

LCD-Modul 4x20 - 6.45mm

INCL. CONTROLLER SSD1803

*no mounting
required.*

EA DIP203B-6NLW



*EA DIP203J-6NLW:
Dimension 75 x 46 mm*

FEATURES

- * HIGH-CONTRAST LCD-SUPERTWIST DISPLAY
- * BLUE BACKGROUD WITH WHITE CHARACTERS
- * BLACK&WHITE FSTN
- * EXTREME COMPACT WITH 75mm WIDTH
- * BUILT-IN CONTROLLER SSD1803 (VERY SIMILAR TO HD44780)
- * 4- AND 8-BIT INTERFACE FOR DATABUS
- * SERIAL SPI-INTERFACE (SID, SOD, SCLK, CS)
- * POWER SUPPLY +3.3V / TYP. 4mA (w./o. B./L.)
- * OPERATING TEMP. RANGE -20..+70°C
- * AUTOMATIC TEMPERATURE COMPENSATION BUILT-IN
- * LED-BACKLIGHT WHITE, max. 75mA@+25°C
- * 16 ICONS (BATTERY, ARROWS ETC.) AT THE TOP EDGE
- * NO MONTING IS REQUIRED: JUST SOLDER INTO PCB
- * SINGLE ROW SOCKET AVAILABLE: EA B254-12 (1 PC.)
- * 128x64 GRAPHIC WITH SAME DIMENSION AND SAME PINOUT: EA DIP128

ORDERING INFORMATION

LCD-MODULE 4x20 - 6.45mm WITH LED-B./L. BLUE
FSTN BLACK ON WHITE
SOCKET 4.5mm HEIGHT, 12 POSITIONS (1 PC.)

EA DIP203B-6NLW
EA DIP203J-6NLW
EA B254-12

PINOUT

| 4-/8-Bit Mode (Factory Set) | | |
|-----------------------------|--------|-----------------------|
| Pin | Symbol | Function |
| 1 | VSS | Power Supply 0V (GND) |
| 2 | VDD | Power Supply +3.3V |
| 3 | VCI | Contrast Adjustment |
| 4 | RES | L: Reset |
| 5 | RS | H=Data; L=Command |
| 6 | R/W | H=Read; L=Write |
| 7 | E | Enable |
| 8 | | not connected |
| 9 | | not connected |
| 10 | | not connected |
| 11 | | not connected |
| 12 | | not connected |

| Pin | Symbol | Function |
|-----|---------|--------------------------------|
| 13 | | not connected |
| 14 | VSS | Power Supply 0V (GND) |
| 15 | D0 | Display Data, LSB |
| 16 | D1 | Display Data D1 |
| 17 | D2 | Display Data D2 |
| 18 | D3 | Display Data D3 |
| 19 | D4 (D0) | Display Data D4 |
| 20 | D5 (D1) | Display Data D5 |
| 21 | D6 (D2) | Display Data D6 |
| 22 | D7 (D3) | Display Data, MSB |
| 23 | A | LED-B/L + (ext. Resistor requ) |
| 24 | C | LED-B/L - |

| SPI Mode (Solder link "SPI" closed) | | |
|-------------------------------------|--------|-----------------------|
| Pin | Symbol | Function |
| 1 | VSS | Power Supply 0V (GND) |
| 2 | VDD | Power Supply +3.3V |
| 3 | VCI | Contrast Adjustment |
| 4 | RES | L: Reset |
| 5 | CS | Chip Select |
| 6 | SID | Data In |
| 7 | SCLK | Shift Clock |
| 8 | | not connected |
| 9 | | not connected |
| 10 | | not connected |
| 11 | | not connected |
| 12 | | not connected |

| Pin | Symbol | Function |
|-----|--------|--------------------------------|
| 13 | | not connected |
| 14 | VSS | Power Supply 0V (GND) |
| 15 | SOD | Data Out |
| 16 | | not connected |
| 17 | | not connected |
| 18 | | not connected |
| 19 | | not connected |
| 20 | | not connected |
| 21 | | not connected |
| 22 | | not connected |
| 23 | A | LED-B/L + (ext. Resistor requ) |
| 24 | C | LED-B/L - |

BACKLIGHT

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

Attention: Do never drive backlight directly to VDD; this may damage backlight immediately !

The blue display cannot be read without backlight. For direct sunlight we suggest to use the J-type.

TABLE OF COMMAND (SSD1803)

| 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 | 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 | 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: power down mode disable PD=1: power down 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 | | |
| | 0 | 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 | REV | | | 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 / SEGRAM) | 43µs | | | | |
| Read Data | * | 1 | 1 | Read Data | | | | | | | | Reads data from internal RAM (DD RAM / CG RAM / SEGRAM) | 43µs | | | | |

SERIAL MODE SPI

Factory set for interface is parallel with 4 bit or 8 bit data bus. Alternative module can be programmed with serial data stream. For that solder link **SPI** has to be closed. Hardware specification for serial operation mode is written down in user manual for SSD1803: http://www.lcd-module.de/fileadmin/eng/pdf/zubehoer/ssd1803_2_0.pdf. Software for initialisation and programming keeps the same.

| Example of initialisation, 8 bit mode and SPI | | | | | | | | | | | | |
|---|--------|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|
| Command | RE Bit | RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Hex Note |
| Function Set | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | \$30 8 bit data length, extension bit RE=0 |
| Entry Mode Set | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | \$06 Cursor Auto-Increment |
| Function Set | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | \$36 8 bit data length, RE =1, blink enable BE =1 |
| ext. Function Set | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | \$09 4 line mode |
| Set SEGRAM adr | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | \$40 Icon RAM address: \$00 |
| 16 x Write Data | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | \$00 to clear all icons: write 16x \$00 |
| Function Set | 1 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | \$30 8 bit data length, bit RE =0 |
| Display ON/OFF | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | \$0F Display on, Cursor on, Cursor blink |
| Clear Display | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | \$01 Clear display, place cursor to 1st. col. /1st. row |

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

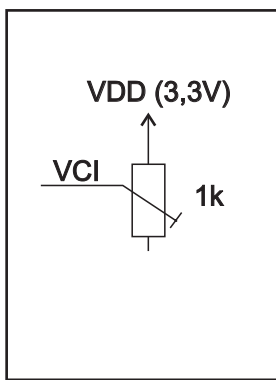
Please make shure that software will check busy-flag before writing any command !

CHARACTER SET

Beside there's a copy of built.in character set. In addition to that up to 8 individual character can be created.

CONTRAST ADJUSTMENT

Contrast will be set by pin 3 (VCI). Module EA DIP203 comes with built-in temperature compensation for -20..+70°C as a standard; any contrast adjustment during operation is no longer required.



| Upper bit | Lower bit | LLLL | LLLH | LLHL | LLHH | LHLL | LHLH | LHHL | LHHH | HLLL | HLLH | HLHL | HLHH | HHLL | HHLH | HHLH | HHHL | HHHH |
|------------|-----------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| CG RAM (1) | (1) | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| (2) | (2) | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| (3) | (3) | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| (4) | (4) | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| (5) | (5) | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| (6) | (6) | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| (7) | (7) | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| (8) | (8) | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| (1) | (1) | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| (2) | (2) | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| (3) | (3) | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| (4) | (4) | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| (5) | (5) | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| (6) | (6) | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| (7) | (7) | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| (8) | (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".

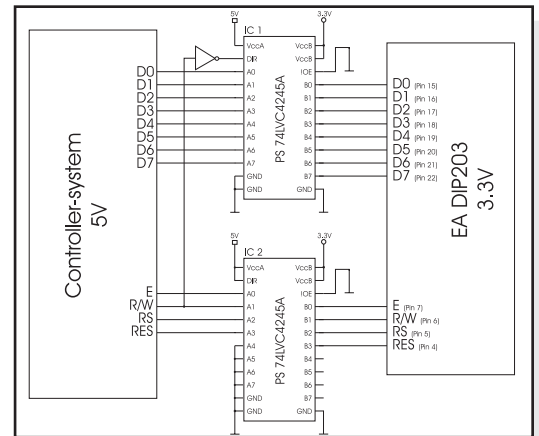
| Set CG RAM Address | | | | Data | | | | | |
|--------------------|---|-----|-----|------|---|---|---|-----|------|
| Adresse | | Hex | Bit | | | | | Hex | |
| 7 | 6 | 5 | 4 | | 3 | 2 | 1 | 0 | Hex |
| 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | \$04 |
| | | | | 0 | 0 | 1 | 0 | 0 | \$04 |
| | | | | 0 | 1 | 0 | 0 | 0 | \$04 |
| | | | | 0 | 1 | 1 | 0 | 0 | \$04 |
| | | | | 1 | 0 | 0 | 0 | 0 | \$15 |
| | | | | 1 | 0 | 1 | 0 | 0 | \$0E |
| | | | | 1 | 1 | 0 | 0 | 0 | \$04 |
| | | | | 1 | 1 | 1 | 0 | 0 | \$00 |

DRIVING WITH 5V-SYSTEMS

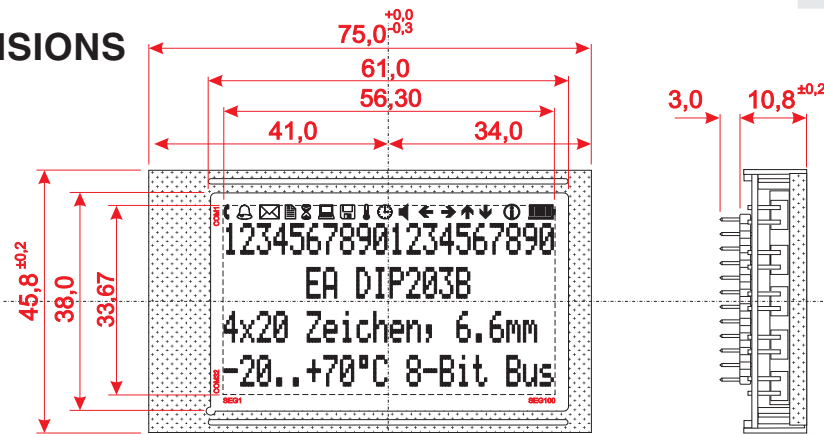
The supply voltage of the display is necessarily 3.3V. If a 5V-system is used, the level have to be adapted. For example you can use a bidirectional levelshifter (e.g. PS 74LVC4245A), like shown in the opposite figure.

COMPATIBILITY WITH EA DIP204-6

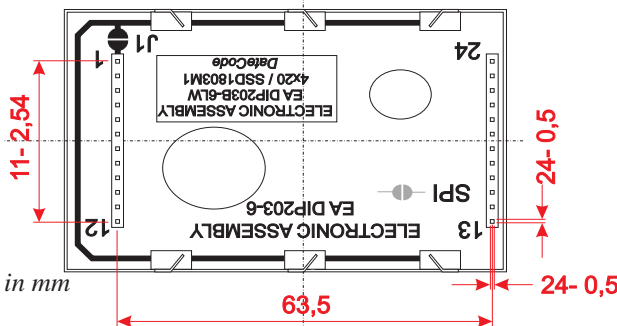
The displays of EA DIP203 and EA DIP204 series are electrically and mechanically identical to each other running with 3.3V supply mode. Merely a 5V supply is not acceptable with the new EA DIP203 series.



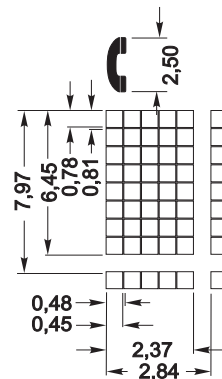
DIMENSIONS



Note:
LC-Displays are generally not suited to wave or reflow soldering. Temperatures of over 80°C can cause lasting damage.



all dimensions are in mm



DRIVING THE SYMBOLS

After power-on symbols will be set accidental. To switch off them all please refer to the example of initializing on page 3. To display an individual symbol have a look at the program example at the right.

Each symbol can be displayed in normal (solid) and blinking style.

| Example program to display an icon (8 bit / SPI) | | | | | | | | | | | | | |
|--|--------|----|-----|-----|---------|-----|-----|-----|-----|-----|------|-----------------------|---|
| Command | RE Bit | RS | R/W | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Hex | Note |
| Busy-Flag / Address read | 0 | 0 | 1 | BF | AC | | | | | | | | perhaps store current DDRAM address: read AC and save as LASTADR=AC |
| Function Set | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | \$36 | Set to 8 bit data length, RE=1, Blink enable BE=1 |
| Set SEGRAM adr | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | \$42 | Set Icon-RAM address to \$02 (letter symbol) |
| Write Data | 1 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | \$10 | Write \$10 to display symbol |
| Function Set | 1 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | \$30 | Set to 8 bit data length, extension bit RE=0 |
| Set DDRAM adr | 0 | 0 | 0 | 1 | LASTADR | | | | | | \$80 | Restore DDRAM address | |

| Icon - Symbols | | | | | | | | | | | | | | | | | | | | |
|-------------------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| SEGRAM address | \$00 | \$01 | \$02 | \$03 | \$04 | \$05 | \$06 | \$07 | \$08 | \$09 | \$0A | \$0B | \$0C | \$0D | \$0E | \$0F | \$0F | \$0F | \$0F | \$0F |
| data solid | \$10 | \$10 | \$10 | \$10 | \$10 | \$10 | \$10 | \$10 | \$10 | \$10 | \$10 | \$10 | \$10 | \$10 | \$10 | \$1F | \$1E | \$1C | \$18 | \$10 |
| data blink (BE=1) | \$50 | \$50 | \$50 | \$50 | \$50 | \$50 | \$50 | \$50 | \$50 | \$50 | \$50 | \$50 | \$50 | \$50 | \$50 | \$50 | \$50 | \$50 | \$50 | \$50 |