

HIGH-VOLTAGE MIXED-SIGNAL IC

UC1697a

128 x 128RGB C-STN LCD Controller-Driver
w/ 8-bit per RGB On-Chip SRAM

MP Specifications
Revision 1.0

August 24, 2009

ULTRACHIP

The Coolest LCD Drive, Ever!!

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UC1697a

*Single-Chip, Ultra-Low Power
128COM x 128RGB Matrix
Passive Color LCD Controller-Driver*

INTRODUCTION

UC1697a is an advanced high-voltage mixed-signal CMOS IC, specially designed for the display needs of low power hand-held devices.

In addition to low power COM and SEG drivers, UC1697a contains all necessary circuits for high-V LCD power supply, bias voltage generation, temperature compensation, timing generation, and graphics data memory.

UC1697a employs UltraChip's unique DCC (Direct Capacitor Coupling) driver architecture and LRM (Line Rate Modulation) gray-shade modulation scheme to achieve well balanced shading, vivid colors, and natural-looking images.

With UC1697a, LCD makers can now achieve TFT-like image quality, while maintaining the same STN advantages in power consumption, unit cost, ease of customization and production flexibility.

MAIN APPLICATIONS

- Cellular Phones and other battery operated hand held devices or portable Instruments

FEATURE HIGHLIGHTS

- Single chip controller-driver for 128x128 matrix C-STN LCD with comprehensive support for input format and color depth:

| | |
|-------------|-----------|
| 8-bit RGB: | 256-color |
| 12-bit RGB: | 4K-color |
| 16-bit RGB: | 64K-color |
- A software-readable ID bit (ID0) to support configurable vender identification.
- Partial scroll function and programmable data update window to support flexible manipulation of screen data.

- Support both row-ordered and column-ordered display buffer RAM access.
- Support industry standard 4-wire, 3-wire serial bus (S8, S9) and 8-bit parallel bus (8080 or 6800).
- Special driver structure and gray shade modulation scheme. Low power consumption under all display patterns.
- Fully programmable Mux Rate, partial display window, Bias Ratio and Line Rate allow many flexible power management options.
- Four software programmable temperature compensation coefficients.
- Software programmable, self-configuring 11x charge pump.
- Flexible data addressing/mapping schemes to support wide ranges of software models and LCD layout placements.
- Pad layouts support COG applications.
- V_{DD} (digital) range (Typ.) : 1.8V ~ 3.3V
 V_{DD} (analog) range (Typ.) : 2.6V ~ 3.3V
LCD V_{OP} range: 6.1V ~ 16.5V
- Available MTP trimming supports precise LCD contrast matching.
- Available in gold bump dies.

COM/SEG bump information

| | |
|---------------|---------------------------|
| Bump pitch: | 23 μ M |
| Bump gap: | 11 μ M |
| Bump surface: | 1800 μ M ² |

ORDERING INFORMATION**GOLD BUMPED DIE**

| Part Number | MTP | I ² C | Description |
|----------------|-----|------------------|-------------------------------------|
| UC1697aGAA-U2P | Yes | No | Gold bumped die, with MTP function. |

General Notes**APPLICATION INFORMATION**

For improved readability, the specification contains many application data points. When application information is given, it is advisory and does not form part of the specification for the device.

BARE DIE DISCLAIMER

All die are tested and are guaranteed to comply with all data sheet limits up to the point of wafer sawing. There is no post wafer saw/pack testing performed on individual die. Although the latest modern processes are utilized for wafer sawing and die pick-&-place into waffle pack carriers, UltraChip has no control of third party procedures in the handling, packing or assembly of the die. Accordingly, it is the responsibility of the customer to test and qualify their applications in which the die is to be used. UltraChip assumes no liability for device functionality or performance of the die or systems after handling, packing or assembly of the die.

MTP LIGHT & ESD SENSITIVITY

The MTP memory cell is sensitive to photon excitation and ESD. Under extended exposure to strong ambient light, or when TST4 pin is exposed to ESD strikes, the MTP cells can lose its content before the specified memory retention time span. The system designer is advised to provide proper light & ESD shields to realize full MTP content retention performance.

LIFE SUPPORT APPLICATIONS

These devices are not designed for use in life support appliances, or systems where malfunction of these products can reasonably be expected to result in personal injuries. Customer using or selling these products for use in such applications do so at their own risk.

CONTENT DISCLAIMER

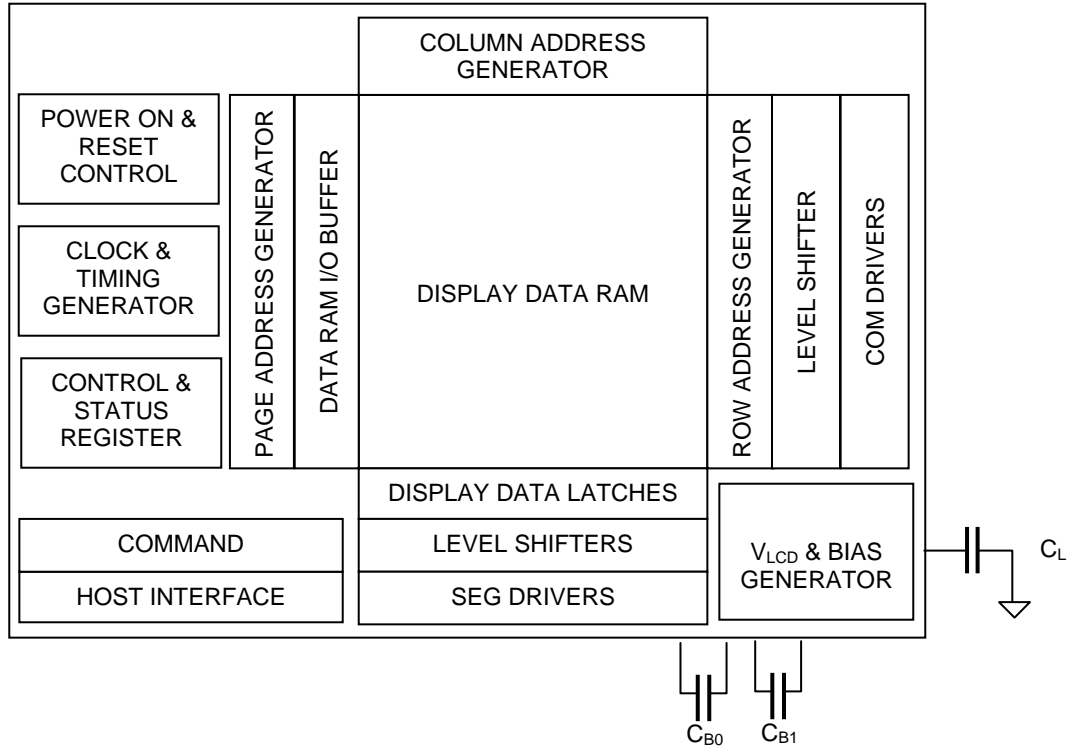
UltraChip believes the information contained in this document to be accurate and reliable. However, it is subject to change without notice. The information and data provided herein is for reference only. No responsibility is assumed by UltraChip for the use of information contained in this datasheet. Always contact UltraChip for commit to mass production for the latest product information and operation parameters.

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BLOCK DIAGRAM



PIN DESCRIPTION

| Name | Type | # of Pads | Description |
|--|------|--------------|--|
| MAIN POWER SUPPLY | | | |
| V _{DD} V _{DD2} V _{DD3} | PWR | 10 9 3 | V _{DD2} /V _{DD3} is the analog power supply and it should be connected to the same power source. V _{DD} is the digital power supply and it should be connected to a voltage source that is no higher than V _{DD2} /V _{DD3} . Please maintain the following relationship: $V_{DD} + 1.3V \geq V_{DD2/3} \geq V_{DD}$ Minimize the trace resistance for V _{DD} and V _{DD2} /V _{DD3} . |
| V _{SS} V _{SS2} | GND | 13 13 | Ground. Connect V _{SS} and V _{SS2} to the shared GND pin. Minimize the trace resistance for this node. |
| LCD POWER SUPPLY & VOLTAGE CONTROL | | | |
| V _{B1+} , V _{B1-} V _{B0+} , V _{B0-} | PWR | 3, 3 3, 3 | LCD SEG driving voltages. These are the voltage sources to provide SEG driving currents. These voltages are generated internally. Connect a capacitor, C _{BX} , between V _{BX+} and V _{BX-} . The resistance of these traces directly affects the driving strength of SEG electrodes and impacts the image of the LCD module. Minimize the trace resistance is critical in achieving high quality image. |
| V _{LCD-IN} V _{LCD-OUT} | PWR | 1 1 | High voltage LCD Power Supply. When internal V _{LCD} is used, connect these pins together. When external V _{LCD} is used, connect external V _{LCD} source to V _{LCDIN} pins and leave V _{LCDOUT} open. Capacitor C _L should be connected between V _{LCD} and V _{SS} . In COG applications, keep the ITO trace resistance under 30 Ω. |

NOTE

- Recommended capacitor values:
C_{BX} : 2.2μF/5V or 100~250 x LCD load capacitance.
C_L : 330nF (25V) is appropriate for most applications.

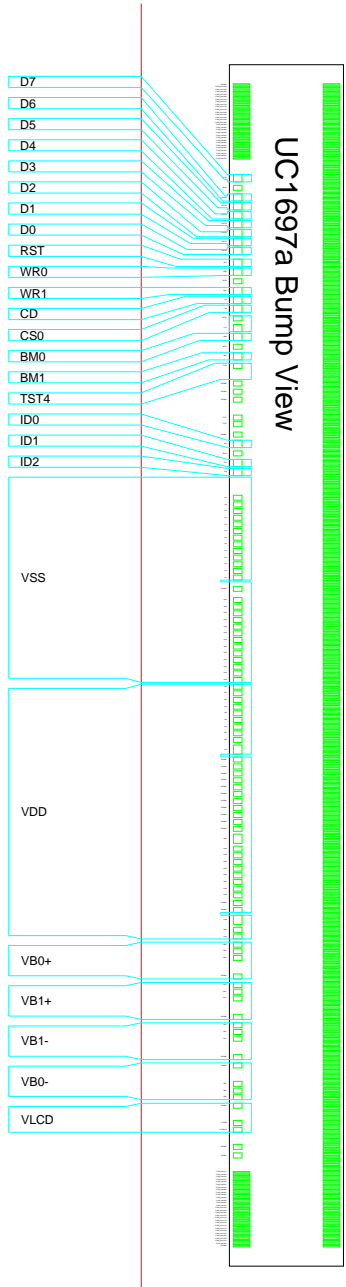
| Name | Type | # of Pads | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-----------------------|---|-----------|--|---------|------|-----|------------|-----|------------|----|---|----|---|-----|-----|-----|-----|-----|-----|-----|-----|------------|---|---|---|---|-----|---|---|-----|------------|---|---|---|---|-----|---|---|-----|
| HOST INTERFACE | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BM0 BM1 | I | 1 1 | <p>Bus mode: The interface bus mode is determined by BM[1:0] with the following relationship:</p> <table border="1"> <thead> <tr> <th>BM[1:0]</th> <th>Mode</th> </tr> </thead> <tbody> <tr> <td>00</td> <td>8080/8-bit</td> </tr> <tr> <td>01</td> <td>6800/8-bit</td> </tr> <tr> <td>10</td> <td>3-wire SPI w/ 9-bit token (S9: conventional)</td> </tr> <tr> <td>11</td> <td>4-wire SPI w/ 8-bit token (S8: conventional)</td> </tr> </tbody> </table> | BM[1:0] | Mode | 00 | 8080/8-bit | 01 | 6800/8-bit | 10 | 3-wire SPI w/ 9-bit token (S9: conventional) | 11 | 4-wire SPI w/ 8-bit token (S8: conventional) | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BM[1:0] | Mode | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 00 | 8080/8-bit | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 01 | 6800/8-bit | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 10 | 3-wire SPI w/ 9-bit token (S9: conventional) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 11 | 4-wire SPI w/ 8-bit token (S8: conventional) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| CS0 CS1 | I | 1 1 | Chip Select. Chip is selected when CS1="H" and CS0 = "L". When the chip is not selected, D[7:0] will be high impedance. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| RST | I | 1 | <p>When RST="L", all control registers are re-initialized by their default states.</p> <p>An RC Filter has been included on-chip. There is no need for external RC noise filter. When RST is not used, connect the pin to V_{DD}.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| CD | I | 1 | <p>Select Control data or Display data for read/write operation. In S9, CD pin is not used. Connect CD to V_{SS} when not used.</p> <p>"L": Control data "H": Display data</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ID0 ID1 | I | 1 1 | <p>Used for production control.</p> <p>Connect ID0 to V_{DD} for "H" or V_{SS} for "L".</p> <p>The wiring status of ID1/ID0 is available with PID[1:0] of the <code>Get Status</code> command.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ID2 | I | 1 | <p>Used for Power-On Reset control.</p> <p>Connect ID2 to V_{DD} for "H" or V_{SS} for "L".</p> <p>"L" : Power-On Reset Enabled "H": Power-On Reset Disabled</p> <p>The wiring status of ID2 is available with PID[2] of the <code>Get Status</code> command.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| WR0 WR1 | I | 1 1 | <p>WR[1:0] controls the read/write operation of the host interface. See section <i>Host Interface</i> for more detail.</p> <p>In parallel mode, the meaning of WR[1:0] depends on whether the interface is in the 6800 mode or the 8080 mode. In serial interface modes, these two pins are not used, connect them to V_{SS}.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DATA BUS | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D7~D0 | I/O | 8 | <p>Bi-directional bus for parallel host interfaces.</p> <p>In serial modes, connect D[0] to SCK, D[3] to SDA.</p> <table border="1"> <thead> <tr> <th></th> <th>D7</th> <th>D6</th> <th>D5</th> <th>D4</th> <th>D3</th> <th>D2</th> <th>D1</th> <th>D0</th> </tr> </thead> <tbody> <tr> <td>BM=0x (8-bit)</td> <td>DB7</td> <td>DB6</td> <td>DB5</td> <td>DB4</td> <td>DB3</td> <td>DB2</td> <td>DB1</td> <td>DB0</td> </tr> <tr> <td>BM=10 (S9)</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>SDA</td> <td>-</td> <td>-</td> <td>SCK</td> </tr> <tr> <td>BM=11 (S8)</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>SDA</td> <td>-</td> <td>-</td> <td>SCK</td> </tr> </tbody> </table> <p>Always connect unused pins to either V_{SS} or V_{DD}.</p> | | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | BM=0x (8-bit) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | BM=10 (S9) | - | - | - | - | SDA | - | - | SCK | BM=11 (S8) | - | - | - | - | SDA | - | - | SCK |
| | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BM=0x (8-bit) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BM=10 (S9) | - | - | - | - | SDA | - | - | SCK | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BM=11 (S8) | - | - | - | - | SDA | - | - | SCK | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| Name | Type | # of Pads | Description |
|---------------------------------------|------|-----------|---|
| HIGH VOLTAGE LCD DRIVER OUTPUT | | | |
| SEG1 ~ SEG384 | HV | 384 | SEG (column) driver outputs. Support up to 128xRGB pixels. Leave unused SEG drivers open-circuit. |
| COM1 ~ COM128 | HV | 128 | COM (row) driver outputs. Support up to 128 rows. When designing LCM, always start from COM1. If the LCM has N pixel rows and N is less than 128, set CEN to be $N-1$, and leave COM drivers [N+1 ~ 128] open-circuit. |
| MISC. PINS | | | |
| V _{DDX} | O | 5 | Auxiliary V _{DD} . These pins are connected to the main V _{DD} bus within the IC. These pads are provided to facilitate chip configurations in COG application. These pins should <u>NOT</u> be used to provide V _{DD} power to the chip. It is not necessary to connect V _{DDX} to main V _{DD} externally. |
| TST4 | I | 1 | TST4 is used as one of the high voltage power supply for MTP programming operation. For COG designs, please wire out TST4 with trace resistance between 30~50 Ω. |
| TST1 TST2 | O | 1 1 | Test I/O pins. Leave these pins open during normal use. |
| Dummy | | 29 | Dummy pins are <u>NOT</u> connected inside the IC. |

NOTE:

Several control registers will specify “0 based index” for COM and SEG electrodes. In those situations, COM_X or SEG_X will correspond to index X-1, and the value ranges for those index registers will be 0~127 for COM and 0~383 for SEG.

RECOMMENDED COG LAYOUT



Note for V_{DD} and V_{SS} with COG:

The operation condition V_{DD}=1.8V (typical) must be satisfied under all operating conditions. With its high speed data-write condition, UC1697a's peak current (I_{DD}) can be up to ~15mA range during high speed data write to UC1697a's on-chip SRAM. Such high pulsing current mandates very careful design of V_{DD}, V_{SS} ITO trances in COG glass modules. When V_{DD} and V_{SS} trace resistance is not low enough, the pulsing I_{DD} current can cause the actual on-chip V_{DD} to drop below 1.65V and cause the IC to malfunction.

CONTROL REGISTERS

UC1697a contains registers which control the chip operation. The following table is a summary of these control registers, a brief description and the default values. These registers can be modified by commands, which will be described in the next two sections, starting with a summary table, followed by a detailed instruction-by-instruction description.

Name: The Symbolic reference of the register.

Note that, some symbol name refers to bits (flags) within another register.

Default: Numbers shown in **Bold** font are default values after *Power-Up-Reset* and *System-Reset*.

| Name | Bits | Default | Description |
|------------|--------|----------|--|
| SL | 7 | 0H | Scroll Line. Scroll the displayed image up by SL rows. The valid SL value is between 0 (no scrolling) and (127 – 2x(FLT+FLB)). Setting SL outside of this range causes undefined effect on the displayed image. |
| FLT FLB | 4 4 | 0H 0H | Fixed Lines. The top FLTx2 and bottom FLBx2 lines (relative to CEN) of each frame are fixed and are not affected by scrolling (SL). When FLT and/or FLB are non-zero, the screen is effectively separated into three regions: one scrollable, surrounded by two non-scrollable regions. When partial display mode is activated, the display of these 2xFLT and 2xFLB lines is also controlled by LC[0]. When LC[0]=1, the display will have three sections: 2xFLT on one side non-scrollable, 2xFLB on the other side also non-scrollable, and scrollable DST~DEN in the middle. |
| CA | 7 | 0H | Display Data RAM Column Address (counted in RGB triplet) (Used in Host to Display Data RAM access) |
| RA | 7 | 0H | Display Data RAM Row Address (Used in Host to Display Data RAM access) |
| BR | 3 | 3H | Bias Ratio. The ratio between V_{LCD} and V_{BIAS} . 000b : 6 001b : 10 010b : 11 011b : 12 100b : 9 |
| TC | 2 | 0H | Temperature Compensation (per °C) 00b : -0.00% 01b : -0.10% 10b : -0.15% 11b : -0.05% |
| PM | 8 | 5CH | Electronic Potentiometer to fine tune V_{BIAS} and V_{LCD} |
| PMO | 6 | 00H | PM offset. PMO[5]=1: The effective PM value, $PMV = PM - PMO[4:0]$ PMO[5]=0: The effective PM value, $PMV = PM + PMO[4:0]$ |
| PC | 4 | EH | Power Control. PC[1:0] : 0xb: LCD: $\leq 13nF$ 1xb: 13 < LCD < 22nF PC[3:2] : 00b: External V_{LCD} 11b: Internal V_{LCD} (11x charge pump) |
| AC | 4 | 1H | Address Control: AC[0] : WA: Automatic column/row Wrap Around (1 : ON) AC[1] : Auto-Increment order 0 : Column (CA) first 1 : Row (RA) first AC[2] : RID: RA (row address) auto increment direction (0 : +1 1 : -1) AC[3] : Window Program Mode 0 : Inside Mode: Write to SRAM within the window defined by (WPC0, WPP0), (WPC1, WPP1) 1 : Outside Mode: Write to SRAM but skip the window defined by (WPC0, WPP0), (WPC1, WPP1) |

| Name | Bits | Default | Description | | | | | | | | | | | | | | | | | | | | | | | | | |
|------------|-------------|-------------|--|-------------|----------|---------|---------|-------------|-----|----------|------|------|-----|-----|------|------|------|-----|------------|-------------|-------------|-------------|------------|-----|------|------|------|-----|
| DC | 5 | 18H | <p>Display Control:</p> <p>DC[0] : PXV: Pixels Inverse. Bit-wise data inversion. (Default 0: OFF)</p> <p>DC[1] : APO: All Pixels ON (Default 0: OFF)</p> <p>DC[2] : Display ON/OFF (Default 0: OFF) When DC[2] is set to 0, the IC will enter Sleep mode.</p> <p>DC[3] : Gray-shade Modulation mode. 0 : On/Off mode 1 : 32-shade Mode</p> <p>DC[4] : Green Enhance Mode. <i>Only valid in 4K-color mode.</i> 0 : Enable. Allows an extra display bit for green color. 1 : Disable</p> | | | | | | | | | | | | | | | | | | | | | | | | | |
| LGS | 2 | 0H | <p>LGS[0] : 4/8 Gray-shade ON/OFF. (Default 0: OFF)</p> <p>LGS[1] : Gray-shade Modulation mode. 0 : 4-shade Mode 1 : 8-shade Mode</p> | | | | | | | | | | | | | | | | | | | | | | | | | |
| LC | 10 | 090H | <p>LCD Control:</p> <p>LC[0] : Enable the top FLT_{x2} and bottom FLB_{x2} lines in partial display mode (Default 0: OFF).</p> <p>LC[1] : MX, Mirror X. SEG/Column sequence inversion (Default: 0: OFF)</p> <p>LC[2] : MY, Mirror Y. COM/Row sequence inversion (Default: 0: OFF)</p> <p>LC[4:3] : Line Rate</p> <table border="1"> <thead> <tr> <th>LC[4:3]</th> <th>32-shade</th> <th>8-shade</th> <th>4-shade</th> <th>On/Off mode</th> </tr> </thead> <tbody> <tr> <td>00b</td> <td>20.1Klps</td> <td>12.7</td> <td>17.2</td> <td>5.5</td> </tr> <tr> <td>01b</td> <td>24.4</td> <td>15.4</td> <td>20.9</td> <td>6.6</td> </tr> <tr> <td>10b</td> <td>29.6</td> <td>18.6</td> <td>25.3</td> <td>8.0</td> </tr> <tr> <td>11b</td> <td>35.8</td> <td>22.6</td> <td>30.7</td> <td>9.7</td> </tr> </tbody> </table> <p>(Klps : Kilo-Line-per-second)</p> <p>LC[5] : RGB filter order (as mapped to SEG1, SEG2, SEG3) 0 : BGR-BGR 1 : RGB-RGB</p> <p>LC[7:6] : Color and input mode when DC[4]=1: 00b : 256 color mode 3R-3G-2B (8-bit/RGB) 01b : 4K color mode 4R-4G-4B (12-bit/RGB) 10b : 64K color mode 5R-6G-5B (16-bit/RGB) when DC[4]=0: 00b : 256 color mode 3R-3G-2B (8-bit/RGB) 01b : 4K color mode 4R-5G-3B (12-bit/RGB) 10b : 64K color mode 5R-6G-5B (16-bit/RGB)</p> <p>LC[9:8] : Partial Display Control 0xb: Disable Mux-Rate = CEN+1 (DST, DEN not used) 10b: Enabled Mux-Rate = CEN+1 11b: Enabled Mux-Rate = DEN-DST+1+LC[0] x (FLT+FLB) x 2</p> | LC[4:3] | 32-shade | 8-shade | 4-shade | On/Off mode | 00b | 20.1Klps | 12.7 | 17.2 | 5.5 | 01b | 24.4 | 15.4 | 20.9 | 6.6 | 10b | 29.6 | 18.6 | 25.3 | 8.0 | 11b | 35.8 | 22.6 | 30.7 | 9.7 |
| LC[4:3] | 32-shade | 8-shade | 4-shade | On/Off mode | | | | | | | | | | | | | | | | | | | | | | | | |
| 00b | 20.1Klps | 12.7 | 17.2 | 5.5 | | | | | | | | | | | | | | | | | | | | | | | | |
| 01b | 24.4 | 15.4 | 20.9 | 6.6 | | | | | | | | | | | | | | | | | | | | | | | | |
| 10b | 29.6 | 18.6 | 25.3 | 8.0 | | | | | | | | | | | | | | | | | | | | | | | | |
| 11b | 35.8 | 22.6 | 30.7 | 9.7 | | | | | | | | | | | | | | | | | | | | | | | | |
| NIV | 7 | 51H | <p>N-Line Inversion:</p> <p>NIV[5:0] : 000000b: Disable 000001b ~ 111111b: 2~ 64 lines (Default: 10001b: 18 lines)</p> <p>NIV[6] : 0b: no-XOR 1b: XOR</p> | | | | | | | | | | | | | | | | | | | | | | | | | |
| CSF | 2 | 0H | <p>COM Scan Function</p> <p>CSF[0] : 0b : LRM sequence: AEBCD-AEBCD 1b : LRM sequence: AEBCD-EBCDA</p> <p>CSF[1] : 0b :FRC Disable 1b : FRC Enable</p> | | | | | | | | | | | | | | | | | | | | | | | | | |

| Name | Bits | Default | Description | | | | | | |
|--------------------------------------|---------------|---------|--|------------|------------|-------------|---------------|--------------------------------------|--|
| CEN | 7 | 7FH | COM scanning end (last COM with full line cycle, 0 based index) | | | | | | |
| DST | 7 | 00H | Display start (first COM with active scan pulse, 0 based index) | | | | | | |
| DEN | 7 | 7FH | Display end (last COM with active scan pulse, 0 based index) | | | | | | |
| | | | Please maintain the following relationship: CEN = the actual number of pixel rows on the LCD - 1 CEN ≥ DEN ≥ DST+ 9 | | | | | | |
| WPC0 | 7 | 00H | Window program starting column address. Value range: 0 ~127. | | | | | | |
| WPP0 | 7 | 00H | Window program starting row address. Value range: 0~127. | | | | | | |
| WPC1 | 7 | 7FH | Window program ending column address. Value range: 0~127. | | | | | | |
| WPP1 | 7 | 7FH | Window program ending row address. Value range: 0~127. | | | | | | |
| MTPC | 5 | 10H | MTP Programming Control: MTPC[2:0] : MTP command <table style="margin-left: 20px;"> <tr> <td>000 : Idle</td> <td>001 : Read</td> </tr> <tr> <td>010 : Erase</td> <td>011 : Program</td> </tr> <tr> <td>1xx : For UltraChip's debug use only</td> <td></td> </tr> </table> MTPC[3] : MTP Enable (automatically cleared after each MTP command) MTPC[4] : Ignore/Use MTP. 0: Ignore 1: Use | 000 : Idle | 001 : Read | 010 : Erase | 011 : Program | 1xx : For UltraChip's debug use only | |
| 000 : Idle | 001 : Read | | | | | | | | |
| 010 : Erase | 011 : Program | | | | | | | | |
| 1xx : For UltraChip's debug use only | | | | | | | | | |
| MTP | 6 | -- | Multiple-Time Programming. For V _{LCD} fine tune. | | | | | | |
| MTPM | 6 | 00H | MTP Write Mask. Bit =1: program, Bit=0: no action. | | | | | | |
| APC | 2 | N/A | Advanced Program Control. (APC1, APC3) For UltraChip only. Please do not use. | | | | | | |
| LRM | 1 | 1 | LRM (Line Rate Modulation) scheme switch 0 : LRM disabled 1 : LRM enabled | | | | | | |
| CSC | 1 | 0 | COM Scan control 0 : COM Progressive Scan (line by line) 1 : COM Interlace Scan (every other line) | | | | | | |
| Status Registers | | | | | | | | | |
| OM | 2 | – | Operating Modes (Read only) 00b: Reset 01b: (Not used) 10b: Sleep 11b: Normal | | | | | | |
| MD | 1 | – | MTP option flag: 1 for MTP version, 0 for non-MTP version. | | | | | | |
| MS | 1 | – | MTP programming in-progress | | | | | | |
| WS | 1 | – | MTP Operation Succeeded | | | | | | |
| PID | 3 | PIN | Access the connected status of ID pins. | | | | | | |

COMMAND TABLE

The following is a list of host commands supported by UC1697a

C/D: 0: Control, 1: Data
 W/R: 0: Write Cycle, 1: Read Cycle
 #: Useful Data bits -: Don't Care

| | Command | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Action | Default |
|-----|---|-----|-----|-----------|----|------------------|----------|----------|----|------|----|--|-------------------------|
| 1. | Write Data Byte | 1 | 0 | # | # | # | # | # | # | # | # | Write 1 byte | N/A |
| 2. | Get Status & PM | 0 | 1 | GE | MX | MY | WA | DE | WS | MD | MS | Get {Status, Ver, PMO, Prod_Code, PID, EF} | Ver: 0 Prod_Code: 5H |
| | | 0 | 1 | Ver | | | PMO[5:0] | | | | | | |
| | | 0 | 1 | Prod_Code | | | | PID[1:0] | | PID2 | EF | | |
| 3. | Set Column Address LSB | 0 | 0 | 0 | 0 | 0 | 0 | # | # | # | # | Set CA[3:0] | 0 |
| | Set Column Address MSB | 0 | 0 | 0 | 0 | 0 | 1 | 0 | # | # | # | Set CA[6:4] | 0 |
| 4. | Set Temp. Compensation | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | # | # | Set TC[1:0] | 00b |
| 5. | Set Panel Loading | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | # | # | Set PC[1:0] | 1xb |
| 6. | Set Pump Control | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | # | # | Set PC[3:2] | 11b |
| 7. | Set Adv. Program Ctrl (double-byte command) | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | R | R | Set APC[R][7:0], R = 1or 3 | N/A |
| | | 0 | 0 | # | # | # | # | # | # | # | # | | |
| 8. | Set LRM Enable (double-byte command) | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | Set LRM | 1b |
| | | 0 | 0 | # | 1 | 0 | 1 | 1 | 1 | 1 | 1 | | |
| 9. | Set COM Scan Control (double-byte command) | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set CSC | 0b |
| | | 0 | 0 | # | 1 | 0 | 1 | 1 | 0 | 0 | 0 | | |
| 10. | Set Scroll Line LSB | 0 | 0 | 0 | 1 | 0 | 0 | # | # | # | # | Set SL[3:0] | 0 |
| | Set Scroll Line MSB | 0 | 0 | 0 | 1 | 0 | 1 | 0 | # | # | # | Set SL[6:4] | 0 |
| 11. | Set Row Address LSB | 0 | 0 | 0 | 1 | 1 | 0 | # | # | # | # | Set RA[3:0] | 0 |
| | Set Row Address MSB | 0 | 0 | 0 | 1 | 1 | 1 | 0 | # | # | # | Set RA[6:4] | 0 |
| 12. | Set V _{BIAS} Potentiometer (double-byte command) | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | Set PM[7:0] | 5CH |
| | | 0 | 0 | # | # | # | # | # | # | # | # | | |
| 13. | Set LCD Gray Shade (double-byte command) | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | Set LGS[1:0] | 0H |
| | | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | # | # | | |
| 14. | Set Partial Display Control | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | # | # | Set LC[9:8] | 0xH |
| 15. | Set RAM Address Control | 0 | 0 | 1 | 0 | 0 | 0 | 1 | # | # | # | Set AC[2:0] | 001b |
| 16. | Set Fixed Lines | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | Set {FLT, FLB} | 00H |
| | | 0 | 0 | # | # | # | # | # | # | # | # | | |
| 17. | Set Line Rate | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | # | # | Set LC[4:3] | 10b |
| 18. | Set All-Pixel-ON | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 0 | # | Set DC[1] | 0b |
| 19. | Set Inverse Display | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 1 | # | Set DC[0] | 0b |
| 20. | Set Display Enable | 0 | 0 | 1 | 0 | 1 | 0 | 1 | # | # | # | Set DC[4:2] | 110b |
| 21. | Set LCD Mapping Control | 0 | 0 | 1 | 1 | 0 | 0 | 0 | # | # | # | Set LC[2:0] | 000b |
| 22. | Set Lookup Table | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | # | Set DC[5] | 0b |
| 23. | Set Shade Lookup Table | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | See Appendix Set Shade[S][5:0] | See Appendix |
| | | | | 0 | 0 | S - Shade number | | | | | | | |
| 24. | Set N-Line Inversion | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | 0 | 0 | Set NIV[6:0] | 51H |
| | | | | - | # | # | # | # | # | # | | | |
| 25. | Set Color Pattern | 0 | 0 | 1 | 1 | 0 | 1 | 0 | 0 | 0 | # | Set LC[5] | 0 (BGR) |
| 26. | Set Color Mode | 0 | 0 | 1 | 1 | 0 | 1 | 0 | 1 | # | # | Set LC[7:6] | 10b |
| 27. | Set COM Scan Function | 0 | 0 | 1 | 1 | 0 | 1 | 1 | - | # | # | Set CSF[1:0] | 00b |
| 28. | System Reset | 0 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 1 | 0 | System Reset | N/A |
| 29. | NOP | 0 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 1 | 1 | No operation | N/A |
| 30. | Set Test Control (double-byte command) | 0 | 0 | 1 | 1 | 1 | 0 | 0 | 1 | TT | | For testing only. Do not use. | N/A |
| | | 0 | 0 | # | # | # | # | # | # | # | # | | |
| 31. | Set LCD Bias Ratio | 0 | 0 | 1 | 1 | 1 | 0 | 1 | # | # | # | Set BR[2:0] | 011b: 12 |
| 32. | Set COM End | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 1 | Set CEN[6:0] | 127 |
| | | 0 | 0 | - | # | # | # | # | # | # | # | | |
| 33. | Set Partial Display Start | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 1 | 0 | Set DST[6:0] | 0 |
| | | 0 | 0 | - | # | # | # | # | # | # | # | | |
| 34. | Set Partial Display End | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 1 | 1 | Set DEN[6:0] | 127 |
| | | 0 | 0 | - | # | # | # | # | # | # | # | | |

| | Command | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Action | Default | |
|--|-------------------------------------|-----|-----|-----------|----|----|----------|----|------|----|----|-------------------------------------|-----------------------|-----|
| 35. | Set Window Program | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 0 | 0 | Shared with MTP Commands | Set WPC0 | 0 |
| | Starting Column Address | 0 | 0 | - | # | # | # | # | # | # | # | | Set WPP0 | 0 |
| 36. | Set Window Program | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 0 | 1 | | Set WPC1 | 127 |
| | Starting Row Address | 0 | 0 | - | # | # | # | # | # | # | # | | Set WPP1 | 127 |
| 37. | Set Window Program | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 1 | 0 | Set AC[3] | 0: Inside | |
| | Ending Column Address | 0 | 0 | - | # | # | # | # | # | # | # | | | |
| 38. | Set Window Program | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 1 | 1 | Set MTPC[4:0] | 10H | |
| | Ending Row Address | 0 | 0 | - | # | # | # | # | # | # | # | | | |
| 39. | Window Program Mode | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | Set MTPM[5:0] | 00H | |
| 40. | Set MTP Operation control | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | Set MTPM[5:0] | 00H | |
| | | 0 | 0 | - | - | - | # | # | # | # | # | | | |
| 41. | Set MTP Write Mask | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 1 | Set MTPM[5:0] | 00H | |
| | | 0 | 0 | - | - | # | # | # | # | # | # | | | |
| 42. | Set V _{MTP1} Potentiometer | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 0 | 0 | Shared with Window Program commands | Set MTP1 | N/A |
| | | 0 | 0 | # | # | # | # | # | # | # | # | | Set MTP2 | N/A |
| 43. | Set V _{MTP2} Potentiometer | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 0 | 1 | | Set MTP3 | N/A |
| | | 0 | 0 | # | # | # | # | # | # | # | # | | Set MTP4 | N/A |
| 44. | Set MTP Write Timer | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 1 | 0 | Set MTP4 | N/A | |
| | | 0 | 0 | # | # | # | # | # | # | # | # | | | |
| 45. | Set MTP Read Timer | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 1 | 1 | Set MTP4 | N/A | |
| | | 0 | 0 | # | # | # | # | # | # | # | # | | | |
| Serial Read Command (Enabled only in S8/S9 mode) | | | | | | | | | | | | | | |
| 46. | Get Status | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | Get status till chip disabled | Ver=0 Prod_Code=5H | |
| | | 0 | 1 | GE | MX | MY | WA | DE | WS | MD | MS | | | |
| | | 0 | 1 | Ver | | | PMO[5:0] | | | | | | | |
| | | 0 | 1 | Prod_code | | | PID[1:0] | | PID2 | EF | | | | |

NOTE:

- All bit patterns other than commands listed above, may result in undefined behavior.
- The interpretation of commands (41)~(45) depends on the setting of register MTPC[3].
 - Commands (42)~(45) are shared with commands (35)~(38). These two sets of commands share exactly the same code and control registers. When MTPC[3]=0, they are interpreted as Window Program commands and registers. When MTPC[3]=1, they function as MTP Control commands and registers.
- After MTP ERASE or PROGRAM operation, before resuming normal operation, please always
 - a) Remove TST4 power source,
 - b) Do a full V_{DD} ON-OFF-ON cycle.

COMMAND DESCRIPTION

(1) WRITE DATA TO DISPLAY MEMORY

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|------------|-----|-----|--------------------------|----|----|----|----|----|----|----|
| Write data | 1 | 0 | 8-bit data write to SRAM | | | | | | | |

UC1697a will convert input RAM data to 16-bit of RGB data. Please refer to command *Set Color Mode* for detail of data-write sequence.

Write Data Byte accesses Display Data RAM based on Page Address (PA) register and Column Address (CA) register. PA and CA can also be programmed directly by issuing *Set Row Address* and *Set Column Address* commands.

(2) GET STATUS & PMO

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|------------------|-----|-----|----------------|----|----|----------|----------|----|------|----|
| Get Status & PMO | 0 | 1 | GE | MX | MY | WA | DE | WS | MD | MS |
| | 0 | 1 | Ver | | | PMO[5:0] | | | | |
| | 0 | 1 | Prod_Code[3:0] | | | | PID[1:0] | | PID2 | EF |

Status1 definitions:

- GE*: Green Enhancing enable flag. Green Enhance Mode is disabled when GE = 1.
- MX*: Status of register LC[1], mirror X.
- MY*: Status of register LC[2], mirror Y.
- WA*: Status of register AC[0]. Automatic column/row wrap around.
- DE*: Display enable flag. DE=1 when display is enabled
- WS*: MTP Operation succeeded
- MD*: MTP Option (1 for MTP version, 0 for non-MTP version)
- MS*: MTP action status

Status2 definitions:

- Ve[1:0]*: Version Code. 00 ~ 11b.
- PMO[5:0]*: PM offset value.

Status3 definitions:

- Prod_Code*: 0101b (5h)
- PID[2:0]*: Provide external connection status of ID pins.
- EF*: ESD Flag. EF=1 when ESD strikes. **Default : 0**

If multiple *Get Status* commands are issued consecutively within one single CD 1⇒0⇒1 transaction, the *Get Status* command will return {Status1, Status2, Status3, Status1, Status2, Status3, Status1..} alternately.

(3) SET COLUMN ADDRESS

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|--------------------------------|-----|-----|----|----|----|----|-----|-----|-----|-----|
| Set Column Address LSB CA[3:0] | 0 | 0 | 0 | 0 | 0 | 0 | CA3 | CA2 | CA1 | CA0 |
| Set Column Address MSB CA[6:4] | 0 | 0 | 0 | 0 | 0 | 1 | 0 | CA6 | CA5 | CA4 |

Set SRAM column address for read/write access. CA is counted in RGB triplets, not individual SEG electrode.

CA value range: **0~127**

(4) SET TEMPERATURE COMPENSATION

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|-------------------------------|-----|-----|----|----|----|----|----|----|-----|-----|
| Set Temperature Comp. TC[1:0] | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | TC1 | TC0 |

Set V_{BIAS} temperature compensation coefficient (%-per-degree-C)

Temperature compensation curve definition:

00b = -0.00%/°C 01b = -0.10%/°C 10b = -0.15%/°C 11b = -0.05%/°C

(5) SET PANEL LOADING

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|---------------------------|-----|-----|----|----|----|----|----|----|-----|-----|
| Set Panel Loading PC[1:0] | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | PC1 | PC0 |

Set PC[1:0] according to the capacitance loading of LCD panel.

Panel loading definition:

0xb: LCD: ≤ 13nF **1xb: LCD: 13~22nF**

(6) SET PUMP CONTROL

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|--------------------------|-----|-----|----|----|----|----|----|----|-----|-----|
| Set Pump Control PC[3:2] | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | PC3 | PC2 |

Set PC[3:2] to program the build-in charge pump stages. Always make sure the IC is in a RESET state before changing PC[3:2] value. Avoid changing PC[3:2] setting when the display is enabled.

Pump control definition:

00b = External V_{LCD} **11b = Internal V_{LCD} (x11)**

(7) SET ADVANCED PROGRAM CONTROL

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|-----------------------|-----|-----|------------------------|----|----|----|----|----|----|----|
| Set APC[R][7:0] | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | R | R |
| (Double-byte command) | 0 | 0 | APC register parameter | | | | | | | |

Set APC1[7:0] or APC3[7:0]. ((RR)=01b or 11b). For UltraChip only. Please do NOT use.

(8) SET LRM ENABLE

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|-----------------------|-----|-----|-----|----|----|----|----|----|----|----|
| Set LRM | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 |
| (Double-byte command) | 0 | 0 | LRM | 1 | 0 | 1 | 1 | 1 | 1 | 1 |

LRM : Line Rate Modulation scheme switch.

0: LRM disabled **1: LRM enabled**

(9) SET COM SCAN CONTROL

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|-----------------------|-----|-----|-----|----|----|----|----|----|----|----|
| Set CSC | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 0 |
| (Double-byte command) | 0 | 0 | CSC | 1 | 0 | 1 | 1 | 0 | 0 | 0 |

Set COM Scan Method.

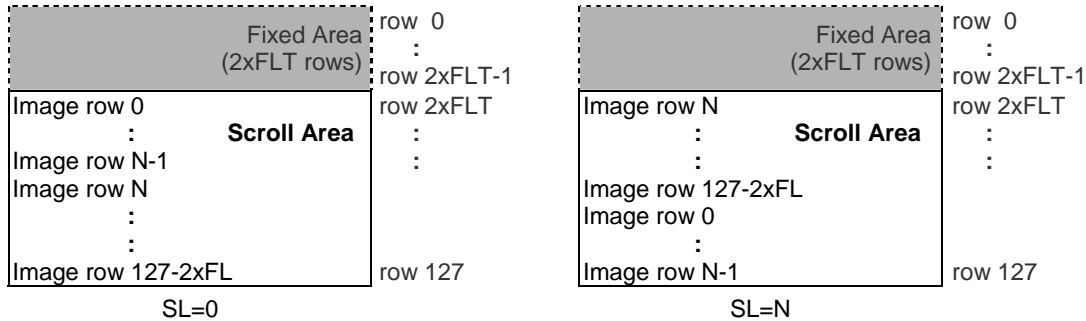
0: COM Progressive Scan (line by line) 1: COM Interlace Scan (every other line)

(10) SET SCROLL LINE

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|-----------------------------|-----|-----|----|----|----|----|-----|-----|-----|-----|
| Set Scroll Line LSB SL[3:0] | 0 | 0 | 0 | 1 | 0 | 0 | SL3 | SL2 | SL1 | SL0 |
| Set Scroll Line MSB SL[6:4] | 0 | 0 | 0 | 1 | 0 | 1 | 0 | SL6 | SL5 | SL4 |

Set the number of lines for scroll area.

Scroll line setting will scroll the displayed image up by SL rows. The valid value for SL is between 0 (no scrolling) and $127-2x(FLT+FLB)$ (full scrolling). FLT and FLB are the register values programmed by the Set Fixed Lines command.

**(11) SET ROW ADDRESS**

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|------------------------------|-----|-----|----|----|----|----|-----|-----|-----|-----|
| Set Row Address LSB RA [3:0] | 0 | 0 | 0 | 1 | 1 | 0 | RA3 | RA2 | RA1 | RA0 |
| Set Row Address MSB RA [6:4] | 0 | 0 | 0 | 1 | 1 | 1 | 0 | RA6 | RA5 | RA4 |

Set SRAM row address for read/write access.

Possible value = **0~127**

(12) SET V_{BIAS} POTENTIOMETER

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|--|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Set V _{BIAS} Potentiometer. PM [7:0] (Double-byte command) | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 |
| | 0 | 0 | PM7 | PM6 | PM5 | PM4 | PM3 | PM2 | PM1 | PM0 |

Program V_{BIAS} Potentiometer (PM[7:0]). See section *LCD Voltage Setting* for more detail.

Effective range: **0 ~ 255**

(13) SET LCD GRAY SHADE

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|---|-----|-----|----|----|----|----|----|----|----------|----|
| Set LCD Gray Shade (Double-byte command) | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 1 |
| | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | LGS[1:0] | |

This command is used for set the 4/8 Gray-shade select control.

LGS[0] : 4/8 Gray-shade ON/OFF. (Default **0**: OFF)

LGS[1] : Gray-shade Modulation mode.

0 : 4-shade Mode

1 : 8-shade Mode

(14) SET PARTIAL DISPLAY CONTROL

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|-------------------------------------|-----|-----|----|----|----|----|----|----|-----|-----|
| Set Partial Display Enable LC [9:8] | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | LC9 | LC8 |

This command is used to enable partial display function.

LC[9:8] : **0xb**: Disable Partial Display, Mux-Rate = CEN+1 (DST, DEN not used.)

10b: Enable Partial Display, Mux-Rate = CEN+1

11b: Enable Partial Display, Mux-Rate = DEN-DST+1+ LC[0]x(FLT+FLB)x2

(15) SET RAM ADDRESS CONTROL

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|--------------|-----|-----|----|----|----|----|----|-----|-----|-----|
| Set AC [2:0] | 0 | 0 | 1 | 0 | 0 | 0 | 1 | AC2 | AC1 | AC0 |

Program registers AC[2:0] for RAM address control.

AC[0]: WA, Automatic column/row wrap around.

0: CA or RA (depends on AC[1]= 0 or 1) will stop incrementing after reaching boundary

1: CA or RA (depends on AC[1]= 0 or 1) will restart, and RA or CA will increment by one step.

AC[1]: Auto-Increment order

0 : column (CA) increment (+1) first until CA reaches CA boundary, then RA will increment by (+/-1).

1 : row (RA) increment (+/-1) first until RA reach RA boundary, then CA will increment by (+1).

AC[2]: RID, row address (RA) auto increment direction (0/1 = +/- 1)

When WA=1 and CA reaches CA boundary, RID controls whether row address will be adjusted by +1 or -1.

AC[2:0] controls the auto-increment behavior of CA and RA. For Window Program enabling (AC[3]=ON), see section *Command Description* (36) ~ (39) for more details. If WPC[1:0] and WPP[1:0] values are the default values, the behavior of CA, RA auto-increment will be the same, no matter what the setting of AC[3] is.

(16) SET FIXED LINES

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|---|-----|-----|----------|----|----|----|----------|----|----|----|
| Set Fixed Lines {FLT, FLB} (Double-byte command) | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 0 | 0 | 0 |
| | 0 | 0 | FLT[3:0] | | | | FLB[3:0] | | | |

The fixed line function is used to implement the partial scroll function by dividing the screen into scroll and fixed area. The Set Fixed Lines command will define the fixed area, which will not be affected by the SL scroll function. The fixed area covers the top 2xFLT and bottom 2xFLB rows for mirror Y (MY) is 0, or covers the top 2xFLB and bottom 2xFLT rows for MY=1. One example of the visual effect on LCD is illustrated in the figure below.



When partial display mode is activated, the display of these 2x(FLT+FLB) lines is also controlled by LC[0]. Before turning on LC[0], please make sure

$$\begin{aligned} \text{MY}=0 \quad & \text{DST} \geq \text{FLT} \times 2 \\ & \text{DEN} \leq (\text{CEN} - \text{FLB} \times 2). \end{aligned}$$

$$\begin{aligned} \text{MY}=1 \quad & \text{DST} \geq \text{FLB} \times 2 \\ & \text{DEN} \leq (\text{CEN} - \text{FLT} \times 2) \end{aligned}$$

(17) SET LINE RATE

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|------------------------|-----|-----|----|----|----|----|----|----|-----|-----|
| Set Line Rate LC [4:3] | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | LC4 | LC3 |

Program LC [4:3] for line rate setting (Frame-Rate = Line-Rate / Mux-Rate). The line rate is automatically scaled down by 2/3, 1/2, 1/3 and 1/4 at Mux-Rate = 87, 65, 44 and 33.

| LC[4:3] | 32-shade | 8-shade | 4-shade | On/Off mode |
|---------|-------------|-------------|-------------|-------------|
| 00b | 20.1Klps | 12.7 | 17.2 | 5.5 |
| 01b | 24.4 | 15.4 | 20.9 | 6.6 |
| 10b | 29.6 | 18.6 | 25.3 | 8.0 |
| 11b | 35.8 | 22.6 | 30.7 | 9.7 |

(Klps: Kilo-Line-per-second)

(18) SET ALL PIXEL ON

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|-------------------------|-----|-----|----|----|----|----|----|----|----|-----|
| Set All Pixel ON DC [1] | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 0 | DC1 |

Set DC[1] to force all SEG drivers to output ON signals. This function has no effect on the existing data stored in display RAM.

(19) SET INVERSE DISPLAY

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|----------------------------|-----|-----|----|----|----|----|----|----|----|-----|
| Set Inverse Display DC [0] | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 1 | DC0 |

Set DC[0] to force all SEG drivers to output the inverse of the data (bit-wise) stored in display RAM. This function has no effect on the existing data stored in display RAM.

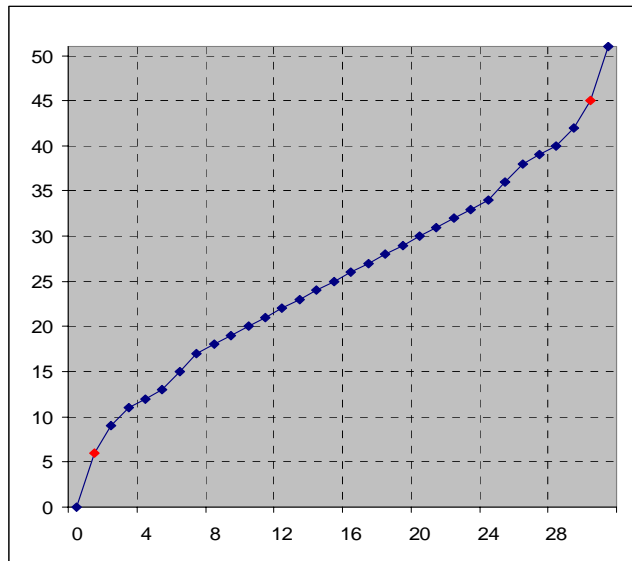
(20) SET DISPLAY ENABLE

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|-----------------------------|-----|-----|----|----|----|----|----|-----|-----|-----|
| Set Display Enable DC [4:2] | 0 | 0 | 1 | 0 | 1 | 0 | 1 | DC4 | DC3 | DC2 |

This command is for programming register DC[4:2].

When DC[2] is set to **0**, the IC will put itself into Sleep mode. All drivers, voltage generation circuit and timing circuit will be halted to conserve power. When DC[2] is set to **1**, UC1697a will first exit from Sleep mode, restore the power and then turn on COM drivers and SEG drivers. There is no other explicit user action or timing sequence required to enter or exit the Sleep mode.

DC[3] controls the gray shade modulation modes. UC1697a has two gray shade modulation modes: an On/Off mode and a 32-shade mode. The modulation curves are shown below. Horizontal axes are the gray shade data. The vertical axes are the ON-OFF ratio.



DC[4] Green Enhance Mode. Refer to command Set Color Mode for more information.

0b: Green Enhancing Mode enabled **1b: Green Enhancing Mode disabled**

NOTE:

1. For red and blue colors, shades mapped to data 1 and 30 (shown as red points above) are achieved by special dithering. This will be solved when the PWM function is enabled.
2. Green shades are created by combining FRC and special dithering. Six of the shades (1, 2, 3, 59, 60, and 61) are created by special dithering. This will be solved when the PWM function is enabled. Data 62 and 63 are mapped to the same shade.
3. When the internal DC-DC converter starts to operate and pump out current to V_{LCD} , there will be an in-rush pulse current between V_{DD2} and V_{SS2} initially. To avoid this current pulse from causing potential harmful noise, do NOT issue any command or write any data to UC1697a for 5~10mS after setting DC[2] to 1.

(21) SET LCD MAPPING CONTROL

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|----------------------------------|-----|-----|----|----|----|----|----|----|----|-----|
| Set LCD Mapping Control LC [2:0] | 0 | 0 | 1 | 1 | 0 | 0 | 0 | MY | MX | LC0 |

This command is used for programming LC[2:0] to control COM (row) mirror (MY), SEG (column) mirror (MX).

LC[2] controls Mirror Y (MY): MY is implemented by reversing the mapping order between RAM and COM electrodes. The data stored in RAM is not affected by the MY action. MY will have immediate effect on the display image.

LC[1] controls Mirror X (MX): MX is implemented by selecting the CA or 127-CA as write/read (from host interface) display RAM column address so this function will only take effect after rewriting the RAM data.

LC[0] controls whether soft icon sections (2xFLT, 2xFLB) are displayed during partial display mode.

(22) SET LOOKUP TABLE

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|--------------------------------|-----|-----|----|----|----|----|----|----|----|-----|
| Set Lookup Table Enable DC [5] | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | DC5 |

Lookup Table Control:

DC[5] : 0: **Lookup Table disable** 1: Lookup Table enable

(23) SET SHADE LOOKUP TABLE

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|--|-----|-----|----|----|---------------|----|----|----|----|----|
| Set Shade Lookup Table Shade[S][5:0] S=0~63 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 |
| | 0 | 0 | 0 | 0 | S | | | | | |
| | 0 | 0 | - | - | Shade[S][5:0] | | | | | |

S : Shade number. Range : 0~63.

For the setting of Shade0~Shade63, see Appendix.

(24) SET N-LINE INVERSION

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|---|-----|-----|----|------|------|------|------|------|------|------|
| Set N-line Inversion, NIV[6:0] (Double-byte command) | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | 0 | 0 |
| | 0 | 0 | - | NIV6 | NIV5 | NIV4 | NIV3 | NIV2 | NIV1 | NIV0 |

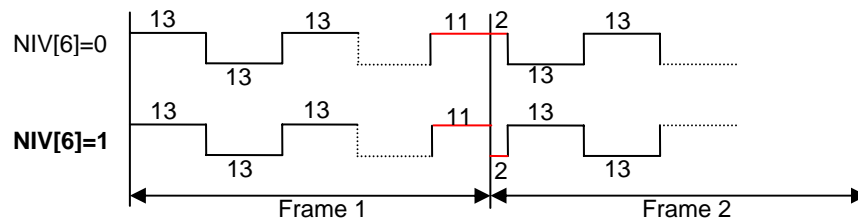
N-Line Inversion:

NIV[5:0]: 000000b: Disable

000001b ~ 111111b: 2~64 lines (**Default 010001: 18 lines**)

NIV[6]: 0b: non-XOR

1b: XOR



(25) SET COLOR PATTERN

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|--------------------------|-----|-----|----|----|----|----|----|----|----|-----|
| Set Color Pattern LC [5] | 0 | 0 | 1 | 1 | 0 | 1 | 0 | 0 | 0 | LC5 |

UC1697a supports on-chip swapping of R↔B data mapping to the SEG drivers.

| LC[5] | SEG1 | SEG2 | SEG3 | SEG4 | SEG5 | SEG6 | ... | SEG388 | SEG389 | SEG390 |
|-------|------|------|------|------|------|------|-----|--------|--------|--------|
| 0 | B | G | R | B | G | R | ... | B | G | R |
| 1 | R | G | B | R | G | B | ... | R | G | B |

The definition of R/G/B input data is determined by LC[7:6], as described in *Set Color Mode* below.

(26) SET COLOR MODE

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|-------------------------|-----|-----|----|----|----|----|----|----|-----|-----|
| Set Color Mode LC [7:6] | 0 | 0 | 1 | 1 | 0 | 1 | 0 | 1 | LC7 | LC6 |

Program color mode and RGB input pattern. Color mode (LC[7:6]) definition:

Note: For serial bus modes, please refer to 8-bit tables below.

Green Enhance Mode disabled (DC[4] = 1):

LC[7:6] = 00b (3R-3G-2B, 256-color)

Every 1 byte of RAM is used to store a set of 8-bit input RGB data. No dither is performed.

| Data Write Sequence (8-bit) | D[7:0] |
|----------------------------------|-------------------------|
| 1 st Write Data Cycle | R2 R1 R0 G2 G1 G0 B1 B0 |

LC[7:6] = 01b (4R-4G-4B, 4K-color)

Every 3 bytes of RAM are used to store 2 sets of 12-bit input RGB data. No dither is performed.

| Data Write Sequence (8-bit) | D[7:0] |
|----------------------------------|-------------------------|
| 1 st Write Data Cycle | R3 R2 R1 R0 G3 G2 G1 G0 |
| 2 nd Write Data Cycle | B3 B2 B1 B0 R3 R2 R1 R0 |
| 3 rd Write Data Cycle | G3 G2 G1 G0 B3 B2 B1 B0 |

LC[7:6] = 10b (5R-6G-5B, 64K-color)

Every 2 bytes of RAM are used to store 1 set of 16-bit input RGB data.

| Data Write Sequence (8-bit) | D[7:0] |
|----------------------------------|-------------------------|
| 1 st Write Data Cycle | R4 R3 R2 R1 R0 G5 G4 G3 |
| 2 nd Write Data Cycle | G2 G1 G0 B4 B3 B2 B1 B0 |

Green Enhance Mode enabled (DC[4]=0):

LC[7:6] = 00b (3R-3G-2B, 256-color)

The behavior does not change with DC[4] setting.

LC[7:6] = 01b (4R-5G-3B, 4K-color)

| Data Write Sequence (8-bit) | D[7:0] |
|----------------------------------|-------------------------|
| 1 st Write Data Cycle | R3 R2 R1 R0 G4 G3 G2 G1 |
| 2 nd Write Data Cycle | G0 B2 B1 B0 R3 R2 R1 R0 |
| 3 rd Write Data Cycle | G4 G3 G2 G1 G0 B2 B1 B0 |

LC[7:6] = 10b (5R-6G-5B, 64K-color)

The behavior does not change with DC[4] setting.

(27) SET COM SCAN FUNCTION

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|--------------------------------|-----|-----|----|----|----|----|----|----|------|------|
| Set COM Scan Function CSF[2:0] | 0 | 0 | 1 | 1 | 0 | 1 | 1 | - | CSF1 | CSF0 |

COM scan function

CSF[0]: LRM sequence option

0b: LRM sequence: AEBCD-AEBCD

1b: LRM sequence: AEBCD-EBCDA

CSF[1]: FRC option

0b: FRC Disable

1b: FRC Enable

(28) SYSTEM RESET

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|--------------|-----|-----|----|----|----|----|----|----|----|----|
| System Reset | 0 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 1 | 0 |

This command will activate the system reset. Control register values will be reset to their default values. Data stored in RAM will not be affected.

(29) NOP

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|--------------|-----|-----|----|----|----|----|----|----|----|----|
| No Operation | 0 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 1 | 1 |

This command is used for "no operation".

(30) SET TEST CONTROL

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|-----------------------|-----|-----|-------------------|----|----|----|----|----|----|----|
| Set TT | 0 | 0 | 1 | 1 | 1 | 0 | 0 | 1 | TT | |
| (Double-byte command) | 0 | 0 | Testing parameter | | | | | | | |

This command is used for UltraChip production testing. Do NOT use.

(31) SET LCD BIAS RATIO

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|-------------------------|-----|-----|----|----|----|----|----|-----|-----|-----|
| Set Bias Ratio BR [2:0] | 0 | 0 | 1 | 1 | 1 | 0 | 1 | BR2 | BR1 | BR0 |

Bias ratio definition:

000b = 6

001b = 10

010b = 11

011b = 12

100b = 9

(32) SET COM END

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|-----------------------|-----|-----|----|------------------------|----|----|----|----|----|----|
| Set CEN [6:0] | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 1 |
| (Double-byte command) | 0 | 0 | - | CEN register parameter | | | | | | |

This command programs the ending COM electrode. CEN defines the number of used COM electrodes, and it should correspond to the number of pixel-rows in the LCD. When the LCD has less than 128 pixel rows, the LCM designer should set CEN to $N-1$ (where N is the number of pixel rows) and use COM1 through COM- N as COM driver electrodes.

(33) SET PARTIAL DISPLAY START

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|-----------------------|-----|-----|----|------------------------|----|----|----|----|----|----|
| Set DST [6:0] | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 1 | 0 |
| (Double-byte command) | 0 | 0 | - | DST register parameter | | | | | | |

This command programs the starting COM electrode, which has been assigned a full scanning period and will output an active COM scanning pulse.

(34) SET PARTIAL DISPLAY END

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|--|-----|-----|----|------------------------|----|----|----|----|----|----|
| Set DEN [6:0] (Double-byte command) | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 1 | 1 |
| | 0 | 0 | - | DEN register parameter | | | | | | |

This command programs the ending COM electrode, which has been assigned a full scanning period and will output an active COM scanning pulse.

CEN, DST, and DEN are 0-based indexes of COM electrodes. They control only the COM electrode activity, and do not affect the mapping of display RAM to each COM electrodes. The image displayed by each pixel row is therefore not affected by the setting of these three registers.

When LC[9]=1, two partial display modes are possible with UC1697a:

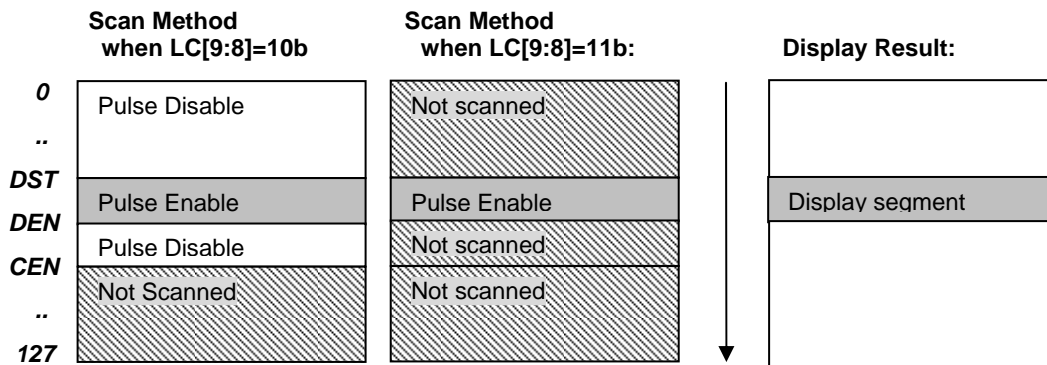
- LC[8]=1: ON-OFF only, ultra-low-power mode (if Mux-Rate ≤ 33, set BR=6).
- LC[8]=0: Full gray shade low power mode (BR and PM stays the same)

When LC[9:8]=10b, the Mux-Rate is still CEN+1. This is achieved by suppressing only the scanning pulses, but not the scanning time slots, for COM electrodes that is outside of DST~DEN. Under this mode, the gray-scale quality of the display is preserved, while the power can be reduced significantly.

When LC[9:8]=11b, the Mux-Rate is narrowed down DEN-DST + 1 + 2x(FLT+FLB)xLC[0]. When MUX rate is reduced, reduce the line rate accordingly to reduce power. Changing MUX rate also require BR and V_{LCD} to be readjusted. When Mux-Rate is under 33, it is recommend to set BR=6.

For minimum power consumption, set LC[9:8]=11b, set (DST, DEN, FL, CEN) to minimize MUX rate, use slowest line rate which satisfies the flicker requirement, use On-Off mode, set PC[1:0]=00b, and use lowest BR, lowest V_{LCD} which satisfies the contrast requirement.

In either case, DST/DEN defines a small subsection of the display which will remain active while shutting down all the rest of the display to conserve energy.



(35) SET WINDOW PROGRAM STARTING COLUMN ADDRESS

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|---|-----|-----|----|-------------------------|----|----|----|----|----|----|
| Set WPC0 [6:0] (Double-byte command) | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 0 | 0 |
| | 0 | 0 | - | WPC0 register parameter | | | | | | |

This command is to program the starting column address of RAM program window.

(36) SET WINDOW PROGRAM STARTING ROW ADDRESS

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|---|-----|-----|----|-------------------------|----|----|----|----|----|----|
| Set WPP0 [6:0] (Double-byte command) | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 0 | 1 |
| | 0 | 0 | - | WPP0 register parameter | | | | | | |

This command is to program the starting row address of RAM program window.

(37) SET WINDOW PROGRAM ENDING COLUMN ADDRESS

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|---|-----|-----|----|-------------------------|----|----|----|----|----|----|
| Set WPC1 [6:0] (Double-byte command) | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 1 | 0 |
| | 0 | 0 | - | WPC1 register parameter | | | | | | |

This command is to program the ending column address of RAM program window.

(38) SET WINDOW PROGRAM ENDING ROW ADDRESS

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|---|-----|-----|----|-------------------------|----|----|----|----|----|----|
| Set WPP1 [6:0] (Double-byte command) | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 1 | 1 |
| | 0 | 0 | - | WPP1 register parameter | | | | | | |

This command is to program the ending row address of RAM program window.

(39) SET WINDOW PROGRAM MODE

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|---------------------------------|-----|-----|----|----|----|----|----|----|----|-----|
| Set Window Program Enable AC[3] | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | AC3 |

This command controls the Window Program function.

AC[3]=0: Inside Mode

When Window Programming is under “Inside” mode , the CA and RA increment and wrap-around will be performed automatically around the boundaries as defined by registers WPC0, WPC1, WPP0, and WPP1, so that the CA/RA address will stay *within* the defined window of SRAM address, and therefore allow effective data update within the window.

AC[3]=1: Outside Mode

When Window Programming is under “Outside” mode, the CA and RA increment and wrap-around boundary will cover the entire UC1697a SRAM map (CA: 0~127, RA:0~127). However, when CA/RA points to a memory location within the window defined by registers WPC0, WPC1, WPP0, and WPP1, the SRAM data update operation will be suspended, the existing data will be retained and the input data will be ignored.

The direction of Window Program will depend on the WA (AC[0]), RID (AC[2]), auto-increment order (AC[1]) and MX (LC[1]) register setting.

- WA decides whether the program RAM address advances to next row/column after reaching the specified window column / row boundary.
- RID controls the RAM address incrementing from WPP0 toward WPP1 (RID=0) or reverse the direction (RID=1).
- Auto-increment order directs the RAM address increment vertically (AC[1]=1) or horizontally (AC[1]=0).
- MX results the RAM column address incrementing from 127-WPC0 to 127-WPC1 (MX=1) or WPC0 to WPC1 (MX=0).

By different combination of RID, AC[1], MX, and by setting CA, RA at proper corners of the “window”, effects such as mirrors and rotations can be easily achieved.

Setting or resetting AC[3] does not affect the values of CA and RA. So, always remember to reposition CA and RA properly after changing the setting of AC[3].

(40) SET MTP OPERATION CONTROL

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|---|-----|-----|----|----|----|-------------------------|----|----|----|----|
| Set MTPC [4:0] (Double-byte command) | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 |
| | 0 | 0 | - | - | - | MTPC register parameter | | | | |

This command is for MTP operation control:

MTPC[2:0] : MTP command

- 000 : Sleep
- 010 : MTP Erase
- 1xx : For UltraChip use only.
- 001 : MTP Read
- 011 : MTP Program

MTPC[3] : MTP Enable (automatically cleared each time after MTP command is done)

MTPC[4] : MTP value valid (ignore MTP value when L)

DC[2] and MTPC[3] are mutually exclusive. Only one of these two control flags can be set to ON at any time. In other words, when DC[2] is ON, all MTP operations will be blocked, and, when MTP operation is active, set DC[2] to 1 will be blocked.

| Display Data Direction | Function Setting | | | Image in Display Data Ram (Physical origin: upper left corner) |
|--------------------------------------|------------------|----------|-----------|---|
| | AIO AC[1] | MX LC[1] | RID AC[2] | |
| Normal | 0 | 0 | 0 | |
| Y-mirror | 0 | 0 | 1 | |
| X-mirror | 0 | 1 | 0 | |
| X-mirror Y-mirror | 0 | 1 | 1 | |
| X-Y Exchange | 1 | 0 | 0 | |
| X-Y Exchange Y-mirror | 1 | 0 | 1 | |
| X-Y Exchange X-mirror | 1 | 1 | 0 | |
| X-Y Exchange X-mirror Y-mirror | 1 | 1 | 1 | |

The following commands, (41) ~ (45), are used as MTP commands only when MTPC[3]=1.

(41) SET MTP WRITE MASK

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|---|-----|-----|----|----|-------------------------|----|----|----|----|----|
| Set MTPM [5:0] (Triple-byte command) | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 1 |
| | 0 | 0 | - | - | MTPM register parameter | | | | | |

This command enables Write to each of the individual MTP bits. When MTPM[x]=1, the x-th bit of the MTP memory will be programmed to “1”. MTPM[x]=0 means no Write action for x-th bit. And the content of this bit will not change.

The amount of “programming current” increases with the number of 1’s in MTPM. If the “programming current” appears to be too high for the LCM design (e.g. TST4 ITO trace is not wide enough to supply the current), use multiple write cycles and distribute the 1’s evenly into these cycles.

MTPM[5:0] : Set PMO value

(42) SET V_{MTP1} POTENTIOMETER

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|-----------------------------------|-----|-----|---------------------------|----|----|----|----|----|----|----|
| Set MTP1 (Double-byte command) | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 0 | 0 |
| | 0 | 0 | Shared register parameter | | | | | | | |

This command is for fine tuning V_{OPT1} setting (with BR=000).

(43) SET V_{MTP2} POTENTIOMETER

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|-----------------------------------|-----|-----|---------------------------|----|----|----|----|----|----|----|
| Set MTP2 (Double-byte command) | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 0 | 1 |
| | 0 | 0 | Shared register parameter | | | | | | | |

This command is for fine tuning V_{MTP2} PM setting (with BR=001).

(44) SET MTP WRITE TIMER

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|-----------------------------------|-----|-----|---------------------------|----|----|----|----|----|----|----|
| Set MTP3 (Double-byte command) | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 1 | 0 |
| | 0 | 0 | Shared register parameter | | | | | | | |

This command is only valid when MTPC[3]=1.

(45) SET MTP READ TIMER

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|-----------------------------------|-----|-----|---------------------------|----|----|----|----|----|----|----|
| Set MTP4 (Double-byte command) | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 1 | 1 |
| | 0 | 0 | Shared register parameter | | | | | | | |

This command is only valid when MTPC[3]=1.

Serial Read Command (Enable only in S8/S9 mode):

(46) GET STATUS

| Action | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|------------------|-----|-----|----------------|----|----|----------|----------|------|----|----|
| Get Status & PMO | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 |
| | 0 | 1 | GE | MX | MY | WA | DE | WS | MD | MS |
| | 0 | 1 | Ver | | | PMO[5:0] | | | | |
| | 0 | 1 | Prod_Code[3:0] | | | | PID[1:0] | PID2 | EF | |

LCD VOLTAGE SETTING

MULTIPLEX RATES

Multiplex Rate is completely software programmable in UC1697a via registers CEN, DST, DEN, FLT, FLB, and partial display control flags LC[9:8] and LC[0].

Combined with low power partial display mode and a low bias ratio of 6, UC1697a can support wide variety of display control options. For example, when a system goes into stand-by mode, a large portion of LCD screen can be turned off to conserve power.

BIAS RATIO SELECTION

Bias Ratio (*BR*) is defined as the ratio between V_{LCD} and V_{BIAS} , i.e.

$$BR = V_{LCD} / V_{BIAS},$$

where $V_{BIAS} = V_{B1+} - V_{B1-} = V_{B0+} - V_{B0-}$.

The theoretical optimum *Bias Ratio* can be estimated by $\sqrt{Mux} + 1$. *BR* of value 15~20% lower/higher than the optimum value calculated above will not cause significant visible change in image quality.

Due to the nature of STN operation, an LCD designed for good gray-shade performance at high Mux Rate (e.g. MR=128), can generally perform very well as a black and white display, at lower Mux Rate. However, it is also true that such technique generally can not maintain LCD's quality of gray shade performance, since the contrast of the LCD will increase as Mux Rate decreases, and the shades near the two ends of the spectrum will start to lose visibility.

UC1697a supports five *BR* as listed below. *BR* can be selected by software program.

| BR | 0 | 1 | 2 | 3 | 4 |
|------------|---|----|----|----|---|
| Bias Ratio | 6 | 10 | 11 | 12 | 9 |

Table 1: Bias Ratios

TEMPERATURE COMPENSATION

Four different temperature compensation coefficients can be selected via software. The four coefficients are given below:

| TC | 0 | 1 | 2 | 3 |
|----------|-------|-------|-------|-------|
| % per °C | -0.00 | -0.10 | -0.15 | -0.05 |

Table 2: Temperature Compensation

V_{LCD} GENERATION

V_{LCD} may be supplied either by internal charge pump or by external power supply. The source of V_{LCD} is controlled by PC[3:2].

When V_{LCD} is generated internally, the voltage level of V_{LCD} is determined by three control registers: *BR* (Bias Ratio), *PM* (Potentiometer), and *TC* (Temperature Compensation), with the following relationship:

$$V_{LCD} = (C_{V0} + C_{PM} \times PM) \times (1 + (T - 25) \times C_T \%)$$

where

C_{V0} and C_{PM} are two constants, whose value depends on the setting of *BR* register, as illustrated in the table on the next page,

PM is the numerical value of *PM* register,

T is the ambient temperature in °C, and

C_T is the temperature compensation coefficient as selected by *TC* register.

V_{LCD} AND CONTRAST FINE TUNING

Color STN LCD is sensitive to even a 0.5% mismatch between IC driving voltage and the V_{OP} of LCD. It is very difficult for LCD makers to guarantee such high precision matching of parts from different vendors. It is therefore necessary to adjust V_{LCD} to precisely match the actual V_{OP} of each LCD.

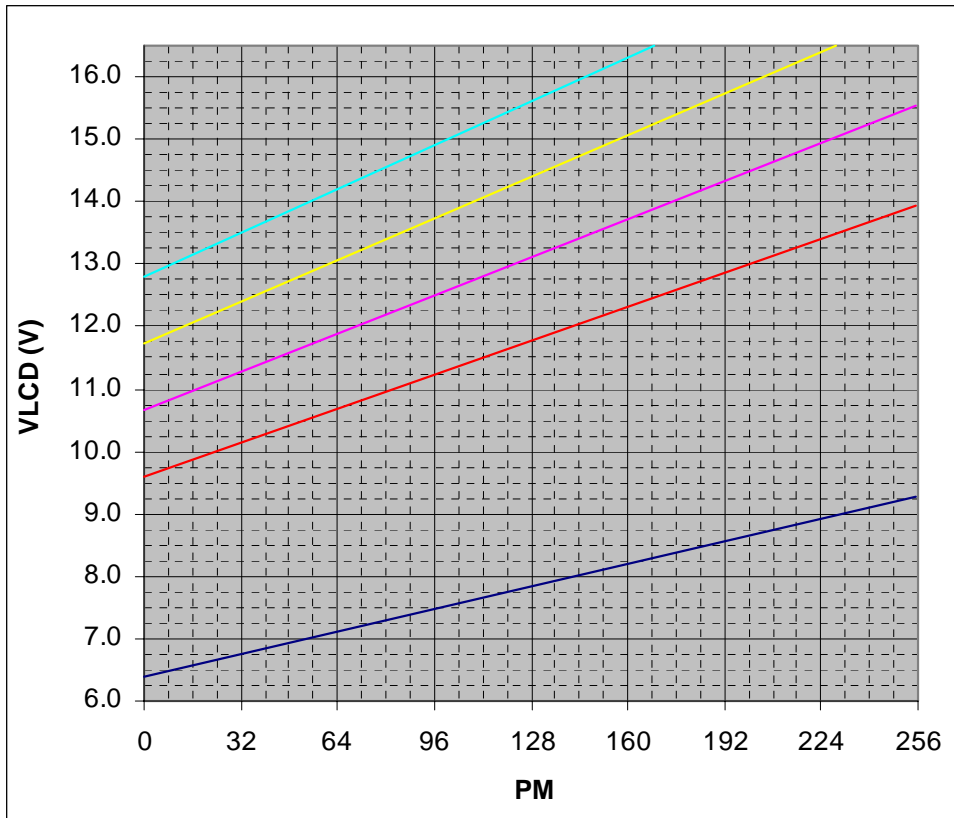
For the best results, software or MTP based V_{LCD} adjustment is the recommended method for V_{LCD} fine tuning. System designers should always consider the contrast fine tuning requirement before finalizing on the LCM design.

LOAD DRIVING STRENGTH FOR COG

The power supply circuit of UC1697a is designed to handle LCD panels with loading up to ~16nF using 7-Ω/Sq ITO glass with $V_{DD2/3} \geq 2.8V$. For larger LCD panels, use lower resistance ITO glass.

Due to crosstalk consideration, ~16nF is also the recommended maximum LCD panel loading for COG applications. Using 4.5-Ω/Sq low resistance ITO glass for the IC bonding substrate can help improve image quality and operation tolerance.

V_{LCD} QUICK REFERENCE



| BR | C _{v0} (V) | C _{PM} (mV) | PM_reg | V _{LCD} (V) |
|----|---------------------|----------------------|--------|----------------------|
| 6 | 6.089 | 12.49 | 0 | 6.09 |
| | | | 255 | 9.27 |
| 10 | 10.201 | 20.92 | 0 | 10.20 |
| | | | 255 | 15.54 |
| 11 | 11.232 | 23.05 | 0 | 11.23 |
| | | | 229 | 16.51 |
| 12 | 12.262 | 25.16 | 0 | 12.26 |
| | | | 169 | 16.51 |
| 9 | 9.153 | 18.77 | 0 | 9.15 |
| | | | 255 | 13.94 |

V_{LCD}-PM-BR relationship at 25°C

NOTE:

1. For good product reliability, please keep V_{LCD} under **16.5V** over all temperature.
2. The integer values of BR above are for reference only and may have slight shift.

Hi-V GENERATOR REFERENCE CIRCUIT

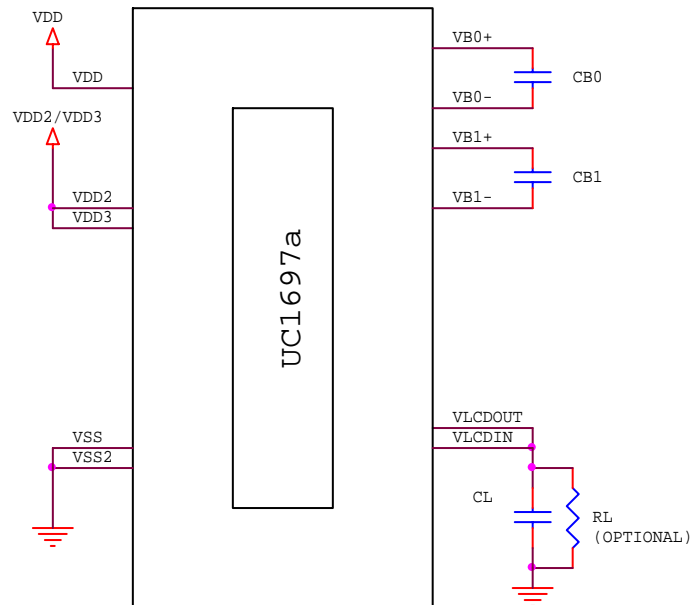


FIGURE 1: Sample circuit using internal Hi-V generator circuit

NOTE:

Sample component values: (The illustrated circuit and component values are for reference only. Please optimize for specific requirements of each application.)

C_{B0-1} : 2.2 μ F/5V or 100~250 x LCD load capacitance.

C_L : 330 nF (25V) is appropriate for most applications.

R_L : 3.3M ~10 M Ω to act as a draining circuit when V_{DD} is shut down abruptly.

LCD DISPLAY CONTROLS

CLOCK & TIMING GENERATOR

UC1697a contains a built-in system clock. All required components for the clock oscillator are built-in. No external parts are required.

Four different line rates are provided for system design flexibility. The line rate is controlled by register LC[4:3]. When Mux-Rate is above 88, frame rate is calculated as:

$$\text{Line-Rate} = \text{Frame Rate} \times \text{Mux-Rate.}$$

When Mux-Rate is lowered to 87, 65, 44 and 33, line rate will be scaled down automatically by 1.5, 2, 3 and 4 times to reduce power consumption.

Flicker-free frame rate is dependent on LC material and gray-shade modulation scheme. Line rate 30 Kfps or higher is recommended for 32-shade mode. Choose lower frame rate for lower power, and choose higher frame rate to improve LCD contrast and minimize flicker.

When switching from 32-shade modulation to On/Off mode, line rate will be scaled down automatically by ~30% to reduce power.

Under most situations, flicker behavior is similar between these two modulation schemes. However, it is recommended to test each mode to make sure the result is as expected.

DRIVER MODES

COM and SEG drivers can be in either Idle mode or Active mode, controlled by Display Enable flag (DC[2]). When SEG drivers are in Idle mode, they will be connected together to ensure zero DC condition on the LCD.

DRIVER ARRANGEMENTS

The naming convention is COM(x), where x = 1~128, referring to the COM driver for the x-th row of pixels on the LCD panel.

The mapping of COM(x) to LCD pixel rows is fixed and it is not affected by SL, CST, CEN, DST, DEN, MX or MY settings.

DISPLAY CONTROLS

There are three groups of display control flags in the control register DC: Driver Enable (DE), All-Pixel-ON (APO) and Inverse (PXV). DE has the overriding effect over PXV and APO.

DRIVER ENABLE (DE)

Driver Enable is controlled by the value of DC[2] via the *Set Display Enable* command. When DC[2] is set to OFF (logic "0"), both COM and SEG drivers will become idle and UC1697a will put itself into Sleep mode to conserve power.

When DC[2] is set to ON, the DE flag will become "1", and UC1697a will first exit from Sleep mode, restore the power (V_{LCD} , V_D etc.) and then turn on COM and SEG drivers.

ALL PIXELS ON (APO)

When set, this flag will force all SEG drivers to output ON signals, disregarding the data stored in the display buffer.

This flag has no effect when Display Enable is OFF and it has no effect on data stored in RAM.

INVERSE (PXV)

When this flag is set to ON, SEG drivers will output the inverse of the value it received from the display buffer RAM (bit-wise inversion). This flag has no impact on data stored in RAM.

PARTIAL SCROLL

Control register FLT and FLB specify two regions of rows which are not affected by the SL register. Since SL register can be used to implement scroll function. FLT and FLB registers can be used to implement fixed regions when the other part of the display is scrolled by SL.

PARTIAL DISPLAY

UC1697a provides flexible control of Mux Rate and active display area. Please refer to commands *Set COM End*, *Set Partial Display Start*, and *Set Partial Display End* for more detail.

GRAY-SHADE MODULATION MODE

UC1697a has 4 gray-shade modulation modes: 32-shade, 8-shade, 4-shade, and On/Off mode.

The On/Off mode will consume roughly 40~45% less power than the 32-shade mode, and can be used for situations where power consumption is more critical than color fidelity.

Changing gray-shade modulation mode does not affect the content of SRAM display buffer, and the image data will remain the same after switching back and forth between On/Off mode and 32-shade mode.

INPUT COLOR FORMATS

UC1697a supports the following two different input color formats.

256C (8-bit/RGB): In this color mode, R/G/B will be extended and the input data will be converted into 3R-3G-2B format before they are stored to display RAM.

4KC (12-bit/RGB): In this color mode, R/G/B will be extended and the input data will be converted into 5R-6G-5B format before they are stored to display RAM.

64KC (16-bit/RGB): This is the native color mode. Data will be stored directly to on-chip SRAM in 5R-6G-5B (16-bit) format (except shade1 and shade30, which are achieved by special dithering. See command `Set Display Enable` for more details). This is the default input format mode.

Changing color mode does not affect the content already stored in the display buffer RAM. Users can mix several color modes together and switch among them in real time.

For example, the menu portion can be painted in 4K-color mode for fast update speed, and then switch to 64K-color mode, together with window programming function to effectively produce smooth graphics images.

ITO LAYOUT AND LC SELECTION

Since COM scanning pulses of UC1697a can be as short as 15µS, it is critical to control the RC delay of COM and SEG signal to minimize crosstalk and maintain good mass production consistency.

COM TRACES

Excessive COM scanning pulse RC decay can cause fluctuation of contrast and increase COM direction crosstalk.

Please limit the worst case of COM signals RC delay ($R_{C_{MAX}}$) as calculated below

$$(R_{ROW} / 2.7 + R_{COM}) \times C_{ROW} < 0.9\mu S$$

where

C_{ROW} : LCD loading capacitance of one row of pixels. It can be calculated by $C_{LCD}/Mux-Rate$, where C_{LCD} is the LCD panel capacitance.

R_{ROW} : ITO resistance over one row of pixels within the active area

R_{COM} : COM routing resistance from IC to the active area + COM driver output impedance.

In addition, please limit the min-max spread of RC decay to be:

$$| R_{C_{MAX}} - R_{C_{MIN}} | < 0.22\mu S$$

so that the COM distortions on the top of the screen to the bottom of the screen are uniform.

(Use worst case values for all calculations)

SEG TRACES

Excessive SEG signal RC decay can cause image dependent changes of medium gray shades and sharply increase of SEG direction crosstalk.

For good image quality, please minimize SEG ITO trace resistance and limit the worst case of SEG signal RC delay as calculated below.

$$(R_{COL} / 2.7 + R_{SEG}) \times C_{COL} < 0.25\mu S$$

where

C_{COL} : LCD loading capacitance of one pixel column. It can be calculated by $C_{LCD} / \#_column$, where C_{LCD} is the LCD panel capacitance.

R_{COL} : ITO resistance over one column of pixels within the active area

R_{SEG} : SEG routing resistance from IC to the active area + SEG driver output impedance.

(Use worst case values for all calculations)

SELECTING LIQUID CRYSTAL

The selection of LC material is crucial to achieve the optimum image quality of finished LCM.

When $(V_{90}-V_{10})/V_{10}$ is too high, image contrast and color saturation will deteriorate, and images will look murky and dull.

When $(V_{90}-V_{10})/V_{10}$ is too small, image contrast will become too strong, visibility of shades will suffer, and crosstalk may increase sharply for medium shades.

For the best result, it is recommended the LC material has the following characteristics:

$$(V_{90}-V_{10})/V_{10} = (V_{ON}-V_{OFF})/V_{OFF} \times 0.72\sim 0.80$$

where V_{90} and V_{10} are the LC characteristics, and V_{ON} and V_{OFF} are the ON and OFF V_{RMS} voltage produced by LCD driver IC at the specific Mux-rate.

Two examples are provided below:

| Duty | Bias | $V_{ON}/V_{OFF} - 1$ | x0.80 | x0.72 |
|-------|------|----------------------|-------|-------|
| 1/128 | 1/12 | 8.95% | 7.2% | 6.4% |
| 1/128 | 1/11 | 8.85% | 7.1% | 6.4% |

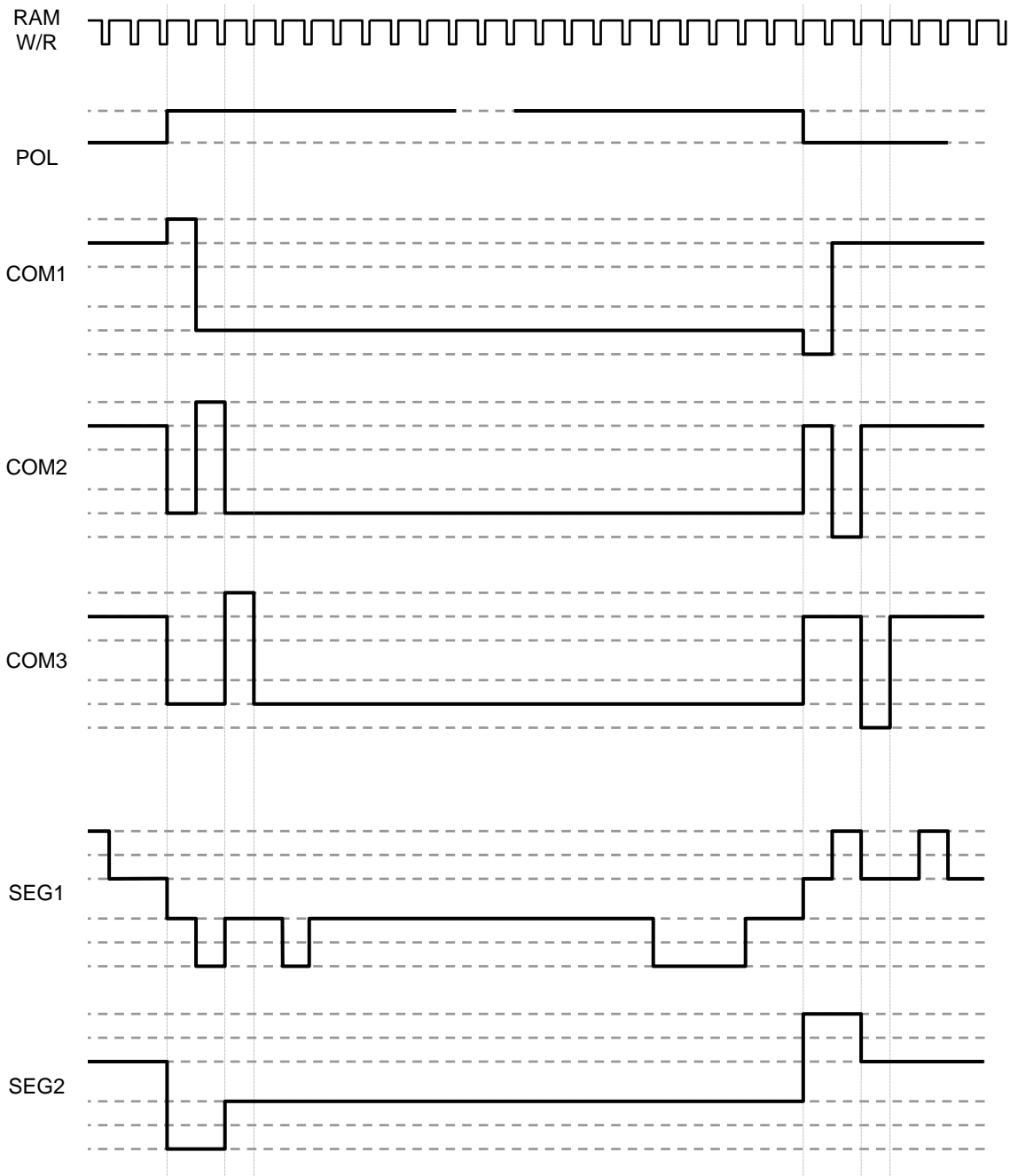


FIGURE 2: COM and SEG Driving Waveform

HOST INTERFACE

As summarized in the table below, UC1697a supports 2 parallel bus protocols (8080 & 6800) in 8-bit bus width, and 2 serial bus protocols (S8 and S9).

Designers can either use parallel buses to achieve high data transfer rate, or use serial buses to create compact LCD modules.

| | | Bus Type | | | |
|---------------------|-------------|-----------------|-------------------|--------------------|----------|
| | | Parallel | | Serial | |
| | | 8080 | 6800 | S8 | S9 |
| Width | | 8-bit | | (4-wire) | (3-wire) |
| Access | | Read / Write | | | |
| Control & Data Pins | BM[1:0] | 00 | 01 | 11 | 10 |
| | CS[1:0] | Chip Select | | | |
| | CD | Control / Data | | | 0 |
| | WR0 | \overline{WR} | R/ \overline{W} | 0 | |
| | WR1 | \overline{RD} | EN | 0 | |
| | D[7:4, 2:1] | Data | Data | -- (Note) | |
| | D[3, 0] | Data | Data | D[3]=SDA, D[0]=SCK | |

Note: Connect unused control pins and data bus pins to V_{DD} or V_{SS}

| | CS Disable Interface | CS Init bus state | CD 1 \leftrightarrow 0 Init bus state | CD 1 \rightarrow 0 Init color mapping | RESET Init bus state | RESET Init color mapping |
|----------|----------------------|-------------------|---|---|----------------------|--------------------------|
| 8-bit | ✓ | – | – | ✓ | ✓ | ✓ |
| S8 or S9 | ✓ | ✓ | – | ✓ | ✓ | ✓ |

- CS disable bus interface – CS can be used to disable Bus Interface Write / Read Access.
- CD refers to CD transitions within valid CS window. CD = 0 means write command or read status.
- CS Sync / RESET can be used to initialize bus state machine.
- RESET can be pin reset / soft reset / power on reset.
- CD can be used to initialize the multi-byte input RGB format to/from on-chip SRAM mapping.

Table 3: Host interfaces Summary

PARALLEL INTERFACE

The timing relationship between UC1697a internal control signal RD, WR and their associated bus actions are shown in the figure below.

The Display RAM read interface is implemented as a two-stage pipe-line. This architecture requires a dummy read cycle to be performed before the actual data can propagate through the pipe-line and be read from data port D, every time memory address is modified by either *Set CA*, or *Set RA* command.

There is no pipeline in write interface of Display RAM. Data is transferred directly from bus buffer to internal RAM on the rising edges of write pulses.

8-BIT BUS OPERATION

UC1697a supports 8-bit bus width.

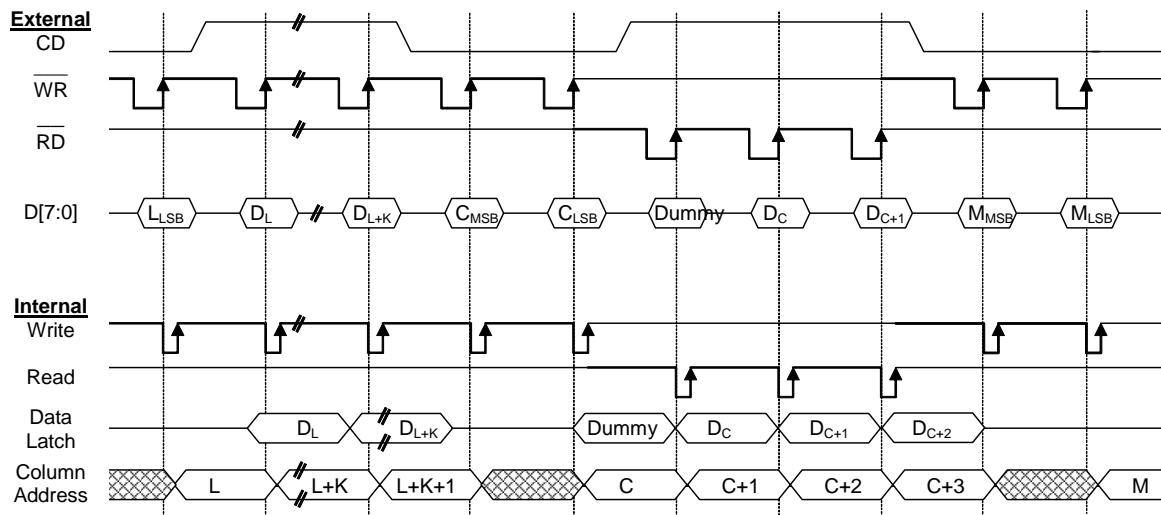


FIGURE 3: 8-bit Parallel Interface & Related Internal Signals

SERIAL INTERFACE

UC1697a supports 2 serial modes, a 4-wire SPI mode (S8) and a 3-wire mode (S9). Bus interface mode is determined by the wiring of the BM[1:0].

S8 (4-WIRE) INTERFACE

Pins CS[1:0] are used for chip select and bus cycle reset. Pin CD is used to determine the content of the data been transferred. During each write cycle, 8 bits of data, MSB first, are latched on eight rising SCK edges into an 8-bit data holder.

If CD=0, the data byte will be decoded as command. If CD=1, this 8-bit will be treated as data and transferred to proper address in the Display Data RAM on the rising edge of the last SCK pulse. Pin CD is examined when SCK is pulled low for the LSB (D0) of each token.

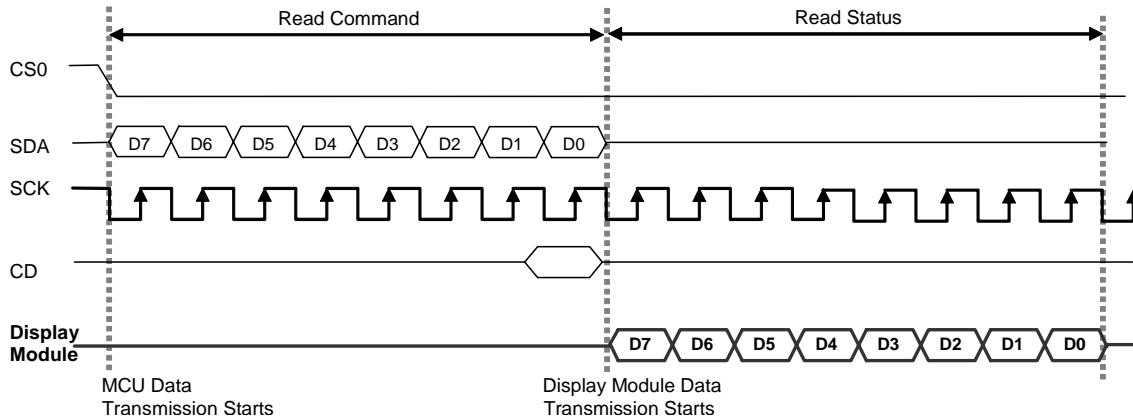


FIGURE 4.a: 4-wire Serial Interface (S8) – Read

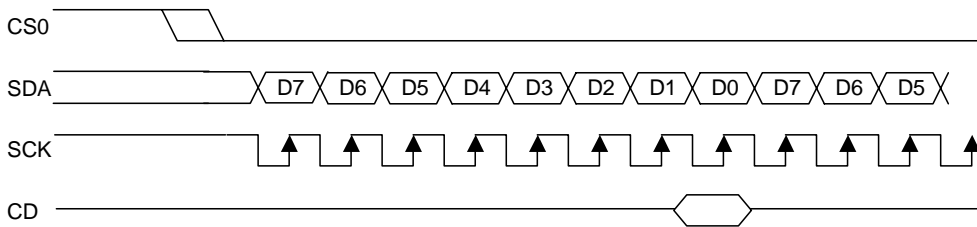


FIGURE 4.b: 4-wire Serial Interface (S8) – Write

S9 (3-WIRE) INTERFACE

Pins CS[1:0] are used for chip select and bus cycle reset. On each write cycle, the first bit is CD, which determines the content of the following 8 bits of data, MSB first. These 8 command/data bits are latched on rising SCK edges into an 8-bit data holder. If CD=0, the data byte will be decoded as command. If CD=1, this

8-bit will be treated as data and transferred to proper address in the Display Data RAM at the rising edge of the last SCK pulse.

By sending CD information explicitly in the bit stream, control pin CD is not used, and should be connected to either V_{DD} or V_{SS}. The toggle of CS0 or CS1 for each byte of data/command is recommended but optional.

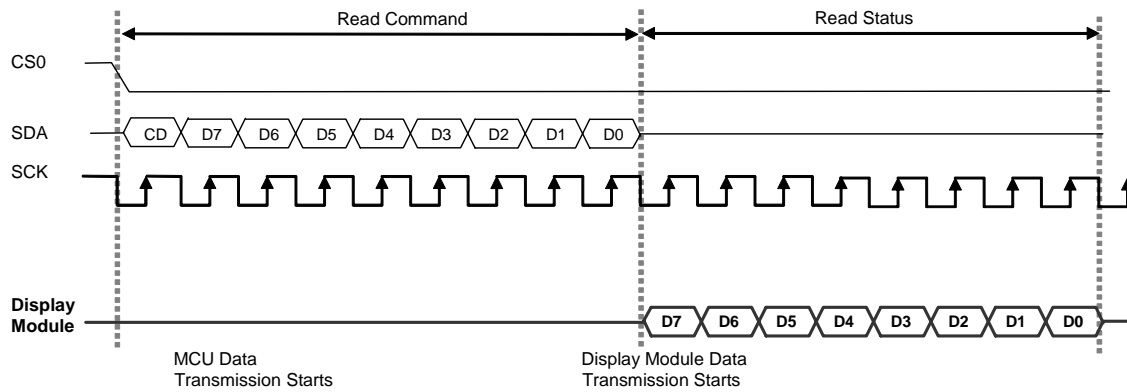


FIGURE 5.a: 3-wire Serial Interface (S9) – Read

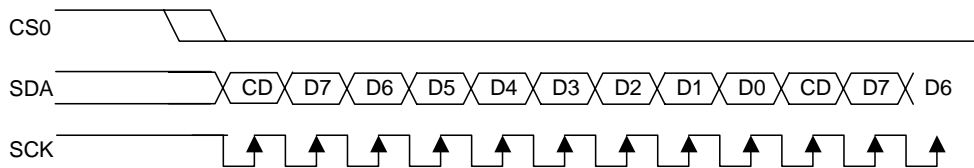


FIGURE 5.b: 3-wire Serial Interface (S9) – Write

HOST INTERFACE REFERENCE CIRCUIT

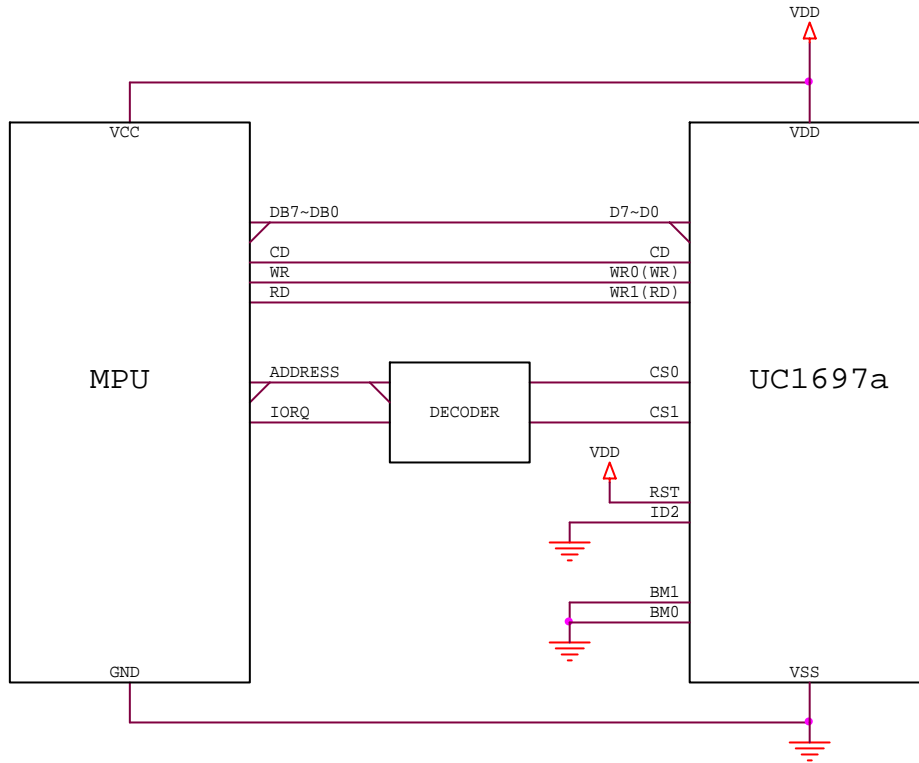


FIGURE 6: 8080/8-bit parallel mode example

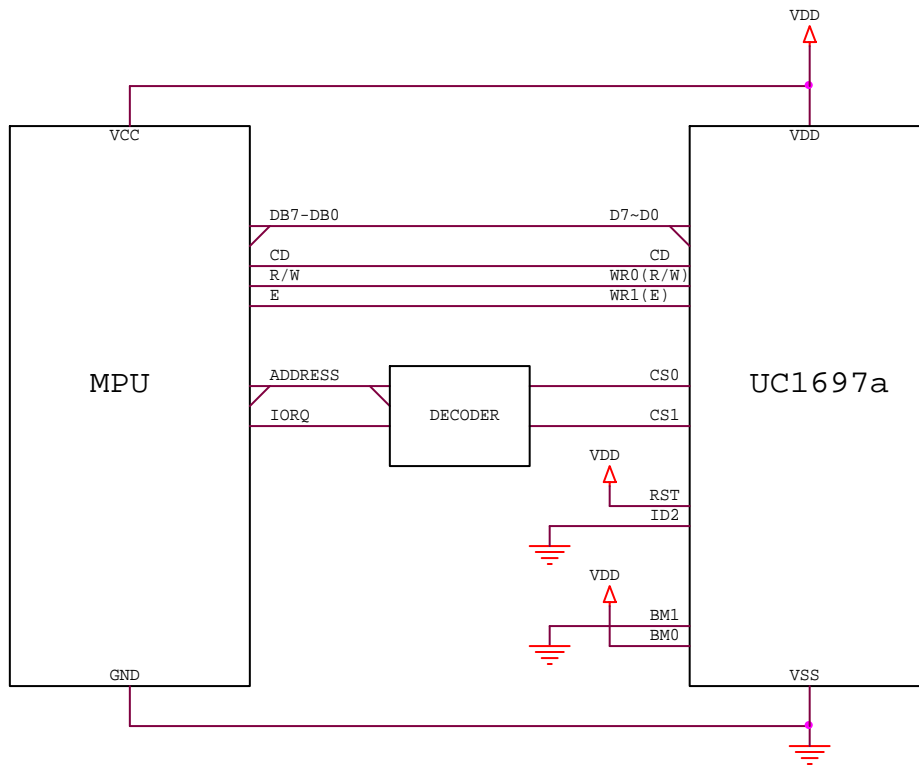


FIGURE 7: 6800/8-bit parallel mode example

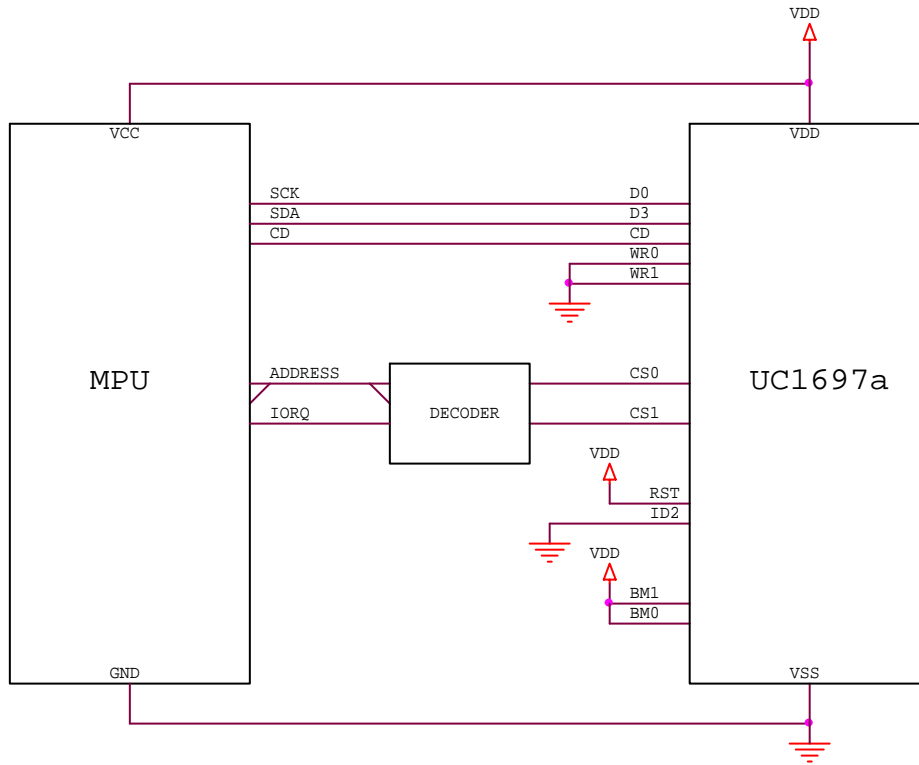


FIGURE 8: 4-Wires SPI (S8) serial mode example

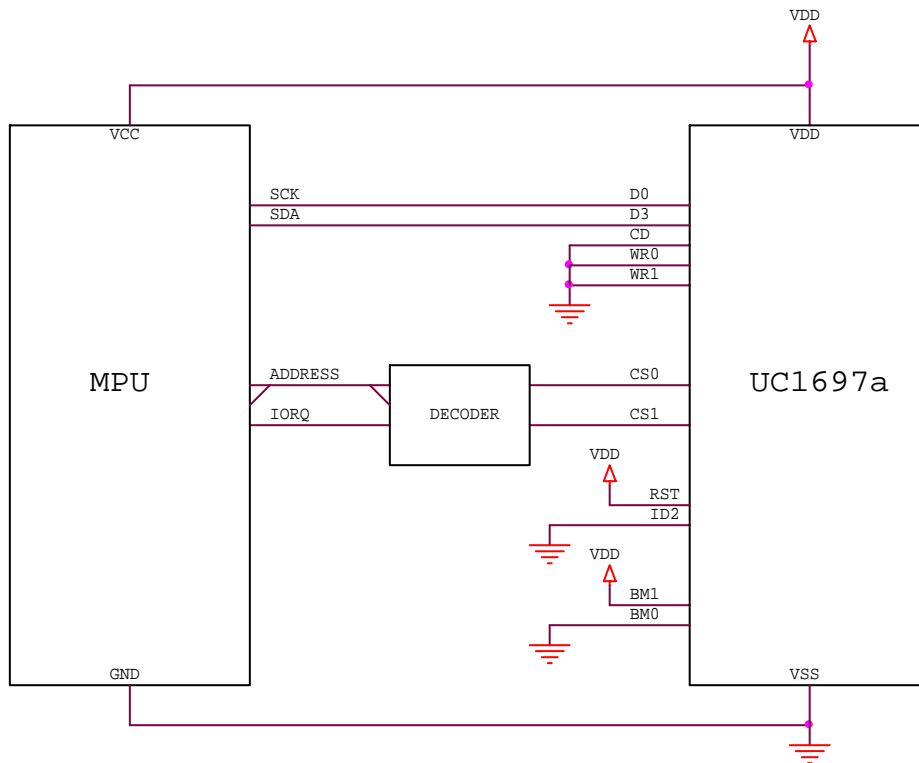


FIGURE 9: 3-Wires SPI (S9) serial mode example

DISPLAY DATA RAM

DATA ORGANIZATION

The input display data (depend on color mode) are stored to a dual port static RAM (RAM, for Display Data RAM) organized as 128x128x16.

After setting CA and RA, the subsequent data write cycles will store the data for the specified pixel to the proper memory location.

Please refer to the map in the following page between the relation of COM, SEG, SRAM, and various memory control registers.

DISPLAY DATA RAM ACCESS

The Display RAM is a special purpose dual port RAM which allows asynchronous access to both its column and row data. Thus, RAM can be independently accessed both for Host Interface and for display operations.

DISPLAY DATA RAM ADDRESSING

A Host Interface (HI) memory access operation starts with specifying Row Address (RA) and Column Address (CA) by issuing *Set Row Address* and *Set Column Address* commands.

If wrap-around (WA, AC[0]) is OFF (0), CA will stop incrementing after reaching the end of row (127), and system programmers need to set the values of RA and CA explicitly.

If WA is ON (1), when CA reaches the end of a row, CA will be reset to 0 and RA will increment or decrement, depending on the setting of row Increment Direction (RID, AC[2]). When RA reaches the boundary of RAM (i.e. RA = 0 or 127), RA will be wrapped around to the other end of RAM and continue.

MX IMPLEMENTATION

Column Mirroring (MX) is implemented by selecting either (CA) or (127-CA) as the RAM column address. Changing MX affects the data written to the RAM.

Since MX has no effect on the data already stored in RAM, changing MX does not have immediate effect on the displayed pattern. To refresh the display, refresh the data stored in RAM after setting MX.

ROW MAPPING

COM electrode scanning orders are not affected by Scroll Line (SL), Fixed Line (FLT & FLB) or Mirror Y (MY, LC[3]). Visually, register SL having a non-zero value is equivalent to scrolling the LCD display up or down (depends on MY) by SL rows.

RAM ADDRESS GENERATION

The mapping of the data stored in the display SRAM and the scanning COM electrodes can be obtained by combining the fixed COM scanning sequence and the following RAM address generation formula.

When FLT & FLB=0, during the display operation, the RAM line address generation can be mathematically represented as following:

For the 1st line period of each field

$$Line = SL$$

Otherwise

$$Line = \text{Mod}(Line+1, 128)$$

Where Mod is the modular operator, and *Line* is the bit slice line address of RAM to be outputted to SEG drivers. Line 0 corresponds to the first bit-slice of data in RAM.

The above *Line* generation formula produces the "loop around" effect as it effectively resets *Line* to 0 when *Line+1* reaches 128. Effects such as scrolling can be emulated by changing SL dynamically.

MY IMPLEMENTATION

Row Mirroring (MY) is implemented by reversing the mapping order between COM electrodes and RAM, i.e. the mathematical address generation formula becomes:

For the 1st line period of each field

$$Line = \text{Mod}(SL + MUX-1, 128)$$

where MUX = CEN + 1

Otherwise

$$Line = \text{Mod}(Line-1, 128)$$

Visually, the effect of MY is equivalent to flipping the display upside down. The data stored in display RAM are not affected by MY.

WINDOW PROGRAM

Window program is designed for data-write in a specified window range of SRAM address. The procedure should start with window boundary registers setting (*WPP0*, *WPP1*, *WPC0* and *WPC1*) and *AC[3]* setting for inside/outside window mode. When *AC[3]* is set to '0' (default value), data can be written to SRAM within the window address range which is specified by (*WPP0*, *WPC0*) and (*WPP1*, *WPC1*). When *AC[3]* is set to '1', data will be written to whole SRAM excluding the specified window area.

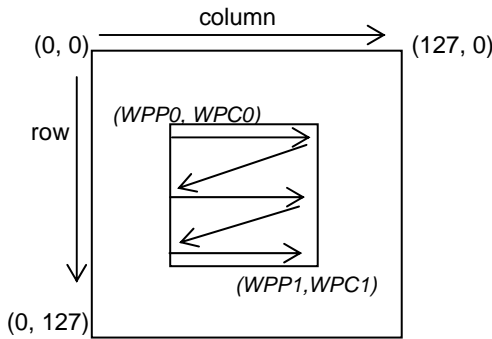
The data-write direction will be determined by *AC[2:0]* and *MX* settings. When *AC[0]=1*, the

data-write can be consecutive within the range of the specified window. *AC[1]* will control the data write in either column or row direction. *AC[2]* will result the data write starting either from row *WPP0* or *WPP1*. *MX* is for the initial column address either from *WPC0* to *WPC1* or from (*MC-WPC0* to *MC-WPC1*).

Specify the starting point of data-write by issuing commands *Set Window Program Starting Column Address*, and *Set Window Program Starting Row Address*.

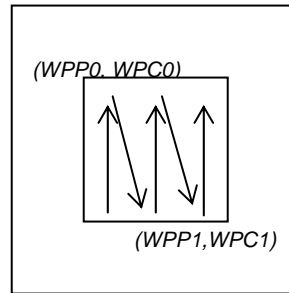
Example1 (*AC[2:0] = 001*) :

AC[3]=0 *MX=0*



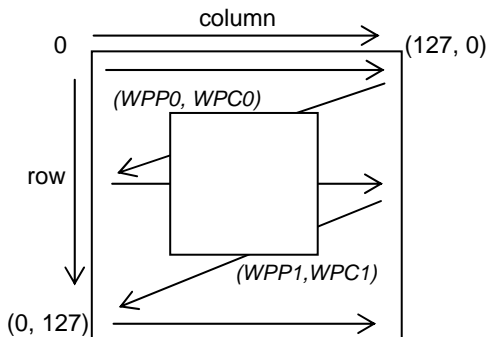
Example 2 (*AC[2:0] = 111*) :

AC[3] = 0 *MX = 0*



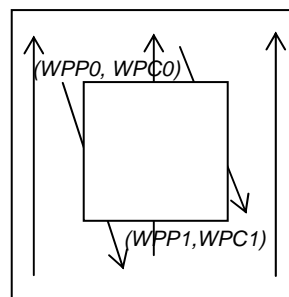
Example1-1 :

AC[3]=1 *MX=0*



Example 2-1 :

AC[3] = 1 *MX = 0*



| Row Address | RAM | | | | | | | | | | | | | | | | Panel Location | | | | |
|-------------|-----------|-------|-------|--|------------|--|--|--|-----------|--|--|--|------------|--|--|--|----------------|--------|--------|--------|--------|
| | MY=0 SL=0 | | | | MY=0 SL=16 | | | | MY=1 SL=0 | | | | MY=1 SL=16 | | | | SL=0 | SL=16 | | | |
| 00H | 11111 | 11111 | 11111 | | | | | | | | | | | | | | COM1 | COM17 | COM128 | COM16 | |
| 01H | | | | | | | | | | | | | | | | | COM2 | COM2 | COM18 | COM127 | COM15 |
| 02H | | | | | | | | | | | | | | | | | COM3 | COM3 | COM19 | COM126 | COM14 |
| 03H | | | | | | | | | | | | | | | | | COM4 | COM4 | COM20 | COM125 | COM13 |
| 04H | | | | | | | | | | | | | | | | | COM5 | COM5 | COM21 | COM124 | COM12 |
| 05H | | | | | | | | | | | | | | | | | COM6 | COM6 | COM22 | COM123 | COM11 |
| 06H | | | | | | | | | | | | | | | | | COM7 | COM7 | COM23 | COM122 | COM10 |
| 07H | | | | | | | | | | | | | | | | | COM8 | COM8 | COM24 | COM121 | COM9 |
| 08H | | | | | | | | | | | | | | | | | COM9 | COM9 | COM25 | COM120 | COM8 |
| 09H | | | | | | | | | | | | | | | | | COM10 | COM10 | COM26 | COM119 | COM7 |
| 0AH | | | | | | | | | | | | | | | | | COM11 | COM11 | COM27 | COM118 | COM6 |
| 0BH | | | | | | | | | | | | | | | | | COM12 | COM12 | COM28 | COM117 | COM5 |
| 0CH | | | | | | | | | | | | | | | | | COM13 | COM13 | COM29 | COM116 | COM4 |
| 0DH | | | | | | | | | | | | | | | | | COM14 | COM14 | COM30 | COM115 | COM3 |
| 0EH | | | | | | | | | | | | | | | | | COM15 | COM15 | COM31 | COM114 | COM2 |
| 0FH | | | | | | | | | | | | | | | | | COM16 | COM16 | COM32 | COM113 | COM1 |
| 10H | | | | | | | | | | | | | | | | | COM17 | COM17 | COM33 | COM112 | COM128 |
| 11H | | | | | | | | | | | | | | | | | COM18 | COM18 | COM34 | COM111 | COM127 |
| 12H | | | | | | | | | | | | | | | | | COM19 | COM19 | COM35 | COM110 | COM126 |
| 13H | | | | | | | | | | | | | | | | | COM20 | COM20 | COM36 | COM109 | COM125 |
| 14H | | | | | | | | | | | | | | | | | COM21 | COM21 | COM37 | COM108 | COM124 |
| 15H | | | | | | | | | | | | | | | | | COM22 | COM22 | COM38 | COM107 | COM123 |
| 16H | | | | | | | | | | | | | | | | | COM23 | COM23 | COM39 | COM106 | COM122 |
| 17H | | | | | | | | | | | | | | | | | COM24 | COM24 | COM40 | COM105 | COM121 |
| 18H | | | | | | | | | | | | | | | | | COM25 | COM25 | COM41 | COM104 | COM120 |
| 19H | | | | | | | | | | | | | | | | | COM26 | COM26 | COM42 | COM103 | COM119 |
| 1AH | | | | | | | | | | | | | | | | | COM27 | COM27 | COM43 | COM102 | COM118 |
| 1BH | | | | | | | | | | | | | | | | | COM28 | COM28 | COM44 | COM101 | COM117 |
| 1CH | | | | | | | | | | | | | | | | | COM29 | COM29 | COM45 | COM100 | COM116 |
| : | | | | | | | | | | | | | | | | | : | : | : | : | : |
| 68H | | | | | | | | | | | | | | | | | COM105 | COM105 | COM121 | COM24 | COM40 |
| 69H | | | | | | | | | | | | | | | | | COM106 | COM106 | COM122 | COM23 | COM39 |
| 6AH | | | | | | | | | | | | | | | | | COM107 | COM107 | COM123 | COM22 | COM38 |
| 6BH | | | | | | | | | | | | | | | | | COM108 | COM108 | COM124 | COM21 | COM37 |
| 6CH | | | | | | | | | | | | | | | | | COM109 | COM109 | COM125 | COM20 | COM36 |
| 6DH | | | | | | | | | | | | | | | | | COM110 | COM110 | COM126 | COM19 | COM35 |
| 6EH | | | | | | | | | | | | | | | | | COM111 | COM111 | COM127 | COM18 | COM34 |
| 6FH | | | | | | | | | | | | | | | | | COM112 | COM112 | COM128 | COM17 | COM33 |
| 70H | | | | | | | | | | | | | | | | | COM113 | COM113 | COM1 | COM16 | COM32 |
| 71H | | | | | | | | | | | | | | | | | COM114 | COM114 | COM2 | COM15 | COM31 |
| 72H | | | | | | | | | | | | | | | | | COM115 | COM115 | COM3 | COM14 | COM30 |
| 73H | | | | | | | | | | | | | | | | | COM116 | COM116 | COM4 | COM13 | COM29 |
| 74H | | | | | | | | | | | | | | | | | COM117 | COM117 | COM5 | COM12 | COM28 |
| 75H | | | | | | | | | | | | | | | | | COM118 | COM118 | COM6 | COM11 | COM27 |
| 76H | | | | | | | | | | | | | | | | | COM119 | COM119 | COM7 | COM10 | COM26 |
| 77H | | | | | | | | | | | | | | | | | COM120 | COM120 | COM8 | COM9 | COM25 |
| 78H | | | | | | | | | | | | | | | | | COM121 | COM121 | COM9 | COM8 | COM24 |
| 79H | | | | | | | | | | | | | | | | | COM122 | COM122 | COM10 | COM7 | COM23 |
| 7AH | | | | | | | | | | | | | | | | | COM123 | COM123 | COM11 | COM6 | COM22 |
| 7BH | | | | | | | | | | | | | | | | | COM124 | COM124 | COM12 | COM5 | COM21 |
| 7CH | | | | | | | | | | | | | | | | | COM125 | COM125 | COM13 | COM4 | COM20 |
| 7DH | | | | | | | | | | | | | | | | | COM126 | COM126 | COM14 | COM3 | COM19 |
| 7EH | | | | | | | | | | | | | | | | | COM127 | COM127 | COM15 | COM2 | COM18 |
| 7FH | | | | | | | | | | | | | | | | | COM128 | COM128 | COM16 | COM1 | COM17 |

| MX=0 | SEG1 | SEG2 | SEG3 | SEG4 | SEG5 | : | : | SEG380 | SEG381 | SEG382 | SEG383 | SEG384 |
|------|--------|--------|--------|--------|--------|---|---|--------|--------|--------|--------|--------|
| MX=1 | SEG382 | SEG383 | SEG384 | SEG379 | SEG380 | : | : | SEG5 | SEG6 | SEG1 | SEG2 | SEG3 |

Example for memory mapping: let MX = 0, MY = 0, SL = 0, LC[7:6] = 10b (RRRRR-GGGGG-BBBB, 5-6-5, 64K-color), according to the data shown in the above table (R: 11111b, G: 111111b, B: 11111b):

- ⇒ 1st byte of Write data: 1111111b
- ⇒ 2nd byte of Write data: 11111111b

RESET & POWER MANAGEMENT

TYPES OF RESET

UC1697a has two different types of Reset: *Power-ON-Reset* and *System-Reset*.

Power-ON-Reset is performed right after V_{DD} is connected to power. *Power-On-Reset* will first wait for about 150mS, depending on the time required for V_{DD} to stabilize, and then trigger the *System Reset*.

System Reset can also be activated by software command or by connecting RST pin to ground.

In the following discussions, Reset means *System Reset*.

RESET STATUS

When UC1697a enters RESET sequence:

- Operation mode will be "Reset".
- All control registers are reset to default values. Refer to section *Control Registers* for details of their default values.

OPERATION MODES

UC1697a has three operating modes (OM): Reset, Sleep, Normal.

| Mode | Reset | Sleep | Normal |
|------------------|--------|--------|--------|
| OM | 00 | 10 | 11 |
| Host Interface | Active | Active | Active |
| Clock | OFF | OFF | ON |
| LCD Drivers | OFF | OFF | ON |
| Charge Pump | OFF | OFF | ON |
| Draining Circuit | ON | ON | OFF |

Table 4: Operating Modes

CHANGING OPERATION MODE

In addition to Power-ON-Reset, two commands will initiate OM transitions:

Set Display Enable, and *System Reset*.

When DC[2] is modified by *Set Display Enable*, OM will be updated automatically. There is no other action required to enter Sleep mode.

OM changes are synchronized with the edges of UC1697a internal clock. To ensure consistent system states, wait at least 10 μ S after *Set Display Enable* or *System Reset* command.

| Action | Mode | OM |
|--|--------|----|
| Reset command RST_ pin pulled "L" Power ON reset | Reset | 00 |
| Set Driver Enable to "0" | Sleep | 10 |
| Set Driver Enable to "1" | Normal | 11 |

Table 5: OM changes

Both Reset mode and Sleep mode drain the charges stored in the external capacitors C_{B0} , C_{B1} , and C_L . When entering Reset mode or Sleep mode, the display drivers will be disabled.

The difference between Sleep mode and Reset mode is that, Reset mode clears all control registers and restores them to default values, while Sleep mode retains all the control registers values set by the user.

It is recommended to use Sleep Mode for Display OFF operations as UC1697a consumes very little energy in Sleep mode (typically under 2 μ A).

EXITING SLEEP MODE

UC1697a contains internal logic to check whether V_{LCD} and V_{BIAS} are ready before releasing COM and SEG drivers from their idle states. When exiting Sleep or Reset mode, COM and SEG drivers will not be activated until UC1697a internal voltage sources are restored to their proper values.

POWER-UP SEQUENCE

UC1697a power-up sequence is simplified by built-in “Power Ready” flags and the automatic invocation of *System-Reset* command after *Power-ON-Reset*.

System programmers are only required to wait 150 mS before the CPU starting to issue commands to UC1697a. No additional time sequences are required between enabling the charge pump, turning on the display drivers, writing to RAM or any other commands.

There's no delay needed while turning on V_{DD} and $V_{DD2/3}$, and either one can be turned on first. (See Figure 11)

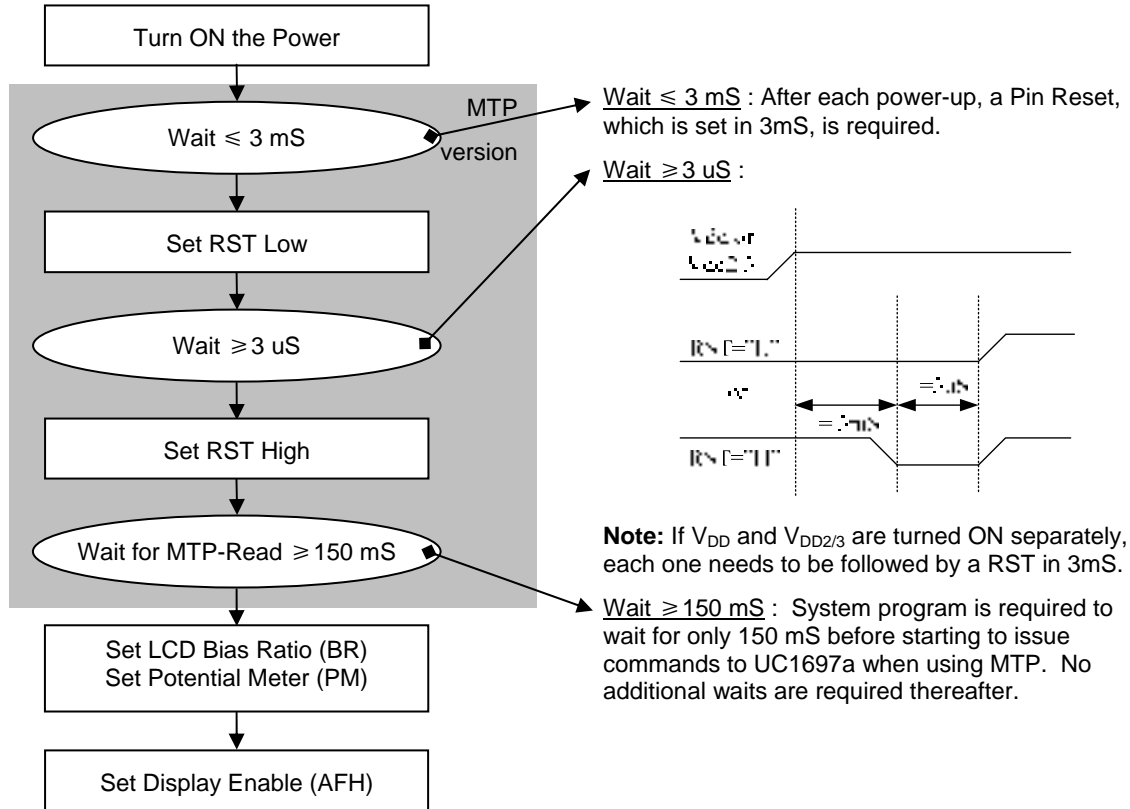


Figure 10: Reference Power-Up Sequence

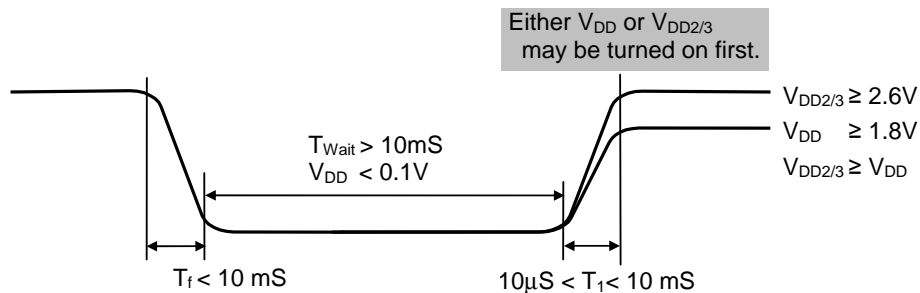


Figure 11: Power Off-On Sequence

ENTER/EXIT SLEEP MODE SEQUENCE

UC1697a enters Sleep mode from Display mode by issuing Set Display OFF command. To exit Sleep mode, Set Display ON.

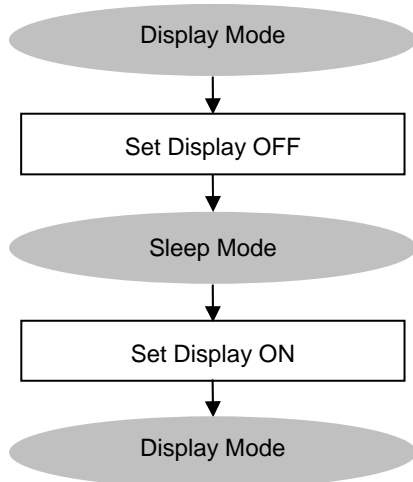


Figure 12 : Enter/Exit Sleep Mode Sequence

POWER-DOWN SEQUENCE

To prevent the charge stored in capacitor C_L from causing abnormal residue horizontal line on display when V_{DD} is switched off, use Reset mode to enable the built-in charge draining circuit to discharge the external capacitor.

When internal V_{LCD} is not used, UC1697a will *NOT* drain V_{LCD} during RESET. System designers need to make sure external V_{LCD} source is properly drained off before turning off V_{DD} .

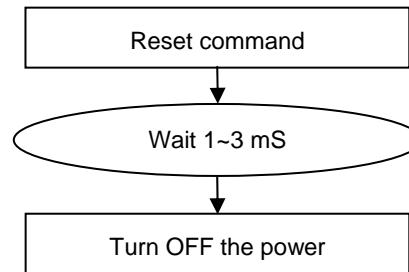


Figure 13: Reference Power-Down Sequence

MULTI-TIME PROGRAM NV MEMORY

OVERVIEW

MTP feature is available for UC1697a such that LCM makers can record an PM offset value in non-volatile memory cells, which can then be used to adjust the effective V_{LCD} value, in order to achieve high level of consistency for LCM contrast across all shipments.

To accomplish this purpose, three operations are supported by UC1697a:

MTP-Erase, MTP-Program, MTP-Read.

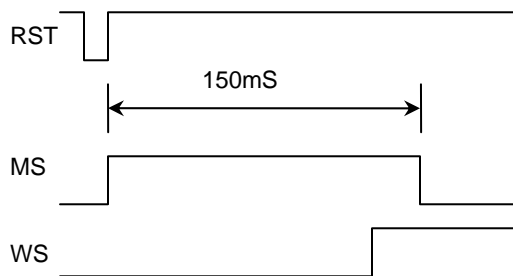
MTP-Program requires an external power source supplied to TST4 pin. MTP allows to program at least 10 times and should be performed only by the LCM makers.

MTP-Read is facilitated by the internal DC-DC converter built-in on UC1697a, no external power source is required, and it is performed automatically after hardware RESET (power-ON or pin RESET).

OPERATION FOR THE SYSTEM USERS

For the MTP version of UC1697a, the content of the NV memory will be read automatically after the power-on and hardware pin RESET. There is no user intervention or external power source required. When set up properly, the V_{LCD} will be fine tuned to achieve high level of consistency for the LCM contrast.

The MTP-READ is a relatively slow process and the time required can vary quite a bit. For a successful MTP-READ operation, the MS and WS bits in the *Read Status* commands will exhibit the following waveforms.



As illustrated above, the {MS, WS} will go through a {0,0}⇒{1,0}⇒{1,1}⇒{0,1} transition. When the {MS, WS}={0,1} state is reached, it means the LCM is ready to be turned on.

Although user can use *Read Status* command in a polling loop to make sure {MS, WS}={0, 1} before proceeding with the normal operations, however, it may be simpler to just issue *Set Display Enable* command every 0.5~2 second, repeatedly, together with other LCM optimization settings, such as BR, CEN, TC, etc.

The above “Periodical re-initializing” approach is also an effective safeguard against accidental display off events such as

- ESD strikes
- Mechanical shocks causing LCM connector to malfunction temporarily

HARDWARE VS. SOFTWARE RESET

The auto-MTP-READ is only performed for hardware RESET (power-ON and RST pin), but not for software *RESET* command. This enables the ICs to turn on display faster without the delay caused by MTP-READ.

It is recommended to use software *RESET* for normal operation control purpose and hardware RESET only during the event of power up and power down.

OPERATION FOR THE LCM MAKERS

Always ERASE the MTP NV memory cells, before starting the Write process.

MTP OPERATION FOR LCM MAKERS

1. High voltage supply and timer setting

In MTP Program operation, two different high voltages are needed. In chip design, one high voltage is generated by internal charge pump (V_{LCD}), the other high voltage must be input from TST4 by external voltage source.

V_{LCD} value is controlled by register MTP1 and MTP2. The default values of these two registers are appropriate for most applications.

External TST4 power source is required for MTP Program operation. MTP Programming speed

depends on the TST4 voltage. Considering the ITO trace resistance in COG modules, it is recommended to program the MTP cells one at a time, so that the required 10V at TST4 can be maintained with proper consistency.

No external power source is required for MTP Erase and Read operation. For these MTP operations, TST4 should be open, or connected to V_{DD3} .

| | V_{LCD} | TST4 (external input) |
|---------|-------------------|-----------------------|
| Program | MTP2 : 3Dh (12V) | 10V (1mA per bit) |
| Erase | MTP2 : 3Dh (12V) | Floating or V_{DD3} |
| Read | MTP1 : 00h (6.4V) | Floating or V_{DD3} |

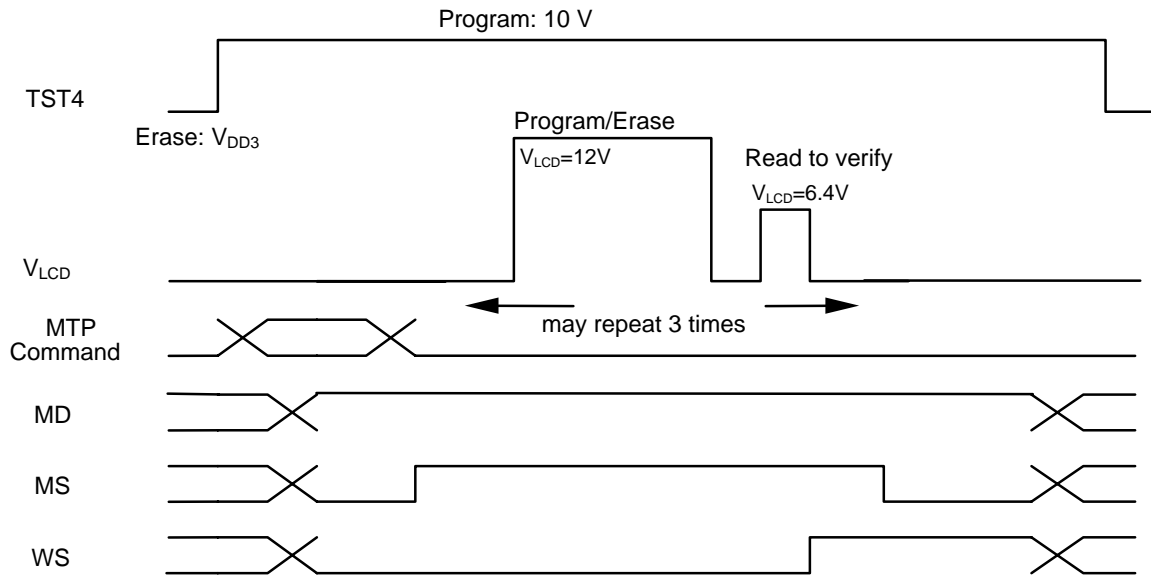
Note:

1. Do Erase before Program and program one bit at a time.
2. When doing MTP Program or Erase, it's required to use $V_{DD2/3} \geq 3.0V$.

2. Read MTP status bits

With normal Get Status method (CD=0, W/R=1), MTP operation status can be monitored in the real time. There are 3 status bits (WS, MD, MS) in status register. MTP control circuit will read to verify if the operation (program, erase) success or not. If the operation succeeded, and current

operation will be ended with WS=1. If it failed, last operation will be automatically retried two more times. If it fails 3 times, WS will be set to 0 and the operation is aborted. MD is MTP ID, which is either 1 for MTP IC. No transition.



MTP status bits, TST4 & V_{LCD} Waveform

MTP CELL VALUE USAGE

There are 6 MTP cell bits. They are divided into two groups for different purpose.

MTP[5:0] : V_{LCD} Trim

When PMO[5]=1: PM with trim = PM - PMO[4:0]

When PMO[5]=0: PM with trim = PM + PMO[4:0]

MTP COMMAND SEQUENCE SAMPLE CODES

The following tables are examples of command sequence for MTP Program and Erase operations. These are only to demonstrate some “*typical, generic*” scenarios. Designers are encouraged to study related sections of the datasheet and find out what the best parameters and control sequences are for their specific design needs.

MTP operations (Erase, Program, Read) and Set Display ON is mutual exclusive. There is no harm done to the IC or the LCM if this is violated. However, the violating commands will be ignored.

Type Required: These items are required
 Customized: These items are not necessary if customer parameters are the same as default
 Advanced: We recommend new users to skip these commands and use default values.
 Optional: These commands depend on what users want to do.

C/D The type of the interface cycle. It can be either Command (0) or Data (1)

W/R The direction of dataflow of the cycle. It can be either Write (0) or Read (1).

(1) MTP Program Sample Code

| Type | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Chip Action | Comments |
|------|-----|-----|----|----|----|----|----|----|----|----|-------------------------------------|---|
| R | - | - | - | - | - | - | - | - | - | - | Set RST pin Low | Wait 1mS after RST is Low |
| R | - | - | - | - | - | - | - | - | - | - | Set RST pin High | |
| R | - | - | - | - | - | - | - | - | - | - | Automatic Power-ON Reset | Wait 150mS |
| R | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 1 | 1 | Set Line Rate | Set LC[4:3]=11b |
| R | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 0 | 0 | Set V _{MTP1} Potentiometer | Set MTP V _{LCD} MTP1: 00h(6.4V) |
| R | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | Set V _{MTP2} Potentiometer | Set MTP V _{LCD} MTP2: 3Dh(12V) |
| R | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 0 | 1 | Set MTP Write Timer | Set MTP Timer MTP3: 50h(100mS) |
| R | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | Set MTP Read Timer | Set MTP Timer MTP4: 08h(10mS) |
| R | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 1 | 1 | Set MTP Write Mask | Set MTP Bit Mask |
| C | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | MTPM | Ex: To program MTPM[0] to be 1, set the value to 00000001b * |
| R | - | - | - | - | - | - | - | - | - | - | | Apply TST4 voltage Program: 10V |
| R | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | Set MTP Control | Set MTPC[3]=1 Set MTPC[2:0]=011 |
| R | 0 | 0 | - | - | 0 | 0 | 1 | 0 | 1 | 1 | Get Status & PM | Check MTP Status until MS=0, WS=1 |
| R | | | | | | | | | | | | Remove TST4 voltage |
| R | | | | | | | | | | | V _{DD} =0V | Power OFF |

* It is recommended that users program one bit at a time.

(2) MTP Erase Sample Code

| Type | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Chip action | Comments |
|------|-----|-----|----|----|----|----|----|----|----|----|-------------------------------------|---|
| R | - | - | - | - | - | - | - | - | - | - | Set RST pin Low | Wait 1mS after RST is Low |
| R | - | - | - | - | - | - | - | - | - | - | Set RST pin High | |
| R | - | - | - | - | - | - | - | - | - | - | Automatic Power-ON Reset | Wait 150mS |
| R | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 1 | 1 | Set Line Rate | Set LC[4:3]=11b |
| R | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 0 | 0 | Set V _{MTP1} Potentiometer | Set MTP V _{LCD} MTP1: 00h(6.4V) |
| R | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | Set V _{MTP2} Potentiometer | Set MTP V _{LCD} MTP2: 3Dh(12V) |
| R | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 0 | 1 | Set MTP Write Timer | Set MTP Timer MTP3: 50h(100mS) |
| R | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | Set MTP Read Timer | Set MTP Timer MTP4: 08h(10mS) |
| R | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 1 | 1 | Set MTP Write Mask | Set MTP Bit Mask |
| C | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | MTPM1 | Ex: To erase MTPM[3:0], set the value to 00001111b |
| R | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | Set MTP Control | Set MTPC[3]=1 |
| R | 0 | 0 | - | - | 0 | 0 | 1 | 0 | 1 | 0 | | Set MTPC[2:0]=010 |
| R | 0 | 1 | - | - | - | - | - | WS | - | MS | Get Status & PM | Check MTP Status until MS=0 WS=1 |
| R | | | | | | | | | | | V _{DD} =0V | Power OFF |

Note: It is recommended that users clear first all the bits to be programmed.

SAMPLE POWER MANAGEMENT COMMAND SEQUENCES

The following tables are examples of command sequence for power-up, power-down and display ON/OFF operations. These are only to demonstrate some “*typical, generic*” scenarios. Designers are encouraged to study related sections of the datasheet and find out what the best parameters and control sequences are for their specific design needs.

C/D The type of the interface cycle. It can be either Command (0) or Data (1)

W/R The direction of dataflow of the cycle. It can be either Write (0) or Read (1).

Type Required: These items are required

Customized: These items are not necessary if customer parameters are the same as default

Advanced: We recommend new users to skip these commands and use default values.

Optional: These commands depend on what users want to do.

POWER-UP

| Type | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Chip action | Comments |
|------|-----|-----|----|----|----|----|----|----|----|----|----------------------------------|--|
| R | – | – | – | – | – | – | – | – | – | – | Turn on V_{DD} and $V_{DD2/3}$ | Wait until V_{DD} , $V_{DD2/3}$ are stable |
| R | – | – | – | – | – | – | – | – | – | – | Set RST pin Low | Wait 1mS after RST is Low |
| R | – | – | – | – | – | – | – | – | – | – | Set RST pin High | |
| R | – | – | – | – | – | – | – | – | – | – | Automatic Power-ON Reset | Wait 150mS |
| C | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | # | # | Set Temp. Compensation | Set up LCD format specific parameters, MX, MY, etc. |
| C | 0 | 0 | 1 | 1 | 0 | 0 | 0 | # | # | # | Set LCD Mapping | |
| A | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | # | # | Set Line Rate | Fine tune for power, flicker, contrast, and shading. |
| C | 0 | 0 | 1 | 1 | 0 | 1 | 0 | 1 | # | # | Set Color Mode | |
| C | 0 | 0 | 1 | 1 | 1 | 0 | 1 | 0 | # | # | Set LCD Bias Ratio | LCD specific operating voltage setting |
| R | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | Set V_{BIAS} Potentiometer | LCD specific operating voltage setting |
| O | · | · | · | · | · | · | · | · | · | · | Write display RAM | Set up display image |
| | · | · | · | · | · | · | · | · | · | · | | |
| | 1 | 0 | # | # | # | # | # | # | # | # | | |
| R | 0 | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | 1 | Set Display Enable | |

POWER-DOWN

| Type | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Chip action | Comments |
|------|-----|-----|----|----|----|----|----|----|----|----|--------------------|-------------------------------|
| R | 0 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 1 | 0 | System Reset | |
| R | – | – | – | – | – | – | – | – | – | – | Draining capacitor | Wait ~3mS before V_{DD} OFF |

DISPLAY-OFF

| Type | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Chip action | Comments |
|------|-----|-----|----|----|----|----|----|----|----|----|---------------------|---|
| R | 0 | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | Set Display Disable | |
| C | 1 | 0 | # | # | # | # | # | # | # | # | Write display RAM | Set up display image (Image update is optional. Data in the RAM is retained through the SLEEP state.) |
| | · | · | · | · | · | · | · | · | · | · | | |
| | 1 | 0 | # | # | # | # | # | # | # | # | | |
| R | 0 | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | 1 | Set Display Enable | |

ESD CONSIDERATION

UC1600 series products usually are provided in bare die format to customers. This makes the product particularly sensitive to ESD damage during handling and manufacturing process. It is therefore highly recommended that LCM makers strictly follow the "JESD 625-A Requirements for Handling Electrostatic-Discharge-Sensitive (ESDS) Devices" when manufacturing LCM.

The following pins in UC1697a require special "ESD Sensitivity" consideration in particular:

| Test Mode | | Machine Mode | | Human Body Mode | |
|-------------------------|---------------------|-----------------|-----------------|-----------------|-----------------|
| | | V _{DD} | V _{SS} | V _{DD} | V _{SS} |
| LCD Driver | | 200V | 200V | 2.5KV | 2.5KV |
| LCM Interface | | 300V | 300V | 3.0KV | 3.0KV |
| LCM HV pin/ Test pin | TST1/2/4 | 250V | 250V | 3.0KV | 3.0KV |
| | CB pins | 300V | 300V | 3.0KV | 3.0KV |
| | V _{LCDIN} | 300V | 300V | 3.0KV | 3.0KV |
| | V _{LCDOUT} | 300V | 300V | 3.0KV | 3.0KV |
| PWR / GND | | -- | 300V | -- | 3.0KV |

According to UltraChip's Mass Production experiences, the ESD tolerance conditions are believed to be very stable and can produce high yield in multiple customer sites. However, special care is still required during handling and manufacturing process to avoid unnecessary yield loss due to ESD damages.

ESD RECOVERY FUNCTION

There are 2 ways of ESD Recovery supported by UC1697a:

(1) ESD-detection circuits method

Place two detection circuits at each corner of a chip, totally 8 registers. When the data of these registers are different from their default values, it means ESD probably strikes and EF will be set to 1. See command `Get Status & PMO` for EF.

(2) Working Status Monitor Function method

The chip is considered in working state when Display Enable is ON, hi-pump, and low-pump. When any of these 3 situation does not apply, ESD probably strikes, DE=0. See command `Get Status & PMO` for DE.

ABSOLUTE MAXIMUM RATINGS

In accordance with IEC134, Note 1 and 2

| Symbol | Parameter | Min. | Max. | Unit |
|--------------------|---|------|----------------|------|
| V_{DD} | Logic Supply voltage | -0.3 | +4.0 | V |
| V_{DD2} | LCD Generator Supply voltage | -0.3 | +4.0 | V |
| V_{DD3} | Analog Circuit Supply voltage | -0.3 | +4.0 | V |
| $V_{DD2/3}-V_{DD}$ | Voltage difference between V_{DD} and $V_{DD2/3}$ | -- | 1.6 | V |
| V_{LCD} | LCD Driving voltage | -0.3 | +19.8 | V |
| V_{IN} | Digital input signal | -0.4 | $V_{DD} + 0.5$ | V |
| T_{OPR} | Operating temperature range | -30 | +85 | °C |
| T_{STR} | Storage temperature | -55 | +125 | °C |

NOTE:

1. V_{DD} is based on $V_{SS} = 0V$
2. Stress beyond ranges listed above may cause permanent damages to the device.

SPECIFICATIONS

DC CHARACTERISTICS

| Symbol | Parameter | Conditions | Min. | Typ. | Max. | Unit |
|----------------------|-----------------------------|---|---------------------|---------|--------------------|------|
| V _{DD} | Supply for digital circuit | | 1.65 | 1.8~3.3 | 3.6 | V |
| V _{DD2/3} | Supply for bias & pump | | 2.5 | 2.6~3.3 | 3.6 | V |
| V _{LCD} | Charge pump output | V _{DD2/3} = 2.5V, 25°C | | 14.58 | 16.5 | V |
| V _D | LCD data voltage | V _{DD2/3} = 2.5V, 25°C | 1.07 | | 1.63 | V |
| V _{IL} | Input logic LOW | | | | 0.2V _{DD} | V |
| V _{IH} | Input logic HIGH | | 0.85V _{DD} | | | V |
| V _{OL} | Output logic LOW | | | | 0.2V _{DD} | V |
| V _{OH} | Output logic HIGH | | 0.8V _{DD} | | | V |
| I _{IL} | Input leakage current | | | | 1.5 | μA |
| I _{SB} | Standby current | V _{DD} = V _{DD2/3} = 3.3V, Temp = 85°C | | | 50 | μA |
| C _{IN} | Input capacitance | | | 5 | 10 | PF |
| C _{OUT} | Output capacitance | | | 5 | 10 | PF |
| R _{ON(SEG)} | SEG output impedance | V _{LCD} = 16.5V | | 1000 | 1500 | Ω |
| R _{ON(COM)} | Upward COM output impedance | V _{LCD} = 16.5V | | 1000 | 1500 | Ω |
| f _{LINE} | Average line rate | LC[4:3] = 10b, 25°C | -10% | 29.6 | +10% | Klps |

Note : Voltages exceeding the Max. value may still keep the IC operating properly, yet might shorten its lifetime.

POWER CONSUMPTION

| | | |
|---|--|---|
| V _{DD} = 2.8 V, V _{LCD} = 14.58 V, Mux Rate = 128, C _B = 2.2 μF, N-line inversion = 18 lines | Bias Ratio = 12, Line Rate = 10 b, Bus mode = 6800, Temperature = 25 °C, Color Mode = 64 K color mode, | PM = 92, Panel Loading (PC[1:0]) = 1x b, C _L = 330 nF, MTP= 00 H, All HV outputs are open circuit. |
|---|--|---|

| Display Pattern | Conditions | Typ. (μA) | Max. (μA) |
|-----------------|--------------------------|-----------|-----------|
| All-Pixel-OFF | Bus = idle | 1208 | 1812 |
| 2-pixel checker | Bus = idle | 1773 | 2660 |
| None | Reset (stand-by current) | < 1 | 5 |

AC CHARACTERISTICS

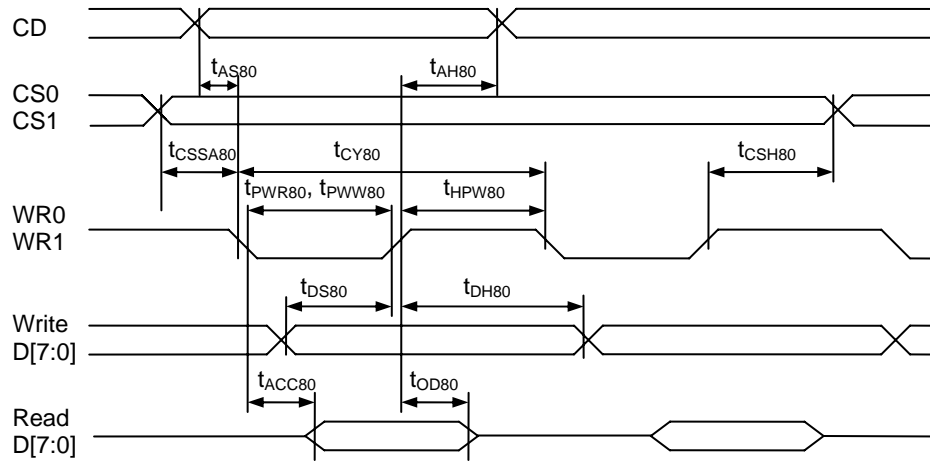


FIGURE 13: Parallel Bus Timing Characteristics (for 8080 MCU)

| Symbol | Signal | Description | Condition | Min. | Max. | Units |
|--|----------|------------------------|------------------------|----------------|------|-------|
| (2.5V ≤ V _{DD} < 3.3V, T _a = -30 to +85 °C) | | | | (Read / Write) | | |
| t_{AS80} | CD | Address setup time | | 0 | - | nS |
| t_{AH80} | CD | Address hold time | | 0 | - | nS |
| t_{CSSA80} | CS1/CS0 | Chip select setup time | | 0 | - | nS |
| t_{CSH80} | CS1/CS0 | Chip select hold time | | 0 | - | nS |
| t_{CY80} | | System cycle time | | 160 / 110 | | |
| t_{PWR80}, t_{PWW80} | WR0, WR1 | Low Pulse width | | 65 / 40 | - | nS |
| t_{HPW80} | WR0, WR1 | High pulse width | | 65 / 40 | - | nS |
| t_{DS80} | D7~D0 | Data setup time | | --- / 30 | - | nS |
| t_{DH80} | (Write) | Data hold time | | --- / 0 | - | nS |
| t_{ACC80} | D7~D0 | Read access time | C _L = 100pF | - / --- | 70 | nS |
| t_{OD80} | (Read) | Output disable time | | 15 / --- | 30 | nS |
| (1.65V ≤ V _{DD} < 2.5V, T _a = -30 to +85 °C) | | | | (Read / Write) | | |
| t_{AS80} | CD | Address setup time | | 0 | - | nS |
| t_{AH80} | CD | Address hold time | | 0 | - | nS |
| t_{CSSA80} | CS1/CS0 | Chip select setup time | | 0 | - | nS |
| t_{CSH80} | CS1/CS0 | Chip select hold time | | 0 | - | nS |
| t_{CY80} | | System cycle time | | 280 / 185 | | |
| t_{PWR80}, t_{PWW80} | WR0, WR1 | Low Pulse width | | 125 / 77 | - | nS |
| t_{HPW80} | WR0, WR1 | High pulse width | | 125 / 77 | - | nS |
| t_{DS80} | D7~D0 | Data setup time | | 60 | - | nS |
| t_{DH80} | (Write) | Data hold time | | 0 | - | nS |
| t_{ACC80} | D7~D0 | Read access time | C _L = 100pF | - | 140 | nS |
| t_{OD80} | (Read) | Output disable time | | 30 | 60 | nS |

Note: tr (rising time), tf (falling time) : ≤ 15nS

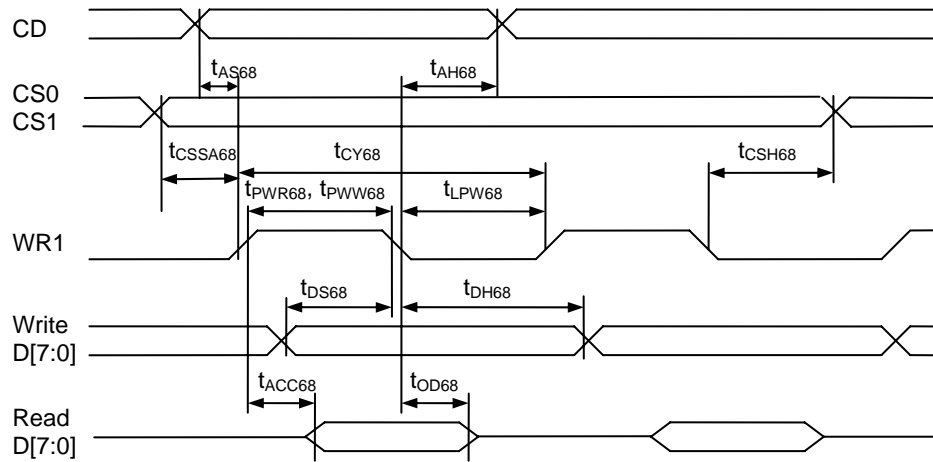


FIGURE 14: Parallel Bus Timing Characteristics (for 6800 MCU)

| Symbol | Signal | Description | Condition | Min. | Max. | Units |
|--|---------|------------------------|------------------------|-----------|------|-------|
| (2.5V ≤ V _{DD} < 3.3V, T _a = -30 to +85°C) (Read / Write) | | | | | | |
| t_{AS68} | CD | Address setup time | | 0 | - | nS |
| t_{AH68} | CD | Address hold time | | 0 | - | nS |
| t_{CSSA68} | CS1/CS0 | Chip select setup time | | 0 | - | nS |
| t_{CSH68} | | | | 0 | - | nS |
| t_{CY68} | WR1 | System cycle time | | 160 / 110 | - | nS |
| t_{PWR68}, t_{PWW68} | | High Pulse width | | 65 / 40 | - | nS |
| t_{LPW68} | | Low pulse width | | 65 / 40 | - | nS |
| t_{DS68} | D7~D0 | Data setup time | | --- / 30 | - | nS |
| t_{DH68} | (Write) | Data hold time | | --- / 0 | - | nS |
| t_{ACC68} | D7~D0 | Read access time | C _L = 100pF | - / --- | 70 | nS |
| t_{OD68} | (Read) | Output disable time | | 15 / --- | 30 | nS |
| (1.65V ≤ V _{DD} < 2.5V, T _a = -30 to +85°C) (Read / Write) | | | | | | |
| t_{AS68} | CD | Address setup time | | 0 | - | nS |
| t_{AH68} | CD | Address hold time | | 0 | - | nS |
| t_{CSSA68} | CS1/CS0 | Chip select setup time | | 0 | - | nS |
| t_{CSH68} | | | | 0 | - | nS |
| t_{CY68} | WR1 | System cycle time | | 280 / 185 | - | nS |
| t_{PWR68}, t_{PWW68} | | High Pulse width | | 125 / 77 | - | nS |
| t_{LPW68} | | Low pulse width | | 125 / 77 | - | nS |
| t_{DS68} | D7~D0 | Data setup time | | --- / 60 | - | nS |
| t_{DH68} | (Write) | Data hold time | | --- / 0 | - | nS |
| t_{ACC68} | D7~D0 | Read access time | C _L = 100pF | - / --- | 140 | nS |
| t_{OD68} | (Read) | Output disable time | | 30 / --- | 60 | nS |

Note: tr (rising time), tf (falling time) : ≤ 15nS

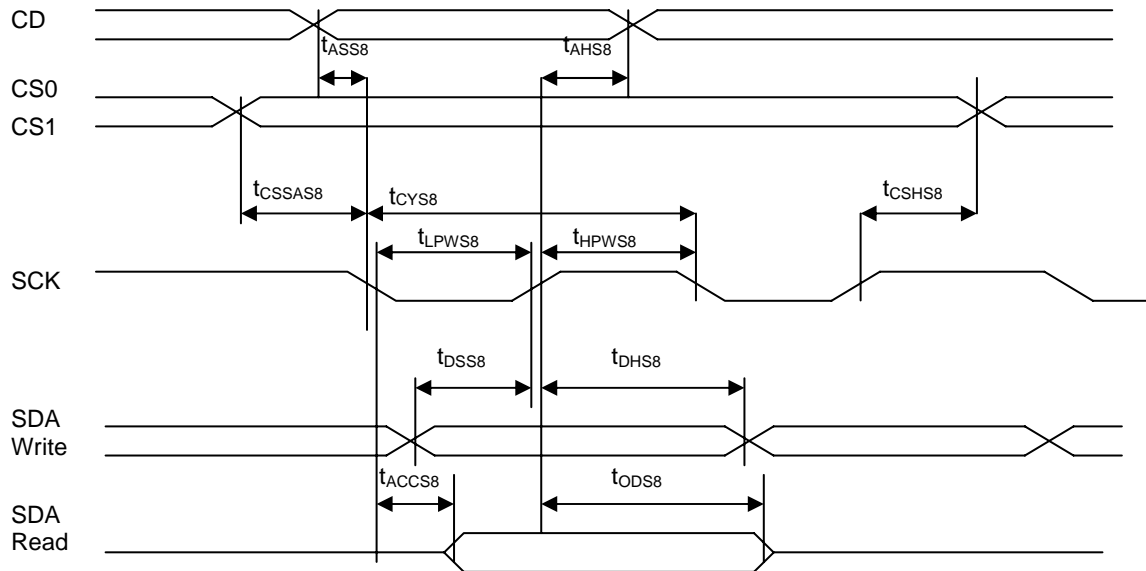


FIGURE 15: Serial Bus Timing Characteristics (for S8)

| Symbol | Signal | Description | Condition | Min. | Max. | Units |
|---|---------------------|------------------------|----------------------|----------------|------|-------|
| $(2.5V \leq V_{DD} < 3.3V, T_a = -30 \text{ to } +85^\circ\text{C})$ | | | | (Read / Write) | | |
| t_{ASS8} | CD | Address setup time | | 0 | – | nS |
| t_{AHS8} | CD | Address hold time | | 0 | – | nS |
| t_{CSSAS8} | CS1/CS0 | Chip select setup time | | 5 / 5 | – | nS |
| t_{CSHS8} | | | | 5 / 5 | – | nS |
| t_{CYS8} | SCK | System cycle time | | 130 / 70 | – | nS |
| t_{LPWS8} | | Low pulse width | | 50 / 20 | – | nS |
| t_{HPWS8} | | High pulse width | | 50 / 20 | – | nS |
| t_{DSS8} | SDA (Write) | Data setup time | | – / 15 | – | nS |
| t_{DHS8} | | Data hold time | | – / 5 | – | nS |
| t_{ACCS8} | SDA (Read) | Read access time | $C_L = 100\text{pF}$ | – / – | 50 | nS |
| t_{ODS8} | Output disable time | | | 30 / – | – | nS |
| $(1.65V \leq V_{DD} < 2.5V, T_a = -30 \text{ to } +85^\circ\text{C})$ | | | | (Read / Write) | | |
| t_{ASS8} | CD | Address setup time | | 0 | – | nS |
| t_{AHS8} | CD | Address hold time | | 0 | – | nS |
| t_{CSSAS8} | CS1/CS0 | Chip select setup time | | 15 / 15 | – | nS |
| t_{CSHS8} | | | | 15 / 15 | – | nS |
| t_{CYS8} | SCK | System cycle time | | 210 / 105 | – | nS |
| t_{LPWS8} | | Low pulse width | | 90 / 37 | – | nS |
| t_{HPWS8} | | High pulse width | | 90 / 37 | – | nS |
| t_{DSS8} | SDA (Write) | Data setup time | | – / 30 | – | nS |
| t_{DHS8} | | Data hold time | | – / 10 | – | nS |
| t_{ACCS8} | SDA (Read) | Read access time | $C_L = 100\text{pF}$ | – / – | 95 | nS |
| t_{ODS8} | Output disable time | | | 60 / – | – | nS |

Note: t_r (rising time), t_f (falling time) : $\leq 15\text{nS}$

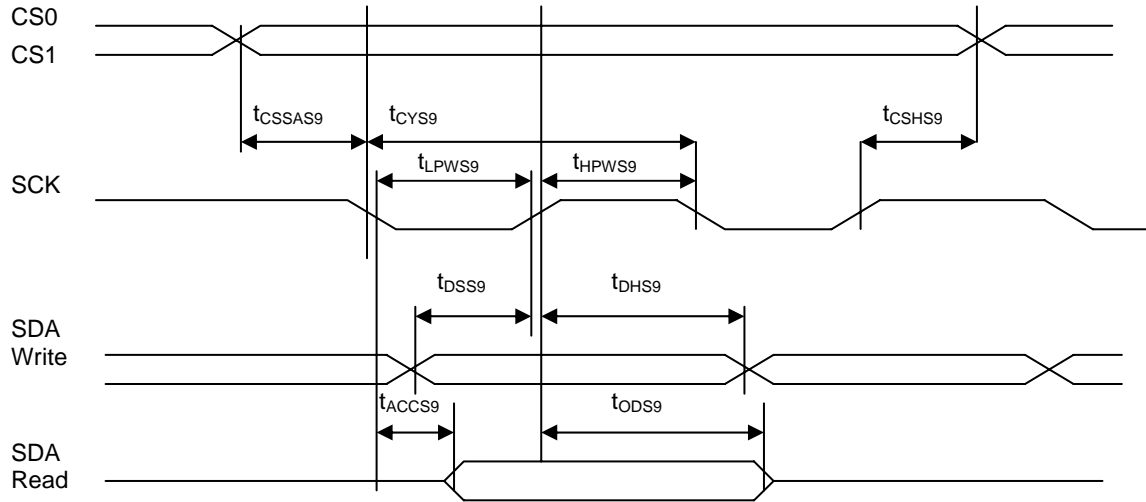


FIGURE 16: Serial Bus Timing Characteristics (for S9)

| Symbol | Signal | Description | Condition | Min. | Max. | Units |
|--|---------------------|------------------------|------------------------|----------------|------|-------|
| (2.5V ≤ V _{DD} < 3.3V, T _a = -30 to +85 °C) | | | | (Read / Write) | | |
| t_{CSSAS9} | CS1/CS0 | Chip select setup time | | 5 / 5 | - | nS |
| t_{CSHS9} | | | | 5 / 5 | | |
| t_{CYS9} | SCK | System cycle time | | 130 / 70 | - | nS |
| t_{LPWS9} | | Low pulse width | | 50 / 20 | | |
| t_{HPWS9} | | High pulse width | | 50 / 20 | | |
| t_{DSS9} | SDA (Write) | Data setup time | | --- / 15 | - | nS |
| t_{DHS9} | | Data hold time | | --- / 5 | | |
| t_{ACCS9} | SDA (Read) | Read access time | C _L = 100pF | - / --- | 50 | nS |
| t_{ODS9} | Output disable time | 30 / --- | | - | | |
| (1.65V ≤ V _{DD} < 2.5V, T _a = -30 to +85 °C) | | | | (Read / Write) | | |
| t_{CSSAS9} | CS1/CS0 | Chip select setup time | | 10 / 10 | - | nS |
| t_{CSHS9} | | | | 10 / 10 | | |
| t_{CYS9} | SCK | System cycle time | | 210 / 105 | - | nS |
| t_{LPWS9} | | Low pulse width | | 90 / 37 | | |
| t_{HPWS9} | | High pulse width | | 90 / 37 | | |
| t_{DSS9} | SDA (Write) | Data setup time | | --- / 30 | - | nS |
| t_{DHS9} | | Data hold time | | --- / 10 | | |
| t_{ACCS9} | SDA (Read) | Read access time | C _L = 100pF | - / --- | 95 | nS |
| t_{ODS9} | Output disable time | 60 / --- | | - | | |

Note: tr (rising time), tf (falling time) : ≤ 15nS

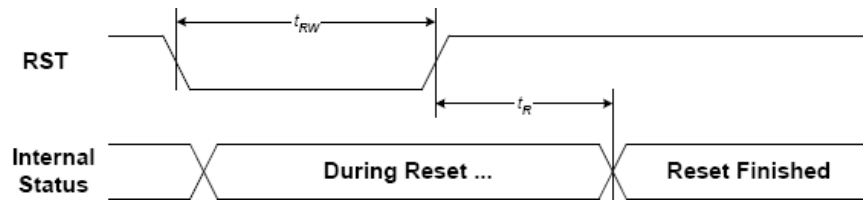
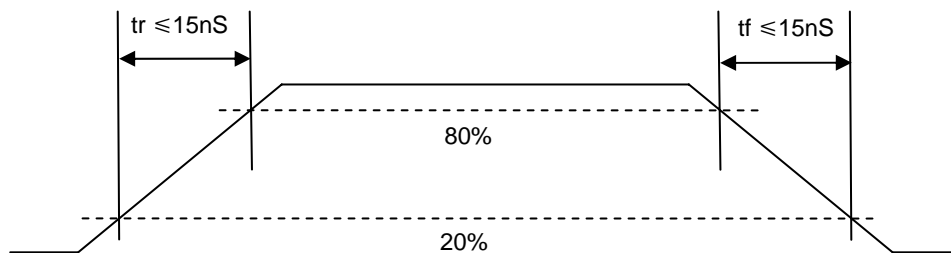


FIGURE 17: Reset Characteristics

($1.65V \leq V_{DD} < 3.3V$, $T_a = -30$ to $+85^\circ C$)

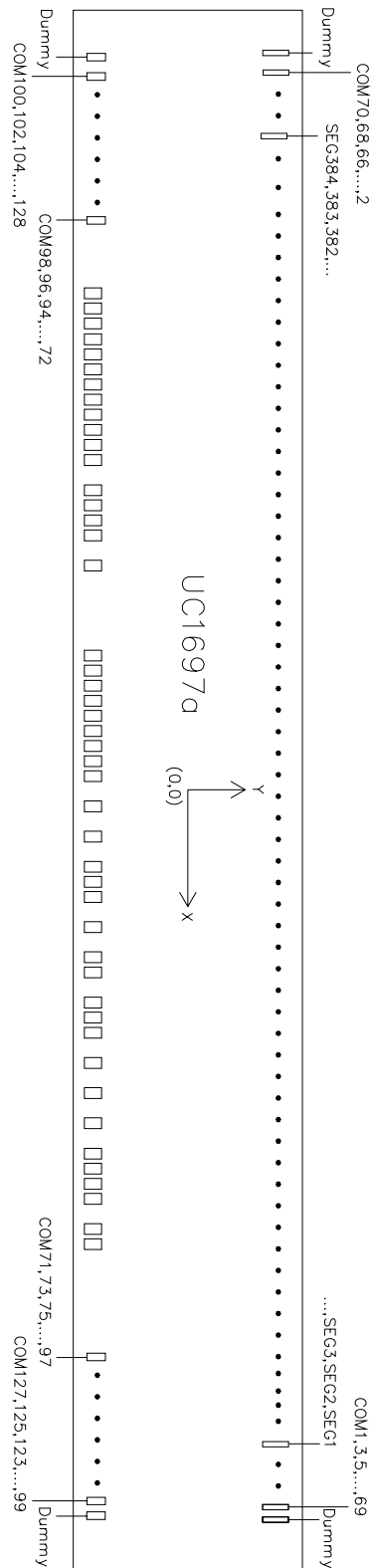
| Symbol | Signal | Description | Condition | Min. | Max. | Units |
|----------|----------------------|--------------------------------------|-----------|------|------|---------|
| t_{RW} | RST | Reset low pulse width | | 3 | – | μS |
| t_R | RST, Internal Status | Reset to Internal Status pulse delay | | 6 | – | mS |

Note: For each mode, the rising time (t_r) and the falling time (t_f) are stipulated to be equal to or less than 15nS each.

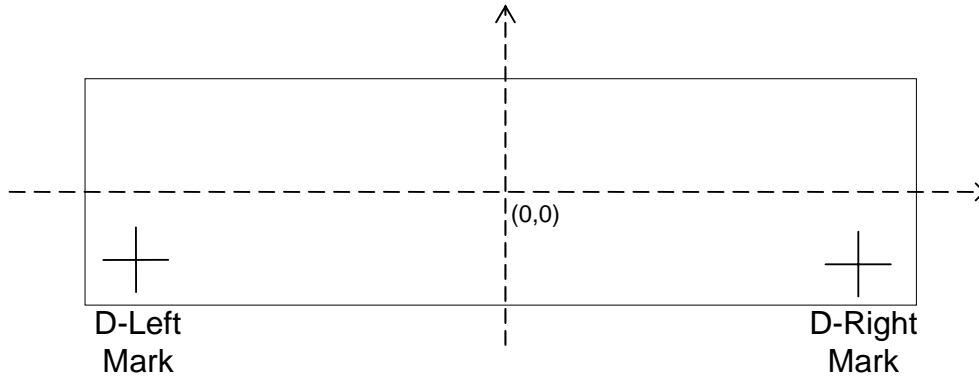


PHYSICAL DIMENSIONS

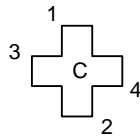
| PAD INFORMATION | |
|--|---|
| DIE SIZE: | 10821 μM x 1033 μM \pm 40 μM |
| DIE THICKNESS: | 400 μM \pm 20 μM (H _{MAX} -H _{MIN}) within die \leq 2 μM |
| BUMP HEIGHT: | 15 μM \pm 3 μM (H _{MAX} -H _{MIN}) within die \leq 2 μM |
| HARDNESS: | 90 Hv |
| BUMP SIZE: | SEG/COM: 12 x 150 μM^2 \pm 2.5 μM |
| BUMP PITCH: | 23 μM |
| BUMP GAP: | 11 μM |
| COORDINATE ORIGIN: | Chip center |
| PAD REFERENCE: | Pad center |
| (Drawing and coordinates are for the Circuit/Bump view.) | |



ALIGNMENT MARK INFORMATION



SHAPE OF THE ALIGNMENT MARK:



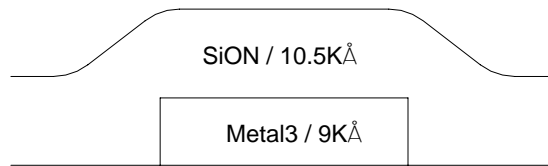
NOTE:

Alignment marks are on Metal3 under Passivation.
The “+” mark is symmetric both horizontally and vertically.

COORDINATES:

| | Down-Left Mark (+) | | Down-Right Mark (+) | |
|---|--------------------|------|---------------------|------|
| | X | Y | X | Y |
| 1 | -4502.96 | -411 | 4484.36 | -411 |
| 2 | -4482.96 | -471 | 4504.36 | -471 |
| 3 | -4522.96 | -431 | 4464.36 | -431 |
| 4 | -4462.96 | -451 | 4524.36 | -451 |
| C | -4492.96 | -441 | 4494.36 | -441 |

TOP METAL AND PASSIVATION:



FOR MTP PROCESS CROSS-SECTION

PAD COORDINATES

| # | Pad | X | Y | W | H |
|----|--------|----------|----------|----|-------|
| 1 | DUMMY | -5232.5 | -407 | 12 | 150 |
| 2 | COM100 | -5209.5 | -407 | 12 | 150 |
| 3 | COM102 | -5186.5 | -407 | 12 | 150 |
| 4 | COM104 | -5163.5 | -407 | 12 | 150 |
| 5 | COM106 | -5140.5 | -407 | 12 | 150 |
| 6 | COM108 | -5117.5 | -407 | 12 | 150 |
| 7 | COM110 | -5094.5 | -407 | 12 | 150 |
| 8 | COM112 | -5071.5 | -407 | 12 | 150 |
| 9 | COM114 | -5048.5 | -407 | 12 | 150 |
| 10 | COM116 | -5025.5 | -407 | 12 | 150 |
| 11 | COM118 | -5002.5 | -407 | 12 | 150 |
| 12 | COM120 | -4979.5 | -407 | 12 | 150 |
| 13 | COM122 | -4956.5 | -407 | 12 | 150 |
| 14 | COM124 | -4933.5 | -407 | 12 | 150 |
| 15 | COM126 | -4910.5 | -407 | 12 | 150 |
| 16 | COM128 | -4887.5 | -407 | 12 | 150 |
| 17 | COM98 | -4864.5 | -407 | 12 | 150 |
| 18 | COM96 | -4841.5 | -407 | 12 | 150 |
| 19 | COM94 | -4818.5 | -407 | 12 | 150 |
| 20 | COM92 | -4795.5 | -407 | 12 | 150 |
| 21 | COM90 | -4772.5 | -407 | 12 | 150 |
| 22 | COM88 | -4749.5 | -407 | 12 | 150 |
| 23 | COM86 | -4726.5 | -407 | 12 | 150 |
| 24 | COM84 | -4703.5 | -407 | 12 | 150 |
| 25 | COM82 | -4680.5 | -407 | 12 | 150 |
| 26 | COM80 | -4657.5 | -407 | 12 | 150 |
| 27 | COM78 | -4634.5 | -407 | 12 | 150 |
| 28 | COM76 | -4611.5 | -407 | 12 | 150 |
| 29 | COM74 | -4588.5 | -407 | 12 | 150 |
| 30 | COM72 | -4565.5 | -407 | 12 | 150 |
| 31 | D7 | -4387.99 | -442.215 | 65 | 77.57 |
| 32 | VDDX | -4301.32 | -442.215 | 45 | 77.57 |
| 33 | D6 | -4214.65 | -442.215 | 65 | 77.57 |
| 34 | D5 | -4134.31 | -442.215 | 65 | 77.57 |
| 35 | D4 | -4053.97 | -442.215 | 65 | 77.57 |
| 36 | D3 | -3973.63 | -442.215 | 65 | 77.57 |
| 37 | D2 | -3893.29 | -442.215 | 65 | 77.57 |
| 38 | D1 | -3812.95 | -442.215 | 65 | 77.57 |
| 39 | D0 | -3732.61 | -442.215 | 65 | 77.57 |
| 40 | RST | -3626.07 | -442.215 | 65 | 77.57 |
| 41 | WR0 | -3545.73 | -442.215 | 65 | 77.57 |
| 42 | VDDX | -3459.06 | -442.215 | 45 | 77.57 |
| 43 | WR1 | -3372.39 | -442.215 | 65 | 77.57 |
| 44 | CD | -3292.05 | -442.215 | 65 | 77.57 |
| 45 | CS0 | -3211.71 | -442.215 | 65 | 77.57 |
| 46 | VDDX | -3125.04 | -442.215 | 45 | 77.57 |
| 47 | CS1 | -3038.37 | -442.215 | 65 | 77.57 |
| 48 | BM0 | -2958.03 | -442.215 | 65 | 77.57 |
| 49 | VDDX | -2870.36 | -442.215 | 45 | 77.57 |
| 50 | BM1 | -2783.69 | -442.215 | 65 | 77.57 |
| 51 | TST4 | -2697.52 | -442.215 | 45 | 77.57 |
| 52 | DUMMY | -2538.16 | -442.215 | 45 | 77.57 |
| 53 | DUMMY | -2465.66 | -442.215 | 45 | 77.57 |
| 54 | DUMMY | -2393.16 | -442.215 | 45 | 77.57 |
| 55 | TST1 | -2232.36 | -442.215 | 45 | 77.57 |
| 56 | TST2 | -2172.36 | -442.215 | 45 | 77.57 |
| 57 | DUMMY | -2079.04 | -442.215 | 45 | 77.57 |
| 58 | ID0 | -1994.67 | -442.215 | 65 | 77.57 |
| 59 | VDDX | -1908.5 | -442.215 | 45 | 77.57 |
| 60 | ID1 | -1822.33 | -442.215 | 65 | 77.57 |

| # | Pad | X | Y | W | H |
|-----|-------|----------|----------|-------|-------|
| 61 | ID2 | -1741.99 | -442.215 | 65 | 77.57 |
| 62 | vss | -1509.95 | -442.215 | 45 | 77.57 |
| 63 | vss | -1449.95 | -442.215 | 45 | 77.57 |
| 64 | vss | -1389.95 | -442.215 | 45 | 77.57 |
| 65 | vss | -1329.95 | -442.215 | 45 | 77.57 |
| 66 | vss | -1269.95 | -442.215 | 45 | 77.57 |
| 67 | vss | -1209.95 | -442.215 | 45 | 77.57 |
| 68 | vss | -1149.95 | -442.215 | 45 | 77.57 |
| 69 | vss | -1089.95 | -442.215 | 45 | 77.57 |
| 70 | vss | -1029.95 | -442.215 | 45 | 77.57 |
| 71 | vss | -969.95 | -442.215 | 45 | 77.57 |
| 72 | vss | -909.95 | -442.215 | 45 | 77.57 |
| 73 | vss | -849.95 | -442.215 | 45 | 77.57 |
| 74 | vss | -789.95 | -442.215 | 45 | 77.57 |
| 75 | DUMMY | -689.29 | -442.215 | 45 | 77.57 |
| 76 | vss2 | -588.63 | -442.215 | 45 | 77.57 |
| 77 | vss2 | -528.63 | -442.215 | 45 | 77.57 |
| 78 | vss2 | -468.63 | -442.215 | 45 | 77.57 |
| 79 | vss2 | -408.63 | -442.215 | 45 | 77.57 |
| 80 | vss2 | -348.63 | -442.215 | 45 | 77.57 |
| 81 | vss2 | -288.63 | -442.215 | 45 | 77.57 |
| 82 | vss2 | -228.63 | -442.215 | 45 | 77.57 |
| 83 | vss2 | -168.63 | -442.215 | 45 | 77.57 |
| 84 | vss2 | -108.63 | -442.215 | 45 | 77.57 |
| 85 | vss2 | -48.63 | -442.215 | 45 | 77.57 |
| 86 | vss2 | 11.37 | -442.215 | 45 | 77.57 |
| 87 | vss2 | 71.37 | -442.215 | 45 | 77.57 |
| 88 | vss2 | 131.37 | -442.215 | 45 | 77.57 |
| 89 | vdd | 191.37 | -442.215 | 45 | 77.57 |
| 90 | vdd | 251.37 | -442.215 | 45 | 77.57 |
| 91 | vdd | 311.37 | -442.215 | 45 | 77.57 |
| 92 | vdd | 371.37 | -442.215 | 45 | 77.57 |
| 93 | vdd | 431.37 | -442.215 | 45 | 77.57 |
| 94 | vdd | 491.37 | -442.215 | 45 | 77.57 |
| 95 | vdd | 551.37 | -442.215 | 45 | 77.57 |
| 96 | vdd | 611.37 | -442.215 | 45 | 77.57 |
| 97 | vdd | 671.37 | -442.215 | 45 | 77.57 |
| 98 | vdd | 758.99 | -442.215 | 83.24 | 77.57 |
| 99 | DUMMY | 848.29 | -442.215 | 45 | 77.57 |
| 100 | DUMMY | 910.65 | -442.215 | 45 | 77.57 |
| 101 | DUMMY | 973.01 | -442.215 | 45 | 77.57 |
| 102 | DUMMY | 1035.37 | -442.215 | 45 | 77.57 |
| 103 | DUMMY | 1097.73 | -442.215 | 45 | 77.57 |
| 104 | DUMMY | 1160.09 | -442.215 | 45 | 77.57 |
| 105 | DUMMY | 1222.45 | -442.215 | 45 | 77.57 |
| 106 | DUMMY | 1284.81 | -442.215 | 45 | 77.57 |
| 107 | DUMMY | 1347.17 | -442.215 | 45 | 77.57 |
| 108 | DUMMY | 1409.53 | -442.215 | 45 | 77.57 |
| 109 | DUMMY | 1471.89 | -442.215 | 45 | 77.57 |
| 110 | vdd2 | 1561.19 | -442.215 | 83.24 | 77.57 |
| 111 | vdd2 | 1650.83 | -442.215 | 45 | 77.57 |
| 112 | vdd2 | 1710.83 | -442.215 | 45 | 77.57 |
| 113 | vdd2 | 1770.83 | -442.215 | 45 | 77.57 |
| 114 | vdd2 | 1830.83 | -442.215 | 45 | 77.57 |
| 115 | vdd2 | 1890.83 | -442.215 | 45 | 77.57 |
| 116 | vdd2 | 1950.83 | -442.215 | 45 | 77.57 |
| 117 | vdd2 | 2010.83 | -442.215 | 45 | 77.57 |
| 118 | vdd2 | 2070.83 | -442.215 | 45 | 77.57 |
| 119 | DUMMY | 2140.31 | -442.215 | 45 | 77.57 |
| 120 | DUMMY | 2202.67 | -442.215 | 45 | 77.57 |

| # | Pad | X | Y | W | H |
|-----|---------|---------|----------|-------|-------|
| 121 | vdd3 | 2291.97 | -442.215 | 83.24 | 77.57 |
| 122 | vdd3 | 2382.09 | -442.215 | 45 | 77.57 |
| 123 | vdd3 | 2442.09 | -442.215 | 45 | 77.57 |
| 124 | VB0+ | 2515.09 | -442.215 | 45 | 77.57 |
| 125 | VB0+ | 2575.09 | -442.215 | 45 | 77.57 |
| 126 | VB0+ | 2635.09 | -442.215 | 45 | 77.57 |
| 127 | DUMMY | 2801.53 | -442.215 | 45 | 77.57 |
| 128 | VB1+ | 2879.41 | -442.215 | 45 | 77.57 |
| 129 | VB1+ | 2939.41 | -442.215 | 45 | 77.57 |
| 130 | VB1+ | 2999.41 | -442.215 | 45 | 77.57 |
| 131 | DUMMY | 3165.85 | -442.215 | 45 | 77.57 |
| 132 | VB1- | 3241.59 | -442.215 | 45 | 77.57 |
| 133 | VB1- | 3301.59 | -442.215 | 45 | 77.57 |
| 134 | VB1- | 3361.59 | -442.215 | 45 | 77.57 |
| 135 | DUMMY | 3528.03 | -442.215 | 45 | 77.57 |
| 136 | DUMMY | 3602.91 | -442.215 | 45 | 77.57 |
| 137 | VB0- | 3769.35 | -442.215 | 45 | 77.57 |
| 138 | VB0- | 3829.36 | -442.215 | 45 | 77.57 |
| 139 | VB0- | 3889.36 | -442.215 | 45 | 77.57 |
| 140 | DUMMY | 3965.44 | -442.215 | 45 | 77.57 |
| 141 | VLCDIN | 4121.8 | -442.215 | 45 | 77.57 |
| 142 | VLCDOUT | 4181.8 | -442.215 | 45 | 77.57 |
| 143 | DUMMY | 4336.72 | -442.215 | 45 | 77.57 |
| 144 | DUMMY | 4413.66 | -442.215 | 45 | 77.57 |
| 145 | COM71 | 4565.5 | -407 | 12 | 150 |
| 146 | COM73 | 4588.5 | -407 | 12 | 150 |
| 147 | COM75 | 4611.5 | -407 | 12 | 150 |
| 148 | COM77 | 4634.5 | -407 | 12 | 150 |
| 149 | COM79 | 4657.5 | -407 | 12 | 150 |
| 150 | COM81 | 4680.5 | -407 | 12 | 150 |
| 151 | COM83 | 4703.5 | -407 | 12 | 150 |
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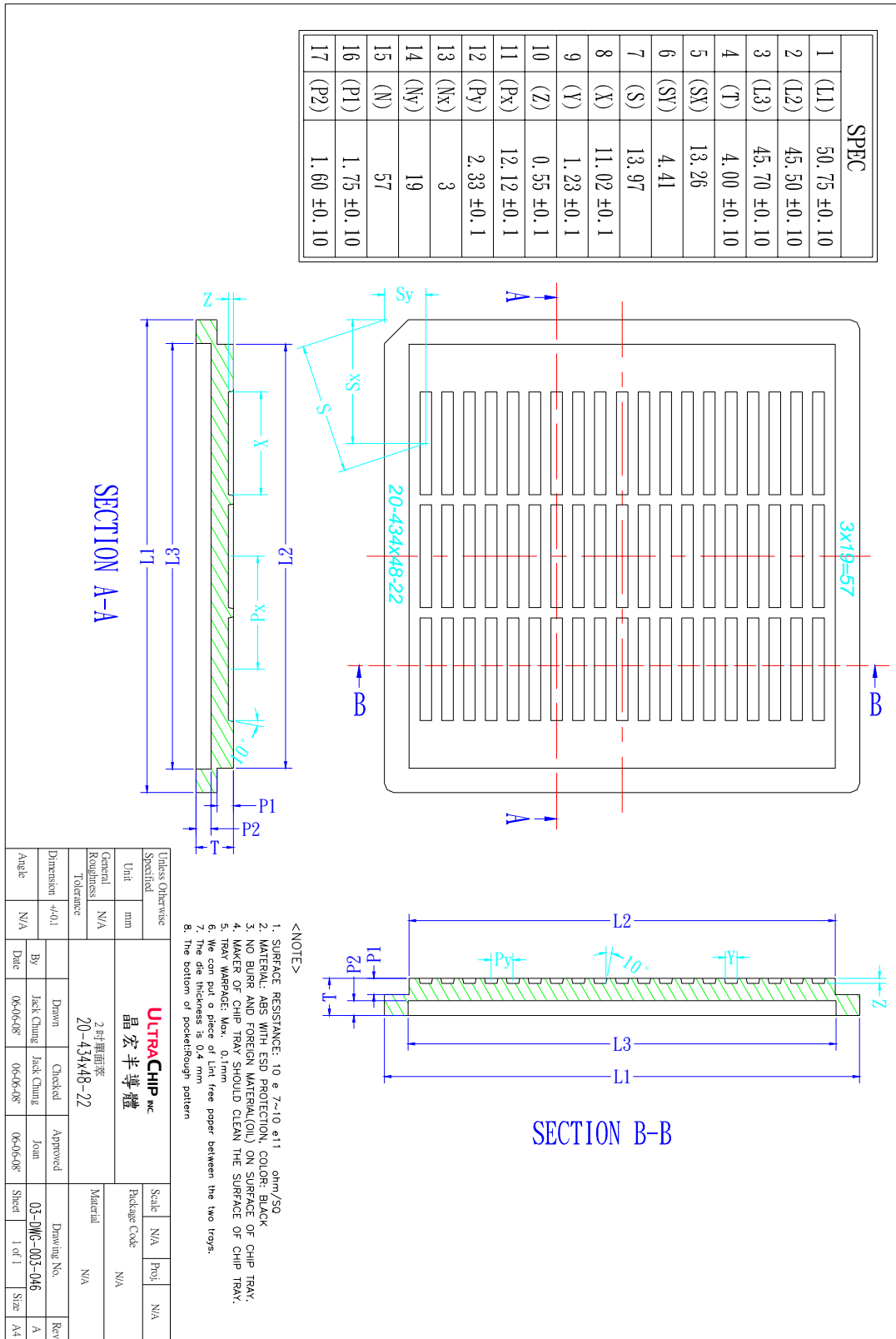
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| 542 | SEG332 | -3208.5 | 407 | 12 | 150 |
| 543 | SEG333 | -3231.5 | 407 | 12 | 150 |
| 544 | SEG334 | -3254.5 | 407 | 12 | 150 |
| 545 | SEG335 | -3277.5 | 407 | 12 | 150 |
| 546 | SEG336 | -3300.5 | 407 | 12 | 150 |
| 547 | SEG337 | -3323.5 | 407 | 12 | 150 |
| 548 | SEG338 | -3346.5 | 407 | 12 | 150 |
| 549 | SEG339 | -3369.5 | 407 | 12 | 150 |
| 550 | SEG340 | -3392.5 | 407 | 12 | 150 |
| 551 | SEG341 | -3415.5 | 407 | 12 | 150 |
| 552 | SEG342 | -3438.5 | 407 | 12 | 150 |
| 553 | SEG343 | -3461.5 | 407 | 12 | 150 |
| 554 | SEG344 | -3484.5 | 407 | 12 | 150 |

| # | Pad | X | Y | W | H |
|-----|--------|---------|-----|----|-----|
| 555 | SEG345 | -3507.5 | 407 | 12 | 150 |
| 556 | SEG346 | -3530.5 | 407 | 12 | 150 |
| 557 | SEG347 | -3553.5 | 407 | 12 | 150 |
| 558 | SEG348 | -3576.5 | 407 | 12 | 150 |
| 559 | SEG349 | -3599.5 | 407 | 12 | 150 |
| 560 | SEG350 | -3622.5 | 407 | 12 | 150 |
| 561 | SEG351 | -3645.5 | 407 | 12 | 150 |
| 562 | SEG352 | -3668.5 | 407 | 12 | 150 |
| 563 | SEG353 | -3691.5 | 407 | 12 | 150 |
| 564 | SEG354 | -3714.5 | 407 | 12 | 150 |
| 565 | SEG355 | -3737.5 | 407 | 12 | 150 |
| 566 | SEG356 | -3760.5 | 407 | 12 | 150 |
| 567 | SEG357 | -3783.5 | 407 | 12 | 150 |
| 568 | SEG358 | -3806.5 | 407 | 12 | 150 |
| 569 | SEG359 | -3829.5 | 407 | 12 | 150 |
| 570 | SEG360 | -3852.5 | 407 | 12 | 150 |
| 571 | SEG361 | -3875.5 | 407 | 12 | 150 |
| 572 | SEG362 | -3898.5 | 407 | 12 | 150 |
| 573 | SEG363 | -3921.5 | 407 | 12 | 150 |
| 574 | SEG364 | -3944.5 | 407 | 12 | 150 |
| 575 | SEG365 | -3967.5 | 407 | 12 | 150 |
| 576 | SEG366 | -3990.5 | 407 | 12 | 150 |
| 577 | SEG367 | -4013.5 | 407 | 12 | 150 |
| 578 | SEG368 | -4036.5 | 407 | 12 | 150 |
| 579 | SEG369 | -4059.5 | 407 | 12 | 150 |
| 580 | SEG370 | -4082.5 | 407 | 12 | 150 |
| 581 | SEG371 | -4105.5 | 407 | 12 | 150 |
| 582 | SEG372 | -4128.5 | 407 | 12 | 150 |
| 583 | SEG373 | -4151.5 | 407 | 12 | 150 |
| 584 | SEG374 | -4174.5 | 407 | 12 | 150 |
| 585 | SEG375 | -4197.5 | 407 | 12 | 150 |
| 586 | SEG376 | -4220.5 | 407 | 12 | 150 |
| 587 | SEG377 | -4243.5 | 407 | 12 | 150 |
| 588 | SEG378 | -4266.5 | 407 | 12 | 150 |
| 589 | SEG379 | -4289.5 | 407 | 12 | 150 |
| 590 | SEG380 | -4312.5 | 407 | 12 | 150 |
| 591 | SEG381 | -4335.5 | 407 | 12 | 150 |
| 592 | SEG382 | -4358.5 | 407 | 12 | 150 |
| 593 | SEG383 | -4381.5 | 407 | 12 | 150 |
| 594 | SEG384 | -4404.5 | 407 | 12 | 150 |
| 595 | COM2 | -4427.5 | 407 | 12 | 150 |
| 596 | COM4 | -4450.5 | 407 | 12 | 150 |
| 597 | COM6 | -4473.5 | 407 | 12 | 150 |
| 598 | COM8 | -4496.5 | 407 | 12 | 150 |
| 599 | COM10 | -4519.5 | 407 | 12 | 150 |
| 600 | COM12 | -4542.5 | 407 | 12 | 150 |
| 601 | COM14 | -4565.5 | 407 | 12 | 150 |
| 602 | COM16 | -4588.5 | 407 | 12 | 150 |
| 603 | COM18 | -4611.5 | 407 | 12 | 150 |
| 604 | COM20 | -4634.5 | 407 | 12 | 150 |
| 605 | COM22 | -4657.5 | 407 | 12 | 150 |
| 606 | COM24 | -4680.5 | 407 | 12 | 150 |
| 607 | COM26 | -4703.5 | 407 | 12 | 150 |
| 608 | COM28 | -4726.5 | 407 | 12 | 150 |
| 609 | COM30 | -4749.5 | 407 | 12 | 150 |
| 610 | COM32 | -4772.5 | 407 | 12 | 150 |
| 611 | COM34 | -4795.5 | 407 | 12 | 150 |
| 612 | COM36 | -4818.5 | 407 | 12 | 150 |
| 613 | COM38 | -4841.5 | 407 | 12 | 150 |
| 614 | COM40 | -4864.5 | 407 | 12 | 150 |
| 615 | COM42 | -4887.5 | 407 | 12 | 150 |
| 616 | COM44 | -4910.5 | 407 | 12 | 150 |

| # | Pad | X | Y | W | H |
|-----|-------|---------|-----|----|-----|
| 617 | COM46 | -4933.5 | 407 | 12 | 150 |
| 618 | COM48 | -4956.5 | 407 | 12 | 150 |
| 619 | COM50 | -4979.5 | 407 | 12 | 150 |
| 620 | COM52 | -5002.5 | 407 | 12 | 150 |
| 621 | COM54 | -5025.5 | 407 | 12 | 150 |
| 622 | COM56 | -5048.5 | 407 | 12 | 150 |
| 623 | COM58 | -5071.5 | 407 | 12 | 150 |
| 624 | COM60 | -5094.5 | 407 | 12 | 150 |
| 625 | COM62 | -5117.5 | 407 | 12 | 150 |
| 626 | COM64 | -5140.5 | 407 | 12 | 150 |
| 627 | COM66 | -5163.5 | 407 | 12 | 150 |
| 628 | COM68 | -5186.5 | 407 | 12 | 150 |
| 629 | COM70 | -5209.5 | 407 | 12 | 150 |
| 630 | DUMMY | -5232.5 | 407 | 12 | 150 |

TRAY INFORMATION



REVISION HISTORY

| Revision | Contents | Date of Rev. |
|----------|---|---------------|
| 0.6 | First Release | Oct. 15, 2008 |
| 0.7 | (1) V_{DD} (Typical) is adjusted: 1.8V ~ 3.3V → 2.8V ~ 3.3V (Section "Feature Highlights", page 3; "Specifications" – DC Characteristics, page 54; "AC Characteristics", Pp 55~62) | Jan. 20, 2009 |
| | (2) $V_{DD2/3}$ (Minimum) is adjusted: 2.5V → 2.7V $V_{DD2/3}$ (Typical) is adjusted: 2.4V ~ 3.3V → 2.8V ~ 3.3V (Section "Feature Highlights", page 3; "Specifications" – DC Characteristics, page 54) | |
| | (3) Some MTP names are corrected: MTP3 → MTP2, MTP2 → MTP1 MTP4 → MTP3, MTP5 → MTP4 (Section "MTP OPERATION FOR LCM MAKERS", Pp 47, 49~50) | |
| 0.71 | (1) Commands "Set LRM Enable" and "Set COM Scan Control" are added. (Section "Control Register" – LRM, CSC, page 12; "Command Table" – (8) (9), page 13; "Command Description" – (8) (9), page 16) | Apr. 27, 2009 |
| 0.72 | (1) Bump Size Tolerance is adjusted: 2 μ m → 2.5 μ m (Section "Physical Dimensions", page 65) | May 12, 2009 |
| 0.73 | (1) V_{DD} (Typical range) : 2.8V~3.3V → 1.8V~3.3V $V_{DD2/3}$ (Typical range) : 2.8V~3.3V → 2.6V~3.3V $V_{DD2/3}$ (Minimum) : 2.7V → 2.5V | Jul. 21, 2009 |
| | (2) AC timing tables are updated accordingly. (pages 3, 55~60) | |
| | (3) Part Number : UC1697aGAA → UC1697aGAA_U2P (page 4) | |
| 0.8 | (1) V_{IH} (Minimum) : $0.8 \times V_{DD}$ → $0.85 \times V_{DD}$ | Jul. 29, 2009 |
| | (2) $R_{ON(SEG)}$ (Maximum) : 1300Ω → 1500Ω | |
| | (3) $R_{ON(COM)}$ (Maximum) : 1300Ω → 1500Ω (4) $R_{ONS(COM)}$ is removed. (page 55) | |
| 0.8 | (5) Power consumption data present : All-pixel-off (Maximum) : 1812 μ A 2-pixel checker (Maximum) : 2660 μ A (page 55) | Jul. 29, 2009 |
| | (6) Some AC timings are updated. (Pp 56~59) | |
| 0.81 | (1) The "_" in part number for ordering is revised as "-". (page 4) | Jul. 31, 2009 |
| 1.0 | (1) The DDRAM table is improved. (page 44) | Aug. 24, 2009 |
| | (2) The Power-Up Sequence sub-section is updated. (page 47) | |
| | (3) A sub-section "Enter/Exit Sleep Mode Sequence" is added. (page 48) | |
| | (4) The RST timing page is updated. (page 62) | |

APPENDIX : SHADE LOOKUP TABLE

| Command | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Action | Default (Decimal) | Range |
|-------------|-----|-----|----|----|----|----|----|----|----|----|------------------|-------------------|--------|
| Set Shade0 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade0[4:0] | 0 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade1 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade1[4:0] | 1 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade2 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade2[4:0] | 2 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade3 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade3[4:0] | 3 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade4 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade4[4:0] | 4 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade5 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade5[4:0] | 5 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade6 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade6[4:0] | 6 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade7 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade7[4:0] | 7 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade8 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade8[4:0] | 8 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade9 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade9[4:0] | 9 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade10 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade10[4:0] | 10 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade11 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade11[4:0] | 11 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade12 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade12[4:0] | 12 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade13 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade13[4:0] | 13 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade14 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade14[4:0] | 14 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade15 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade15[4:0] | 15 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade16 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade16[4:0] | 16 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | | | |
| | | | - | - | - | # | # | # | # | # | | | |

| Command | C/D | W/R | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Action | Default (Decimal) | Range |
|-------------|-----|-----|----|----|----|----|----|----|----|----|------------------|-------------------|--------|
| Set Shade17 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade17[4:0] | 17 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade18 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade18[4:0] | 18 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade19 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade19[4:0] | 19 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 1 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade20 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade20[4:0] | 20 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade21 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade21[4:0] | 21 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 1 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade22 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade22[4:0] | 22 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade23 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade23[4:0] | 23 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 1 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade24 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade24[4:0] | 24 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade25 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade25[4:0] | 25 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade26 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade26[4:0] | 26 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 0 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade27 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade27[4:0] | 27 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 1 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade28 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade28[4:0] | 28 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 0 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade29 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade29[4:0] | 29 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 1 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade30 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade30[4:0] | 30 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | | | |
| | | | - | - | - | # | # | # | # | # | | | |
| Set Shade31 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Set Shade31[4:0] | 31 | 0 ~ 31 |
| | | | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | | | |
| | | | - | - | - | # | # | # | # | # | | | |

| Shade | Value | Default | Range |
|-----------|-------------------|---------|-------|
| G Shade0 | Shade0 + Shade0 | 0 | 0~62 |
| G Shade1 | Shade0 + Shade1 | 1 | 0~62 |
| G Shade2 | Shade1 + Shade1 | 2 | 0~62 |
| G Shade3 | Shade1 + Shade2 | 3 | 0~62 |
| G Shade4 | Shade2 + Shade2 | 4 | 0~62 |
| G Shade5 | Shade2 + Shade3 | 5 | 0~62 |
| G Shade6 | Shade3 + Shade3 | 6 | 0~62 |
| G Shade7 | Shade3 + Shade4 | 7 | 0~62 |
| G Shade8 | Shade4 + Shade4 | 8 | 0~62 |
| G Shade9 | Shade4 + Shade5 | 9 | 0~62 |
| G Shade10 | Shade5 + Shade5 | 10 | 0~62 |
| G Shade11 | Shade5 + Shade6 | 11 | 0~62 |
| G Shade12 | Shade6 + Shade6 | 12 | 0~62 |
| G Shade13 | Shade6 + Shade7 | 13 | 0~62 |
| G Shade14 | Shade7 + Shade7 | 14 | 0~62 |
| G Shade15 | Shade7 + Shade8 | 15 | 0~62 |
| G Shade16 | Shade8 + Shade8 | 16 | 0~62 |
| G Shade17 | Shade8 + Shade9 | 17 | 0~62 |
| G Shade18 | Shade9 + Shade9 | 18 | 0~62 |
| G Shade19 | Shade9 + Shade10 | 19 | 0~62 |
| G Shade20 | Shade10 + Shade10 | 20 | 0~62 |
| G Shade21 | Shade10 + Shade11 | 21 | 0~62 |
| G Shade22 | Shade11 + Shade11 | 22 | 0~62 |
| G Shade23 | Shade11 + Shade12 | 23 | 0~62 |
| G Shade24 | Shade12 + Shade12 | 24 | 0~62 |
| G Shade25 | Shade12 + Shade13 | 25 | 0~62 |
| G Shade26 | Shade13 + Shade13 | 26 | 0~62 |
| G Shade27 | Shade13 + Shade14 | 27 | 0~62 |
| G Shade28 | Shade14 + Shade14 | 28 | 0~62 |
| G Shade29 | Shade14 + Shade15 | 29 | 0~62 |
| G Shade30 | Shade15 + Shade15 | 30 | 0~62 |
| G Shade31 | Shade15 + Shade16 | 31 | 0~62 |
| G Shade32 | Shade16 + Shade16 | 32 | 0~62 |
| G Shade33 | Shade16 + Shade17 | 33 | 0~62 |
| G Shade34 | Shade17 + Shade17 | 34 | 0~62 |
| G Shade35 | Shade17 + Shade18 | 35 | 0~62 |
| G Shade36 | Shade18 + Shade18 | 36 | 0~62 |
| G Shade37 | Shade18 + Shade19 | 37 | 0~62 |
| G Shade38 | Shade19 + Shade19 | 38 | 0~62 |
| G Shade39 | Shade19 + Shade20 | 39 | 0~62 |
| G Shade40 | Shade20 + Shade20 | 40 | 0~62 |
| G Shade41 | Shade20 + Shade21 | 41 | 0~62 |
| G Shade42 | Shade21 + Shade21 | 42 | 0~62 |
| G Shade43 | Shade21 + Shade22 | 43 | 0~62 |
| G Shade44 | Shade22 + Shade22 | 44 | 0~62 |
| G Shade45 | Shade22 + Shade23 | 45 | 0~62 |
| G Shade46 | Shade23 + Shade23 | 46 | 0~62 |
| G Shade47 | Shade23 + Shade24 | 47 | 0~62 |
| G Shade48 | Shade24 + Shade24 | 48 | 0~62 |
| G Shade49 | Shade24 + Shade25 | 49 | 0~62 |
| G Shade50 | Shade25 + Shade25 | 50 | 0~62 |
| G Shade51 | Shade25 + Shade26 | 51 | 0~62 |
| G Shade52 | Shade26 + Shade26 | 52 | 0~62 |
| G Shade53 | Shade26 + Shade27 | 53 | 0~62 |
| G Shade54 | Shade27 + Shade27 | 54 | 0~62 |

| Shade | Value | Default | Range |
|-----------|-------------------|---------|-------|
| G Shade55 | Shade27 + Shade28 | 55 | 0~62 |
| G Shade56 | Shade28 + Shade28 | 56 | 0~62 |
| G Shade57 | Shade28 + Shade29 | 57 | 0~62 |
| G Shade58 | Shade29 + Shade29 | 58 | 0~62 |
| G Shade59 | Shade29 + Shade30 | 59 | 0~62 |
| G Shade60 | Shade30 + Shade30 | 60 | 0~62 |
| G Shade61 | Shade30 + Shade31 | 61 | 0~62 |
| G Shade62 | 2*Shade31 | 62 | 0~62 |
| G Shade63 | 2*Shade31 + 1 | 63 | 1~63 |

| Shade | Value | Default | Range |
|-------------|---------|---------|-------|
| R/B Shade0 | Shade0 | 0 | 0~31 |
| R/B Shade1 | Shade1 | 1 | 0~31 |
| R/B Shade2 | Shade2 | 2 | 0~31 |
| R/B Shade3 | Shade3 | 3 | 0~31 |
| R/B Shade4 | Shade4 | 4 | 0~31 |
| R/B Shade5 | Shade5 | 5 | 0~31 |
| R/B Shade6 | Shade6 | 6 | 0~31 |
| R/B Shade7 | Shade7 | 7 | 0~31 |
| R/B Shade8 | Shade8 | 8 | 0~31 |
| R/B Shade9 | Shade9 | 9 | 0~31 |
| R/B Shade10 | Shade10 | 10 | 0~31 |
| R/B Shade11 | Shade11 | 11 | 0~31 |
| R/B Shade12 | Shade12 | 12 | 0~31 |
| R/B Shade13 | Shade13 | 13 | 0~31 |
| R/B Shade14 | Shade14 | 14 | 0~31 |
| R/B Shade15 | Shade15 | 15 | 0~31 |
| R/B Shade16 | Shade16 | 16 | 0~31 |
| R/B Shade17 | Shade17 | 17 | 0~31 |
| R/B Shade18 | Shade18 | 18 | 0~31 |
| R/B Shade19 | Shade19 | 19 | 0~31 |
| R/B Shade20 | Shade20 | 20 | 0~31 |
| R/B Shade21 | Shade21 | 21 | 0~31 |
| R/B Shade22 | Shade22 | 22 | 0~31 |
| R/B Shade23 | Shade23 | 23 | 0~31 |
| R/B Shade24 | Shade24 | 24 | 0~31 |
| R/B Shade25 | Shade25 | 25 | 0~31 |
| R/B Shade26 | Shade26 | 26 | 0~31 |
| R/B Shade27 | Shade27 | 27 | 0~31 |
| R/B Shade28 | Shade28 | 28 | 0~31 |
| R/B Shade29 | Shade29 | 29 | 0~31 |
| R/B Shade30 | Shade30 | 30 | 0~31 |
| R/B Shade31 | Shade31 | 31 | 0~31 |