OLED-DISPLAYS
INKL. KONTROLLER FÜR 8-BIT UND 4-BIT

OLED										
Part-Number	Row x Column	Char height	Module size			Viewing Area		Accessories (Frames)	Hints	Drawing page
			B	H	T	B	H			
EA W082-XLG	2x8	5.5	58.0	32.0	10.0	38.0	16.0	---	yellow/green	7
EA W162-X3LW	2x16	5.5	80.0	36.0	10.0	66.0	16.0	EA 017-2U	icewhite	7
EA W162-X3LG	2x16	5.5						EA 017-2U	yellow/green	7
EA W162-X9LG	2x16	5.5	85.0	36.0	10.0	66.0	16.0	EA 017-2U	yellow/green	8
EA W162-XLG	2x16	5.5	84.0	44.0	10.0	66.0	16.0	EA 017-2U	yellow/green	8
EA W162-XBLW	2x16	8.9	122.0	55.0	10.0	99.0	24.0	EA 017-12U	icewhite	9
EA W162-XBLG	2x16	8.9						EA 017-12U	yellow/green	9
EA W202-XLG	2x20	5.5	116.0	37.0	9.8	85.0	18.6	EA 017-7U	yellow/green	9
EA W204-XLG	4x20	5.5	98.0	60.0	10.0	70.0	25.2	EA 017-9U	yellow/green	10

TECHNISCHE DATEN

* INTEGRIERTER KONTROLLER (HD44780-ÄHNLICH)
* EINGANG 4- ODER 8-BIT DATENBUS, 3 STEUERLEITUNGEN (R/W, E, RS)
* ASCII-ZEICHENSATZ UND SONDERZEICHEN IM CHARACTER-ROM
* BIS ZU 8 ZEICHEN (ASCII-CODE 0..7) KÖNNEN FREI DEFINIERT WERDEN
* VERSCHIEDENE FUNKTIONEN MIT EINEM BEFEHL PROGRAMMIERBAR:
  - CLEAR DISPLAY, CURSOR HOME, CURSOR ON/OFF, BLINKING CURSOR
  - SHIFT DISPLAY, SHIFT CURSOR, READ/WRITE DISPLAY DATA, ETC.
* EINFACHE SPANNUNGSVERSORGUNG (3.3..5V).
* GERINGER STROMVERBRAUCH (15..50 mA)
* BETRIEBSTEMPERATUR -40..+80°C
* 3 INTEGRIERTE FONTS (8-BIT MODUS)

ZUBEHÖR

* ABDECKRAHMEN (SIEHE TABELLE)

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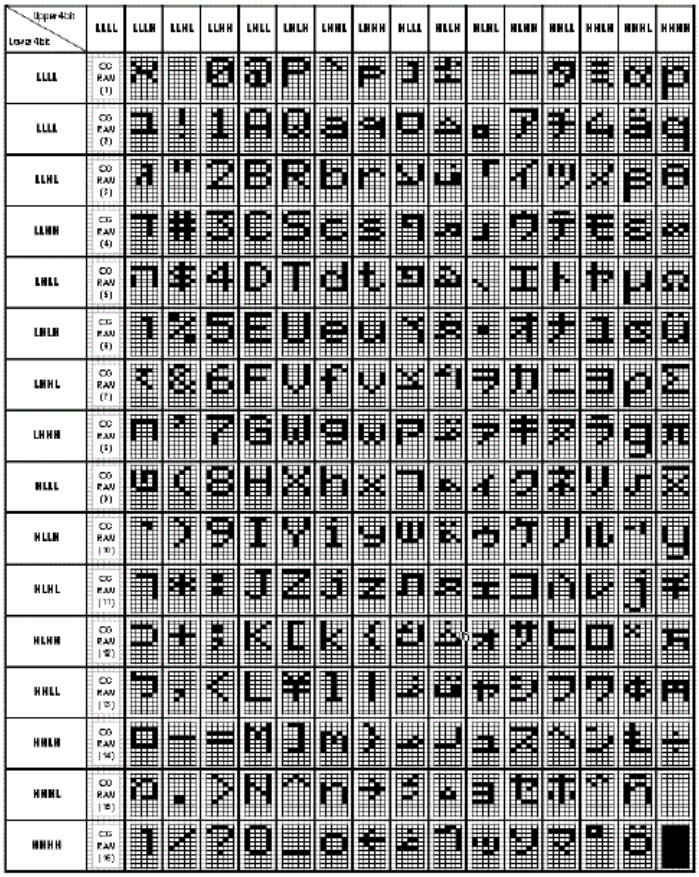
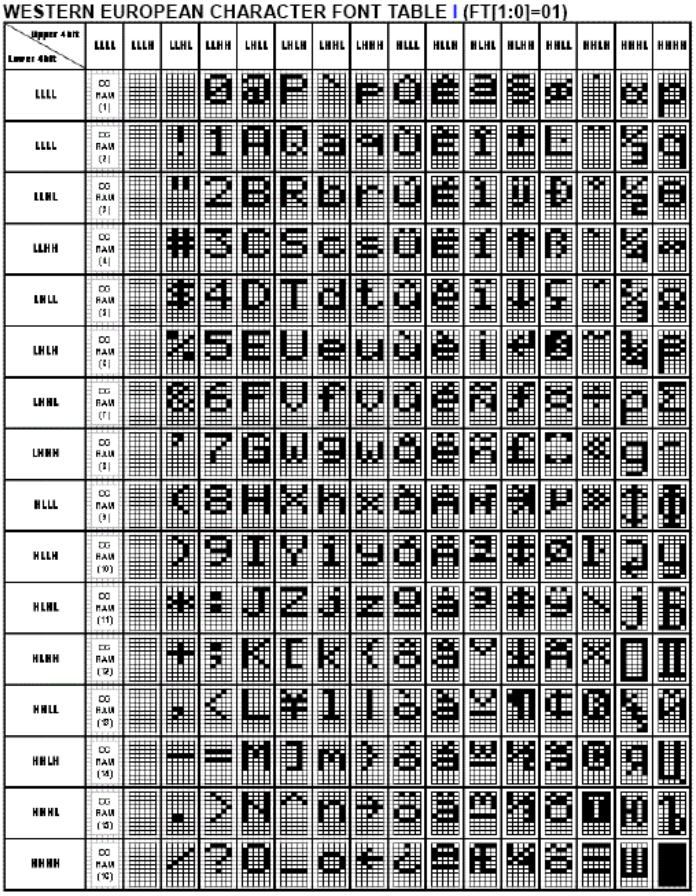
ZEICHENSATZ

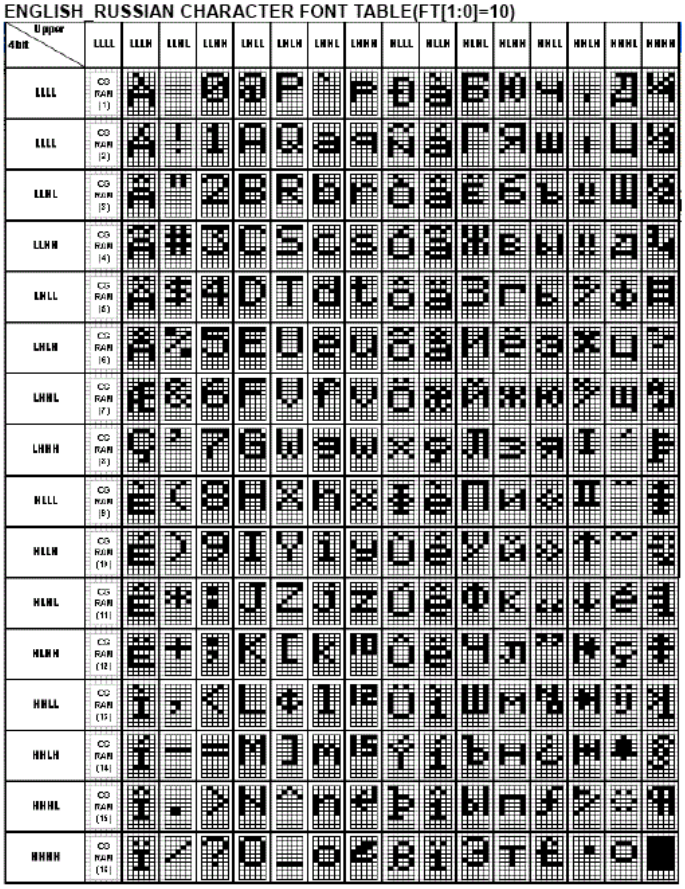
ENGLISH_JAPANESE CHARACTER FONT TABLE(default FT[1:0]= 00)



WESTERN EUROPEAN CHARACTER FONT TABLE I (FT[1:0]=01)



ENGLISH_RUSSIAN CHARACTER FONT TABLE(FT[1:0]=10)



Es ist möglich aus einem der hier abgebildeten Zeichensätze frei zu wählen. Standardmäßig wird der Englisch/Japanische Zeichensatz aktiviert. Hierfür müssen die Bits FT1/FT0 aus dem FunctionSet-Register entsprechend gesetzt werden:

FT 1	FT 0	Description	Notes
0	0	Englisch Japanese character font table	4-/8-Bit
0	1	Western European character font table	only 8Bit
1	0	English Russian character font table	4-/8-Bit
1	1	not available	

Anmerkung: Der Zeichensatz muss vor allen anderen Befehlen und Einstellungen ausgewählt werden (ausgenommen Busy-Flag-Abfrage und Adressoperationen).

PROGRAMMIERUNG VON SELBSTDEFINIERTEN ZEICHEN

Bei allen hier angebotenen OLED-Displays können zusätzlich zu den im ROM fest einprogrammierten Zeichen bis zu 8 weitere frei definiert werden (ASCII Codes 0..7).

1.) Mit dem Kommando "CG RAM Address Set" wird der ASCII Code (Bit 3,4,5) und die entsprechende Pixelzeile (Bit 0,1,2) des Zeichens angewählt. Im Beispiel wird ein Zeichen mit dem Code $00 definiert.
2.) Mit dem Befehl "Data Write" wird nun Pixelzeile für Pixelzeile das Zeichen in das CG RAM geschrieben. Ein Zeichen benötigt 8 Schreiboperationen, wobei die 8. Zeile der Cursorzeile entspricht.
3.) Das neu definierte Zeichen wird genauso behandelt wie ein "normales" ASCII Zeichen (Verwendung: "DD RAM Address Set", "Data Write").

Adresse im CG RAM setzen					Daten des Zeichens								
Adresse			Hex		Bit								Hex
					7	6	5	4	3	2	1	0	
0 1	0 0 0	0 0 0	$40					0	0	1	0	0	$04
		0 0 1	$41					0	0	1	0	0	$04
		0 1 0	$42					0	0	1	0	0	$04
		0 1 1	$43					0	0	1	0	0	$04
		1 0 0	$44		X	X	X	1	0	1	0	1	$15
		1 0 1	$45					0	1	1	1	0	$0E
		1 1 0	$46					0	0	1	0	0	$04
		1 1 1	$47					0	0	0	0	0	$00

PINBELEGUNG

PIN	SYMBOL	Level	DESCRIPTION	
			8 BIT-Mode	4 BIT-Mode
1	GND	L (0V)	Ground	Ground
2	VCC	H (5V)	Supply Voltage	Supply Voltage
3	N.C.	---	not connected	not connected
4	RS	H/L	H: Data, L: Instruction code	H: Data, L: Instruction code
5	R/W	H/L	H: Read, L: Write	H: Read, L: Write
6	E	H, H->L	Enable	Enable
7	DB0	H/L	Data bit 0 (LSB)	Do not connect
8	DB1	H/L	Data bit 1	Do not connect
9	DB2	H/L	Data bit 2	Do not connect
10	DB3	H/L	Data bit 3	Do not connect
11	DB4	H/L	Data bit 4	Data bit 0 (LSB)
12	DB5	H/L	Data bit 5	Data bit 1
13	DB6	H/L	Data bit 6	Data bit 2
14	DB7	H/L	Data bit 7 (MSB)	Data bit 3 (MSB)
15	N.C.	---	not connected	not connected
16	N.C.	---	not connected	not connected

BEFEHLSSATZ

Instruction	Code										Description	Max. execution time when fsp or fosc=250KHz
	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	6.2ms
Return Home	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.	0ms
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 w rite and read.)	0ms
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.	0ms
Cursor/Display Shift/Mode/Pw r	0	0	0	0	0	1	S/C	R/L	0	0	Moves cursor and shifts display w ithout changing DDRAMcontents.	0ms
							G/C (0)	PWR	1	1	Sets Graphic/Character Mode Sets internal pow er on/off	0ms
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).	0ms
Set CGRAM Address	0	0	0	1	ACG	ACG	ACG	ACG	ACG	ACG	Sets CGRAM Address. CGRAM data is sent and received after this setting.	0ms
Set DDRAM Address	0	0	1	ADD	ADD	ADD	ADD	ADD	ADD	ADD	Sets DDRAM Address. The DDRAM data Is sent and received after this setting.	0ms
Read Busy Flag and Address	0	1	BF	AC	AC	AC	AC	AC	AC	AC	Reads Busy Flag (BF) indicating that internal operation is being performed. Reads Address Counter contents.	0ms
Write data into the CGRAM or DDRAM	1	0	Write Data								Writes data into the CGRAM or DDRAM	0ms
Read data from the CGRAM or DDRAM	1	1	Read Data								Reads data from the CGRAM or DDRAM	0ms

Anmerkungen zum Befehlssatz:

1. Nach Ausführen von CGRAM/DDRAM Read or Write Instruction, wird der RAM Address Counter incrementiert oder decrementiert. Nachdem das Busy Flag nicht mehr gesetzt ist, wird die RAM Adresse übernommen.
2. **I/D**=Increment/Decrement Bit
   I/D="1": Incrementieren
   I/D="0": Decrementieren
3. **S**=Shift Entire Display Control Bit.
   S="0", shift function deaktiviert.
   S="1", shift function aktiviert
4. **BF**=Busy Flag
   BF="1": Interne Operationen werden durchgeführt
   BF="0": Keine internen Operationen, der nächste Befehl kann entgegen genommen werden.
5. **R/L**=Shift Right/Left
   R/L="1": Shift nach Rechts
   R/L="0": Shift nach Links
6. **S/C**=Display Shift/Cursor Move
   S/C="1": Display Shift
   S/C="0": Cursor Move
7. **G/C**=Graphic/Character mode selection.
   G/C="0", Character mode is selected.
   G/C="1", Graphic mode is selected.
8. **PWR**=Internal DCDC on/of control.
   PWR="1", DCDC an
   PWR="0", DCDC aus
9. **DDRAM**=Display Data RAM
10. **CGRAM**=Character Generator RAM
11. **ACG**=CGRAM Address
12. **ADD**=Address Counter Address (corresponds to cursor address)
13. **AC**=Address Counter (used for DDRAM and CGRAM Addresses)
14. **F**=Character Pattern Mode
    F="1": 5 x 10 dots
    F="0": 5 x 8 dots
15. **N**=Number of Lines Displayed
    N="1": 2- und 4-Line Display
    N="0": 1-Line Display

INITIALISIERUNGSBEISPIELE

Initialisation example: 8-Bit

RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0	HEX	Description
0	0	0	0	1	1	1	0	0	1	$39	Function Set, western european character set, 8-Bit
0	0	0	0	0	0	1	0	0	0	$08	Display off
0	0	0	0	0	0	0	1	1	0	$06	Entry mode set, increment cursor by 1 not shifting display
0	0	0	0	0	1	0	1	1	1	$17	Character mode and internel power on (have to turn on internel power to get the best brightness)
0	0	0	0	0	0	0	0	0	1	$01	Clear display
0	0	0	0	0	0	0	0	1	0	$02	Return home
0	0	0	0	0	0	1	1	0	0	$0C	Display on

```
void initDisplay (void)
{       RS_DD=1;        //RS Pin as output
        RW_DD=1;        //RW Pin as output
        EN_DD=1;        //EN Pin as output
        WriteIns(0x39); //function set european chararacter set
        WriteIns(0x08); //display off
        WriteIns(0x06); //entry mode set increment cursor by 1 not shifting display
        WriteIns(0x17); //Character mode and internel power on
        WriteIns(0x01); //clear display
        WriteIns(0x02); //return home
        WriteIns(0x0C); //display on
}
```

```
void WriteIns(char instruction)
{       CheckBusy();
        DATA_PORT_DD=0xFF; //Dataport as Output
        RS = 0;
        RW = 0;
        DATA_PORT = instruction; //set Data on Outputport
        EN = 1;         //set Enable to high
        Wait(10);       //wait 1us (stabilize Outputport)
        EN = 0;         //reset Enable to low
}
```

Initialisation example: 4-Bit

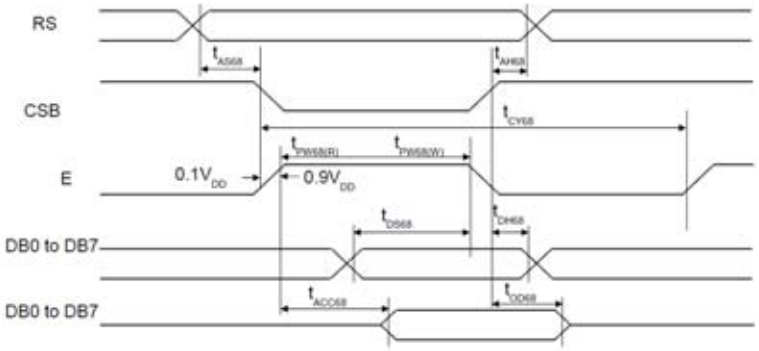
RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0	HEX	Description
0	0	0	0	1	0	1	0	0	0	$28	Function Set, English/Japanese char set, 4-Bit Note: Western European charset not available
0	0	0	0	0	0	1	0	0	0	$08	Display off
0	0	0	0	0	0	0	1	1	0	$06	Entry mode set, increment cursor by 1 not shifting display
0	0	0	0	0	1	0	1	1	1	$17	Character mode and internel power on (have to turn on internel power to get the best brightness)
0	0	0	0	0	0	0	0	0	1	$01	Clear display
0	0	0	0	0	0	0	0	1	0	$02	Return home
0	0	0	0	0	0	1	1	0	0	$0C	Display on

```
void initDisplay(void)
{       RS_DD=1; //RS-Pin as Output
        EN_DD=1; //EN-Pin as Output
        RW_DD=1; //RW-Pin as Output
        RS = 0;  //RS-Pin to low
        RW = 0; //RW-Pin to low
        EN = 0; //EN-Pin to low
        send_nibble(0x03); //Be sure to
        send_nibble(0x03); //be in
        send_nibble(0x03); //8-Bit-Mode
        send_nibble(0x02); //Switch to 4 Bit
        Wait(50); //Wait 5us
        WriteIns(0x28);//4-Bit-Mode
        WriteIns(0x08);//display off
        WriteIns(0x06);//entry mode set increment cursor by 1 not shifting display
        WriteIns(0x17);//Character mode and internel power on
        WriteIns(0x01);//clear display
        WriteIns(0x02);//return home
        WriteIns(0x0C); //display on
```

```
void send_nibble (char data)
{       DATA_PORT = data; //output data
        EN=1;
        Wait(10); //wait 1us (stabilize outupt)
        EN=0;
        Wait(10); //wait 1us (stabilize outupt)
}
```

```
void WriteIns(char instruction)
{       CheckBusy();
        DATA_PORT_DD=0x0F; //Dataport as Output
        RS = 0;
        RW = 0;
        send_nibble((instruction&0xF0)>>4);//Highbyte
        send_nibble(instruction&0x0F); //Lowbyte
}
```

TIMING 8-BIT INTERFACE



(VDD = 3.0 to 5.3V, Ta = 25°C)

Item	Signal	Symbol	Min.	Typ.	Max.	Unit	Remark
Address setup time Address hold time	RS	tAS68 tAH68	20 0	-	-	ns	
System cycle time		tCY68	500	-	-	ns	
Pulse width (E)	E_RDB	tPW68(W)	250	-	-	ns	
Pulse width (E)	E_RDB	tPW68(R)	250	-	-	ns	
Data setup time Data hold time	DB7 to DB0	tDS68 tDH68	40 20	-	-	ns	
Read access time Output disable time		tACC68 tOD68	- 10	-	180 -	ns	CL = 100pF

ELECTRICAL CHARACTERISTICS

Item	Symbol	Test Condition	Standard Value			Unit
			min.	typ.	max	
Input "high" voltage	VIH	-	0.9 VDD	-	VDD	V
Input "low" voltage	VIL	-	GND	-	0.1 VDD	V
Output "high" voltage	VOH	IOH=-0.5mA	0.8 VDD	-	VDD	V
Output "low" voltage	VOL	IOL=0.5mA	GND	-	0.2 VDD	V
Power supply current	ICC	VDD=5V		15..50mA		A

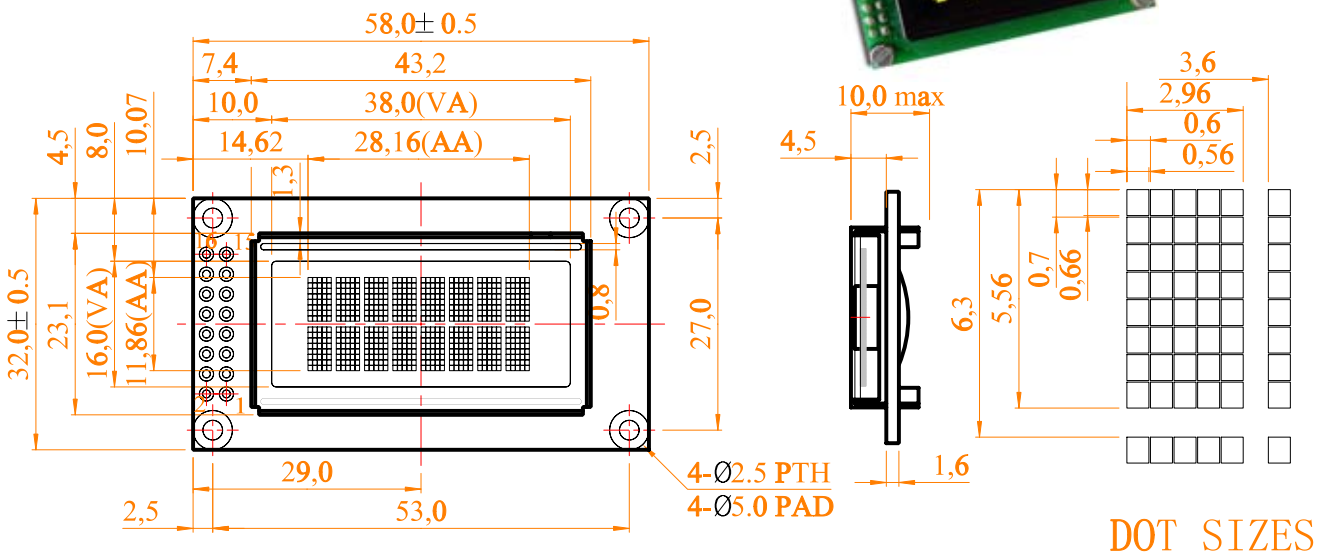
ABSOLUTE MAXIMUM RATINGS

VCC=5,0V , Ta=25°C

Item	Symbol	Standard Value		Unit
		min.	max	
Power supply voltage for logic	VDD-GND	-0.3	5.3	V
Input Voltage	VI	-0.3	VDD	V
Operating temperature	TOP	-40	80	°C
Storage Temperature	TST	-40	80	°C

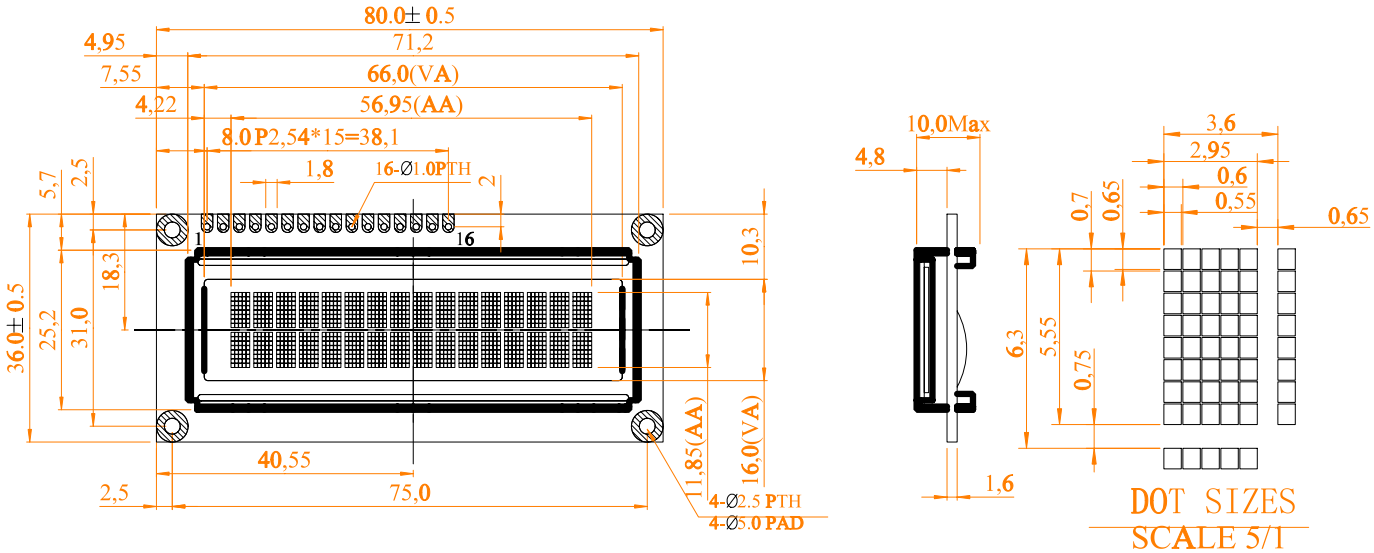
Bei Versorgung mit 3,3V, ist die Helligkeit gegenüber 5V reduziert.

EA W082-XLG



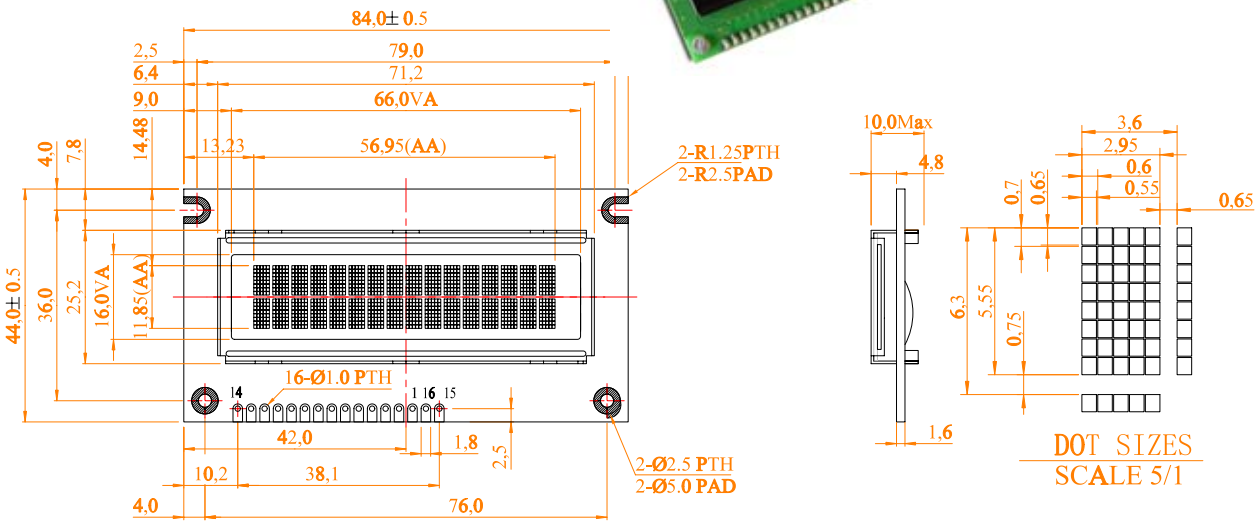
EA W162-X3LW (ICEWHITE)
EA W162-X3LG (GELB/GRÜN)

RAHMEN
EA 017-2U



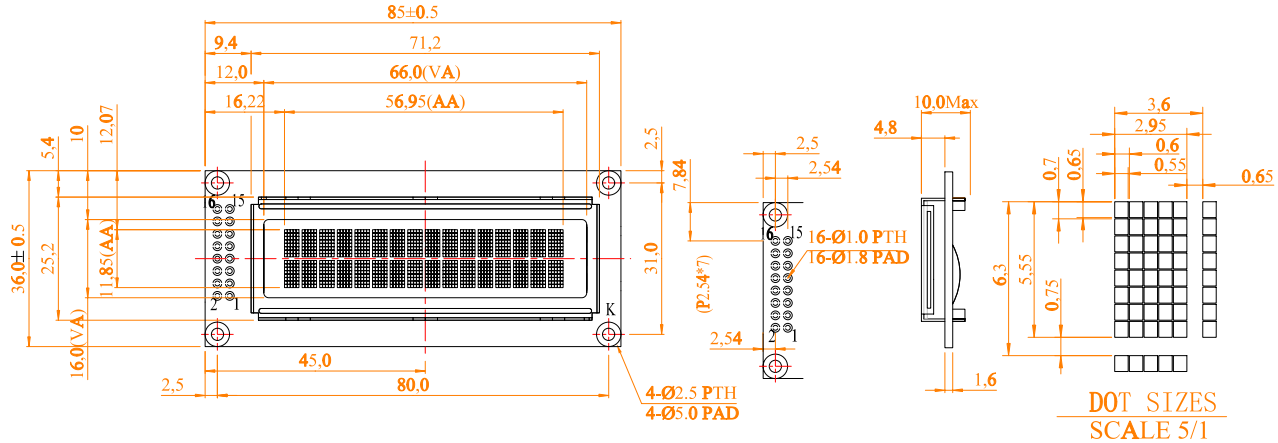
EA W162-XLG (GELB/GRÜN)

RAHMEN
EA 017-2U



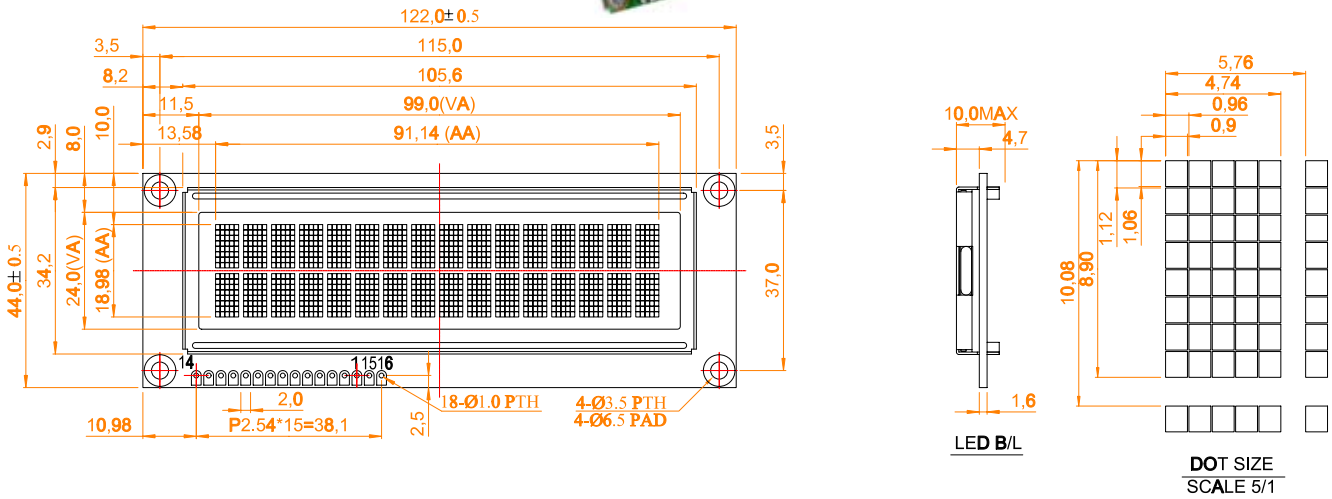
EA W162-X9LG

RAHMEN
EA 017-2U



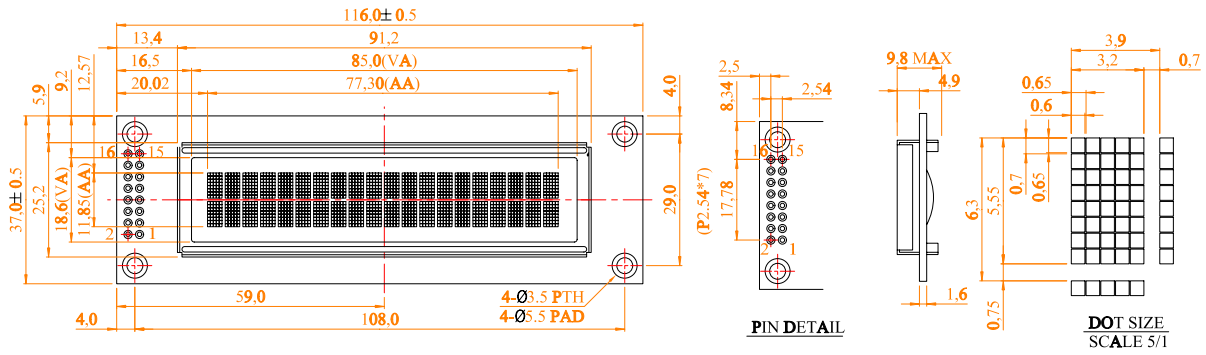
EA W162-XBLW (ICEWHITE)
EA W162-XBLG (GELB/GRÜN)

RAHMEN
EA 017-12U



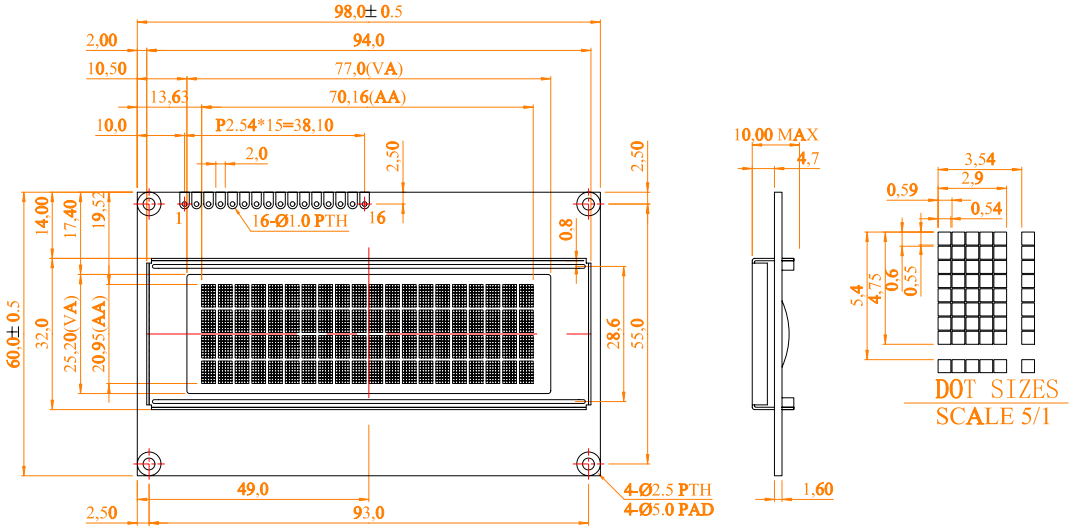
EA W202-XLG

RAHMEN
EA 017-7U



EA W204-XLG

RAHMEN
EA 017-9U



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