



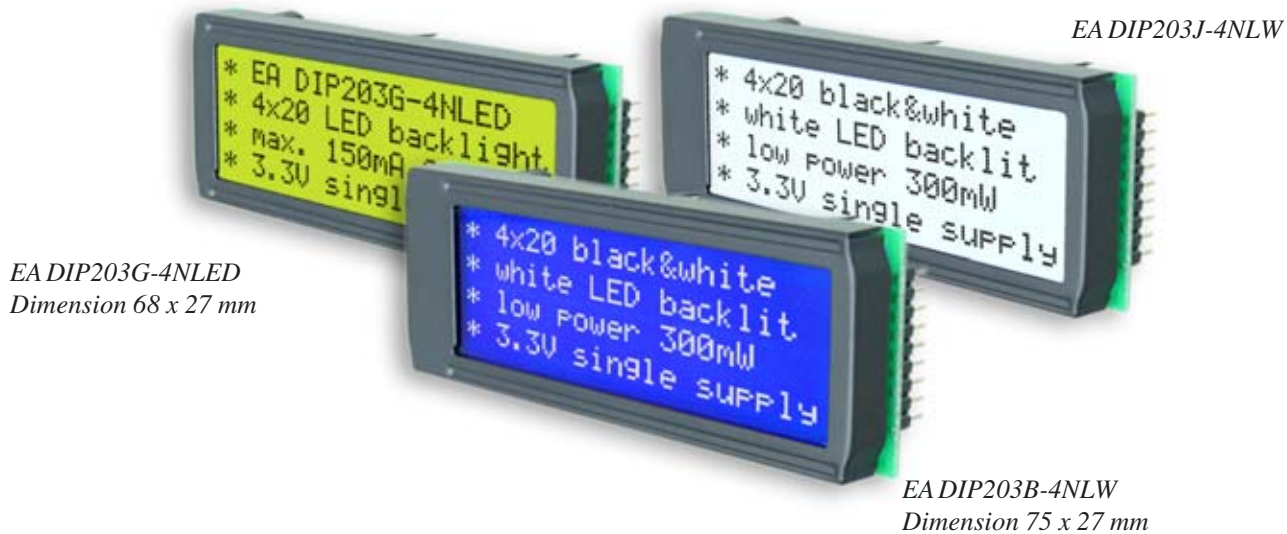
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LCD MODULE 4x20 - 3.75mm

Issue 4.2013

INCL. CONTROLLER SSD1803



FEATURES

- * HIGH CONTRAST LCD SUPERTWIST DISPLAY
- * CONTROLLER SSD1803 (NEARLY 100% COMPATIBLE WITH HD44780)
- * INTERFACE FOR 4- AND 8-BIT DATA BUS
- * SERIAL SPI INTERFACE (SID, SOD, SCLK)
- * POWER SUPPLY +2.7 V ~ +3.45V / 1.5mA
- * LED BACKLIGHT Y/G max. 150mA@+25°C
- * LED BACKLIGHT BLUE-WHITE AND BLACK-WHITE max. 45mA@+25°C
- * OPERATING TEMPERATURE RANGE -20..+70°C
- * BUILT-IN TEMPERATURE COMPENSATION
- * SOME MORE MODULES WITH SAME SIZE AND SAME PINOUT:
 - DOTMATRIX 1x8, 2x16
 - GRAPHIC 122x32
- * NO SCREWS REQUIRED: SOLDER ONTO PCB ONLY
- * DETACHABLE VIA 9-PIN SOCKET EA B200-9 (2 PCS REQUIRED)

ORDERING INFORMATION

LCD MODULE 4x20 - 3.73mm WITH LED BACKLIGHT Y/G
BLUE-WHITE
BLACK-WHITE
9-PIN SOCKET, HEIGHT 4.3mm (1 PC.)

EA DIP203G-4NLED
EA DIP203B-4NLW
EA DIP203J-4NLW
EA B200-9

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PINOUT

Pin	Symbo	Level	Function	Pin	Symbo	Level	Function
1	VSS	L	Power Supply 0V (GND)	10	D3	H / L	Display Data
2	VDD	H	Power Supply +3.3V	11	D4 (D0)	H / L	Display Data
3	VEE	-	Contrast adjustment, input	12	D5 (D1)	H / L	Display Data
4	RS (CS)	H / L	H=Data, L=Command	13	D6 (D2)	H / L	Display Data
5	R/W (SID)	H / L	H=Read, L=Write	14	D7 (D3)	H / L	Display Data, MSB
6	E (SCLK)	H	Enable (falling edge)	15	-	-	NC (see EA DIP122-5N)
7	D0 (SOD)	H / L	Display Data, LSB	16	RES	L	Reset (internal Pullup 10k)
8	D1	H / L	Display Data	17	A	-	LED B/L+ Resistor required
9	D2	H / L	Display Data	18	C	-	LED B/L-

BACKLIGHT

Using the LED backlight requires a current source or external current-limiting resistor. Forward voltage for yellow/green backlight is 3.9~4.2V and for white LED backlight is 3.0~3.6V. Please take care of derating for $T_a > +25^{\circ}\text{C}$.

Note: Do never connect backlight directly to 5V; this may destroy backlight immediately !

TABLE OF COMMAND (SSD1803, IE=HIGH)

Instruction	C ode											Description	Execute Time (270kHz)
	RE Bit	RS	R/W	DB 7	DB 6	DB 5	DB 4	DB 3	DB 2	DB 1	DB 0		
Clear Display	*	0	0	0	0	0	0	0	0	0	1	Clears all display and returns the cursor to the home position (Address 0).	1.53ms
Cursor At Home	0	0	0	0	0	0	0	0	0	1	*	Returns the Cursor to the home position (Address 0). Also returns the display being shifted to the original position. DD RAM contents remain unchanged.	1.53ms
Power Down Mode	1	0	0	0	0	0	0	0	0	1	PD	Set Power down mode bit. PD=0: powerdown mode disable PD=1: powerdown mode enable	39μs
Entry Mode Set	0	0	0	0	0	0	0	0	1	I/D	S	Cursor moving direction (I/D=0: dec; I/D=1: inc) shift enable bit (S=0: disable; S=1: enable shift)	39μs
	1	0	0	0	0	0	0	0	1	1	BID	Segment bidirectional function (BID=0: Seg1->Seg60; BID=1: Seg60->Seg1)	39μs
Display On/Off Control	0	0	0	0	0	0	0	1	D	C	B	D=0: display off; D=1: display on C=0: cursor off; C=1: cursor on B=0: blink off; B=1: blink on	39μs
extended Function Set	1	0	0	0	0	0	0	1	FW	BW	NW	FW=0: 5-dot font width; FW=1: 6-dot font width BW=0: normal cursor; BW=1: inverting cursor NW=0: 1- or 2-line (see N); NW=1: 4-line display	39μs
Cursor / Display Shift	0	0	0	0	0	0	1	S/C	R/L	*	*	Moves the Cursor or shifts the display S/C=0: cursor Shift; S/C=1: display shift R/L=0: shift to left; R/L=1: shift to right	39μs
Scroll Enable	1	0	0	0	0	0	1	H4	H3	H2	H1	Determine the line for horizontal scroll	39μs
Function Set	0	0	0	0	0	1	DL	N	RE	DH	RE	sets interface data length (DL=0:4-bit; DL=1:8-bit) number of display lines (N=0: 1-line; N=1: 2-line) extension register (RE= 0/1) scroll/shift (DH=0: dot scroll; DH=1: display shift) reverse bit (REV=0:normal; REV=1:inverse display)	39μs
	1	0	0	0	0	1	DL	N	RE	BE	LP	CG-/SEG-RAM blink (BE=0: disable; BE=1: enable) LP=0: normal mode; LP=1: low power mode	39μs
CG RAM Address Set	0	0	0	0	1	AC						Sets the CG RAM address. CG RAM data is sent and received after this setting.	39μs
SEG RAM Address Set	1	0	0	0	1	*	*	AC				Sets the SEG RAM address. SEG RAM data is sent and received after this setting.	39μs
DD RAM Address Set	0	0	0	1	AC							Sets the DD RAM address. DD RAM data is sent and received after this setting.	39μs
Set Scroll Quantity	1	0	0	1	*	SQ						Sets the quantity of horizontal dot scroll (DH=0)	39μs
Busy Flag / Address Read	*	0	1	BF	AC							Reads Busy flag (BF) indicating internal operation is being performed and reads address counter contents.	-
Write Data	*	1	0	Write Data							Writes data into internal RAM (DD RAM / CG RAM / SEG RAM)	43μs	
Read Data	*	1	1	Read Data							Reads data from internal RAM (DD RAM / CG RAM / SEG RAM)	43μs	

INITIALISATION EXAMPLE FOR 8 BIT MODE											
Command	RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0	Hex
Function Set	0	0	0	0	1	1	0	1	0	0	\$34
ext. Function Set	0	0	0	0	0	0	1	0	0	1	\$09
Function Set	0	0	0	0	1	1	0	0	0	0	\$30
Display ON/OFF	0	0	0	0	0	0	1	1	1	1	\$0F
Clear Display	0	0	0	0	0	0	0	0	0	1	\$01
Entry Mode Set	0	0	0	0	0	0	0	1	1	0	\$06

Addressing:

1st. line \$00..\$13
2nd. line \$20..\$33
3rd. line \$40..\$53
4th. line \$60..\$73

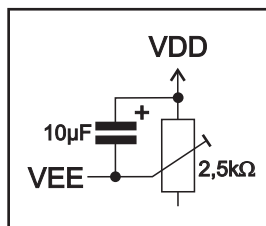
CHARACTER SET

A full character set is built-in already. Additionally to that 8 more characters can be defined individually.

CONTRAST ADJUSTMENT

Pin 3 requires driving voltage for contrast VEE. Adjustment can be done by external potentiometer for example. The capacitor is for a better startup behaviour.

Note: In contrast to many other dotmatrix lcd modules input is supplied with VDD level here !



All versions do have a built-in temperature compensation; so there's no more need for contrast adjustment during operation anymore.

Upper 4bit Lower 4bit	LLLL	LLH	LLHL	LLHH	LHLL	LHHL	LHHH	HLLL	HLLH	HLHL	HLHH	HHLL	HHLH	HHHL	HHHH
LLLL	CG RAM (1)														
LLH	(2)														
LLHL	(3)														
LLHH	(4)														
LHLL	(5)														
LHHL	(6)														
LHHH	(7)														
HLLL	(8)														
HLLH	(1)														
HLHL	(2)														
HLHH	(3)														
HHLL	(4)														
HHLH	(5)														
HHHL	(6)														
HHHH	(7)														
HHHH	(8)														

CREATING YOUR OWN CHARACTERS

All these character display modules got the feature to create 8 own characters (ASCII Codes 0..7) in addition to the 240 ROM fixed codes.

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

Set CG RAM Address				Data											
Adresse			Hex	Bit								Hex			
				7	6	5	4	3	2	1	0				
0 1	0 0 0	0 0 0	\$40												
		0 0 1	\$41												
		0 1 0	\$42												
		0 1 1	\$43												
		1 0 0	\$44												
		1 0 1	\$45												
		1 1 0	\$46												
		1 1 1	\$47												

