

# **CLOVER DISPLAY LTD.**

# LCD MODULE SPECIFICATION

Model: CV4082A - \_ \_ - \_ - \_ - \_

Revision	06
Engineering	Timothy Chan
Date	26 August 2020
Our Reference	4931

ADDRESS: 1st FLOOR, EFFICIENCY HOUSE, 35 TAI YAU STREET, SAN PO KONG,

KOWLOON, HONG KONG.

TEL : (852) 2341 3238 (SALES OFFICE) (852) 2342 8228 (GENERAL OFFICE)

FAX : (852) 2357 4237 (SALES OFFICE)

E-MAIL : <u>cdl@cloverdisplay.com</u>

URL : <a href="http://www.cloverdisplay.com">http://www.cloverdisplay.com</a>

# CLOVER DISPLAY LTD.

# **MODE OF DISPLAY**

Display mode  TN positive TN negative STN: Yellow green Grey Blue (negative) FSTN positive FSTN negative	Display cond Reflective Transflect Transmiss Others	type ive type	Viewing direction  6 O' clock  12 O' clock  3 O' clock  9 O' clock
LCD MODULE NUMBER	NOTATION:		
<u>CV4082A</u> - <u>M Y</u> - <u>S F</u> - <u>1</u>	N 6 - T	*(1)Model	number of standard LCD Modules
		*(2)Backlig	
$(1) \qquad (2) (3) (4) (5) (6)$	5) (7) (8)	(2) 2 40 44	N – No backlight E – EL backlight L – Side-lited LED backlight M– Array LED backlight C – CCFL
		*(3)Backlig	
		_	N – No backlight
			A – Amber
			B – Blue
			O– Orange
			W–White
		*(4) Diamler	Y – Yellow green
		*(4)Display	y mode T – TN
			V – TN (Negative)
			S – STN Yellow green
			G – STN Grey
			B – STN Blue (Negative)
			F – FSTN
			N – FSTN (Negative)
		*(5)Rear po	, ,
		1	R – Reflective
			F – Transflective
			T – Transmissive
		*(6)Temper	rature range
			N – Normal
			W-Extended
		*(7)Viewin	g direction
			6 – 6 O'clock
			2 – 12 O'clock
			3 – 3 O'clock
			9 – 9 O'clock
			code for other requirements**
		(Can b	be omitted if not used)
			T – Touch panel (Analog)
			P – Touch panel (Digital)

SPEC. REV.06 PAGE 1 OF 16

# **GENERAL DESCRIPTION**

Display mode : 8 characters x 2 lines LCD module

Interface : 4-bit or 8-bit parallel

Driving method : 1/16 duty, 1/4 bias

Controller IC : SITRONIX ST7066U or equivalent

For the detailed information, please refer to IC specifications.

## **MECHANICAL DIMENSIONS**

Item	Dimension		Unit	Item	Dimension	Unit		
Outline Dimension	58.0(L)x32	.0(W)x (H1/H2)	mm	Character Pitch	3.55(L)x5.9	94W)	mm	
Viewing Area	35.5(L)x14	.5(W)	mm	Dot Size	0.54(L)x0.6	0.54(L)x0.64(W)		
Character Size	2.94(L)x5.5	54(W)	mm	_		_		
No Backlight (N)	H1	5.0	mm	Side Backlight (L)	Backlight (L) H1 9.0		mm	
<b>3</b> · ( · )	H2	8.0	mm		H2	12.0	mm	
EL Backlight (E)	H1	_	mm	Array Backlight (M)	H1	9.0	mm	
	H2	_	mm		H2	12.0	mm	

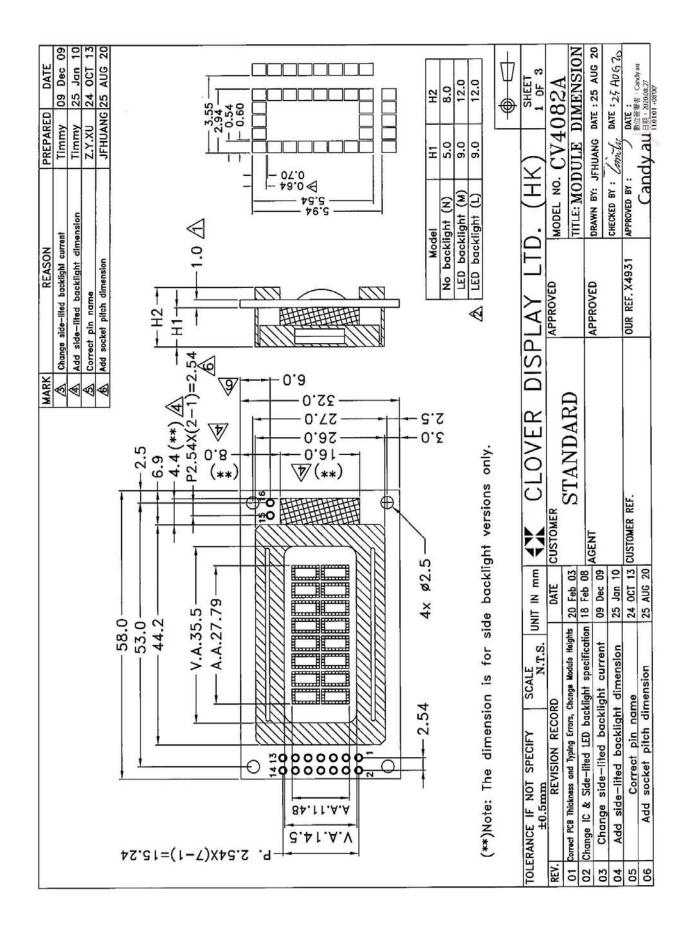
## **CONNECTOR PIN ASSIGNMENT**

Pin No.	Symbol	Function	Pin No.	Symbol	Function
1	Vss	Ground	9	DB2	Data Bus Line
2	Vdd	Supply voltage for logic	10	DB3	Data Bus Line
3	V <sub>0</sub>	Input voltage for LCD	11	DB4	Data Bus Line
4	RS	Register Select	12	DB5	Data Bus Line
5	R/W	Read/Write	13	DB6	Data Bus Line
6	Е	Enable Signal	14	DB7	Data Bus Line
7	DB <sub>0</sub>	Data Bus Line	15	*K	Supply voltage for backlight (-)
8	DB1	Data Bus Line	16	*A	Supply voltage for backlight (+)

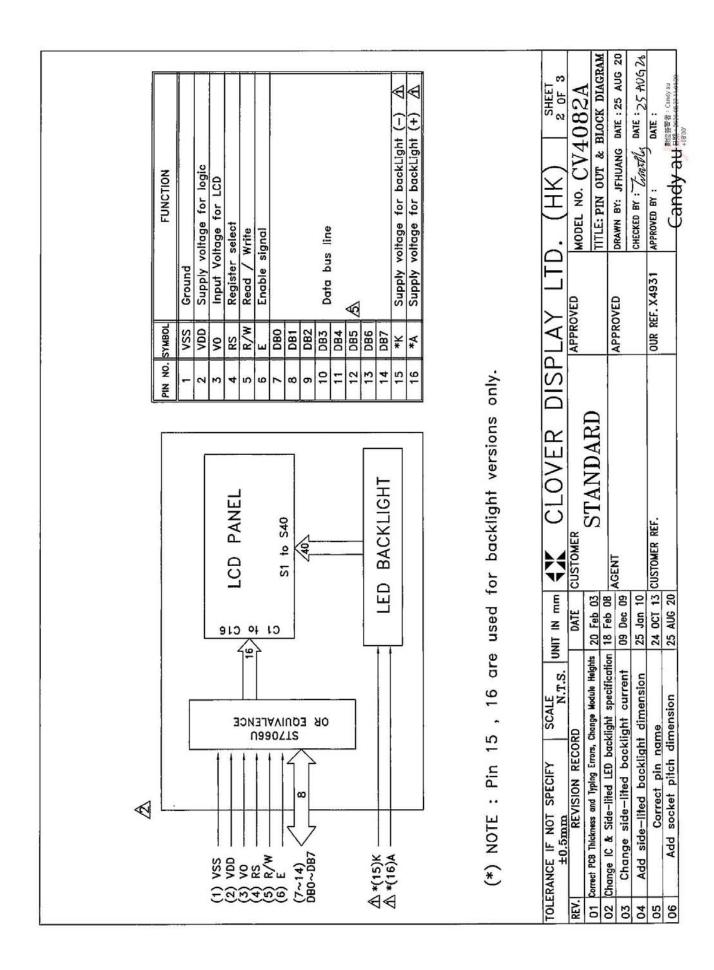
<sup>(\*)</sup> NOTE: Pin 15,16 are use for backlight versions only.

SPEC. REV.06 PAGE 2 OF 16

#### COUNTER DRAWING OF MODULE DIMENSION



#### COUNTER DRAWING OF BLOCK DIAGRAM



# **ELECTRICAL CHARACTERISTICS**

<b>ELECTRICAL CH</b>	ARAC'	TERIS		Conditions: VSS=0V, @Ta=25°C							
Item	Symbol	MIN.	TYP.	MAX.	Unit	Item	Symbol	MIN.	TYP.	MAX.	Unit
Supply Voltage	VDD	4.75	5.00	5.25	V	"H"Level Input Voltage	Vih	0.7VDD	_	Vdd	V
Supply Current	Idd	_	0.87	1.25	mA	"L"Level Input Voltage	VIL	-0.3	_	0.6	V
Input Voltage for LCD	V0	-0.2	0.0	0.2	V						

# Side Backlight

Constant voltage driving:

Item	Symbol	MIN.	TYP.	MAX.	Unit	Condition
White Backlight current	IBL	8	10	11	mA	VBL = 3.5V

## Constant current driving:

Item	Symbol	MIN.	TYP.	MAX.	Unit	Condition
Blue Backlight voltage	VBL	-	3.3	4.0	V	IBL = 20mA

# Array Backlight

Constant current driving:

Item	Symbol	MIN.	TYP.	MAX.	Unit	Condition
Yellow Green Backlight	VDI	2.95	4.05	4.25	<b>V</b>	IDI COm A
Voltage	VBL	3.85	4.05	4.25	V	IBL = 60mA

## **ABSOLUTE MAXIMUM RATINGS**

Please make sure not to exceed the following maximum rating values under the worst application conditions

Item	Symbol	Rating (for normal temperature)	Rating (for wide temperature)	Unit
Supply Voltage	Vdd	-0.3~7	-0.3~7	V
Input Voltage	VT	-0.3 to VDD +0.3	-0.3 to VDD +0.3	V
Operating Temperature	Topr	0 to 50	-20 to 70	$^{\circ}\!\mathbb{C}$
Storage Temperature	Tstg	-10 to 60	-30 to 80	$^{\circ}\!\mathbb{C}$

SPEC. REV.06 PAGE 5 OF 16

## **INSTRUCTIONS**

				Inst	ructi	on C	ode	•				Description
Instruction	RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0	Description	Time (270KHz)
Clear Display	0	0	0	0	0	0	0	0	0	1	Write "20H" to DDRAM. and set DDRAM address to "00H" from AC	1.52 ms
Return Home	0	0	0	0	0	0	0	0	1	х	Set DDRAM address to "00H" from AC and return cursor to its original position if shifted. The contents of DDRAM are not changed.	1.52 ms
Entry Mode Set	0	0	0	0	0	0	0	1	I/D	s	Sets cursor move direction and specifies display shift. These operations are performed during data write and read.	37 us
Display ON/OFF	0	0	0	0	0	0	1	D	С	В	D=1:entire display on C=1:cursor on B=1:cursor position on	37 us
Cursor or Display Shift	0	0	0	0	0	1	S/C	R/L	х	х	Set cursor moving and display shift control bit, and the direction, without changing DDRAM data.	37 us
Function Set	0	0	0	0	1	DL	N	F	x	x	DL:interface data is 8/4 bits N:number of line is 2/1 F:font size is 5x11/5x8	37 us
Set CGRAM address	0	0	0	1	AC5	AC4	AC3	AC2	AC1	AC0	Set CGRAM address in address counter	37 us
Set DDRAM address	0	0	1	AC6	AC5	AC4	AC3	AC2	AC1	AC0	Set DDRAM address in address counter	37 us
Read Busy flag and address	0	1	BF	AC6	AC5	AC4	AC3	AC2	AC1	AC0	Whether during internal operation or not can be known by reading BF. The contents of address counter can also be read.	0 us
Write data to RAM	1	0	D7	D6	D5	D4	D3	D2	D1	D0	Write data into internal RAM (DDRAM/CGRAM)	37 us
Read data from RAM	1	1	D7	D6	D5	D4	D3	D2	D1	D0	Read data from internal RAM (DDRAM/CGRAM)	37 us

#### Note:

Be sure the ST7066U is not in the busy state (BF = 0) before sending an instruction from the MPU to the ST7066U. If an instruction is sent without checking the busy flag, the time between the first instruction and next instruction will take much longer than the instruction time itself. Refer to Instruction Table for the list of each instruction execution time.

SPEC. REV.06 PAGE 6 OF 16

#### **FUNCTION DESCRIPTION**

#### Clear Display

Clear all the display data by writing "20H" (space code) to all DDRAM address, and set DDRAM address to "00H" into AC (address counter). Return cursor to the original status, namely, bring the cursor to the left edge on first line of the display. Make entry mode increment (I/D = "1").

#### Return Home

Return Home is cursor return home instruction. Set DDRAM address to "00H" into the address counter. Return cursor to its original site and return display to its original status, if shifted. Contents of DDRAM does not change.

#### Entry Mode Set

Set the moving direction of cursor and display.

#### > I/D: Increment / decrement of DDRAM address (cursor or blink)

When I/D = "High", cursor/blink moves to right and DDRAM address is increased by 1.

When I/D = "Low", cursor/blink moves to left and DDRAM address is decreased by 1.

#### S: Shift of entire display

When DDRAM read (CGRAM read/write) operation or S = "Low", shift of entire display is not performed. If S = "High" and DDRAM write operation, shift of entire display is performed according to I/D value (I/D = "1" : shift left, I/D = "0" : shift right).

S	I/D	Description
Н	Н	Shift the display to the left
Н	L	Shift the display to the right

SPEC. REV.06 PAGE 7 OF 16

<sup>\*</sup> CGRAM operates the same as DDRAM, when read from or write to CGRAM.

#### **FUNCTION DESCRIPTION(CONT.)**

#### Display ON/OFF

RS RW DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0

Code 0 0 0 0 0 0 1 D C B

Control display/cursor/blink ON/OFF 1 bit register.

#### D: Display ON/OFF control bit

When D = "High", entire display is turned on.

When D = "Low", display is turned off, but display data is remained in DDRAM.

#### C: Cursor ON/OFF control bit

When C = "High", cursor is turned on.

When C = "Low", cursor is disappeared in current display, but I/D register remains its data.

#### B : Cursor Blink ON/OFF control bit

When B = "High", cursor blink is on, that performs alternate between all the high data and display character at the cursor position.

When B = "Low", blink is off.

#### Cursor or Display Shift

RS RW DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0

Code	0	0	0	0	0	1	S/C	R/L	х	х

Without writing or reading of display data, shift right/left cursor position or display. This instruction is used to correct or search display data. During 2-line mode display, cursor moves to the 2nd line after 40th digit of 1st line. Note that display shift is performed simultaneously in all the line. When displayed data is shifted repeatedly, each line shifted individually. When display shift is performed, the contents of address counter are not changed.

S/C	R/L	Description	AC Value
L	L	Shift cursor to the left	AC=AC-1
L	Н	Shift cursor to the right	AC=AC+1
Н	L	Shift display to the left. Cursor follows the display shift	AC=AC
Н	Н	Shift display to the right. Cursor follows the display shift	AC=AC

#### Function Set

RS RW DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0

Code 0 0 0 0 1 DL N F x x

SPEC. REV.06 PAGE 8 OF 16

#### FUNCTION DESCRIPTION(CONT.)

### > DL : Interface data length control bit

When DL = "High", it means 8-bit bus mode with MPU.

When DL = "Low", it means 4-bit bus mode with MPU. So to speak, DL is a signal to select 8-bit or 4-bit bus mode.

When 4-bit bus mode, it needs to transfer 4-bit data by two times.

#### N : Display line number control bit

When N = "Low", it means 1-line display mode.

When N = "High", 2-line display mode is set.

#### F: Display font type control bit

When F = "Low", it means 5 x 8 dots format display mode

When F = "High", 5 x11 dots format display mode.

N	F	No. of Display Lines	Character Font	Duty Factor
L	L	1	5x8	1/8
L	Н	1	5x11	1/11
Н	х	2	5x8	1/16

#### Set CGRAM Address

Set CGRAM address to AC.

This instruction makes CGRAM data available from MPU.

#### Set DDRAM Address

Set DDRAM address to AC.

This instruction makes DDRAM data available from MPU.

When 1-line display mode (N = 0), DDRAM address is from "00H" to "4FH".

In 2-line display mode (N = 1), DDRAM address in the 1st line is from "00H" to "27H", and

DDRAM address in the 2nd line is from "40H" to "67H".

SPEC. REV.06 PAGE 9 OF 16

#### FUNCTION DESCRIPTION(CONT.)

#### Read Busy Flag and Address

When BF = "High", indicates that the internal operation is being processed. So during this time the next instruction cannot be accepted.

The address Counter (AC) stores DDRAM/CGRAM addresses, transferred from IR.

After writing into (reading from) DDRAM/CGRAM, AC is automatically increased (decreased) by 1.

#### Write Data to CGRAM or DDRAM

Write binary 8-bit data to DDRAM/CGRAM.

The selection of RAM from DDRAM, CGRAM, is set by the previous address set instruction : DDRAM address set, CGRAM address set. RAM set instruction can also determine the AC direction to RAM.

After write operation, the address is automatically increased/decreased by 1, according to the entry mode.

#### Read Data from CGRAM or DDRAM

RS RW DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0

Code 1 1 D7 D6 D5 D4 D3 D2 D1 D0

Read binary 8-bit data from DDRAM/CGRAM.

The selection of RAM is set by the previous address set instruction. If address set instruction of RAM is not performed before this instruction, the data that read first is invalid, because the direction of AC is not determined. If you read RAM data several times without RAM address set instruction before read operation, you can get correct RAM data from the second, but the first data would be incorrect, because there is no time margin to transfer RAM data.

In case of DDRAM read operation, cursor shift instruction plays the same role as DDRAM address set instruction: it also transfer RAM data to output data register. After read operation address counter is automatically increased/decreased by 1 according to the entry mode. After CGRAM read operation, display shift may not be executed correctly.

\* In case of RAM write operation, after this AC is increased/decreased by 1 like read operation. In this time, AC indicates the next address position, but you can read only the previous data by read instruction.

#### DISPLAY DD RAM AND CHARACTER POSITION

8x2, 1/16 DUTY CYCLE

	1	2	8	DISPLAY POSITION
line 1	00	01	 07	DD RAM ADDRESS
line 2	40	41	 47	

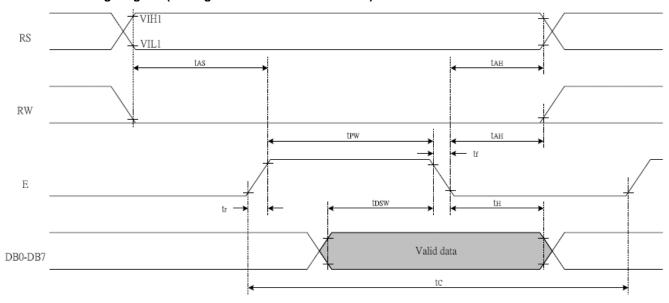
SPEC. REV.06 PAGE 10 OF 16

# TIMING CHARACTERISTICS OF COMPATIBLE CONTROLLER CHIPS

 $TA = 25^{\circ}C$ , VCC = 5V

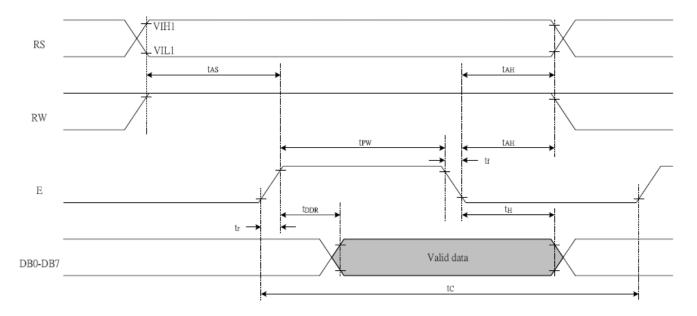
Write Mode (Writing data from MPU to ST7066U)						
Tc	Enable Cycle Time	Pin E	1200	-	-	ns
$T_{PW}$	Enable Pulse Width	Pin E	140	-	-	ns
$T_R, T_F$	Enable Rise/Fall Time	Pin E	-	-	25	ns
T <sub>AS</sub>	Address Setup Time	Pins: RS,RW,E	0	-	-	ns
T <sub>AH</sub>	Address Hold Time	Pins: RS,RW,E	10	-	-	ns
T <sub>DSW</sub>	Data Setup Time	Pins: DB0 - DB7	40	-	-	ns
T <sub>H</sub>	Data Hold Time	Pins: DB0 - DB7	10	-	-	ns
	Read Mode	(Reading Data from ST70	66U to N	IPU)		
Tc	Enable Cycle Time Pin E 1200 ns					ns
T <sub>PW</sub>	Enable Pulse Width	Pin E	140	-	-	ns
$T_R, T_F$	Enable Rise/Fall Time	Pin E	-	-	25	ns
T <sub>AS</sub>	Address Setup Time	Pins: RS,RW,E	0	-	-	ns
T <sub>AH</sub>	Address Hold Time	Pins: RS,RW,E	10	-	-	ns
T <sub>DDR</sub>	Data Setup Time	Pins: DB0 - DB7	-	-	100	ns
T <sub>H</sub>	Data Hold Time	Pins: DB0 - DB7	10	-	-	ns

## Write Mode Timing Diagram (Writing Data from MPU to ST7066U)



SPEC. REV.06 PAGE 11 OF 16

#### Read Mode Timing Diagram (Reading Data from ST7066U to MPU)



#### THE RESET CIRCUIT

An internal reset circuit automatically initializes the ST7066U when the power is turned on. The following instructions are executed during the initialization. The busy flag (BF) is kept in the busy state until the initialization ends (BF = 1). The busy state lasts for 40 ms after VCC rises to 4.5 V.

- 1. Display clear
- 2. Function set:

DL = 1; 8-bit interface data

N = 0; 1-line display

F = 0; 5x8 dot character font

3. Display on/off control:

 $\dot{D} = 0$ : Display off

C = 0; Cursor off

B = 0; Blinking off

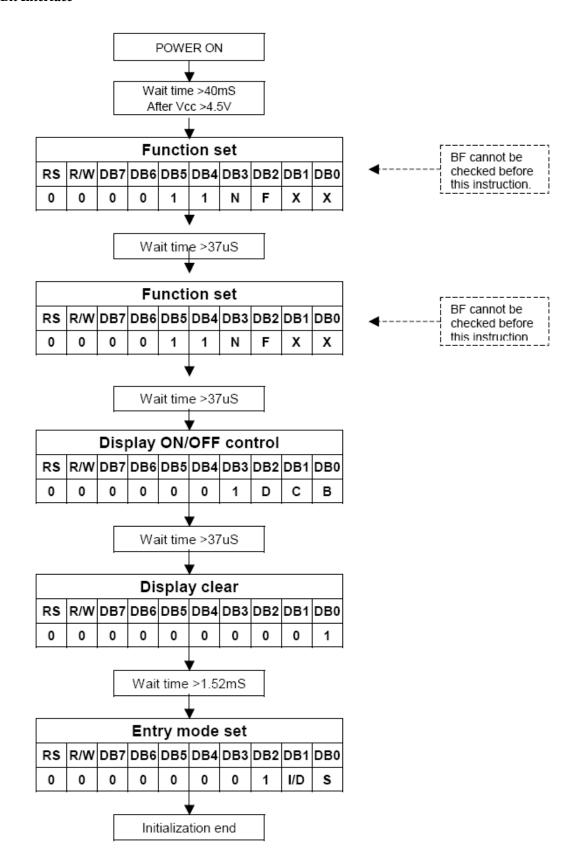
4. Entry mode set:

I/D = 1; Increment by 1

S = 0; No shift

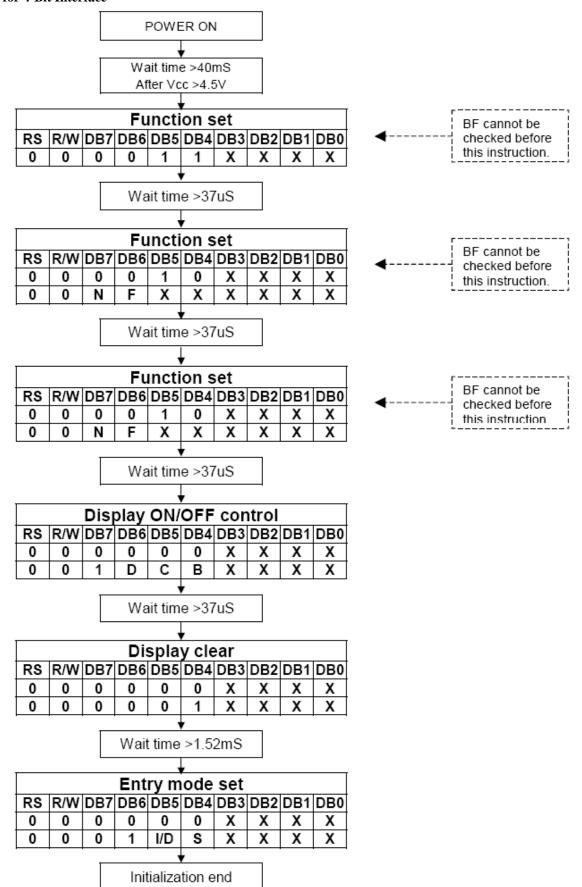
SPEC. REV.06 PAGE 12 OF 16

#### **Initialization for 8-Bit Interface**



SPEC. REV.06 PAGE 13 OF 16

#### **Initialization for 4-Bit Interface**



SPEC. REV.06 PAGE 14 OF 16

# **CLOVER DISPLAY LTD.**

## **ELECTRO-OPTICAL CHARACTERISTICS**

MEASURING CONDITION: POWER SUPPLY = Vop / 64 Hz TEMPERATURE =  $23 \pm 5$  °C

RELATIVE HUMIDITY =  $60 \pm 20 \%$ 

ITEM	SYMBOL	UNIT	TYP. TN	TYP. STN
RESPONSE TIME	Ton	ms	100	200
	Toff	ms	80	200
CONTRAST RATIO	Cr	-	10	10
	V3:00	0	20	20
VIEWING ANGLE (6 O'clock)	V6:00	0	20	40
(Cr ≥ 2)	V9:00	0	20	20
	V12:00	0	10	10

THE ELECTRO-OPTICAL CHARACTERISTICS ARE MEASURED VALUE BUT NOT GUARANTEED ONES.

# RELIABILITY OF LCD MODULE

	TEST CONDITION	TEST CONDITION	
ITEM	FOR NORMAL TEMPERATURE	FOR WIDE TEMPERATURE	TIME
High temperature operating	50°C	70°C	240 hours
Low temperature operating	0°C	-20°C	240 hours
High temperature storage	60°C	80°C	240 hours
Low temperature storage	-10°C	-30°C	240 hours
Temperature-humidity storage	40°C 90% R.H.	60°C 90% R.H.	96 hours
Temperature cycling	-10°C to 60°C	-30°C to 80°C	5 cycles
	30 Min Dwell	30 Min Dwell	

## **OUALITY STANDARD OF LCD MODULE**

1.0	Sampling Method					
	Sampling Plan : ANSI/ASQ Z1.4					
	Class of AQL : Level II/Single Sampling					
	Critical: 0.25% Major 0.65% Minor 1.5%					
2.0	Defect Group	Failure Category	Failure Reasons			
	Critical Defect	Malfunction	Open			
	0.25%(AQL)		Short			
			Burnt of dead component			
			Missing part/improper part P.C.B.			
			Broken			
	Major Defect	Poor Insulation	Potential short			
	0.65%(AQL)		High current			
			Component damage or scratched			
			or Lying too close improper coating			
		Poor Conduction	Damage joint			
			Wrong polarity			
			Wrong spec. part			
			Uneven/intermittent contact			
			Loose part			
			Copper peeling			
			Rust or corrosion or dirt's			
	Minor Defect	Cosmetic Defect	Minor scratch			
	1.5%(AQL)		Flux residue			
			Thin solder			
			Poor plating			
			Poor marking			
			Crack solder			
			Poor bending			
			Poor packing			
l			Wrong size			

SPEC. REV.06 PAGE 15 OF 16

#### HANDLING PRECAUTIONS

#### (1) CAUTION OF LCD HANDLING & CLEANING

The polarizing plate on the surface of the panel is made from organic substances. Be very careful for chemicals not to touch the plate or it leads the polarizing plate to deteriorate.

If the use of a chemical is unavoidable, wipe the panel lightly with soft materials, such as gauze and absorbent cotton, soaked in a solvent.

\*Usable solvent: Alcohol (ethanol, IPA and the like)

Avoid wiping with a dry cloth, since it could damage the surface of the polarizing plate and others.

Do not expose to direct sunlight or fluorescent light for a long time

#### (2) CAUTION AGAINST STATIC CHARGE

The LCD modules use CMOS LSI drivers, so customers are recommended that any unused input terminal would be connected to  $V_{DD}$  or  $V_{SS}$ , do not input any signals before power is turned on, and ground your body, work/assembly areas, assembly equipment to protect against static electricity.

#### (3) ESD PRECAUTION

Inputs and outputs are protected against electrostatic discharge in normal handling. However, to be totally safe, it is recommended to take normal precautions appropriate to handling LCM module. For example: product surface grounding. Always take ESD precaution when handling the *LCD Module*. Components are exposed for direct finger touches and can be damaged unless ESD precaution is taken.

#### (4) PACKAGING

Avoid intense shock and falls from a height and do not operate or store them exposed to direct sunshine or high temperature/humidity for long periods.

#### (5) CAUTION FOR OPERATION

The viewing angle can be adjusted by varying the LCD driving voltage VO.

Driving voltage should be kept within specified range, excess voltage shortens display life.

Response time increases with decrease in temperature.

Display may turn black or dark Blue at temperature above its operational range; this is however not destructive and the display will return to normal once the temperature falls back to range.

Mechanical disturbance during operation (such as pressing on the viewing area) may cause the segments to appear "fractured". They will recover once the display is turned off.

Condensation at terminals will cause malfunction and possible electrochemical reaction. Relative humidity of the environment should therefore be kept below 60%.

#### (6) SAFETY

Liquid crystal may leak out of a damaged LCD, it is recommended to wash off the liquid crystal by using solvents such as acetone or ethanol and should be burned up later.

If any liquid leak out of a damaged glass cell comes in contact with your hands, wash it off with soap and water immediately.

### **WARRANTY**

CLOVER will replace or repair any of her LCD module in accordance with her LCD specification for a period of one year from date of shipment. The warranty liability of Clover is limited to repair and/or replacement. Clover will not be responsible for any subsequent or consequential event.

SPEC. REV.06 PAGE 16 OF 16

<sup>\*</sup>Appropriate solvent: Ketones, ethyl alcohol