

Dot Graphic VFD Module

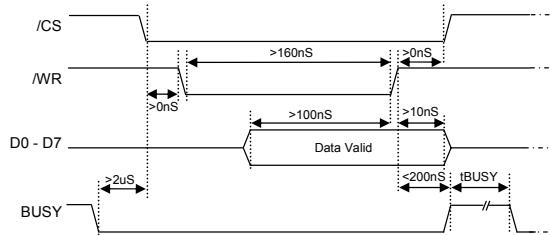
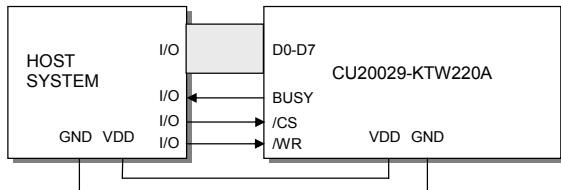
CU20029-KTW220A

SOFTWARE COMMANDS

Instruction +busy time	Data Format	Description																																																																																									
Backspace 6us	08H	Moves the cursor left by one character. If the cursor is at the left end of the display no cursor movement is made.																																																																																									
Horizontal Tab 6us (20us on scroll)	09H	Moves the cursor right by one character. If the cursor is at the right end of the display the action depends on the write mode currently selected. In DC1 and DC2 mode no cursor movement is made. In DC3 mode the entire contents of the display is scrolled left by one character, the right end character position is cleared. No cursor movement is made.																																																																																									
Line Feed 6us (20us on scroll)	0AH	The display is cleared. No cursor movement is made.																																																																																									
Form Feed 6us	0CH	Moves the cursor to the left end.																																																																																									
Carriage Return 6us	0DH	Moves the cursor to the left end.																																																																																									
Clear 65us	0EH	Clear all displayed characters. No cursor movement is made.																																																																																									
Cancel 65us	0FH	Clear all displayed characters. No cursor movement is made.																																																																																									
Auto CR Mode (DC1) 6us	11H	Specifies automatic carriage return mode. (default)																																																																																									
Overwrite Mode (DC2) 6us	12H	Specifies character overwrite mode.																																																																																									
Horizontal Scroll Mode (DC3) 6us	13H	Specifies horizontal scroll mode.																																																																																									
Cursor Off (DC4) 6us	14H	The cursor is turned off																																																																																									
Cursor On (DC5) 6us	15H	The cursor is displayed as a blinking full block. The blink rate can be specified using the Blink Speed Control command.																																																																																									
Cursor Off (DC6) 6us	16H	The cursor is turned off																																																																																									
Cursor Off (DC7) 6us	17H	The cursor is turned off																																																																																									
International Font 6us	18H	All subsequent characters displayed will be from the International font. This font can also be selected as the default by using the J6 hardware jumper link (OPEN).																																																																																									
KATAKANA Font 6us	19H	All subsequent character displayed will be from the KATAKANA font. This font can also be selected as the default by using the J6 hardware jumper link (LINKED).																																																																																									
Euro Currency Mark 6us	1AH	This command enables the Euro currency mark at location ADH in the International font. Sending the International Font command (or after a reset) restores the character at location ADH to a blank (this is the default condition). This will affect any existing ADH characters already on the display.																																																																																									
User Defined Font 6us (1BH) 4us (43H) 6us (byte 1) 6us (byte 2) 6us (byte 3) 6us (byte 4) 15us (byte 5)	1BH + 43H + character code + data byte 1 + data byte 2 + data byte 3 + data byte 4 + data byte 5	<p>Define a user character. Up to 16 user characters can be defined and stored by the module. The specified character code can be 00H – FFH. Command codes can be overwritten with a UDF so be aware that doing so will disable that command. All UDF's are lost on power off or reset. If more than 16 UDF's are defined the older definitions are overwritten.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td></td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr> <tr> <td>Byte 1</td><td>P8</td><td>P7</td><td>P6</td><td>P5</td><td>P4</td><td>P3</td><td>P2</td><td>P1</td></tr> <tr> <td>Byte 2</td><td>P16</td><td>P15</td><td>P14</td><td>P13</td><td>P12</td><td>P11</td><td>P10</td><td>P9</td></tr> <tr> <td>Byte 3</td><td>P24</td><td>P23</td><td>P22</td><td>P21</td><td>P20</td><td>P19</td><td>P18</td><td>P17</td></tr> <tr> <td>Byte 4</td><td>P32</td><td>P31</td><td>P30</td><td>P29</td><td>P28</td><td>P27</td><td>P26</td><td>P25</td></tr> <tr> <td>Byte 5</td><td>-</td><td>-</td><td>-</td><td>-</td><td>UL</td><td>P35</td><td>P34</td><td>P35</td></tr> </table> <p style="text-align: right;">Dot assignment</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td>P1</td><td>P2</td><td>P3</td><td>P4</td><td>P5</td></tr> <tr> <td>P6</td><td>P7</td><td>P8</td><td>P9</td><td>P10</td></tr> <tr> <td>P11</td><td>P12</td><td>P13</td><td>P14</td><td>P15</td></tr> <tr> <td>P16</td><td>P17</td><td>P18</td><td>P19</td><td>P20</td></tr> <tr> <td>P21</td><td>P22</td><td>P23</td><td>P24</td><td>P25</td></tr> <tr> <td>P26</td><td>P27</td><td>P28</td><td>P29</td><td>P30</td></tr> <tr> <td>P31</td><td>P32</td><td>P33</td><td>P34</td><td>P35</td></tr> </table> <p style="text-align: center;">UL</p>		7	6	5	4	3	2	1	0	Byte 1	P8	P7	P6	P5	P4	P3	P2	P1	Byte 2	P16	P15	P14	P13	P12	P11	P10	P9	Byte 3	P24	P23	P22	P21	P20	P19	P18	P17	Byte 4	P32	P31	P30	P29	P28	P27	P26	P25	Byte 5	-	-	-	-	UL	P35	P34	P35	P1	P2	P3	P4	P5	P6	P7	P8	P9	P10	P11	P12	P13	P14	P15	P16	P17	P18	P19	P20	P21	P22	P23	P24	P25	P26	P27	P28	P29	P30	P31	P32	P33	P34	P35
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Cursor Moving 6us (1BH) 4us (48H) 4us (position)	1BH + 48H + position	The cursor is moved to the specified position. The relationship between the position value and the display is as follows:-																																																																																									
Luminance 6us (1BH) 4us (4CH) 4us (luminance)	1BH + 4CH + luminance	The display luminance can be set to one of 4 levels. luminance = 00H – 3FH specifies 25% luminance = 40H – 7FH specifies 50% luminance = 80H – BFH specifies 75% luminance = C0H – FFH specifies 100% (default)																																																																																									
Flickerless Writing Mode 6us (1BH) 6us (53H)	1BH + 53H	Set flickerless write mode. By default, priority is given to data communication and display flicker can occur if data is sent to the display continuously. If flickerless writing mode is specified, priority is given to display refresh to avoid possible flicker. Command and data busy times will be up to 200us longer when this mode is set.																																																																																									
Blink Speed Control 6us (54H) 6us (speed)	1BH + 54H + speed	The blink rate of the cursor can be specified. Rate = speed x 30ms. (default=14H)																																																																																									
Initialise 6us (1BH) 40us (49H)	1BH + 49H	Clear the display, erase any defined characters, set the cursor position to the top left of the display and reset all settings to defaults.																																																																																									
Character Write 7us (20us on scroll)	20H – FFH	Display the specified character from the currently selected font (or UDF is defined) at the current cursor position. After the character is written to the display a horizontal tab automatically follows.																																																																																									

PARALLEL COMMUNICATION

Data on D0-D7 is clocked into the module when /CS is low and a rising edge is detected on /WR. The host must keep the data stable for the time period indicated in the timing diagram. The module busy line can be used to give a sufficient delay between commands.



The input lines D0-D7 are internally pulled up.