Ordering number: EN 1860A

SANYO No.1860A

DM161B

LIQUID CRYSTAL
DOT MATRIX DISPLAY MODULE
16 characters x 1 line

General Description

The DM161B is a liquid crystal dot matrix display module that consists of LCD panel LCD-5013, LCD control driver HD44780 is capable of providing (16 characters x 1 line) display. It contains a controller, a data RAM, and a character generator ROM required for providing display. Data interfacing is in 8-bit parallel or 4-bit parallel and data can be written in or read from a microprocessor.

General Specifications

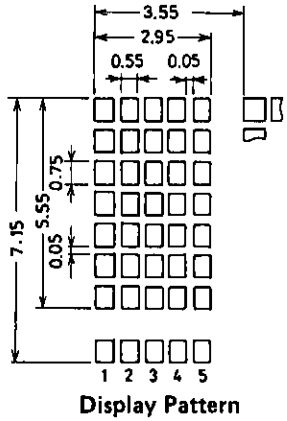
1. Display system	1/5bias 1/16duty	
2. Display content	16 characters x 1 line	
3. Dots organizing 1 character	5 x 7 dots/character + cursor	
4. Display data RAM	80 x 8 bits	
5. Character generator ROM	160-character JIS font set + 32-character special font set Refer to Table 1.	
6. Character generator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

Outline

1. Module outline	32.6(W) x 85.0(L) x 10(T) (mm)
2. View area	60.5 x 14.4 (mm)
3. Dot size	0.55 x 0.75 (mm)
4. Dot pitch	0.60 x 0.80 (mm)
5. Character size	2.95 x 5.55 (mm)

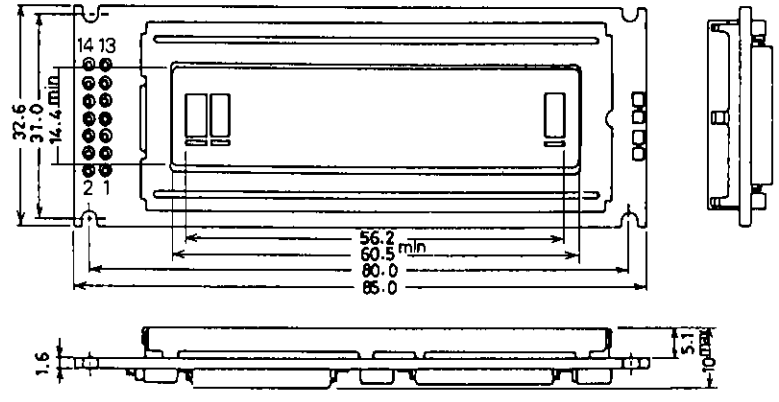
Absolute Maximum Ratings/T_a=25°C

			unit
Supply Voltage	$V_{DD}-V_{SS}$	−0.3 to +7	V
Input Voltage	V_I	−0.3 to V_{DD}+0.3	V
Drive Voltage	$V_{DD}-V_O$	−0.3 to +13.5	V
Operating Temperature	Topr	0 to 50	°C
Storage Temperature	T_{stg}	−20 to 60	°C



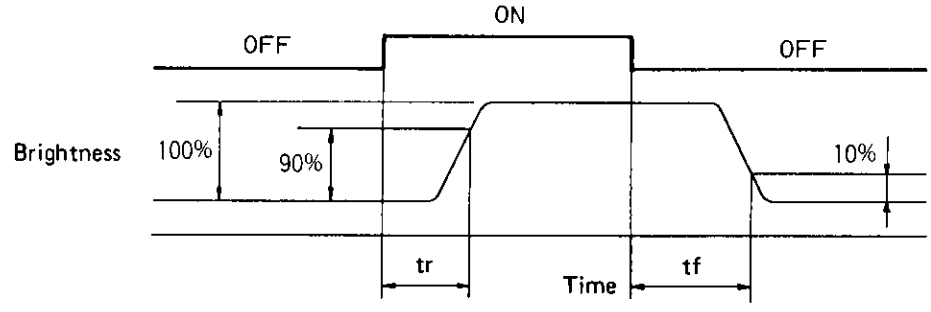
Display Pattern

Module Dimensions 5002A
(unit: mm)



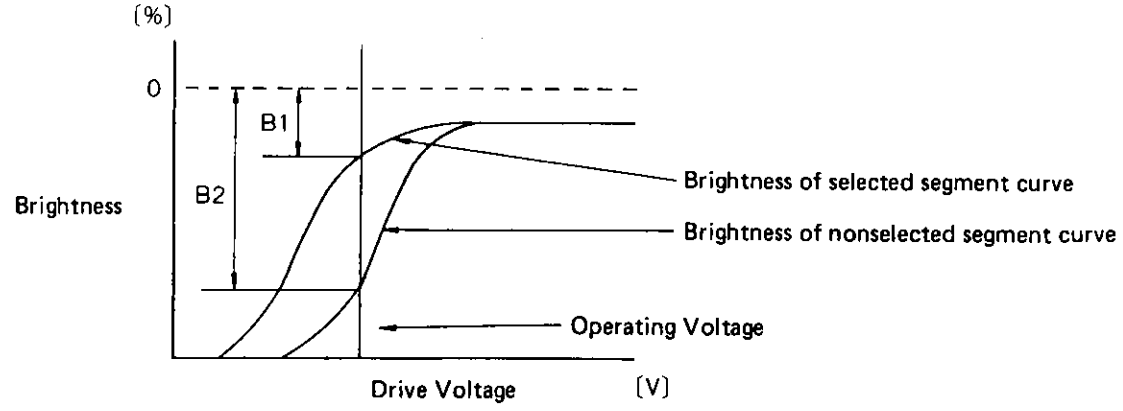
Electro-optical Characteristics/V_{DD}=5.0V, T_a=25°C V_{SS}=0V unless otherwise specified			min	typ	max	unit
Input "High" Voltage	V_{IH}		2.2		5.0	V
Input "Low" Voltage	V_{IL}		0		0.6	V
Output "High" Voltage	V_{OH}	DB0 to DB7, $-I_{OH}$=0.2mA I_{OH}=40μA	2.4			V
Output "Low" Voltage	V_{OL}	DB0 to DB7, $-I_{OL}$=1.2mA			0.4	V
Input Current	I_P	Pull-up MOS V_{DD}=5V	50	125	250	μA
Current Dissipation	I_{DD}	No input/output current included		(1.2)	2.5	mA
Oscillation Frequency	F_{OSC}		190	270	350	kHz
Viewing Angle	$\phi 2 - \phi 1$	K=1.4 θ =0°	20			degree
Contrast Ratio	K	ϕ =20° θ =0°	3.0			
Rise Time	t_r	ϕ =20° θ =0°		150	250	ms
Fall Time	t_f	ϕ =20° θ =0°		150	250	ms
LCD Drive Voltage (Recommend Value) 1/16 duty	V_{DD}-V_O	T_a=0°C ϕ=20°, θ=0°, K≧3	4.2	4.3	4.4	V
	V_{DD}-V_O	T_a=25°C " " "	3.8	3.9	4.0	V
	V_{DD}-V_O	T_a=50°C " " "	3.4	3.5	3.6	V

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

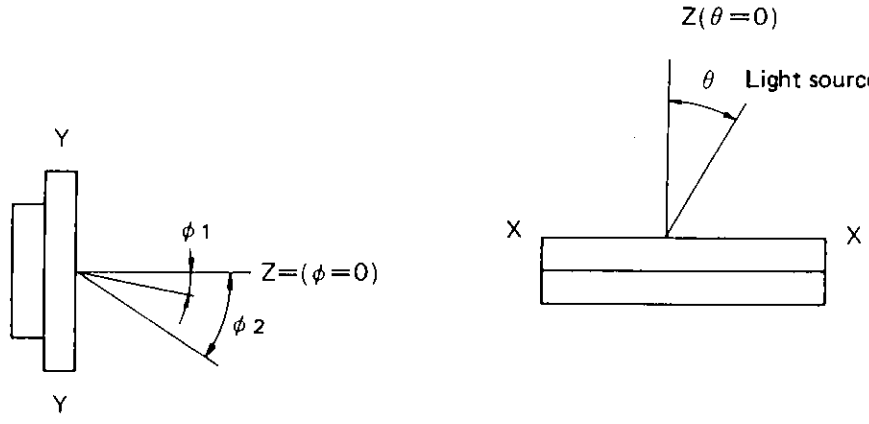


(2) Definition of Contrast (K)

K=B2/B1



(3) Contrast Ratio Measuring Method



Angles ϕ and θ are defined 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	DB0	Data bus line
8	DB1	
9	DB2	
10	DB3	
11	DB4	
12	DB5	
13	DB6	
14	DB7	

Note 1. The LCD drive voltage can be varied from 3V to 5V by a variable resistor of 5kohm connected across V_{SS} and V_O.

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
Set Up Time	RS/RW-E	t_{As}		140			ns
Address Hold Time		t_{AH}		10			ns
Data Delay Time		t_{DDR}				320	ns
Data Set Up Time		t_{DSW}		195			ns
Data Hold Time		$t_H(t_{DHR})$		10(20)			ns

Write Operation

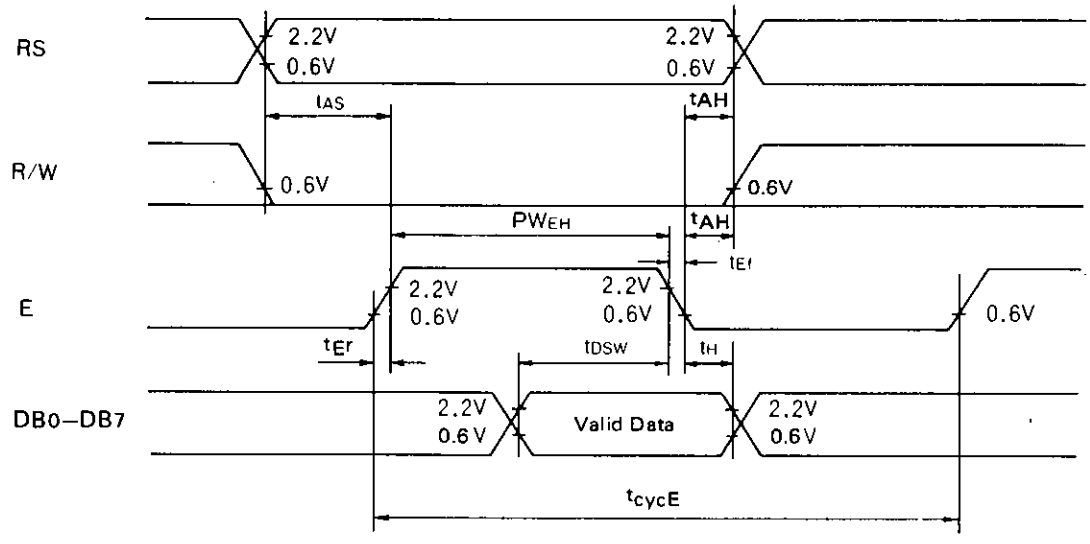


Fig. 1 Interface Timing (Data Write)

Read Operation

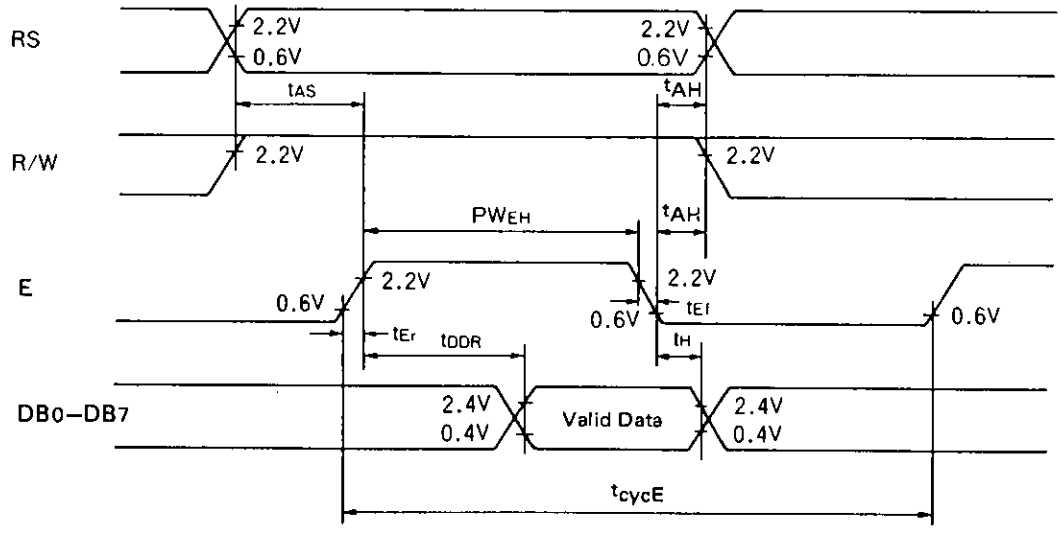


Fig. 2 Interface Timing (Data Read)

Table 1 Character code

Low-order 4bit \ Hi-order 4bit	0000	0010	0011	0100	0101	0110	0111	1010	1011	1100	1101	1110	1111
××××0000	CG RAM (1)												
××××0001	(2)												
××××0010	(3)												
××××0011	(4)												
××××0100	(5)												
××××0101	(6)												
××××0110	(7)												
××××0111	(8)												
××××1000	(1)												
××××1001	(2)												
××××1010	(3)												
××××1011	(4)												
××××1100	(5)												
××××1101	(6)												
××××1110	(7)												
××××1111	(8)												

(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 ~ 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 ~ 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 to 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 (−) 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 x 10 dots F = 0: 5 x 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 x 250/270 =37μs.

Fig. 3 Circuit Diagram DM161B