



ST7669V

262K 132x162 Color Dot Matrix LCD Controller/Driver

1 INTRODUCTION

The ST7669V is a driver & controller LSI for 262K color graphic dot-matrix liquid crystal display systems. It generates 396 segments and 162 Common driver circuits. This chip is connected directly to a microprocessor, accepts Serial Peripheral Interface or 8-bit/16-bit/18-bit parallel display data and stores in an on-chip display data RAM. It performs display data RAM read/write operation with no external operating clock to minimize power consumption. In addition, because it contains power supply circuits necessary to drive liquid crystal, it is possible to make a display system with the fewest components.

2 FEATURES

Driver Output Circuits

- ◆ 396 segment outputs / 162 common outputs

Applicable Duty Ratios

- ◆ Various partial display
- ◆ Partial window moving & data scrolling

Gray-Scale Display

- ◆ 4FRC & 31 PWM function circuit to display 64 gray-scale display
- ◆ Support 8 color mode (Idle mode)

On-chip Display Data RAM

- ◆ Capacity: 132 x 162 x 18 = 384,912 bits

Color support by Interface

- ◆ 256 color mode(RGB)=(332) mode
- ◆ 4k colors (RGB)=(444) mode
- ◆ 65K colors (RGB)=(565) mode
- ◆ 262K colors (RGB)=(666) mode

Microprocessor Interface

- ◆ 8/16/18-bit parallel bi-directional interface with 6800-series or 8080-series
- ◆ 3-line (9-bits) , 4-line(8-bits) serial interface

On-chip Low Power Analog Circuit

- ◆ On-chip oscillator circuit and voltage regulator
- ◆ Voltage converter (x1, x2, x3, x4, x5, x6, x7, x8) with internal booster capacitors.
- ◆ Extremely few outsider components. (Required outsider components: 3 Capacitors)
- ◆ On-chip electronic contrast control function
- ◆ Voltage follower (LCD bias: 1/5, 1/7, 1/9, 1/10, 1/11, 1/12, 1/13, 1/14)

Operating Voltage Range

- ◆ Supply Digital Voltage (VDD): 1.65V to 3.0V
- ◆ Supply Analog Voltage (VDD2, VDD3, VDD4, VDD5): 2.4 to 3.3V
- ◆ LCD driving voltage (VOP = V0 - VSS): Max: 18V

LCD Driving Voltage (OTPC)

- ◆ Contrast Adjustment Value is stored in the built-in OTP-ROM for better display quality

LCD Driving Setting Suggestion

- ◆ Bias = 1/9, Vop = 15V
- ◆ Bias = 1/10 or 1/11, Vop = 16.5V

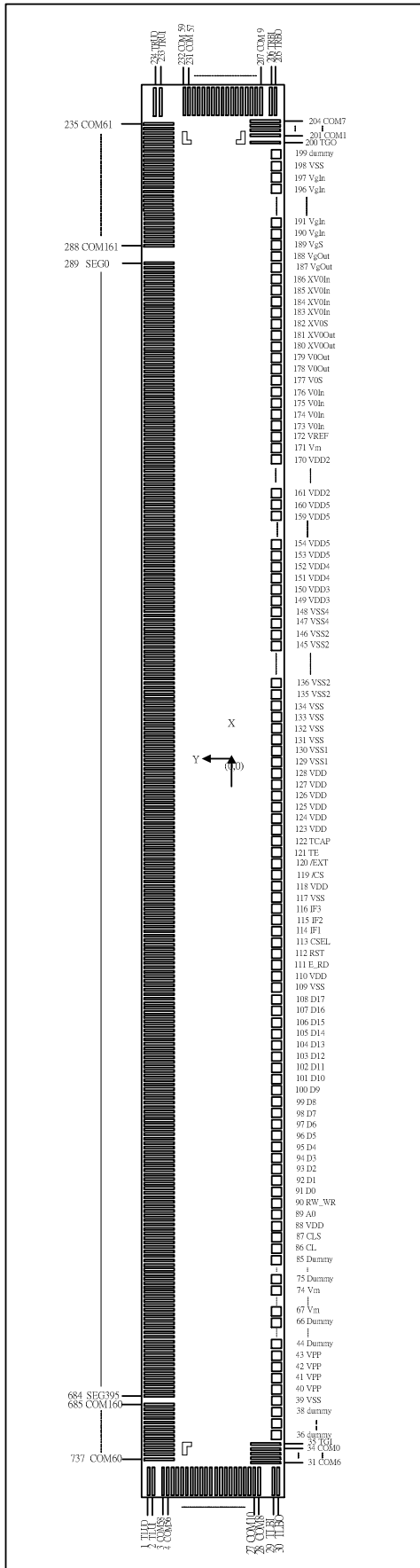
Package Type

- ◆ Application for COG

| | | | |
|------------|----------------------|--|--|
| ST7669V-G3 | Chip thickness=400um | 6800, 8080 , 4-Line, 3-Line interface | |
| ST7669V-G4 | Chip thickness=300um | | |

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3 Pad Arrangement (COG)



Chip Size :

14030 um x 970 um

Bump Pitch :

PAD 1 ~ 30, 31 ~ 35 pitch=27um(min, com/seg)

PAD 200 ~ 204, 205 ~ 737 pitch=27um(min, com/seg)

PAD 36 ~ 199 pitch=80um (I/O)

PAD 87,88 pitch= 79.72um(I/O)

Bump Size :

PAD 1 ~ 35 , PAD 200 ~ 737

Bump width=14um(min, com/seg)

Bump space=13um(min, com/seg)

Bump length=128um(min, com/seg)

Bump area=1800um²(com/seg)

PAD 36 ~86,89~199(except 87,88)

Bump width=65um(I/O)

Bump space=15um(I/O)

Bump length=63um(I/O)

Bump area=4095um²

PAD 87,88

Bump width=65um(I/O)

Bump space=14.72um(I/O)

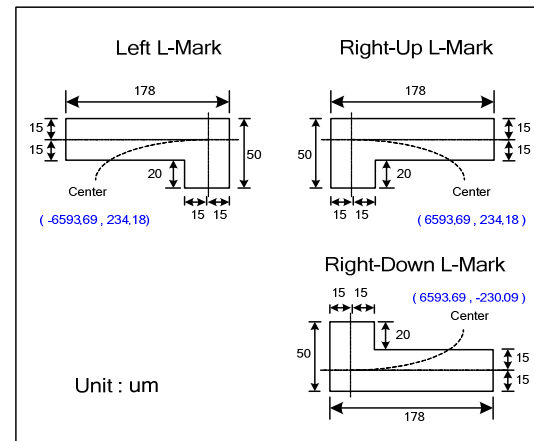
Bump length=63um(I/O)

Bump area=4095um²

Bump Height : 15 um

Alignment mark

The center of alignment mark: see bellow Table



4 Pad Center Coordinates

| PAD | NAME | X | Y |
|-----|-------|----------|---------|
| 1 | TLUO | -6897.71 | 421.50 |
| 2 | TLUI | -6897.71 | 394.50 |
| 3 | COM58 | -6897.71 | 337.50 |
| 4 | COM56 | -6897.71 | 310.50 |
| 5 | COM54 | -6897.71 | 283.50 |
| 6 | COM52 | -6897.71 | 256.50 |
| 7 | COM50 | -6897.71 | 229.50 |
| 8 | COM48 | -6897.71 | 202.50 |
| 9 | COM46 | -6897.71 | 175.50 |
| 10 | COM44 | -6897.71 | 148.50 |
| 11 | COM42 | -6897.71 | 121.50 |
| 12 | COM40 | -6897.71 | 94.50 |
| 13 | COM38 | -6897.71 | 67.50 |
| 14 | COM36 | -6897.71 | 40.50 |
| 15 | COM34 | -6897.71 | 13.50 |
| 16 | COM32 | -6897.71 | -13.50 |
| 17 | COM30 | -6897.71 | -40.50 |
| 18 | COM28 | -6897.71 | -67.50 |
| 19 | COM26 | -6897.71 | -94.50 |
| 20 | COM24 | -6897.71 | -121.50 |
| 21 | COM22 | -6897.71 | -148.50 |
| 22 | COM20 | -6897.71 | -175.50 |
| 23 | COM18 | -6897.71 | -202.50 |
| 24 | COM16 | -6897.71 | -229.50 |
| 25 | COM14 | -6897.71 | -256.50 |
| 26 | COM12 | -6897.71 | -283.50 |
| 27 | COM10 | -6897.71 | -310.50 |
| 28 | COM8 | -6897.71 | -337.50 |
| 29 | TLBI | -6897.71 | -394.50 |
| 30 | TLBO | -6897.71 | -421.50 |
| 31 | COM6 | -6749.45 | -367.71 |
| 32 | COM4 | -6722.45 | -367.71 |
| 33 | COM2 | -6695.45 | -367.71 |
| 34 | COM0 | -6668.45 | -367.71 |

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|----|-------|----------|---------|
| 35 | TGI | -6608.30 | -367.71 |
| 36 | DUMMY | -6491.97 | -394.50 |
| 37 | DUMMY | -6411.97 | -394.50 |
| 38 | DUMMY | -6331.97 | -394.50 |
| 39 | VSS | -6251.97 | -394.50 |
| 40 | VPP | -6171.97 | -394.50 |
| 41 | VPP | -6091.97 | -394.50 |
| 42 | VPP | -6011.97 | -394.50 |
| 43 | VPP | -5931.97 | -394.50 |
| 44 | DUMMY | -5851.97 | -394.50 |
| 45 | DUMMY | -5771.97 | -394.50 |
| 46 | DUMMY | -5691.97 | -394.50 |
| 47 | DUMMY | -5611.97 | -394.50 |
| 48 | DUMMY | -5531.97 | -394.50 |
| 49 | DUMMY | -5451.97 | -394.50 |
| 50 | DUMMY | -5371.97 | -394.50 |
| 51 | DUMMY | -5291.97 | -394.50 |
| 52 | DUMMY | -5211.97 | -394.50 |
| 53 | DUMMY | -5131.97 | -394.50 |
| 54 | DUMMY | -5051.97 | -394.50 |
| 55 | DUMMY | -4971.97 | -394.50 |
| 56 | DUMMY | -4891.97 | -394.50 |
| 57 | DUMMY | -4811.97 | -394.50 |
| 58 | DUMMY | -4731.97 | -394.50 |
| 59 | DUMMY | -4651.97 | -394.50 |
| 60 | DUMMY | -4571.97 | -394.50 |
| 61 | DUMMY | -4491.97 | -394.50 |
| 62 | DUMMY | -4411.97 | -394.50 |
| 63 | DUMMY | -4331.97 | -394.50 |
| 64 | DUMMY | -4251.97 | -394.50 |
| 65 | DUMMY | -4171.97 | -394.50 |
| 66 | DUMMY | -4091.97 | -394.50 |
| 67 | Vm | -4011.97 | -394.50 |
| 68 | Vm | -3931.97 | -394.50 |
| 69 | Vm | -3851.97 | -394.50 |
| 70 | Vm | -3771.97 | -394.50 |

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|-----|-------|----------|---------|
| 71 | Vm | -3691.97 | -394.50 |
| 72 | Vm | -3611.97 | -394.50 |
| 73 | Vm | -3531.97 | -394.50 |
| 74 | Vm | -3451.97 | -394.50 |
| 75 | DUMMY | -3371.97 | -394.50 |
| 76 | DUMMY | -3291.97 | -394.50 |
| 77 | DUMMY | -3211.97 | -394.50 |
| 78 | DUMMY | -3131.97 | -394.50 |
| 79 | DUMMY | -3051.97 | -394.50 |
| 80 | DUMMY | -2971.97 | -394.50 |
| 81 | DUMMY | -2891.97 | -394.50 |
| 82 | DUMMY | -2811.97 | -394.50 |
| 83 | DUMMY | -2731.97 | -394.50 |
| 84 | DUMMY | -2651.97 | -394.50 |
| 85 | DUMMY | -2571.97 | -394.50 |
| 86 | CL | -2491.97 | -394.50 |
| 87 | CLS | -2411.97 | -394.50 |
| 88 | VDD | -2332.25 | -394.50 |
| 89 | A0 | -2252.25 | -394.50 |
| 90 | RW_WR | -2172.25 | -394.50 |
| 91 | D0 | -2092.25 | -394.50 |
| 92 | D1 | -2012.25 | -394.50 |
| 93 | D2 | -1932.25 | -394.50 |
| 94 | D3 | -1852.25 | -394.50 |
| 95 | D4 | -1772.25 | -394.50 |
| 96 | D5 | -1692.25 | -394.50 |
| 97 | D6 | -1612.25 | -394.50 |
| 98 | D7 | -1532.25 | -394.50 |
| 99 | D8 | -1452.25 | -394.50 |
| 100 | D9 | -1372.25 | -394.50 |
| 101 | D10 | -1292.25 | -394.50 |
| 102 | D11 | -1212.25 | -394.50 |
| 103 | D12 | -1132.25 | -394.50 |
| 104 | D13 | -1052.25 | -394.50 |
| 105 | D14 | -972.25 | -394.50 |

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|-----|------|---------|---------|
| 106 | D15 | -892.25 | -394.50 |
| 107 | D16 | -812.25 | -394.50 |
| 108 | D17 | -732.25 | -394.50 |
| 109 | VSS | -652.25 | -394.50 |
| 110 | VDD | -572.25 | -394.50 |
| 111 | E_RD | -492.25 | -394.50 |
| 112 | /RST | -412.25 | -394.50 |
| 113 | CSEL | -332.25 | -394.50 |
| 114 | IF1 | -252.25 | -394.50 |
| 115 | IF2 | -172.25 | -394.50 |
| 116 | IF3 | -92.25 | -394.50 |
| 117 | VSS | -12.25 | -394.50 |
| 118 | VDD | 67.75 | -394.50 |
| 119 | /CS | 147.75 | -394.50 |
| 120 | /EXT | 227.75 | -394.50 |
| 121 | TE | 307.75 | -394.50 |
| 122 | TCAP | 387.75 | -394.50 |
| 123 | VDD | 467.75 | -394.50 |
| 124 | VDD | 547.75 | -394.50 |
| 125 | VDD | 627.75 | -394.50 |
| 126 | VDD | 707.75 | -394.50 |
| 127 | VDD | 787.75 | -394.50 |
| 128 | VDD | 867.75 | -394.50 |
| 129 | VSS1 | 947.75 | -394.50 |
| 130 | VSS1 | 1027.75 | -394.50 |
| 131 | VSS | 1107.75 | -394.50 |
| 132 | VSS | 1187.75 | -394.50 |
| 133 | VSS | 1267.75 | -394.50 |
| 134 | VSS | 1347.75 | -394.50 |
| 135 | VSS2 | 1427.75 | -394.50 |
| 136 | VSS2 | 1507.75 | -394.50 |
| 137 | VSS2 | 1587.75 | -394.50 |
| 138 | VSS2 | 1667.75 | -394.50 |
| 139 | VSS2 | 1747.75 | -394.50 |
| 140 | VSS2 | 1827.75 | -394.50 |

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|-----|------|---------|---------|
| 141 | VSS2 | 1907.75 | -394.50 |
| 142 | VSS2 | 1987.75 | -394.50 |
| 143 | VSS2 | 2067.75 | -394.50 |
| 144 | VSS2 | 2147.75 | -394.50 |
| 145 | VSS2 | 2227.75 | -394.50 |
| 146 | VSS2 | 2307.75 | -394.50 |
| 147 | VSS4 | 2387.75 | -394.50 |
| 148 | VSS4 | 2467.75 | -394.50 |
| 149 | VDD3 | 2547.75 | -394.50 |
| 150 | VDD3 | 2627.75 | -394.50 |
| 151 | VDD4 | 2707.75 | -394.50 |
| 152 | VDD4 | 2787.75 | -394.50 |
| 153 | VDD5 | 2867.75 | -394.50 |
| 154 | VDD5 | 2947.75 | -394.50 |
| 155 | VDD5 | 3027.75 | -394.50 |
| 156 | VDD5 | 3107.75 | -394.50 |
| 157 | VDD5 | 3187.75 | -394.50 |
| 158 | VDD5 | 3267.75 | -394.50 |
| 159 | VDD5 | 3347.75 | -394.50 |
| 160 | VDD5 | 3427.75 | -394.50 |
| 161 | VDD2 | 3507.75 | -394.50 |
| 162 | VDD2 | 3587.75 | -394.50 |
| 163 | VDD2 | 3667.75 | -394.50 |
| 164 | VDD2 | 3747.75 | -394.50 |
| 165 | VDD2 | 3827.75 | -394.50 |
| 166 | VDD2 | 3907.75 | -394.50 |
| 167 | VDD2 | 3987.75 | -394.50 |
| 168 | VDD2 | 4067.75 | -394.50 |
| 169 | VDD2 | 4147.75 | -394.50 |
| 170 | VDD2 | 4227.75 | -394.50 |
| 171 | Vm | 4307.75 | -394.50 |
| 172 | VREF | 4387.75 | -394.50 |
| 173 | V0in | 4467.75 | -394.50 |
| 174 | V0in | 4547.75 | -394.50 |
| 175 | V0in | 4627.75 | -394.50 |

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|-----|--------|---------|---------|
| 176 | V0in | 4707.75 | -394.50 |
| 177 | V0s | 4787.75 | -394.50 |
| 178 | V0out | 4867.75 | -394.50 |
| 179 | V0out | 4947.75 | -394.50 |
| 180 | XV0out | 5027.75 | -394.50 |
| 181 | XV0out | 5107.75 | -394.50 |
| 182 | XV0s | 5187.75 | -394.50 |
| 183 | XV0in | 5267.75 | -394.50 |
| 184 | XV0in | 5347.75 | -394.50 |
| 185 | XV0in | 5427.75 | -394.50 |
| 186 | XV0in | 5507.75 | -394.50 |
| 187 | Vgout | 5587.75 | -394.50 |
| 188 | Vgout | 5667.75 | -394.50 |
| 189 | Vgs | 5747.75 | -394.50 |
| 190 | Vgin | 5827.75 | -394.50 |
| 191 | Vgin | 5907.75 | -394.50 |
| 192 | Vgin | 5987.75 | -394.50 |
| 193 | Vgin | 6067.75 | -394.50 |
| 194 | Vgin | 6147.75 | -394.50 |
| 195 | Vgin | 6227.75 | -394.50 |
| 196 | Vgin | 6307.75 | -394.50 |
| 197 | Vgin | 6387.75 | -394.50 |
| 198 | VSS | 6467.75 | -394.50 |
| 199 | DUMMY | 6547.75 | -394.50 |
| 200 | TGO | 6608.30 | -367.71 |
| 201 | COM1 | 6668.45 | -367.71 |
| 202 | COM3 | 6695.45 | -367.71 |
| 203 | COM5 | 6722.45 | -367.71 |
| 204 | COM7 | 6749.45 | -367.71 |
| 205 | TRBO | 6897.71 | -421.50 |
| 206 | TRBI | 6897.71 | -394.50 |
| 207 | COM9 | 6897.71 | -337.50 |
| 208 | COM11 | 6897.71 | -310.50 |
| 209 | COM13 | 6897.71 | -283.50 |
| 210 | COM15 | 6897.71 | -256.50 |

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|-----|--------|---------|---------|
| 211 | COM17 | 6897.71 | -229.50 |
| 212 | COM19 | 6897.71 | -202.50 |
| 213 | COM21 | 6897.71 | -175.50 |
| 214 | COM23 | 6897.71 | -148.50 |
| 215 | COM25 | 6897.71 | -121.50 |
| 216 | COM27 | 6897.71 | -94.50 |
| 217 | COM29 | 6897.71 | -67.50 |
| 218 | COM31 | 6897.71 | -40.50 |
| 219 | COM33 | 6897.71 | -13.50 |
| 220 | COM35 | 6897.71 | 13.50 |
| 221 | COM37 | 6897.71 | 40.50 |
| 222 | COM39 | 6897.71 | 67.50 |
| 223 | COM41 | 6897.71 | 94.50 |
| 224 | COM43 | 6897.71 | 121.50 |
| 225 | COM45 | 6897.71 | 148.50 |
| 226 | COM47 | 6897.71 | 175.50 |
| 227 | COM49 | 6897.71 | 202.50 |
| 228 | COM51 | 6897.71 | 229.50 |
| 229 | COM53 | 6897.71 | 256.50 |
| 230 | COM55 | 6897.71 | 283.50 |
| 231 | COM57 | 6897.71 | 310.50 |
| 232 | COM59 | 6897.71 | 337.50 |
| 233 | TRUI | 6897.71 | 394.50 |
| 234 | TRUO | 6897.71 | 421.50 |
| 235 | COM61 | 6743.18 | 367.71 |
| 236 | COM63 | 6716.18 | 367.71 |
| 237 | COM65 | 6689.18 | 367.71 |
| 238 | COM67 | 6662.18 | 367.71 |
| 239 | COM69 | 6635.18 | 367.71 |
| 240 | L-Mark | 6593.69 | 234.18 |
| 241 | COM71 | 6608.18 | 367.71 |
| 242 | L-Mark | 6593.69 | 234.18 |
| 243 | L-Mark | 6593.69 | 234.18 |
| 244 | COM73 | 6581.18 | 367.71 |
| 245 | COM75 | 6554.18 | 367.71 |

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|-----|--------|---------|--------|
| 246 | COM77 | 6527.18 | 367.71 |
| 247 | COM79 | 6500.18 | 367.71 |
| 248 | COM81 | 6473.18 | 367.71 |
| 249 | COM83 | 6446.18 | 367.71 |
| 250 | COM85 | 6419.18 | 367.71 |
| 251 | COM87 | 6392.18 | 367.71 |
| 252 | COM89 | 6365.18 | 367.71 |
| 253 | COM91 | 6338.18 | 367.71 |
| 254 | COM93 | 6311.18 | 367.71 |
| 255 | COM95 | 6284.18 | 367.71 |
| 256 | COM97 | 6257.18 | 367.71 |
| 257 | COM99 | 6230.18 | 367.71 |
| 258 | COM101 | 6203.18 | 367.71 |
| 259 | COM103 | 6176.18 | 367.71 |
| 260 | COM105 | 6149.18 | 367.71 |
| 261 | COM107 | 6122.18 | 367.71 |
| 262 | COM109 | 6095.18 | 367.71 |
| 263 | COM111 | 6068.18 | 367.71 |
| 264 | COM113 | 6041.18 | 367.71 |
| 265 | COM115 | 6014.18 | 367.71 |
| 266 | COM117 | 5987.18 | 367.71 |
| 267 | COM119 | 5960.18 | 367.71 |
| 268 | COM121 | 5933.18 | 367.71 |
| 269 | COM123 | 5906.18 | 367.71 |
| 270 | COM125 | 5879.18 | 367.71 |
| 271 | COM127 | 5852.18 | 367.71 |
| 272 | COM129 | 5825.18 | 367.71 |
| 273 | COM131 | 5798.18 | 367.71 |
| 274 | COM133 | 5771.18 | 367.71 |
| 275 | COM135 | 5744.18 | 367.71 |
| 276 | COM137 | 5717.18 | 367.71 |
| 277 | COM139 | 5690.18 | 367.71 |
| 278 | COM141 | 5663.18 | 367.71 |
| 279 | COM143 | 5636.18 | 367.71 |
| 280 | COM145 | 5609.18 | 367.71 |

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|-----|--------|---------|--------|
| 281 | COM147 | 5582.18 | 367.71 |
| 282 | COM149 | 5555.18 | 367.71 |
| 283 | COM151 | 5528.18 | 367.71 |
| 284 | COM153 | 5501.18 | 367.71 |
| 285 | COM155 | 5474.18 | 367.71 |
| 286 | COM157 | 5447.18 | 367.71 |
| 287 | COM159 | 5420.18 | 367.71 |
| 288 | COM161 | 5393.18 | 367.71 |
| 289 | SEG0 | 5332.50 | 367.71 |
| 290 | SEG1 | 5305.50 | 367.71 |
| 291 | SEG2 | 5278.50 | 367.71 |
| 292 | SEG3 | 5251.50 | 367.71 |
| 293 | SEG4 | 5224.50 | 367.71 |
| 294 | SEG5 | 5197.50 | 367.71 |
| 295 | SEG6 | 5170.50 | 367.71 |
| 296 | SEG7 | 5143.50 | 367.71 |
| 297 | SEG8 | 5116.50 | 367.71 |
| 298 | SEG9 | 5089.50 | 367.71 |
| 299 | SEG10 | 5062.50 | 367.71 |
| 300 | SEG11 | 5035.50 | 367.71 |
| 301 | SEG12 | 5008.50 | 367.71 |
| 302 | SEG13 | 4981.50 | 367.71 |
| 303 | SEG14 | 4954.50 | 367.71 |
| 304 | SEG15 | 4927.50 | 367.71 |
| 305 | SEG16 | 4900.50 | 367.71 |
| 306 | SEG17 | 4873.50 | 367.71 |
| 307 | SEG18 | 4846.50 | 367.71 |
| 308 | SEG19 | 4819.50 | 367.71 |
| 309 | SEG20 | 4792.50 | 367.71 |
| 310 | SEG21 | 4765.50 | 367.71 |
| 311 | SEG22 | 4738.50 | 367.71 |
| 312 | SEG23 | 4711.50 | 367.71 |
| 313 | SEG24 | 4684.50 | 367.71 |
| 314 | SEG25 | 4657.50 | 367.71 |
| 315 | SEG26 | 4630.50 | 367.71 |

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|-----|-------|---------|--------|
| 316 | SEG27 | 4603.50 | 367.71 |
| 317 | SEG28 | 4576.50 | 367.71 |
| 318 | SEG29 | 4549.50 | 367.71 |
| 319 | SEG30 | 4522.50 | 367.71 |
| 320 | SEG31 | 4495.50 | 367.71 |
| 321 | SEG32 | 4468.50 | 367.71 |
| 322 | SEG33 | 4441.50 | 367.71 |
| 323 | SEG34 | 4414.50 | 367.71 |
| 324 | SEG35 | 4387.50 | 367.71 |
| 325 | SEG36 | 4360.50 | 367.71 |
| 326 | SEG37 | 4333.50 | 367.71 |
| 327 | SEG38 | 4306.50 | 367.71 |
| 328 | SEG39 | 4279.50 | 367.71 |
| 329 | SEG40 | 4252.50 | 367.71 |
| 330 | SEG41 | 4225.50 | 367.71 |
| 331 | SEG42 | 4198.50 | 367.71 |
| 332 | SEG43 | 4171.50 | 367.71 |
| 333 | SEG44 | 4144.50 | 367.71 |
| 334 | SEG45 | 4117.50 | 367.71 |
| 335 | SEG46 | 4090.50 | 367.71 |
| 336 | SEG47 | 4063.50 | 367.71 |
| 337 | SEG48 | 4036.50 | 367.71 |
| 338 | SEG49 | 4009.50 | 367.71 |
| 339 | SEG50 | 3982.50 | 367.71 |
| 340 | SEG51 | 3955.50 | 367.71 |
| 341 | SEG52 | 3928.50 | 367.71 |
| 342 | SEG53 | 3901.50 | 367.71 |
| 343 | SEG54 | 3874.50 | 367.71 |
| 344 | SEG55 | 3847.50 | 367.71 |
| 345 | SEG56 | 3820.50 | 367.71 |
| 346 | SEG57 | 3793.50 | 367.71 |
| 347 | SEG58 | 3766.50 | 367.71 |
| 348 | SEG59 | 3739.50 | 367.71 |
| 349 | SEG60 | 3712.50 | 367.71 |
| 350 | SEG61 | 3685.50 | 367.71 |

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|-----|-------|---------|--------|
| 351 | SEG62 | 3658.50 | 367.71 |
| 352 | SEG63 | 3631.50 | 367.71 |
| 353 | SEG64 | 3604.50 | 367.71 |
| 354 | SEG65 | 3577.50 | 367.71 |
| 355 | SEG66 | 3550.50 | 367.71 |
| 356 | SEG67 | 3523.50 | 367.71 |
| 357 | SEG68 | 3496.50 | 367.71 |
| 358 | SEG69 | 3469.50 | 367.71 |
| 359 | SEG70 | 3442.50 | 367.71 |
| 360 | SEG71 | 3415.50 | 367.71 |
| 361 | SEG72 | 3388.50 | 367.71 |
| 362 | SEG73 | 3361.50 | 367.71 |
| 363 | SEG74 | 3334.50 | 367.71 |
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| 450 | SEG161 | 985.50 | 367.71 |
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| 461 | SEG172 | 688.50 | 367.71 |
| 462 | SEG173 | 661.50 | 367.71 |
| 463 | SEG174 | 634.50 | 367.71 |
| 464 | SEG175 | 607.50 | 367.71 |
| 465 | SEG176 | 580.50 | 367.71 |
| 466 | SEG177 | 553.50 | 367.71 |
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| 478 | SEG189 | 229.50 | 367.71 |
| 479 | SEG190 | 202.50 | 367.71 |
| 480 | SEG191 | 175.50 | 367.71 |
| 481 | SEG192 | 148.50 | 367.71 |
| 482 | SEG193 | 121.50 | 367.71 |
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| 489 | SEG200 | -67.50 | 367.71 |
| 490 | SEG201 | -94.50 | 367.71 |

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| 502 | SEG213 | -418.50 | 367.71 |
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| 504 | SEG215 | -472.50 | 367.71 |
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| 507 | SEG218 | -553.50 | 367.71 |
| 508 | SEG219 | -580.50 | 367.71 |
| 509 | SEG220 | -607.50 | 367.71 |
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| 511 | SEG222 | -661.50 | 367.71 |
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| 521 | SEG232 | -931.50 | 367.71 |
| 522 | SEG233 | -958.50 | 367.71 |
| 523 | SEG234 | -985.50 | 367.71 |
| 524 | SEG235 | -1012.50 | 367.71 |
| 525 | SEG236 | -1039.50 | 367.71 |

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|-----|--------|----------|--------|
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| 532 | SEG243 | -1228.50 | 367.71 |
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| 534 | SEG245 | -1282.50 | 367.71 |
| 535 | SEG246 | -1309.50 | 367.71 |
| 536 | SEG247 | -1336.50 | 367.71 |
| 537 | SEG248 | -1363.50 | 367.71 |
| 538 | SEG249 | -1390.50 | 367.71 |
| 539 | SEG250 | -1417.50 | 367.71 |
| 540 | SEG251 | -1444.50 | 367.71 |
| 541 | SEG252 | -1471.50 | 367.71 |
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| 545 | SEG256 | -1579.50 | 367.71 |
| 546 | SEG257 | -1606.50 | 367.71 |
| 547 | SEG258 | -1633.50 | 367.71 |
| 548 | SEG259 | -1660.50 | 367.71 |
| 549 | SEG260 | -1687.50 | 367.71 |
| 550 | SEG261 | -1714.50 | 367.71 |
| 551 | SEG262 | -1741.50 | 367.71 |
| 552 | SEG263 | -1768.50 | 367.71 |
| 553 | SEG264 | -1795.50 | 367.71 |
| 554 | SEG265 | -1822.50 | 367.71 |
| 555 | SEG266 | -1849.50 | 367.71 |
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| 563 | SEG274 | -2065.50 | 367.71 |
| 564 | SEG275 | -2092.50 | 367.71 |
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| 573 | SEG284 | -2335.50 | 367.71 |
| 574 | SEG285 | -2362.50 | 367.71 |
| 575 | SEG286 | -2389.50 | 367.71 |
| 576 | SEG287 | -2416.50 | 367.71 |
| 577 | SEG288 | -2443.50 | 367.71 |
| 578 | SEG289 | -2470.50 | 367.71 |
| 579 | SEG290 | -2497.50 | 367.71 |
| 580 | SEG291 | -2524.50 | 367.71 |
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| 582 | SEG293 | -2578.50 | 367.71 |
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| 584 | SEG295 | -2632.50 | 367.71 |
| 585 | SEG296 | -2659.50 | 367.71 |
| 586 | SEG297 | -2686.50 | 367.71 |
| 587 | SEG298 | -2713.50 | 367.71 |
| 588 | SEG299 | -2740.50 | 367.71 |
| 589 | SEG300 | -2767.50 | 367.71 |
| 590 | SEG301 | -2794.50 | 367.71 |
| 591 | SEG302 | -2821.50 | 367.71 |
| 592 | SEG303 | -2848.50 | 367.71 |
| 593 | SEG304 | -2875.50 | 367.71 |
| 594 | SEG305 | -2902.50 | 367.71 |
| 595 | SEG306 | -2929.50 | 367.71 |

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|-----|--------|----------|--------|
| 596 | SEG307 | -2956.50 | 367.71 |
| 597 | SEG308 | -2983.50 | 367.71 |
| 598 | SEG309 | -3010.50 | 367.71 |
| 599 | SEG310 | -3037.50 | 367.71 |
| 600 | SEG311 | -3064.50 | 367.71 |
| 601 | SEG312 | -3091.50 | 367.71 |
| 602 | SEG313 | -3118.50 | 367.71 |
| 603 | SEG314 | -3145.50 | 367.71 |
| 604 | SEG315 | -3172.50 | 367.71 |
| 605 | SEG316 | -3199.50 | 367.71 |
| 606 | SEG317 | -3226.50 | 367.71 |
| 607 | SEG318 | -3253.50 | 367.71 |
| 608 | SEG319 | -3280.50 | 367.71 |
| 609 | SEG320 | -3307.50 | 367.71 |
| 610 | SEG321 | -3334.50 | 367.71 |
| 611 | SEG322 | -3361.50 | 367.71 |
| 612 | SEG323 | -3388.50 | 367.71 |
| 613 | SEG324 | -3415.50 | 367.71 |
| 614 | SEG325 | -3442.50 | 367.71 |
| 615 | SEG326 | -3469.50 | 367.71 |
| 616 | SEG327 | -3496.50 | 367.71 |
| 617 | SEG328 | -3523.50 | 367.71 |
| 618 | SEG329 | -3550.50 | 367.71 |
| 619 | SEG330 | -3577.50 | 367.71 |
| 620 | SEG331 | -3604.50 | 367.71 |
| 621 | SEG332 | -3631.50 | 367.71 |
| 622 | SEG333 | -3658.50 | 367.71 |
| 623 | SEG334 | -3685.50 | 367.71 |
| 624 | SEG335 | -3712.50 | 367.71 |
| 625 | SEG336 | -3739.50 | 367.71 |
| 626 | SEG337 | -3766.50 | 367.71 |
| 627 | SEG338 | -3793.50 | 367.71 |
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| 629 | SEG340 | -3847.50 | 367.71 |
| 630 | SEG341 | -3874.50 | 367.71 |

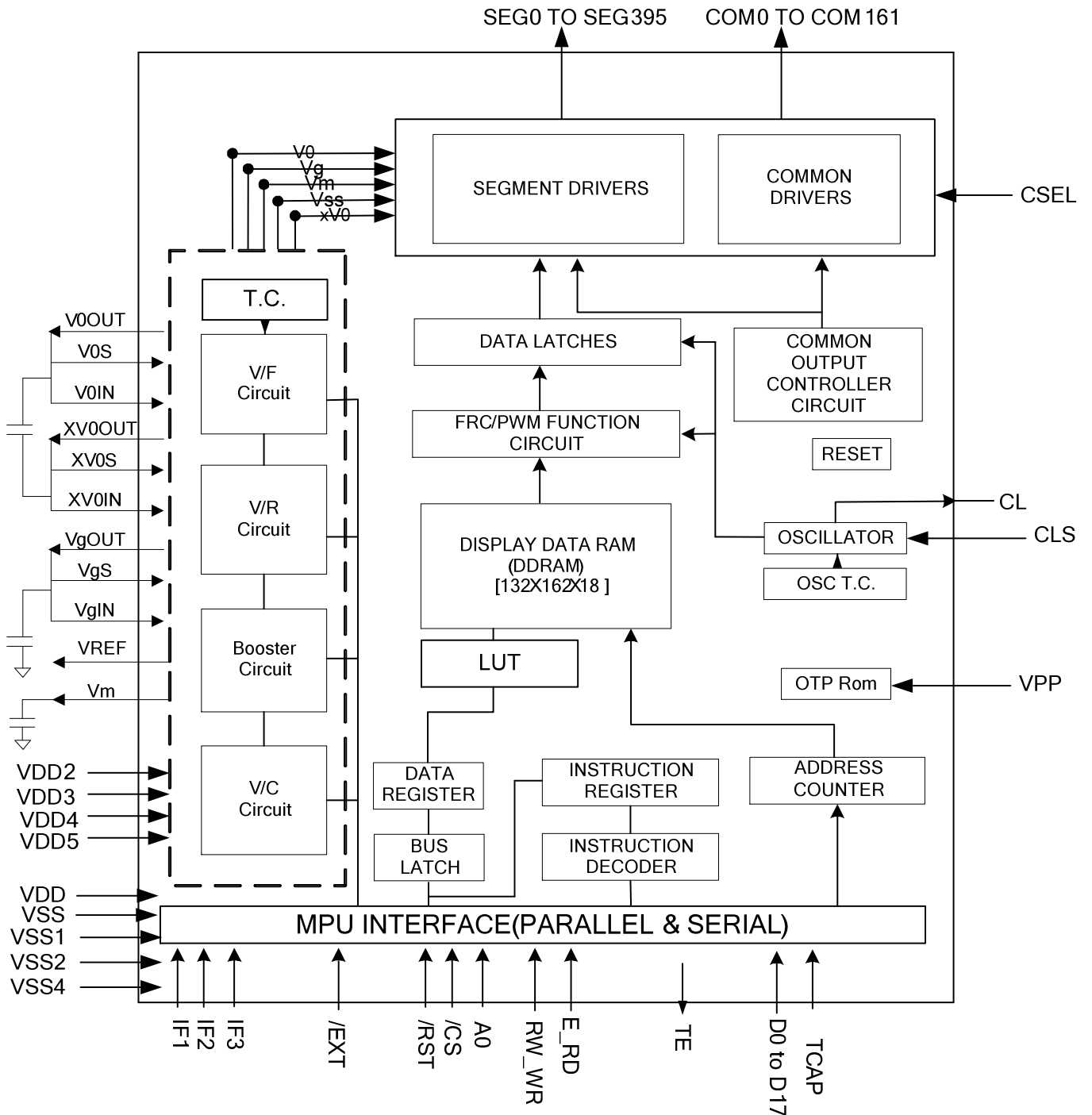
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| 641 | SEG352 | -4171.50 | 367.71 |
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| 651 | SEG362 | -4441.50 | 367.71 |
| 652 | SEG363 | -4468.50 | 367.71 |
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| 654 | SEG365 | -4522.50 | 367.71 |
| 655 | SEG366 | -4549.50 | 367.71 |
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| 660 | SEG371 | -4684.50 | 367.71 |
| 661 | SEG372 | -4711.50 | 367.71 |
| 662 | SEG373 | -4738.50 | 367.71 |
| 663 | SEG374 | -4765.50 | 367.71 |
| 664 | SEG375 | -4792.50 | 367.71 |
| 665 | SEG376 | -4819.50 | 367.71 |

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|-----|--------|----------|--------|
| 666 | SEG377 | -4846.50 | 367.71 |
| 667 | SEG378 | -4873.50 | 367.71 |
| 668 | SEG379 | -4900.50 | 367.71 |
| 669 | SEG380 | -4927.50 | 367.71 |
| 670 | SEG381 | -4954.50 | 367.71 |
| 671 | SEG382 | -4981.50 | 367.71 |
| 672 | SEG383 | -5008.50 | 367.71 |
| 673 | SEG384 | -5035.50 | 367.71 |
| 674 | SEG385 | -5062.50 | 367.71 |
| 675 | SEG386 | -5089.50 | 367.71 |
| 676 | SEG387 | -5116.50 | 367.71 |
| 677 | SEG388 | -5143.50 | 367.71 |
| 678 | SEG389 | -5170.50 | 367.71 |
| 679 | SEG390 | -5197.50 | 367.71 |
| 680 | SEG391 | -5224.50 | 367.71 |
| 681 | SEG392 | -5251.50 | 367.71 |
| 682 | SEG393 | -5278.50 | 367.71 |
| 683 | SEG394 | -5305.50 | 367.71 |
| 684 | SEG395 | -5332.50 | 367.71 |
| 685 | COM160 | -5393.18 | 367.71 |
| 686 | COM158 | -5420.18 | 367.71 |
| 687 | COM156 | -5447.18 | 367.71 |
| 688 | COM154 | -5474.18 | 367.71 |
| 689 | COM152 | -5501.18 | 367.71 |
| 690 | COM150 | -5528.18 | 367.71 |
| 691 | COM148 | -5555.18 | 367.71 |
| 692 | COM146 | -5582.18 | 367.71 |
| 693 | COM144 | -5609.18 | 367.71 |
| 694 | COM142 | -5636.18 | 367.71 |
| 695 | COM140 | -5663.18 | 367.71 |
| 696 | COM138 | -5690.18 | 367.71 |
| 697 | COM136 | -5717.18 | 367.71 |
| 698 | COM134 | -5744.18 | 367.71 |
| 699 | COM132 | -5771.18 | 367.71 |
| 700 | COM130 | -5798.18 | 367.71 |

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|-----|--------|----------|--------|
| 701 | COM128 | -5825.18 | 367.71 |
| 702 | COM126 | -5852.18 | 367.71 |
| 703 | COM124 | -5879.18 | 367.71 |
| 704 | COM122 | -5906.18 | 367.71 |
| 705 | COM120 | -5933.18 | 367.71 |
| 706 | COM118 | -5960.18 | 367.71 |
| 707 | COM116 | -5987.18 | 367.71 |
| 708 | COM114 | -6014.18 | 367.71 |
| 709 | COM112 | -6041.18 | 367.71 |
| 710 | COM110 | -6068.18 | 367.71 |
| 711 | COM108 | -6095.18 | 367.71 |
| 712 | COM106 | -6122.18 | 367.71 |
| 713 | COM104 | -6149.18 | 367.71 |
| 714 | COM102 | -6176.18 | 367.71 |
| 715 | COM100 | -6203.18 | 367.71 |
| 716 | COM98 | -6230.18 | 367.71 |
| 717 | COM96 | -6257.18 | 367.71 |
| 718 | COM94 | -6284.18 | 367.71 |
| 719 | COM92 | -6311.18 | 367.71 |
| 720 | COM90 | -6338.18 | 367.71 |
| 721 | COM88 | -6365.18 | 367.71 |
| 722 | COM86 | -6392.18 | 367.71 |
| 723 | COM84 | -6419.18 | 367.71 |
| 724 | COM82 | -6446.18 | 367.71 |
| 725 | COM80 | -6473.18 | 367.71 |
| 726 | COM78 | -6500.18 | 367.71 |
| 727 | COM76 | -6527.18 | 367.71 |
| 728 | COM74 | -6554.18 | 367.71 |
| 729 | COM72 | -6581.18 | 367.71 |
| 730 | L-Mark | -6593.69 | 234.18 |
| 731 | L-Mark | -6593.69 | 234.18 |
| 732 | COM70 | -6608.18 | 367.71 |
| 733 | COM68 | -6635.18 | 367.71 |
| 734 | COM66 | -6662.18 | 367.71 |
| 735 | COM64 | -6689.18 | 367.71 |

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|-----|--------|----------|---------|
| 736 | COM62 | -6716.18 | 367.71 |
| 737 | COM60 | -6743.18 | 367.71 |
| 738 | L-Mark | 6593.69 | -230.09 |

5 BLOCK DIAGRAM



6 PIN DESCRIPTION

6.1 Power Supply

| Name | I/O | Description |
|------|--------|---|
| VDD | Supply | Power supply for logic circuit (Digital VDD 1.65V~3.0V) |
| VDD2 | Supply | Power supply for booster circuit (Analog VDD 2.4V~3.3V) |
| VDD3 | Supply | Power supply for LCD. (Analog VDD 2.4V~3.3V) |
| VDD4 | Supply | Power supply for LCD. (Analog VDD 2.4V~3.3V) |
| VDD5 | Supply | Power supply for LCD. (Analog VDD 2.4V~3.3V) |
| VSS | Supply | Ground for logic circuit. Ground system should be connected together. |
| VSS1 | Supply | Ground for OSC circuit. Ground system should be connected together. |
| VSS2 | Supply | Ground for Booster Circuit. Ground system should be connected together. |
| VSS4 | Supply | Ground for LCD. Ground system should be connected together. |

6.2 LCD Power Supply Pins

| Name | I/O | Description | | | | | | |
|--|------------|---|----------|----|----|----------|------------|------------|
| V0 _{OUT} V0 _{IN} V0 _S | I/O | <p>Positive LCD driver supply voltages.</p> <p>V0_{OUT} is the output voltage of V0 generated by ST7669V.</p> <p>V0_{IN} is the input pin of power supply to generate V0 voltage for LCD.</p> <p>V0_S is the input pin of power supply to sense the V0 voltage.</p> <p>V0_{OUT}, V0_{IN} & V0_S should be connected together in FPC.</p> | | | | | | |
| XV0 _{OUT} XV0 _{IN} XV0 _S | I/O | <p>Negative LCD driver supply voltages.</p> <p>XV0_{OUT} is the output voltage of XV0 generated by ST7669V.</p> <p>XV0_{IN} is the input pin of power supply to generate XV0 voltage for LCD.</p> <p>XV0_S is the input pin of power supply to sense the XV0 voltage.</p> <p>XV0_{OUT}, XV0_{IN} & XV0_S should be connected together in FPC.</p> | | | | | | |
| Vg _{OUT} Vg _{IN} Vg _S Vm | I/O | <p>Bias LCD driver supply voltages.</p> <p>Vg_{OUT} is the output voltage of Vg generated by ST7669V.</p> <p>Vg_{IN} is the input pin of power supply to generate Vg voltage for LCD.</p> <p>Vg_S is the input pin of power supply to sense the Vg voltage.</p> <p>Vg_{OUT}, Vg_{IN} & Vg_S should be connected together in FPC.</p> <p>Vm is the I/O pin of LCD bias supply voltage.</p> <p>Voltages should have the following relationship; $V0 \geq Vg \geq Vm \geq VSS \geq XV0$. and $VDDA - 0.7V > Vm > 0.7V$, $2 \times VDDA \geq Vg > 1.8V$</p> <p>When the internal power circuit is active, these voltages are generated as following table according to the state of LCD bias.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>LCD bias</th> <th>Vg</th> <th>Vm</th> </tr> </thead> <tbody> <tr> <td>1/N bias</td> <td>(2/N) x V0</td> <td>(1/N) x V0</td> </tr> </tbody> </table> | LCD bias | Vg | Vm | 1/N bias | (2/N) x V0 | (1/N) x V0 |
| LCD bias | Vg | Vm | | | | | | |
| 1/N bias | (2/N) x V0 | (1/N) x V0 | | | | | | |

NOTE: N = 5,7,9,10,11,12,13 and 14

6.3 System Control

| Name | I/O | Description |
|------|-----|---|
| CLS | I | Reserved for testing only. Please fix this pin to VDD. |
| CL | I/O | Reserved for testing only. Leave this pin open. |
| CSEL | I | This pin should connect to VDD. |
| TCAP | I/O | Test pin. Please let it open. |
| VREF | O | For monitor reference voltage only. Please let it open. |
| VPP | I | When writing OTP, it needs outer power supply voltage 7.5~7.75V (>4mA) input to write successfully. |

6.4 Microprocessor Interface

| Name | I/O | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---------|-----|--|---------------------------|-----|-----|--------------------|---|---|---|---------------------------|---|---|---|--------------------------|---|---|---|---------------------------|---|---|---|--------------------------|---|---|---|-----------------------|---|---|---|-----------------------|---|---|---|---------------------------|---|---|---|---------------------------|
| /RST | I | Reset input pin. When RST is "L", and initialization is executed. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| IF[3:1] | I | <p>Parallel / Serial data input select input</p> <table border="1"> <thead> <tr> <th>IF3</th> <th>IF2</th> <th>IF1</th> <th>MPU interface type</th> </tr> </thead> <tbody> <tr> <td>H</td> <td>H</td> <td>H</td> <td>80 series 16-bit parallel</td> </tr> <tr> <td>H</td> <td>H</td> <td>L</td> <td>80 series 8-bit parallel</td> </tr> <tr> <td>H</td> <td>L</td> <td>H</td> <td>68 series 16-bit parallel</td> </tr> <tr> <td>H</td> <td>L</td> <td>L</td> <td>68 series 8-bit parallel</td> </tr> <tr> <td>L</td> <td>H</td> <td>H</td> <td>8-bit serial (4 line)</td> </tr> <tr> <td>L</td> <td>H</td> <td>L</td> <td>9-bit serial (3 line)</td> </tr> <tr> <td>L</td> <td>L</td> <td>H</td> <td>80 series 18-bit parallel</td> </tr> <tr> <td>L</td> <td>L</td> <td>L</td> <td>68 series 18-bit parallel</td> </tr> </tbody> </table> <p>Note:</p> <ol style="list-style-type: none"> When fixing IF2=H & IF1=L, IF3 can be defined as parallel/Serial selection pin. IF3=H: Parallel interface (80 8-bit); IF3=L: Serial interface (3-line) Refer to Table 7.1-1 for detail interface connection. | IF3 | IF2 | IF1 | MPU interface type | H | H | H | 80 series 16-bit parallel | H | H | L | 80 series 8-bit parallel | H | L | H | 68 series 16-bit parallel | H | L | L | 68 series 8-bit parallel | L | H | H | 8-bit serial (4 line) | L | H | L | 9-bit serial (3 line) | L | L | H | 80 series 18-bit parallel | L | L | L | 68 series 18-bit parallel |
| IF3 | IF2 | IF1 | MPU interface type | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| H | H | H | 80 series 16-bit parallel | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| H | H | L | 80 series 8-bit parallel | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| H | L | H | 68 series 16-bit parallel | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| H | L | L | 68 series 8-bit parallel | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| L | H | H | 8-bit serial (4 line) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| L | H | L | 9-bit serial (3 line) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| L | L | H | 80 series 18-bit parallel | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| L | L | L | 68 series 18-bit parallel | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| /CS | I | Chip select input pin. Data / Instruction I/O is enabled only when /CS is "L". When chip select is non-active, D0 to D17 become high impedance. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| A0 | I | Register select input pin A0 = "H": D0 to D17 or SI are display data A0 = "L": D0 to D17 or SI are control data ** In 3-line/4-line interface this pad will be used for SCL function | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| RW_WR | I | Read / Write execution control pin. (This pin is only used in parallel interface) | | | | | | | |
|--|-------|--|----------|-------|-------------|-------------|----|--|-------------|
| | | <table border="1"> <thead> <tr> <th>MPU type</th> <th>RW_WR</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>6800-series</td> <td>RW</td> <td>Read / Write control input pin RW = "H" : read RW = "L" : write</td> </tr> <tr> <td>8080-series</td> <td>/WR</td> <td>Write enable clock input pin. The data on D0 to D17 are latched at the rising edge of the /WR signal.</td> </tr> </tbody> </table> | MPU type | RW_WR | Description | 6800-series | RW | Read / Write control input pin RW = "H" : read RW = "L" : write | 8080-series |
| MPU type | RW_WR | Description | | | | | | | |
| 6800-series | RW | Read / Write control input pin RW = "H" : read RW = "L" : write | | | | | | | |
| 8080-series | /WR | Write enable clock input pin. The data on D0 to D17 are latched at the rising edge of the /WR signal. | | | | | | | |
| When in the serial interface, connect it to VDD. | | | | | | | | | |
| E_RD | I | Read / Write execution control pin. (This pin is only used in parallel interface) | | | | | | | |
| | | <table border="1"> <thead> <tr> <th>MPU Type</th> <th>E_RD</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>6800-series</td> <td>E</td> <td>Read / Write control input pin RW= "H": If E is "H", D0 to D17 are in an output status. RW = "L": The data on D0 to D17 are latched at the falling edge of the E signal.</td> </tr> <tr> <td>8080-series</td> <td>/RD</td> <td>Read enable clock input pin When /RD is "L", D0 to D17 are in an output status.</td> </tr> </tbody> </table> | MPU Type | E_RD | Description | 6800-series | E | Read / Write control input pin RW= "H": If E is "H", D0 to D17 are in an output status. RW = "L": The data on D0 to D17 are latched at the falling edge of the E signal. | 8080-series |
| MPU Type | E_RD | Description | | | | | | | |
| 6800-series | E | Read / Write control input pin RW= "H": If E is "H", D0 to D17 are in an output status. RW = "L": The data on D0 to D17 are latched at the falling edge of the E signal. | | | | | | | |
| 8080-series | /RD | Read enable clock input pin When /RD is "L", D0 to D17 are in an output status. | | | | | | | |
| When in the serial interface, connect it to VDD. | | | | | | | | | |
| D17 to D0 | I/O | <p>They connect to the standard 8-bit or 16 bit MPU bus via the 8/16/18 –bit bi-directional bus.</p> <p>When the following interface is selected and the /CS pin is high, the following pins become high impedance.</p> <ol style="list-style-type: none"> In 8-bit parallel: D17-D8 pins are in the state of high impedance should connect to VDD. In 3-line/4-line interface D0 pad will be used for SI function In 4-line interface D1 pad will be used for A0 function In Serial interface: no-used pins are in the state of high impedance should connect to VDD. | | | | | | | |
| SI | I | <p>SI is used to input serial data when the serial interface is selected.(3 line and 4 line)</p> <p>In ST7669V, D0 is the SI when select serial interface. See Table 7.1.1</p> | | | | | | | |
| SCL | I | <p>SCL is used to input serial clock when the serial interface is selected.</p> <p>The data is converted in the rising edge. (3 line and 4 line)</p> <p>In ST7669V, A0 is the SCL when select serial interface. See Table 7.1.1</p> | | | | | | | |
| TE | O | Tearing effect output. | | | | | | | |
| /EXT | I | <p>OTP burn-in control pin. When burning OTP, please add an external VSS on /EXT.</p> <p>There is a pull-high resistor between /EXT & VDD in ST7669V.</p> <p>When using normal instruction table, please let it open.</p> <p>When using extension instruction table, please connect /EXT to VSS.</p> | | | | | | | |

NOTE : 1. In any status the control bus and data bus can't be floating.

2. The no-used pins should connect to VDD (Supply Digital Voltage)

6.5 LCD DRIVER OUTPUTS

| Name | I/O | Description | | | | | | | | | | | | | | | | | | | | | | | | | | |
|----------------------|-----|---|----------------|------------------------------|-------------------------------|-------------------------------|----------------|-----------------|---|---|----|-----|---|----|-----|----|----|---------------|-----|-----|---|---|----|-----|---------------|--|-----|-----|
| SEG0 to SEG395 | O | LCD segment driver outputs The display data and the M signal control the output voltage of segment driver. | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | <table border="1"> <thead> <tr> <th rowspan="2">Display data</th> <th rowspan="2">M (Internal)</th> <th colspan="2">Segment driver output voltage</th> </tr> <tr> <th>Normal display</th> <th>Reverse display</th> </tr> </thead> <tbody> <tr> <td>H</td> <td>H</td> <td>Vg</td> <td>VSS</td> </tr> <tr> <td>H</td> <td>L</td> <td>VSS</td> <td>Vg</td> </tr> <tr> <td>L</td> <td>H</td> <td>VSS</td> <td>Vg</td> </tr> <tr> <td>L</td> <td>L</td> <td>Vg</td> <td>VSS</td> </tr> <tr> <td colspan="2">Sleep-In mode</td> <td>VSS</td> <td>VSS</td> </tr> </tbody> </table> | Display data | M (Internal) | Segment driver output voltage | | Normal display | Reverse display | H | H | Vg | VSS | H | L | VSS | Vg | L | H | VSS | Vg | L | L | Vg | VSS | Sleep-In mode | | VSS | VSS |
| | | Display data | | | M (Internal) | Segment driver output voltage | | | | | | | | | | | | | | | | | | | | | | |
| | | | Normal display | Reverse display | | | | | | | | | | | | | | | | | | | | | | | | |
| | | H | H | Vg | VSS | | | | | | | | | | | | | | | | | | | | | | | |
| | | H | L | VSS | Vg | | | | | | | | | | | | | | | | | | | | | | | |
| L | H | VSS | Vg | | | | | | | | | | | | | | | | | | | | | | | | | |
| L | L | Vg | VSS | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep-In mode | | VSS | VSS | | | | | | | | | | | | | | | | | | | | | | | | | |
| COM0 to COM161 | O | LCD common driver outputs The internal scanning data and M signal control the output voltage of common driver. | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | <table border="1"> <thead> <tr> <th>Scan data</th> <th>M (Internal)</th> <th>Common driver output voltage</th> </tr> </thead> <tbody> <tr> <td>H</td> <td>H</td> <td>XV0</td> </tr> <tr> <td>H</td> <td>L</td> <td>V0</td> </tr> <tr> <td>L</td> <td>H</td> <td>Vm</td> </tr> <tr> <td>L</td> <td>L</td> <td>Vm</td> </tr> <tr> <td colspan="2">Sleep-In mode</td> <td>VSS</td> </tr> </tbody> </table> | Scan data | M (Internal) | Common driver output voltage | H | H | XV0 | H | L | V0 | L | H | Vm | L | L | Vm | Sleep-In mode | | VSS | | | | | | | | |
| | | Scan data | M (Internal) | Common driver output voltage | | | | | | | | | | | | | | | | | | | | | | | | |
| | | H | H | XV0 | | | | | | | | | | | | | | | | | | | | | | | | |
| | | H | L | V0 | | | | | | | | | | | | | | | | | | | | | | | | |
| | | L | H | Vm | | | | | | | | | | | | | | | | | | | | | | | | |
| L | L | Vm | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep-In mode | | VSS | | | | | | | | | | | | | | | | | | | | | | | | | | |

| Name | I/O | Description |
|--------------|--------|--|
| TGI TGO | I O | TGI must connect to TGO by ITO which run a ring on LCM glass |
| TRUI TRUO | I O | TRUI must connect to TRUO by ITO |
| TLUI TLUO | I O | TLUI must connect to TLUO by ITO |
| TRBI TRBO | I O | TRBI must connect to TRBO by ITO |
| TLBI TLBO | I O | TLBI must connect to TLBO by ITO |

Driving Waveform

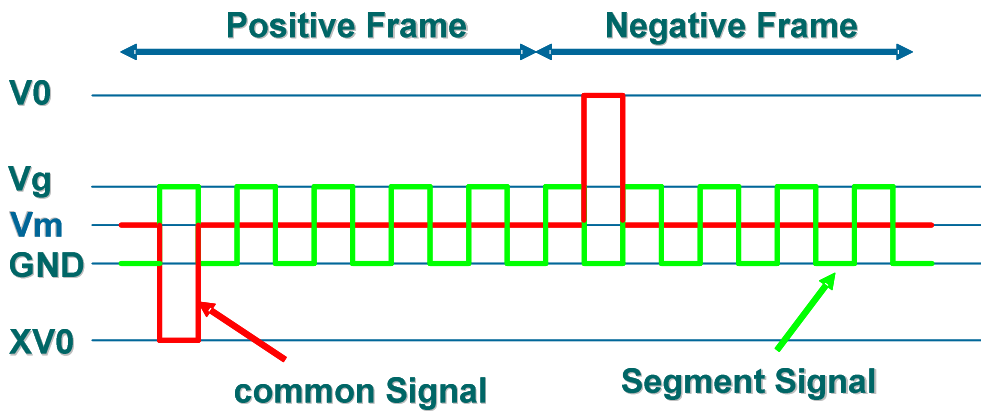


Figure 6.5-1 ST7669V COM/SEG Driving Waveform

ST7669V I/O PIN ITO Resistor Limitation

| Pin Name | ITO Resister |
|--|--------------|
| VDD, VDD2~VDD5, VSS, VSS1, VSS2, VSS4 | <100Ω |
| V0 _{IN} , V0 _{OUT} , V0 _S , XV0 _{IN} , XV0 _{OUT} , XV0 _S , Vg _{IN} , Vg _{OUT} , Vg _S , Vm | <300Ω |
| VPP | <50Ω |
| A0, E_RD, RW_WR, /CS, D0 ...D17, (SI), (SCL), TE | <1KΩ |
| /RST | <10KΩ |
| IF[3:1], CLS, CSEL, /EXT | <1KΩ |
| TCAP, CL, VREF | Floating |

NOTE: 1. Make sure that the ITO resistance of COM0 ~ COM161 is equal, and so is it of SEG0 ~ SEG395. These

Limitations include the bottleneck of ITO layout.

2. The ITO layout suggestion is shown as below:

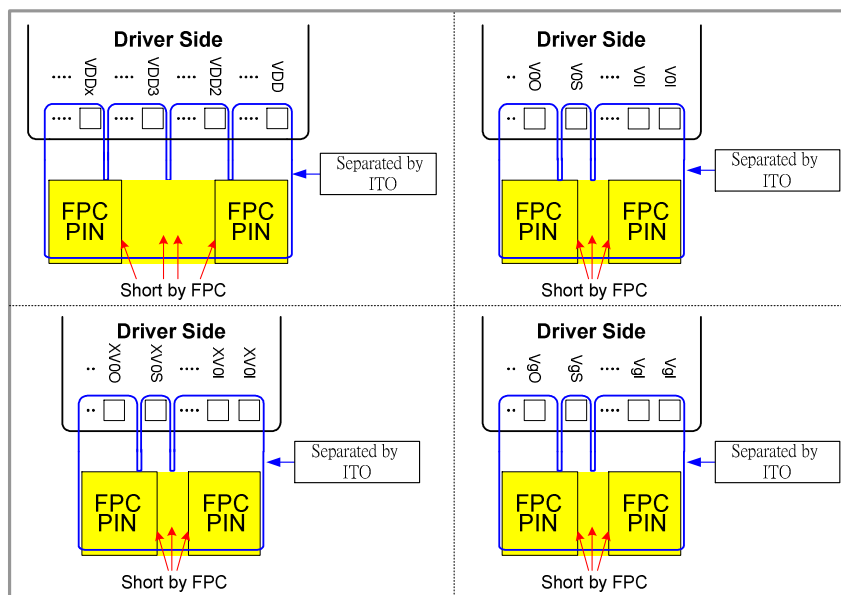


Figure 6.5-2 Power ITO layout suggestion

7 FUNCTIONAL DESCRIPTION

7.1 MICROPROCESSOR INTERFACE

Chip Select Input

/CS pin is for chip selection. The ST7669V is active when /CS=L. In serial interface mode, the internal shift register and the counter are reset when /CS=H.

7.1.1 Selecting Parallel / Serial Interface

ST7669V has eight types of interface with an MPU, which are two serial and six parallel interfaces. This parallel or serial interface is determined by IF pin as shown in Table 7.1-1.

Table 7.1-1 Parallel / Serial Interface Mode

| I/F Mode | | | I/F Description | Pin Assignment | | | | | | |
|----------|-----|-----|---------------------------|----------------|-----|------|-------|---------------|-----|----|
| IF3 | IF2 | IF1 | | /CS | A0 | E_RD | RW_WR | Used Data Bus | D1 | D0 |
| H | H | L | 80 serial 8-bit parallel | /CS | A0 | /RD | /WR | D7~D2 | D1 | D0 |
| H | H | H | 80 serial 16-bit parallel | /CS | A0 | /RD | /WR | D15~D2 | D1 | D0 |
| L | L | H | 80 serial 18-bit parallel | /CS | A0 | /RD | /WR | D17~D2 | D1 | D0 |
| H | L | L | 68 serial 8-bit parallel | /CS | A0 | E | R/W | D7~D2 | D1 | D0 |
| H | L | H | 68 serial 16-bit parallel | /CS | A0 | E | R/W | D15~D2 | D1 | D0 |
| L | L | L | 68 serial 18-bit parallel | /CS | A0 | E | R/W | D17~D2 | D1 | D0 |
| L | H | H | 8-bit SPI mode (4 line) | /CS | SCL | -- | -- | -- | A0 | SI |
| L | H | L | 9-bit SPI mode (3 line) | /CS | SCL | -- | -- | -- | --- | SI |

NOTE: When these pins are set to any other combination, A0, E_RD and RW_WR inputs are disabled and D0 to D17 are to be high impedance.

7.1.2 8-bit or 16-bit Parallel Interface

The ST7669V identifies the type of the data bus signals according to the combination of A0, /RD (E) and /WR (W/R) signals, as shown in Table 7.1-2.

Table 7.1-2 Parallel Data Transfer

| Common | 6800-series | | 8080-series | | Description | |
|--------|-------------|-----|-------------|-----|-------------|-----------------------|
| | A0 | R/W | E | /RD | | /WR |
| H | H | H | ↑ | ↓ | H | Display data read out |
| H | H | H | ↑ | ↓ | H | Register status read |
| L | L | L | ↓ | H | ↑ | Instruction write |
| H | L | L | ↓ | H | ↑ | Display data write |

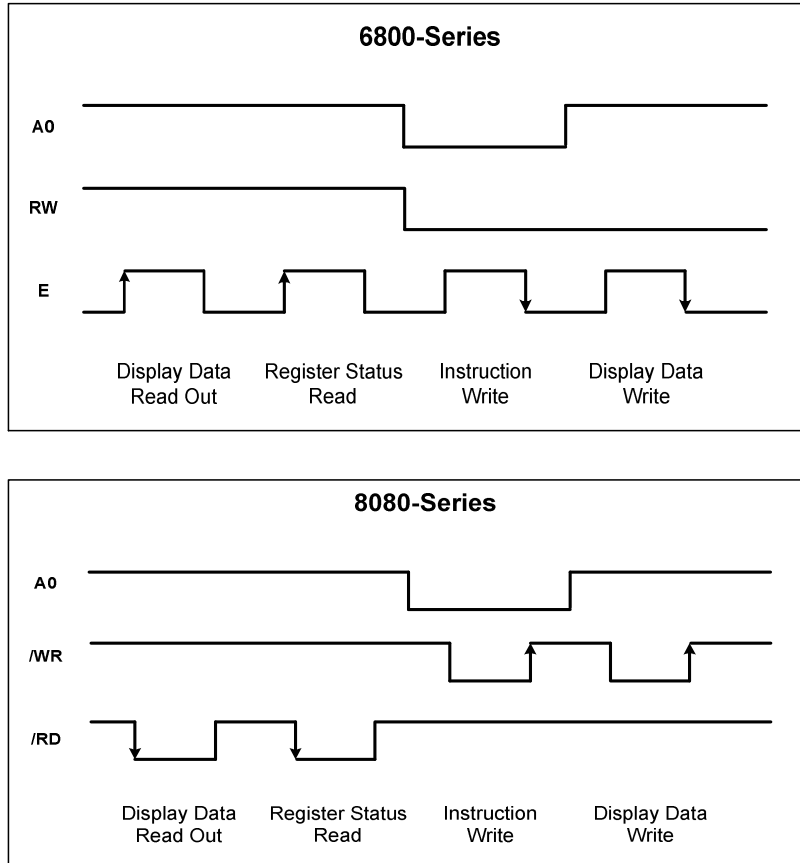


Figure 7.1-1 Parallel Data Transfer Example Chart

Relation between Data Bus and Gradation Data

ST7669V offers 256 color display, 4096 color display, 65K color display, and 262K color display. When using 256 colors, 4096, 65K, and 262K display; you can specify color for each of R, G, and B using the palette function. Use the command for switching between these modes.

(1) 256 color input mode

1. 8-bit interface

D7, D6, D5, D4, D3, D2, D1, D0: **RRRGGGBB** 1st -write

There is only 1 write operation for 1 pixel data.

1 pixel data is written in the display data RAM when 1st -write operation finishes.

(2) 4096-color display

(1-1) Type A 4096 color display

1. 8-bit mode

D7, D6, D5, D4, D3, D2, D1, D0: **RRRRGGGG** 1st-write

D7, D6, D5, D4, D3, D2, D1, D0: **BBBBRRRR** 2nd-write

D7, D6, D5, D4, D3, D2, D1, D0: **GGGGBBBB** 3rd-write

There are 3 write operations for 2 pixel data.

1st pixel data is written in the display data RAM when 2nd –write operation finishes, and 2nd pixel data is written in the

display data RAM when 3rd–write operation finishes.

2. 16-bit mode

D15, D14, D13, D12, D11, D10, D9, D8, D7, D6, D5, D4, D3, D2, D1, D0: **RRRRGGGGBBBBXXXX** 1st-write

There is only 1 write operation for 1 pixel data.

1 pixel data is written in the display data RAM when 1st –write operation finishes. “X” are ignored dummy bits.

(3) 65K color input mode

1. 8-bit mode

D7, D6, D5, D4, D3, D2, D1, D0: **RRRRRGGG** 1st-write

D7, D6, D5, D4, D3, D2, D1, D0: **GGGBBBBB** 2nd-write

There are 2 write operations for 1 pixel data.

1st pixel data is written in the display data RAM when 2nd –write operation finishes.

2. 16-bit mode

D15, D14, D13, D12, D11, D10, D9, D8, D7, D6, D5, D4, D3, D2, D1, D0: **RRRRRGGGGGGBBBBB**

There is only 1 write operation for 1 pixel data.

1 pixel data is written in the display data RAM when 1st –write operation finishes.

(4) 262K color input mode

1. 8-bit mode

D7, D6, D5, D4, D3, D2, D1, D0: **RRRRRXX** 1st-write

D7, D6, D5, D4, D3, D2, D1, D0: **GGGGGXX** 2nd-write

D7, D6, D5, D4, D3, D2, D1, D0: **BBBBBXX** 3rd-write

There are 3 write operations for 1 pixel data.

1st pixel data is written in the display data RAM when 3rd–write operation finishes. “X” are ignored dummy bits.

2. 16 bit mode

D15, D14, D13, D12, D11, D10, D9, D8, D7, D6, D5, D4, D3, D2, D1, D0: **RRRRRXXGGGGGXX** 1st-write

D15, D14, D13, D12, D11, D10, D9, D8, D7, D6, D5, D4, D3, D2, D1, D0: **BBBBBXXXXXXXXXX** 2nd-write

There are 2 write operations for 1 pixel data.

1st pixel data is written in the display data RAM when 2nd –write operation finishes. “X” are ignored dummy bits.

3. 18 bit mode

D17, D16, D15, D14, D13, D12, D11, D10, D9, D8, D7, D6, D5, D4, D3, D2, D1, D0: **RRRRRGGGGGGBBBBB**

There is only 1 write operation for 1 pixel data.

1 pixel data is written in the display data RAM when 1st –write operation finishes. “X” are ignored dummy bits.

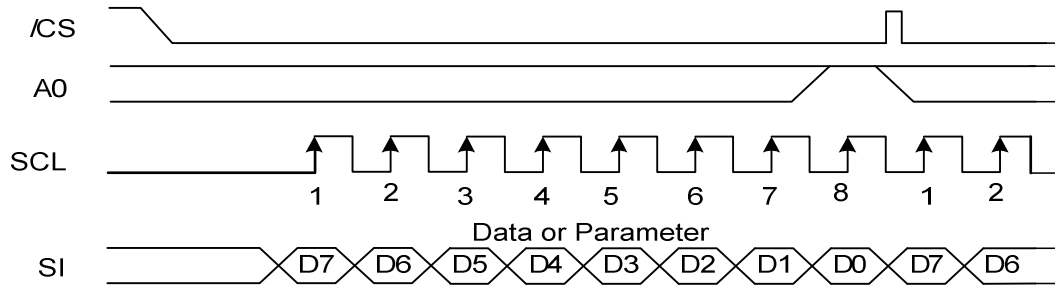
7.1.3 8- and 9-bit Serial Interface

The 8-bit serial interface uses four pins /CS, SI, SCL, and A0 to enter commands and data. Meanwhile, the 9-bit serial interface uses three pins /CS, SI and SCL for the same purpose.

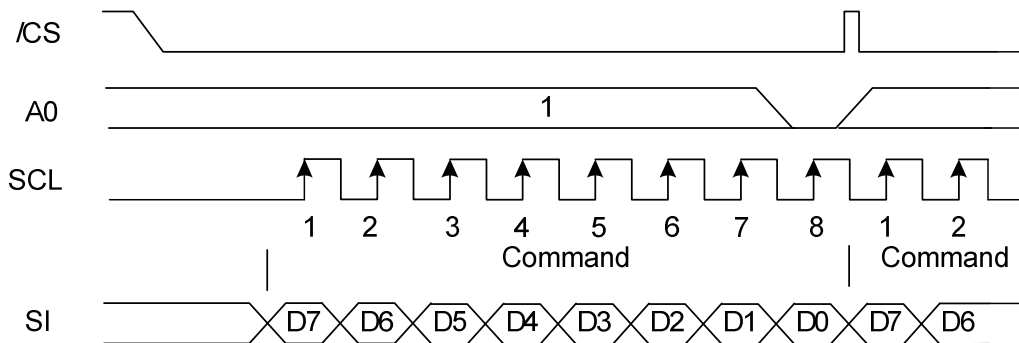
Data read is not available in the serial interface. Data entered must be 8 bits. The relation between gray-scale data and data bus in the serial input is the same as that in the 8-bit parallel interface mode at every gradation.

(1) 8-bit serial interface (4-line)

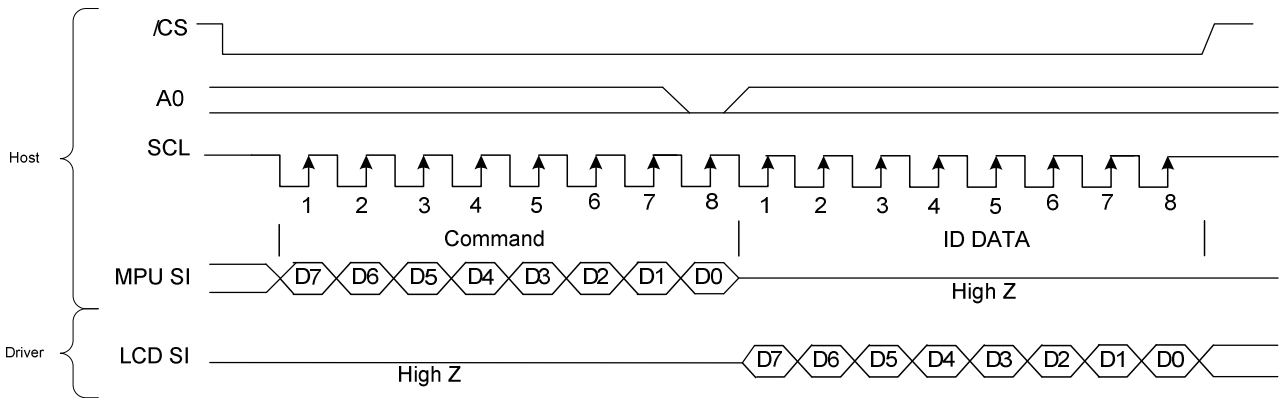
When entering data (parameters): A0= HIGH at the rising edge of the 8th SCL.



When entering command: A0= LOW at the rising edge of the 8th SCL

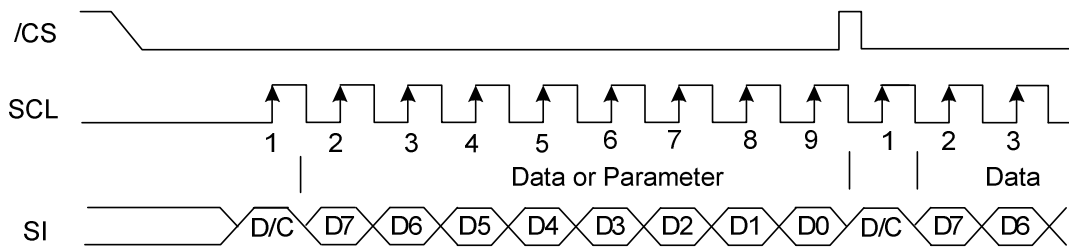


When entering reading command:

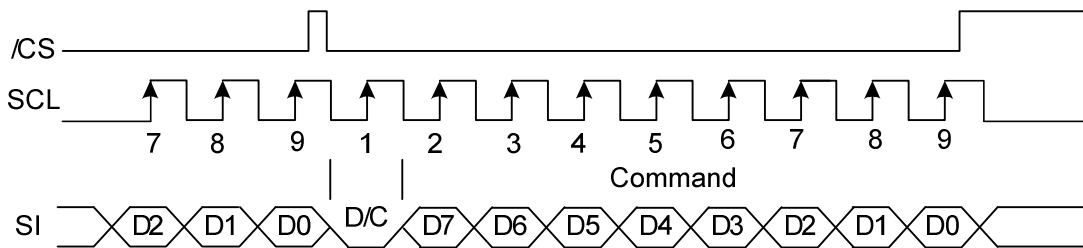


(2) 9-bit serial interface (3-line)

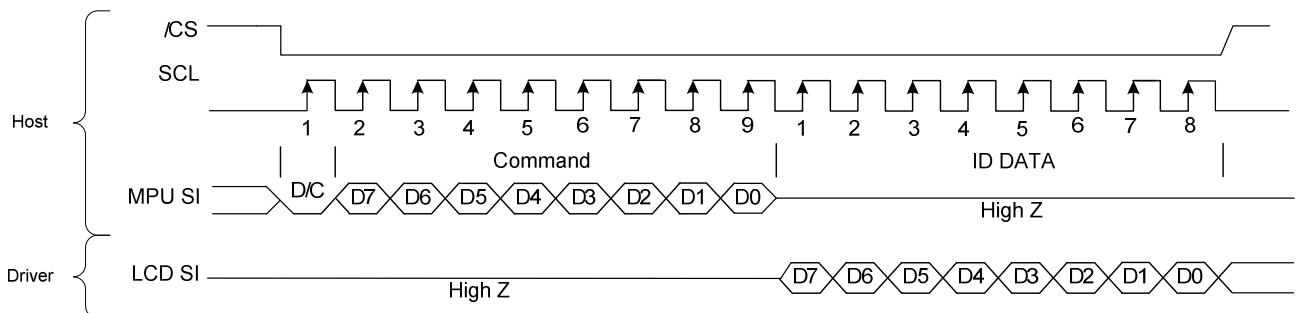
When entering data (parameters): SI= HIGH at the rising edge of the 1st SCL.



When entering command: SI= LOW at the rising edge of the 1st SCL.



When entering reading command :



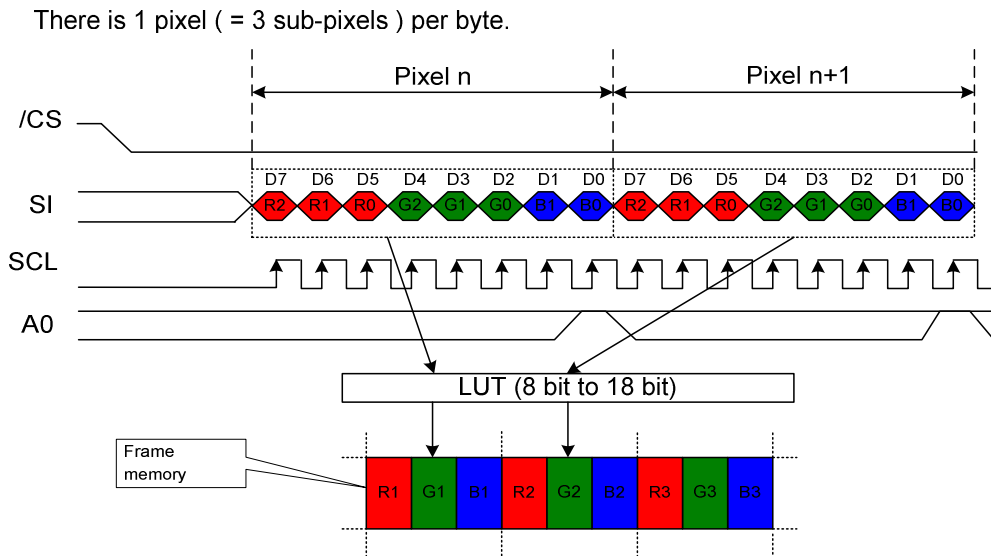
- If /CS is set to HIGH while the 8 bits from D7 to D0 are entered, the data concerned is invalidated. Before entering succeeding sets of data, you must correctly input the data concerned again.
- In order to avoid data transfer error due to incoming noise, it is recommended to set /CS at HIGH on byte basis to initialize the serial-to-parallel conversion counter and the register.

7.1.4 8-bit and 9-bit Serial Interface Data Color Coding

8-bit serial interface (4-line)

(1) R 3-bit, G 3-bit, B 2-bit, 256 colors

There is 1 pixel (= 3 sub-pixels) per byte.

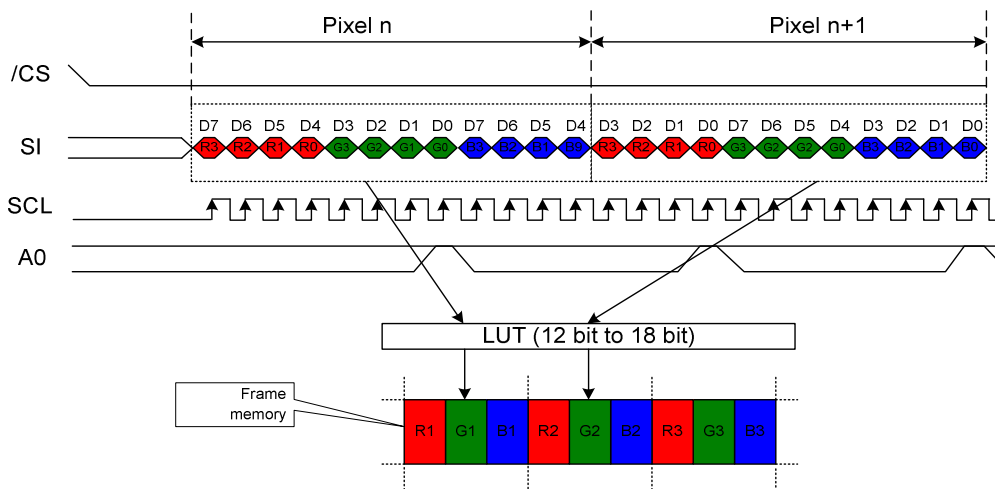


Note: R2, G2, B1 are the most significant bits and R0, G0, B0 are the least significant bits.

(2) R 4-bit, G 4-bit, B 4-bit, 4,096 colors — Type A

There are 2 pixel (= 3 sub-pixels) per 3 byte.

There are 2 pixel (= 3 sub-pixels) per 3 byte.

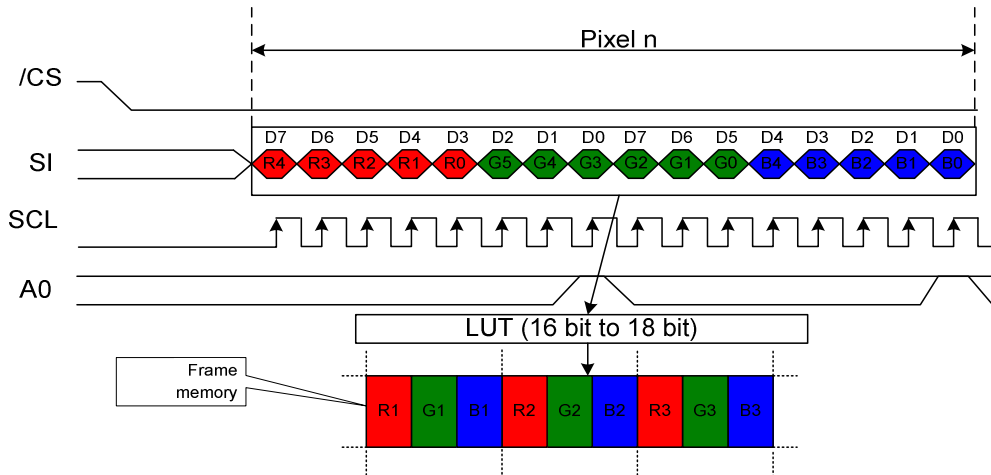


Note: R3, G3, B3 are the most significant bits and R0, G0, B0 are the least significant bits.

(4) R 5-bit, G 6-bit, B 5-bit, 65,536 colors

There is 1 pixel (= 3 sub-pixels) per 2 byte.

There is 1 pixel (= 3 sub-pixels) per 2 byte.

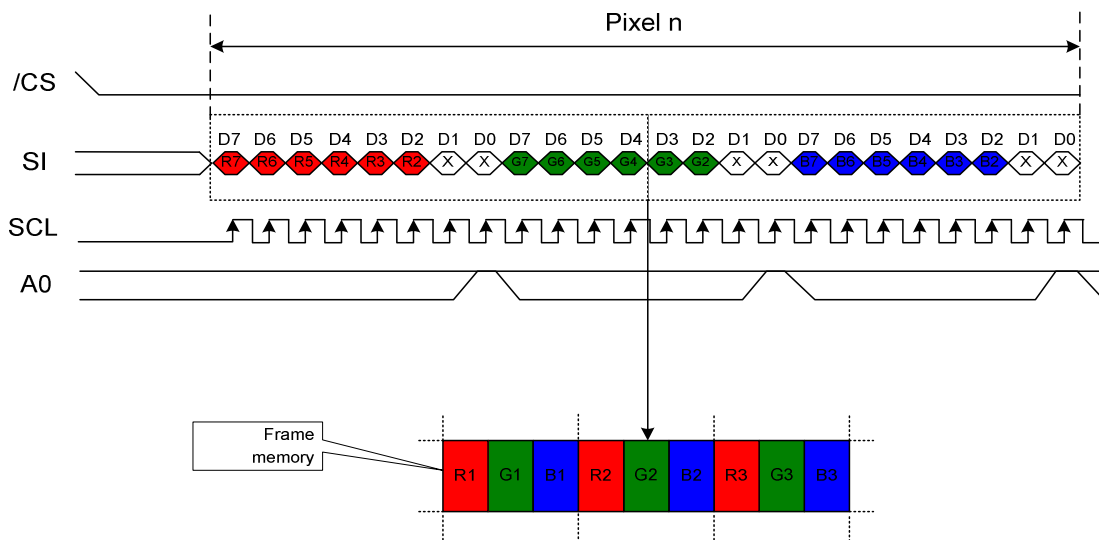


Note: R4, G5, B4 are the most significant bits and R0, G0, B0 are the least significant bits.

(5) R 6-bit, G 6-bit, B 6-bit, 262,144 colors

There is 1 pixel (= 3 sub-pixels) per 3 byte.

There is 1 pixel (= 3 sub-pixels) per 3 byte.

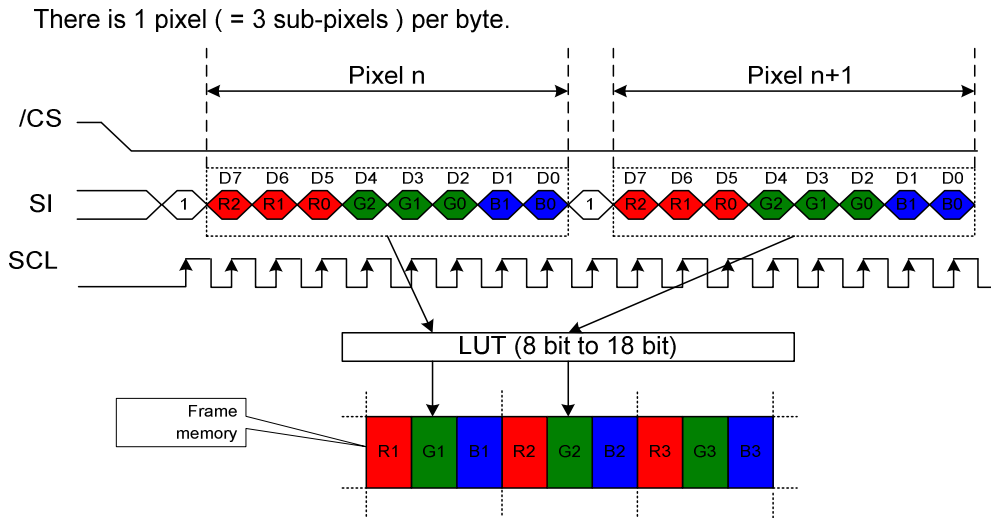


Note: R7, G7, B7 are the most significant bits and R2, G2, B2 are the least significant bits.

9-bit serial interface (3-line)

(1) R 3-bit, G 3-bit, B 2-bit, 256 colors

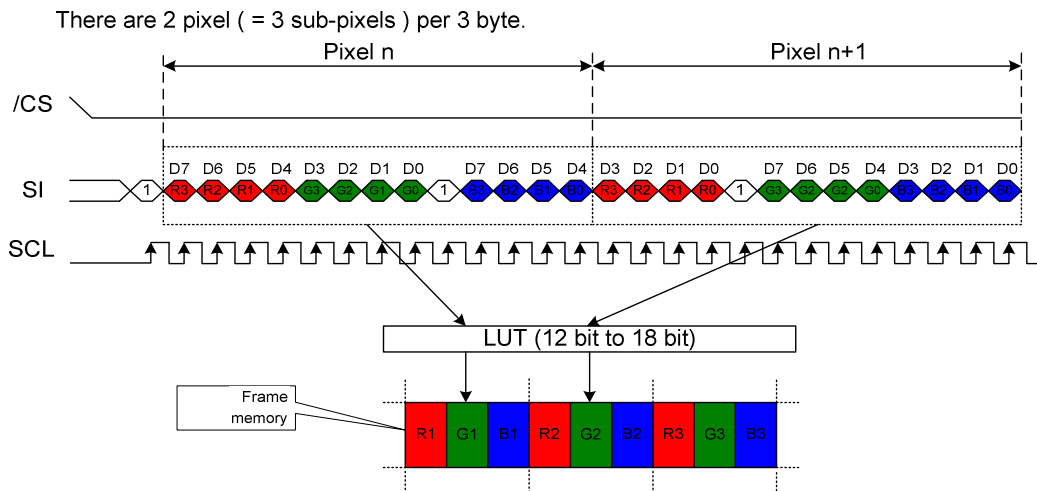
There is 1 pixel (= 3 sub-pixels) per byte.



Note: R2, G2, B1 are the most significant bits and R0, G0, B0 are the least significant bits.

(2) R 4-bit, G 4-bit, B 4-bit, 4,096 colors – Type A

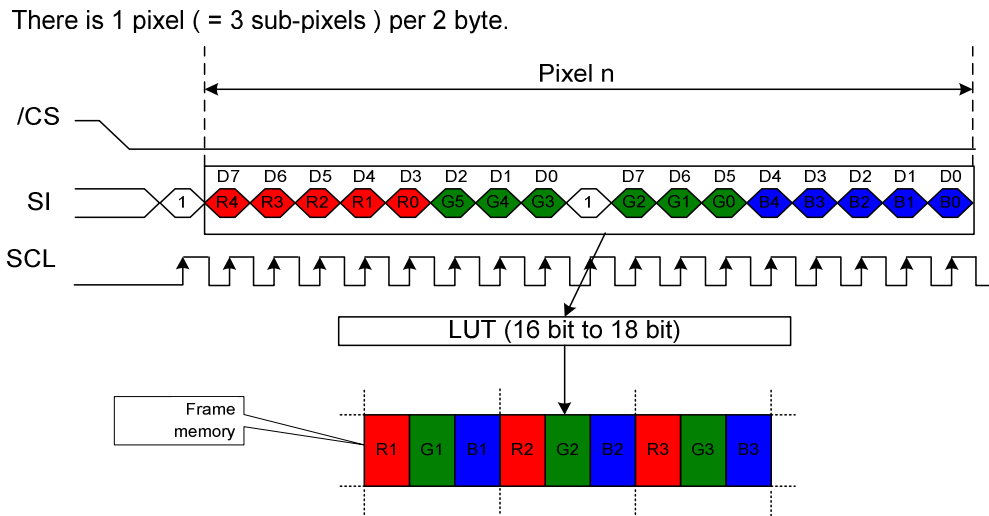
There are 2 pixel (= 3 sub-pixels) per 3 byte.



Note: R3, G3, B3 are the most significant bits and R0, G0, B0 are the least significant bits.

(4) R 5-bit, G 6-bit, B 5-bit, 65,536 colors

There is 1 pixel (= 3 sub-pixels) per 2 byte.

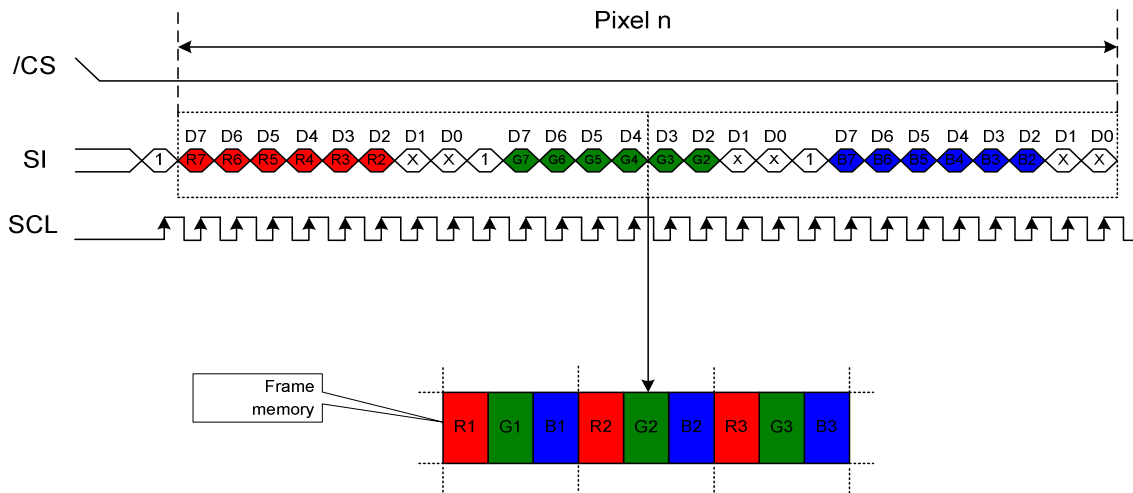


Note: R4, G5, B4 are the most significant bits and R0, G0, B0 are the least significant bits.

(5) R 6-bit, G 6-bit, B 6-bit, 262,144 colors

There is 1 pixel (= 3 sub-pixels) per 3 byte.

There is 1 pixel (= 3 sub-pixels) per 3 byte.



Note: R7, G7, B7 are the most significant bits and R2, G2, B2 are the least significant bits.

7.2 ACCESS TO DDRAM AND INTERNAL REGISTERS

ST7669V realizes high-speed data transfer because the access from MPU is a sort of pipeline processing done via the bus holder attached to the internal, requiring the cycle time alone without needing the wait time.

For example, when MPU writes data to the DDRAM, the data is once held by the bus holder and then written to the DDRAM before the succeeding write cycle is started. When MPU reads data from the DDRAM, the first read cycle is dummy and the bus holder holds the data read in the dummy cycle, and then it read from the bus holder to the system bus in the succeeding read cycle. Figure 7.2-1 illustrates these relations.

In 80-series interface mode:

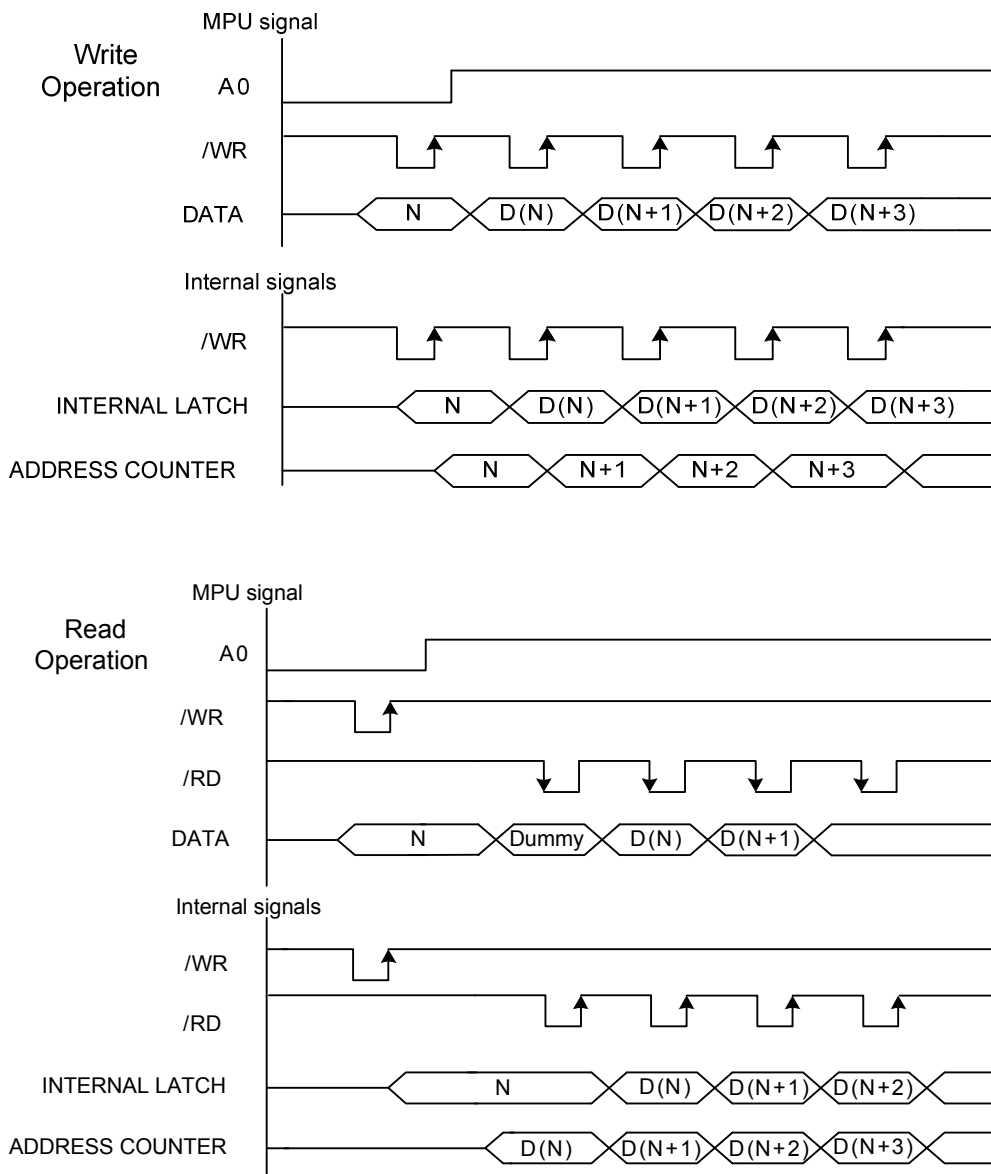


Figure 7.2-1

7.3 DISPLAY DATA RAM (DDRAM)

7.3.1 DDRAM

It is 132 X 162 X 18 bits capacity RAM prepared for storing dot data. Refer to the following memory map for the RAM configuration.

Memory Map

| | | RGB alignment | | | | | | | | | |
|----------------------|---------------|---------------|-----|---|---|---|---|--|-----|-----|-----|
| Data control command | | Column | | | | | | | | | |
| | (MADCTR) MX=0 | 0 | 1 | | | | | | | 131 | |
| | (MADCTR) MX=1 | 131 | 130 | | | | | | | 0 | |
| | Color | R | G | B | R | G | B | | R | G | B |
| | Data | | | | | | | | | | |
| | Page | | | | | | | | | | |
| | (MADCTR) MY=0 | | | | | | | | | | |
| | (MADCTR) MY=1 | | | | | | | | | | |
| 0 | 161 | | | | | | | | | | |
| 1 | 160 | | | | | | | | | | |
| 2 | 159 | | | | | | | | | | |
| 3 | 158 | | | | | | | | | | |
| 4 | 157 | | | | | | | | | | |
| 5 | 156 | | | | | | | | | | |
| 6 | 155 | | | | | | | | | | |
| 7 | 154 | | | | | | | | | | |
| : | : | | | | | | | | | | |
| 154 | 7 | | | | | | | | | | |
| 155 | 6 | | | | | | | | | | |
| 156 | 5 | | | | | | | | | | |
| 157 | 4 | | | | | | | | | | |
| 158 | 3 | | | | | | | | | | |
| 159 | 2 | | | | | | | | | | |
| 160 | 1 | | | | | | | | | | |
| 161 | 0 | | | | | | | | | | |
| SEGout | | 0 | 1 | 2 | 3 | 4 | 5 | | 393 | 394 | 395 |

You can change position of R and B with MADCTR command.

7.3.2 Address Control

The address counter sets the addresses of the display data RAM for writing.

Data is written pixel into the RAM matrix of ST7669V. The data for one pixel or two pixels is collected (RGB 6-6-6 bit), according to the data formats. As soon as this pixel-data information is complete, the "Write access" is activated on the RAM. The locations of RAM are addressed by the address pointers. The address ranges are X=0 to X=131 (83h) and Y=0 to Y=161 (A1h). Addresses outside these ranges are not allowed.

Before writing to the RAM, a window must be defined into which will be written. The window is programmable via the command registers XS, YS designating the start address and XE, YE designating the end address.

For example the whole display contents will be written, the window is defined by the following values: XS=0 (0h) YS=0 (0h) and XE=131 (83h), YE=161 (A1h).

In vertical addressing mode (MV=1), the Y-address increments after each byte, after the last Y-address (Y=YE), Y wraps around to YS and X increments to address the next column. In horizontal addressing mode (MV=0), the X-address increments after each byte, after the last X-address (X=XE), X wraps around to XS and Y increments to address the next row. After the every last address (X=XE and Y=YE) the address pointers wrap around to address (X=XS and Y=YS). For flexibility in handling a wide variety of display architectures, the commands "CASET, RASET" and "MADCTR", define flags MX, MY and MV, which allows mirroring of the X-address and Y-address. All combinations of flags are allowed. Figure 7.3-1 show the available combinations of writing to the display RAM. When MX, MY and MV will be changed the data must be rewritten to the display RAM.

For each image condition, the controls for the column and row counters apply as below:

| Condition | Column Counter | Row Counter |
|---|-------------------------------|----------------------------|
| When RAMWR command is accepted | Return to "Start Column (XS)" | Return to "Start Row (YS)" |
| Complete Pixel Read / Write action | Increment by 1 | No change |
| The Column counter value is larger than "End Column (XE)" | Return to "Start Column (XS)" | Increment by 1 |
| The Row counter value is larger than "End Row (YE)" | Return to "Start Column (XS)" | Return to "Start Row (YS)" |

| Display Data Direction | MADCTR Parameter | | | Image in the Host (MPU) | Image in the Driver (DDRAM) |
|--------------------------------|------------------|----|----|-------------------------|-----------------------------|
| | MV | MX | MY | | |
| Normal | 0 | 0 | 0 | | |
| Y-Mirror | 0 | 0 | 1 | | |
| X-Mirror | 0 | 1 | 0 | | |
| X-Mirror Y-Mirror | 0 | 1 | 1 | | |
| X-Y Exchange | 1 | 0 | 0 | | |
| X-Y Exchange Y-Mirror | 1 | 0 | 1 | | |
| X-Y Exchange X-Mirror | 1 | 1 | 0 | | |
| X-Y Exchange X-Mirror Y-Mirror | 1 | 1 | 1 | | |

Figure 7.3-1 Frame Data Write Direction According to the MADCTR parameters (MV, MX and MY)

7.3.3 I/O Buffer Circuit

It is the bi-directional buffer used when MPU reads or writes the DDRAM. Since MPU's read or write of DDRAM is performed independently from data output to the display data latch circuit, asynchronous access to the DDRAM when the LCD is turned on does not cause troubles such as flicking of the display images.

7.3.4 Scroll Address Circuit

The circuit associates pages on DDRAM with COM output. ST7669V processes signals for the liquid crystal display on 1-page basis. Thus, when specifying a specific area in the area scroll display or partial display, you must designate it in block.

7.3.5 Display data Latch Circuit

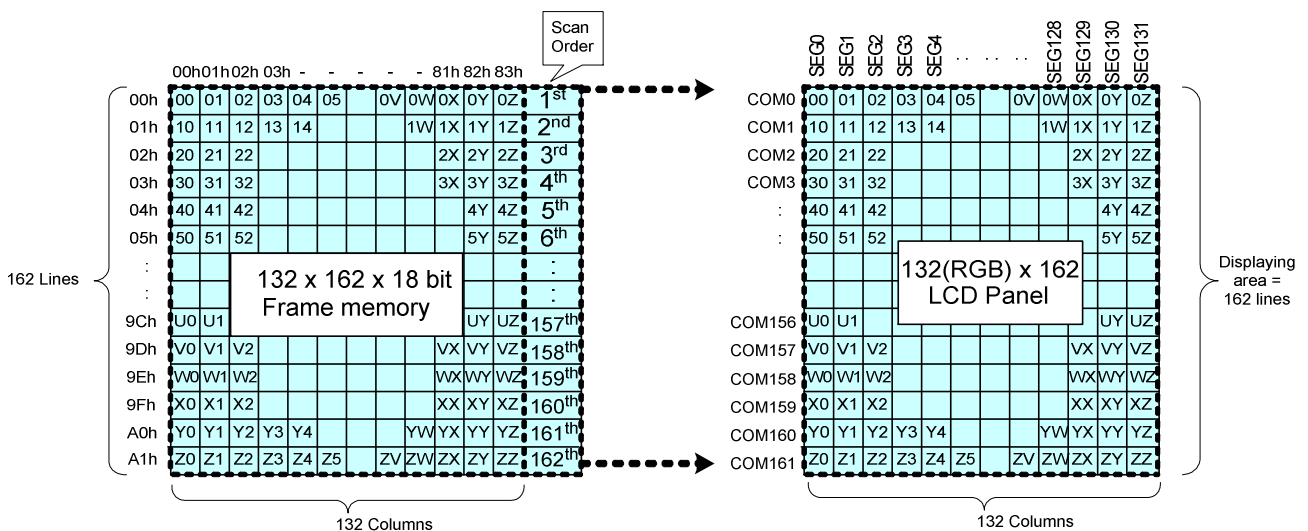
This circuit is used to temporarily hold display data to be output from the DDRAM to the SEG decoder circuit. Since display normal/inverse and display on/off commands are used to control data in the latch circuit alone, they do not modify data in the DDRAM.

7.3.6 Normal Display On or Partial Mode On Vertical Scroll Off

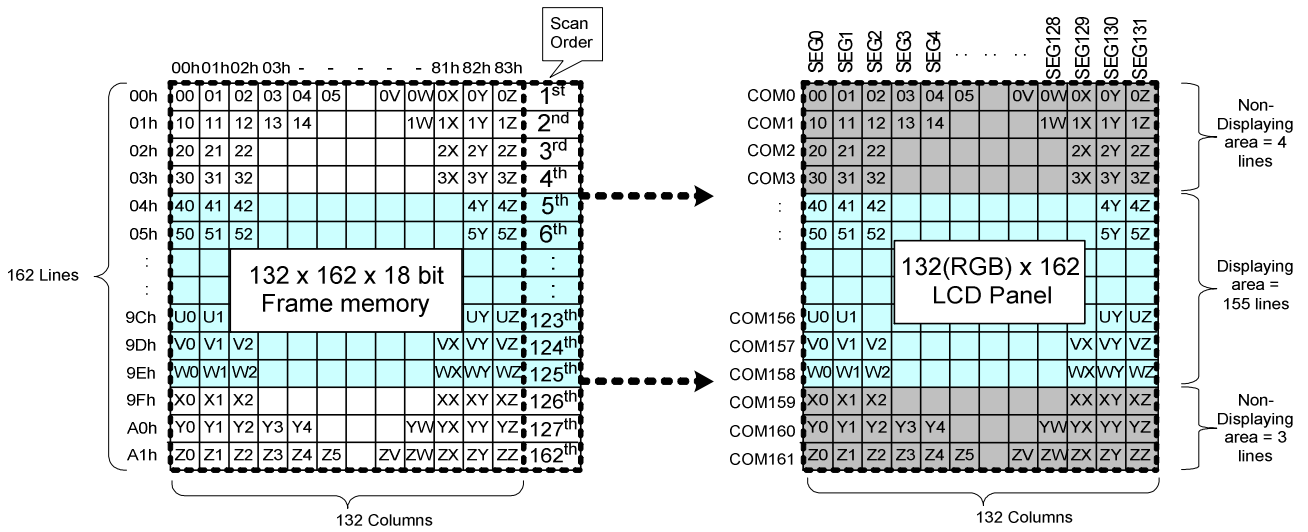
In this mode, contents of the frame memory within an area where column address is 00h to 83h and row address is 00h to A1h is displayed.

To display a dot on leftmost top corner, store the dot data at (column address, row address) = (0,0).

Example1) Normal Display On



Example2) Partial Display On: SR[15:0] = 0004h, ER[15:0] = 009Eh, MADCTL (ML)=0



7.3.7 Vertical Scroll/Rolling Scroll

Rolling Scroll

There is just one types of vertical scrolling, which are determined by the commands "Vertical Scrolling Definition" (33h) and "Vertical Scrolling Start Address" (37h).

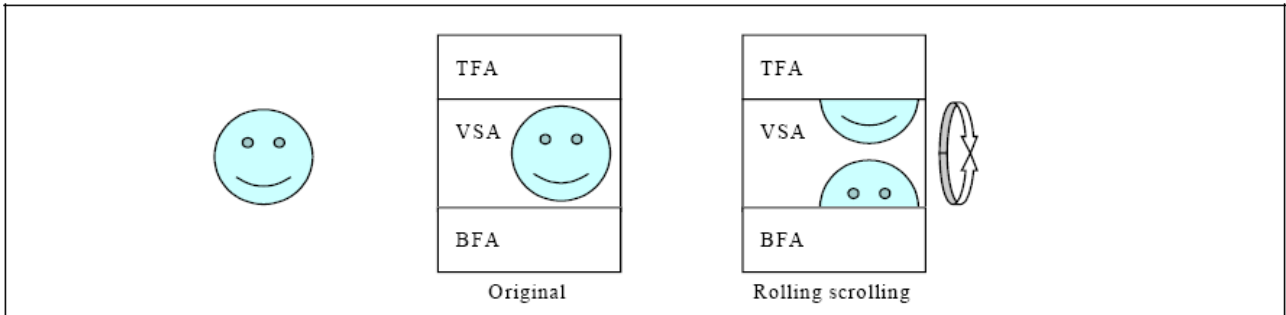
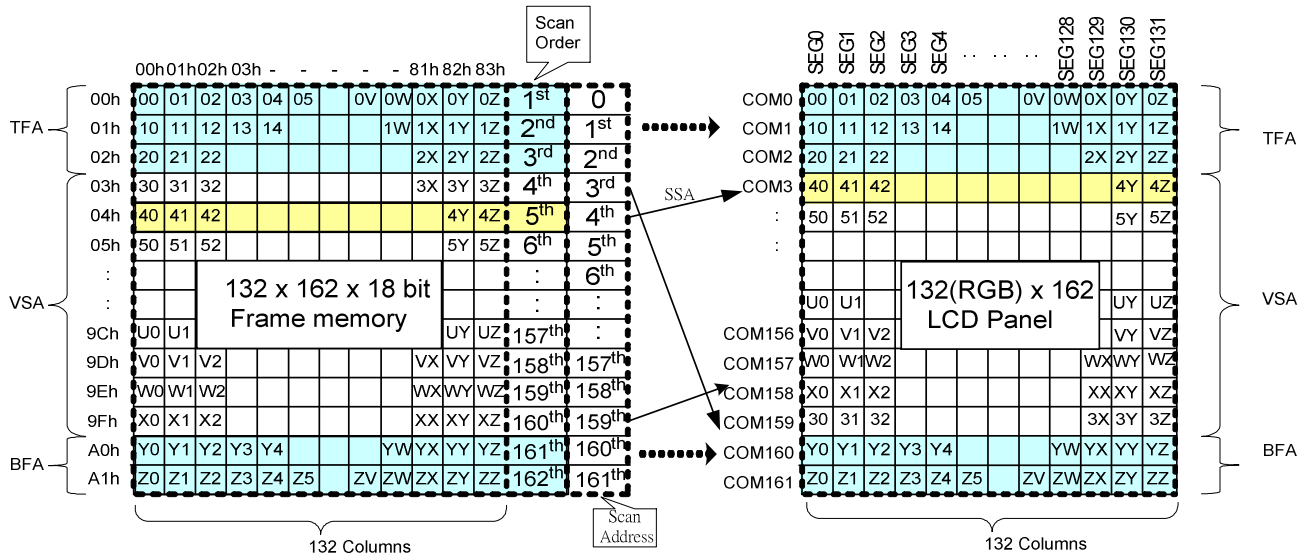


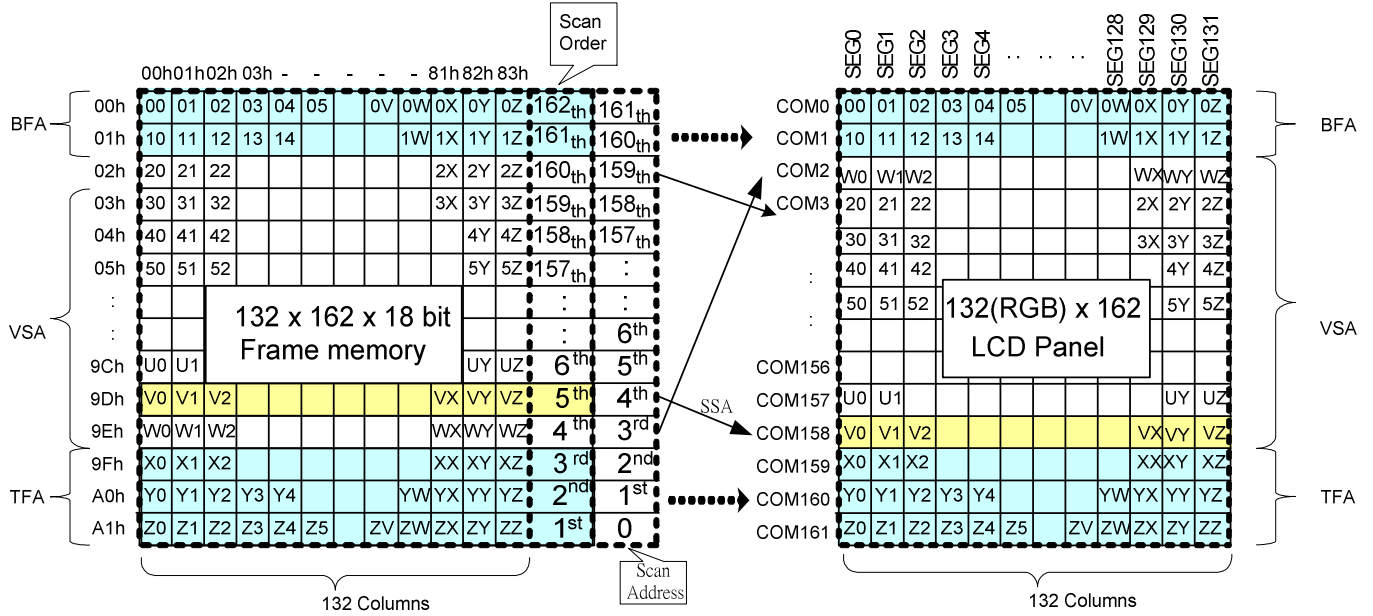
Figure 7.3-2 Rolling Scroll Definition

When Vertical Scrolling Definition Parameters (TFA+VSA+BFA) =162. In this case, 'rolling' scrolling is applied as shown below. All the memory contents will be used.

Example1) Panel size=132 x 162, TFA =3, VSA=157, BFA=2, SSA=4, MADCTL (ML)=0: Rolling Scroll



Example2) Panel size=132 x 162, TFA =2, VSA=157, BFA=3, SSA=4, MADCTL (ML)=1: Rolling Scroll (TFA and BFA are exchanged)



Vertical Scroll Example

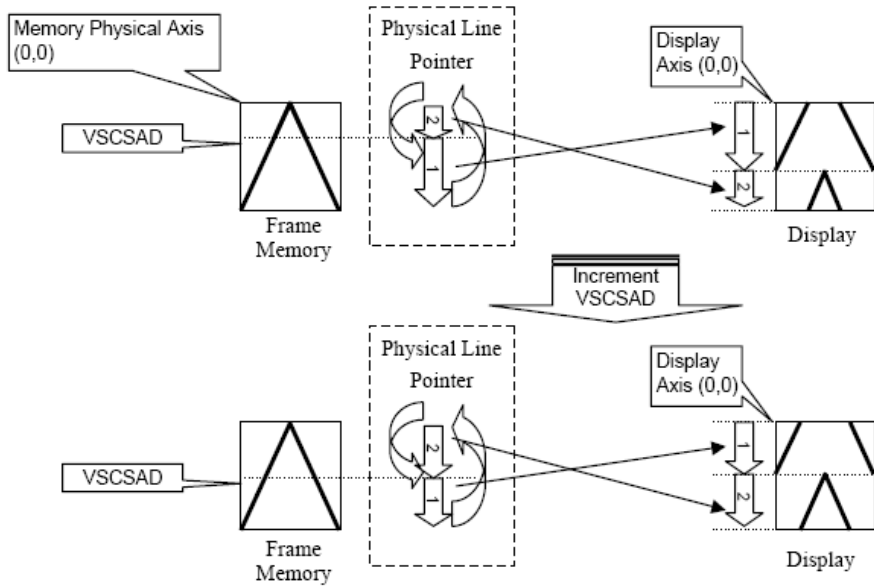
There are 2 types of vertical scrolling, which are determined by the commands "Vertical Scrolling Definition" (33h) and "Vertical Scrolling Start Address" (37h).

Case 1: $TFA + VSA + BFA < 162$

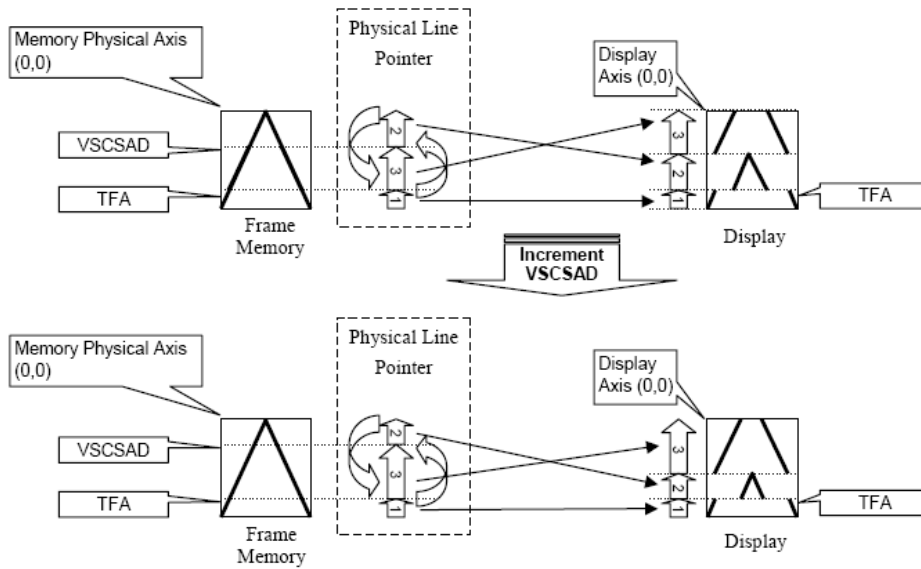
N/A. Do not set $TFA + VSA + BFA < 162$. In that case, unexpected picture will be shown.

Case 2: $TFA + VSA + BFA = 162$ (Rolling Scrolling)

Example1) When MADCTL parameter ML="0", TFA=0, VSA=162, BFA=0 and VSCSAD=40.



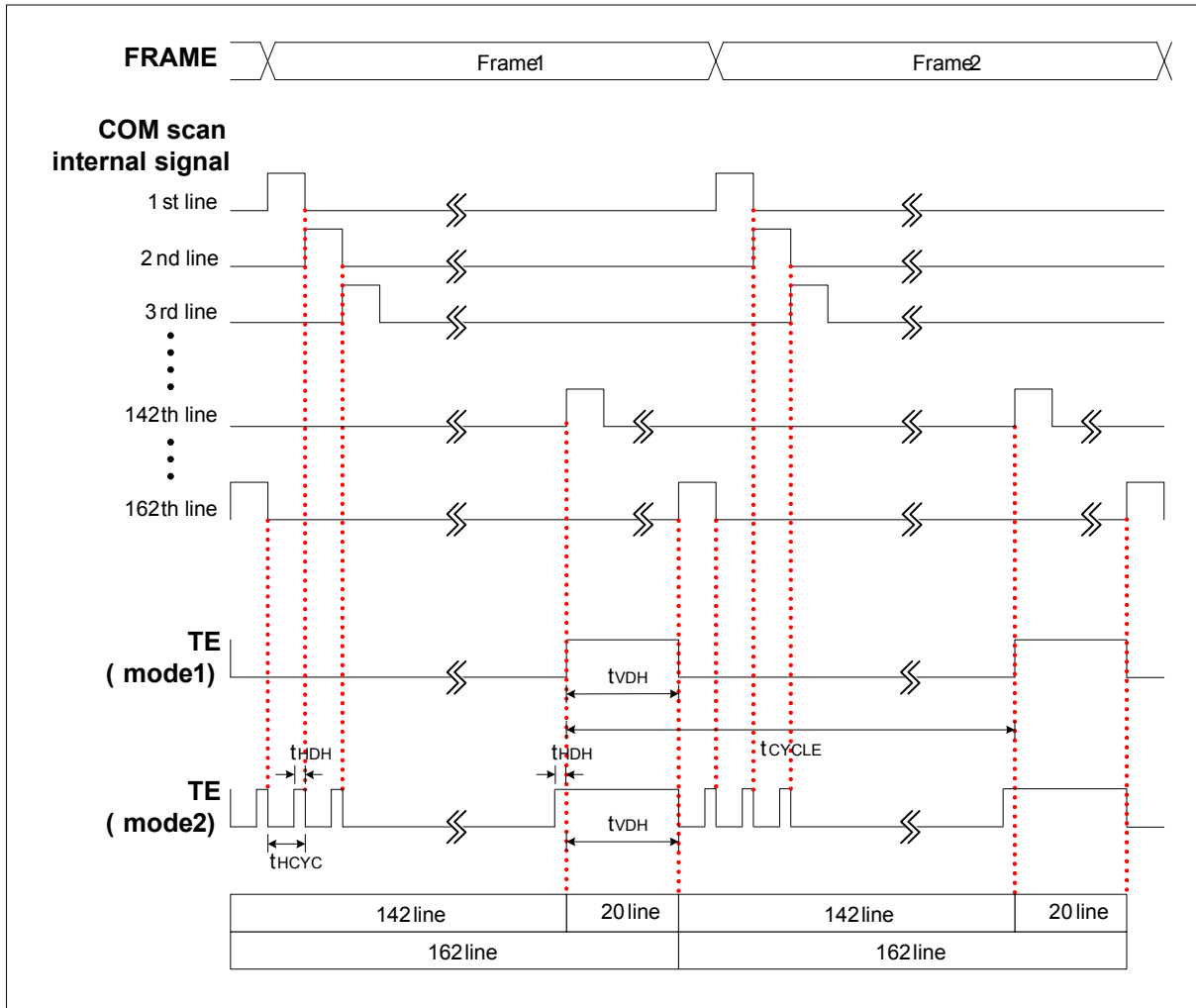
Example2) When MADCTL parameter ML="1", TFA=10, VSA=152, BFA=0 and VSCSAD=30.



7.3.8 Tearing Effect Output Line

The Tearing Effect output line supplies to the MPU a Panel synchronization signal. This signal can be enabled or disabled by the Tearing Effect Line Off & On commands. The signal can be used by the MPU to synchronize Frame Memory Writing when displaying video images.

Tearing Effect Line Modes



Mode 1, the Tearing Effect Output signal consists of V-Sync(tVDH) information. It starts at 142nd line signal and ends at the 162nd line signal. There is one high pulse during each frame.

Mode 2, the Tearing Effect Output signal consists of both H-Sync(tHDH) and V-Sync(tVDH) information. TE pin output tHDH pulse on each COM scan signal. During 142nd ~ 162nd line signal, it output a high pulse which equals 1 tHDH + 1 tVDH.

Note: During Sleep In Mode, the Tearing Effect Output Pin is active Low.

Tearing Effect Line Timing

The Tearing Effect signal is described below:

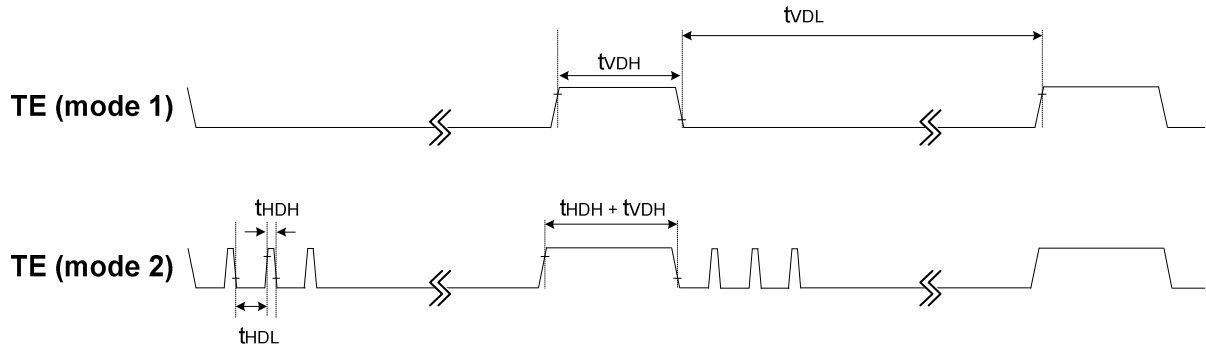


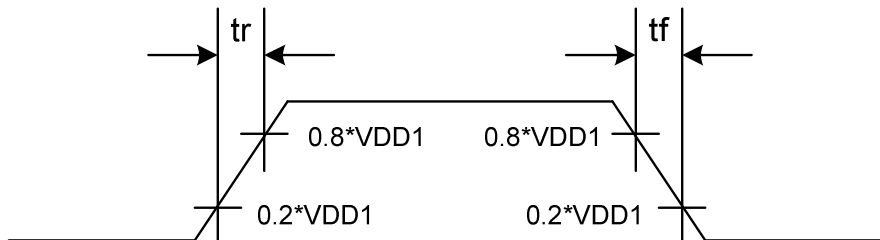
Table 7.3-1AC characteristics of Tearing Effect Signal

Idle Mode Off (Frame Rate = 77Hz, N-line = 0x8C, Vop=16.48V, VDDI/VDDA=1.8V/2.8V)

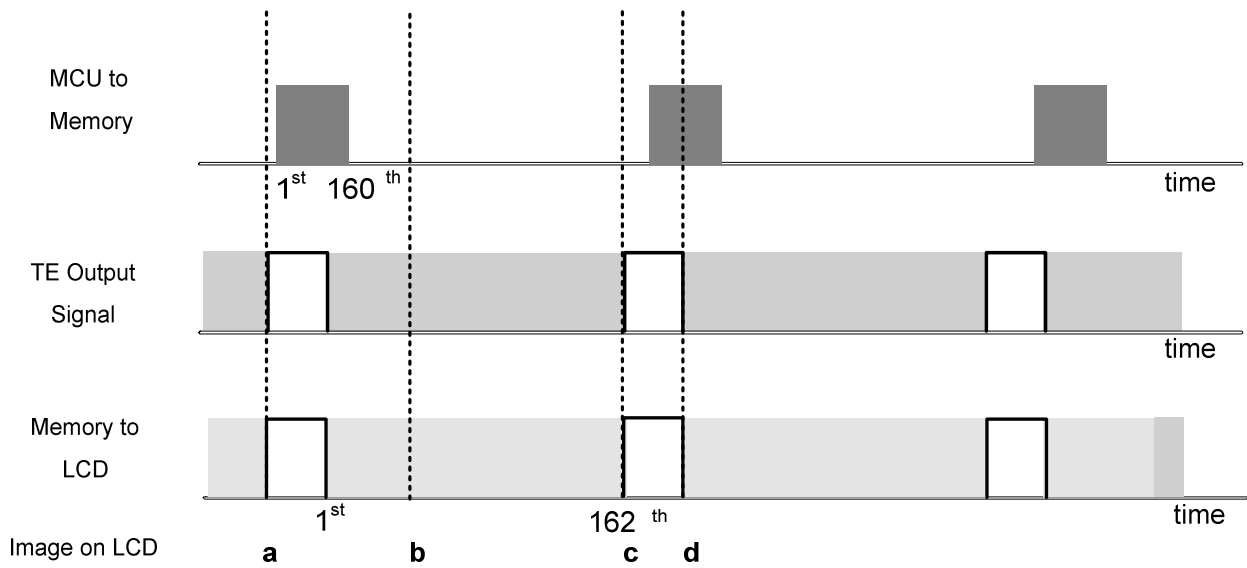
| Symbol | Parameter | Min | Typ | Max | Unit | description |
|--------|---------------------------------|-----|------|-----|------|-------------|
| tvDL | Vertical Timing Low Duration | -- | 11.4 | 12 | ms | Mode1 |
| tvDH | Vertical Timing High Duration | 1 | 1.6 | 2 | ms | |
| tHDL | Horizontal Timing Low Duration | -- | 75 | 80 | us | Mode2 |
| tHDH | Horizontal Timing High Duration | 3 | 5.17 | 5.5 | us | |

NOTE: The timings in Table 7.3-1 apply when MADCTR B4=0 and B4=1

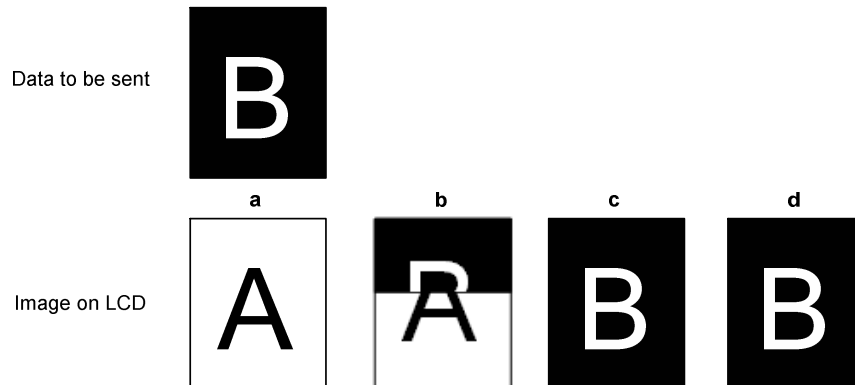
The signal's rise and fall times (tf, tr) are stipulated to be equal to or less than 15ns.



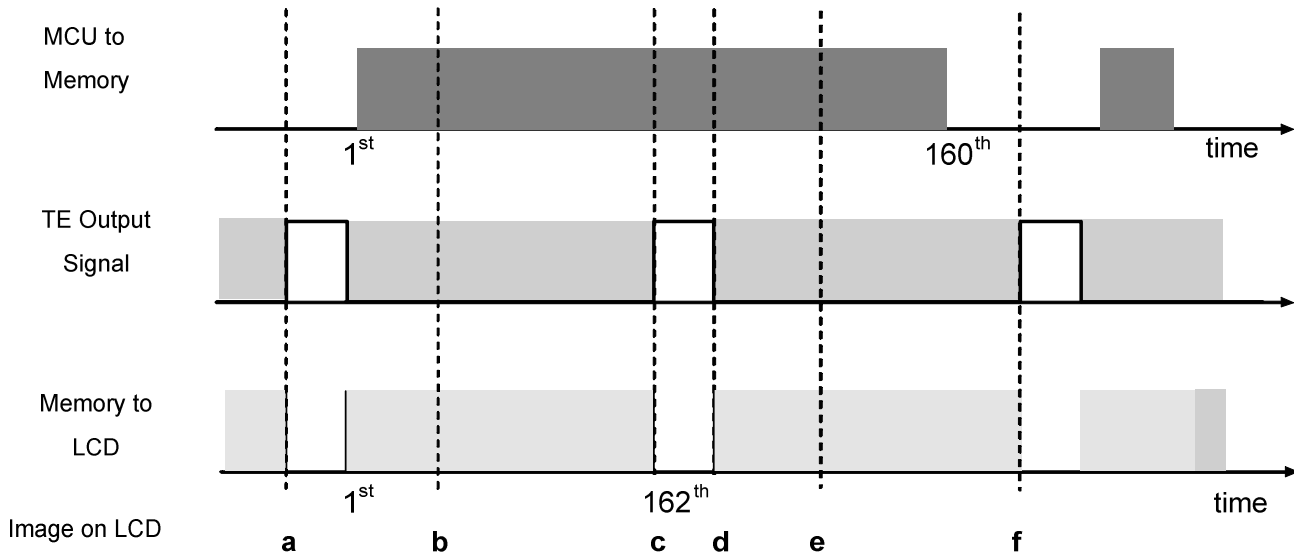
Example 1: MPU Write is faster than Panel Read.



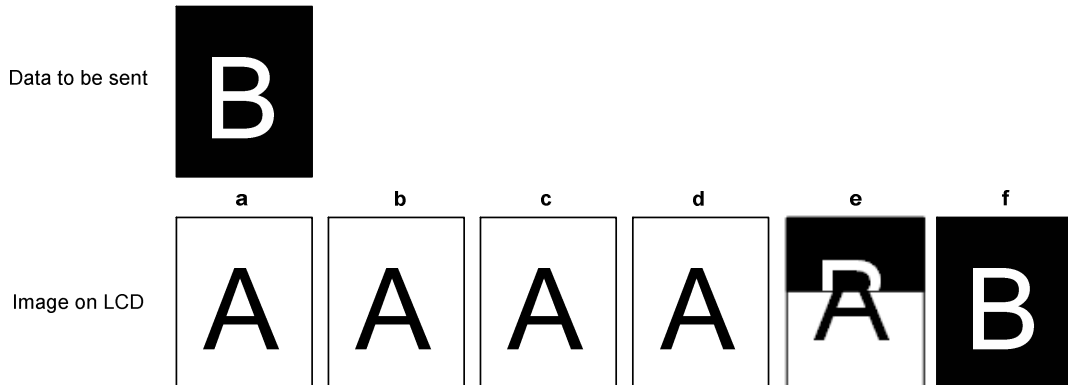
Data write to Frame Memory is now synchronized to the Panel Scan. It should be written during the vertical sync pulse of the Tearing Effect Output Line. This ensures that data is always written ahead of the panel scan and each Panel Frame refresh has a complete new image:



Example 2: MPU Write is slower than Panel Read.



The MPU to Frame Memory write begins just after Panel Read has commenced i.e. after one horizontal sync pulse of the Tearing Effect Output Line. This allows time for the image to download behind the Panel Read pointer and finishing download during the subsequent Frame before the Read Pointer “catches” the MPU to Frame memory write position.



7.4 GRAY-SCALE DISPLAY

ST7669V incorporates a 4FRC & 31 PWM function circuit to display a 64 gray-scale display.

7.5 OSCILLATION CIRCUIT

ST7669V is built-in an oscillator circuit. It provides internal clock without external resistor. This oscillator signal is used in the voltage converter and display timing generation circuit.

7.6 DISPLAY TIMING GENERATOR CIRCUIT

This circuit generates some signals to be used for displaying LCD. The display clock, which is generated by oscillation clock, generates the clock for the line counter and the signal for the display data latch. The line address of on-chip RAM is generated in synchronization with the display clock and the display data latch circuit latches the display data in synchronization with the display clock. The display data, which is read to the LCD driver, is completely independent of the access to the display data RAM from the microprocessor. The display clock generates an LCD AC signal (M), which enables the LCD driver to make an AC drive waveform, and also generates an internal common timing signal and start signal to the common driver. The frame signal or the line signal changes the M by setting internal instruction. Driving waveform and internal timing signal are shown in Figure 7.3-3.

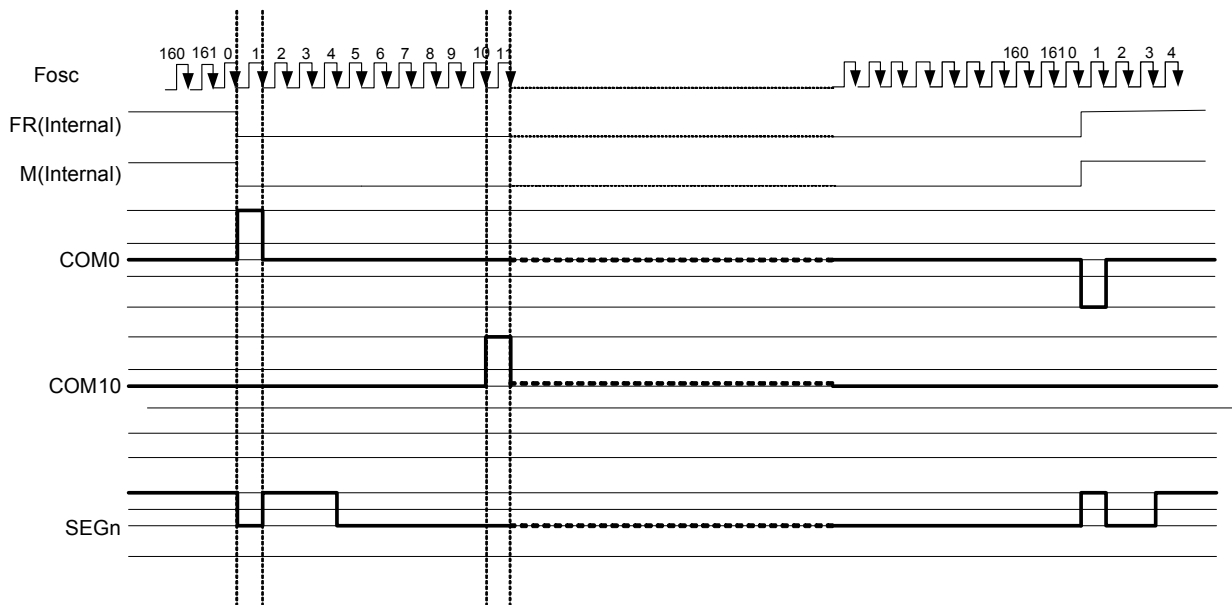


Figure 7.3-3 2 frame AC Driving Waveform (Duty Ratio: 1/162)

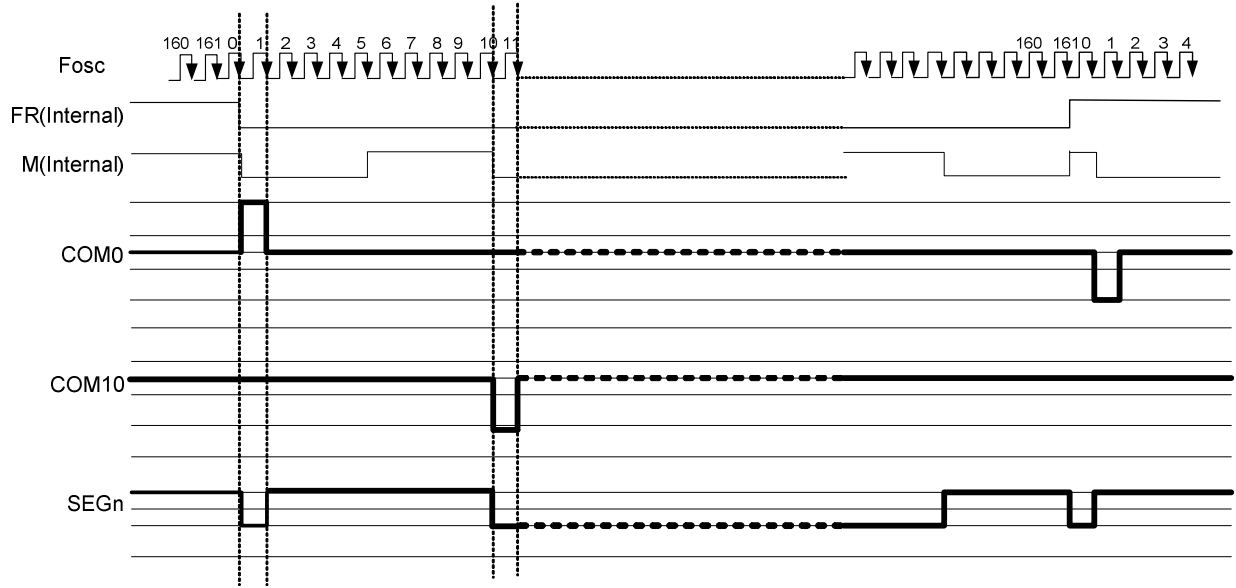


Figure 7.3-4 N-Line Inversion Driving Waveform (N=10, Duty Ratio=1/162)

7.7 POWER LEVEL DEFINITION

7.7.1 Power ON/OFF SEQUENCE

During power off, if LCD is in the Sleep Out mode, VDD and VDDI must be powered down minimum 200msec after /RST has been released. During power off, if LCD is in the Sleep In mode, VDDI or VDDA can be powered down minimum 0msec after /RST has been released.

/CS can be applied at any timing or can be permanently grounded. /RST has priority over /CS.

There will be no damage to the display module if the power sequences are not met.

There will be no abnormal visible effects on the display panel during the Power On/Off Sequences.

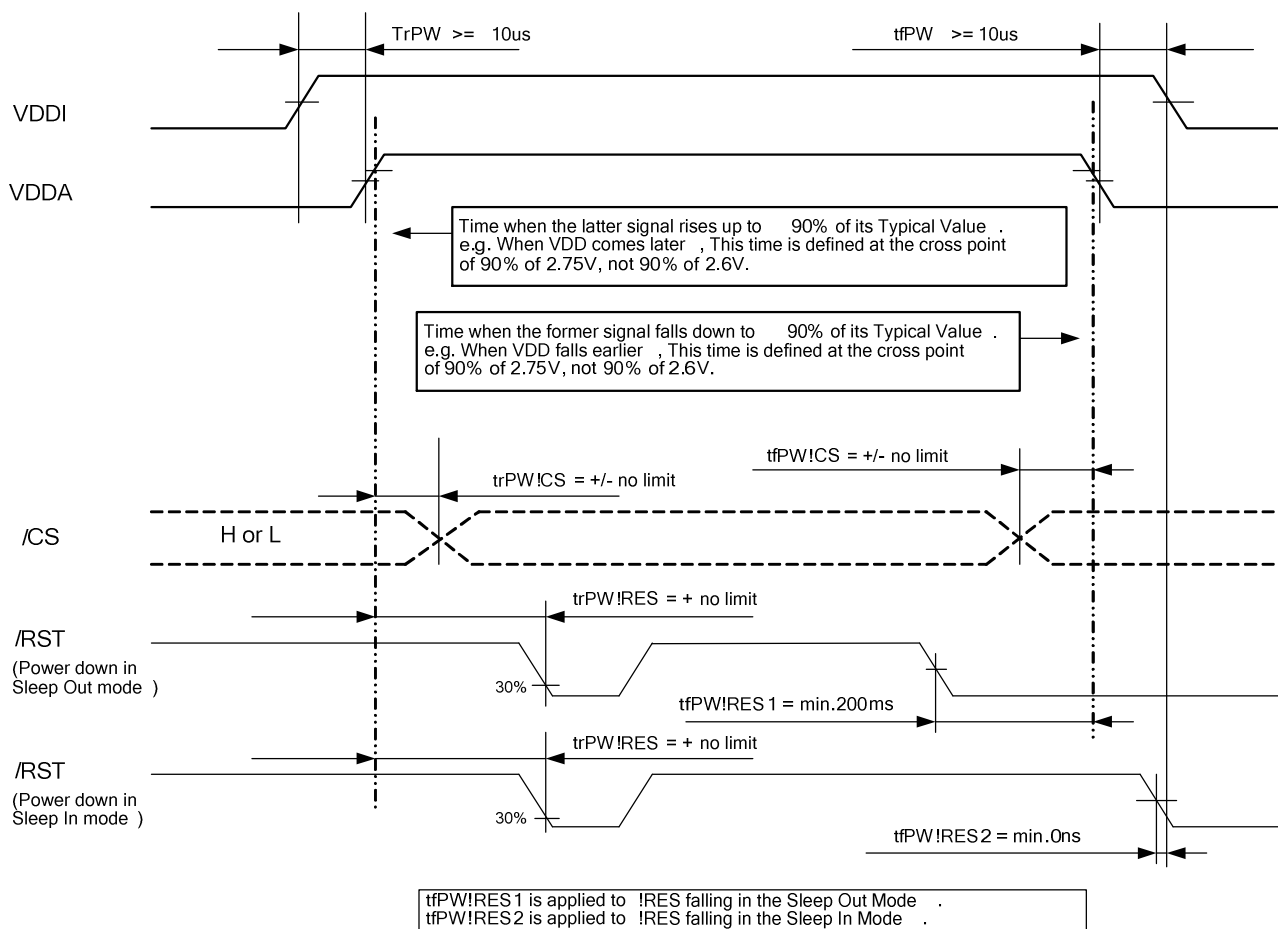
There will be no abnormal visible effects on the display between end of Power On Sequence and before receiving Sleep Out command. Also between receiving Sleep In command and Power Off Sequence.

If /RST line is not held stable by host during Power On Sequence as defined in Sections case1 and case2, then it will be necessary to apply a Hardware Reset (/RST) after Host Power On Sequence is complete to ensure correct operation.

Otherwise function is not guaranteed. The power on/off sequence is illustrated below:

Case 1 – /RST line is held High or Unstable by Host at Power On

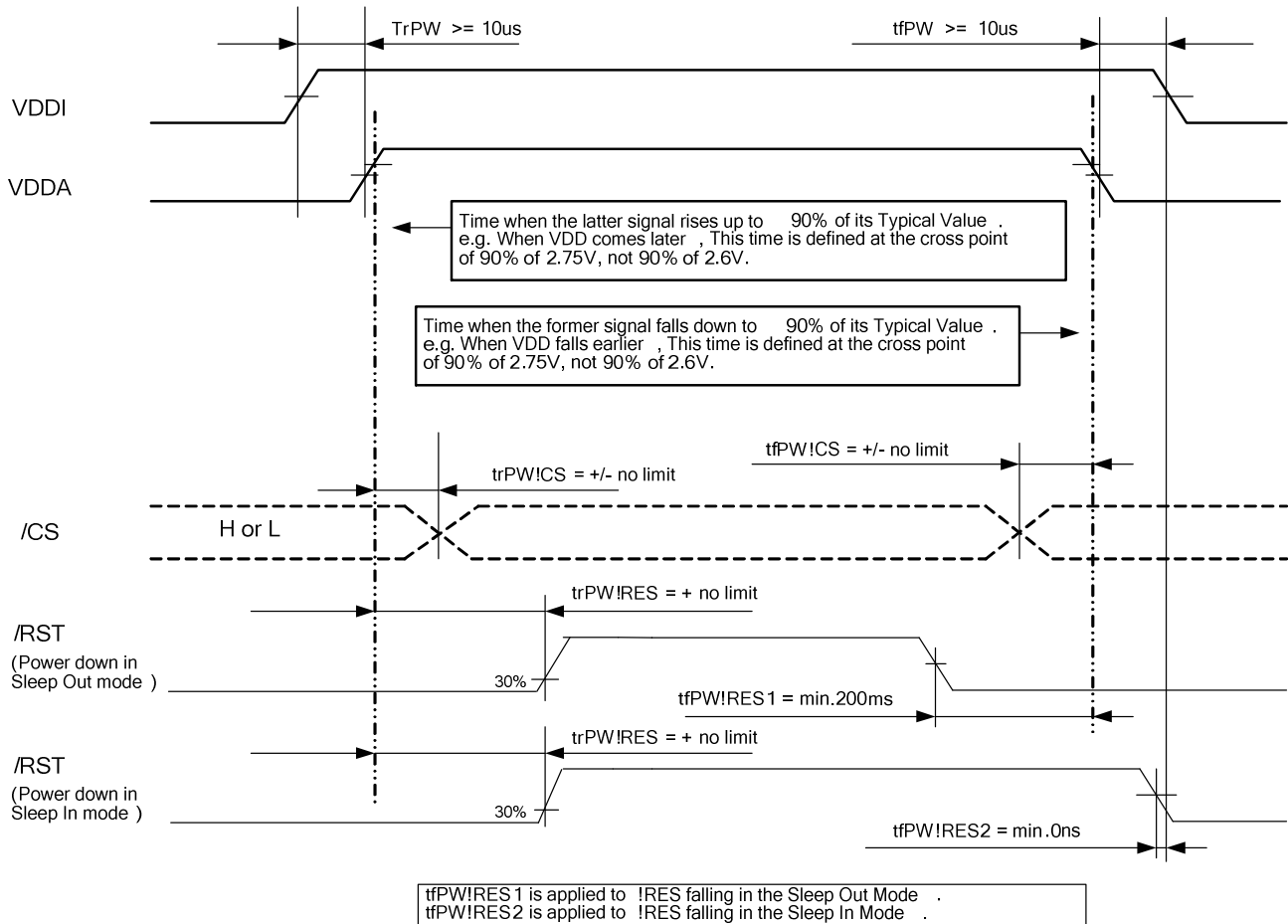
If /RST line is held High or unstable by the host during Power On, then a Hardware Reset must be applied after both VDDA and VDDI have been applied – otherwise correct functionality is not guaranteed. There is no timing restriction upon this hardware reset.



Note: Unless otherwise specified, timings herein show cross point at 50% of signal/power level.

Case 2 – /RST line is held Low by host at Power On

If /RST line is held Low (and stable) by the host during Power On, then the /RST must be held low for minimum 10µsec after both VDD and VDDI have been applied.



Note: Unless otherwise specified, timings herein show cross point at 50% of signal/power level.

UNCONTROLLED POWER OFF

The uncontrolled power off means a situation when e.g. there is removed a battery without the controlled power off sequence. There will not be any damages for the display module or the display module will not cause any damages for the host or lines of the interface. At an uncontrolled power off the display will go blank and there will not be any visible effects within 1 second on the display (blank display) and remains blank until "Power On Sequence" powers it up.

7.7.2 Power Levels

6 level modes are defined they are in order of Maximum Power consumption to Minimum Power Consumption:

1. Normal Mode On (full display), Idle Mode Off, Sleep Out:

In this mode, the display is able to show maximum 262K colors.

2. Partial Mode On, Idle Mode Off, Sleep Out:

In this mode part of the display is used with maximum 262K colors.

3. Normal Mode On (full display), Idle Mode On, Sleep Out:

In this mode, the full display area is used but with 8 colors.

4. Partial Mode On, Idle Mode On, Sleep Out:

In this mode, part of the display is used but with 8 colors.

5. Sleep In Mode:

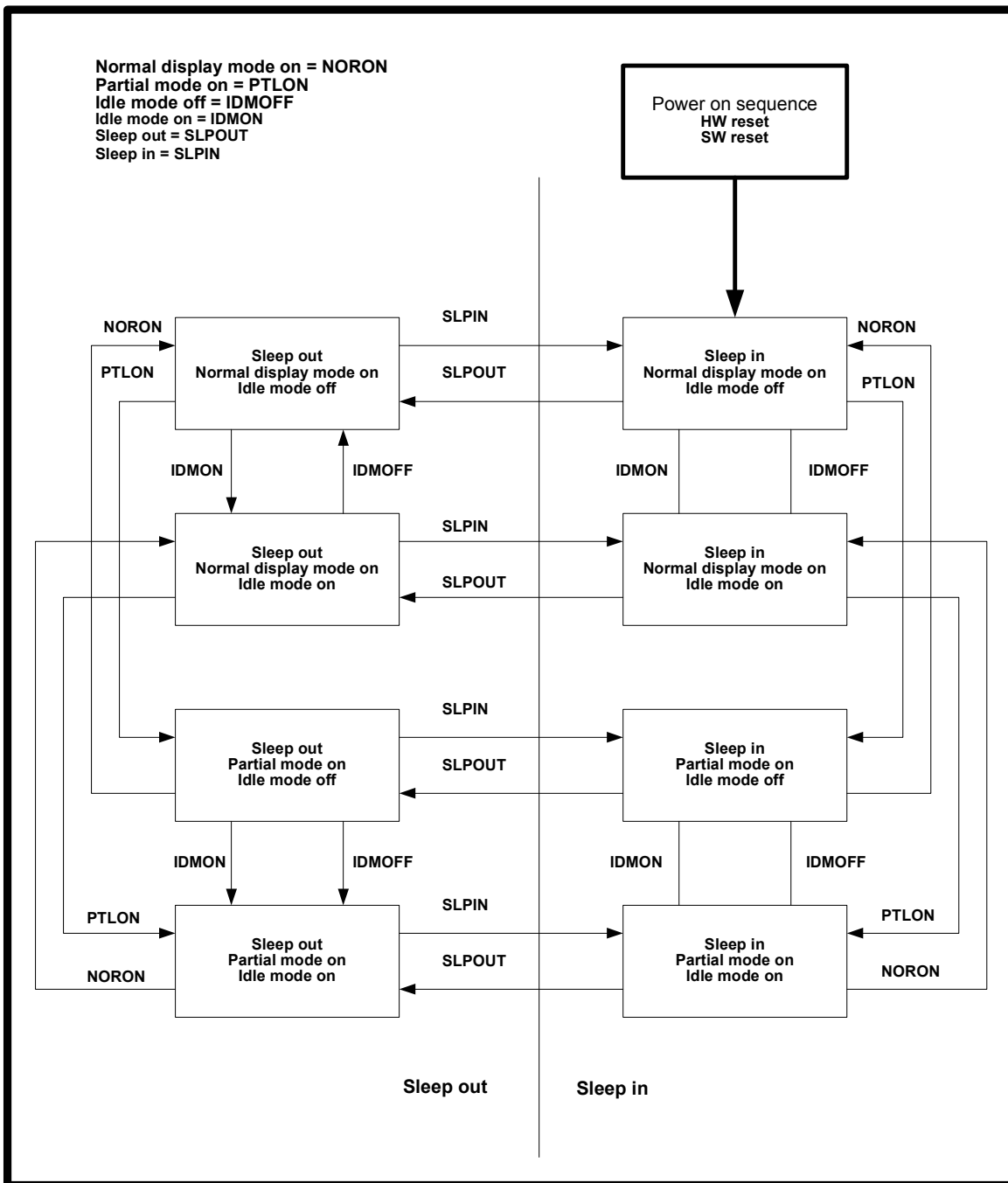
In this mode, the DC:DC converter, Internal oscillator and panel driver circuit are stopped. Only the MCU interface and memory works with Digital VDDI power supply. Contents of the memory are safe.

6. Power Off Mode:

In this mode, both Analog VDDA and Digital VDDI are removed.

Note: Transition between modes 1-5 is controllable by MCU commands. Mode 6 is entered only when both Power supplies are removed.

7.7.3 POWER FLOW CHART FOR DIFFERENT POWER MODES

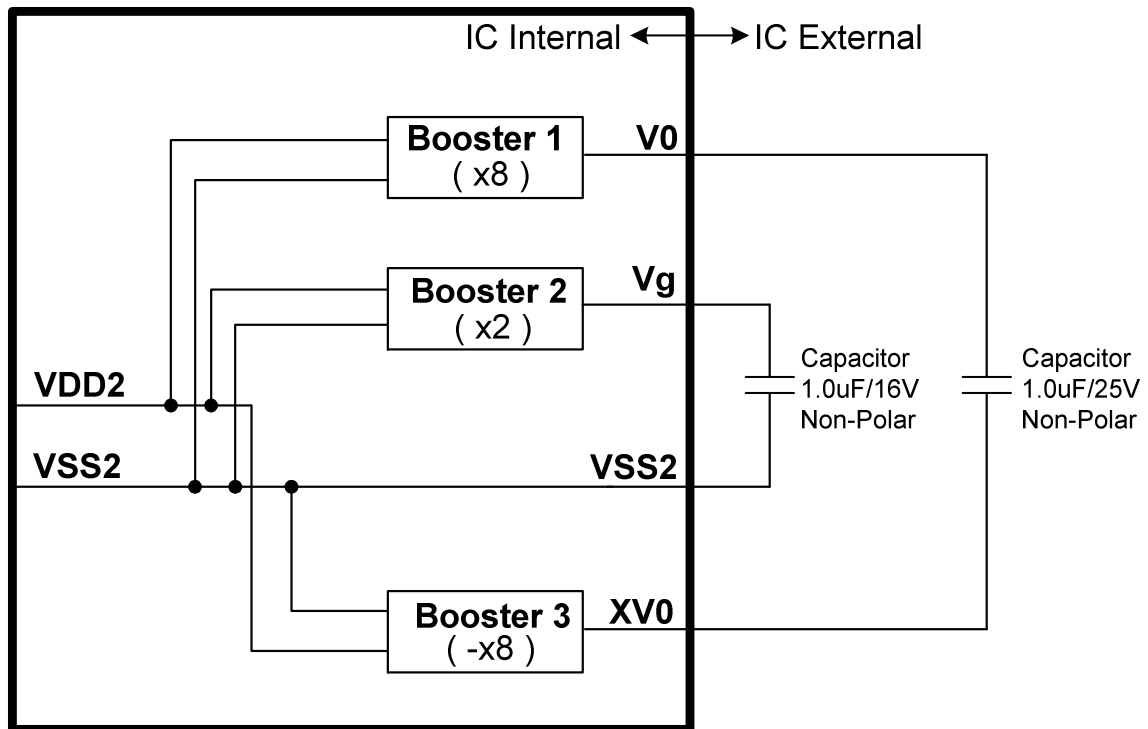


Note

- 1: There is not any abnormal visual effect when there is changing from one power mode to another power mode.
- 2: There is not any limitation, which is not specified by this spec, when there is changing from one power mode to another power mode.

7.8 LIQUID CRYSTAL DRIVER POWER CIRCUIT

The Power Supply circuits generate the voltage levels necessary to drive liquid crystal driver circuits with low power consumption and the fewest components. There are voltage converter circuits, voltage regulator circuits, and voltage follower circuits. They are controlled by power control instruction.



DC/DC Booster Block Diagram

7.8.1 VOLTAGE REGULATOR CIRCUITS

There is a built-in voltage regulator circuits in ST7669V for generating V0. After internal voltage is regulated by voltage regulator circuit, V0 is generated. Detail explanation of V0 set is listed below:

◆ SET V0 (Temperature = 24°C)

$$V0 = 3.6 + \{Vop[8:0] + VopOffset[6:0] + (EV[6:0] - 3Fh)\} \times 0.04 \quad (V)$$

Example1 (V0 setting > 16.48V):

Vop[8:0] = 1 01000010 (142h)

VopOffset[6:0] = 00000010 (02h)

EV[6:0] = 01111111 (3Fh)

$$V0 = 3.6 + \{322 + 2 + (63 - 63)\} \times 0.04 = 16.56 \text{ (V)}$$

Example2 (V0 setting < 16.48V):

Vop[8:0] = 1 01000010 (142h)

VopOffset [6:0] = 10000010 (42h)

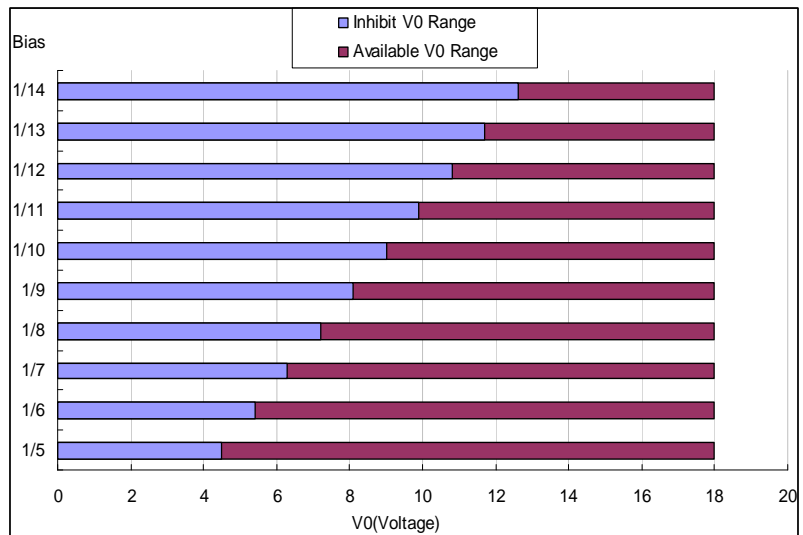
EV[6:0] = 01111111 (3Fh)

$$V0 = 3.6 + \{322 - 62 + (63 - 63)\} \times 0.04 = 14 \text{ (V)}$$

V0 restriction:

Because Vg should larger than 1.8V, ST7669V V0 value should be higher than $1.8 \times \text{Bias} / 2 \text{ (V)}$ and lower than 18V. V0 value outside the available range is undefined. Users has to ensure while selecting the temperature compensation that under all conditions and including all tolerances that the V0 voltage remains in the range.

| | V0 setting | |
|------|------------|------|
| | Min | Max |
| 1/5 | 4.5 | 18.0 |
| 1/6 | 5.4 | 18.0 |
| 1/7 | 6.3 | 18.0 |
| 1/8 | 7.2 | 18.0 |
| 1/9 | 8.1 | 18.0 |
| 1/10 | 9.0 | 18.0 |
| 1/11 | 9.9 | 18.0 |
| 1/12 | 10.8 | 18.0 |
| 1/13 | 11.7 | 18.0 |
| 1/14 | 12.6 | 18.0 |



SET V0 with temperature compensation (Temperature ≠ 24°C)

There are 16-line slope in each temperature steps and customer can select one line slope of temperature compensation coefficient for each temperature step. Each temperature step is 8°C. Please see Figure 7.3-5 as below.

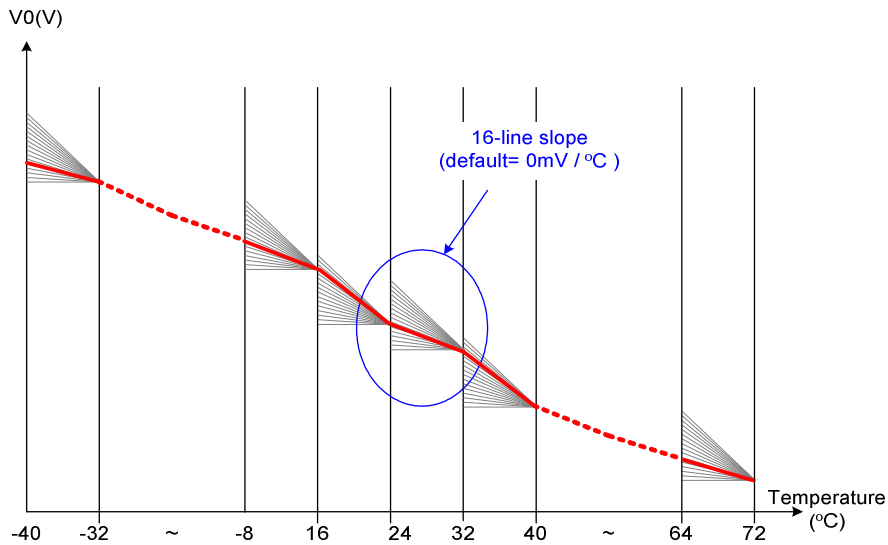
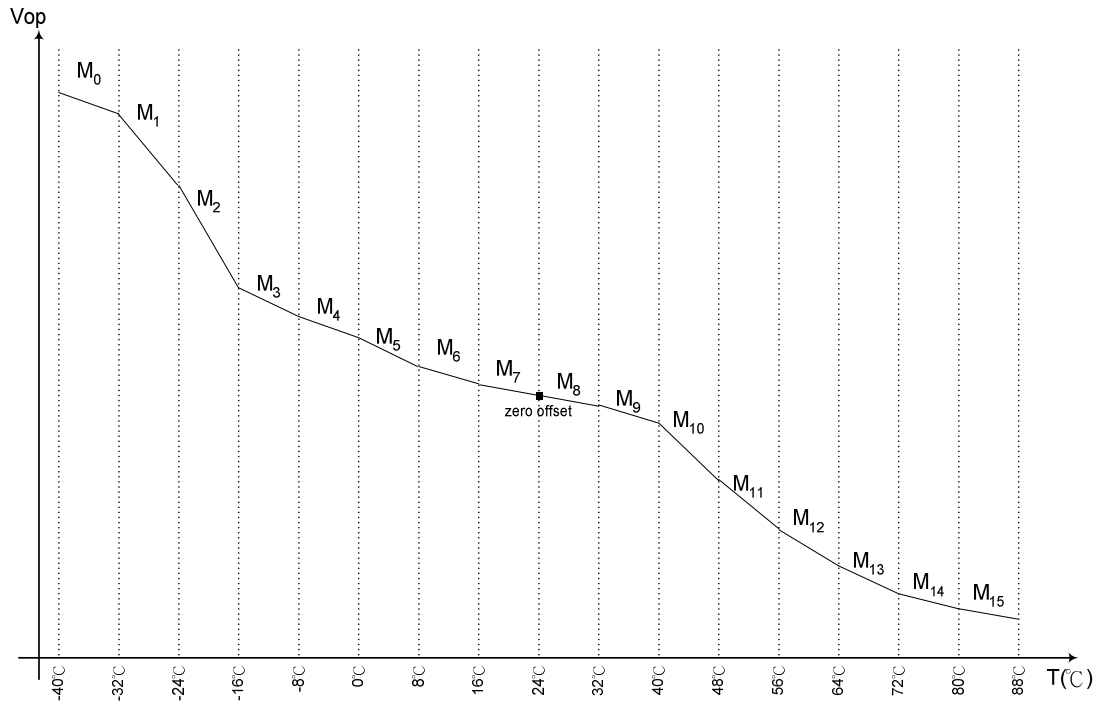


Figure 7.3-5

In command TEMPSET each MTx, where x=0, 1, 2,..., E, F, has a value between 0 and 15. MTx = 0 results in 0V increment on V0, MTx = 1 results in Mx=5mV increment, ..., MTx = 15 results in Mx=15x5mV=75mV increment. Note that each MTx individually corresponds to a temperature interval; The relations between Mx and V0 quantity due to temperature V0(T) are described in the equations shown as follows:

| Temperature range | Equation V0(V) at temperature=T°C |
|--|---|
| $-40^{\circ}\text{C} \leq T < -32^{\circ}\text{C}$ | $V_0(T) = V_0(T_{24}) + (-32-T) \cdot M_0 + (M_1 + M_2 + M_3 + M_4 + M_5 + M_6 + M_7) \cdot 8$ |
| $-32^{\circ}\text{C} \leq T < -24^{\circ}\text{C}$ | $V_0(T) = V_0(T_{24}) + (-24-T) \cdot M_1 + (M_2 + M_3 + M_4 + M_5 + M_6 + M_7) \cdot 8$ |
| $-24^{\circ}\text{C} \leq T < -16^{\circ}\text{C}$ | $V_0(T) = V_0(T_{24}) + (-16-T) \cdot M_2 + (M_3 + M_4 + M_5 + M_6 + M_7) \cdot 8$ |
| $-16^{\circ}\text{C} \leq T < -8^{\circ}\text{C}$ | $V_0(T) = V_0(T_{24}) + (-8-T) \cdot M_3 + (M_4 + M_5 + M_6 + M_7) \cdot 8$ |
| $-8^{\circ}\text{C} \leq T < 0^{\circ}\text{C}$ | $V_0(T) = V_0(T_{24}) + (0-T) \cdot M_4 + (M_5 + M_6 + M_7) \cdot 8$ |
| $0^{\circ}\text{C} \leq T < 8^{\circ}\text{C}$ | $V_0(T) = V_0(T_{24}) + (8-T) \cdot M_5 + (M_6 + M_7) \cdot 8$ |
| $8^{\circ}\text{C} \leq T < 16^{\circ}\text{C}$ | $V_0(T) = V_0(T_{24}) + (16-T) \cdot M_6 + M_7 \cdot 8$ |
| $16^{\circ}\text{C} \leq T < 24^{\circ}\text{C}$ | $V_0(T) = V_0(T_{24}) + (24-T) \cdot M_7$ |
| $24^{\circ}\text{C} \leq T < 32^{\circ}\text{C}$ | $V_0(T) = V_0(T_{24}) - (T-24) \cdot M_8$ |
| $32^{\circ}\text{C} \leq T < 40^{\circ}\text{C}$ | $V_0(T) = V_0(T_{24}) - (T-32) \cdot M_9 - M_8 \cdot 8$ |
| $40^{\circ}\text{C} \leq T < 48^{\circ}\text{C}$ | $V_0(T) = V_0(T_{24}) - (T-40) \cdot M_{10} - (M_9 + M_8) \cdot 8$ |
| $48^{\circ}\text{C} \leq T < 56^{\circ}\text{C}$ | $V_0(T) = V_0(T_{24}) - (T-48) \cdot M_{11} - (M_{10} + M_9 + M_8) \cdot 8$ |
| $56^{\circ}\text{C} \leq T < 64^{\circ}\text{C}$ | $V_0(T) = V_0(T_{24}) - (T-56) \cdot M_{12} - (M_{11} + M_{10} + M_9 + M_8) \cdot 8$ |
| $64^{\circ}\text{C} \leq T < 72^{\circ}\text{C}$ | $V_0(T) = V_0(T_{24}) - (T-64) \cdot M_{13} - (M_{12} + M_{11} + M_{10} + M_9 + M_8) \cdot 8$ |
| $72^{\circ}\text{C} \leq T < 80^{\circ}\text{C}$ | $V_0(T) = V_0(T_{24}) - (T-72) \cdot M_{14} - (M_{13} + M_{12} + M_{11} + M_{10} + M_9 + M_8) \cdot 8$ |
| $80^{\circ}\text{C} \leq T < 88^{\circ}\text{C}$ | $V_0(T) = V_0(T_{24}) - (T-80) \cdot M_{15} - (M_{14} + M_{13} + M_{12} + M_{11} + M_{10} + M_9 + M_8) \cdot 8$ |

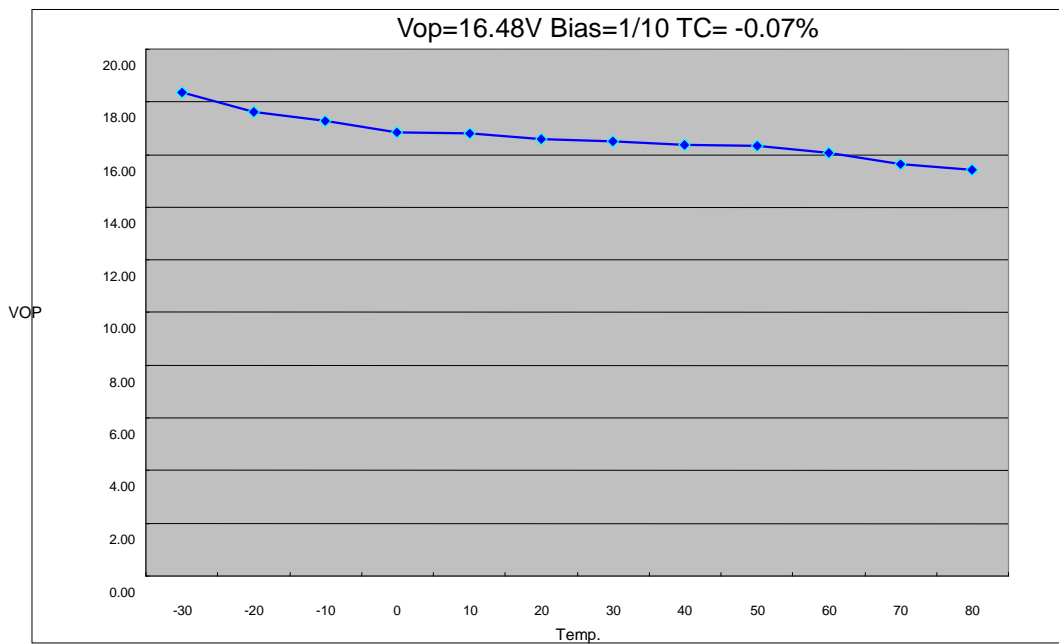


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◆ The Example of TC Function

(1) Setting example for default TC curve

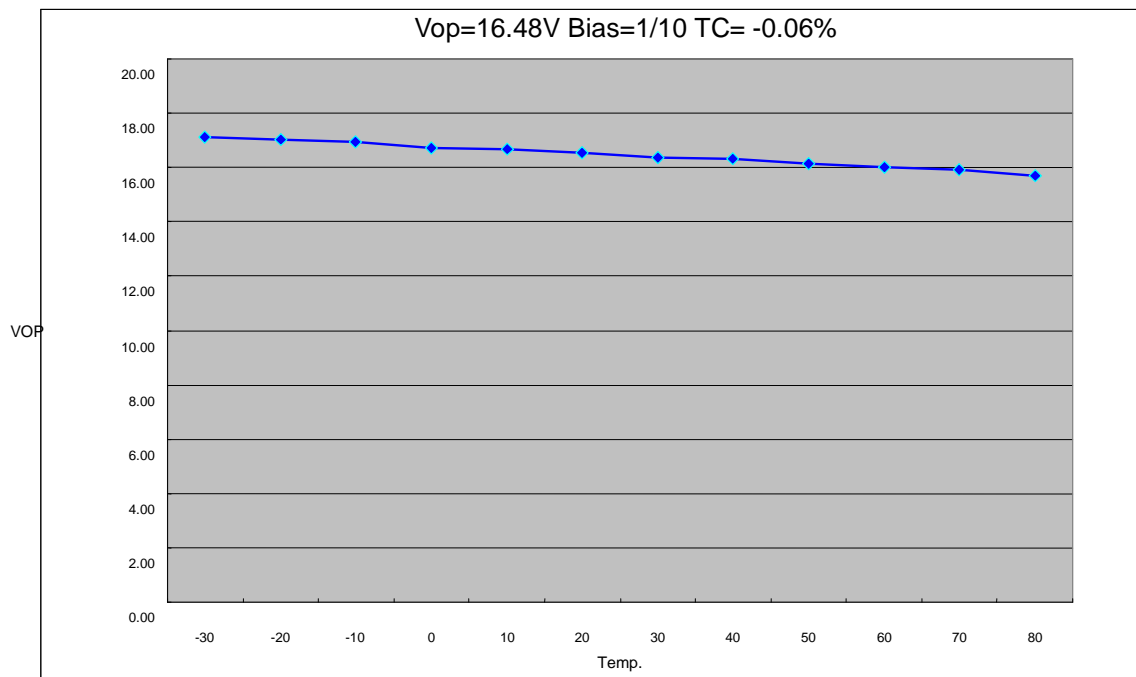
| COMMAND | |
|------------------------|------------------------|
| 0xF4 | |
| DATA | |
| 1 st : 0xCC | 2 nd : 0x09 |
| 3 rd : 0x01 | 4 th : 0x01 |
| 5 th : 0x23 | 6 th : 0x41 |
| 7 th : 0x61 | 8 th : 0xF3 |



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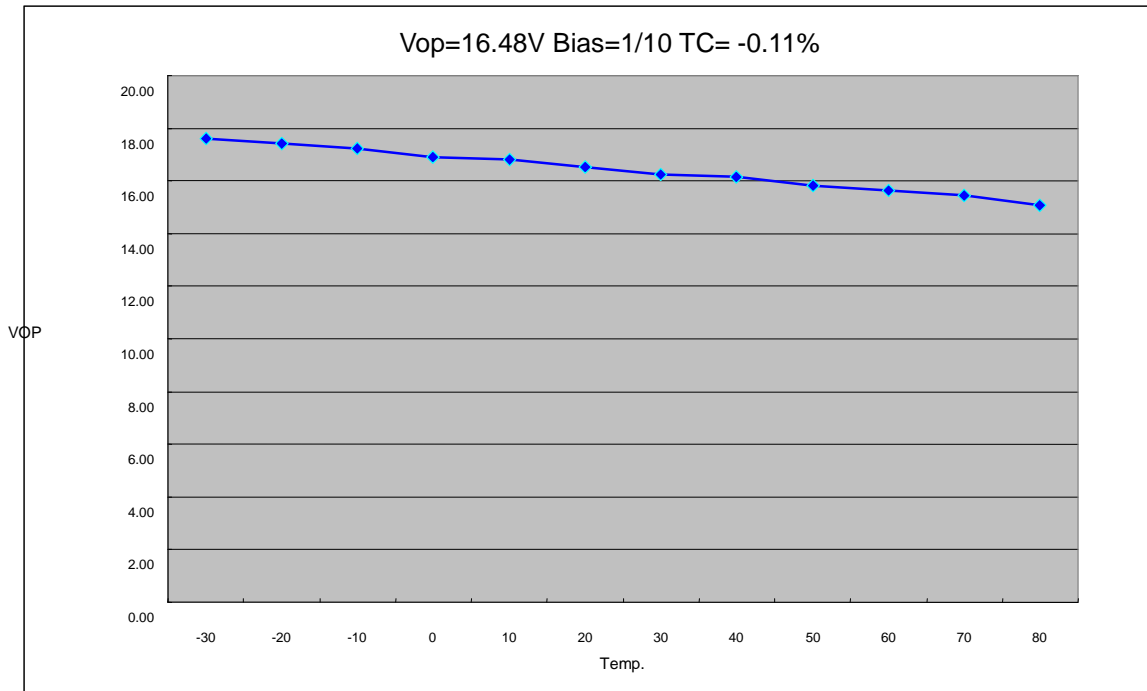
(2) Setting example for -0.06%/°C TC curve

| COMMAND | |
|------------------------|------------------------|
| 0xF4 | |
| DATA | |
| 1 st : 0x05 | 2 nd : 0x05 |
| 3 rd : 0x05 | 4 th : 0x05 |
| 5 th : 0x05 | 6 th : 0x05 |
| 7 th : 0x05 | 8 th : 0x05 |



(3) Setting example for -0.11%/°C TC curve

| COMMAND | |
|------------------------|------------------------|
| 0xF4 | |
| DATA | |
| 1 st : 0x09 | 2 nd : 0x09 |
| 3 rd : 0x09 | 4 th : 0x09 |
| 5 th : 0x09 | 6 th : 0x09 |
| 7 th : 0x09 | 8 th : 0x09 |



◆ V0 fine tuning

ST7669V has 2 commands for fine tuning V0. These commands are VopOffsetInc (see section 9.1.50) and VopOffsetDec (see section 9.1.51). When writing VopOffsetInc into IC for each time, V0 would increase 40mV; when writing VopOffsetDec into IC for each time, V0 would decrease 40mV.

Example:

Vop[8:0]=1 01000010 (142h)

VopOffset[6:0]=0000010 (02h)

EV[6:0]=0111111 (3Fh)

VopOffsetInc x5

$V0 = 3.6 + \{ 322 + 2 + (63-63) \} \times 0.04 + 0.04 \times 5 = 16.76 \text{ (V)}$

7.8.2 VOLTAGE FOLLOWER CIRCUITS

There is a built-in voltage follower circuits in ST7669V for generating V_g and V_m . These voltages are decided by bias ratio selection circuitry which is set by users with software to control 1/5 to 1/14 bias ratios to match the optimum display performance of LCD panel. Bias driving rule is listed below:

| LCD bias | V_g | V_m |
|----------|--------------------|--------------------|
| 1/N bias | $(2/N) \times V_0$ | $(1/N) \times V_0$ |

N=5 to 14

7.8.3 OTP SETTING FLOW

ST7669V provides the Write and Read function to write the electronic control value and built-in resistance ratio into OTP (One-time programming register), and then read them from it. Using the Write and Read functions, you can store these values appropriate to each LCD panel. This function is very convenient for user in setting from some different panel's voltage. But using this function must attention the setting procedure. Please see the following diagram.

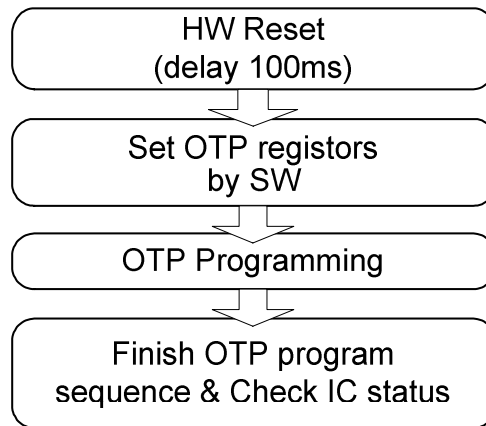


Figure 7.3-6 OTP programming flow

Note1: This setting flow is used for LCM assembler.

Note2: OTP shouldn't be written without preceding loading correctly from OTP in order to avoid some errors during IC operation.

Note3: When writing value to OTP, the voltage of V_{PP} must be 7.5V~7.75V; the current of I_{VPP} must be more than 4 mA.

Note4: If the OTP is exposed to a high temperature for hours, data in the memory cell may probably be lost before the data retention guarantee period. To retain data in the memory cell, keep the memory cell below 90°C. The data retention guarantee period is specified including the retention period.

7.9 FREQUENCY TEMPERATURE GRADIENT COMPENSATION COEFFICIENT

7.9.1 REGISTER LOADING DETECTION

ST7669V will auto-switch frame rate on different temperature such as Figure 7.3-7. TA, TB and TC are frame rate switching temperatures which can be defined by customer with command TMRNG. FA, FB, FC and FD are switched frame rate which also can be defined by customer with command FRMSEL. The frame rate range is from 18.75Hz to 170Hz.

When the temperature is in increasing state, frame rate changes to the higher step at TA/TB/TC+TH(°C). When the temperature is in decreasing state, frame rate changes to the lower step at TA/TB/TC. For example: TC=10°C and TH=5°C, FC switches to FD at 15°C but FD switches to FC at 10°C. Please take Figure 7.3-7 for reference.

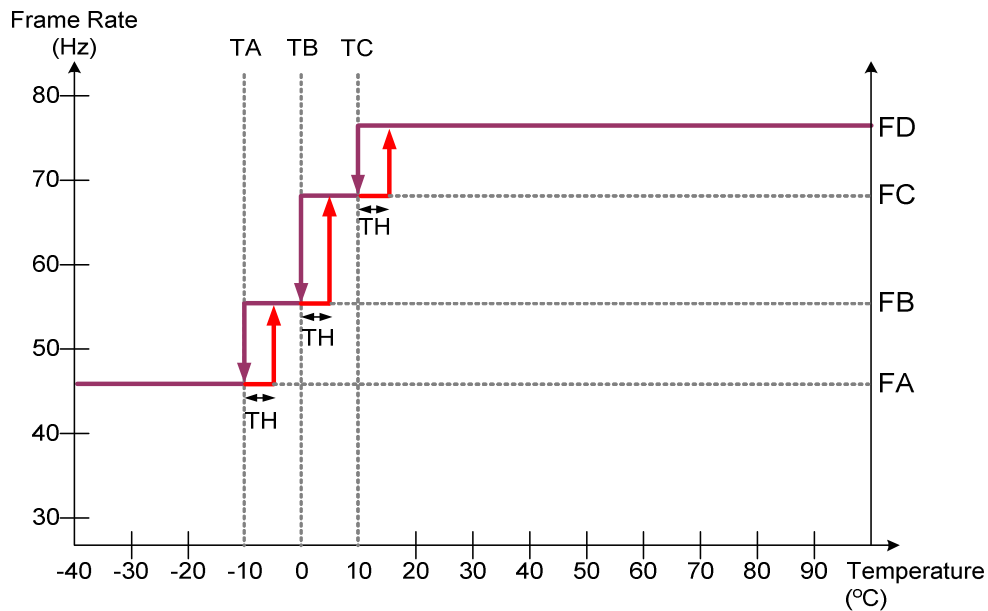


Figure 7.3-7

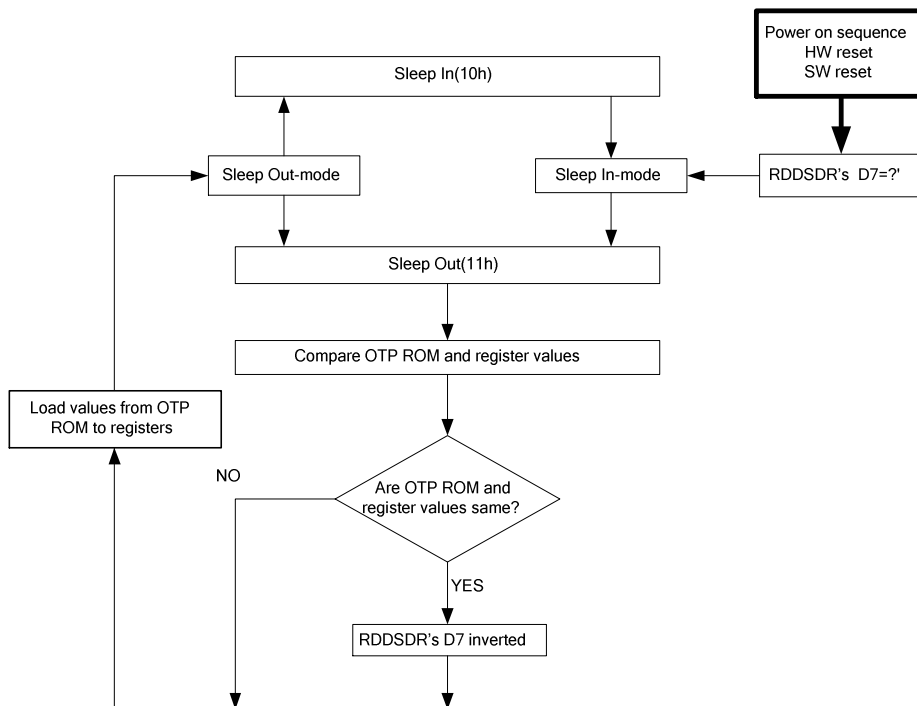
7.10 Sleep Out –Command and Self-Diagnostic Functions of the Display Module

7.10.1 Register loading Detection

Sleep Out-command is a trigger for an internal function of the display module, which indicates, if the display module loading function of factory default values from OTP ROM (or similar device) to registers of the display controller is working properly.

There are compared factory values of the OTP ROM and register values of the display controller by the display controller (1st step: compares register and OTP ROM values, 2nd step: loads OTP ROM values to registers). If those both values (OTP ROM and register values) are same, there is inverted (= increased by 1) a bit, which is defined in command RDDSDR (The used bit of this command is D7). If those both values are not same, this bit (D7) is not inverted (= not increased by 1).

The flow chart for this internal function is following:

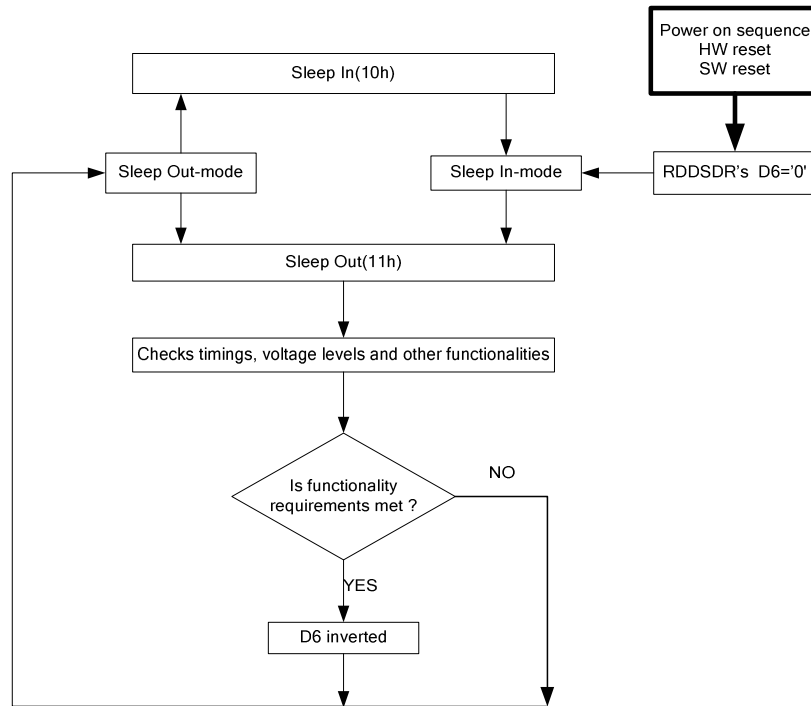


7.10.2 Functionality Detection

Sleep Out-command is a trigger for an internal function of the display module.

The internal function (= the display controller) is comparing if the display module is still meeting functionality requirements (e.g. booster voltage levels, timings, etc.). If functionality requirement is met, there is inverted (= increased by 1) a bit, which defined in command Read Display Self-Diagnostic Result (0Fh)" (= RDDSDR) (The used bit of this command is D6). If functionality requirement is not same, this bit (D6) is not inverted (= not increased by 1).

The flow chart for this internal function is following:



Note: There is needed 120msec after Sleep Out -command, when there is changing from Sleep In -mode to

Sleep Out -mode, before there is possible to check if functionality requirements are met and a value of RDDSDR's D6 is valid. Otherwise, there is 5msec delay for D6's value, when Sleep Out -command is sent in Sleep Out -mode.

7.10.3 Chip Attachment Detection (Reserved)

Sleep Out-command is a trigger for an internal function of the display module, which indicates, if bump side of IC is attached to LCM glass ITO or not.

There is inverted (= increased by 1) a bit, which is defined in command "Read Display Self-Diagnostic Result" (RDDSDR). The used bit of this command is D5. If IC is not attached to the circuit route of the flex or display glass, this bit (D5) is not inverted (= not increased by 1).

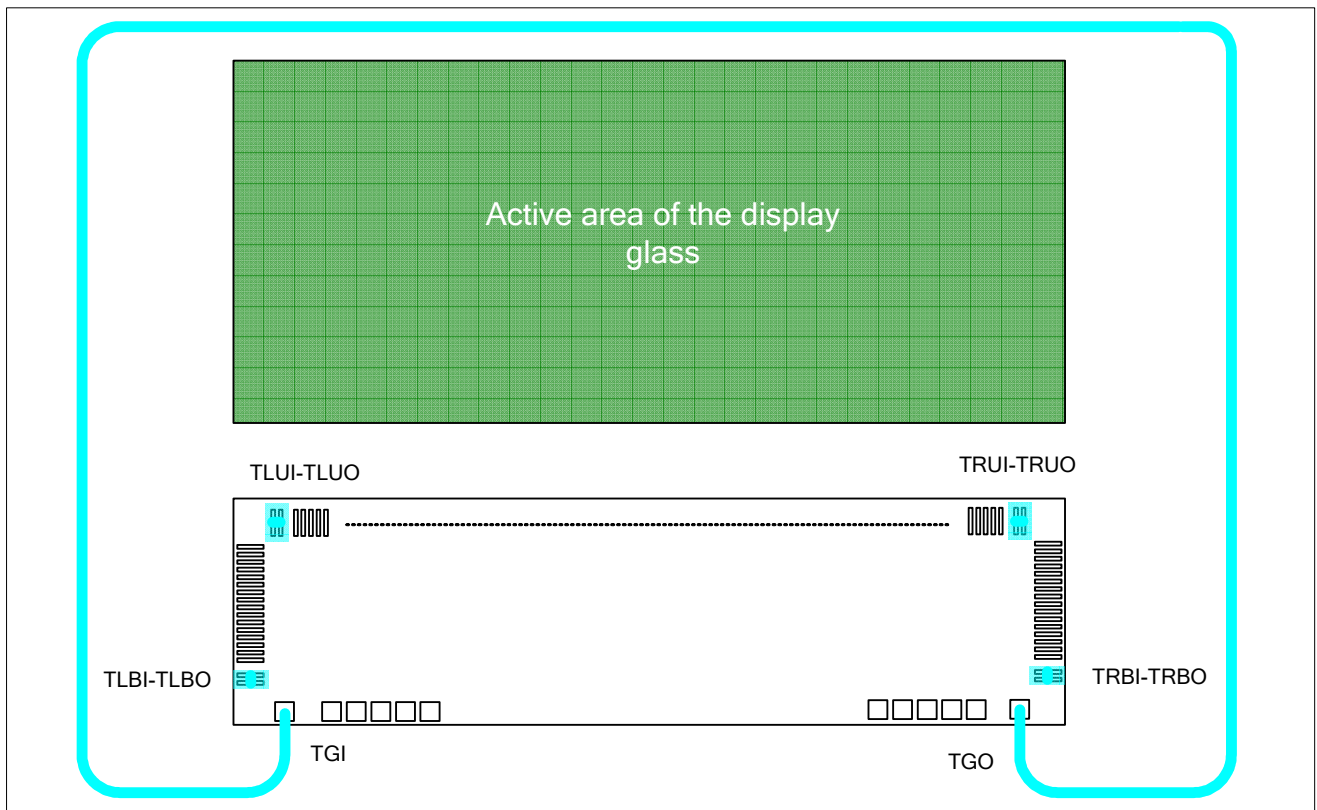
There are connected together 2 bumps via route of ITO on 4 corners of IC. TLBI connects to TLBO; TLUI connects to TLUO; TRUI connects to TRUO; TRBI connects to TRBO.

7.10.4 LCM Glass Detection (Reserved)

Sleep Out-command is a trigger for an internal function of the display module, which indicates, if the display glass of the display module is broken or not.

There is inverted (= increased by 1) a bit, which is defined in command "Read Display Self-Diagnostic Result (0Fh)" (= RDDSDR). The used bit of this command is D4. If this display glass is broken, this bit (D4) is not inverted (= not increased by 1).

The following figure is a reference of how this glass break detection can be implemented. For example, there is connected together 2 bumps (TGI and TGO) via route of ITO. This route of ITO is the nearest route of the edge of the display glass.



8 RESET CIRCUIT

The registers that are initialized are listed below.

| Item | After Power On | After Hardware Reset | After Software Reset |
|--|--------------------|----------------------|--|
| Frame memory (RAM data) | Random | No Change | No Change |
| RDDID | TBD | TBD | TBD |
| RDDPM | 08h | 08h | 08h |
| RDDMADCTR | 00h | 00h | No Change |
| RDDCOLMOD | 06h (18-Bit/Pixel) | 06h (18-Bit/Pixel) | No Change |
| RDDIM | 00h | 00h | 00h |
| RDDSM | 00h | 00h | 00h |
| RDDSDR | 00h | 00h | 00h |
| Sleep In/Out | In | In | In |
| Display mode (normal/partial) | Normal | Normal | Normal |
| Display Inversion On/Off | Off | Off | Off |
| All Pixel Off mode | Disable | Disable | Disable |
| All Pixel On mode | Disable | Disable | Disable |
| Contrast (EV) | 3Fh | 3Fh | 3Fh |
| Display On/Off | Display Off | Display Off | Display Off |
| Column: Start Address (XS) | 00h | 00h | 00h |
| Column: End Address (XE) | 83h | 83h | 83h (when MV=0) A1h (when MV=1) |
| Row: Start Address (YS) | 00h | 00h | 00h |
| Row: End Address (YE) | A1h | A1h | A1h (when MV=0) 83h (when MV=1) |
| Color set | Random | Random | Contents of the look-up table protected |
| Partial: Start Address (PS) | 00h | 00h | 00h |
| Partial: End Address (PE) | A1h | A1h | A1h |
| Scroll: Top Fixed Area (TFA) | 00h | 00h | 00h |
| Scroll: Scroll Area (VSA) | A2h | A2h | A2h |
| Scroll: Bottom Fixed Area (BFA) | 00h | 00h | 00h |
| TE On/Off | Off | Off | Off |
| TE Mode | 0 (Mode1) | 0 (Mode1) | 0 (Mode1) |
| Memory Data Access Control MY/MX/MV/ML/RGB) | 00h | 00h | No Change |
| Scroll Start Address (SSA) | 00h | 00h | 00h |
| Idle Mode On/Off | Off | Off | Off |
| Interface Color Pixel Format (P) | 06h (18Bit/Pixel) | 06h (18Bit/Pixel) | No change |
| ID1 | TBD | TBD | TBD |
| ID2 | TBD | TBD | TBD |
| ID3 | TBD | TBD | TBD |
| Drive Duty | A1h | A1h | A1h |
| First Common | 00h | 00h | 00h |
| FOSC Divider | No division | No division | No division |
| Common scan direction | 0→161 | 0→161 | 0→161 |
| Vop | 142h | 142h | 142h |

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| Item | After Power On | After Hardware Reset | After Software Reset |
|--|-----------------------|-----------------------|-----------------------|
| Vop Offset increase/decrease | Disable | Disable | Disable |
| Bias | 1/10 Bias | 1/10 Bias | 1/10 Bias |
| Booster setting | 8x | 8x | 8x |
| Booster Efficiency | 01b | 01b | 01b |
| Vg source | From VDD2x2 | From VDD2x2 | From VDD2x2 |
| EPCTIN | 0 | 0 | 0 |
| OTP selection | Disable | Disable | Disable |
| Frame Frequency in Normal Color (FA/FB/FC/FD) | 46Hz/61.5Hz/72Hz/77Hz | 46Hz/61.5Hz/72Hz/77Hz | 46Hz/61.5Hz/72Hz/77Hz |
| Frame Frequency in 8-Color (Idle) (F8A/F8B/F8C/F8D) | 46Hz/61.5Hz/72Hz/77Hz | 46Hz/61.5Hz/72Hz/77Hz | 46Hz/61.5Hz/72Hz/77Hz |
| Temperature Range (TA/TB/TC) | -10°C/0°C/10°C | -10°C/0°C/10°C | -10°C/0°C/10°C |
| Temperature Hysteresis for FR | 5°C | 5°C | 5°C |
| TEMPSEL | Refer to 9.1.73 | Refer to 9.1.73 | Refer to 9.1.73 |

Note.

Some of above default values can be modified by customer after OTP writing.

Please refer to OTP related register list related register list for the content of OTP.

9 COMMANDS

9.1 INSTRUCTION TABLE

| Command Table-1 , /EXT= H or L | | | | | | | | | | | | | | |
|--------------------------------|-----------|----|-----|-----|------|------|------|------|------|------|------|------|--|--------|
| Hex | Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Function | Ref |
| (00h) | NOP | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | No Operation | 9.1.1 |
| (01h) | SWRESET | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | Software reset | 9.1.2 |
| (04h) | RDDID | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | Read Display ID | 9.1.3 |
| - | | 1 | 0 | 1 | - | - | - | - | - | - | - | - | Dummy read | |
| - | | 1 | 0 | 1 | ID17 | ID16 | ID15 | ID14 | ID13 | ID12 | ID11 | ID10 | ID1 read (D23-D16) | |
| - | | 1 | 0 | 1 | 1 | ID26 | ID25 | ID24 | ID23 | ID22 | ID21 | ID20 | ID2 read (D15-D8) | |
| - | | 1 | 0 | 1 | ID37 | ID36 | ID35 | ID34 | ID33 | ID32 | ID31 | ID30 | ID3 read (D7-D0) | |
| (09h) | RDDST | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | Read Display Status | 9.1.4 |
| - | | 1 | 0 | 1 | - | - | - | - | - | - | - | - | Dummy read | |
| - | | 1 | 0 | 1 | ST31 | ST30 | ST29 | ST28 | ST27 | ST26 | ST25 | ST24 | (D31-D24) | |
| - | | 1 | 0 | 1 | ST23 | ST22 | ST21 | ST20 | ST19 | ST18 | ST17 | ST16 | (D23-D16) | |
| - | | 1 | 0 | 1 | ST15 | ST14 | ST13 | ST12 | ST11 | ST10 | ST9 | ST8 | (D15-D8) | |
| - | | 1 | 0 | 1 | ST7 | ST6 | ST5 | ST4 | ST3 | ST2 | ST1 | ST0 | (D7-D0) | |
| (0Ah) | RDDPM | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | Read Display Power Mode | 9.1.5 |
| - | | 1 | 0 | 1 | - | - | - | - | - | - | - | - | Dummy read | |
| - | | 1 | 0 | 1 | D7 | D6 | D5 | D4 | D3 | D2 | 0 | 0 | - | |
| (0Bh) | RDDMADCTR | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | Read Display MADCTR | 9.1.6 |
| - | | 1 | 0 | 1 | - | - | - | - | - | - | - | - | Dummy read | |
| - | | 1 | 0 | 1 | D7 | D6 | D5 | D4 | D3 | 0 | 0 | 0 | - | |
| (0Ch) | RDDCOLMOD | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | Read Display Pixel Format | 9.1.7 |
| - | | 1 | 0 | 1 | - | - | - | - | - | - | - | - | Dummy read | |
| - | | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | D2 | D1 | D0 | - | |
| (0Dh) | RDDIM | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | Read Display Image Mode | 9.1.8 |
| - | | 1 | 0 | 1 | - | - | - | - | - | - | - | - | Dummy read | |
| - | | 1 | 0 | 1 | D7 | 0 | D5 | D4 | D3 | 0 | 0 | 0 | - | |
| (0Eh) | RDDSM | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | Read Display signal Mode | 9.1.9 |
| - | | 1 | 0 | 1 | - | - | - | - | - | - | - | - | Dummy read | |
| - | | 1 | 0 | 1 | D7 | D6 | 0 | 0 | 0 | 0 | 0 | 0 | - | |
| (0Fh) | RDDSDR | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | Read Display Self-diagnostic result | 9.1.10 |
| - | | 1 | 0 | 1 | - | - | - | - | - | - | - | - | Dummy read | |
| - | | 1 | 0 | 1 | D7 | D6 | 0 | 0 | 0 | 0 | 0 | 0 | - | |

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| Hex | Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Function | Ref |
|-------|---------|----|-----|-----|------|------|------|------|------|------|-----|-----|---------------------------------------|--------|
| (10h) | SLPIN | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | Sleep in & booster off | 9.1.11 |
| (11h) | SLPOUT | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | Sleep out & booster on | 9.1.12 |
| (12h) | PTLON | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | Partial mode on | 9.1.13 |
| (13h) | NORON | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 1 | Partial off (Normal) | 9.1.14 |
| (20h) | INVOFF | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | Display inversion off (normal) | 9.1.15 |
| (21h) | INVON | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | Display inversion on | 9.1.16 |
| (22h) | APOFF | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | All pixel off (Only for test purpose) | 9.1.17 |
| (23h) | APON | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 1 | All pixel on (Only for test purpose) | 9.1.18 |
| (25h) | WRCNTR | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 1 | Write contrast | 9.1.19 |
| - | | 1 | 1 | 0 | 0 | EV6 | EV5 | EV4 | EV3 | EV2 | EV1 | EV0 | EV = 0 to 127 | |
| (28h) | DISPOFF | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | Display off | 9.1.20 |
| (29h) | DISPON | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | Display on | 9.1.21 |
| (2Ah) | CASET | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | Column address set | 9.1.22 |
| | | 1 | 1 | 0 | XS15 | XS14 | XS13 | XS12 | XS11 | XS10 | XS9 | XS8 | X_ADR start: $0 \leq XS \leq 83h$ | |
| | | 1 | 1 | 0 | XS7 | XS6 | XS5 | XS4 | XS3 | XS2 | XS1 | XS0 | | |
| | | 1 | 1 | 0 | XE15 | XE14 | XE13 | XE12 | XE11 | XE10 | XE9 | XE8 | X_ADR end: $XS \leq XE \leq 83h$ | |
| | | 1 | 1 | 0 | XE7 | XE6 | XE5 | XE4 | XE3 | XE2 | XE1 | XE0 | | |
| (2Bh) | RASET | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 1 | 1 | Row address set | 9.1.23 |
| | | 1 | 1 | 0 | YS15 | YS14 | YS13 | YS12 | YS11 | YS10 | YS9 | YS8 | Y_ADR start: $0 \leq YS \leq A1h$ | |
| | | 1 | 1 | 0 | YS7 | YS6 | YS5 | YS4 | YS3 | YS2 | YS1 | YS0 | | |
| | | 1 | 1 | 0 | YE15 | YE14 | YE13 | YE12 | YE11 | YE10 | YE9 | YE8 | Y_ADR end: $YS \leq YE \leq A1h$ | |
| | | 1 | 1 | 0 | YE7 | YE6 | YE5 | YE4 | YE3 | YE2 | YE1 | YE0 | | |
| (2Ch) | RAMWR | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | Memory write | 9.1.24 |
| | | 1 | 1 | 0 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Write data | |
| (2Eh) | RAMRD | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | Memory Read | 9.1.25 |
| | | 1 | 1 | 0 | - | - | - | - | - | - | - | - | | |
| | | 1 | 1 | 0 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | | |
| (30h) | PTLAR | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | Partial start/end address set | 9.1.26 |
| - | | 1 | 1 | 0 | PS15 | PS14 | PS13 | PS12 | PS11 | PS10 | PS9 | PS8 | Start address (0~161) | |
| | | 1 | 1 | 0 | PS7 | PS6 | PS5 | PS4 | PS3 | PS2 | PS1 | PS0 | | |
| | | 1 | 1 | 0 | PE15 | PE14 | PE13 | PE12 | PE11 | PE10 | PE9 | PE8 | End address (0~161) | |
| - | | 1 | 1 | 0 | PE7 | PE6 | PE5 | PE4 | PE3 | PE2 | PE1 | PE0 | | |

| Hex | Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Function | Ref |
|-------|---------|----|-----|-----|------|------|------|------|------|------|------|------|------------------------------|--------|
| (33h) | SCRLAR | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | Scroll Area | 9.1.27 |
| - | | 1 | 1 | 0 | TFA7 | TFA6 | TFA5 | TFA4 | TFA3 | TFA2 | TFA1 | TFA0 | TFA=0~162 | |
| - | | 1 | 1 | 0 | VSA7 | VSA6 | VSA5 | VSA4 | VSA3 | VSA2 | VSA1 | VSA0 | VSA=0~162 | |
| - | | 1 | 1 | 0 | BFA7 | BFA6 | BFA5 | BFA4 | BFA3 | BFA2 | BFA1 | BFA0 | BFA=0~162 | |
| (34h) | TEOFF | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 0 | 0 | Tearing effect line off | 9.1.28 |
| (35h) | TEON | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 0 | 1 | Tearing effect mode set & on | 9.1.29 |
| - | | 1 | 1 | 0 | - | - | - | - | - | - | - | M | "0": mode1, "1": mode2 | |
| (36h) | MADCTR | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | Memory data access control | 9.1.30 |
| - | | 1 | 1 | 0 | MY | MX | MV | ML | RGB | - | - | - | - | |
| (37h) | VSCSAD | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 1 | 1 | Scroll start address of RAM | 9.1.31 |
| | | 1 | 1 | 0 | SSA7 | SSA6 | SSA5 | SSA4 | SSA3 | SSA2 | SSA1 | SSA0 | SSA = 0~161 | |
| (38h) | IDMOFF | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | Idle mode off | 9.1.32 |
| (39h) | IDMON | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 0 | 1 | Idle mode on | 9.1.33 |
| (3Ah) | COLMOD | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 1 | 0 | Interface pixel format | 9.1.34 |
| - | | 1 | 1 | 0 | - | - | - | - | - | P2 | P1 | P0 | Interface format | |
| (DAh) | RDID1 | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | 1 | 0 | Read ID1 | 9.1.35 |
| - | | 1 | 0 | 1 | - | - | - | - | - | - | - | - | Dummy read | |
| - | | 1 | 0 | 1 | ID17 | ID16 | ID15 | ID14 | ID13 | ID12 | ID11 | ID10 | (D7-D0) | |
| (DBh) | RDID2 | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | 1 | 0 | Read ID2 | 9.1.36 |
| - | | 1 | 0 | 1 | - | - | - | - | - | - | - | - | Dummy read | |
| - | | 1 | 0 | 1 | ID27 | ID26 | ID25 | ID24 | ID23 | ID22 | ID21 | ID20 | (D7-D0) | |
| (DCh) | RDID3 | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | 1 | 0 | Read ID3 | 9.1.37 |
| - | | 1 | 0 | 1 | - | - | - | - | - | - | - | - | Dummy read | |
| - | | 1 | 0 | 1 | ID37 | ID36 | ID35 | ID34 | ID33 | ID32 | ID31 | ID30 | (D7-D0) | |

Note 1: When /EXT connects to H or floating, commands which are not defined in "Command Table-1" are treated as NOP (00H) command.

Note 2: Commands 10H, 12H, 13H, 20H, 21H, 25H, 28H, 29H, 30H, 36H (Bit ML only), 38H and 39H are updated during V-sync when Module is in Sleep Out Mode to avoid abnormal visual effects.

During Sleep In mode, these commands are updated immediately.

Read status (09H), Read Display Power Mode (0AH), Read Display MADCTR (0BH), Read Display Pixel Format (0CH), Read Display Image Mode (0DH), Read Display Signal Mode (0EH) and Read Display Self Diagnostic Result (0FH) of these commands is updated immediately both in Sleep In mode and Sleep Out mode.

| Command Table-2 , /EXT= L | | | | | | | | | | | | | | |
|----------------------------------|-----------------|----|-----|-----|----------|------|------|------|--------|-------|-------|-------|---|--------|
| Hex | Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Function | Ref |
| (B0h) | DutySet | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | Display Duty setting | 9.1.38 |
| | | 1 | 1 | 0 | Du7 | Du6 | Du5 | Du4 | Du3 | Du2 | Du1 | Du0 | | |
| (B1h) | FirstCom | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 1 | First Com. Page address | 9.1.39 |
| | | 1 | 1 | 0 | F7 | F6 | F5 | F4 | F3 | F2 | F1 | F0 | | |
| (B3h) | OscDiv | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | FOSC divider | 9.1.40 |
| | | 1 | 1 | 0 | - | - | - | - | - | - | CLD1 | CLD0 | | |
| (B4h) | PTLMOD | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 0 | 0 | Saving Power Mode Selection | 9.1.41 |
| | | 1 | 1 | 0 | PTL M | 0 | 0 | 1 | 1 | 0 | 0 | 0 | | |
| (B5h) | NLInvSet | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 0 | 1 | N-line control | 9.1.42 |
| | | 1 | 1 | 0 | M | N6 | N5 | N4 | N3 | N2 | N1 | N0 | | |
| (B7h) | ComScanDir | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | 1 | Com/Seg Scan Direction for Glass layout | 9.1.43 |
| | | 1 | 1 | 0 | 0 | SMX | 0 | 0 | SBGR | 0 | 0 | 1 | | |
| (B8h) | RmwIn | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | read modify write control IN | 9.1.44 |
| (B9h) | RmwOut | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 1 | read modify write control Out | 9.1.45 |
| (BBh) | RDSset | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 1 | 1 | Read Data Setting | 9.1.46 |
| | | 1 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 1 | 0 | | |
| (BCh) | IdleImageSaving | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | Idle Image Saving Mode | 9.1.47 |
| | | 1 | 1 | 0 | 0 | 0 | 0 | 0 | IdleIm | Sunit | 0 | 0 | | |
| (BDh) | DispCompStep | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | Display Compensation Step | 9.1.48 |
| | | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | Step2 | Step1 | Step0 | | |
| (C0h) | VopSet | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | Vop setting | 9.1.49 |
| | | 1 | 1 | 0 | Vop7 | Vop6 | Vop5 | Vop4 | Vop3 | Vop2 | Vop1 | Vop0 | | |
| | | 1 | 1 | 0 | - | - | - | - | - | - | - | Vop8 | | |
| (C1h) | VopOfsetInc | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | +40mv/setp | 9.1.50 |
| (C2h) | VopOfsetDec | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | -40mv/setp | 9.1.51 |
| (C3h) | BiasSel | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 1 | 1 | Bias selection | 9.1.52 |
| | | 1 | 1 | 0 | - | - | - | - | - | Bias2 | Bias1 | Bias0 | | |
| (C4h) | BstBmpXSel | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | Booster setting | 9.1.53 |
| | | 1 | 1 | 0 | - | - | - | - | - | BST2 | BST 1 | BST0 | | |

| Hex | Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Function | Ref |
|-------|-------------|----|-----|-----|-------|-------|---------|-------|-------|-------|-------|-------|------------------------------------|--------|
| (C5h) | BstEffSel | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | Booster efficiency selection | 9.1.54 |
| | | 1 | 1 | 0 | - | - | 1 | 0 | - | - | BTF1 | BTF0 | | |
| (C7h) | VopOffset | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 1 | 1 | 1 | Vop offset fuse bit adjust | 9.1.55 |
| | | 1 | 1 | 0 | 0 | VOS6 | VOS5 | VOS4 | VOS3 | VOS2 | VOS1 | VOS0 | | |
| (CBh) | VgSorcSel | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | 1 | 1 | Vg with Booster x2 control | 9.1.56 |
| | | 1 | 1 | 0 | - | - | - | - | - | - | - | 2BT0 | | |
| (CCh) | ID1Set | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 0 | 0 | ID1 setting | 9.1.57 |
| | | 1 | 1 | 0 | ID1_7 | ID1_6 | ID1_5 | ID1_4 | ID1_3 | ID1_2 | ID1_1 | ID1_0 | | |
| (CDh) | ID2Set | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 0 | 1 | ID2 setting | 9.1.58 |
| | | 1 | 1 | 0 | 1 | ID2_6 | ID2_5 | ID2_4 | ID2_3 | ID2_2 | ID2_1 | ID2_0 | | |
| (CEh) | ID3Set | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 1 | 0 | ID3 setting | 9.1.59 |
| | | 1 | 1 | 0 | ID3_7 | ID3_6 | ID3_5 | ID3_4 | ID3_3 | ID3_2 | ID3_1 | ID3_0 | | |
| (D0h) | ANASET | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | Analog circuit setting | 9.1.60 |
| | | 1 | 1 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 1 | | |
| (D7h) | AutoLoadSet | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | mask rom data auto re-load control | 9.1.61 |
| | | 1 | 1 | 0 | EXTE | 1 | - | ARD | 1 | 1 | 1 | 1 | | |
| (DEh) | RDTstStatus | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | read IC status | 9.1.62 |
| | | 1 | 0 | 1 | - | - | - | - | - | - | - | - | Dummy Read | |
| (E0h) | EPCTIN | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | Control OTP WR/RD | 9.1.63 |
| | | 1 | 1 | 0 | 0 | 0 | WR /XRD | 0 | 0 | 0 | 0 | 0 | | |
| (E1h) | EPCTOUT | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 1 | OTP control cancel | 9.1.64 |
| (E2h) | EPMWR | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 1 | 0 | Write to OTP | 9.1.65 |
| (E3h) | EPMRD | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 1 | 1 | Read from OTP | 9.1.66 |
| (E4h) | OTPSEL | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 1 | 0 | 0 | Select OTPB/OTPC | 9.1.67 |
| | | 1 | 1 | 0 | MS1 | MS0 | 0 | 1 | 1 | 0 | 0 | 0 | | |
| (E5h) | ROMSET | 0 | 1 | 0 | 0 | 1 | 1 | 1 | 0 | 1 | 0 | 1 | Programmable rom setting | 9.1.68 |
| | | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | | |

| | | | | | | | | | | | | | | |
|-------|-----------|---|---|---|-------|-------|-------|-------|-------|-------|-------|-------|--|--------|
| (F0h) | FRMSEL | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | Frame Freq. in Temp range A,B,C and D | 9.1.69 |
| | | 1 | 1 | 0 | - | - | - | FA4 | FA3 | FA2 | FA1 | FA0 | | |
| | | 1 | 1 | 0 | - | - | - | FB4 | FB3 | FB2 | FB1 | FB0 | | |
| | | 1 | 1 | 0 | - | - | - | FC4 | FC3 | FC2 | FC1 | FC0 | | |
| | | 1 | 1 | 0 | - | - | - | FD4 | FD3 | FD2 | FD1 | FD0 | | |
| (F1h) | FRM8SEL | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 1 | Frame Freq. in Temp range A,B,C and D (idle) | 9.1.70 |
| | | 1 | 1 | 0 | - | - | - | F8A4 | F8A3 | F8A2 | F8A1 | F8A0 | | |
| | | 1 | 1 | 0 | - | - | - | F8B4 | F8B3 | F8B2 | F8B1 | F8B0 | | |
| | | 1 | 1 | 0 | - | - | - | F8C4 | F8C3 | F8C2 | F8C1 | F8C0 | | |
| | | 1 | 1 | 0 | - | - | - | F8D4 | F8D3 | F8D2 | F8D1 | F8D0 | | |
| (F2h) | TMPRNG | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 1 | 0 | Temp range A,B and C | 9.1.71 |
| | | 1 | 1 | 0 | - | TA6 | TA5 | TA4 | TA3 | TA2 | TA1 | TA0 | | |
| | | 1 | 1 | 0 | - | TB6 | TB5 | TB4 | TB3 | TB2 | TB1 | TB0 | | |
| | | 1 | 1 | 0 | - | TC6 | TC5 | TC4 | TC3 | TC2 | TC1 | TC0 | | |
| (F3h) | TMPHYS | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 1 | 1 | Hysteresis value set | 9.1.72 |
| | | 1 | 1 | 0 | - | - | - | - | TH3 | TH2 | TH1 | TH0 | | |
| (F4h) | TEMPSEL | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 0 | 0 | TEMPSEL | 9.1.73 |
| | | 1 | 1 | 0 | MT13 | MT12 | MT11 | MT10 | MT03 | MT02 | MT01 | MT00 | | |
| | | 1 | 1 | 0 | MT33 | MT32 | MT31 | MT30 | MT23 | MT22 | MT21 | MT20 | | |
| | | 1 | 1 | 0 | MT53 | MT52 | MT51 | MT50 | MT43 | MT42 | MT41 | MT40 | | |
| | | 1 | 1 | 0 | MT73 | MT72 | MT71 | MT70 | MT63 | MT62 | MT61 | MT60 | | |
| | | 1 | 1 | 0 | MT93 | MT92 | MT91 | MT90 | MT83 | MT82 | MT81 | MT80 | | |
| | | 1 | 1 | 0 | MTB3 | MTB2 | MTB1 | MTB0 | MTA3 | MTA2 | MTA1 | MTA0 | | |
| | | 1 | 1 | 0 | MTD3 | MTD2 | MTD1 | MTD0 | MTC3 | MTC2 | MTC1 | MTC0 | | |
| | | 1 | 1 | 0 | MTF3 | MTF2 | MTF1 | MTF0 | MTE3 | MTE2 | MTE1 | MTE0 | | |
| (F7h) | THYS | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 1 | 1 | Temperature detection threshold | 9.1.74 |
| | | 1 | 1 | 0 | THYS7 | THYS6 | THYS5 | THYS4 | THYS3 | THYS2 | THYS1 | THYS0 | | |
| (F9h) | Frame Set | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 1 | Set Frame RGB PWM | 9.1.75 |
| | | 1 | 1 | 0 | - | - | - | P14 | P13 | P12 | P11 | P10 | | |
| | | 1 | 1 | 0 | - | - | - | P24 | P23 | P22 | P21 | P20 | | |
| | | : | : | : | : | : | : | : | : | : | : | : | | |
| | | 1 | 1 | 0 | - | - | - | P154 | P153 | P152 | P151 | P150 | | |
| | | 1 | 1 | 0 | - | - | - | P164 | P163 | P162 | P161 | P160 | | |

ST7669V

9.1.1 NOP: No Operation (00H)

| | | | | | | | | | | | | |
|------------------|--------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|
| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 00H |
| Parameter | No parameter | | | | | | | | | | | |

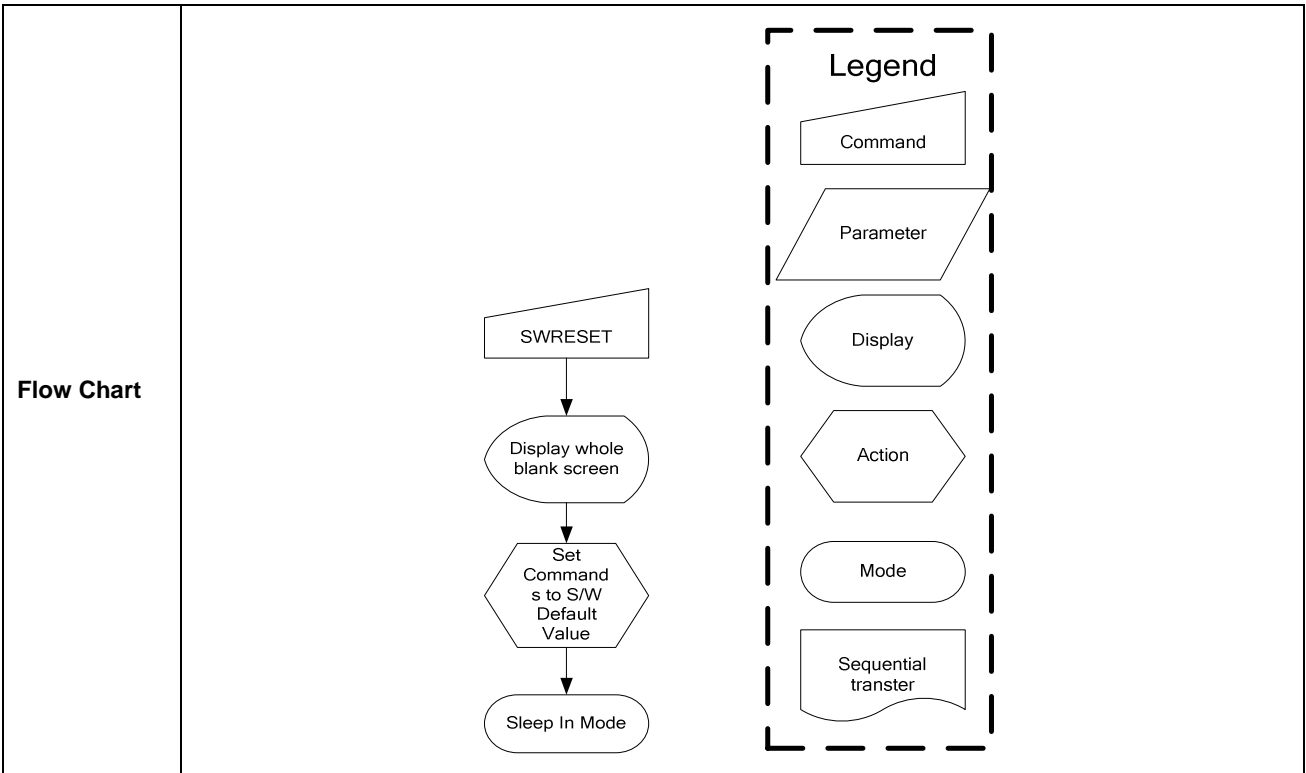
| Description | This command is an empty command; it does not have any effect on the display module. However it can be used to terminate Frame Memory Write or Read as described in RAMWR (Memory Write) and RAMRD (Memory Read) Commands. | | | | | | | | | | | | | |
|---|--|--|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
| Restriction | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>N/A</td> </tr> <tr> <td>S/W Reset</td> <td>N/A</td> </tr> <tr> <td>H/W Reset</td> <td>N/A</td> </tr> </tbody> </table> | | Status | Default Value | Power On Sequence | N/A | S/W Reset | N/A | H/W Reset | N/A | | | | |
| Status | Default Value | | | | | | | | | | | | | |
| Power On Sequence | N/A | | | | | | | | | | | | | |
| S/W Reset | N/A | | | | | | | | | | | | | |
| H/W Reset | N/A | | | | | | | | | | | | | |
| Flow Chart | | | | | | | | | | | | | | |

ST7669V

9.1.2 SWRESET: Software Reset (01H)

| | | | | | | | | | | | | |
|------------------|--------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|
| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 01H |
| Parameter | No parameter | | | | | | | | | | | |

| Description | <p>When the Software Reset command is written, it causes a software reset. It resets the commands and parameters to their S/W Reset default values and all segment & common outputs are set to Vm (display off: blank display). (See default tables in each command description)</p> <p>Note: The Frame Memory contents are unaffected by this command</p> | | | | | | | | | | | | |
|---|--|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
| Restriction | <p>It will be necessary to wait 5msec before sending new command following software reset.</p> <p>The display module loads all display suppliers' factory default values to the registers during 5msec.</p> <p>If Software Reset is applied during Sleep Out mode, it will be necessary to wait 120msec before sending Sleep Out command.</p> <p>Software Reset command cannot be sent during Sleep Out sequence.</p> | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>N/A</td> </tr> <tr> <td>S/W Reset</td> <td>N/A</td> </tr> <tr> <td>H/W Reset</td> <td>N/A</td> </tr> </tbody> </table> | Status | Default Value | Power On Sequence | N/A | S/W Reset | N/A | H/W Reset | N/A | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | N/A | | | | | | | | | | | | |
| S/W Reset | N/A | | | | | | | | | | | | |
| H/W Reset | N/A | | | | | | | | | | | | |

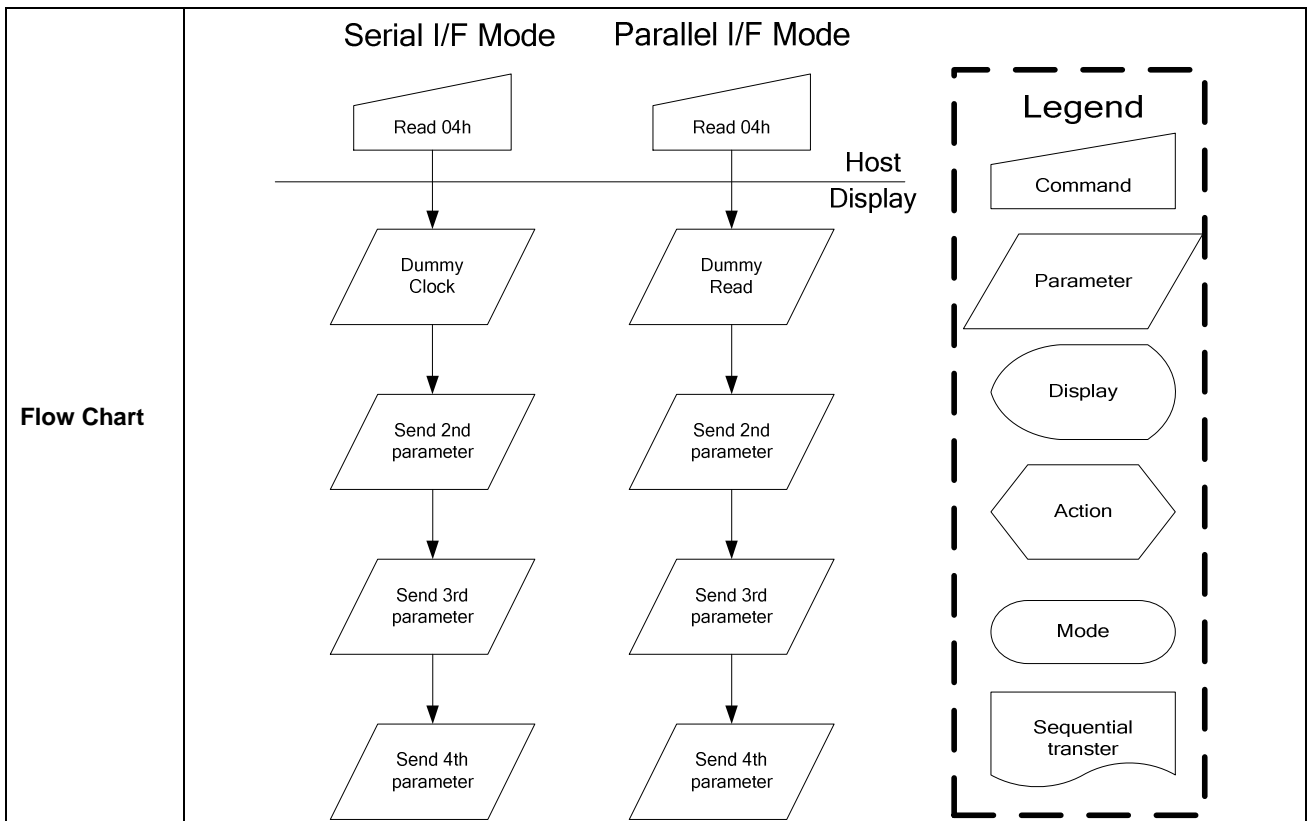


9.1.3 RDDIDIF: Read Display Identification Information (04H)

| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|---------------------------------|----|----|----|------|------|------|------|------|------|------|------|-----|
| Command | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 04H |
| Dummy Read | 1 | 0 | 1 | - | - | - | - | - | - | - | - | - |
| 2nd parameter | 1 | 0 | 1 | ID17 | ID16 | ID15 | ID14 | ID13 | ID12 | ID11 | ID10 | - |
| 3rd parameter | 1 | 0 | 1 | 1 | ID26 | ID25 | ID24 | ID23 | ID22 | ID21 | ID20 | - |
| 4th parameter | 1 | 0 | 1 | ID37 | ID36 | ID35 | ID34 | ID33 | ID32 | ID31 | ID30 | - |

NOTE: “-“ Don't care

| Description | <p>This read byte returns 24-bit display identification information.</p> <p>1st Parameter: dummy read.</p> <p>The 2nd parameter (ID17 to ID10): LCD module's manufacturer ID.</p> <p>The 3rd parameter (ID26 to ID20): LCD module/driver version ID</p> <p>The 4th parameter (ID37 to ID30): LCD module/driver ID.</p> <p>NOTE: Commands RDID1/2/3(DAh, DBh, DCh) read data correspond to the parameters 2,3,4 of the command 04h, respectively.</p> | | | | | | | | | | | | | | | | | | | |
|---|--|--------|---------------|--|-----|---|-----|---|-------------------|--|-----|----------|-----------|-----|-----|-----|-----------|-----|-----|-----|
| Restriction | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="3">Default Value</th> </tr> <tr> <th>ID1</th> <th>ID2</th> <th>ID3</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>TBD</td> <td>TBD</td> <td>TBD</td> </tr> <tr> <td>S/W Reset</td> <td>TBD</td> <td>TBD</td> <td>TBD</td> </tr> <tr> <td>H/W Reset</td> <td>TBD</td> <td>TBD</td> <td>TBD</td> </tr> </tbody> </table> | Status | Default Value | | | ID1 | ID2 | ID3 | Power On Sequence | TBD | TBD | TBD | S/W Reset | TBD | TBD | TBD | H/W Reset | TBD | TBD | TBD |
| Status | Default Value | | | | | | | | | | | | | | | | | | | |
| | ID1 | ID2 | ID3 | | | | | | | | | | | | | | | | | |
| Power On Sequence | TBD | TBD | TBD | | | | | | | | | | | | | | | | | |
| S/W Reset | TBD | TBD | TBD | | | | | | | | | | | | | | | | | |
| H/W Reset | TBD | TBD | TBD | | | | | | | | | | | | | | | | | |



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9.1.4 RDDST: Read Display Status (09H)

| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|---------------------------|----|----|----|------|------|------|------|------|------|------|------|-----|
| Command | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 09H |
| Dummy Read | 1 | 0 | 1 | - | - | - | - | - | - | - | - | - |
| 2 nd parameter | 1 | 0 | 1 | ST31 | ST30 | ST29 | ST28 | ST27 | ST26 | ST25 | ST24 | - |
| 3 rd parameter | 1 | 0 | 1 | ST23 | ST22 | ST21 | ST20 | ST19 | ST18 | ST17 | ST16 | - |
| 4 th parameter | 1 | 0 | 1 | ST15 | ST14 | ST13 | ST12 | ST11 | ST10 | ST9 | ST8 | - |
| 5 th parameter | 1 | 0 | 1 | ST7 | ST6 | ST5 | ST4 | ST3 | ST2 | ST1 | ST0 | - |

NOTE: “-“ Don't care

| Description | This command indicates the current status of the display as described in the table below: | | |
|-------------|---|---|---|
| | Bit | Description | Value |
| | ST31 | Booster Voltage Status | “1”=Booster on (Booster is OK), “0”=off |
| | ST30 | Row Address Order (MY) | “1”=Decrement, “0”=Increment |
| | ST29 | Column Address Order (MX) | “1”=Decrement, “0”=Increment |
| | ST28 | Row/Column Order (MV) | “1”= Row/column exchange (MV=1) “0”= Normal (MV=0) |
| | ST27 | Scan Address Order (ML) | “1”=Decrement, “0”=Increment |
| | ST26 | RGB/BGR Order (RGB) | “1”=BGR, “0”=RGB |
| | ST25 | Not Used | “0” |
| | ST24 | Not Used | “0” |
| | ST23 | Not Used | “0” |
| | ST22 | Interface Color Pixel Format Definition | “010” = Not defined “011” = 12-bit / pixel type A |
| | ST21 | | “100” = Not defined “101” = 16-bit / pixel, |
| | ST20 | | “110” = 18-bit / pixel, “111” = Not defined |
| | ST19 | Idle Mode On/Off | “1” = On, “0” = Off |
| | ST18 | Partial Mode On/Off | “1” = On, “0” = Off |
| | ST17 | Sleep In/Out | “1” = Out, “0” = In |
| | ST16 | Display Normal Mode On/Off | “1” = Normal Display On, “0” = Normal Display Off |
| | ST15 | Vertical Scrolling Status | “1” = Scroll on, “0” = Scroll off |
| | ST14 | Not Used | “0” |
| | ST13 | Inversion Status | “1” = On, “0” = Off |
| | ST12 | All Pixels On | “1” = mode On, “0” = mode Off |
| | ST11 | All Pixels Off | “1” = mode On, “0” = mode Off |
| | ST10 | Display On/Off | “1” = On, “0” = Off |
| | ST9 | Tearing effect line on/off | “1” = On, “0” = Off |
| | ST8 | Not Used | “0” |
| | ST7 | Not Used | “0” |
| | ST6 | Not Used | “0” |
| | ST5 | Tearing effect line mode | “0” = mode1, “1” = mode2 |
| | ST4 | Not Used | “0” |
| | ST3 | Not Used | “0” |
| | ST2 | Not Used | “0” |
| | ST1 | Not Used | “0” |
| | ST0 | Not Used | “0” |

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| Restriction | | | | | | | | | | | | | | |
|---|--|--|--------|---------------|--|---|---|---|---|---|--|-----|----------|-----|
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>0000 0000_0101 0001_0000 0000_0000 0000</td> </tr> <tr> <td>S/W Reset</td> <td>0xxx xx00_0xxx 0001_0000 0000_0000 0000</td> </tr> <tr> <td>H/W Reset</td> <td>0000 0000_0101 0001_0000 0000_0000 0000</td> </tr> </tbody> </table> | | Status | Default Value | Power On Sequence | 0000 0000_0101 0001_0000 0000_0000 0000 | S/W Reset | 0xxx xx00_0xxx 0001_0000 0000_0000 0000 | H/W Reset | 0000 0000_0101 0001_0000 0000_0000 0000 | | | | |
| Status | Default Value | | | | | | | | | | | | | |
| Power On Sequence | 0000 0000_0101 0001_0000 0000_0000 0000 | | | | | | | | | | | | | |
| S/W Reset | 0xxx xx00_0xxx 0001_0000 0000_0000 0000 | | | | | | | | | | | | | |
| H/W Reset | 0000 0000_0101 0001_0000 0000_0000 0000 | | | | | | | | | | | | | |
| Flow Chart | | | | | | | | | | | | | | |

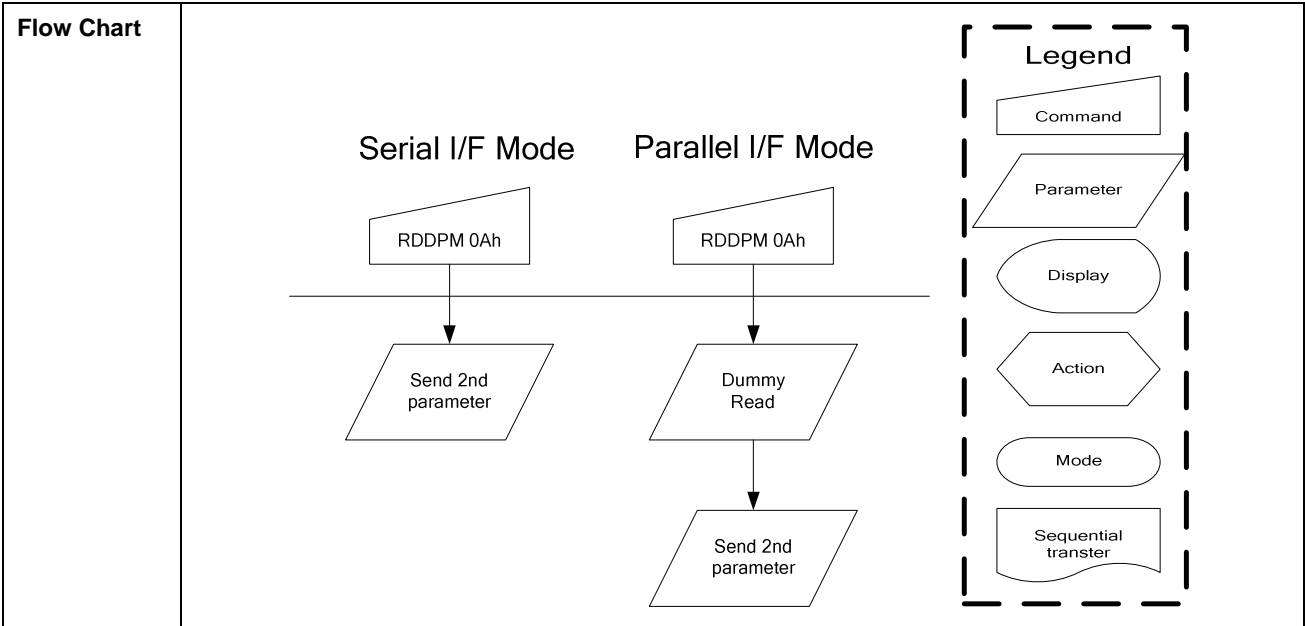
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9.1.5 RDDPM:Read Display Power Mode (0AH)

| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|---------------------------------|----|----|----|----|----|----|----|----|----|----|----|-----|
| Command | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0AH |
| 1st parameter | 1 | 0 | 1 | - | - | - | - | - | - | - | - | - |
| 2nd parameter | 1 | 0 | 1 | D7 | D6 | D5 | D4 | D3 | D2 | 0 | 0 | - |

NOTE: “-“ Don't care

| Description | This command indicates the current status of the display as described in the table below: | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|---|-------------|--------------------------|--|------------------------|---|-----------------|---|---|--|---------------------|---|-----|--------------|---------------------------------|----|----------------------------|---|----|----------------|-------------------------------------|----|----------|-----|----|----------|-----|--|
| | <table border="1"> <thead> <tr> <th>Bit</th> <th>Description</th> <th>Value</th> </tr> </thead> <tbody> <tr> <td>D7</td> <td>Booster Voltage Status</td> <td>“1”=Booster on, “0”=Booster off</td> </tr> <tr> <td>D6</td> <td>Idle Mode On/Off</td> <td>“1” = Idle Mode On, “0” = Idle Mode Off</td> </tr> <tr> <td>D5</td> <td>Partial Mode On/Off</td> <td>“1” = Partial Mode On, “0” = Partial Mode</td> </tr> <tr> <td>D4</td> <td>Sleep In/Out</td> <td>“1” = Sleep Out, “0” = Sleep In</td> </tr> <tr> <td>D3</td> <td>Display Normal Mode On/Off</td> <td>“1” = Normal Display, “0” = Partial Display</td> </tr> <tr> <td>D2</td> <td>Display On/Off</td> <td>“1” = Display On, “0” = Display Off</td> </tr> <tr> <td>D1</td> <td>Not Used</td> <td>“0”</td> </tr> <tr> <td>D0</td> <td>Not Used</td> <td>“0”</td> </tr> </tbody> </table> | Bit | Description | Value | D7 | Booster Voltage Status | “1”=Booster on, “0”=Booster off | D6 | Idle Mode On/Off | “1” = Idle Mode On, “0” = Idle Mode Off | D5 | Partial Mode On/Off | “1” = Partial Mode On, “0” = Partial Mode | D4 | Sleep In/Out | “1” = Sleep Out, “0” = Sleep In | D3 | Display Normal Mode On/Off | “1” = Normal Display, “0” = Partial Display | D2 | Display On/Off | “1” = Display On, “0” = Display Off | D1 | Not Used | “0” | D0 | Not Used | “0” | |
| Bit | Description | Value | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D7 | Booster Voltage Status | “1”=Booster on, “0”=Booster off | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D6 | Idle Mode On/Off | “1” = Idle Mode On, “0” = Idle Mode Off | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D5 | Partial Mode On/Off | “1” = Partial Mode On, “0” = Partial Mode | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D4 | Sleep In/Out | “1” = Sleep Out, “0” = Sleep In | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D3 | Display Normal Mode On/Off | “1” = Normal Display, “0” = Partial Display | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D2 | Display On/Off | “1” = Display On, “0” = Display Off | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D1 | Not Used | “0” | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D0 | Not Used | “0” | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value (D7 to D0)</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>0000_1000 (08h)</td> </tr> <tr> <td>S/W Reset</td> <td>0000_1000 (08h)</td> </tr> <tr> <td>H/W Reset</td> <td>0000_1000 (08h)</td> </tr> </tbody> </table> | | Status | Default Value (D7 to D0) | Power On Sequence | 0000_1000 (08h) | S/W Reset | 0000_1000 (08h) | H/W Reset | 0000_1000 (08h) | | | | | | | | | | | | | | | | | | | |
| Status | Default Value (D7 to D0) | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 0000_1000 (08h) | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| S/W Reset | 0000_1000 (08h) | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| H/W Reset | 0000_1000 (08h) | | | | | | | | | | | | | | | | | | | | | | | | | | | | |



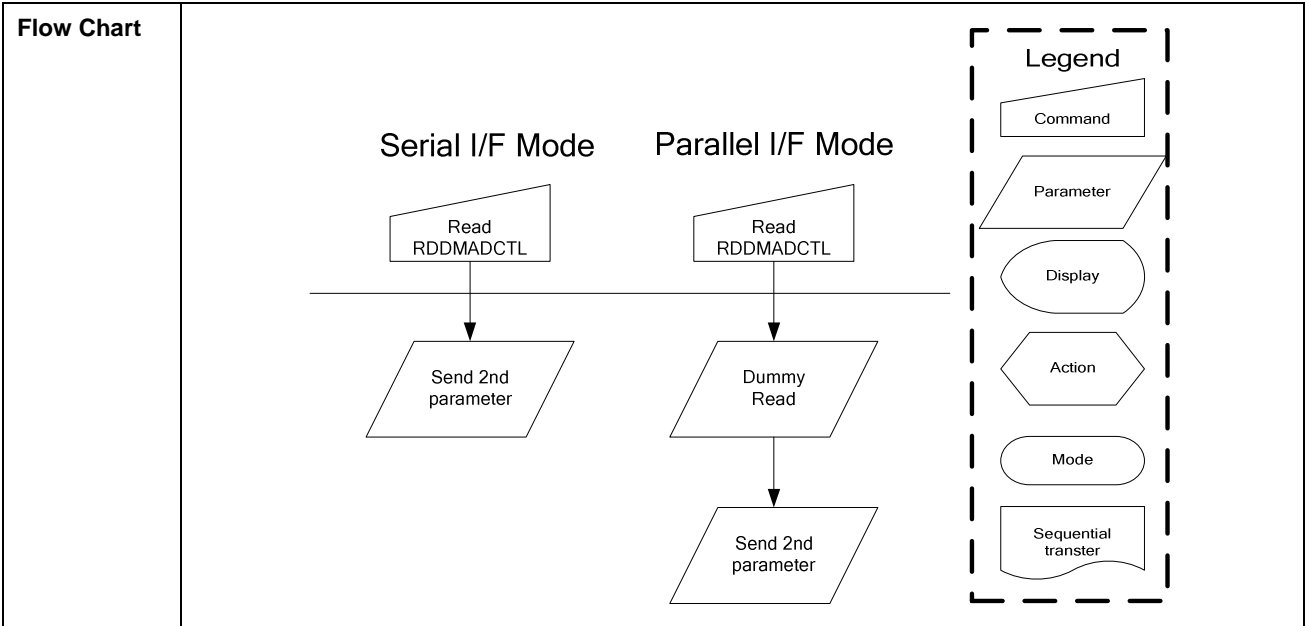
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9.1.6 RDDMADCTL: Read Display MADCTL (0BH)

| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|---------------------------------|----|----|----|----|----|----|----|----|----|----|----|-----|
| Command | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 0BH |
| 1st parameter | 1 | 0 | 1 | - | - | - | - | - | - | - | - | - |
| 2nd parameter | 1 | 0 | 1 | D7 | D6 | D5 | D4 | D3 | 0 | 0 | 0 | - |

NOTE: “-“ Don't care

| Description | <p>This command indicates the current status of the display as described in the table below:</p> <table border="1"> <thead> <tr> <th>Bit</th> <th>Description</th> <th>Value</th> </tr> </thead> <tbody> <tr> <td>D7</td> <td>Row Address Order (MY)</td> <td>“1”=Decrement, “0”=Increment</td> </tr> <tr> <td>D6</td> <td>Column Address Order (MX)</td> <td>“1”=Decrement, “0”=Increment</td> </tr> <tr> <td>D5</td> <td>Row/Column Order (MV)</td> <td>“1”= Row/column exchange (MV=1) “0”= Normal (MV=0)</td> </tr> <tr> <td>D4</td> <td>Scan Address Order (ML)</td> <td>“1”=Decrement, “0”=Increment</td> </tr> <tr> <td>D3</td> <td>RGB/BGR Order (RGB)</td> <td>“1”=BGR, “0”=RGB</td> </tr> <tr> <td>D2</td> <td>Not Used</td> <td>“0”</td> </tr> <tr> <td>D1</td> <td>Not Used</td> <td>“0”</td> </tr> <tr> <td>D0</td> <td>Not Used</td> <td>“0”</td> </tr> </tbody> </table> | Bit | Description | Value | D7 | Row Address Order (MY) | “1”=Decrement, “0”=Increment | D6 | Column Address Order (MX) | “1”=Decrement, “0”=Increment | D5 | Row/Column Order (MV) | “1”= Row/column exchange (MV=1) “0”= Normal (MV=0) | D4 | Scan Address Order (ML) | “1”=Decrement, “0”=Increment | D3 | RGB/BGR Order (RGB) | “1”=BGR, “0”=RGB | D2 | Not Used | “0” | D1 | Not Used | “0” | D0 | Not Used | “0” |
|---|---|---|--------------------------|--|-----------------|---|------------------------------|---|---------------------------|--|-----|-----------------------|---|----|-------------------------|------------------------------|----|---------------------|------------------|----|----------|-----|----|----------|-----|----|----------|-----|
| Bit | Description | Value | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D7 | Row Address Order (MY) | “1”=Decrement, “0”=Increment | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D6 | Column Address Order (MX) | “1”=Decrement, “0”=Increment | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D5 | Row/Column Order (MV) | “1”= Row/column exchange (MV=1) “0”= Normal (MV=0) | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D4 | Scan Address Order (ML) | “1”=Decrement, “0”=Increment | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D3 | RGB/BGR Order (RGB) | “1”=BGR, “0”=RGB | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D2 | Not Used | “0” | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D1 | Not Used | “0” | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D0 | Not Used | “0” | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value (D7 to D0)</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>0000_0000 (00h)</td> </tr> <tr> <td>S/W Reset</td> <td>No change</td> </tr> <tr> <td>H/W Reset</td> <td>0000_0000 (00h)</td> </tr> </tbody> </table> | Status | Default Value (D7 to D0) | Power On Sequence | 0000_0000 (00h) | S/W Reset | No change | H/W Reset | 0000_0000 (00h) | | | | | | | | | | | | | | | | | | | |
| Status | Default Value (D7 to D0) | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 0000_0000 (00h) | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| S/W Reset | No change | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| H/W Reset | 0000_0000 (00h) | | | | | | | | | | | | | | | | | | | | | | | | | | | |



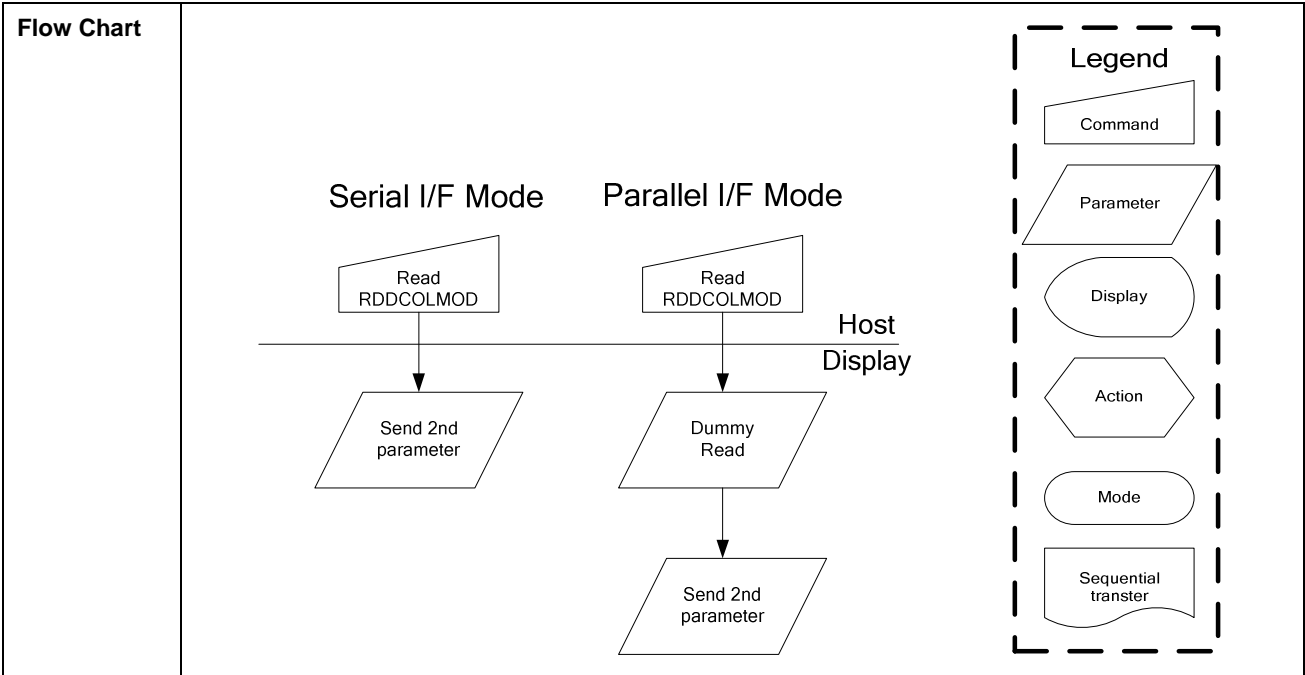
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9.1.7 RDDCOLMOD: Read Display Pixel Format (0CH)

| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|---------------------------------|----|----|----|----|----|----|----|----|----|----|----|-----|
| Command | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0CH |
| 1st parameter | 1 | 0 | 1 | - | - | - | - | - | - | - | - | - |
| 2nd parameter | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | D2 | D1 | D0 | - |

NOTE: “-“ Don't care

| Description | <p>This command indicates the current status of the display as described in the table below:</p> <table border="1"> <thead> <tr> <th>Bit</th> <th>Description</th> <th>Value</th> </tr> </thead> <tbody> <tr> <td>D7</td> <td rowspan="4">RGB Interface Color Format</td> <td>“0” (Not Used)</td> </tr> <tr> <td>D6</td> <td>“0” (Not Used)</td> </tr> <tr> <td>D5</td> <td>“0” (Not Used)</td> </tr> <tr> <td>D4</td> <td>“0” (Not Used)</td> </tr> <tr> <td>D3</td> <td rowspan="4">Control Interface Color Format</td> <td>“0”</td> </tr> <tr> <td>D2</td> <td>“010”=8 bit/pixel</td> </tr> <tr> <td>D1</td> <td>“011”=12 bit/pixel (type A)</td> </tr> <tr> <td>D0</td> <td>“101”=16 bit/pixel “110”=18 bit/pixel The others = not defined</td> </tr> </tbody> </table> | Bit | Description | Value | D7 | RGB Interface Color Format | “0” (Not Used) | D6 | “0” (Not Used) | D5 | “0” (Not Used) | D4 | “0” (Not Used) | D3 | Control Interface Color Format | “0” | D2 | “010”=8 bit/pixel | D1 | “011”=12 bit/pixel (type A) | D0 | “101”=16 bit/pixel “110”=18 bit/pixel The others = not defined |
|---|---|--|--------------------------|--|--------------|---|----------------|---|----------------|--|----------------|----------|----------------|----|--------------------------------|-----|----|-------------------|----|-----------------------------|----|--|
| Bit | Description | Value | | | | | | | | | | | | | | | | | | | | |
| D7 | RGB Interface Color Format | “0” (Not Used) | | | | | | | | | | | | | | | | | | | | |
| D6 | | “0” (Not Used) | | | | | | | | | | | | | | | | | | | | |
| D5 | | “0” (Not Used) | | | | | | | | | | | | | | | | | | | | |
| D4 | | “0” (Not Used) | | | | | | | | | | | | | | | | | | | | |
| D3 | Control Interface Color Format | “0” | | | | | | | | | | | | | | | | | | | | |
| D2 | | “010”=8 bit/pixel | | | | | | | | | | | | | | | | | | | | |
| D1 | | “011”=12 bit/pixel (type A) | | | | | | | | | | | | | | | | | | | | |
| D0 | | “101”=16 bit/pixel “110”=18 bit/pixel The others = not defined | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value (D7 to D0)</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>18 bit/pixel</td> </tr> <tr> <td>S/W Reset</td> <td>No change</td> </tr> <tr> <td>H/W Reset</td> <td>18 bit/pixel</td> </tr> </tbody> </table> | Status | Default Value (D7 to D0) | Power On Sequence | 18 bit/pixel | S/W Reset | No change | H/W Reset | 18 bit/pixel | | | | | | | | | | | | | |
| Status | Default Value (D7 to D0) | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 18 bit/pixel | | | | | | | | | | | | | | | | | | | | | |
| S/W Reset | No change | | | | | | | | | | | | | | | | | | | | | |
| H/W Reset | 18 bit/pixel | | | | | | | | | | | | | | | | | | | | | |

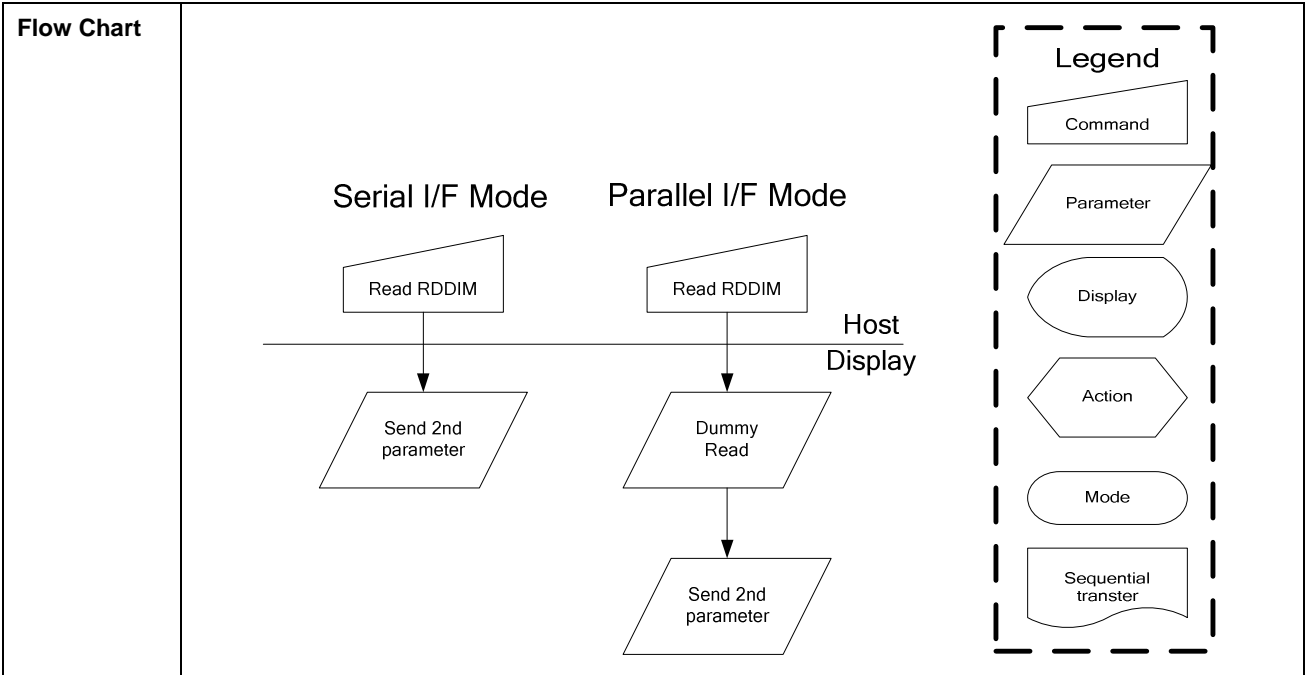


9.1.8 RDDIM: Read Display Image Mode (0DH)

| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|---------------------------------|----|----|----|----|----|----|----|----|----|----|----|-----|
| Command | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 0DH |
| 1st parameter | 1 | 0 | 1 | - | - | - | - | - | - | - | - | - |
| 2nd parameter | 1 | 0 | 1 | D7 | 0 | D5 | D4 | D3 | 0 | 0 | 0 | - |

NOTE: “-“ Don't care

| Description | This command indicates the current status of the display as described in the table below: | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|---------|---------------------------|--------------------------|--|---------------------------|---|------------------------|---|---------------------------|--|------------------|----------|------------------|---|-----------------|----|---------------|---|-------------|---|-------------------|----|----------------|---|-------------|---|--------------------|--|
| | <table border="1"> <thead> <tr> <th>Bit</th> <th>Description</th> <th>Command</th> </tr> </thead> <tbody> <tr> <td rowspan="2">D7</td> <td rowspan="2">Vertical Scrolling On/Off</td> <td>0</td> <td>Vertical scrolling off</td> </tr> <tr> <td>1</td> <td>Vertical scrolling is On,</td> </tr> <tr> <td rowspan="2">D5</td> <td rowspan="2">Inversion On/Off</td> <td>0</td> <td>Inversion is Off</td> </tr> <tr> <td>1</td> <td>Inversion is On</td> </tr> <tr> <td rowspan="2">D4</td> <td rowspan="2">All Pixels On</td> <td>0</td> <td>Normal Mode</td> </tr> <tr> <td>1</td> <td>All Pixels are on</td> </tr> <tr> <td rowspan="2">D3</td> <td rowspan="2">All Pixels Off</td> <td>0</td> <td>Normal Mode</td> </tr> <tr> <td>1</td> <td>All Pixels are off</td> </tr> </tbody> </table> | Bit | Description | Command | D7 | Vertical Scrolling On/Off | 0 | Vertical scrolling off | 1 | Vertical scrolling is On, | D5 | Inversion On/Off | 0 | Inversion is Off | 1 | Inversion is On | D4 | All Pixels On | 0 | Normal Mode | 1 | All Pixels are on | D3 | All Pixels Off | 0 | Normal Mode | 1 | All Pixels are off | |
| Bit | Description | Command | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D7 | Vertical Scrolling On/Off | 0 | Vertical scrolling off | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | Vertical scrolling is On, | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D5 | Inversion On/Off | 0 | Inversion is Off | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | Inversion is On | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D4 | All Pixels On | 0 | Normal Mode | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | All Pixels are on | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D3 | All Pixels Off | 0 | Normal Mode | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | All Pixels are off | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value (D7 to D0)</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>0000_0000 (00h)</td> </tr> <tr> <td>S/W Reset</td> <td>0000_0000 (00h)</td> </tr> <tr> <td>H/W Reset</td> <td>0000_0000 (00h)</td> </tr> </tbody> </table> | | Status | Default Value (D7 to D0) | Power On Sequence | 0000_0000 (00h) | S/W Reset | 0000_0000 (00h) | H/W Reset | 0000_0000 (00h) | | | | | | | | | | | | | | | | | | | |
| Status | Default Value (D7 to D0) | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 0000_0000 (00h) | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| S/W Reset | 0000_0000 (00h) | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| H/W Reset | 0000_0000 (00h) | | | | | | | | | | | | | | | | | | | | | | | | | | | | |



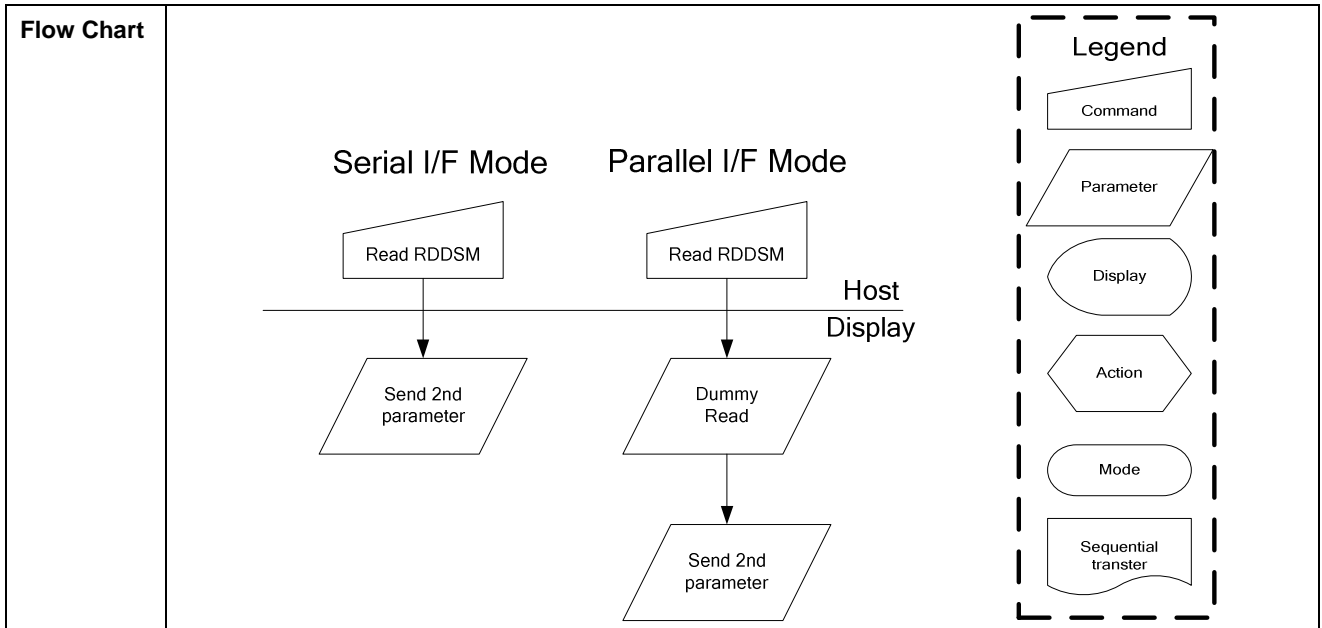
ST7669V

9.1.9 RDDSM: Read Display Signal Mode (0EH)

| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|---------------------------------|----|----|----|----|----|----|----|----|----|----|----|-----|
| Command | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 0EH |
| 1st parameter | 1 | 0 | 1 | - | - | - | - | - | - | - | - | - |
| 2nd parameter | 1 | 0 | 1 | D7 | D6 | 0 | 0 | 0 | 0 | 0 | 0 | - |

NOTE: “-“ Don't care

| Description | This command indicates the current status of the display as described in the table below: | | | | | | | | | | | | | | |
|---|--|--------------------------------------|----------------|--------------------------|--------------------------|--|-----------------|---|-----------------|---|-----------------|--|-----|----------|-----|
| | Bit | Description | Command | | | | | | | | | | | | |
| | D7 | Tearing Effect Line On/Off | 0 | Tearing Effect Line Off. | | | | | | | | | | | |
| | | | 1 | Tearing Effect On. | | | | | | | | | | | |
| | D6 | Tearing Effect Line Output Mode | 0 | Mode 1 | | | | | | | | | | | |
| | | | 1 | Mode 2 | | | | | | | | | | | |
| | D5 | Horizontal Sync. (RGB I/F) On/Off | “0” (Not Used) | | | | | | | | | | | | |
| | D4 | Vertical Sync. (RGB I/F) On/Off | “0” (Not Used) | | | | | | | | | | | | |
| | D3 | Pixel Clock (DCK, RGB I/F) On/Off | “0” (Not Used) | | | | | | | | | | | | |
| | D2 | Data Enable (ENABLE, RGB I/F) On/Off | “0” (Not Used) | | | | | | | | | | | | |
| D1 | Not Used | “0” | | | | | | | | | | | | | |
| D0 | Not Used | “0” | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value (D7 to D0)</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>0000_0000 (00h)</td> </tr> <tr> <td>S/W Reset</td> <td>0000_0000 (00h)</td> </tr> <tr> <td>H/W Reset</td> <td>0000_0000 (00h)</td> </tr> </tbody> </table> | | | Status | Default Value (D7 to D0) | Power On Sequence | 0000_0000 (00h) | S/W Reset | 0000_0000 (00h) | H/W Reset | 0000_0000 (00h) | | | | |
| Status | Default Value (D7 to D0) | | | | | | | | | | | | | | |
| Power On Sequence | 0000_0000 (00h) | | | | | | | | | | | | | | |
| S/W Reset | 0000_0000 (00h) | | | | | | | | | | | | | | |
| H/W Reset | 0000_0000 (00h) | | | | | | | | | | | | | | |

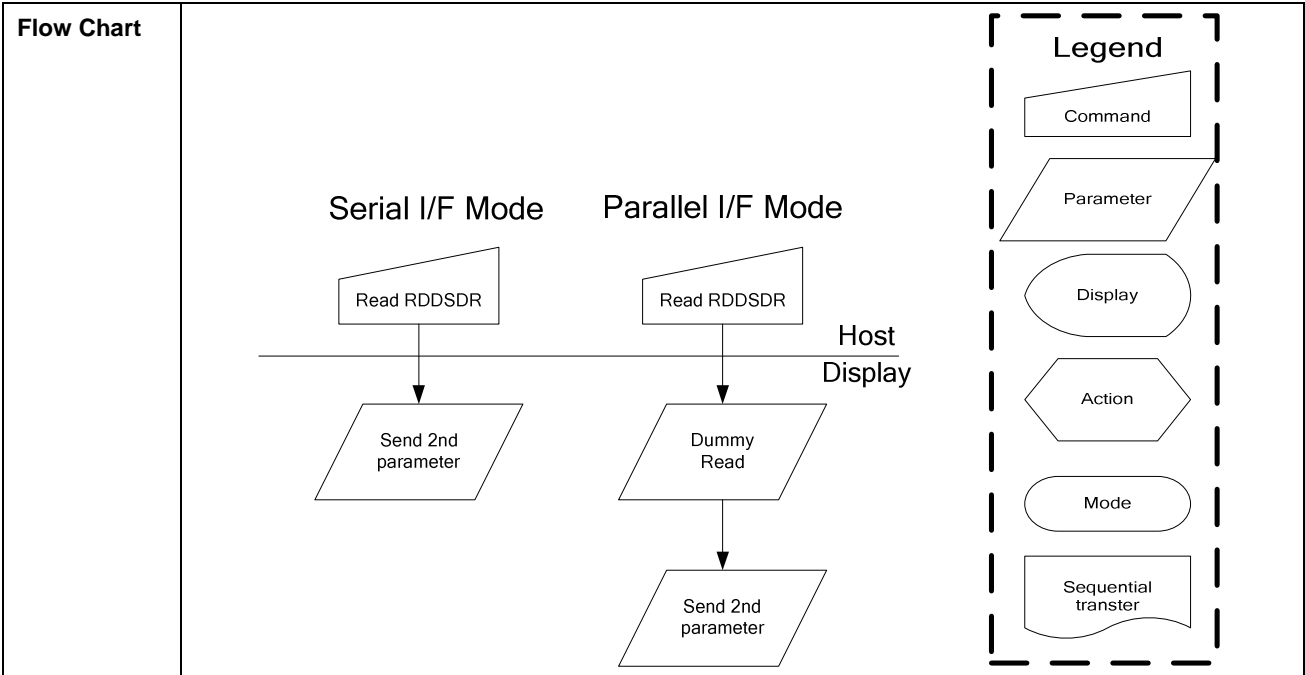


9.1.10 RDDSDR: Read Display Self-Diagnostic Result (0FH)

| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|---------------------------------|----|----|----|----|----|----|----|----|----|----|----|-----|
| Command | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0FH |
| 1st parameter | 1 | 0 | 1 | - | - | - | - | - | - | - | - | - |
| 2nd parameter | 1 | 0 | 1 | D7 | D6 | D5 | D4 | 0 | 0 | 0 | 0 | - |

NOTE: “-“ Don't care

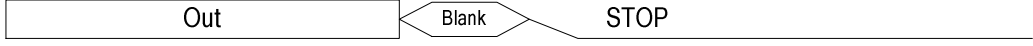
| Description | This command indicates the current status of the display as described in the table below: | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|--|-------------|--------------------------|--|----------------------------|--|-----------------|---|-----------------|--|-----|---------------------|-----|----------|-----|----|----------|-----|----|----------|-----|----|----------|-----|--|
| | <table border="1"> <thead> <tr> <th>Bit</th> <th>Description</th> <th>Command</th> </tr> </thead> <tbody> <tr> <td>D7</td> <td>Register Loading Detection</td> <td rowspan="4">See section 7.10.1, 7.10.2, 7.10.3, 7.10.4</td> </tr> <tr> <td>D6</td> <td>Functionality Detection</td> </tr> <tr> <td>D5</td> <td>Chip Attachment Detection</td> </tr> <tr> <td>D4</td> <td>LCM Glass Direction</td> </tr> <tr> <td>D3</td> <td>Not Used</td> <td>“0”</td> </tr> <tr> <td>D2</td> <td>Not Used</td> <td>“0”</td> </tr> <tr> <td>D1</td> <td>Not Used</td> <td>“0”</td> </tr> <tr> <td>D0</td> <td>Not Used</td> <td>“0”</td> </tr> </tbody> </table> | Bit | Description | Command | D7 | Register Loading Detection | See section 7.10.1, 7.10.2, 7.10.3, 7.10.4 | D6 | Functionality Detection | D5 | Chip Attachment Detection | D4 | LCM Glass Direction | D3 | Not Used | “0” | D2 | Not Used | “0” | D1 | Not Used | “0” | D0 | Not Used | “0” | |
| Bit | Description | Command | | | | | | | | | | | | | | | | | | | | | | | | |
| D7 | Register Loading Detection | See section 7.10.1, 7.10.2, 7.10.3, 7.10.4 | | | | | | | | | | | | | | | | | | | | | | | | |
| D6 | Functionality Detection | | | | | | | | | | | | | | | | | | | | | | | | | |
| D5 | Chip Attachment Detection | | | | | | | | | | | | | | | | | | | | | | | | | |
| D4 | LCM Glass Direction | | | | | | | | | | | | | | | | | | | | | | | | | |
| D3 | Not Used | “0” | | | | | | | | | | | | | | | | | | | | | | | | |
| D2 | Not Used | “0” | | | | | | | | | | | | | | | | | | | | | | | | |
| D1 | Not Used | “0” | | | | | | | | | | | | | | | | | | | | | | | | |
| D0 | Not Used | “0” | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value (D7 to D0)</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>0000_0000 (00h)</td> </tr> <tr> <td>S/W Reset</td> <td>0000_0000 (00h)</td> </tr> <tr> <td>H/W Reset</td> <td>0000_0000 (00h)</td> </tr> </tbody> </table> | | Status | Default Value (D7 to D0) | Power On Sequence | 0000_0000 (00h) | S/W Reset | 0000_0000 (00h) | H/W Reset | 0000_0000 (00h) | | | | | | | | | | | | | | | | |
| Status | Default Value (D7 to D0) | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 0000_0000 (00h) | | | | | | | | | | | | | | | | | | | | | | | | | |
| S/W Reset | 0000_0000 (00h) | | | | | | | | | | | | | | | | | | | | | | | | | |
| H/W Reset | 0000_0000 (00h) | | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | | | | | | | | | | | | | | | | | | | | | | | | | | |

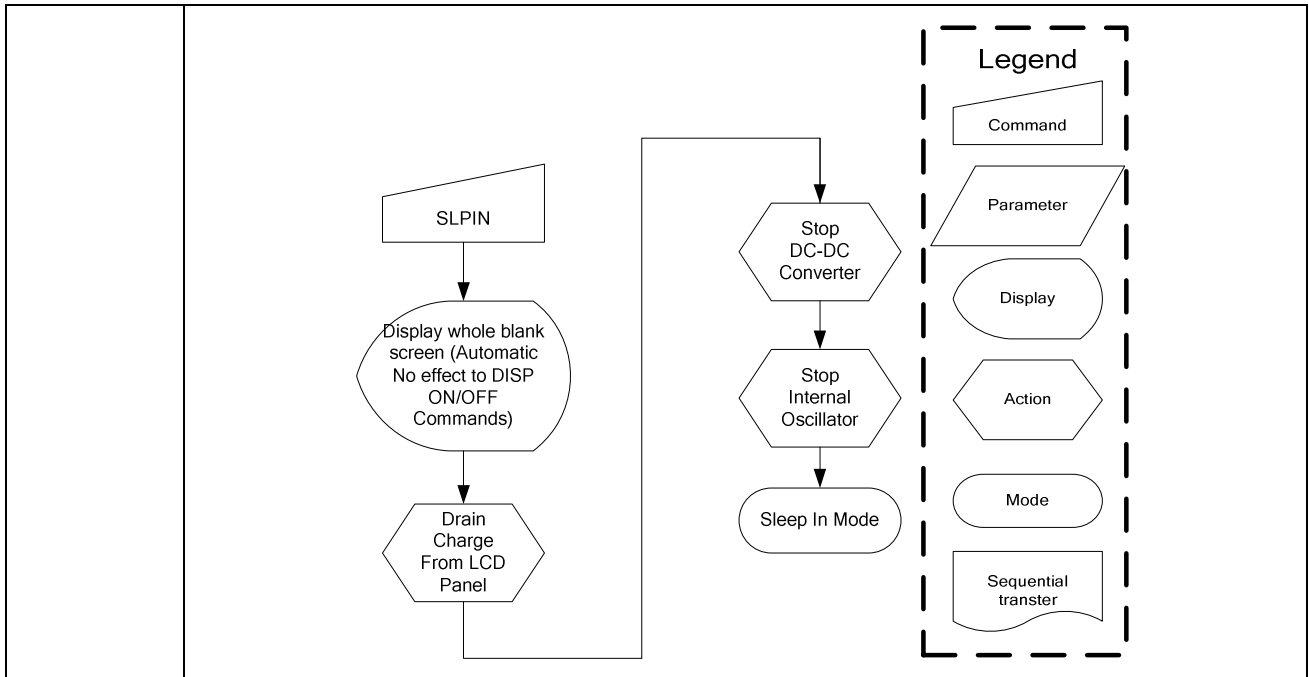


ST7669V

9.1.11 SLPIN : Sleep In(10H)

| | | | | | | | | | | | | |
|------------------|--------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|
| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 10H |
| Parameter | No parameter | | | | | | | | | | | |

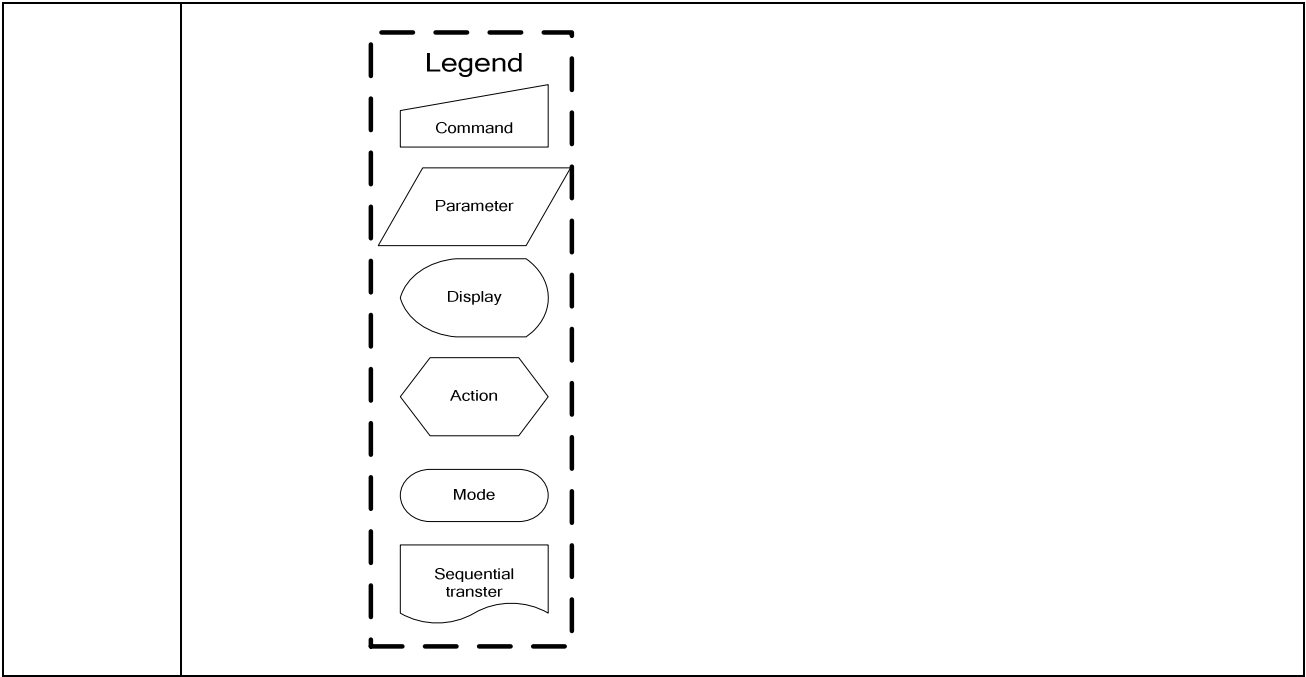
| Description | <p>This command causes the LCD module to enter the minimum power consumption mode. In this mode e.g. the DC/DC converter, Internal oscillator, and panel scanning are all stopped.</p>  <p>MCU interface and memory are still working and the memory keeps its contents.</p> | | | | | | | | | | | | |
|---|--|--------|---------------|--|---------------|---|---------------|---|---------------|--|-----|----------|-----|
| Restriction | <p>This command has no effect when module is already in sleep in mode. Sleep In Mode can only be left by the Sleep Out Command (11h).</p> <p>It will be necessary to wait 5msec before sending next command, this is to allow time for the supply voltages and clock circuits to stabilize.</p> <p>It will be necessary to wait 120msec after sending Sleep Out command (when in Sleep In Mode) before Sleep In command can be sent.</p> | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Sleep In Mode</td> </tr> <tr> <td>S/W Reset</td> <td>Sleep In Mode</td> </tr> <tr> <td>H/W Reset</td> <td>Sleep In Mode</td> </tr> </tbody> </table> | Status | Default Value | Power On Sequence | Sleep In Mode | S/W Reset | Sleep In Mode | H/W Reset | Sleep In Mode | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | Sleep In Mode | | | | | | | | | | | | |
| S/W Reset | Sleep In Mode | | | | | | | | | | | | |
| H/W Reset | Sleep In Mode | | | | | | | | | | | | |
| Flow Chart | <p>It takes about 120 msec to get into Sleep In mode (booster off state) after SLPIN command issued. The results of booster off can be check by RDDST (09h) command Bit31.</p> | | | | | | | | | | | | |



9.1.12 SLPOUT: Sleep Out (11H)

| | | | | | | | | | | | | |
|------------------|--------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|
| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 11H |
| Parameter | No parameter | | | | | | | | | | | |

| Description | <p>This command turns off sleep mode. In this mode e.g. the DC/DC converter is enabled, Internal oscillator is started, and panel scanning is started.</p> | | | | | | | | | | | | |
|---|--|--------|---------------|--|---------------|---|---------------|---|---------------|--|-----|----------|-----|
| Restriction | <p>This command has no effect when module is already in sleep out mode. Sleep Out Mode can only be left by the Sleep In Command (10h).</p> <p>It will be necessary to wait 5msec before sending next command, this is to allow time for the supply voltages and clock circuits to stabilize.</p> <p>The display module loads all display supplier's factory default values to the registers during this 5msec and there cannot be any abnormal visual effect on the display image if factory default and register values are same when this load is done and when the display module is already Sleep Out –mode.</p> <p>The display module is doing self-diagnostic functions during this 5msec.</p> <p>It will be necessary to wait 120msec after sending Sleep In command (when in Sleep Out mode) before Sleep Out command can be sent.</p> | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Sleep In Mode</td> </tr> <tr> <td>S/W Reset</td> <td>Sleep In Mode</td> </tr> <tr> <td>H/W Reset</td> <td>Sleep In Mode</td> </tr> </tbody> </table> | Status | Default Value | Power On Sequence | Sleep In Mode | S/W Reset | Sleep In Mode | H/W Reset | Sleep In Mode | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | Sleep In Mode | | | | | | | | | | | | |
| S/W Reset | Sleep In Mode | | | | | | | | | | | | |
| H/W Reset | Sleep In Mode | | | | | | | | | | | | |
| Flow Chart | <p>It takes 120msec to become Sleep Out mode (booster on mode) after SLPOUT command issued.</p> <p>The results of booster on can be check by RDDST (09h) command Bit31.</p> | | | | | | | | | | | | |



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9.1.13 PTLON : Partial Mode On (12H)

| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|------------------|--------------|----|----|----|----|----|----|----|----|----|----|-----|
| Command | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 12H |
| Parameter | No parameter | | | | | | | | | | | |

| Description | <p>This command turns on partial mode The partial mode window is described by the Partial Area command (30H).</p> <p>Exit from PTLON by Normal Display Mode On command (13H)</p> <p>There is no abnormal visual effect during mode change between Normal mode On <-> Partial mode On.</p> | | | | | | | | | | | | | |
|---|--|--|--------|---------------|--|------------------|---|------------------|---|------------------|--|-----|----------|-----|
| Restriction | This command has no effect when Partial mode is active. | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Partial mode off</td> </tr> <tr> <td>S/W Reset</td> <td>Partial mode off</td> </tr> <tr> <td>H/W Reset</td> <td>Partial mode off</td> </tr> </tbody> </table> | | Status | Default Value | Power On Sequence | Partial mode off | S/W Reset | Partial mode off | H/W Reset | Partial mode off | | | | |
| Status | Default Value | | | | | | | | | | | | | |
| Power On Sequence | Partial mode off | | | | | | | | | | | | | |
| S/W Reset | Partial mode off | | | | | | | | | | | | | |
| H/W Reset | Partial mode off | | | | | | | | | | | | | |
| Flow Chart | See Partial Area (30h) | | | | | | | | | | | | | |

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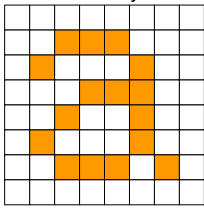
9.1.14 NORON: Normal Display Mode On (13H)

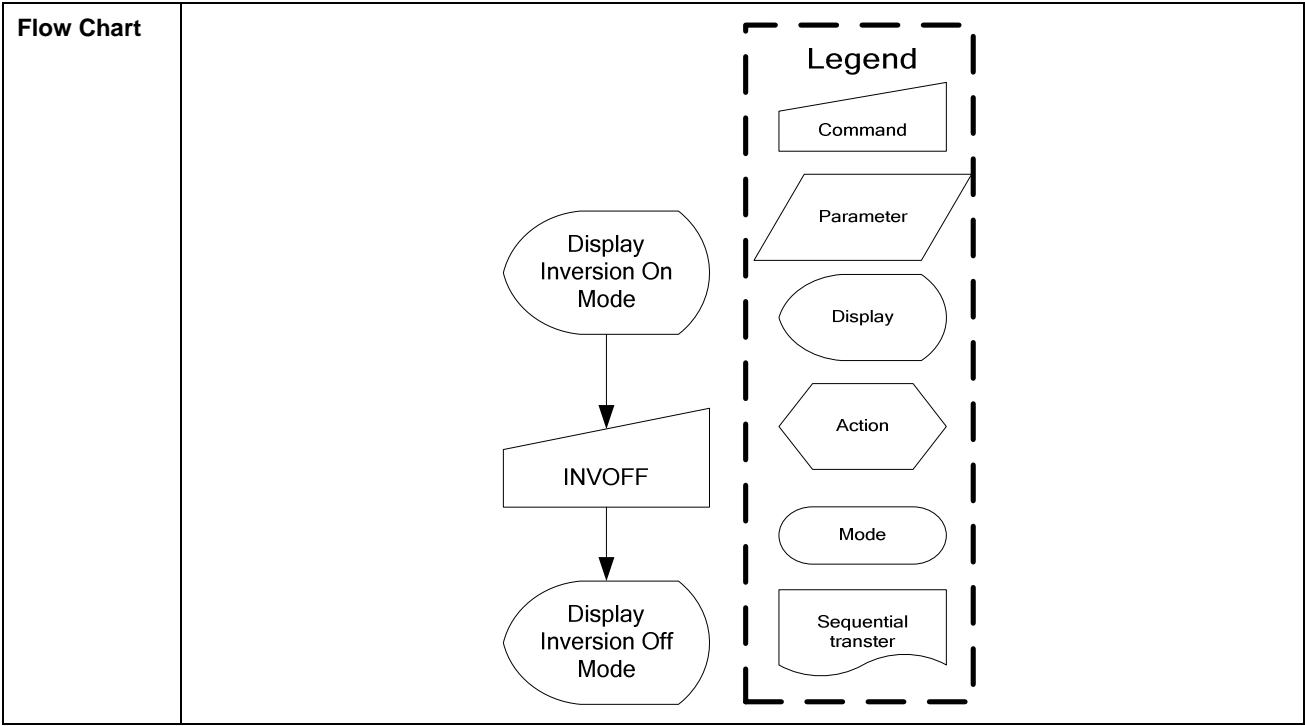
| | | | | | | | | | | | | |
|------------------|--------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|
| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 1 | 13H |
| Parameter | No parameter | | | | | | | | | | | |

| Description | <p>This command returns the display to normal mode.</p> <p>Normal display mode on means Partial mode off.</p> <p>Exit from NORON by the Partial mode On command (12h)</p> <p>There is no abnormal visual effect during mode change between Normal mode On <-> Partial mode On.</p> | | | | | | | | | | | | | |
|---|--|--|--------|---------------|--|----------------|---|----------------|---|----------------|--|-----|----------|-----|
| Restriction | This command has no effect when Normal Display mode is active. | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Normal Mode On</td> </tr> <tr> <td>S/W Reset</td> <td>Normal Mode On</td> </tr> <tr> <td>H/W Reset</td> <td>Normal Mode On</td> </tr> </tbody> </table> | | Status | Default Value | Power On Sequence | Normal Mode On | S/W Reset | Normal Mode On | H/W Reset | Normal Mode On | | | | |
| Status | Default Value | | | | | | | | | | | | | |
| Power On Sequence | Normal Mode On | | | | | | | | | | | | | |
| S/W Reset | Normal Mode On | | | | | | | | | | | | | |
| H/W Reset | Normal Mode On | | | | | | | | | | | | | |
| Flow Chart | See Partial Area and Vertical Scrolling Definition Descriptions for details of when to use this command | | | | | | | | | | | | | |

9.1.15 INVOFF: Display Inversion Off (20H)

| | | | | | | | | | | | | |
|------------------|--------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|
| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 20H |
| Parameter | No parameter | | | | | | | | | | | |

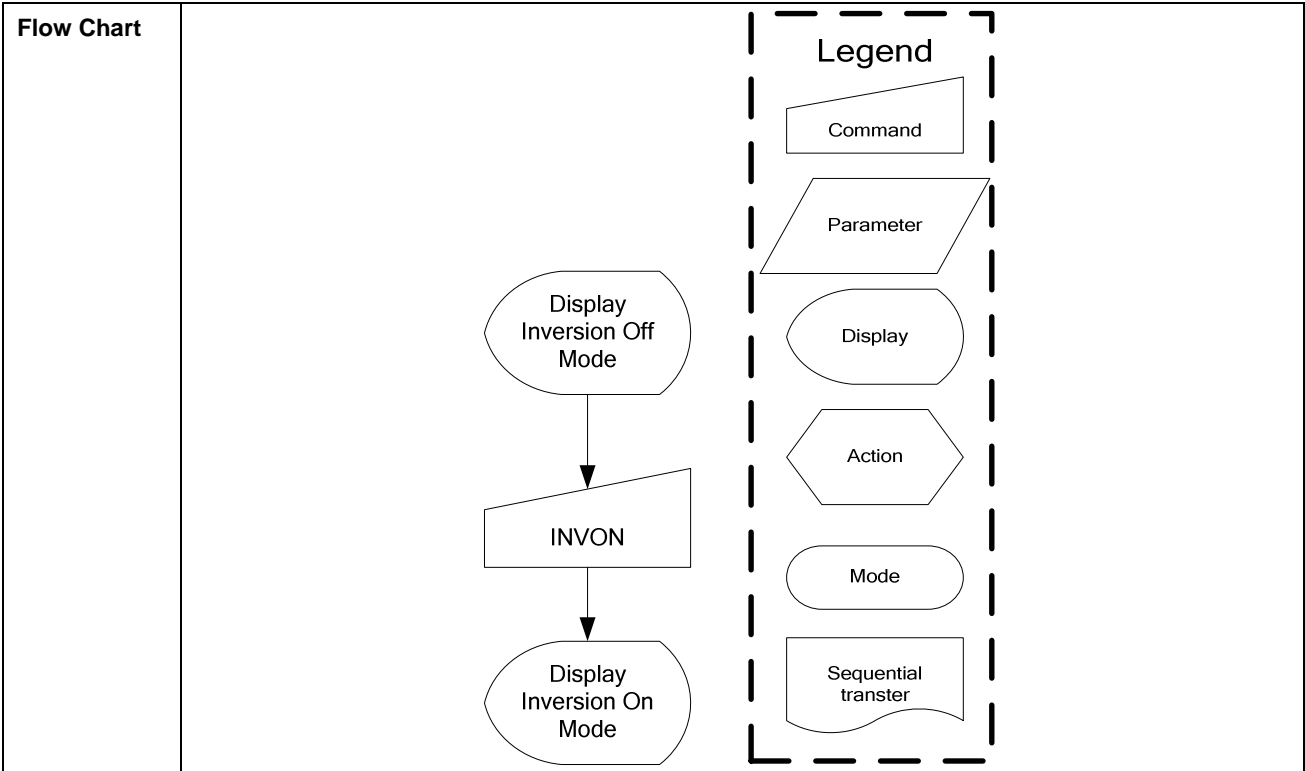
| Description | <p>This command is used to recover from display inversion mode.</p> <p>This command makes no change of contents of frame memory.</p> <p>This command does not change any other status.</p> <div style="text-align: center;"> <p>(Example)</p>  </div> | | | | | | | | | | | | |
|---|---|--------|---------------|--|-----------------------|---|-----------------------|---|-----------------------|--|-----|----------|-----|
| Restriction | This command has no effect when IC is already in inversion off mode. | | | | | | | | | | | | |
| Register Availability | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Display Inversion Off</td> </tr> <tr> <td>S/W Reset</td> <td>Display Inversion Off</td> </tr> <tr> <td>H/W Reset</td> <td>Display Inversion Off</td> </tr> </tbody> </table> | Status | Default Value | Power On Sequence | Display Inversion Off | S/W Reset | Display Inversion Off | H/W Reset | Display Inversion Off | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | Display Inversion Off | | | | | | | | | | | | |
| S/W Reset | Display Inversion Off | | | | | | | | | | | | |
| H/W Reset | Display Inversion Off | | | | | | | | | | | | |



9.1.16 INVON: Display Inversion On (21H)

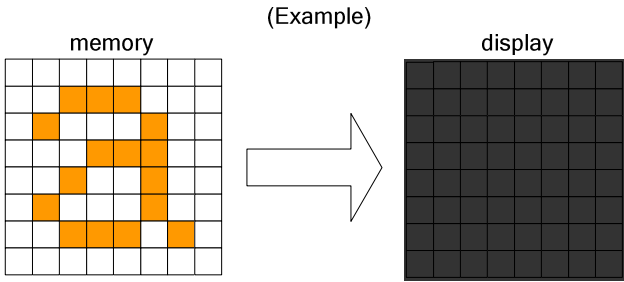
| | | | | | | | | | | | | |
|------------------|--------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|
| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 21H |
| Parameter | No parameter | | | | | | | | | | | |

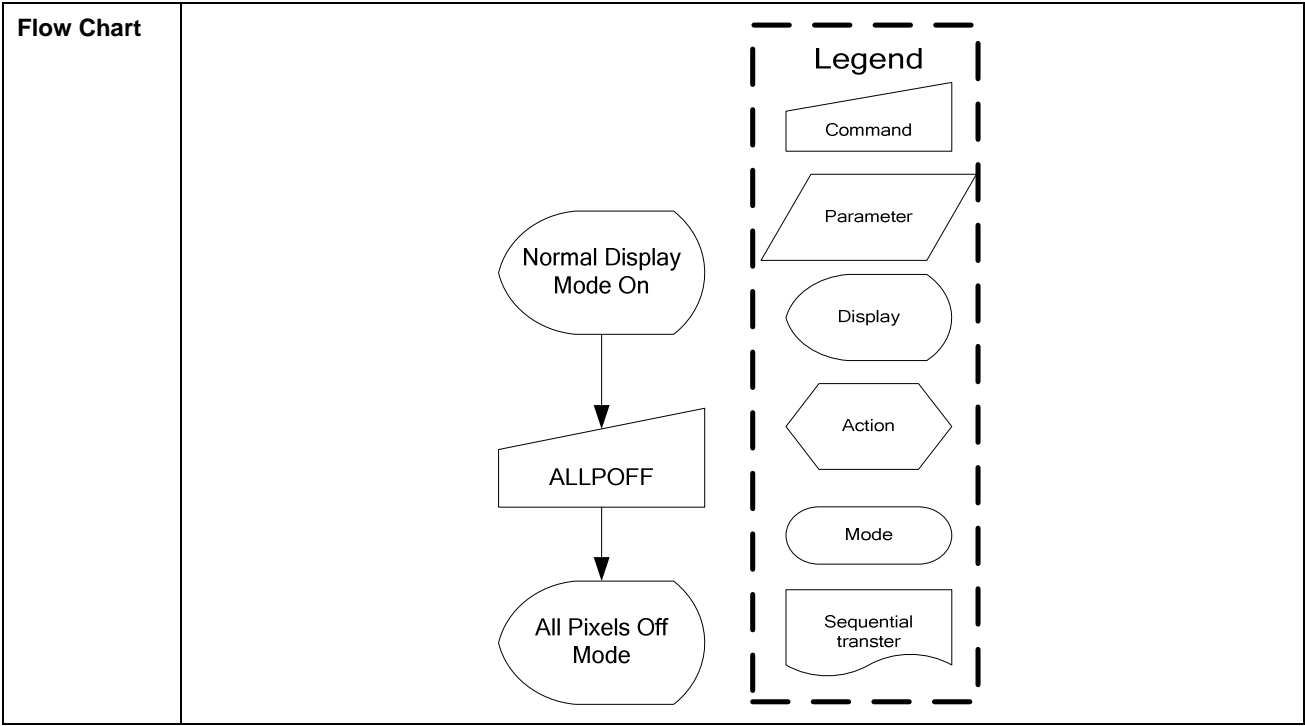
| Description | <p>This command is used to enter into display inversion mode.</p> <p>This command makes no change of contents of frame memory. Every bit is inverted from the frame memory to the display. This command does not change any other status.</p> <p>(Example)</p> | | | | | | | | | | | | |
|---|--|--------|---------------|--|-----------------------|---|-----------------------|---|-----------------------|--|-----|----------|-----|
| Restriction | This command has no effect when IC is already in inversion on mode. | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Display Inversion Off</td> </tr> <tr> <td>S/W Reset</td> <td>Display Inversion Off</td> </tr> <tr> <td>H/W Reset</td> <td>Display Inversion Off</td> </tr> </tbody> </table> | Status | Default Value | Power On Sequence | Display Inversion Off | S/W Reset | Display Inversion Off | H/W Reset | Display Inversion Off | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | Display Inversion Off | | | | | | | | | | | | |
| S/W Reset | Display Inversion Off | | | | | | | | | | | | |
| H/W Reset | Display Inversion Off | | | | | | | | | | | | |



9.1.17 ALLPOFF : ALL Pixels Off (22H)

| | | | | | | | | | | | | |
|------------------|--------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|
| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 22H |
| Parameter | No parameter | | | | | | | | | | | |

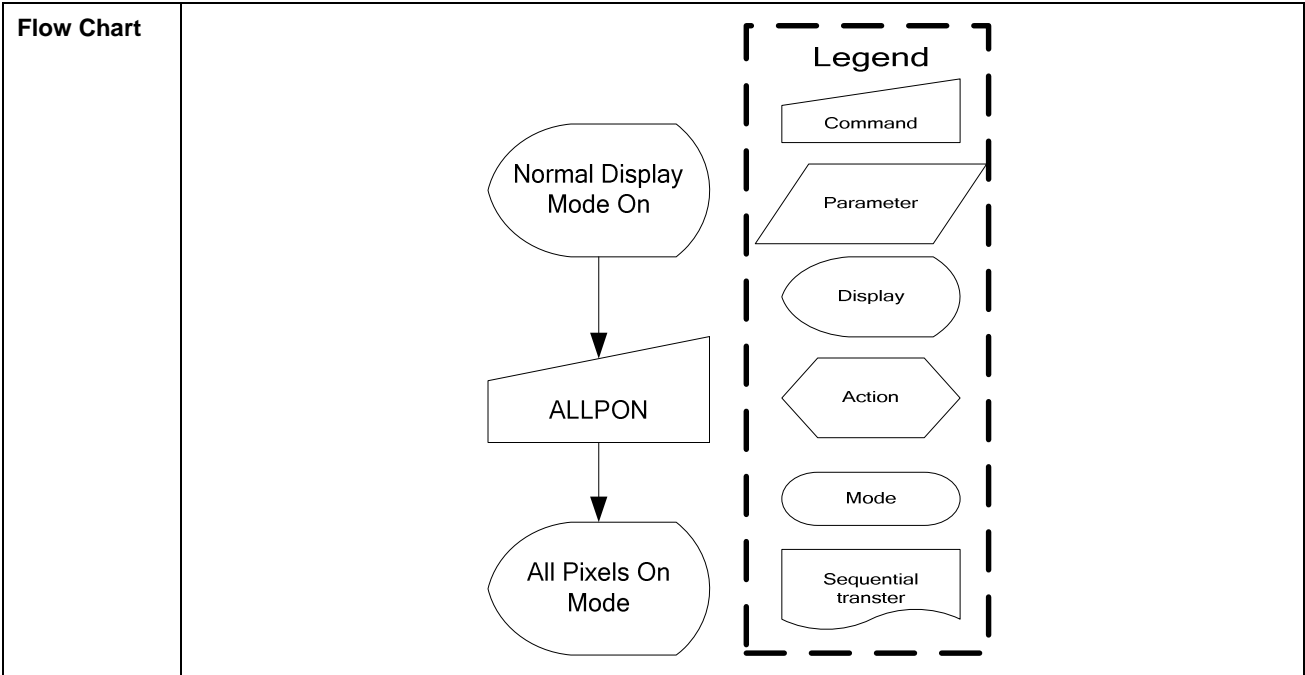
| Description | <p>This command is only used for test purposes e.g. pixel response time (on/off) measurements on the passive matrix display. Therefore, it is possible that this command is not used for final product software.</p> <p>There is not used PWM or Mixed FRC/PWM driving method on the display.</p> <p>All driver outputs become “Low” data state and display becomes black.</p> <p>This command makes no change of contents of display memory.</p> <p>This command does not change any other status.</p> <p>Exit commands are “All Pixels On”, “Normal Display Mode On” and “Partial Display On”.</p> <p>The display is showing the contents of the frame memory after “Normal Display Mode On” and “Partial Display On” commands.</p> <div style="text-align: center;">  </div> | | | | | | | | | | | | |
|---|--|--------|---------------|--|----------------------------|---|----------------------------|---|----------------------------|--|-----|----------|-----|
| Restriction | This command has no effect when IC is already in all pixels off mode. | | | | | | | | | | | | |
| Register Availability | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>All pixel off mode disable</td> </tr> <tr> <td>S/W Reset</td> <td>All pixel off mode disable</td> </tr> <tr> <td>H/W Reset</td> <td>All pixel off mode disable</td> </tr> </tbody> </table> | Status | Default Value | Power On Sequence | All pixel off mode disable | S/W Reset | All pixel off mode disable | H/W Reset | All pixel off mode disable | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | All pixel off mode disable | | | | | | | | | | | | |
| S/W Reset | All pixel off mode disable | | | | | | | | | | | | |
| H/W Reset | All pixel off mode disable | | | | | | | | | | | | |



9.1.18 ALLPON: All Pixels On (23H) (Only for Test Purposes)

| | | | | | | | | | | | | |
|-----------|--------------|----|----|----|----|----|----|----|----|----|----|-----|
| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 23H |
| Parameter | No parameter | | | | | | | | | | | |

| Description | <p>This command is only used for test purposes e.g. pixel response time (on/off) measurements on the passive matrix display. Therefore, it is possible that this command is not used for final product software.</p> <p>There is not used PWM or Mixed FRC/PWM driving method on the display.</p> <p>All driver outputs become “High” data state and display becomes white.</p> <p>This command makes no change of contents of display memory.</p> <p>This command does not change any other status.</p> <p>Exit commands are “All Pixels On”, “Normal Display Mode On” and “Partial Display On”.</p> <p>The display is showing the contents of the frame memory after “Normal Display Mode On” and “Partial Display On” commands.</p> <div style="text-align: center;"> <p>(Example)</p> </div> | | | | | | | | | | | | |
|---|--|--------|---------------|--|---------------------------|---|---------------------------|---|---------------------------|--|-----|----------|-----|
| Restriction | This command has no effect when IC is already in all pixels on mode. | | | | | | | | | | | | |
| Register Availability | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>All pixel on mode disable</td> </tr> <tr> <td>S/W Reset</td> <td>All pixel on mode disable</td> </tr> <tr> <td>H/W Reset</td> <td>All pixel on mode disable</td> </tr> </tbody> </table> | Status | Default Value | Power On Sequence | All pixel on mode disable | S/W Reset | All pixel on mode disable | H/W Reset | All pixel on mode disable | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | All pixel on mode disable | | | | | | | | | | | | |
| S/W Reset | All pixel on mode disable | | | | | | | | | | | | |
| H/W Reset | All pixel on mode disable | | | | | | | | | | | | |



9.1.19 WRCNTR: Write Contrast (25H)

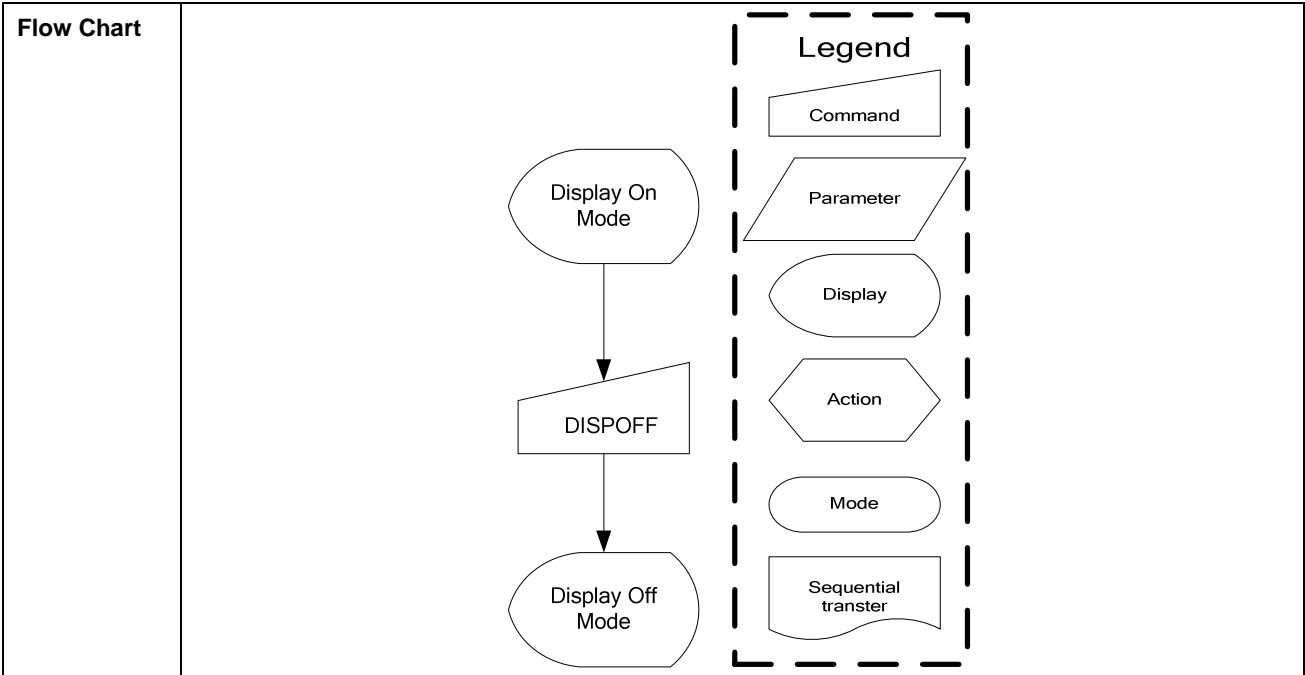
| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|------------------|----|----|----|----|-----|-----|-----|-----|-----|-----|-----|---------|
| Command | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 1 | 25H |
| Parameter | 1 | 1 | 0 | 0 | EV6 | EV5 | EV4 | EV3 | EV2 | EV1 | EV0 | 00H~7FH |

| Description | <p>This command is used to fine tuning the contrast of the current display.</p> <p>This contrast values can affect segment and common outputs.</p> <p>Parameter range: 0-127dec. MSB is EV6 and LSB is EV0.</p> <p>Default value: 63dec (3Fh)</p> | | | | | | | | | | | | |
|---|--|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
| Restriction | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>3Fh</td> </tr> <tr> <td>S/W Reset</td> <td>3Fh</td> </tr> <tr> <td>H/W Reset</td> <td>3Fh</td> </tr> </tbody> </table> | Status | Default Value | Power On Sequence | 3Fh | S/W Reset | 3Fh | H/W Reset | 3Fh | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | 3Fh | | | | | | | | | | | | |
| S/W Reset | 3Fh | | | | | | | | | | | | |
| H/W Reset | 3Fh | | | | | | | | | | | | |
| Flow Chart | <pre> graph TD WRCNTR[Command] --> WC[Parameter WC[7:0]] WC --> NewContrast[Action: New Contrast Value Loaded] </pre> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer | | | | | | | | | | | | |

9.1.20 DISPOFF: Display Off (28H)

| | | | | | | | | | | | | |
|------------------|--------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|
| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 28H |
| Parameter | No parameter | | | | | | | | | | | |

| Description | <p>This command is used to enter into DISPLAY OFF mode. In this mode, the output from Frame Memory is disabled and blank page inserted.</p> <p>This command makes no change of contents of frame memory.</p> <p>This command does not change any other status.</p> <p>There will be no abnormal visible effect on the display.</p> <p>Exit from this command by Display On (29h)</p> <div style="text-align: center;"> </div> | | | | | | | | | | | | |
|---|---|--------|---------------|--|-------------|---|-------------|---|-------------|--|-----|----------|-----|
| Restriction | This command has no effect when module is already in display off mode. | | | | | | | | | | | | |
| Register Availability | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Display Off</td> </tr> <tr> <td>S/W Reset</td> <td>Display Off</td> </tr> <tr> <td>H/W Reset</td> <td>Display Off</td> </tr> </tbody> </table> | Status | Default Value | Power On Sequence | Display Off | S/W Reset | Display Off | H/W Reset | Display Off | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | Display Off | | | | | | | | | | | | |
| S/W Reset | Display Off | | | | | | | | | | | | |
| H/W Reset | Display Off | | | | | | | | | | | | |

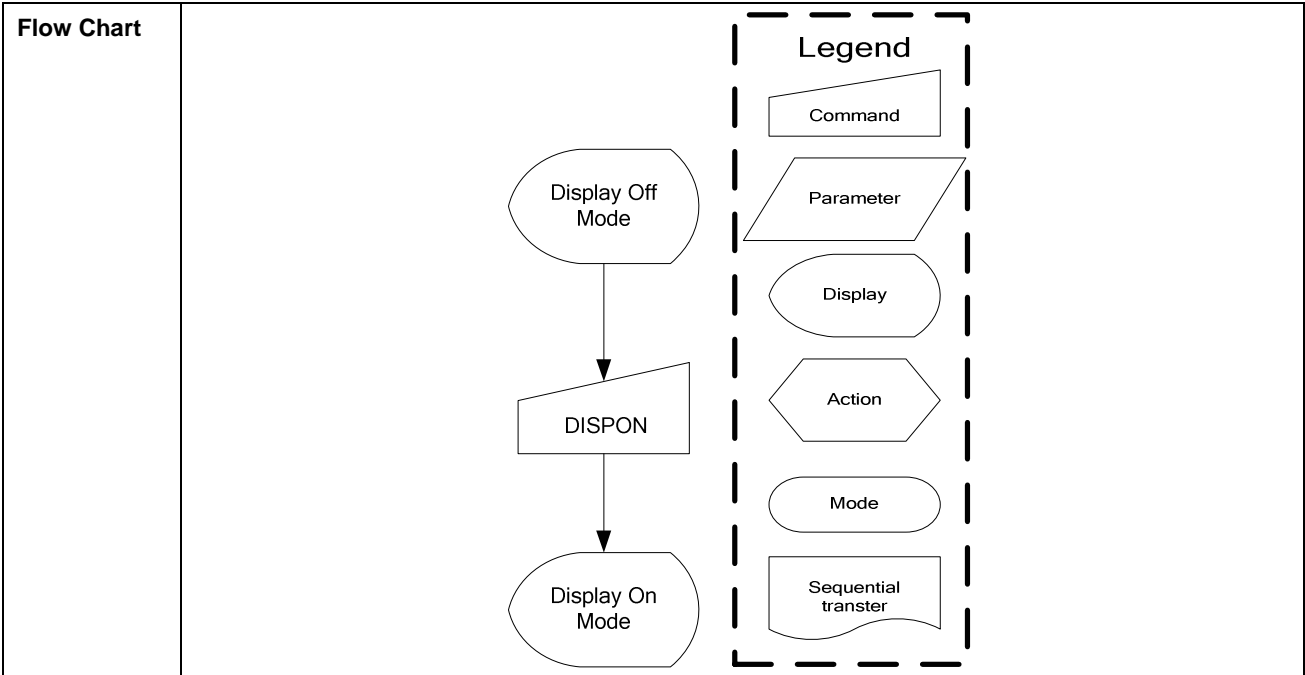


ST7669V

9.1.21 DISPON: Display On (29H)

| | | | | | | | | | | | | |
|------------------|--------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|
| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 29H |
| Parameter | No parameter | | | | | | | | | | | |

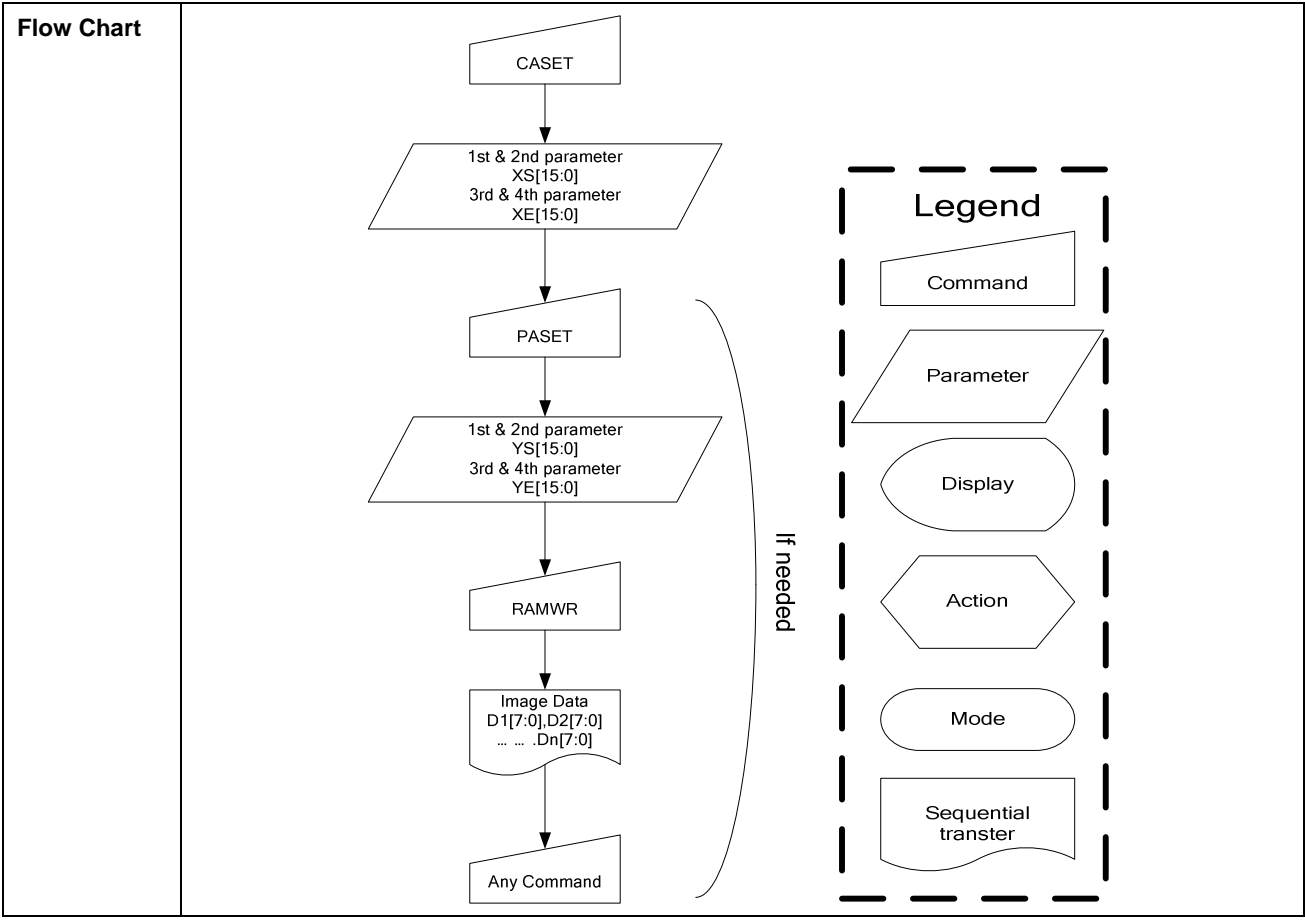
| Description | <p>Turn on the display screen according to the current display data RAM content and the display timing and setting.</p> <p>This command is used to recover from DISPLAY OFF mode. Output from the Frame Memory is enabled.</p> <p>This command makes no change of contents of frame memory.</p> <p>This command does not change any other status.</p> <div style="text-align: center;"> <p>(Example)</p> </div> | | | | | | | | | | | | |
|---|---|--------|---------------|--|-------------|---|-------------|---|-------------|--|-----|----------|-----|
| Restriction | This command has no effect when module is already in display on mode. | | | | | | | | | | | | |
| Register Availability | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Display Off</td> </tr> <tr> <td>S/W Reset</td> <td>Display Off</td> </tr> <tr> <td>H/W Reset</td> <td>Display Off</td> </tr> </tbody> </table> | Status | Default Value | Power On Sequence | Display Off | S/W Reset | Display Off | H/W Reset | Display Off | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | Display Off | | | | | | | | | | | | |
| S/W Reset | Display Off | | | | | | | | | | | | |
| H/W Reset | Display Off | | | | | | | | | | | | |



9.1.22 CASET: Column Address Set (2AH)

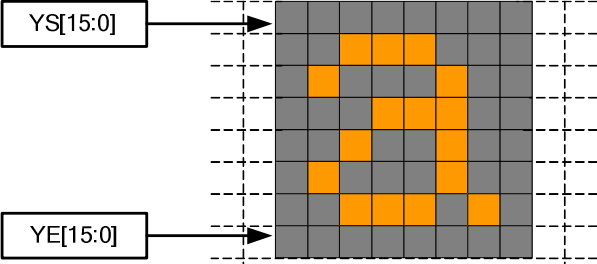
| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|---------------------------------|----|----|----|------|------|------|------|------|------|-----|-----|-------|
| Command | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 2AH |
| 1st parameter | 1 | 1 | 0 | XS15 | XS14 | XS13 | XS12 | XS11 | XS10 | XS9 | XS8 | Note1 |
| 2nd parameter | 1 | 1 | 0 | XS7 | XS6 | XS5 | XS4 | XS3 | XS2 | XS1 | XS0 | Note1 |
| 3rd parameter | 1 | 1 | 0 | XE15 | XE14 | XE13 | XE12 | XE11 | XE10 | XE9 | XE8 | Note1 |
| 4th parameter | 1 | 1 | 0 | XE7 | XE6 | XE5 | XE4 | XE3 | XE2 | XE1 | XE0 | Note1 |

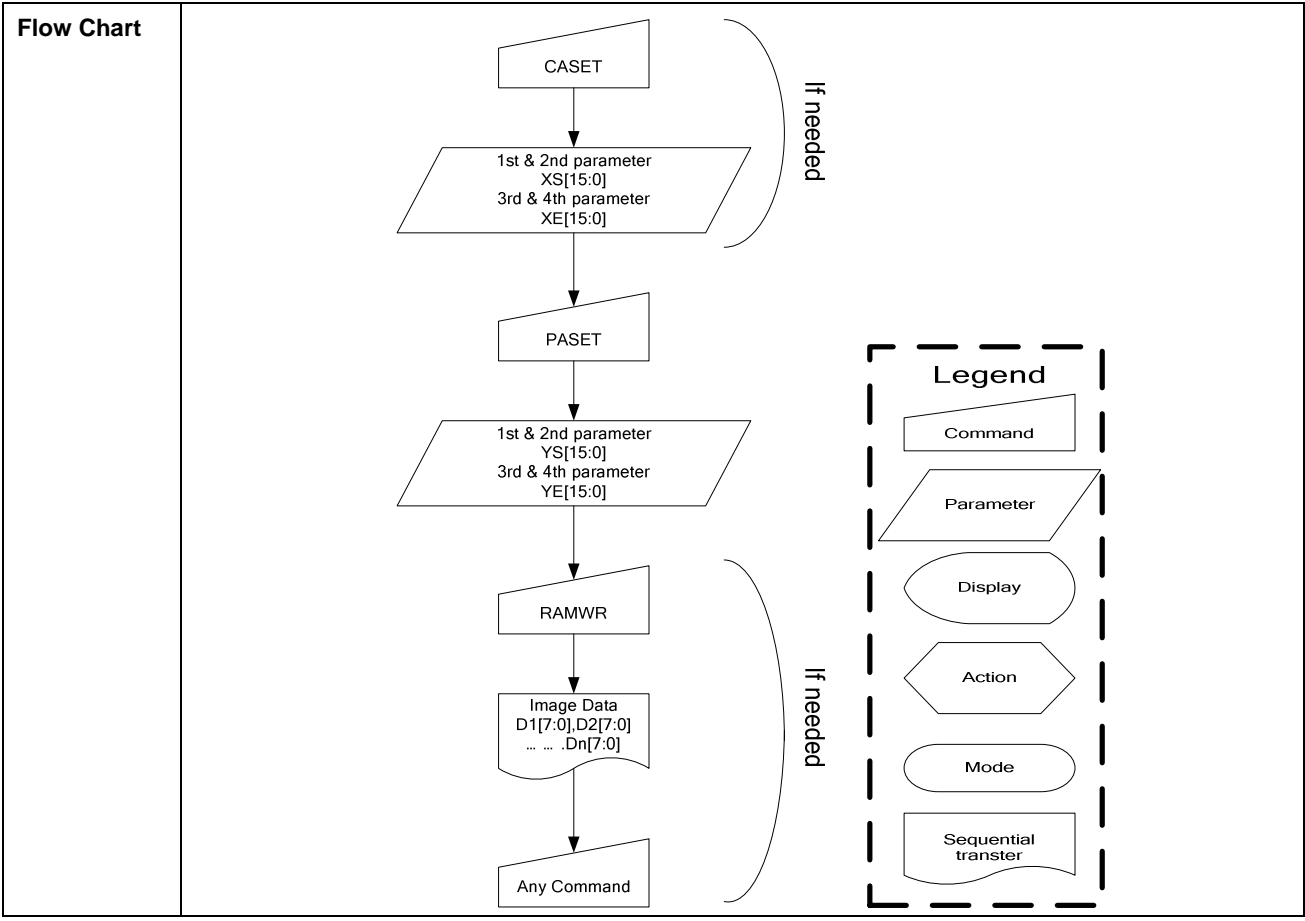
| Description | <p>This command is used to define area of frame memory where MCU can access.</p> <p>This command makes no change on the other driver status.</p> <p>The values of XS[15:0] and XE[15:0] are referred when RAMWR command comes. Each value represents one column line in the Frame Memory.</p> <div style="text-align: center;"> </div> | | | | | | | | | | | | | | | | | | | |
|---|--|---------------------|---------------------|--|-----|---|---------------------|---|-------------------|--|-----|----------|-----------|-----|-----|-----|-----------|-----|-----|--|
| Restriction | <p>XS[15:0] always must be equal to or less than XE[15:0]</p> <p>Note 1: When XS[15:0] or XE[15:0] is greater than 83h (when MADCTL's MV=0) or A1h (when MADCTL's MV=1), data of out of range will be ignored</p> | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 80%;">Status</th> <th style="width: 20%;">Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th rowspan="2" style="width: 40%;">Status</th> <th colspan="3" style="width: 60%;">Default Value</th> </tr> <tr> <th style="width: 20%;">XS [15:0]</th> <th style="width: 20%;">XE [15:0] (MV=0)</th> <th style="width: 20%;">XE [15:0] (MV=1)</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>00h</td> <td colspan="2">83h</td> </tr> <tr> <td>S/W Reset</td> <td>00h</td> <td>83h</td> <td>A1h</td> </tr> <tr> <td>H/W Reset</td> <td>00h</td> <td colspan="2">83h</td> </tr> </tbody> </table> | Status | Default Value | | | XS [15:0] | XE [15:0] (MV=0) | XE [15:0] (MV=1) | Power On Sequence | 00h | 83h | | S/W Reset | 00h | 83h | A1h | H/W Reset | 00h | 83h | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | |
| | XS [15:0] | XE [15:0] (MV=0) | XE [15:0] (MV=1) | | | | | | | | | | | | | | | | | |
| Power On Sequence | 00h | 83h | | | | | | | | | | | | | | | | | | |
| S/W Reset | 00h | 83h | A1h | | | | | | | | | | | | | | | | | |
| H/W Reset | 00h | 83h | | | | | | | | | | | | | | | | | | |



9.1.23 RASET: Row Address Set (2BH)

| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|---------------------------------|----|----|----|------|------|------|------|------|------|-----|-----|-------|
| Command | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 2BH |
| 1st parameter | 1 | 1 | 0 | YS15 | YS14 | YS13 | YS12 | YS11 | YS10 | YS9 | YS8 | Note1 |
| 2nd parameter | 1 | 1 | 0 | YS7 | YS6 | YS5 | YS4 | YS3 | YS2 | YS1 | YS0 | Note1 |
| 3rd parameter | 1 | 1 | 0 | YE15 | YE14 | YE13 | YE12 | YE11 | YE10 | YE9 | YE8 | Note1 |
| 4th parameter | 1 | 1 | 0 | YE7 | YE6 | YE5 | YE4 | YE3 | YE2 | YE1 | YE0 | Note1 |

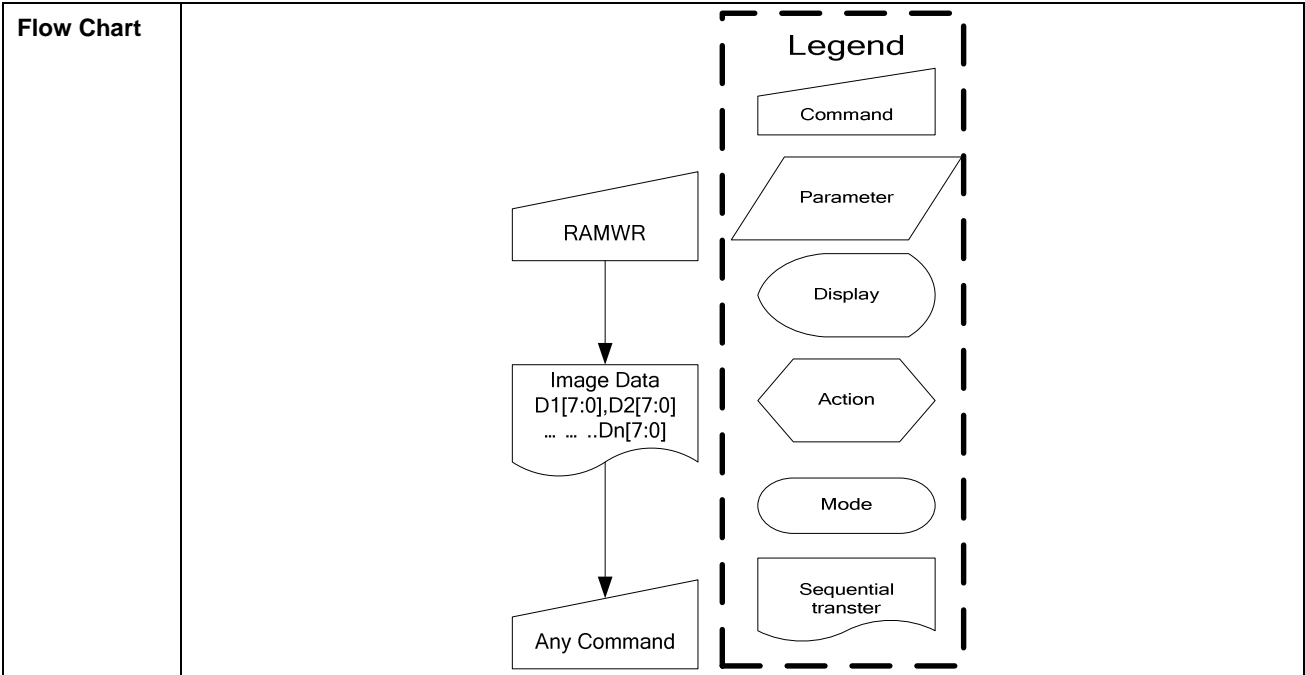
| Description | <p>This command is used to define area of frame memory where MCU can access.</p> <p>This command makes no change on the other driver status.</p> <p>The values of YS[15:0] and YE[15:0] are referred when RAMWR command comes. Each value represents one Page line in the Frame Memory.</p>  | | | | | | | | | | | | | | | | | | | |
|---|--|---------------------|---------------------|--|-----|---|---------------------|---|-------------------|--|-----|----------|-----------|-----|-----|-----|-----------|-----|-----|--|
| Restriction | <p>YS[15:0] always must be equal to or less than YE[15:0]</p> <p>Note 1: When YS[15:0] or YE[15:0] are greater than A1h (When MADCTL's MV=0) or 83h (When MADCTL's MV=1), data of out of range will be ignored.</p> | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="3">Default Value</th> </tr> <tr> <th>YS [15:0]</th> <th>YE [15:0] (MV=0)</th> <th>YE [15:0] (MV=1)</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>00h</td> <td colspan="2">A1h</td> </tr> <tr> <td>S/W Reset</td> <td>00h</td> <td>A1h</td> <td>83h</td> </tr> <tr> <td>H/W Reset</td> <td>00h</td> <td colspan="2">A1h</td> </tr> </tbody> </table> | Status | Default Value | | | YS [15:0] | YE [15:0] (MV=0) | YE [15:0] (MV=1) | Power On Sequence | 00h | A1h | | S/W Reset | 00h | A1h | 83h | H/W Reset | 00h | A1h | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | |
| | YS [15:0] | YE [15:0] (MV=0) | YE [15:0] (MV=1) | | | | | | | | | | | | | | | | | |
| Power On Sequence | 00h | A1h | | | | | | | | | | | | | | | | | | |
| S/W Reset | 00h | A1h | 83h | | | | | | | | | | | | | | | | | |
| H/W Reset | 00h | A1h | | | | | | | | | | | | | | | | | | |



9.1.24 RAMWR: Memory Write (2CH)

| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|----------------------|----|----|----|-----|-----|-----|-----|-----|-----|-----|-----|-----------|
| Command | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 2CH |
| Write D1[7:0] | 1 | 1 | 0 | D17 | D16 | D15 | D14 | D13 | D12 | D11 | D10 | 00H ~ FFH |
| ... | 1 | 1 | 0 | Dx7 | Dx6 | Dx5 | Dx4 | Dx3 | Dx2 | Dx1 | Dx0 | 00H ~ FFH |
| Write Dn[7:0] | 1 | 1 | 0 | Dn7 | Dn6 | Dn5 | Dn4 | Dn3 | Dn2 | Dn1 | Dn0 | 00H ~ FFH |

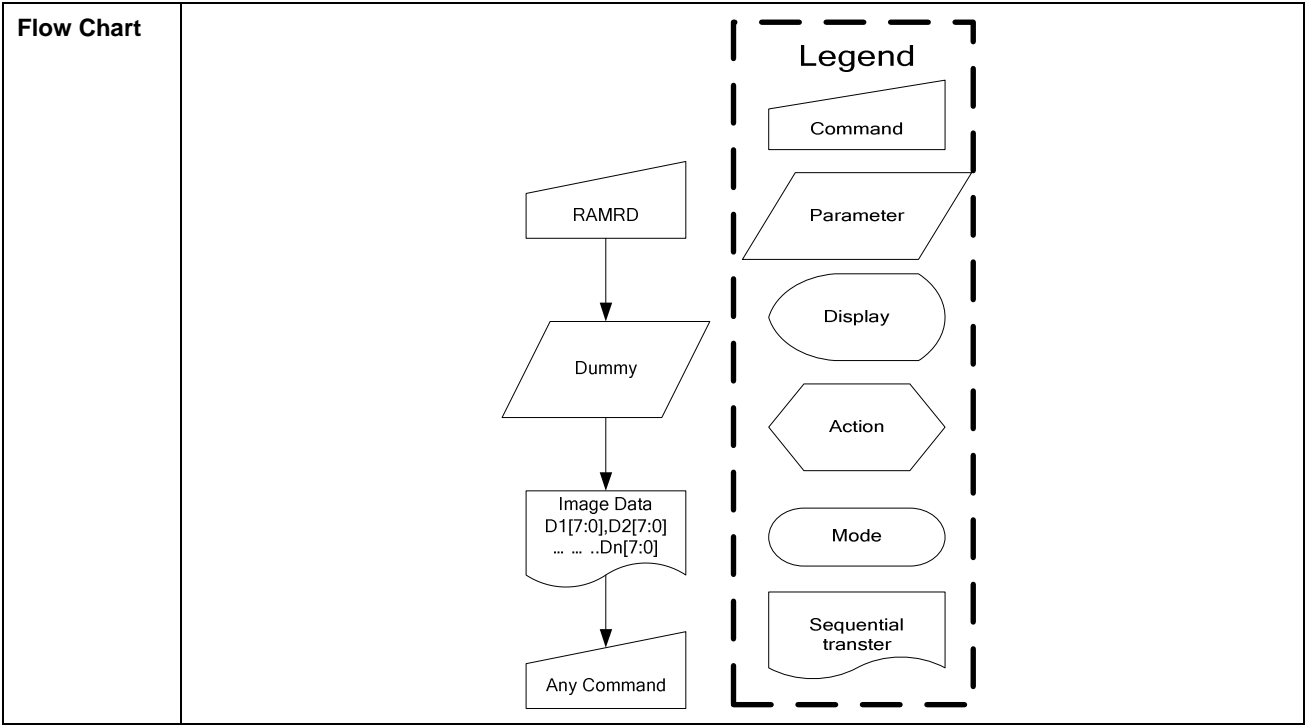
| Description | <p>This command is used to transfer data from MCU to frame memory.</p> <p>This command makes no change to the other driver status.</p> <p>When this command is accepted, the column register and the page register are reset to the Start Column/Start Page positions.</p> <p>The Start Column/Start Row positions are different in accordance with MADCTR setting.</p> <p>Then D[7:0] is stored in frame memory and the column register and the row register incremented as in Section 7.3.</p> <p>Frame Write can be canceled by sending any other command.</p> | | | | | | | | | | | | |
|---|---|--------|---------------|--|------------------------------------|---|--------------------------------|---|--------------------------------|--|-----|----------|-----|
| Restriction | In all color modes, there is no restriction on length of parameters. | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Contents of memory is set randomly</td> </tr> <tr> <td>S/W Reset</td> <td>Contents of memory is remained</td> </tr> <tr> <td>H/W Reset</td> <td>Contents of memory is remained</td> </tr> </tbody> </table> | Status | Default Value | Power On Sequence | Contents of memory is set randomly | S/W Reset | Contents of memory is remained | H/W Reset | Contents of memory is remained | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | Contents of memory is set randomly | | | | | | | | | | | | |
| S/W Reset | Contents of memory is remained | | | | | | | | | | | | |
| H/W Reset | Contents of memory is remained | | | | | | | | | | | | |



9.1.25 RAMRO : Memory Read (2EH)

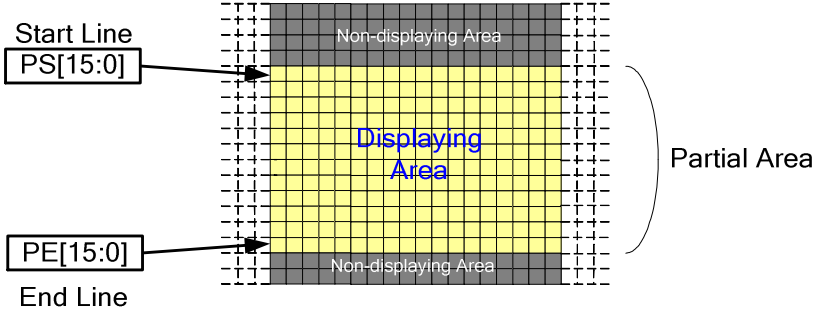
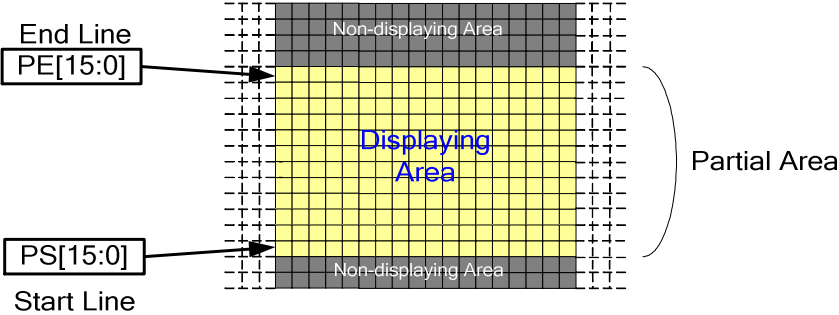
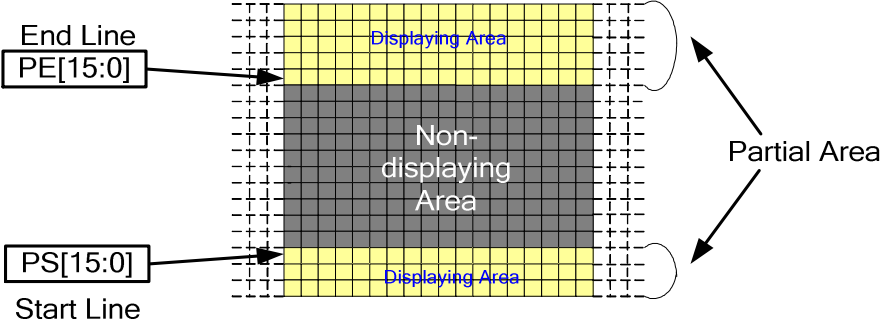
| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|---------------------------------|----|----|----|-----|-----|-----|-----|-----|-----|-----|-----|-----------|
| Command | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 2EH |
| 1st parameter | 1 | 0 | 1 | x | x | x | x | x | x | x | x | x |
| 2nd parameter | 1 | 0 | 1 | D17 | D16 | D15 | D14 | D13 | D12 | D11 | D10 | 00H ~ FFH |
| ... | 1 | 0 | 1 | Dx7 | Dx6 | Dx5 | Dx4 | Dx3 | Dx2 | Dx1 | Dx0 | 00H ~ FFH |
| (N+1)th parameter | 1 | 0 | 1 | Dn7 | Dn6 | Dn5 | Dn4 | Dn3 | Dn2 | Dn1 | Dn0 | 00H ~ FFH |

| Description | <p>This command is used to transfer data from frame memory to MCU.</p> <p>This command makes no change to the other driver status.</p> <p>When this command is accepted, the column register and the page register are reset to the Start Column/Start Page positions.</p> <p>The Start Column/Start Page positions are different in accordance with MADCTL setting. (See 7.3)</p> <p>Then D[7:0] is read back from the frame memory and the column register and the page register incremented as in Section 7.3</p> <p>Frame Read can be stopped by sending any other command.</p> | | | | | | | | | | | | |
|---|---|--------|---------------|--|------------------------------------|---|-----------------------------------|---|-----------------------------------|--|-----|----------|-----|
| Restriction | <p>In all color modes, the Frame Read is always 18bit so there is no restriction on length of parameters.</p> <p>Note – Memory Read is only possible via the Parallel Interface.</p> | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Contents of memory is set randomly</td> </tr> <tr> <td>S/W Reset</td> <td>Contents of memory is not cleared</td> </tr> <tr> <td>H/W Reset</td> <td>Contents of memory is not cleared</td> </tr> </tbody> </table> | Status | Default Value | Power On Sequence | Contents of memory is set randomly | S/W Reset | Contents of memory is not cleared | H/W Reset | Contents of memory is not cleared | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | Contents of memory is set randomly | | | | | | | | | | | | |
| S/W Reset | Contents of memory is not cleared | | | | | | | | | | | | |
| H/W Reset | Contents of memory is not cleared | | | | | | | | | | | | |



9.1.26 PTLAR: Partial Area (30H)

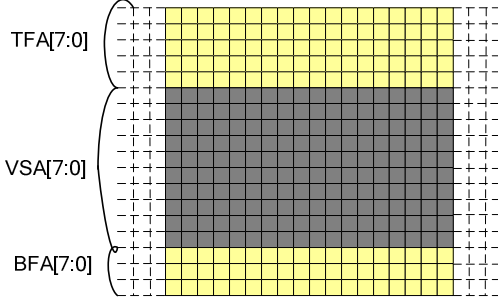
| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|---------------------------------|----|----|----|------|------|------|------|------|------|-----|-----|-----------|
| Command | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 30H |
| 1st parameter | 1 | 1 | 0 | PS15 | PS14 | PS13 | PS12 | PS11 | PS10 | PS9 | PS8 | 00H ~ A1H |
| 2nd parameter | 1 | 1 | 0 | PS7 | PS6 | PS5 | PS4 | PS3 | PS2 | PS1 | PS0 | |
| 3rd parameter | 1 | 1 | 0 | PE15 | PE14 | PE13 | PE12 | PE11 | PE10 | PE9 | PE8 | 00H ~ A1H |
| 4th parameter | 1 | 1 | 0 | PE7 | PE6 | PE5 | PE4 | PE3 | PE2 | PE1 | PE0 | |

| | |
|--------------------|---|
| Description | <p>This command defines the partial mode's display area. There are 2 parameters associated with this command, the first defines the Start Line (PS) and the second the End Line (PE), as illustrated in the figures below. PS and PE refer to the Frame Memory Line counter.</p> <p>If End Line > Start Line when MADCTR ML=0:</p>  <p>If End Line > Start Line when MADCTR ML=1:</p>  <p>If End Line < Start Line when MADCTR ML=0:</p>  <p>* Row1: Frame memory row address 1.</p> <p>If End Line = Start Line then the Partial Area will be one line deep.</p> |
| Restriction | PS[15:0] and PE[15:0] cannot be greater than A1h. |

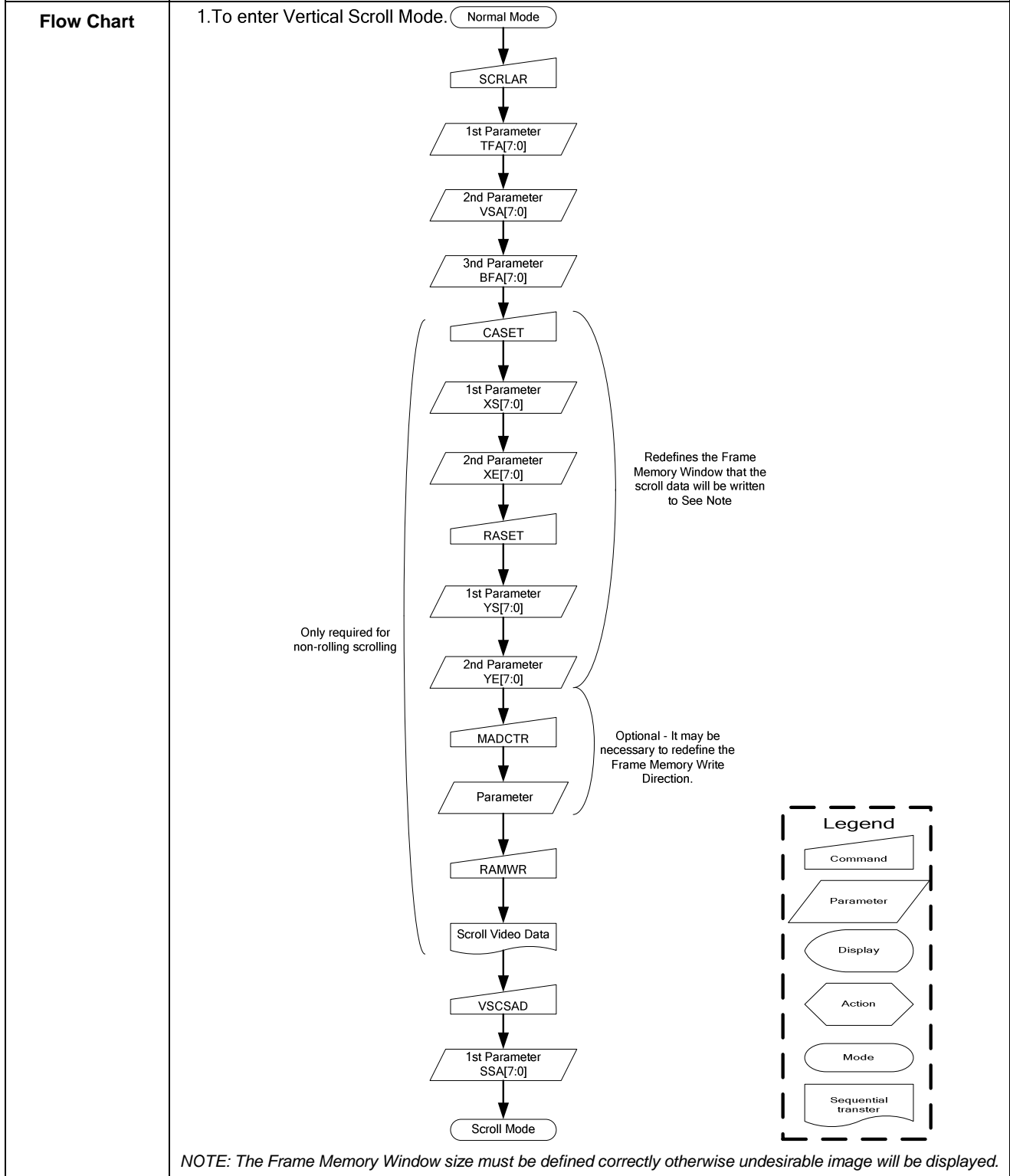
| Register Availability | <table border="1" data-bbox="459 241 1313 546"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
|---|--|----------------|---------------|--|-------------------|---|----------------|---|----------------|--|-----------|----------------|----------------|
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table border="1" data-bbox="459 645 1313 842"> <thead> <tr> <th>Status</th> <th colspan="2">Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>PS[15:0]=0000H</td> <td>PE[15:0]=00A1H</td> </tr> <tr> <td>S/W Reset</td> <td>PS[15:0]=0000H</td> <td>PE[15:0]=00A1H</td> </tr> <tr> <td>H/W Reset</td> <td>PS[15:0]=0000H</td> <td>PE[15:0]=00A1H</td> </tr> </tbody> </table> | Status | Default Value | | Power On Sequence | PS[15:0]=0000H | PE[15:0]=00A1H | S/W Reset | PS[15:0]=0000H | PE[15:0]=00A1H | H/W Reset | PS[15:0]=0000H | PE[15:0]=00A1H |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | PS[15:0]=0000H | PE[15:0]=00A1H | | | | | | | | | | | |
| S/W Reset | PS[15:0]=0000H | PE[15:0]=00A1H | | | | | | | | | | | |
| H/W Reset | PS[15:0]=0000H | PE[15:0]=00A1H | | | | | | | | | | | |
| Flow Chart | <div style="text-align: center;"> <h3>2. Leave Partial Mode</h3> <pre> graph TD PM([Partial Mode]) --> DISPOFF[/DISPOFF/] DISPOFF --> NORON[/NORON/] NORON --> PMOFF([Partial Mode OFF]) PMOFF --> RAMRW[/RAMRW/] RAMRW --> ID["Image Data D1[7:0], D2[7:0]Dn[7:0]"] ID --> DISPON[/DISPON/] </pre> </div> <div style="display: flex; justify-content: space-between; margin-top: 20px;"> <div data-bbox="363 1043 671 1077" style="width: 45%;"> <h3>1. TO Enter Partial Mode:</h3> <pre> graph TD PLTAR[/PLTAR/] --> SR[/SR[15:0]/] SR --> ER[/ER[15:0]/] ER --> PTLON[/PTLON/] PTLON --> PM([Partial Mode]) </pre> </div> <div data-bbox="1203 1128 1390 1525" style="width: 45%; border: 1px dashed black; padding: 5px;"> <h4>Legend</h4> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer </div> </div> | | | | | | | | | | | | |

9.1.27 RLAR: Scroll Area (33h)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|---------------------------|----|-----|-----|------|------|------|------|------|------|------|------|-------|
| SCRLAR | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | (33h) |
| 1 st parameter | 1 | 1 | 0 | TFA7 | TFA6 | TFA5 | TFA4 | TFA3 | TFA2 | TFA1 | TFA0 | - |
| 2 nd parameter | 1 | 1 | 0 | VSA7 | VSA6 | VSA5 | VSA4 | VSA3 | VSA2 | VSA1 | VSA0 | - |
| 3 rd parameter | 1 | 1 | 0 | BFA7 | BFA6 | BFA5 | BFA4 | BFA3 | BFA2 | BFA1 | BFA0 | - |

| <p>Description</p> | <p>This command just defines the Vertical Scrolling Area of the display and not performs vertical scroll. When MADCTL ML=0</p> <p>The 1st parameter TFA [7:0] describes the Top Fixed Area (in No. of lines from Top of the Frame Memory and Display).</p> <p>The 2nd parameter VSA [7:0] describes the height of the Vertical Scrolling Area (in No. of lines of the Frame Memory [not the display] from the Vertical Scrolling Start Address) The first line appears immediately after the bottom most line of the Top Fixed Area.</p> <p>The 3rd parameter BFA [7:0] describes the Bottom Fixed Area (in No. of lines from Bottom of the Frame Memory and Display).</p> <p>TFA, VSA and BFA refer to the Frame Memory Line Pointer.</p>  | | | | | | | | | | | | |
|---|---|--------|--------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
| <p>Restriction</p> | <p>The condition is $(TFA+VSA+BFA) = 162$, otherwise Scrolling mode is undefined. In Vertical Scroll Mode, MADCTL parameter MV should be set to '0'-this only affects the Frame Memory Write. TFA[7:0], VSA[7:0] and BFA[7:0] are based on line unit.</p> <p style="text-align: center;">TFA[7:0]= 00h, 01h, 02h, 03h, ... , A1h</p> <p style="text-align: center;">VSA[7:0]= 00h, 01h, 02h, 03h, ... , A1h</p> <p style="text-align: center;">BFA[7:0]= 00h, 01h, 02h, 03h, ... , A1h</p> | | | | | | | | | | | | |
| <p>Register Availability</p> | <table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |

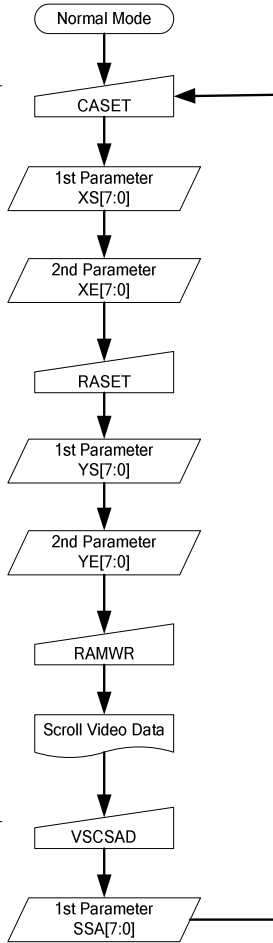
| Default | Status | Default Value | | |
|---------|-------------------|---------------|-----------|-----------|
| | | TFA [7:0] | VSA [7:0] | BFA [7:0] |
| | Power On Sequence | 00h | A2h | 00h |
| | S/W Reset | 00h | A2h | 00h |
| | H/W Reset | 00h | A2h | 00h |



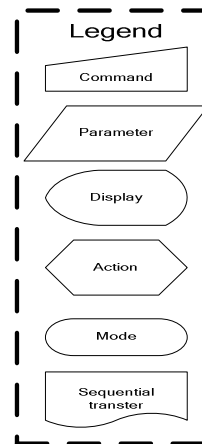
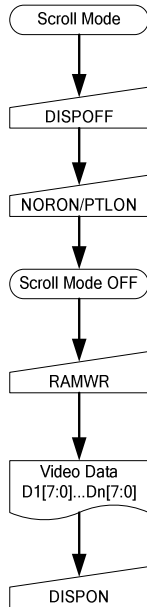
Flow Chart

2. Continuous Scroll

Only required for non-rolling scrolling



3. To Exit Vertical Scroll mode



NOTE: Scroll Mode can be exit by both the Normal Display Mode On(13h) and Partial Mode On (12h) commands.

ST7669V

9.1.28 TEOFF: Tearing Effect Line Off (34H)

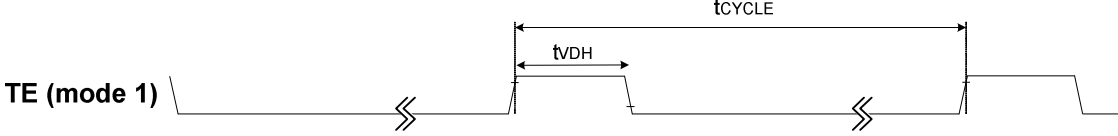
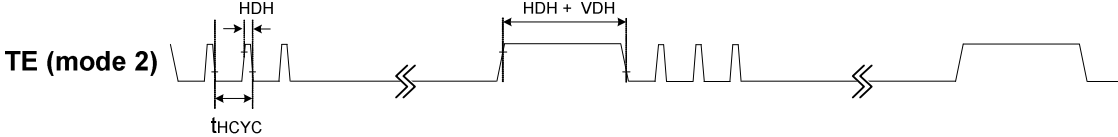
| | | | | | | | | | | | | |
|-----------|--------------|----|----|----|----|----|----|----|----|----|----|-----|
| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 0 | 0 | 34H |
| Parameter | No Parameter | | | | | | | | | | | |

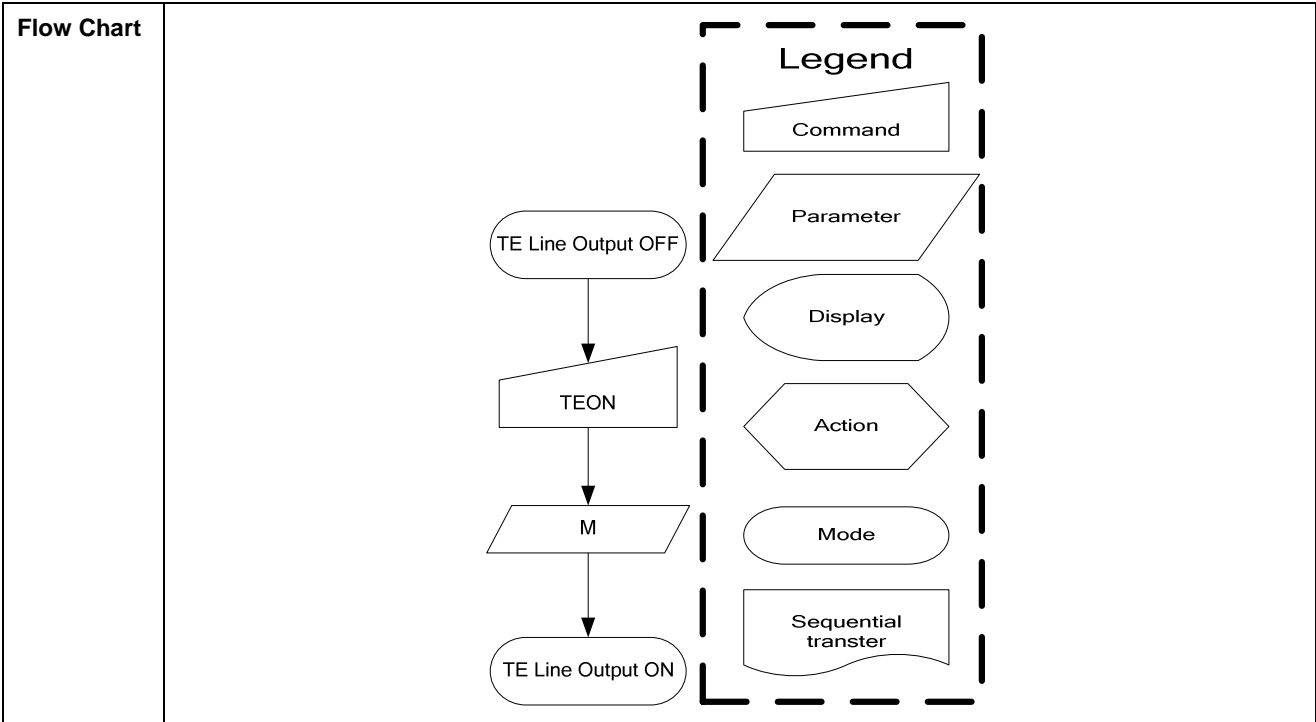
| Description | This command is used to turn OFF (Active Low) the Tearing Effect output signal from the TE signal line. | | | | | | | | | | | | | |
|---|--|--|--------|---------------|--|--------------------|---|--------------------|---|--------------------|--|-----|----------|-----|
| Restriction | This command has no effect when Tearing Effect output is already OFF. | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Tearing effect off</td> </tr> <tr> <td>S/W Reset</td> <td>Tearing effect off</td> </tr> <tr> <td>H/W Reset</td> <td>Tearing effect off</td> </tr> </tbody> </table> | | Status | Default Value | Power On Sequence | Tearing effect off | S/W Reset | Tearing effect off | H/W Reset | Tearing effect off | | | | |
| Status | Default Value | | | | | | | | | | | | | |
| Power On Sequence | Tearing effect off | | | | | | | | | | | | | |
| S/W Reset | Tearing effect off | | | | | | | | | | | | | |
| H/W Reset | Tearing effect off | | | | | | | | | | | | | |
| Flow Chart | <pre> graph TD Start([TE Line Output ON]) --> Action[TEOFF] Action --> End([TE Line Output OFF]) </pre> <p>Legend</p> <ul style="list-style-type: none"> Command: Trapezoid Parameter: Parallelogram Display: Oval Action: Hexagon Mode: Rounded rectangle Sequential transfer: Wavy rectangle | | | | | | | | | | | | | |

9.1.29 TEON: Tearing Effect Line On (35H)

| | | | | | | | | | | | | |
|---------------------------|----|----|----|----|----|----|----|----|----|----|----|-----|
| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 0 | 1 | 35H |
| 1 st parameter | 1 | 1 | 0 | - | - | - | - | - | - | - | M | - |

NOTE: “-“ Don't care

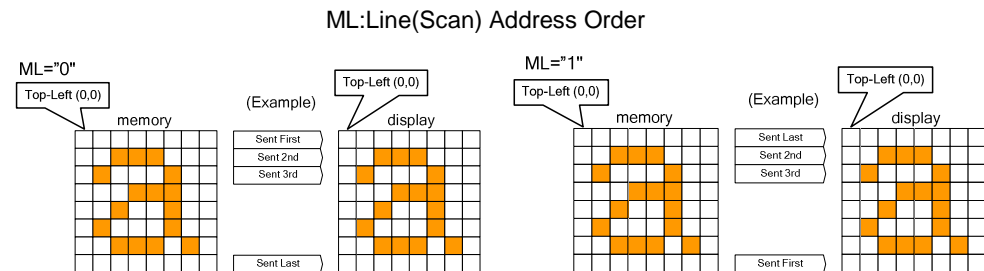
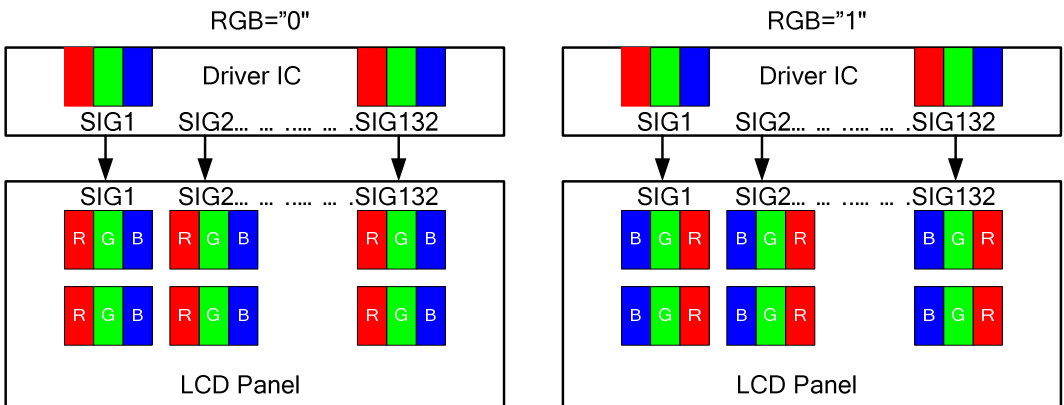
| <p>Description</p> | <p>This command is used to turn ON the Tearing Effect output signal from the TE signal line. This output is not affected by changing MADCTL bit ML.</p> <p>The Tearing Effect Line On has one parameter, which describes the mode of the Tearing Effect Output Line. (“-“=Don't Care).</p> <p>When M=0: The Tearing Effect Output signal consists of V-Sync(tVDH) information.</p>  <p>When M=1: The Tearing Effect Output signal consists of both H-Sync(tHDH) and V-Sync(tVDH) information.</p>  <p><i>Note: During Sleep In Mode with Tearing Effect Line On, Tearing Effect Output pin will be active Low.</i></p> | | | | | | | | | | | | |
|---|--|--------|---------------|--|--------------------------|---|--------------------------|---|--------------------------|--|-----|----------|-----|
| <p>Restriction</p> | <p>This command has no effect when Tearing Effect output is already ON.</p> | | | | | | | | | | | | |
| <p>Register Availability</p> | <table border="1" data-bbox="454 1350 1310 1653"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| <p>Default</p> | <table border="1" data-bbox="454 1753 1310 1944"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Tearing effect off & M=0</td> </tr> <tr> <td>S/W Reset</td> <td>Tearing effect off & M=0</td> </tr> <tr> <td>H/W Reset</td> <td>Tearing effect off & M=0</td> </tr> </tbody> </table> | Status | Default Value | Power On Sequence | Tearing effect off & M=0 | S/W Reset | Tearing effect off & M=0 | H/W Reset | Tearing effect off & M=0 | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | Tearing effect off & M=0 | | | | | | | | | | | | |
| S/W Reset | Tearing effect off & M=0 | | | | | | | | | | | | |
| H/W Reset | Tearing effect off & M=0 | | | | | | | | | | | | |



9.1.30 MADCTL: Memory Access Control (36H)

| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|---------------------------------|----|----|----|----|----|----|----|-----|----|----|----|-----|
| Command | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | 36H |
| 1st parameter | 1 | 1 | 0 | MY | MX | MV | ML | RGB | - | - | - | - |

NOTE: “-“ Don't care

| Description | <p>This command defines read/write scanning direction of frame memory.</p> <p>This command makes no change on the other driver status.</p> <p>Note: ML affects to Partial Area (30h), Vertical Scrolling Definition (33h), Vertical Scrolling Start address (37h), Partial On (12h) commands</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Bit</th> <th>NAME</th> <th>DESCRIPTION</th> </tr> </thead> <tbody> <tr> <td>MX</td> <td>Page Address Order</td> <td rowspan="3">These 3 bits controls MCU to memory write/read direction.</td> </tr> <tr> <td>MY</td> <td>Column Address Order</td> </tr> <tr> <td>MV</td> <td>Page/Column Selection</td> </tr> <tr> <td>ML</td> <td>Vertical Order</td> <td>LCD vertical refresh direction control</td> </tr> <tr> <td>RGB</td> <td>RGB-BGR Order</td> <td>Color selector switch control (0=RGB color filter panel, 1=BGR color filter panel) The contents of the frame memory are not changed.</td> </tr> </tbody> </table> | | | | | | | | | | | | Bit | NAME | DESCRIPTION | MX | Page Address Order | These 3 bits controls MCU to memory write/read direction. | MY | Column Address Order | MV | Page/Column Selection | ML | Vertical Order | LCD vertical refresh direction control | RGB | RGB-BGR Order | Color selector switch control (0=RGB color filter panel, 1=BGR color filter panel) The contents of the frame memory are not changed. |
|--------------------|---|--|--|--|--|--|--|--|--|--|--|--|-----|------|-------------|----|--------------------|---|----|----------------------|----|-----------------------|----|----------------|--|-----|---------------|--|
| Bit | NAME | DESCRIPTION | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MX | Page Address Order | These 3 bits controls MCU to memory write/read direction. | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MY | Column Address Order | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MV | Page/Column Selection | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ML | Vertical Order | LCD vertical refresh direction control | | | | | | | | | | | | | | | | | | | | | | | | | | |
| RGB | RGB-BGR Order | Color selector switch control (0=RGB color filter panel, 1=BGR color filter panel) The contents of the frame memory are not changed. | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <p>ML:Line(Scan) Address Order</p>  | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <p>RGB: RGB-BGR Order</p>  | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <p>Note: Top-Left (0,0) means a physical memory location.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
|---|--|--------|---------------|--|----------------------|---|-----------|---|----------------------|--|-----|----------|-----|
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>MY=0,MX=0,ML=0,RGB=0</td> </tr> <tr> <td>S/W Reset</td> <td>No Change</td> </tr> <tr> <td>H/W Reset</td> <td>MY=0,MX=0,ML=0,RGB=0</td> </tr> </tbody> </table> | Status | Default Value | Power On Sequence | MY=0,MX=0,ML=0,RGB=0 | S/W Reset | No Change | H/W Reset | MY=0,MX=0,ML=0,RGB=0 | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | MY=0,MX=0,ML=0,RGB=0 | | | | | | | | | | | | |
| S/W Reset | No Change | | | | | | | | | | | | |
| H/W Reset | MY=0,MX=0,ML=0,RGB=0 | | | | | | | | | | | | |
| Flow Chart | <p>The flow chart shows a trapezoidal shape labeled 'MADCTL' with an arrow pointing down to a parallelogram shape labeled '1st parameter B[7:0]'. To the right is a dashed box labeled 'Legend' containing six symbols: a trapezoid for 'Command', a parallelogram for 'Parameter', an oval for 'Display', a hexagon for 'Action', a rounded rectangle for 'Mode', and a wavy rectangle for 'Sequential transfer'.</p> | | | | | | | | | | | | |

9.1.31 SCSAD: Vertical Scroll Start Address of RAM (37h)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-----------|----|-----|-----|------|------|------|------|------|------|------|------|-------|
| VSCSAD | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 1 | 1 | (37h) |
| Parameter | 1 | 1 | 0 | SSA7 | SSA6 | SSA5 | SSA4 | SSA3 | SSA2 | SSA1 | SSA0 | |

| | |
|--------------------|---|
| <p>Description</p> | <p>This command is used together with Vertical Scrolling Definition (33h). These two commands describe the scrolling area and the scrolling mode.</p> <p>The Vertical Scrolling Start Address command has one parameter which describes which line in the Frame Memory will be written as the first line after the last line of the Top Fixed Area on the display as illustrated below:</p> <p>This command Start the scrolling.</p> <p>Exit from V-scrolling mode by commands Partial mode On (12h) or Normal mode On (13h).</p> <p>When MADCTL ML=0</p> <p>Example:</p> <p>When Top Fixed Area=Bottom Fixed Area=00, Vertical Scrolling Area=162 and Vertical Scrolling Pointer SSA='3'.</p> <p>When MADCTL ML=1</p> <p>Example:</p> <p>When Top Fixed Area=Bottom Fixed Area=00, Vertical Scrolling Area=162 and Vertical Scrolling Pointer SSA='3'.</p> <p><i>NOTE: When new Pointer position and Picture Data are sent, the result on the display will happen at the next Panel Scan to avoid tearing effect.</i></p> <p><i>SSA refers to the Frame Memory line Pointer.</i></p> |
|--------------------|---|

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| Restriction | <p>Since the value of the Vertical Scrolling Start Address is absolute (with reference to the Frame Memory), it must not enter the fixed area (defined by Vertical Scrolling Definition (33h)-otherwise undesirable image will be displayed on the Panel.</p> <p>SSA [7:0] is based on line unit. SSA [7:0] = 00h, 01h, 02h, 03h, ... , A1h</p> | | | | | | | | | | | | | |
|---|--|--------|---------------|--|-----|---|-----|---|-----|--|----|----------|-----|--|
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>No</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>No</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | No | Partial Mode On, Idle Mode On, Sleep Out | No | Sleep In | Yes | |
| Status | Availability | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | No | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | No | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>00h</td> </tr> <tr> <td>S/W Reset</td> <td>00h</td> </tr> <tr> <td>H/W Reset</td> <td>00h</td> </tr> </tbody> </table> | Status | Default Value | Power On Sequence | 00h | S/W Reset | 00h | H/W Reset | 00h | | | | | |
| Status | Default Value | | | | | | | | | | | | | |
| Power On Sequence | 00h | | | | | | | | | | | | | |
| S/W Reset | 00h | | | | | | | | | | | | | |
| H/W Reset | 00h | | | | | | | | | | | | | |
| Flow Chart | See Vertical Scrolling Definition (33h) description. | | | | | | | | | | | | | |

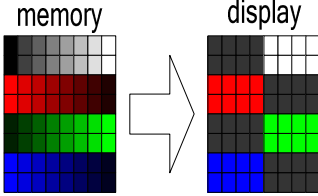
9.1.32 IDMOFF: Idle Mode Off (38H)

| | | | | | | | | | | | | |
|------------------|--------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|
| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 38H |
| Parameter | No Parameter | | | | | | | | | | | |

| Description | <p>This command is used to recover from Idle mode on.</p> <p>There will be no abnormal visible effect on the display mode change transition.</p> <p>In the idle off mode,</p> <ol style="list-style-type: none"> 1. LCD can display maximum 262,144 colors. 2. Normal frame frequency is applied. | | | | | | | | | | | | | |
|---|---|--|--------|---------------|--|---------------|---|---------------|---|---------------|--|-----|----------|-----|
| Restriction | This command has no effect when module is already in idle off mode. | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Idle Off Mode</td> </tr> <tr> <td>S/W Reset</td> <td>Idle Off Mode</td> </tr> <tr> <td>H/W Reset</td> <td>Idle Off Mode</td> </tr> </tbody> </table> | | Status | Default Value | Power On Sequence | Idle Off Mode | S/W Reset | Idle Off Mode | H/W Reset | Idle Off Mode | | | | |
| Status | Default Value | | | | | | | | | | | | | |
| Power On Sequence | Idle Off Mode | | | | | | | | | | | | | |
| S/W Reset | Idle Off Mode | | | | | | | | | | | | | |
| H/W Reset | Idle Off Mode | | | | | | | | | | | | | |
| Flow Chart | <pre> graph TD A([Idle on mode]) -- Command --> B[/IDMOFF/] B --> C([Idle off mode]) </pre> <p>The flow chart illustrates the process of switching from Idle on mode to Idle off mode. It starts with 'Idle on mode' in a rounded rectangle, followed by a downward arrow leading to a trapezoidal 'Command' box labeled 'IDMOFF'. A second downward arrow leads to another rounded rectangle labeled 'Idle off mode'. To the right, a dashed box contains a legend with symbols for Command (trapezoid), Parameter (parallelogram), Display (oval), Action (hexagon), Mode (rounded rectangle), and Sequential transfer (wavy line).</p> | | | | | | | | | | | | | |

9.1.33 IDMON: Idle Mode On (39H)

| | | | | | | | | | | | | |
|-----------|--------------|----|----|----|----|----|----|----|----|----|----|-----|
| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 0 | 1 | 39H |
| Parameter | No Parameter | | | | | | | | | | | |

| Description | <p>This command is used to enter into Idle mode on.</p> <p>There will be no abnormal visible effect on the display mode change transition.</p> <p>In the idle on mode,</p> <ol style="list-style-type: none"> Color expression is reduced. The primary and the secondary colors using MSB of each R, G and B in the Frame Memory, 8 color depth data is displayed. 8-Color mode frame frequency is applied. Exit from IDMON by Idle Mode Off (38h) command | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--------------------|--|----------------------|-------------------|--|--|--|--|--|--|--|--|--|--|-------------------|----------------------|-------------------|-------|--------|--------|--------|------|--------|--------|--------|-----|--------|--------|--------|---------|--------|--------|--------|-------|--------|--------|--------|------|--------|--------|--------|--------|--------|--------|--------|-------|--------|--------|
| | <p>(Example)</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Memory contents V.S Display Color</p> <table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th></th> <th>R5 R4 R3 R2 R1 R0</th> <th>G5 G4 G3 G2 G1 G0</th> <th>B5 B4 B3 B2 B1 B0</th> </tr> </thead> <tbody> <tr> <td>Black</td> <td>0XXXXX</td> <td>0XXXXX</td> <td>0XXXXX</td> </tr> <tr> <td>Blue</td> <td>0XXXXX</td> <td>0XXXXX</td> <td>1XXXXX</td> </tr> <tr> <td>Red</td> <td>1XXXXX</td> <td>0XXXXX</td> <td>0XXXXX</td> </tr> <tr> <td>Magenta</td> <td>1XXXXX</td> <td>0XXXXX</td> <td>1XXXXX</td> </tr> <tr> <td>Green</td> <td>0XXXXX</td> <td>1XXXXX</td> <td>0XXXXX</td> </tr> <tr> <td>Cyan</td> <td>0XXXXX</td> <td>1XXXXX</td> <td>1XXXXX</td> </tr> <tr> <td>Yellow</td> <td>1XXXXX</td> <td>1XXXXX</td> <td>0XXXXX</td> </tr> <tr> <td>White</td> <td>1XXXXX</td> <td>1XXXXX</td> <td>1XXXXX</td> </tr> </tbody> </table> <p>X=don't care</p> | | | | | | | | | | | | | R5 R4 R3 R2 R1 R0 | G5 G4 G3 G2 G1 G0 | B5 B4 B3 B2 B1 B0 | Black | 0XXXXX | 0XXXXX | 0XXXXX | Blue | 0XXXXX | 0XXXXX | 1XXXXX | Red | 1XXXXX | 0XXXXX | 0XXXXX | Magenta | 1XXXXX | 0XXXXX | 1XXXXX | Green | 0XXXXX | 1XXXXX | 0XXXXX | Cyan | 0XXXXX | 1XXXXX | 1XXXXX | Yellow | 1XXXXX | 1XXXXX | 0XXXXX | White | 1XXXXX | 1XXXXX |
| | R5 R4 R3 R2 R1 R0 | G5 G4 G3 G2 G1 G0 | B5 B4 B3 B2 B1 B0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Black | 0XXXXX | 0XXXXX | 0XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Blue | 0XXXXX | 0XXXXX | 1XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Red | 1XXXXX | 0XXXXX | 0XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Magenta | 1XXXXX | 0XXXXX | 1XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Green | 0XXXXX | 1XXXXX | 0XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cyan | 0XXXXX | 1XXXXX | 1XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Yellow | 1XXXXX | 1XXXXX | 0XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| White | 1XXXXX | 1XXXXX | 1XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | This command has no effect when module is already in idle on mode. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

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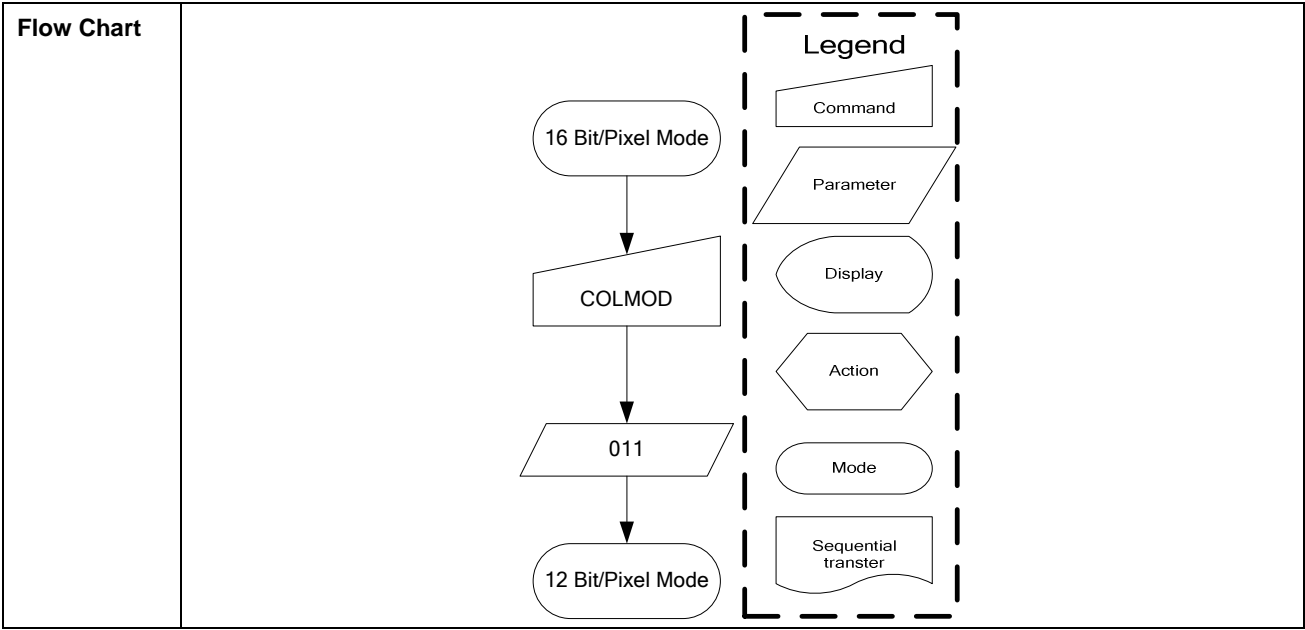
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
|---|---|--------|---------------|--|---------------|---|---------------|---|---------------|--|-----|----------|-----|
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Idle Off Mode</td> </tr> <tr> <td>S/W Reset</td> <td>Idle Off Mode</td> </tr> <tr> <td>H/W Reset</td> <td>Idle Off Mode</td> </tr> </tbody> </table> | Status | Default Value | Power On Sequence | Idle Off Mode | S/W Reset | Idle Off Mode | H/W Reset | Idle Off Mode | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | Idle Off Mode | | | | | | | | | | | | |
| S/W Reset | Idle Off Mode | | | | | | | | | | | | |
| H/W Reset | Idle Off Mode | | | | | | | | | | | | |
| Flow Chart | <pre> graph TD A([Idle off mode]) --> B[/IDMON/] B --> C([Idle on mode]) </pre> <p>The flow chart illustrates the transition from 'Idle off mode' to 'Idle on mode'. The process starts with 'Idle off mode' (represented by a rounded rectangle), which leads to the 'IDMON' command (represented by a trapezoid). This command then leads to 'Idle on mode' (represented by a rounded rectangle). A legend on the right defines the symbols used: Command (trapezoid), Parameter (parallelogram), Display (oval), Action (hexagon), Mode (rounded rectangle), and Sequential transfer (wavy rectangle).</p> | | | | | | | | | | | | |

9.1.34 COLMOD: Interface Pixel Format (3AH)

| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|---------------------------------|----|----|----|----|----|----|----|----|----|----|----|-----|
| Command | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 1 | 0 | 3AH |
| 1st parameter | 1 | 1 | 0 | - | - | - | - | - | D2 | D1 | D0 | - |

NOTE: “-“ Don’t care

| Description | <p>This command is used to define the format of RGB picture data, which is transferred via the MCU Interface. The formats are shown in the table:</p> <table border="1"> <thead> <tr> <th>Interface Format</th> <th>D2</th> <th>D1</th> <th>D0</th> </tr> </thead> <tbody> <tr> <td>Not Defined</td> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>Not Defined</td> <td>0</td> <td>0</td> <td>1</td> </tr> <tr> <td>8 Bit/Pixel</td> <td>0</td> <td>1</td> <td>0</td> </tr> <tr> <td>12 Bit/Pixel(Type A)</td> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <td>Not Defined</td> <td>1</td> <td>0</td> <td>0</td> </tr> <tr> <td>16 Bit/Pixel</td> <td>1</td> <td>0</td> <td>1</td> </tr> <tr> <td>18 Bit/Pixel</td> <td>1</td> <td>1</td> <td>0</td> </tr> <tr> <td>Not Defined</td> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table> <p><i>Note: In 8 bit/pixel or 16 bit/pixel mode, the LUT is applied to transfer data into the Frame Memory.</i></p> | | Interface Format | D2 | D1 | D0 | Not Defined | 0 | 0 | 0 | Not Defined | 0 | 0 | 1 | 8 Bit/Pixel | 0 | 1 | 0 | 12 Bit/Pixel(Type A) | 0 | 1 | 1 | Not Defined | 1 | 0 | 0 | 16 Bit/Pixel | 1 | 0 | 1 | 18 Bit/Pixel | 1 | 1 | 0 | Not Defined | 1 | 1 | 1 |
|---|---|----|------------------|---------------|--|-------------------|---|-----------|---|-------------------|--|-----|----------|-----|-------------|---|---|---|----------------------|---|---|---|-------------|---|---|---|--------------|---|---|---|--------------|---|---|---|-------------|---|---|---|
| Interface Format | D2 | D1 | D0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Not Defined | 0 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Not Defined | 0 | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8 Bit/Pixel | 0 | 1 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 12 Bit/Pixel(Type A) | 0 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Not Defined | 1 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 16 Bit/Pixel | 1 | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 18 Bit/Pixel | 1 | 1 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Not Defined | 1 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>06h (18Bit/Pixel)</td> </tr> <tr> <td>S/W Reset</td> <td>No Change</td> </tr> <tr> <td>H/W Reset</td> <td>06h (18Bit/Pixel)</td> </tr> </tbody> </table> | | Status | Default Value | Power On Sequence | 06h (18Bit/Pixel) | S/W Reset | No Change | H/W Reset | 06h (18Bit/Pixel) | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 06h (18Bit/Pixel) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| S/W Reset | No Change | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| H/W Reset | 06h (18Bit/Pixel) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |



9.1.35 RDID1: Read ID1 (DAH)

| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|---------------------------------|----|----|----|------|------|------|------|------|------|------|------|-----|
| Command | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | 1 | 0 | DAH |
| 1st parameter | 1 | 0 | 1 | - | - | - | - | - | - | - | - | - |
| 2nd parameter | 1 | 0 | 1 | ID17 | ID16 | ID15 | ID14 | ID13 | ID12 | ID11 | ID10 | - |

NOTE: "- " Don't care

| Description | <p>This read byte returns 8-bit LCD module's manufacturer ID</p> <p>D7-D0 (ID17 to ID10): LCD module's manufacturer ID.</p> <p>NOTE: See command RDDID (04h), 2nd parameter.</p> | | | | | | | | | | | | | |
|---|--|--|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
| Restriction | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>TBD</td> </tr> <tr> <td>SW Reset</td> <td>TBD</td> </tr> <tr> <td>H/W Reset</td> <td>TBD</td> </tr> </tbody> </table> | | Status | Default Value | Power On Sequence | TBD | SW Reset | TBD | H/W Reset | TBD | | | | |
| Status | Default Value | | | | | | | | | | | | | |
| Power On Sequence | TBD | | | | | | | | | | | | | |
| SW Reset | TBD | | | | | | | | | | | | | |
| H/W Reset | TBD | | | | | | | | | | | | | |
| Flow Chart | <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p>Serial I/F Mode</p> <pre> graph TD A[/Read ID1/] --> B[/Send 2nd parameter/] </pre> </div> <div style="text-align: center;"> <p>Parallel I/F Mode</p> <pre> graph TD A[/Read ID1/] --> B[/Dummy Read/] B --> C[/Send 2nd parameter/] </pre> </div> </div> <div style="margin-top: 20px;"> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer </div> | | | | | | | | | | | | | |

9.1.36 RDID2: Read ID2 (DBH)

| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|---------------------------------|----|----|----|----|------|------|------|------|------|------|------|-----|
| Command | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | DBH |
| 1st parameter | 1 | 0 | 1 | x | - | - | - | - | - | - | - | - |
| 2nd parameter | 1 | 0 | 1 | 1 | ID26 | ID25 | ID24 | ID23 | ID22 | ID21 | ID20 | - |

NOTE: “-“ Don’t care

| Description | <p>This read byte returns 8-bit LCD module/driver version ID</p> <p>D7-D0 (ID27 to ID20): LCD module/driver version ID</p> <p>Parameter Range: ID=80h to FFh</p> <p>NOTE: See command RDDID (04h), 3rd parameter.</p> | | | | | | | | | | | | | |
|---|---|--|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
| Restriction | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>TBD</td> </tr> <tr> <td>SW Reset</td> <td>TBD</td> </tr> <tr> <td>H/W Reset</td> <td>TBD</td> </tr> </tbody> </table> | | Status | Default Value | Power On Sequence | TBD | SW Reset | TBD | H/W Reset | TBD | | | | |
| Status | Default Value | | | | | | | | | | | | | |
| Power On Sequence | TBD | | | | | | | | | | | | | |
| SW Reset | TBD | | | | | | | | | | | | | |
| H/W Reset | TBD | | | | | | | | | | | | | |
| Flow Chart | <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p>Serial I/F Mode</p> </div> <div style="text-align: center;"> <p>Parallel I/F Mode</p> </div> </div> <div style="text-align: right; margin-top: 20px;"> <p>Host Display</p> </div> <div style="border: 1px dashed black; padding: 5px; margin-top: 20px;"> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer </div> | | | | | | | | | | | | | |

9.1.37 RDID3: Read ID3 (DCH)

| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|---------------------------------|----|----|----|------|------|------|------|------|------|------|------|-----|
| Command | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | DCH |
| 1st parameter | 1 | 0 | 1 | - | - | - | - | - | - | - | - | - |
| 2nd parameter | 1 | 0 | 1 | ID37 | ID36 | ID35 | ID34 | ID33 | ID32 | ID31 | ID30 | - |

NOTE: "- Don't care

| Description | This read byte returns 8-bit LCD module/driver ID. D7-D0 (ID37 to ID30): LCD module/driver ID. NOTE: See command RDDID (04h), 4th parameter. | | | | | | | | | | | | | |
|---|--|--|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
| Restriction | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>TBD</td> </tr> <tr> <td>S/W Reset</td> <td>TBD</td> </tr> <tr> <td>H/W Reset</td> <td>TBD</td> </tr> </tbody> </table> | | Status | Default Value | Power On Sequence | TBD | S/W Reset | TBD | H/W Reset | TBD | | | | |
| Status | Default Value | | | | | | | | | | | | | |
| Power On Sequence | TBD | | | | | | | | | | | | | |
| S/W Reset | TBD | | | | | | | | | | | | | |
| H/W Reset | TBD | | | | | | | | | | | | | |
| Flow Chart | <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p>Serial I/F Mode</p> </div> <div style="text-align: center;"> <p>Parallel I/F Mode</p> </div> </div> <div style="text-align: right; margin-top: 20px;"> <p>Host Display</p> </div> <div style="border: 1px dashed black; padding: 5px; margin-top: 20px;"> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer </div> | | | | | | | | | | | | | |

9.1.38 DutySet: Display Duty setting (B0H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-----------|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-------|
| DutySet | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | (B0h) |
| Parameter | 1 | 1 | 0 | Du7 | Du6 | Du5 | Du4 | Du3 | Du2 | Du1 | Du0 | - |

| Description | This command is used to set display duty. Command set = display duty numbers - 1. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|------------------------------|---|-----|-----|-----|-----|-----|-------------------------|-----|--------------|--------------|-----------|--|------|-----|-----|-----|-----|-----|-----|-----|-----|--------------|--------------|-----------|------------------------|---|---|---|---|---|---|---|---|--------|
| | Example: <table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th>Duty</th> <th>Du7</th> <th>Du6</th> <th>Du5</th> <th>Du4</th> <th>Du3</th> <th>Du2</th> <th>Du1</th> <th>Du0</th> <th>Command set=</th> <th>Display duty</th> <th>numbers-1</th> </tr> </thead> <tbody> <tr> <td>Example: 1/162 duty</td> <td>1</td> <td>0</td> <td>1</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>1</td> <td>162-1=</td> <td>161</td> </tr> </tbody> </table> | | | | | | | | | | | | Duty | Du7 | Du6 | Du5 | Du4 | Du3 | Du2 | Du1 | Du0 | Command set= | Display duty | numbers-1 | Example: 1/162 duty | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 162-1= |
| Duty | Du7 | Du6 | Du5 | Du4 | Du3 | Du2 | Du1 | Du0 | Command set= | Display duty | numbers-1 | | | | | | | | | | | | | | | | | | | | | | | |
| Example: 1/162 duty | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 162-1= | 161 | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | Display duty must > 4 (1/4 duty) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | Status | | | | | | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | | | | | | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | | | | | | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | | | | | | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | | | | | | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Sleep In | | | | | | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | Status | | | | | | Default Value (Du[7:0]) | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | | | | | | 10100001b (A1h) | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | S/W Reset | | | | | | 10100001b (A1h) | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | H/W Reset | | | | | | 10100001b (A1h) | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <pre> graph TD DutySet[Command] --> Du7_0[/Parameter/] </pre> <p>The flow chart illustrates the execution of the DutySet command. It starts with a rectangular box labeled 'DutySet', which points via a downward arrow to a parallelogram box labeled 'Du[7:0]'. To the right, a dashed-line legend defines the symbols used: a rectangle for 'Command', a parallelogram for 'Parameter', an oval for 'Display', a hexagon for 'Action', a rounded rectangle for 'Mode', and a dashed line for 'Sequential transfer'.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

9.1.39 FirstCom: First Com. Page address (B1H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-----------|----|-----|-----|----|----|----|----|----|----|----|----|-------|
| FirstCom | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 1 | (B1h) |
| Parameter | 1 | 1 | 0 | F7 | F6 | F5 | F4 | F3 | F2 | F1 | F0 | - |

| Description | This command defines the first output COM number that mapping to the RAM page address 0. For detail setting value, please see the table as below. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|--|------------------------|----|----|----|----|----|--------------|----|----|--------------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|-----|---|---|---|---|---|---|---|---|
| | <table border="1"> <thead> <tr> <th>F7</th> <th>F6</th> <th>F5</th> <th>F4</th> <th>F3</th> <th>F2</th> <th>F1</th> <th>F0</th> <th>Line address</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>1</td> <td>0</td> <td>2</td> </tr> <tr> <td>:</td> <td>:</td> <td>:</td> <td>:</td> <td>:</td> <td>:</td> <td>:</td> <td>:</td> <td>:</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> <td>0</td> <td>1</td> <td>1</td> <td>1</td> <td>0</td> <td>160</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> <td>0</td> <td>1</td> <td>1</td> <td>1</td> <td>1</td> <td>161</td> </tr> </tbody> </table> | | F7 | F6 | F5 | F4 | F3 | F2 | F1 | F0 | Line address | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 2 | : | : | : | : | : | : | : | : | : | 1 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 160 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | 1 |
| F7 | F6 | F5 | F4 | F3 | F2 | F1 | F0 | Line address | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| : | : | : | : | : | : | : | : | : | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 160 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 161 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Example: If FirstCom=8, common 8 would output the data of RAM page address 0. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | Status | Default Value (F[7:0]) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | 00h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | S/W Reset | 00h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | H/W Reset | 00h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

9.1.40 OscDiv: FOSC Divider (B3H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-----------|----|-----|-----|----|----|----|----|----|----|------|------|-------|
| OscDiv | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | (B3h) |
| Parameter | 1 | 1 | 0 | - | - | - | - | - | - | CLD1 | CLD0 | - |

NOTE: “-“ Don't care

| Description | <p>This command is used to specify the Fosc dividing ratio.</p> <p>CLD1, CLD0: Fosc dividing ratio. They are used to change number of dividing stages of internal clock.</p> <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>CLD1</th> <th>CLD0</th> <th>Fosc dividing ratio</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>Not divide</td> </tr> <tr> <td>0</td> <td>1</td> <td>2 divisions</td> </tr> <tr> <td>1</td> <td>0</td> <td>4 divisions</td> </tr> <tr> <td>1</td> <td>1</td> <td>8 divisions</td> </tr> </tbody> </table> | | CLD1 | CLD0 | Fosc dividing ratio | 0 | 0 | Not divide | 0 | 1 | 2 divisions | 1 | 0 | 4 divisions | 1 | 1 | 8 divisions |
|------------------------------|--|--------------------------|------|------|---------------------|---|---|------------|---|---|-------------|---|---|-------------|---|---|-------------|
| CLD1 | CLD0 | Fosc dividing ratio | | | | | | | | | | | | | | | |
| 0 | 0 | Not divide | | | | | | | | | | | | | | | |
| 0 | 1 | 2 divisions | | | | | | | | | | | | | | | |
| 1 | 0 | 4 divisions | | | | | | | | | | | | | | | |
| 1 | 1 | 8 divisions | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | |
| Register Availability | Status | Availability | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | |
| | Sleep In | Yes | | | | | | | | | | | | | | | |
| Default | Status | Default Value (CLD[0:1]) | | | | | | | | | | | | | | | |
| | Power On Sequence | 00b | | | | | | | | | | | | | | | |
| | S/W Reset | 00b | | | | | | | | | | | | | | | |
| | H/W Reset | 00b | | | | | | | | | | | | | | | |
| Flow Chart | <pre> graph TD OscDiv[OscDiv] --> CLD[CLD[1:0]] </pre> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer | | | | | | | | | | | | | | | | |

9.1.41 PTLMOD: Partial Saving Power Mode Selection (B4H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-----------|----|-----|-----|------|----|----|----|----|----|----|----|-------|
| OscDiv | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 0 | 0 | (B4h) |
| Parameter | 1 | 1 | 0 | PTLM | 0 | 0 | 1 | 1 | 0 | 0 | 0 | - |

| Description | <p>Two type partial modes are built in ST7669V. One is NORMAL MODE(PTLM=0) and another is POWER SAVING MODE(PTML=1). When entering power saving mode, IC would change bias, V0, booster pumping times special partial lines in order to save power consumptions. The detail content is showed as below:</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Duty</th> <th>Bias</th> <th>Bst pump</th> <th>V0(V)</th> </tr> </thead> <tbody> <tr> <td>24</td> <td>1/7</td> <td>5x</td> <td>8.64</td> </tr> <tr> <td>32</td> <td>1/7</td> <td>5x</td> <td>9.40</td> </tr> <tr> <td>40</td> <td>1/7</td> <td>5x</td> <td>9.92</td> </tr> <tr> <td>48</td> <td>1/9</td> <td>6x</td> <td>11.64</td> </tr> </tbody> </table> | | Duty | Bias | Bst pump | V0(V) | 24 | 1/7 | 5x | 8.64 | 32 | 1/7 | 5x | 9.40 | 40 | 1/7 | 5x | 9.92 | 48 | 1/9 | 6x | 11.64 |
|------------------------------|---|---------------|-------|------|----------|-------|----|-----|----|------|----|-----|----|------|----|-----|----|------|----|-----|----|-------|
| Duty | Bias | Bst pump | V0(V) | | | | | | | | | | | | | | | | | | | |
| 24 | 1/7 | 5x | 8.64 | | | | | | | | | | | | | | | | | | | |
| 32 | 1/7 | 5x | 9.40 | | | | | | | | | | | | | | | | | | | |
| 40 | 1/7 | 5x | 9.92 | | | | | | | | | | | | | | | | | | | |
| 48 | 1/9 | 6x | 11.64 | | | | | | | | | | | | | | | | | | | |
| Restriction | The power saving power mode is customized. | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | Status | Availability | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | |
| | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | |
| Default | Status | Default Value | | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | 18h | | | | | | | | | | | | | | | | | | | | |
| | S/W Reset | 18h | | | | | | | | | | | | | | | | | | | | |
| | H/W Reset | 18h | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <pre> graph TD PTLMOD[PTLMOD] --> PTLM[D[7]: PTLM] </pre> | | | | | | | | | | | | | | | | | | | | | |

9.1.42 NLInvSet: N-Line control (B5H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-----------|----|-----|-----|----|----|----|----|----|----|----|----|-------|
| NLInvSet | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 0 | 1 | (B5h) |
| Parameter | 1 | 1 | 0 | M | N6 | N5 | N4 | N3 | N2 | N1 | N0 | - |

| Description | <p>This command is used to set the inverted line number with range of 2 to (duty-1) to improve display quality. When M=0, inversion occurs in every frame; when M=1, inversion is independent from frames. If N[6:0]=0, N-line inversion function is disable.</p> <p>Line inversion numbers=N[6:0] +1.</p> <p>Example: If N[6:0]=7, inversion occurs per 8 line.</p> | | | | | | | | | | | | | | | |
|---|--|----------|--------------|--|-----|---|--------|---|-----|--|-----------|----------|----------|-----------|----|----------|
| Restriction | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | |
| Status | Availability | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>M</th> <th>N[6:0]</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>0b</td> <td>0000000b</td> </tr> <tr> <td>S/W Reset</td> <td>0b</td> <td>0000000b</td> </tr> <tr> <td>H/W Reset</td> <td>0b</td> <td>0000000b</td> </tr> </tbody> </table> | | Status | Default Value | | M | N[6:0] | Power On Sequence | 0b | 0000000b | S/W Reset | 0b | 0000000b | H/W Reset | 0b | 0000000b |
| Status | Default Value | | | | | | | | | | | | | | | |
| | M | N[6:0] | | | | | | | | | | | | | | |
| Power On Sequence | 0b | 0000000b | | | | | | | | | | | | | | |
| S/W Reset | 0b | 0000000b | | | | | | | | | | | | | | |
| H/W Reset | 0b | 0000000b | | | | | | | | | | | | | | |
| Flow Chart | <p>The flow chart illustrates the NLInvSet command. A trapezoidal command box labeled 'NLInvSet' has an arrow pointing down to a parallelogram parameter box labeled 'M' and 'N[6:0]'. To the right, a dashed-line legend defines the symbols used: a trapezoid for 'Command', a parallelogram for 'Parameter', an oval for 'Display', a hexagon for 'Action', a rounded rectangle for 'Mode', and a dashed line for 'Sequential transfer'.</p> | | | | | | | | | | | | | | | |

9.1.43 ComScanDir: Com/Seg Scan Direction for glass layout(B7H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|------------|----|-----|-----|----|-----|----|----|------|----|----|----|-------|
| ComScanDir | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | 1 | (B7h) |
| Parameter | 1 | 1 | 0 | 0 | SMX | 0 | 0 | SBGR | 0 | 0 | 1 | - |

| Description | It is used to specify the common output direction in the pin of CSEL = L. This command helps to improve Common ITO layout tolerance on the LCM. | | | | | | | | | | | | | |
|------------------------------|--|---------------|-------------|---|---|-----|------------------------|------------|---------|------|-------------------------|----------|-------------|--|
| | When CSEL=L configuration is selected, pins and common outputs are scanned in the order shown below. | | | | | | | | | | | | | |
| | <table border="1"> <thead> <tr> <th></th> <th>Function</th> <th>0</th> <th>1</th> </tr> </thead> <tbody> <tr> <td>SMX</td> <td>Inverse the MX setting</td> <td>Inverse MX</td> <td>Keep MX</td> </tr> <tr> <td>SBGR</td> <td>Inverse the BGR setting</td> <td>Keep BGR</td> <td>Inverse BGR</td> </tr> </tbody> </table> | | Function | 0 | 1 | SMX | Inverse the MX setting | Inverse MX | Keep MX | SBGR | Inverse the BGR setting | Keep BGR | Inverse BGR | |
| | Function | 0 | 1 | | | | | | | | | | | |
| SMX | Inverse the MX setting | Inverse MX | Keep MX | | | | | | | | | | | |
| SBGR | Inverse the BGR setting | Keep BGR | Inverse BGR | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | |
| Register Availability | Status | Availability | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| | Sleep In | Yes | | | | | | | | | | | | |
| Default | Status | Default Value | | | | | | | | | | | | |
| | Power On Sequence | 49h | | | | | | | | | | | | |
| | S/W Reset | 49h | | | | | | | | | | | | |
| | H/W Reset | 49h | | | | | | | | | | | | |
| Flow Chart | <pre> graph TD A[ComScanDir] --> B[CSD[1:0]] </pre> <p>Legend</p> <ul style="list-style-type: none"> Command (trapezoid) Parameter (parallelogram) Display (oval) Action (hexagon) Mode (rounded rectangle) Sequential transfer (wavy rectangle) | | | | | | | | | | | | | |

ST7669V

9.1.44 RMWIN: Read Modify Write control in (B8H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-----------|--------------|-----|-----|----|----|----|----|----|----|----|----|-------|
| RMWIN | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | (B8h) |
| Parameter | No Parameter | | | | | | | | | | | |

| Description | Read modify write control IN | |
|-----------------------|---|---------------|
| Restriction | | |
| Register Availability | Status | Availability |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes |
| | Sleep In | Yes |
| Default | Status | Default Value |
| | Power On Sequence | -- |
| | S/W Reset | -- |
| | H/W Reset | -- |

ST7669V

9.1.45 RMWOUT: Read Modify Write control out(B9H)

| | | | | | | | | | | | | |
|------------------|--------------|------------|------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|
| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
| RMWOUT | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 1 | (B9h) |
| Parameter | No Parameter | | | | | | | | | | | |

| | | |
|------------------------------|---|---------------|
| Description | Read modify write control OUT | |
| Restriction | | |
| Register Availability | Status | Availability |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes |
| | Sleep In | Yes |
| Default | Status | Default Value |
| | Power On Sequence | -- |
| | S/W Reset | -- |
| | H/W Reset | -- |

ST7669V

9.1.46 RDSet: Read Data Setting(BBH)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-----------|----|-----|-----|----|----|----|----|----|----|----|----|-------|
| RMWOUT | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 1 | 1 | (BBh) |
| Parameter | 1 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 1 | 0 | - |

| Description | Read display data setting control | |
|--------------------------|---|---------------|
| Restriction | | |
| Register Availability | Status | Availability |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes |
| | Sleep In | Yes |
| Default | Status | Default Value |
| | Power On Sequence | 26H |
| | S/W Reset | 26H |
| | H/W Reset | 26H |

ST7669V

9.1.47 IdleImageSaving: Idle Image Saving Mode(BCH)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-----------|----|-----|-----|----|----|----|----|--------|-------|----|----|-------|
| RMWOUT | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | (BCh) |
| Parameter | 1 | 1 | 0 | 0 | 0 | 0 | 0 | IdleIm | Sunit | 0 | 0 | - |

| Description | IdleIm: Idle Image (White/Black Image) Saving Mode Setting. | | | | | | | | | | |
|------------------------------|---|--|----------|---|---|--------|----------------------------|---------------|-------|---------------------------|-------|
| | Sunit: Display compensation step unit setting. | | | | | | | | | | |
| | | <table border="1"> <thead> <tr> <th>Function</th> <th>0</th> <th>1</th> </tr> </thead> <tbody> <tr> <td>IdleIm</td> <td>White/Black Saving setting</td> <td>n-line normal</td> </tr> <tr> <td>Sunit</td> <td>Display compensation unit</td> <td>Mode1</td> </tr> </tbody> </table> | Function | 0 | 1 | IdleIm | White/Black Saving setting | n-line normal | Sunit | Display compensation unit | Mode1 |
| | Function | 0 | 1 | | | | | | | | |
| IdleIm | White/Black Saving setting | n-line normal | | | | | | | | | |
| Sunit | Display compensation unit | Mode1 | | | | | | | | | |
| | | | | | | | | | | | |
| Restriction | | | | | | | | | | | |
| Register Availability | Status | Availability | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | |
| | Sleep In | Yes | | | | | | | | | |
| Default | Status | Default Value | | | | | | | | | |
| | Power On Sequence | 0CH | | | | | | | | | |
| | S/W Reset | 0CH | | | | | | | | | |
| | H/W Reset | 0CH | | | | | | | | | |

ST7669V

9.1.48 DispCompStep: Display Compensation Step(BDH)

| | | | | | | | | | | | | |
|------------------|-----------|------------|------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|
| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
| RMWOUT | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | (BDh) |
| Parameter | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | Step2 | Step1 | Step0 | - |

| Description | The command is used to program the optimum LCD display quality. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|------------------------------|---|---------------|------|-------|-------|-------|------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Restriction | <table border="1"> <thead> <tr> <th>Step2</th> <th>Step1</th> <th>Step0</th> <th>STEP</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> <td>1</td> </tr> <tr> <td>0</td> <td>0</td> <td>1</td> <td>2</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> <td>3</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> <td>4</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> <td>5</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> <td>6</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> <td>7</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> <td>8</td> </tr> </tbody> </table> | | | Step2 | Step1 | Step0 | STEP | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 2 | 0 | 1 | 0 | 3 | 0 | 1 | 1 | 4 | 1 | 0 | 0 | 5 | 1 | 0 | 1 | 6 | 1 | 1 | 0 | 7 | 1 | 1 | 1 | 8 |
| Step2 | Step1 | Step0 | STEP | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 1 | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 0 | 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 1 | 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 0 | 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 0 | 7 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 1 | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | 02H | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | S/W Reset | 02H | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | H/W Reset | 02H | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

9.1.49 VopSet: Vop set (C0H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|---------------------------|----|-----|-----|------|------|------|------|------|------|------|------|-------|
| VopSet | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | (C0h) |
| 1 st parameter | 1 | 1 | 0 | Vop7 | Vop6 | Vop5 | Vop4 | Vop3 | Vop2 | Vop1 | Vop0 | - |
| 2 nd parameter | 1 | 1 | 0 | - | - | - | - | - | - | - | Vop8 | |

NOTE: “-“ Don't care

| | | | |
|------------------------------|---|----------------------------|-----------------|
| Description | The command is used to program the optimum LCD supply voltage V0. | | |
| Restriction | The range of Vop[8:0] is from 96 to 511. | | |
| Register Availability | Status | Availability | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | |
| | Sleep In | Yes | |
| Default | Status | Default Value (Vop=16.48V) | |
| | | Vop8 | Vop[7:0] |
| | Power On Sequence | 1 | 01000010b (42h) |
| | S/W Reset | 1 | 01000010b (42h) |
| | H/W Reset | 1 | 01000010b (42h) |
| Flow Chart | <p>The flow chart illustrates the execution of the VopSet command. It starts with a trapezoidal shape labeled 'VopSet', which points down to a parallelogram labeled '1st & 2nd parameter Vop[8:0]'. To the right, a dashed box contains a legend with the following items: Command (trapezoid), Parameter (parallelogram), Display (oval), Action (hexagon), Mode (rounded rectangle), and Sequential transfer (rectangle with wavy bottom).</p> | | |

9.1.50 VopOffsetInc: Vop Increase 1 (C1H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|--------------|----|-----|-----|----|----|----|----|----|----|----|----|-------|
| VopOffsetInc | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | (C1h) |

| | | |
|------------------------------|---|---------------|
| Description | <p>With the VopOffsetInc and VopOffsetDec command the V_{LC}D voltage and therewith the contrast of the LCD can be adjusted. This command increases the value of Vop offset register by 1.</p> <p>If you set the electronic control value to 1111111, the control value is set to 0000000 after this command has been executed.</p> | |
| Restriction | | |
| Register Availability | Status | Availability |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes |
| | Sleep In | Yes |
| Default | Status | Default Value |
| | Power On Sequence | -- |
| | S/W Reset | -- |
| | H/W Reset | -- |
| Flow Chart | <pre> graph TD A[VopOffsetInc] --> B{Vop offset register = Vop offset register + 1} </pre> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer | |

9.1.51 VopOffsetDec: Vop Decrease 1 (C2H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|--------------|----|-----|-----|----|----|----|----|----|----|----|----|-------|
| VopOffsetDec | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | (C2h) |

| | | |
|------------------------------|--|---------------|
| Description | <p>With the VopOffsetInc and VopOffsetDec command the V_{LCD} voltage and therewith the contrast of the LCD can be adjusted. This command decreases the value of Vop offset register by 1.</p> <p>If you set the electronic control value to 0000000, the control value is set to 1111111 after this command has been executed.</p> | |
| Restriction | | |
| Register Availability | Status | Availability |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes |
| | Sleep In | Yes |
| Default | Status | Default Value |
| | Power On Sequence | -- |
| | S/W Reset | -- |
| | H/W Reset | -- |
| Flow Chart | <pre> graph TD A[VopOffsetDec] --> B{Vop offset register = Vop offset register - 1} </pre> <p>Legend</p> <ul style="list-style-type: none"> Command: Trapezoid Parameter: Parallelogram Display: Oval Action: Hexagon Mode: Rounded rectangle Sequential transfer: Wavy bottom | |

9.1.52 BiasSel: Bias Selection(C3H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-----------|----|-----|-----|----|----|----|----|----|-------|-------|-------|-------|
| BiasSel | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 1 | 1 | (C3h) |
| Parameter | 1 | 1 | 0 | - | - | - | - | - | Bias2 | Bias1 | Bias0 | - |

NOTE: “-“ Don't care

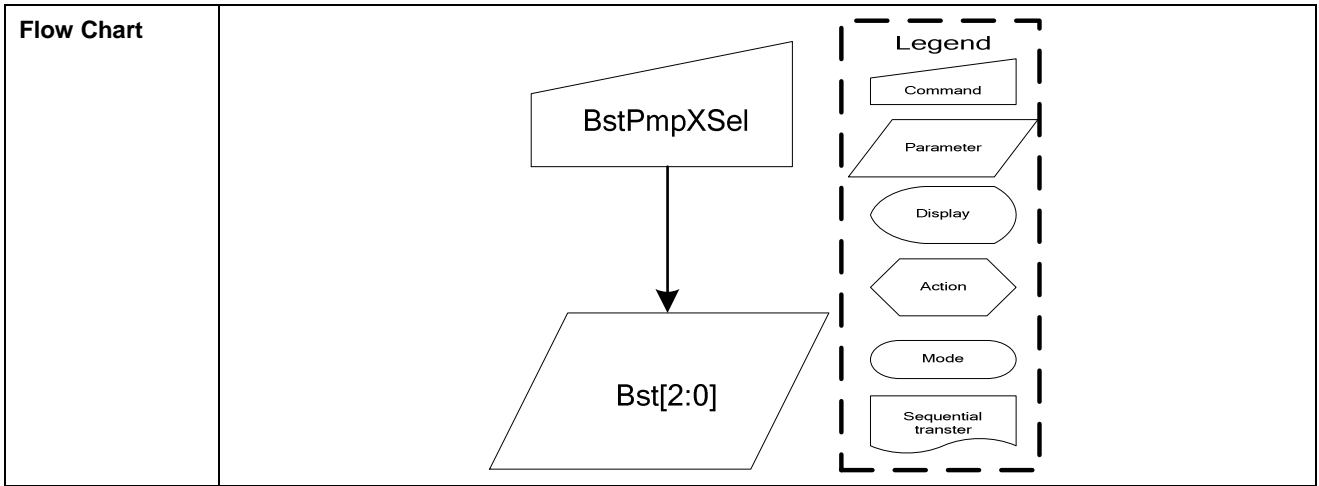
| | | | | |
|------------------------------|---|---------------------------|-------|----------|
| Description | Select LCD bias ratio of the voltage required for driving the LCD. | | | |
| | Bais2 | Bais1 | Bais0 | LCD bias |
| | 0 | 0 | 0 | 1/14 |
| | 0 | 0 | 1 | 1/13 |
| | 0 | 1 | 0 | 1/12 |
| | 0 | 1 | 1 | 1/11 |
| | 1 | 0 | 0 | 1/10 |
| | 1 | 0 | 1 | 1/9 |
| | 1 | 1 | 0 | 1/7 |
| 1 | 1 | 1 | 1/5 | |
| Restriction | | | | |
| Register Availability | Status | Availability | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | |
| | Sleep In | Yes | | |
| Default | Status | Default Value (Bias[2:0]) | | |
| | Power On Sequence | 100b | | |
| | S/W Reset | 100b | | |
| | H/W Reset | 100b | | |
| Flow Chart | <pre> graph TD BiasSel[Command] --> BS20[Parameter] </pre> <p>The flow chart illustrates the execution of the BiasSel command. The command is represented by a rectangle, and the resulting parameter BS[2:0] is shown in a parallelogram. A legend on the right defines the symbols used in the flow chart: a rectangle for a Command, a parallelogram for a Parameter, an oval for a Display, a hexagon for an Action, a rounded rectangle for a Mode, and a wavy rectangle for a Sequential transfer.</p> | | | |

9.1.53 BstPmpXSel: Booster Set(C4H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|------------|----|-----|-----|----|----|----|----|----|------|-------|------|-------|
| BstPmpXSel | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | (C4h) |
| Parameter | 1 | 1 | 0 | - | - | - | - | - | BST2 | BST 1 | BST0 | - |

NOTE: “-“ Don't care

| Description | Booster setting | | | |
|-----------------------|---|--------------------------|------|--------------------------------------|
| | BST2 | BST1 | BST0 | |
| | 0 | 0 | 0 | X1 boosting circuit (Booster off) |
| | 0 | 0 | 1 | X2 boosting circuit |
| | 0 | 1 | 0 | X3 boosting circuit |
| | 0 | 1 | 1 | X4 boosting circuit |
| | 1 | 0 | 0 | X5 boosting circuit |
| | 1 | 0 | 1 | X6 boosting circuit |
| | 1 | 1 | 0 | X7 boosting circuit |
| | 1 | 1 | 1 | X8 boosting circuit |
| Restriction | | | | |
| Register Availability | Status | Availability | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | |
| | Sleep In | Yes | | |
| Default | Status | Default Value (BST[2:0]) | | |
| | Power On Sequence | 111b | | |
| | S/W Reset | 111b | | |
| | H/W Reset | 111b | | |



9.1.54 BstEffSel: Booster Efficiency selection(C5H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-----------|----|-----|-----|----|----|----|----|----|----|------|------|-------|
| BstEffSel | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | (C5h) |
| Parameter | 1 | 1 | 0 | - | - | 1 | 0 | - | - | BTF1 | BTF0 | - |

NOTE: “-“ Don't care

| Description | Booster Efficiency set | | | | | | | | | | | | |
|------------------------------|--|--------------------------|------|------------------|---|---|---------|---|---|-------------------|---|---|---------|
| | <table border="1"> <thead> <tr> <th>BTF1</th> <th>BTF0</th> <th>Frequency (Hz)</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>Level 1</td> </tr> <tr> <td>0</td> <td>1</td> <td>Level 2 (default)</td> </tr> <tr> <td>1</td> <td>0</td> <td>Level 3</td> </tr> </tbody> </table> | BTF1 | BTF0 | Frequency (Hz) | 0 | 0 | Level 1 | 0 | 1 | Level 2 (default) | 1 | 0 | Level 3 |
| BTF1 | BTF0 | Frequency (Hz) | | | | | | | | | | | |
| 0 | 0 | Level 1 | | | | | | | | | | | |
| 0 | 1 | Level 2 (default) | | | | | | | | | | | |
| 1 | 0 | Level 3 | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | |
| Register Availability | Status | Availability | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | |
| | Sleep In | Yes | | | | | | | | | | | |
| Default | Status | Default Value (BTF[1:0]) | | | | | | | | | | | |
| | Power On Sequence | 01b | | | | | | | | | | | |
| | S/W Reset | 01b | | | | | | | | | | | |
| | H/W Reset | 01b | | | | | | | | | | | |
| Flow Chart | <pre> graph TD BstEffSel[Command] --> BTF10[/Parameter/] </pre> | | | | | | | | | | | | |

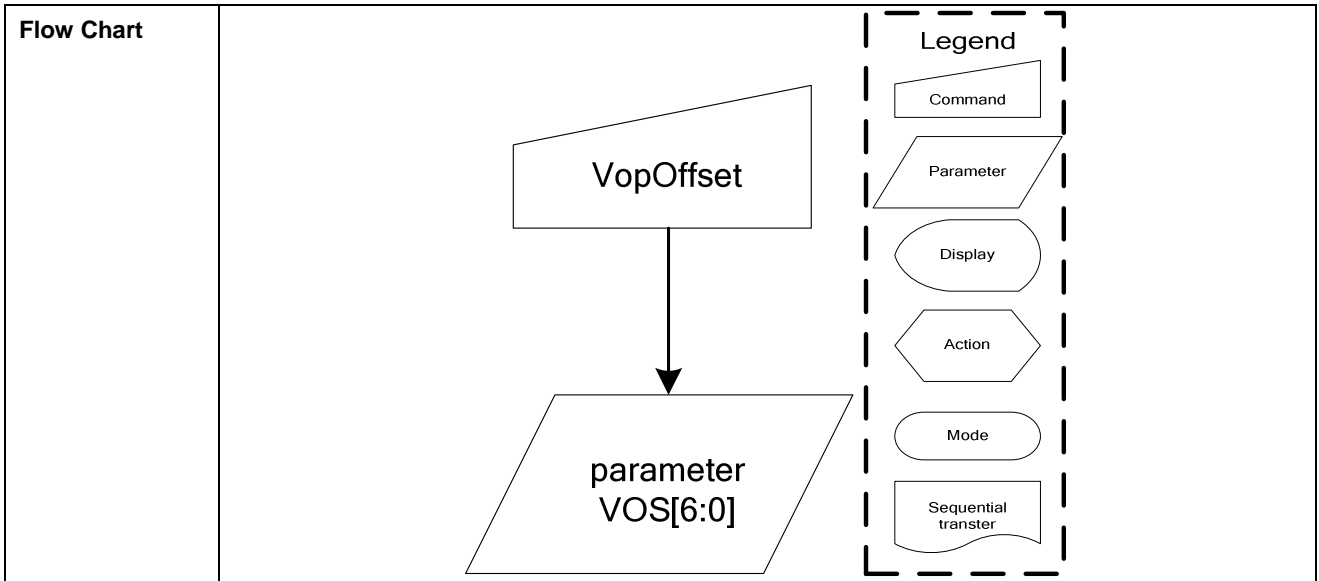
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9.1.55 VopOffset: Vop offset fuse bit adjust(C7H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-----------|----|-----|-----|----|------|------|------|------|------|------|------|-------|
| VopOffset | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 1 | 1 | 1 | (C7h) |
| Parameter | 1 | 1 | 0 | - | VOS6 | VOS5 | VOS4 | VOS3 | VOS2 | VOS1 | VOS0 | - |

NOTE: “-“ Don't care

| Description | The command is used to the Vop offset for V0. For VOS[6:0] setting, please see the following table: | | | |
|-----------------------|---|---------------|----------|-----------|
| | VOS[6] | VOS[5:0] | (Dec) | V0 Offset |
| 0 | 111111 | | 63 | +2520 mV |
| | 111110 | | 62 | +2480 mV |
| | 111101 | | 61 | +2440 mV |
| | ... | | ... | ... |
| | 000010 | | 2 | +80 mV |
| | 000001 | | 1 | +40 mV |
| | 000000 | | 0 | 0 mV |
| 1 | 111111 | | -1 | -40 mV |
| | 111110 | | -2 | -80 mV |
| | ... | | ... | ... |
| | 000010 | | -61 | -2440 mV |
| | 000001 | | -62 | -2480 mV |
| | 000000 | | -63 | -2520 mV |
| Restriction | | | | |
| Register Availability | Status | Availability | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | |
| | Sleep In | Yes | | |
| Default | Status | Default Value | | |
| | | VOS6 | VOS[5:0] | |
| | Power On Sequence | 0 | 0 | |
| | S/W Reset | 0 | 0 | |
| | H/W Reset | 0 | 0 | |



9.1.56 V3SorSel: FV3 with Bst2x control(CBH)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-----------|----|-----|-----|----|----|----|----|----|----|----|------|-------|
| V3SorSel | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | 1 | 1 | (CBh) |
| Parameter | 1 | 1 | 0 | - | - | - | - | - | - | - | 2BT0 | - |

NOTE: “-“ Don't care

| | | |
|------------------------------|--|----------------------|
| Description | 2BT0=0: Vg source comes from VDD2 ; 2BT0=1: Vg source comes from 2-times charge pump. | |
| Restriction | | |
| Register Availability | Status | Availability |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes |
| | Sleep In | Yes |
| Default | Status | Default Value (2BT0) |
| | Power On Sequence | 1 |
| | S/W Reset | 1 |
| | H/W Reset | 1 |
| Flow Chart | <p>The flow chart shows a command box labeled 'VgSorSel' with an arrow pointing to a parameter box labeled '2BT0'. To the right is a legend box containing six symbols: a rectangle for 'Command', a parallelogram for 'Parameter', an oval for 'Display', a hexagon for 'Action', a rounded rectangle for 'Mode', and a wavy rectangle for 'Sequential transfer'.</p> | |

9.1.57 ID1Set : ID1 setting(CCH)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-----------|----|-----|-----|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| ID1Set | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 0 | 0 | (CCh) |
| Parameter | 1 | 1 | 0 | ID1_7 | ID1_6 | ID1_5 | ID1_4 | ID1_3 | ID1_2 | ID1_1 | ID1_0 | - |

| | | |
|------------------------------|---|---------------|
| Description | ID1 setting for OTPB program data input | |
| Restriction | | |
| Register Availability | Status | Availability |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes |
| | Sleep In | Yes |
| Default | Status | Default Value |
| | Power On Sequence | TBD |
| | S/W Reset | TBD |
| | H/W Reset | TBD |
| Flow Chart | <pre> graph TD ID1Set[/ID1Set/] --> D7_0[/D[7:0]/] </pre> <p>Legend</p> <ul style="list-style-type: none"> Command: Trapezoid Parameter: Parallelogram Display: Oval Action: Hexagon Mode: Rounded rectangle Sequential transfer: Wavy line | |

9.1.58 ID2Set : ID2 setting(CDH)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-----------|----|-----|-----|----|-------|-------|-------|-------|-------|-------|-------|-------|
| ID2Set | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 0 | 1 | (CDh) |
| Parameter | 1 | 1 | 0 | 1 | ID2_6 | ID2_5 | ID2_4 | ID2_3 | ID2_2 | ID2_1 | ID2_0 | - |

| | | |
|------------------------------|--|---------------|
| Description | ID2 setting for OTPC program data input | |
| Restriction | | |
| Register Availability | Status | Availability |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes |
| | Sleep In | Yes |
| Default | Status | Default Value |
| | Power On Sequence | TBD |
| | S/W Reset | TBD |
| | H/W Reset | TBD |
| Flow Chart | <pre> graph TD ID2Set[/ID2Set/] --> D6to0[/D[6:0]/] </pre> <p>Legend</p> <ul style="list-style-type: none"> Command: Trapezoid Parameter: Parallelogram Display: Oval Action: Hexagon Mode: Rounded rectangle Sequential transfer: Wavy line | |

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9.1.59 ID3Set : ID3 setting(CEH)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-----------|----|-----|-----|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| ID3Set | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 1 | 0 | (CEh) |
| Parameter | 1 | 1 | 0 | ID3_7 | ID3_6 | ID3_5 | ID3_4 | ID3_3 | ID3_2 | ID3_1 | ID3_0 | - |

| | | |
|------------------------------|--|---------------|
| Description | ID3 setting for OPTB program data input | |
| Restriction | | |
| Register Availability | Status | Availability |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes |
| | Sleep In | Yes |
| Default | Status | Default Value |
| | Power On Sequence | TBD |
| | S/W Reset | TBD |
| | H/W Reset | TBD |
| Flow Chart | <p>The flow chart illustrates the execution of the ID3Set command. The command, represented by a trapezoid, is shown with an arrow pointing to the parameter D[7:0], which is represented by a parallelogram. To the right, a legend enclosed in a dashed box defines the symbols used: a trapezoid for 'Command', a parallelogram for 'Parameter', an oval for 'Display', a hexagon for 'Action', a rounded rectangle for 'Mode', and a wavy rectangle for 'Sequential transfer'.</p> | |

9.1.60 ANASET: Analog circuit setting(D0H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-------------|----|-----|-----|----|----|----|----|----|----|----|----|-------|
| AutoLoadSet | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | (D0h) |
| Parameter | 1 | 1 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 1 | - |

| | | |
|------------------------------|--|----------------------|
| Description | Analog circuit setting. | |
| Restriction | | |
| Register Availability | Status | Availability |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes |
| | Sleep In | Yes |
| Default | Status | Default Value D[7:0] |
| | Power On Sequence | 1Dh |
| | S/W Reset | 1Dh |
| | H/W Reset | 1Dh |
| Flow Chart | <pre> graph TD ANASET[ANASET] --> 1DH[/1DH/] </pre> <p>Legend</p> <ul style="list-style-type: none"> Command (Trapezoid) Parameter (Parallelogram) Display (Oval) Action (Hexagon) Mode (Rounded Rectangle) Sequential transfer (Wavy Rectangle) | |

9.1.61 AutoLoadSet : mask rom data auto re-load control(D7H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-------------|----|-----|-----|------|-------|----|-----|----|----|----|----|-------|
| AutoLoadSet | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | (D7h) |
| Parameter | 1 | 1 | 0 | EXTE | OTPBE | - | ARD | - | - | - | - | - |

NOTE: “-“ Don't care

| | | | |
|-----------------------|--|---------------|-----|
| Description | Mask rom data auto re-load control EXTE : External command enable (OTPC bit), 1: Enable, 0: Disable OTPBE: OTPB auto-read enable (OTPC bit), 1: Enable, 0: Disable. ARD: OTPB/OTPC auto read enable control, 1: Disable OTPB/OTPC auto read. 0: Enable OTPB/OTPC auto read. | | |
| Restriction | | | |
| Register Availability | Status | Availability | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | |
| | Sleep In | Yes | |
| Default | Status | Default Value | |
| | | EXTE | ARD |
| | Power On Sequence | 0 | 0 |
| | S/W Reset | 0 | 0 |
| | H/W Reset | 0 | 0 |
| Flow Chart | <pre> graph TD A[AutoLoadSet] --> B[/D[7](EXTE), D[4](ARD)/] </pre> <p>The flow chart illustrates the execution of the AutoLoadSet command. The command is represented by a rectangle, and its effect is shown as a parameter (parallelogram) setting D[7] to EXTE and D[4] to ARD. A legend on the right defines the symbols used: a rectangle for Command, a parallelogram for Parameter, an oval for Display, a hexagon for Action, a rounded rectangle for Mode, and a dashed line for Sequential transfer.</p> | | |

9.1.62 RDTstStatus : Read IC status(DEH)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-------------|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-------|
| RDTstStatus | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | (DEh) |
| Dummy Read | 1 | 0 | 1 | - | - | - | - | - | - | - | - | |
| Parameter | 1 | 0 | 1 | RD7 | RD6 | RD5 | RD4 | RD3 | RD2 | RD1 | RD0 | - |

NOTE: "- " Don't care

| | | | |
|-----------------------|---|---------------|--|
| Description | Read IC status. Contact of OTP / RDA / PWR_VOP read control. (selection Byte by StusOutByteSel[3:0] control) | | |
| Restriction | | | |
| Register Availability | Status | Availability | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | |
| | Sleep In | Yes | |
| Default | Status | Default Value | |
| | Power On Sequence | - | |
| | S/W Reset | - | |
| | H/W Reset | - | |
| Flow Chart | <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p>Serial I/F Mode</p> </div> <div style="text-align: center;"> <p>Parallel I/F Mode</p> </div> </div> <div style="text-align: right; margin-top: 10px;"> <p>Host Display</p> <div style="border: 1px dashed black; padding: 5px; width: fit-content;"> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer </div> </div> | | |

9.1.63 EPCTIN: Control OTP WR/RD(E0H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-----------|----|-----|-----|----|----|------------|----|----|----|----|----|-------|
| EPCTIN | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | (E0h) |
| Parameter | 1 | 1 | 0 | 0 | 0 | WR /XRD | 0 | 0 | 0 | 0 | 0 | - |

NOTE: “-“ Don't care

| | | |
|-----------------------|---|------------------------|
| Description | WR/XRD: when setting “1” → The Write Enable of OTP will be opened. WR/XRD: when setting “0” → The Read Enable of OTP will be opened. | |
| Restriction | | |
| Register Availability | Status | Availability |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes |
| | Sleep In | Yes |
| Default | Status | Default Value (WR/XRD) |
| | Power On Sequence | 0 |
| | S/W Reset | 0 |
| | H/W Reset | 0 |
| Flow Chart | <pre> graph TD EPCTIN[EPCTIN] --> WRXRD[/WR/XRD/] </pre> <p>The flow chart illustrates the relationship between the EPCTIN command and the WR/XRD parameter. The EPCTIN command is represented by a trapezoid, and the WR/XRD parameter is represented by a parallelogram. An arrow points from the EPCTIN command to the WR/XRD parameter. A legend on the right side of the flow chart defines the symbols used: Command (trapezoid), Parameter (parallelogram), Display (oval), Action (hexagon), Mode (rounded rectangle), and Sequential transfer (dashed box).</p> | |

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9.1.64 EPCOUT: OTP control cancel(E1H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|---------|----|-----|-----|----|----|----|----|----|----|----|----|-------|
| EPCOUT | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 1 | (E1h) |

NOTE: “-“ Don't care

| | | |
|-----------------------|--|---------------|
| Description | IC exits the OTP control circuit when executing this command. | |
| Restriction | | |
| Register Availability | Status | Availability |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes |
| | Sleep In | Yes |
| Default | Status | Default Value |
| | Power On Sequence | -- |
| | S/W Reset | -- |
| | H/W Reset | -- |
| Flow Chart | <pre> graph TD OTPSEL[/OTPSEL/] --> MS[MS[1:0]] MS --> EPCTIN[/EPCTIN/] EPCTIN --> WR[WR/XRD=1] WR --> EPMWR[/EPMWR/] EPMWR --> EPCOUT[/EPCOUT/] </pre> | |

9.1.65 EPMWR: Write to OTP(E2H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|---------|----|-----|-----|----|----|----|----|----|----|----|----|-------|
| EPCOUT | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 1 | 0 | (E2h) |

NOTE: “-“ Don't care

| | | |
|-----------------------|---|---------------|
| Description | IC activates trigger to start OTP programming when executing this command. | |
| Restriction | | |
| Register Availability | Status | Availability |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes |
| | Sleep In | Yes |
| Default | Status | Default Value |
| | Power On Sequence | -- |
| | S/W Reset | -- |
| | H/W Reset | -- |
| Flow Chart | <pre> graph TD OTPSEL[/OTPSEL/] --> MS[MS[1:0]] MS --> EPCTIN[/EPCTIN/] EPCTIN --> WR[WR/XRD=1] WR --> EPMWR[/EPMWR/] EPMWR --> EPCOUT[/EPCOUT/] </pre> <p>Legend</p> <ul style="list-style-type: none"> Command: Rectangle Parameter: Parallelogram Display: Oval Action: Hexagon Mode: Rounded rectangle Sequential transfer: Wavy line | |

9.1.66 EPMRD: Read from OTP(E3H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|---------|----|-----|-----|----|----|----|----|----|----|----|----|-------|
| EPMRD | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 1 | 1 | (E3h) |

NOTE: “-“ Don't care

| | | |
|-----------------------|---|---------------|
| Description | IC activates trigger to start OTP data download to circuit when executing this command. | |
| Restriction | | |
| Register Availability | Status | Availability |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes |
| | Sleep In | Yes |
| Default | Status | Default Value |
| | Power On Sequence | |
| | S/W Reset | |
| | H/W Reset | |
| Flow Chart | <pre> graph TD OTPSEL[/OTPSEL/] --> MS[MS[1:0]] MS --> EPCTIN[/EPCTIN/] EPCTIN --> WR[WR/XRD=1] WR --> EPMWR[/EPMWR/] EPMWR --> EPCOUT[/EPCOUT/] </pre> <p>Legend</p> <ul style="list-style-type: none"> Command: Parallelogram Parameter: Trapezoid Display: Oval Action: Hexagon Mode: Rounded rectangle Sequential transfer: Wavy bottom | |

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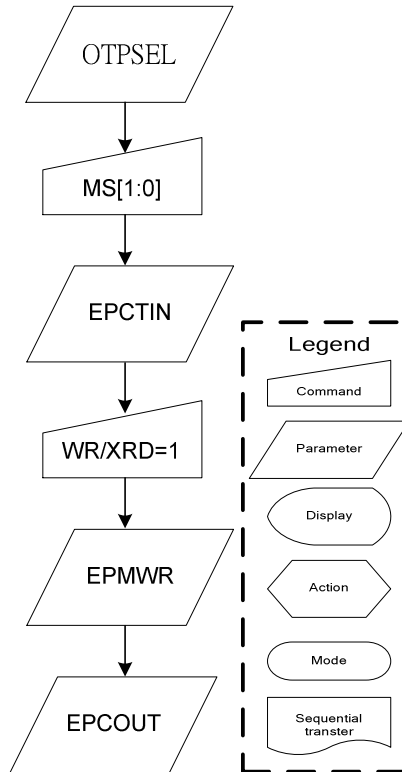
9.1.67 OTPSEL: SEL OTP(E4H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-----------|----|-----|-----|-----|-----|----|----|----|----|----|----|-------|
| OTPSEL | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 1 | 0 | 0 | (E4h) |
| Parameter | 1 | 1 | 0 | MS1 | MS0 | 0 | 1 | 1 | 0 | 0 | 0 | - |

NOTE: “-“ Don't care

| Description | This command defines OTP selection for EEPROM control. Please see the table as below: | | | | | | | | | | | | | |
|---|--|---------|-------------------------|--|-----|---|---------|---|-----|--|-----|----------|------|--|
| | <table border="1"> <thead> <tr> <th>MS1</th> <th>MS0</th> <th>Mode</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>Disable</td> </tr> <tr> <td>0</td> <td>1</td> <td>OTPC</td> </tr> <tr> <td>1</td> <td>1</td> <td>OTPB</td> </tr> </tbody> </table> | MS1 | MS0 | Mode | 0 | 0 | Disable | 0 | 1 | OTPC | 1 | 1 | OTPB | |
| MS1 | MS0 | Mode | | | | | | | | | | | | |
| 0 | 0 | Disable | | | | | | | | | | | | |
| 0 | 1 | OTPC | | | | | | | | | | | | |
| 1 | 1 | OTPB | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | |
| Status | Availability | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value (MS[1:0])</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>00</td> </tr> <tr> <td>S/W Reset</td> <td>00</td> </tr> <tr> <td>H/W Reset</td> <td>00</td> </tr> </tbody> </table> | Status | Default Value (MS[1:0]) | Power On Sequence | 00 | S/W Reset | 00 | H/W Reset | 00 | | | | | |
| Status | Default Value (MS[1:0]) | | | | | | | | | | | | | |
| Power On Sequence | 00 | | | | | | | | | | | | | |
| S/W Reset | 00 | | | | | | | | | | | | | |
| H/W Reset | 00 | | | | | | | | | | | | | |

Flow Chart



9.1.68 ROMSET: Programmable rom setting(E5H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-------------|----|-----|-----|----|----|----|----|----|----|----|----|-------|
| AutoLoadSet | 0 | 1 | 0 | 0 | 1 | 1 | 1 | 0 | 1 | 0 | 1 | (E5h) |
| Parameter | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | - |

NOTE: “-“ Don't care

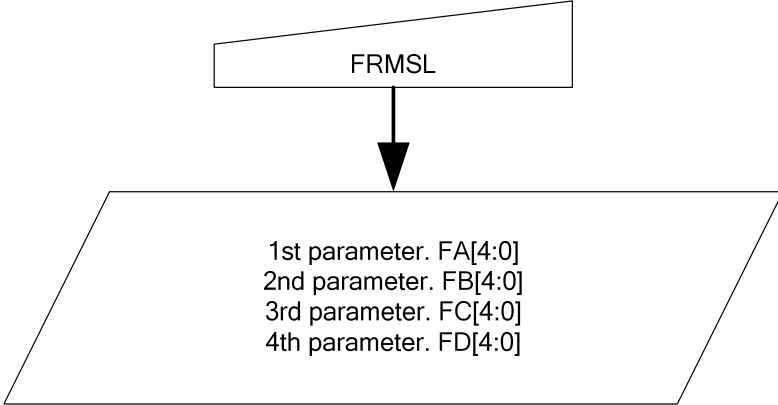
| | | |
|-----------------------|--|----------------------|
| Description | Set the OTP writing timing. Value 0x0E is the best value for ST7669V. | |
| Restriction | | |
| Register Availability | Status | Availability |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes |
| | Sleep In | Yes |
| Default | Status | Default Value D[7:0] |
| | Power On Sequence | 0Fh |
| | S/W Reset | 0Fh |
| | H/W Reset | 0Fh |
| Flow Chart | <p>The flow chart illustrates the execution of the ROMSET command. A trapezoidal shape labeled 'ROMSET' (representing a Command) has a downward arrow pointing to a parallelogram shape labeled '0eH' (representing a Parameter). To the right, a dashed box labeled 'Legend' defines the symbols: a trapezoid for 'Command', a parallelogram for 'Parameter', an oval for 'Display', a hexagon for 'Action', a rounded rectangle for 'Mode', and a wavy-bottom rectangle for 'Sequential transfer'.</p> | |

9.1.69 FRMSEL: Frame Freq. in Temp. range (F0H)

| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|---------------------------------|----|----|----|----|----|----|------|-----|-----|-----|-----|---------|
| Command | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | F0H |
| 1st parameter | 1 | 1 | 0 | - | - | - | DIVA | FA3 | FA2 | FA1 | FA0 | Range A |
| 2nd parameter | 1 | 1 | 0 | - | - | - | DIVB | FB3 | FB2 | FB1 | FB0 | Range B |
| 3rd parameter | 1 | 1 | 0 | - | - | - | DIVC | FC3 | FC2 | FC1 | FC0 | Range C |
| 4th parameter | 1 | 1 | 0 | - | - | - | DIVD | FD3 | FD2 | FD1 | FD0 | Range D |

| Description | <p>Select Frame Freq. in normal display mode.</p> <p>1st parameter : Frame freq. value set in temperature range 30(-30°C) to TA</p> <p>2nd parameter : Frame freq. value set in temperature range TA to TB</p> <p>3rd parameter : Frame freq. value set in temperature range TB to TC</p> <p>4th parameter : Frame freq. value set in temperature range TC to 145(90°C)</p> <p>For command setting to frame rate value look-up-table, please see the following table:</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--------------------|---|------------------------------------|------|---------|------------------------------------|--|------|---------|------------------------------------|------|---------|------------------------------------|---|---|----|---|---|-------|---|----|---|----|---|----|---|------|---|----|---|----|---|----|---|----|---|----|---|----|---|----|---|----|---|----|---|------|---|-----|---|----|---|-----|---|----|---|-----|---|------|---|-----|---|------|---|-----|---|------|---|-----|---|----|---|-----|---|------|---|-----|---|
| | <table border="1"> <thead> <tr> <th>DIVx</th> <th>Fx[3:0]</th> <th>Frame Rate(Hz) Tolerance: ± 10%</th> <th>DIVx</th> <th>Fx[3:0]</th> <th>Frame Rate(Hz) Tolerance: ± 10%</th> </tr> </thead> <tbody> <tr> <td rowspan="16">1</td> <td>0</td> <td>75</td> <td rowspan="16">0</td> <td>0</td> <td>18.75</td> </tr> <tr> <td>1</td> <td>76</td> <td>1</td> <td>27</td> </tr> <tr> <td>2</td> <td>77</td> <td>2</td> <td>37.5</td> </tr> <tr> <td>3</td> <td>80</td> <td>3</td> <td>40</td> </tr> <tr> <td>4</td> <td>84</td> <td>4</td> <td>42</td> </tr> <tr> <td>5</td> <td>88</td> <td>5</td> <td>44</td> </tr> <tr> <td>6</td> <td>92</td> <td>6</td> <td>46</td> </tr> <tr> <td>7</td> <td>97</td> <td>7</td> <td>48.5</td> </tr> <tr> <td>8</td> <td>102</td> <td>8</td> <td>51</td> </tr> <tr> <td>9</td> <td>108</td> <td>9</td> <td>54</td> </tr> <tr> <td>A</td> <td>115</td> <td>A</td> <td>57.5</td> </tr> <tr> <td>B</td> <td>123</td> <td>B</td> <td>61.5</td> </tr> <tr> <td>C</td> <td>133</td> <td>C</td> <td>66.5</td> </tr> <tr> <td>D</td> <td>144</td> <td>D</td> <td>72</td> </tr> <tr> <td>E</td> <td>155</td> <td>E</td> <td>77.5</td> </tr> <tr> <td>F</td> <td>170</td> <td>F</td> <td>85</td> </tr> </tbody> </table> | | | | | | DIVx | Fx[3:0] | Frame Rate(Hz) Tolerance: ± 10% | DIVx | Fx[3:0] | Frame Rate(Hz) Tolerance: ± 10% | 1 | 0 | 75 | 0 | 0 | 18.75 | 1 | 76 | 1 | 27 | 2 | 77 | 2 | 37.5 | 3 | 80 | 3 | 40 | 4 | 84 | 4 | 42 | 5 | 88 | 5 | 44 | 6 | 92 | 6 | 46 | 7 | 97 | 7 | 48.5 | 8 | 102 | 8 | 51 | 9 | 108 | 9 | 54 | A | 115 | A | 57.5 | B | 123 | B | 61.5 | C | 133 | C | 66.5 | D | 144 | D | 72 | E | 155 | E | 77.5 | F | 170 | F |
| DIVx | Fx[3:0] | Frame Rate(Hz) Tolerance: ± 10% | DIVx | Fx[3:0] | Frame Rate(Hz) Tolerance: ± 10% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 75 | 0 | 0 | 18.75 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 76 | | 1 | 27 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 2 | 77 | | 2 | 37.5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 3 | 80 | | 3 | 40 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 4 | 84 | | 4 | 42 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 5 | 88 | | 5 | 44 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 6 | 92 | | 6 | 46 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 7 | 97 | | 7 | 48.5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 8 | 102 | | 8 | 51 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 9 | 108 | | 9 | 54 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | A | 115 | | A | 57.5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | B | 123 | | B | 61.5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | C | 133 | | C | 66.5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D | 144 | | D | 72 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | E | 155 | | E | 77.5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | F | 170 | | F | 85 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

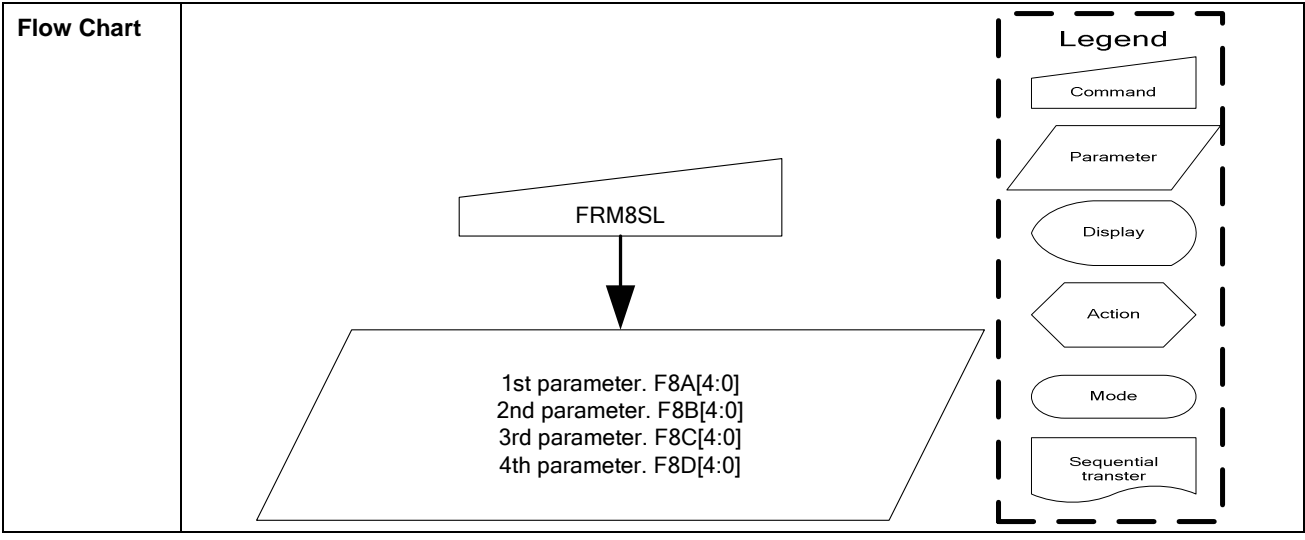
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| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | |
|--|--|--------------|---------------|--------------|--|-----|---|---------|---|---------|--|-----|----------|-----|-----|-----------|-----|-----|-----|-----|-----------|-----|-----|-----|-----|
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="4">Default Value</th> </tr> <tr> <th>FA[4:0]</th> <th>FB[4:0]</th> <th>FC[4:0]</th> <th>FD[4:0]</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>06h</td> <td>0Bh</td> <td>0Dh</td> <td>12h</td> </tr> <tr> <td>S/W Reset</td> <td>06h</td> <td>0Bh</td> <td>0Dh</td> <td>12h</td> </tr> <tr> <td>H/W Reset</td> <td>06h</td> <td>0Bh</td> <td>0Dh</td> <td>12h</td> </tr> </tbody> </table> | | Status | Default Value | | | | FA[4:0] | FB[4:0] | FC[4:0] | FD[4:0] | Power On Sequence | 06h | 0Bh | 0Dh | 12h | S/W Reset | 06h | 0Bh | 0Dh | 12h | H/W Reset | 06h | 0Bh | 0Dh | 12h |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| | FA[4:0] | FB[4:0] | FC[4:0] | FD[4:0] | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 06h | 0Bh | 0Dh | 12h | | | | | | | | | | | | | | | | | | | | | |
| S/W Reset | 06h | 0Bh | 0Dh | 12h | | | | | | | | | | | | | | | | | | | | | |
| H/W Reset | 06h | 0Bh | 0Dh | 12h | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: center;">  <pre> graph TD FRMSL[FRMSL] --> Params[1st parameter. FA[4:0] 2nd parameter. FB[4:0] 3rd parameter. FC[4:0] 4th parameter. FD[4:0]] </pre> </div> <div style="border: 1px dashed black; padding: 5px;"> Legend <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer </div> </div> | | | | | | | | | | | | | | | | | | | | | | | | | |

9.1.70 FRM8SEL: Frame Freq. in Temp. range (idel-8 color) (F1H)

| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|---------------------------------|----|----|----|----|----|----|------|------|------|------|------|---------|
| Command | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 1 | F1H |
| 1st parameter | 1 | 1 | 0 | - | - | - | F8A4 | F8A3 | F8A2 | F8A1 | F8A0 | Range A |
| 2nd parameter | 1 | 1 | 0 | - | - | - | F8B4 | F8B3 | F8B2 | F8B1 | F8B0 | Range B |
| 3rd parameter | 1 | 1 | 0 | - | - | - | F8C4 | F8C3 | F8C2 | F8C1 | F8C0 | Range C |
| 4th parameter | 1 | 1 | 0 | - | - | - | F8D4 | F8D3 | F8D2 | F8D1 | F8D0 | Range D |

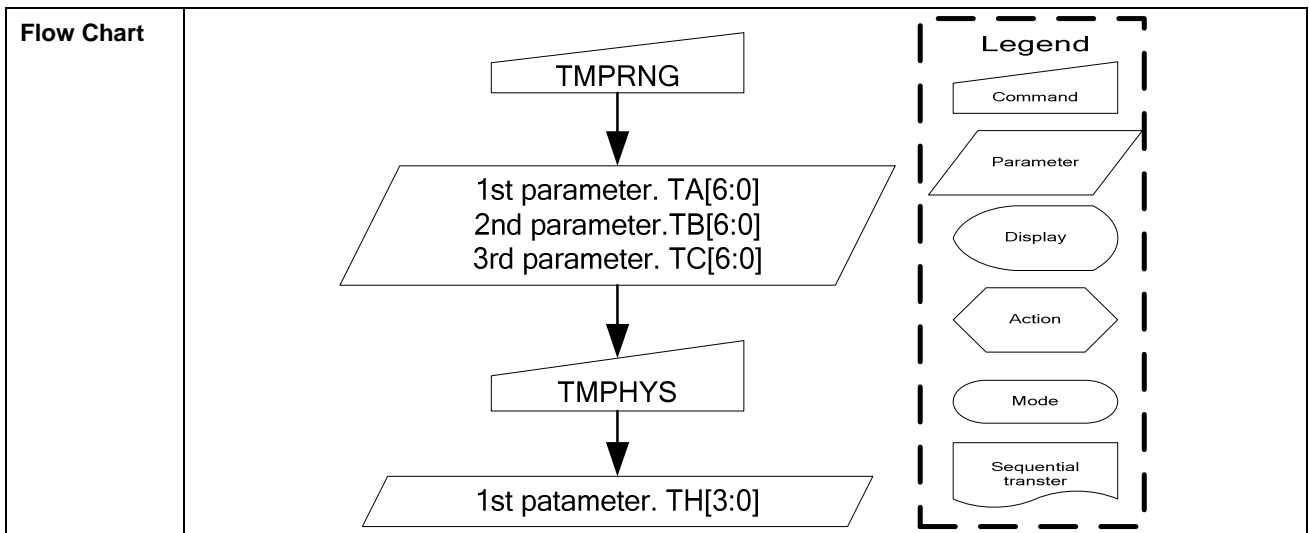
| Description | Select Frame Freq. in normal display mode.(idle;8 color mode) 1 st parameter : Frame freq. value set in TEMP range 30(-30°C) to TA 2 nd parameter : Frame freq. value set in TEMP range TA to TB 3 rd parameter : Frame freq. value set in TEMP range TB to TC 4 th parameter : Frame freq. value set in TEMP range TC to 145(90°C) | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|---------|---------|---------|--------|---------------|--|-----|---|---------|---|---------|--|-------------------|----------|-----|-----|-----|-----------|-----|-----|-----|-----|-----------|-----|-----|-----|-----|
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="4">Default Value</th> </tr> <tr> <th>FA[4:0]</th> <th>FB[4:0]</th> <th>FC[4:0]</th> <th>FD[4:0]</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>06h</td> <td>0Bh</td> <td>0Dh</td> <td>12h</td> </tr> <tr> <td>S/W Reset</td> <td>06h</td> <td>0Bh</td> <td>0Dh</td> <td>12h</td> </tr> <tr> <td>H/W Reset</td> <td>06h</td> <td>0Bh</td> <td>0Dh</td> <td>12h</td> </tr> </tbody> </table> | | | | Status | Default Value | | | | FA[4:0] | FB[4:0] | FC[4:0] | FD[4:0] | Power On Sequence | 06h | 0Bh | 0Dh | 12h | S/W Reset | 06h | 0Bh | 0Dh | 12h | H/W Reset | 06h | 0Bh | 0Dh | 12h |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | FA[4:0] | FB[4:0] | FC[4:0] | FD[4:0] | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 06h | 0Bh | 0Dh | 12h | | | | | | | | | | | | | | | | | | | | | | | | |
| S/W Reset | 06h | 0Bh | 0Dh | 12h | | | | | | | | | | | | | | | | | | | | | | | | |
| H/W Reset | 06h | 0Bh | 0Dh | 12h | | | | | | | | | | | | | | | | | | | | | | | | |



9.1.71 TMRNG: Temp. range set for Frame Freq. Adj. (F2H)

| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
|---------------------------------|----|----|----|----|-----|-----|-----|-----|-----|-----|-----|---------|
| Command | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 1 | 0 | F2H |
| 1st parameter | 1 | 1 | 0 | - | TA6 | TA5 | TA4 | TA3 | TA2 | TA1 | TA0 | Range A |
| 2nd parameter | 1 | 1 | 0 | - | TB6 | TB5 | TB4 | TB3 | TB2 | TB1 | TB0 | Range B |
| 3rd parameter | 1 | 1 | 0 | - | TC6 | TC5 | TC4 | TC3 | TC2 | TC1 | TC0 | Range C |

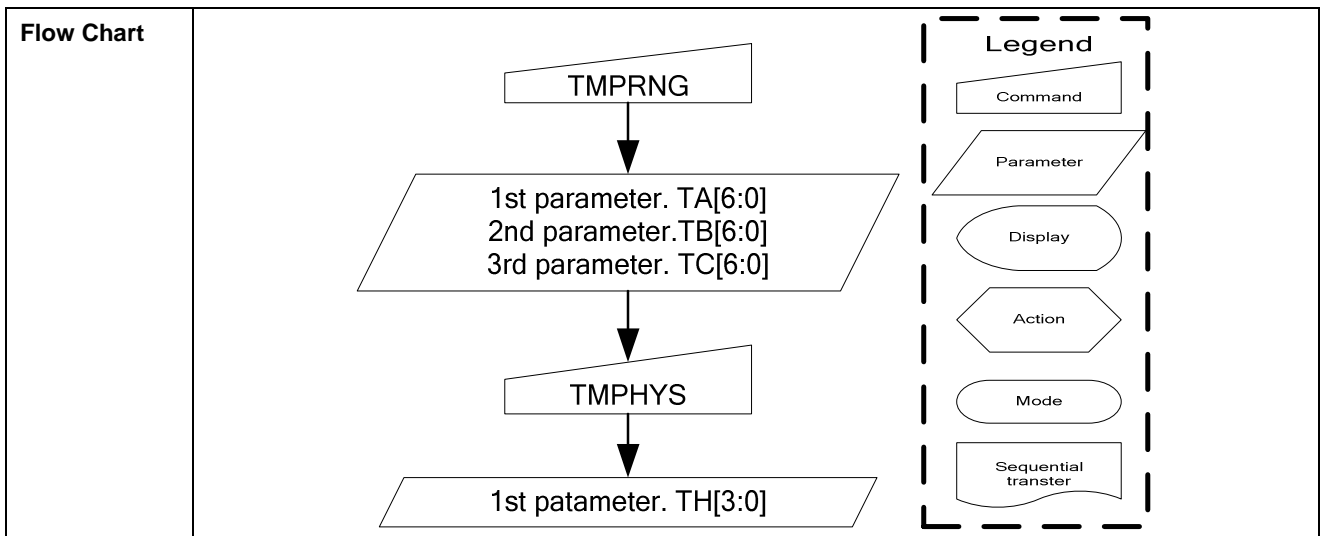
| Description | <p>Temperature range set for automatic frame freq. adj. operation according the current temperature value.</p> <p>1st parameter: Temperature range A value set</p> <p>2nd parameter: Temperature range B value set</p> <p>3rd parameter: Temperature range C value set</p> <p>TA/TB/TC Temperature(°C) + 40 = TA/TB/TC[6:0]</p> <p>Example:</p> <p>If TA wants to be set at 24°C, TA[6:0]=24+40=64(40h),</p> | | | | | | | | | | | | | | | | | | | | | |
|---|--|---------|---------|--------|---------------|--|-----|---|---------|---|-------------------|--|-----|----------|-----------|-----|-----|-----|-----------|-----|-----|-----|
| Restriction | $-40^{\circ}\text{C} \leq \text{TA} \leq \text{TA}+\text{TH} \leq \text{TB} \leq \text{TB}+\text{TH} \leq \text{TC} \leq 87^{\circ}\text{C}$ | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="3">Default Value</th> </tr> <tr> <th>TA[6:0]</th> <th>TB[6:0]</th> <th>TC[6:0]</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>1Eh</td> <td>28h</td> <td>32h</td> </tr> <tr> <td>S/W Reset</td> <td>1Eh</td> <td>28h</td> <td>32h</td> </tr> <tr> <td>H/W Reset</td> <td>1Eh</td> <td>28h</td> <td>32h</td> </tr> </tbody> </table> | | | Status | Default Value | | | TA[6:0] | TB[6:0] | TC[6:0] | Power On Sequence | 1Eh | 28h | 32h | S/W Reset | 1Eh | 28h | 32h | H/W Reset | 1Eh | 28h | 32h |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | |
| | TA[6:0] | TB[6:0] | TC[6:0] | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 1Eh | 28h | 32h | | | | | | | | | | | | | | | | | | | |
| S/W Reset | 1Eh | 28h | 32h | | | | | | | | | | | | | | | | | | | |
| H/W Reset | 1Eh | 28h | 32h | | | | | | | | | | | | | | | | | | | |



9.1.72 TMPHYS: Temperature Hysteresis Set for Frame Freq. Adj.(F3H)

| | | | | | | | | | | | | |
|---------------------------|----|----|----|----|----|----|----|-----|-----|-----|-----|-----|
| | A0 | RD | WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 1 | 1 | F3H |
| 1 st parameter | 1 | 1 | 0 | - | - | - | - | TH3 | TH2 | TH1 | TH0 | |

| Description | <p>Temperature hysteresis range set for frame freq. adj.</p> <p>Parameter TH[3:0] is used to set Temperature hysteresis range.</p> <p>The relationship between temperature state and temperature range value is shown below.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>TEMP Range Value</th> <th>TEMP Rising State</th> <th>TEMP Falling State</th> </tr> </thead> <tbody> <tr> <td>Freq. changing point A</td> <td>TA[6:0]+TH[3:0]</td> <td>TA[6:0]</td> </tr> <tr> <td>Freq. changing point B</td> <td>TB[6:0]+TH[3:0]</td> <td>TB[6:0]</td> </tr> <tr> <td>Freq. changing point C</td> <td>TC[6:0]+TH[3:0]</td> <td>TC[6:0]</td> </tr> </tbody> </table> <p>TH Temperature(°C) - 1 = TH[3:0]</p> <p>Example: If TH wants to set 5°C, TH[3:0]=5-1=4.</p> | TEMP Range Value | TEMP Rising State | TEMP Falling State | Freq. changing point A | TA[6:0]+TH[3:0] | TA[6:0] | Freq. changing point B | TB[6:0]+TH[3:0] | TB[6:0] | Freq. changing point C | TC[6:0]+TH[3:0] | TC[6:0] |
|---|--|--------------------|------------------------|--|------------------------|---|---------|---|-----------------|--|------------------------|-----------------|---------|
| TEMP Range Value | TEMP Rising State | TEMP Falling State | | | | | | | | | | | |
| Freq. changing point A | TA[6:0]+TH[3:0] | TA[6:0] | | | | | | | | | | | |
| Freq. changing point B | TB[6:0]+TH[3:0] | TB[6:0] | | | | | | | | | | | |
| Freq. changing point C | TC[6:0]+TH[3:0] | TC[6:0] | | | | | | | | | | | |
| Restriction | Temperature hysteresis value should be smaller than the gap of temperature range. | | | | | | | | | | | | |
| Register Availability | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Default Value(TH[3:0])</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>4H</td> </tr> <tr> <td>S/W Reset</td> <td>4H</td> </tr> <tr> <td>H/W Reset</td> <td>4H</td> </tr> </tbody> </table> | Status | Default Value(TH[3:0]) | Power On Sequence | 4H | S/W Reset | 4H | H/W Reset | 4H | | | | |
| Status | Default Value(TH[3:0]) | | | | | | | | | | | | |
| Power On Sequence | 4H | | | | | | | | | | | | |
| S/W Reset | 4H | | | | | | | | | | | | |
| H/W Reset | 4H | | | | | | | | | | | | |



ST7669V

9.1.73 TEMPSEL: Temp. Set(F4H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|---------------------------|----|-----|-----|------|------|------|------|------|------|------|------|--|
| TEMPSEL | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 0 | 0 | (F4h) |
| 1 st parameter | 1 | 1 | 0 | MT13 | MT12 | MT11 | MT10 | MT03 | MT02 | MT01 | MT00 | MT1x : (-24 °C to -32 °C) MT0x : (-32 °C to -40 °C) |
| 2 nd parameter | 1 | 1 | 0 | MT33 | MT32 | MT31 | MT30 | MT23 | MT22 | MT21 | MT20 | MT3x : (-8 °C to -16 °C) MT2x : (-16 °C to -24 °C) |
| 3 rd parameter | 1 | 1 | 0 | MT53 | MT52 | MT51 | MT50 | MT43 | MT42 | MT41 | MT40 | MT5x : (8 °C to 0 °C) MT4x : (0 °C to -8 °C) |
| 4 th parameter | 1 | 1 | 0 | MT73 | MT72 | MT71 | MT70 | MT63 | MT62 | MT61 | MT60 | MT7x : (24 °C to 16 °C) MT6x : (16 °C to 8 °C) |
| 5 th parameter | 1 | 1 | 0 | MT93 | MT92 | MT91 | MT90 | MT83 | MT82 | MT81 | MT80 | MT9x : (40 °C to 32 °C) MT8x : (32 °C to 24 °C) |
| 6 th parameter | 1 | 1 | 0 | MTB3 | MTB2 | MTB1 | MTB0 | MTA3 | MTA2 | MTA1 | MTA0 | MTBx : (56 °C to 48 °C) MTAx : (48 °C to 40 °C) |
| 7 th parameter | 1 | 1 | 0 | MTD3 | MTD2 | MTD1 | MTD0 | MTC3 | MTC2 | MTC1 | MTC0 | MTDx : (72 °C to 64 °C) MTCx : (64 °C to 56 °C) |
| 8 th parameter | 1 | 1 | 0 | MTF3 | MTF2 | MTF1 | MTF0 | MTE3 | MTE2 | MTE1 | MTE0 | MTFx : (87 °C to 80 °C) MTEx : (80 °C to 72 °C) |

NOTE: “-“ Don't care

| Description | This command defines temperature gradient compensation coefficient. For this command detail description and operation, please see Section 7.9. | | | | | |
|-------------|--|--------|--------|--------|-------------|--|
| | Parameter n | MT n 3 | MT n 2 | MT n 1 | MT n 0 | Voltage / °C (Tolerance: ±3mV/°C) |
| | 0 | 0 | 0 | 0 | 0 | 0 mv / °C |
| | 1 | 0 | 0 | 0 | 1 | -5 mv / °C |
| | 2 | 0 | 0 | 1 | 0 | -10 mv / °C |
| | 3 | 0 | 0 | 1 | 1 | -15 mv / °C |
| | : | : | : | : | : | : |
| | : | : | : | : | : | : |
| | : | : | : | : | : | : |
| | 12 | 1 | 1 | 0 | 0 | -60 mv / °C |
| | 13 | 1 | 1 | 0 | 1 | -65 mv / °C |
| | 14 | 1 | 1 | 1 | 0 | -70 mv / °C |
| 15 | 1 | 1 | 1 | 1 | -75 mv / °C | |
| Restriction | | | | | | |

ST7669V

| | | |
|--------------------------|---|--|
| Register Availability | Status | Availability |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes |
| | Sleep In | Yes |
| Default | Status | Default Value (MTn[3:0]) |
| | Power On Sequence | 1 st parameter 0xCC 2 nd parameter 0x09 3 rd parameter 0x01 |
| | S/W Reset | 4 th parameter 0x01 5 th parameter 0x23 |
| | H/W Reset | 6 th parameter 0x41 7 th parameter 0x61 8 th parameter 0xf3 |
| Flow Chart | <p>The flow chart illustrates the relationship between the TEMPSEL command and the MTn[3:0] parameter. The TEMPSEL command is represented by a trapezoid, and the MTn[3:0] parameter is represented by a parallelogram. An arrow points from the TEMPSEL command to the MTn[3:0] parameter. A legend on the right side of the chart defines the symbols used: Command (trapezoid), Parameter (parallelogram), Display (oval), Action (hexagon), Mode (rounded rectangle), and Sequential transfer (wavy rectangle).</p> | |

9.1.74 THYS : Temperature detection threshold(F7H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|-----------|----|-----|-----|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| THYS | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 1 | 1 | (F7h) |
| Parameter | 1 | 1 | 0 | THYS7 | THYS6 | THYS5 | THYS4 | THYS3 | THYS2 | THYS1 | THYS0 | - |

NOTE: “-“ Don't care

| | | |
|-----------------------|---|----------------------|
| Description | Temperature detection threshold setting. | |
| Restriction | | |
| Register Availability | Status | Availability |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes |
| | Sleep In | Yes |
| Default | Status | Default Value D[7:0] |
| | Power On Sequence | 02h |
| | S/W Reset | 02h |
| | H/W Reset | 02h |
| Flow Chart | <p>The flow chart illustrates the relationship between the THYS command and its parameter D[7:0]. The command 'THYS' is shown in a trapezoidal shape, with an arrow pointing down to a parallelogram-shaped parameter 'D[7:0]'. To the right, a dashed-line legend defines the symbols used: a trapezoid for 'Command', a parallelogram for 'Parameter', an oval for 'Display', a hexagon for 'Action', a rounded rectangle for 'Mode', and a wavy rectangle for 'Sequential transfer'.</p> | |

9.1.75 Frame Set: Frame PWM Set (F9H)

| Command | A0 | /RD | /WR | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
|----------------------------|----|-----|-----|----|----|----|------|------|------|------|------|-------|
| Frame1 Set | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 1 | (F9h) |
| 1 st parameter | 1 | 1 | 0 | - | - | - | P14 | P13 | P12 | P11 | P10 | - |
| 2 nd parameter | 1 | 1 | 0 | - | - | - | P24 | P23 | P22 | P21 | P20 | - |
| : | : | : | : | : | : | : | : | : | : | : | : | - |
| 15 th parameter | 1 | 1 | 0 | - | - | - | P154 | P153 | P152 | P151 | P150 | - |
| 16 th parameter | 1 | 1 | 0 | - | - | - | P164 | P163 | P162 | P161 | P160 | - |

NOTE: "- " Don't care

| | | |
|-----------------------|--|---------------|
| Description | This command is used to set frame PWM. | |
| Restriction | | |
| Register Availability | Status | Availability |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes |
| | Sleep In | Yes |
| Default | Status | Default Value |
| | Power On Sequence | -- |
| | S/W Reset | -- |
| | H/W Reset | -- |
| Flow Chart | <pre> graph TD A[Frame 1 Set] --> B[/1st ~ 16th parameters/] </pre> <p>Legend</p> <ul style="list-style-type: none"> Command: Trapezoid Parameter: Parallelogram Display: Oval Action: Hexagon Mode: Rounded rectangle Sequential transfer: Wavy rectangle | |

10 SPECIFICATIONS

10.1 ABSOLUTE MAXIMUM RATINGS

(VSS = 0V)

| Item | Symbol | Value | Unit |
|-----------------------------|---------------------|-------------------|------|
| Supply voltage 1 | VDD | - 0.3 ~ + 3.0 | V |
| Supply voltage 2 | VDD2,VDD3,VDD4,VDD5 | - 0.3 ~ + 4.2 | V |
| Supply voltage 3 | VMAX (V0- XV0) | - 0.3 ~ + 18.0 | V |
| Input voltage range | VIN | - 0.3 ~ VDD + 0.5 | V |
| Output voltage range | VO | - 0.3 ~ VDD + 0.5 | V |
| Operating temperature range | TOPR | - 30 ~ + 85 | °C |
| Storage temperature range | TSTG | - 40 ~ + 125 | °C |

NOTE:

(1). Voltages are all based on VSS = 0V.

(2). Voltage relationship: $V0 \geq Vg \geq Vm \geq VSS \geq XV0$ must always be satisfied.

11 DC CHARACTERISTICS

11.1 Basic Characteristics

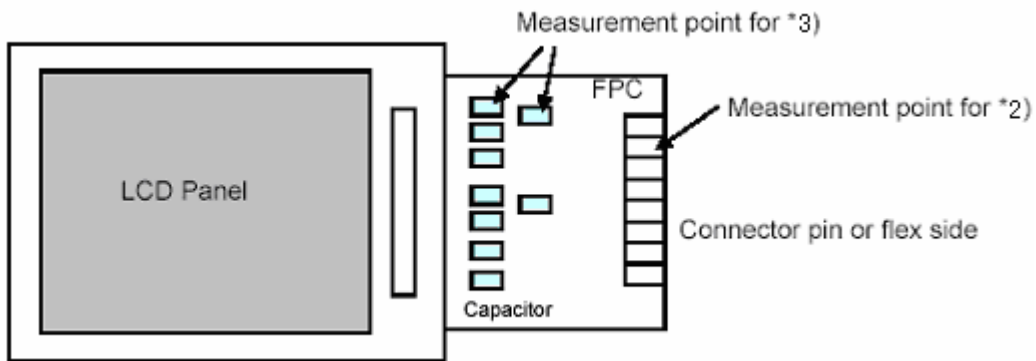
(VSS=0V, Ta = -30 to 85°C)

| Parameter | Symbol | Conditions | Related Pins | MIN | TYP | MAX | Unit |
|---------------------------------|--------|--|----------------|--------|------|----------|------|
| Logic Operating voltage | VDDI | - | *2) VDD | 1.65 | 1.8 | 3.0 | V |
| Analog Operating voltage | VDDA | - | *2) VDD2,3,4,5 | 2.4 | 2.75 | 3.3 | V |
| Driving voltage input | VLCD | V0 – XV0 | *3) V0, XV0 | - | - | 18.0 | V |
| High level input voltage | VIH | | *1) *2) | 0.7VDD | - | VDD | V |
| Low level input voltage | VIL | - | *1) *2) | VSS | - | 0.3VDD | V |
| High level output voltage | VOH | IOH = -1.0mA | *2) SI, TE | 0.8VDD | - | VDD | V |
| Low level output voltage | VOL | IOL = +1.0mA | | VSS | - | 0.2VDD | V |
| Input leakage current | IIL | VIN = VDD or VSS | *1), *2) | -1.0 | - | +1.0 | μA |
| Driver on resistance (SEG) | RONSEG | Vg = 3.2V, Ta = 25°C, ΔV=10% | S0 to S395 | - | 1 | - | KΩ |
| Driver on resistance (COM) | RONCOM | V0 = 16.0V, Ta = 25°C ΔV=10% | C0 to C161 | - | 0.8 | - | KΩ |
| Frame rate | FR | Ta = 25°C, N-line=0x8C, Duty=162, FR=0x12 | - | - | 77 | - | Hz |
| Booster1 output voltage range | V0 | | VDD2 | - | - | 18 | V |
| Reference voltage | VREF | Ta = 25°C, No load | - | 1.75 | 1.8 | 1.85 | V |
| Voltage follower output voltage | Vm | Ta = 25°C | Vm | 0.7 | Vg/2 | VDDA-0.7 | V |
| Booster2 output voltage range | Vg | | Vg | 1.8 | - | VDDAX2 | V |
| Booster3 output voltage range | XV0 | | XV0 | Vg-18 | - | - | V |

NOTE:

*1) Applies to IF0, IF1, /CS, /RST, /WR, /RD, A0 (SCL) and D15-D2, D1 (A0), D0 (SI) pins

*2) *3) When the measurements are performed with LCD module, Measurement Points are like below.



11.1.1 Current Consumption

| Operation mode | Condition | Current consumption | | | |
|-----------------|---|---------------------|--------------|--------------|--------------|
| | | Typical | | Worst case | |
| | | IDDA (mA) | IDDI (mA) | IDDA (mA) | IDDI (mA) |
| - Normal Mode | 1. Checker board one by one pattern 2. Vop=16.48V, N=0x8C, FR=77Hz | 0.45 | 0.1 | 0.9 | 0.2 |
| - Sleep In Mode | N/A | 0.003 | 0.010 | 0.005 | 0.020 |

Note: Bare die

Note:

1. typical case: $T_A=25^{\circ}\text{C}$, $V_{DDA}=2.75\text{V}$, $V_{DDI}=1.8\text{V}$.
2. worst case: $T_A=25^{\circ}\text{C}$, $V_{DDA}=2.4\text{--}3.3\text{V}$, $V_{DDI}=1.65\text{--}3.0\text{V}$.
3. The Current Consumption is DC characteristics of ST7669V

12 TIMING CHARACTERISTICS

12.1 Parallel Interface Characteristics bus (8080-series MCU)

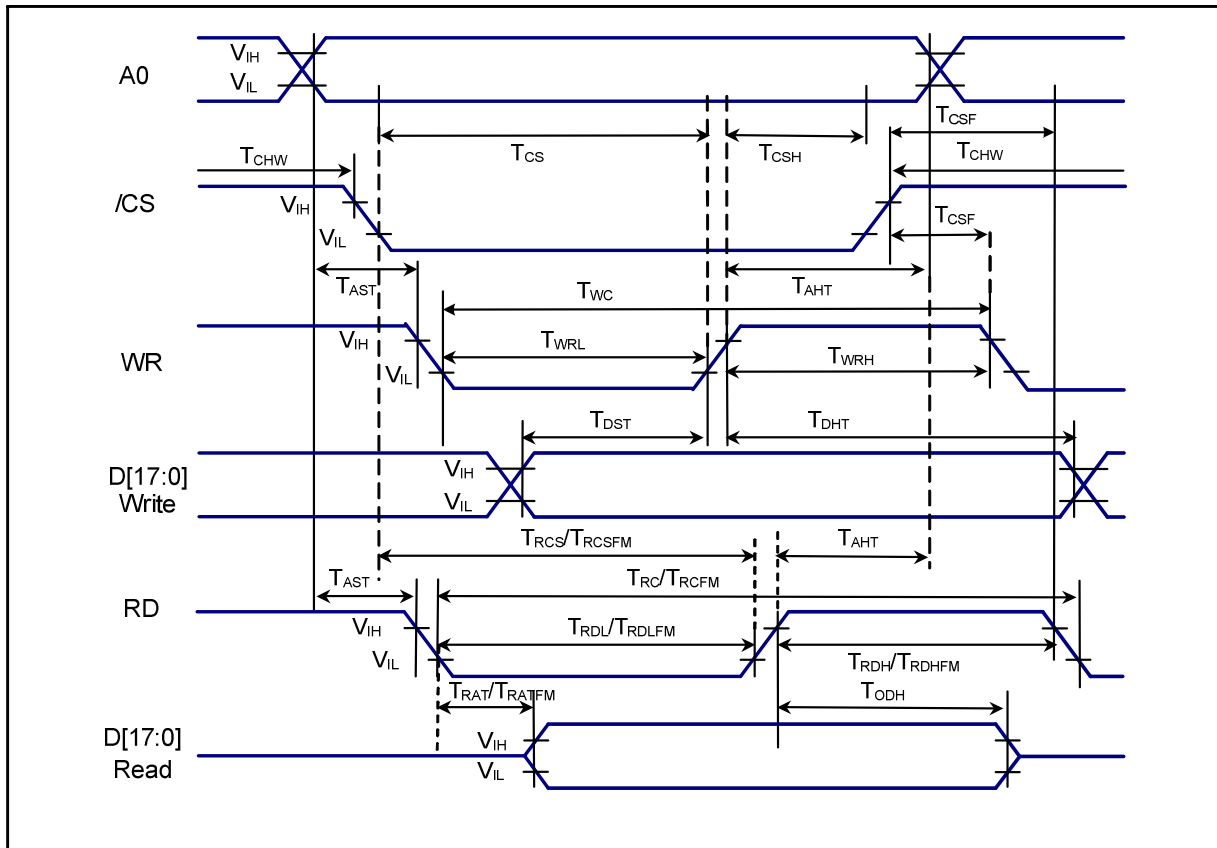


Figure 7.10.2-1 Parallel Interface Characteristics bus (8080-series MCU)

(V_{SS}=0V, V_{DDI}=1.80V, V_{DDA}=2.4V to 3.3V, T_a = 25°C)

| Signal | Symbol | Parameter | MIN | MAX | Unit | Description |
|----------|--------------------|------------------------------------|-----|-----|------|---|
| A0 | T _{AST} | Address setup time | 10 | - | ns | - |
| | T _{AHT} | Address hold time (Write/Read) | 10 | - | ns | |
| /CS | T _{CHW} | Chip select "H" pulse width | 10 | - | ns | |
| | T _{CS} | Chip select setup time (Write) | 50 | - | ns | |
| | T _{CSH} | Chip select hold time (Write) | 10 | - | ns | |
| | T _{RCS} | Chip select setup time (Read ID) | 60 | - | ns | |
| | T _{RCSFM} | Chip select setup time (Read FM) | 60 | - | ns | |
| | T _{CSF} | Chip select wait time (Write/Read) | 10 | - | ns | |
| /WR | T _{WC} | Write cycle | 160 | - | ns | |
| | T _{WRH} | Control pulse "H" duration | 70 | - | ns | |
| | T _{WRL} | Control pulse "L" duration | 70 | - | ns | |
| /RD (ID) | T _{RC} | Read cycle (ID) | 160 | - | ns | When read ID data |
| | T _{RDH} | Control pulse "H" duration (ID) | 20 | - | ns | |
| | T _{RDL} | Control pulse "L" duration (ID) | 80 | - | ns | |
| /RD (FM) | T _{RCFM} | Read cycle (FM) | 250 | - | ns | When read from frame memory |
| | T _{RDHFM} | Control pulse "H" duration (FM) | 80 | - | ns | |
| | T _{RDLFM} | Control pulse "L" duration (FM) | 80 | - | ns | |
| D[17:0] | T _{DST} | Data setup time | 50 | - | ns | For maximum CL=30pF For minimum CL=8pF |
| | T _{DHT} | Data hold time | 0 | - | ns | |
| | T _{RATFM} | Read access time (FM) | - | 340 | ns | |
| | T _{ODH} | Output disable time | 10 | 80 | ns | |

(VSS=0V, VDDI= 2.8V, VDDA=2.4V to 3.3V, Ta = 25°C)

| Signal | Symbol | Parameter | MIN | MAX | Unit | Description |
|----------|--------------------|------------------------------------|-----|-----|------|---|
| A0 | T _{AST} | Address setup time | 10 | - | ns | - |
| | T _{AHT} | Address hold time (Write/Read) | 10 | - | ns | |
| /CS | T _{CHW} | Chip select "H" pulse width | 0 | - | ns | |
| | T _{CS} | Chip select setup time (Write) | 30 | - | ns | |
| | T _{CSH} | Chip select hold time (Write) | 10 | - | ns | |
| | T _{RCS} | Chip select setup time (Read ID) | 60 | - | ns | |
| | T _{RCSFM} | Chip select setup time (Read FM) | 60 | - | ns | |
| | T _{CSF} | Chip select wait time (Write/Read) | 10 | - | ns | |
| /WR | T _{WC} | Write cycle | 100 | - | ns | |
| | T _{WRH} | Control pulse "H" duration | 50 | - | ns | |
| | T _{WRL} | Control pulse "L" duration | 50 | - | ns | |
| /RD (ID) | T _{RC} | Read cycle (ID) | 140 | - | ns | When read ID data |
| | T _{RDH} | Control pulse "H" duration (ID) | 20 | - | ns | |
| | T _{RDL} | Control pulse "L" duration (ID) | 60 | - | ns | |
| /RD (FM) | T _{RCFM} | Read cycle (FM) | 160 | - | ns | When read from frame memory |
| | T _{RDHFM} | Control pulse "H" duration (FM) | 50 | - | ns | |
| | T _{RDLFM} | Control pulse "L" duration (FM) | 60 | - | ns | |
| D[17:0] | T _{DST} | Data setup time | 30 | - | ns | For maximum CL=30pF For minimum CL=8pF |
| | T _{DHT} | Data hold time | 10 | - | ns | |
| | T _{RATFM} | Read access time (FM) | - | 340 | ns | |
| | T _{ODH} | Output disable time | 10 | 80 | ns | |

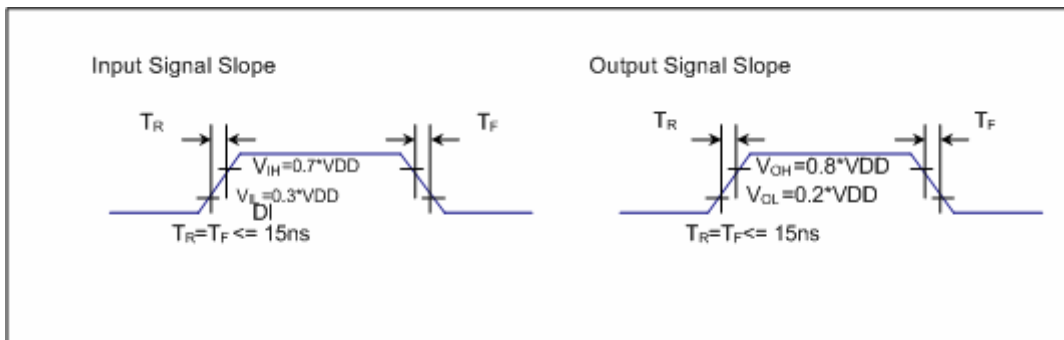


Figure 7.10.2-2 Rising and Falling timing for Input and Output signal

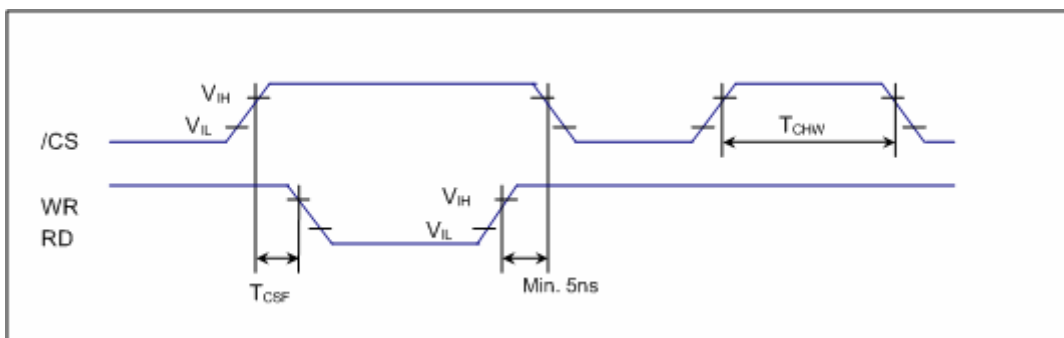


Figure 7.10.2-3 Chip selection (/CS) timing

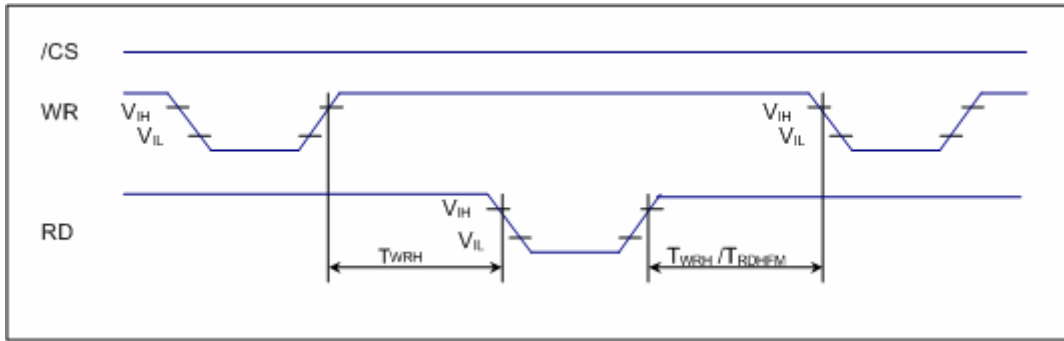


Figure 7.10.2-4 Write to read and Read to write timing

NOTE: The input signal rise time and fall time (t_r , t_f) is specified at 15 ns or less.

Logic high and low levels are specified as 30% and 70% of VDD for Input signals.

12.2 Parallel Interface Characteristics bus (6800-series MCU)

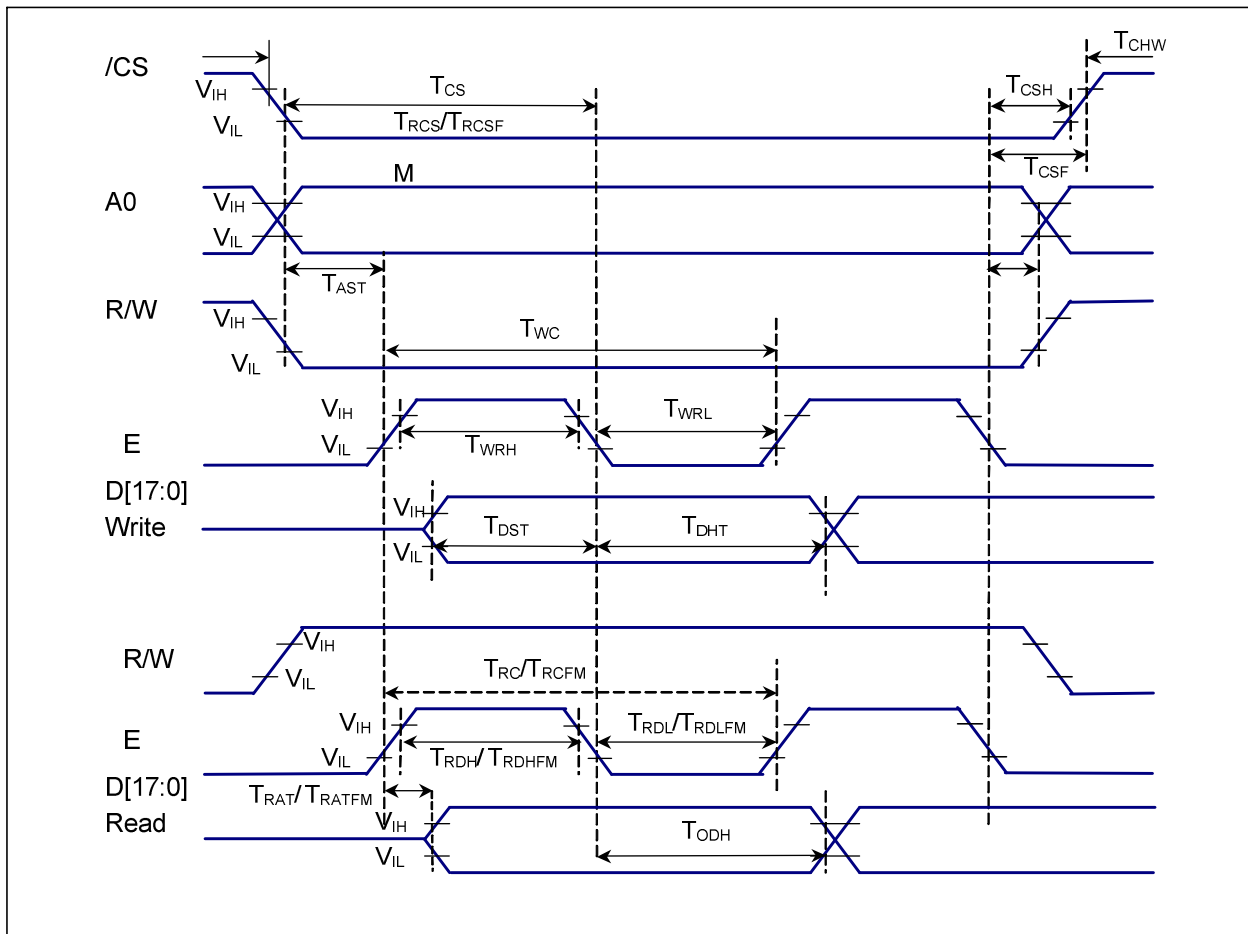


Figure 7.10.2-1 Parallel Interface characteristics (6800-Series MCU)

(VSS=0V, VDDI=1.80V, VDDA=2.4V to 3.3V, Ta = 25°C)

| Signal | Symbol | Parameter | MIN | MAX | Unit | Description |
|---------|--------------------|------------------------------------|-----|-----|------|---|
| A0 | T _{AST} | Address setup time | 15 | - | ns | - |
| | T _{AHT} | Address hold time (Write/Read) | 15 | - | ns | |
| /CS | T _{CHW} | Chip select "H" pulse width | 10 | - | ns | |
| | T _{CS} | Chip select setup time (Write) | 50 | - | ns | |
| | T _{RCS} | Chip select setup time (Read ID) | 50 | - | ns | |
| | T _{RCSFM} | Chip select setup time (Read FM) | 50 | - | ns | |
| | T _{CSF} | Chip select wait time (Write/Read) | 10 | - | ns | |
| | T _{CSH} | Chip select hold time | 10 | - | ns | |
| /R/W | T _{WC} | Write cycle | 160 | - | ns | |
| | T _{WRH} | Control pulse "H" duration | 80 | - | ns | |
| | T _{WRL} | Control pulse "L" duration | 80 | - | ns | |
| E (ID) | T _{RC} | Read cycle (ID) | 130 | - | ns | When read ID data |
| | T _{RDH} | Control pulse "H" duration (ID) | 30 | - | ns | |
| | T _{RDL} | Control pulse "L" duration (ID) | 20 | - | ns | |
| E (FM) | T _{RCFM} | Read cycle (FM) | 300 | - | ns | When read from frame memory |
| | T _{RDHFM} | Control pulse "H" duration (FM) | 40 | - | ns | |
| | T _{RDLFM} | Control pulse "L" duration (FM) | 80 | - | ns | |
| D[17:0] | T _{DST} | Data setup time | 50 | - | ns | For maximum CL=30pF For minimum CL=8pF |
| | T _{DHT} | Data hold time | 10 | - | ns | |
| | T _{RATFM} | Read access time (FM) | - | 340 | ns | |
| | T _{ODH} | Output disable time | 10 | 80 | ns | |

(VSS=0V, VDDI=2.8V, VDDA=2.4V to 3.3V, Ta = 25°C)

| Signal | Symbol | Parameter | MIN | MAX | Unit | Description |
|---------|--------------------|------------------------------------|-----|-----|------|---|
| A0 | T _{AST} | Address setup time | 15 | - | ns | - |
| | T _{AHT} | Address hold time (Write/Read) | 15 | - | ns | |
| /CS | T _{CHW} | Chip select "H" pulse width | 10 | - | ns | |
| | T _{CS} | Chip select setup time (Write) | 30 | - | ns | |
| | T _{RCS} | Chip select setup time (Read ID) | 30 | - | ns | |
| | T _{RCSFM} | Chip select setup time (Read FM) | 50 | - | ns | |
| | T _{CSF} | Chip select wait time (Write/Read) | 10 | - | ns | |
| | T _{CSH} | Chip select hold time | 10 | - | ns | |
| R/W | T _{WC} | Write cycle | 100 | - | ns | |
| | T _{WRH} | Control pulse "H" duration | 50 | - | ns | |
| | T _{WRL} | Control pulse "L" duration | 50 | - | ns | |
| E (ID) | T _{RC} | Read cycle (ID) | 100 | - | ns | When read ID data |
| | T _{RDH} | Control pulse "H" duration (ID) | 30 | - | ns | |
| | T _{RDL} | Control pulse "L" duration (ID) | 30 | - | ns | |
| E (FM) | T _{RCFM} | Read cycle (FM) | 150 | - | ns | When read from frame memory |
| | T _{RDHFM} | Control pulse "H" duration (FM) | 30 | - | ns | |
| | T _{RDLFM} | Control pulse "L" duration (FM) | 80 | - | ns | |
| D[17:0] | T _{DST} | Data setup time | 50 | - | ns | For maximum CL=30pF For minimum CL=8pF |
| | T _{DHT} | Data hold time | 10 | - | ns | |
| | T _{RATFM} | Read access time (FM) | - | 340 | ns | |
| | T _{ODH} | Output disable time | 10 | 80 | ns | |

12.3 Serial Interface Characteristics (3-pin Serial)

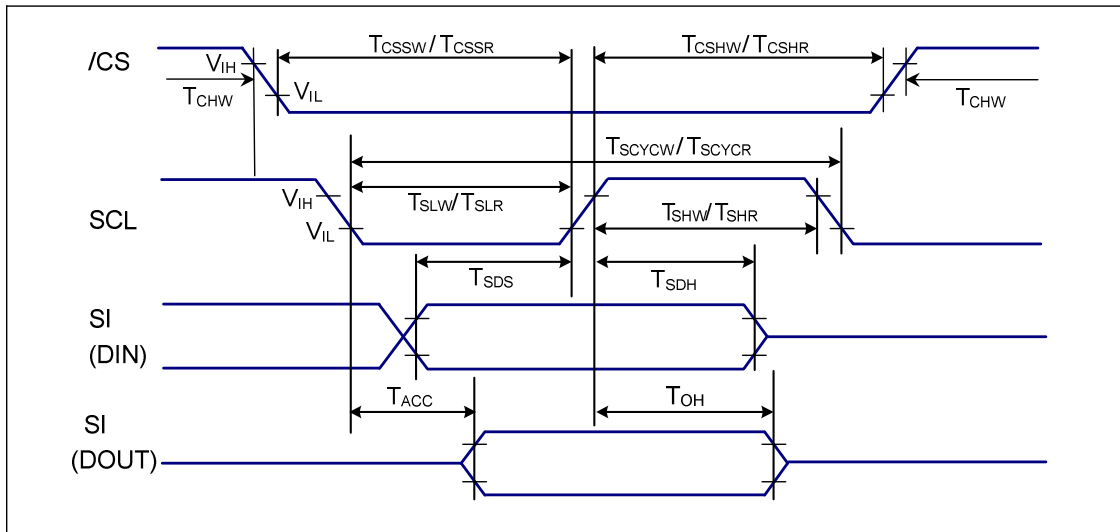


Figure 7.10.2-1 3-pin Serial Interface Characteristics

(VSS=0V, VDDI=1.80V, VDDA=2.4V to 3.3V, Ta = 25°C)

| Signal | Symbol | Parameter | MIN | MAX | Unit | Description |
|-----------------|-------------|-----------------------------|-----|-----|------|-------------|
| /CS | T_{CHW} | /CS "H" pulse width | 10 | - | ns | |
| | T_{CSSW} | /CS-SCL setup time(Write) | 10 | - | ns | |
| | T_{CSHW} | /CS-SCL hold time(Write) | 15 | - | ns | |
| SCL | T_{SCYCW} | Serial clock cycle (Write) | 130 | - | ns | |
| | T_{SHW} | SCL "H" pulse width (Write) | 90 | - | ns | |
| | T_{SLW} | SCL "L" pulse width (Write) | 40 | - | ns | |
| SI (DIN) (DOUT) | T_{SDS} | Data setup time | 10 | - | ns | |
| | T_{SDH} | Data hold time | 15 | - | ns | |

(VSS=0V, VDDI=2.80V, VDDA=2.4V to 3.3V, Ta = 25°C)

| Signal | Symbol | Parameter | MIN | MAX | Unit | Description |
|-----------------|-------------|-----------------------------|-----|-----|------|-------------|
| /CS | T_{CHW} | /CS "H" pulse width | 10 | - | ns | |
| | T_{CSSW} | /CS-SCL setup time(Write) | 10 | - | ns | |
| | T_{CSHW} | /CS-SCL hold time(Write) | 15 | - | ns | |
| SCL | T_{SCYCW} | Serial clock cycle (Write) | 80 | - | ns | |
| | T_{SHW} | SCL "H" pulse width (Write) | 50 | - | ns | |
| | T_{SLW} | SCL "L" pulse width (Write) | 30 | - | ns | |
| SI (DIN) (DOUT) | T_{SDS} | Data setup time | 10 | - | ns | |
| | T_{SDH} | Data hold time | 15 | - | ns | |

12.4 Serial Interface Characteristics (4-pin Serial)

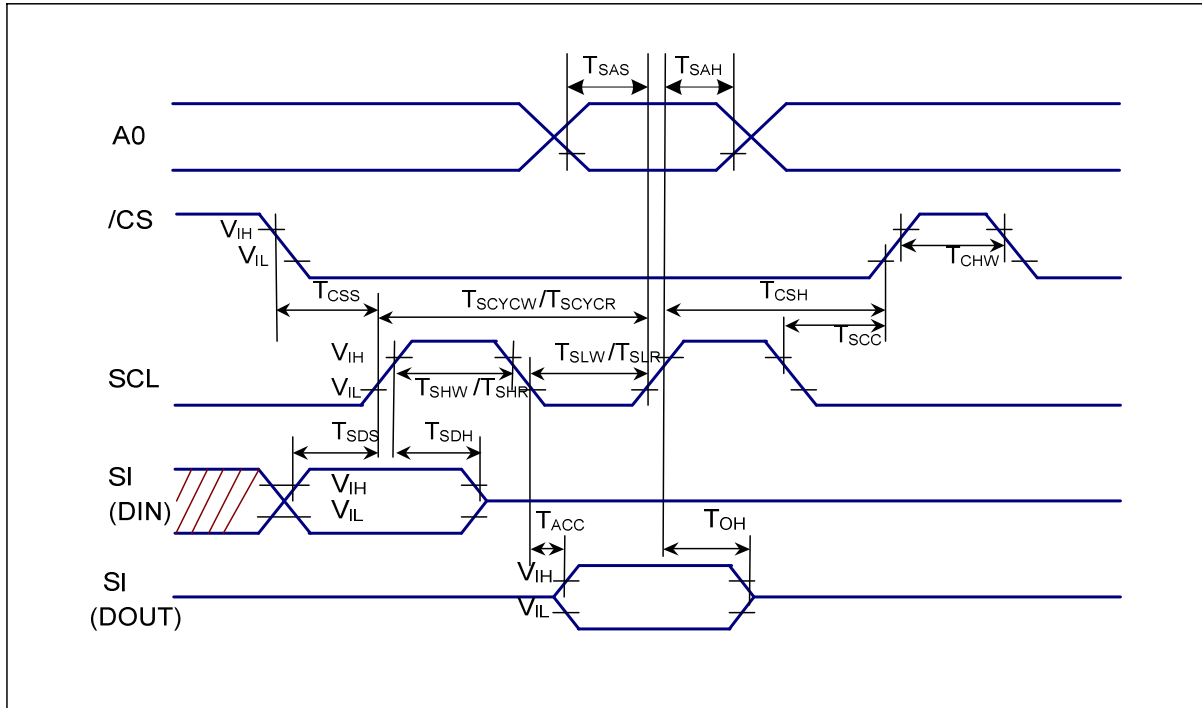


Figure 7.10.2-1 4-pin Serial Interface Characteristics

(VSS=0V, VDDI=1.80V, VDDA=2.4V to 3.3V, Ta = 25°C)

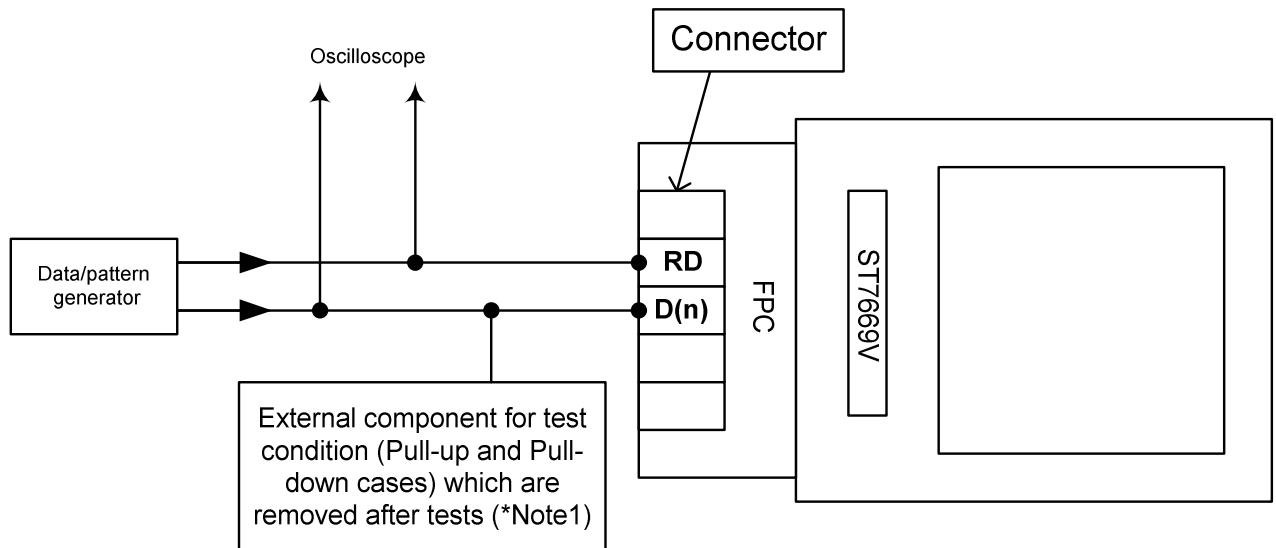
| Signal | Symbol | Parameter | MIN | MAX | Unit | Description |
|-----------------|-------------|-----------------------------|-----|-----|------|-------------|
| /CS | T_{CSS} | Chip select setup time | 10 | - | ns | |
| | T_{CSH} | Chip select hold time | 15 | - | ns | |
| | T_{SCC} | Chip select setup time | 10 | - | ns | |
| | T_{CHW} | Chip select setup time | 10 | - | ns | |
| A0 | T_{SAS} | Address setup time | 15 | - | ns | |
| | T_{SAH} | Address hold time | 15 | - | ns | |
| SCL | T_{SCYCW} | Serial clock cycle (Write) | 130 | - | ns | |
| | T_{SHW} | SCL "H" pulse width (Write) | 90 | - | ns | |
| | T_{SLW} | SCL "L" pulse width (Write) | 40 | - | ns | |
| SI (DIN) (DOUT) | T_{SDS} | Data setup time | 15 | - | ns | |
| | T_{SDH} | Data hold time | 15 | - | ns | |

(VSS=0V, VDDI= 2.80V, VDDA=2.4V to 3.3V, Ta = 25°C)

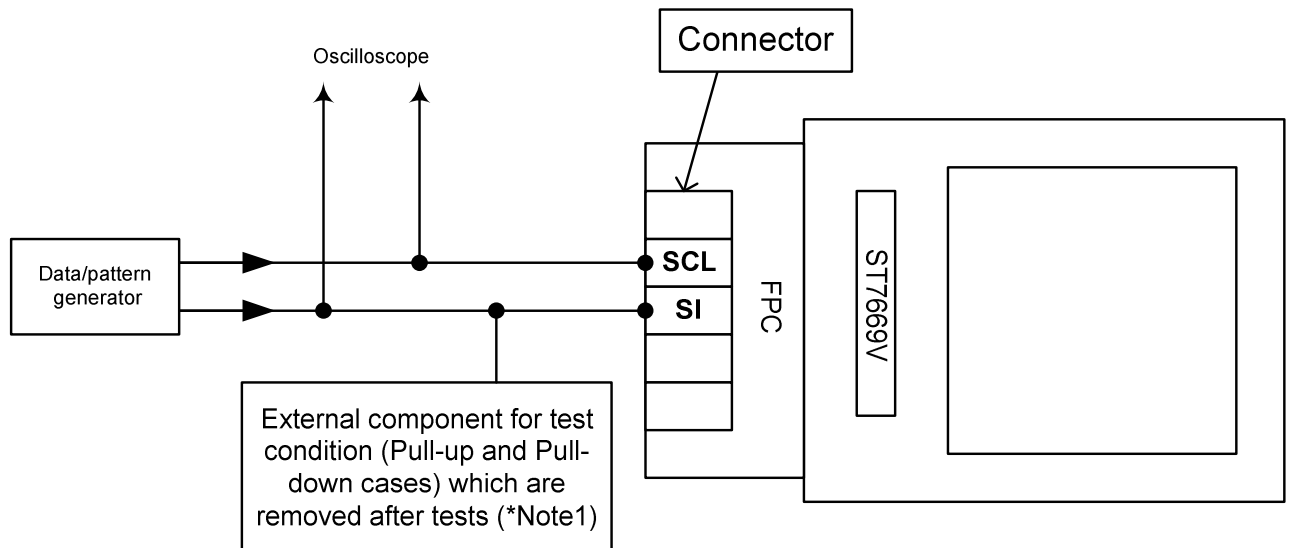
| Signal | Symbol | Parameter | MIN | MAX | Unit | Description |
|-----------------|-------------|-----------------------------|-----|-----|------|-------------|
| /CS | T_{CSS} | Chip select setup time | 10 | - | ns | |
| | T_{CSH} | Chip select hold time | 15 | - | ns | |
| | T_{SCC} | Chip select setup time | 10 | - | ns | |
| | T_{CHW} | Chip select setup time | 10 | - | ns | |
| A0 | T_{SAS} | Address setup time | 15 | - | ns | |
| | T_{SAH} | Address hold time | 15 | - | ns | |
| SCL | T_{SCYCW} | Serial clock cycle (Write) | 80 | - | ns | |
| | T_{SHW} | SCL "H" pulse width (Write) | 50 | - | ns | |
| | T_{SLW} | SCL "L" pulse width (Write) | 30 | - | ns | |
| SI (DIN) (DOUT) | T_{SDS} | Data setup time | 15 | - | ns | |
| | T_{SDH} | Data hold time | 15 | - | ns | |

12.5 Output access/disable timing measurement method

◆ Parallel interface (8080-series)



◆ Serial interface (3-line)

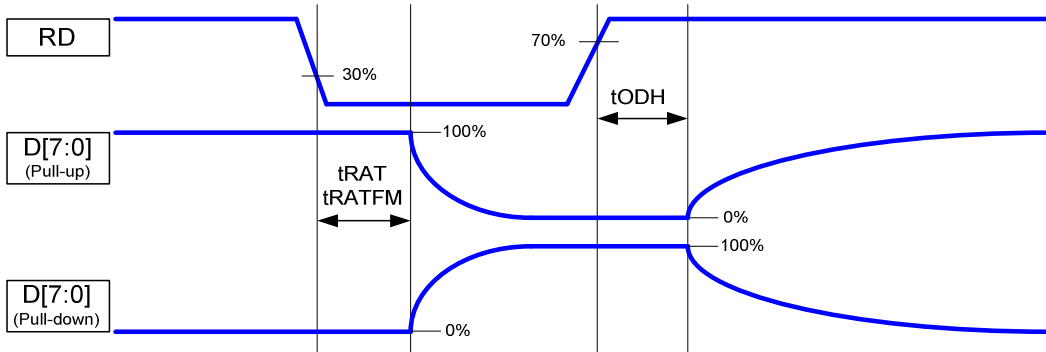


Note:

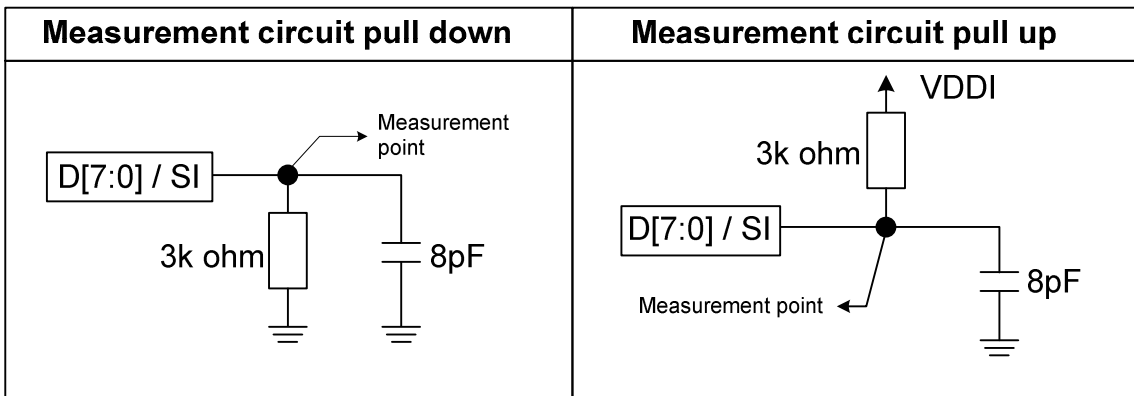
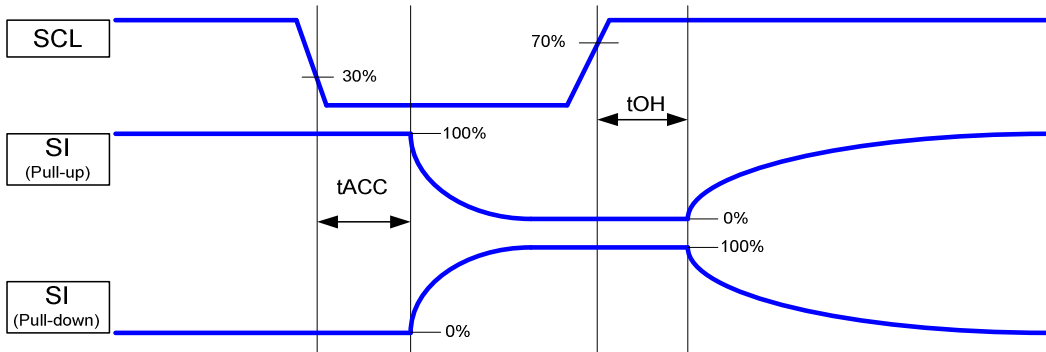
1. Pull-up/pull-down resistor: $3K\Omega \pm 5\%$; pull-up/pull-down capacitor: **8 or 30 pF** $\pm 10\%$
2. Capacitances and resistances of the oscilloscope's probe must be included externals components in these measurements.

12.6 Minimum value measurement

◆ Parallel interface (8080-series)

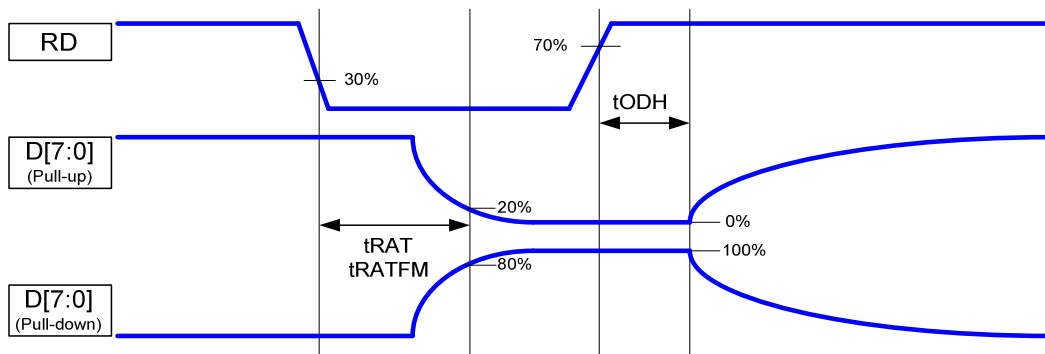


◆ Serial interface (3-line)

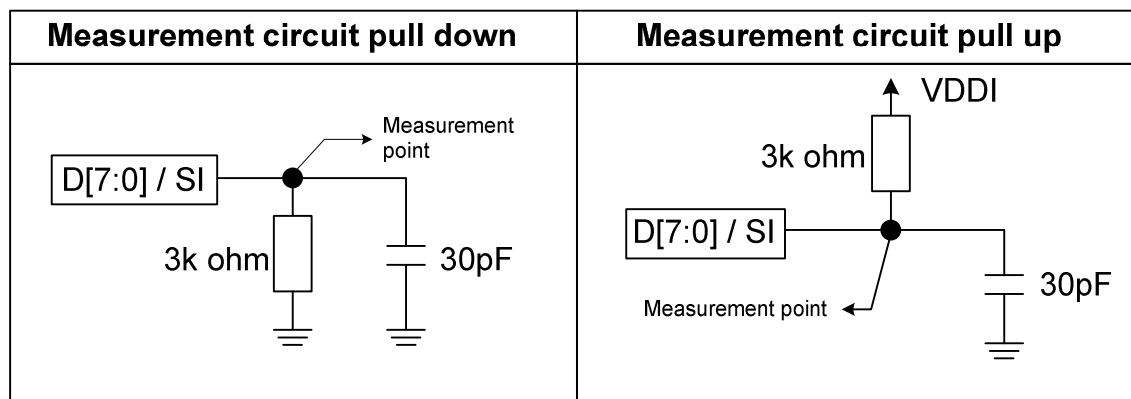
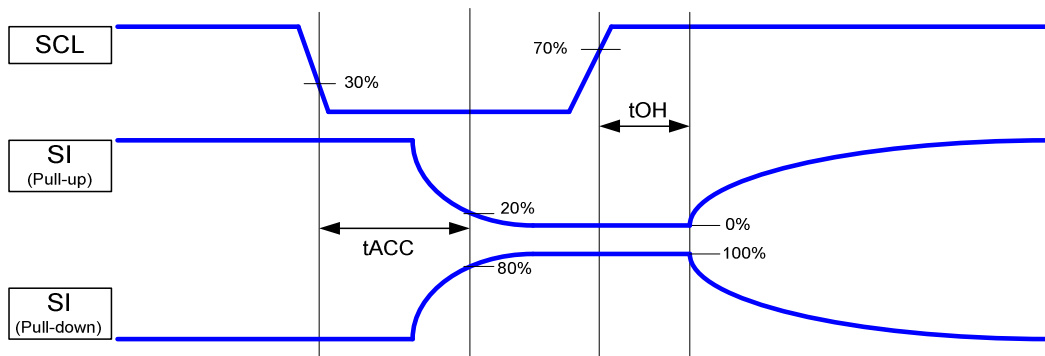


12.7 Maximum value measurement

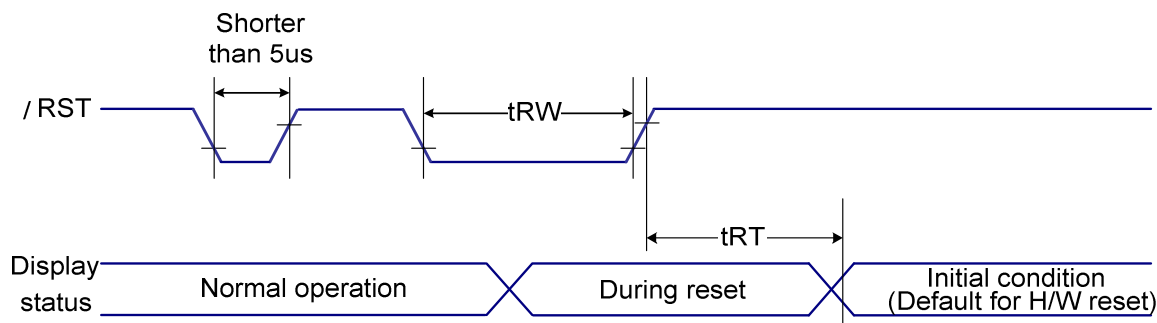
◆ Parallel interface (8080-series)



◆ Serial interface (3-line)



13 RESET TIMING



(VSS=0V, VDDI=1.65V to 3.0V, VDDA=2.4V to 3.3V, Ta = 25° C)

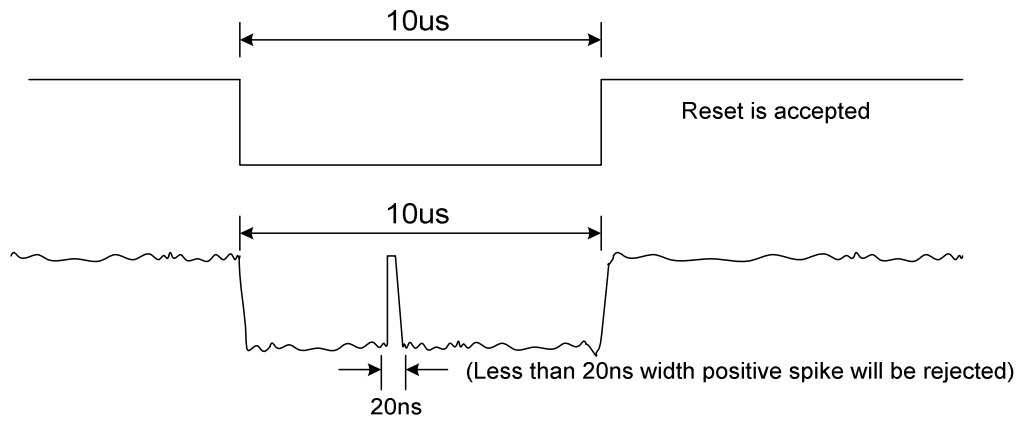
| Item | Signal | Symbol | Condition | Rating | | Units |
|-----------------------|------------------|----------|-----------|-----------------|-------------|-------|
| | | | | Min. | Max. | |
| Reset "L" pulse width | \overline{RST} | t_{RW} | | 10 | — | us |
| Reset time | | t_{RT} | | — | 5 (*note 5) | ms |
| | | | — | 200 (*note 6,7) | ms | |

Notes:

- The reset cancel includes also required time for loading ID bytes, VCOM setting and other settings from EEPROM (or similar device) to registers. This loading is done every time when there is HW reset cancel time (t_{RT}) within 5 ms after a rising edge of RST
- Spike due to an electrostatic discharge on RST line does not cause irregular system reset according to the table below:

| RST Pulse | Action |
|---------------------------------|----------------|
| Shorter than 5 μ s | Reset Rejected |
| Longer than 9 μ s | Reset |
| Between 5 μ s and 9 μ s | Reset starts |

- During the Resetting period, the display will be blanked (The display is entering blanking sequence, which maximum time is 120 ms, when Reset Starts in Sleep Out -mode. The display remains the blank state in Sleep In -mode.) and then return to Default condition for Hardware Reset.
- Spike Rejection also applies during a valid reset pulse as shown below:

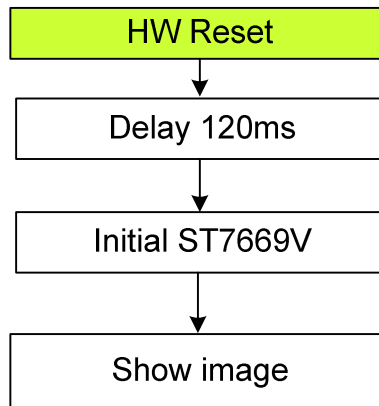


5. When Reset applied during Sleep In Mode.
6. When Reset applied during Sleep Out Mode.
7. It is necessary to wait 5msec after releasing RST before sending commands. Also Sleep Out command cannot be sent for 120msec.

14 Instruction Setup Flow

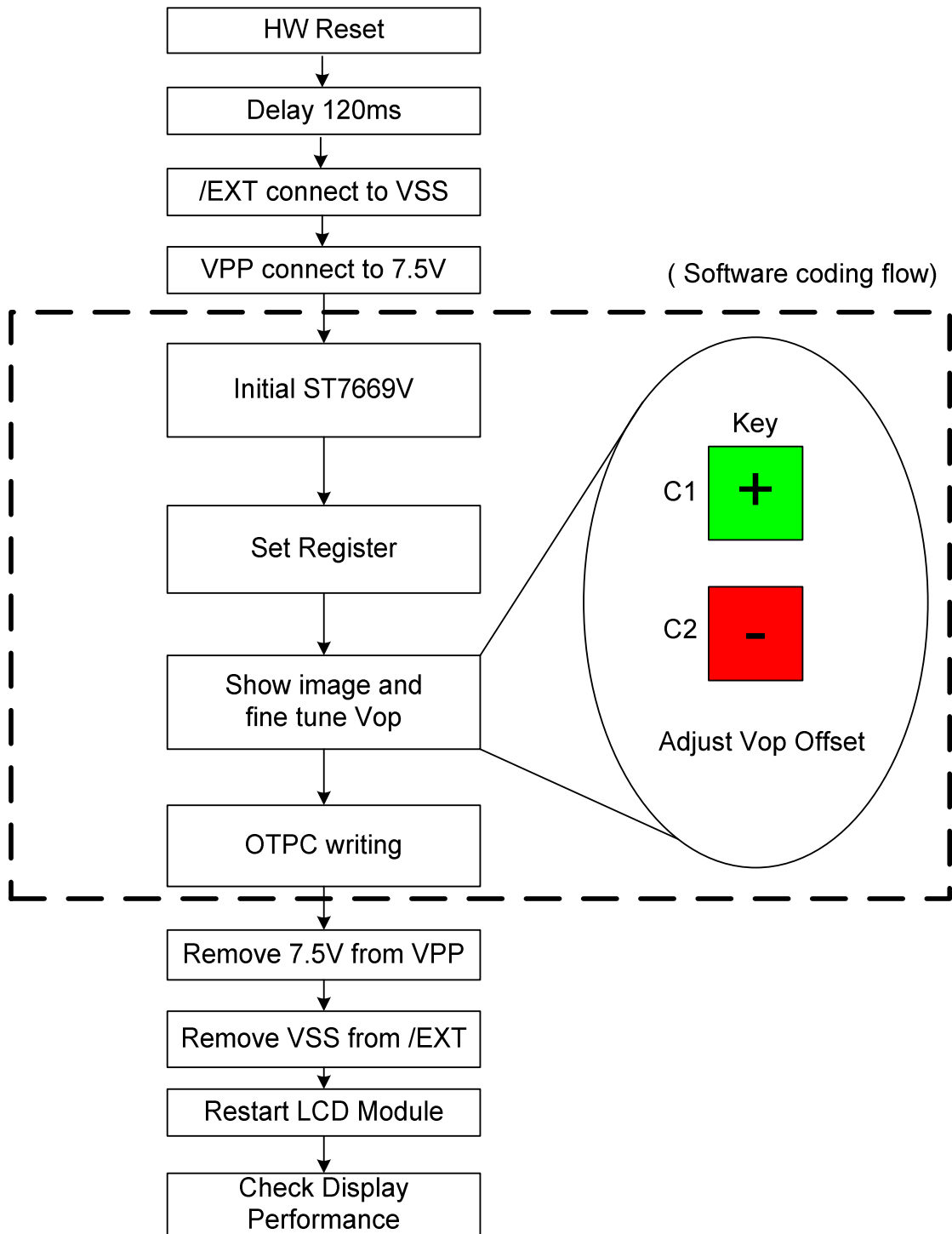
14.1 Command Table -- 2 disable Instruction Flow

14.1.1 Initial Flow (Command Table -- 2 Disable)



Note: About ST7669V Initial Code, please refer to "Initial ST7669V" as below.

14.1.2 Burning Flow (Command Table -- 2 enable)



```
void Initial_ST7669V(void)
{
//-----disable autoread + Manual read once -----
    Write(COMMAND,0xd7);           // Auto Load Set
    Write(DATA,0xdf);             // Auto Load Disable
    Write(COMMAND,0xE0);          // EE Read/write mode
    Write(DATA,0x00);             // Set read mode
    delays(10);                   // Delay 10ms
    Write(COMMAND,0xE3);          // Read active
    delays(20);                   // Delay 20ms
    Write(COMMAND,0xE1);          // Cancel control

//----- Sleep OUT -----
    Write(COMMAND, 0x11 );         // Sleep Out
    Write(COMMAND, 0x28 );         // Display OFF
    delays(50);                   //Delay 50ms

//-----Vop setting-----
    Write(COMMAND,0xC0);           //Set Vop by initial Module
    Write(DATA, 0x42);             //Vop = 16.48V
    Write(DATA, 0x01);             // base on Module

//-----Set Register-----
    Write(COMMAND,0xC3);           // Bias select
    Write(DATA,0x03);              // 1/11 Bias, base on Module
    Write(COMMAND,0xC4);           // Setting Booster times
    Write(DATA,0x07);              // Booster X 8
    Write(COMMAND,0xC5);           // Booster eff
    Write(DATA,0x21);              // BE = 0x01 (Level 2)
    Write(COMMAND,0xCB);           // Vg with booster x2 control
    Write(DATA,0x01);              // Vg from Vdd2
    Write(COMMAND,0xCC);           // Set ID1 code, depend on customer
    Write(DATA,0x00);              //
    Write(COMMAND,0xCE);           // Set ID3 code, depend on customer
    Write(DATA,0x00);              //
    Write(COMMAND,0xB7);           // COM/SEG Direction for glass //
    Write(DATA,0x48);              // Setting by LCD module
}
```

```
Write(COMMAND,0xD0);           // Analog circuit setting
Write(DATA,0x1D);              //
Write(COMMAND, 0xB5 );        // N-Line
Write(DATA, 0x8C);            // Non-RST, 13-line inversion
Write(COMMAND,0xD7);          //Auto read Set
Write(DATA,0x9F);             //OTP Disable
Write(COMMAND,0xB4);          //PTL Mode Select
Write(DATA,0x18);             //PTLMOD → Normal Mode
Write(COMMAND,0xBB);          // Read display data setting control
Write(DATA,0x26);             //
Write(COMMAND,0xBC);          // Idle Image Saving Mode
Write(DATA,0x04);
Write(COMMAND,0xBD);          //Display Compensation Step
Write(DATA,0x02);             // Step3
Write(COMMAND,0x3A);          // Color mode = 65k
Write(DATA,0x05);             //
Write(COMMAND,0x36);          // Memory Access Control //
Write(DATA,0xC8);             // Setting by LCD module
Write(COMMAND,0xB0);          // Duty = 160 duty
Write(DATA,0Xa1);
Write(COMMAND,0x20);          // Display Inversion OFF

1.  Set Gamma table for Module, please refer spec ch 9.1.73.
2.  Set Temp compensation for Module, please refer spec ch 9.1.71.
Write(COMMAND,0x2A);          // COL//
Write(DATA,0x00);             // 0~127
Write(DATA,0x00);
Write(DATA,0x00);
Write(DATA,0x7F);

Write(COMMAND,0x2B);          // Page //
Write(DATA,0x00);             // 0~159
Write(DATA,0x00);
Write(DATA,0x00);
Write(DATA,0x9F);

Write(COMMAND, 0x29 );        // Display On
}
```

```
void Set_OTPC_Register(void)
```

```
{  
//-----Set OTPC register-----  
    Write(COMMAND, 0xCD );           //Set ID2 code, depend on customer  
    Write(DATA, 0x80 );  
    Write(COMMAND, 0xB5 );           // N-Line  
    Write(DATA, 0x8C);               // Non-RST, 13-line inversion  
    Write(COMMAND,0xD0);             // Analog circuit setting  
    Write(DATA,0x1D);                //  
    Write(COMMAND,0xD7);             //Auto read Set  
    Write(DATA,0x9F);               //OTPB Disable  
  
    Write(COMMAND,0xB4);             //PTL Mode Select  
    Write(DATA,0x18);               //PTLMOD → Normal Mode  
}
```

```
void Fine_Tune_Vop(void)
```

```
{  
//----- Show Map -----  
    Show_Image();                   //Display a image  
//----- Display ON -----  
    Write(COMMAND, 0x29 );           // Display On  
//-----Fine tune Vop offset-----  
    Write( COMMAND, 0xC1);           //Fine tuning Vop here by command  
    or                               //0xc1(VopOffsetInc),0xc2(VopOffsetDec).  
    Write( COMMAND, 0xC2);  
    Note#1  
}
```

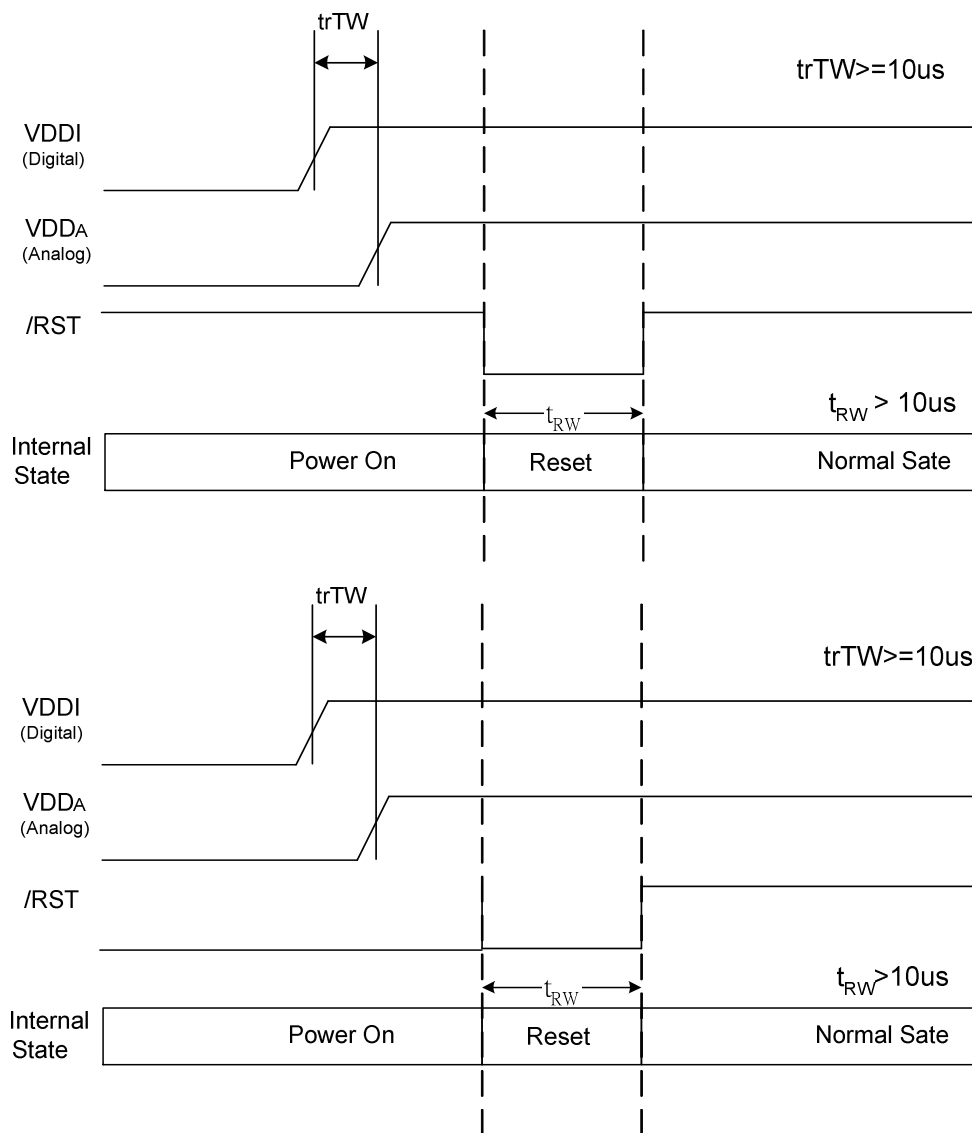
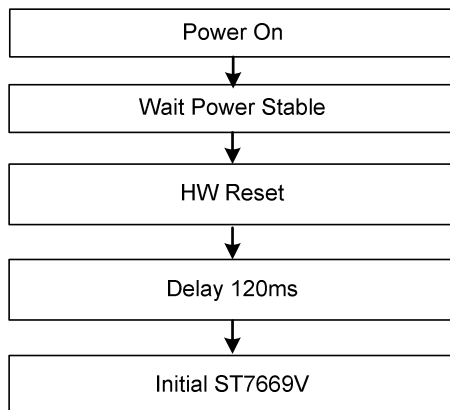
```
void OTPC_Writing(void)
{
//-----Display OFF-----
    Write(COMMAND, 0x28 );           // Display Off
    Delayms(50);                    // delay 50ms
//-----OTP writing-----
    Write( COMMAND, 0x00F0 );       // Keep Frame Rate at 77Hz
    Write( DATA, 0x0012 );
    Write( DATA, 0x0012 );
    Write( DATA, 0x0012 );
    Write( DATA, 0x0012 );
    Write( COMMAND, 0x00E4 );       //OTPC selection
    Write( DATA, 0x0058 );        // Select OTPC
    Write( COMMAND, 0x00E5 );      // Set OTPC writing setup
    Write( DATA, 0x000E );
    Write( COMMAND, 0x00E0 );      // Read/write mode setting
    Write( DATA, 0x0020 );        // Set Write mode
    Delayms(100);                 // Delay 100ms
    Write( COMMAND, 0x00E2 );      // Write active
    Delayms(100);                 // Delay 100ms
    Write( COMMAND, 0x00E1 );      // Cancel control
}
```

Note:

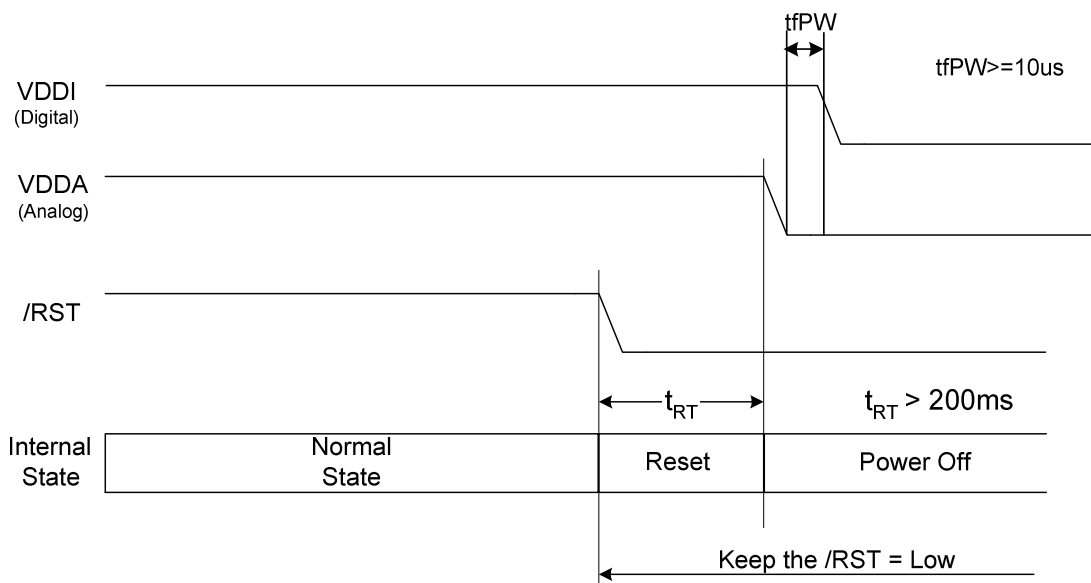
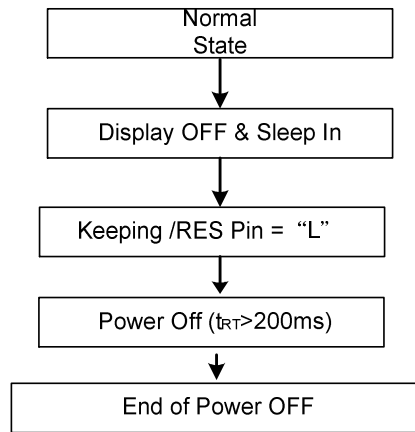
#1 In this section "+" & "-" key button, please execute `Write(COMMAND,0xC1)` to increase one step at Vop and execute `Write(COMMAND,0xC2)` to decrease one step at Vop, if necessary.

#2 The TC is turn on in burning flow. If LCD module is too dark or bright, it's an effect of backlight.

15 Power ON Flow



15.1 Power OFF Flow



16 ITO /FPC Layout Guide

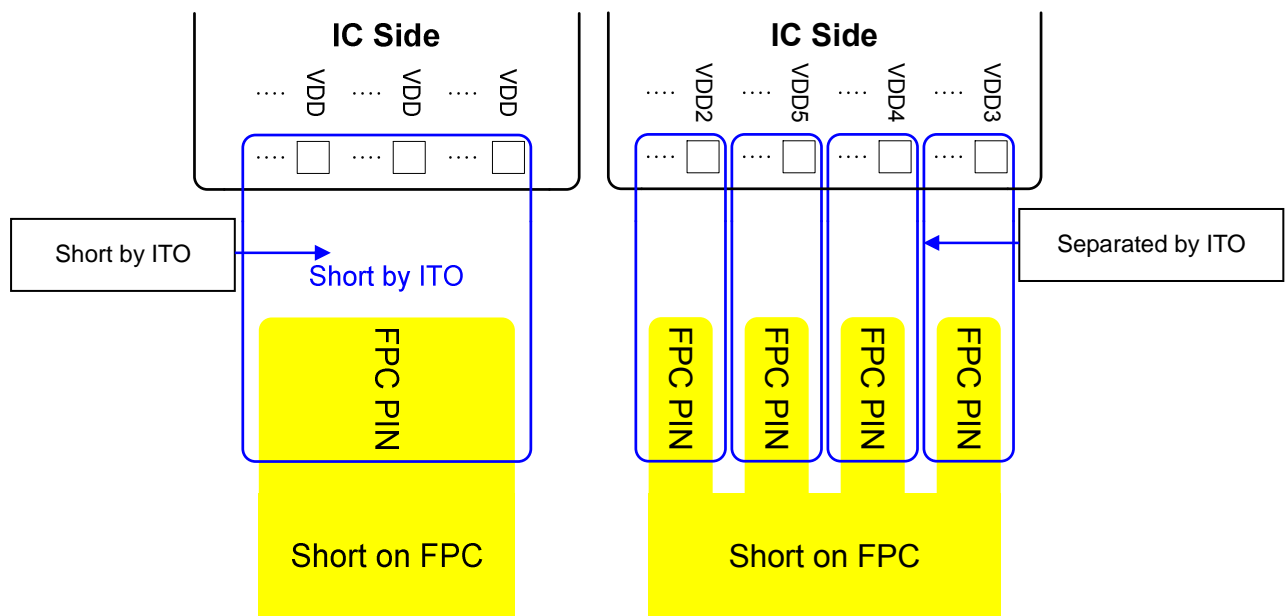
16.1 ITO Layout of Power

◆ **VDD, VDD2~VDD5, VSS, VSS1, VSS2 & VSS4:**

To avoid the noise in different power system affect other power system, please separate different power source on ITO layout (VDD can be short together to get better performance).

To reduce the ITO resistance, the power source should have enough trace width (includes ITO width and FPC trace width). So the separated ITO traces should be connected together by FPC.

=> The recommended solution is shown below.

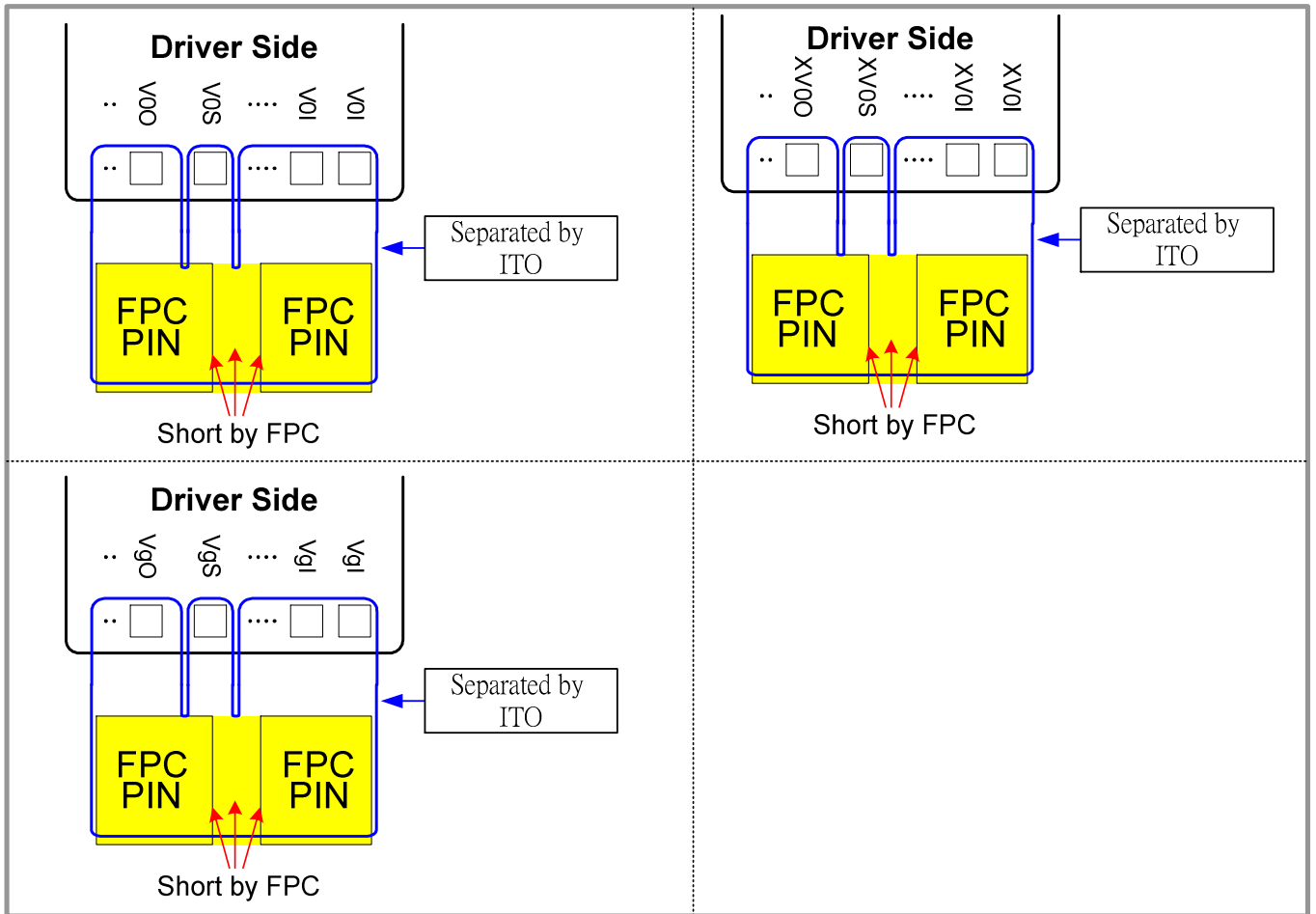


◆ **“Output”, “Input” and “Sensor” of built-in power circuits:**

The V0, XV0 and Vg power circuits have output pins, input pins and a sensor input. To avoid the power noise affects the sensor input of internal power circuits. The trace should be separated by ITO and should be connected together by FPC. So that the “Sensor” pin has larger ITO resistance (for noise immunity).

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The recommended layout topology is shown below:



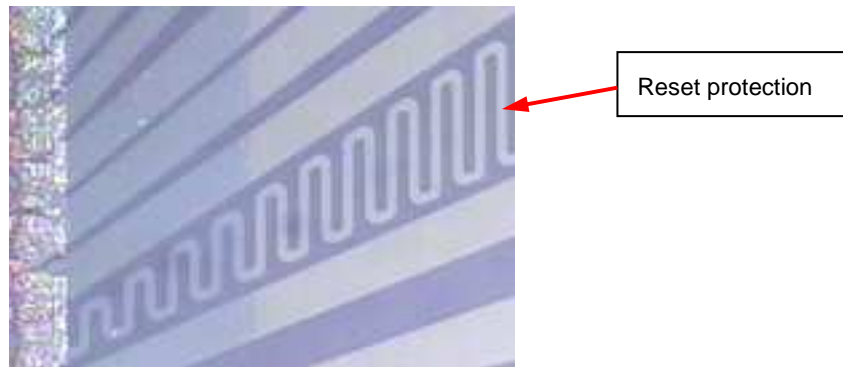
◆ **VPP:**

This is the power source for programming the internal OTP. If the ITO resistance is too high, the operation current will cause the voltage drop while programming OTP. Please try to keep the ITO resistance as low as possible.

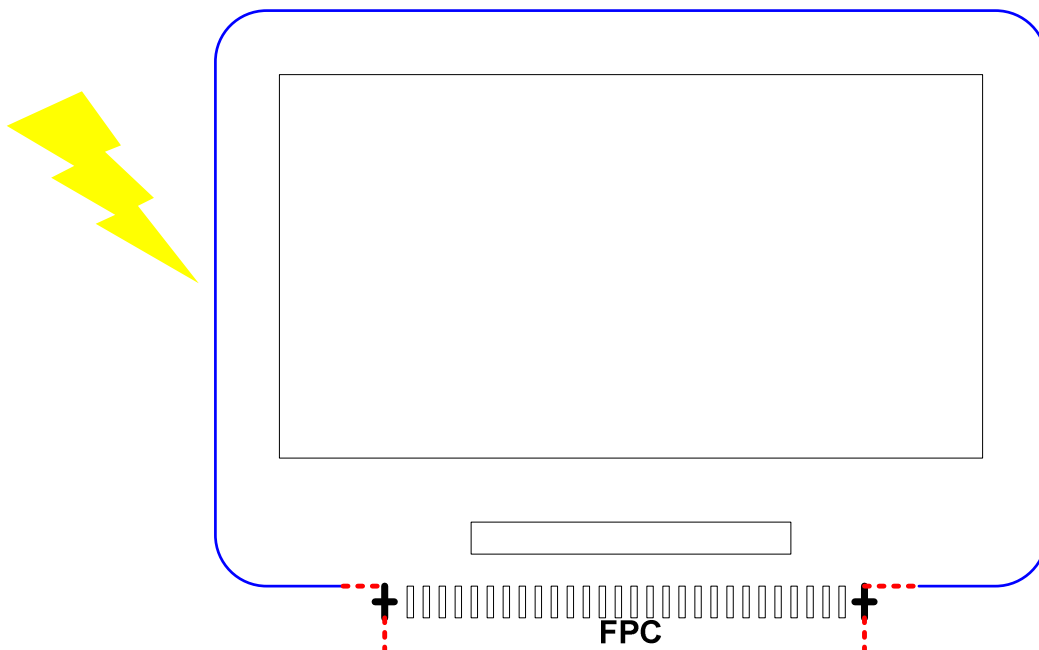
16.2 ESD Protection

◆ For ESD protection of the LCM, here are some recommendations:

1. RST (Reset pin): Please increase the resistance of this pin. Here is an example:

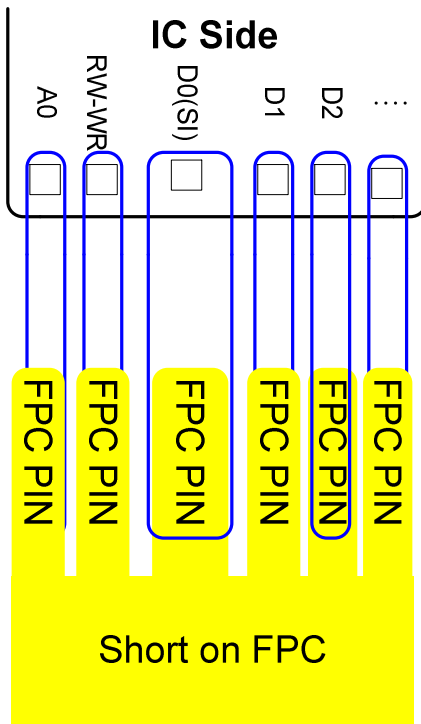


2. ESD Protection Ring: "Shielding Ground" is the first protection of ESD. By connecting the "Blue" (ITO) ring to the FPC, the protection ring is finished.



16.3 SPI (3-Line) ITO Suggestion

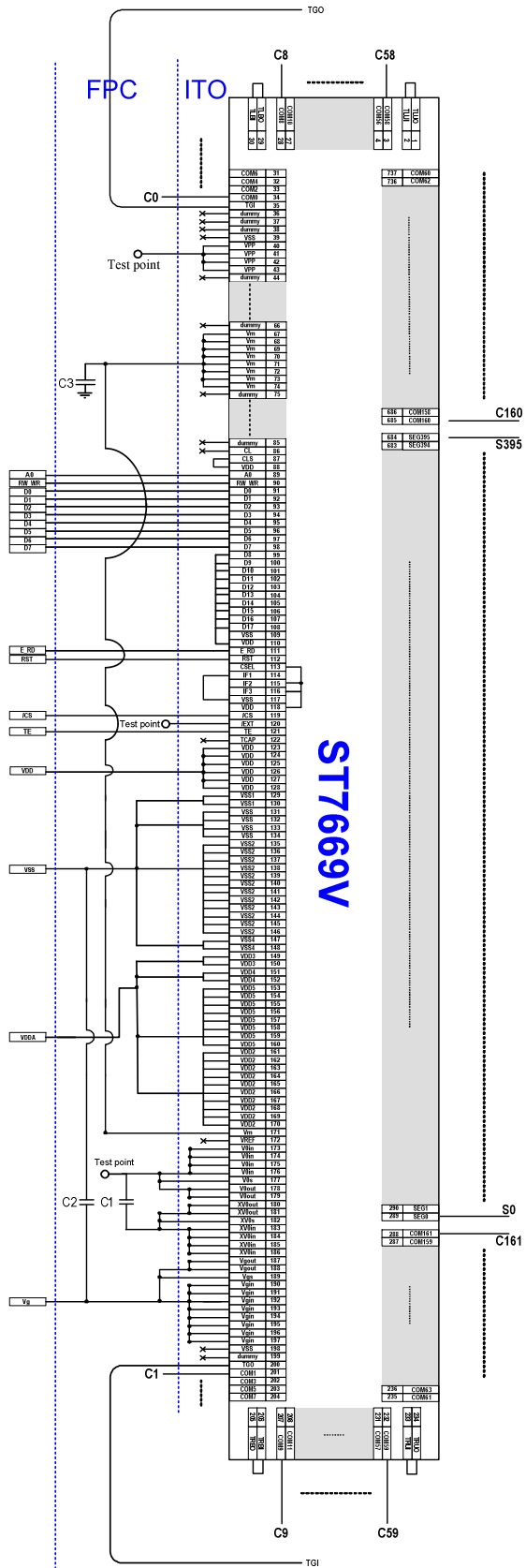
In order to get good transfer quality, the SI should have enough ITO width to reduce the ITO resistance (Interface → SPI 3 Line). The recommended layout topology is shown below:



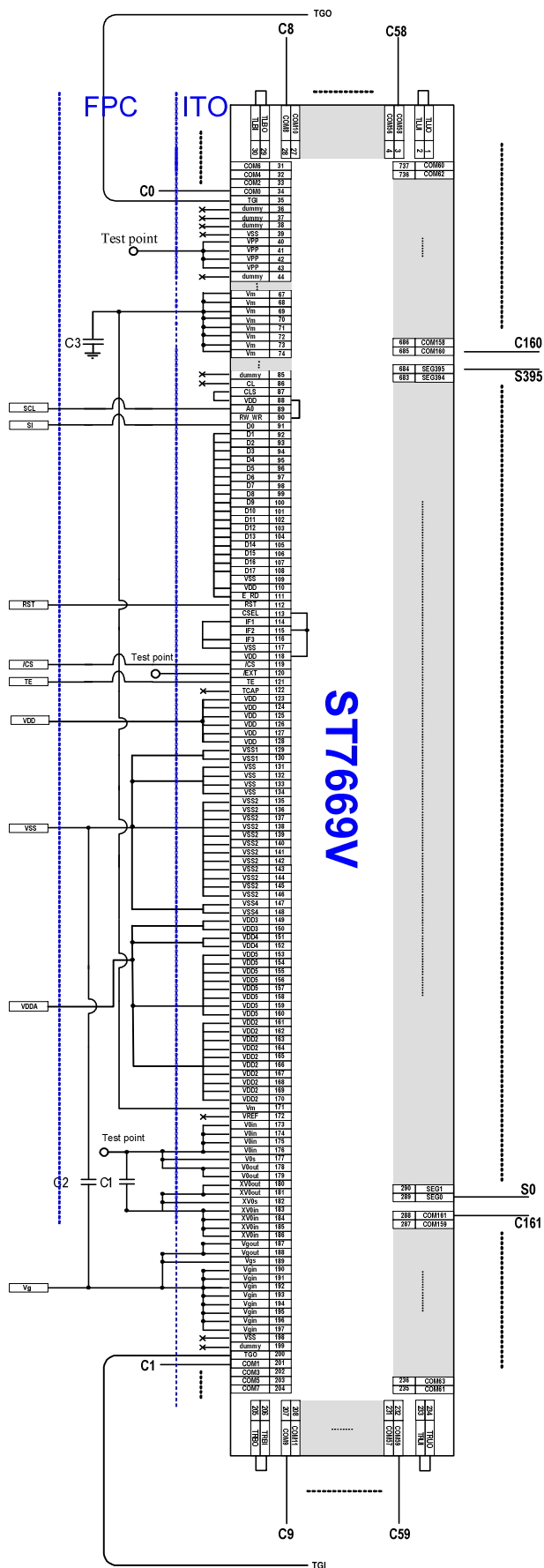
17 Application Note

17.1 8080 series 8-bit parallel

| | |
|---------|------------------|
| IF[3:1] | H H L |
| CLS | H (Internal OSC) |
| CSEL | H |
| C1 | 1uF/25V |
| C2 | 1uF/16V |
| C3 | 1uF/16V |



17.2 9-bit SPI mode (3 line)



| | |
|---------|------------------|
| IF[3:1] | L H L |
| CLS | H (Internal OSC) |
| CSEL | H |
| C1 | 1uF/25V |
| C2 | 1uF/16V |
| C3 | 1uF/16V |

| ST7669V Serial Specification Revision History | | |
|---|-----------|---|
| Version | Date | Description |
| 1.0 | 2007/11/5 | First Issue |
| 1.1 | 2007/12 | Remove 256 color 16bits mode. |
| 1.2 | 2008/01 | Add IC thickness description Modify example for Set V0 at P48/P53 Add tCSH timing at 8080 interface table |
| 1.3 | 2008/06 | Remove external clock function. Remove un-necessary characteristics (P180/P181). |