LCD-MODULE 2x16 - 6.68mm INCL. CONTROLLER HD44780





EA DIP162-DHNLED 68 x 27 x 11 mm

FEATURES

- * HIGH CONTRAST LCD SUPERTWIST DISPLAY
- * EA DIP162-DNLED: YELLOW/GREEN WITH LED BACKLIGHT
- * EA DIP162-DN3LW AND DIP162J-DN3LW WITH WHITE LED B/L., LOW POWER
- * INCL. HD 44780 OR COMPATIBLE CONTROLLER
- * INTERFACE FOR 4- AND 8-BIT DATA BUS
- * POWER SUPPLY +5V OR ±2.7V OR ±3.3V
- * OPERATING TEMPERATURE 0~+50°C (-DN3LW, -DHNLED: -20~+70°C)
- * LED BACKLIGHT Y/G max. 150mA@+25°C
- * LED BACKLIGHT WHITE max, 45mA@+25°C
- * SOME MORE MODULES WITH SAME MECHANIC AND SAME PINOUT:
 - -DOTMATRIX 1x8, 4x20
 - -GRAPHIC 122x32
- * NO SCREWS REQUIRED: SOLDER ON IN PCB ONLY
- * DETACHABLE VIA 9-PIN SOCKET EA B200-9 (2 PCS. REQUIRED)

ORDERING INFORMATION

LCD MODULE 2x16 - 6.68mm WITH BACKLIGHT Y/G SAME BUT WITH $T_{OP.}$ -20..+70°C INCL. TEMP. COMPENSATION SAME IN BLUE-WHITE OPTIC, $T_{OP.}$ -20..+70°C INCL. TEMP. COMP. SAME IN BLACK&WHITE, $T_{OP.}$ -20..+70°C INCL. TEMP. COMP. 9-PIN SOCKET, HEIGHT 4.3mm (1 PC.) SUITABLE BEZEL (WINDOW 60.0x14.8 mm) ADAPTOR PCB WITH STANDARD PINOUT PITCH 2.54mm

EA B200-9 EA 017-2UKE EA 9907-DIP

EA DIP162-DNLED

EA DIP162-DHNLED

EA DIP162J-DN3LW

EA DIP162-DN3LW

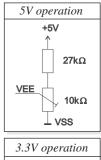


EA DIP162-D

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Pinout

Pin	Symbol	Level	Function	Pin	Symbol	Level	Function
1	VSS	L	Power Supply 0V (GND)	10	D3	H/L	Display Data
2	VDD	Н	Power Supply +5V	11	D4 (D0)	H/L	Display Data
3	VEE	•	Contrast adjust. (about 0V)	12	D5 (D1)	H/L	Display Data
4	RS	H/L	H=Command, L=Data	13	D6 (D2)	H/L	Display Data
5	R/W	H/L	H=Read, L=Write	14	D7 (D3)	H/L	Display Data, MSB
6	Е	Н	Enable (falling edge)	15	-	-	NC (see EA DIP122-5N)
7	D0	H/L	Display Data, LSB	16	-	-	NC (see EA DIP122-5N)
8	D1	H/L	Display Data	17	Α	-	LED B/L+ Resistor required
9	D2	H/L	Display Data	18	С	-	LED B/L -



+3,3V 27kΩ VEE 10kΩ -3,3V

Contrast Adjustment

Contrast voltage for all displays of EA DIP162-D series is typ. 5V. That means that for 3.3V operation an additional negative voltage of min. 1.7V is required.

Display modules for -20..+70°C are equipped with an on-board temperature compensation. So there's no more need for contrast adjustment while operation anymore.

Backlight

Using the LED backlight requires an current source or external current-limiting resistor. Forward voltage for yellow/green backlight is $3.9\sim4.2V$ and for white LED backlight $3.0\sim3.6V$. Please take care of derating for $T_a>+25$ °C

Note: Do never drive backlight direct to 5V; immediately damage my happen! Character set

Character set shown below is already built in. In addition to that you are able to define up to 8 characters by yoursself.

Lower 4 bit 4 bit	0000 (\$0x)	0010 (\$2x)	0011 (\$3x)	0100 (\$4x)	0101 (\$5x)	0110 (\$6x)	0111 (\$7x)	1010 (\$Ax)	1011 (\$Bx)	1100 (\$Cx)	1101 (\$Dx)	1110 (\$Ex)	1111 (\$Fx)
xxxx0000 (\$x0)	CG RAM (0)		Ø	ij	F	**	P			-9	Ħ,	ΟĊ	P
xxxx0001 (\$x1)	(1)	!	1	H	G	Æ	9		7	Ť	ü	ů:	q
xxxx0010 (\$x2)	(2)	П	2	8	F:	b	i-	ŗ.	ſſ	ij	'×,	ß	8
xxxx0011 (\$x3)	(3)	#	3		5	C	S	نا	ウ	Ŧ	モ	€	67
xxxx0100 (\$x4)	(4)	\$	4	D	T	d	t		I	ļ.	†7	H	25
xxxx0101 (\$x5)	(5)	7.	5	E	L	æ	u		才	ナ	1	G	ü
xxxx0110 (\$x6)	(6)	8.	6	F	Ų	I.	V	₹	力	_	===	ρ	Σ
xxxx0111 (\$x7)	(7)	7	7'	IG	<u>lii</u>	9	W	7	+	X	Ħ	9	Л
xxxx1000 (\$x8)	CG RAM (0)	(8	H	X	h	X	4	2	丰	À	Ţ	X
xxxx1001 (\$x9)	(1)		9	I	Y	i	9	÷	'	Ţ	ijĿ	-1	닠
xxxx1010 (\$xA)	(2)	*	1	.J	Z	.j	Z	I :	ב	ı'n	<u>L</u> z	j	7
xxxx1011 (\$xB)	(3)	+	7	K	Γ	k	(7	Ħ	<u> </u>	П	×	Fi
xxxx1100 (\$xC)	(4)	,	<	<u></u>	羋	1	ļ	†2	5/	7	7	Ф	Pi
xxxx1101 (\$xD)	(5)	_	=:	İΉ	J	Γŋ)	ے.	Z	^	5	Ł	÷
xxxx1110 (\$xE)	(6)		>	H	.*·.	n	÷	3	Ċ	市	**	ñ	
xxxx1111 (\$xF)	(7)	/	7	Û		0	÷	יניי	y	7	Ei .	ö	



Table of command

					Со	de						Execute
Instruction	RS	R/W	DB 7	DB 6	DB 5	DB 4	Description	Time (max.)				
Clear Display	0	0	0	0	0	0	0	0	0	1	Clears all display and returns the cursor to the home position (Address 0).	1.64ms
Cursor At Home	0	0	0	0	0	0	0	0	1		Returns the Cursor to the home position (Address 0). Also returns the display being shifted to the original position. DD RAM contents remain unchanged.	1.64ms
Entry Mode Set	0	0	0	0	0	0	0	1	I/D	S	Sets the Cursor move direction and specifies or not to shift the display. These operation are performed during data write and read.	40μs
Display On/Off Control	0	0	0	0	0	0	1	D	С		Sets ON/OFF of all display (D) cursor ON/OFF (C), and blink of cursor position character (B).	40μs
Cursor / Display Shift	0	0	0	0	0	1	S/C	R/L	*	*	Moves the Cursor and shifts the display without changing DD RAM contents.	40μs
Function Set	0	0	0	0	1	DL	N	F	*	*	Sets interface data length (DL) number of display lines (L) and character font (F).	40μs
CG RAM Address Set	0	0	0	- -							Sets the CG RAM address. CG RAM data is sent and received after this setting.	40μs
DD RAM Address Set	0	0	1	1 ADD							Sets the DD RAM address. DD RAM data is sent and received after this setting.	40μs
Busy Flag / Address Read	0	1	BF	BF AC							Reads Busy flag (BF) indicating internal operation is being performed and reads address counter contents.	-
CG RAM / DD RAM Data write	1	0) Write Data								Writes data into DD RAM or CG RAM	40µs
CG RAM / DD RAM Data Read	1	1	Read Data								Reads data from DD RAM or CG RAM	40µs

Creating your own characters

All these character display modules got the feature to create 8 own characters (ASCII Codes 0..7) in addition to the 192 ROM fixed codes.

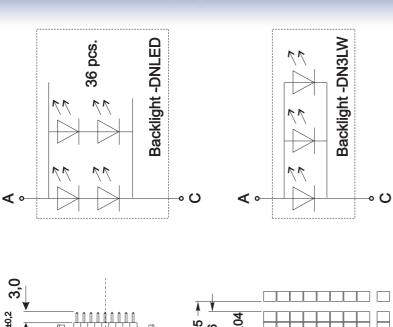
- 1.) The command "CG RAM Address Set" defines the ASCII code (Bit 3,4,5) and the dot line (Bit 0,1,2) of the new character. Example demonstrates creating ASCII code \$00.
- 2.) Doing 8 times the write command "Data Write" defines line by line the new character. 8th. byte stands for the cursor line.
- 3.) The new defined character can be used as a "normal" ASCII code (0..7); use with "DD RAM Address Set" and "Data Write".

Set CG RAM Address																	Da	ata			
					Hex								Bit							Hex	
Adresse					пех										5	4	3	2	1	0	пех
		0	0	0	\$40											0	0	1	0	0	\$04
		0	0	1	\$41											0	0	7	0	0	\$04
		0	1	0	\$42											0	0	1	0	0	\$04
0 1	0 0 0	0	1	1	\$43								~	v	Х	0	0	1	0	0	\$04
U I	0 0 0	1	0	0	\$44								^	^	^	7	0	1	0	1	\$15
		1	0	1	\$45											0	7	1	1	0	\$0E
		1	1	0	\$46											0	0	1	0	0	\$04
		1	1	1	\$47											0	0	0	0	0	\$00

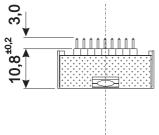
IN	INITIALISATION FOR A 2 LINE DISPLAY / 8-BIT MODE													
Command	RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0	Remark			
Function Set	0	0	0	0	1	1	1	0	0	0	8-Bit Data Length, 2/4 lines, 5x7 Font			
Display ON/OFF	0	0	0	0	0	0	1	1	1	1	Display on, Cursor visible, Cursor blink			
Clear Display	0	0	0	0	0	0	0	0	0	1	Clear Display, Cursor Home			
Entry Mode Set	0	0	0	0	0	0	0	1	1	0	Cursor Auto-Increment			

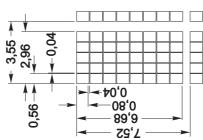


Dimensions

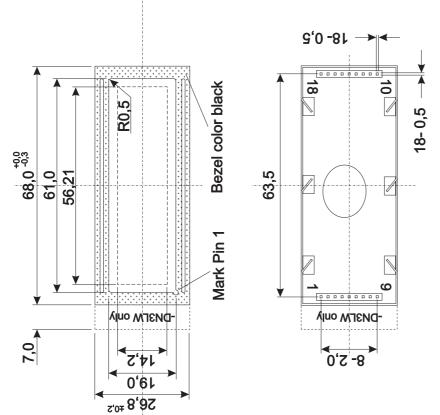


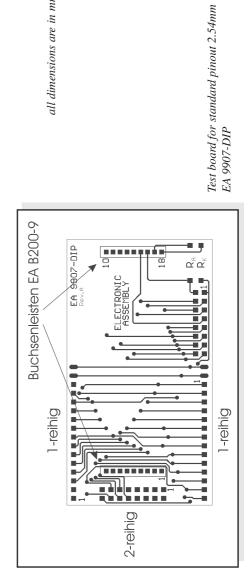






all dimensions are in mm





making things easy