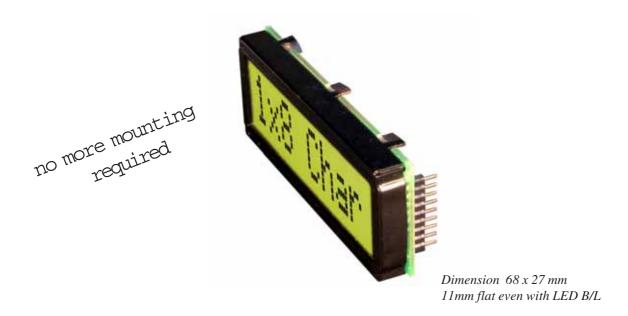
LCD MODULE 1x8 - 11.48mm

INCL. CONTROLLER HD 44780



FEATURES

- * HIGH CONTRAST LCD SUPERTWIST DISPLAY GRAY OR YELLOW/GREEN
- * COMPATIBLE TO HD 44780 STANDARD
- * INTERFACE FOR 4- AND 8-BIT DATA BUS
- * POWER SUPPLY +2.7~5.5V (BACKLIGHT 4.1V)
- * OPERATING TEMPERATURE RANGE 0~+50°C OR -20~+70°C
- * BULIT-IN TEMP. COMP. WITH EA DIP081-CHNLED
- * LED BACKLIGHT Y/G typ. 150mA@4.1V, max. 200mA
- * SOME MORE MODULES WITH SAME MECHANIC AND SAME PINOUT:
 - DOTMATRIX 2x16, 4x20
 - GRAPHIC 122x32
- * NO SCREWS REQUIRED: SOLDER ON IN PCB ONLY
- * DETACHABLE VIA 9-PIN SOCKET EA B200-9 (2 PCS. REQUIRED)

ORDERING INFORMATION

LCD MODULE 1x8 - 11.48mm WITH BACKLIGHT Y/G

SAME BUT WITH T_{OP.} -20~+70°C, INCL. TEMP.COMP.

9-PIN SOCKET, HEIGHT 4.3mm (1 PC.)

SUITABLE BEZEL (WINDOW 60.0x14.8 mm)

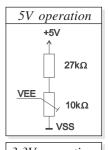
ADAPTOR PCB WITH STANDARD PINOUT PITCH 2.54mm

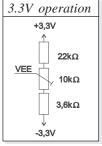
EA DIP081-CNLED



PINOUT

Pin	Symbol	Level	Function	Pin	Symbol	Level	Function
1	VSS	L	Power Supply 0V (GND)	10	D3	H/L	Display Data
2	VDD	Н	Power Supply +5V	11	D4 (D0)	H/L	Display Data
3	VEE	-	Contrast adjust. (about 0V)	12	D5 (D1)	H/L	Display Data
4	RS	H/L	H=Command, L=Data	13	D6 (D2)	H/L	Display Data
5	R/W	H/L	H=Read, L=Write	14	D7 (D3)	H/L	Display Data, MSB
6	Е	Н	Enable (falling edge)	15	-	-	NC (see EA DIP122-5N)
7	D0	H/L	Display Data, LSB	16	-	-	NC (see EA DIP122-5N)
8	D1	H/L	Display Data	17	Α	-	LED B/L+ Resistor required
9	D2	H/L	Display Data	18	С	-	LED B/L -





CONTRAST ADJUSTMENT

Both displays EA DIP081-CNLED and -CHNLED do have an driving voltage for contrast of typ. 4,9V. For 3.3V operation additional -3.3V is required.

Version EA DIP081-CHNLED for ext. temperature range -20..+70°C does have a builtin temperature compensation; so there's no need for contrast adjustment while operation.

BACKLIGHT

Backlight do need an external resistor limiting the current limitor. Calculation is: R=U/I, so at 5V supply:

$$R_{gelb/grün} = (5,0V-4,1V)/0,15A = 6 Ohm$$

Caution: do never drive backlight direct with 5V; damage may come suddenly.

CHARACTER SET

Character set shown below is already built in. In addition to that you are able to define up to 8 characters by yoursself.

y youroocii.													
Lower 4 bit 4 bit	0000 (\$0x)	0010 (\$2x)	0011 (\$3x)	0100 (\$4x)	0101 (\$5x)	0110 (\$6x)	0111 (\$7x)	1010 (\$Ax)	1011 (\$Bx)	1100 (\$Cx)	1101 (\$Dx)	1110 (\$Ex)	1111 (\$Fx)
xxxx0000 (\$x0)	CG RAM (0)		뎐	:1!	F	٠.	F			-51	Ξ,	0:	p
xxxx0001 (\$x1)	(1)	!	1.	H	0	æ	럑	13	7	: . .	4	÷	q
xxxx0010 (\$x2)	(2)	!!	2	E	R	io	i	I"	-:[ij	;:	ļ=	Ð
xxxx0011 (\$x3)	(3)	:H:	3	II:	5	C	S	i.	Ż	Ŧ	モ	Ξ.	67
xxxx0100 (\$x4)	(4)	:‡:	4		7	ᅼ	† <u>.</u> .	٠.	I	ŀ	†·	į.i	Ω.
xxxx0101 (\$x5)	(5)	7.	5		<u>L</u> i	e	U4	•	才	j.	1	(5)	ü
xxxx0110 (\$x6)	(6)	8:	6	F	Ų	·f·	V	₹	jŢ		3	P	Σ
xxxx0111 (\$x7)	(7)	7	7	頃	ļļ	=	ij	7	ŧ	ΪX	7	9	ŢŢ
xxxx1000 (\$x8)	CG RAM (0)	(8	i-i	X	İn	×	4	7	: ‡:	ij	.ŗ	X
xxxx1001 (\$x9)	(1))	9	Ι	Y	i	Ή	•	' T	J	ΙĿ	!	IJ
xxxx1010 (\$xA)	(2)	:+:	i]	Z	į.	ヹ	:I:	J	ı'ı	Ļ	.j	7
xxxx1011 (\$xB)	(3)	+	;	K	Ī.	k	{	オ	ij			×	Fi
xxxx1100 (\$xC)	(4)	,	<[<u> </u>	¥	1	į	†:	ΞJ		7	·‡·	Fi
xxxx1101 (\$xD)	(5)		==	j•i]	m	}	.3.	Z	*:		ŧ.	÷
xxxx1110 (\$xE)	(6)		>	ŀ·l	^.	n	÷	3	12	ıţ	**	Fi	
xxxx1111 (\$xF)	(7)	./	?	ij		0	€-	19	ÿ	Ÿ	Ξi	Ö	



TABLE OF COMMAND

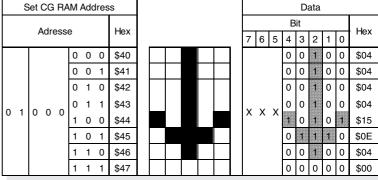
	Code											Execute
Instruction	RS	R/W	DB 7	DB 6	DB 5	DB 4	DB 3	DB 2	DB 1	DB 0	Description	Time (max.)
Clear Display	0	0	0	0	0	0	0	0	0		Clears all display and returns the cursor to the home position (Address 0).	1.64ms
Cursor At Home	0	0	0	0	0	0	0	0	1		Returns the Cursor to the home position (Address 0). Also returns the display being shifted to the original position. DD RAM contents remain unchanged.	1.64ms
Entry Mode Set	0	0	0	0	0	0	0	1	I/D	s	Sets the Cursor move direction and specifies or not to shift the display. These operation are performed during data write and read.	40μs
Display On/Off Control	0	0	0	0	0	0	1	D	С	В	Sets ON/OFF of all display (D) cursor ON/OFF (C), and blink of cursor position character (B).	40μs
Cursor / Display Shift	0	0	0	0	0	1	S/C	R/L	*	^	Moves the Cursor and shifts the display without changing DD RAM contents.	40μs
Function Set	0	0	0	0	1	DL	N	F	*		Sets interface data length (DL) number of display lines (L) and character font (F).	40μs
CG RAM Address Set	0	0	0 1 ACG								Sets the CG RAM address. CG RAM data is sent and received after this setting.	40μs
DD RAM Address Set		0	1 ADD								Sets the DD RAM address. DD RAM data is sent and received after this setting.	40μs
Busy Flag / Address Read		1	BF	BF AC							Reads Busy flag (BF) indicating internal operation is being performed and reads address counter contents.	-
CG RAM / DD RAM Data write	Write Data				Writes data into DD RAM or CG RAM	40µs						
CG RAM / DD RAM Data Read	I I I I I Read lists					Reads data from DD RAM or CG RAM	40μs					

INITIALISISATION FOR A 1 LINE DISPLAY / 8-BIT MODE													
Command	RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0	Remark		
Function Set	0	0	0	0	1	1	0	0	0	0	8 bit data length, 1 line display, 5x7 font		
Display ON/OFF	0	0	0	0	0	0	1	1	1	1	display on, cursor on, cursor blink		
Clear Display	0	0	0	0	0	0	0	0	0	1	clear display, cursor 1st. row, 1st. column		
Entry Mode Set	0	0	0	0	0	0	0	1	1	0	cursor increments automatically		

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 192 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 new defined character can be used as a "normal" ASCII code (0..7); use with "DD RAM Address Set" and "Data Write".



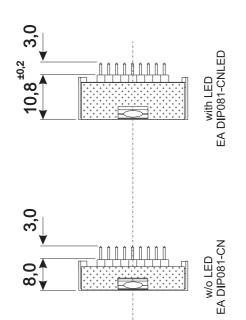


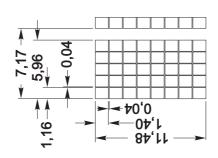
EADIP081-CNLED

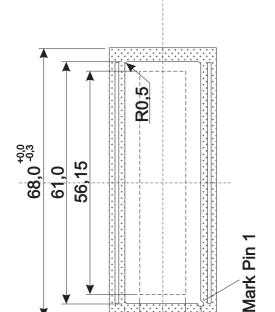
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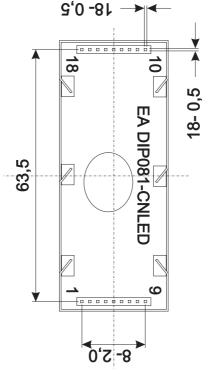
DIMENSIONS







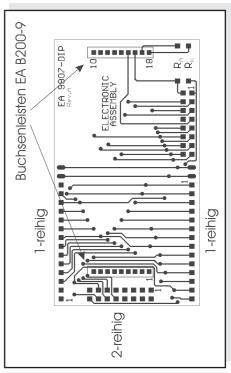
26,8 ±0,2





all dimensions are in mm

Adaptor pcb EA 9907-DIP



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