

■ OPERATING PRINCIPLES & METHODS

Control and Display Command

Command	RS	R/W	DB <sub>7</sub>	DB <sub>6</sub>	DB <sub>5</sub>	DB <sub>4</sub>	DB <sub>3</sub>	DB <sub>2</sub>	DB <sub>1</sub>	DB <sub>0</sub>	Execution Time (f <sub>osc</sub> = 250kHz)	Remark																		
DISPLAY CLEAR	L	L	L	L	L	L	L	L	L	H	1.64ms																			
RETURN HOME	L	L	L	L	L	L	L	L	H	X	1.64ms	Cursor move to first digit																		
ENTRY MODE SET	L	L	L	L	L	L	L	H	I/D	SH	42µs	<ul style="list-style-type: none"> <li>I/D : Set cursor move direction <table border="1"> <tr> <td>I/D</td> <td>H</td> <td>Increase</td> </tr> <tr> <td>I/D</td> <td>L</td> <td>Decrease</td> </tr> </table> </li> <li>SH : Specifies shift of display <table border="1"> <tr> <td>SH</td> <td>H</td> <td>Display is shifted</td> </tr> <tr> <td>SH</td> <td>L</td> <td>Display is not shifted</td> </tr> </table> </li> </ul>	I/D	H	Increase	I/D	L	Decrease	SH	H	Display is shifted	SH	L	Display is not shifted						
I/D	H	Increase																												
I/D	L	Decrease																												
SH	H	Display is shifted																												
SH	L	Display is not shifted																												
DISPLAY ON/OFF	L	L	L	L	L	L	H	D	C	B	42µs	<ul style="list-style-type: none"> <li>Display <table border="1"> <tr> <td>D</td> <td>H</td> <td>Display on</td> </tr> <tr> <td>D</td> <td>L</td> <td>Display off</td> </tr> </table> </li> <li>Cursor <table border="1"> <tr> <td>C</td> <td>H</td> <td>Cursor on</td> </tr> <tr> <td>C</td> <td>L</td> <td>Cursor off</td> </tr> </table> </li> <li>Blinking <table border="1"> <tr> <td>B</td> <td>H</td> <td>Blinking on</td> </tr> <tr> <td>B</td> <td>L</td> <td>Blinking off</td> </tr> </table> </li> </ul>	D	H	Display on	D	L	Display off	C	H	Cursor on	C	L	Cursor off	B	H	Blinking on	B	L	Blinking off
D	H	Display on																												
D	L	Display off																												
C	H	Cursor on																												
C	L	Cursor off																												
B	H	Blinking on																												
B	L	Blinking off																												
SHIFT	L	L	L	L	L	H	S/C	R/L	X	X	42µs	<table border="1"> <tr> <td>S/C</td> <td>H</td> <td>Display shift</td> </tr> <tr> <td>S/C</td> <td>L</td> <td>Cursor move</td> </tr> </table> <table border="1"> <tr> <td>R/L</td> <td>H</td> <td>Right shift</td> </tr> <tr> <td>R/L</td> <td>L</td> <td>Left shift</td> </tr> </table>	S/C	H	Display shift	S/C	L	Cursor move	R/L	H	Right shift	R/L	L	Left shift						
S/C	H	Display shift																												
S/C	L	Cursor move																												
R/L	H	Right shift																												
R/L	L	Left shift																												
SET FUNCTION	L	L	L	L	H	DL	N	F	X	X	42µs	<table border="1"> <tr> <td>DL</td> <td>H</td> <td>8 bits interface</td> </tr> <tr> <td>DL</td> <td>L</td> <td>4 bits interface</td> </tr> </table> <table border="1"> <tr> <td>N</td> <td>H</td> <td>2 line display</td> </tr> <tr> <td>N</td> <td>L</td> <td>1 line display</td> </tr> </table> <table border="1"> <tr> <td>F</td> <td>H</td> <td>5 X 10 dots</td> </tr> <tr> <td>F</td> <td>L</td> <td>5 X 7 dots</td> </tr> </table>	DL	H	8 bits interface	DL	L	4 bits interface	N	H	2 line display	N	L	1 line display	F	H	5 X 10 dots	F	L	5 X 7 dots
DL	H	8 bits interface																												
DL	L	4 bits interface																												
N	H	2 line display																												
N	L	1 line display																												
F	H	5 X 10 dots																												
F	L	5 X 7 dots																												
SET CG RAM ADDRESS	L	L	L	H	CG RAM address (corresponds to cursor address)						42µs	CG RAM Data is sent and received after this setting																		
SET DD RAM ADDRESS	L	L	H	DD RAM address						42µs	DD RAM Data is sent and received after this setting																			
READ BUSY FLAG & ADDRESS	L	H	BF	Address Counter used for both DD & CG RAM address						0µs	<table border="1"> <tr> <td>BF</td> <td>H</td> <td>Busy</td> </tr> <tr> <td>BF</td> <td>L</td> <td>Ready</td> </tr> </table> <ul style="list-style-type: none"> <li>– Reads BF indication internal operating is being performed</li> <li>– Reads address counter contents</li> </ul>	BF	H	Busy	BF	L	Ready													
BF	H	Busy																												
BF	L	Ready																												
WRITE DATA	H	L	Write Data						46µs	Write data into DD or CG RAM																				
READ DATA	H	H	Read Data						46µs	Read data from DD or CG RAM																				

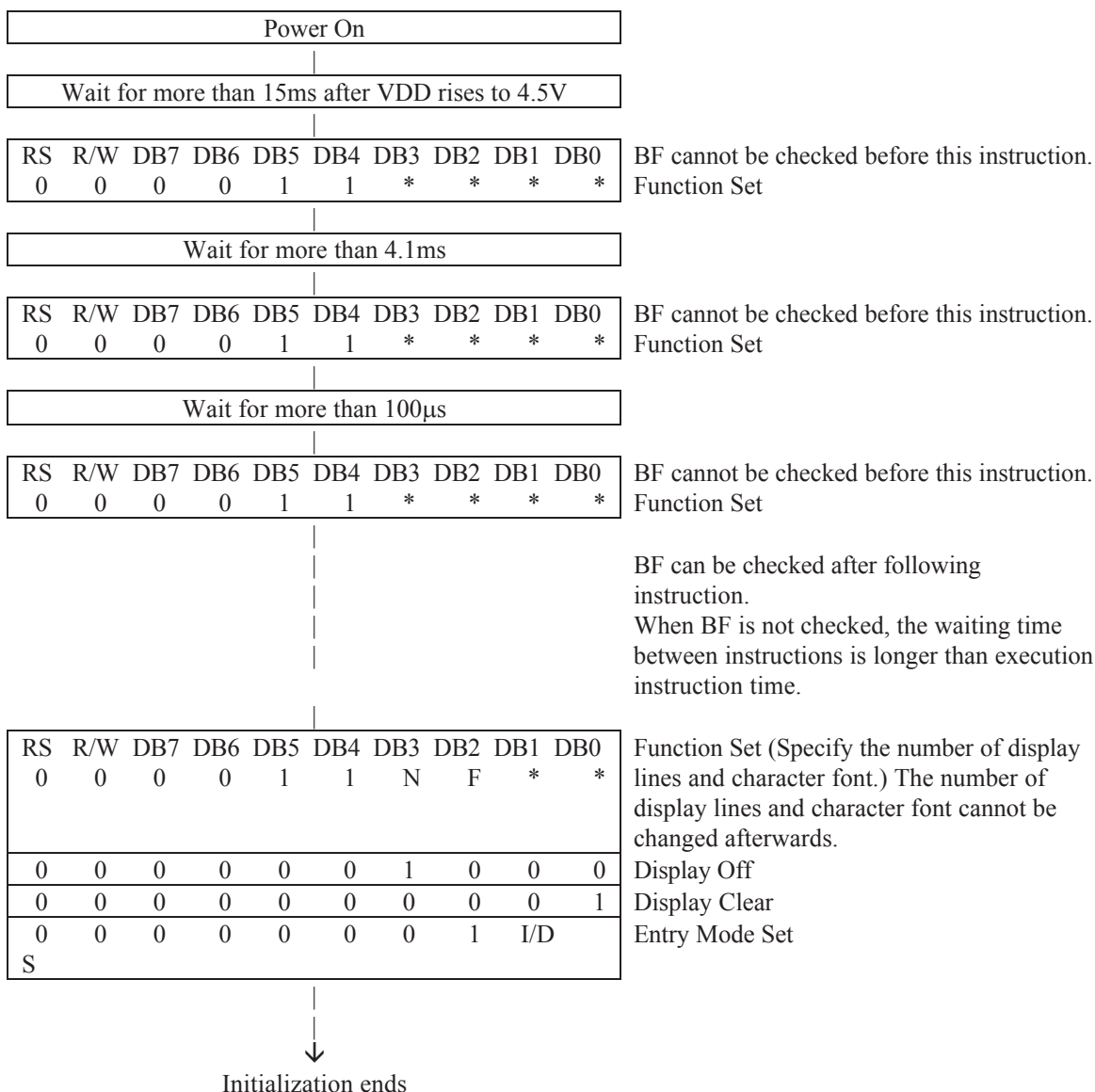
X : Don't care

**Initializing by Internal Reset Circuit**

The KS0070B automatically initializes (resets) when the power is on using the internal reset circuit. The following instruction are executed in initialization. The busy flag is kept in busy state (BF=1) until initialization ends. The busy state is 10ms after VDD rises to 4.5V.

- (1) Display Clear
- (2) Function Set
  - DL = 1 : 8-bit interface data
  - N = 0 : 1-line display
  - F = 0 : 5x7-dot character font
- (3) Display On/Off Control
  - D = 0 : Display Off
  - C = 0 : Cursor Off
  - B = 0 : Blink Off
- (4) Entry Mode Set
  - I/D = 1 : +1 (Increment)
  - S = 0 : No Shift

**Initializing by Instruction**



Standard Character Pattern

upper 4 bit lower 4 bit	0000	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111
0000	CG RAM (1)														
0001	(2)														
0010	(3)														
0011	(4)														
0100	(5)														
0101	(6)														
0110	(7)														
0111	(8)														
1000	(1)														
1001	(2)														
1010	(3)														
1011	(4)														
1100	(5)														
1101	(6)														
1110	(7)														
1111	(8)														

■ DISPLAY DATA RAM ADDRESS MAP

Characters	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
First line	00H	01H	02H	03H	04H	05H	06H	07H	08H	09H	0AH	0BH	0CH	0DH	0EH	0FH
Second line	40H	41H	42H	43H	44H	45H	46H	47H	48H	49H	4AH	4BH	4CH	4DH	4EH	4FH