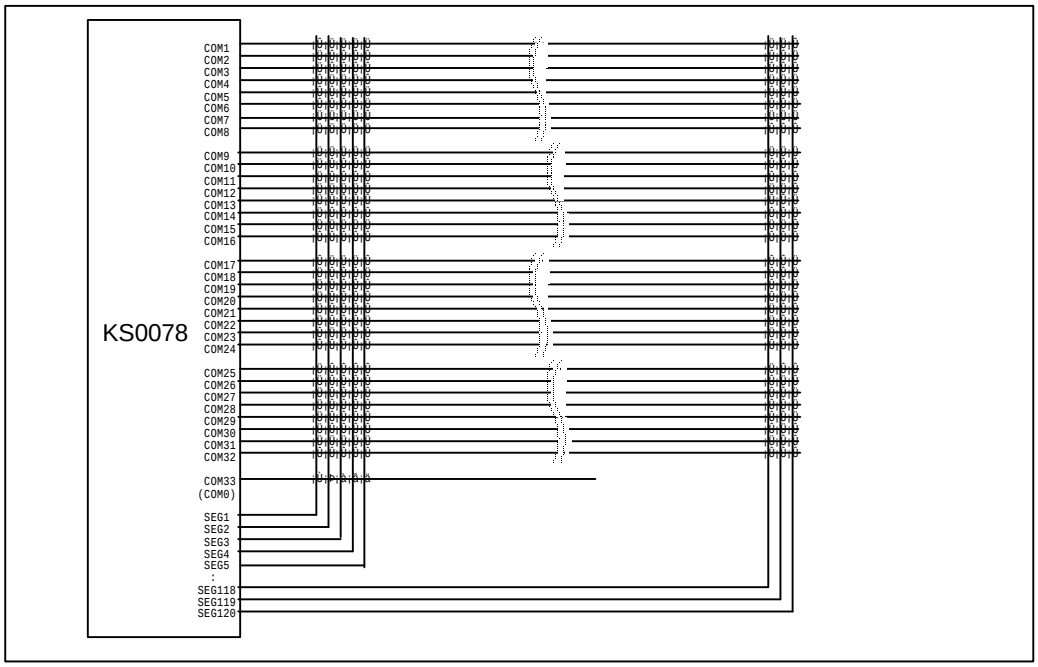
1) LCD Panel : 48 character x 1 line format (5-dot font,1/17 duty)



2) LCD Panel : 48 character x 2 line format (5-dot font, 1/33 duty)



3) LCD Panel : 24 character x 4 line format (5-dot font, 1/33 bias)



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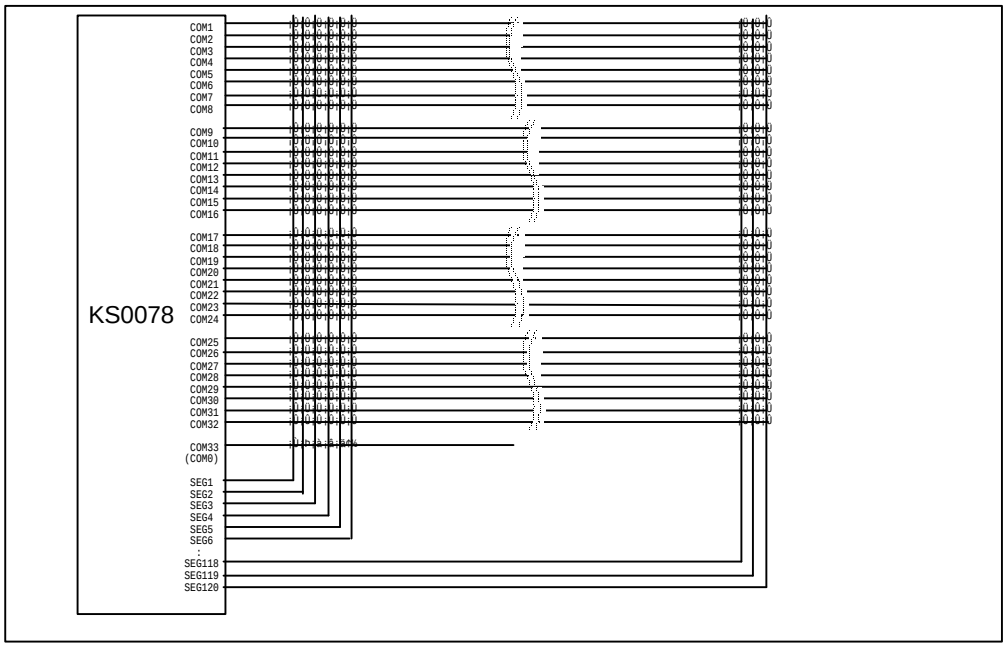
4) LCD Panel : 20 character x 4 line format (6-dot font, 1/33 bias)



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INITIALIZING

1) Initializing by Internal Reset Circuit

When the power is turned on, KS0078 is initialized automatically by power on reset circuit.
During the initialization, the following instructions are executed, and BF(Busy Flag) is kept "High"(busy state) to the end of initialization.

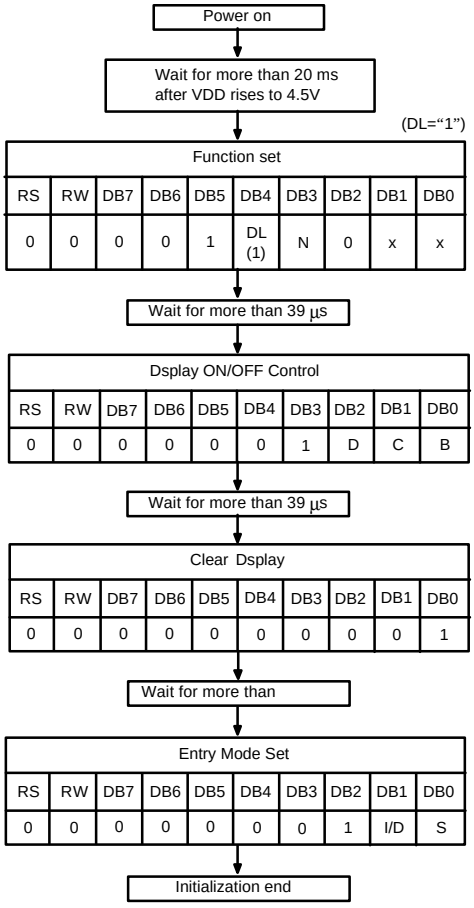
① Display Clear instruction
Write "20H" to all DDRAM
② Set Functions instruction
DL = 1 : 8-bit bus mode
N = 1 : 2-line display mode
RE = 0 : Extension register disable
BE = 0 : CGRAM/SEGRAM blink OFF
DH = 0 : Horizontal scroll enable
REV = 0 : Normal display (Not reversed display)
③ Control Display ON/OFF instruction
D = 0 : Display OFF
C = 0 : Cursor OFF
B = 0 : Blink OFF
④ Set Entry Mode instruction
I/D = 1 : Increment by 1
S = 0 : No entire display shift
BID = 0 : Normal direction segment port
⑤ Set Extension Function instruction
FW = 0 : 5-dot font width character display
B/W = 0 : Normal cursor (8th line)
NW = 0 : Not 4-line display mode, 2-line mode is set because of N("1")
⑥ Enable Shift instruction
HS = 0000 : Scroll per line disable
DS = 0000 : Shift per line disable
⑦ Set scroll Quantity instruction
SQ = 000000 : Not scroll

2) Initializing by Hardware RESET input

When RESET pin = "Low", KS0078 can be initialized like the case of power on reset.
During the power on reset operation, this pin is ignored.

INITIALIZING BY INSTRUCTION

1) 8-bit interface mode



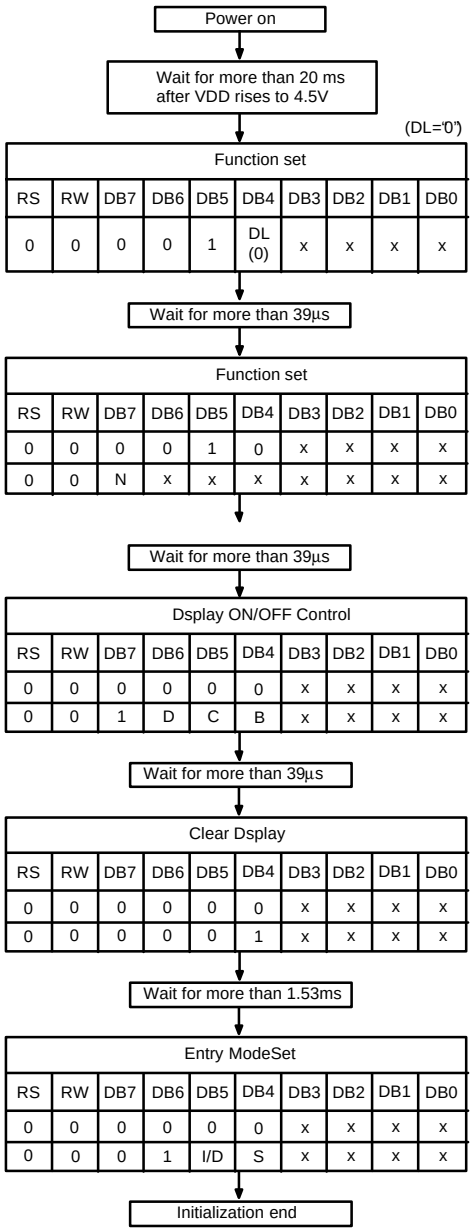
Condition: 270 kHz

DL	0	4-bit interface
	1	8-bit interface
N	0	1-line mode
	1	2-line mode

D	0	display off
	1	display on
C	0	cursor off
	1	cursor on
B	0	blink off
	1	blink on

I/D	0	decrement mode
	1	increment mode
S	0	entire shift off
	1	entire shift on

2) 4-bit interface mode



Condition: 270 kHz

DL	0	4-bit interface
	1	8-bit interface
N	0	1-line mode
	1	2-line mode

D	0	display off
	1	display on
C	0	cursor off
	1	cursor on
B	0	blink off
	1	blink on

I/D	0	decrement mode
	1	increment mode
S	0	entire shift off
	1	entire shift on

EXAMPLE OF INSTRUCTION AND DISPLAY CORRESPONDENCE

1) IE = "Low"

1.Power Supply on : Initialized by the internal power on reset circuit.

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0	LCD DISPLAY

2.Function Set : 8-bit, 1-line, RE(0)

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0	
0	0	0	0	1	1	0	0	X	X	

3.Display ON/OFF Control : Display/Cursor on

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0	
0	0	0	0	0	0	1	1	1	0	_

4.Entry Mode Set : Increment

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0	
0	0	0	0	0	0	0	1	1	0	_

5.Write Data to DDRAM : Write S

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0	
1	0	0	1	0	1	0	0	1	1	S_

6.Write Data to DDRAM : Write A

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0	
1	0	0	1	0	0	0	0	0	1	SA_

7.Write Data to DDRAM : Write M

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0	
1	0	0	1	0	0	1	1	0	1	SAM_

8. Write data to DDRAM : Write S

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0	
1	0	0	1	0	1	0	0	1	1	SAMS_

9. Write data to DDRAM : Write U

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	1	0	1	0	1	0	1

SAMSU_

10. Write data to DDRAM : Write N

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	1	0	0	1	1	1	0

SAMSUN_

11. Write data to DDRAM : Write G

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	1	0	0	0	1	1	1

SAMSUNG_

12. Cursor or Display Shift : Cursor shift to right

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	1	0	1	X	X

SAMSUNG _

13. Entry Mode Set : Entire display shift enable

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	0	0	1	1	1

SAMSUNG _

14. Write data to DDRAM : Write K

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	1	0	0	1	0	1	1

AMSUNG K_

15. Write data to DDRAM : Write S

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	1	0	1	0	0	1	1

MSUNG KS_

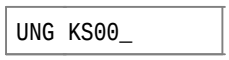
16. Write data to DDRAM : Write 0

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	0	1	1	0	0	0	0

SUNG KS0_

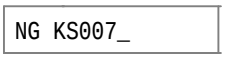
17. Write data to DDRAM : Write 0

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	0	1	1	0	0	0	0



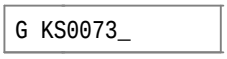
18. Write data to DDRAM : Write 7

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	0	1	1	0	1	1	1



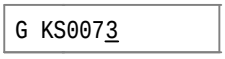
19. Write data to DDRAM : Write 3

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	0	1	1	0	0	1	1



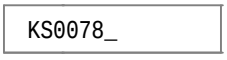
20. Cursor or Display Shift : Cursor shift left

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	1	0	0	X	X



21. Write Data to DDRAM : Write 8

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	0	1	1	1	0	0	0



22. Return Home

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	0	0	0	1	X

23. Clear Display

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	0	0	0	0	1

2) IE = "High"

1. Power Supply on : Initialized by the internal power on reset circuit.

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0

2. Function Set : 8-bit, RE(1)

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	1	1	1	1	0	0

3. Extended Function Set : 5-font, 4-line

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	0	1	0	0	1

4. Function Set : RE(0)

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	1	1	1	0	0	0

5. Display ON/OFF Control : Display/Cursor on

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	0	1	1	1	0

6. Write data to DDRAM : Write S

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	1	0	1	0	0	1	1

7. Write data to DDRAM : Write A

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	1	0	0	0	0	0	1

SA_

12. Write data to DDRAM : Write G

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	1	0	0	0	1	1	1

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13. Set DDRAM Address 20H

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	1	0	1	0	0	0	0	0

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_

14. Write data to DDRAM : Write K

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	1	0	0	1	0	1	1

SAMSUNG
K_

19. Write data to DDRAM : Write 8

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	0	1	1	1	0	0	0

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KS0078_

20. Set DDRAM Address 40H

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	1	1	0	0	0	0	0	0

SAMSUNG
KS0078
_

21. Write data to DDRAM : Write L

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	1	0	0	1	1	0	0

SAMSUNG
KS0078
L_

30. Write data to DDRAM : Write R

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	1	0	1	0	0	1	0

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LCD DRIVER_

31. Set DDRAM Address 60H

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	1	1	1	0	0	0	0	0

SAMSUNG
KS0078
LCD DRIVER
_

43. Write data to DDRAM : Write R

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	1	0	1	0	0	1	0

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LCD DRIVER
& CONTROLLER_

44. Function Set : RE("0"), DH("1")

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	1	1	1	0	1	0

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LCD DRIVER
& CONTROLLER_

45. Function Set : RE("1")

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	1	1	1	1	0	0

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& CONTROLLER_

46. Shift/Scroll Enable : DS4("1"),DS3/2/1("0")

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	1	1	0	0	0

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& CONTROLLER_

47. Function Set : RE("0")

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	1	1	1	0	1	0

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LCD DRIVER
& CONTROLLER_

48. Cursor or Display Shift : Display shift to left

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	1	1	0	X	X

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LCD DRIVER
CONTROLLER_

49. Cursor or Display Shift : Display shift to left

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	1	1	0	X	X

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LCD DRIVER
CONTROLLER_

50. Cursor or Display Shift : Display shift to left

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	1	1	0	X	X

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LCD DRIVER
ONTROLLER_

51. Cursor or Display Shift : Display shift to left

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	1	1	0	X	X

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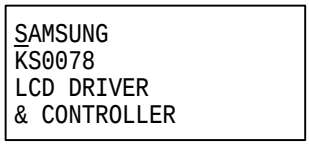
KS0078
LCD DRIVER
NTROLLER_

52. Return Home

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	0	0	0	1	X



53. Function Set : RE("0"),REV("1")

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	1	1	1	0	1	1

54. Cursor or Display Shift : Display shift to right

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	1	1	1	X	X

55. Cursor or Display Shift : Display shift to right

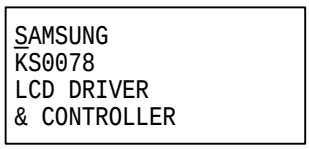
RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	1	1	1	X	X

56. Return Home

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	0	0	0	1	X

57. Function Set : RE("0"),REV("0")

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	1	1	1	0	0	0

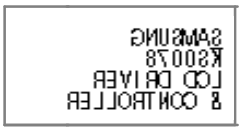


58. Function Set : RE("1")

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	1	1	1	1	0	0

59. Entry Mode Set : BID("1")

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	0	0	1	1	1



60. Clear Display

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
0	0	0	0	0	0	0	0	0	1

61. Write Data to DDRAM : Write B

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	1	0	0	0	0	1	0

62. Write Data to DDRAM : Write I

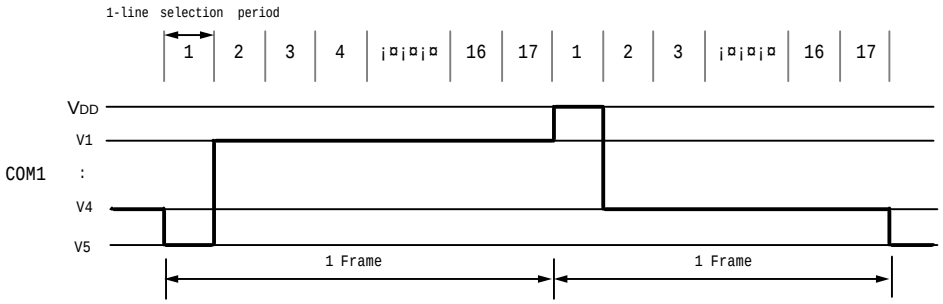
RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	1	0	0	1	0	0	1

63. Write Data to DDRAM : Write D

RS	RW	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
1	0	0	1	0	0	0	1	0	0

FRAME FREQUENCY

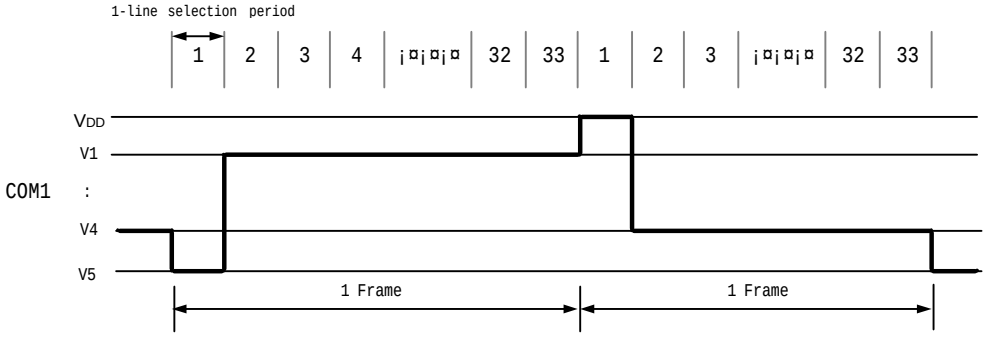
1) 1/17 duty cycle



Item	Display Font Width	
	5-dot font width	6-dot font width
1-line selection period	240 clocks	288 clocks
Frame frequency	66.2Hz	55.1Hz

* fosc = 270 kHz (1 clock = 3.7§ Á

2) 1/33 duty cycle

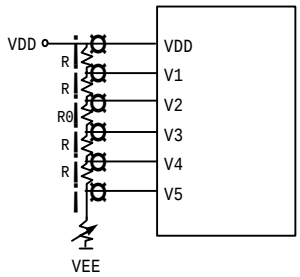


Item	Display Font Width	
	5-dot font width	6-dot font width
1-line selection period	120 clocks	144 clocks
Frame frequency	68.2Hz	56.8Hz

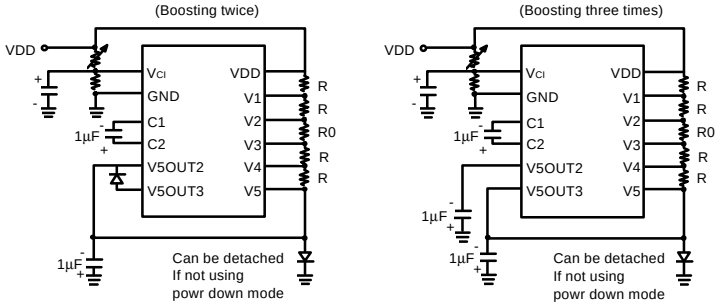
* fosc = 270 kHz (1 clock = 3.7§ Á

POWER SUPPLY FOR DRIVING LCD PANEL

1) When an external power supply is used



2) When an internal booster is used



* 1. Boosted output voltage should not exceed the maximum value (13 V) of the LCD driving voltage. Especially, a voltage of over 4.3V should not be input to the reference voltage (Vci) when boosting three times.

2. A voltage of over 5.5V should not be input to the reference voltage (Vci) when boosting twice.

3. The value of resistance, according to the number of lines, duty ratio and the bias, is shown below. (Refer to Table 13)

Table 13. Duty Ratio and Power Supply for LCD Driving

Item		Data	
Number of lines		1	2 or 4
Duty ration		1/17	1/33
BIas		1/5	1/6.7
Divided resistance	R	R	R
	R0	R	2.7R

MAXIMUM ABSOLUTE RATE

Characteristic	Symbol	Value	Unit
Power Supply Voltage (1)	V_{DD}	-0.3 to +7.0	V
Power Supply Voltage (2)	V_{LCD}	V_{DD} -15.0 to V_{DD} +0.3	V
Input Voltage	V_{IN}	-0.3 to V_{DD} +0.3	V
Operating Temperature	T_{OPR}	-30 to +85	°C
Storage Temperature	T_{STG}	-55 to +125	°C

* Voltage greater than above may damage to the circuit (VDD ≥ V1 ≥ V2 ≥ V3 ≥ V4 ≥ V5)

ELECTRICAL CHARACTERISTICS

DC Characteristics

(VDD = 2.7V to 5.5V, Ta=-30 to +85°C)

Characteristic	Symbol	Condition		Min	Typ	Max	Unit
Operating Voltage	V_{DD}	-		2.7	-	5.5	V
Supply Current	I_{DD}	Internal oscillation or external clock. (V_{DD}=3.0V,fosc=270KHz)		-	0.15	0.3	mA
Input Voltage (1) (Except OSC1)	V_{IH1}	-		0.7V_{DD}	-	V_{DD}	-
	V_{IL1}	V_{DD}=2.7 to 3.0		-0.3	-	0.2V_{DD}	
		V_{DD}=3.0 to 5.5		-0.3	-	0.6	
Input Voltage (2) (OSC1)	V_{IH2}	-		0.7V_{DD}	-	V_{DD}	V
	V_{IL2}	-		-	-	0.2V_{DD}	
Output Voltage (1) (DB0 to DB7)	V_{OH1}	I_{OH}=-0.1mA		0.75V_{DD}	-	-	V
	V_{OL1}	I_{OL}=0.1 mA		-	-	0.2V_{DD}	
Output Voltage(2) (except DB0 to DB7)	V_{OH2}	I_O=-40 μA		0.8V_{DD}	-	-	V
	V_{OL1}	I_O=40 μA		-	-	0.2V_{DD}	
Voltage Drop	Vd_{COM}	I_O= ± 0.1mA		-	-	1	V
	Vd_{SEG}			-	-	1	
Input Leakage Current	I_{IL}	V_{IN}=0V to V_{DD}		-1	-	1	μA
Low Input Current	I_{IN}	V_{IN}=0V, V_{DD}=3V (PULL UP)		-10	-50	-120	
Internal Clock (external Rf)	f_{OSC}	Rf=91kΩ ± 2% (V_{DD}=5V)		190	270	350	KHz
External Clock	f_{EC}	-		125	270	410	KHz
	duty			45	50	55	%
	t_R, t_F			-	-	0.2	μs
Voltage Converter Out2 (Vci = 4.5V)	V_{OUT2}	Ta = 25 °C, C=1 μF, I_{OUT} = 0.25mA, f_{OSC}=270KHz		-3.0	-4.2	-	V
Voltage Converter Out3 (Vci = 2.7V)	V_{OUT3}			-4.3	-5.1	-	
Voltage Converter Input	Vci	-		1.0	-	4.5	V
LCD Driving Voltage	V_{LCD}	V_{DD}-V5	1/5 Bias	3.0	-	13.0	
			1/6.7 Bias	3.0	-	13.0	

AC Characteristics

(V_{DD} = 4.5 to 5.5V, Ta=-30 to +85 °C)

Mode	Item	Symbol	Min	Typ	Max	Unit
(1) Write Mode (refer to Fig-15)	E Cycle Time	tc,	500	-	-	ns
	E Rise / Fall Time	t_R, t_F	-	-	20	
	E Pulse Width (High, Low)	tw	230	-	-	
	R/W and RS Setup Time	tsu1	40	-	-	
	R/W and RS Hold Time	t_H1	10	-	-	
	Data Setup Time	tsu2	60	-	-	
	Data Hold Time	t_H2	10	-	-	
(2) Read Mode (refer to Fig-16)	E Cycle Time	tc	500	-	-	ns
	E Rise / Fall Time	t_R,t_F	-	-	20	
	E Pulse Width (High, Low)	tw	230	-	-	
	R/W and RS Setup Time	tsu	40	-	-	
	R/W and RS Hold Time	t_H	10	-	-	
	Data Output Delay Time	t_D	-	-	160	
	Data Hold Time	t_{DH}	5	-	-	
(3) Serial Interface Mode (refer to Fig-17)	Serial Clock Cycle Time	tc	0.5	-	20	µs
	Serial Clock Rise/Fall Time	t_R,t_F	-	-	50	ns
	Serial Clock Width (High, Low)	tw	200	-	-	
	Chip Select Setup Time	tsu1	60	-	-	
	Chip Select Hold Time	t_H1	20	-	-	
	Serial Input Data Setup Time	tsu2	100	-	-	
	Serial Input Data Hold Time	t_H2	100	-	-	
	Serial Output Data Delay Time	t_D	-	-	160	
	Serial Output Data Hold Time	t_{DH}	5	-	-	

AC Characteristics (continued)

(V_{DD}=2.7 to 4.5V, Ta=-30 to +85 °C)

Mode	Item	Symbol	Min	Typ	Max	Unit
(4) Write Mode (refer to Fig-15)	E Cycle Time	tc,	1000	-	-	ns
	E Rise / Fall Time	t_R, t_F	-	-	25	
	E Pulse Width (High, Low)	tw	450	-	-	
	R/W and RS Setup Time	tsu1	60	-	-	
	R/W and RS Hold Time	th1	20	-	-	
	Data Setup Time	tsu2	195	-	-	
	Data Hold Time	t_H2	10	-	-	
(5) Read Mode (refer to Fig-16)	E Cycle Time	tc	1000	-	-	ns
	E Rise / Fall Time	t_R,t_F	-	-	25	
	E Pulse Width (High, Low)	tw	450	-	-	
	R/W and RS Setup Time	tsu	60	-	-	
	R/W and RS Hold Time	t_H	20	-	-	
	Data Output Delay Time	t_D	-	-	360	
	Data Hold Time	t_{DH}	5	-	-	
(6) Serial Interface Mode (refer to Fig-17)	Serial Clock Cycle Time	tc	1	-	20	µs
	Serial Clock Rise/Fall Time	t_R,t_F	-	-	50	ns
	Serial Clock Width (High, Low)	tw	400	-	-	
	Chip Select Setup Time	tsu1	60	-	-	
	Chip Select Hold Time	t_H1	20	-	-	
	Serial Input Data Setup Time	tsu2	200	-	-	
	Serial Input Data Hold Time	t_H2	200	-	-	
	Serial Output Data Delay Time	t_D	-	-	360	
	Serial Output Data Hold Time	t_{DH}	5	-	-	

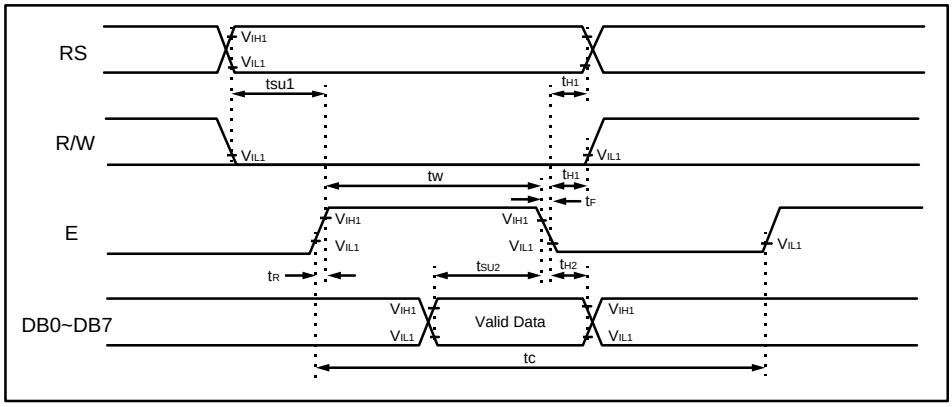


Fig-15. Write Mode

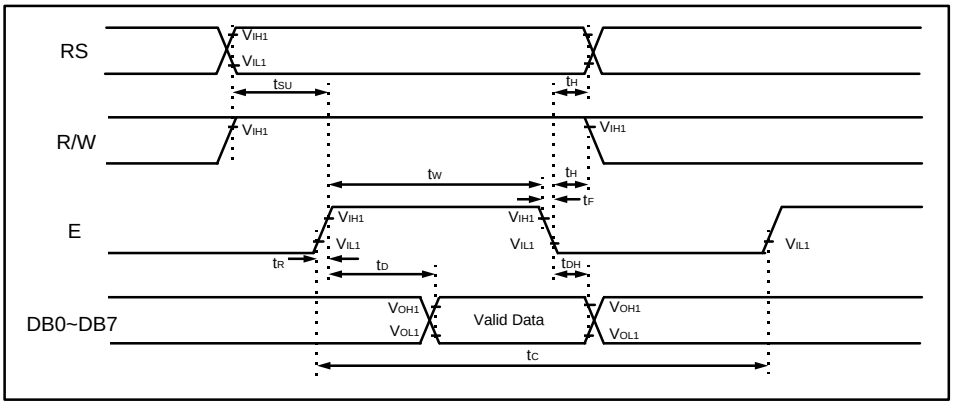


Fig-16. Read Mode

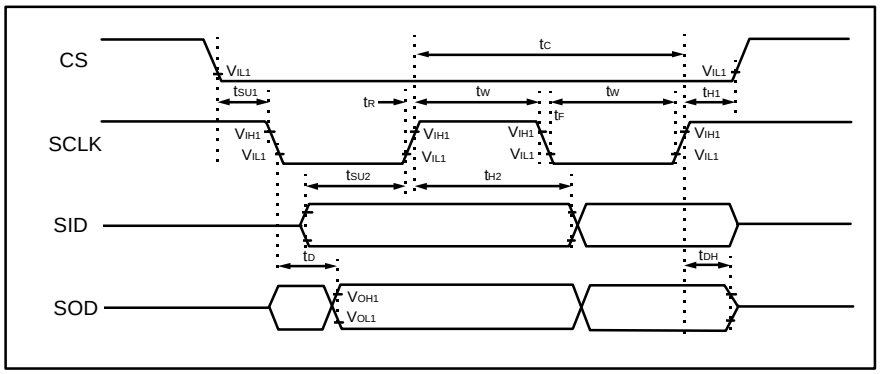


Fig-17. Serial Interface Mode

Reset Timing

(V_{DD} = 2.7 to 5.5V, Ta = -30 to +85¡ Ê

Item	Symbol	Min	Typ	Max	Unit
Reset low level width (Refer to Fig-18)	t_{RES}	10	-	-	ms

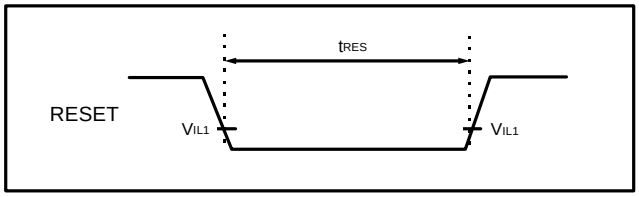


Fig-18. Reset Timing Diagram