

# APPLICATION NOTE VACUUM FLUORESCENT DISPLAY MODULE

## CHARACTER DISPLAY MODULE

### M202SD01LA

#### GENERAL DESCRIPTION

Futaba

Futaba Vacuum Fluorescent Display Module M202SD01LA, with Futaba VFD 202-SD-01GKM display, produces 20 digits on 2 rows. Each character is displayed in 5×7dot matrix.

Consisting of a VFD, one chip controller, driver IC, the module can be connected directly to the system bus, thus simplifying interfacing. The bright and aesthetically pleasing VFD makes the module desirable for application in office equipment's, such as computer terminals, measuring equipment's, etc.

## <u>Important Safety Notice</u>

Please read this note carefully before using the product.

Warning

- The module should be disconnected from the power supply before handling.
- The power supply should be switched off before connecting or disconnecting the power or interface cables.
- The module contains electronic components that generate high voltages which may cause an electrical shock when touched.
- Do not touch the electronic components of the module with any metal objects.
- The VFD used on the module is made of glass and should be handled with care. When handling the VFD, it is recommended that cotton gloves be used.
- The module is equipped with a circuit protection fuse.
- Under no circumstances should the module be modified or repaired. Any unauthorized modifications or repairs will invalidate the product warranty.
- The module should be abolished as the factory waste.

CONTENTS	Page
1. FEATURES ······	1
2. GENERAL SPECIFICATIONS	
2-1. DIMENSIONS, WEIGHT	2
2-2. SPECIFICATIONS OF THE DISPLAY PANEL	2
2-3. ENVIRONMENT CONDITIONS	2
2-4. ABSOLUTE MAXIMUM RATINGS	2
2-5. RECOMMENDED OPERATING CONDITIONS	3
2-6. ELECTRICAL CHARACTERISTICS	3
3. FUNCTION	
3-1. DATA AND CONTROL CODE WRITE-IN	4
3-2. CONTROL CODE ·····	5~9
3-3. SELF-TEST	9
3-4. POWER ON RESET	9
3-5. SELECTION OF INPUT MODE	9
4. INTERFACE CONNECTION	
4-1. CONNECTOR PIN CONNECTION	10
4-2. WRITE-IN TIMING	10~11
APPENDIX-1 MECHANICAL DRAWING	12
APPENDIX-2 CIRCUIT BLOCK DIAGRAM	13
APPENDIX-3 DISPLAY CHARACTER CODE	14
5. WARRANTY	15
6. OPERATING RECOMMENDATIONS	15

#### 1. FEATURES

- 1-1. One chip controller is equipped on the module and it realizes intelligent terminal. The module can be connected to the system bus directly.
- 1-2. Two hundred and twenty-three character fonts consisting of alphabets, katakanas, numeral and other symbols can be displayed.
- 1-3. By using dimming function, brightness can be controlled into 6 levels.
- 1-4. Since a DC/DC converter is included, only 5V power source is required to operate the module.
- 1-5. High quality and reliability, also long life can be achieved with FUTABA VFD.
- 1-6. Compact, light weight and thin design by using SMART (Surface Mount And Reflow Technology) provides excellent built-in capability.
- 1-7. Either parallel or serial input interface can be selected.In case of serial input, it is possible to choose 1200 and 9600 bps.

#### 2. GENERAL SPECIFICATIONS

#### 2-1. DIMENSIONS, WEIGHT (Refer APPENDIX-1)

,	
	Table-1
Specification	Unit
(L) 100.0±1	
(W) 35.0±1	mm
(T) 26.3 Max.	
80	g
	(L) 100.0±1 (W) 35.0±1

#### 2-2. SPECIFICATIONS OF THE DISPLAY PANEL

		Table-2
Item	Specification	Unit
Display Area (H×W)	12.92×69.7	mm
Number of Digits	20digits(5×7dots)×2rows	_
Digits Size (H×W)	4.16×2.25	mm
Digits Pitch (H×W)	8.76×3.55	mm
Color of Illumination	Green(λp=505nm)	_

#### 2-3. ENVIRONMENT CONDITIONS

				Table-3
Item	Symbol	Min.	Max.	Unit
Operating Temperature	Topr	-20	+70	°C
Storage Temperature	Tstg	-40	+85	°C
Operating Humidity (note)	Hopr	20	85	%
Storage Humidity (note)	Hstg	20	90	%
Vibration (10 to 55Hz)	_	_	4	G
Shock	_	_	40	G

note) Avoid operations and or storage in moist environmental conditions.

#### 2-4. ABSOLUTE MAXIMUM RATINGS

				Table-4
Item	Symbol	Min.	Max.	Unit
Supply Voltage	Vcc	-0.3	7.0	V
Input signal voltage	V <sub>IS</sub>	-0.3	7.0	V

#### 2-5. RECOMMENDED OPERATING CONDITIONS

						Table-5
Item	Symbol	Condition	Min.	Тур.	Max.	Unit
Supply Voltage	Vcc		4.5	5.0	5.5	V
H-Level Input Voltage	$V_{\mathrm{IH}}$	Vcc=5V	2.4	_	_	V
L-Level Input Voltage	V <sub>IL</sub>	Vcc=5V	_	_	0.8	V

#### 2-6. ELECTRICAL CHARACTERISTICS

						Table-6
Item	Symbol	Condition	Min.	Тур.	Max.	Unit
Supply Current	Icc		_	350	450	mA
Power Consumption	-	Vcc=5V	_	1.8	_	W
Luminance	L	All on	340	690		cd/m <sup>2</sup>
Lummanee			(100)	(200)	_	(fL)
H-Level Output voltage	V <sub>OH</sub>	Vcc=5V	4.5			V
II-Level Output voltage	V OH	<i>I</i> <sub>OH</sub> =-500µА	ч.5		_	v
L-Level Output voltage	V <sub>OL</sub>	Vcc=5V			0.5	V
L-Level Output voltage	V OL	$I_{\rm OL}$ =2.0mA			0.5	v

note) The surge current can be approx.10 times the specified supply current at power on.

#### 3. FUNCTION

The module has the functions such as data and control code write, SELF-TEST, and power-on reset function. (See Table-7)

	-				Table-7
	TEST	SEL	WR	RXD	Function
Parallel and Serial interface	L	H or L	H or L	H or L	Self Test
Parallel interface	H or NC	L	Ŷ	NC	Data and control code write in
Serial interface	H or NC	NC	NC	*	Data and control code write in

#### THE BASIC FUNCTION

#### 3-1. DATA AND CONTROL CODE WRITE IN

When the data is being written in, the BUSY signal is active which indicates that the module is processing data.

(When data is under processing, the BUSY signal is high "H".)

I case of parallel input, data or control command is to be written at the low-to-high transition of  $\overline{WR}$  (L $\rightarrow$ H), when  $\overline{SEL}$  =low "L", and  $\overline{TEST}$  =high "H".

The display character from follows equivalent to JIS-6220 (Alphabets Katakanas and Symbols etc.).

After a character is written in, the write-in position will be shifted to the right one digit automatically.

The above action can be executed, only when the BUSY signal is low "L".

#### 3-2. CONTROL CODE

The control codes are available as follows.

The details will be explained from the next page.

(1) DEF	:	Define Character	:(03 HEX)
(2) DIM	:	Dimming	:(04 HEX)
(3) BS	:	Back Space	:(08 HEX)
(4) HT	:	Horizontal Tab	:(09 HEX)
(5) CLR	:	Clear	:(0D HEX)
(6) ALD	:	All Display	:(0F HEX)
(7) DP	:	Display Position	:(10 HEX)
(8) DC	:	Cursor Mode	:(17 HEX)
(9) RST	:	Reset	:(1F HEX)

#### DATA WRITE-IN

Write-in position will be shifted to the right after new character data is written-in.

A character data is written-in to the right end of 2nd row, the write-in position will move to the left end of 1st row.

The new character data is written-in to the left end of 1st row, all displayed characters will be cleared except new one.

#### (1)DEF (Define UF0 $\sim$ 3):

The DEF command defines user definable characters, UF0~3.

These fonts are stored in the module according to the following command are data sequence.

1 byte DEF command code (03 H)	+	1 byte Position code (1BH ~ 1EH)	+	5 bytes font data
(03 H)		$(1BH \sim 1EH)$		

1-1	2-1	3-1	4-1	5-1
1-2	2-2	3-2	4-2	5-2
1-3	2-3	3-3	4-3	5-3
1-4	2-4	3-4	4-4	5-4
1-5	2-5	3-5	4-5	5-5
1-6	2-6	3-6	4-6	5-6
1-7	2-7	3-7	4-7	5-7
	~1		-	

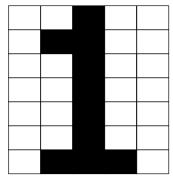
			bit							
		7	6	5	4	3	2	1	0	
	1st	1-1	2-1	3-1	4-1	5-1	1-2	2-2	3-2	
	2nd	4-2	5-2	1-3	2-3	3-3	4-3	5-3	1-4	
byte	3rd	2-4	3-4	4-4	5-4	1-5	2-5	3-5	4-5	
	4th	5-5	1-6	2-6	3-6	4-6	5-6	1-7	2-7	
	5th	3-7	4-7	5-7	"L"	"L"	"L"	"L"	"L"	

(a) Character Font

(b) Font Data

Example of write-in character "1" in UF0.

#### Control and data strings 03H, 1BH, 23H, 08H, 42H, 11H, C0H.



		bit											
		7	6	5	4	3	2	1	0				
byte	1st	L	L	Н	L	L	L	Н	Н				
	2nd	L	L	L	L	Н	L	L	L				
	3rd	L	Н	L	L	L	L	Н	L				
	4th	L	L	L	Н	L	L	L	Н				
	5th	Н	Н	L	L	L	L	L	L				
"H" · Turn On													

"H" : Turn On "L" : Turn Off

Fig.1 Defining User's font

It is recommended to store these definable characters at the initializing of module.

All these data will remain into the RAM and the client can display them as the user's original font.

These is no backup system of this RAM, therefore, it is needed to restore these data every power on.

(2)DIM (Dimming):

The brightness can be controlled into six levels by using this function.

After writing 04H, the following dimming data is written to change the rightness out put.

1 byte (DIM command code, 04H) +

l byte Dimming level data

	Table-8
Dimming level	Data
100%	FFH
80%	80H
60%	60H
40%	40H
20%	20H
0%	00H

#### (3)BS (Back Space):

The write-in position is shifted to the left one digit, and the character previously displayed on the digit will be cleared.

When the write-in position is on the most significant digit of the second row, the write-in position moves to the least significant digit of the first row.

When the write-in position is on the most significant digit of the first row, the write-in position moves to the least significant digit of the second row.

#### (4) HT (Horizontal Tab):

The write-in position is shifted to the right one digit.

When the write-in position is on the least significant digit of the first row, the write-in position will move to the most significant digit of the second row.

When the write-in position is on the least significant digit of the second row, the write-in position will move to the most significant digit of the first row.

#### (5) CLR (Clear):

All the characters displayed are erased, the write-in position moves to the most significant digit of the first row.

But the Dimming level and Cursor Mode are kept.

(6) DP (Display Position) :

Instead of writing a character from the first digit, the write-in starting position can be pointed by using this function.

After writing 10 HEX to prepare the module for this command, another HEX byte is written to specify the position desired.

	The most significant digit	The least significant digit
1st row	00 HEX	13 HEX
2nd row	14 HEX	27 HEX

#### (7)DC (Cursor Mode):

After writing 17 HEX, another HEX byte mentioned under is written to change the cursor mode.

1 byte + 1 byte (DC command code) 17H + (Select Mode Data)

	Table-9
Select Mode	Data
Lighting	FFH
Blinking	88H
No Lighting	00H

The cursor is always displayed at the write-in position.

The cursor is formed by the 5dots located the bottom of  $5\times7$  dot matrix character font. The cursor will be displayed as an over writing mode and the behavior of the cursor under the lighting mode and blinking mode are explained below.

#### 1 lighting mode

When the non displayed position is assigned as a write-in position, the cursor will be displayed there.

But, the position that already one of the character located is assigned, this character will be eliminated and the cursor will be displayed.

#### 2 blinking mode

The cursor will be repeated ON and OFF every 0.3 second when the non displayed position is selected for the write-in position.

And the position of the character already located is selected is selected (as a write-in position), the character and the cursor will be displayed alternately.

#### 3 no lighting mode

The no lighting mode means that the cursor will not be displayed.

When the power is turned on, no lighting mode will be selected automatically.

Therefore, if the cursor is required, DC command shall be sent to select the cursor lighting or blinking mode.

(8)ALD (All Display)

The full dots in all digits are displayed.

The dimming level is set for 100%.

To release this mode, the module is turned off or the RST command shall be written.

#### (9)RST (Reset):

Resetting the module.

All the characters displayed are erased, then the write-in position will be set on the most significant digit of the first row.

The displaying status is the same as the power on reset, and cursor mode is set for lighting mode, the dimming level is set for 100%.

#### 3-3. SELF-TEST

When the  $\overline{\text{TEST}}$  terminal is kept into "L" (connector pin #16 to be connected to GND.) the SELF-TEST starts.

Then the display shows characters, Alphabets, and symbols, in that order. Forty  $(2 \times 20)$  characters are displayed at a time.

Using this mode, neither data write-in nor control code write-in is allowed. To release this mode, TEST must be set to "H".

#### 3-4. POWER ON RESET

when the module is turned, the display and the memory are cleared and the module is initialized.

The cursor mode is set for no lighting mode, and the dimming level is set for 100%. When an external reset function is required, please contact Futaba sales office for further information.

#### 3-5. SELECTION OF INPUT MODE

Table-11 shows the combination of the signal lines for the parallel or serial input. It is needed to choose one of the combinations before operation.

Unused signal lines are to be open (internally pulled up).

In case of serial input, it is possible to select two baud rates by J1, as shown below.

		Table-10
J1	OPEN	SHORT
baud rate	9600	1200

#### **BAUD RATE SELECTION**

#### 4. INTERFACE CONNECTION

#### 4-1. CONNECTOR PIN CONNECTION

Connector	: A1-20PA-2.54DSA	(HIROSE)	or equivalent
Socket	: 3421-6000SL	(3M)	or equivalent

							Table-11
PIN No.	Signal	SERIAL IN	PARALLEL IN	PIN No.	Signal	SERIAL IN	PARALLEL IN
1	D7	NC	$\bigcirc$	2	Vcc	$\bigcirc$	$\bigcirc$
3	D6	NC	$\bigcirc$	4	Vcc	$\bigcirc$	$\bigcirc$
5	D5	NC	$\bigcirc$	6	Vcc	$\bigcirc$	$\bigcirc$
7	D4	NC	$\bigcirc$	8	GND	$\bigcirc$	$\bigcirc$
9	D3	NC	$\bigcirc$	10	GND	$\bigcirc$	$\bigcirc$
11	D2	NC	$\bigcirc$	12	GND	$\bigcirc$	$\bigcirc$
13	D1	NC	$\bigcirc$	14	GND	$\bigcirc$	$\bigcirc$
15	D0	NC	$\bigcirc$	16	TEST	$\bigcirc$	$\bigcirc$
17	WR	NC	0	18	SEL	NC	0
19	RXD	0	NC	20	BUSY	0	0

NC : No-Connection

 $\bigcirc$ : Connection

#### 4-2. WRITE-IN TIMING (See Fig.2)

Please be sure the BUSY signal is into "L", when the data will be written in. In case of the serial input, the module accepts the 10 bits data string as a data, first "L" level data as a start bit, 2nd to 9th data as an input data and the last "H" level data as a stop bit. When these data are not received exactly, they will be ignored and not displayed on the module.

4-2-1. SERIAL INPUT

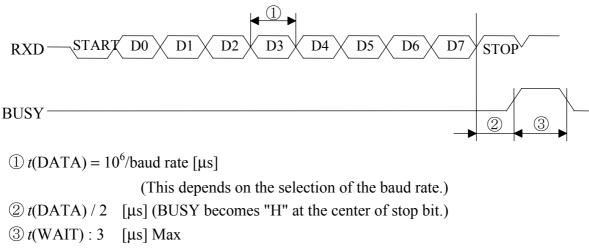


Fig.2 WRITE-IN TIMING

#### AN-E-2230A [10/15]

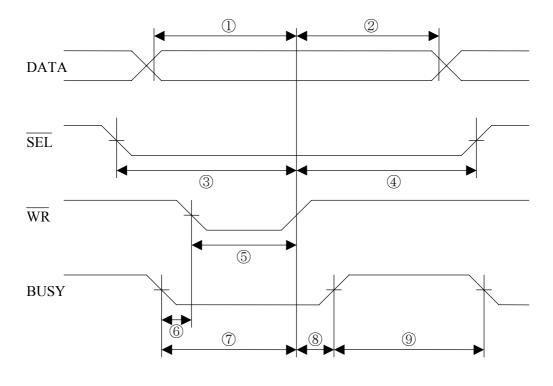


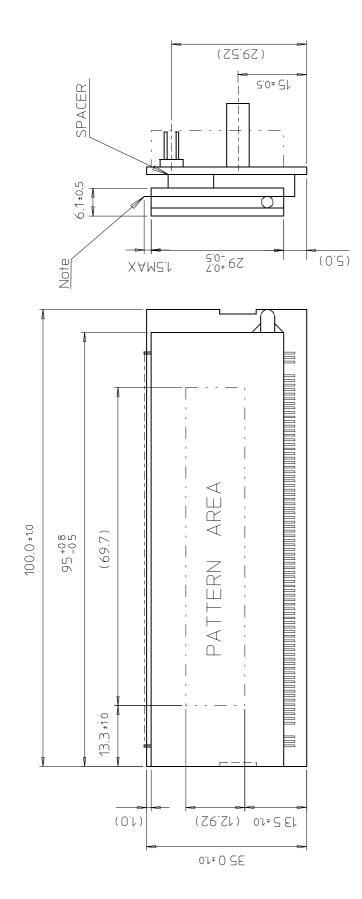


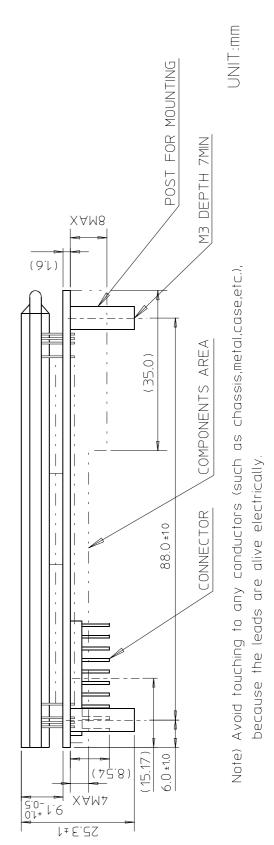
Table-12

		Min.	Max.	Note
1	tsu(DATA)	50ns	_	
2	th(DATA)	50ns	_	
3	$tsu(\overline{SEL})$	50ns	_	
4	$th(\overline{SEL})$	50ns	_	
5	$t pw(\overline{WR})$	50ns	_	
6	<i>t</i> wait(1)	0ns	_	
$\bigcirc$	<i>t</i> wait(2)	50ns	_	
8	<i>t</i> delay	_	150ns	
9	twait(3)	_	3µs	

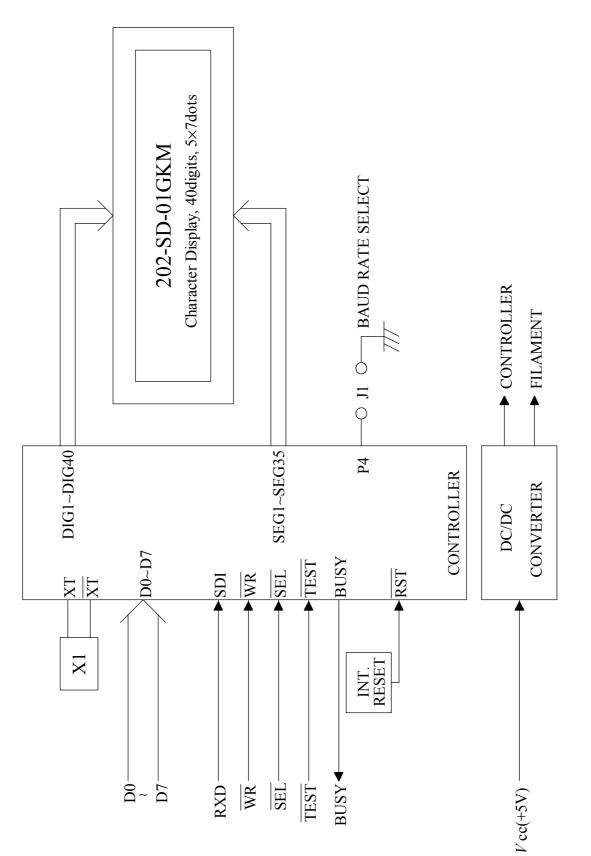
#### M202SD01LA MECHANICAL DRAWING

FIGURE-1





#### M202SD01LA CIRCUIT BLOCK DIAGRAM



#### M202SD01LA DISPLAY CHARACTER CODE

FIGURE-3

$\square$	D7 D6 D5	0 0 0	0 0 0	0 0 1	0 0 1	0 1 0	0 1 0	0 1 1	0 1 1	1 0 0	1 0 0	1 0 1	1 0 1	1 1 0	1 1 0	1 1 1	1 1 1
	D₄	0	1	0	1	Ő	1	0	1	0	1	0	1	0	1	0	1
DG D2 D1 D0	$\square$	0	1	2	3	4	5	6	7	8	9	Α	В	С	D	E	F
0 0 0 0	O		DP	SP	0	$\odot$		•••	÷	$\odot$				9			
0001	1				1			i.		<u> </u>		=	<b>.</b>	ij	÷;	· <b>.</b>	•
0010	2			::	2				<b>.</b>	j.	<b>~</b> ::	ľ		Ņ	.×'	÷	
0011	3					<u> </u>	·	:		4	**		Ċ,		<b>.</b>	Ţ	
0100	4	DIM	сuı		4	$\square$						•					
0101	5		С U2				II			η	$\mathbb{R}$	::					
0110	6		сuр		6		I.,I		·!	$\square$	Å	7	ij			ļ	÷
0111	7		DC	:						· · · ·							- <u>-</u>
1000	8	BS			8		2	<b>!</b>		<b>.</b>	2		<b>;;;;</b> ;	··••· ·••·	ļ		
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SP : SPACE

#### 5. WARRANTY

This display module is guaranteed for 1 year after shipment from FUTABA.

#### 6. OPERATING RECOMMENDATION

- 6-1. Avoid applying excessive shock or vibration beyond the specification for this module.
- 6-2. Since VFDs are made of glass material, careful handling is important.
- 6-3. Applying lower voltage than the specified may cause non activation for selected pixels. Conversely, higher voltage may cause non-selected pixel to be activated. If such a phenomenon is observed, check the voltage level of the power supply.
- 6-4. Avoid plugging or unplugging the interface connection with the power on.
- 6-5. If the start up time of the supply voltage is slow, the controller may not be reset. The supply voltage must be risen up to the specified voltage level within 30msec.
- 6-6. Avoid using the module where excessive noise interference is expected. Noise affects the interface signal and causes improper operation.Keep the length of the interface cable less than 50cm (When the longer cable is required, please contact FUTABA engineering.).
- 6-7. When power supply is turned off, the capacitor does not discharge immediately. The high voltage applied to the VFD must not contact the controller IC. (The shorting of the mounted components within 30 seconds after power off may cause damage.)

**REMARKS** :

The specification is subject to change without prior notice.

Your consultation with FUTABA sales office is recommended for the use of this module.

#### AN-E-2230A [15/15]