





# NHD-0440AZ-FSW -FBW LCM

# (Liquid Crystal Display Character Module)

**RoHS** Compliant

#### FEATURES

- Display format: 4 Lines x 40 Characters
- (A) Display Series/Model
- (Z) Factory line
- (F) Polarizer = Transflective (+) light method
- (SW) Backlight = Side LED (White)
- (F) LCD Type = F STN (+)
- (B) View Direction = 6:00
- (W) Operating Temp. =Wide (-20 ~ +70c)
- LCD driver IC: S PLC780D

# -For product support, contact

Newhaven Display International 2**511 Technology Drive**, **# 101 Elgin**, IL 601 **24** Tel: (847) 8 44-8795 Fax: (847) 8 44-8796

October 16, 200 7

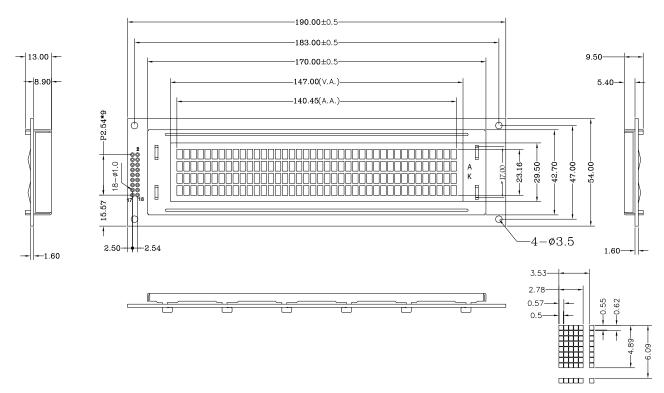
# NHD0440AZ-FSW-FBW

# SPECIFICATIONS OF LCD MODULE

#### Features

- 1. 5x8 dots with cursor
- 2. Display format: 40characters \* 4 lines
- 3. Built-in controller (SPLC780D)
- 4. +5V power supply
- 5. 1/16 duty, 1/5 bias cycle
- 6. FSTN (+) White- Transflective; Positive display
- 7. Viewing direction: 6:00 o'clock

#### **Outline dimension**



#### Absolute maximum ratings

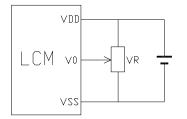
Item	Symbol		Standard		
Power voltage	V <sub>DD</sub> -V <sub>SS</sub>	0	-	7.0	V
Input voltage	VIN	VSS	-	VDD	V
Operating temperature range	VOP	-20	-	+70	2
Storage temperature range	VST	-30	-	+80	<u></u>

\*Wide temperature range is available

Interna	ce pin descr		
Pin no.	Symbol	External connection	Function
1~4	DB7~DB4	MPU	Four high order bi-directional three-state data bus lines. Used for data transfer between the MPU
5~8	DB3~DB0	MPU	Four low order bi-directional three-state data bus lines. Used for data transfer between the MPU and the LCM. These four are not used during 4-bit operation.
9	E1	MPU	Operation (data read/write) enable signal
10	R/W	MPU	Read/write select signal
11	RS	MPU	Register select signal
12	$\mathbf{V}_0$		Contrast adjust
13	Vss	Power supply	Signal ground for LCM (GND)
14	Vdd		Power supply for logic (+5V) for LCM
15	E2	MPU	Enable signal (no pull-up resistor)
16	NC		
17	LED+	Power supply	Power supply for LED backlight (+5V)
18	LED-	rower suppry	Power supply for LED backlight (0V)

# Contrast adjust

A) For Single Source

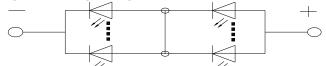


For Module with Normal Temperature Range Fluid

VDD~V0: LCD Driving voltage VR: 1k~2k

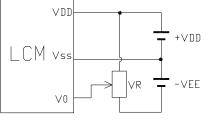
## **Electrical characteristics**





# led ratings (Yellow/Green)

B) For Double Source	



For Module with Extended Temperature Range Fluid or wide viewing cone fluid

	, <b>m</b> )			(UIII	
Item	Symbol	Min	Тур.	Max	Unit
Forward Voltage	VAK	3.6	4.2	4.3	V
Forward current	If	-	480	500	mA
Power	Р			2016	mW
Peak wave length	λp		570		nm
Luminance	Lv		80		Cd/m2

 $(UAK = 4.2V, Ta = 25^{\circ}C)$ 

Item	Symbol	Condition	Min.	Тур.	Max.	Unit
Viewing angle	θ	C > 2	-60	-	35	dag
	Ф	Cr≥2	-40	-	40	deg
Contrast ratio	Cr		-	6	-	-
Response time (rise)	Tr	-	-	150	250	ma
Response time (fall)	Tr	-	-	150	250	ms

NHD-0440AZ STN type display module (Ta=25°C, VDD=5.0V)

# **Electrical characteristics**

DC characteristics

Parameter	Symbol	Conditions	Min.	Тур.	Max.	Unit
Supply voltage for LCD	VDD-V0	Ta =25℃	-	5.0	-	V
Input voltage	VDD		2.7	-	5.5	
Supply current	Idd	Ta=25°C, V <sub>DD</sub> =5.0V	-	3.5	4.0	mA
Input leakage current	Ilkg		-	-	5.0	uA
"H" level input voltage	VIH		2.2	-	Vdd	
"L" level input voltage	VIL	Twice initial value or less	0	-	0.6	
"H" level output voltage	Voh	LOH=-0.25mA	2.4	-	-	V
"L" level output voltage	Vol	LOH=1.6mA	-	-	0.4	
Backlight supply voltage	VF		-	-	5.0	
Backlight supply current	IF	V <sub>F</sub> =5.0V	-	480	-	mA

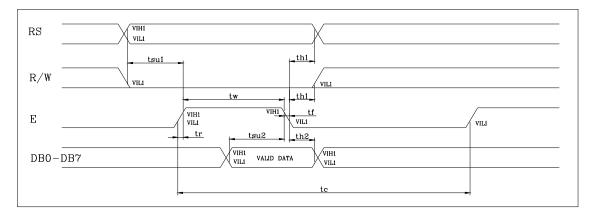
## Read cycle (Ta=25°C, VDD=5.0V)

Parameter	Symbol	Test pin	Min.	Тур.	Max.	Unit
Enable cycle time	tc		500	-	-	
Enable pulse width	tw	Е	300	-	-	
Enable rise/fall time	tr, tf		-	-	25	
RS; R/W setup time	tsu	RS; R/W	100	-	-	ns
RS; R/W address hold time	th	RS; R/W	10	-	-	
Read data output delay	td	DB0~DB7	60	-	90	
Read data hold time	tdh	DD0~DB/	20	-	-	

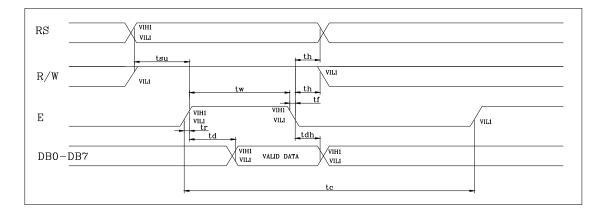
# Write cycle (Ta=25°C, VDD=5.0V)

Parameter	Symbol	Test pin	Min.	Тур.	Max.	Unit
Enable cycle time	tc		500	-	-	
Enable pulse width	tw	Е	300	-	-	
Enable rise/fall time	tr, tf		-	-	25	
RS; R/W setup time	<b>t</b> su1	RS; R/W	100	-	-	ns
RS; R/W address hold time	<b>t</b> h1	RS; R/W	10	-	-	
Read data output delay	tsu2	DB0~DB7	60	-	-	
Read data hold time	th2		10	-	-	

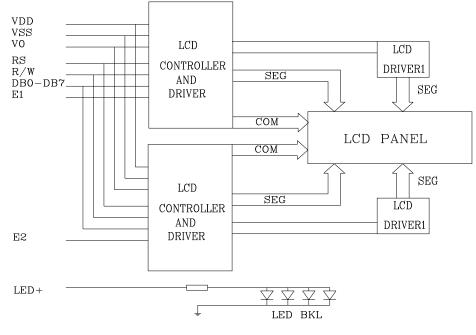
# Write mode timing diagram



# Read mode timing diagram



## **Block diagram**



# Instruction description

#### Outline

To overcome the speed difference between the internal clock of KS0066U and the MPU clock, KS0066U performs internal operations by storing control in formations to IR or DR. The internal operation is determined according to the signal from MPU, composed of read/write and data bus (Refer to Table7).

Instructions can be divided largely into four groups:

- 1) KS0066U 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 the internal RAM is automatically increased or decreased by 1.

Note: during internal operation, busy flag (DB7) is read "High".

Busy flag check must be preceded by the next instruction.

When an MPU program with checking the busy flag (DB7) is made, it must be necessary 1/2 fuss for executing the next instruction by the falling edge of the "E" signal after the busy flag (DB7) goes to "LOW".

#### Contents

1) Clear display

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, namely, brings the cursor to the left edge on the fist line of the display. Make the entry mode increment (I/D="High").

#### 2) Return home

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

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

Γ	RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
	0	0	0	0	0	0	0	0	I/D	SH

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 increased by 1. \*CGRAM operates the same way as DDRAM, when reading from or writing to CGRAM. (I/D="high". shift left, I/D="Low". Shift right).

#### 4) Display ON/OFF control

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

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 remains in DDRAM.

#### C: cursor ON/OFF control bit

When D="High", cursor is turned on. When D="Low", cursor is disappeared in current display, but I/D register preserves its data.

#### B: Cursor blink ON/OFF control bit

When B="High", cursor blink is on, which performs alternately between all the "High" data and display characters at the cursor position.

When B="Low", blink is off.

5) Cursor or display shift

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

Shifting of 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 6)

During 2-line mode display, cursor moves to the  $2^{nd}$  line after the  $40^{th}$  digit of the  $1^{st}$  line.

When display data is shifted repeatedly, each line is shifted individually.

When display shift is performed, the contents of the address counter are not changed.

#### Shift patterns according to S/C and R/L bits

S/C	R/L	Operation
0	0	Shift cursor to the left, AC is decreased by 1
0	1	Shift cursor to the right, AC 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

6) Function set

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

#### DL: Interface data length control bit

When DL="High", it mans 8-bit bus mode with MPU.

When DL="Low", it mans 4-bit bus mode with MPU. Hence, DL is a signal to select 8-bit or 4-bit bus mode. When 4-but bus mode, it needs to transfer 4-bit data twice.

#### N: Display line number control bit

When N="Low", 1-line display mode is set. When N="High", 2-line display mode is set.

#### F: Display line number control bit

When F="Low", 5x8 dots format display mode is set. When F="High", 5x11 dots format display mode.

7) Set CGRAM address

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.

The instruction makes CGRAM data available from MPU.

#### 8) Set DDRAM address

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 form MPU.

When 1-line display mode (N=LOW), DDRAM address is form "00H" to "4FH".

In 2-line display mode (N=High), DDRAM address in the 1<sup>st</sup> line form "00H" to "27H", and DDRAM address In the 2<sup>nd</sup> line is from "40H" to "67H".

#### 9) 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 KS0066U is in internal operation or not.

If the resultant BF is "High", internal operation is in progress and should wait BF is to be LOW, which by then if the nest instruction can be performed. In this instruction you can also read the value of the address counter.

#### 10) 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.

The selection of RAM from DDRAM, and CGRAM, is set by the previous address set instruction (DDRAM address set, CGRAM address set).

RAM set instruction can also determine the AC direction to RAM.

After write operation. The address is automatically increased/decreased by 1, according to the entry mode.

11) 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.

The selection of RAM is set by the previous address set instruction. If the address set instruction of RAM is not performed before this instruction, the data that has been read first is invalid, as the direction of AC is not yet determined. If RAM data is read several times without RAM address instructions set 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 case of DDRAM read operation, cursor shift instruction plays the same role as DDRAM address set instruction, It also transfers RAM data to output data register.

After read operation, address counter is automatically increased/decreased by 1 according to the entry mode.

After CGRAM read operation, display shift may not be executed correctly.

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

				In	struct	ion co	ode					Execution
Instruction	RS	R/ W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0	Description	Time (fosc= 270 KHZ
Clear Display	0	0	0	0	0	0	0	0	0	1	Write "20H" to DDRA and set DDRAM address to "00H" from AC	1.53ms
Return Home	0	0	0	0	0	0	0	0	1	-	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	0	0	0	0	0	0	0	1	I/D	SH	Assign cursor moving direction And blinking of entire display	39us
Display ON/ OFF control	0	0	0	0	0	0	1	D	С	В	Set display (D), cursor (C), and Blinking of cursor (B) on/off Control bit.	
Cursor or Display shift	0	0	0	0	0	1	S/C	R/L	-	-	Set cursor moving and display Shift control bit, and the Direction, without changing of DDRAM data.	39us
Function set	0	0	0	0	1	DL	N	F	-	-	Set interface data length (DL: 8- Bit/4-bit), numbers of display Line (N: =2-line/1-line) and, Display font type (F: 5x11/5x8)	39us
Set CGRAM Address	0	0	0	1	AC5	AC4	AC3	AC2	AC1	AC0	Set CGRAM address in address Counter.	39us
Set DDRAM Address	0	0	1	AC6	AC5	AC4	AC3	AC2	AC1	AC0	Set DDRAM address in address Counter.	39us
Read busy Flag and Address	0	1	BF	AC6	AC5	AC4	AC3	AC2	AC1	AC0	Whether during internal Operation or not can be known By reading BF. The contents of Address counter can also be read.	Ous
Write data to Address	1	0	D7	D6	D5	D4	D3	D2	D1	D0	Write data into internal RAM (DDRAM/CGRAM).	43us
Read data From RAM	1	1	D7	D6	D5	D4	D3	D2	D1	D0	Read data from internal RAM (DDRAM/CGRAM).	43us

#### **Instruction table**

NOTE: When an MPU program with checking the busy flag (DB7) is made, it must be necessary 1/2fosc is necessary for executing the next instruction by the falling edge of the "E" signal after the busy flag (DB7) goes to "Low".

DDRAM address:

																Disp	lay	posi	tion
1	2	3	4	5	-	-	-	-	-	-	-	-	-	-	36	37	38	39	40
00	01	02	03	04	-	-	-	-	-	-	-	-	-	-	23	24	25	26	27
40	40	41	42	43	-	-	-	-	-	-	-	-	-	-	63	64	65	66	67
00	01	02	03	04	-	-	-	-	-	-	-	-	-	-	23	24	25	26	27
40	40	41	42	43	-	-	-	-	-	-	-	-	-	-	63	64	65	66	67
																וחח	ΖΔΝ	he N	dress

DDRAM address

# Standard character pattern

Upper 4 Lower Bits 4 Bits		0001	0010	0011	0100	0101		0111	1000	1001	1010	1011	1100	1101	1110	1111
xxxx0000	CG RAM (1)			0	a	P	•	P					2	E.	Q	р
xxxx0001	(2)		1	1	Ĥ	Q	a	-4			۵	7	Ŧ	Ĺ,	Ú:	9
xxxx0010	(3)		11	2	B	R	Ь	<b>ŀ</b>			Г	1	Ņ	×	ß	Θ
xxxx0011	(4)		#	3	C	5	C	S			L	ņ	Ŧ	Ŧ	÷	607
xxxx0100	(5)		\$	4	D	T	d	t.			•.	Ι	ŀ	Þ	<b> -</b> 4	Ω
xxxx0101	(6)		%	5	E	U	e	u				オ	<b>†</b>	1	G	ü
xxxx0110	(7)		8	6	F	Ų	ŧ.	V			Ą	ħ		3	ρ	Σ
xxxx0111	(8)		7	7	G	Ŵ	9	Ŵ			7	ŧ	$\overline{\times}$	<b>う</b>	9	π
xxxx1000	(1)		Ç	8	Η	Х	h	X			-f	2	齐	Ņ	.г	$\overline{\mathbf{X}}$
xxxx1001	(2)		)	9	Ι	Y	i	<u></u>			Ċ	፟ፓ	ļ	IL	1	Ч
xxxx1010	(3)		*		J	Ζ	j	Z			T		ı Ì	Ŀ	j	Ŧ
xxxx1011	(4)		+	7	К	Γ	k	{			7	ÿ	F		×	Fi
xxxx1100	(5)		7			¥	1				<b>†</b> ?	Ð	7	7	4	PI
xxxx1101	(6)				М	]	Pi	}			エ	Ζ		2,	Ł	÷
xxxx1110	(7)			>	ŀ-1	^	n	÷			Ξ	t	市	•••	ñ	
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