	DEC	Hex
LeerZeichen	32	20
GOTO	27 1B	0-19
		20-39
CLS	12 0C	

26 130 6 9 9 6 0 0 0 12 27 0 50 50 58 51 52 27 21 50 48 130 67 32 49 48 48 48 48 87

Zeichen ° auf dec 130 speichern	26 130 6 9 9 6 0 0 0
CLEAR	12
GOTO 1 Zeile 0 Spalte	27 0
Ausgabe 22:34	50 50 58 51 52
GOTO2 Zeile 1 Spalte	27 21
Ausgabe 20°C	50 48 130 67
LeerZeichen	32
Ausgabe 10000W	49 48 48 48 48 87

$08 BS: BACK SPACE
DC1 MODE The cursor shifts one character to the left. When cursor reaches the left end of the lower row, cursor shifts the rightmost of the upper row. if the cursor is at the left end of the upper row, it can't shift anymore.

$09 HT: HORIZONTAL TAB
DC1 MODE The cursor shifts one character to the right. If the cursor is at the right end of the upper row, it shifts to the left end of the lower row. If the cursor is at the right end of the lower row, it can't shift any more.

DC2 MODE The same as above.

$0A LF: LINE FEED
DC1 MODE All characters are cleared while the cursor position remains at the same position.

DC2 MODE The same as above.

$0C CLR: CLEAR
DC1 MODE The data clears display and memory. The cursor shifts to the left end of the upper row.

DC2 MODE The same as above.

$0D CR: CARRIAGE RETURN
DC1 MODE The cursor shifts to the left end of the upper row.

DC2 MODE The same as above.

$1B ESC: ESCAPE
The cursor position may be defined by 1byte data after the ESC data.

Upper Row	Lower Row
0000 0000 (1st Column)	0001 0100 (1st Column)
0001 0011 (20th Column)	0010 0111 (20th Column)

The following DC1 and DC2 selects the display mode. This mode is kept till the another mode is selected.

$11 DC1 MODE: ORDINARY MODE
The cursor shifts one character to the right automatically when a character data is written. If the cursor is at the right end of the upper row, it shifts to the left end of the lower row. If the cursor is at the right end of the lower row, it shifts to the left end of the upper row.

$12 DC2 MODE: HORIZONTAL SCROLL MODE
All characters are shifted one character to the left and the character written newly is displayed

left and the character written newly is displayed at the right end of the lower row when the writing position reaches to the right end of the lower row.

DC3, DC4 and DC5 mode select the cursor mode. This mode is kept till the other modes are selected.

$13 DC3 MODE The cursor turns ON.

$14 DC4 MODE The cursor turns OFF.

$15 DC5 MODE The cursor turns on and blinks.

Also, this module has three kinds of cursor as follows.

$16 CM1: No action.

$17 CM2: All segments located at the cursor position are lit.

$18 CM3: The character located at the cursor position are lit in reverse.

DIM1, DIM2, DIM3 and DIM4 select the luminance level.

DATA	Relative Luminance (%)
DIM1 (Hex01)	100
DIM2 (Hex02)	75
DIM3 (Hex03)	50
DIM4 (Hex04)	25

$1A SB: SUB SEQUENCE

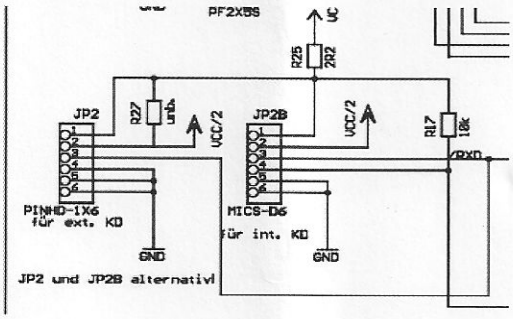
One user character can be registered by 8 byte after the SB data as follows.

1st byte: Enter the character code(Hex20 to FF) where can be registered.

2nd byte : Enter the data(active high) as shown in below. At this time, D5 to D7 are invalid.

8th byte

	D0	D1	D2	D3	D4	example of "S"
2nd byte	0	1	1	1	1	Hex1E
3rd byte	1	0	0	0	0	Hex01
4th byte	1	0	0	0	0	Hex01
5th byte	0	1	1	1	0	Hex0E
6th byte	0	0	0	0	1	Hex10
7th byte	0	0	0	0	1	Hex10
8th byte	1	1	1	1	0	Hex0F



JP2	1	5V	Chip
	2	5V	Display
	3	RS232 Daten	
	4	GND	
	5	GND	
	6	GND	