


SPECIFICATIONS FOR LCD MODULE

CUSTOMER	
MODEL	SC12864026-V30
CUSTOMER APPROVED	

APPROVED BY	CHECKED BY	ORGANIZED BY
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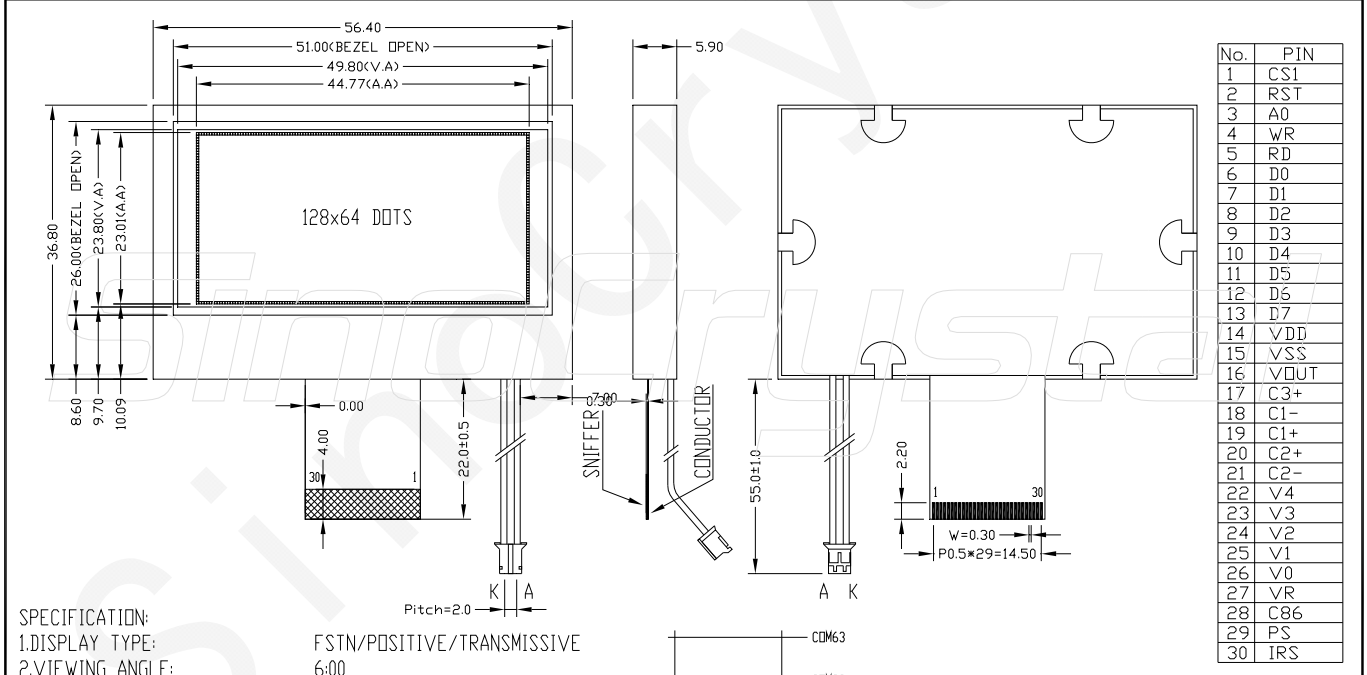
FAX : 0755-81452166

1. PHYSICAL DATA

ITEM	STANDARD VALUE	UNIT
NUMBER OF GRAPHIC	128×64	Mm
MODULE DIMENSION	56.4×36.8×5.5	Mm
VIEWING AREA	51.0×23.8	Mm
DOT SIZE	0.32×0.33	Mm
DOT PITCH	0.35×0.36	Mm
LCD TYPE	FSTN/ POSITIVE/TRANSMISSIVE	
DUTY	1/64	
VIEWING DIRECTION	6:00	o'clock
BACK LIGHT TYPE	SIDE LIT LED	
BACK LIGHT COLOR	WHITE	
APPROX. WEIGHT	TBD	G

2. EXTERNAL DIMENSIONS

版本记录	A0	新图	2013.06.20						签字确认:
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128x64 DOTS

Pinout Table:

No.	PIN
1	CS1
2	RST
3	A0
4	WR
5	RD
6	D0
7	D1
8	D2
9	D3
10	D4
11	D5
12	D6
13	D7
14	VDD
15	VSS
16	VOUT
17	C3+
18	C1-
19	C1+
20	C2+
21	C2-
22	V4
23	V3
24	V2
25	V1
26	V0
27	VR
28	C86
29	PS
30	IRS

SPECIFICATION:

1.DISPLAY TYPE:	FSTN/POSITIVE/TRANSMISSIVE
2.VIEWING ANGLE:	6:00
3.DRIVER METHOD:	1/64DUTY 1/9BIAS
4.LCD OPERATION VOLTAGE:	9V
5.OPERATION TEMPERATURE:	-20°C---+70°C
6.STORAGE TEMPERATURE:	-30°C---+80°C
7.POWER SUPPLY:	3.3V
8.DRIVER IC:	ST7565R
9.BACKLIGHT:	WHITE LED(Vf=3.1V If=45mA)
10.ALL UNMARKED TOLERANCES:	±0.2mm

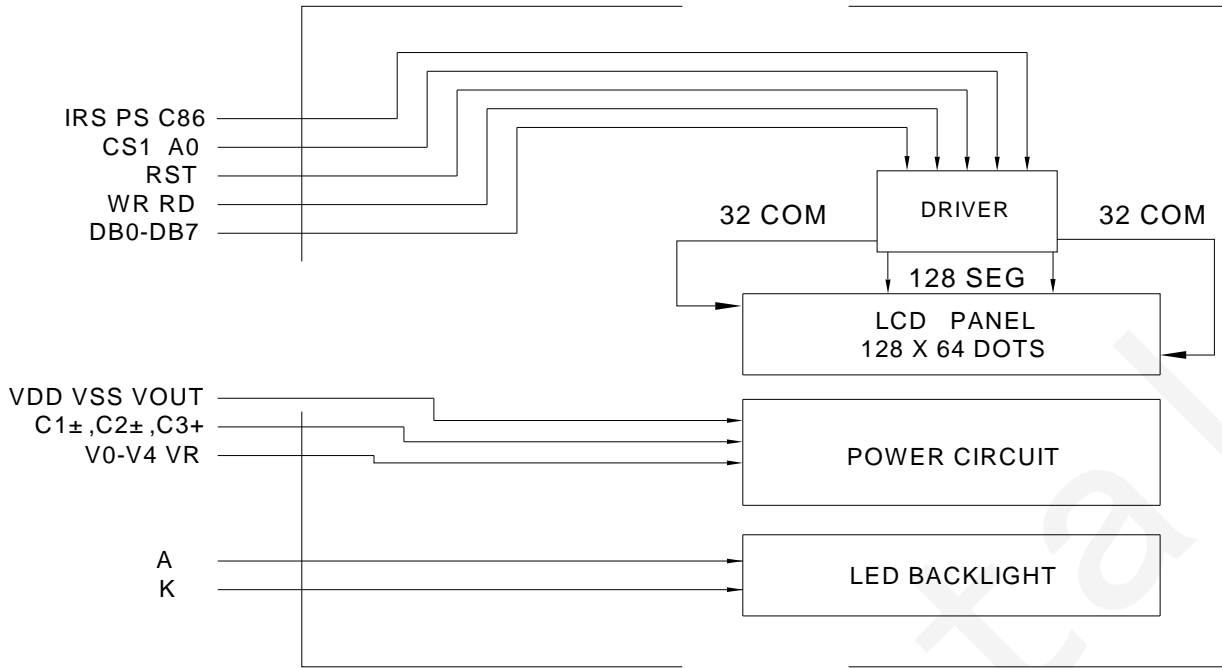
COM&SEG LOGIC:

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    CDM63
    CDM31-----CDM32
    CDM0
    SEG0
    SEG127
  
```

SinoCrystal (ShenZhen) Tech CO., LTD.			
绘图: LiuJun	产品型号: SC12864026-V30	单位: mm	
审核:	图纸编号: WXT-SC12864026-V30	日期: 2013.06.20	
批准:	图纸版号: A0	页数: 1/1	

3. BLOCK DIAGRAM



4. INTERFACE PIN CONNECTIONS

Pin No.	Symbol	Level	Description
1	CS1	H/L	Chip select signal
2	RST	H/L	Chip reset signal
3	A0	H/L	Register selection input H : Indicate that D0 to D7 are display data. L:Indicate that D0 to D7 are control data
4	WR(R/W)	H/L	8080 series: Write signal 6800 series: Read or Write signal
5	RD(E)	H/L	8080 series: Read signal 6800 series: Enable signal
6-13	D0-D5 D6(SCL) D7(SI)	H/L	This is an 8-bit bi-directional data bus that connects to an 8-bit or 16-bit standard MPU data bus. When the serial interface (SPI-4) is selected (P/S = "L") : D7 : serial data input (SI) ; D6 : the serial clock input (SCL). D0 to D5 should be connected to VDD or floating.
14	VDD	--	Supply voltage for logic
15	VSS	--	Ground
16	VOOUT	--	Power for LCD
17	C3+	--	DC/DC voltage converter. Connect a capacitor between this terminal and the CAP1N terminal.
18	C1-	--	DC/DC voltage converter. Connect a capacitor between this terminal and the CAP1P terminal.
19	C1+	--	DC/DC voltage converter. Connect a capacitor between this terminal and the CAP1N terminal. Reset signal.
20	C2+	--	DC/DC voltage converter. Connect a capacitor between this terminal and the CAP2N terminal.
21	C2-	--	DC/DC voltage converter. Connect a capacitor between this terminal and the CAP2P terminal. Chip select.
22-26	V4-V0	--	This is a multi-level power supply for the liquid crystal drive.
27	VR	--	Contrast adjustment input.
28	C86	H/L	C86 = "H": 6800 Series MPU interface. C86 = "L": 8080 Series MPU interface.
29	PS	H/L	P/S = "H": Parallel interface P/S = "L": Serial interface
30	IRS	H/L	RS = "H": Use the internal resistors IRS = "L": Do not use the internal resistors.

5. ABSOLUTE MAXIMUM RATINGS

(1) Electrical Absolute Ratings

Item	Symbol	Min.	Max.	Unit	Note
Power Supply for Logic	VDD		3.3	Volt	Note 1
Power Supply for LCD	V _{LCD}		12	Volt	
Input Voltage	V _I	0	V _{CC}	Volt	
Current for LED backlight	I _{LED}		60	mA	

Note 1: Operator should be grounded during handling LCM

(2) Environmental Absolute Maximum Ratings

Item	Normal Temperature				Wide Temperature			
	Operating		Storage		Operating		Storage	
	Min.	Max,	Min.	Max,	Min.	Max,	Min.	Max,
Ambient Temperature	0°C	+50°C	-10°C	+60°C	-20°C	+70°C	-30°C	+80°C
Humidity(without condensation)	Note 2,4		Note 3,5		Note 4,5		Note 4,6	

Note 2 Ta ≤ 50°C : 80% RH max

Ta > 50°C : Absolute humidity must be lower than the humidity of 85%RH at 50°C

Note 3 Ta at -20°C will be <48hrs at 70°C will be <120hrs when humidity is higher than 75%.

Note 4 Background color changes slightly depending on ambient temperature. This phenomenon is reversible.

Note 5 Ta ≤ 70°C : 75RH max

Ta > 70°C : absolute humidity must be lower than the humidity of 75%RH at 70°C

Note 6 Ta at -20°C will be <48hrs, at 80°C will be <120hrs when humidity is higher than 75%.

6. ELECTRICAL CHARACTERISTICS

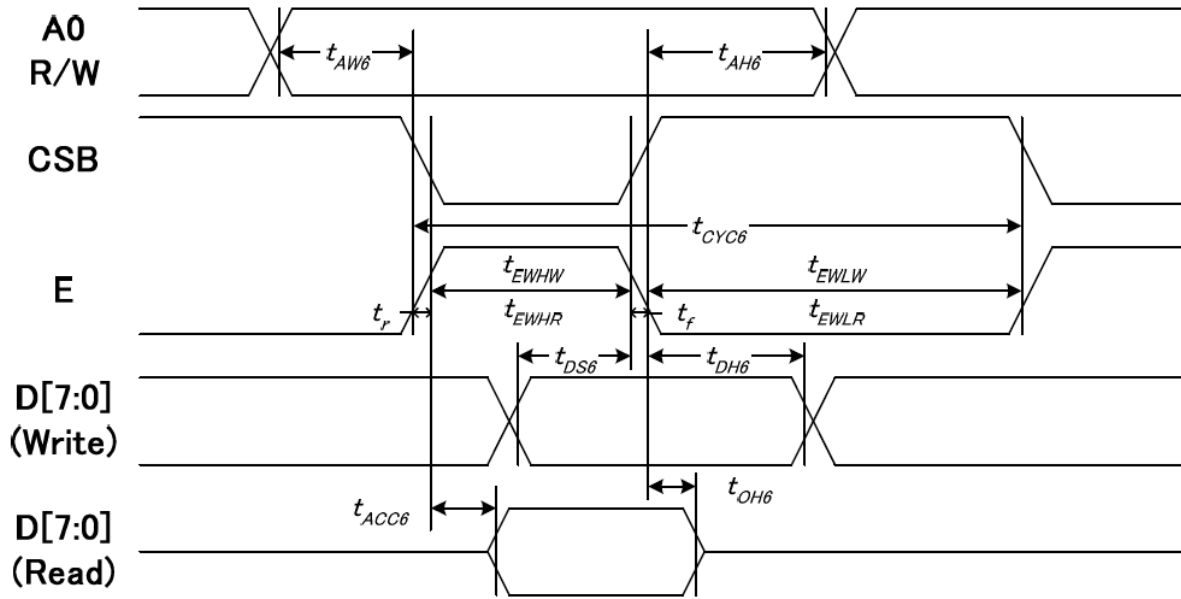
DC Characteristics

(VSS=0V, VDD=3.3V, Ta=25°C)

Item	Symbol	Test Condition	Min.	Typ.	Max.	Unit
Power Supply for Logic	VDD		-	-	3.3	Volt
Input Voltage	V _{IH}		0.7VDD	-	VDD	Volt
	V _{IL}		0	-	0.3VDD	Volt
Output Voltage	V _{OH}	I _{OUT} =1mA	0.8VDD	-	VDD	Volt
	V _{OL}	I _{OUT} =-1mA	VSS	-	0.2VDD	Volt
LCM Recommend LCD Module Driving Voltage	V _{LCD}	T _a =0°C	-	-	-	Volt
		T _a =25°C	8.5	9.0	9.5	
		T _a =50°C	-	-	-	
Power Supply Current for LCM	I _{DD} (BL OFF)	-	-	-	1	mA
	I _{DD} (BL ON)	-	-	-	46	
Power Supply for LED Backlight	V _{BLA} - V _{BLK}	Ta=25°C	-	-	3.3	V

AC Characteristics

System Bus Timing for 6800 Series MPU



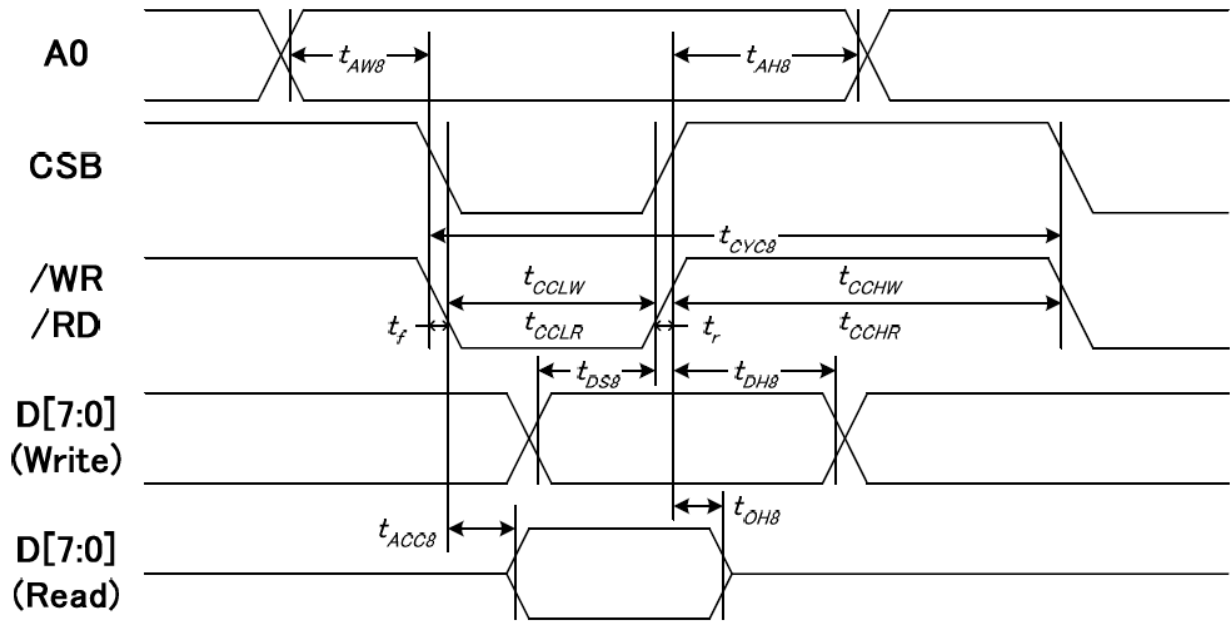
(VDD = 3.3V , Ta =25 °C)

Item	Signal	Symbol	Condition	Min.	Max.	Unit
Address setup time	A0	tAW6		0	—	ns
Address hold time		tAH6		10	—	
System cycle time	E	tCYC6		240	—	
Enable L pulse width (WRITE)		tEHLW		80	—	
Enable H pulse width (WRITE)		tEHWLW		80	—	
Enable L pulse width (READ)		tEHLR		80	—	
Enable H pulse width (READ)	tEWHR		140	—		
Write data setup time	D[7:0]	tDS6		40	—	
Write data hold time		tDH6		10	—	
Read data access time		tACC6	CL = 16 pF	—	70	
Read data output disable time		tOH6	CL = 16 pF	5	50	

(VDD = 2.8V , Ta =25 °C)

Item	Signal	Symbol	Condition	Min.	Max.	Unit
Address setup time	A0	tAW6		0	—	ns
Address hold time		tAH6		0	—	
System cycle time	E	tCYC6		400	—	
Enable L pulse width (WRITE)		tEHLW		220	—	
Enable H pulse width (WRITE)		tEHWLW		180	—	
Enable L pulse width (READ)		tEHLR		220	—	
Enable H pulse width (READ)	tEWHR		180	—		
Write data setup time	D[7:0]	tDS6		40	—	
Write data hold time		tDH6		20	—	
Read data access time		tACC6	CL = 16 pF	—	140	
Read data output disable time		tOH6	CL = 16 pF	10	100	

System Bus Timing for 8080 Series MPU



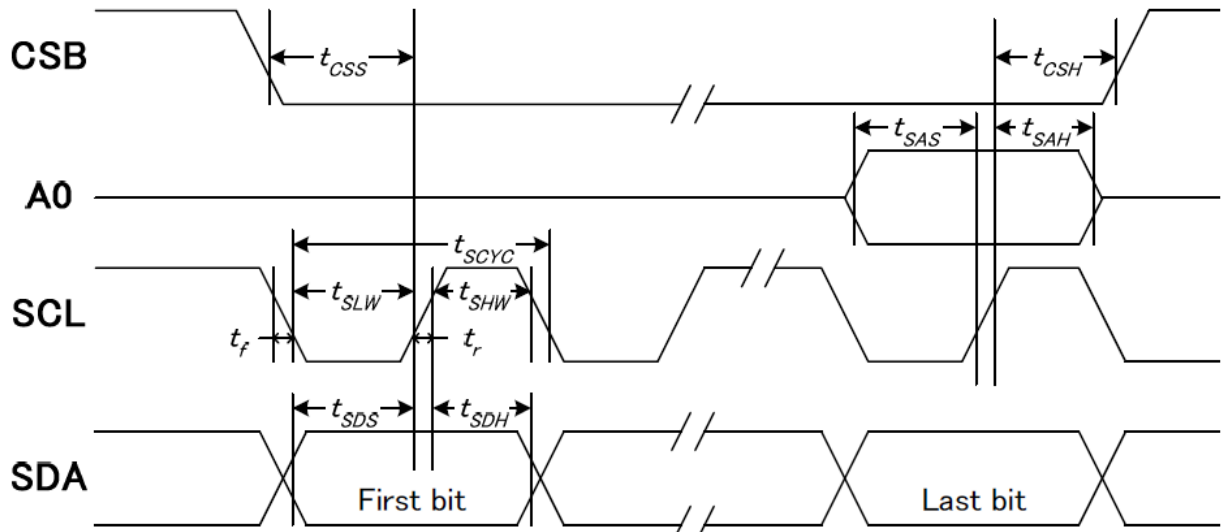
(VDD = 3.3V , Ta =25 °C)

Item	Signal	Symbol	Condition	Min.	Max.	Unit
Address setup time	A0	tAW8		0	—	ns
Address hold time		tAH8		10	—	
System cycle time	/WR	tCYC8		240	—	
/WR L pulse width (WRITE)		tCCLW		80	—	
/WR H pulse width (WRITE)		tCCHW		80	—	
/RD L pulse width (READ)		RD	tCCLR		140	
/RD H pulse width (READ)	tCCHR			80	—	
WRITE Data setup time	D[7:0]	tDS8		40	—	
WRITE Data hold time		tDH8		20	—	
READ access time		tACC8	CL = 16 pF	—	70	
READ Output disable time		tOH8	CL = 16 pF	5	50	

(VDD = 2.8V , Ta =25 °C)

Item	Signal	Symbol	Condition	Min.	Max.	Unit
Address setup time	A0	tAW8		0	—	ns
Address hold time		tAH8		0	—	
System cycle time	/WR	tCYC8		400	—	
/WR L pulse width (WRITE)		tCCLW		220	—	
/WR H pulse width (WRITE)		tCCHW		180	—	
/RD L pulse width (READ)		RD	tCCLR		220	
/RD H pulse width (READ)	tCCHR			180	—	
WRITE Data setup time	D[7:0]	tDS8		40	—	
WRITE Data hold time		tDH8		20	—	
READ access time		tACC8	CL = 16 pF	—	140	
READ Output disable time		tOH8	CL = 16 pF	10	100	

System Bus Timing for 4-Line Serial Interface



(VDD = 3.3V , Ta =25 °C)

Item	Signal	Symbol	Condition	Min.	Max.	Unit
Serial clock period	SCLK	tSCYC		50	—	ns
SCLK "H" pulse width		tSHW		25	—	
SCLK "L" pulse width		tSLW		25	—	
Address setup time	A0	tSAS		20	—	
Address hold time		tSAH		10	—	
Data setup time	SDA	tSDS		20	—	
Data hold time		tSDH		10	—	
CSB-SCLK time	CSB	tCSS		20	—	
CSB-SCLK time		tCSH		40	—	

(VDD = 2.8V , Ta =25 °C)

Item	Signal	Symbol	Condition	Min.	Max.	Unit
Serial clock period	SCLK	tSCYC		100	—	ns
SCLK "H" pulse width		tSHW		50	—	
SCLK "L" pulse width		tSLW		50	—	
Address setup time	A0	tSAS		30	—	
Address hold time		tSAH		20	—	
Data setup time	SDA	tSDS		30	—	
Data hold time		tSDH		20	—	
CSB-SCLK time	CSB	tCSS		30	—	
CSB-SCLK time		tCSH		60	—	

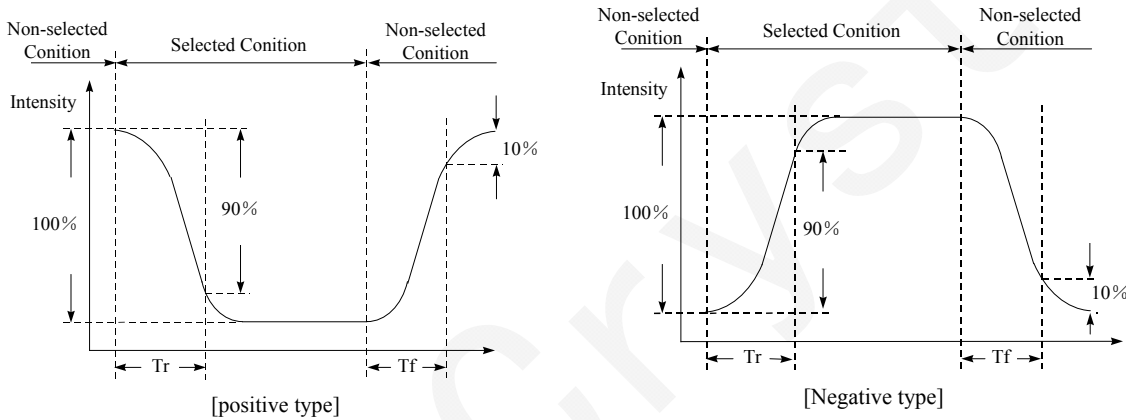
*1 The input signal rise and fall time (tr, tf) are specified at 15 ns or less.

*2 All timing is specified using 20% and 80% of VDD as the standard.

7. ELECTRO-OPTICAL CHARACTERISTICS

Item	Symbol	Condition	Min.	Typ.	Max.	Unit	note
Viewing angle range	θ_f (12 o'clock)	When $Cr \geq 2$	---	15	---	Degree	Note 2 Note 3 Note 4
	θ_b (6 o'clock)		---	45	---		
	θ_l (9 o'clock)		---	30	---		
	θ_r (3 o'clock)		---	30	---		
Rise Time	T_r	$V_{DD}-V_0=9.8V$ $T_a=25^\circ C$		112		mS	Note 1
Fall Time	T_f			250			
Contrast	Cr		---	5.4	---		

[Note 1] Definition of Response Time (T_r , T_f)

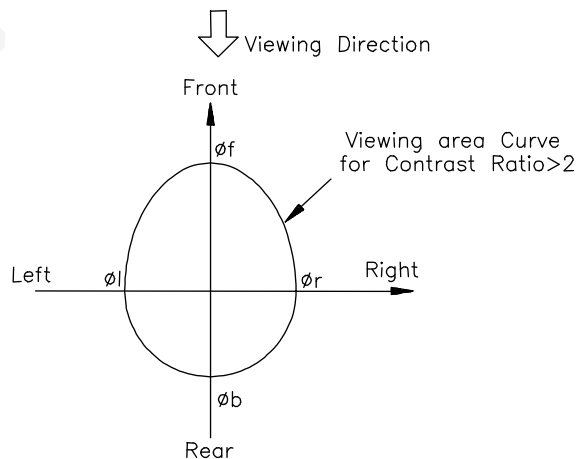


Conditions:

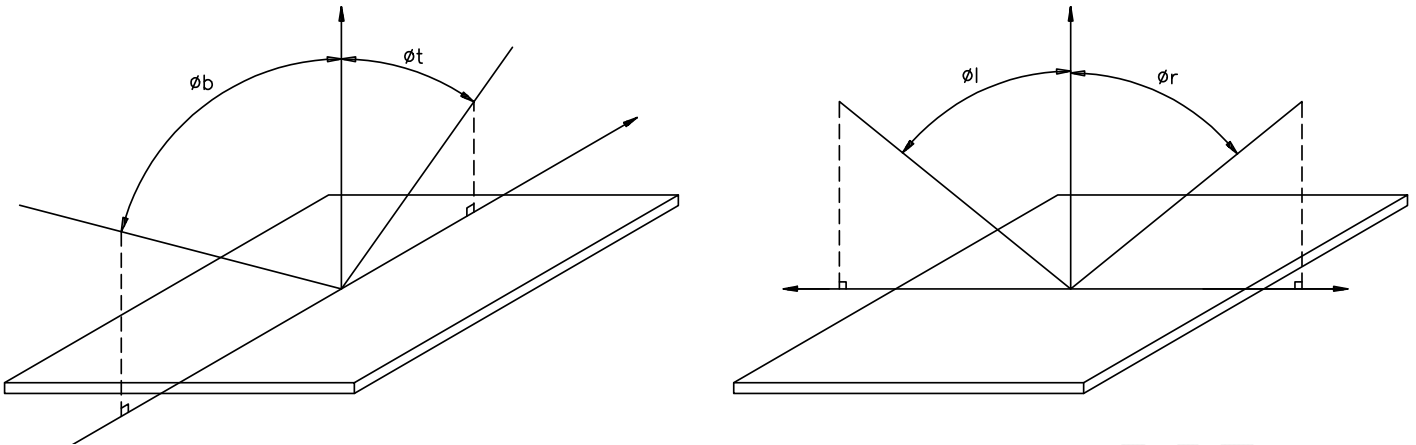
Operating Voltage : V_{op}
Frame Frequency : 64 Hz

Viewing Angle (θ , φ): 0° , 0°
Driving Wave form : 1/N duty, 1/a bias

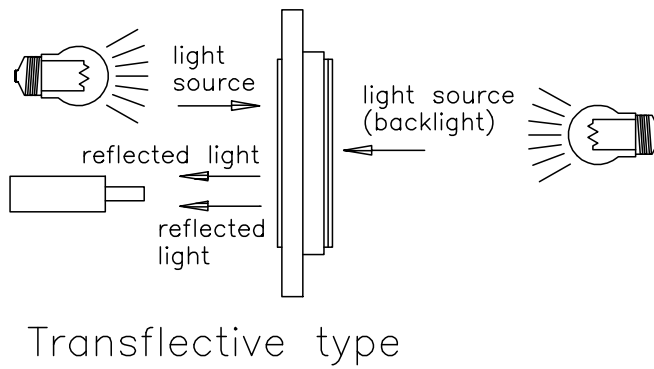
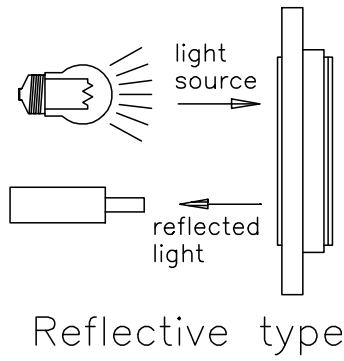
[Note 2] Definition of Viewing Direction



[Note 3] Definition of viewing angle



[Note 4] Description of Measuring Equipment



8. OPERATING PRINCIPLES & METHODS

Command Table

Table of ST7565R Commands

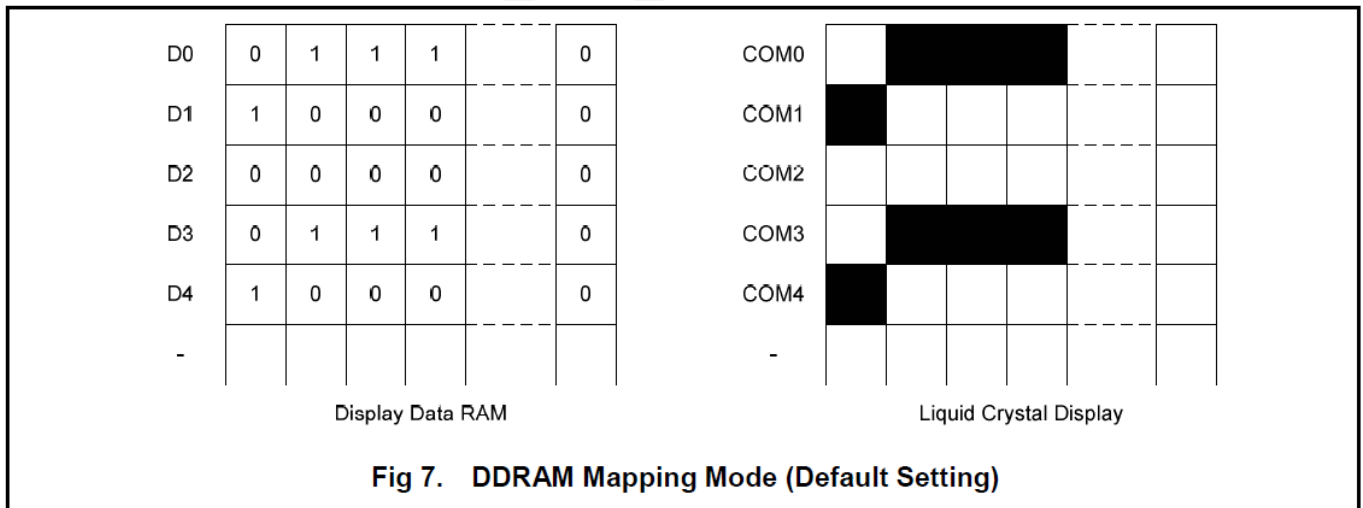
(Note) *: ignored data

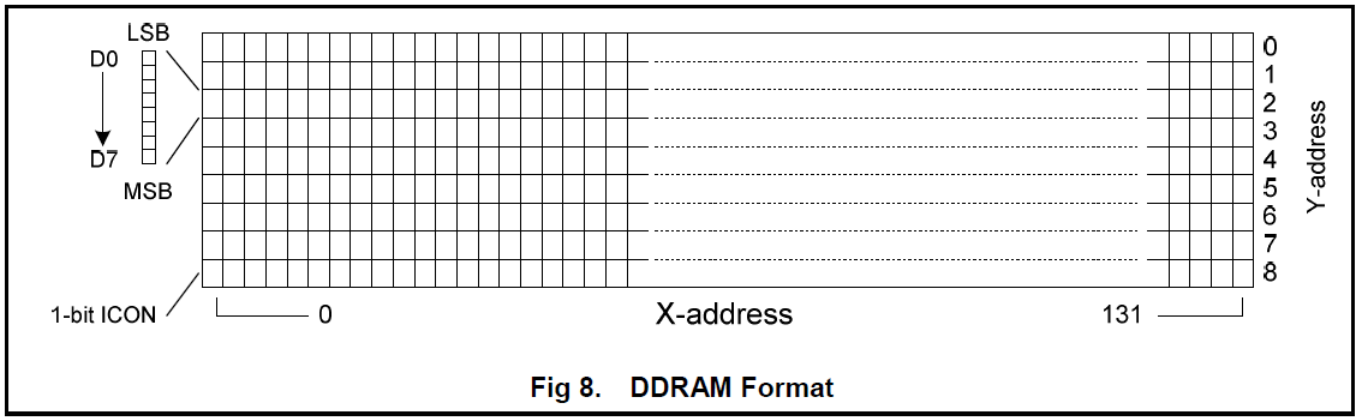
Command	Command Code										Function	
	A0	/RD	/WR	D7	D6	D5	D4	D3	D2	D1		D0
(1) Display ON/OFF	0	1	0	1	0	1	0	1	1	1	0	LCD display ON/OFF 0: OFF, 1: ON
(2) Display start line set	0	1	0	0	1	Display start address					1	Sets the display RAM display start line address
(3) Page address set	0	1	0	1	0	1	1	Page address				Sets the display RAM page address
(4) Column address set upper bit	0	1	0	0	0	0	1	Most significant column address				Sets the most significant 4 bits of the display RAM column address. Sets the least significant 4 bits of the display RAM column address.
Column address set lower bit				0	0	0	0	Least significant column address				
(5) Status read	0	0	1	Status				0	0	0	0	Reads the status data
(6) Display data write	1	1	0	Write data							0	Writes to the display RAM
(7) Display data read	1	0	1	Read data							0	Reads from the display RAM
(8) ADC select	0	1	0	1	0	1	0	0	0	0	0	Sets the display RAM address SEG output correspondence 0: normal, 1: reverse
(9) Display normal/reverse	0	1	0	1	0	1	0	0	1	1	0	Sets the LCD display normal/ reverse 0: normal, 1: reverse
(10) Display all points ON/OFF	0	1	0	1	0	1	0	0	1	0	0	Display all points 0: normal display 1: all points ON
(11) LCD bias set	0	1	0	1	0	1	0	0	0	1	0	Sets the LCD drive voltage bias ratio 0: 1/9 bias, 1: 1/7 bias (ST7565R)
(12) Read-modify-write	0	1	0	1	1	1	0	0	0	0	0	Column address increment At write: +1 At read: 0
(13) End	0	1	0	1	1	1	0	1	1	1	0	Clear read/modify/write
(14) Reset	0	1	0	1	1	1	0	0	0	1	0	Internal reset
(15) Common output mode select	0	1	0	1	1	0	0	0	*	*	*	Select COM output scan direction 0: normal direction 1: reverse direction
(16) Power control set	0	1	0	0	0	1	0	1	Operating mode		0	Select internal power supply operating mode
(17) V ₀ voltage regulator internal resistor ratio set	0	1	0	0	0	1	0	0	Resistor ratio		0	Select internal resistor ratio(Rb/Ra) mode
(18) Electronic volume mode set	0	1	0	1	0	0	0	0	0	0	1	Set the V ₀ output voltage electronic volume register
Electronic volume register set				0	0	Electronic volume value						
(19) Sleep mode set	0	1	0	1	0	1	0	1	1	0	0	0: Sleep mode, 1: Normal mode
(20) Booster ratio set	0	1	0	1	1	1	1	1	0	0	0	select booster ratio 00: 2x,3x,4x 01: 5x 11: 6x
(21) NOP	0	1	0	1	1	1	0	0	0	1	1	Command for non-operation
(22) Test	0	1	0	1	1	1	1	*	*	*	*	Command for IC test. Do not use this command

NOTE: For more detail information, please refer to the ST7565R's specification.

9. Display Data RAM (DDRAM)

ST7567 is built-in a RAM with 65X132 bit capacity which stores the display data. The display data RAM (DDRAM) store the dot data of the LCD. It is an addressable array with 132 columns by 65 rows (8-page with 8-bit and 1-page with 1-bit). The X-address is directly related to the column output number. Each pixel can be selected when the page and column addresses are specified (please refer to Fig 7 for detailed illustration). The rows are divided into: 8 pages (Page-0 ~ Page-7) each with 8 lines (for COM0~63) and Page-8 with only 1 line (COMS, for icon). The display data (D7~D0) corresponds to the LCD common-line direction and D0 is on top. All pages can be accessed through D[7:0] directly except icon page. Icon RAM uses only 1-bit of data bus (D0). Refer to Fig 8 for detailed illustration. The microprocessor can write to and read from (only Parallel interfaces) DDRAM by the I/O buffer. Since the LCD controller operates independently, data can be written into DDRAM at the same time as data is being displayed without causing the LCD flicker or data-conflict.





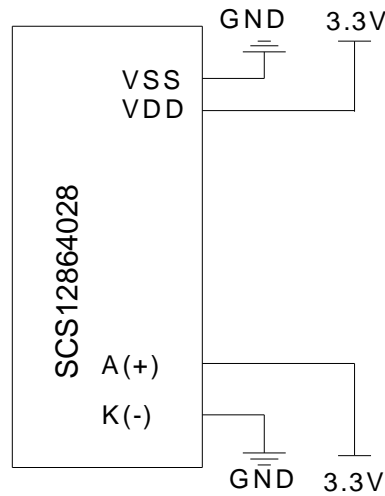
10.RELIABILITY

Environmental Test				
No.	Test Item	Content of Test	Test Condition	Applicable Standard
1	High temperature storage	Endurance test applying the high storage temperature for a long time.	80 °C 200 hrs	-----
2	Low temperature storage	Endurance test applying the low storage temperature for a long time.	-30 °C 200 hrs	-----
3	High temperature operation	Endurance test applying the electric stress (Voltage & Current) and the thermal stress to the element for a long time.	70 °C 200 hrs	-----
4	Low temperature operation	Endurance test applying the electric stress under low temperature for a long time.	-20 °C 200 hrs	-----
5	High temperature / Humidity storage	Endurance test applying the high temperature and high humidity storage for a long time.	70 °C , 90 %RH 96 hrs	MIL-202E-103B JIS-C5023
6	High temperature / Humidity operation	Endurance test applying the electric stress (Voltage & Current) and temperature / humidity stress to the element for a long time.	50 °C , 90 %RH 96 hrs	MIL-202E-103B JIS-C5023
7	Temperature cycle	Endurance test applying the low and high temperature cycle. $\begin{array}{ccccc} -10^{\circ}\text{C} & \rightleftharpoons & 25^{\circ}\text{C} & \rightleftharpoons & 60^{\circ}\text{C} \\ \leftarrow 30\text{min} & & 5\text{min} & & 30\text{min} \rightarrow \\ & & \text{1 cycle} & & \end{array}$	-10°C / 60°C 10 cycles	-----
Mechanical Test				
8	Vibration test	Endurance test applying the vibration during transportation and using.	10~22Hz → 1.5mmp-p 22~500Hz → 1.5G Total 0.5hrs	MIL-202E-201A JIS-C5025 JIS-C7022-A-10
9	Shock test	Constructional and mechanical endurance test applying the shock during transportation.	50G half sign wave 11 msedc 3 times of each direction	MIL-202E-213B
10	Atmospheric pressure test	Endurance test applying the atmospheric pressure during transportation by air.	115 mbar 40 hrs	MIL-202E-105C
Others				
11	Static electricity test	Endurance test applying the electric stress to the terminal.	VS=800V , RS=1.5 kΩ CS=100 pF 10 time	MIL-883B-3015.1
<p>Inspection after test: Inspection after 2~4 hours storage at room temperature ,the sample shall be free from defects:</p> <ol style="list-style-type: none"> 1. Air bubble in the LCD. 2. Sealleak 3. Non-display. 4. Missing segments. 5. Glass crack. 6. Current Idd is twice higher than initial value. 				

11.QUALITY GUARANTEE

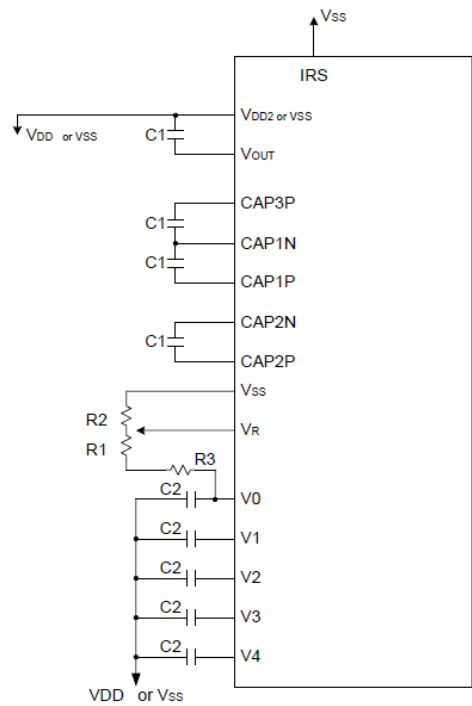
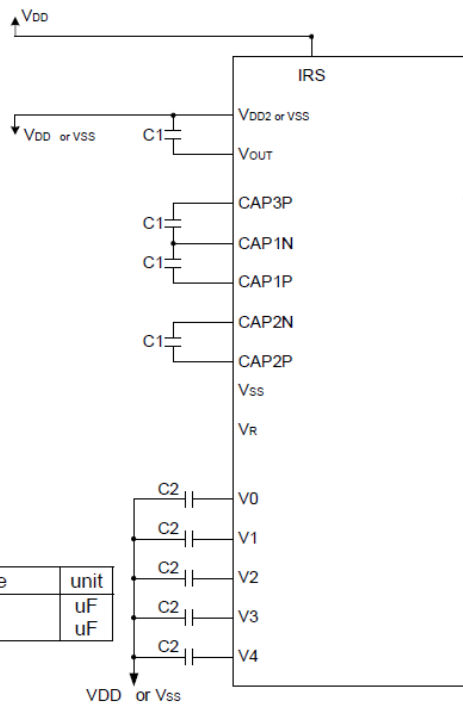
No	Item	Criteria
1	inclusions (black spot, white spot, dust)	(1)round type diameter mm(a*) no of defect* $a \leq 0.20$ neglect $0.20 < a \leq 0.35$ 5max $0.35 < a$ none (2)linear type length mm(l) width mm(W) no. of defect na $W \leq 0.03$ neglect $1 \leq 3$ $0.03 < W \leq 0.08$ 6 $3 < 1$ $0.08 < W$ none
2	scratch	1.scratch on protective film is permitted. 2.scratch on polarizer shall be as follow: (1)round type diameter mm(a*) no of defect $a \leq 0.15$ neglect $0.15 < a \leq 0.20$ 2 max $0.20 < a$ none (2)linear type be judged by 1.-(2) linear type
3	dent	diameter < 1.5mm
4	bubble	not exceeding 0.5mm average diameter is acceptable between glass and polarizing film
5	pin hole	$(a+b)/2 \leq 0.15\text{mm}$ maximum number: ignored $0.15 < (a+b)/2 \leq 0.20\text{mm}$ maximum number: 10
6	dot width	design width $\pm 15\%$
7	dot defect	$(a+b)/2 \leq 0.20\text{mm}$ maximum number: ignored $0.20 < (a+b)/2 \leq 0.30\text{mm}$ maximum number: 5 x=width
8	contrast irregularity(spot)	diameter spec no of defect $a \leq 0.50\text{mm}$ neglect $0.50 < a \leq 0.75$ 5 $0.75 < a \leq 1.00$ 3 $1.00 < a$ none
9	color tone and uniformity	obvious uneven color is not permitted

12. POWER SUPPLY FOR LCM MODULE



(1) When the voltage regulator internal resistor is used.

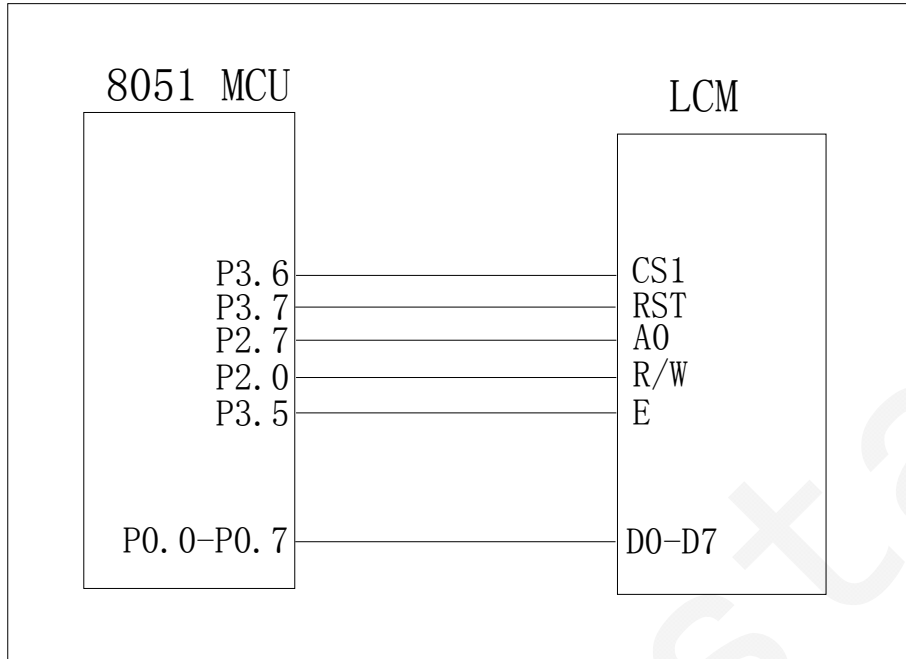
(2) When the voltage regulator internal resistor is not used.



Item	Set value	unit
C1	1 ~ 2.2	uF
C2	0.1 ~ 1	uF

13. EXAMPLE

1) Application Ciuruit (6800 Series Parallel)



2) Demo Program (6800 Series Parallel)

```

//          SC12864026 并口测试程序
//*****
//* Create by :LiuJun      Email:13510533847@126.com      *
//*****
//连线表: CPU=89C52      *
//      见程序注释      *
//*****
#include <reg52.h>
#include <intrins.h>

#define LcmXPixel 128 //横向宽度
#define LcmYPixel 64 //纵向高度
#define CONTRAST 28 //对比度值
#define MIN(A,B) ((A)<(B)?(A):(B))
#define Uchar unsigned char
#define Uint unsigned int

sbit CS = P3^6;
sbit RST = P3^7;
sbit RS = P2^7;
sbit RW = P2^0;
sbit E = P3^5;
sbit Key = P1^1;
sbit BL = P1^0;
#define LcmDataBus P0

Uchar code ASCIIchardot[];
Uchar code bmp1[];
Uchar code ComTable[]={7,6,5,4,3,2,1,0,};

void CheckBusy( void )
{
    CS = 0;
    RS = 0;
    RW = 1;
    LcmDataBus = 0xFF; //输出 0xff 以便读取正确
    E = 1;
}
  
```

```

_nop_();_nop_();_nop_();
_nop_();_nop_();_nop_();
while(LcmDataBus & 0x80); //Status Read Bit7 = BUSY
E = 0;
_nop_();_nop_();_nop_();
_nop_();_nop_();_nop_();
CS = 1;
}

```

```
void WriteCommand( Uchar CommandByte )
```

```

{
    CheckBusy();
    CS = 0;
    RS = 0;
    RW = 0;
    LcmDataBus = CommandByte;
    E = 1;
    _nop_();_nop_();_nop_();
    _nop_();_nop_();_nop_();
    E = 0;
    _nop_();_nop_();_nop_();
    _nop_();_nop_();_nop_();
    CS = 1;
    LcmDataBus = 0xff;
}

```

```
void WriteData( Uchar DataByte )
```

```

{
    CheckBusy();
    CS = 0;
    RS = 1;
    RW = 0;
    LcmDataBus = DataByte;
    E = 1;
    _nop_();_nop_();_nop_();
    _nop_();_nop_();_nop_();
    E = 0;
    _nop_();_nop_();_nop_();
    _nop_();_nop_();_nop_();
    CS = 1;
    LcmDataBus = 0xff;
}

```

```
Uchar ReadData( void )
```

```

{
    Uchar RData;
    CheckBusy();
    CS = 0;
    RS = 1;
    RW = 1;
    LcmDataBus = 0xFF; //输出 0xff 以便读取正确
    E = 1;
    _nop_();_nop_();_nop_();
    _nop_();_nop_();_nop_();
    RData = LcmDataBus;
    E = 0;
    _nop_();_nop_();_nop_();
    _nop_();_nop_();_nop_();
    CS = 1;
    return RData;
}

```

```
void DelayMS(unsigned int MS)
```

```

{ //For 40M STC89C516 : usn=9 us=182
  //For 22.1184 STC11F60 : usn=45 us=182
  unsigned char us, usn, i;
  while(MS!=0)
  {
      usn = 45;
      while(usn!=0)
      {
          us=182;
          while (us!=0) {us--};
          usn--;
      }
  }
}

```

```

    }
    for(i=0;i<3;i++);
    MS--;
}
}

void DelayKey(unsigned int Second , unsigned int MS100)
{
    unsigned int i;
    for(i=0;i<Second*100+MS100*10;i++)
    {
        if(Key==0)
        {
            DelayMS(20);
            while(Key==0) {DelayMS(20);}
            break;
        }
        else DelayMS(10);
    }
}

void LcmClear( Uchar FillData )
{
    Uint i, j;
    for(i=0;i<8;i++)
    {
        WriteCommand(0xB0|ComTable[i]); //Set Page Address
        WriteCommand(0x10); //Set Column Address = 0
        WriteCommand(0x00); //Column from S0 -> S127 auto add
        for(j=0;j<128;j++)
        {
            WriteData( FillData );
        }
    }
}

void LcmInit( void )
{
    WriteCommand(0xAE); //Display OFF
    WriteCommand(0xA2); //1/64 Duty 1/9 Bias
    WriteCommand(0xA0); //ADC select S0->S131(玻璃设计用 S1-S128)
    WriteCommand(0xC0); //com1 --> com64
    WriteCommand(0x25); //对某些模块没用,用的外部 Rb/Ra, 对 ST7567 有用
    WriteCommand(0x81); //Sets V0
    WriteCommand(CONTRAST); //内部电位器调节对比度
    WriteCommand(0x2F); //voltage follower ON regulator ON booster ON
    WriteCommand(0xA6); //Normal Display (not reverse display)
    WriteCommand(0xA4); //Entire Display Disable
    WriteCommand(0x40); //Set Display Start Line = com0
    WriteCommand(0xB0); //Set Page Address = 0
    WriteCommand(0x10); //Set Column Address 4 higher bits = 0
    WriteCommand(0x00); //Set Column Address 4 lower bits = 1 , from IC SEG0 -> SEG127
    LcmClear(0);
    WriteCommand(0xAF); //Display ON
}

//显示 ASICC 字符的函数
void LcmPutChar(Uchar col,Uchar page,Uchar Order)
{
    Uchar i;
    Uint x;
    x = (Order-0x20)*0x10; //ASICC 字符从 0x20 开始, 每个 16 byte
    WriteCommand(ComTable[page&0x07]|0xB0); //Set Page Address
    WriteCommand( ((col )>>4) | 0x10);
    WriteCommand( (col )&0x0F );

    for(i=0;i<8;i++)
    {
        WriteData( ASCIIchardot[x] );
        x++;
    }
    page++; //下半字符 page+1
}

```

```

WriteCommand(ComTable[page&0x07]|0xB0); //Set Page Address
WriteCommand( ((col )>>4) | 0x10);
WriteCommand( (col )&0x0F );

for(i=0;i<8;i++)
{
    WriteData( ASCIIchardot[x] );
    x++;
}
page--;          //写完一个字符 page 还原
}

//显示字符串的函数
void LcmPutStr(Uchar col,Uchar page,Uchar *puts)
{
    while(*puts != '\0')        //判断字符串时候显示完毕
    {
        if(col>(LcmXPixel-8))    //判断行末空间是否足够放一个字符,自动换行
        {
            page=page+2;
            col=0;
        }
        if(page>(LcmYPixel/8-2)) //到了屏幕最下角,自动返回左上角
        {
            page=0;
            col=0;
        }
        LcmPutChar(col,page,*puts);
        puts++;
        col=col+8;        //下一个字符 8 列之后
    }
}

//显示 3 位数的数值(0-255)
void LcmPutNum(Uchar col,Uchar page,Uchar Num)
{
    Uchar a,b,c;
    a=Num/100;
    b=(Num%100)/10;
    c=Num%10;
    if(a==0) ; //也不写空格,直接跳过去//PutChar(col,page,0x20);
    else LcmPutChar(col,page,a+0x30);

    if(a==0 && b==0) ; //也不写空格,直接跳过去//LcmPutChar(col,page,0x20);
    else LcmPutChar(col+8,page,b+0x30);

    LcmPutChar(col+16,page,c+0x30);
}

void LcmPutBmp( Uchar *puts )
{
    Uchar i,j;
    Uint X=0;
    for(i=0;i<(LcmYPixel/8);i++)
    {
        WriteCommand(0xB0|ComTable[i]); //Set Page Address
        WriteCommand(0x10);
        WriteCommand(0x00);
        for(j=0;j<LcmXPixel;j++)
        {
            WriteData( puts[X] );
            X++;
        }
    }
}

//反向前显示的图形内容
void LcmRevBmp( void )
{
    Uchar i,j,x;
    for(i=0;i<(LcmYPixel/8);i++)
    {
        for(j=0;j<LcmXPixel;j++)

```

```

    WriteCommand(0xB0|ComTable[i]); //Set Page Address
    WriteCommand(((j+0)>>4)|0x10); //Set Column Address High 4bit
    WriteCommand((j+0)&0x0F); //Low 4bit, Colum from 1 start
    x = ReadData(); //假读一次
    x = ReadData();
    WriteCommand(0xB0|ComTable[i]); //Set Page Address
    WriteCommand(((j+0)>>4)|0x10); //Set Column Address High 4bit
    WriteCommand((j+0)&0x0F); //Low 4bit, Colum from 1 start
    Writedata(`x);
}
}
}

void main( void )
{
    BL = 0;
    DelayMS(10);
    RST = 0;
    DelayMS(200);
    RST = 1;
    BL = 1;
    DelayMS(50);
    BL = 0;
    LcmInit();
    while(1)
    {
        LcmPutBmp(bmp1);
        DelayKey(1,0);

        LcmRevBmp();
        DelayKey(1,0);

        LcmClear(0xff);
        DelayKey(1,0);

        LcmClear(0);
        LcmPutStr(0,0," SC12864026-V30 ");
        LcmPutStr(0,2,"Sino Display Tek");
        LcmPutStr(0,4,"TEL:755-81452160");
        LcmPutStr(0,6,"Welcome to Sino!");
        DelayKey(1,0);
    }
}

/* ASICC 字库代码 8x16 点阵 */
unsigned char code ASCIIchardot[16*96] = {
/*-- 文字:  --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,

/*-- 文字: !  --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/
0x00, 0x00, 0x0E, 0x1F, 0x1F, 0x0E, 0x00, 0x00, 0x00, 0x00, 0x00, 0xB0, 0xB0, 0x00, 0x00, 0x00,

/*-- 文字: "  --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/
0x00, 0x1C, 0x1C, 0x00, 0x00, 0x1C, 0x1C, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,

/*-- 文字: #  --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/
0x00, 0x04, 0x1F, 0x1F, 0x04, 0x1F, 0x1F, 0x04, 0x00, 0x40, 0xF0, 0xF0, 0x40, 0xF0, 0xF0, 0x40,

/*-- 文字: $  --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/
0x00, 0x0C, 0x1E, 0x73, 0x71, 0x18, 0x08, 0x00, 0x00, 0x20, 0x30, 0x1C, 0x9C, 0xF0, 0x60, 0x00,

/*-- 文字: %  --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/
0x18, 0x3C, 0x24, 0x3D, 0x1B, 0x06, 0x0C, 0x00, 0x00, 0x60, 0xC0, 0xB0, 0x78, 0x48, 0x78, 0x30,

/*-- 文字: &  --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/

```


0x00, 0x0D, 0x1F, 0x12, 0x1E, 0x0C, 0x00, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x90, 0xE0, 0xF0, 0x90,

/*-- 文字: ' --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x00, 0x1C, 0x1C, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,

/*-- 文字: (--*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x03, 0x0F, 0x1C, 0x10, 0x00, 0x00, 0x00, 0x00, 0xE0, 0xF8, 0x1C, 0x04, 0x00, 0x00,

/*-- 文字:) --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x10, 0x1C, 0x0F, 0x03, 0x00, 0x00, 0x00, 0x00, 0x04, 0x1C, 0xF8, 0xE0, 0x00, 0x00,

/*-- 文字: * --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x01, 0x05, 0x07, 0x03, 0x07, 0x05, 0x01, 0x00, 0x00, 0x40, 0xC0, 0x80, 0xC0, 0x40, 0x00,

/*-- 文字: + --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x01, 0x01, 0x07, 0x07, 0x01, 0x01, 0x00, 0x00, 0x00, 0x00, 0xC0, 0xC0, 0x00, 0x00, 0x00,

/*-- 文字: , --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x34, 0x3C, 0x38, 0x00, 0x00,

/*-- 文字: - --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x01, 0x01, 0x01, 0x01, 0x01, 0x01, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,

/*-- 文字: . --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x30, 0x30, 0x30, 0x00, 0x00,

/*-- 文字: / --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x00, 0x01, 0x07, 0x1E, 0x18, 0x00, 0x00, 0x18, 0x78, 0xE0, 0x80, 0x00, 0x00, 0x00,

/*-- 文字: 0 --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x0F, 0x1F, 0x10, 0x16, 0x1F, 0x0F, 0x00, 0x00, 0xE0, 0xF0, 0xD0, 0x10, 0xF0, 0xE0,

/*-- 文字: 1 --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x04, 0x04, 0x0C, 0x1F, 0x1F, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0x00,

/*-- 文字: 2 --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x0C, 0x1C, 0x10, 0x11, 0x1F, 0x0E, 0x00, 0x00, 0x30, 0x70, 0xD0, 0x90, 0x10, 0x10, 0x00,

/*-- 文字: 3 --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x0C, 0x1C, 0x11, 0x11, 0x1F, 0x0E, 0x00, 0x00, 0x60, 0x70, 0x10, 0x10, 0xF0, 0xE0, 0x00,

/*-- 文字: 4 --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x1F, 0x1F, 0x00, 0x07, 0x07, 0x00, 0x00, 0xC0, 0xC0, 0x40, 0x40, 0xF0, 0xF0, 0x40,

/*-- 文字: 5 --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x1F, 0x1F, 0x11, 0x11, 0x11, 0x10, 0x00, 0x00, 0x10, 0x10, 0x10, 0x30, 0xE0, 0xC0, 0x00,

/*-- 文字: 6 --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x03, 0x07, 0x1E, 0x1A, 0x13, 0x01, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x10, 0xF0, 0xE0, 0x00,

/*-- 文字: 7 --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x10, 0x10, 0x11, 0x17, 0x1E, 0x18, 0x00, 0x00, 0x00, 0x70, 0xF0, 0x80, 0x00, 0x00, 0x00,

/*-- 文字: 8 --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x0E, 0x1F, 0x13, 0x11, 0x1F, 0x0E, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x90, 0xF0, 0xE0, 0x00,

/*-- 文字: 9 --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x0F, 0x1F, 0x10, 0x10, 0x1F, 0x0F, 0x00, 0x00, 0x00, 0x90, 0xB0, 0xF0, 0xC0, 0x80, 0x00,

/*-- 文字: : --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x00, 0x06, 0x06, 0x06, 0x00, 0x00, 0x00, 0x00, 0x30, 0x30, 0x30, 0x00, 0x00,

/*-- 文字: ; --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x00, 0x06, 0x06, 0x06, 0x00, 0x00, 0x00, 0x00, 0x34, 0x3C, 0x38, 0x00, 0x00,

/*-- 文字: < --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x01, 0x03, 0x06, 0x0C, 0x18, 0x10, 0x00, 0x00, 0x00, 0x80, 0xC0, 0x60, 0x30, 0x10, 0x00,

/*-- 文字: = --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x02, 0x02, 0x02, 0x02, 0x02, 0x02, 0x00, 0x00, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x00,

/*-- 文字: > --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x10, 0x18, 0x0C, 0x06, 0x03, 0x01, 0x00, 0x00, 0x10, 0x30, 0x60, 0xC0, 0x80, 0x00, 0x00,

/*-- 文字: ? --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x0C, 0x1C, 0x11, 0x13, 0x1E, 0x0C, 0x00, 0x00, 0x00, 0x00, 0xB0, 0xB0, 0x00, 0x00, 0x00,

/*-- 文字: @ --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x0F, 0x1F, 0x10, 0x11, 0x13, 0x12, 0x1F, 0x0F, 0xE0, 0xF0, 0x10, 0x90, 0xD0, 0x50, 0xD0, 0xD0,

/*-- 文字: A --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x07, 0x0F, 0x18, 0x18, 0x0F, 0x07, 0x00, 0x00, 0xF0, 0xF0, 0x80, 0x80, 0xF0, 0xF0, 0x00,

/*-- 文字: B --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x1F, 0x1F, 0x11, 0x11, 0x1F, 0x0E, 0x00, 0x00, 0xF0, 0xF0, 0x10, 0x10, 0xF0, 0xE0, 0x00,

/*-- 文字: C --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x0F, 0x1F, 0x10, 0x10, 0x1C, 0x0C, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x10, 0x70, 0x60, 0x00,

/*-- 文字: D --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x1F, 0x1F, 0x10, 0x18, 0x0F, 0x07, 0x00, 0x00, 0xF0, 0xF0, 0x10, 0x30, 0xE0, 0xC0, 0x00,

/*-- 文字: E --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x1F, 0x1F, 0x11, 0x11, 0x11, 0x10, 0x00, 0x00, 0xF0, 0xF0, 0x10, 0x10, 0x10, 0x10, 0x00,

/*-- 文字: F --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x1F, 0x1F, 0x11, 0x11, 0x11, 0x10, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0x00, 0x00, 0x00, 0x00,

/*-- 文字: G --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x0F, 0x1F, 0x10, 0x10, 0x1C, 0x0C, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x90, 0xF0, 0xF0, 0x00,

/*-- 文字: H --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x1F, 0x1F, 0x01, 0x01, 0x1F, 0x1F, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0x00, 0xF0, 0xF0, 0x00,

/*-- 文字: I --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x10, 0x1F, 0x1F, 0x10, 0x00, 0x00, 0x00, 0x00, 0x10, 0xF0, 0xF0, 0x10, 0x00, 0x00,

/*-- 文字: J --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x00, 0x00, 0x00, 0x1F, 0x1F, 0x00, 0x00, 0x60, 0x70, 0x10, 0x10, 0xF0, 0xE0, 0x00,

/*-- 文字: K --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/

0x00, 0x1F, 0x1F, 0x01, 0x07, 0x1E, 0x18, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0xC0, 0xF0, 0x30, 0x00,

/*-- 文字: L --*/

/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/

0x00, 0x1F, 0x1F, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0xF0, 0xF0, 0x10, 0x10, 0x10, 0x00,

/*-- 文字: M --*/

/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/

0x00, 0x1F, 0x1F, 0x04, 0x03, 0x04, 0x1F, 0x1F, 0x00, 0xF0, 0xF0, 0x00, 0x80, 0x00, 0xF0, 0xF0,

/*-- 文字: N --*/

/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/

0x00, 0x1F, 0x1F, 0x06, 0x03, 0x01, 0x1F, 0x1F, 0x00, 0xF0, 0xF0, 0x00, 0x00, 0x80, 0xF0, 0xF0,

/*-- 文字: O --*/

/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/

0x00, 0x0F, 0x1F, 0x10, 0x10, 0x1F, 0x0F, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x10, 0xF0, 0xE0, 0x00,

/*-- 文字: P --*/

/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/

0x00, 0x1F, 0x1F, 0x11, 0x11, 0x1F, 0x0E, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0x00, 0x00, 0x00, 0x00,

/*-- 文字: Q --*/

/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/

0x00, 0x0F, 0x1F, 0x10, 0x10, 0x1F, 0x0F, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x18, 0xFC, 0xE4, 0x00,

/*-- 文字: R --*/

/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/

0x00, 0x1F, 0x1F, 0x11, 0x11, 0x1F, 0x0E, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0x80, 0xF0, 0x70, 0x00,

/*-- 文字: S --*/

/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/

0x00, 0x0C, 0x1E, 0x13, 0x11, 0x18, 0x08, 0x00, 0x00, 0x20, 0x30, 0x10, 0x90, 0xF0, 0x60, 0x00,

/*-- 文字: T --*/

/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/

0x00, 0x10, 0x10, 0x1F, 0x1F, 0x10, 0x10, 0x00, 0x00, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0x00, 0x00,

/*-- 文字: U --*/

/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/

0x00, 0x1F, 0x1F, 0x00, 0x00, 0x1F, 0x1F, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x10, 0xF0, 0xE0, 0x00,

/*-- 文字: V --*/

/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/

0x00, 0x1F, 0x1F, 0x00, 0x00, 0x1F, 0x1F, 0x00, 0x00, 0xC0, 0xE0, 0x30, 0x30, 0xE0, 0xC0, 0x00,

/*-- 文字: W --*/

/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/

0x00, 0x1F, 0x1F, 0x00, 0x03, 0x00, 0x1F, 0x1F, 0x00, 0x80, 0xF0, 0x70, 0x80, 0x70, 0xF0, 0x80,

/*-- 文字: X --*/

/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/

0x00, 0x18, 0x1C, 0x07, 0x03, 0x1C, 0x18, 0x00, 0x00, 0x70, 0xF0, 0x00, 0x80, 0xF0, 0x70, 0x00,

/*-- 文字: Y --*/

/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/

0x00, 0x1E, 0x1F, 0x01, 0x01, 0x1F, 0x1E, 0x00, 0x00, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0x00, 0x00,

/*-- 文字: Z --*/

/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/

0x00, 0x10, 0x10, 0x11, 0x13, 0x1E, 0x1C, 0x00, 0x00, 0x70, 0xF0, 0x90, 0x10, 0x10, 0x10, 0x00,

/*-- 文字: [--*/

/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/

0x00, 0x00, 0x1F, 0x1F, 0x10, 0x10, 0x00, 0x00, 0x00, 0x00, 0xFE, 0xFE, 0x02, 0x02, 0x00, 0x00,

/*-- 文字: \ --*/

/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/

0x00, 0x18, 0x1E, 0x07, 0x01, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x80, 0xE0, 0x78, 0x18, 0x00,

/*-- 文字:] --*/

/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/

0x00, 0x00, 0x10, 0x10, 0x1F, 0x1F, 0x00, 0x00, 0x00, 0x00, 0x02, 0x02, 0xFE, 0xFE, 0x00, 0x00,

```
/*-- 文字:  --*/  
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/  
0x00, 0x10, 0x30, 0x60, 0x60, 0x30, 0x10, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,  
  
/*-- 文字: _  --*/  
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/  
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x02, 0x02, 0x02, 0x02, 0x02, 0x02, 0x02, 0x02,  
  
/*-- 文字: `  --*/  
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/  
0x00, 0x00, 0x40, 0x60, 0x70, 0x10, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,  
  
/*-- 文字: a  --*/  
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/  
0x00, 0x00, 0x04, 0x04, 0x04, 0x07, 0x03, 0x00, 0x00, 0x60, 0xF0, 0x90, 0x90, 0xF0, 0xF0, 0x00,  
  
/*-- 文字: b  --*/  
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/  
0x00, 0x1F, 0x1F, 0x04, 0x04, 0x07, 0x03, 0x00, 0x00, 0xF0, 0xF0, 0x10, 0x10, 0xF0, 0xE0, 0x00,  
  
/*-- 文字: c  --*/  
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/  
0x00, 0x03, 0x07, 0x04, 0x04, 0x06, 0x02, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x10, 0x30, 0x20, 0x00,  
  
/*-- 文字: d  --*/  
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/  
0x00, 0x03, 0x07, 0x04, 0x04, 0x1F, 0x1F, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x10, 0xF0, 0xF0, 0x00,  
  
/*-- 文字: e  --*/  
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/  
0x00, 0x03, 0x07, 0x04, 0x04, 0x07, 0x03, 0x00, 0x00, 0xE0, 0xF0, 0x90, 0x90, 0x90, 0x80, 0x00,  
  
/*-- 文字: f  --*/  
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/  
0x00, 0x01, 0x0F, 0x1F, 0x11, 0x11, 0x11, 0x00, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0x00, 0x00, 0x00,  
  
/*-- 文字: g  --*/  
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/  
0x00, 0x03, 0x07, 0x04, 0x04, 0x07, 0x07, 0x00, 0x00, 0xE2, 0xF2, 0x12, 0x12, 0xFE, 0xFC, 0x00,  
  
/*-- 文字: h  --*/  
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/  
0x00, 0x1F, 0x1F, 0x04, 0x04, 0x07, 0x03, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0x00, 0xF0, 0xF0, 0x00,  
  
/*-- 文字: i  --*/  
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/  
0x00, 0x04, 0x04, 0x37, 0x37, 0x00, 0x00, 0x00, 0x00, 0x10, 0x10, 0xF0, 0xF0, 0x10, 0x10, 0x00,  
  
/*-- 文字: j  --*/  
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/  
0x00, 0x00, 0x04, 0x04, 0x37, 0x37, 0x00, 0x00, 0x00, 0x02, 0x02, 0x02, 0xFE, 0xFC, 0x00, 0x00,  
  
/*-- 文字: k  --*/  
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/  
0x00, 0x1F, 0x1F, 0x00, 0x01, 0x07, 0x06, 0x00, 0x00, 0xF0, 0xF0, 0x80, 0xC0, 0x70, 0x30, 0x00,  
  
/*-- 文字: l  --*/  
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/  
0x00, 0x10, 0x10, 0x1F, 0x1F, 0x00, 0x00, 0x00, 0x00, 0x10, 0x10, 0xF0, 0xF0, 0x10, 0x10, 0x00,  
  
/*-- 文字: m  --*/  
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/  
0x00, 0x07, 0x07, 0x04, 0x07, 0x04, 0x07, 0x03, 0x00, 0xF0, 0xF0, 0x00, 0xE0, 0x00, 0xF0, 0xF0,  
  
/*-- 文字: n  --*/  
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/  
0x00, 0x07, 0x07, 0x04, 0x04, 0x07, 0x03, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0x00, 0xF0, 0xF0, 0x00,  
  
/*-- 文字: o  --*/  
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/  
0x00, 0x03, 0x07, 0x04, 0x04, 0x07, 0x03, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x10, 0xF0, 0xE0, 0x00,  
  
/*-- 文字: p  --*/  
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16  --*/
```

0x00, 0x07, 0x07, 0x04, 0x04, 0x07, 0x03, 0x00, 0x00, 0xFE, 0xFE, 0x10, 0x10, 0xF0, 0xE0, 0x00,

/*-- 文字: q --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x03, 0x07, 0x04, 0x04, 0x07, 0x07, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x10, 0xFE, 0xFE, 0x00,

/*-- 文字: r --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x07, 0x07, 0x01, 0x02, 0x06, 0x06, 0x00, 0x00, 0xF0, 0xF0, 0x00, 0x00, 0x00, 0x00, 0x00,

/*-- 文字: s --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x03, 0x07, 0x04, 0x04, 0x04, 0x04, 0x00, 0x00, 0x10, 0x90, 0x90, 0x90, 0xF0, 0x60, 0x00,

/*-- 文字: t --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x04, 0x1F, 0x1F, 0x04, 0x04, 0x04, 0x00, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x10, 0x10, 0x00,

/*-- 文字: u --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x07, 0x07, 0x00, 0x00, 0x07, 0x07, 0x00, 0x00, 0xE0, 0xF0, 0x10, 0x10, 0xF0, 0xF0, 0x00,

/*-- 文字: v --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x07, 0x07, 0x00, 0x00, 0x07, 0x07, 0x00, 0x00, 0xC0, 0xE0, 0x30, 0x30, 0xE0, 0xC0, 0x00,

/*-- 文字: w --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x07, 0x07, 0x00, 0x03, 0x00, 0x07, 0x07, 0x00, 0xC0, 0xF0, 0x30, 0xC0, 0x30, 0xF0, 0xC0,

/*-- 文字: x --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x06, 0x07, 0x01, 0x01, 0x07, 0x06, 0x00, 0x00, 0x30, 0x70, 0xC0, 0xC0, 0x70, 0x30, 0x00,

/*-- 文字: y --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x07, 0x07, 0x00, 0x00, 0x07, 0x07, 0x00, 0x02, 0xE2, 0xF2, 0x16, 0x1C, 0xF8, 0xE0, 0x00,

/*-- 文字: z --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x04, 0x04, 0x04, 0x05, 0x07, 0x06, 0x00, 0x00, 0x30, 0x70, 0xD0, 0x90, 0x10, 0x10, 0x00,

/*-- 文字: { --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x01, 0x0F, 0x1E, 0x10, 0x00, 0x00, 0x00, 0x80, 0xC0, 0x78, 0x3C, 0x04, 0x00, 0x00,

/*-- 文字: | --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x00, 0x1F, 0x1F, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0xFE, 0xFE, 0x00, 0x00, 0x00,

/*-- 文字: } --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x00, 0x10, 0x1E, 0x0F, 0x01, 0x00, 0x00, 0x00, 0x00, 0x04, 0x3C, 0x78, 0xC0, 0x80, 0x00,

/*-- 文字: ~ --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x0C, 0x18, 0x10, 0x18, 0x0C, 0x04, 0x0C, 0x18, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,

/*-- 文字: --*/
/*-- Fixedsys12; 此字体下对应的点阵为: 宽 x 高=8x16 --*/
0x00, 0x1F, 0x1F, 0x1F, 0x1F, 0x1F, 0x1F, 0x00, 0x00, 0xF0, 0xF0, 0xF0, 0xF0, 0xF0, 0xF0, 0x00,
};

Uchar code bmp1[]={
0xFF, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x81, 0x81, 0x83, 0x83, 0x87,
0x87, 0x8E, 0x8E, 0x8E, 0x8E, 0x9E, 0x9E, 0x9E, 0x9C, 0x9C, 0xBC, 0xBC, 0xBC, 0xBE, 0xBE, 0xBE,
0xBE, 0xBE, 0xBE, 0xBE, 0xBE, 0xBF, 0xBF, 0x9F, 0x9F, 0x9F, 0x9F, 0x9F, 0x9F, 0x9F, 0x8F, 0x8F,
0x8F, 0x8F, 0x8F, 0x87, 0x87, 0x87, 0x87, 0x83, 0x83, 0x83, 0x81, 0x81, 0x81, 0x80, 0x80, 0x80,
0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80,
0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80,
0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x81, 0x86,
0x82, 0x80, 0x80, 0x87, 0x80, 0x80, 0x81, 0x83, 0x81, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0xFF,
0xFF, 0x00, 0x00, 0x00, 0x00, 0x07, 0x0C, 0x30, 0x60, 0x40, 0xC0, 0x80, 0x0C, 0x92, 0x12, 0x11,
0x11, 0x08, 0x00, 0x17, 0x00, 0x07, 0x04, 0x04, 0x04, 0x03, 0x00, 0x03, 0x04, 0x04, 0x04, 0x03,

```
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x80, 0x80, 0x80, 0x80,
0x81, 0x81, 0xC1, 0xC3, 0xC3, 0xE7, 0xE7, 0xE7, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0xFF, 0x7E,
0x7E, 0x7E, 0x7F, 0x3F, 0x3F, 0x1F, 0x1F, 0x0F, 0x0F, 0x07, 0x07, 0x03, 0x03, 0x01, 0x01, 0x00,
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x20, 0x41, 0x81, 0xFD, 0x01,
0x01, 0x41, 0x47, 0xF1, 0x89, 0x89, 0x09, 0x09, 0x39, 0x01, 0x00, 0x00, 0x00, 0x00, 0x00, 0xFF,
0xFF, 0x00, 0x00, 0x00, 0xFF, 0xFF, 0x07, 0x00, 0x00, 0x00, 0x00, 0x00, 0x40, 0x20, 0x20, 0x20,
0x20, 0xC0, 0x00, 0xE0, 0x00, 0xE0, 0x00, 0x00, 0x00, 0xE0, 0x00, 0xC0, 0x20, 0x20, 0x21, 0xC1,
0x01, 0x03, 0x03, 0x07, 0x07, 0x0F, 0x0F, 0x1F, 0x1F, 0x3F, 0x3F, 0x7F, 0x7E, 0xFE, 0xFE,
0xFC, 0xFC, 0xF8, 0xF8, 0xF8, 0xF0, 0xE0, 0xE0, 0xC0, 0xC0, 0x81, 0x81, 0x01, 0x03, 0x03,
0x07, 0x07, 0x07, 0x0F, 0x8F, 0x9F, 0xBF, 0xFF, 0xFF, 0xFF, 0xFE, 0xFE, 0xFE, 0xFC, 0xFC, 0xFE,
0x7F, 0x7F, 0x3F, 0x1F, 0x1F, 0x0F, 0x07, 0x03, 0x01, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0xFF,
0xFF, 0x00, 0x00, 0x00, 0x00, 0xC0, 0xF0, 0xFC, 0x3F, 0x1F, 0x0F, 0x03, 0x01, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x40, 0xF0, 0xF8, 0xFE, 0xFF, 0xFF,
0xFF, 0xFF, 0xFF, 0xFF, 0xE7, 0xC1, 0xC0, 0x80, 0x80, 0x80, 0x00, 0x00, 0x07, 0x07, 0x0F, 0x0F,
0x0F, 0x1F, 0x1F, 0x3F, 0x3F, 0x7F, 0x7F, 0x7E, 0xFE, 0xFC, 0xFC, 0xF8, 0xF8, 0xF0, 0xF0, 0xF0,
0xE0, 0xE0, 0xC0, 0xC0, 0x80, 0x80, 0x80, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x80, 0x80, 0xC0, 0xE0, 0xF0, 0xF8, 0xFC, 0xFC, 0xFE, 0x7F, 0x1F, 0x0F, 0x07, 0x03,
0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x08, 0x08, 0x08, 0x08,
0x08, 0x48, 0x28, 0x18, 0x08, 0x09, 0x0A, 0x1C, 0x08, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0xFF,
0xFF, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x80, 0xC0, 0xF0, 0xF8, 0xFC, 0x7E, 0x3F,
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0x81, 0xC1, 0x01, 0x01, 0x01, 0x01, 0x01, 0x01, 0x01, 0x01, 0x01, 0x01, 0xFF,
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14. USING LCD MODULES

14-1. Liquid Crystal Display Modules

LCD is composed of glass and polarizer. Pay attention to the following items when handling.

(1) Please keep the temperature within specified range for use and storage. Polarization degradation, bubble generation or polarizer peel-off may occur with high temperature and high humidity.

(2) Do not touch, push or rub the exposed polarizers with anything harder than an HB pencil lead (glass, tweezers, etc.).

(3) N-hexane is recommended for cleaning the adhesives used to attach front/rear polarizers and reflectors made of organic substances which will be damaged by chemicals such as acetone, toluene, ethanol and isopropylalcohol.

(4) When the display surface becomes dusty, wipe gently with absorbent cotton or other soft material like chamois soaked in petroleum benzin. Do not scrub hard to avoid damaging the display surface.

(5) Wipe off saliva or water drops immediately, contact with water over a long period of time may cause deformation or color fading.

(6) Avoid contacting oil and fats.

(7) Condensation on the surface and contact with terminals due to cold will damage, stain or dirty the polarizers. After products are tested at low temperature they must be warmed up in a container before coming is contacting with room temperature air.

(8) Do not put or attach anything on the display area to avoid leaving marks on.

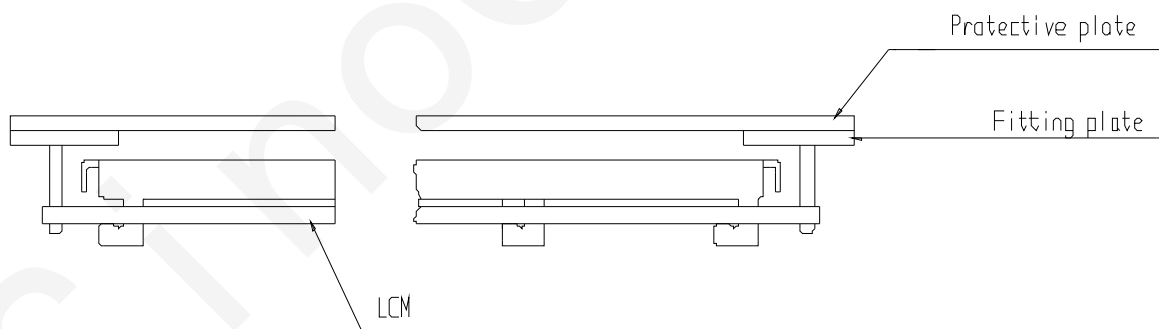
(9) Do not touch the display with bare hands. This will stain the display area and degradate insulation between terminals (some cosmetics are determinated to the polarizers).

(10) As glass is fragile. It tends to become or chipped during handling especially on the edges. Please avoid dropping or jarring.

14-2. Installing LCD Modules

The hole in the printed circuit board is used to fix LCM as shown in the picture below. Attend to the following items when installing the LCM.

(1) Cover the surface with a transparent protective plate to protect the polarizer and LC cell.



(2) When assembling the LCM into other equipment, the spacer to the bit between the LCM and the fitting plate should have enough height to avoid causing stress to the module surface, refer to the individual specifications for measurements. The measurement tolerance should be ± 0.1 mm.

14-3. Precaution for Handling LCD Modules

Since LCM has been assembled and adjusted with a high degree of precision, avoid applying excessive shocks to the module or making any alterations or modifications to it.

(1) Do not alter, modify or change the shape of the tab on the metal frame.

(2) Do not make extra holes on the printed circuit board, modify its shape or change the positions of components to be attached.

(3) Do not damage or modify the pattern writing on the printed circuit board.

(4) Absolutely do not modify the zebra rubber strip (conductive rubber) or heat seal connector.

(5) Except for soldering the interface, do not make any alterations or modifications with a soldering iron.

(6) Do not drop, bend or twist LCM.

LCM is easy to be damaged. Please note below and be careful for handling.

Correct handling:

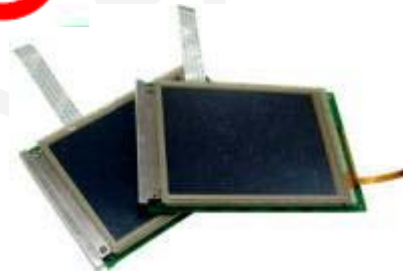


As above picture, please handle with anti-static gloves around LCM edges.

Incorrect handling:



Please don't touch IC directly.



Please don't stack LCM.



Please don't hold the surface of panel.



Please don't stretch interface of output, such as FPC cable.



Please don't hold the surface of IC.



Please don't operate with sharp stick such as pens.

14-4. Electro-Static Discharge Control

Since this module uses a CMOS LSI, the same careful attention should be paid to electrostatic discharge as for an ordinary CMOS IC.

- (1) Make certain that you are grounded when handing LCM.
- (2) Before remove LCM from its packing case or incorporating it into a set, be sure the module and your body have the same electric potential.
- (3) When soldering the terminal of LCM, make certain the AC power source for the soldering iron does not leak.
- (4) When using an electric screwdriver to attach LCM, the screwdriver should be of ground potentiality to minimize as much as possible any transmission of electromagnetic waves produced sparks coming from the commutator of the motor.
- (5) As far as possible make the electric potential of your work clothes and that of the work bench the ground potential.
- (6) To reduce the generation of static electricity be careful that the air in the work is not too dried. A relative humidity of 50%-60% is recommended.

14-5. Precaution for soldering to the LCM

- (1) Observe the following when soldering lead wire, connector cable and etc. to the LCM.
 - Soldering iron temperature : $280^{\circ}\text{C} \pm 10^{\circ}\text{C}$.
 - Soldering time : 3-4 sec.
 - Solder : eutectic solder.

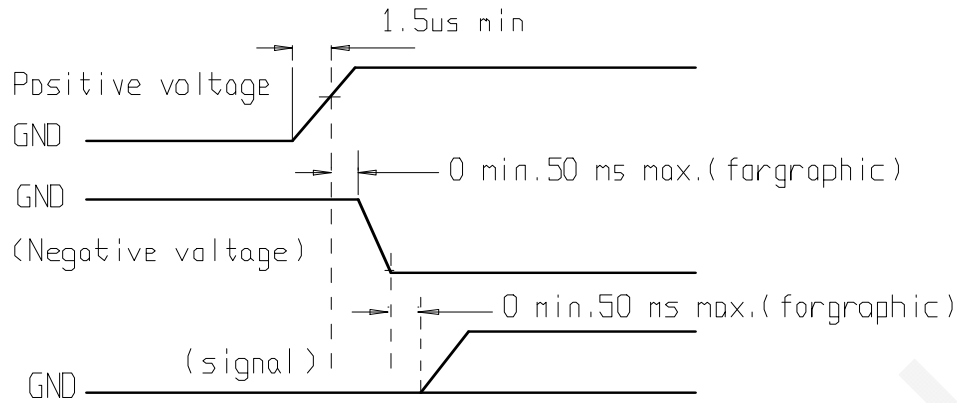
If soldering flux is used, be sure to remove any remaining flux after finishing to soldering operation. (This does not apply in the case of a non-halogen type of flux.) It is recommended that you protect the LCD surface with a cover during soldering to prevent any damage due to flux spatters.

- (2) When soldering the electroluminescent panel and PC board, the panel and board should not be detached more than three times. This maximum number is determined by the temperature and time conditions mentioned above, though there may be some variance depending on the temperature of the soldering iron.

- (3) When remove the electroluminescent panel from the PC board, be sure the solder has completely melted, the soldered pad on the PC board could be damaged.

14-6. Precautions for Operation

- (1) Viewing angle varies with the change of liquid crystal driving voltage (VO). Adjust VO to show the best contrast.
- (2) Driving the LCD in the voltage above the limit shortens its life.
- (3) Response time is greatly delayed at temperature below the operating temperature range. However, this does not mean the LCD will be out of the order. It will recover when it returns to the specified temperature range.
- (4) If the display area is pushed hard during operation, the display will become abnormal. However, it will return to normal if it is turned off and then back on.
- (5) Condensation on terminals can cause an electrochemical reaction disrupting the terminal circuit. Therefore, it must be used under the relative condition of 40°C , 50% RH.
- (6) When turning the power on, input each signal after the positive/negative voltage becomes stable.



14-7. Storage

When storing LCDs as spares for some years, the following precaution are necessary.

(1) Store them in a sealed polyethylene bag. If properly sealed, there is no need for dessicant.

(2) Store them in a dark place. Do not expose to sunlight or fluorescent light, keep the temperature between 0°C and 35°C.

(3) The polarizer surface should not come in contact with any other objects. (We advise you to store them in the container in which they were shipped.)

(4) Environmental conditions :

- Do not leave them for more than 168hrs. at 60°C.
- Should not be left for more than 48hrs. at -20°C.

14-8. Safety

(1) It is recommended to crush damaged or unnecessary LCDs into pieces and wash them off with solvents such as acetone and ethanol, which should later be burned.

(2) If any liquid leaks out of a damaged glass cell and comes in contact with the hands, wash off thoroughly with soap and water.

14-9. Return LCM under warranty

No warranty can be granted if the precautions stated above have been disregarded. The typical examples of violations are :

- Broken LCD glass.
- PCB eyelet's damaged or modified.
- PCB conductors damaged.
- Circuit modified in any way, including addition of components.
- PCB tampered with by grinding, engraving or painting varnish.
- soldering to or modifying the bezel in any manner.

Module repairs will be invoiced to the customer upon mutual agreement. Modules must be returned with sufficient description of the failures or defects. Any connectors or cable installed by the customer must be removed completely without damaging the PCB eyelet's, conductors and terminals.