

8-bit and 4-bit Interface

Initialize by setting the software (character type LCM).
Refer to figures 1 and 2 for procedures on 8-bit and 4-bit initialization accordingly.

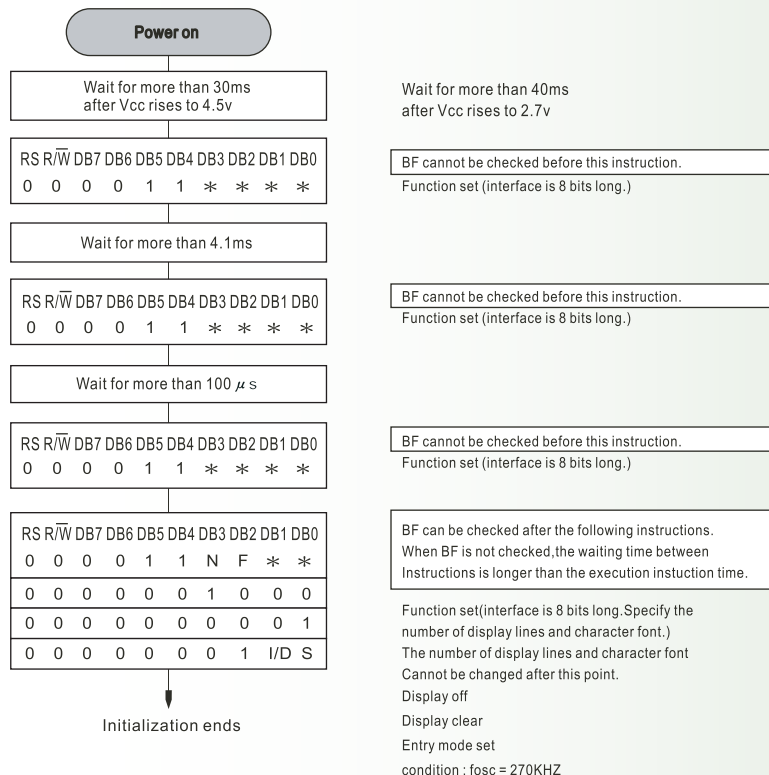


Figure 1 8-bit interface

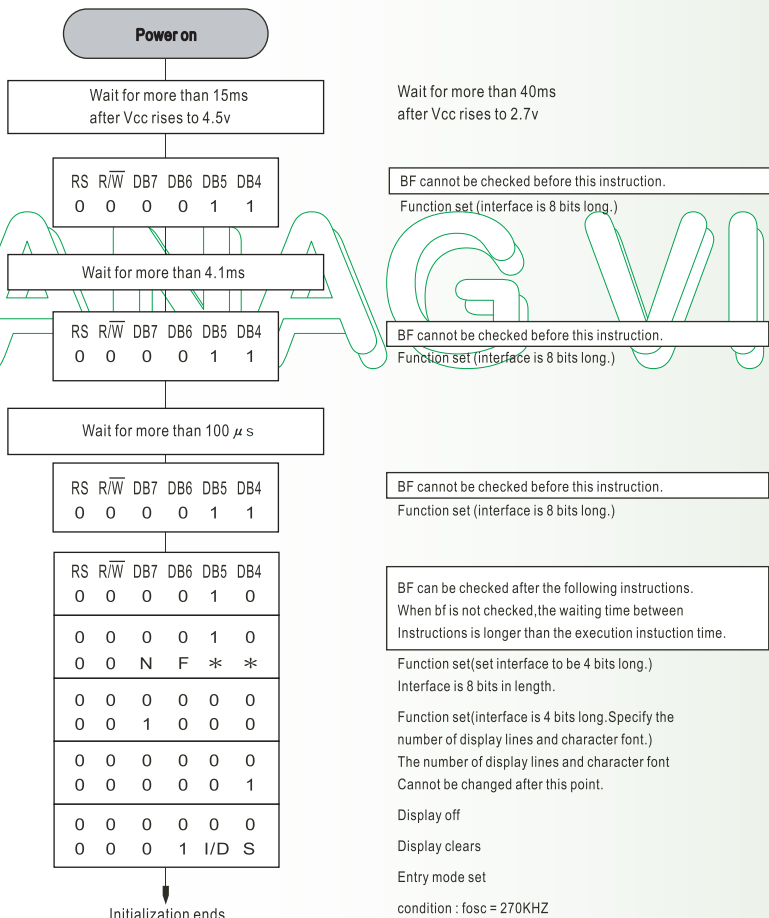


Figure 2 4-bit interface