

POWERTIP TECH. CORP.

DISPLAY DEVICES FOR BETTER ELECTRONIC DESIGN

Specification For Approval

Customer : _____

Model Type : LCD Module

Sample Code : _____

Mass Production Code : PC2001LRS-LSO-H-P1-S0

Edit : 0

Customer Sign	Sales Sign	Approved By	Prepared By

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1. SPECIFICATIONS

1.1 Features

- 20-characters, one-line liquid crystal display of 5*8 dot matrix + cursor
- 1/8 Duty, 1/4 bias
- STN LCD, positive, gray display
- Transflective LCD
- 6 o'clock viewing angle
- 8 bits parallel data input
- Built-in LED backlight

1.2 Mechanical Specifications

- Outline dimension : 180.0mm(L)* 40.0mm(W)*15.3mm max.(H)
- Viewing area : 149.0mm *23.0mm
- Active area : 142.8mm *10.0mm
- Dot size : 1.152mm *1.765mm
- Dot pitch : 1.212mm *1.825mm
- Character Size : 6.0mm *14.54mm

1.3 Absolute Maximum Ratings

Item	Symbol	Conditions	Min.	Max.	Unit
Power supply Voltage	VDD	-	0	6.5	V
LCD drive Supply voltage	VDD-VO	-	-	13	V
Input voltage	VIN	-	-0.3	VDD+0.3	V
Operating temperature	TOPR	-	-20	70	°C
Storage temperature	TSTG	-	-30	+80	°C
Humidity*1	HD	-	-	90	%RH

1.4 DC Electrical Characteristics

VDD=+5V±10%, VSS=0V, TA=25°C

Item	Symbol	Condition	Min.	Typ.	Max.	Unit
Logic Supply voltage	VDD	-	4.5	5	5.5	V
“H” input voltage	VIH	-	0.8VDD	-	VDD	V
“L” input voltage	VIL	-	0	-	0.2VDD	V
“H” output voltage	VOH	-	VDD-0.3	-	-	V
“L” output voltage	VOL	-	-	-	0.3	V
Supply current	IDD	VDD=5V		1.8		mA
LCD driving voltage	VOP	VDD-VO	6.3	7.1	7.5	V



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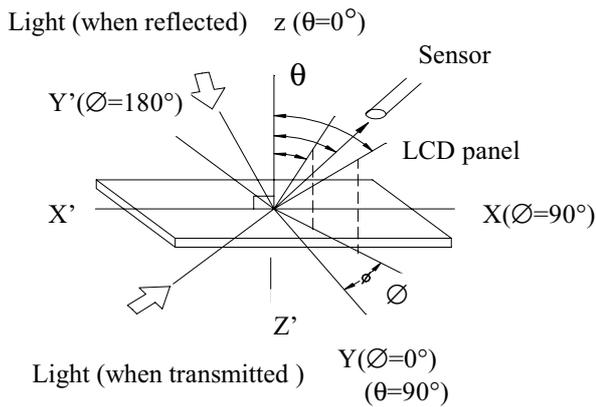
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1.5 Optical Characteristics

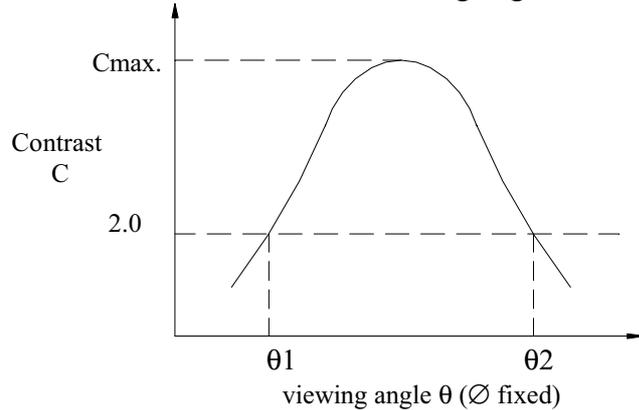
1/16 duty, 1/4 bias, $V_{opr}=6.7V$, $T_a=25^\circ C$

Item	Symbol	Conditions	Min.	Typ.	Max	Reference
Viewing angle	θ	$C \geq 2.0, \varnothing = 0^\circ C$	30°	-	-	Notes 1 & 2
Contrast	C	$\theta = 5^\circ, \varnothing = 0^\circ$	3	4.5	-	Note 3
Response time(rise)	t_r	$\theta = 5^\circ, \varnothing = 0^\circ$	-	150ms	3000ms	Note 4
Response time(fall)	t_f	$\theta = 5^\circ, \varnothing = 0^\circ$	-	250ms	400ms	Note 4

Note 1: Definition of angles θ and \varnothing



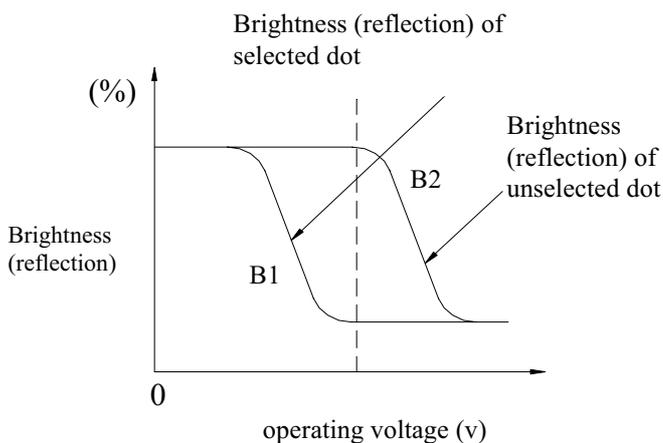
Note 2: Definition of viewing angles θ_1 and θ_2



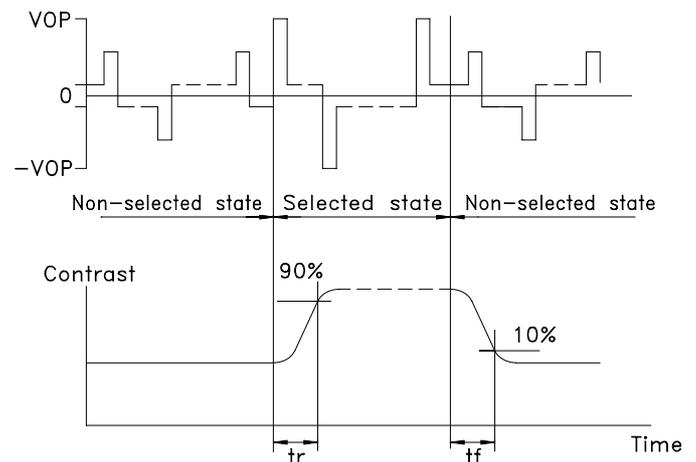
Note : Optimum viewing angle with the naked eye and viewing angle θ at C_{max} . Above are not always the same

Note 3: Definition of contrast C

$$C = \frac{\text{Brightness (reflection) of unselected dot (B2)}}{\text{Brightness (reflection) of selected dot (B1)}}$$



Note 4: Definition of response time



Note: Measured with a transmissive LCD panel which is displayed 1 cm^2

V_{opr} : Operating voltage f_{FRM} : Frame frequency
 T_r : Response time (rise) t_f : Response time (fall)



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1.6 Backlight Characteristic

The LCD Module is backlight using a edge LED panel

- .Maximum Ratings

Item	Symbol	Conditions	Min.	Max.	Unit
Forward current	IF	TA=25°C	-	900	mA
Reverse voltage	VR	TA=25°C	-	8	V
Power dissipation	PO	TA=25°C	-	4.3	W
Operating Temperature	TOPR	-	-20	70	°C
Storage temperature	TSTG	-	-40	80	°C

- .Electrical Ratings

Item	Symbol	Condition	Min.	Typ.	Max.	Unit
Forward voltage	VF	IF=360mA	-	4.2	4.6	V
Reverse current	IR	VR=8V	-	-	0.2	mA
Luminous intensity	IV	IF=360mA	120	150	-	cd/m ²
Wavelength	λ_p	IF=360mA	571	-	576	nm
Color	Yellow Green					



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2. MODULE STRUCTURE

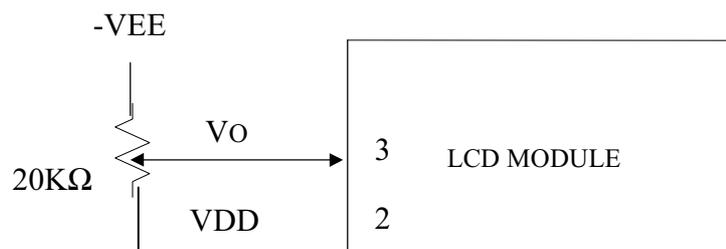
2.1 Counter Drawing

*See Appendix

2.2 Interface Pin Description

Pin No.	Symbol	Signal Description
1	VSS	Signal ground (GND)
2	VDD	Power Supply (5 V)
3	VO	Operating voltage (LCD Driver)
4	RS	Register Selection input High = Data register Low = Instruction register (for write) Busy flag address counter (for read)
5	R/W	Read/Write signal input is used to select the read/write mode High = Read mode, Low = Write mode
6	E	Start enable signal to read or write the data
7~10	DB0 ~ DB3	Four low order bi-directional three-state data bus lines. Use for data transfer between the MPU and the LCD module. These four are not used during 4-bit operation.
11~14	DB4 ~ DB7	Four high order bi-directional three-state data bus lines. Used for data transfer between the MPU and the LCD module. DB7 can be used as a busy flag.
15	A	Power supply for LED B / L (+)
16	K	Power supply for LED B / L (-)

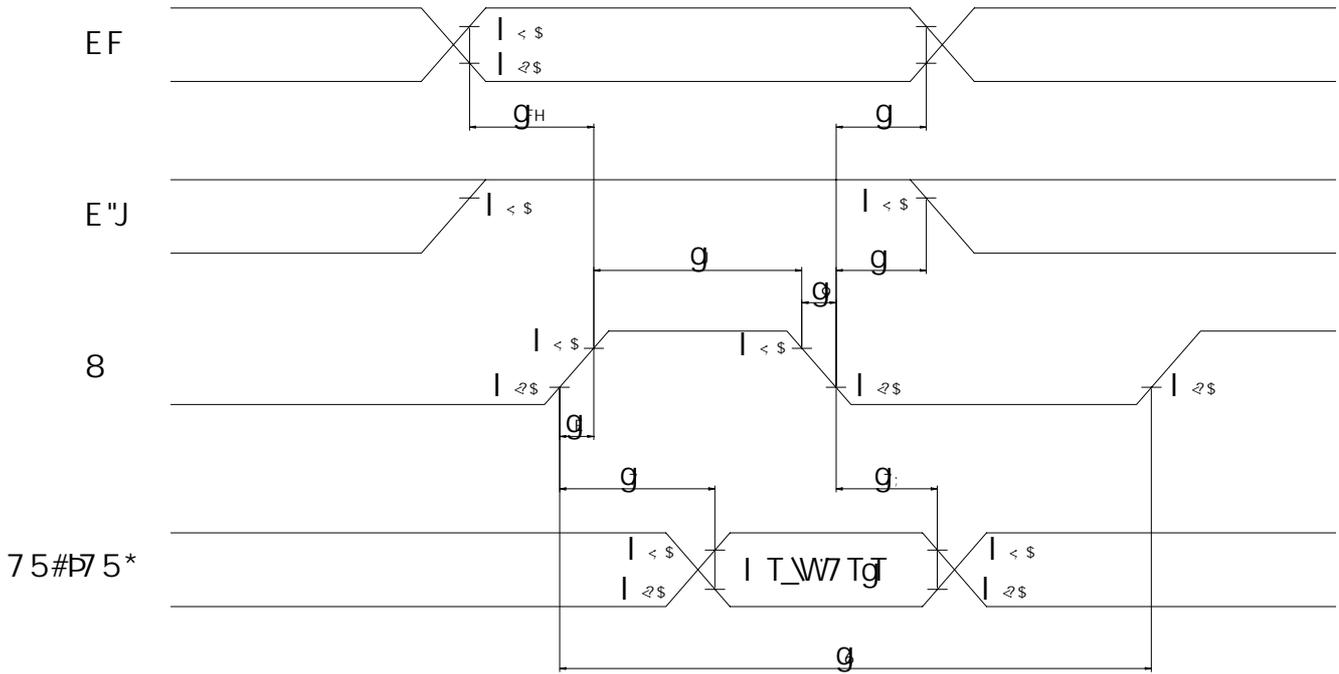
Contrast Adjust



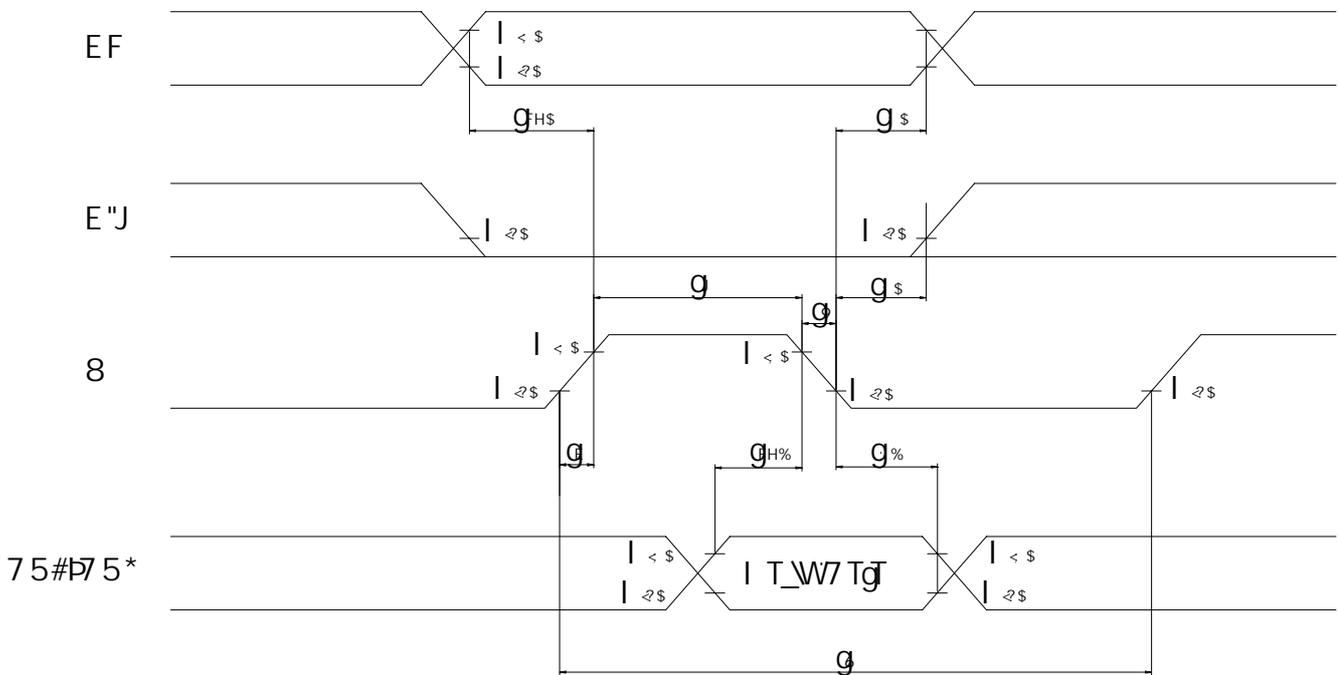
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2.3 Timing Characteristics

• Read cycle



• Write cycle



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• Read cycle

 $V_{DD}=4.5V\sim 5.5V, T_a=-30\sim +85^{\circ}C$

Characteristics	Symbol	Min.	Typ.	Max.	Unit
E Cycle Time	t_C	500	-	-	ns
E Rise / Fall Time	t_R, t_F	-	-	20	ns
E Pulse Width (High, Low)	t_W	230	-	-	ns
R/W and RS Setup Time	t_{SU}	40	-	-	ns
R/W and RS Hold Time	t_H	10	-	-	ns
Data Output Delay Time	t_D	-	-	120	ns
Data Hold Time	t_{DH}	5	-	-	ns

• Write cycle

Characteristics	Symbol	Min.	Typ.	Max.	Unit
E Cycle Time	t_C	500	-	-	ns
E Rise / Fall Time	t_R, t_F	-	-	20	ns
E Pulse Width (High, Low)	t_W	230	-	-	ns
R/W and RS Setup Time	t_{SU1}	40	-	-	ns
R/W and RS Hold Time	t_{H1}	10	-	-	ns
Data Setup Time	t_{SU2}	80	-	-	ns
Data Hold Time	t_{H2}	10	-	-	ns

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2.4 Display Command

Instructions	Instruction Code										Description	Execution Time (fosc=270KHZ)		
	RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0				
Clear Display	0	0	0	0	0	0	0	0	0	1	Write "20H" to DDRAM. and set DDRAM address to "00H" from AC.	1.52ms		
Return Home	0	0	0	0	0	0	0	0	0	1	×	Set DDRAM address to "00H" from AC and return cursor to it's original position if shifted. The contents of DDRAM are not changed.	1.52ms	
Entry Mode Set	0	0	0	0	0	0	0	0	1	I/D	SH	Assign cursor moving direction and make shift of entire display enable.	37μs	
Display ON/OFF Control	0	0	0	0	0	0	0	1	D	C	B	Sets display (D), cursor(C), and blinking of cursor(B) on/off control bit.	37μs	
Cursor or Display Shift	0	0	0	0	0	0	1	S/C	R/L	×	×	Set cursor moving and display shift control bit, and the direction, without changing of DDRAM data.	37μs	
Function Set	0	0	0	0	1	DL	N	F	×	×	×	Set interface data length (DL:4 - bit/8-bit), numbers of display line (N: 1-line/2-line), display font type(F:5*8 dots/5*11 dots)	37μs	
Set CGRAM Address	0	0	0	1	AC5	AC4	AC3	AC2	AC1	AC0	×	×	Set CGRAM address in address counter.	37μs
Set DDRAM Address	0	0	1	AC6	AC5	AC4	AC3	AC2	AC1	AC0	×	×	Set DDRAM address in address counter.	37μs
Read Busy Flag and Address	0	1	BF	AC6	AC5	AC4	AC3	AC2	AC1	AC0	×	×	Whether during internal operation or not can be known by reading BF. The contents of address counter can also be read.	0μs
Write Data to RAM	1	0	D7	D6	D5	D4	D3	D2	D1	D0	×	×	Write data into internal RAM (DDRAM/CGRAM).	43μs
Read Data from RAM	1	1	D7	D6	D5	D4	D3	D2	D1	D0	×	×	Read data from internal RAM (DDRAM/CGRAM).	43μs

※ "× ":don't care



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2.5 Character Pattern