Winstar Display Co., LTD

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.

Winstar Display Co., LTD

MODLE NO：

RECORDS OF REVISION

DOC. FIRST ISSUE

VERSION	DATE	REVISED PAGE NO.	**SUMMARY**
0 A	2008/4/28 2008/11/10	20	First issue Modify backlight information.

Contents

1.Module Classification Information

WH 2004 A－TMI－ CT#
① ② ③ ④ ⑤⑥⑦ 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 Type/ Temperature range/ View direction

A→Reflective, N.T, 6:00	H→Transflective, W.T,6:00
D→Reflective, N.T, 12:00	K→Transflective, W.T,12:00
G→Reflective, W. T, 6:00	C→Transmissive, N.T,6:00
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	

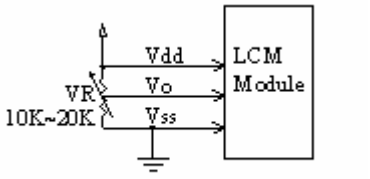
4.Absolute Maximum Ratings

Item	Symbol	Min	Typ	Max	Unit
Operating Temperature	T_{OP}	-20	—	+70	℃
Storage Temperature	T_{ST}	-30	—	+80	℃
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 *Note	V_{DD}-V_0	Ta=-20℃	—	—	5.3	V
		Ta=25℃	—	4.5	—	V
		Ta=70℃	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}=5.0V	1.0	1.2	1.5	mA

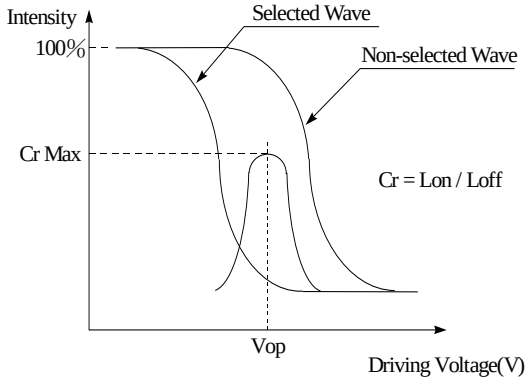
* Note: Please design the VOP adjustment circuit on customer's main board



6.Optical Characteristics

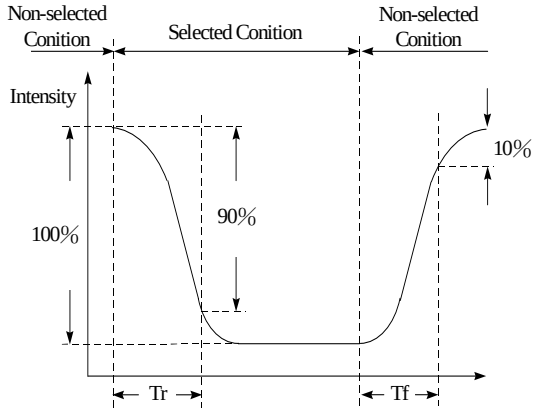
Item	Symbol	Condition	Min	Typ	Max	Unit
View Angle	(V) θ	CR≧2	20	—	40	deg
	(H) φ	CR≧2	-30	—	30	deg
Contrast Ratio	CR	—	—	3	—	—
Response Time	T rise	—	—	150	200	ms
	T fall	—	—	150	200	ms

Definition of Operation Voltage (Vop)



[positive type]

Definition of Response Time (Tr , Tf)



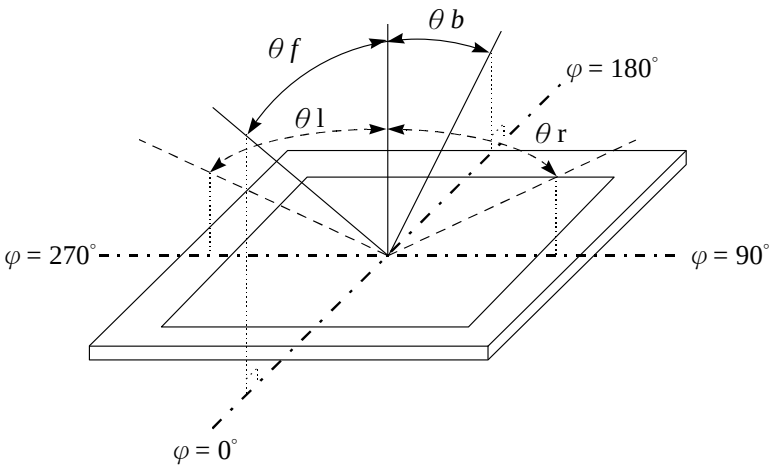
[positive type]

Conditions :

Operating Voltage : Vop Viewing Angle(θ ， φ) : 0°， 0°

Frame Frequency : 64 HZ Driving Waveform : 1/N duty , 1/a bias

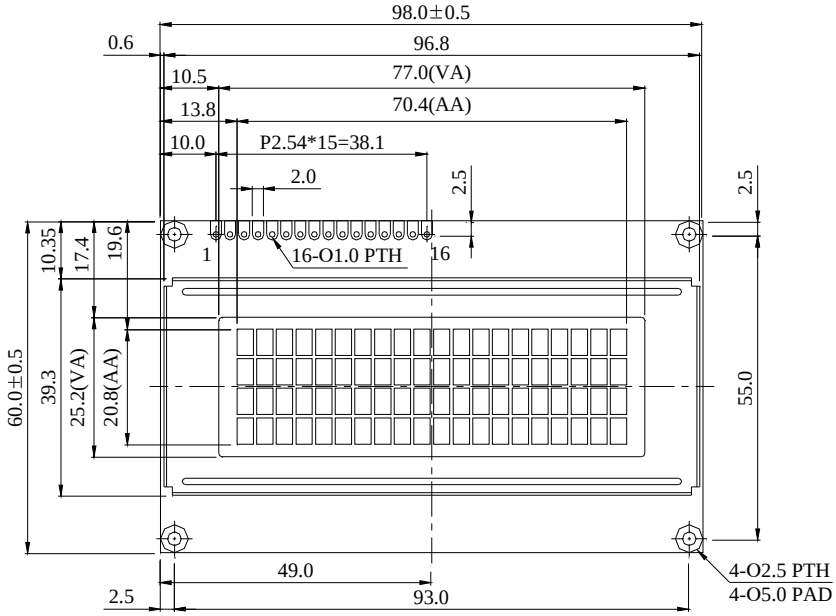
Definition of viewing angle(CR≧2)

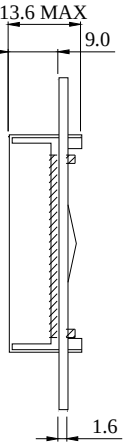


7.Interface Pin Function

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 -

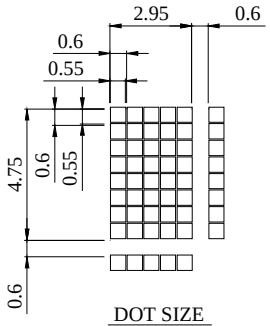
8.Contour Drawing &Block Diagram





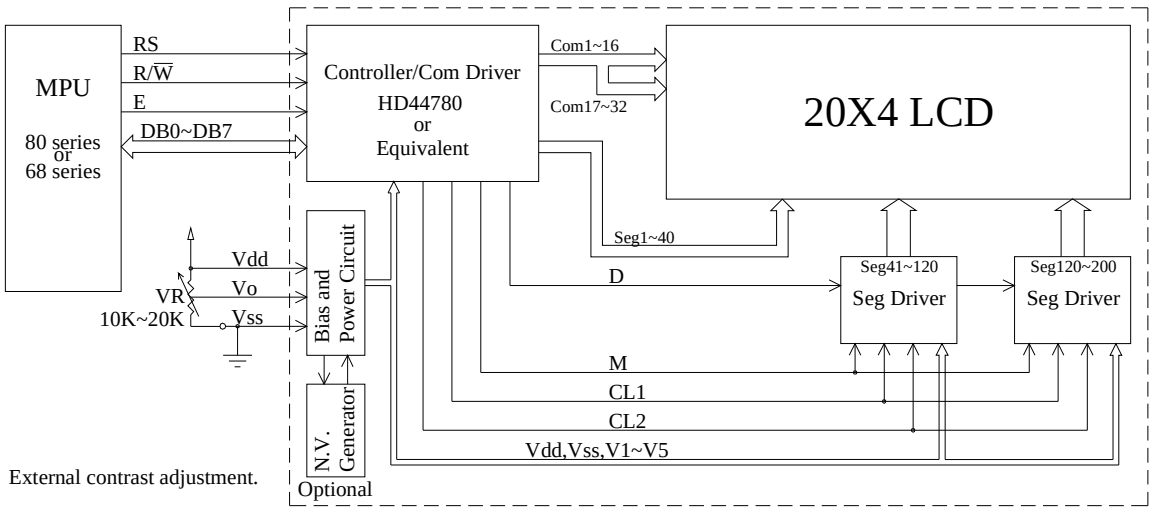
LED B/L

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



DOT SIZE
SCALE 5/1

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

9.Function Description

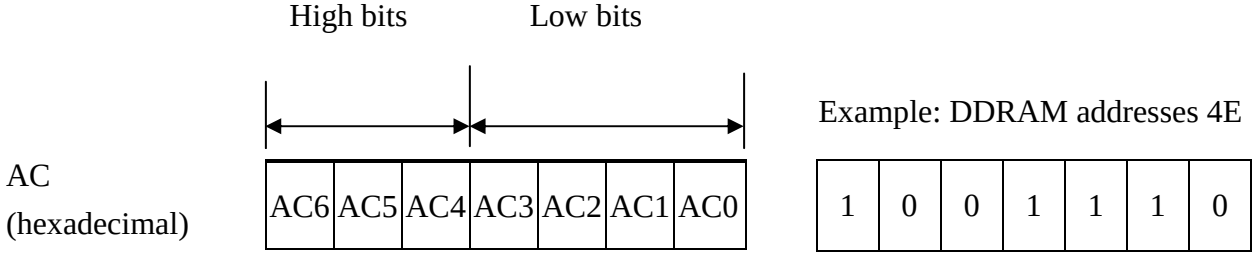
The LCD display Module is built in a LSI controller, the controller has two 8-bit registers, an instruction register (IR) and a data register (DR).
The IR stores instruction codes, such as display clear and cursor shift, and address information for display data RAM (DDRAM) and character generator (CGRAM). The IR can only be written from the MPU. The DR temporarily stores data to be written or read from DDRAM or CGRAM. When address information is written into the IR, then data is stored into the DR from DDRAM or CGRAM. By the register selector (RS) signal, these two registers can be selected.

RS	R/W	Operation
0	0	IR write as an internal operation (display clear, etc.)
0	1	Read busy flag (DB7) and address counter (DB0 to DB7)
1	0	Write data to DDRAM or CGRAM (DR to DDRAM or CGRAM)
1	1	Read data from DDRAM or CGRAM (DDRAM or CGRAM to DR)

Busy Flag (BF)
When the busy flag is 1, the controller LSI is in the internal operation mode, and the next instruction will not be accepted. When RS=0 and R/W=1, the busy flag is output to DB7. The next instruction must be written after ensuring that the busy flag is 0.

Address Counter (AC)
The address counter (AC) assigns addresses to both DDRAM and CGRAM

Display Data RAM (DDRAM)
This DDRAM is used to store the display data represented in 8-bit character codes. Its extended capacity is 80×8 bits or 80 characters. Below figure is the relationships between DDRAM addresses and positions on the liquid crystal display.



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		7 6 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	* * *	Character pattern(1)
			0 0 1	* * *	
			0 1 0	* * *	
			0 1 1	* * *	
			1 0 0	* * *	
			1 0 1	* * *	
			1 1 0	* * *	
			1 1 1	* * *	Cursor pattern
0 0 0 0 * 0 0 1		0 0 1	0 0 0	* * *	Character pattern(2)
			0 0 1	* * *	
			0 1 0	* * *	
			0 1 1	* * *	
			1 0 0	* * *	
			1 0 1	* * *	
			1 1 0	* * *	
			1 1 1	* * *	Cursor pattern
			0 0 0	* * *	
			0 0 1	* * *	
0 0 0 0 * 1 1 1		1 1 1	1 0 0		
			1 0 1		
			1 1 0		
			1 1 1	* * *	

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		7 6 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	* * *	Character pattern
			0 0 0 1	* * *	
			0 0 1 0	* * *	
			0 0 1 1	* * *	
			0 1 0 0	* * *	
			0 1 0 1	* * *	
			0 1 1 0	* * *	
			0 1 1 1	* * *	
			1 0 0 0	* * *	
			1 0 0 1	* * *	
			1 0 1 0	* * *	Cursor pattern
			1 1 1 1	* * *	* * * * *

■ : " High "