

SANYO

No.2674A

DM2021

20 Characters×2 Lines

Liquid Crystal
Dot Matrix Display Module**Overview**

The DM2021 is a liquid crystal dot matrix display module that consists of LCD panel LCD-5121, LCD control driver LC7985NA, and driver SED1181 and is capable of providing 20 characters×2 lines display. It contains a controller, a data RAM, and a character generator ROM required for providing display. Data interfacing is in 4-bit parallel or 8-bit parallel and data can be written in or read from a microprocessor.

General Specifications

| | |
|--------------------------------|--|
| 1. Display method | 1/5 bias 1/16 duty |
| 2. Display content | 20 characters×2 lines |
| 3. Dots organizing 1 character | 5×8 dots |
| 4. Display data RAM | 80×8 bits |
| 5. Character generator ROM | 160-character JIS font set + 32-character Refer to Table 1. |
| 6. Character generator RAM | 64×8 bits 5×7 dots 8 characters |
| 7. Instruction function | Refer to Table 2. |
| 8. Circuit diagram | Refer to Fig. 3. |

Outline

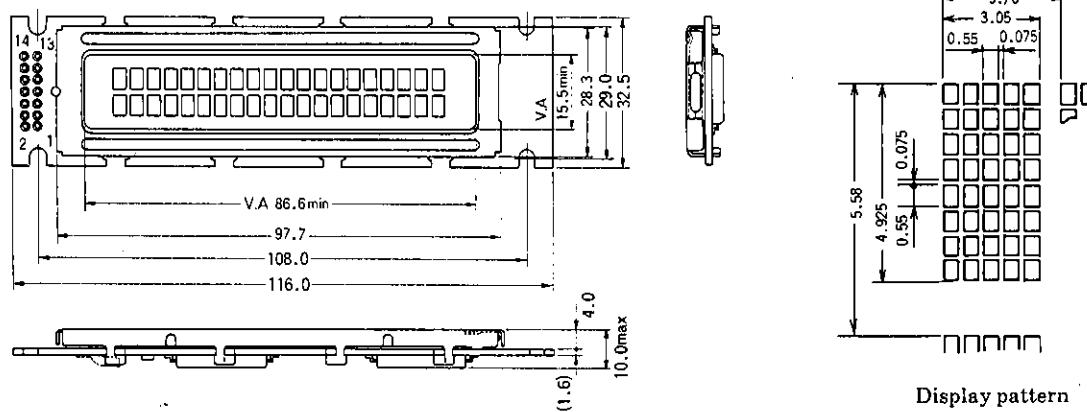
| | |
|------------------------------|--|
| 1. Module outline | 116.0 (L)×32.5 (W)×10 (T) [mm ³] |
| 2. View area | 86.0×15.5 [mm ²] |
| 3. Dot size | 0.55×0.55 [mm ²] |
| 4. Dot pitch | 0.625×0.625 [mm ²] |
| 5. Character size (5×8 dots) | 3.05×4.925 [mm ²] |

Absolute Maximum Ratings at Ta = 25°C

| | | unit |
|------------------------|-----------------------------------|-----------------|
| Maximum Supply Voltage | V _{DD} – V _{SS} | – 0.3 to + 7 |
| Input Voltage | V _I | V |
| LCD Drive Voltage | V _{DD} – V _O | – 0.3 to + 13.3 |
| Operating Temperature | T _{opr} | 0 to + 50 |
| Storage Temperature | T _{stg} | – 20 to + 70 |

Module Dimensions 5008

(unit: mm)

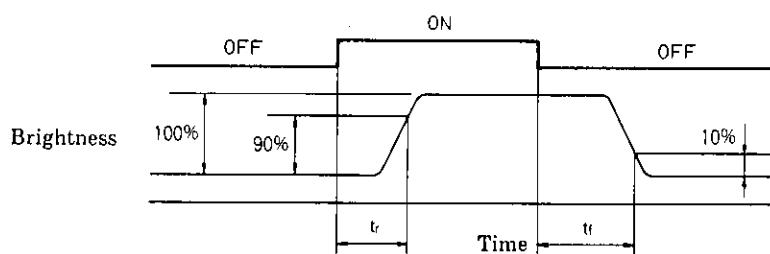


Display pattern

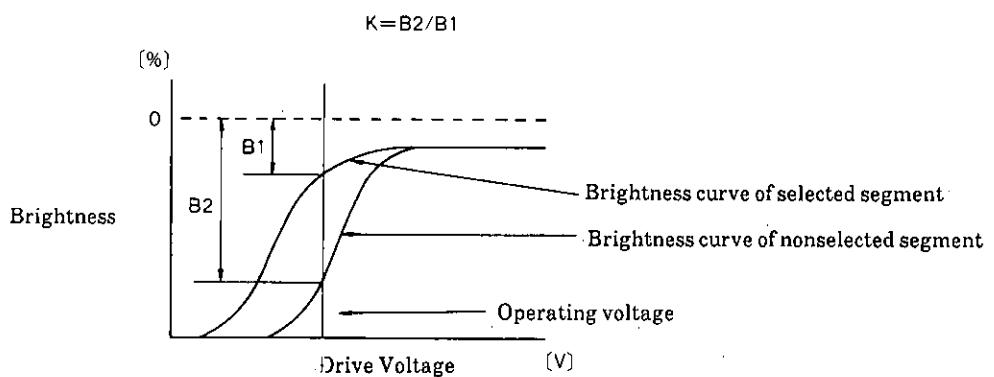
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Electro-optical Characteristics at $T_a = 25^\circ\text{C}$, $V_{DD} - V_{SS} = 5\text{V}$ unless otherwise specified

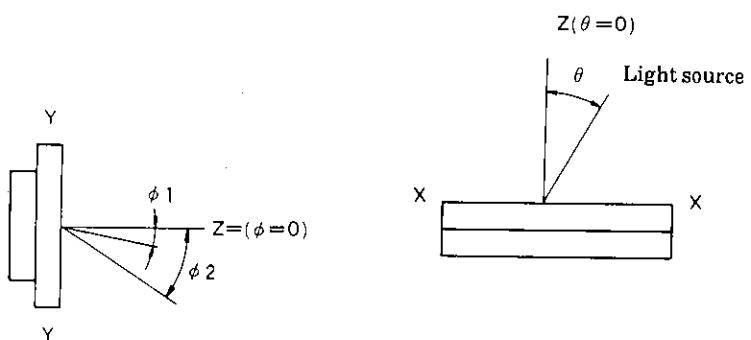
| | | | min | typ | max | unit |
|--|-------------------|---|-------|-----|----------|---------------|
| Input 'H'-Level Voltage | V_{IH} | | 2.2 | | V_{DD} | V |
| Input 'L'-Level Voltage | V_{IL} | | 0 | | 0.6 | V |
| Output 'H'-Level Voltage | V_{OH} | $DB_0 \text{ to } DB_7, -I_{OH} = 0.2\text{mA}$ | 2.4 | | V_{DD} | V |
| Output 'L'-Level Voltage | V_{OL} | $DB_0 \text{ to } DB_7, -I_{OL} = 1.2\text{mA}$ | 0 | | 0.4 | V |
| Pull-up MOS Current | I_P | $DB_0 \text{ to } DB_7, RS, R/W$ | 50 | 125 | 250 | μA |
| Current Dissipation | I_{DD} | No input/output current included | (1.5) | | 3.0 | mA |
| Oscillation Frequency | F_{OSC} | | 190 | 270 | 350 | kHz |
| Viewing Angle | $\phi_2 - \phi_1$ | $K = 1.4, \theta = 0^\circ$ | 20 | 30 | | deg. |
| Contrast Ratio | K | $\phi = 20^\circ, \theta = 0^\circ$ | | 3.0 | | |
| Rise Time | t_r | $\phi = 20^\circ, \theta = 0^\circ$ | | 200 | 300 | ms |
| Fall Time | t_f | $\phi = 20^\circ, \theta = 0^\circ$ | | 300 | 450 | ms |
| LCD Drive Voltage (Recommended Value) | $V_{DD} - V_O$ | $T_a = 0^\circ\text{C}, \phi = 20^\circ, \theta = 0^\circ, K \geq 3$ | 4.4 | 4.5 | 4.6 | V |
| 1/16 Duty | | $T_a = 25^\circ\text{C}, \phi = 20^\circ, \theta = 0^\circ, K \geq 3$ | 4.0 | 4.1 | 4.2 | V |
| | | $T_a = 50^\circ\text{C}, \phi = 20^\circ, \theta = 0^\circ, K \geq 3$ | 3.4 | 3.5 | 3.6 | V |

(1) Test Condition for Response Time (t_r, t_f)

(2) Definition of Contrast Ratio [K]



(3) Contrast Ratio Measuring Method



Angles ϕ and θ are defined as shown above.

The light source is placed in the θ direction at an angle of 30° and the sensor is placed in the ϕ direction to measure the contrast.

Pin Description

| No. | Pin Name | Function |
|-----|-----------------|---|
| 1 | V _{SS} | (-) power supply pin 0V |
| 2 | V _{DD} | (+) power supply pin +5V |
| 3 | V _O | Pin for applying LCD drive voltage |
| 4 | RS | Input pin, HI = Data, LOW = Instruction |
| 5 | R/W | Input pin, HI = Read, LOW = Write |
| 6 | E | Input pin, Enable signal |
| 7 | DB ₀ | |
| 8 | DB ₁ | |
| 9 | DB ₂ | |
| 10 | DB ₃ | |
| 11 | DB ₄ | |
| 12 | DB ₅ | |
| 13 | DB ₆ | |
| 14 | DB ₇ | |

} Data bus line

| Timing Characteristics | | | min | typ | max | unit |
|---------------------------------|------------------|----------|--------|-----|-----|------|
| Enable Cycle Time | t_{cycE} | Figs.1,2 | 1000 | | | ns |
| Enable Pulse Width [High Level] | P_{WEH} | | 450 | | | ns |
| Enable Rise/Fall Time | t_{ER}, t_{EF} | | | 25 | | ns |
| Setup Time [RS/RW-E] | t_{AS} | | 140 | | | ns |
| Address Hold Time | t_{AH} | | 10 | | | ns |
| Data Delay Time | t_{DDR} | | | 320 | | ns |
| Data Setup Time | t_{DSW} | | 195 | | | ns |
| Data Hold Time | $t_H(t_{DHR})$ | | 10(20) | | | ns |

Write Operation

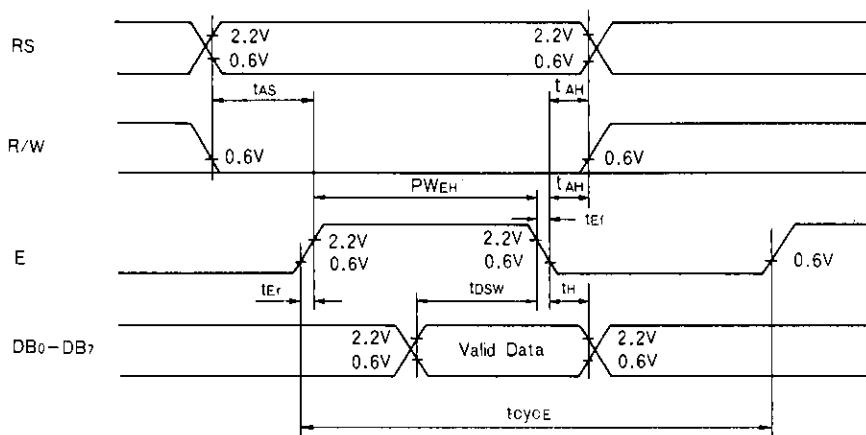


Fig.1 Interface Timing (Data Write)

Read Operation

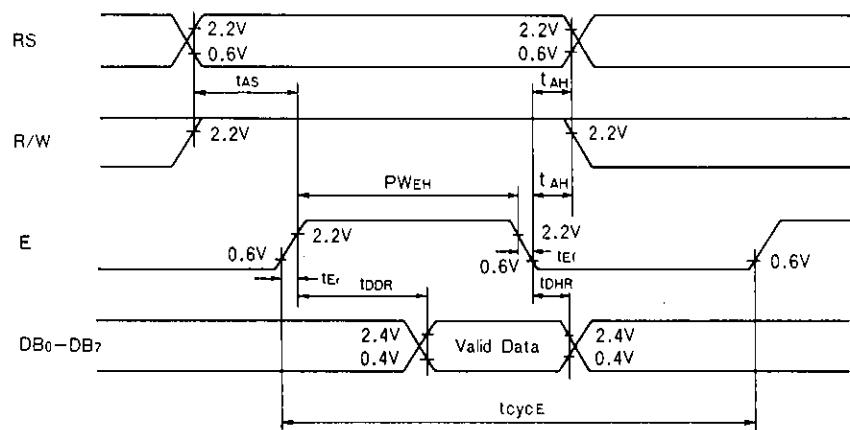


Fig.2 Interface Timing (Data Read)

Table 1 Character Code

| Low-order 4 bits | Hi-order 4 bits | 0000 | 0010 | 0011 | 0100 | 0101 | 0110 | 0111 | 1010 | 1011 | 1100 | 1101 | 1110 | 1111 |
|------------------|-----------------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| xxxx0000 | CG RAM (1) | 0 | 0 | P | ~ | P | ~ | ~ | ~ | ~ | ~ | ~ | ~ | p |
| xxxx0001 | (2) | ! | 1 | 9 | Q | a | q | a | ? | ~ | 4 | ~ | q | q |
| xxxx0010 | (3) | ! | 2 | B | R | b | r | ~ | ~ | ~ | ~ | ~ | ~ | B |
| xxxx0011 | (4) | # | 3 | C | S | c | s | ~ | ~ | ~ | ~ | ~ | ~ | S |
| xxxx0100 | (5) | * | 4 | D | T | d | t | . | I | ~ | ~ | ~ | ~ | ~ |
| xxxx0101 | (6) | X | 5 | E | U | e | u | ~ | ~ | ~ | ~ | ~ | ~ | E |
| xxxx0110 | (7) | 8 | 6 | F | U | f | u | ~ | ~ | ~ | ~ | ~ | ~ | F |
| xxxx0111 | (8) | ~ | 7 | G | W | g | w | ~ | ~ | ~ | ~ | ~ | ~ | G |
| xxxx1000 | (1) | 0 | 8 | H | X | h | x | ~ | ~ | ~ | ~ | ~ | ~ | X |
| xxxx1001 | (2) | 0 | 9 | I | Y | i | y | ~ | ~ | J | ~ | ~ | ~ | Y |
| xxxx1010 | (3) | * | 8 | J | Z | j | z | ~ | ~ | ~ | ~ | ~ | ~ | Z |
| xxxx1011 | (4) | + | 9 | K | C | k | c | ~ | ~ | ~ | ~ | ~ | ~ | C |
| xxxx1100 | (5) | , | < | L | Y | l | y | ~ | ~ | ~ | ~ | ~ | ~ | Y |
| xxxx1101 | (6) | --- | = | M | O | m | o | ~ | ~ | ~ | ~ | ~ | ~ | O |
| xxxx1110 | (7) | , | > | N | ^ | n | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ^ |
| xxxx1111 | (8) | / | ?0 | .. | O | ~ | ~ | ~ | ~ | ~ | ~ | ~ | ~ | 0 |

(Note) The CG RAM is a character generator RAM used to store the character patterns that can be program-rewritten, as desired, by the user.

Table 2 Instruction Function

| Instruction | Code | | | | | | | | | | | Contents | Execution Time (f _{OSC} =250kHz) |
|--------------------------|--|-----|------------|-----------------|-----------------|-----|-----|--|--|--|---|---|--|
| | RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | | | |
| Display clear | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | Clears all display and returns the cursor to the home position (address 0). | 82μs to 1.64ms | |
| Cursor home | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | * | Returns the cursor to the home position address 0). Also returns the display being shifted to the original position. The DD RAM contents remain unaffected. | 40μs to 1.6ms | |
| Entry mode set | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | I/D | S | Sets the cursor move direction and specifies whether or not the shift the display. These operations are performed during data write and read. | 40μs | |
| Display ON/OFF control | 0 | 0 | 0 | 0 | 0 | 0 | 1 | D | C | B | Sets all display ON/OFF (D), cursor ON/OFF (C), cursor position character blink (B). | 40μs | |
| Cursor/display shift | 0 | 0 | 0 | 0 | 0 | 1 | S/C | R/L | * | * | Moves the cursor and shifts the display without affecting the DD RAM contents. | 40μs | |
| Function set | 0 | 0 | 0 | 0 | 1 | DL | N | F | * | * | Sets the interface data length (DL), number of display lines (L), and character font (F). | 40μs | |
| CG RAM address set | 0 | 0 | 0 | 1 | A _{CG} | | | | | Sets the CG RAM address. RAM data is sent/received after this setting. | 40μs | | |
| DD RAM address set | 0 | 0 | 1 | A _{DD} | | | | | Sets the DD RAM address. DD RAM data is sent/received after this setting | 40μs | | | |
| Busy flag/address read | 0 | 1 | BF | AC | | | | | Reads the contents of busy flag (BF) indicating internal operation is in progress and reads the contents of address counter. | 1μs | | | |
| CG RAM/DD RAM data write | 1 | 0 | Write data | | | | | Writes data into the DD RAM or CG RAM. | | | | | 40μs |
| CG RAM/DD RAM data read | 1 | 1 | Read data | | | | | Reads data from the DD RAM or CG RAM. | | | | | 40μs |
| | I/D=1: Increment (+1) I/D=0: Decrement (-1) S=1: Accompanied by display shift S/C=1: Display shift S/C=0: Cursor move R/L=1: Right-shift R/L=0: Left-shift DL=1: 8 bits DL=0: 4 bits N=1: 2 lines N=0: 1 line F=1: 5×10 dots F=0: 5×7 dots BF=1: Internally operating BF=0: Possible to accept instruction | | | | | | | | | | | DD RAM: Display data RAM CG RAM: Character generator RAM A _{CG} : CG RAM address A _{DD} : DD RAM address Corresponds to cursor address. AC: Address counter used for both DD RAM and CG RAM. | The change in the frequency (f _{OSC}) also causes the execution time to be changed. (Example) When f _{OSC} =270kHz, 40μs× $\frac{250}{270}$ = 37μs |

Fig. 3 Circuit Diagram DM2021

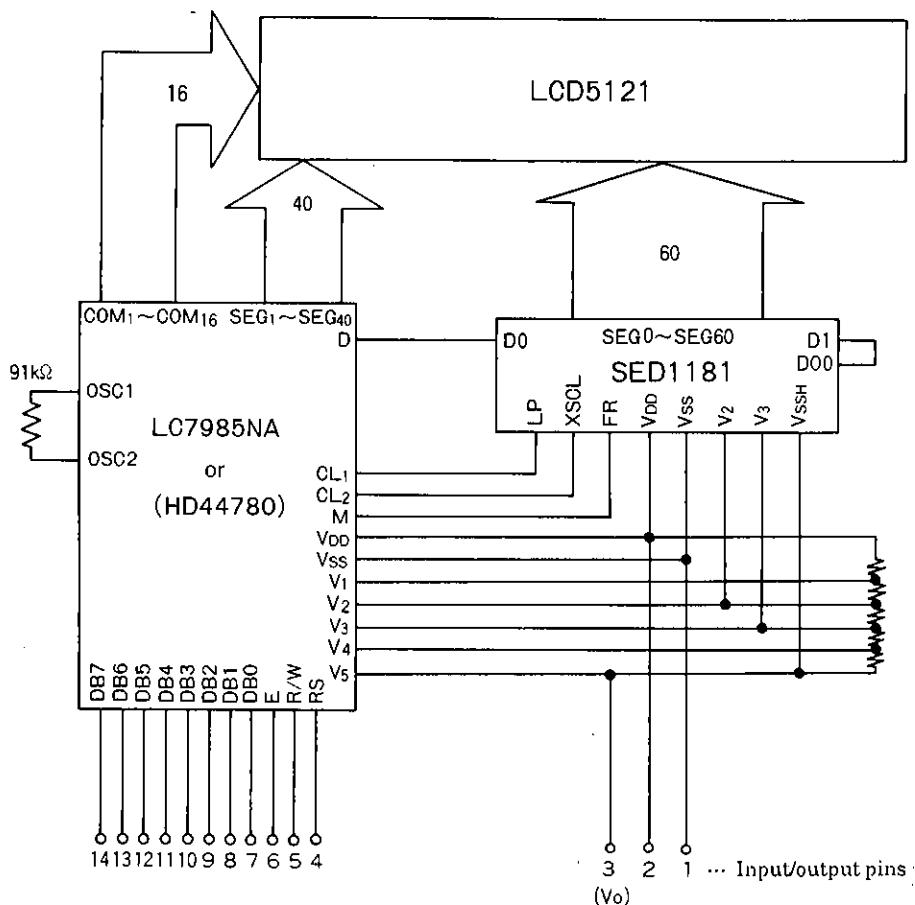
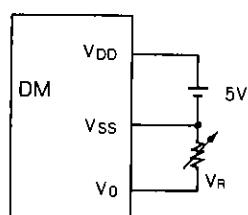


Fig. 4 Sample Power Supply



$V_{DD}-V_O$: LCD drive voltage
The LCD drive voltage can be varied from approximately 3V to 5V by a variable resistor of $5\text{k}\Omega$ connected across V_{SS} and V_O .

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