



SPECIFICATION

CUSTOMER : _____

MODULE NO.: WH2004A-TMI-CT#

APPROVED BY:		
(FOR CUSTOMER USE ONLY)	PCB VERSION:	DATA:

SALES BY	APPROVED BY	CHECKED BY	PREPARED BY

VERSION	DATE	REVISED PAGE NO.	SUMMARY
A	2008/11/10	20	Modify backlight information.



RECORDS OF REVISION

DOC. FIRST ISSUE

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0 A	2008/4/28 2008/11/10	20	First issue Modify backlight information.

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1.Module Classification Information

W H 2 0 0 4 A - T M I - CT#
 ① ② ③ ④ ⑤ ⑥ ⑦ ⑧

- ① Brand : WINSTAR DISPLAY CORPORATION
- ② Display Type : H→Character Type, G→Graphic Type
- ③ Display Font : Character 20 words, 4Lines.
- ④ Model serials no.
- ⑤ Backlight Type : N→Without backlight T→LED, White
 B→EL, Blue green A→LED, Amber
 D→EL, Green R→LED, Red
 W→EL, White O→LED, Orange
 F→CCFL, White G→LED, Green
 Y→LED, Yellow Green T→LED, White
- ⑥ LCD Mode : B→TN Positive, Gray T→FSTN Negative
 N→TN Negative,
 G→STN Positive, Gray
 Y→STN Positive, Yellow Green
 M→STN Negative, Blue
 F→FSTN Positive
- ⑦ LCD Polarize A→Reflective, N.T, 6:00 H→Transflective, W.T,6:00
 Type/ Temperature D→Reflective, N.T, 12:00 K→Transflective, W.T,12:00
 range/ View G→Reflective, W. T, 6:00 C→Transmissive, N.T,6:00
 direction J→Reflective, W. T, 12:00 F→Transmissive, N.T,12:00
 B→Transflective, N.T,6:00 I→Transmissive, W. T, 6:00
 E→Transflective, N.T.12:00 L→Transmissive, W.T,12:00
- ⑧ Special Code CT : English and Cyrillic standard font
 #:Fit in with the ROHS Directions and regulations

2.Precautions in use of LCD Modules

- (1) Avoid applying excessive shocks to the module or making any alterations or modifications to it.
- (2) Don't make extra holes on the printed circuit board, modify its shape or change the components of LCD module.
- (3) Don't disassemble the LCM.
- (4) Don't operate it above the absolute maximum rating.
- (5) Don't drop, bend or twist LCM.
- (6) Soldering: only to the I/O terminals.
- (7) Storage: please storage in anti-static electricity container and clean environment.
- (8). Winstar have the right to change the passive components
- (9). Winstar have the right to change the PCB Rev.

3.General Specification

Item	Dimension	Unit
Number of Characters	20 characters x 4Lines	—
Module dimension	98.0 x 60.0 x 13.6(MAX)	mm
View area	77.0 x 25.2	mm
Active area	70.4 x 20.8	mm
Dot size	0.55 x 0.55	mm
Dot pitch	0.60 x 0.60	mm
Character size	2.95 x 4.75	mm
Character pitch	3.55 x 5.35	mm
LCD type	STN Negative, Blue Transmissive, (In LCD production, It will occur slightly color difference. We can only guarantee the same color in the same batch.)	
Duty	1/16	
View direction	6 o'clock	
Backlight Type	LED White	

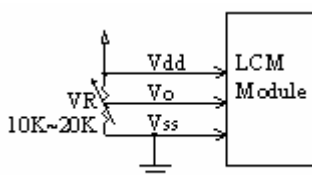
4. Absolute Maximum Ratings

Item	Symbol	Min	Typ	Max	Unit
Operating Temperature	T_{OP}	-20	—	+70	°C
Storage Temperature	T_{ST}	-30	—	+80	°C
Input Voltage	V_I	V_{SS}	—	V_{DD}	V
Supply Voltage For Logic	$V_{DD}-V_{SS}$	-0.3	—	7	V
Supply Voltage For LCD	$V_{DD}-V_0$	-0.3	—	13	V

5. Electrical Characteristics

Item	Symbol	Condition	Min	Typ	Max	Unit
Supply Voltage For Logic	$V_{DD}-V_{SS}$	—	4.5	5.0	5.5	V
Supply Voltage For LCD	$V_{DD}-V_0$	$T_a=-20^{\circ}\text{C}$	—	—	5.3	V
		$T_a=25^{\circ}\text{C}$	—	4.5	—	V
*Note		$T_a=70^{\circ}\text{C}$	3.8	—	—	V
Input High Volt.	V_{IH}	—	$0.7 V_{DD}$	—	V_{DD}	V
Input Low Volt.	V_{IL}	—	V_{SS}	—	0.6	V
Output High Volt.	V_{OH}	—	3.9	—	—	V
Output Low Volt.	V_{OL}	—	—	—	0.4	V
Supply Current	I_{DD}	$V_{DD}=5.0\text{V}$	1.0	1.2	1.5	mA

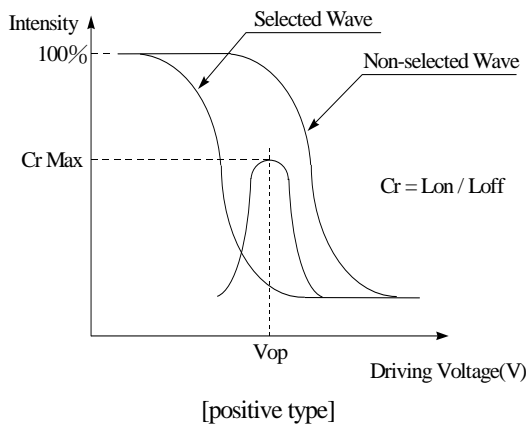
* Note: Please design the VOP adjustment circuit on customer's main board



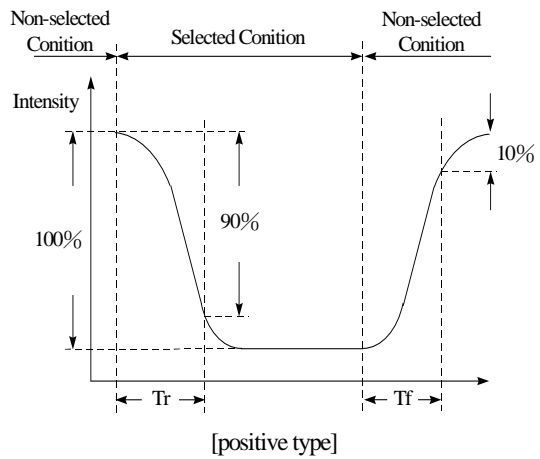
6. Optical Characteristics

Item	Symbol	Condition	Min	Typ	Max	Unit
View Angle	(V) θ	$CR \geq 2$	20	—	40	deg
	(H) φ	$CR \geq 2$	-30	—	30	deg
Contrast Ratio	CR	—	—	3	—	—
Response Time	T rise	—	—	150	200	ms
	T fall	—	—	150	200	ms

Definition of Operation Voltage (Vop)



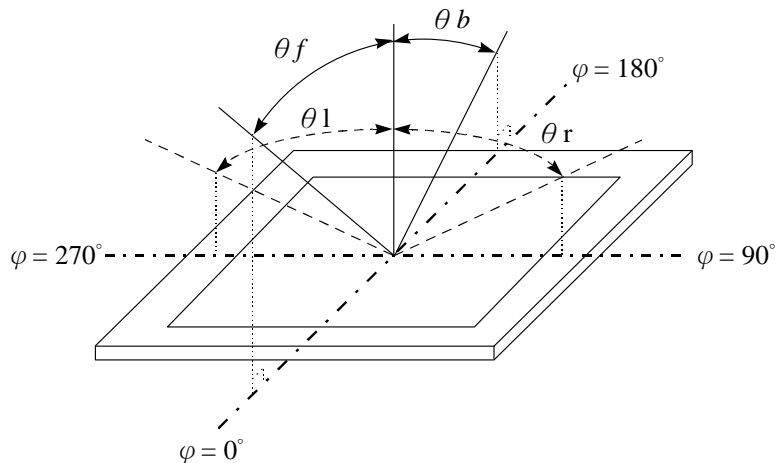
Definition of Response Time (Tr, Tf)



Conditions :

Operating Voltage : Vop Viewing Angle(θ , φ) : 0° , 0°
 Frame Frequency : 64 HZ Driving Waveform : 1/N duty , 1/a bias

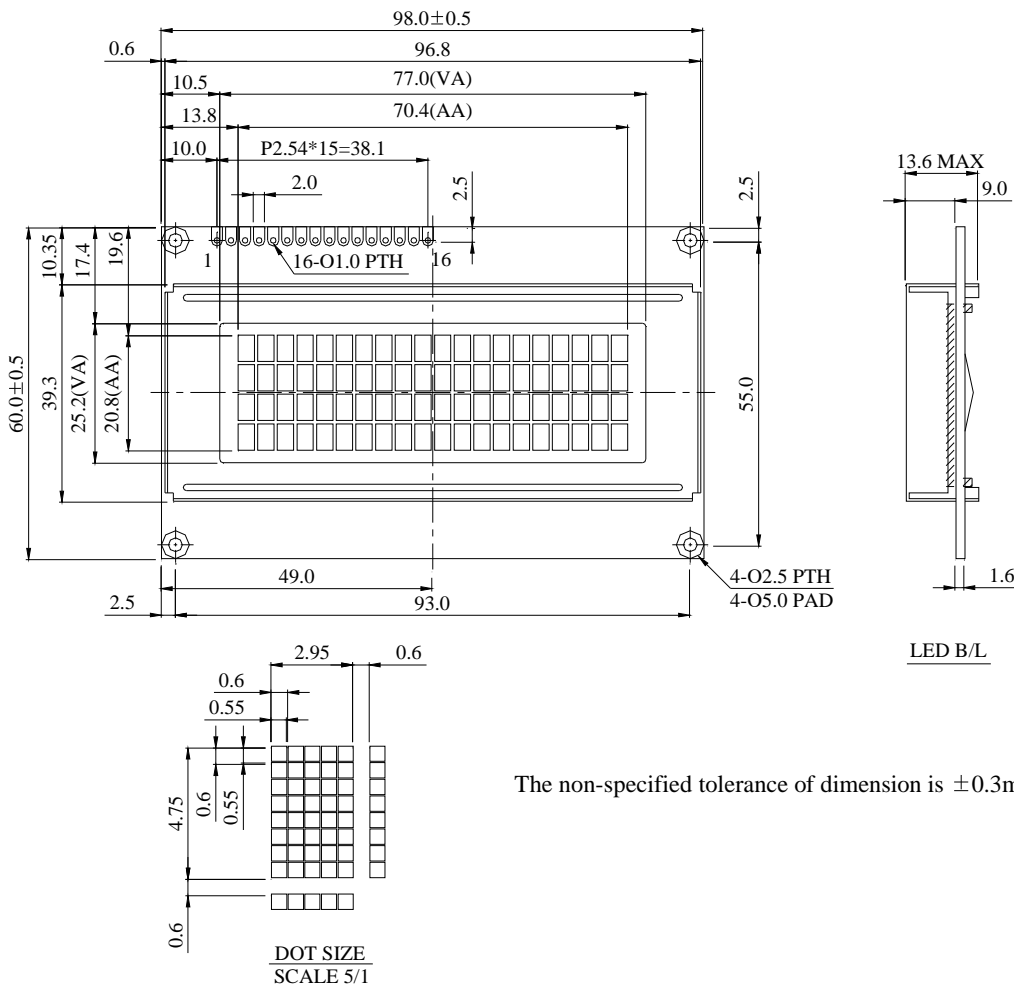
Definition of viewing angle($CR \geq 2$)



7.Interface Pin Function

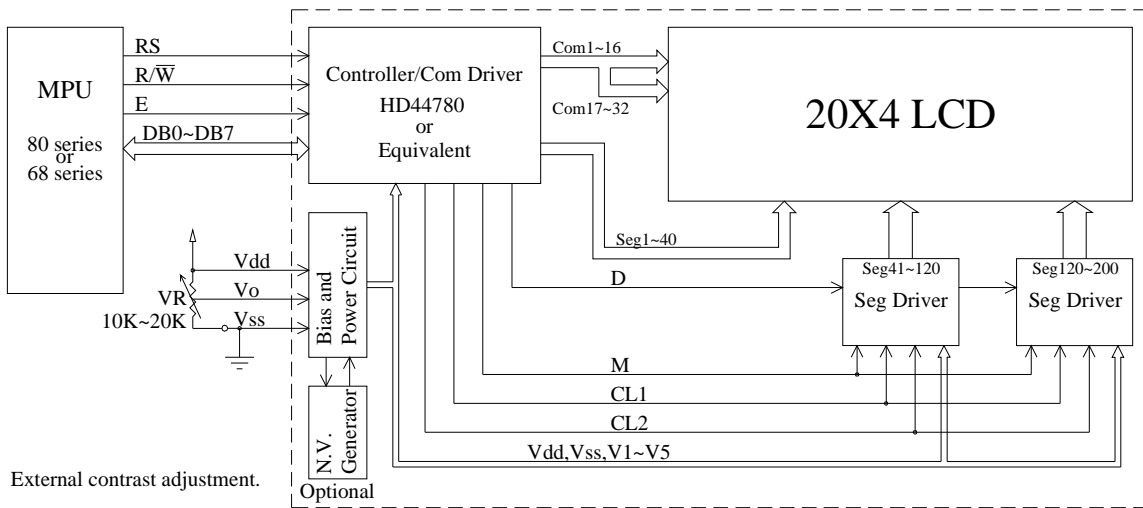
Pin No.	Symbol	Level	Description
1	V _{SS}	0V	Ground
2	V _{DD}	5.0V	Supply Voltage for logic
3	VO	(Variable)	Operating voltage for LCD
4	RS	H/L	H: DATA, L: Instruction code
5	R/W	H/L	H: Read(MPU→Module) L: Write(MPU→Module)
6	E	H,H→L	Chip enable signal
7	DB0	H/L	Data bit 0
8	DB1	H/L	Data bus line
9	DB2	H/L	Data bus line
10	DB3	H/L	Data bus line
11	DB4	H/L	Data bus line
12	DB5	H/L	Data bus line
13	DB6	H/L	Data bus line
14	DB7	H/L	Data bus line
15	A	—	LED +
16	K	—	LED -

8. Contour Drawing & Block Diagram



PIN NO.	SYMBOL
1	Vss
2	Vdd
3	Vo
4	RS
5	R/W
6	E
7	DB0
8	DB1
9	DB2
10	DB3
11	DB4
12	DB5
13	DB6
14	DB7
15	A
16	K

The non-specified tolerance of dimension is ±0.3mm.



Character located	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
DDRAM address	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	10	11	12	13
DDRAM address	40	41	42	43	44	45	46	47	48	49	4A	4B	4C	4D	4E	4F	50	51	52	53
DDRAM address	14	15	16	17	18	19	1A	1B	1C	1D	1E	1F	20	21	22	23	24	25	26	27
DDRAM address	54	55	56	57	58	59	5A	5B	5C	5D	5E	5F	60	61	62	63	64	65	66	67

Display position DDRAM address

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	10	11	12	13
40	41	42	43	44	45	46	47	48	49	4A	4B	4C	4D	4E	4F	50	51	52	53

2-Line by 20-Character Display

Character Generator ROM (CGROM)

The CGROM generate 5×8 dot or 5×10 dot character patterns from 8-bit character codes. See Table 2.

Character Generator RAM (CGRAM)

In CGRAM, the user can rewrite character by program. For 5×8 dots, eight character patterns can be written, and for 5×10 dots, four character patterns can be written.

Write into DDRAM the character code at the addresses shown as the left column of table 1. To show the character patterns stored in CGRAM.

Relationship between CGRAM Addresses, Character Codes (DDRAM) and Character patterns

Table 1.

For 5 * 8 dot character patterns

Character Codes (DDRAM data)								CGRAM Address						Character Patterns (CGRAM data)																						
7	6	5	4	3	2	1	0	5			4			3			2			1			0													
High				Low				High			Low			High				Low																		
0 0 0 0 * 0 0 0								0 0 0						0 0 0	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
														0 0 1	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
														0 1 0	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
														0 1 1	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
														1 0 0	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
														1 0 1	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
														1 1 0	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
														1 1 1	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
														0 0 0	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
														0 0 1	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0 0 0 0 * 0 0 1								0 0 1						0 0 0	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0						
														0 0 1	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
														1 0 0	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
														1 0 1	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
0 0 0 0 * 1 1 1								1 1 1						1 0 0	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0						
														1 0 1	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
														1 1 0	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
														1 1 1	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	

Character pattern(1)

Cursor pattern

Character pattern(2)

Cursor pattern

For 5 * 10 dot character patterns

Character Codes (DDRAM data)										CGRAM Address						Character Patterns (CGRAM data)																													
7	6	5	4	3	2	1	0	5			4			3			2			1			0																						
High					Low					High			Low			High					Low																								
0 0 0 0 * 0 0 0										0 0						0 0 0 0 0	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
																0 0 0 1	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
																0 0 1 0	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
																0 0 1 1	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
																0 1 0 0	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
																0 1 0 1	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
																0 1 1 0	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
																0 1 1 1	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
																1 0 0 0	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
																1 0 0 1	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1 1 1 1										1 1 1 1						1 0 1 0	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0					
																* * *	0	*	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Character pattern

Cursor pattern

■ : " High "

