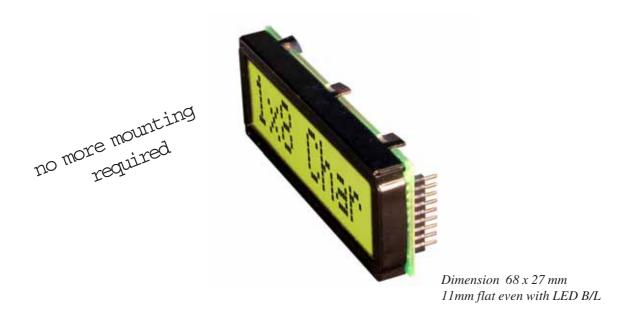
LCD MODULE 1x8 - 11.48mm

INCL. CONTROLLER HD 44780



FEATURES

- * HIGH CONTRAST LCD SUPERTWIST DISPLAY GRAY OR YELLOW/GREEN
- * COMPATIBLE TO HD 44780 STANDARD
- * INTERFACE FOR 4- AND 8-BIT DATA BUS
- * POWER SUPPLY +2.7~5.5V (BACKLIGHT 4.1V)
- * OPERATING TEMPERATURE RANGE 0~+50°C OR -20~+70°C
- * BULIT-IN TEMP. COMP. WITH EA DIP081-CHNLED
- * LED BACKLIGHT Y/G typ. 150mA@4.1V, max. 200mA
- * SOME MORE MODULES WITH SAME MECHANIC AND SAME PINOUT:
 - DOTMATRIX 2x16, 4x20
 - GRAPHIC 122x32
- * NO SCREWS REQUIRED: SOLDER ON IN PCB ONLY
- * DETACHABLE VIA 9-PIN SOCKET EA B200-9 (2 PCS. REQUIRED)

ORDERING INFORMATION

LCD MODULE 1x8 - 11.48mm WITH BACKLIGHT Y/G

SAME BUT WITH T_{OP.} -20~+70°C, INCL. TEMP.COMP.

9-PIN SOCKET, HEIGHT 4.3mm (1 PC.)

SUITABLE BEZEL (WINDOW 60.0x14.8 mm)

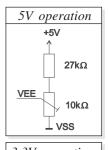
ADAPTOR PCB WITH STANDARD PINOUT PITCH 2.54mm

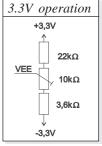
EA DIP081-CNLED



PINOUT

| Pin | Symbol | Level | Function | Pin | Symbol | Level | Function |
|-----|--------|-------|-----------------------------|-----|---------|-------|----------------------------|
| 1 | VSS | L | Power Supply 0V (GND) | 10 | D3 | H/L | Display Data |
| 2 | VDD | Н | Power Supply +5V | 11 | D4 (D0) | H/L | Display Data |
| 3 | VEE | - | Contrast adjust. (about 0V) | 12 | D5 (D1) | H/L | Display Data |
| 4 | RS | H/L | H=Command, L=Data | 13 | D6 (D2) | H/L | Display Data |
| 5 | R/W | H/L | H=Read, L=Write | 14 | D7 (D3) | H/L | Display Data, MSB |
| 6 | Е | Н | Enable (falling edge) | 15 | - | - | NC (see EA DIP122-5N) |
| 7 | D0 | H/L | Display Data, LSB | 16 | - | - | NC (see EA DIP122-5N) |
| 8 | D1 | H/L | Display Data | 17 | Α | - | LED B/L+ Resistor required |
| 9 | D2 | H/L | Display Data | 18 | С | - | LED B/L - |





CONTRAST ADJUSTMENT

Both displays EA DIP081-CNLED and -CHNLED do have an driving voltage for contrast of typ. 4,9V. For 3.3V operation additional -3.3V is required.

Version EA DIP081-CHNLED for ext. temperature range -20..+70°C does have a builtin temperature compensation; so there's no need for contrast adjustment while operation.

BACKLIGHT

Backlight do need an external resistor limiting the current limitor. Calculation is: R=U/I, so at 5V supply:

$$R_{gelb/grün} = (5,0V-4,1V)/0,15A = 6 Ohm$$

Caution: do never drive backlight direct with 5V; damage may come suddenly.

CHARACTER SET

Character set shown below is already built in. In addition to that you are able to define up to 8 characters by yoursself.

| y youroocii. | | | | | | | | | | | | | |
|-------------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|
| Lower 4 bit 4 bit | 0000 (\$0x) | 0010 (\$2x) | 0011 (\$3x) | 0100 (\$4x) | 0101 (\$5x) | 0110 (\$6x) | 0111 (\$7x) | 1010 (\$Ax) | 1011 (\$Bx) | 1100 (\$Cx) | 1101 (\$Dx) | 1110 (\$Ex) | 1111 (\$Fx) |
| xxxx0000 (\$x0) | CG RAM (0) | | 뎐 | :1! | F | ٠. | F | | | -51 | Ξ, | 0: | p |
| xxxx0001 (\$x1) | (1) | ! | 1. | H | 0 | æ | 럑 | 13 | 7 | : . . | 4 | ÷ | q |
| xxxx0010 (\$x2) | (2) | !! | 2 | E | R | io | i | I" | -:[| ij | ;: | ļ= | Ð |
| xxxx0011 (\$x3) | (3) | :H: | 3 | II: | 5 | C | S | i. | Ż | Ŧ | モ | Ξ. | 67 |
| xxxx0100 (\$x4) | (4) | :‡: | 4 | | 7 | ᅼ | † <u>.</u> . | ٠. | I | ŀ | †· | į.i | Ω. |
| xxxx0101 (\$x5) | (5) | 7. | 5 | | <u>L</u> i | e | U4 | • | 才 | j. | 1 | (5) | ü |
| xxxx0110 (\$x6) | (6) | 8: | 6 | F | Ų | ·f· | V | ₹ | jŢ | | 3 | P | Σ |
| xxxx0111 (\$x7) | (7) | 7 | 7 | 頃 | ļļ | = | ij | 7 | ŧ | ΪX | 7 | 9 | ŢŢ |
| xxxx1000 (\$x8) | CG RAM (0) | (| 8 | i-i | X | İn | × | 4 | 7 | : ‡: | ij | .ŗ | X |
| xxxx1001 (\$x9) | (1) |) | 9 | Ι | Y | i | Ή | • | ' T | J | ΙĿ | ! | IJ |
| xxxx1010 (\$xA) | (2) | :+: | i |] | Z | į. | ヹ | :I: | J | ı'ı | Ļ | .j | 7 |
| xxxx1011 (\$xB) | (3) | + | ; | K | Ī. | k | { | オ | ij | | | × | Fi |
| xxxx1100 (\$xC) | (4) | , | <[| <u> </u> | ¥ | 1 | į | †: | ΞJ | | 7 | ·‡· | Fi |
| xxxx1101 (\$xD) | (5) | | == | j•i |] | m | } | .3. | Z | *: | | ŧ. | ÷ |
| xxxx1110 (\$xE) | (6) | | > | ŀ·l | ^. | n | ÷ | 3 | 12 | ıţ | ** | Fi | |
| xxxx1111 (\$xF) | (7) | ./ | ? | ij | | 0 | €- | 19 | ÿ | Ÿ | Ξi | Ö | |



TABLE OF COMMAND

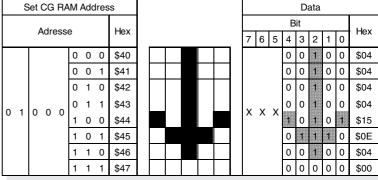
| | Code | | | | | | | | | | | Execute |
|-------------------------------|----------------------|-----|---------|---------|-----------------------------------|----------------------------------|---------|---------|---------|---------|---|----------------|
| Instruction | RS | R/W | DB 7 | DB 6 | DB 5 | DB 4 | DB 3 | DB 2 | DB 1 | DB 0 | Description | Time (max.) |
| Clear Display | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | Clears all display and returns the cursor to the home position (Address 0). | 1.64ms |
| Cursor At 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. DD RAM contents remain unchanged. | 1.64ms |
| Entry Mode Set | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | I/D | s | Sets the Cursor move direction and specifies or not to shift the display. These operation are performed during data write and read. | 40μs |
| Display On/Off Control | 0 | 0 | 0 | 0 | 0 | 0 | 1 | D | С | В | Sets ON/OFF of all display (D) cursor ON/OFF (C), and blink of cursor position character (B). | 40μs |
| Cursor / Display Shift | 0 | 0 | 0 | 0 | 0 | 1 | S/C | R/L | * | ^ | Moves the Cursor and shifts the display without changing DD RAM contents. | 40μs |
| Function Set | 0 | 0 | 0 | 0 | 1 | DL | N | F | * | | Sets interface data length (DL) number of display lines (L) and character font (F). | 40μs |
| CG RAM Address Set | 0 | 0 | 0 1 ACG | | | | | | | | Sets the CG RAM address. CG RAM data is sent and received after this setting. | 40μs |
| DD RAM Address Set | | 0 | 1 ADD | | | | | | | | Sets the DD RAM address. DD RAM data is sent and received after this setting. | 40μs |
| Busy Flag / Address Read | | 1 | BF | BF AC | | | | | | | Reads Busy flag (BF) indicating internal operation is being performed and reads address counter contents. | - |
| CG RAM / DD RAM Data write | Write Data | | | | Writes data into DD RAM or CG RAM | 40µs | | | | | | |
| CG RAM / DD RAM Data Read | I I I I I Read lists | | | | | Reads data from DD RAM or CG RAM | 40μs | | | | | |

| INITIALISISATION FOR A 1 LINE DISPLAY / 8-BIT MODE | | | | | | | | | | | | | |
|--|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|--|--|
| Command | RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | | |
| Function Set | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 8 bit data length, 1 line display, 5x7 font | | |
| Display ON/OFF | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | display on, cursor on, cursor blink | | |
| Clear Display | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | clear display, cursor 1st. row, 1st. column | | |
| Entry Mode Set | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | cursor increments automatically | | |

CREATING YOUR OWN CHARACTERS

All these character display modules got the feature to create 8 own characters (ASCII Codes 0..7) in addition to the 192 ROM fixed codes.

- 1.) The command "CG RAM Address Set" defines the ASCII code (Bit 3,4,5) and the dot line (Bit 0,1,2) of the new character. Example demonstrates creating ASCII code \$00.
- 2.) Doing 8 times the write command "Data Write" defines line by line the new character. 8th. byte stands for the cursor line.
- 3.) The new defined character can be used as a "normal" ASCII code (0..7); use with "DD RAM Address Set" and "Data Write".



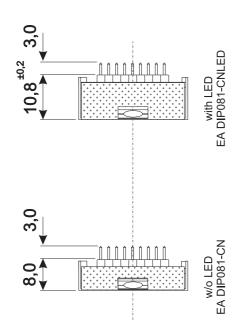


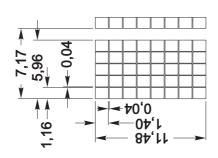
EADIP081-CNLED

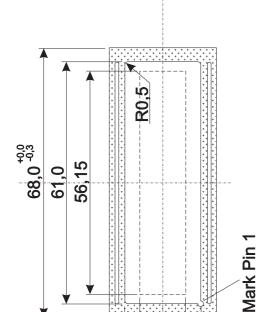
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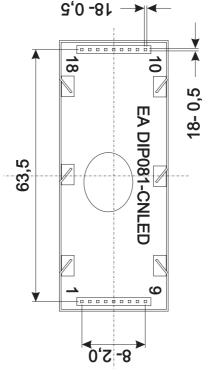
DIMENSIONS







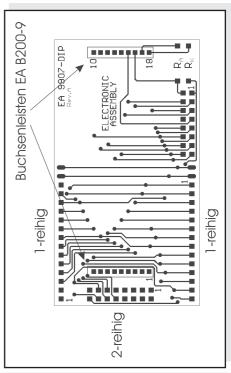
26,8 ±0,2





all dimensions are in mm

Adaptor pcb EA 9907-DIP



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