

Ich habe die beiden Controller und deren Befehlstabelle einmal verglichen; dort wo bei dem LCD Controller „dont care“ bits waren sind beim OLED Controller Funktionen eingebaut (Cursor /Display shift und Function Set).

Instruction	Code										Description	Execution Time in f _{cp} or kHz)	
	RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0			
Clear display	0	0	0	0	0	0	0	0	0	1	Clears entire display sets DDRAM address counter.	LCD	
Return home	0	0	0	0	0	0	0	0	0	1	—	Sets DDRAM address 0 in address counter. Also returns display from being shifted to original position. DDRAM contents remain unchanged.	1.52 ms
Entry mode set	0	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 μs
Display on/off control	0	0	0	0	0	0	1	D	C	B	—	Sets entire display (D) on/off, cursor on/off (C), and blinking of cursor position character (B).	37 μs
Cursor or display shift	0	0	0	0	0	1	S/C	R/L	—	—	—	Moves cursor and shifts display without changing DDRAM contents.	37 μs
Function set	0	0	0	0	1	DL	N	F	—	—	—	Sets interface data length (DL), number of display lines (N), and character font (F).	37 μs
Set CGRAM address	0	0	0	1	ACG	ACG	ACG	ACG	ACG	ACG	ACG	Sets CGRAM address. CGRAM data is sent and received after this setting.	37 μs
Set DDRAM address	0	0	1	ADD	ADD	ADD	ADD	ADD	ADD	ADD	ADD	Sets DDRAM address. DDRAM data is sent and received after this setting.	37 μs
Read busy flag & address	0	1	BF	AC	AC	AC	AC	AC	AC	AC	AC	Reads busy flag (BF) indicating internal operation is being performed and reads address counter contents.	0 μs

Instruction	Code										Description	Maximum execution time	
	RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0			
Clear Display	0	0	0	0	0	0	0	0	0	1	Clears entire Display, Sets DDRAM-address 0 into addresscounter	2 ms	
Return Home	0	0	0	0	0	0	0	0	0	1	0	Sets DDRAM-address 0 into addresscounter. Returns shifted display to original position. DDRAM contents remain unchanged.	0 ms
Entry Mode Set	0	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.)	0 ms
Display On/Off Control	0	0	0	0	0	0	1	D	C	B	—	Sets entire Display (D) ON/OFF. Sets Cursor (C) ON/OFF. Sets Blinking (B) of Cursor Position Character.	0 ms
Cursor/Display Shift/Mode/Pwr	0	0	0	0	0	1	S/C	R/L	0	0	—	Moves cursor and shifts display without changing DDRAMcontents.	0 ms
							G/C (0)	PWR	1	1	—	Sets Graphic/Character Mode Sets internal power on/off	0 ms
Function Set	0	0	0	0	1	DL	N	F	FT1	FT0	—	Sets interface data length (DL). Sets number of display lines (N). Sets Character Font (F). Sets Font Table (FT).	0 ms
Set CGRAM Address	0	0	0	1	ACG	ACG	ACG	ACG	ACG	ACG	ACG	Sets CGRAM Address. CGRAM data is sent and received after this setting.	0 ms
Set DDRAM Address	0	0	1	ADD	ADD	ADD	ADD	ADD	ADD	ADD	ADD	Sets DDRAM Address. The DDRAM data is sent and received after this setting.	0 ms
Read Busy Flag and Address	0	1	BF	AC	AC	AC	AC	AC	AC	AC	AC	Reads Busy Flag (BF) indicating that internal operation is being performed. Reads Address Counter contents.	0 ms
Write data into the CGRAM or DDRAM	1	0	Write Data								Writes data into the CGRAM or DDRAM	0 ms	
Read data from the CGRAM or DDRAM	1	1	Read Data								Reads data from the CGRAM or DDRAM	0 ms	